

CAMDEN COUNTY COUNCIL OF WEST COLLINGSWOOD NEW JERSEY
IN COOPERATION WITH
BELL OAKS UPPER ELEMENTARY SCHOOL OF BELLMAWR NEW JERSEY
AND THE
BELLMAWR BOARD OF EDUCATION
PROUDLY PRESENTS



LOGO AND CONCEPT
A J CYGAL

November 5, 1988

Dear Scout Leaders and Friends of Scouting,

Welcome on behalf of all Cub Scouts whose lives will be enriched by you.

Robert S.S. Baden-Powell who served as a British officer during the turn of the century discovered his men had no knowledge of basic first aid or of survival in the outdoors. These men were unable to follow directions, understand danger signs, or find food or water while in the woods. After training his men in woods survival, he envisioned the wonderful possibilities of passing this training to boys. We know the results of Baden-Powell's dream; today at the turn of a new century, scouting is world-wide.

Today, "a dream lives on " through the eager efforts of the Pow Wow Staff of 1988. It is everyone's intent to bridge the "old" with the "new". The staff you will see is comprised of scouters who have had many years of experience and also scouters who have been in the movement for only two years.

Whatever experience you may have at this time, please do share your thoughts. This is the purpose of Pow Wow and it is the exchange of ideas that will enhance the scouting program in your den, your pack meetings, your unit and your town.

Let the vision today, begin with you, as " a dream lives on ".

Thank you for attending Pow Wow 1988. Have a wonderful day!

Sincerely,



Anthony J. Cygal

Pow Wow Chairman

OUR SINCERE THANK YOU POW WOW STAFF 1988

CHAIRMAN	ANTHONY J. CYGAL	
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	MARGARET CYGAL	
SKITS AND PUPPETS	CAROLE LEIBACH	CAROL SHITESEL
SONGS AND GAMES	RICHARD WARKLEY	JOIS JESTER
PROMOTIONS	CYNTHIA HOLSHUE	BARBARA GOLDBERG
	ROBERT CUNEO	JESSICA WELTY
REGISTRATIONS	CHIP ROACHE	CAROLE LIEBACH

OUR SPECIAL THANKS FOR OUR CHILD CARE VOLUNTEERS

CADET TROOP 554, BERLIN, N.J.	LEADER	SUE HAGAN
FRIENDS OF SCOUTING, BELLWAR, N.J.		CAROL ROACHE

OUR FINAL THANKS TO ALL FRIENDS OF SCOUTING

TO ALL WHO HAVE CONTRIBUTED TO THE RESOURCES OF THIS POW WOW BOOK IN CAMDEN,
PHILADELPHIA, VALLEY FORGE, OUR NATIONAL CAPITOL, WASHINGTON, D.C AND
BSA HEADQUARTERS, IRVING, TEXAS



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Tiger Cubs, BSA

TIGER CUBS

Tiger Cubs is a program that is geared to first-grade boys. Major characteristics of the program are as follows:

1. It is heavily family oriented with a boy and an adult family member working together on virtually all activities.
2. It has the goal of allowing the boy and the adult to build a stronger relationship with each other, with the rest of their family, and with other members of Tiger Cubs.
3. It is aimed specifically at the boy and his adult family member, but many if not all of the activities are suitable for participation by the rest of the family as well.
4. This is not, strictly speaking, a boy-parent program. Instead, it is a one-on-one boy-adult program. It is organized so that each boy is registered as a Tiger Cub but he must participate with an adult. That adult can be a parent, aunt, or uncle, grandparent, older brother or sister, even a neighbor. The adult must be at least 18 years of age, and needs to be someone who cares about that boy and is committed to his well-being.
5. The program is designed to be operated on a casual, relaxed basis. There are no achievements, and no advancement requirements. The thrust of this program is fun for a boy and adult, pure and simple.
6. Boy Scouts of America research shows that this program fills a critical need. American youth and adults today want more family-oriented programs.
7. The program also works to the benefit of the Pack, which sponsors it. The program is run in conjunction with a Cub Scout Pack. The benefit to the Pack comes about when the boy and the adult graduate into the Pack. The recruitment process is easier since you have a natural feeder program, and you also have a pool of potential adult leaders.
8. The one single fact that is overlooked in the program is that this is the first exposure, in most cases, for the boy-adult team to the scouting program and it is here that we win them or lose them for the other scouting programs.
9. It is important for every Pack have a Tiger Cub program, and have a Tiger Coordinator appointed to establish a Tiger group in the local unit. This person should not be the Cubmaster, but a member of the Pack Committee or a parent who is interested in seeing the scouting program run for first grade boys.

WHERE TIGER CUBS FIT INTO SCOUTING

One of the goals of the Tiger Cub program is to provide an introduction to Scouting for both the boy and the adult. It provides a chance for Scouting to explain some of its goals and ideals to both boys and adults. Tiger Cubs will inform parents and adults about Scouting with the anticipated result that more of them will be interested in becoming Scouting volunteers.

However, we stress that at no time should any Tiger Cub adult partner be asked to take on a Cub Scout or Boy Scout job until after the graduation of the boy from Tiger Cubs. Tiger Cubs is meant to be a special time of fun and activity for both boy and adult.

GETTING STARTED

1. You should contact your District Membership Chairperson, and ask that they come to a Pack Committee or Pack Leader's meeting to present the program and answer any questions or concerns you may have about the program.
2. A Tiger Coordinator, or Organizer, should be selected. This position is an optional leadership position on your charter. The District Membership Committee should then provide this person with any assistance in order to have an open house and recruitment to get the program started.
3. In addition, your Membership Committee can give you the names of other Tiger Groups in your District and the person to contact to inquire about what they are doing and how they are operating their Tiger Group.
4. There is information available from the Camden County Council Service Center on the Tiger Cub program. Phone 1-609-854-8082.
5. The open house and recruitment should be held within 24 to 48 hours after flyers have been distributed in a school and the District Executive has visited the school. A member of the District Membership Committee will assist you in the recruitment if you so wish.
6. After your meetings get started, and questions arise contact your District Membership Committee to get the answers. Remember the District and its various Committees are there to help you. If you need them give a holler.

HOW THE TIGER CUB PROGRAM OPERATES

1. The program is simple and uncomplicated once you realize that that it there is no leader, and that every adult partner is asked to assume the leadership of the group at some time during the program. The Tiger Cub Organizer is the one that oversees the group to be sure that it is meeting and the program is being run.
2. As mentioned before the Tiger Cub organization consists of a boy-adult team. (A word about this. In some cases you will have a boy who comes to the meetings with a different adult each month, it should be mentioned at the open house that the adult partner who registers with the boy should be the one who attends the meetings with him. It should, however, be encouraged that the whole family participate in the activities of the group since this program also is family orientated.)
3. Tiger Cub meetings are held when the group wants to hold them and where the group wants to hold them. The Tiger Cub Organizer's role is to coordinate the program and the meetings and makes sure everyone knows where they should be and when.
4. The uniform is very simple, in keeping with the simplicity of the program, as it consists of an iron on decal. The packet contains two iron ons, one for the boy and one for his adult partner.
5. Program content - It is suggested that the Big Ideas, which are included in the Tiger Cub Packet, No. 3932, be used. However, the group should decide what it wants to include in its program. Remember, for the year that this group is active, it is their group and they determine content. The Tiger Cub Organizer's role is to give input when asked or when it is necessary, to guide the group. The program should include at least two activities with the Pack. Trips are always fun and they should be part of the program. The cornerstone of the whole program is that the Tiger Cub group have FUN.
6. How big is a Tiger Cub group? A group usually consists of four to eight boy-adult teams. Here it is up to the Tiger Cub Organizer to determine how large a group can be accommodated.
7. When does the program end? It ends when the boy graduates into the Cub Pack, Usually the program runs from September to the following May.
8. Graduation into the Pack is done with a simple ceremony conducted at a Pack Meeting or at the last meeting of the Tiger Cub group. Enclosed at the back of this section is a sample ceremony.

WHERE TO GO AND WHAT TO DO IDEAS

As mentioned before, there is no leader so, the group decides what it wants to do and where it wants to go. Since it takes some groups a little thought to get moving in this part of the program, the Tiger Cub Organizer should make a suggestion or two to give some guidance. Try to keep in mind the Motto of Tiger Cubbing of SEARCH, DISCOVER, SHARE when guiding the group on this matter.

For example a suggestion of taking a trip to the zoo, will be received so-so. However, if you suggest a trip to the zoo and go on a safari while at the zoo now that's different. As part of this booklet a copy of a zoo safari is enclosed. You could also contact another Tiger Cub group in your area and invite them to join you on your safari.

In the past our district has held this type of event and we called it ZODANTICS. It was a FUN time for our Tiger Cubs, plus it also let the Tiger families get to meet other groups from the area. Each boy who participated received recognition for the safari, with a certificate.

The above is just one idea of where to go and what to do. There are others and the following gives you some ideas.

1. Go to a firehouse or other government building.
2. Go to a McDonald's or some other fast food chain for a tour of the store.
3. Hold a miniature golf tournament, and invite other Tiger groups to join you.
4. Go on a walking tour of historic Philadelphia.
5. Hold a pizza party at Chuck E. Cheese (try holding it at 9:00 A.M.)
6. Go on a hike with your group, while on the hike have a nature Scavenger Hunt.
7. Go to a Nature center
8. Have the Tiger cub take you on a tour of your neighborhood, pointing out where the firehouse is located, where he lives, etc.
9. Visit the U.S. Mint (to show them money doesn't grow on trees)
10. Go on a Tiger Cub Family picnic (a nice way to end your program)

I am sure you can take it from here.

ZOO SAFARI

Answer the following questions. The Answers are on our Safari - so read signs and be observant. Work with your Adult Partner and you will SEARCH - DISCOVER - SHARE. But above all have FUN on the Safari.

1. What is the OFFICIAL name of the Zoo?
2. The Philadelphia Zoo is _____, and opened July 1, 1874.
3. The Drill, a Baboon, shows different behaviors by expressions what is meant when a Drill YAWNS?
4. A full grown adult HIPPOPOTAMUS can weigh _____ pounds.
5. A HIPPOPOTAMUS can eat _____ pounds of grass in one night.
6. Look at the ELEPHANTS TRUNK, How many Bones are in it?
7. How many Muscles are in an ELEPHANTS TRUNK?
8. Name the 3 kinds of ELEPHANTS?
9. LIONS AND TIGERS are in the _____ House?
10. The TIGER is the _____ of all cats?
11. TIGERS can consume _____ to _____ pounds of meat in a couple of hours.
12. TIGERS do not _____.
13. The Emblem of the United States contains what living thing?
14. Briefly tell what happened to NOAH'S ARK and Why?
15. What kind of RABBITS are in the pen?
16. What are the animals swimming in the pool called?
17. Name 3 of the 4 SOUTH AMERICAN Animals in the Children's Zoo?
18. What kind of FISH are in the pond?
19. What INDIAN TRIBE is mentioned in the Penn's Woodland Trail exhibit?
20. Name the Pennsylvania State TREE, FLOWER, BIRD?

21. The First Rank in Cub Scouts is the _____?

22. What is unusual about the OSTRICH other than being the Largest and Flightless?

OUR SAFARI HAS ENDED WE HOPE YOU ENJOYED IT AND THAT YOU DID SEARCH - DISCOVER - AND WILL SHARE SOME OF YOUR NEW KNOWLEDGE WITH YOUR FRIENDS AND YOUR THAT YOU GOT TO KNOW YOUR ADULT PARTNER BETTER. WE ARE GOING TO GO BACK TO THE PICNIC AREA AND HAVE LUNCH. WHILE YOU ARE EATING WE WILL GO OVER YOUR ANSWERS AND SEE WHO HAS GOTTEN THE MOST ANSWERS CORRECT.

PLEASE BE SURE AND PUT YOUR NAMES (TIGER AND ADULT) ON THIS FORM BEFORE YOU TURN IT IN.

ANSWERS TO THE ZOO SAFARI

1. THE PHILADELPHIA ZOOLOGICAL GARDEN
2. AMERICA'S FIRST
3. THREAT
4. 8,000 POUNDS (ABOUT AS MUCH AS TWO CARS)
5. 150 POUNDS
6. NONE
7. 40,000
8. AFRICAN, INDIAN, ASIAN
9. CARNIVORA
10. LARGEST
11. 12 TO 40 POUNDS
12. CHEW THEIR FOOD
13. BALD EAGLE
14. EXHIBITS WERE TOO SMALL AND OUTDATED. ALSO WANTED MORE ROOM TO TRAIN THE SEA LIONS
15. LOP - EARED
16. SEA LIONS
17. MACAW, LLAMA, COATI, GUANACO
18. CARP (GOLDFISH)
19. LENNI LENAPE
20. HEMLOCK, MOUNTAIN LAUREL, RUFFED GROUSE
21. BOBCAT
22. ONLY BIRD WITH TWO TOED FEET

TIGER CUB GRADUATION

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

Method: Recitation of simple ceremony by Cubmaster to boys and adults with assistance from group organizer and den leader.

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

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

(Light first candle on left.)

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

(Light middle candle.)

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

(Light third candle.)






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



(Light last candle.)





Cubmaster: In Cub Scouting your family is still important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your parents will help you each step of the way. (Boy's name) and (adult's name) on behalf of Pack ____, I'd like to welcome you. (Group organizer's name) will bring your den leader (den leader's name) forward to welcome you into the den with the Cub Scout neckerchief. (Den leader presents neckerchief to the adult who puts it around the neck of the boy.)



Note: This ceremony is designed to be short because the attention span is limited. The Pack may wish to present the boy with a neckerchief to welcome him into the pack.


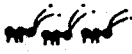
Dear kids,



Every y  ple  R hurt by  
 jured by **HOT** objects. We want **U**

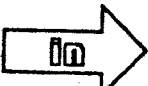

2  care  **2** prevent

 and  juries by   around

your  **4**  hazards. **U**

C something wrong tell your  

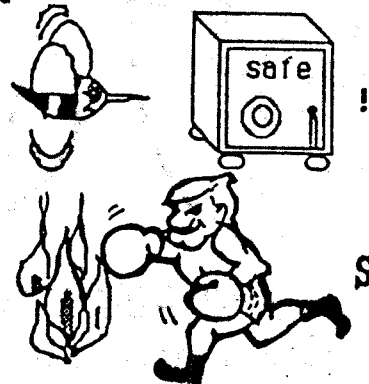
 tell another grown  up.

If **U R**  a  **1** day, we

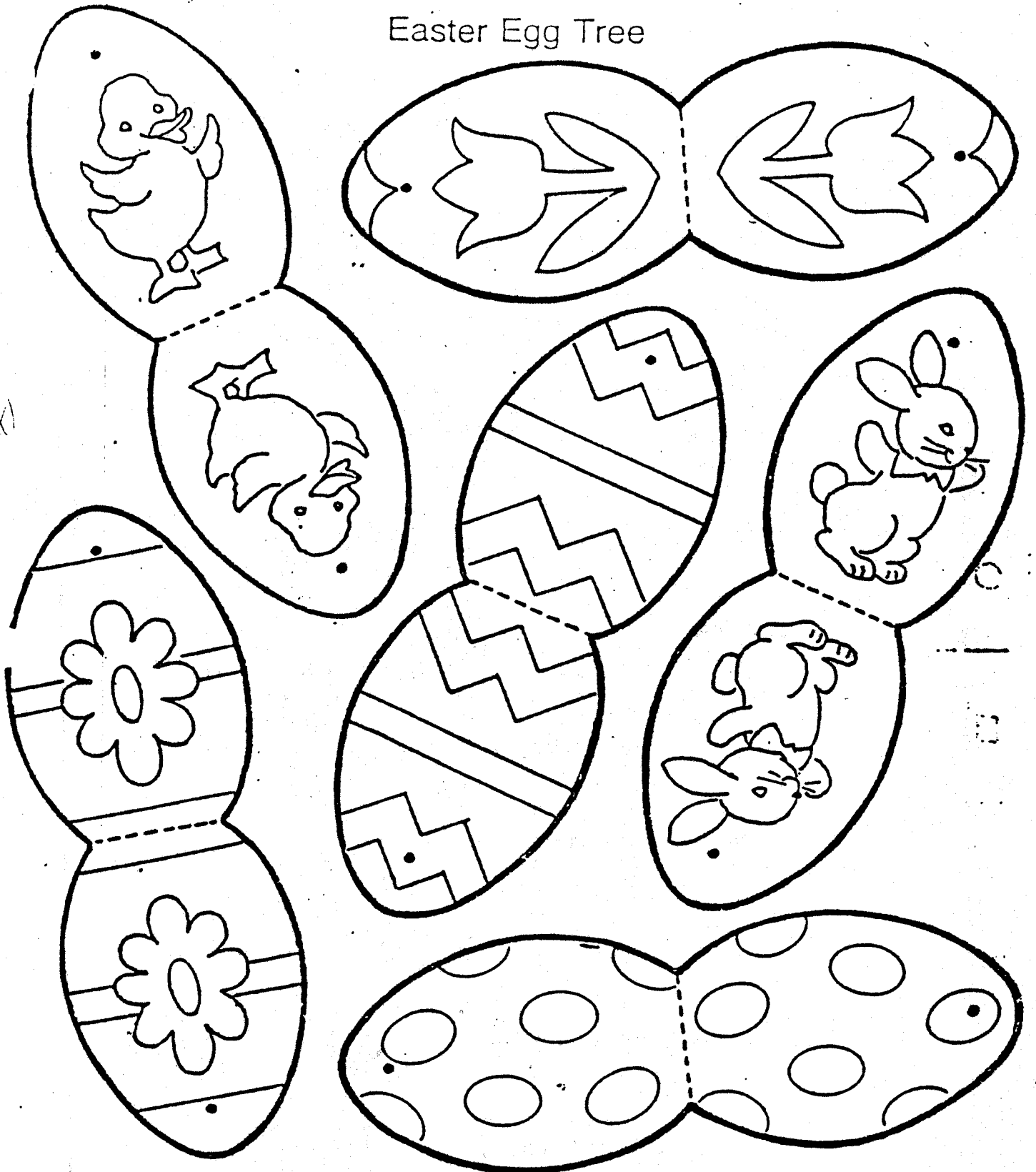
want **U** and your family **2**

Your friends,

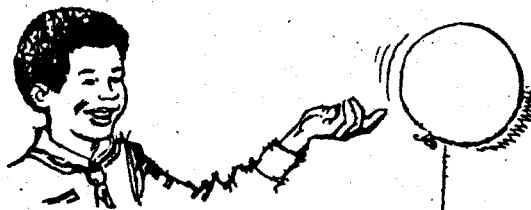
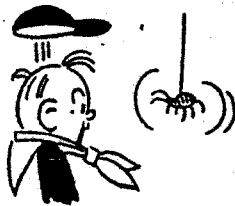
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Easter Egg Tree



Easter egg trees are fun to make.
Color and cut out the eggs.
Use yarn to hang them on a small branch.



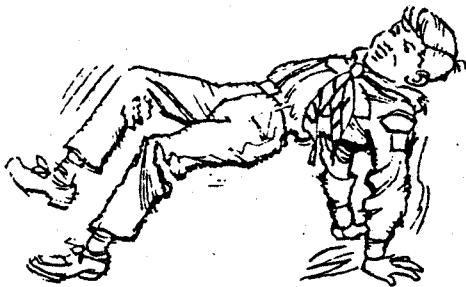
STUNTS, AND GAMES



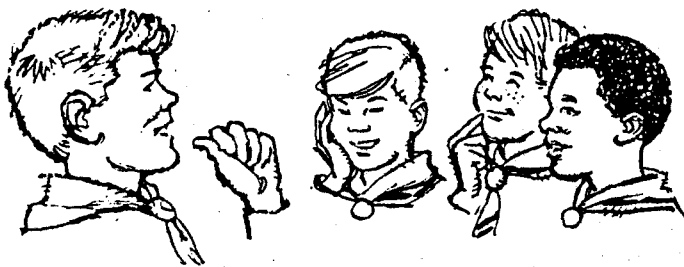
TRICKS, STUNTS, AND GAMES



It Can't Be Done. Tell your friends that you can jump backward farther than they can jump forward if they do exactly as you do. Prove it by grasping your toes and hopping backward a few inches. When assuming the same position, they find they cannot even budge.



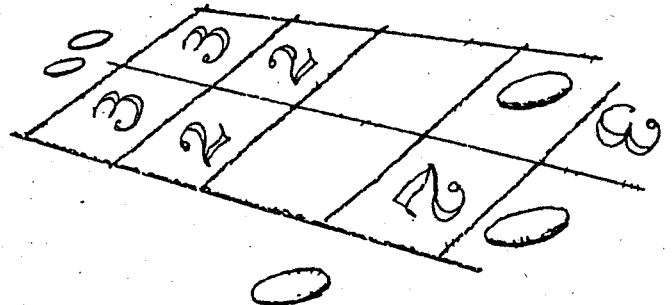
Blind Crab Race. A boy from each den lines up on starting line, feet toward the goal. Squat, place hands behind on the ground, supporting body with hands and feet with hips lifted off ground. At signal they walk in this fashion toward the finish line. To make it more interesting, blindfold each participant. Play until each boy races once.



Guess Who I Am. Leader says, "I will answer 'yes' or 'no' to 20 questions while you try to find out who I am." This is a good den game. At the pack meeting it will also keep boys busy and quiet. With the help of one leader for each den, leaders can decide what they will be, and the game can be conducted as a contest to see which den can guess who they are. Rotate leaders each time.

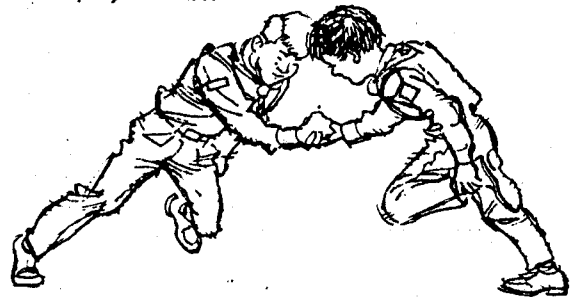


Snap the Cork. Place a cork on the edge of a table. Start back about 10 or 12 feet and walk rapidly past the cork. Snap it off with your finger without slowing down.

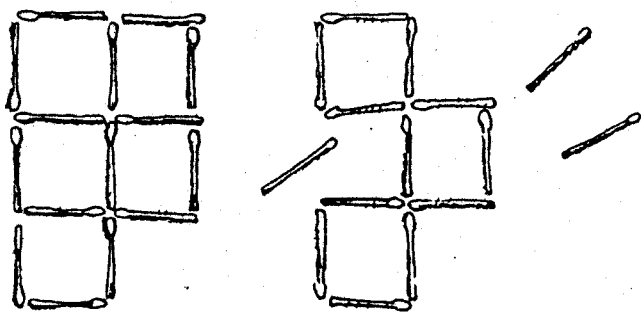


Cub Scout Shuffleboard. Cub Scouts will enjoy this home-made game of skill. It is easily set up on any hard surface such as the floor of your porch, basement, or garage, or in a driveway. Simply mark off the court with chalk, paint, or masking tape, as illustrated. Prepare four colored disks for each player or team by filling metal caps from jam jars or salad dressing bottles with plaster. The floor surface may be waxed or sprinkled lightly with meal as needed.

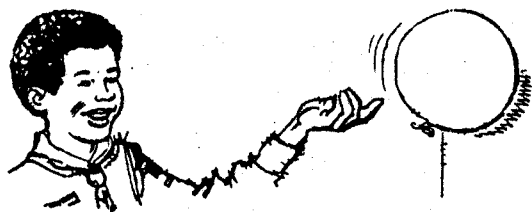
Directions: The disks are slid by hand. Teams alternate turns and the initial lead each time. Disks must remain within bounds. The team scores points according to the number of disks it has closer to the goal at the end of the court than its opponent. Any disk in the lead that is a "hanger" counts 4 points. If one team has a "hanger" and a disk in the 3 and 2 zones ahead of its opponent's nearest disk, it scores 9 points. A disk on a line scores the highest point, if any part of it shows over the line. The game is played to 21.



Stork Wrestlers. Players pair up and hold left foot with their left hand. They grasp the right hand of their opponent and on the signal each tries to force the other to lose his balance or touch his upraised foot to the ground.



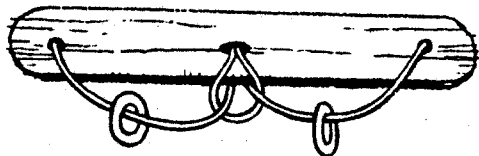
Match Trick — Five to Three. Change the five squares formed with the 15 matches to three squares by removing three matches. The illustrations show you how.



The Magnetic Balloon. Blow up some small balloons. Ask your friends to make them stick to a wall or other surface. Then you make a balloon do it by first rubbing it against your trousers several times without their seeing you.



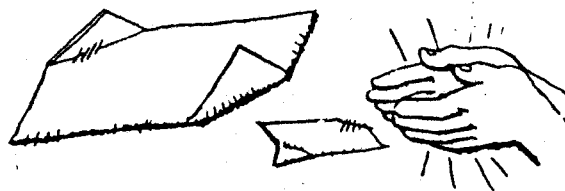
Strong Arm. Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.



The Magic Yoke. Bore three holes in a tongue depressor, as shown. Loop a piece of twine through the center hole. Bring the two ends of the twine under and through the protruding loop formed. Slip a washer or a snap ring from a beverage can over each end of the twine and then place each of the ends through one of the outside holes. Knot the ends.

Puzzle: To move a washer to the other side without removing the twine or untying the knots.

Solution: Pull tightened loop at center hole straight out about 2 inches. Slide washer through it. Then pull rest of center loop back through center hole. Slide washer through center loop onto opposite loop. Pull center loop back through hole. The washer is now hanging on the opposite loop. Reverse procedure to get it back on original loop.



The Stubborn Card. Fold a small card as illustrated. Place on a table with corners down. Ask a Cub Scout to blow the card over. He will find this impossible. Let each boy try, then reveal the secret — merely clapping the hands together in a cupped fashion level with the table.



The Untouchable Hand. Cub says he can put one hand where the other can't touch it. Can you? Answer: on his elbow.



Poison Circle. The object of this game is to keep out of the circle while trying to pull someone else in. Those touching the circle drop out. Use three or four Indian clubs instead of the circle as an interesting variation.



Birds Fly. Boys are asked to stand and be ready to flap their arms up and down when leader names something that flies and hold still if the thing named doesn't fly. Eliminate those who err. Leader flaps his arms at every command. Give commands in quick succession like: ducks fly — geese fly — pigs fly — pause, then start again.

GAMES AND HOBBIES



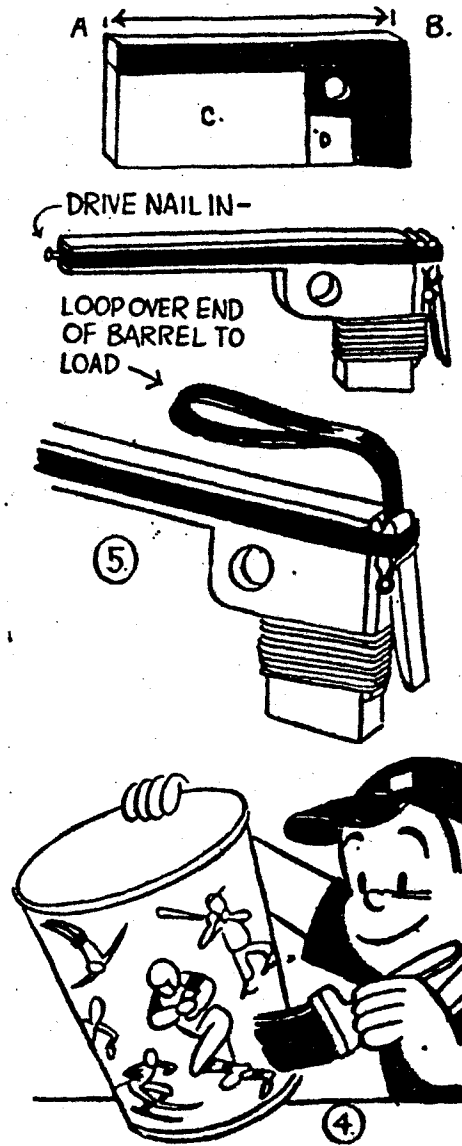
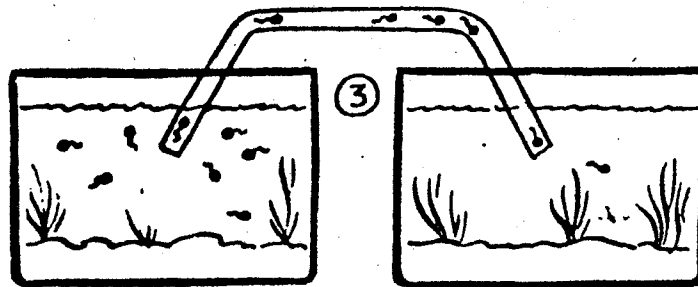
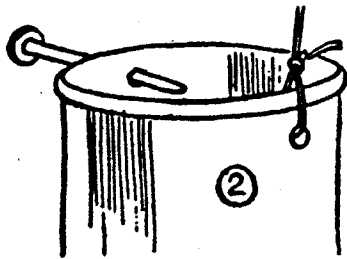
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TIN CAN WALKERS Punch two holes in each tin, using hammer and large nail as in Fig. 2. Loop cord through holes and tie. Cord should be long enough for you to stand erect when walking.

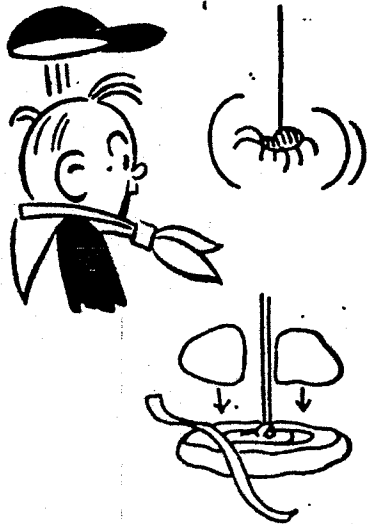
TADPOLE BRIDGE Place two aquariums of guppies or tiny tadpoles side by side (large jars will do). Heat a large bore glass tube over a Bunsen burner and bend to shape shown. Fill tube full of water from tap, place fingers over each end and submerge ends in aquariums before removing fingers. There should be no air bubbles in tube. Suspend with string and tadpoles will swim from tank to tank.

WASTEBASKET DESIGNS Buy inexpensive plain wastebasket, or paint an old one a solid color. Cut pictures of your favorite pastimes from old magazines and glue to wastebasket. When dry, varnish or shellac.

ELASTIC GUN From old inner tube, cut several large elastic bands, 1/2" thick. Use large, sharp shears. Draw pattern of gun on piece of wood about 8" x 4" x 1/2". Rubber band should stretch from A to B easily. Bore hole for finger then carefully saw out blocks C and D. Glue, then use string to fasten spring-type clothes peg to back of gun with top even at top. Stretch rubber over top of clothes peg to end of gun and tack it to end of barrel. Now, you can fasten your "bullets" from clothes peg over end of barrel, squeeze trigger peg and rubber flies out.



FUN AND GAMES

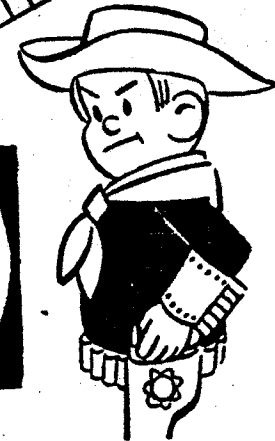
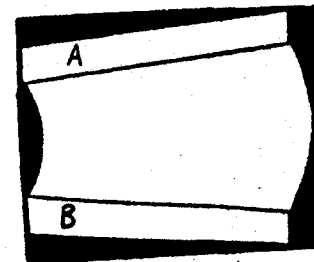
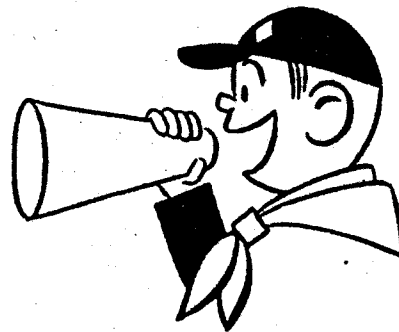
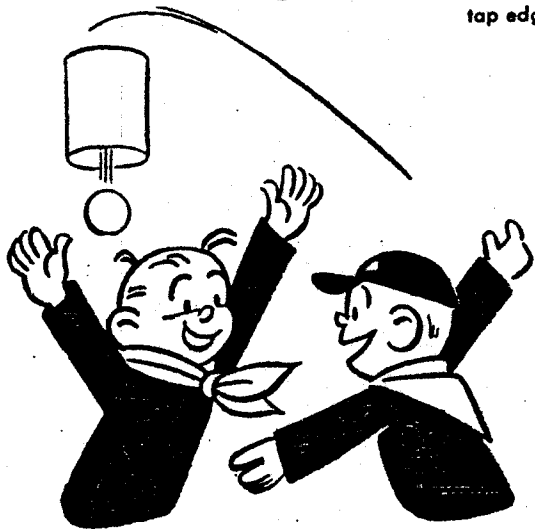


BOUNCING SPIDER Cut 4 rubber bands and lay them across lump of clay to make spider legs. Tie long strand of rubber to paper clip and imbed in clay. Build up spider's body with additional clay. Let it harden, then paint. Spider bounces at end of string tied to rubber strand.

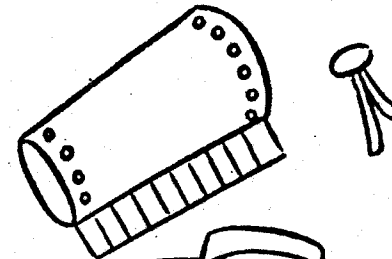
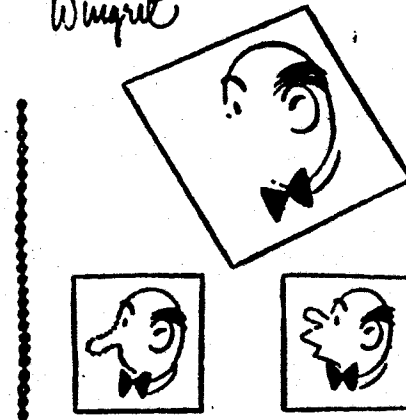
TIN CAN BASKETBALL Cut out top and bottom of 5-gallon can and nail to garage just higher than you can reach. Use rubber ball about size of grapefruit for basketball.

COWBOY CUFFS Cut away black area from a piece of cardboard $8\frac{1}{2}'' \times 11''$, as shown. Folds A and B are glued flat together, cut to make fringe. Paper fasteners become studs with Scotch tape over them on inside of cuff. Paint or color.

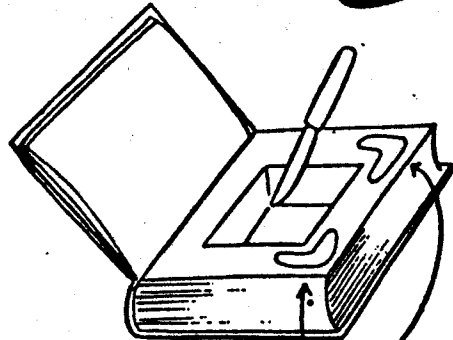
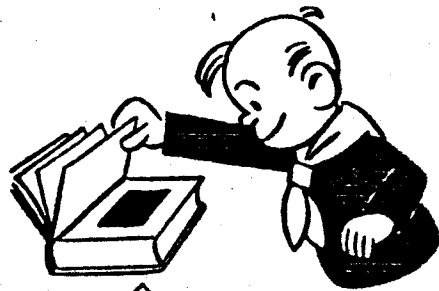
CARICATURE CARD On 4" square cardboard, draw a head, leaving out the features as shown. Now, get piece of key chain about $3\frac{1}{2}''$ long and paint it black. Thread one end through hole near eye, other end at chin and fasten at back with Scotch tape. Hold card flat, tap edge with finger, and watch the face change.



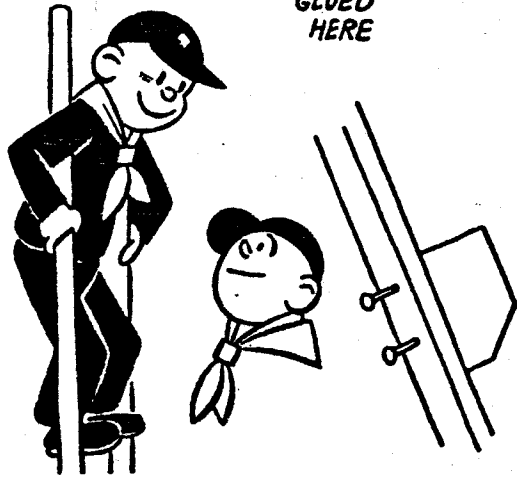
Wingnut



MAKING A GO OF IT



GLUED
HERE



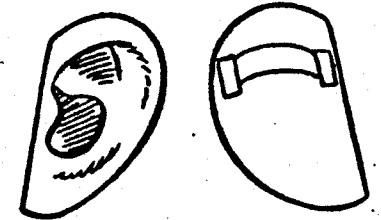
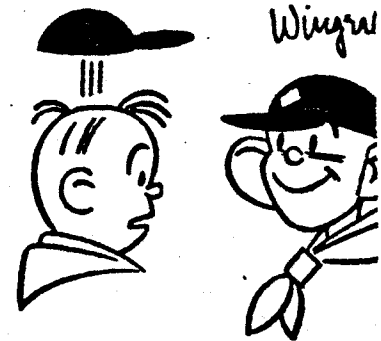
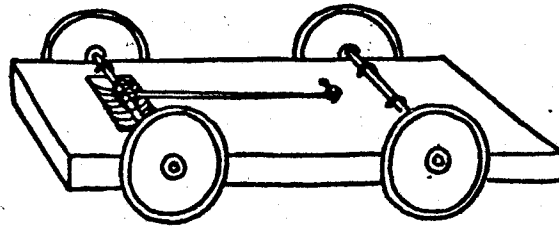
SECRET HIDING PLACE in old book. Make sure nobody wants the old book you plan to use. Glue last page to back of book, then rest of pages together, except the first 15, by applying glue along edges. Put weight on book, leave overnight to dry. Cut out space in middle of book.

STILTS Make from 3" x 1" x 8' boards. Drill holes for footrests which are made of 3" x 2" pieces of wood. Sand wood smooth.

MAKE IT GO Do you have a broken toy with four good wheels? Mount them on small board, make a small rubber band motor by winding band around axle. Turn wheels backwards to wind.

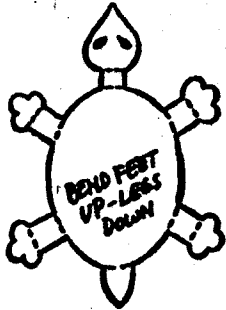
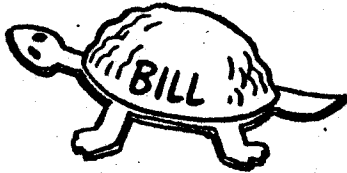
SUPER BUBBLES When you've mixed your warm soapy water, add a few drops of glycerine to it to make bigger, stronger and longer lasting bubbles. Wear soft woollen gloves and you can bounce them gently.

BIG EARS All you need is glue, crayons, and drawing paper. Draw the big ears as lifelike as you can, looking in a mirror to get your idea. Color them pink with red outlines. Glue strips of paper on the backs so they loop over your ears. Just glue ends of paper because the center of the strip has to slip over your real ear.



THE PAPER CUP RACE AND THINGS TO MAKE

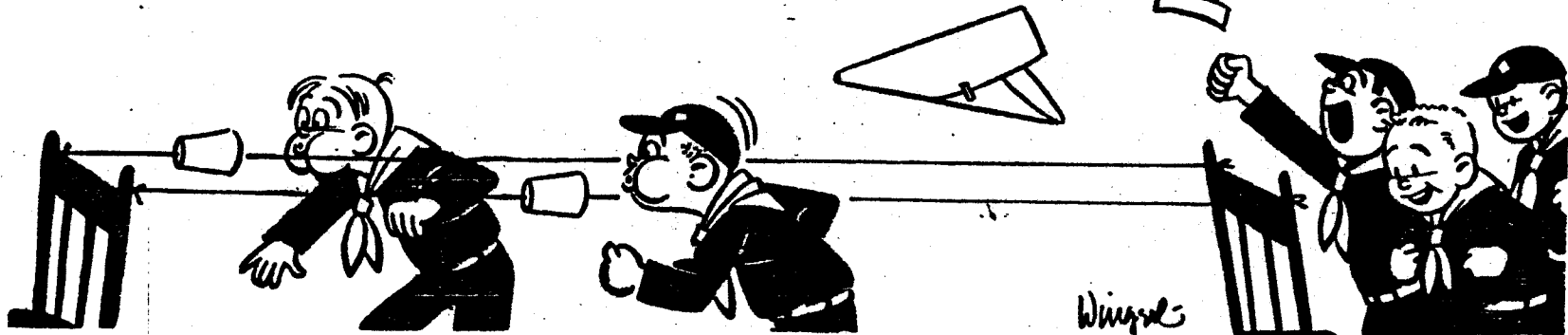
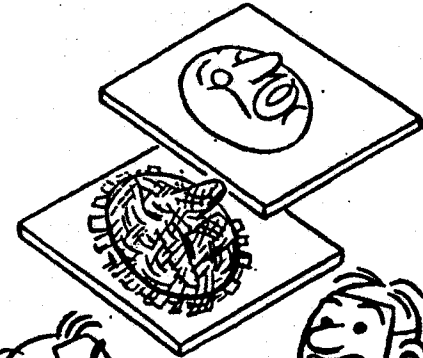
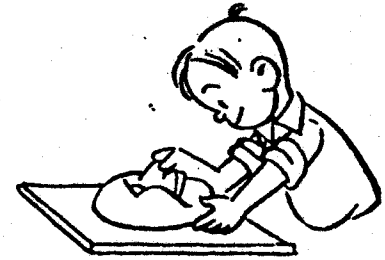
WALNUT TURTLE Cut stiff paper as shown to fit on walnut shell half. Glue shell to cardboard. Paint features and top of shell for party decorations.



PAPER CUP RACE Fasten paper cups on long strings as shown. The hole in the cup bottom is punched out with pencil. Relay teams must blow cups until they touch opposite chair then slide cup back for next teammate to blow it.

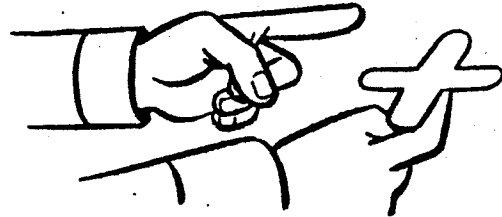
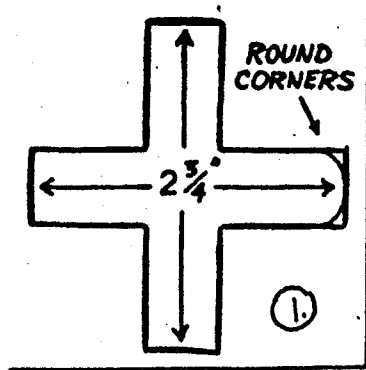
MASK Get about a pound and a half of modeling clay and a flat board to work on. Form oval lump a bit bigger than your face. Hollow out places for eyes and add clay for nose, eye-brows, cheeks and mouth.

Tear newspaper into 1" x 4" strips. Cover clay face with vaseline then glue on paper strips with flour and water paste, projecting over edges of clay mold. Press each layer on firmly until you have ten layers. Dry overnight. Smooth off with fine sandpaper, lift off mold and cut carefully with scissors to make eyes and even edges. Paint features with poster paint.



Wings

SOME GAMES TO PLAY



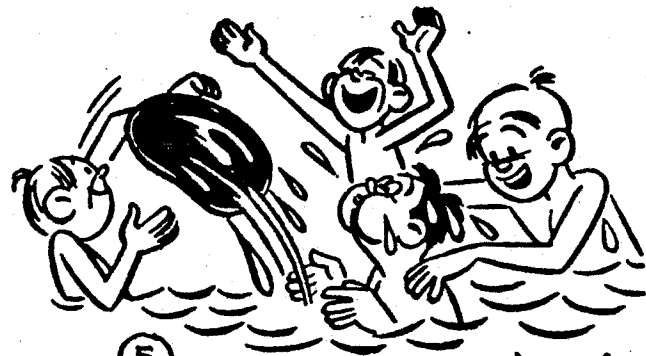
BOOMERANG (1) Draw outline of cross on postcard and cut out, rounding edges. Balance boomerang on right index finger and flick one of boomerang arms with forefinger of left hand to sail it out.

REVOLVING COIN (2) You can make a quarter spin in midair without touching it with fingers. Hold it between two pins by points, blow steadily at top of coin.

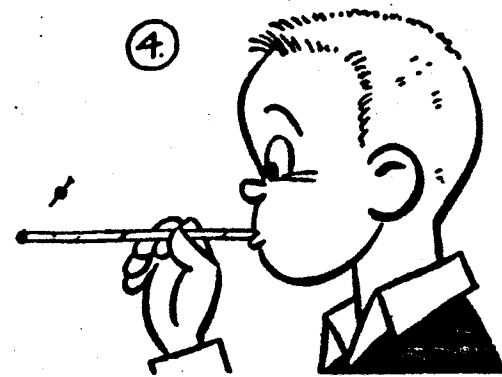
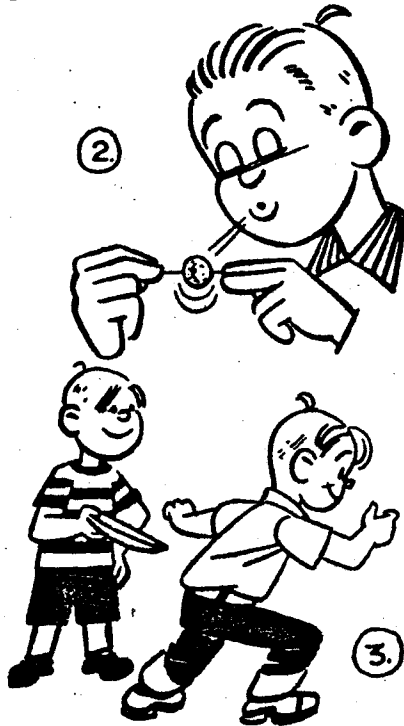
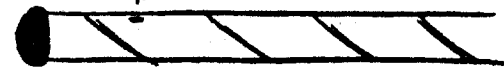
DISCUS TOSS (3) Try to sail marked paper plates into a wastebasket ten feet away. Three plates to a player.

FLYING SPUTNIK (4) A dried pea, stuck through with a pin, is the sputnik. Seal one end of a straw with clay or chewing gum. Pierce straw with pin near plugged end. Blow gently and balance the pea on the column of air that rises from the hole in your straw.

SQUASH SCRAMBLE (5) Divide pack into two teams. Toss greased squash into pool at shallow end and each team tries to get squash to its side of pool.



Wingsal



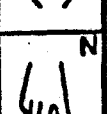

USING YOUR HANDS

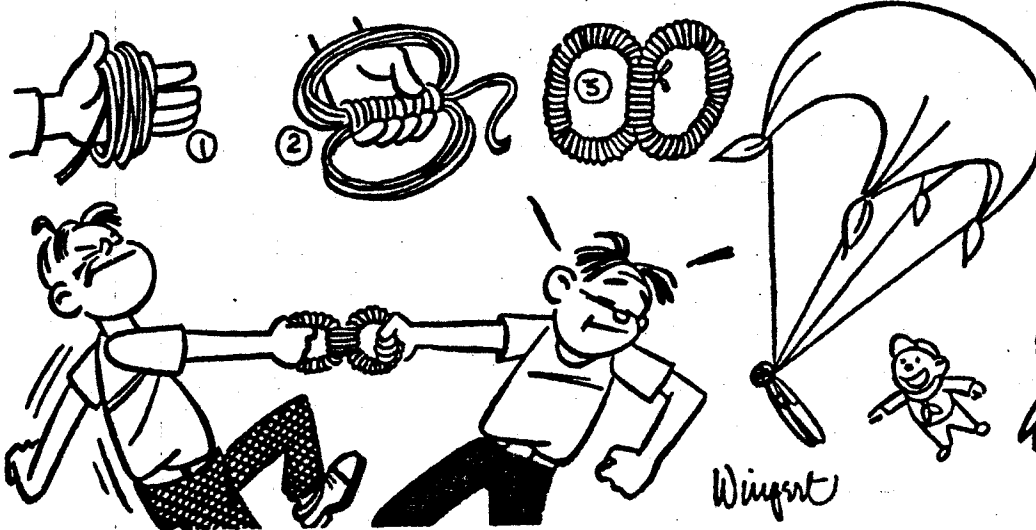
TUG OF WAR GRIP Wind 20 turns of heavy twine loosely around hand, divide into two loops of 10 strands each. Wind more cord tightly to bind the two loops until it looks as in Fig. 3.

PARATROOPER (Right) Paint clothes peg to look like man. Tie hanky at four corners with strong, light cord and fasten to clothes peg. To "pack" chute, lay hanky flat, with strings and jumper extended, start rolling from exact center top of hanky and keep rolling until hanky, cord, and peg are a tight ball.

HAND ALPHABET There are many kinds of hand alphabets that boys use as a secret language. Here's a pretty good one. The right hand is your main tool.



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

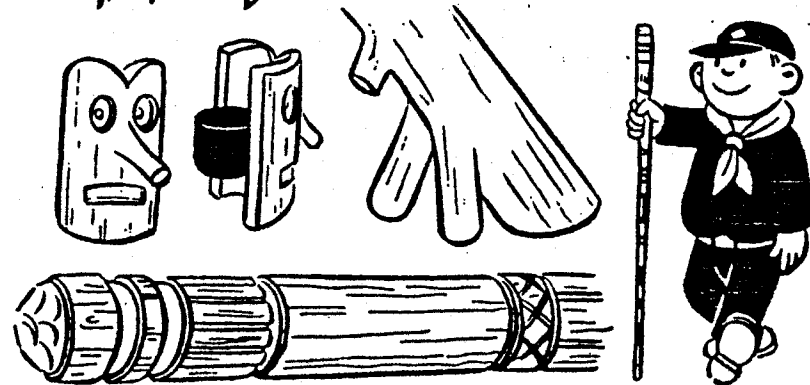
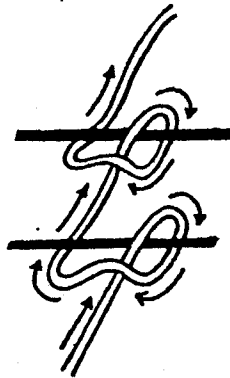
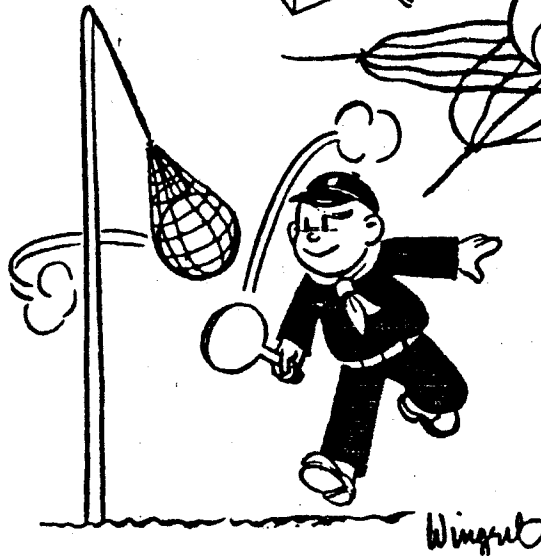
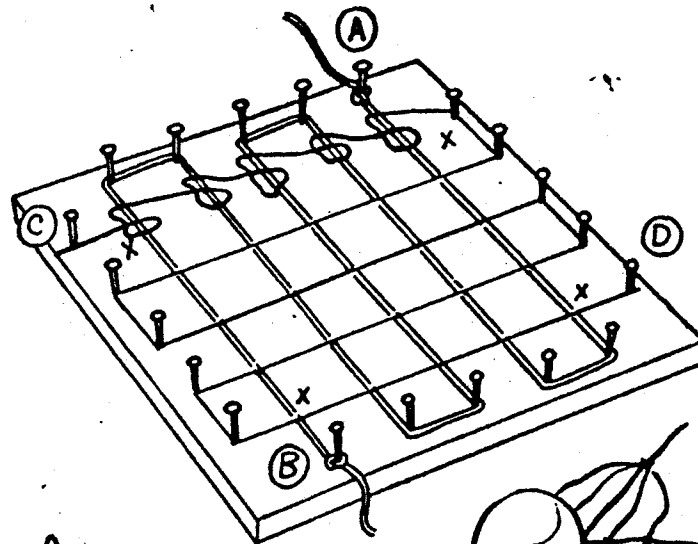


WHITTLING

TETHERBALL NET Drive nails on each side of 1' x 1' box end. Slip overhand knot on nail at A and tie off at B. Do same with other cord, starting at C and tying off at D. Weave cord as shown, with extra loops at corners marked X. Slip net off nails, place ball in center, gather ends together, and tie to rope from top of pole.



WHITTLING This is fun, but hold knife firmly and whittle away from yourself. Cub below has carved designs on smooth-bark staff for his personal totem. Letter opener at left has bark remaining on shark's head handle. Neckerchief slide has leather thong loop glued on. Look for unusual form in limbs and branches. What kind of animal can you whittle from branch section below?



BIKE RODEO

A bike rodeo tests your skill and the condition of your bike. Check it over before you compete. Any large, safe, level area (such as a school playground) may be used. In laying out the spiral course, chalk an "X" in the center, then lay out a spiral with string, keeping the lanes 3' wide. Ride around spiral to center without touching string.

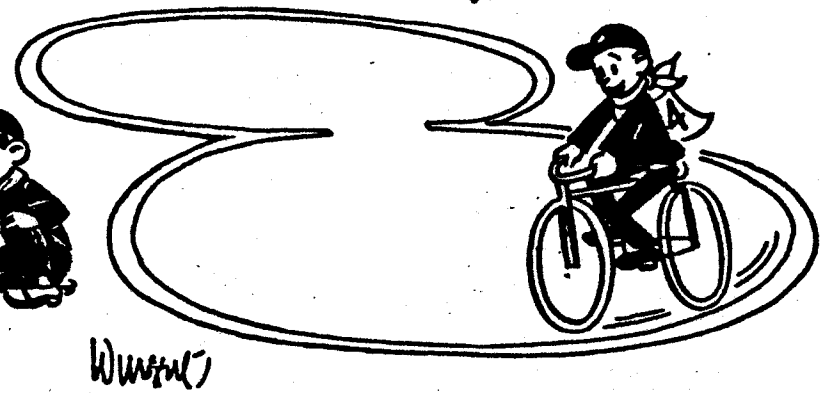
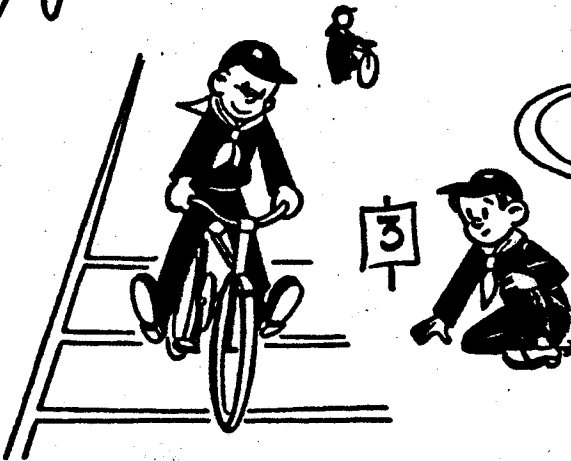
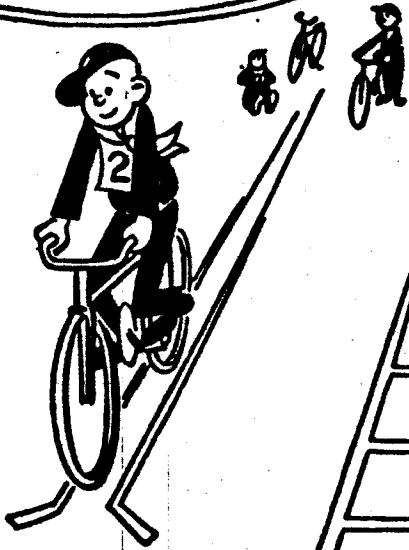
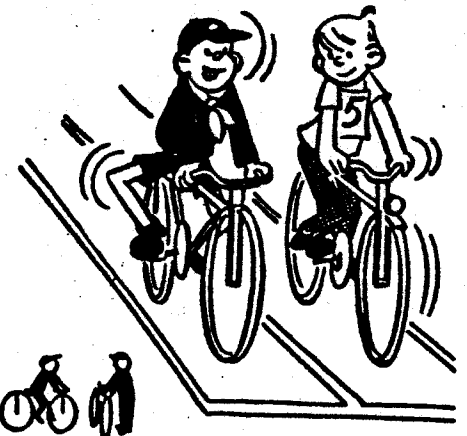
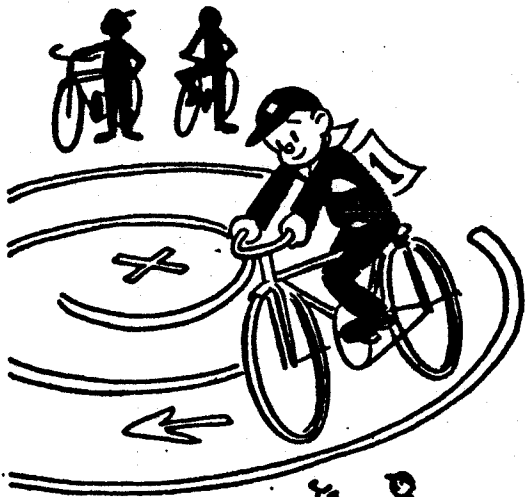
BALANCE TEST (2) Pedal 15' to test lane 4" wide and 50' long. Coast through lane without touching the chalk sides.

COASTING (3) Pedal hard for 10' then coast to see who gets longest free ride.

FIGURE EIGHT (4) Ride around inside of the figure 8 course 3 times, keeping on 6" chalk line.

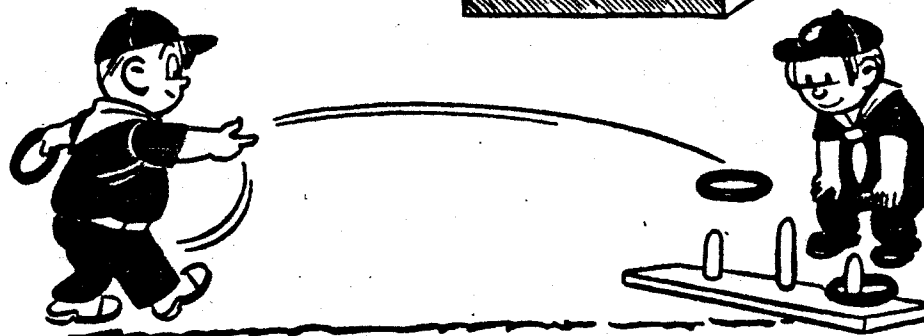
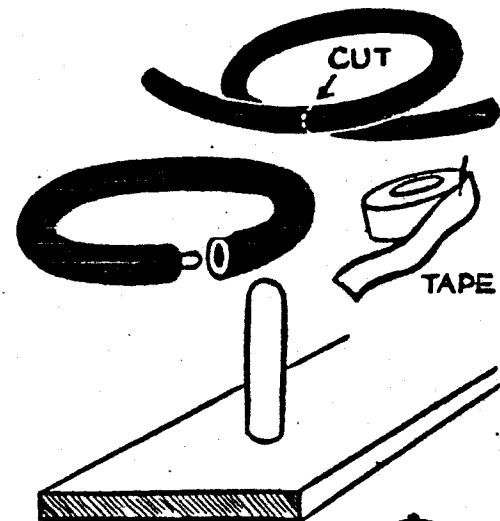
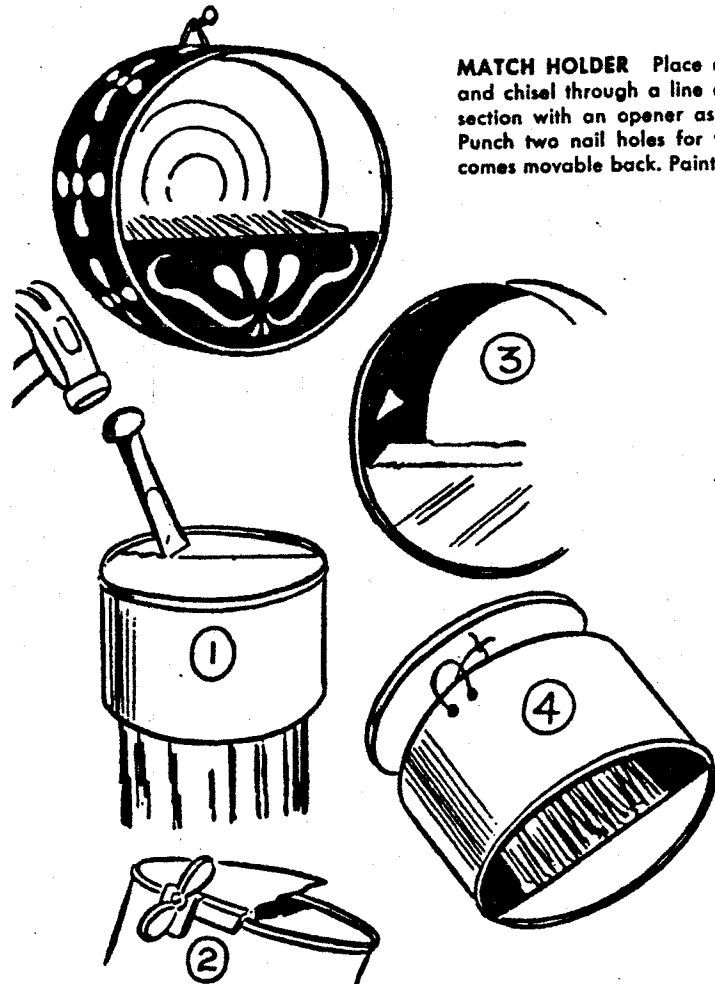
SLOW RACE (5) See who takes longest to go 100 in a 6' lane without stopping, or touching ground.

PONY EXPRESS (6) Ride 100' to line, stop, put up bike, pick up hanky and ride back to start.



A MATCH HOLDER AND A RING GAME

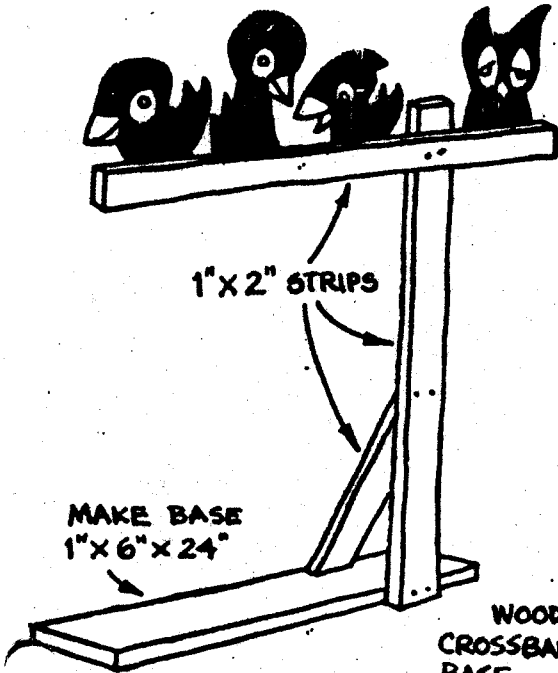
MATCH HOLDER Place a coffee tin over a piece of wood and chisel through a line as in figure (1). Cut out the larger section with an opener as in (2). Fold over sharp edge (3). Punch two nail holes for wire loop (4). Top of tin then becomes movable back. Paint various designs.



RING TOSS This game is made from an old board, sticks, and rubber hose. Insert wooden plugs into the hose ends and then tape. Make at least four loops. Nail pieces of broom handle to board for pegs. Various sizes and colors of pegs and hoops can add up to different scores.

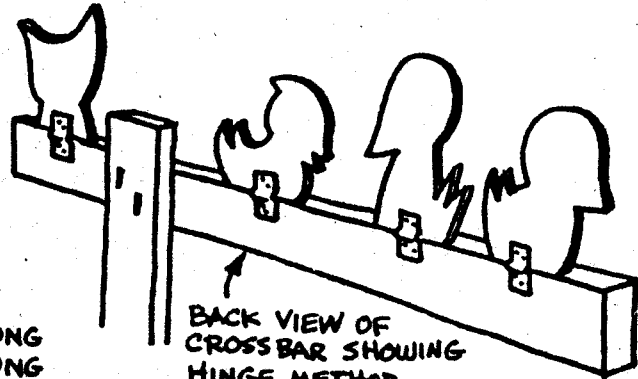
Wm. G. C.

HERE ARE SOME IDEAS FOR YOUR COMMUNITY CARNIVAL SKILL GAMES



= Shooting Gallery =

CUT "BIRDS" OUT OF HEAVY CARDBOARD OR 1/4" PLYWOOD. PAINT BRIGHT COLORS AND HINGE BACKS TO THE CROSSARM TOSS BEANBAGS OR SMALL SPONGES TO TOPPLE "BIRDS." MAKE UP YOUR OWN SYSTEM FOR SCORING.

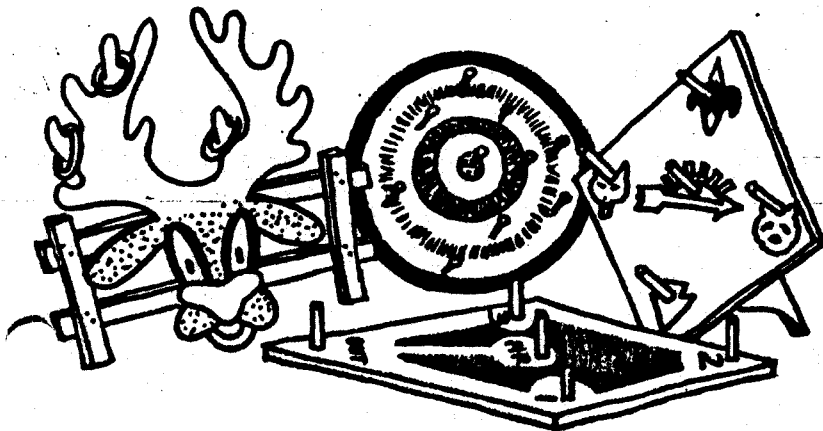


- WOOD PARTS:
- CROSSBAR - 24" LONG
 - BASE - 24" LONG
 - UPRIGHT - 30" LONG
 - BRACE - 15" LONG

= Ring Toss =

CUT OUT FANCY SHAPES FROM 1/4" PLYWOOD OR GLUE WOOD PEGS IN HOLES BORED INTO A BASE OF SOME KIND. USE RUBBER JAR RINGS FOR PLAYERS TO TOSS. DEVELOP YOUR OWN SCORING SYSTEM.

HERE ARE A FEW RING TOSS GAME IDEAS:

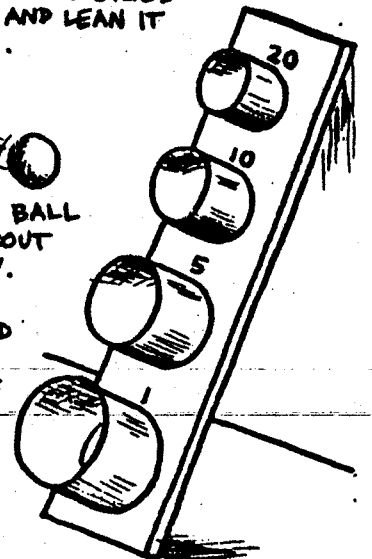


= Ball Toss =

NAIL FOUR DIFFERENT SIZED CANS TO A PLANK AND LEAN IT AGAINST A WALL.

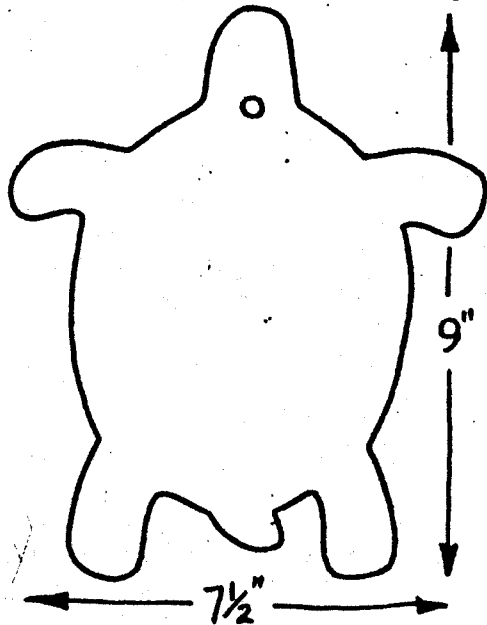
TOSS A RUBBER BALL FROM A LINE ABOUT FIVE FEET AWAY.

PAINT PLANK AND CANS TO MAKE YOUR GAME MORE ATTRACTIVE.



NOTE: BALL MUST STAY IN THE CAN TO BE COUNTED.

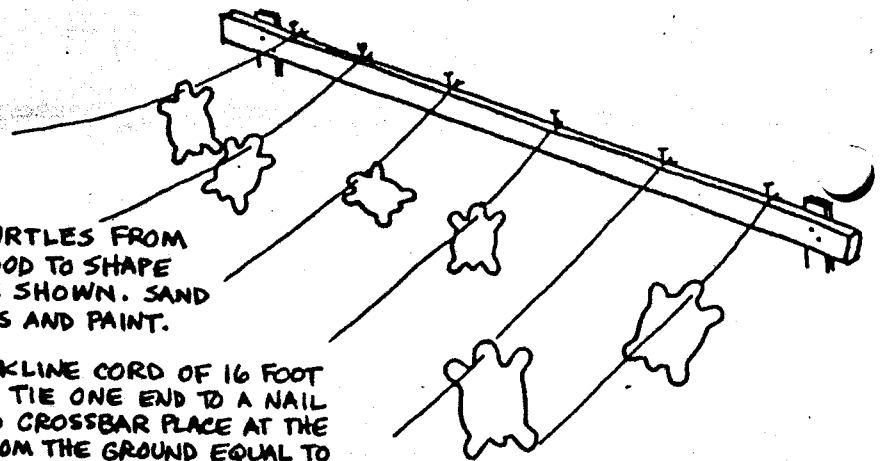
= Turtle Race =



MAKE TURTLES FROM $\frac{1}{2}$ " PLYWOOD TO SHAPE AND SIZE SHOWN. SAND ALL EDGES AND PAINT.

USE CHALKLINE CORD OF 16 FOOT LENGTHS. TIE ONE END TO A NAIL IN A RIGID CROSSBAR PLACE AT THE HEIGHT FROM THE GROUND EQUAL TO THE LEVEL OF THE HOLE IN A STANDING TURTLE. STRING THE OTHER END OF THE STRING THROUGH THE HOLE. PLAYER HOLDS LOOSE END OF HIS CORD.

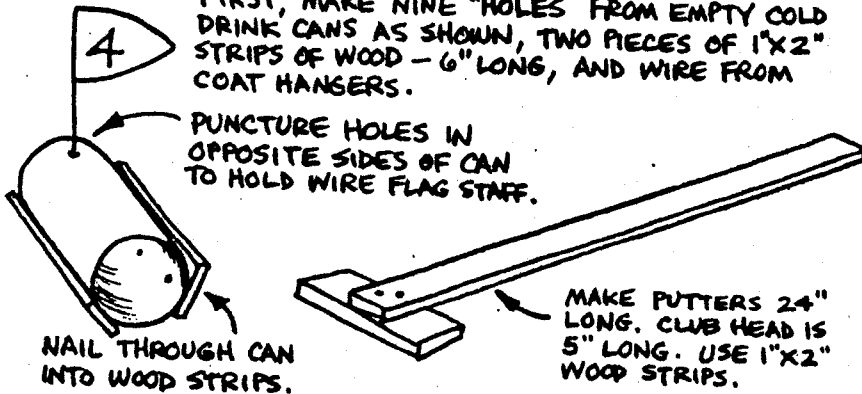
START TURTLES AT THE CROSSBAR FLAT ON THE GROUND WITH HEADS TOWARD THE PLAYERS. TURTLE IS MADE TO "WALK" TOWARD PLAYER BY PULLING GENTLY ON THE CORD, THEREBY LIFTING ITS HEAD, WHICH DRAGS ITS HIND LEGS FORWARD. RELAXING THE CORD ALLOWS IT TO SLIP THROUGH THE HOLE. REPEATED TIGHTENING AND RELAXING OF THE CORD "WALKS" THE TURTLE TO THE FINISH LINE.



= Carnival Golf =

THIS GAME CAN BE PLAYED ON A CITY STREET OR IN A MEADOW. IT ONLY TAKES A FEW PIECES OF EQUIPMENT AND A LITTLE IMAGINATION TO MAKE YOUR OWN GOLF COURSE.

FIRST, MAKE NINE "HOLES" FROM EMPTY COLD DRINK CANS AS SHOWN, TWO PIECES OF 1"x2" STRIPS OF WOOD - 6" LONG, AND WIRE FROM COAT HANGERS.



PUNCTURE HOLES IN OPPOSITE SIDES OF CAN TO HOLD WIRE FLAG STAFF.

MAKE PUTTERS 24" LONG. CLUB HEAD IS 5" LONG. USE 1"x2" WOOD STRIPS.

NAIL THROUGH CAN INTO WOOD STRIPS.

USE A RUBBER (TENNIS-SIZE) BALL. PLACE THE "HOLES" IN VARIOUS LOCATIONS WHICH MAKE IT A LITTLE DIFFICULT (BUT FUN) TO SINK A GOLF SHOT. USE RAMPS, BUSHES, ROCKS, CURBING, WATER AND OTHER "HAZARDS" TO MAKE YOUR NINE-HOLE CARNIVAL GOLF COURSE INTERESTING.

= Fish Pond =

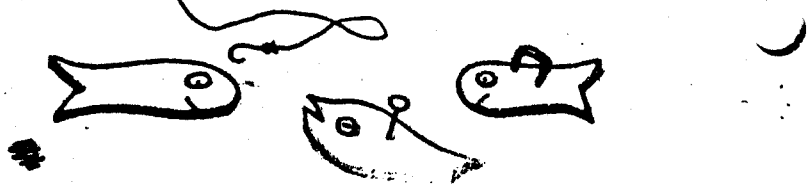
MATERIALS NEEDED FOR THIS POPULAR CARNIVAL EVENT ARE SIMPLE TO MAKE OR GET.

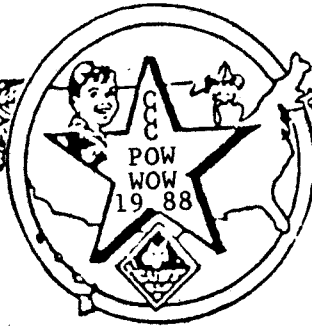
YOU'LL NEED SIX EMPTY ICE CREAM TUBS (ONE GALLON SIZE). ASK YOUR NEIGHBORHOOD STOREKEEPER TO SAVE THEM FOR YOU.

YOU'LL ALSO NEED SEVERAL POLES AND SOME STRING. EITHER MAKE HOOKS FROM COAT HANGER WIRE OR BUY SMALL MAGNETS. IF HOOKS ARE USED, MAKE FISH OF WOOD. FASHION RINGS ON THEM FOR CATCHING.

IF MAGNETS ARE USED, ATTACH SOMETHING METAL TO THE FISH OR CUT FISH FROM SHEET METAL.

PLACE THE ICE CREAM TUBS IN A GROUP TO FORM THE "POND." EACH TUB CONTAINS FISH. PLAYERS CAST THEIR LINES FOR SIMPLE PRIZES.





OUR TIME TO SING!



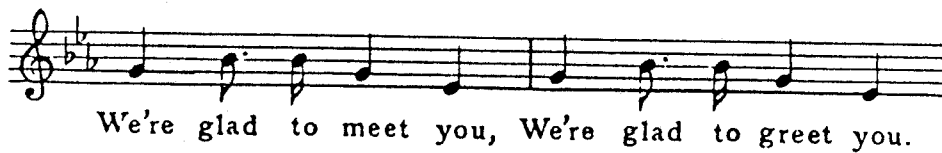
THE MORE WE GET TOGETHER

Tune: "Ach Du Lieber Augustine"

The more we get together, together, together,
The more we get together, the happier we'll be.
For your friends are my friends,
And my friends are your friends,
The more we get together, the happier we'll be.

The more we get together, together, together,
The more we get together, the happier we'll be.
For you know that I know,
And I know that you know,
The more we get together, the happier we'll be.

HELLO! HELLO!



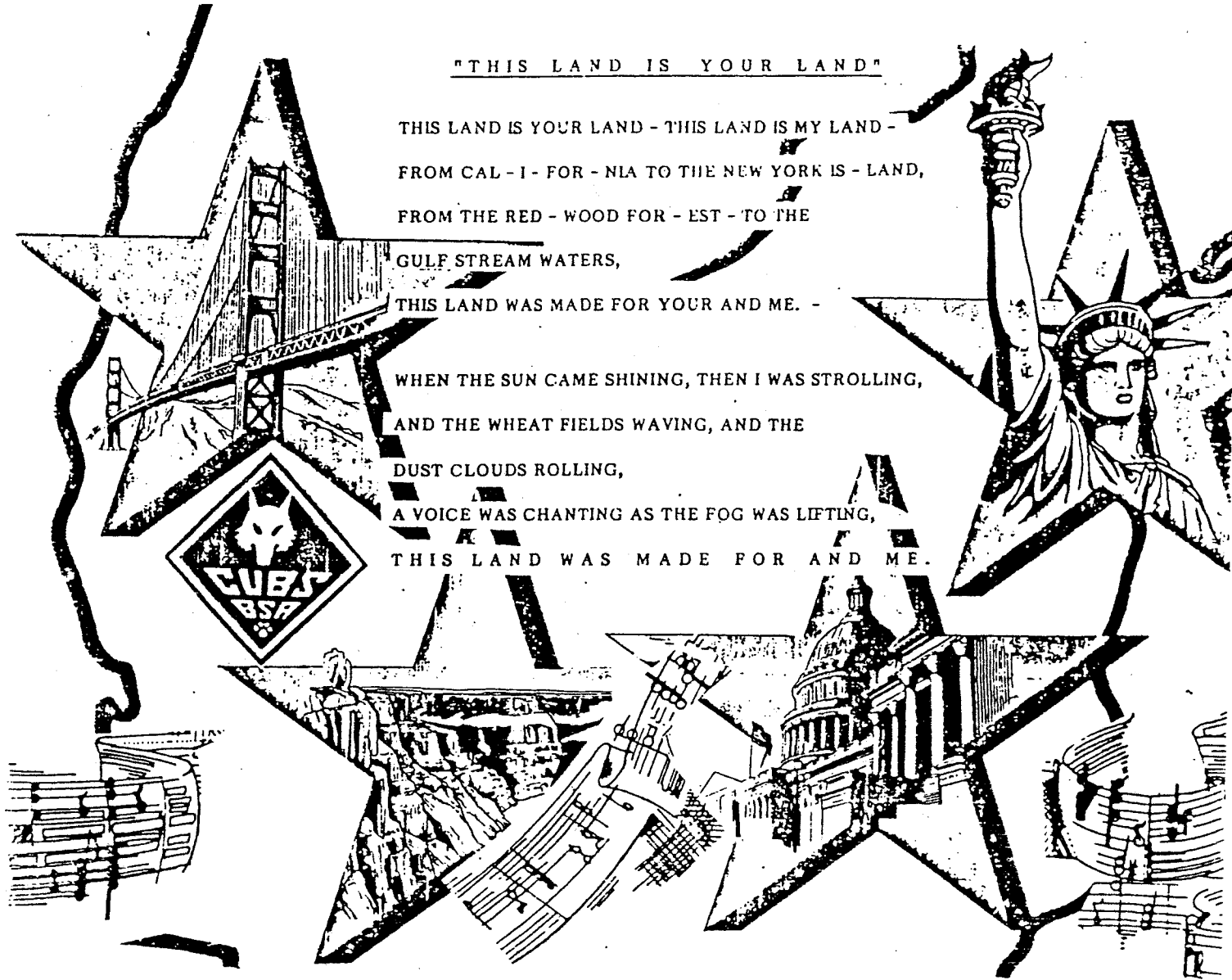
Divide the singers into four groups, each singing one "Hello" and holding it through to the completion of the full chord, singing the middle part in unison.

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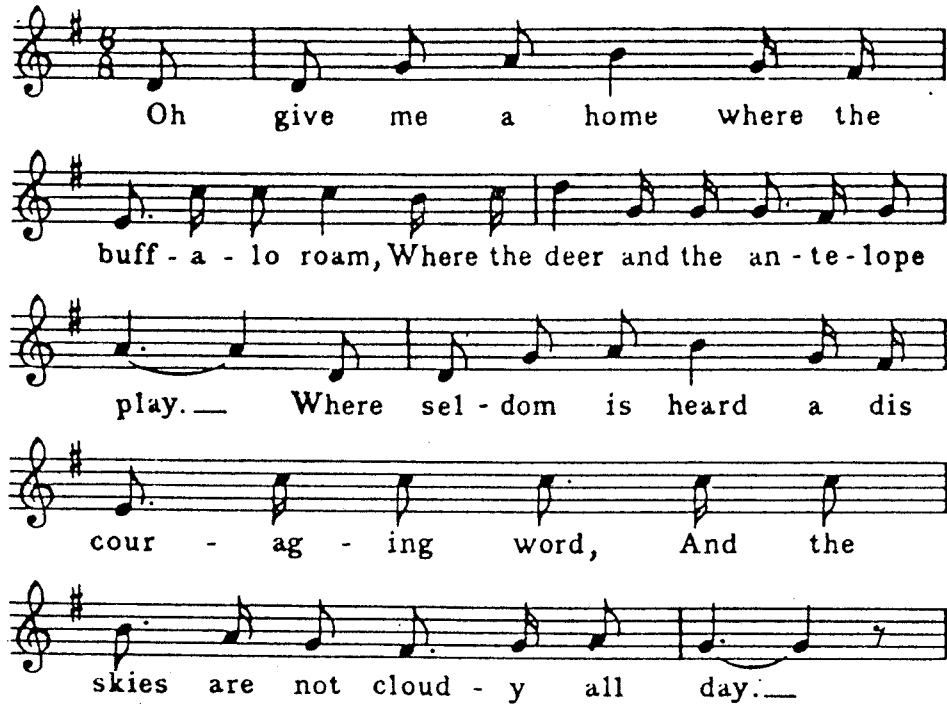
"THIS LAND IS YOUR LAND"

THIS LAND IS YOUR LAND - THIS LAND IS MY LAND -
FROM CAL - I - FOR - NIA TO THE NEW YORK IS - LAND,
FROM THE RED - WOOD FOR - EST - TO THE
GULF STREAM WATERS,
THIS LAND WAS MADE FOR YOUR AND ME. -

WHEN THE SUN CAME SHINING, THEN I WAS STROLLING,
AND THE WHEAT FIELDS WAVING, AND THE
DUST CLOUDS ROLLING,
A VOICE WAS CHANTING AS THE FOG WAS LIFTING,
THIS LAND WAS MADE FOR AND ME.

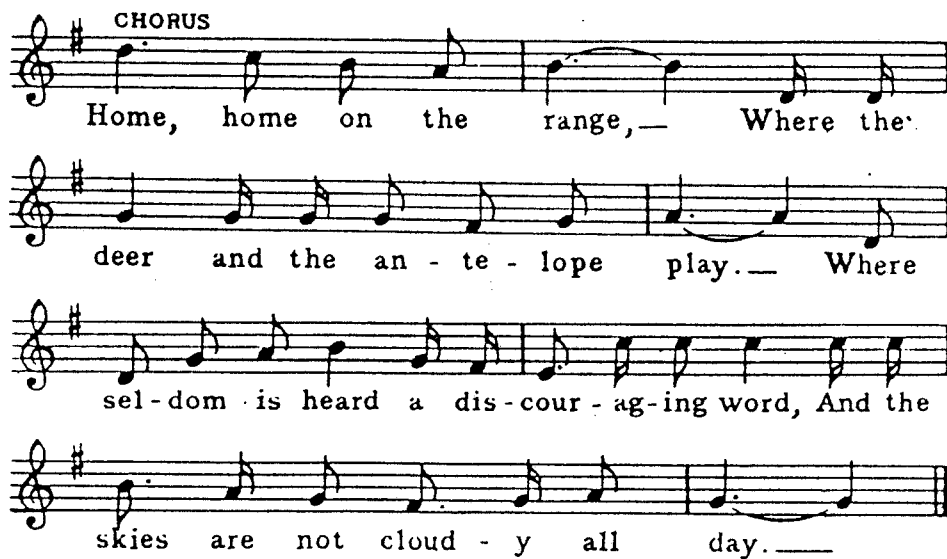


HOME ON THE RANGE



Oh give me a home where the
buff - a - lo roam, Where the deer and the an - te - lope
play. — Where sel - dom is heard a dis
cour - ag - ing word, And the
skies are not cloud - y all day. —

CHORUS



Home, home on the range, — Where the
deer and the an - te - lope play. — Where
sel - dom is heard a dis - cour - ag - ing word, And the
skies are not cloud - y all day. —

How often at night when the heavens are bright,
With the light from the glittering stars,
Have I stood here amazed and asked as I gazed,
If their glory exceeds that of ours.

GIT ALONG, LITTLE DOGIES

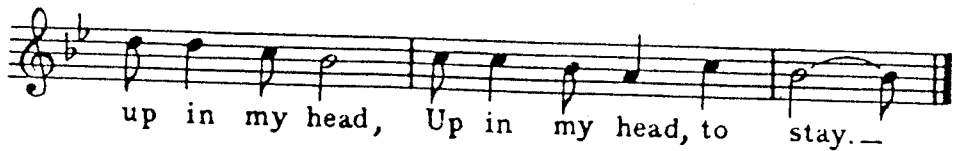
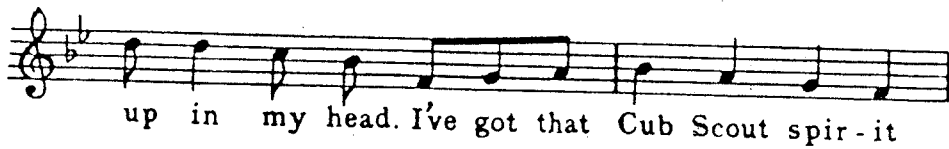
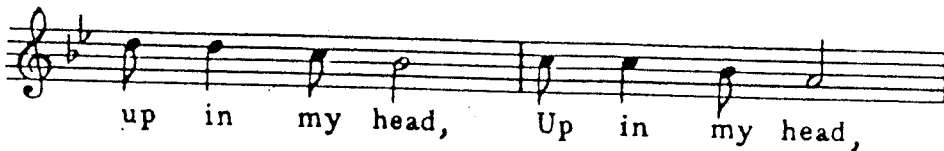
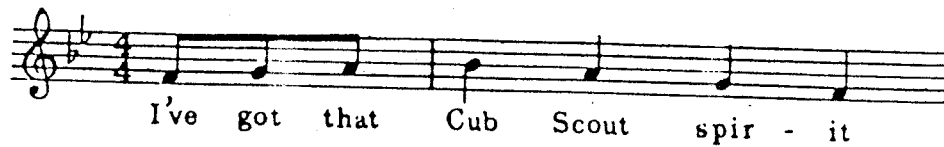
Sing rhythmically to the swing of riding a horse—don't drag it.

As I was a-walk-ing one morn-ing for pleas-ure,
I spied a cow-punch-er a - rid - ing a - long;
His hat was thrown back and his spurs was a - jin-gling,
And as he ap-proached he was sing-ing this song:

CHORUS
Whoop-ee ti yi yo, - git a - long, lit-tle do-gies,
It's your mis-for-tune and none of my own,
Whoop-ee ti yi yo, - git a - long, lit tle do-gies,
You know that Wy-o-ming will be your new home.

It's whooping and yelling and driving the dogies,
And oh, how I wish you would only git on.
It's whooping and punching, git on, little dogies,
You know that Wyoming will be your new home.
Chorus

I'VE GOT THAT CUB SCOUT SPIRIT



(Replace "head" with other words in last four verses.)

I've got that Cub Scout spirit
Deep in my heart, etc.

(Continue as in first verse.)
I've got that Cub Scout spirit
Down in my feet, etc.

I've got that Cub Scout spirit
All over me, etc.

I've got that Cub Scout spirit
Up in my head,
Deep in my heart,

Down in my feet,
I've got that Cub Scout spirit

All over me,
All over me, to stay.

MOTION

For more spirit, you can point to each part of body as you sing.

OLD AKELA HAD A PACK

Tune: "Old MacDonald Had a Farm"

1

Old Akela had a pack, E-I-E-I-O.
And in this pack he had some dens, E-I-E-I-O.
With a Den 1 here, and a Den 2 there;
Here a den, there a den,
Everywhere a happy den,
Old Akela had a pack, E-I-E-I-O.

2

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

3

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

4

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

5

And for these dens he had some dads, E-I-E-I-O.
With a den dad here, and a den dad there;
Here a dad, there a dad,
Everywhere a den dad;
With a den mom here, and a den mom there;
Here a mom, there a mom,
Everywhere a den mom;
With a Cub Scout here, and a Cub Scout there;
Here a Scout, there a Scout,
Everywhere a Cub Scout;
With a den chief here, and a den chief there;
Here a chief, there a chief,
Everywhere a den chief;
With a Den 1 here, and a Den 2 there;
Here a den, there a den,
Everywhere a happy den;
Old Akela had a pack, E-I-E-I-O.

WE'LL BE LOYAL SCOUTS

Tune: "Aura Lee"

On our ho-nor we've been true To the gold and
blue. — We've been Cub Scouts for two years,
CHORUS
Now we're We-be - los. We-be - los, We-be - los,
We're the ten-year - olds. We'll be lo - yal
Scouts next year, The tribe of We - be - los.

Crafts and badges fill our days
And Boy Scouting ways.
We play sports, have camp-outs, too,
For we're Webelos.

Chorus

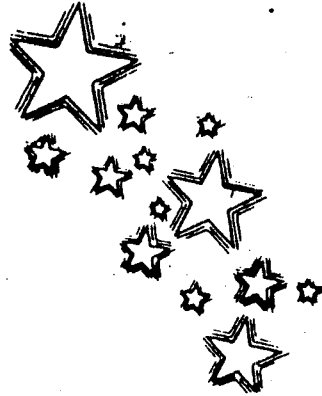
We look forward to Boy Scouts
In the years ahead,
While we work on our award
Called the Webelos.

Chorus

Soon we'll graduate from Cubs
And we'll cross the bridge
To Boy Scouting's happy trails
And leave Webelos.



Cub Pack No.



THIS IS MY COUNTRY

THIS IS MY COUNTRY, LAND OF MY BIRTH
THIS IS MY COUNTRY GRANDEST ON EARTH
I PLEDGE THEE MY ALLEGIANCE, AMERICA, THE BOLD,
FOR THIS IS MY COUNTRY TO HAVE AND TO HOLD !

THIS IS MY COUNTRY , LAND OF MY CHOICE;
THIS IS MY COUNTRY, HEAR MY PROUD VOICE.
I PLEDGE THEE MY ALLEGIANCE, AMERICA, THE BOLD,
FOR THIS IS MY COUNTRY TO HAVE AND TO HOLD !

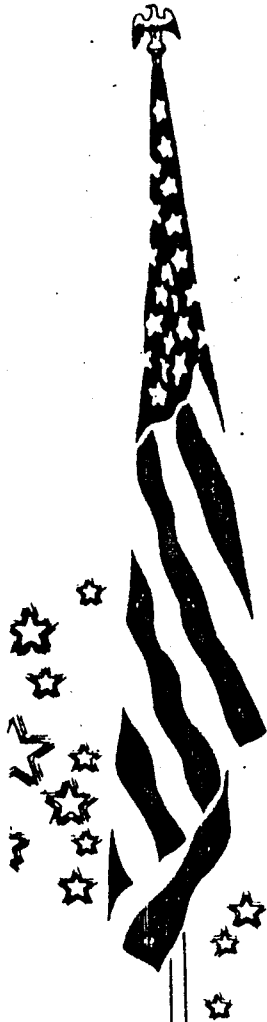
GOD BLESS AMERICA

GOD BLESS AMERICA,
LAND THAT I LOVE,
STAND BESIDE HER AND GUIDE HER

THRU THE NIGHT WITH A

LIGHT FROM ABOVE:

FROM THE MOUNTAINS, TO THE PRAIRIES,
TO THE OCEANS WHITE WITH FOAM,
GOD BLESS AMERICA
MY HOME SWEET HOME.



THERE WERE THREE JOLLY FISHERMEN

There were three jol - ly
fish - er - men, There
were three jol - ly fish - er - men

(Group one shouts: Fisher, fisher; group two shouts: Men, men, men.)

— "Fish - er, fish - er," "Men, men, men."
"Fish - er, fish - er," "Men, men, men." There
were three jol - ly fish - er - men.

The first one's name was Abraham;
The first one's name was Abraham,
Abra, Abra; ham, ham, ham, etc.

The second one's name was I-I-saac
The second one's name was I-I-saac
I-I, I-I; zik, zik, zik, etc.

The third one's name was Ja-a-cob,
The third one's name was Ja-a-cob,
Ja-a, Ja-a; cub, cub, cub, etc.

They all went up to Jericho,
They all went up to Jericho,
Jer-i, Jer-i; cho, cho, cho, etc.

They should have gone to Amsterdam,
They should have gone to Amsterdam,
Amster, Amster; sh, sh, sh, etc.

HAPPY HOLIDAYS TO SCOUTERS AND FRIENDS OF
SCOUTING FROM PACK

HERE COMES SANTA CLAUS

HERE COMES SANTA CLAUS! HERE COMES SANTA CLAUS!
RIGHT DOWN SANTA CLAUS LANE!
VIXEN AND BLITZEN AND ALL HIS REINDEER ARE PULLING
ON THE REIN.
BELLS ARE RINGING CHILDREN SINGING ALL IS MERRY AND
BRIGHT
HANG YOUR STOCKINGS AND SAY YOUR PRAY'RS,
'CAUSE SANTA CLAUS COMES TONIGHT.

HERE COMES SANTA CLAUS! HERE COMES SANTA CLAUS!
RIGHT DOWN SANTA CLAUS LANE!
HE'S DOESN'T CARE IF YOU'RE RICH OR POOR FOR HE LOVES
YOU JUST THE SAME.
SANTA KNOWS THAT WE'RE GOD'S CHILDREN THAT MAKES
EV'RY THING RIGHT
FILL YOUR HEARTS WITH CHRISTMAS CHEER,
'CAUSE SANTA CLAUS COMES TONIGHT.

O CHRISTMAS TREE

O CHRISTMAS TREE, O CHRISTMAS TREE,
HOW BEAUTIFUL AND BRIGHT.
O CHRISTMAS TREE, O CHRISTMAS TREE,
HOW BEAUTIFUL AND BRIGHT.

THE SIGHT OF THEE AT CHRISTMAS TIDE
SPREADS HOPE AND GLADNESS FAR AND WIDE.
O CHRISTMAS TREE, O CHRISTMAS TREE,
HOW BEAUTIFUL AND BRIGHT.

FOR FURTHER INFORMATION REGARDING PACK
PLEASE CALL:

CUB MASTER
ASST CUB MASTER
COMMITTEE CHMN

THANK YOU FOR SUPPORTING THE YOUTH OF



OH CHANUKAH

Yiddish: M. Riversman
Hebrew: A. Evronin

FOLK SONG

Oh Cha-nu-kah, Oh Cha-nu-kah, come light the me-no-rah, Lets have a party, we'll
all dance the hora. Ga-ther round the ta-ble, we'll give you a treat:
Drei-dels to play with and lat-kes to eat. And while we are play-ing, The
can-dles are burn-ing low. One for each night, they will shed a sweet light to re-
mind us of days long a-go. mind us of days long a-go.

Yemei haChanukah
Chanukat mikdashenu
Begil uvesimchah memalim et libenu
Layla vayom s'vivonenu yesov
Sufganiyot nochal bam larov
Ha-iru hadliku
Nerot chanukah rabim
Al hanisim ve-al hanifla-ot
Asher choletu hamaccabim,

Oy Chanukah,
Oy Chanukah a yom tov a sheyner
A lustiger a frelacher
Nito noch a zoyner
Alle nacht in dreidlach shpiln mir
Zudig heyse latkes essen on a shir.
Geshvinder tzindt kinder
Di dininke lichtelach ohn
Zogt "Al hanisim," loibt Gott far di nisim
Un kumt gicher tantzen in kohn.

AVI HIDLIK

TRADITIONAL

A - vi hid - lik ne - rot li ve - sha - mash li a - vu
Fa - ther lit the can - dles for me, The sha - mash shone like a
kah, ve - sha - mash a - vu - kah, Yo - dim a - tem
torch, The sha - mash shone like a torch, Do you know what
lich - vod mah, yo - dim a - tem lich - vod mah, yo - dim a - tem
it's for, do you know what it's for, do you know what
lich - vod mah? Lich - vod ha - Cha - nu - kah.
it's for? It's in hon - nor of Cha - nu - kah.

My mother gave me a levivah
A hot and tasty levivah.

(Refrain)
Do you know what it's for?
It's in honor of Chanukah.

My uncle bought me a sevivon
A top for me to spin.
(Refrain)

Li imi natnah levivah
Levivah chamah umetukah.

(Refrain)
Yodim atem lichvod mah?
Lichvod haChanukah.

Li dodi kanah sevivon
Sevivon mei-uferet yetzukah.
(Refrain)

YOU ARE MY SUNSHINE

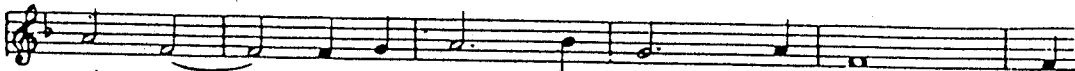
Words and Music by
JIMMIE DAVIS and
CHARLES MITCHELL



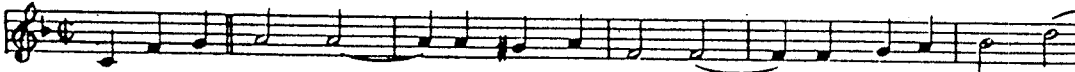
The oth - er night dear _____ as I lay sleep - ing _____ I dreamed I
I'll al - ways love you _____ and make you hap - py _____ If you will
You told me once dear _____ you real - ly loved me _____ And no one



held you in my arms _____ When I a - woke dear _____ I was mis -
on - ly say the same _____ But if you leave me _____ to love an -
else could come be - tween _____ But now you've left me _____ and love an -



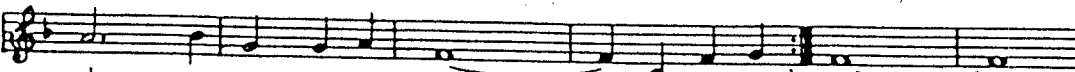
tak - en _____ and I hung my head and cried: _____
oth - er _____ you'll re - gret it all some day: _____
oth - er _____ you have shar - tered all my dreams: _____



YOU ARE MY SUN - SHINE _____ my on - ly sun - shine _____ you make me hap - py -



_____ when skies are gray _____ You'll nev - er know dear _____ how much I love you _____ Please don't



take my sun - shine a - way. _____ 2. I'll al - ways way. _____
3. You told me

DEEP IN THE HEART OF TEXAS

Words by JUNE HERSHEY

Music by DON SWANDER

The stars at night are big and
The coyotes wail a long and the

bright, DEEP IN THE HEART OF TEX-AS;
trail, DEEP IN THE HEART OF TEX-AS; The
prairie sky is wide and high, DEEP IN THE
rabbits rush a round the brush, DEEP IN THE

HEART OF TEX-AS. The sage in bloom is
HEART OF TEX-AS. The cow-boys cry, "Ki-

like per-fume, DEEP IN THE HEART
yip-pec-vi," DEEP IN THE HEART OF

TE-XAS; Re-minds me of the
TE-XAS; The dog-ies bawl, and

one I love, DEEP IN THE HEART OF
bawl and bawl, DEEP IN THE HEART OF

TE-XAS. The TE-XAS.
TE-XAS. TE-XAS.

Over The River And Through The Woods

Allegretto

THANKSGIVING DAY SONG

F C F C

O-ver the riv-er and thro' the woods, To grand-fa-ther's house we go; — The
O-ver the riv-er and thro' the woods, To have a first-rate play; — Oh
O-ver the riv-er and thro' the woods, And straight thro' the barn-yard gate, — We

mf

G7 C D7 G

horse knows the way to car-ry the sleigh, Thro' the white and drift-ed snow. —
hear the bells ring, "Ting-a-ling-ling!" Hur-rah for Thanks-giv-ing Day. —
seem to go ex-treme-ly slow It is so har! to wait! —

C F C F C

O-ver the riv-er and thro' the woods, Oh how the wind does blow! — It
O-ver the riv-er and thro' the woods, Trot fast my dap-ple gray! — Spring
O-ver the riv-er and thro' the woods, Now grand-moth-er's cap I spy! — Hur-

F C^o C F Fm C F G7 C

stings the toes And bites the nose, As o-ver the ground we go. —
o-ver the ground, Like a hunt-ing hound! For this is Thanks-giv-ing Day. —
rah for the fun! Is the pud-ding done? Hur-rah for the pump-kin pie! —

77 7

Shortnin' Bread

SOUTHERN FOLK SONG

Allegretto

The musical score is written in C major and 2/4 time. It consists of three systems, each with a vocal line and piano accompaniment. The piano accompaniment includes a right-hand part with chords and a left-hand part with a simple bass line. Chords are indicated by letters above the staff.

System 1:
Vocal: Put on the skil-let, Put on the lead, Mam-my's gon-na make a lit-tle short-nin' bread.
Piano: *mf*
Chords: C, F, C, Am6, G7, C

System 2:
Vocal: That's not all — she's gon-na do. — She is gon-na make a lit-tle cof-fee too. —
Chords: F, C, Am7, F, C, F, C, Am6, G7, C

System 3:
Section: Chorus
Vocal: Mam-my's lit-tle ba-by loves short-nin' short-nin', Mam-my's lit-tle ba-by loves short-nin' bread. —
Vocal: Mam-my's lit-tle ba-by loves short-nin' short-nin', Mam-my's lit-tle ba-by loves short-nin' bread.
Chords: C, G+, C, G+, C, F, C, G7, C

DEEP IN THE HEART OF TEXAS

Words by JUNE HERSHEY

Music by DON SWANDER

The stars at night arc big and
 The coyotes wail a long the

Clap, Clap Clap Clap

bright, DEEP IN THE HEART OF TEXAS;
 trail, DEEP IN THE HEART OF TEXAS; Clap The

Clap Clap Clap

prairie sky is wide and high, DEEP IN THE
 rabbits rush a round the brush, DEEP IN THE

HEART OF TEXAS. The sage in bloom is
 HEART OF TEXAS. The cowboys cry, "Ki-

Clap Clap Clap Clap

like perfume, DEEP IN THE HEART OF
 yip-pee-vi," DEEP IN THE HEART OF

TEXAS; Re-minds me of the
 TEXAS; The doggies bawl, and

Clap Clap Clap

one I love, DEEP IN THE HEART OF
 bawl and bawl, DEEP IN THE HEART OF

TEXAS. The TEXAS,
 TEXAS. TEXAS.



The Bear Went Over the Mountain

American Folk-Tune

1. The bear went o-ver the moun-tain, The bear went o-ver the moun-tain,
 2. And all that he could see was The oth-er side of the moun-tain,

The bear went o-ver the moun-tain, To see what he could see
 And all that he could see was The oth-er side of the moun-tain.

Happy Birthday To You

Moderate waltz time
F

C7

MILDRED J. HILL
F

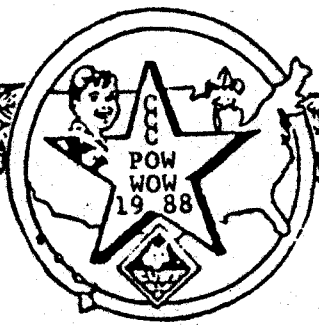
Hap - py Birth - day to you, Hap - py Birth - day to you, Hap - py

The first system of music consists of a vocal line and a piano accompaniment. The vocal line is in 3/4 time and features a melody of eighth and quarter notes. The piano accompaniment is in 3/4 time and features a waltz-like pattern of eighth and quarter notes. The key signature is one flat (B-flat major). The first system ends with a double bar line.

Birth - day, dear ^{*)} _____ , Hap - py Birth - day to you!

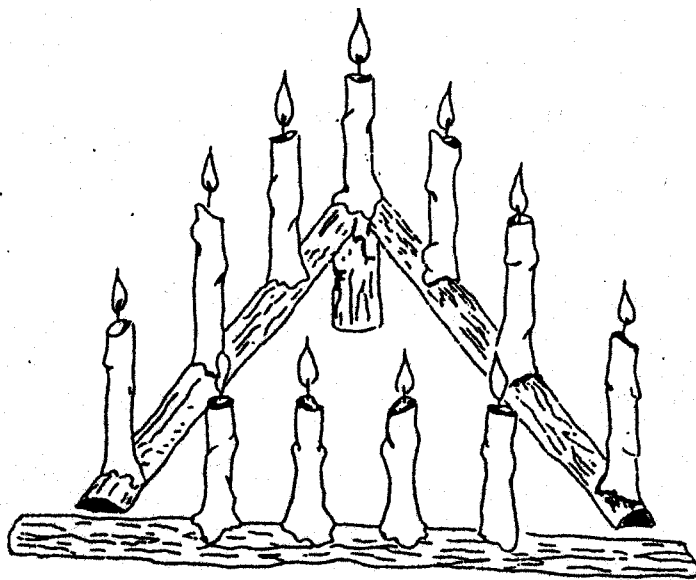
The second system of music continues the vocal line and piano accompaniment. The vocal line includes a blank space for a name, indicated by a dagger symbol and a line. The piano accompaniment continues with the same waltz-like pattern. The key signature remains one flat. The second system ends with a double bar line.

^{*)} Here insert the name of the one celebrating



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

CEREMONIES



CEREMONIES

WHO? WHAT? WHEN? WHY? WHERE?

WHY NOT?

WHO DOES A CEREMONY?

Anyone! A den mother, a den chief, a Cubmaster, parents - and on the list goes.

WHAT IS A CEREMONY?

A ceremony is a planned recognition of an act or service.

WHEN?

In a den meeting - in a pack meeting - at Blue and Gold.

WHY?

Recognition - in a positive way. To keep up pack or den spirit - to thank someone - or just to say hello.

WHERE?

Indoors - outdoors - all around the block....

A ceremony according to Webster's is a "formal act for some occasion". But - don't let that stop you. Formal is not the key.

In setting up a ceremony, you need to answer some questions:

- Who is to be recognized?
- How much explanation is needed?
- Who will perform the ceremony?
- How long will it take?

A ceremony can take many moods, many forms, and many shapes. Each ceremony should be special by itself - it should be tailored to the occasion and accomplish your purpose.

Purpose? Yes - recognition - thanks - or sharing of fun.

CEREMONIES (Continued)

Everybody likes to be recognized especially in a nice way. No ceremony has to be so complicated that it takes the whole pack to put it on. Remember the old saying -

KEEP IT SIMPLE - MAKE IT FUN

That is especially true in ceremonies....but with one change. Keep it simple - make it fit.

If you are recognizing a boy's achievements - by all means make the ceremony special. You don't need a lot of props. You don't need fancy words. A boy will get recognition any way he can - so make it fit the occasion. A ceremony must be short enough to keep the boys' attention. It must be interesting enough to catch the attention of parents and children. It must be simple enough to be done effectively.

How can you do this? How do you plan a ceremony?

Well, let's start - Say you need to recognize a new Wolf. O.K. Let's answer our questions -

--Who? -- A boy

--How much explanation? -- Little

--Who will perform it? -- Usually, the Cubmaster

--How long? -- Enough time to make it special.

You will find examples of possible recognition ceremonies in the book - STAGING DEN AND PACK CEREMONIES. But don't stop there. Can you tailor the ceremony to fit the theme? Of course. Make your Wolf a new Indian brave if the theme is Indian Lore. Knight him - if the theme is Knights of Yore.

Does it take many people? No. The boy and his parents.

Whose interest should it hold? The boy's and his pack.

If your ceremony is planned to hold the boys' attention and if the same ceremony is not used every time, you have gone more than half way toward reaching your goal - a successful ceremony.

CEREMONIES (Continued)

If, as in this case, the reason for the award (the successful completion of all Wolf achievements) is well known, keep the explanation short. If the boy has reached his goal in a very short time, recognize it - but keep it simple. You have lost ground if the boys think that you are preaching at them. You must talk TO the boys - remember, if it weren't for the boys, there would be no pack to have a ceremony for.

Why involve the parents? First, it is important to keep family involvement present at all levels. This serves not only as recognition of the parents' help to their son, but also to remind them that they are supposed to be active and supportive of their son and the pack.

In most packs, the Cubmaster handles ceremonies as part of his job as emcee of the pack meeting. If he chooses to delegate this job, fine. If he chooses to involve more than one person - fine. Just make sure that you don't lose the boys' attention.

Let's backtrack for a minute and start at the bottom.

DEN CEREMONIES

A den ceremony is of necessity much simpler than a pack ceremony. It involves fewer people and meets a simpler need.

A few examples of den ceremonies are:

OPENING

- Sing a Cub Scout Song
- Give a den yell
- Try an applause stunt. Boys clap in unison, such as: 1-2-3-4, 1-2, 1-2-3-4, 1-2, 1-2-3-4, 1-2, 1. These stunts can be worked out in many different combinations.
- The Grand Howl
- A special roll call, such as having each boy do something when his name is called - for example, name a bird or show and explain something he has made since the last meeting - answer the roll call with his middle name, etc..

If you have a birthday, there might be a special kind of refreshment or the Birthday Cub may choose a favorite game or activity.

CEREMONIES (Continued)

You might welcome a new Cub with the song "We're Glad to See You Here" from the Cub Scout Songbook - or have an "adoption" ceremony, where one of the old Cubs acts as Big Brother for the first few activities to make sure he is included.

CLOSING

This is usually somewhat quieter than the opening. Here is the chance for a leader's moment - a brief thought. To be successful you must change it often. Here are some suggestions:

- The Living Circle
- Akela's Challenge. (The Den Chief challenges the den with "Do Your Best", and the den answers "We'll do our best".)
- Repetition of the Promise or the Law of the Pack. (Be careful tho' - you want this to be known but not OLD HAT!!!).
- A brief thought for the day. (Don't preach!)
- A quiet song. (Taps - or several others from the Songbook)
- An occasional surprise - a small trinket (if the treasury can afford it - an announcement of a special reward trip - etc.)

Whatever it is, remember that we often overlook the den meeting as an opportunity for simple ceremonies. The den is a natural unit because of its smaller size. Its members are closer and have a common loyalty which gives them more of a spirit of unity. Here is a perfect setting for the values which ceremonies can bring to a group.

Once again, remember that a ceremony does not have to be serious. It can be a funny kind of recognition or just a funny thought or poem, such as:

Stand firm for what you know is right! It is wise as
I have found
The might oak was once a nut
That simply held its ground.

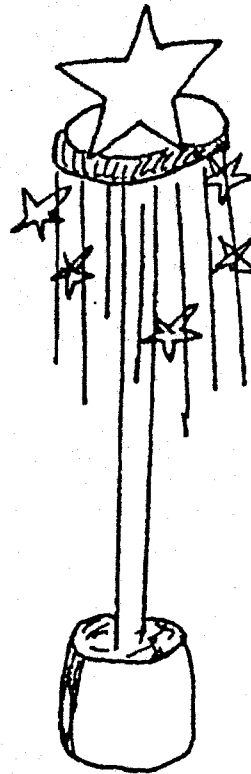
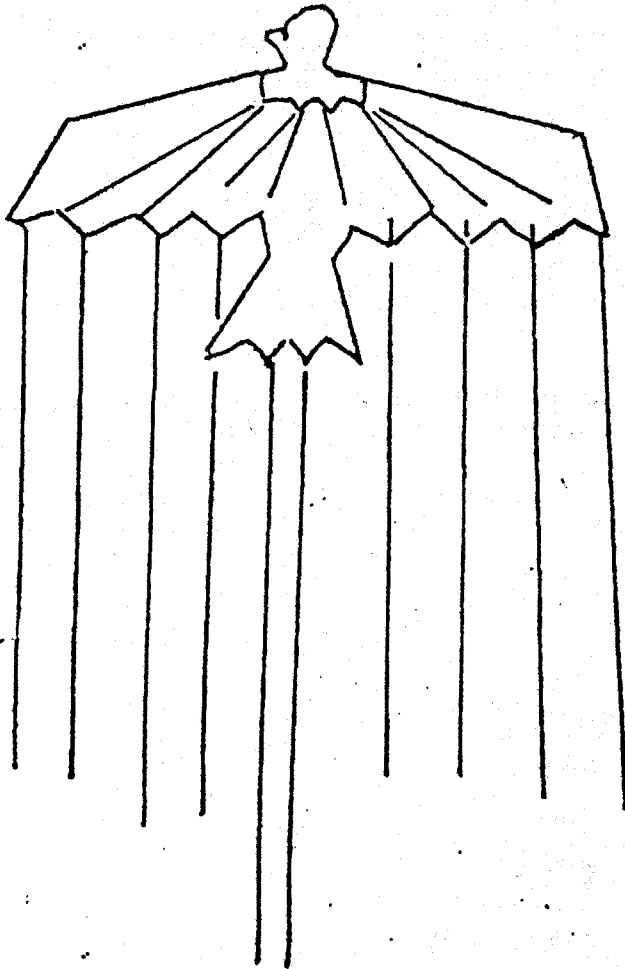


DEN DOODLES

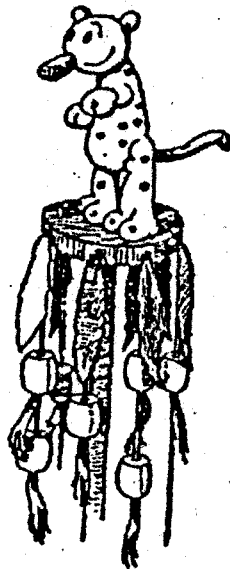
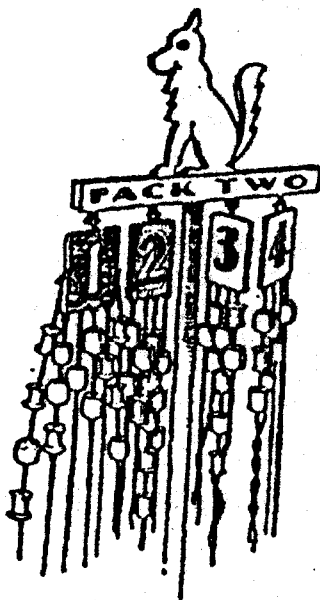
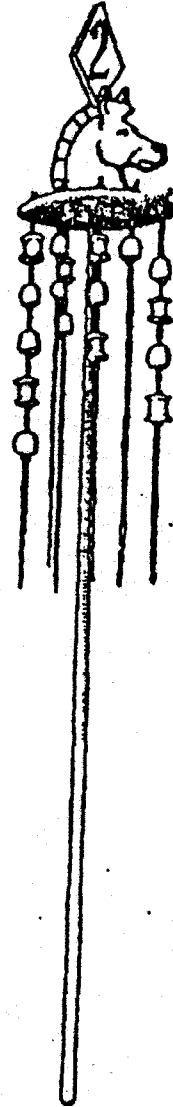
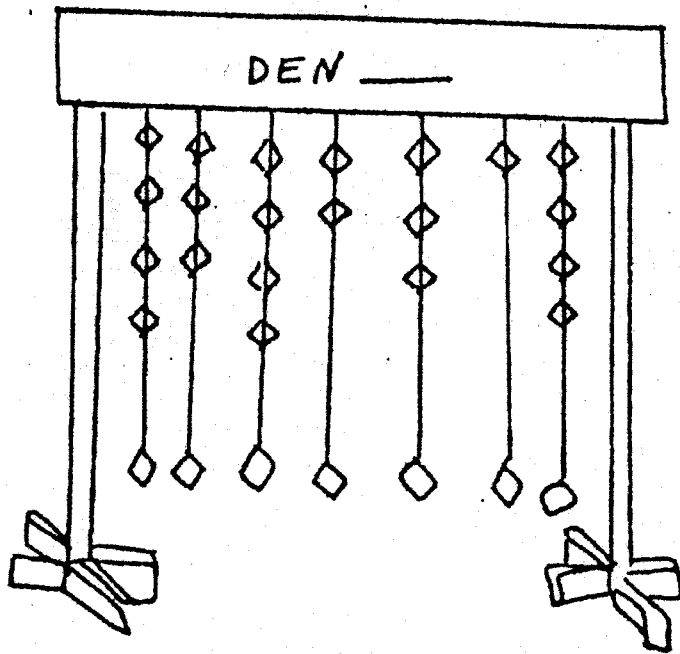
This strange creature is the best friend a den leader can have. If you let your den make their own - design it, make it and use it - they will not let you forget it. It stands for them. It is their symbol and their friend. It plays a very important part in recognizing each boy as he moves upward in rank. It fills in the gap between beads and lets the boys compare what each other has completed.

This creature, along with your den chart, should be an integral part of each den meeting. It may be handled by your assistant den leader, your den chief, or your denner, but should be included on a regular basis. The ceremony involved is virtually non-existent....there is no preparation - but if each boy, in the presence of the rest of the den, adds to his string, it is a ceremony.

Some examples of den doodles follow:



DEN DOODLES (Continued)



EASY-TO-MAKE DEN MARKERS THAT HAVE A PURPOSE.
 THEY ARE MOUNTED ON SNAKE OR FOX HEADS OR THE
 REGULATION SCOUT STAKE. THE PLATFORM AT THE TOP ON
 WHICH A DOODLE IS MOUNTED IS A BOARD OR THE BOT-
 TOM OF A PEACH BASKET.

A THONG OF LEATHER OR A DOOLACE IS SPLITTED
 THROUGH A HOLE OR WITH A KNIFE. ONE THONG FOR EACH
 CUB IN THE DEN. AS A CUB PASSES AN ACHIEVEMENT
 HE IS ALLOWED TO INSERT A BEAD ON HIS OWN PARTIC-
 ULAR THONG. EACH CUB HAS A COLOR AND ALL HIS BEADS
 ARE PAINTED THE SAME. AS ACHIEVEMENTS ARE PASSED
 THE DOODLE TAKES ON A COLORFUL APPEARANCE. THE
 DOODLE AT THE LEFT IS ORNAMENTED WITH STREAMERS
 CUT FROM COLORED FELT, LEATHER OR BITS OF CLOTH.

THE DOODLE ABOVE IS A FULL PACK DOODLE FROM
 WHICH EACH DEN HAS ITS OWN RECORD SUSPENDED.

THESE WILL PROVE INCENTIVES FOR THE PASSING
 OF ACHIEVEMENTS AND WILL ADD A BRIGHT AND HUM-
 OROUS TOUCH TO PACK GATHERINGS.

CEREMONIES (Continued)

PACK

One aspect of a ceremony is spontaneity. This can be a cheer for someone who has just joined you (perhaps a transfer). It can be for a short special thank you. OR - it can share the fun of a crazy happening.

Suppose your pack or den went on a hike and at the very end the rains came? If everyone had a good time, but of course got more than a little wet - invent an award. Give the leaders a SOGGY DUCK AWARD. Crazy? Yes, but it lets the boys know the leaders are there in a good way. Fun? Yes - because it is unexpected. Who does it? Whoever has the idea - provided the Cubmaster is advised so he can fit it into his schedule. Does it work - is it a good idea? Yes! Boys like to laugh and if you laugh with them, you have a friend. Yes - it keeps up pack spirit. No - doesn't take a lot of work.

Do you know a Webelos who burns everything he cooks on an outing? Invent an award - The Order of the Black Foil - Charcoal Charly's Award - Whatever seems fun and simple.

Many ideas for awards can come from the boys themselves. They tease each other about things that have happened and often it can be used to your advantage.

Do you have a den mother who surprised her den by being able to do something "no den mother can do"? Maybe she surprised her den by being able to use power tools. Maybe she took them on a special outing? Let the boys plan it and do it!

Do you have a group of dads who were of special help during EXPO? Pack 216 did. The Webelos had worked with 4 dads to put together a rocket ship out of scrap lumber and lots of energy. It was done in and out of den meetings. These dads deserved a special kind of thanks and this is what resulted.

THE ORDER OF THE GOLDEN TOOL.

What was it? A baby's plastic tool set painted gold and mounted on a piece of styrofoam.

How was it presented? With a little rhyme the boys composed themselves. It went as follows:

CEREMONIES (Continued)

PACK (Continued)

We are the Webelos of 216; and we have leaders who are really keen.

They hammered and sawed and blew their cool -
And so we award the Golden Tool.

INSIDE NOAHS ARK

Perhaps in conjunction with this months theme your Pack may decide to have a pet show. Following are some ideas that may help with this area.

Ribbon awards may be made available for 15 or 20 classes of judging. For instance - smallest, largest, thinnest, fattest, quietest, most noisy, most beautiful, ugliest, most feathers, most legs, most unique, etc..

For your ribbons, have first, second, third, and fourth classifications and use blue, red, yellow and white colors respectively. Have as background for presentation of awards, ranks, elections, etc., a mockup of Noahs' Ark. Cubmaster may wish to don a gray beard, a la Noah, and carry a crook - shepherds type.



STRENGTH AND SKILLS

ADVANCEMENT

Cubmaster: This month our theme is "Strength and Skills" and our Cub Scouts and Webelos Scouts have advanced according to their individual strengths and skills. As men train to be champions in many athletic endeavors, so must our boys.

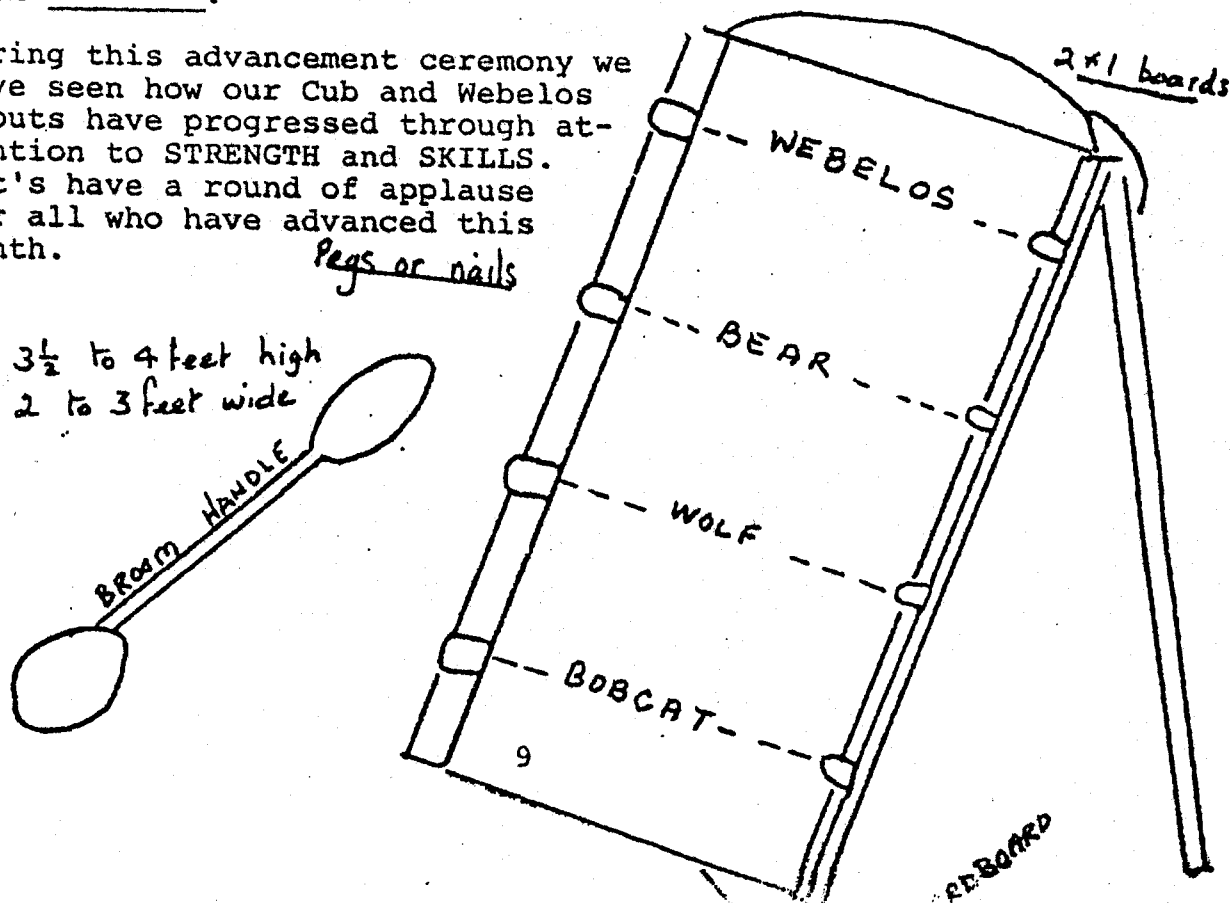
So, tonight we have _____ who has achieved the Bobcat Rank. We will ask him/them to lift the heavy weight up to the Bobcat level.

For a boy to earn the Wolf Rank, he must increase in ability by practice and working with all his skills. Tonight we have _____ who has trained and worked hard and is now in shape to earn his/their Wolf Rank.

Training must always continue and we now have _____ who will come forward to lift the weight to the Bear level.

An olympic champion receives a gold medal to show proof of his strength and ability. To be the champion in Cub Scouting a boy receives the Webelos award. Tonight Webelos Scout _____ is now asked to come and lift the weight to the Webelos level, and in effect, become one of the champions of Pack _____.

During this advancement ceremony we have seen how our Cub and Webelos Scouts have progressed through attention to STRENGTH and SKILLS. Let's have a round of applause for all who have advanced this month.



THE WORLD AROUND US

DEN OPENING

This can be used just before taking boys on a hike.

Arrangement: Den leader passes out one candle and one numbered slip of paper to each Cub Scout. Each boy is asked to come forward to light his candle and read his phrase.

- 1st Cub: We are going to see nature's treasures.
2nd Cub: We will help to maintain nature's balance.
3rd Cub: We will observe and learn from nature's animals.
4th Cub: We will help maintain nature's resources.
5th Cub: We will protect them from harm.
6th Cub: We will follow the laws of nature.



CLOSING THOUGHT

Our country 'tis of thee we sing,
Land of New England meadows and southern cottonfields;
Of country fairs, and ticker tape parades;
Barefoot boys with fishing rods,
And ladies day at baseball parks:

A land of steel,
And industry,
And invention,
With a heart as big as Texas
And dreams as tall as the Great Northwest.

This can be a dramatic closing if careful selection of slides is made, with possible addition of appropriate music is added. The abundance of slides, homemade and commercial lends the possibilities of many dramatic ceremonies becoming easily available.

THE WORLD AROUND US

ADVANCEMENT

Needed: 3 to 5 ft cardboard tree with branches.
Green paper leaves with wire stem.
Names of those advancing and their advancement recognitions.

Cubmaster: "This little tree is a symbol of the natural beauty of the world around us. It also represents Cub Scouting. It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends much time and effort in advancing. So do his parents who help him.

Today we shall see the improvement in this tree after we put some leaves on it. Each one represents the work put into their advancement by our Cub Scouts and their parents."

(Call boys and parents forward....present advancement and leaf....one leaf per recognition is placed on tree. After all have been presented Cubmaster resumes narration.)

Cubmaster: "You have each helped our tree increase in beauty. Even as trees live many years, the values you have gained thus far will last you a lifetime. May you always stand strong and tall as a tree, and add beauty to the world around us."



OUTDOORSMAN
WEBELOS

CAMPFIRE OPENING

Sometimes an outdoor pack activity is climaxed with a campfire after dark. To set the right tone for the campfire, use an opening ceremony such as the one below during the firelighting.

Webelos Scouts will probably have a campfire at their overnight.

- Scout #1: (As fire is started) The early caveman used fire to protect himself from wild beasts and to warm his body.
- #2: In ancient times the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.
- #3: The American Indian used fire to hollow logs for his boats, to fire pottery, and for ceremonial purposes.
- #4: The pioneer used fire to forge rims for his wheels and bolts to build wagons. The silhouette of the smithy against his fire was a common sight in early America.
- #5: The cowboys in the old west sat around the campfire with a pot of coffee and beans.
- #6: Fire today makes the wheels of commerce and industry turn. Also, a form of fire put our man on the moon.
- #7: Fire is the universal symbol of Scout camping. Fellowship around the campfire is one of the most lasting memories in the life of a Scout. If all the packs in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.



WEATHER OBSERVATIONS

FOUR WINDS GRADUATION CEREMONY

This is a ceremony for graduating Webelos, but with only a small amount of adaptation it can be used to graduate Bears into Webelos dens.

With the graduates and parents in front of the room, the lights are dimmed or extinguished. In each corner of the room stands a boy representative of one of the four winds. Each in turn lights a candle as he expresses his wish for the graduates.

North Wind: "I am the North wind. People say I am cold but to you I will always bring the warmest of winds because you have been a true Scout and have lived up to the Law of the Pack."

South Wind: "I am the South wind. I wish you good Scouting. Over hill and dale I have carried stories of you and your Cub Scout experiences, and of how you have shown goodwill to others."

East Wind: "I am the East wind. I wish you well. I have spread the story of the fun and happiness you have enjoyed and how you have lived up to the Cub Scout Promise."

West Wind: "I am the West wind. I would like all present to know that these graduates did not walk the trail alone. Each had the help of his parents and den leader. Parents, continue to help your sons go and grow!"

After each wind speaks, he comes to front of group. In unison the winds say:

Four Winds: "We will be with you forever. We wish each of you the best of luck in your travels up the Scouting Trail."

Room lights come on. Graduates and their parents are introduced to their Scoutmaster or new leader.

ADVANCEMENT IN RANK

CLOSING FOR PACK MEETING

Bobcats and Wolf cubs or a mixture of ranks could take part in this ceremony. The words can be printed on index cards.

On the Bobcat trail: You learn to keep a promise, even if it is hard to do.



You learn to do your best with each new challenge.

You learn that to practice your religion, you must do so every day.

You learn that duty to country means to obey our country's law.

You learn to do things for other people when you don't have to.

You learn that when you follow these Cub Scout ideas, you OBEY THE LAW OF THE PACK.

On the Wolf trail : We learn our world is different from our parents' world.



We learn how to live with nature.

We learn how to live in our modern world.

We learn conservation of our resources.

We learn safety rules we should live by.

We learn proper health habits.

All of these things will help us become better Scouts.

ADVANCEMENT IN RANK

GRADUATION OF A WEBELOS SCOUT(S)

Cubmaster: Tonight is an important occasion for all of us.... the recognition of.....(numbers of those graduating) who are continuing along the Scouting trail. Will names and their parents please come forward?

When you joined our pack we all repeated the Cub Scout Promise and agreed to live up to it. In memory of that moment, let us repeat that Promise as a group. (Everyone stands and repeats the Promise.) By repeating that Promise you agreed to do your best as a Cub Scout and agreed to follow the Law of the Pack.

A lot has happened to you since then. You have grown, you have helped the pack go, you have followed Akela, you have given goodwill. You entered Cub Scouting as a child/children, so to speak. You have learned much, had fun and have grown into a fine young man/men. First you became a Bobcat, then a Wolf, and a Bear, and eventually a Webelos Scout. Now you are ready to enter Scouting.

As you continued to grow and moved from Cub Scouting into Webelos, so you are continuing into Scouting. As you grow older and wiser, perhaps you may become an Explorer.

Our charge to you is that you continue to grow, to learn more, to enjoy the challenge of Scouting that you will take on the way of young manhood.

To show that you accept our charge, will you join the members of your new troop(s) and give the Scout sign that you learned as a Webelos and repeat with them the Scout Oath?

(Scouts step forward, give the Boy Scout sign and repeat oath.)

As your Cubmaster, I pass you on to Scoutmaster (name) so that you can meet the challenge of those words, "On my honor, I will do my best...." Congratulations and good luck along your way.

WHAT WILL I BE?

OPENING CEREMONY - MY CHOICE

Needed: 8 Cub Scouts to hold cards on which have been printed the letters MY CHOICE. In turn, each Cub steps forward, raises his card and speaks his lines

"M" If I could choose what I could be,
I think I'd choose to be just me,
To live where I am free to talk,
To choose my friends and where to walk.

"Y" To choose the job I want to do,
And live where I've a notion to.

"C" To spend my money as I please,
And never have to bend my knees,

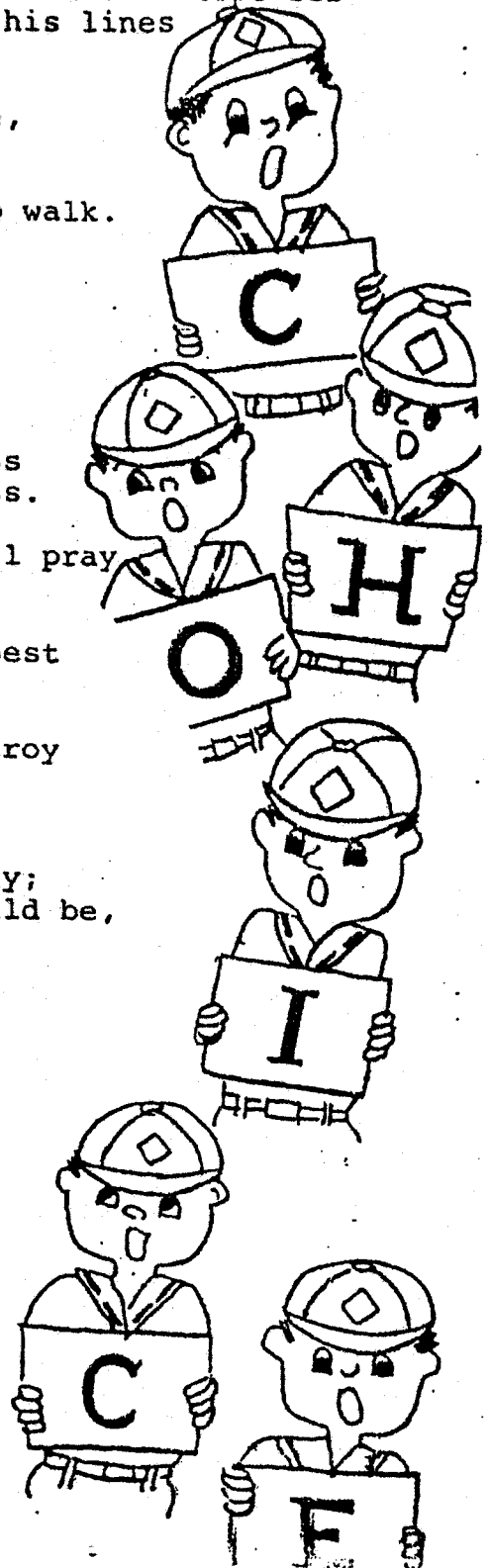
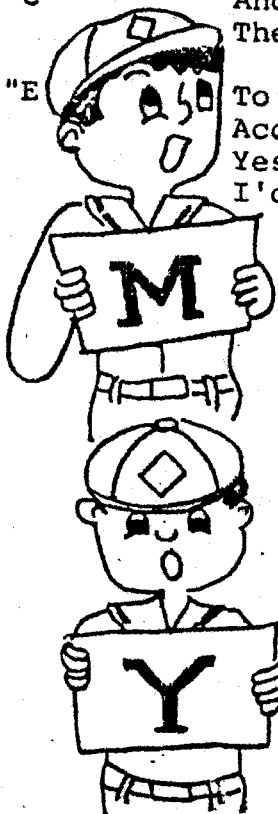
"H" To any dictator or government boss
Who profits from the people's loss.

"O" To choose the church in which I'll pray
And worship God in my own way.

"I" To vote for men who'll do their best
To see our nation meet the test.

"C" And conquer evils that would destroy
The freedoms that I now enjoy.

"E" To be my boss and live the way
According to how I choose each day;
Yes, if I could choose what I could be,
I'd be an American, just like me.



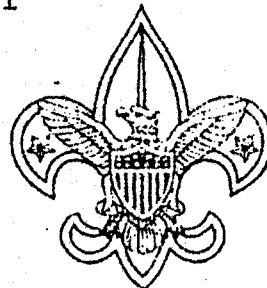
CEREMONIES

The following are general ceremonies not geared to a theme.

HAPPY BIRTHDAY TO A NEW BOY SCOUT (Part of a Webelos graduation ceremony)

5 Cub Scouts or 5 denners.

- #1: The Scout Law is a lengthy one
 Sometimes it's hard to keep,
 But if you take it step by step
 The climb won't seem so steep!
- #2: Trustworthiness comes first of all
 That's always good to know,
 And loyalty comes next in line
 Be proud - and let it show.
- #3: A friendly, helpful Scout is one
 Who's courteous and kind,
 And then, of course, obedience
 Is always on your mind.
- #4: A good Scout is a cheerful one
 And one you're glad to meet,
 You must be thrifty and be brave
 And always clean and neat.
- #5: A Boy Scout must be reverent
 But that's not hard to do,
 So Happy Birthday, BRAND NEW SCOUT
 We're all so proud of you.



Marty Ackerman

CUB SCOUTS AND THE FLAG

The accepted authority for flag courtesy in the Boy Scouts of America is the book, Your Flag - Everything You Want to Know About - The Flag of the U.S.A. #3188. Available in your Scout Shop. Every pack should have a copy, preferably, each den should have a copy. Use it often with your Cubs and Webelos. They are interested in the flag, it's history and the ceremonies connected with it. It is your responsibility to see that they learn correct information.

THE FLAG AT HOME

Scouting families should be encouraged to own and display the flag at home. It is permissible to fly it every day of the year, but should be displayed on the following days:

New Years Day
Inauguration Day
Martin Luther King's Birthday
Lincoln's Birthday

Washington's Birthday
Easter Sunday

Mother's Day

Armed Forces Day

Memorial Day (½ staff until noon)
Flag Day
Independence Day

Labor Day
Constitution Day

Columbus Day
Navy Day
Veterans Day

Thanksgiving Day
Christmas Day
Other days proclaimed by the President
Birthday of the States
State holidays

The flag can be displayed from sunrise to sunset and should be taken down in inclement weather.

INTERPRETATION OF THE FLAG

The RED stripes stand for courage and heroism - the sacrifices of men who have fought for our country since the Revolutionary war.

The WHITE stripes stand for the purity of high ideals and freedom, our desire for liberty.

The BLUE field stands for the strength and unity of our states, represented by the stars.

The 13 Stripes represent the 13 original colonies/states.

CEREMONIES - General (Continued)

STUNT FOR PARENT INDUCTION

Cubmaster to parents: In Cub Scouting, parents are inducted just the same as the boy. Each boy takes upon himself an obligation or promise that he will do his best, that he will help other people, and that he will obey the Law of the Pack.

Now I would like the following parents of new Cub Scouts to our Pack to come forward. I want you to assume now, an obligation that you may be better leaders of your sons. Sometimes an unusual position taken when assuming a promise, will make that promise more easily rememberedso I ask each of you to bend over and place a hand on each of your knees.

Now, repeat after me:

I, (your name) promise to do my best to be a good parent to my son.

I promise to work with him in the home and help him advance in rank.

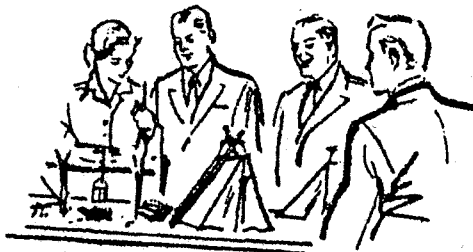
I promise to attend pack meetings and keep his interest high.

I promise to gain useful knowledge and to share it with my son.

I promise to cooperate with his den, our pack and all the leaders.

And now-----

I know in my heart
I know in my mind
I know that I
Stick out behind.



CEREMONIES - General (Continued)

PACK MEETING OPENING CEREMONY

Den Chief may introduce this ceremony. Each Cub Scout holds up card containing his letter on the front and his printed words on reverse side.

- G Glad to see you here tonight.
- R Reach out your hand to a friend, left and right.
- E Everyone smile and shake his hand.
- E Everybody grin, not just at your friend.
- T Together now, stand on your feet.
- I I'd like you all to take your seat.
- N Now we are all friends, we'll start the show.
- G Goodwill is a feeling we like to know.
- S So now we say greetings to all. We have spread goodwill, and now Mr./Mrs. Cubmaster our program can begin.

DENNER INSTALLATION

This should be held at a den meeting, soon after denner has been elected.

Items needed: Table, candle in holder, denner cord, den diary (if used)

Den leader and Den Chief can share this ceremony. Assistant denner may be installed at same time.

Den Leader: name, please step forward. (candle is lit). Before you burns a white candle which represents the Spirit of Cub Scouting. It takes a leadership team to keep the spirit alive....to keep the candle burning. You have been elected to be a member of that leadership team.

As denner, your duties are to assist me and the Den Chief, you will keep up to date our Den Diary, also assist in taking attendance and collecting den dues.

CEREMONIES - General (Continued)

DENNER INSTALLATION (Continued)

(Duties may vary according to pack procedures, and depending on den leaders preferences.)

During the week you are expected to always set a good example by being honest, just and demonstrating true Cub Scout spirit. Do you accept these responsibilities which will help us keep the spirit of Cub Scouting alive and the candle burning?

Denner: I do!

Den Leader: I am happy to present to you the denner cord which is to be worn on your right sleeve during your term of office. Wear it proudly and with honor. Congratulations.

DEN LEADER INDUCTION

Arrangement: Committee chairman and Cubmaster stand behind table in front of room. On table is a lighted candle and the Cub Scout leaders book.

Cubmaster: Den leaders occupy a unique and essential place in Cub Scouting. They fill a particular need for boys of Cub Scouting age and perform a fundamental service which no one else can give. They, therefore, become indispensable persons in our scheme of operations. Mr./Mrs. _____ has been selected by the pack committee to serve as den leader for den _____. Will Mr./Mrs. _____ please come forward?

Mr./Mrs. _____ will you promise to:

1. Give interest to all boys in your den? I will
2. Take advantage of all training opportunities? I will
3. Be responsible for the organization and operation of your den? I will

CEREMONIES - General (Continued)

DEN LEADER INDUCTION (Continued)

4. Attend roundtables, pack leaders meetings and monthly pack meetings? I will
5. Work with the parents of your Cub Scouts, so that they will have the opportunity to share in the fun of Cub Scouting? I will
6. Observe the policies of our Pack, our Council and the Boy Scouts of America? I will
7. Will you strive to keep your den in operation 12 months a year? I will

Cubmaster:

Wearing the den leader's uniform not only identifies you as an important member of the Boy Scouts of America, but it also sets a good example for Cub Scouts in your den.

We would like to welcome you as a new leader in our pack, and present to you your copy of the Cub Scout Leaders' book. Congratulations and good Cub Scouting.

ARROW OF LIGHT CEREMONY WITH GRADUATION

Staging:

Arrow of Light board on top step of stage in the middle
Bridge is to the audiences' left slightly away from top step.
Webelos leaders stand on each side of Arrow of Light board
Webelos getting the award stand in front of bottom step. Parents stand behind leaders.

Cubmaster:

"Before you stand number boys in uniform. On the first night they became Cub Scouts there was no rank or awards, only a neckerchief around their necks. (Boys wearing Wolf neckerchiefs)
On that first night they passed the Bobcat requirements, they promised to do their best, and started on the upward trail. (Boys step up one step - other leader lights one candle on Arrow of Light board.)

CEREMONIES - General (Continued)

ARROW OF LIGHT CEREMONY WITH GRADUATION (Continued)

Cubmaster: As they grew and became stronger, the next step was Bear. They put their old skills to use and developed new skills. This was still under the guidance of their parents and den leader. They were moving with more assurance and independence on the upward trail. (Boys step up one more step, remove neckerchief and replace it with Webelos neckerchief as other leader lights 3rd candle)

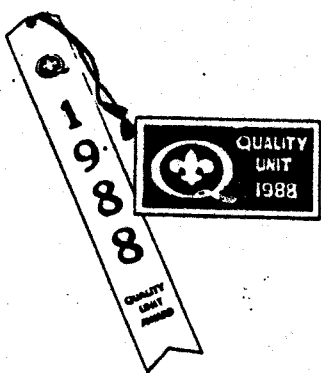
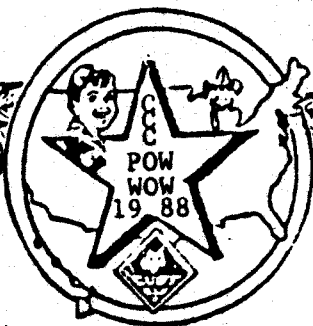
Cubmaster: At 10 years of age they became Webelos Scouts. As a sign of their knowledge and growth they were given a new neckerchief, cap and Webelos colors to wear on their shoulder. Their skills were developed further by people outside of their den and family. They continued to follow Scoutings' trail. (Boys step to top of stage and leader lights 4th candle.)

Cubmaster: They knew their next venture was Boy Scouts. They prepared to learn Scouting ways. In so doing they earned the Arrow of Light.

We now present this rank to them. It is placed on their bare uniforms. All other achievements have been removed because this is the only rank from the Cub Scout program that they may wear on their Scout uniform.

Webelos leader pins Webelos Arrow of Light on boys.

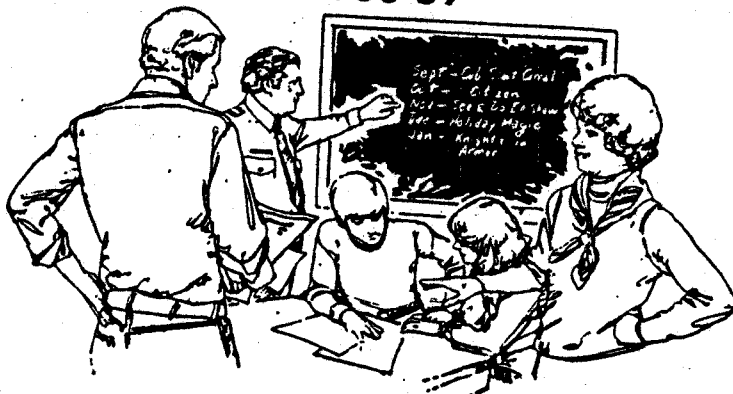




CUB SCOUT

PACK PROGRAM PLANNING

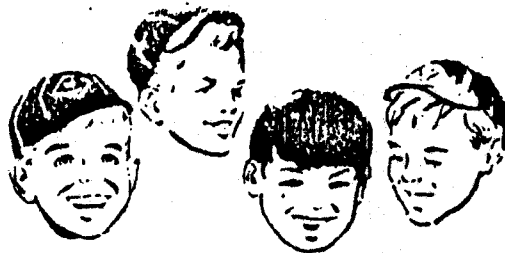
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PACK ADMINISTRATION

PACK ADMINISTRATION



RECRUITING BOYS AND LEADERS: Scouting must grow in order for every boy who wants to become a Cub Scout to have a place to join. As Cub Scouts graduate from the pack and adult leaders move on to other positions, additional members and leaders must be recruited. Increased membership calls for additional leaders.

An excellent way to recruit boys and leaders is at School Night for Scouting in the fall or at spring rallies. In addition to these recruiting opportunities, some packs find that year-round recruiting is an effective way to maintain a stable membership. Most packs recruit two-deep leadership for every position, so an assistant leader receives on-the-job training and is ready to take over when the leader leaves.

At School Nights and rallies, parents are briefed on what they can expect from Cub Scouting and are told what is expected of them. Parents need to know what the Cub Scout program is all about. A clear understanding about the program will usually result in enthusiastic supporters. Please refer to the Cub Scout Leader Book #3220, pg 123 and pg 124 for a suggested Rally or School Night Agenda. This is a proven-successful way to recruit new boys and leaders for your pack. Do give it a try. Your district Scout Executive and unit commissioner will be of help in conducting rallies. A rally is normally held on a night other than the regular pack meeting, since it is for new families only.

Pack meetings are an excellent tool to recruit boys. Boys who enjoy pack meetings will spread the word to their buddies, who will want to join. Cub Scout families should have fun at pack meetings and look forward to it with anticipation. The Cub Scout Leader Book #3220 pg 68-73 gives many ideas on planning the pack meeting, and running a successful pack meeting. #3214 Staging Den and Pack Ceremonies is another good resource for ceremony ideas. Also refer to the ideas included in the various sections of this book...songs, stunts, skits, ceremonies (there's an idea for opening, advancement, and closing for each of the themes for the next 7 months) and games to make your pack meeting stimulating & fun.

The Parent-Talent Survey #7362 is a useful tool in recruiting leaders. Each parent should complete a copy and turn it in at School Night, a rally, or at pack meeting. These survey sheets will point out which parents are best suited to the various leadership positions. They will help you select the right leader for the job. (Also see Securing a Cubmaster #3071, and When You Need Den Leaders #4806).

The chartered organization has a responsibility to help provide leadership for the pack. If you have difficulty in recruiting adequate adult leaders, seek help from your chartered organization, Scouting coordinator, and/or unit commissioner.

Other resources for you, include So You're a New Cubmaster, #3864 So, You're a New Den Leader, #3863, So You're a New Pack Committee Member, #3865, and So You're a New Webelos Den Leader, #3866. These four outlines make up the "Fast Start" series which give immediate information and guidance to new leaders. These are available at the Scout Shop in the Scout Service Center. You may wish to keep a supply of these outlines handy in your pack.

LEADERSHIP TRAINING: Every Cub Scout deserves a qualified, trained leader who will provide him with the best program possible, in the way it is intended. A trained leader ensures that the purposes of Cub Scouting are met.

Every leader should be trained. Training helps us understand the aims and purposes of the Scouting program, improves our ability to work with other leaders and boys, identifies resources that are available, teaches Cub Scout skills, and shows us how to plan an effective Cub Scout program for the boys.

The Boy Scouts of America's training plan not only provides training for new leaders to help them get started in the right direction, but it also provides continuing training for all leaders. Leaders continue to learn through experience and from additional training opportunities. They stay up to date on the Cub Scout program and acquire new skills which help them do a better job with the boys.

The training plan includes four steps:

1. Orientation (including "Fast Start")
2. Basic Training
3. Supplemental Training
4. Advanced Training

The total training plan is all-inclusive and it is hoped that all leaders will take advantage of the opportunities available to them. These four steps are outlined and discussed in the new Cub Scout Leader Book, #3220.



Training Recognition is available to Cub Scout leaders who complete certain training sessions, tenure, and performance requirements. See the Cub Scout Leader Book, #3220, pgs 145-146 for information on training requirements and training awards.

PLANNING THE CUB SCOUT PROGRAM

The most important responsibility of leaders in Cub Scouting is the program planning. The quality of the Cub Scout experience each boy receives will depend on how leaders schedule and carry out the essential planning procedures. Den Leaders spend the greatest amount of time directly with the boys. The committee members of the pack need to use their efforts to provide the materials, help den leaders to make their jobs easier, more enjoyable, and meaningful.

Program planning in Cub Scouting is not a complicated process. It is a simple, easy procedure that can be fun and rewarding. A program that will stand the test of Cub Scout demands needs a proven plan, proper tools to work with, some materials and some helpers.

There are some basic concepts to understand before planning is started. Cub Scouting is a year long, 12-month proposition. It has enough variables to meet the needs and desires of any boy, any place. The program is built around a monthly theme for 8 and 9-year old boys, while the Webelos dens with the 10-year olds use activity badge areas for each monthly program. The Cub Scout program should have variety, action and purpose. The program must be FUN for the boys and their families.

There are many places a Cub Leader may turn for specific ideas to help plan the program. Scouting Magazine and Cub Scout Program Helps should be consulted first. Remember the Cub Scout Leader Book, Cub Scout How-To Book, Boys' Life and other Cub Scout literature. There are the boys handbooks, POW WOW books, Cub Leader Roundtables and local libraries. One thing is for sure: The Boy Scouts of America provides plenty of literature, etc., to help in this important planning task.



Once they join, how can we make sure they stay? A survey in 1983 demonstrated that packs with the best leaders and strongest programs were holding boys longer. Some of the membership retention tips to come from the survey are:

1. Have Quality Leaders - What is a "Quality Leader"? Obviously one who is trained to do his or her job: one who knows what programs adhere to the aims of the Boy Scouts of America and the purpose of Cub Scouting. Such a leader is knowledgeable, confident, uniformed, sets a good example, gives guidance, is firm but also fun, and lives by the Promise, Law of the Pack and Motto. Such a Leader has a good attitude, is dependable and can make the purposes of Cub Scouting live in the life of a boy.
2. Have a Strong Program - A strong program is one built on the nine Purposes of Cub Scouting. It should be well planned, challenging to the boys and have plenty of active play and work. Most of all though, it must be FUN! Unless a Cub Scout finds the program fun, he becomes a probable drop-out. Year-round den and pack activities are recommended to raise boy retention rates.
3. Utilize Recognition and Advancement - One of the results of a good program is advancement. Earning badges and other awards is very important to Cub Scout age boys. Receiving their awards in special ceremonies is also important. So, regular advancement and recognition in ceremonies are vital to Cub Scout tenure.
4. Get Parents Involved - Packs with longest boy tenure are those which have parents who come to Pack meetings, take an interest in their son's advancement, help with special activities when asked and provide other assistance to the den and pack. Induct parents early...keep them longer. Parents need training too... so start off with Basic Orientation, use Parent-Talent Survey forms and involve them in the advancement ceremonies.



MEMBERSHIP IN THE PACK COMMITTEE

Often units fail because the committee fails, and units succeed because they have good committees. Any committee can be a good committee. Thought, planning, and effort are required, such as:

1. Know Your Parents - As soon as a new family joins your unit, introduce them to the committee members. Use the Parent-Talent Survey sheet (available from the Scout Service Center) to find out about employment, hobbies, Scouting background, camping equipment and other resources. Have every parent complete one. Keep them available and refer to them frequently.
2. Find the Best Recruiter in the Unit - Find the person who knows many of the parents. Let him convince other people they are needed.
3. Get Everyone Involved - Give each committee member a job. This will dramatically increase their interest in the unit. However, continue recruiting even though the key jobs are filled.
4. Make Sure Each Person Knows His Job - This requires training, by whatever method. The Boy Scouts of America has publications covering almost every job.
5. Recruit Two-deep Leadership - Help every leader find an assistant, preferably someone whose son is younger than his own.
6. Hold Regular Meetings - Check your unit, district and council calendars for possible conflicts. Then set up a regular monthly committee meeting...same day, same time, same place.
7. Appreciate the Value of Everyone's Time - Be prepared! Have a printed agenda for every meeting. Dispense with unnecessary reports.
8. Communicate - Try to call each member once a month to see how things are going. This is a built-in early warning system for problems which need attention. Send a reminder of each committee meeting.
9. Create a Friendly Atmosphere - Treat each person on the committee as if he were a good friend, and soon he will be.
10. Appreciate a Job Well Done - It is impossible to wear out the phrase, "Thank You". Use it often. Come up with special awards for special occasions.

These are a few suggestions to improve membership in your pack committee. Try them, allow time to see the results.

5. Have Good Communication - Boys, parents and leaders need to know what is happening in the pack, and what is going to happen. Good communication is essential.
6. Participate in District & Council Activities - A pack should take part in district and council events such as the Great Scout Show, Physical Fitness, Cub Day Camps, Diamond "W" Camp, and Webelos/father activities.
7. Work with Chartered Organization - The pack committee must work closely with the Pack's sponsor. Such cooperation strengthens the leadership and resources of the pack and lengthens tenure of the boys.
8. Practice Good Uniforming - Cub Scouting is a uniformed organization. Most boys like to wear the uniform. The largest and strongest packs are fully and correctly uniformed. It is important that the leaders set the proper example and always appear in correct uniform at Scouting functions.
9. Be Proud to be in Scouting - A strong pack, with a strong program and committed leaders, develops pride in its members and this pride translates into tenure. Scouting is an organization equalled by none: Be proud to be a part of it!

One of the end products of good Cub Scouting is fun...fun for the boys, fun for the parents, and fun for the leaders. Remember, "Keep it Simple - Make it Fun!"



THE PACK MEETING

There are several elements of a successful pack meeting. The most important thing to remember is that the pack meeting is for the boys. Cub Scouting is their program...not the adults. Elements of a good pack meeting include:

Planning
Timing
Participation
Fellowship
Recognition
Spirit
FUN

The meetings should be planned with goals in mind. Themes, current fads, or events that the Cub Scouts are interested in can help to keep things on track. Pack meetings should be kept under 90 minutes in length. The interest of a child is limited. So is that of an adult, especially if there is a good show or football game on TV at the same time as the meeting.

The Cubmaster should not be the only adult involved in the program. Parents, leaders, and the boys should be involved. Individual den participation is essential. If boys and their parents are involved, they are more likely to enjoy the program and keep coming in the future.

Fellowship is a must for any pack meeting. A gathering time activity such as a game before the meeting gets people together and acquainted. Fellowship after the meeting is just as important. Refreshments are a good way to get people to mix and visit. This is a great time to recruit adult volunteers.

Prepare a written agenda for the pack meeting, (this is usually done at the monthly pack leaders meeting) and be sure to use it. See that all leaders have copies before the meeting starts. Stay with the written game plan unless something drastic makes you change. The use of the written plan will make the meeting move smoothly and permit it to end on time.

FUN...the most important element, should not be overlooked. If people have fun, they will return and will remain enthusiastic about the Cub Scout program. The spirit of Scouting should prevail throughout the pack meeting. Show enthusiasm for the program...enthusiasm is contagious.

THE PACK COMMITTEE

The Pack Committee is much like the legislative branch of government--it makes the laws or policies to be followed by the pack. Here are a few hints for effective committee management:

1. Organize the Pack - See that each pack leader understands his responsibility and authority. Try to understand how the pack fits into the total Cub Scout picture. Make sure that proper equipment and materials are available for use by the pack leaders.
2. Plan - Design the total pack program at the annual Pack Planning Conference. Make effective use of your resources, especially people. Use a written plan, one which includes manpower and material needs. Schedule regular monthly meetings of the following groups:
 - a. Cubmaster (and assistant cubmasters) and den chiefs,
 - b. the pack committee,
 - c. Den Leader Coach and Den Leaders.Set realistic goals for the pack. Plan for a recruitment program. Assist the Cubmaster in planning advancement and graduation programs with meaningful ceremonies. Conduct a goodwill project each year.
3. Communicate - Encourage leaders and parents to express their ideas and criticisms. Keep informed of what pack leaders think and how they feel about the pack. Listen with understanding and empathy. Keep the pack leaders informed of changes in procedures and plans. Make the most effective use of your meeting time.
4. Establish Proper Relationships - Encourage cooperation between leaders and chartered organization. Encourage cooperation with district and council personnel. Be enthusiastic in all you do and support the pack leaders. Be a good role model to the boys.
5. Evaluate - Are the boys advancing at the proper rate? Evaluate the programs and activities of the pack continually against the predetermined goals. Use your evaluation as a basis for future planning. Utilize the National Quality Unit Award Cub Scout Pack Commitment.
6. Develop Your Leadership - Are you two-deep in all leadership positions? If so, are all leaders properly trained? If so, is their training continuing, such as attending monthly Roundtables, POW WOWs, etc.? Keep the pack leaders informed of opportunities for learning experiences and continued development.

CUBMASTER'S CHECKLIST



The Cubmaster is the Chief Executive of the Pack Administration team. The Pack Committee plans the overall pack activities much like the Congress enacts our laws. The Cubmaster, much like the President, puts those plans into action. The following check list is submitted as an aid to the "Chief Executive":

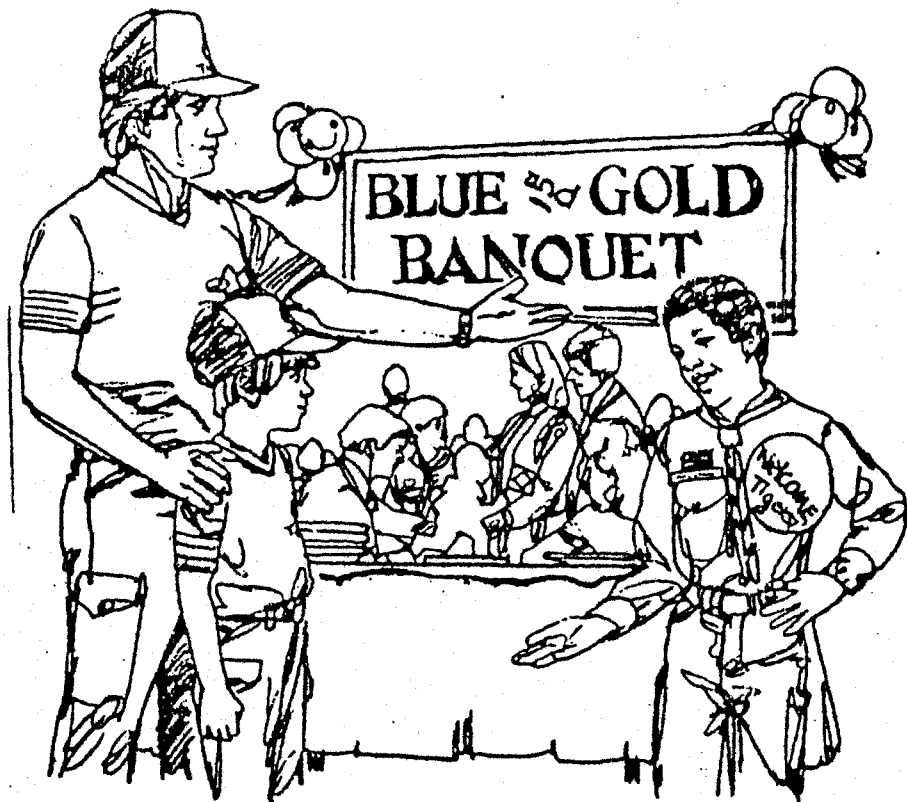
1. Maintain a roster of the Chartered Organization leaders. Know their names & phone numbers, for example the PTA President, School Principal, Pastor, etc.. Call on them for membership help.
2. Work with the Pack Committee Chairman in calling annual and monthly planning meetings. Pre-plan these meetings with the chairman.
3. Be sure the Scouting Co-ordinator actually conducts a liaison with your Chartered Organization. Also, be sure the Scouting Co-ordinator attends monthly District meetings and periodic Council meetings. He is your representative to those groups.
4. Conduct frequent visits with the Den Leader Coach. Watch for signs of faltering membership or lack of interest in the dens. Work with the DLC when necessary to replace a den leader.
5. Constantly recruit Committee members. Look for "Two-deep" leadership in all positions.
6. Stay in touch with your Chartered Organization. Even if you have an active Scouting Co-ordinator, try to visit your sponsor at least semi-annually and report on the status of the Pack.
7. Conduct monthly Committee meetings with the Chairman. Receive and review reports from all Committee members especially those dealing with membership, advancement and program.
8. Observe all aspects of Pack activities and involvement to make sure the policies of the Boy Scouts of America are observed. Refresh your recollection of the policies periodically. (see Cub Scout Leader Book, pp. 87-90)
9. Help the Treasurer with the books and finances. Be sure you co-sign all checks.
10. Develop a list of Boy Scout troops in your area with the names and phone numbers of the Scoutmasters and Committee Chairman. Call on them for assistance in advancement ceremonies. They will also supply you with Den Chiefs. Encourage troop visitation by your Webelos.

11. Review your parent roster. Know their interests and resources. Use the Parent-Talent Survey Sheet. Try to visit with parents personally. You can talk with them before and after pack meetings or call them from time to time.
12. Know the name, address and phone number of your District Chairman, District Commissioner, and District Executive. Three other leaders assisting them are the Vice Chairman of Program, Vice Chairman of Membership, and Vice Chairman of Finance. They are the "Key Six" administering your District. Also know who your Unit Commissioner is. Call on these people for help about any problem you have. If they cannot solve it, they will know where to go for the solution.
13. Keep an eye out for your successor. Train that person for your job approximately one year before needed.
14. Stress proper uniforming...boys and leaders too!
15. Remember, Keep it FUN!



BLUE AND GOLD BANQUET

The Blue and Gold Banquet, the birthday dinner for the Cub Scout program, is held during February, the anniversary month for the Boy Scouts of America. The Boy Scouts of America was organized in February 1910, and the Cub Scout program was organized 20 years later in 1930. February is also the birthmonth of Lord Baden-Powell, the founder of Scouting. The pack's big celebration gets its name from the Cub Scout



colors. Blue and Gold banquets are held all during the month of February by packs all across the country. Note to "old" leaders: Be sure that the first year pack leaders know just what a Blue and Gold Banquet is and what "traditions" your pack follows.

Some packs make the dinner a potluck affair with each family bringing a covered dish; other packs prefer having the dinner catered; and some packs choose to buy the food and have it prepared by a mothers' committee then divide the cost among those attending the dinner. The plan of feeding is not important, it is the Cub Scouting that takes place during the preparation and at the dinner that really counts.

Dens should sit together. Guests may be invited and are seated either at a head table or with the dens.

Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made, place cards, centerpieces, place mats, nut cups and favors are all suggested things that might be used at a banquet.

Cub Scouts can take part in making decorations; however, please be sure that what the boys do are boy-type activities!

The dinner program should include entertainment from within the pack, rather than outside entertainment. Also remember the importance of recognizing the advancement of boys.

BLUE AND GOLD CHECK LIST

ARRANGEMENTS:

- _____ Set date and appoint person to secure place for dinner
- _____ Committee decides dinner to be pot-luck or catered
- _____ Determine menu, whether pot-luck or catered
- _____ Prepare den leaders and dens to decorate room and tables
- _____

IF POT-LUCK:

- _____ If planned on den basis, will den leader or other serve as coordinator?
- _____ Let each den family know how much food to bring and whether it will be meat, vegetable, etc.
- _____ Who will furnish beverage and desserts? Pack? Den?
- _____ Be sure to prepare for guests, as they will not be bringing food.
- _____

IF CATERED:

- _____ Determine cost of dinner. Adults _____ Children _____
- _____ Will caterer furnish beverage, dinner, dessert, table settings?
- _____ Set date the final reservations must be turned in
- _____ Prepaid? Reservations must be paid for?
- _____

INVITATIONS:

- _____ Invitation to sponsor head and spouse
- _____ Invitation to Principal or Pastor
- _____ Invitation to Scouting Coordinator
- _____ Invitation to District Committee Members
- _____ Remember the Den Chiefs
- _____ Special Guests
- _____

PROGRAM:

- _____ If you have printed programs, who will handle it?
- _____ Person or Den responsible for Opening Ceremony
- _____ Person to give invocation - notify in advance
- _____ Songs? Have a song sheet and leader, sing Happy Birthday!
- _____ Advancement awards ceremony - who will handle?
- _____ Special awards - good opportunity to honor den leaders, den chiefs, etc.
- _____ Special events - skits, speaker, entertainment, who will handle?
- _____ Closing ceremony - who will handle?



SKITS and PUPPET



WRITING SKITS

Things to remember - Fun makes good skits. Whether the theme is serious or humorous, skits should be fun for the boys and for the audience.

- Keep it simple
- Keep it short. (3-5 minutes at the most)
- Avoid long memorized dialogue. Pantomimes are good for Cub Scouts
- Use simple scenery, props, costumes, if any.
- Let every boy take part
- Use stage directions liberally - tell who goes where and does what
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

Things to avoid

- Dramatization of undesirable characters
- Asking a Cub Scout to attempt to portray a character that is too difficult for him. Fit each boy to his part
- The tendency to let the more capable boys do all the work

How to write a skit

Sometimes it's hard to find a skit that fits the monthly theme and your den of boys. The thing to do then is to write your own or adapt one so it will fit. Follow these simple steps:

- Boy wants something....friendship, a gold mine, a prize, to find a lost planet, etc..
- Boy starts to get it....by canoe, plane, horseback, foot, or some other way.
- Obstacles stop boy....crocodile, a secret enemy, false friend, weather, etc..
- Boy achieves goal....through an act of kindness, bravery, wisdom, magic, unexpected help or some other way.

Consider the type of stage, lighting, sound system, number of characters available. Consider using props, scenery, costumes to add realism. Use a written skit, adapt it to fit your own situation, or write one of your own.

Scenery for Cub Scout Skits

Simple scenery is fun for Cub Scouts to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind:

1. Scenery should be simple. It should provide an idea or suggestion of what is to come.
2. It can be made from large pieces of corrugated cardboard. Check with furniture stores, appliance stores, grocery stores, or warehouses for large furniture and appliance cartons. Take care in cutting cardboard.
3. Wooden lathes can be nailed to the back of the scenery to make it more sturdy or to help it stand up, and keep painted cardboard from curling.
4. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint are best on cardboard, and it washes off the boys as well. It is best to paint on the blank side of the cardboard rather than on the printed side, so printing will not bleed through.
5. Felt tip markers can be used on cardboard that has been painted a light color, to put in detail work or the whole design, if you wish.
6. When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring leftover latex paint from home. It washes off hands and clothes with soap and water.
7. Tempera can also be used to tint latex when the desired shade is not available. Use tempera or wide-line marking pens for trim and detail work on top of latex.
8. Always keep in mind that audiences will see the scenery from a distance. Be sure it is distinctive enough.
9. Boys should use old clothes or dad's old shirt for paint smocks. Den leaders should stand back and let the boys do the work.
10. Create a good mood with scenery. Paint in grays if skit is spooky or sad; bright colors if skit is happy or funny.

The following are suggestions for scenery which can be cut from cardboard:

Mountain range

Lamppost

Forest outline

Houses, tents, cabins

Sun, moon, stars, (suspended overhead)

Bushes, trees

Skyline of city

Picket fence

Archways, columns

Scenery for Cub Scout Skits (Continued)

When creating a skyline, cut the pieces low - waist or shoulder height - to give the effect of distance.

Children's coloring books are good sources for backdrops.

COSTUMES

It is important to find the right costumes, and this isn't as hard as you think. There are enough everyday things around your house to clothe any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Old clothing is very valuable for costuming. Extra material or crepe paper added to it can change its whole appearance. One costume can be made over in different ways and can be used again and again in a variety of skits. But usually Cubs will perform their skit only once, so costumes should be easy, inexpensive and colorful.

Men's pajamas can be made into many different outfits. Long underwear provides tights needed with some costumes. Small pieces of cloth or pieces of crepe paper can be cut into capes, scarves, sashes, etc.. Vinyl upholstery can be used for 'leather' trimmings. Long, heavy stockings are good to wear with costumes which need knee pants. Small pillows are just right for that extra bit of padding which some costumes, and some characters, need.

Don't overlook the possibilities of costuming with brown wrapping paper or paper bags. For a leather-like appearance, crush and re-crush the paper with your hands until it is soft and wrinkled. Then spread out the paper and press with a lukewarm iron. This lends itself to easy decoration with crayons, felt markers or tempera paints, and works well for Indian and western costumes.

Most any costume that is intended to be cut from fabric and sewn, can just as easily be cut from crepe paper and either glued or stapled together. The boys can do this themselves. Rick-rack and bias tape or braid make good trim to glue on costumes. Bias tape also works well for ties. Use foil for covering buckles, swords, shields, etc..

If you are going to involve the mothers in costume-making, choose a basic line pattern, which can be adapted to various themes. A fabric costume of this type can be used repeatedly with only minor changes.

Costumes (Continued)

Large cardboard boxes make good animal costumes, and can be used for other unusual costumes such as vegetables, cars, trains, insects, etc.. Use your imagination.

Den leaders should not try to make all the costumes themselves. Let the boys help, involve the parents. They will enjoy the involvement. And they will probably have some good ideas to supplement those of the den leader. Take a look around the house, use your imagination, and you'll find lots of everyday materials which can be used for costumes.



STRENGTH
AND SKILL.

FELT TIP
MARKER TO

FAKE SPOTS
ON TUNIC.

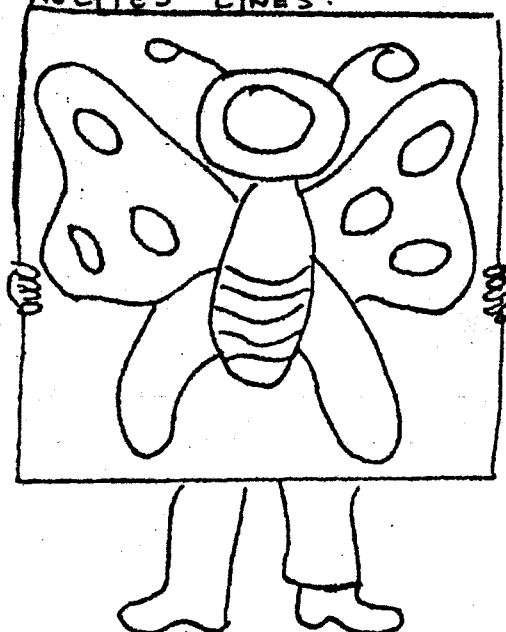
FRONT AND
BACK CUT
IDENTICAL.

SHORTS
OR TIGHTS WORN
UNDERNEATH.

PEEK - A - BOO MASKS.

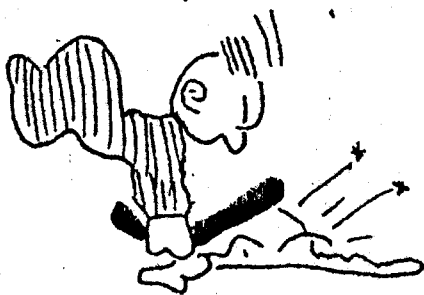
CHARACTERS IN SOME SKITS CAN
BE PRESENTED BY POSTER
BOARD MASKS, WHICH HAVE THE
FACE OR FACE AND FIGURE PAINTED
ON, AND A FACE CUTOUT.

CUBE HOLD THIS IN FRONT OF
HIM, PUTS FACE IN HOLE, AND
RECITES LINES.



THE STORY SHOULD BE
CONVINCING

SO---CREATE YOUR MOOD WITH CHARACTERS-
SCENERY OR PLOT!!



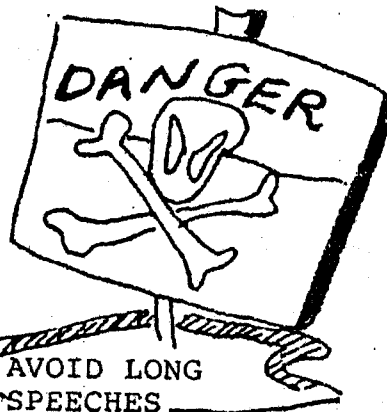
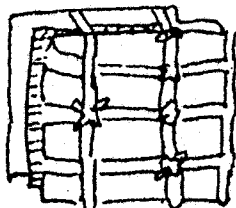
IF IT'S SAD OR
SPOOKY PAINT IN
GRAYS.



IF IT'S GAY AND
HAPPY PAINT IN
BRIGHT COLORS!!



DON'T DO EVERYTHING
IN THE FIRST ACT...
KEEP THE PLOT MOVING



AVOID LONG
SPEECHES.

TRY TO
CONDENSE
SCENES--TIE THEM
TOGETHER. TOO MANY
CHANGES ARE VERY
BORING TO THE AUDIENCE.



USE GESTURES AND
PANTOMIME FREELY AND
WITH EXAGGERATION



A CHARACTER TO BE CONVINCING
MUST BE CONSISTENT. HE IS
GOOD OR BAD, KIND OR MEAN, RUBE
OR CITY SLICKER ALL THE WAY
THROUGH.



ALWAYS HAVE
SOMETHING UP YOUR SLEEVE
FOR THE LAST ACT...SOME-
THING VERY FUNNY TO SEND
THEM AWAY LAUGHING OR SOME-
THING VERY BEAUTIFUL TO SEND THEM
AWAY IMPRESSED.

INSIDE NOAH'S ARK

INSECT INSECTICIDE

Cast: 4 or more boys dressed as bees. Cub Scout striped T-shirt or any striped T-shirt is good. Make yellow headbands which the boys can stripe with black. Insert wires with yellow puffs of cotton on ends into the headband to represent feelers. Wings not really necessary to skit.

Scene: All boys but one stand around buzzing at one another. 1st Bee flies in. Other bees stop buzzing and listen to him.

1st Bee: Look what I found near the hive. (Holds up can of hair-spray with a fake cover to make it look like an insecticide spray.)

2nd Bee to 3rd Bee: Look what he found near the hive!

3rd Bee to 4th Bee: Look what he found near the hive!

4th Bee to last Bee: Look what he found near the hive!

Last Bee to 4th Bee: What is it?

4th Bee to 3rd Bee: What is it?

3rd Bee to 2nd Bee: What is it?

2nd Bee to 1st Bee: What is it?

1st Bee to 2nd Bee: It's a spray can. (Passes can to second Bee)

(Each bee passes this statement on down the line until it reaches the last bee. Last bee sends question or reply back down the line to the 1st bee. Entire skit proceeds in this manner.)

Last Bee: What does it do? (Question goes down the line)

1st Bee: The man sprays the flower with it. (Reply goes down the line)

Last Bee: Is that why the flowers have lost their powers? (Question goes down the line to the last bee.)

1st Bee: I think so? (Reply goes down the line)

Last Bee: Is that why the honey tastes so funny? (Question goes back down the line to first bee.)



INSECT INSECTICIDE (Continued)

1st Bee: I think so (Reply goes down to last bee.)

Last Bee: Here, I don't want it. (Shoves can at 4th Bee, accidentally spraying him with it.)

4th Bee to 3rd Bee: Here I don't want it. (Accidentally sprays 3rd Bee) (Continue this performance with bees getting sprayed and each sending can back toward 1st bee. All bees start gagging and choking.)

1st Bee: Here, I don't want it. (Gently tosses can toward audience. Be careful can is not thrown hard. Bee can be so weak from spray that he doesn't have strength to throw it far.) (All bees die)

Den Chief: Aerosol cans can be bad for your health. (He could walk across stage with a sign having this message instead of saying the words.)



NO NAME SKIT

For a skit each boy could wear a sign around his neck indicating which animal he represents.

A large mouthed frog approached a field mouse and said...with his mouth open as wide as possible all the time he talked..."Mrs. Fieldmouse, what do you eat?" "Grains of wheat," she said.

He next approached Mr. Rabbit and asked him, "Mr. Rabbit, what do you eat?...keeping his mouth open as wide as possible as he talked. "Lettuce leaves and carrots," replied the rabbit.

The large-mouthed frog asked every other animal he met, what they ate, until he came to an alligator. "Mr. Alligator, what do you eat,?" he asked, with his mouth as big as could be. "Big Mouthed Frogs", replied the alligator.

The frogs' mouth pursed into a tiny opening. "Is that so?" he replied.

INSIDE NOAH'S ARK

THE DOG SHOW

As curtain opens, narrator is on stage. First Cub Scout enters carrying chair.

Narrator : Say-----, what kind of dog do you have?

1st Cub Scout: I have a setter (sits down on chair, quickly rises and exits.)

Narrator : Oh-----, what kind of dog do you have?

2nd Cub Scout: (enters and points to audience with a long stick)
"I have a pointer."

Narrator : ----- what kind of dog do you have?

3rd Cub Scout: (enters carrying a large spring) "I have a Springer Spaniel."

Narrator : Say-----, what kind of dog do you have?

4th Cub Scout: (enters carrying a bucket) "I have a water Spaniel."

Narrator : Oh-----, what kind of dog do you have?

5th Cub Scout: (enters carrying a large clock.) "I have a watch dog."

Narrator : -----, what kind of dog do you have?

6th Cub Scout: (enters carrying a cardboard box) "I have a boxer."

Narrator : Say-----, what kind of dog do you have?

8th Cub Scout: (enters carrying a mop.) "I have a puppy."

BOTH LEAVE STAGE HURRIEDLY!!!!



STRENGTH AND SKILL

100 LB WEAKLING (A Pantomime)

Characters: Dillard, (the weakling), Henry, Muscleman, Doctor, and Marco.

Costumes : Dillard wears shorts, long sleeved T-shirt or sweat suit. Henry wears street clothes. Muscleman wears shorts and long-sleeved T-shirt with stuffing in arms to simulate muscles. Doctor in white jacket with large cardboard stethoscope around his neck. Marco wears black cape, top hat and magic wand.

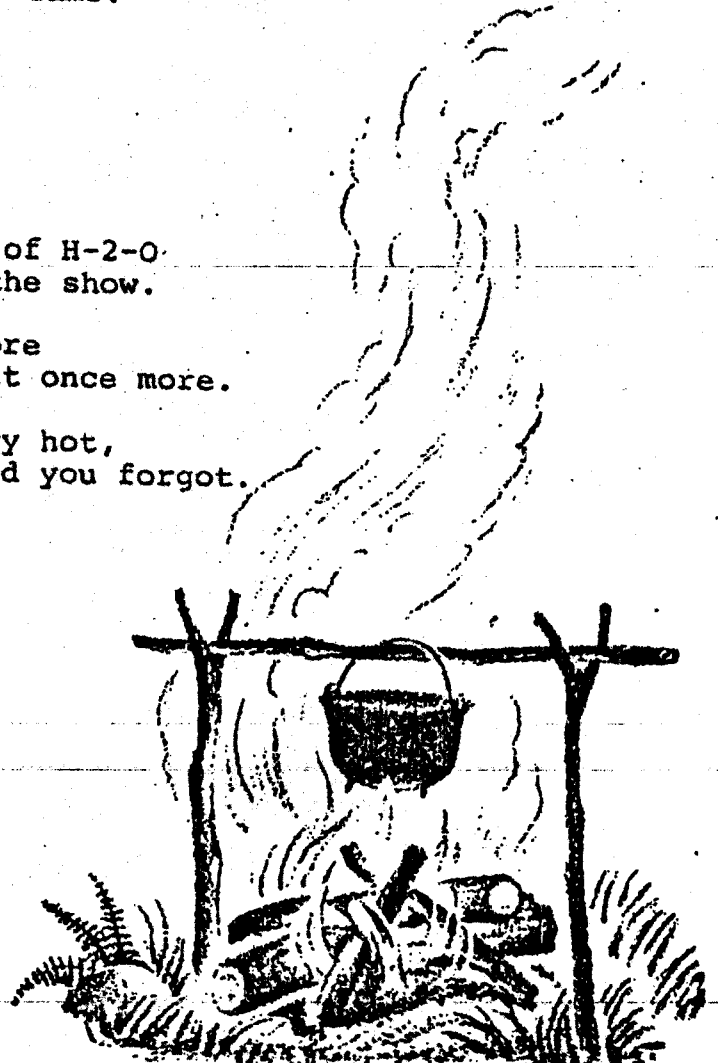
Setting : Dillard and Henry are in a gym. Henry is lying on a bench trying to benchpress weights. Henry wants muscles and Dillard brings Muscleman who feels Henry's muscles and gives up; Doctor who listens to Henry's muscles with stethoscope and says there's no hope. Finally Marco the Magician comes in, puts Henry in a trance. While he's in the trance, Marco stuffs rags in panty hose and puts them under Henry's T-shirt. Marco says, "go ahead and lift that 100lb dumbbell. Henry lifts it with no problem. Henry is surprised and asks Marco how he did it. Marco pulls the stuffing from Henry's shirt. Henry can't believe it. Marco tells Henry it was all in his mind and tells him, "You are only as strong as you think you are!"



SMOKEY BEAR'S CAMPFIRE RULES

Each letter of Smokey's name should be printed on poster board and lines can be printed on reverse side.

- S Select an open campfire site
For building a fire that's burning right.
- M Make sure your area is always free
Of hanging branches and debris.
- O Open an area of about ten feet.
Then dig a hole that's very deep.
- K Keep in mind as you toil;
You want to reach the natural soil.
- E Enclose your fire to hold in the flame.
With plenty of rocks to keep it tame.
- Y You must cut up dry wood;
Why, that's understood.
- B Broken short sticks for fuel
Is a good burning tool.
- E Extinguish all fires with lots of H-2-O.
Mix the ashes with dirt after the show.
- A Always repeat the steps as before
With a bucket of water, drown it once more.
- R Rocks can hide embers still very hot,
So scrape down and bury any wood you forgot.



WEATHER OBSERVATIONS
SCIENTIST

TAKE OUT IDLE HANDS (old gloves)

PUT IN BUSY FINGERS (glove filled with cotton)

TAKE OUT LAZINESS (old rag)

PUT IN AMBITION (balloon blown up, which Doctor bursts)

TAKE OUT PRUDISHNESS (sign with I printed on it)

PUT IN REVERENCE (church bulletin)

ADD TWO PARENTS (parents come to stand beside the boy)

ADD CUBMASTER (Cubmaster stands beside boy)

ADD DEN LEADER (Den leader enters)

ADD A GANG (all the boys from den enter)

Boy patient stands, dropping sheet to reveal uniform and putting on his hat, as den chief enters carrying sign

OPERATION "A" SUCCESS!

THE ROBOT INVENTORS

Scene: Table covered with old sheet or cover reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, etc. are on the table. Six scientists in lab jackets (women's blouses, collar turned inside, put on backwards) stand at each end and back of table. Scientist 2 is reading a book, plainly titled, How To Invent A Robot. Scientist 3 is looking over his shoulder. Scientist 4 is stirring liquid in a bowl with a wooden spoon.

Scientist 1: It doesn't seem to be working.

Scientist 2: I can't understand it.

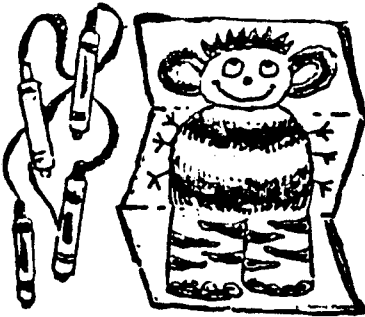
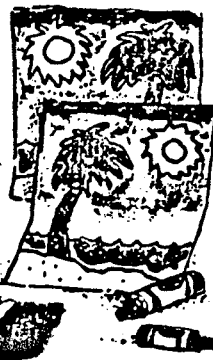
Scientist 3: We'll have to change the formula. (Scientist 4 adds soda to vinegar water in bowl, mixture fizzes.)

Extraordinary

Things To Do Ordinary Materials

crayons & markers

Draw a picture on sandpaper with crayons. Use a paintbrush to coat a piece of paper with turpentine. Place the sandpaper on the turpentine paper, drawing side down. Rub the sandpaper several times and lift to uncover a reproduction of the drawing!



This fun project requires three people. Fold a piece of paper into three equal sections. Take turns using markers to draw one section each of a crazy creature. Fold the paper to cover the section before passing it to the next person. Unfold the paper to unveil the crazy creature!

fruits & vegetables

Cut an apple, orange, or pear in half and dip one half in paint. Press the paint-covered section on paper to make designs and patterns for a wall hanging, a greeting card or gift-wrap.



Turn carrots, potatoes, squash and other vegetables into animal critters. Paper clips, tooth-picks, pipe cleaners and construction paper can be used for eyes, ears, noses and other features.

paper, paste & scissors

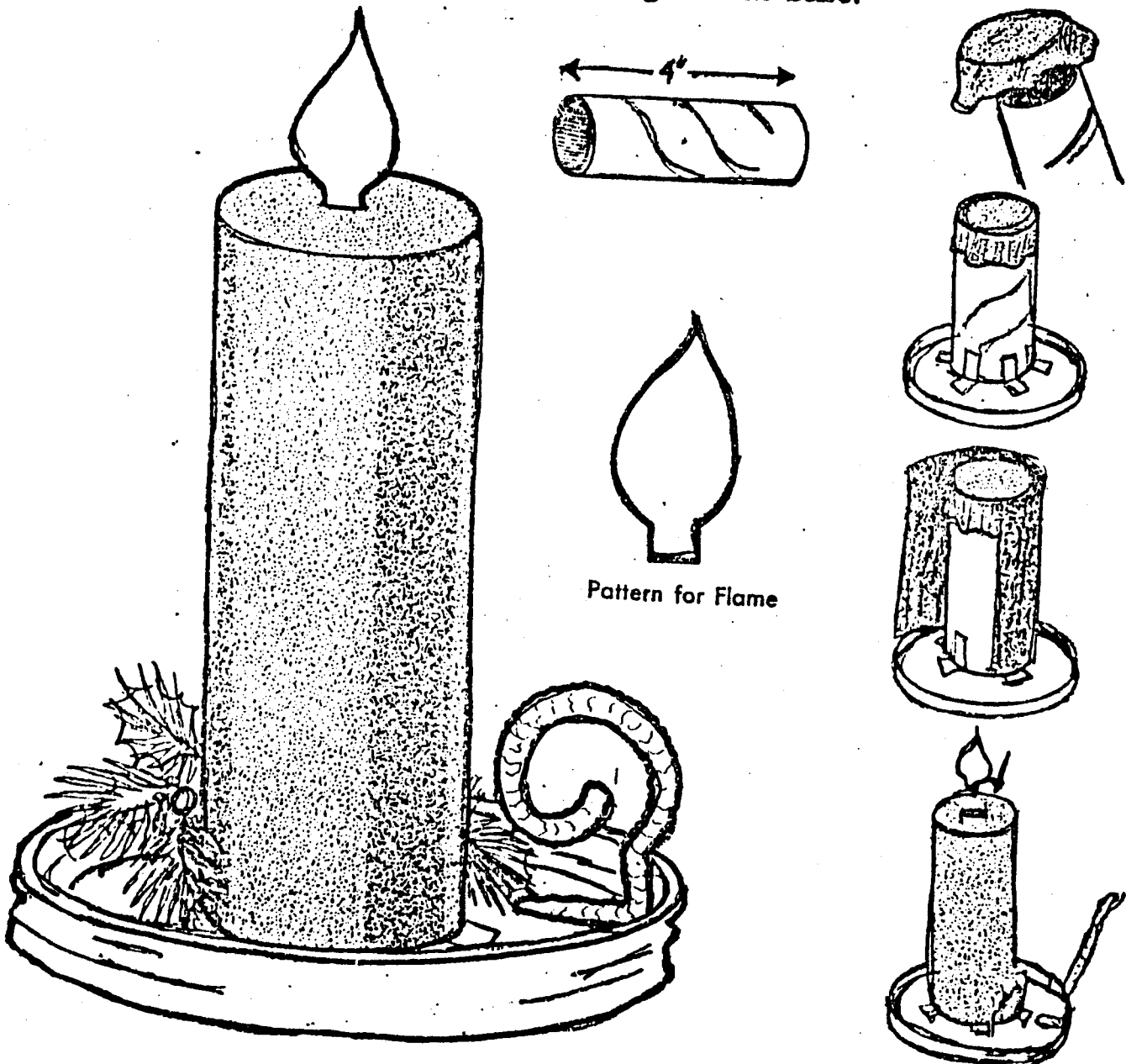
Cut construction paper into short, wide strips. Decorate the strips with crayons and markers and glue the ends of each strip together to make napkin rings.



Rip and tear colorful paper and paste the pieces on construction paper to make an interesting design.

Candle Decoration

The body of the candle is a cardboard tube, 4" long, which can be found around the house. Cut a red crepe paper circle 3½" in diameter. Smooth this over the top end of tube and paste to edge. Tape bottom of the tube to the inside of an old jar top. Cut red paper 4" long and wide enough to go around your tube. Paste down, covering crepe paper edge and taped edges. Cut a flame from yellow paper like the pattern. Insert it into a slit in the top, and tape in place. With household glue, cement the end of a pipe cleaner to one side of the jar top. When dry, curl it around to look like a handle. Lay a piece of evergreen at base.



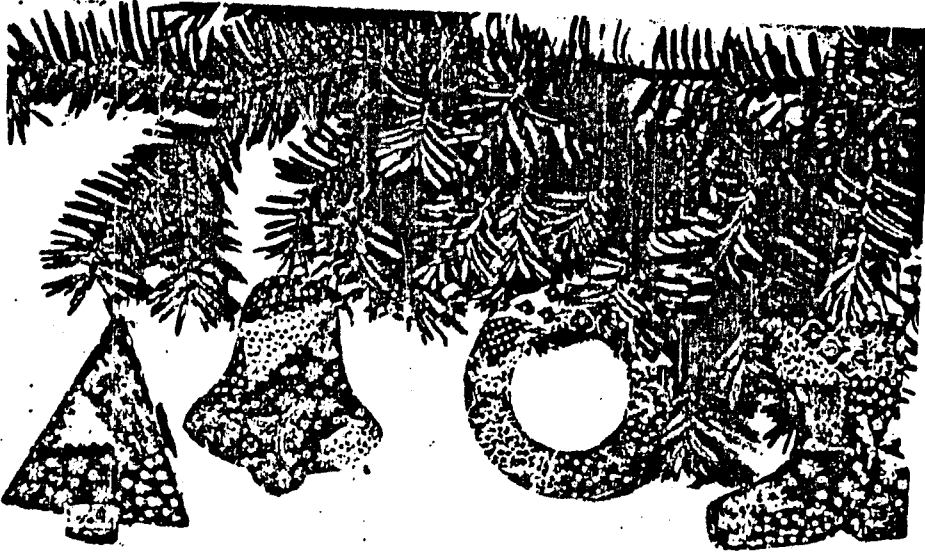
Patchwork Ornaments

By Francis Wales

Cut an ornament shape from cardboard or plastic foam. For a thick ornament, cut several shapes the same size and glue them together. Glue patches of

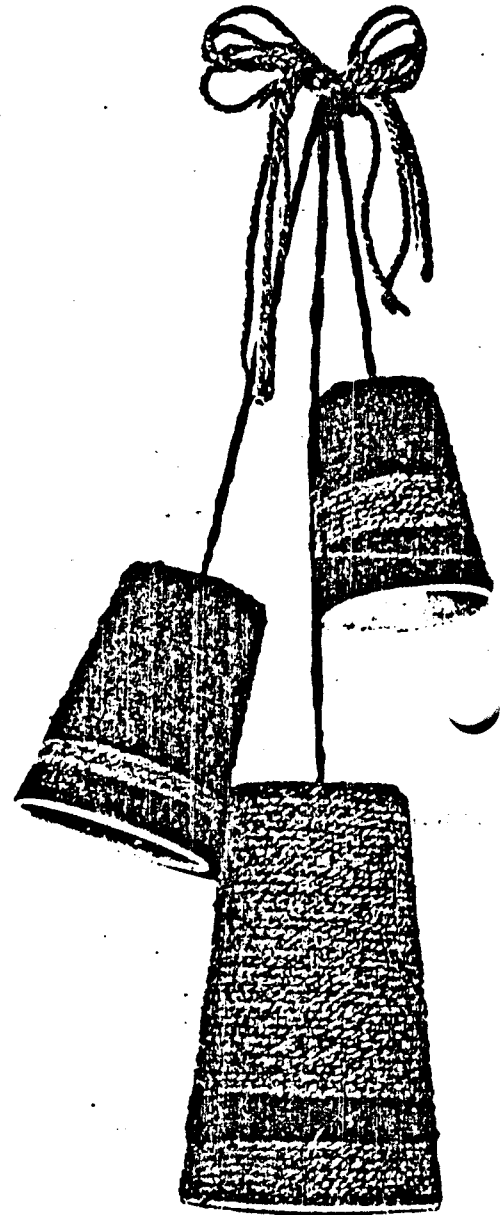
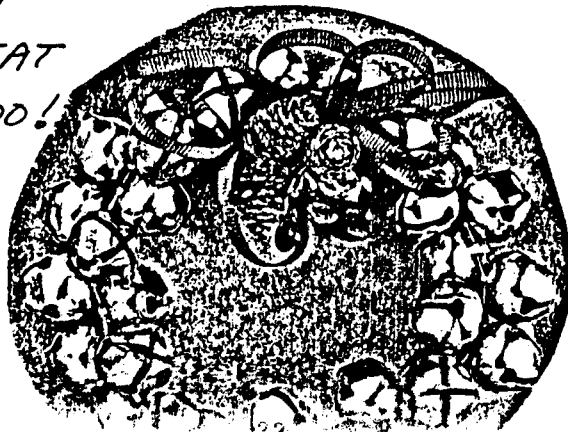
fabric onto the ornament until it is completely covered.

Poke a tiny hole at the top of each ornament and attach a thread loop hanger.



SUPER-SIMPLE 4" JOLLY JINGLE WREATH:

THREAD 36 1/2" JINGLE BELLS ON A 12" PIECE OF 18-GAUGE WIRE. TWIST ENDS OF WIRE TOGETHER. ADD A BOW OF 1/8" GROSGRAIN (ABOUT 1 1/2 YDS.), PLUS A FEW PINE CONES AND BERRIES. USE AS A PACKAGE TIE-ON, OR A TAKE-HOME PARTY NAPKIN RING. GREAT TREE ORNAMENT, TOO!



Yarn Christmas Bells

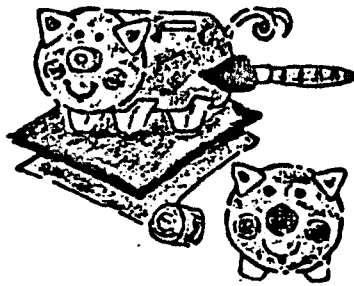
By Matthew Stockton

Use three paper cups, each a different size. Punch a hole in the bottom of each, and attach a piece of yarn. Cover the outside of each cup with white glue, and wind green and red yarn around the cups. For variety, try alternating rows of differently colored yarns. Tie the three together, and hang in a window or on a door.

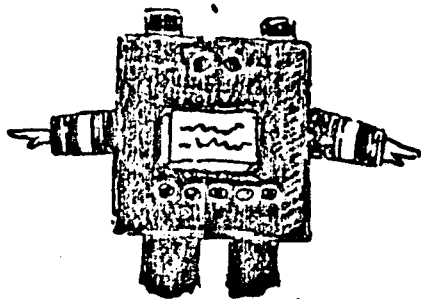


boxes

Make an "oink" bank. Glue four egg carton sections on the side of an empty salt box for legs. Glue a button to the end of a 3-inch cardboard tube and insert the tube in a hole cut in the end of the box. Paint the bank, add construction paper eyes and ears, and insert a curly tail in the spout. The snout can be removed to insert or remove coins!

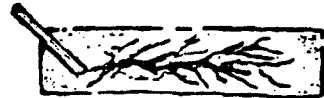


Make a ro-box! Place a large cardboard box over the head and have a friend draw spaces for eye and arm holes. Cut out the holes and paint the box or cover it with construction paper. Glue assorted "junk" materials such as buttons, aluminum foil and small boxes on the box for antennae and other devices.



paint

Drop several colors of liquid paint on a sheet of paper. Gently blow through a straw to spread the paint and create an unusual design.

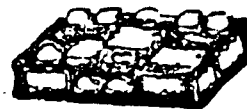


Dip a cotton swab in liquid tempera paint and make dot pictures! Use a fresh cotton swab with each color of paint.

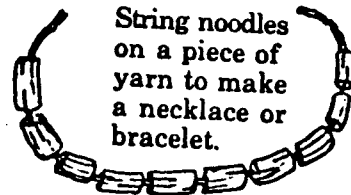


pasta

Glue small, unusual shapes of pasta to the top and sides of a small box to make a trinket box. Add glitter, shells or other materials for the finishing touch.



String noodles on a piece of yarn to make a necklace or bracelet.



natural materials

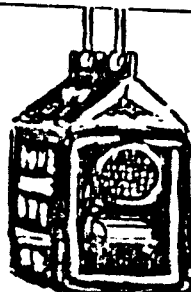
Turn leaves into people or animals! Glue a leaf on a sheet of paper and use crayons and markers to draw body parts, facial features and other characteristics.



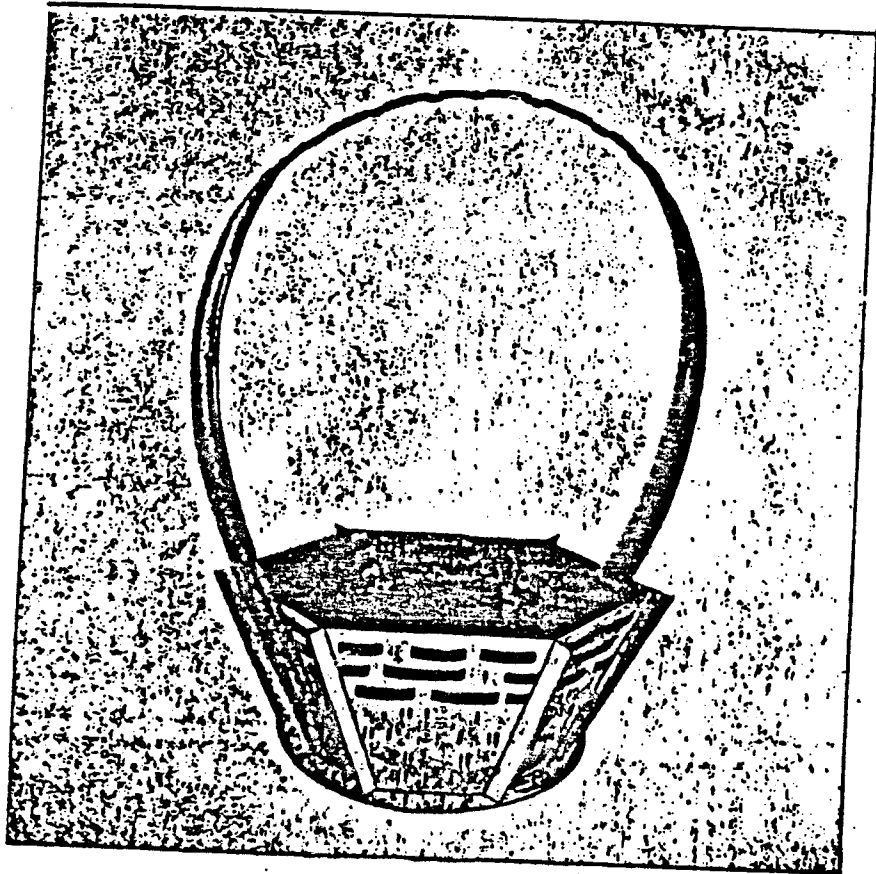
Draw a simple picture and brush glue inside the outlines. Mix small amounts of sand and food coloring and pour the sand on the drawing. Shake off the excess sand to reveal a colorful sand painting!

throwaways

Glue construction paper features on a cardboard tube and tape a stick inside the tube to make a puppet.



Wash out a paper milk carton with soap and water. Cut a hole in the carton and glue an empty matchbox below the hole for a perch. Punch holes in the top of the birdhouse and hang it from a tree branch with sturdy cord.



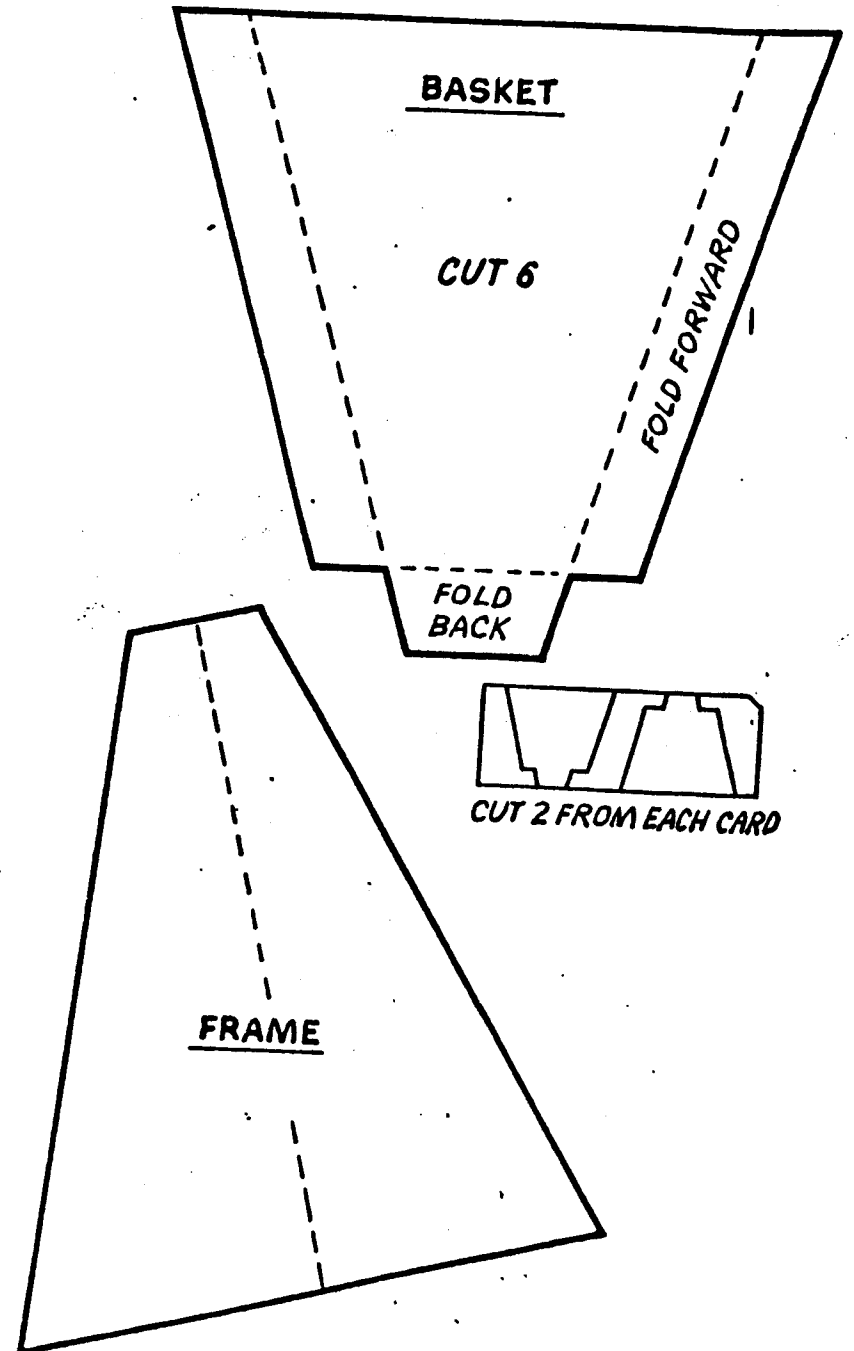
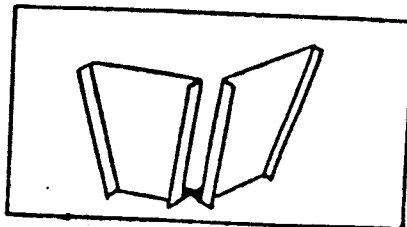
Hexagonal Basket

Using the pattern on the facing page, cut six pieces, two from each card, for sides of basket. Score and fold tabs on sides forward and tabs on bottom back.

Glue the side tabs of the six pieces together with seams to the outside. Cut a 3" circle from a card for the base. Glue the bottom tabs of the basket to the base.

Cut ribbon or colored paper strips the width of the punched holes and weave through top three rows of basket. For the handle, cut three $\frac{1}{4}$ "

strips the length of a card and glue ends together. Weave ribbon through the punched holes. Glue the ends of the handle to the outside of the basket down to base. Fill the basket with goodies.



"GENIUS KIT"

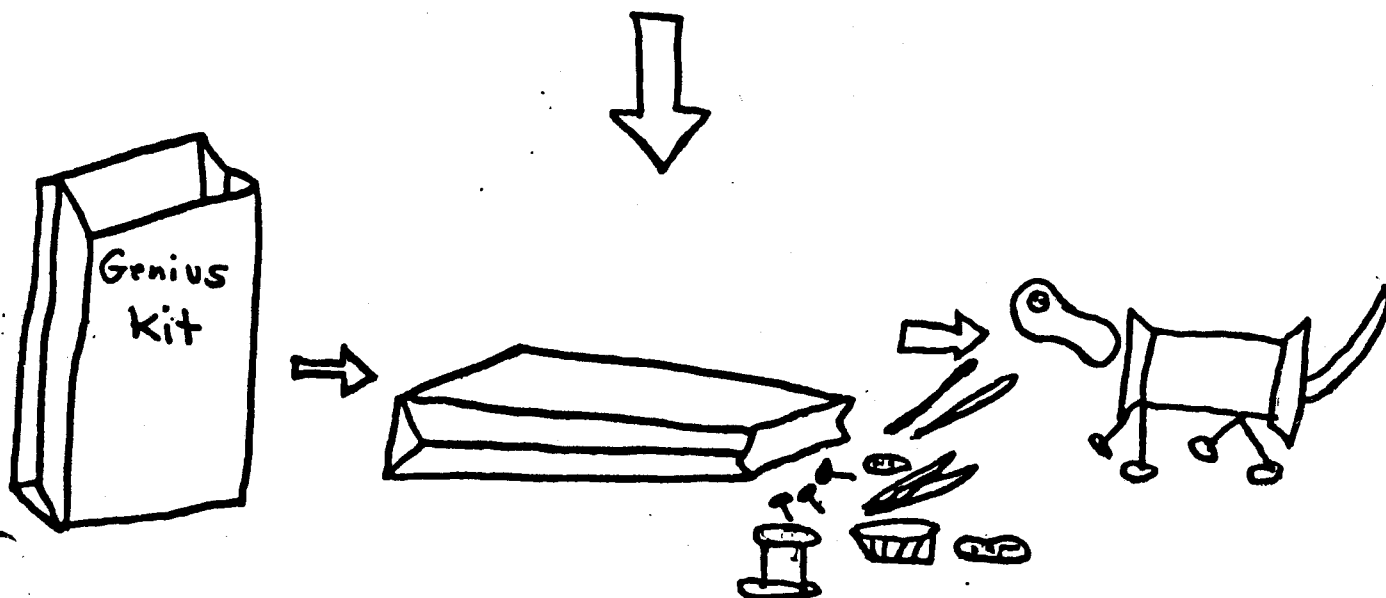
The kit is a bag full of odds and ends. Each Cub Scout should have identical kits. The kit is designed to encourage the boy to be creative. He will make his own creation out of the materials supplied to him. Use any assortment of items you desire.

Here are a few items that may be used in the kit for example: buttons, nails, beads, peanuts, spools, cones, wool, sponge, straws, wood, ribbon, pipe cleaners.

RULES ARE AS FOLLOWS:

1. Use only the materials supplied. (you do not have to use them all).
2. Cut them up any way you wish.
3. Use glue, paint, crayon, but don't add anything else.

(Use ONLY what comes in the Genius Kit)



Introduction

Johnny Appleseed, move over! Leisure Arts has harvested a bushel of fun projects in **CRAFTING WITH APPLES**. Using apples, cinnamon, and a slice of imagination, you can make a crop of decorations that will be the apple of your eye. Complete instructions for drying apples, making cinnamon cutouts, and stirring up a spicy potpourri make these projects as easy as apple pie!

General Instructions

PREPARING APPLES

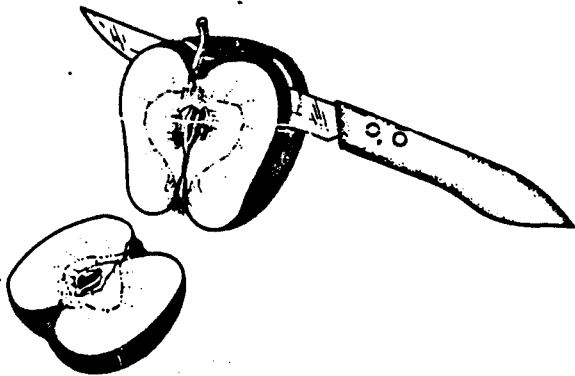
SUPPLIES

- Apples
- Lemon juice
- Salt
- Citric acid (available in canning section of grocery store)
- Glossy acrylic spray
- Kitchen knife
- Cake racks

SLICING APPLES

Lengthwise core slices: Cut $\frac{1}{4}$ " thick slices from apple as shown in Fig. 1. Each apple will yield only 3 or 4 slices which contain a portion of the core.

Fig. 1



Crosswise core slices: Cut $\frac{1}{4}$ " thick slices from apple as shown in Fig. 2a. Cut out the core section from these slices, leaving a smooth center hole (Fig. 2b). A medium apple will yield approximately 10 crosswise core slices.

Fig. 2a

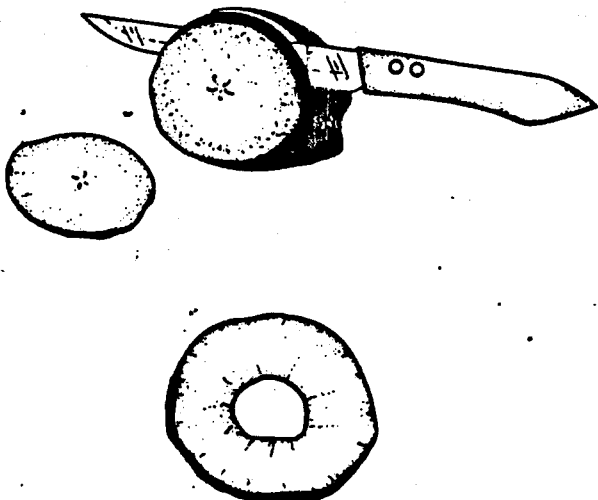
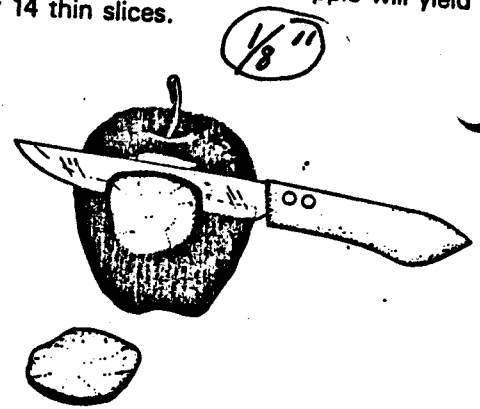


Fig. 2b

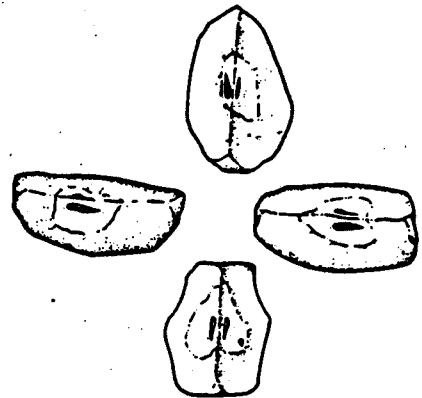
Thin slices: Cut $\frac{1}{8}$ " thick slices from apple as shown in Fig. 3. These slices may be cut from the remainder of an apple after lengthwise core slices are cut. They will be somewhat curly when dry. A medium apple will yield approximately 14 thin slices.

Fig. 3



Wedges: Peel apple; then cut lengthwise into four equal sections as shown in Fig. 4. Cut away core from each wedge; then cut each wedge into three thinner wedge sections.

Fig. 4



DRYING APPLES

- Mix 2 cups lemon juice, 3 tablespoons salt, and 3 tablespoons citric acid. Soak apple slices in mixture for 3 minutes. Place apple slices on cake racks in a 150° oven; leave oven door ajar. Dry for approximately 6 hours. Oven temperatures may vary; check apple slices occasionally. They should be drying very slowly without turning brown. When dried, slices will still be pliable and will have a leathery feel.
- Spray slices with glossy acrylic spray. This will lengthen the life of your apple decorations.

MAKING ROSES

Slice and dry a crosswise core slice. Cut a slit in dried crosswise core slice from outside edge to center (Fig. 5a). Twist slice to form a spiral (Fig. 5b). Glue base of rose to secure.

Fig. 5a



Fig. 5b





Balloon Bat

By Lory Golden

Decorate a paper plate with markers or construction paper. Glue or tape a wooden paint stirrer to the back of the paper plate. Use this to pass a balloon back and forth to a partner, or play by yourself.

MAKING CINNAMON CUTOUTS

SUPPLIES

Applesauce
Cinnamon
Cutting board
Rolling pin

Cookie cutters
Plastic drinking straw
Cake racks

INSTRUCTIONS

1. Mix 7 tablespoons warm applesauce and 10 tablespoons cinnamon together to form a ball. Sprinkle cutting board with cinnamon; then roll out dough $\frac{1}{4}$ " thick. Cut out dough with cookie cutters. Makes approximately five 3" cutouts.
2. Use drinking straw to make holes for eyes or hangers in cinnamon cutouts. Holes are not necessary in all cinnamon cutouts; refer to individual project instructions.
3. Place cutouts on cake racks in a 150° oven; leave oven door ajar. Dry for approximately 6 hours. Oven temperatures may vary; check cinnamon cutouts occasionally. (Note: Cinnamon cutouts may be dried at the same time as apple slices.)

Can be air dried for several days.

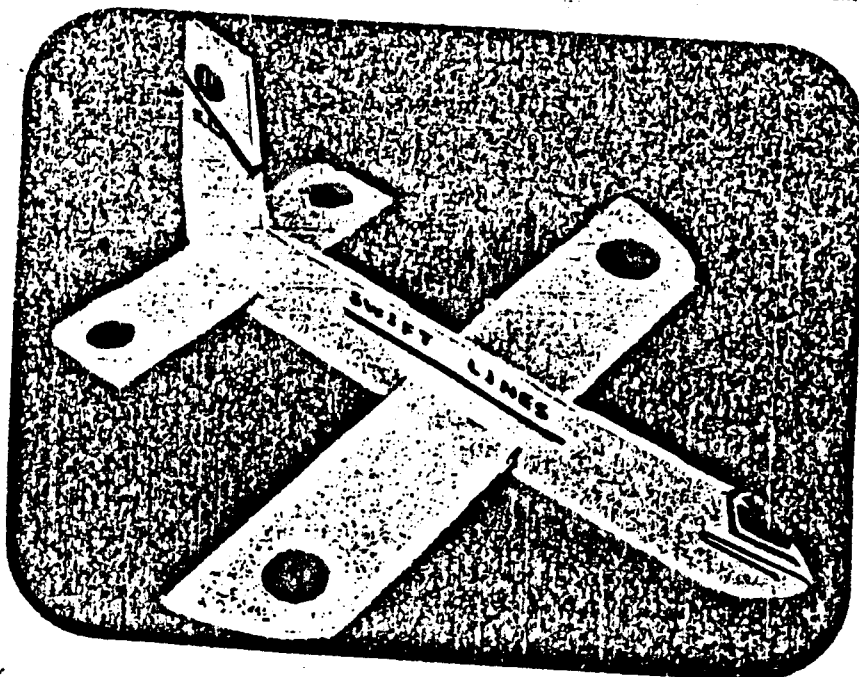
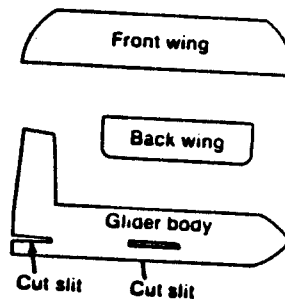
Soaring Glider

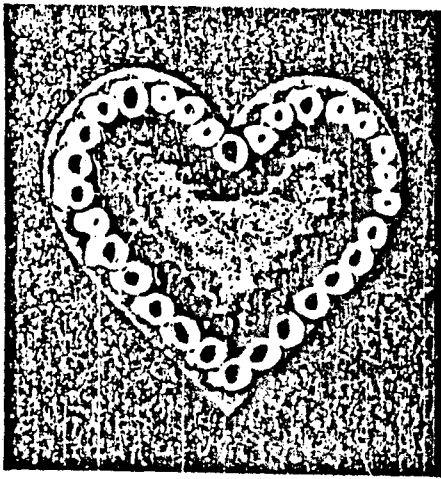
By Jean Green

Draw the shapes shown in the diagram on plastic-foam meat trays. Cut out the body of the glider, the front wing, and the back wing.

Use a table knife to make the slits in the body for the front wing and back wing.

Decorate the glider with colored markers. Attach a large paper clip to the nose of the glider. Slide the wings into the body.



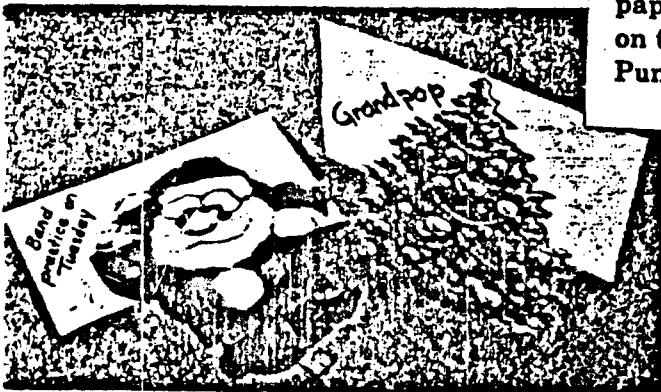


Roll-a-Heart Valentine

By Francis Wales

Cut colored paper into long narrow strips. Roll the strips around a pencil. Glue the rolls onto a piece of paper in the shape of a heart.

Add more designs from additional rolls of paper. Write a greeting on the back.



Note Holder

By Carmen Horn

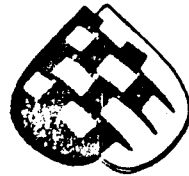
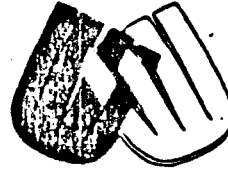
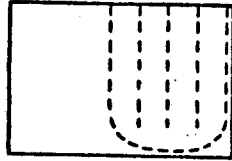
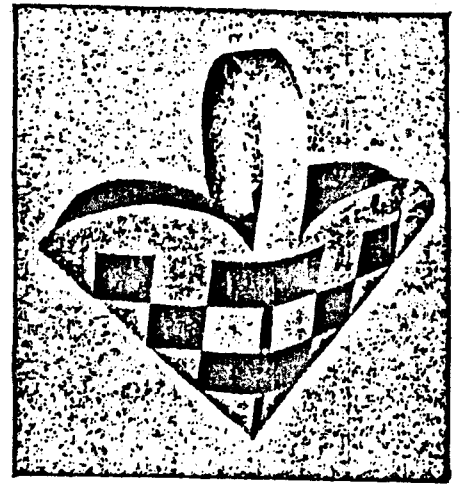
Select a picture from a greeting card. If necessary, glue the picture to a piece of lightweight cardboard. Cut out the picture, and glue a spring-type clothespin in to the back. This holder can be used to clip a place card, a recipe, or a note.

Valentine Baskets

By Deborah Bowen

Fold a piece of white paper in half. Draw and cut out a large U-shape, and cut three slits as shown in the diagram. Do the same with a piece of red paper.

Weave the red and white pieces together as shown in the diagrams. Then fold through the center of the woven heart. Glue a handle made from construction paper onto the basket.

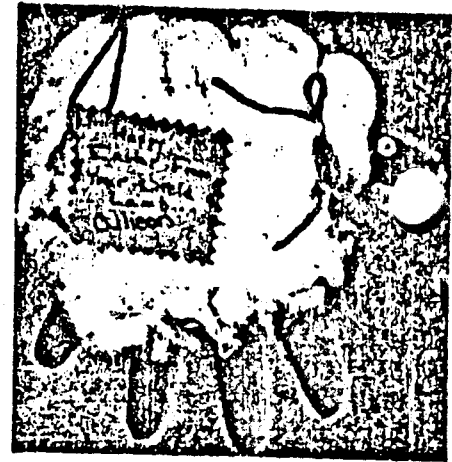


Little Lamb Easter Card

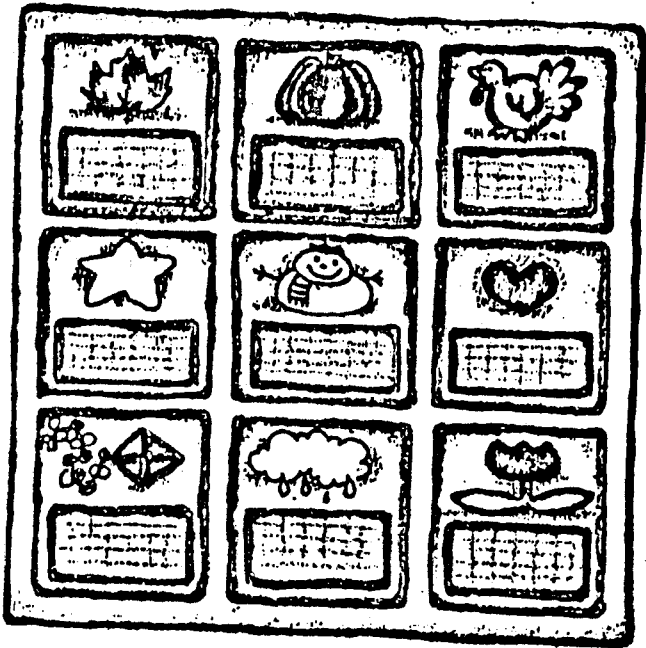
By Kathy Ross

Draw around your hand on a piece of black paper, and cut the shape out. The thumb is for the lamb's head, and the four fingers are for its legs. Cover the rest of the body with bits of cotton to look like wool. Use a dot punched out of colored paper for the eye. Tie a piece of yarn around the neck, and make a bow.

Cut a small card out of colored paper. Write an Easter greeting on the card, and sign your name. Punch one hole in the card and



one where the lamb's tail might be. Slip a piece of yarn through both holes, and tie the ends.

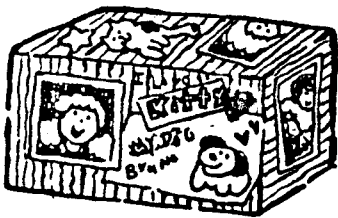


Artfully Easy Projects for September through May

SEPTEMBER

Me Cubes

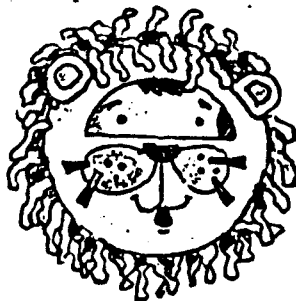
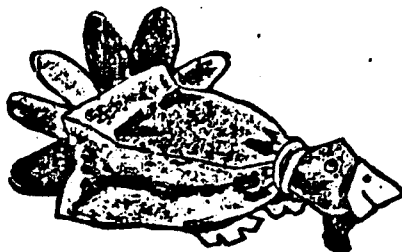
Paint a medium size box or cover it with fabric or paper. Tape or glue photographs, pictures or words cut from magazines, drawings, stories and other items on the box to tell all about wonderful you!



OCTOBER

Paper Plate Masks

Cut out half of the inner circle of a paper plate. Tie yarn through holes punched on each side of the plate. Decorate the mask with crayons, markers, construction paper, cotton, ribbon, etc. to become a bunny, clown, lion, pig, sheep, or other fun creature!



NOVEMBER

Paper Bag Turkey

Stuff a small paper bag with crumpled newspaper. Leave some room in the bag and tie a string tightly around the bag to close it. (This makes the turkey's head.) Glue on colorful construction paper feathers, a beak, and a red wattle beneath the turkey's head. Use markers to add eyes and more feathers.

DECEMBER

3-D Candy Canes

Cut a candy cane out of construction paper or tagboard. Draw stripes on both sides. Use red and white tissue paper to cover both sides. Spread a thin coat of glue over one section at a



time. Fold a 3-inch square of tissue paper around the end of a pencil and press it on the candy cane. Glue the tissues very close together. Suspend the candy cane from the ceiling or hang it on a tree!



JANUARY

Hobby Horse



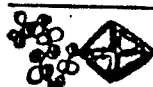
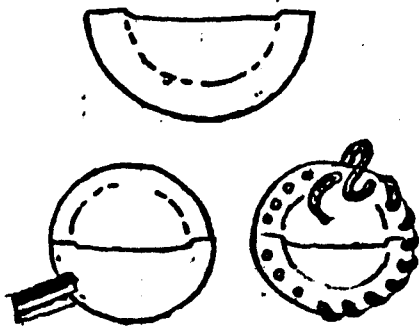
Stuff a paper bag $\frac{3}{4}$ full with crumpled newspaper. Insert 2-3 inches of a long cardboard tube in the open end and scrunch the bag around the tube. Wrap tape in a spiral to secure the bag. Use markers or construction paper to add eyes, a nose and a mouth. Cut triangles out of construction paper and glue them on for ears. Add a yarn mane and reins, if desired.



FEBRUARY

Valentine Mailbox

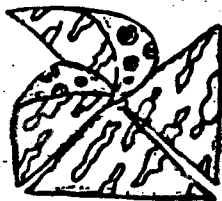
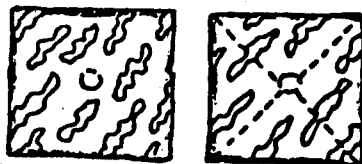
Cut a paper plate in half. Staple the half to a whole plate, right sides together. Punch holes around the plate 2 inches apart and $\frac{1}{2}$ inch from the edge. Tie yarn through a hole at the top of the plate and lace through the holes around the plate. Tie the end to the starting point to make a loop for hanging. Use construction paper, crayons, markers, lace, etc. to decorate the mailbox.



MARCH

Pinwheels

Cut a 6" x 6" square out of construction paper. Place a penny in the center of the square and trace around it. Decorate both sides of the paper. Cut each corner to the edge of the circle and bend the corners into the center (do not fold). Stick a straight pin through all four



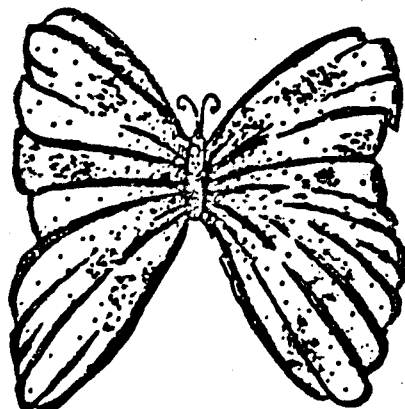
corners and the center. Push the pin into the eraser of a pencil or the end of a straw or stick. Blow on the pinwheel or run in the wind and watch it spin!



APRIL

Tissue Paper Butterfly

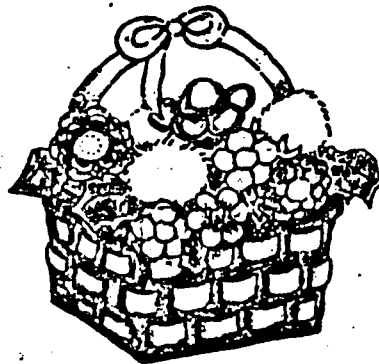
Spatter paint on tissue paper and let it dry. Gather the paper in the middle and tie it with the center of a pipe cleaner. Fold and twist the tips of the pipe cleaner to form the butterfly's antennae.



MAY

Merry May Baskets

Weave strands of colorful ribbon through the openings of a plastic berry basket. Tie the loose ends to the basket. Add a bow and ribbon handle, if desired. Fill the basket with wildflowers or other springtime specialties.



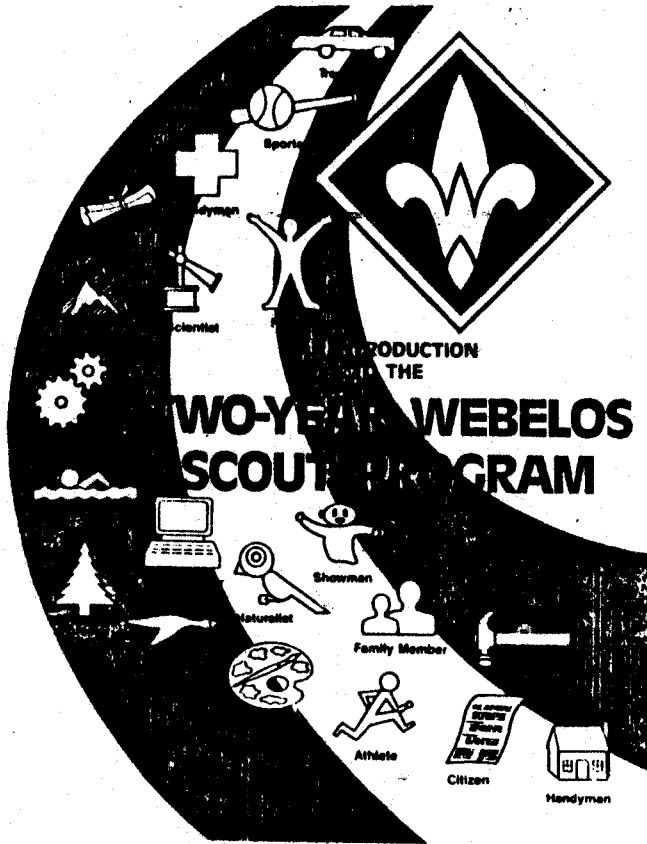
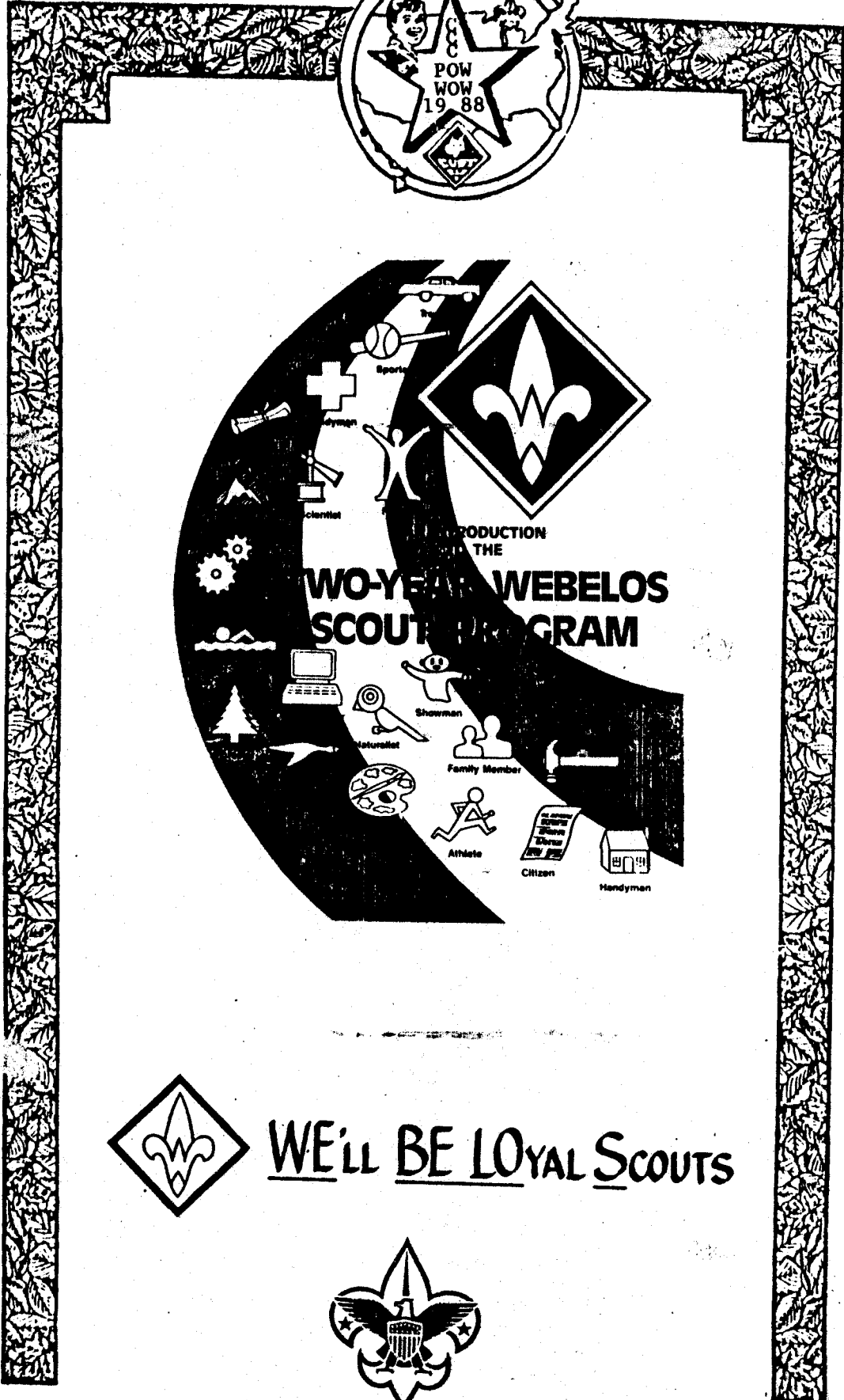
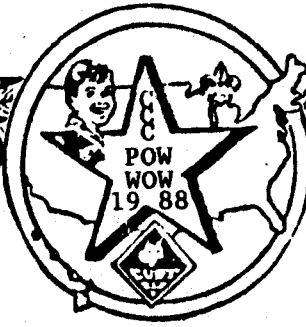
CRAFTS FOR CUB SCOUTS

As Cub Scouts work on den craft projects, they not only learn to make useful and amusing items, but also get valuable experience in using their imaginations and developing skills with their hands.

In Cub Scouting, crafts help leaders develop and present the theme of the month in den and pack meetings. As your pack follows the theme, crafts can provide the needed props, costumes, games, puzzles and exhibits. Crafts can teach skills that can be used for a myriad of different projects over a lifetime.

There are guidelines which should be followed in planning crafts for Cub Scouts:

1. Keep crafts simple and inexpensive. Costly kits or materials are rarely appreciated by the boys any more than simple projects made from scrap materials. Since den leaders work with a limited budget cost is a big consideration.
2. Crafts should be practical. Learning to braid is good. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible, fit the monthly theme.
3. Crafts should teach some skill such as carving, modeling, painting measuring, fitting, etc.. Merely glueing pieces together is not enough. Cub Scouts like boy-type crafts - they like to hammer, saw, lace leather, paint, etc.. And they like to learn how to do new things.
4. Crafts should be progressively more challenging. Try to avoid repeating crafts projects which the boys made the previous year, unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.
5. A variety of materials and methods should be introduced through crafts projects. Pouring plaster is fun, but not every week. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
6. Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in den meeting and let the boys take it home to finish with parents' help.
7. Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage, or outdoors for the messier crafts.



PRODUCTION
OF THE
**TWO-YEAR WEBELOS
SCOUT PROGRAM**



WE'LL BE LOYAL SCOUTS



The 2-Year Webelos Scout Program

Welcome to the 2-year Webelos Scout program! You and your Webelos den have a unique opportunity to be among the first to participate in this exciting new program that includes both the fourth- and fifth-grade years. Whether you have experienced the Webelos program in the past or are brand new to Webelos Scouting, you will find that this new program combines things that are familiar with some new concepts.

This guide is designed to supplement material on Webelos Scouting found in the *Cub Scout Leader Book*, No. 3220A, and *Webelos Scout Program Helps*. You and your Webelos Scouts will also each need a copy of the *Webelos Scout Book*, No. 3235, which shows requirements for five new activity badges, as well as revised requirements for the Webelos badge, Arrow of Light, and five of the current activity badges.

What's New

There are several program features that are part of the new two-year Webelos Scout program. They are:

- New requirements for Webelos badge and Arrow of Light.
- Five new activity badges—Communicator, Family Member, Fitness, Handyman, and Readyman.
- Revised requirements for five of the current activity badges—Aquanaut, Athlete, Craftsman, Outdoorsman, and Sportsman.
- The use of activity badge groups.
- Emphasis on joint activities with a Boy Scout troop in the second year of Webelos Scouting.
- Compass point emblem and pins to recognize achievement beyond the Webelos badge.

Webelos Den Organization

Your Webelos den may consist of Webelos Scouts who are all in fourth grade, or all in fifth grade, or you may have both fourth- and fifth-grade boys in the same den. Each type is a little different from the other two.

If you have all fourth-graders, concentrate on the Webelos badge and activity badges that are more closely related to Cub Scouting than to Boy Scouting. Campouts will be part of your outdoor program, but at a basic level, with lots of the "comforts of home" built in. You probably won't have any joint activities with Boy Scout troops.

Webelos dens of fifth-graders will be the last group to use the 1-year program. Boys will be earning both the Webelos badge and the Arrow of Light Award

before they graduate into Boy Scouting next year. Your den may use either the old or new requirements for these badges, but since the new requirements are more difficult, you probably will want to stick with the current ones. Your outdoor activities may include joint activities with a Boy Scout troop, probably the troop that most of the Webelos Scouts will join when they graduate.

If you are the leader of a Webelos den that includes both fourth- and fifth-graders, you will have to strike a balance. There may be times when you will have the fourth-graders working on one activity badge and the fifth-graders on another. Similarly, your outdoor activities and joint activities with a troop will need to balance the different progress levels of the boys in your den.

Leadership

As the Webelos leader, you are the key to the program, but you will have some help. You should, of course, have an assistant Webelos leader who works closely with you at all meetings and activities. If at all possible, recruit a Webelos den chief—an older Boy Scout who works with the den. Experience indicates that a good den chief can make a real difference in convincing Webelos Scouts to continue their Scouting experience as Boy Scouts.

Another key resource is the pool of Webelos activity badge counselors. An activity badge counselor is a "specialist" who works with the Webelos Scouts on a particular activity badge for one or two months. The best sources are adult family members of the boys in your den. If you set up your program to have an activity badge counselor responsible for each activity badge included in your program for a year, your job will be simplified and the parents of your Webelos Scouts will become more involved in the program.

Because the 2-year Webelos Scout program involves many more boys, your pack will probably have more Webelos dens than it had in the past. If there are more than two Webelos dens, it is helpful if the pack has a Webelos den leader coach. The Webelos den leader coach is an adult, preferably one with past experience as a Webelos leader, who helps to coordinate program, training, and activities for all of the Webelos dens.

Webelos Scout Advancement

The Webelos Scout advancement plan is the basis for the program. Den meetings and Webelos Scout participation in pack meetings, as well as other activities, are usually built on one of the 20 activity badges, plus the Webelos badge and Arrow of Light.

Activity Badges

The chart shows the recommended activity badges for the 1988-89 program year. Two badges are listed for each month. The first activity badge listed is recommended for fourth-graders in their first year of Webelos Scouting; the second listed is for fifth-grade Webelos Scouts. The badges have been so arranged that fourth-graders who earn each activity badge as it is presented (and no others) will qualify for the Webelos badge in November of their first year and for the Arrow of Light Award in January of their second year. While it is possible to rearrange the activity badge emphasis so that boys can earn the Arrow of Light Award sooner, *this is not recommended*. The Arrow of Light Award needs to be completed fairly close to the boys' graduation into Boy Scouting in order to hold his interest in the Webelos Scout program. Webelos Scouts should *not* be encouraged to complete the Arrow of Light Award requirements during their first year in the 2-year program.

Fifth-grade Webelos Scouts will earn both the Webelos badge and the Arrow of Light Award in their single year in Webelos Scouting, probably using the current (rather than new) requirements.

1988-89 Recommended Webelos Activity Badges

MONTH	FOURTH-GRADERS	FIFTH-GRADERS
SEPT	COMMUNICATOR	SCIENTIST
OCT	FITNESS	FITNESS
NOV	CRAFTSMAN*	CITIZEN
DEC	CRAFTSMAN*	ARTIST
JAN	SHOWMAN	READYMAN
FEB	SPORTSMAN	ATHLETE
MAR	SCHOLAR	ENGINEER
APR	HANDYMAN	FAMILY MEMBER
MAY	OUTDOORSMAN	OUTDOORSMAN
JUNE	NATURALIST	GEOLOGIST
JULY	AQUANAUT	FORESTER
AUG	TRAVELER	TRAVELER

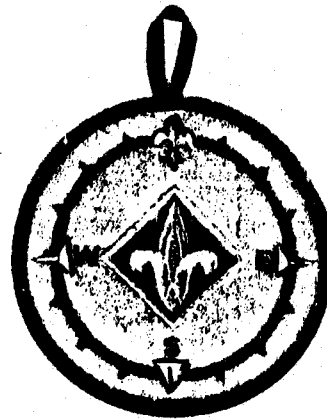
*2 consecutive months

Activity Badge Groups

Under the new advancement requirements, the 20 activity badges are arranged into 5 groups, each containing 4 related badges. For both the Webelos badge and the Arrow of Light Award, the boy is required to earn activity badges from different groups in order to broaden his experience in different areas. Three of the activity badges are required—one (Fitness) for the Webelos badge, and two more (Citizen and Readyman) for the Arrow of Light Award. The activity badge groups are:

- *Physical Skills*—Aquanaut, Athlete, Fitness, and Sportsman
- *Mental Skills*—Artist, Scholar, Showman, and Traveler
- *Community*—Citizen, Communicator, Family Member, and Readyman
- *Technology*—Craftsman, Engineer, Handyman, and Scientist
- *Outdoor*—Forester, Geologist, Naturalist, and Outdoorsman

The groups are shown in the new *Webelos Scout Book*, No. 3235, which also includes revised requirements for the Webelos badge, the Arrow of Light Award, and the Aquanaut, Athlete, Craftsman, Outdoorsman, and Showman activity badges. Requirements for the five new activity badges are also included.



Compass Points

After a boy has earned the Webelos badge, he may receive compass points for additional activity badges. The compass points emblem is presented to a Webelos Scout who has earned four additional activity badges beyond those required for the Webelos badge (a total of seven), and is worn suspended from the button of the right pocket of the uniform shirt. A metal compass point is presented for each additional four activity badges earned, to be affixed to the emblem in the "East," "South," or "West" positions. A total of 3 compass points, plus the emblem, may be earned, representing 16 activity badges beyond the Webelos badge.

Relationship to Boy Scout Advancement

A boy who has been a Webelos Scout is more prepared for Boy Scouting than a boy with little or no Scouting experience. In recognition of this, the new requirements make it possible for the Webelos Scout who has earned the Arrow of Light Award to enter Boy Scouting as a Tenderfoot Scout, having completed both the joining requirements for the Boy Scout badge and the Tenderfoot rank requirements in the Webelos den, if approved by his Scoutmaster.

To accomplish this, three Webelos activity badges have been designed to allow the completion of all requirements for two Boy Scout skill awards, as follows:

Activity Badge Requirement		Skill Award Requirement	
Citizen	2-7	Citizenship	1-3
Citizen	8 or 9	Citizenship	4a or 4b
Family Member	1-7	Family Living	1-3
Readyman	2	Family Living	4

If a Webelos Scout completes these requirements and earns the Arrow of Light Award, the Scoutmaster may waive the 2-month service requirement and award the Tenderfoot rank to the boy as soon as he becomes a Boy Scout.

Outdoor Program

An important part of the 2-year Webelos Scout program is the boys' introduction to basic skills, as well as the fun and excitement of camping. Several Webelos Scout father-and-son overnight campouts should be included in the first year, with emphasis on learning the basic skills of outdoor living and having fun outdoors. The guidelines in the *Cub Scout Leader Book*, No. 3220A, should be followed closely to ensure that the camping experience is comfortable and fulfilling.

During the second year, camping skills can be expanded, although they should not exceed those taught at the entry level of Boy Scouting. The concept of participation together by the boy and his father (or father substitute) should be maintained. Use improved camping facilities accessible to transportation, rather than wilderness sites. Fire-building, basic cooking, camp sanitation, tent-pitching, making a comfortable ground bed, nature study, and conservation are skills that could be included in camp programs.

Joint Activities with Boy Scout Troops

Early in the second year of the program (if it has not been done previously), a close relationship should be established with the Boy Scout troop that most of the Webelos Scouts will join. This will help the boys to become familiar with the troop and its members and learn about the exciting activities that await them in Boy Scouting.

The Webelos den and the troop should hold several activities together. In addition to one or two joint campouts, the den could also join with the troop in a court of honor, campfire program, day hike, field day, and joint Good Turns for the chartered organization or community. Attendance at a camporee or other district or council Boy Scout event as guests of the troop might also be included.

Each troop should select an assistant Scoutmaster or other adult to serve as the troop's Webelos resource person, responsible for coordinating joint activities with the troop as well as encouraging the Webelos Scouts to continue their Scouting experience with the troop.

Webelos Resident Camping

The summer camp experience for Webelos Scouts offered by your council can be a great resource for you in developing outdoor skills in your boys and in supporting your den's advancement program. Most importantly, it is *fun* and it builds excitement and enthusiasm for Webelos Scouts. Be sure your den participates.

Implementation Schedule

1987	
August	Introduction to Scout executives at Top Hands Conference.
October–November	Scout executives orient local council staffs.
1988	
January–February	Council Executive Board and District Committee Orientations.
March–April	Orientation of Cubmasters, Webelos leaders, and other Cub Scouters at roundtables.
June	Begin 2-Year Webelos Scout program with fourth-graders.
1989	
June	Fifth-grade Webelos Scouts begin second year of program.

COMMUNICATOR ACTIVITY BADGE

The Communicator Activity Badge is new and was added with the introduction of the two year webelos program. It is part of the Community Group.

Communication means transmitting information. Ideas or feelings from one person to another. We communicate also by a gesture, a look, or a picture, by written and printed language and in many other ways. Communication makes it possible for people to share their knowledge, add to it, and pass it on to next generation.

Although we do not know when speech began, primitive people did not know how to write and could not keep records. They learned to make others understand what their vocal sounds meant and they learned to put the sounds together into language. Ancient tribes preserved their history in the form of spoken words and songs.

Writing is a means of communicating to others. It grew out of picture writing. In the Stone Age, people know how to make a picture represent an object. Cave dwellers carved pictures of animals on the walls of their caves. American Indians had various forms of picture stand for a sound - a word in spoken language - instead of an object.

Picture communicate some ideas better than words do. Since the day of the cave people, artists have been drawing pictures. The invention of the camera allowed people to photograph things the way they were. Cameras have been used to photograph and save the real look of people and events. Also cameras have been used to photograph old manuscripts and paintings.

Signs, signals and gestures allow us to communicate over short distances. Smoke and light signals meant we could communicate a little farther. But you could only use these forms to communicate, when you were able to see the person at the other end.

The electrical communication began with the invention of the first practical telegraph by Samuel Morse. The Morse telegraph code was a system of long and short buzzer signals (dots and dashes) arranged to spell out letters of the alphabet. It was used to send messages over short and long distances. Trained operators were needed to send and decode the messages. The invention of the teletypewriter made it possible to send a message from one place to another without trained operators. New services use telegraph printing to send stories all over the world.

The invention of the telephone was the next step of electrical communication. It allowed a person to talk to another person in there city or state. They could also talk to someone on another state also. The radio telephone allowed people to talk to another person in a different country before transcontinental telephone lines were layed.

The radio allowed people to communicate without the use of telephone lines. An example would be an airport air controller can talk to a pilot in an airplane that is waiting to take off or land. The police can talk to a dispatcher or another police car if they need help. Radio waves allow communication to satellites that circle the earth and also to satellites that are sent into deep space to explore other planets.

Television uses radio waves to transmit voice and pictures from a television station to the television set in your home.

Here are some things you can do:

1. At a den meeting you may want to include a body language game.
2. A Webelos Scout can tell about something he did with his family or some friends and then he can answer questions. (An example may be during his summer vacation).
3. Tell a story by using sign language and/or picture writing.
4. Someone may want to make a Morse code trainer using a buzzer, Pieces of tin from a tin can, screws and wire. At a den meeting he could demonstrate how it is used to send Morse code.
5. A visit to the newsroom of a newspaper or radio or television station. You could learn hoe they receive information for the newspaper or news broadcast.
6. A Webelos Scout could learn about careers in the communication field and at a den meeting tell what he learned.

HANDYMAN

The handyman Webelos activity badge list fourteen requirements, of which the Webelos Scout must complete six in order to earn his badge. In some cases, you will find that your Webelos already know how to repair a bicycle so, for them, the bicycle part will be simple. Since most of the requirements for this badge must be done with adult supervision, it is an excellent opportunity to get the Webelos dads/moms involved in your program. Here are some suggestions:

1. Have a Webelos parent give a demonstration of the various tools used in home repair. Make this demonstration a "Hands-on" demonstration. Let the boys practice using the tools. Discuss safety procedures.
2. Have a group demonstration on how to check the fluids in a car and how to check tire pressure. Divide the boys into teams and time them. Score on time, accuracy and neatness.
3. Building a sawhorse or stool can be fun and practical. Make sure parts are pre-cut.
4. Mow a lawn for a good deed or get together with other den members and mow lawns on Saturdays. The money you earn can be used for a den trip.
5. Mark the family's lawn tools using paint, or an engraving tool. Clean and store all tools neatly in a storage area.

FAMILY MEMBER

The new Webelos Family member activity badge is a badge the Webelos Scout can have fun and be helpful to his family at the same time! The requirements for earning this badge are all centered around family life and family safety. Here are some activities your Webelos Scouts can do to earn this badge:

1. Investigate and eliminate home safety hazards. Examples are: Storing flammable liquids; over loading electrical circuits; properly disposing of newspapers, etc.; installing smoke detectors, and properly storing poisonous materials. See how many more your scouts can list.
2. Make a list of ways to conserve energy. The easy ones are turning off lights and lowering your thermostat. Suggest that the boys help insulate doors and windows.
3. Make a job jar for little things that need to be done around the house. Include things like sweeping up around the outside of the house, small paint jobs, and small home repairs. See if you can do one thing a week. Invite other family members to pick jobs from the jar.
4. Make up menus for two or three days suggest new meals for your family. Help shop for the family meals.
5. Help prepare a special meal. Plan and with adult help cook a special family meal.
6. Start a recycling project in your neighborhood.
7. Make a chart showing all the jobs you have done.

FITNESS

PHYSICAL SKILLS GROUP

Since it is very important that the boys know the "Ways and Means", to maintain a strong and healthy body, the following information on the fitness badge will help.

1. Make sure they touch base on the dangers of smoking and chewing tobacco. Have them present examples of the bad effects, smoking or chewing tobacco would have on your body. Perhaps tobacco would have on your body. Perhaps they will name people who have given up smoking or chewing tobacco, and get their opinions of how and why they stopped. Also presenting literature and posters are very effective.
2. The dangers of alcohol and other drugs and inhalants. The boys will read about examples in the Webelos book, but have them explain in detail why they feel drugs are bad. Some of these boys may know of someone who had alcohol problems, or drug problems as well as a person who has inhaled dangerous fumes, by them talking about these experiences to the other boys they know of the actual dangers of these drugs.
3. "Balanced Diets" Make sure your boys know the basic food groups, because they are required to tell an adult member of their family what a balanced diet is, and whether or not their diet is balanced. In the Webelos book they explain the four different food groups, therefore they will learn to check their diets against that list. This will enable them to plan a balanced meal.
4. Choose at least six exercises that will keep different parts of your body fit. The boys should perform the six exercises chosen regularly for 30 days. Also have them show you and demonstrate why they chose a particular exercise and what part of the body it will help.
5. Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you.

When your boys have passed each requirement, tell them to have an adult member of their family initial the fitness scoreboard on page 379 of the Webelos book.



WEBELOS



HE'S IN YOUR HANDS

He's in your hands,
That young freckled face lad,
Even if you're not
His mom or his dad.
As a Webelo's leader
You must measure up to the test.

Have you guided that boy right?
Have you done your best?
The impression you make,
Whether large or small,
Will show in that boy
When as a man he stands tall.

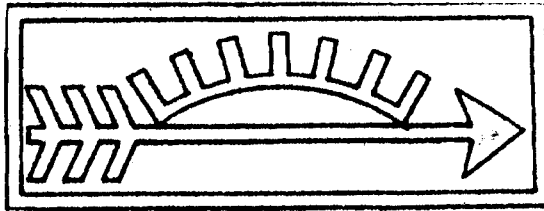
Whether your influence comes
When his Bobcat rank he makes,
Or if you have guided in some way
That boy who the Eagle charge takes.

It matters not at what point
Your guidance he needed,
But rather that his need
By you, Scout leader, was needed!

Scouting is a lot more than you think,
I'm sure you'll have to agree,
When in the life of that boy
Scouting's influence you see.

So as before you, Scout leader,
That young boy stands,
Think about the impression you're making,
For he's in your hands.





THE WEBELOS EXPERIENCE

The Webelos experience is different in the following ways from Cub Scouting:

1. The den is led by a man.
2. The den meets in the early evenings or on Saturday instead of after school or on a weekday.
3. The den does not follow the Cub monthly theme; it has its own program.
4. Webelos Scouts do not do achievements and electives; they work on 15 hobby and vocational subjects called activity badge areas.
5. Webelos Scouts pass requirements for the activity badge areas to you the Webelos Den Leader instead of going to their parents for approval.
6. Webelos Scouts are encouraged to have dad-and-son overnight camping trips during the year as well as other activities and tests related to the things they will do when they become Scouts.
7. The Webelos Scouts have special uniform parts such as hat, neckerchief, neckerchief slide and Webelos colors that distinguishes them from Cub Scouts.

THE NEW WEBELOS SCOUT LEADER

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

1. Do I have an adequate meeting place?
2. Do I have a den flag and advancement ceremony equipment?

THE NEW WEBELOS SCOUT LEADER (Continued)

3. What are my finances? What is the amount I am collecting in dues? How much does the den retain? Is the retained amount sufficient?
4. How many boys are in my den? (If you have more than eight without a strong assistant, you have a problem.)
5. Do I have a Den Chief?
6. How many parents have I involved in the activity portion of the den meeting?

THE NEW WEBELOS LEADER'S CHALLENGE

1. To encourage your Webelos Scouts to be physically fit and good sports by the use of games and athletic contests.
2. To influence the development of character and encourage spiritual growth by your actions and by your talks with the boys. Deserve their trust and admiration.
3. To instill the ideals of Cub Scouting and Scouting by your affirmation of these ideals and by your example.
4. To show them how to be helpful and be of service to others.
5. To encourage advancement in your Webelos den by making the program fun, exciting and challenging.
6. To foster a sense of personal achievement by insisting they do their best in all their activities.
7. To hold the boys in Cub Scouting, to prepare them to become Scouts and to graduate them into a troop.

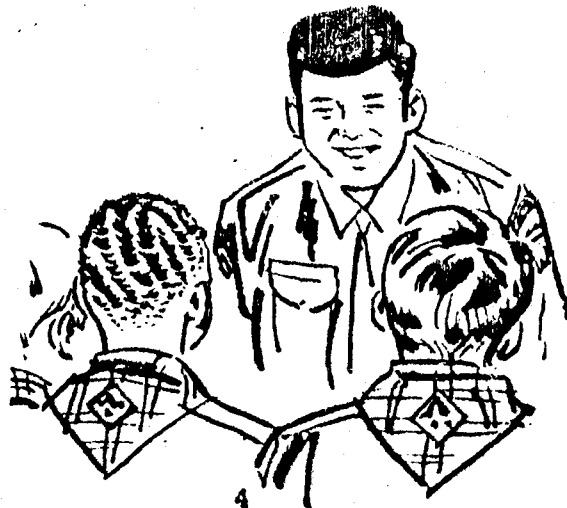
THE SUCCESSFUL WEBELOS DEN LEADER

The Webelos den leader must be at least 18 years old and enjoy working with 10 to 11 year old boys. To be successful, the Webelos den leader must accomplish the following special tasks:

1. Ensure training is available for any assistants including Den Chief.
2. Select the activity badge or badges that his Webelos den will work on each month.

THE SUCCESSFUL WEBELOS DEN LEADER (Continued)

3. Recruit parents to help him with activity badge areas in which they are knowledgeable.
4. Plan and conduct the weekly den meetings with the aid of the assistant Webelos leader and/or the den chief.
5. Include a portion of the Scout requirements in the weekly den meetings to facilitate each boy earning his Arrow of Light award prior to his Webelos graduation.
6. Plan and organize day hikes and father and son over-night campouts. The overnighter requires active support of all of the boys' parents.
7. Work and cooperate with the other Cub pack leaders. He must submit his Webelos advancement reports and den dues at the monthly pack leader's meetings and request sufficient time at the Pack meeting for the presentation of badges and awards and for activity badge demonstrations. He usually conducts Webelos ceremonies at the Pack meetings.
8. Maintain discipline of the Webelos Scouts at all den and pack functions.
9. Cooperate with the Scoutmasters of nearby troops that may absorb graduating Webelos.
10. Attend Cub Scout Roundtables to share and obtain ideas that he can use in his Webelos den. He also participates in District training and Pow Wows.
11. Maintain the principles and standards of the Boy Scouts of America as related to his Webelos den.



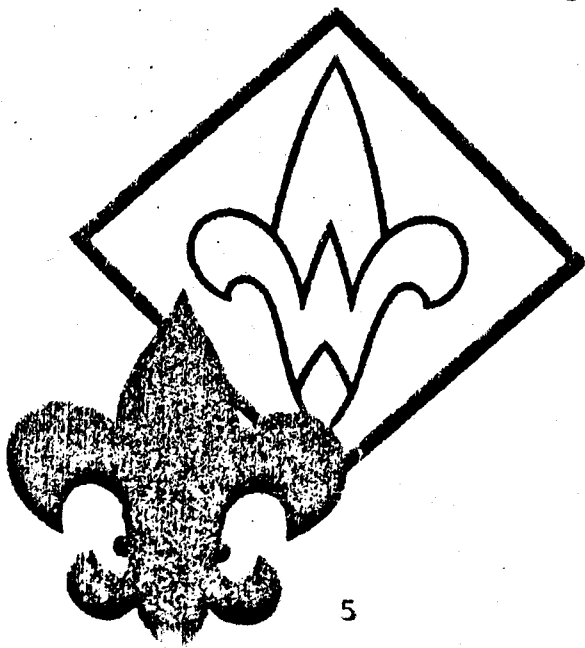
THE WEBELOS DENNER

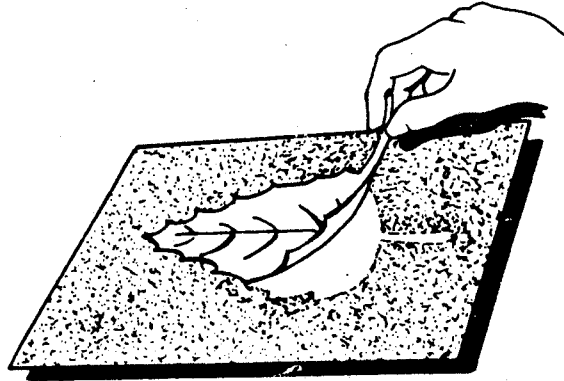
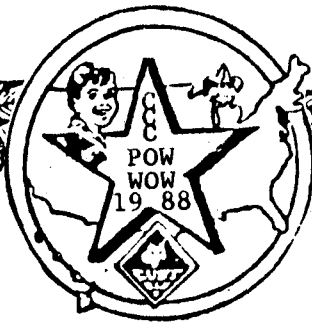
The denner is elected to the position by secret ballot of your dens Webelos Scouts. The suggested term of office for this position is 3 to 6 months. The denner wears a double gold strand shoulder cord. It is the Webelos denner's job to help the Den Chief whenever possible. He carries out assignments given to him by the Webelos Den Leader and/or the Den Chief including such things as:

1. Opening and closing ceremonies.
2. Preparing equipment and the meeting place.
3. Greeting new boys and helping them adjust.
4. Assisting with tricks, puzzles and games.
5. Putting the meeting place back in order.
6. Leading songs or acting as a cheerleader.
7. Selecting other Webelos Scouts to help him with assignments as needed.

THE ASSISTANT WEBELOS DENNER

If the Webelos denner is absent, the assistant acts in his place. He keeps the den diary and reads it at the den meetings once a month. He too, serves for 3 to 6 months and wears a gold single strand shoulder cord. He is also elected by a secret ballot.



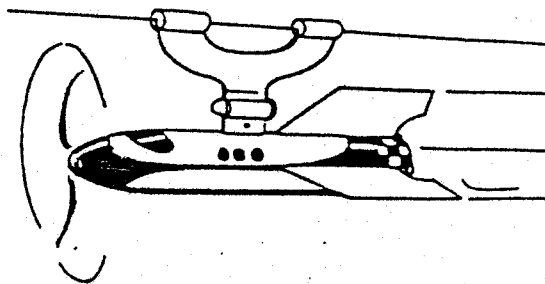


Crafts for Cub Scouts



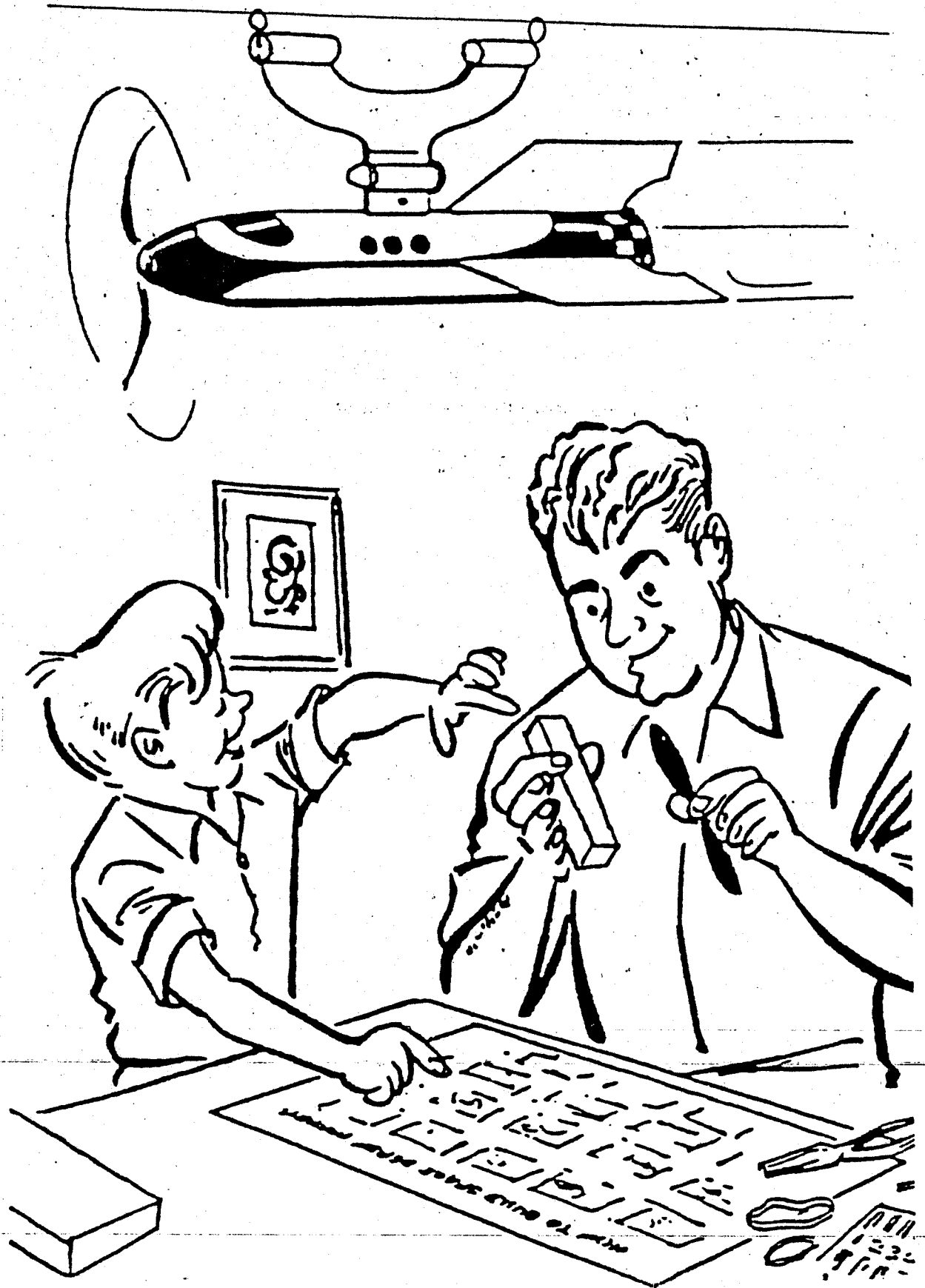


FEATURING
JOHN STASNY
AND HIS
FAMOUS SPACE REGATTA!!!!



ALSO
PINWOOD DERBY AND GAMES
NEW RESOURCES AND
PACK DISPLAYS

SPACE DERBY



RACING TIPS FOR SPACE DERBY

1. Use only 2 rubber band motors for a 40 ft. track.
2. Keep plenty of rubber bands on hand; you will need spares. Rubber bands are Kit # 1694B.
3. The shortest race takes the 1st and 2nd from each heat. Then 4 entries (all 1st's and 2nd's) race against each other with 1st and 2nd remaining. In the end there should be only 4 racers vying for 1st, 2nd, and 3rd place.
4. A competition should be held for Best Workmanship, Most Original, and Funniest as pertains to designs of racers. These categories can be used or new categories can be decided upon.
5. An area should be set aside for judging of the racers such as a table with a grid marked with masking tape. The racers are placed in their spaces on the grid. The grid spaces should be large enough so as to avoid the racers making contact with each other and thus minimizing the possibility of breakage.
6. Helpers are needed to replace broken rubber bands, help run the race and judge the race and workmanship competition.
7. The track can be placed approximately 20 ft. from a wall (if indoors) and the rest of the perimeter should be roped off for crowd control.
8. Each Pack can modify the rules for the Space Derby to meet the Pack's individual requirements.
9. Pages 45 and 46, Cub Scout Activities 1983, or a later printing, shows Space Derby information.
10. Space Derby organizers should take special care to be sure that all participants read and understand the rocket construction prints.
11. Do not fly a rocket that does not have stabilizer fins with rockets that have stabilizer fins. A rocket without stabilizer fins does not hang and fly; it spirals down the track and collides into the rockets on either side.
12. Three strips of cloth at 2 ft. intervals from the end of the track slow the rocket down before it crashes into the receiving horse.
13. Set-Up Stand the launcher racks about 40 to 50 feet apart. Place some weight (sand-bags) over the B cross-bar.(see Fig. H) If used outdoors, tent pegs can be driven into the ground and lashed to the

cross brace "B". String out the guide line (50-lb. test monofilament fishing line) then thread the carriers on the line. Pull and fasten the line as tightly as possible, with one carrier on each line. Hang several strips of cloth at the Finish Lines. The launcher is ready for rockets. Wind the rocket motors. Place rockets into Starting Gate (see drawing). Start the countdown and fire at zero by lowering the Starting Gate which allows the rockets to whiz off to the Finish Line.

14. Customized Rules for your Pack will make your Derby go much smoother.

SPACE DERBY



Vying with the pinewood derby in popularity as a father-and-son project in recent years has been the space derby. In general, the space derby is similar to the pinewood derby except that the models are miniature "rockets," propeller-driven and powered by three rubber bands that travel suspended along a heavy (monofilament) fishing line.

Fathers and sons work together to design and make their rocket from a standard kit available from local Scout distributors. Space derby rocket assemblies can be purchased individually or in packages of eight. Included are plans for carving and assembling the ship and also constructing and setting up the rocket launcher.

CONSTRUCTING AND OPERATING A ROCKET

The official Cub Scout Space Derby Kit includes all necessary materials and instructions for building. Decorate the rocket with bright colors. Apply decals furnished in the kit. Suggest that dads secure a length of 50-pound test monofilament fishing line for test runs in the back yard.

Only the basic materials supplied in the kit may be used. The rocket body may be no longer than 7 inches, not including propeller and fins. There are no restrictions about the design of the rocket. Use two rubber bands.

OFFICIAL

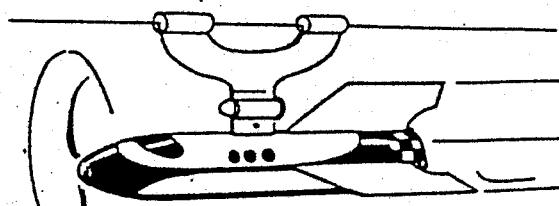
PACK 122

SPACE DERBY RULES

FOR 1988

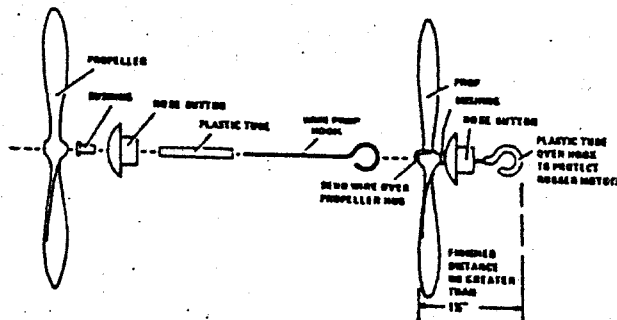
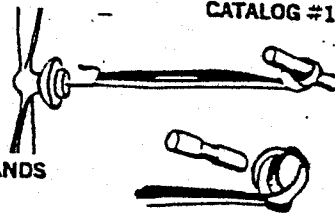
AS DETERMINED BY
PACK 122 COMMITTEE

ASSEMBLED ROCKET IN FLIGHT

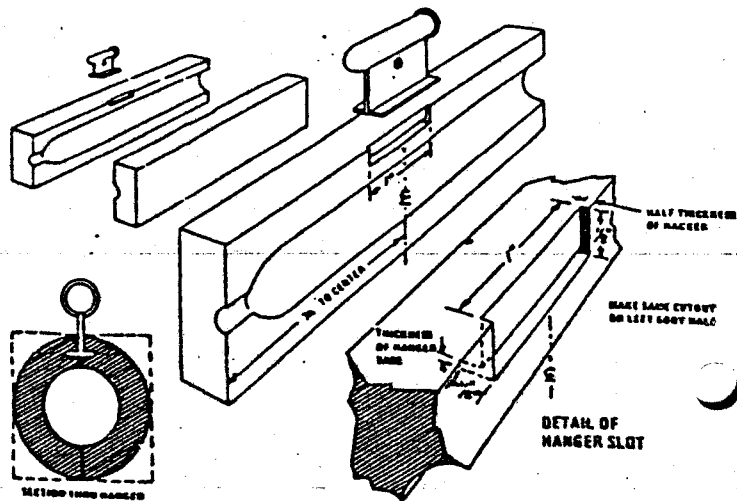


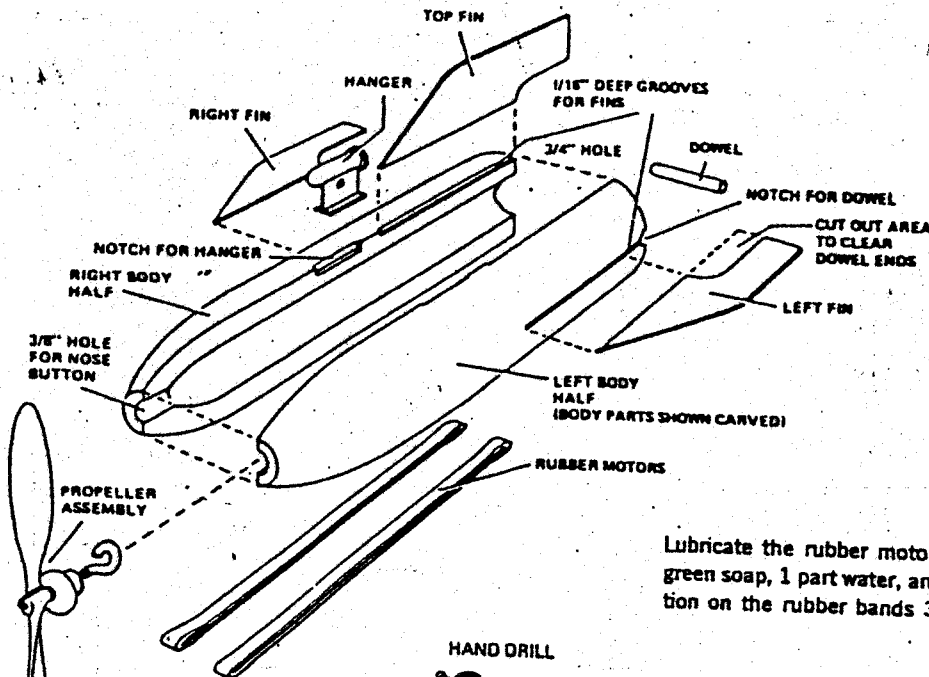
CATALOG #1694

LOOP RUBBER BANDS OVER DOWEL

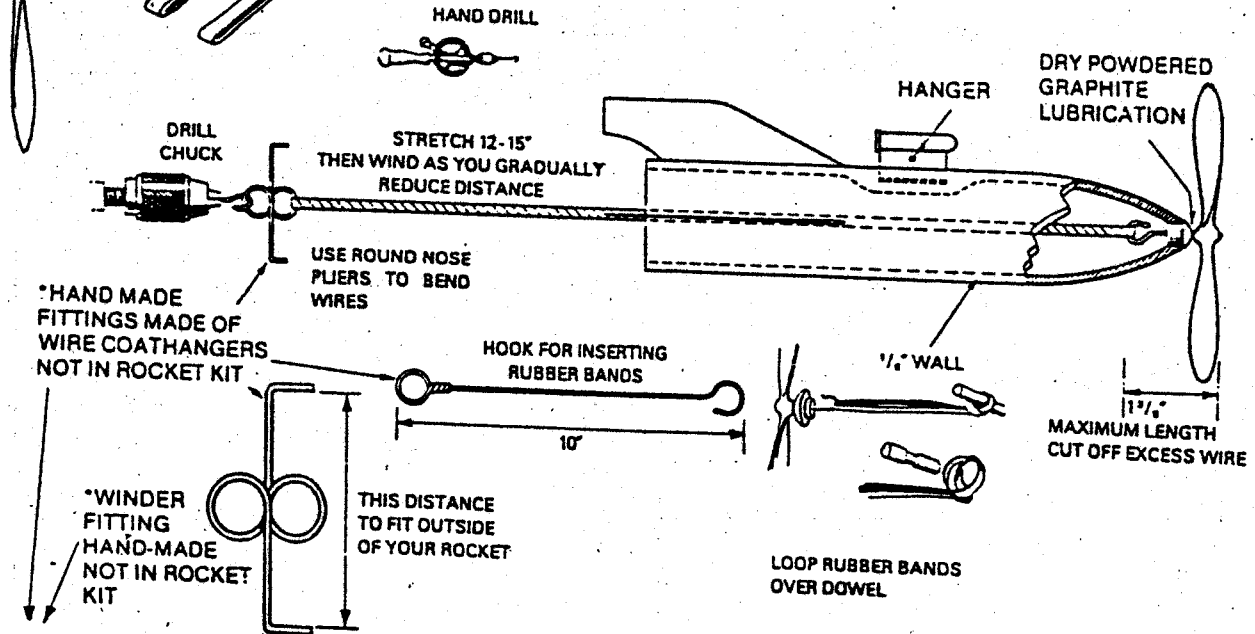


DETAILED HANGER FITTING INSTALLATION





Lubricate the rubber motor with a solution of 2 parts green soap, 1 part water, and 1 part glycerine. Rub solution on the rubber bands 30 minutes before the race.



ACCESSORIES: Extra rubber bands, rubber lubricant, winder fitting. Kit No. 1694-B.

The exploded plan view identifies the various parts and indicates where they belong. Start by putting the propeller assembly together (see plan). The next step is to fit the hanger fitting in place. After the hanger fitting is fitted we suggest you remove it from the blocks to make shaping of the body easier. Temporarily pin the two blocks together; insert the propeller assembly in place; then draw a line around the nose button. Remove the assembly; then shape the block, as shown, but do not carve the front any smaller than the nose button line, or the area where the hanger fitting is installed.

bands; then finish-sand the body. Paint and trim the rocket.
NOTE: Fins can be cemented in place before or after painting the rocket.

TOOLS AND SUPPLIES REQUIRED: Pliers to bend wire, plastic model cement for fins and hanger fitting or rocket carrier; balsa cement, paint, brushes, coarse and fine sandpaper and a handcraft knife.

NOTE: A potato peeler can be used to shape the balsa body blocks before sanding.

After rocket body is shaped and sanded, cut the 1/16" deep grooves for the fins and the notch for the dowel at the rear. Remove pins; take the blocks apart; then refit and cement the hanger fitting and rocket body blocks together. Rubber bands or pins can hold the blocks together while cement is drying. After cement has completely dried, remove pins or

A small hand drill, as illustrated, is excellent for winding the rubber bands and also helps to speed up the event. When using the mechanical winder, it is advisable to have one person hold the rocket and propeller while the other person stretches the bands about 12 to 15 inches. Then, as you wind, gradually shorten the distance between winder and rocket. Begin with 50 turns, then 100, then 200, etc.

SPACE DERBY ROCKET CONSTRUCTION TIPS

1. Follow the instructions that come with each Space Derby Kit exactly.
2. Take care not to place the stabilizer fins too low. If the stabilizer fins are too low the rocket will not fit properly in the starting gate. Misalignment at the starting gate will impede the rocket's flight.
3. Instruct the Scouts not to shave the rocket too thin. If the body is too thin the rocket will collapse from the pressure that the rubber bands apply.
4. If your Pack is using a track which measure 40 ft. or less use only two rubber bands for each rocket. Three rubber bands are great for distances of 50 ft. or more. Three-rubber band rockets on a 40 ft. track tend to crash into the finish line horse or fly off the track. In either case the rocket is destroyed.
5. The assembly instructions for each rocket (Kit #1694) are accurate and should be followed exactly for optimum results.
6. Careful attention must be given to the placement of the hanger in the rocket body. The slot for the hanger can be cut using a pointed blade X-acto knife.
7. The hangers for the track line are part of Kit #1694D and are not included with the individual rocket kits.

LAUNCHER AND RECEIVER CONSTRUCTION TIPS

1. Plans for Space Derby launchers and receivers can be found on page 47 of the Cub Scout Activity Book, 1983, or a later printing. In addition, plans are illustrated in this manual.
2. Cut all lumber to lengths. Then make and drill $\frac{1}{4}$ " holes, as noted on the plan. Drill the $\frac{1}{4}$ " dowel holes in the starting gate (see front view). Drill holes completely through the lumber so the dowels can be easily replaced if broken. If a dowel breaks the new dowel can be tapped into place over the old, broken dowel. The new dowel will push the broken pieces through the bottom of the hole. Drilling a blind hole and digging the broken dowel out will only make the hole bigger. Assemble the entire launcher, using correct size bolts and wing nuts, as noted in this manual. Screw the screw eyes in place, as shown. Then open the eyes slightly so the line can be hooked on instead of threaded. The line reel can be made of two $\frac{1}{4}$ " plywood discs, 7" in diameter, with a $1\frac{1}{4}$ " X 3" diameter center. The extra $1\frac{1}{4}$ " X 3" disc is a spacer to fit between the reel and support arm. Drill hole in center for axle bolt. Hole for drawer-knob is drilled next. Then assemble the entire reel. A low-priced fishing reel can also be used. Screw rubber tips to the bottom of legs "A". Screw gate supports "P" in place. Drill hole for gate pin(s) which is made from a wire coat hanger.
3. Plans call for all lumber to be $5/4$ " = $1\frac{1}{4}$ " stock (stock = thickness). $1-1/8$ " stock can be used without compromising strength. DO NOT use $3/4$ " stock as it is too light in weight.
4. All lengths called for are true with the exception of Part C. This length should be increased by $\frac{1}{4}$ ". Increasing this length will allow the starting gate to move up and down properly and to be removed more easily. If this length is not increased you will not be able to mount the starting gate.
5. Widths marked 3" are true. These are not milled widths but truly 3", exactly.
6. The completed launcher should resemble Figure A.
7. The completed receiver should resemble Figure B.
8. The starting gate is shown separately in Figure C.
9. The reel is shown mounted to the support arm in Figure D.

10. An enlarged view of dowel placement is shown in Figure E.
11. Figure F shows proper placement of the rocket in the launcher.
12. Figures G and H show profiles of a completed launcher with dimensions and the completed track, respectively.
13. The parts list included is accurate for quantities and dimensions.

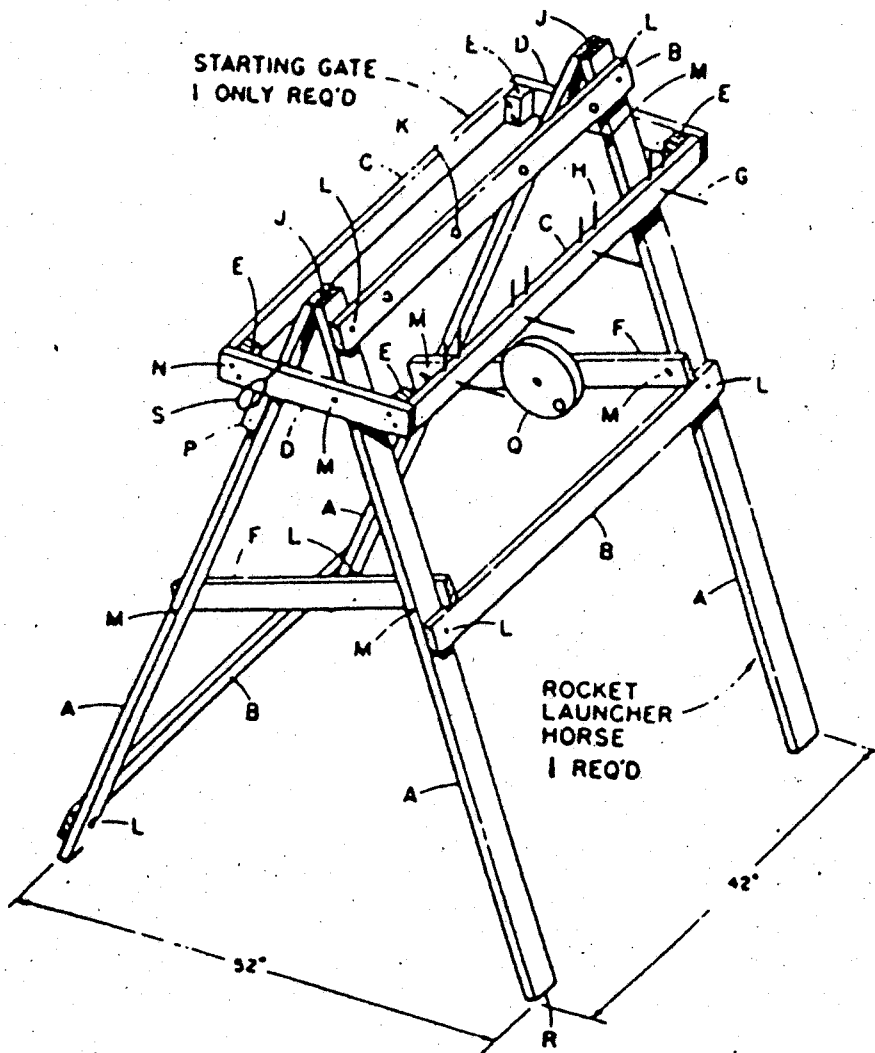


FIGURE A

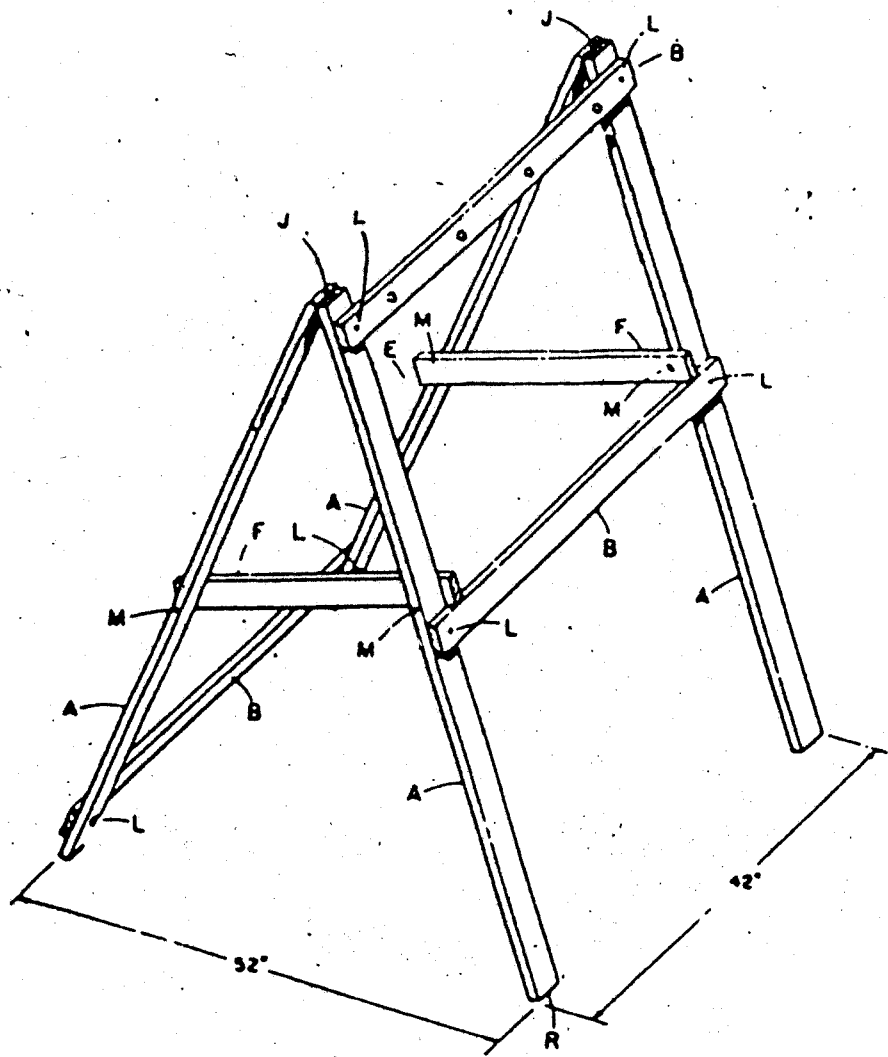


FIGURE B

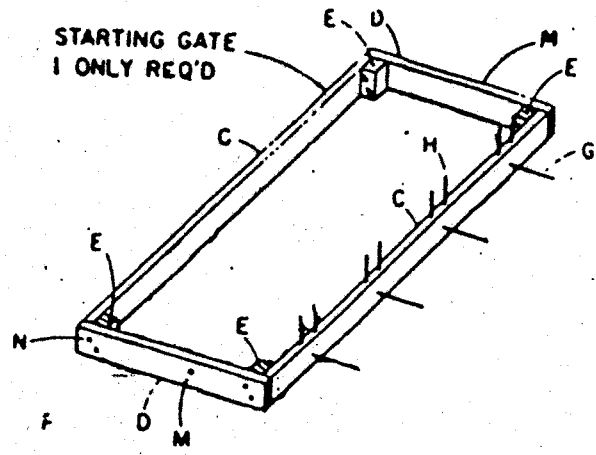


FIGURE C

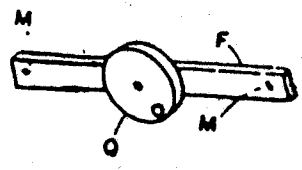


FIGURE D

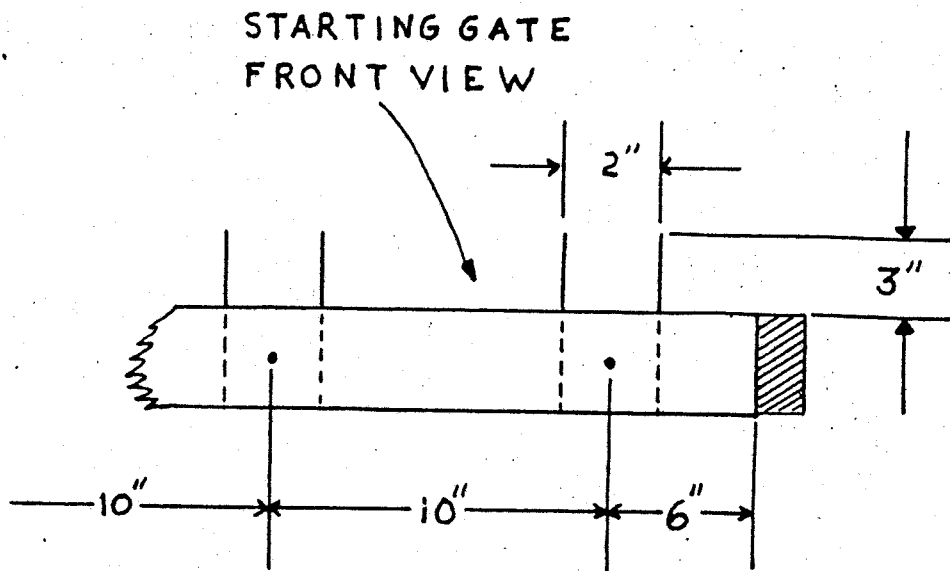


FIGURE E

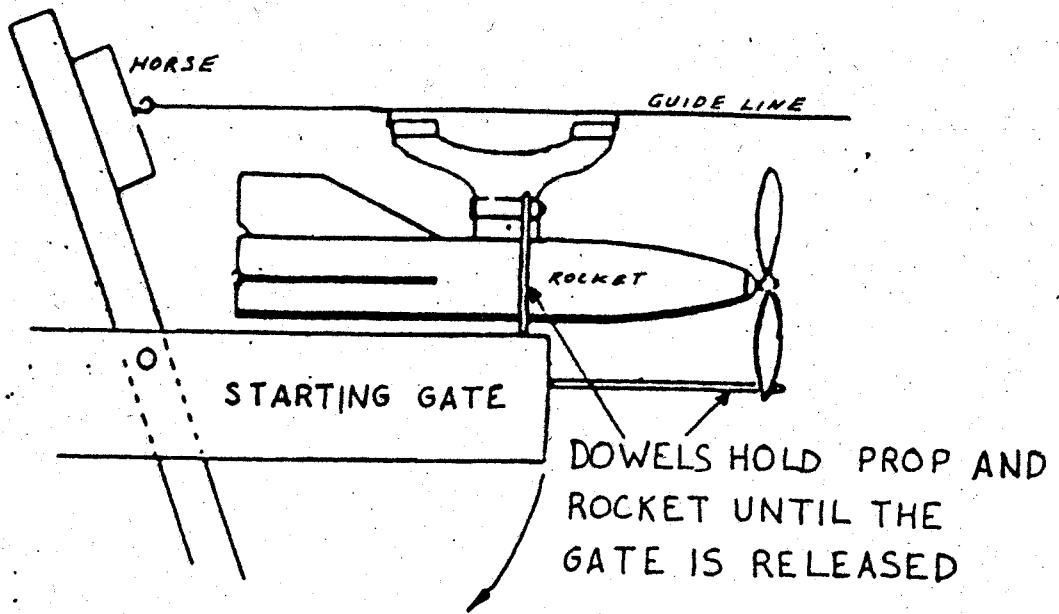


FIGURE F

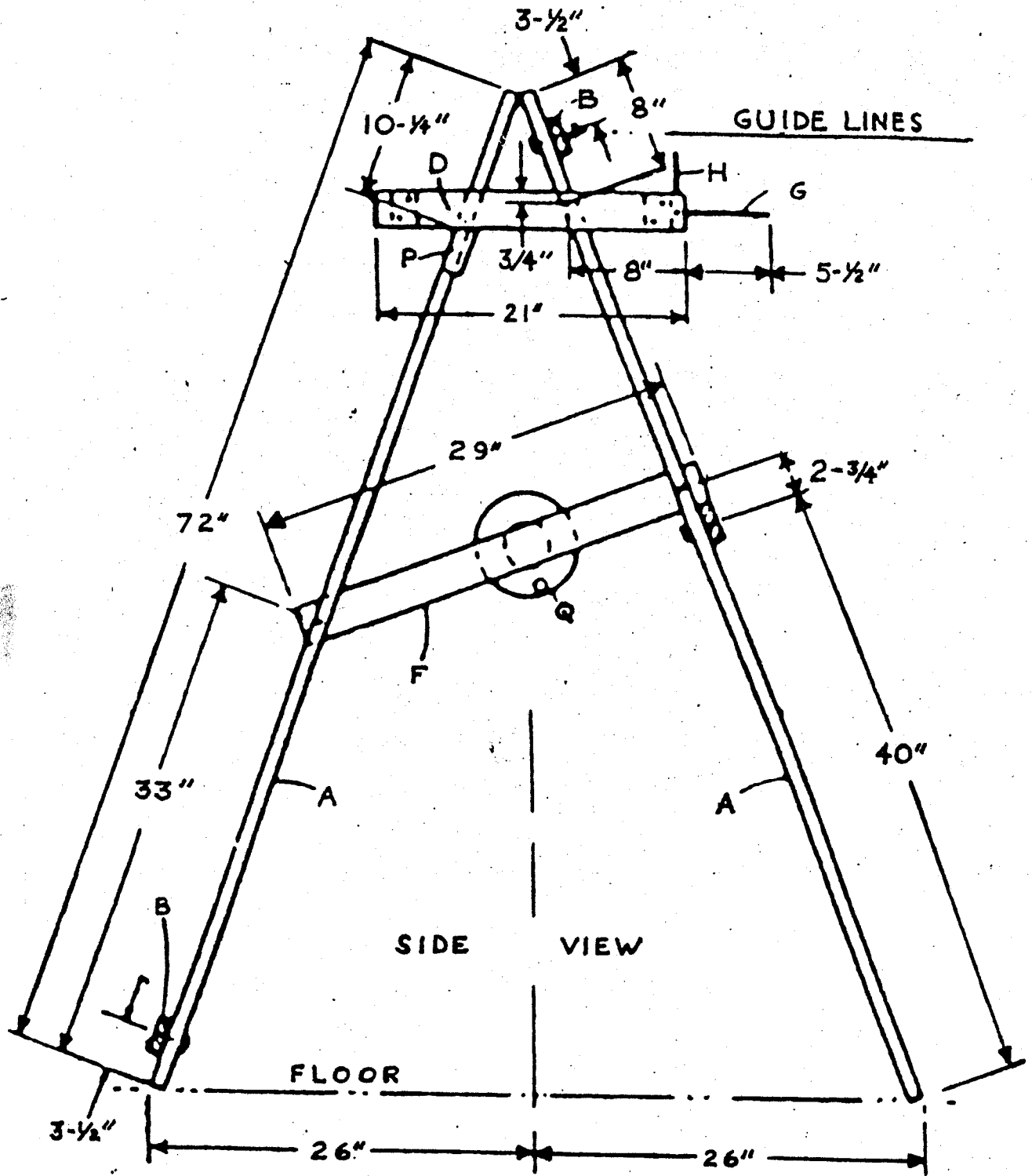


FIGURE G

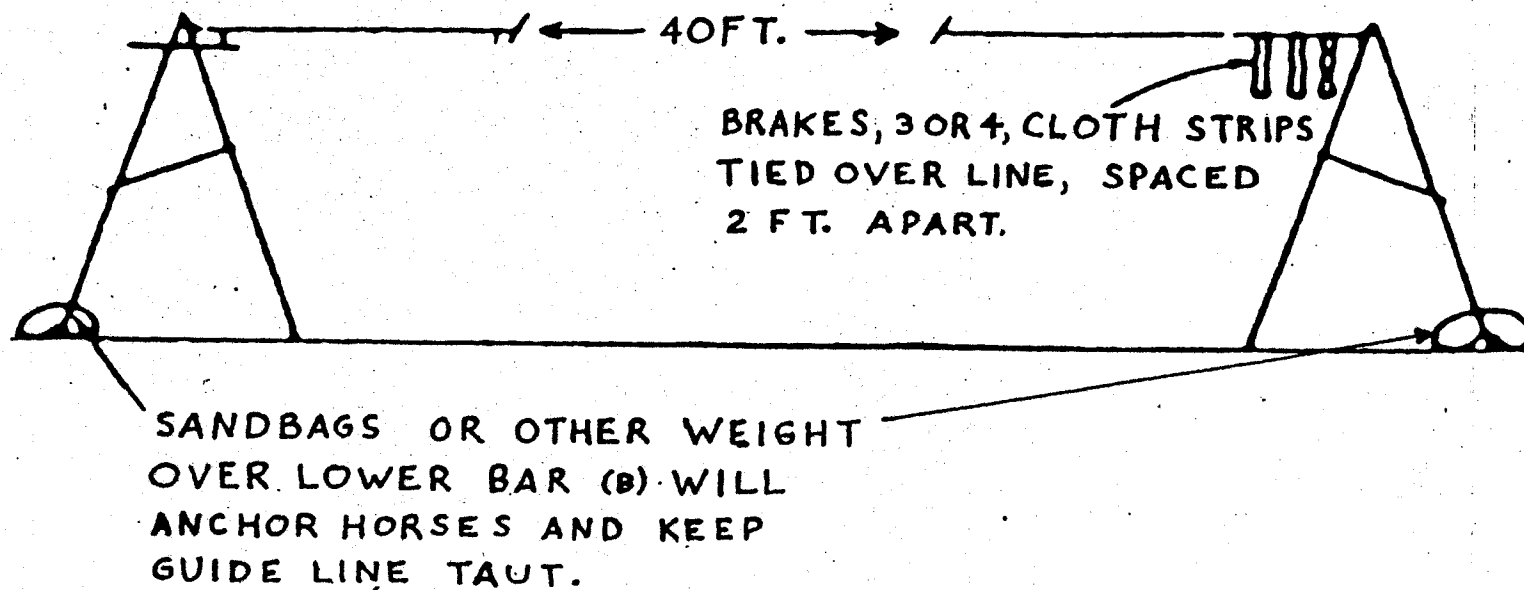
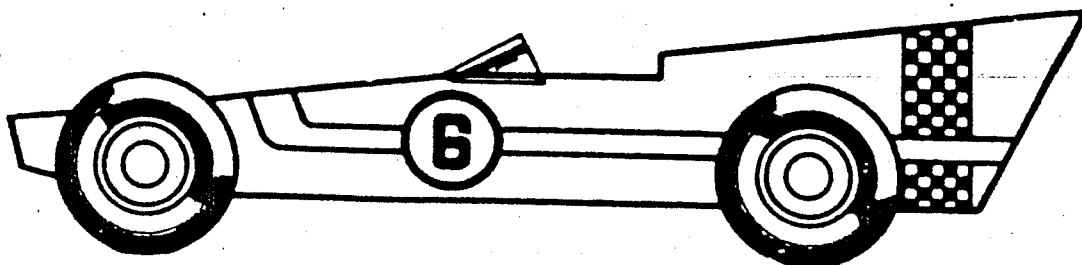
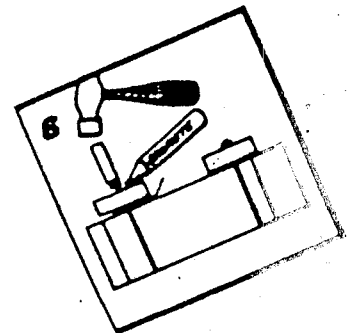
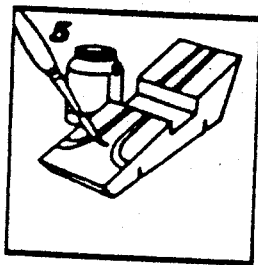
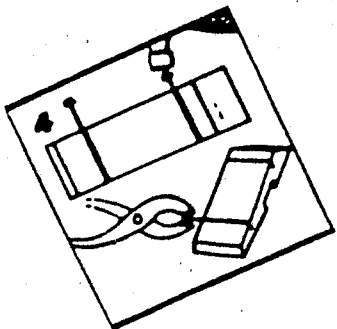
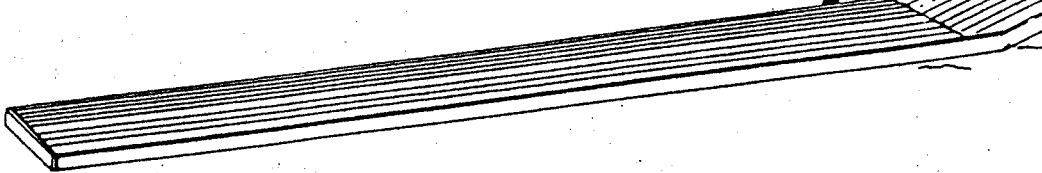
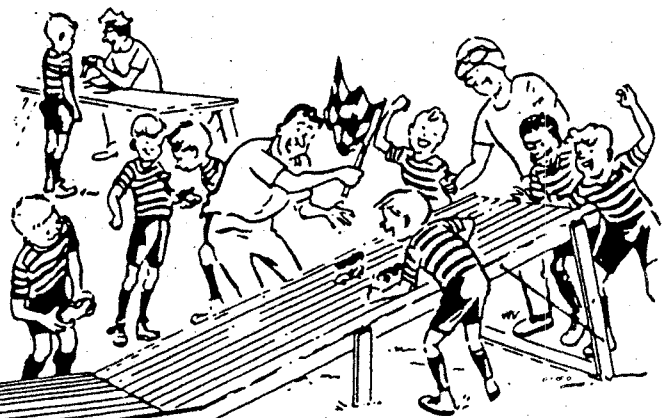
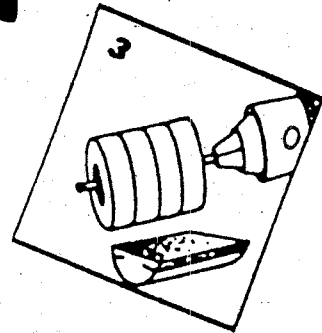
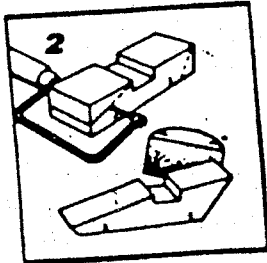
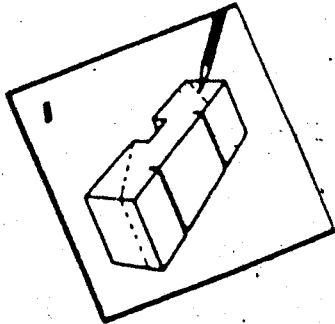


FIGURE H

ROCKET LAUNCHER AND RECEIVER PARTS LIST

<u>PART</u>	<u>QTY.</u>	<u>DESCRIPTION</u>
A	8	5/4" X 3" X 72" Spruce Bridging
B	6	5/4" X 3" X 42" Spruce Bridging
C	2	5/4" X 3" X 42-1/4" FOR STARTING GATE ONLY
D	2	5/4" X 3" X 21" FOR STARTING GATE ONLY
E	4	2" X 2" X 3" FOR STARTING GATE ONLY
F	4	5/4" X 3" X 29"
G	4	1/4" Dia. X 6" Dowel FOR STARTING GATE ONLY
H	8	1/4" Dia. X 4" Dowel FOR STARTING GATE ONLY
J	4	1" X 3" Hinge with Screws
K	8	No. 3 Screweye (1" Dia.)
L	12	1/4" X 3" Carriage Bolts, Wing Nuts and Flat Washers
M	6	1/4" X 4-1/2" Carriage Bolts, Wing Nuts and Flat Washers FOR STARTING GATE ONLY
M	4	1/4" X 4-1/2" Carriage Bolts, Wing Nuts and Flat Washers FOR RECEIVING GATE ONLY
N	1	1/4" X 3-1/2" Carriage Bolt, Wing Nut and Flat Washer FOR REEL.
P	2	1" X 2" Rest for Starting Gate
Q	1	Reel consisting of 2 plywood discs 1/4" X 7" Dia. ; 2 plywood discs 1/4" X 1-1/4" Dia. asspacers 1 drawer pull
R	8	Rubber chair leg tips (optional)
S	1	Gate Stop Pins (Coat hanger wire)

PINEWOOD DERBY



PINEWOOD DERBY TIPS

1. If possible, enlarge the instruction sheet that comes with each kit using a copier that enlarges. Distribute the enlarged copies.
2. Hand out Pinewood Derby Kits #1622 at the Pack meeting prior to the meeting at which the Derby will be run. Under normal circumstances this will give the Scouts approximately one month to build the racers.
3. Point out to the adults and the Scouts that every part necessary to make the racer is in the kit.
4. Official Pinewood rules dictate that only the nails provided can be used as axles; the width of the body must be a minimum of 1-3/4"; overall width shall not exceed 2-3/4"; overall length shall not exceed 7"; weight shall not exceed 5 oz.
5. Official Pinewood Derby rules dictate that no wheel bearings, washers, bushings, or full axles may be used.
6. Official Pinewood Derby rules dictate that no loose materials of any kind are permitted on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body.
7. There should be trophies (or prizes) for 1st, 2nd, and 3rd fastest cars.
8. It is suggested that there be a judging and prizes for construction of the cars. Suggested categories are : Best Workmanship, Most Original, Funniest. If #7 and #8 are implemented the Pinewood Derby Competition seems fairer to the whole Pack.
9. An area should be set aside for judging the construction of the cars such as a table with a grid marked with masking tape. The cars are placed in their spaces on the grid. The grid spaces should be large enough so as to avoid the racers making contact with each other and thus minimizing the possibility of damage or breakage.
11. Disregard of the official rules is reason for disqualification from the race. Some adults think their "better idea" allows them to make exceptions to the rules. Remember, the Scouts are supposed to learn good sportsmanship and have fun doing it.
12. Those cars that have been disqualified should be allowed to run the track in a special classification but should not be eligible for prizes.
13. CONSTRUCTION TIP : If the nails that are used for axles fit too loosely in the hole, you may use glue to hold the nails in place but be careful not to glue the wheels.

14. Run the heats taking the 1st and 2nd place from each heat. Mix the 1st and 2nd place cars together in elimination heats. The final heat should consist of all the 1st place cars and the three fastest taken from the last heat. Remember to keep the racing to a minimum or the Pinewood Derby can go on for hours.
15. Keep three judges at the bottom of the track to determine winners.
16. Rope off the area around the track to minimize interference with the race.
17. Use 1 adult as the starter.
18. Complete construction plans for a Pinewood Derby track are in the Cub Scout Activity Book.

YEAR-ROUND PACK ACTIVITIES

This section includes a number of special pack events that can be run at any time of the year and have, over many years, proved their popularity. You will want to consider them when you are seeking a substitute for one of the recommended monthly themes or as just an extra added attraction for your pack. Many packs, for example, have a pinewood derby or space derby every year as an added fill-in to their program, whether or not it fits into a theme.

PINEWOOD DERBY

The pinewood derby is probably the most universally popular and successful family project in Cub Scouting. Like all success stories, the pinewood derby requires planning and work by the pack committee and other parents, but its value in fun and close family relationships has been proved over many years. A pinewood derby can also be conducted successfully as a district or council activity.

Pinewood derby cars are simply small models of specified dimensions, created and carved by boys, under the guidance of parents, and raced by the Cub Scouts. They are gravity powered and run down a regulation track.

The derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of each lane guides the cars.

DERBY ORGANIZATION

1. Appoint a committee to be in charge.
2. The committee sets rules and informs each boy and his parents prior to the event.
3. Stick to the rules to avoid controversy.
4. Make the rules simple, yet cover all situations that might come up, always keeping the boy foremost in mind. Make sure it's boy, not parent, competition.

DERBY SUPPLIES

A special Pinewood Derby Kit, No. 1623, for making eight racers is available from your Scout distributor. The individual Pinewood Derby Kit, No. 1622, can be purchased if you need extra cars. Extra wheels, No. 1623A, are also available.

Use the Pinewood Derby Mold, No. 1624, to make your own awards. Blue Pinewood Derby ribbons, No. 7708, Trophy, No. 1687, and Deluxe Trophy, No. 5749, are also available.

To save money, purchase Pinewood Derby Kit No. 1623. Separate each into eight individual envelopes to sell or give to dads at the pack meeting preceding your pinewood derby. Assign a committee to do this.

PLANS AND LAYOUT

Weighing and Inspection Team. Assign parents to each inspection table to do the following:

- Weigh cars (5-ounce or 140-gram limit), using a small scale.
- Make a jig of cardboard or wood to check overall dimensions.
- Mark numbers on bottom of cars. Use a separate series of numbers at each table.

Registration Team. Recruit parents to:

- Enter car numbers and names of entries on a preliminary heat sheet.
- Enter names of heat winners on semifinal sheets.
- Get winning car and take to semifinal table.

Track Operations Team. Recruit parents to act as:

- Starters—two with green flags or armbands.
- Judges—two with checkered flags.
- Gatekeepers—two to line up boys.

Jack-of-All-Trades. Ask unassigned parents to do these jobs:

- Set up signs and tables for awards.
- Make a large sign to hang above awards platform.
- Provide ribbons for winners of preliminary heats, red and green plaques for semifinalists, and Cub Scout knives and a gold plaque or a blue plaque as a souvenir for final winners.

Prepare Opening Ceremony. This committee should plan for a snappy opening. They should provide ribbon and scissors for the ceremony, set up an awards platform for presenting awards, establish crowd control, and string rope pennants for decorations.

INSTRUCTIONS FOR DERBY

Announce all rules the preceding months before the pinewood derby and then stick to the rules!

1. Each Cub Scout enters at an inspection-weighing table to have his car checked and numbered.

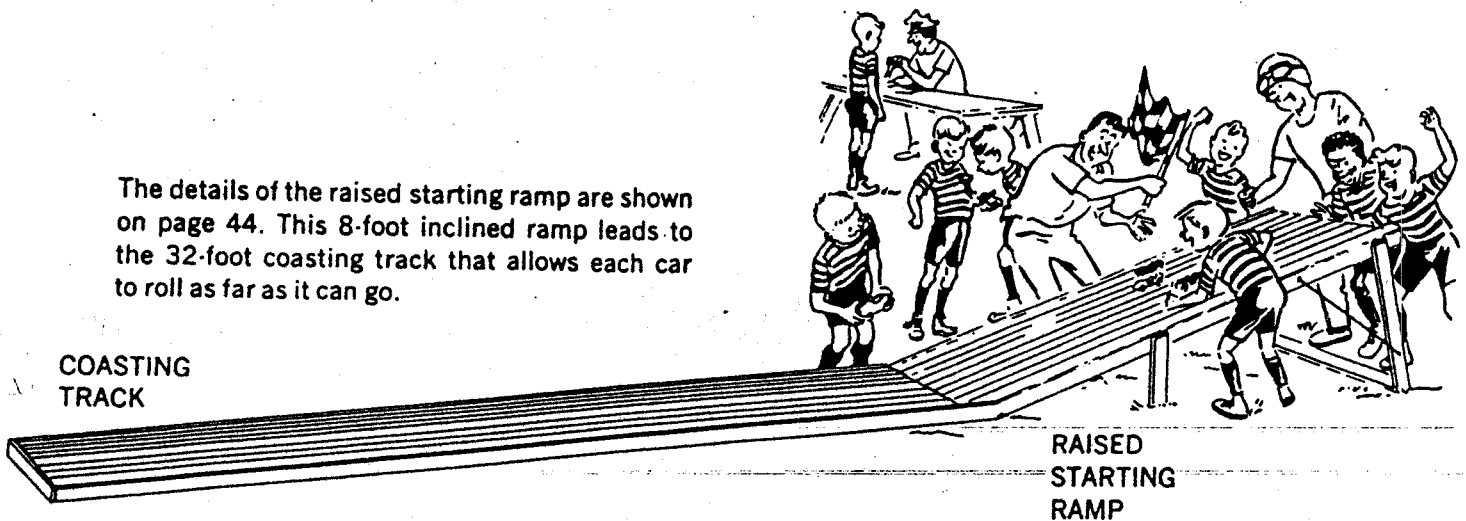
2. He goes to the registration table where his name and car are entered on the heat schedule.
3. Contestants report to gatekeeper who lines them up in order.
4. As his name is called by announcer, each Cub Scout enters through the gate.
5. He places his car on track, goes to the front of the semifinal table, and kneels to watch finish.
6. After the official has handed his car to the semifinal registrar, each heat winner takes his car to the awards platform. After receiving his ribbon, he goes to the winners' area to await next heat.
7. Losers of each heat take their cars to the head of the track to place them for the second running which will determine the second place car for that heat. In all following heats make sure first- and second-place winners compete.
8. After first- and second-place winners have been selected in each preliminary heat; run as many quarter-final and semifinal heats as are needed to determine contestants for the final heat. The number of cars in the final heat will be equal to or smaller than the number of tracks in your ramp.

9. Conduct one final heat to determine the champion. Run remaining cars to decide runner-up. The other cars will be automatically eliminated. Make sure they are applauded for their efforts.
10. Recognize winners, award prizes, take pictures, and give the story to your newspaper.

TIPS FOR DERBY RACERS

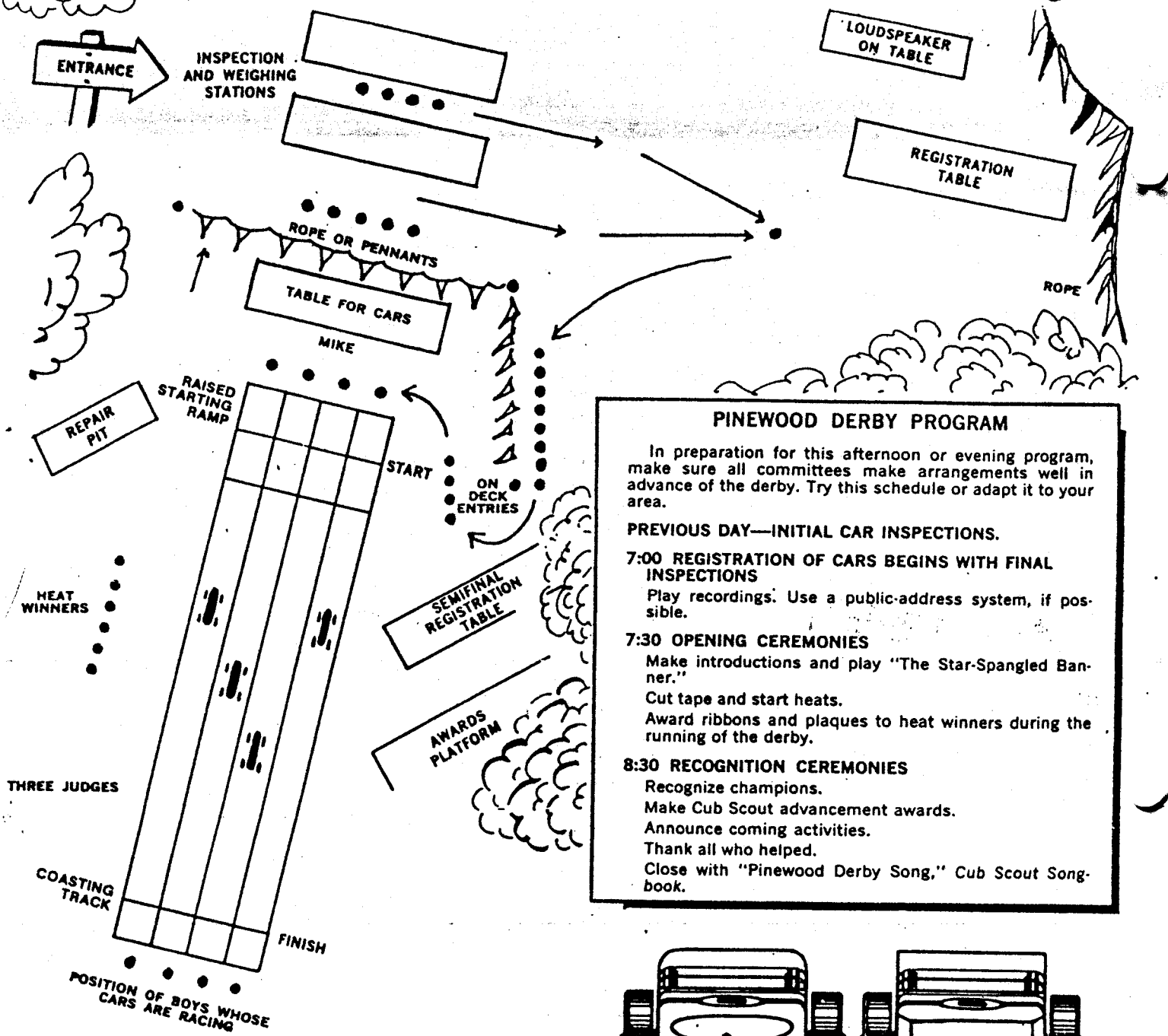
- Only the wheels and nails that come with the kit are permissible.
- Wheel bearings, washers, and bushings are not permitted.
- Use Elmer's Glue or model airplane cement to hold pin axle in body.
- No "wafering" of the wheels.
- No oil, grease, or silicone spray should be used on axles or wheels. Only powdered graphite is permissible.
- Width—overall body width not to exceed 2 3/4".
- Length—overall body length not to exceed 7".
- Weight—not to exceed 5 oz. (140 g.)
- No loose materials of any kind permitted in the car.
- Remove mold projections on wheel treads by sanding lightly.

The details of the raised starting ramp are shown on page 44. This 8-foot inclined ramp leads to the 32-foot coasting track that allows each car to roll as far as it can go.



COASTING
TRACK

RAISED
STARTING
RAMP



PINEWOOD DERBY PROGRAM

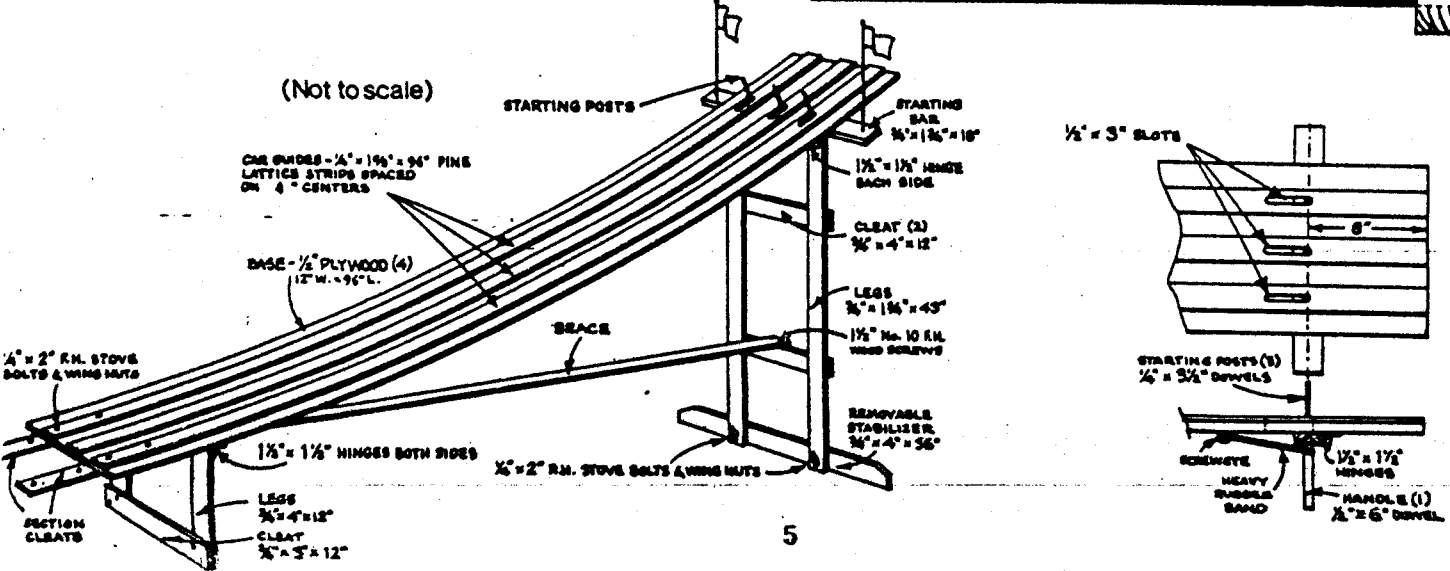
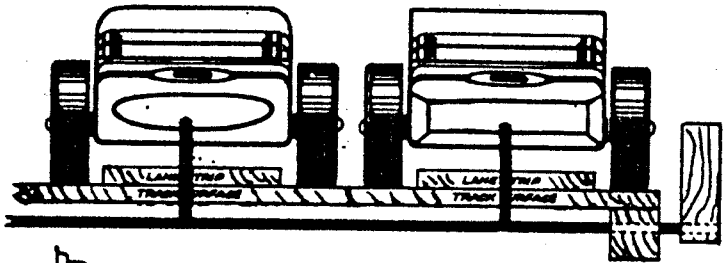
In preparation for this afternoon or evening program, make sure all committees make arrangements well in advance of the derby. Try this schedule or adapt it to your area.

PREVIOUS DAY—INITIAL CAR INSPECTIONS.

7:00 REGISTRATION OF CARS BEGINS WITH FINAL INSPECTIONS
 Play recordings. Use a public-address system, if possible.

7:30 OPENING CEREMONIES
 Make introductions and play "The Star-Spangled Banner."
 Cut tape and start heats.
 Award ribbons and plaques to heat winners during the running of the derby.

8:30 RECOGNITION CEREMONIES
 Recognize champions.
 Make Cub Scout advancement awards.
 Announce coming activities.
 Thank all who helped.
 Close with "Pinewood Derby Song," Cub Scout Song-book.



**A CUB SCOUT
PARENT PROJECT**

OFFICIAL GRAND PRIX PINEWOOD DERBY KIT®

The Pinewood Derby is open to all Cub Scouts. The entrant is to have the satisfaction of building his own car from the materials in the kit. Guidance and minimal assistance should be given. Because it is difficult to establish how much help was given, some Packs have separate Pinewood competition for adults.

RACING SPECIFICATIONS:

- 1 **Width:** Overall width shall not exceed 2 1/4"
- 2 **Length:** Overall length shall not exceed 7"
- 3 **Weight:** Weight shall not exceed 5 ounces. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body.
- 4 **Wheel Bearings:** Washers and Bushings are prohibited.

- 5 **Springing:** The car shall not ride on any type springs.
- 6 **Details:** Details such as Steering Wheel, Driver, Decals, Painting, Interior Detail are permissible as long as these details do not exceed the maximum length, width and weight specifications.
- 7 **Attachments:** The car must be free-wheeling with no starting devices.
- 8 **Inspection:** Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors have the right to disqualify those cars which do not meet these specifications.

BUILDING INSTRUCTIONS (See Illustrations)

1. **DESIGNING CAR BODY.** Choose your favorite design, then mark the block accordingly. (See Figure 1).
2. **SHAPING CAR BODY.** If you use a design similar to the one shown on plan, most of the cutting can be done with a saw, then finished with sandpaper. (See Figure 2). Any detail such as fins, scoops, etc., should be added now. If more weight is needed, it should be built into the car at this time. *Note: If the car design you choose has a narrow body, make sure the area where the axles are inserted into the body remains 1/4" wide or wheels will not fit over the guide strips.*
3. **REMOVE SEAM FROM WHEELS.** Using an electric or hand drill, slide one set of four wheels over a six penny finish nail, then insert this unit into the drill chuck. Make sure the chuck is tight. With a piece of fine sandpaper glued to a flat block, lightly sand all wheels while they spin. (See Figure 3). Do not sand the wheels too thin or they may crack, if car is dropped. Extra wheels available from your Scout dealer—Catalog #1623-A.

4. **INSERT AXLES INTO BODY BLOCK.** Lay car body on side and gently drive axles only into the grooves to within 1/8" of the head. (See Figure 4). Axles should fit tight. With a pair of pliers remove axles by pulling and turning gradually. Repeat on other side of car.
5. **PAINTING.** (See Figure 5). Apply several coats of sanding sealer. Then sand entire car with a fine grade sandpaper. Give model at least two coats of fast-drying paint—your choice of color. When paint is completely dry, sand with fine sandpaper. Apply a thin final coat of paint and allow to dry thoroughly. Finish-rub entire car, using a rubbing compound similar to Simoniz Cleaner. Details such as steering wheel, windshield, driver racing numbers, etc., should be added now. For a super finish, apply a coat of auto polish and rub to a high gloss.
6. **INSTALL WHEELS AND AXLES.** Pre-lubricate axle where wheel rotates—just below axle head. Use a dry powdered graphite. Do not use regular oil or silicone spray, since it may soften the plastic. Slide wheels over axles, then gently tap them into the car body grooves. Within a 1/4" dowel or similar object, drive the axles to within 1/32" of car body. Make sure wheels turn freely. (See Figure 6).

HINTS

If new cars are used on old tracks, elevate the center section of the track about 6" from the floor. This will eliminate any possibility of car rubbing on guide strips. Finished cars should be handled carefully. Observance of this caution will help keep your car running straight and fast.

Derby Committee will determine rules and procedures to be followed and share these with all participating families, allowing ample time before racing date. Consideration should be given to the fact that several official specifications have been used over the past years. See "Pinewood Derby" in the Cub Scout Activities Book #3837.

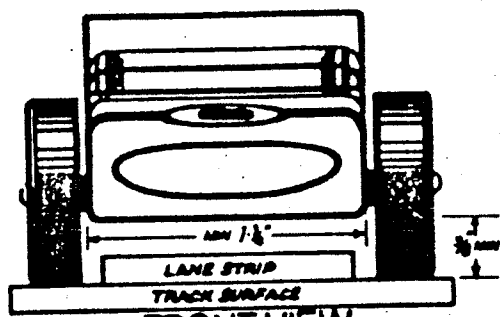
For Track Plan see Cub Scout Activity Book. The construction of a Pinewood Derby Track is designed so that cars are kept in lanes by a guide strip. It is important that cars have a 1/8" minimum space between the bottom of the car and guide to eliminate any drag. Putting the kit together is easy, but a winning car takes planning and patience. If in doubt, read instructions again before proceeding.

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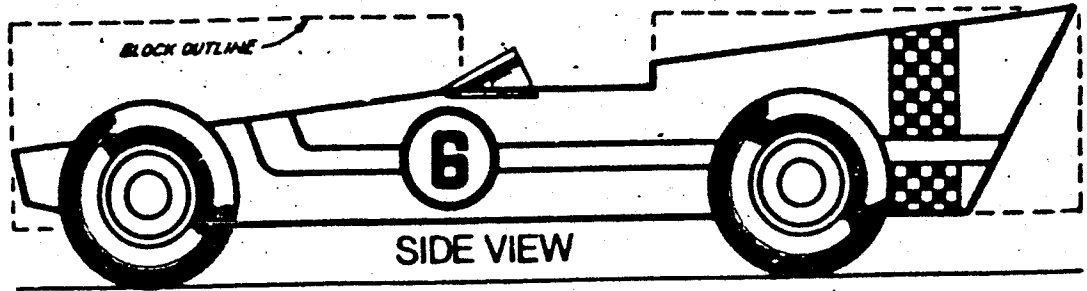
KIT NO. 1622

GRAND PRIX DERBY PLAN

77



FRONT VIEW

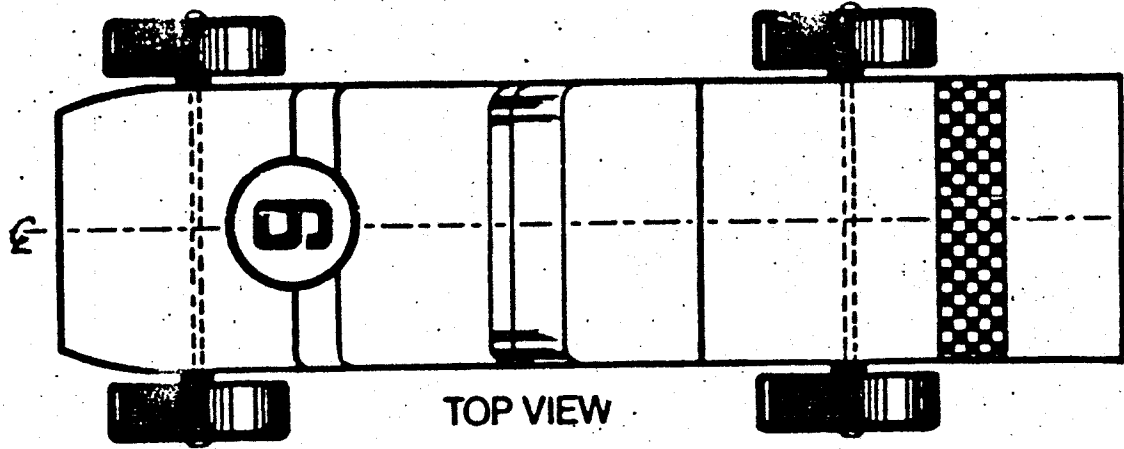


SIDE VIEW

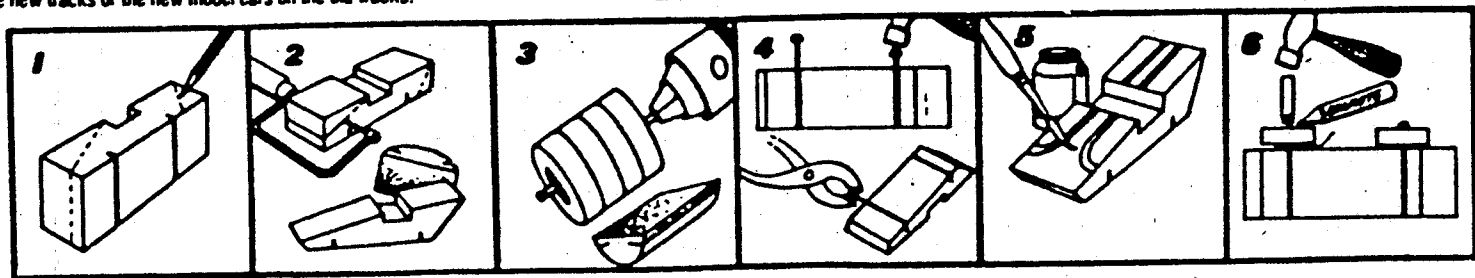
In order to simplify the construction of a Pinewood Derby Grand Prix car we have made four minor changes, as follows:

- 1 Suggested wedge-type car plan. Easy to shape with a hand saw, even if block is on the heavy side. Less additional weight necessary to conform to 5 oz. maximum specification. Note: This suggested plan should not restrict your selection of a design of your own choice. Just remember to maintain the 1 1/4" width where the metal axle is inserted.
- 2 Elimination of wood axle support. Groove now cut directly into block.
- 3 New plated pin for wheel axle.
- 4 Increase spacing between guide strips from 3 1/2" centers to 4" centers.

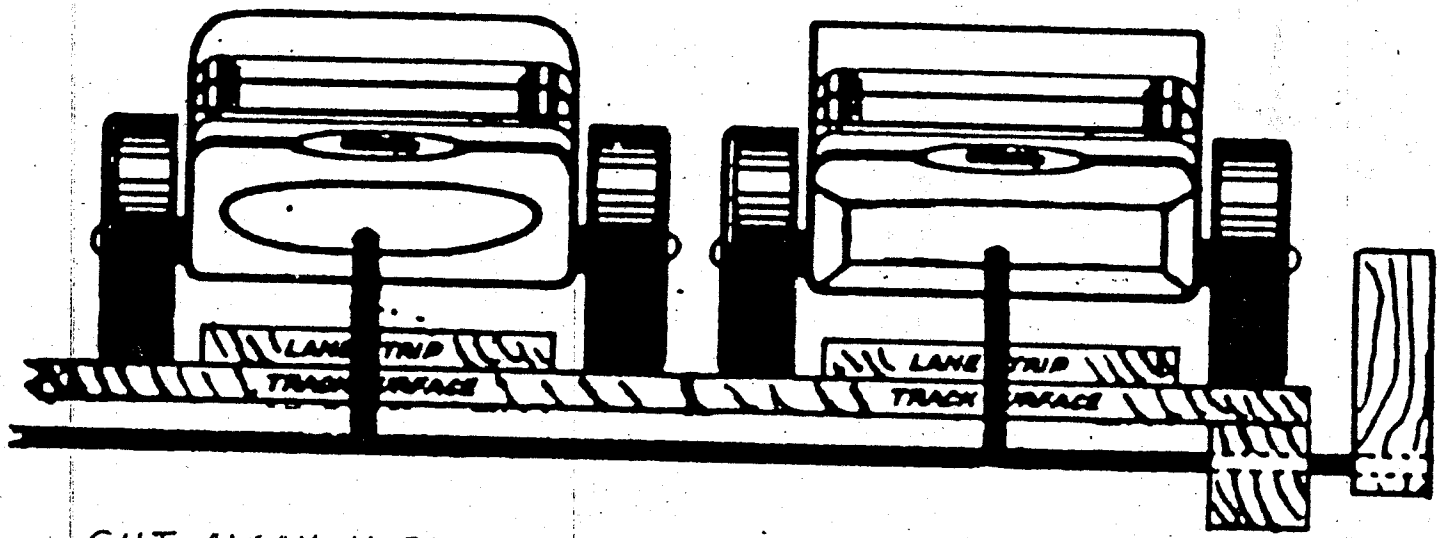
With these changes you can continue to race old model cars on the new tracks or the new model cars on the old tracks.



TOP VIEW

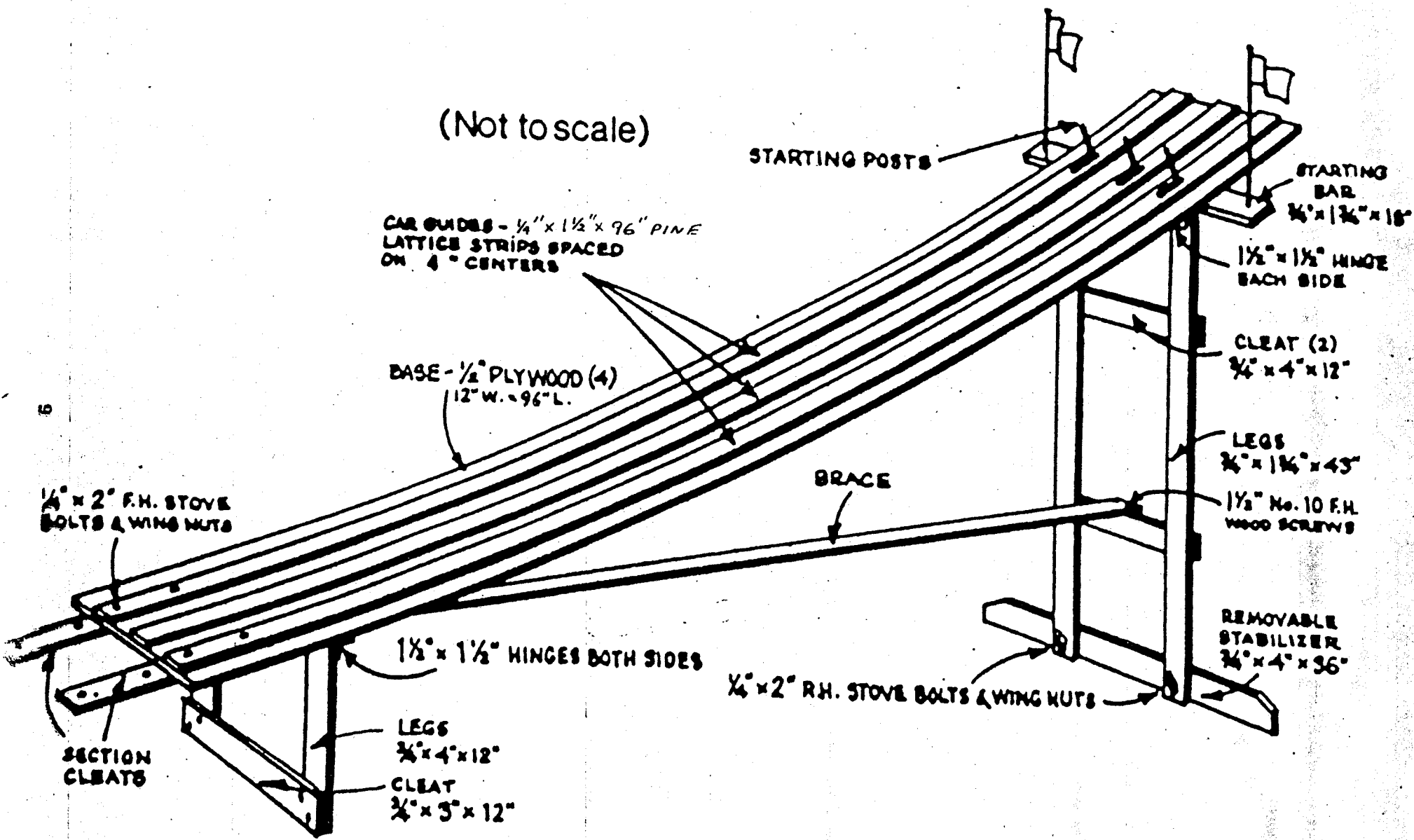


CONTAINS FUNCTIONAL SHARP POINTS



CUT AWAY VIEW OF STARTING GATE

(Not to scale)



STARTING POSTS

STARTING BAR
 $\frac{3}{4}$ " x $1\frac{1}{2}$ " x 18"

CAR GUIDES - $\frac{1}{4}$ " x $1\frac{1}{2}$ " x 96" PINE
LATTICE STRIPS SPACED
ON 4" CENTERS

$1\frac{1}{2}$ " x $1\frac{1}{2}$ " HINGE
EACH SIDE

BASE - $\frac{1}{2}$ " PLYWOOD (4)
12" W. x 96" L.

CLEAT (2)
 $\frac{3}{4}$ " x 4" x 12"

$\frac{1}{4}$ " x 2" F.H. STOVE
BOLTS & WING NUTS

BRACE

LEGGS
 $\frac{3}{4}$ " x $1\frac{1}{2}$ " x 45"
 $1\frac{1}{2}$ " No. 10 F.H.
WOOD SCREWS

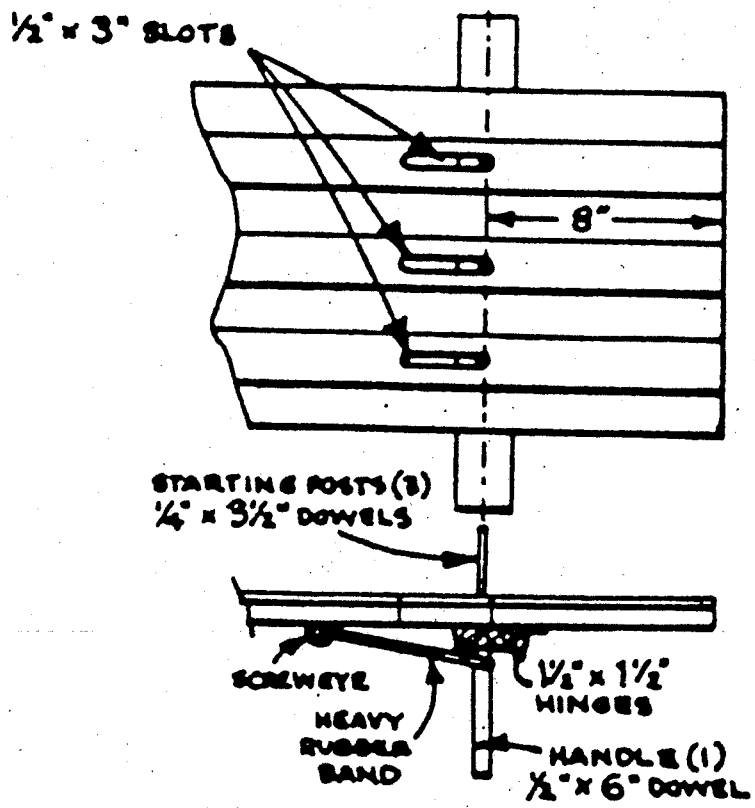
$1\frac{1}{2}$ " x $1\frac{1}{2}$ " HINGES BOTH SIDES

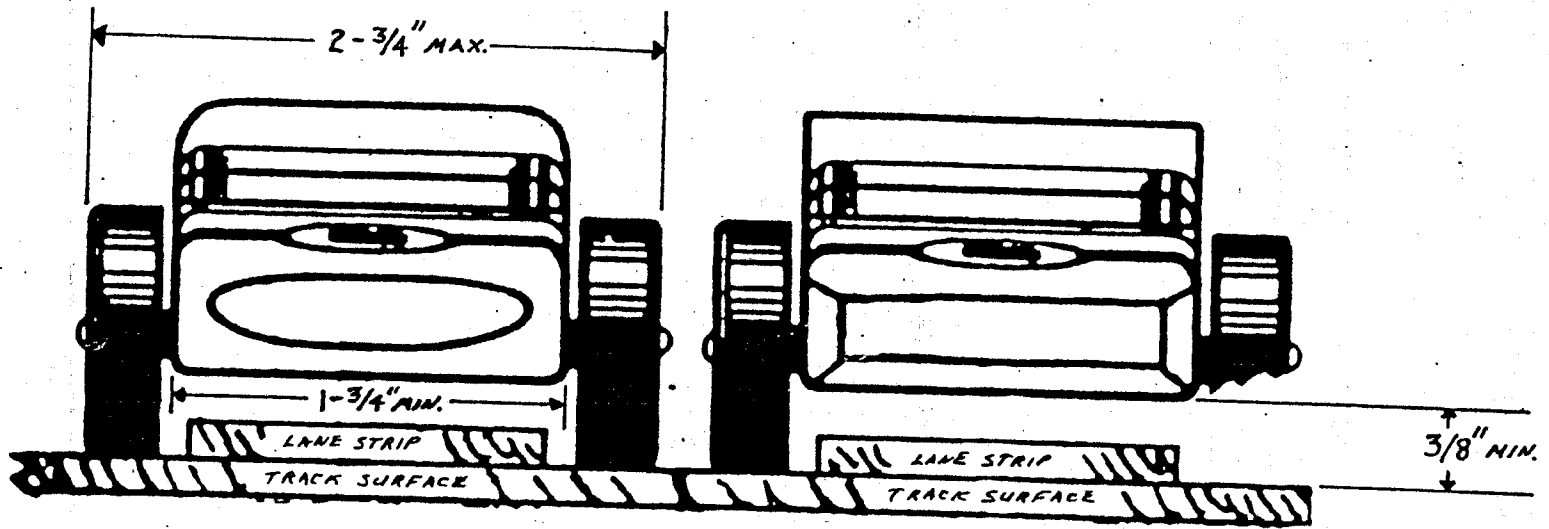
$\frac{1}{4}$ " x 2" R.H. STOVE BOLTS & WING NUTS

REMOVABLE
STABILIZER
 $\frac{3}{4}$ " x 4" x 36"

SECTION
CLEATS

LEGGS
 $\frac{3}{4}$ " x 4" x 12"
CLEAT
 $\frac{3}{4}$ " x 3" x 12"





LANE STRIP $\frac{1}{4}$ " X $1\frac{1}{2}$ "

Welcome!

POW-WOW REGISTRATION

NOVEMBER 5TH SCHEDULE CARD

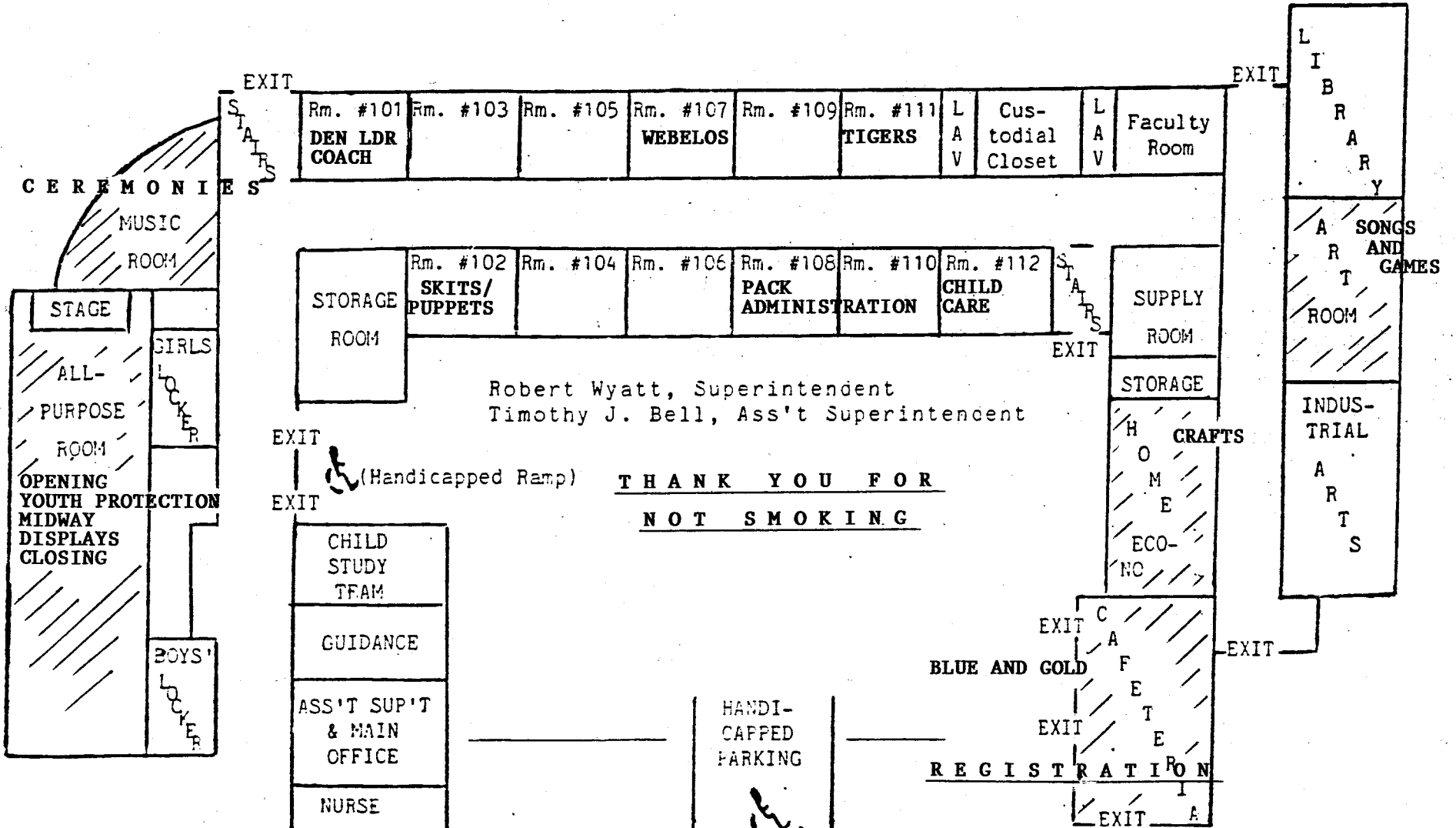
1 9 8 8

NAME <u>Diane Mastalski</u>	PACK <u>54</u>
POSITION <u>Den Leader</u>	DISTRICT _____
8:15-8:50	Registration/Midway/Displays
9:00-9:15	Opening (all purpose room)
9:15-10:00	Youth Protection
10:00-10:20	Midway/Displays
10:30-11:20	Tigers/Songs & Games/Skits & Puppets
10:30-12:20	Administration/Crafts/Webelos/Ceremonies
12:30- 1:45	Blue & Gold (cafeteria)
2:00- 2:50	Songs & Games/Skits & Puppets
3:00- 3:50	Administration/Webelos/Ceremonies
2:00- 4:30	Den Leader Coach
4:00- 4:30	Midway/Displays
4:40- 5:00	Closing (all purpose Room)
CAFETERIA	REGISTRATION
MUSIC ROOM	CEREMONIES (AM) (PM)
ROOM 101	DEN LEADER COACH (PM)
ROOM 102	SKITS & PUPPETS (AM) (PM)
ROOM 107	WEBELOS (AM) (PM)
ROOM 108	PACK ADMINISTRATION (AM) (PM)
ROOM 111	TIGERS (AM)
ROOM 112	CHILD CARE
HOME ECONO	CRAFTS (AM)
ART ROOM	SONGS & GAMES (AM) (PM)
CAFETERIA	REGISTRATION/BLUE AND GOLD

FLOOR PLAN

STAIRS	Rm. #201	Rm. #203	Rm. #205	Rm. #207	Rm. #209	Rm. #211	L A V	Cus- todial Closet	L A V
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Rm. #200	Rm. #202	Rm. #204	Rm. #206	Rm. #208	Rm. #210	Rm. #212	STAIRS
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CEREMONIES

MUSIC ROOM

STAGE

ALL-PURPOSE ROOM

OPENING YOUTH PROTECTION MIDWAY DISPLAYS CLOSING

GIRLS

BOYS

STORAGE ROOM

Rm. #102 SKITS/PUPPETS

Rm. #104

Rm. #106

Rm. #108 PACK ADMINISTRATION

Rm. #110 Rm. #112 CHILD CARE

SUPPLY ROOM

STORAGE

HOME ECONOMICS CRAFTS

INDUSTRIAL ARTS

LIBRARY

SONGS AND GAMES ROOM

EXIT

EXIT

CHILD STUDY TEAM

GUIDANCE

ASS'T SUP'T & MAIN OFFICE

NURSE

Robert Wyatt, Superintendent
Timothy J. Bell, Ass't Superintendent

(Handicapped Ramp)

THANK YOU FOR NOT SMOKING

HANDICAPPED PARKING

BLUE AND GOLD

REGISTRATION

EXIT

EXIT

EXIT

EXIT

EXIT

EXIT