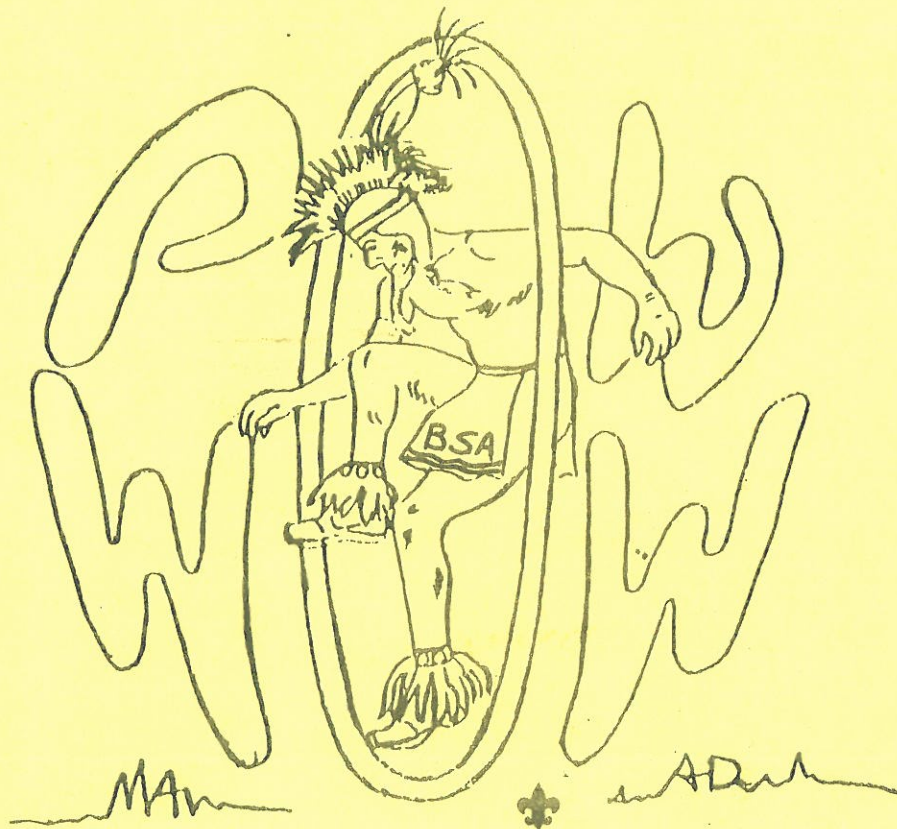


1988



CHIPPEWA VALLEY
Boy Scouts of America



WELCOME to POW WOW-1988

THIS IS AN EXCITING DAY!

Sessions have been selected to aid you in preparation and planning of your units' and dens' activities. Our goal is to supplement your basic training and to provide an opportunity for interaction with others involved with our youth in providing quality programs.

We thank the staff for serving on the 1988 POW WOW team. We appreciate their preparation and presentations to serve you as leaders in Cub Scouting.

Do enjoy your day. Thank-you for coming.

In Scouting,

Alva Davidson
Margaret Almquist

Co-chairpersons

PROGRAM PLANNING



CHIPPEWA VALLEY
Boy Scouts of America

FAST START

SO YOU'RE A NEW DEN LEADER!



Congratulations! Welcome to the challenges and opportunities, joys and satisfactions that will be yours as a den leader, guiding and influencing the lives of boys. By making the commitment to serve as a leader, you have joined the ranks of more than 500,000 adult leaders in 52,000 packs around the country who are giving time, ability, enthusiasm, and energy to build a better future for our nation. As you give leadership in Cub Scouting you help enrich the lives of boys and make a difference in the kind of men they will become. An exciting and rewarding experience lies ahead of you.

This leaflet is designed to help you get started as a successful leader. A multitude of resources are available for your use. There are many people who are interested in helping you be successful in your job, and training opportunities are provided so that you may continue to grow in effective leadership. So good luck, and welcome to the wonderful world of Cub Scouting!

WHAT IS CUB SCOUTING?

The purpose of the Boy Scouts of America, as incorporated on February 8, 1910, and chartered by Congress in 1916, is to provide for boys and young adults an effective educational program designed to build desirable qualities of moral strength and character, to train in the responsibilities of participating citizenship, and to develop physical, mental, and emotional fitness.

Since 1930, younger boys have had the opportunity to be Cub Scouts in a year-round, home-centered program that helps to strengthen the family. Cub Scouting is the largest of the BSA's three divisions (the others are Boy Scouting and Exploring).

PURPOSE OF CUB SCOUTING

Cub Scouting is for boys who have completed second grade and are 7 through 10 years of age. Parents, leaders, and organizations work together to achieve the following:

- Influencing the development of character and encouraging spiritual growth.
- Developing habits and attitudes of good citizenship.
- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.

- Strengthening the ability to get along with other boys and respect other people.
- Fostering a sense of personal achievement by developing new interests and skills.
- Showing how to be helpful and do one's best.
- Providing fun and exciting new things to do.
- Preparing them to become Boy Scouts.

THE CUB SCOUT PROGRAM

Like other phases of the Scouting program, Cub Scouting is made available to groups having similar interests and goals. "Sponsors" include professional organizations, government bodies, and religious, educational, civic, business, labor, and citizens' groups. These "sponsors" are called chartered organizations, since they are chartered by the Boy Scouts of America to use the Scouting program. Some chartered organizations use the a whole Scouting family (Cub Scout pack, Boy Scout troop, Varsity Scout team, Explorer post). Each organization appoints one of its members as a Scouting coordinator, to be the liaison between the organization and the Scouting units and between the organization and the local Scout council. Your chartered organization, through your pack committee, is responsible for leadership, a pack meeting place, and related materials for pack activities.

Any boy who has completed the second grade and is 7 through 10 years of age may join a Cub Scout pack. He is assigned to a den, which is usually made up of Cub Scouts in the neighborhood. Den meetings are held each week under the supervision of an adult volunteer den leader; often the mother or father of one of the boys. Also helping in the den is an assistant den leader, a den chief (an older Boy Scout, Varsity Scout, or Explorer) and a denner (a boy leader elected by members of the den). Most dens have a den dad or den granddad who helps, and all parents are expected to assist when called upon to help with den activities. At den meetings the boys enjoy games, crafts, stunts, songs, and ceremonies. Dens also enjoy service projects, physical fitness activities; and field trips. Cub Scout dens (7-, 8-, and 9-year old Cub Scouts) work on projects related to a monthly theme such as "circus" or "pirates." Webelos dens (10-year-old Webelos Scouts) work on one of the 15 activity badges each month and other projects which help prepare them for Boy Scouting.

Once each month, all den families gather for a pack meeting under the direction of the Cubmaster and pack committee. The pack meeting is the climax of the month's den meetings and activities. It gives the dens something to look forward to and work toward. It gets the parents involved in activities with their sons. It is an opportunity to provide recognition for boys, parents, and leaders. And it gives the boys a chance to "show off" before their parents and the other boys, things they have learned during the month. Pack meeting activities are planned around the monthly theme and Webelos activity badge for the month. Pack meetings are fun for the whole family. (See *Cub Scout Leader Book* for more information on the pack meeting.)

Cub Scouting includes a plan of advancement in which a boy learns by doing. All boys, regardless of age, earn the Bobcat badge first, by learning the Cub Scout Promise, Law of the Pack, handshake, salute, sign, motto, and meaning of "Webelos." After he receives the Bobcat badge, the boy works on requirements based on his age. Sometimes advancement requirements are started in den meeting, then completed at home with the parents' help. Parental involvement is a vital part of the advancement plan. A Cub Scout who is 7 or 8 years old and has completed second grade works on 12 achievements to earn the Wolf badge. A boy who is 9 years old or has completed the third grade completes 12 different achievements to earn the Bear badge. After he earns the badge for his age, a boy may work on elective projects in 20 different interest areas until he is old enough to begin work on the next rank. (See *Cub Scout Leader Book* for more information on advancement.)

WEBELOS SCOUT TO BOY SCOUT

When a boy reaches age 10 or has completed the fourth grade, he transfers to a Webelos den, led by an adult male den leader, where the boy works on requirements for the Webelos badge, 15 activity badges, and the Arrow of Light Award (the highest award in Cub Scouting) which prepares him for Boy Scouting.

This system of recognition for learning new things and doing his best is a step toward self-reliance and motivates a boy to achieve.

When a boy reaches 11 years of age or completes fifth grade, he graduates from a Cub Scout pack into a Boy Scout troop. An impressive graduation ceremony is conducted jointly by the Cubmaster, Webelos den leader, and Scoutmaster at a pack meeting. One of the aims of Cub Scouting is to graduate every boy into Boy Scouting.

Conducting a successful Cub Scout pack program can be compared to the successful operation of a business. The pack committee is like the board of directors. The Cubmaster is like the president. The den leader coach is like a department head, guiding the den leaders and Webelos den leaders who, with help from den chiefs, deliver the product (Cub Scouting) to the consumers (Cub Scouts and their families).

TIGER CUBS, BSA

Tiger Cubs, BSA, is a program for 7-year-old boys (and 6-year-olds who have completed the first grade) and their adult partners. Tiger Cubs are organized into Tiger Cub groups of from four to eight boy/adult teams. Although they are affiliated with the pack, Tiger Cubs meet independently and attend only two pack meetings a year. These are the blue-and-gold banquet and their graduation into Cub Scouting, usually in May or June. Relationships between the Tiger Cub groups and the pack are the responsibility of the Tiger Cub organizer, a member of the pack committee.

SURE, I SIGNED UP ... BUT WHAT DO I DO NOW?

Now that you have registered as a den leader, you will receive *Scouting* magazine, which includes *Webelos Scout Helps* and other information to aid you as a leader. Ask your Cubmaster to furnish you a copy of the current *Webelos Scout Helps* to use until your subscription begins.

1. Obtain (or borrow temporarily) the *Cub Scout Leader Book* and begin reading it. This book describes your role as a den leader and will give information on the following items.
2. Get acquainted with your den leader coach. This leader will see that you have the information and material you need to get started off on the right foot.
3. Visit another den's meeting. This will give you a good picture of what to expect in your own den. It is best if you do this before you hold your first den meeting. Your den leader coach will help arrange the visit.
4. With the help of the den leader coach, assistant den leader, den chief, and *Cub Scout Program Helps*, plan your first month's den meetings. The key to success is the word KISMIF (keep it simple, make it fun).
5. Get acquainted with the parents of the boys in your den. Hold a get-acquainted parents' meeting. Your den leader coach will help you plan this meeting. You will be needing the parents' help, so get to know them early.
6. Get acquainted with the boys in your den. Establish a den code of conduct so they will know what you expect of them.
7. Ask your Cubmaster to help secure a den chief, and give him meaningful responsibilities.
8. Obtain and begin wearing the den leader's uniform as soon as possible. It is attractive, comfortable, and suitable for all Cub Scout meetings and activities. Wearing the uniform properly is important in setting a good example for the boys. Your den leader coach or Cubmaster can tell you where to obtain the uniform and insignia.
9. Attend the monthly planning meetings held by your den leader coach for the den leaders in your pack.
10. Attend the monthly district Cub Scout leaders' roundtable. You will receive many good program ideas on the monthly theme, and will get acquainted with den leaders from other packs who will share ideas and experiences with you. Your Cubmaster can tell you when and where the roundtable meets.

11. Attend Cub Scout leader training sessions as soon as possible. These will give you the foundation you need to become a successful leader. Every boy deserves trained and qualified leaders. Your den leader coach can give you information about training.

Don't hesitate to ask for help. There are many people who want to help you provide the finest possible Cub Scout experience for the boys in your den. (See back cover.)

By the time you have completed these steps, you will be well on your way to becoming a successful den leader.

YOU, THE DEN LEADER

You were selected as a den leader and approved by the pack committee because of your interest in boys. By making the commitment to serve as a den leader, you have accepted the following responsibilities:

- Give leadership to carrying out the pack program in den.
- Lead the den in its participation at the monthly pack meetings.
- Work in harmony with the other den and pack leaders.
- Cooperate with the Cubmaster and pack committee in recruiting new boys.
- Help train the den chief and guide him to work with the Cub Scouts.
- Use *Scouting* and *Boys' Life* magazines, *Cub Scout Program Helps*, and other Cub Scout literature as sources of program ideas.
- Collect dues and turn them in to the pack secretary/treasurer.
- Encourage boys to earn the advancement awards. Keep accurate advancement records, and see that they receive recognition for their achievement.
- Help the den earn the National Summertime Award.
- Establish good working relationships with parents, utilizing their talents.
- Involve the den dad, fathers, uncles, and grandfathers of the boys in outings and other den activities so the boys will have male role models.
- See that a leader is available for all den meetings and activities.
- Take part in the annual pack planning conference and the monthly pack leaders' planning meetings.
- Follow the policies of the Boy Scouts of America.

Your den leader coach or Cubmaster will be glad to explain any of these responsibilities that you do not understand.

All leaders bring to Cub Scouting their own talents and skills, their own backgrounds and interests. Your key to becoming an effective leader is to use your own abilities and interests, along with what you learn about Cub Scouting to plan and conduct the best possible program for the boys. What happens in the life of each boy during his formative years will determine to a great extent the kind of man he will become. What a tremendous opportunity and challenge for you, the den leader!

THE DEN MEETING

Den meetings are usually held in the afternoon, after school, or in the evening, once each week, in a home, church, or school. The meeting day and time is set by the den leader. It should be at the same time and place each week to prevent confusion. Den meetings last approximately 1 hour. Leadership responsibilities are shared by the den leader, assistant den leader, den chief, and denner.

The Webelos den meeting program includes the following:

1. *Before the Meeting.* The den leader, assistant den leader, and den chief make final preparations while the denner helps set up the meeting place.
2. *While Cub Scouts Gather.* The den chief or denner could teach a stunt, trick, or game as the boys arrive, while the den leader and assistant den leader collect dues, and check achievements and electives.
3. *Opening.* Have a simple opening ceremony such as a song, yell, pledge to the flag, or uniform inspection.
4. *Business Items.* Den activities and plans are discussed. Announcements are made. Refreshments may be served at this time.
5. *Activities.* Games, tricks, handicrafts, or other activities related to the monthly theme. Preparation for the den's part in the pack meeting.
5. *Closing.* Reminders, den leader's closing thought, brief inspirational closing ceremony.
5. *After the Meeting.* Den leader, assistant den leader, and den chiefs discuss plans for next week's meeting, while the denner puts the room back to order.

WHAT DO YOU INVEST IN CUB SCOUTING?

- One afternoon or evening each week for den meeting.
- One evening each month for pack meeting.
- One evening each month for Cub Scout leaders' roundtable.
- One evening each month for a planning meeting with other leaders.
- Time spent in research and planning each month on such interesting subjects as Indians, Knights, Circus, or whatever the monthly theme might be.
- Four Cub Scout leader basic training sessions.
- Cost of the den leader's uniform.
- The registration fee.

This is a small investment compared to the dividends you will receive. And of course, the more you invest, the more you can expect to receive in return.

WHAT DO YOU RECEIVE IN RETURN?

- One lively, never-dull afternoon or evening each week when you have the good fortune to view the world through the eyes of boys.
- The privilege of helping to enrich and to strengthen families.
- A sense of pride as you watch the Cub Scouts receive recognition for their accomplishments.
- An opportunity to share your ideas and experiences with other adults who share your interest and concern for boys.
- A chance to read about subjects that you haven't taken time for in years, and the opportunity to put your ideas into action at den meetings.
- The privilege of getting to know boys in your neighborhood a little better and watching them all grow strong in mind and body.

- The opportunity to help boys learn good citizenship and help shape them into men with strength of character who are sensitive to the needs of others.
- A knowledge that all boys are alike in many ways, and yet each one is a very special, unique individual.
- A chance to help stimulate boys' imaginations and to help them learn to "do their best."
- Opportunities to learn new things, along with the boys.
- The privilege of making new friends, both adults and boys.
- The satisfaction of being a member of a worldwide movement and pride in being publicly identified as a part of this organization by wearing the uniform, which is a visible means of showing that you believe in, and stand up for, its ideals and objectives.
- And many other dividends which will enrich your life as you dedicate time, talent, and enthusiasm to Cub Scouting.

The next training session is _____

Date

Time

Place

LITERATURE

- 3220 *Cub Scout Leader Book*
- 3222 *Cub Scout Songbook*
- 3122 *Group Meeting Sparklers*
- 3214 *Staging Den and Pack Ceremonies*
- 3211 *Den Chief Handbook*
- 7259 *Cub Scout Program Helps*
- 3707 *Citizenship Through Service*
- 3846 *Cub Scout Family Book*
- 3188 *Your Flag*
- 3207 *Wolf Cub Scout Book*
- 3228 *Big Bear Cub Scout Book*
- 3232 *Webelos Scout Book*
- 7282 *Cub Scout and Webelos Scout Uniform Inspection Sheet*
- 7281 *Female Leader Uniform Inspection Sheet*
- 7284 *Male Leader Uniform Inspection Sheet*
- 4263 *Pack Job Description Sheets*
- 4806 *When You Need Den Leaders*
- 4426 *Local Tour Permit Application*
- 4427 *Unit Money Earning Application*
- 3748 *National Summertime Pack Award Guide*
- 3819 *Pack Record Book with Finance Section*

RESOURCES

Ask your den leader coach or Cubmaster to help you fill in the following information:

I am den leader for Den No. _____

Pack No. _____

Our pack is part of _____ District.

Our district is part of _____ Council.

Pack meetings are held at _____

on the _____ every month.

Pack leaders' planning meetings are held at _____

on the _____ every month.

Cub Scout leaders' roundtable meets at _____

_____ on _____ every month.

Assistant Den Leader _____ Phone _____

Den Chief _____ Phone _____

Den Leader Coach _____ Phone _____

Cubmaster _____ Phone _____

Pack Committee Chairman _____ Phone _____

Cub Scout Roundtable Commissioner _____ Phone _____

Note: Your pack will have copies of literature that you can use until you purchase your own.

Uniforms and literature may be obtained from your local Scouting distributor.

Name _____

Address _____

WHAT ABOUT PLANNING CUB SCOUT PROGRAMS?

Whether your pack is newly organized, has changed leaders, or has been meeting for a while, this book is designed for *you*. It will show you how to plan and carry out two program themes during the next 4 months. The themes are planned to interest boys and help them grow. Boys will earn badges, learn and do new things, and have a lot of fun.

And you will have fun, too! Part of enjoying Cub Scouting is knowing how it works. Read the next few pages about how it works and discuss them with other leaders in your pack. Together, plan and carry out the first theme. Each theme will be easy if you and the other-pack leaders do the following:

1. Read and discuss the theme ideas together.
2. Understand what each person or group is to do.
3. If you need help, _____ at _____ or _____
(name) (phone)
_____ at _____
(name) (phone)

Each theme period will last 2 months. This allows you and the Cub Scouts lots of time to learn about and have fun with the theme topics.

• THEME IDEAS •

On the following pages you will find 2 theme ideas for your pack to use. Each is for a 2-month period — a total of 4 months' program. Every part of each theme is outlined in this booklet. With the exception of the boys' Bobcat, Wolf, Bear, and Webelos books, no other book will be needed to carry out the themes in this booklet.

The titles of the two themes in this booklet are:

- BOBCAT AND WOLF
- WOLF IN THE DEN

All the theme ideas and activities in this book are offered as a guide. Your pack may decide to add or switch program ideas to suit your needs. That's okay.

HOW A CUB SCOUT PACK WORKS

The reason for themes and leaders is—**BOYS!** They are the reason you offered to help as a leader and why this and other Cub Scout books are written—to bring Cub Scouting to **BOYS!**

Three Kinds of Meetings

1. Den Meetings

Boys meet in **dens**—groups of 4 to 10 boys. Some dens are for second-, third-, and fourth-grade boys (or 8 and 9 year olds). Another type of den, called the Webelos den, is for boys in the fifth grade (or 10 years old). All dens meet once each week. These meetings last 1 to 1½ hours and take place at the best time for both the boys and their den leader. Many dens meet after school. A den should meet at the same time each week.

Dues are collected at den meetings. The amount a Cub Scout will pay each week should be decided by the pack leaders.

Each den should have an elected boy leader called the *denner*. Each den may also have a teenage girl or boy, age 14–17, who assists the den leader and is called a *den aide*. Or, a Boy Scout or Explorer may assist the leader and is called a *den chief*.

2. Pack Meetings

One or more dens make up the **pack**. Many packs have at least two dens; some have three, four, or more dens; some have only one. The number of dens depends on the number of boys in the pack. The **pack** meets during the last week of the theme period. The pack meeting provides ways for Cub Scouts to receive awards they have earned. Cub Scouts also can show off things they have made and things they have learned. New boys and their families are introduced. Announcements are made about coming events. Pack meetings usually last no longer than 1½ hours.

3. Pack Leaders' Meetings

To make sure den and pack meetings are successful, leaders need to get together once in a while to talk things over. During each 2-month theme period you will be attending two **pack leaders' meetings**. Someone's home may be a good place for these meetings. All pack leaders should attend. The second week of each month is a good time for these meetings to be held. Talk it over to decide which day is best for most of your leaders.

These meetings give leaders a chance to check on details for den meetings, make plans for the pack meeting, turn in reports of boys who have completed achievements (so that badges can be ordered), and to work out any den problems. This should be an informal meeting where everyone can relax. Serving light refreshments is a good idea.



Where to Get Additional Help

Your contact person can give you information about another regular monthly meeting called the **Cub Scout leaders' roundtable**. This is a meeting which pack leaders attend to get additional help with their program. Some districts conduct **neighborhood planning and training meetings** for the same purpose of helping leaders plan their pack programs.

Your program meeting is conducted at _____ (location)
on _____ (date). The contact people whose telephones are listed on page 1 can help you.

NOW, let's see how these meetings might look on a calendar. Remember that we are spending 2 months on one theme. Notice that the calendar shows den meetings happening every week. The first den meeting may not be related to the theme. Theme activities begin in the second week and continue through the rest of the 2-month period. Also notice that a den may have a Saturday activity during the second week. This could be a trip to museum or park or some other interesting place. The trip may be related to a theme topic. The pack leaders' meeting is suggested for the second week of each month.

A SAMPLE 2-MONTH MEETING SCHEDULE

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
FIRST MONTH			1	2	3	4
5	6 First DEN MEETING • General Fun • Advancement	7	8	9	10	11
12	13 Second DEN MEETING • General Fun • Advancement • New Theme	14	15 First PACK LEADERS' MEETING	16	17	18 DEN TRIP
19	20 Third DEN MEETING • Theme	21	22	23	24	25
26	27 Fourth DEN MEETING • Theme	28	29	30		
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
SECOND MONTH					1	2
3	4 FIFTH DEN MEETING • Theme	5	6	7	8	9
10	11 Sixth DEN MEETING • Theme	12	13 Second PACK LEADERS' MEETING	14	15	16
17	18 Seventh DEN MEETING • Theme	19	20	21	22	23
24	25 Eighth DEN MEETING • Theme	26	27	28 PACK MEETING	29	30

Ready for the first theme? Here we go! Turn the page and begin!

THEME : BOBCAT AND WOLF

Cub Scout achievements boys may earn with this theme:

Bobcat: ALL requirements. Badge can be earned in first four meetings.

Wolf: Achievements

- | | |
|------------------------------------|--|
| 1. "Feats of Skill" | 7. "Your Living World" |
| 2. "Your Flag" | 9. "Be Safe at Home and on the Street" |
| 3. "Keep Your Body Healthy" | 10. "Family Fun" |
| 4. "Know Your Home and Community" | Electives |
| 5. "Tools for Fixing and Building" | 6. "Books, Books, Books" |
| 6. "Start a Collection" | 17. "Tie It Right" |

This is a good theme to help all Cub Scouts complete their Bobcat requirements and many parts of their Wolf achievements.

Each den should decide which of the following theme activities they want to do. They may also make up their own activities. Each den may choose different activities. Help boys decide during the second den meeting.

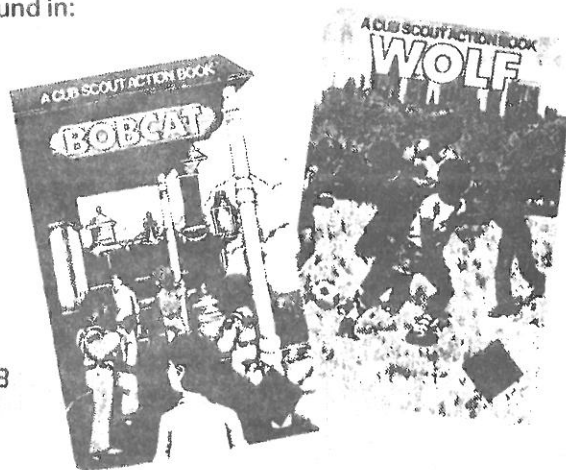
1. Make a den game out of Cub Scout advancement. Make a chart of den advancement progress. As each Cub Scout qualifies for a requirement, have him mark the related section on the chart.
2. Use *Cub Scout Immediate Recognition Kit*, No. 1804, to recognize Cub Scout advancement in your den.
3. One Bobcat and one Wolf requirement are highlighted at each den meeting. Cub Scouts will be asked to read and practice requirements before they come to each den meeting. Such meetings should be fun-filled and not "classroom" style.
4. Design a "help your friend" advancement program which will have Cub Scouts assisting each other with requirements. This program will allow older boys to help new den members earn their first badges.
5. Have your den design and make a set of enlarged Cub Scout badges of rank for display at pack meetings. Recognition equipment can also be made for pack meeting and den meeting ceremonies.
6. Other ideas your den may have: _____

Activities of this theme are based on badge requirements found in:

Bobcat Action Book, No. 3901

Bobcat Action Book, No. 3901S (Spanish edition)

Wolf Action Book, No. 3902



FIRST DEN MEETING

BEFORE THE MEETING STARTS

Have the following materials ready for the meeting: U.S. flag, "bacon" for the game, balloons, story to be read, *Wolf Action Book*, *Bobcat Action Book*, and advancement chart. Make arrangements for visit to local police station. (See second den meeting.) Give police a copy of the traffic and bike safety rules (achievement 9, pages 22-23, *Wolf Action Book*) so that they can be covered during the visit.

WHILE CUB SCOUTS GATHER

As Cub Scouts arrive they join one of two teams, each in a straight line facing the other. Lines should be about 12 feet apart. Give each team member a number, making sure each team gets the same series of numbers. Place a crumpled paper ball (the "bacon") on the floor halfway between the teams and call one of the assigned numbers. Each team's member with that number runs to the "bacon." The object is to either pick it up and run back to the team, or tag the Cub Scout who tries. Either choice done successfully earns one point. The first team to earn 10 points wins. Replace the "bacon" after each attempt to steal it.

OPENING

Show boys how to make the Cub Scout salute.

Den lines up with one boy standing in front holding U.S. flag, while another boy leads all in singing "America, the Beautiful."

O BEAUTIFUL FOR SPACIOUS SKIES,
FOR AMBER WAVES OF GRAIN,
FOR PURPLE MOUNTAIN MAJESTIES
ABOVE THE FRUITED PLAIN.
AMERICA! AMERICA! GOD SHED HIS GRACE ON THEE,
AND CROWN THY GOOD WITH BROTHERHOOD
FROM SEA TO SHINING SEA!

BUSINESS ITEMS

Have boys elect a "denner" (the den's boy leader). The boy with the second highest number of votes becomes the "assistant denner."

Denner records dues and attendance. Den leader explains details of next week's visit to the police station.

Discuss den ideas about theme activities. Write down their ideas. Record advancement on chart and sign boys' books.

ACTIVITY

- Play "Balloon Relay." Divide the den into two teams. They form in single lines next to each other. At the leader's signal, the first boy in each team blows up his balloon and, holding the neck of the balloon tightly closed, runs to a wall. There he holds the balloon behind the seat of his pants and pushes against the wall in an attempt to burst it. When the balloon breaks, he runs back to tag the next boy on his team. The second boy repeats the action, and so forth. The first team finished is the winner.

- The den leader and the denner help den members practice requirements for Wolf Achievement 1, "Feats of Skill" (see pages 5-7 in *Wolf Action Book*). Boys can pass parts or all of these requirements during this period.

FEATS OF SKILL

- **PLAY CATCH WITH SOMEONE 10 STEPS AWAY.** PLAY UNTIL YOU CAN THROW AND CATCH.
- **DO THE ELEPHANT WALK.**
- **DO A FRONT ROLL, A BACK ROLL, AND A FALLING FORWARD ROLL.**
- **SEE HOW HIGH YOU CAN JUMP.** STOOP DOWN. COUNT FROM 10 TO 0.
- WHEN YOU GET TO 0, JUMP AS HIGH AS YOU CAN. LAND ON YOUR FEET.
- **WALK A LINE FORWARD AND BACKWARD.** NOW WALK A LINE SIDEWAYS. WALK THE EDGE OF A BOARD SIX STEPS FORWARD AND SIX STEPS BACKWARD.
- **SWIM AS FAR AS YOU WALK IN 15 STEPS.** AN ADULT MUST BE WITH YOU.

- The den leader gathers Cub Scouts into a semicircle on the floor and reads a brief story.

CLOSING

Show boys how to make the Cub Scout sign.

The den lines up as it did for today's opening ceremony. The denner holds the U.S. flag again and the den joins in singing the first verse of "The Star-Spangled Banner." Then the denner and another Cub Scout fold the flag the proper way.

O SAY, CAN YOU SEE BY THE DAWN'S EARLY LIGHT,
 WHAT SO PROUDLY WE HAILED AT THE TWILIGHT'S LAST GLEAMING?
 WHOSE BROAD STRIPES AND BRIGHT STARS
 THRO' THE PERILOUS FIGHT, O'ER THE RAMPARTS WE WATCHED
 WERE SO GALLANTLY STREAMING?
 AND THE ROCKETS' RED GLARE, THE BOMBS BURSTING IN AIR,
 GAVE PROOF THRO' THE NIGHT THAT OUR FLAG WAS STILL THERE!
 O SAY, DOES THAT STAR-SPANGLED BANNER YET WAVE
 O'ER THE LAND OF THE FREE AND THE HOME OF THE BRAVE?

The den leader reminds the Cub Scouts about details of next week's visit to a police station.

AFTER THE MEETING

Review next week's meeting details. Within a few days, check last-minute details of next week's visit.

SECOND DEN MEETING

BEFORE THE MEETING STARTS

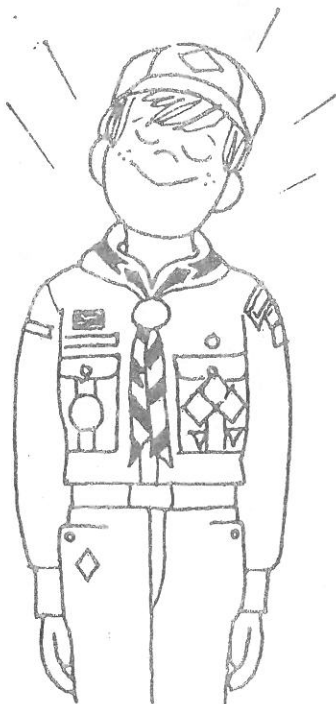
Have the following materials ready for the meeting: U.S. flag, pencils, paper, advancement chart, *Wolf Action Book*, and *Bobcat Action Book*. Prepare for flag game in advance of meeting.

WHILE CUB SCOUTS GATHER

As boys arrive give each a slip of paper with a flag word written in scrambled letters. Each has the job of unscrambling the word before the den meeting officially begins. Here are some examples of scrambled flag words and the answers: mcianrae (American); dlo ryngo (Old Glory); esprtis (stripes); tssra (stars); rou glfa (our flag); rnbnae (banner); eslatu (salute); egpeld (pledge); het scorlo (the colors).

OPENING

Den members line up in straight line. Den leader leads all in saying the Cub Scout Promise.



I PROMISE TO DO MY BEST
TO DO MY DUTY TO GOD
AND MY COUNTRY.
TO HELP OTHER PEOPLE AND
TO OBEY THE LAW OF THE PACK

BUSINESS ITEMS

Denner records dues and attendance. Den leader asks everyone to get ready to leave for visit to police station. Record advancement/sign books.

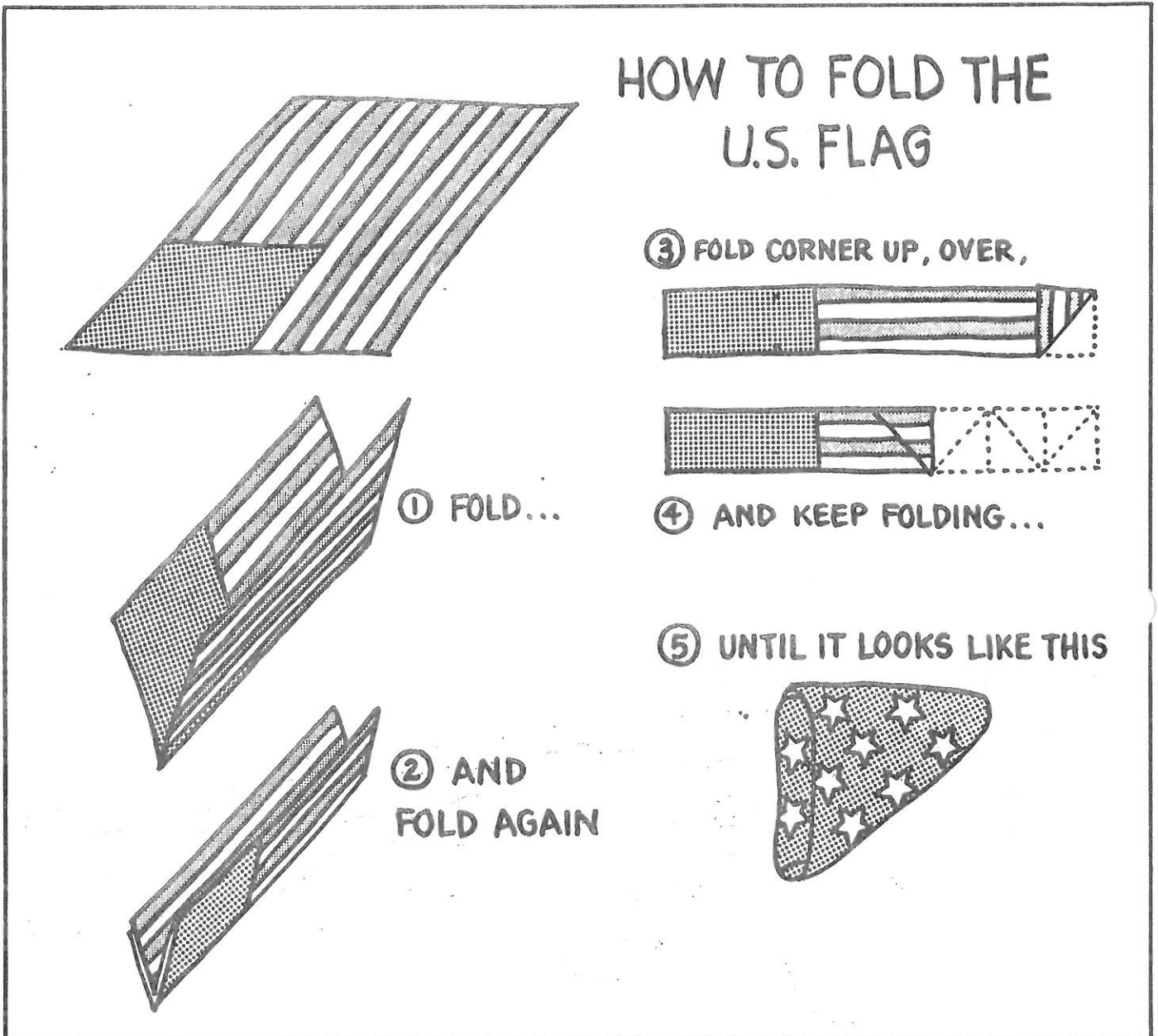
ACTIVITY

Visit police station. Purpose of the visit is to find out about bike and traffic safety.

- Perhaps the police will arrange a tour.
- Encourage boys to ask questions such as: "How the police station serves the community" or "What do police do on the job?"

CLOSING

If you plan to close this week's meeting at the police station, take the U.S. flag with you and conduct a brief ceremony by pledging allegiance to the flag. After the ceremony have two Cub Scouts correctly fold the flag. Here's how:



If you plan to return to your meeting place for the closing, conduct the ceremony there, including the folding of the flag.

AFTER THE MEETING

Review the agenda for next week's meeting. Prepare for the pack leaders' meeting by gathering your den records, dues records, and theme ideas. Make arrangements for den's visit to your community health center in two weeks (see fourth den meeting). Find out how boys may get a health checkup at the center to meet that requirement or Achievement No. 3. Send thank-you note to appropriate person at police station. Ask Cub Scouts to suggest how they would say "thank you."

FIRST PACK LEADERS' MEETING

Select the location of this meeting in advance. It's good to hold these meetings in the home of one of the leaders. Invite all adult leaders to attend. Discuss the program theme, "Bobcat and Wolf." The Cubmaster and pack committee chairmen run this meeting.

Here is a guideline for the discussion:

1. Cubmaster reviews theme suggestions from page 4.
2. Den leaders report ideas from Cub Scouts.
3. Discuss achievement opportunities presented by this theme as listed on page 4.
4. Discuss how boys may get a health checkup (doctor's office or health center).
5. Each den leader chooses theme activities his or her den wants to work on. (Two dens may decide to do the same projects — that's okay!)
6. Decide how each den activity will become part of the pack meeting program next month.
7. Discuss pack money items like books, badges, craft expenses, etc. Den leaders give dues and records to pack treasurer, and give estimates of expenses for den projects. The treasurer's report is presented.
8. Decide on pack meeting assignments, including who will:

Assigned to

- Make room arrangements
- Set up decorations and exhibits
- Be the greeters
- Obtain badges
- Award badges
- Conduct opening and closing ceremonies
- Arrange for and serve refreshments

9. Discuss den problems. Provide help, if needed.

Keep the pack leaders' meeting friendly, informal, and as short as possible. There may be other items to be discussed other than those listed above. Serve light refreshments. Set date and location for the next pack leaders' meeting. You may want to meet in a different home each time.



THIRD DEN MEETING

BEFORE THE MEETING STARTS

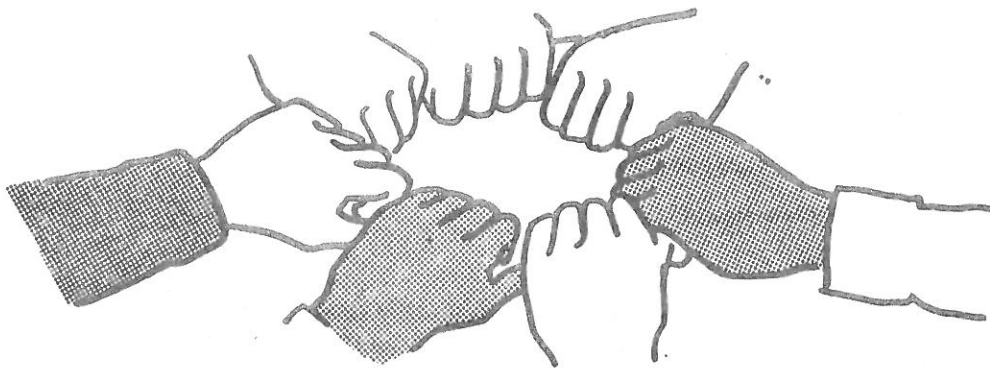
Gather the following items: Kim's game items, advancement chart, *Wolf Action Book*, and *Bobcat Action Book*. Check last minute details—time, transportation, etc.—of next week's visit to the community health center.

WHILE CUB SCOUTS GATHER

Before boys arrive, place 12 small items under a towel on a table. Give each Cub Scout a piece of paper and a pencil. Uncover the items for one minute and then cover again. Each Cub Scout then has four minutes to write down what he saw. Tell them not to worry about spelling. No talking is allowed from the time the items are uncovered until all papers have been turned in. Each Cub Scout marks another's paper. The winner gets a candy bar. Suggested items: clothespin, pencil, button, fork, dime, key, postage stamp, nail, shoelace, ball, bottle cap, lipstick.

OPENING

Cub Scouts form a circle and, with right hands raised in the Cub Scout sign, the leader reads the Law of the Pack. Boys repeat it together.



*THE CUB SCOUT FOLLOWS AKELA
THE CUB SCOUT HELPS THE PACK GO
THE PACK HELPS THE CUB SCOUT GROW
THE CUB SCOUT GIVES GOODWILL*

BUSINESS ITEMS

Collect dues; mark attendance; record attendance; sign boys' books.

ACTIVITY

- Have the boys sit on the floor in a semicircle. Discuss how families can conserve at home. Talk about things that can be conserved such as energy, food, etc. (See pages 18-19 of *Wolf Action Book*.) Here are some ideas:

Electricity	Turn off all unneeded lights; turn off TVs and radios when there is nobody in the room; use lower watt light bulbs where brightness is not required; keep refrigerators defrosted.
Gas	Lower the temperature reading on water heaters; cover pots when cooking; lower setting on heater thermostat; don't use stove burners to heat house.
Heating Oil	Stop up all window and door leaks; turn heat down when going to bed at night.
Food	Cook only quantities that will be eaten in one or two meals; don't leave food exposed to dirty air, insects, or other things that can spoil it.
Water	Fix dripping faucets and running toilets.

- While the boys are gathered explain the meaning of Webelos. Refer to the *Bobcat Action Book*.



WE'LL BE LOYAL SCOUTS

- Announce next week's trip to the community health center. If public transit fare is required, let boys know how much money to bring.

CLOSING

Form "Living Circle" by having Cub Scouts and leaders form a circle with their left arms pointing inward like the spokes of a wheel. With left palms down and thumbs extended, each person holds the thumb of the person to his left—thus making a complete "living circle." Meanwhile, the right hand of each person is held high in the Cub Scout sign. The leader reads the Cub Scout motto. Boys repeat together.

Do Your Best

AFTER THE MEETING

- Review next week's meeting. Obtain Bobcat badges for presentation.

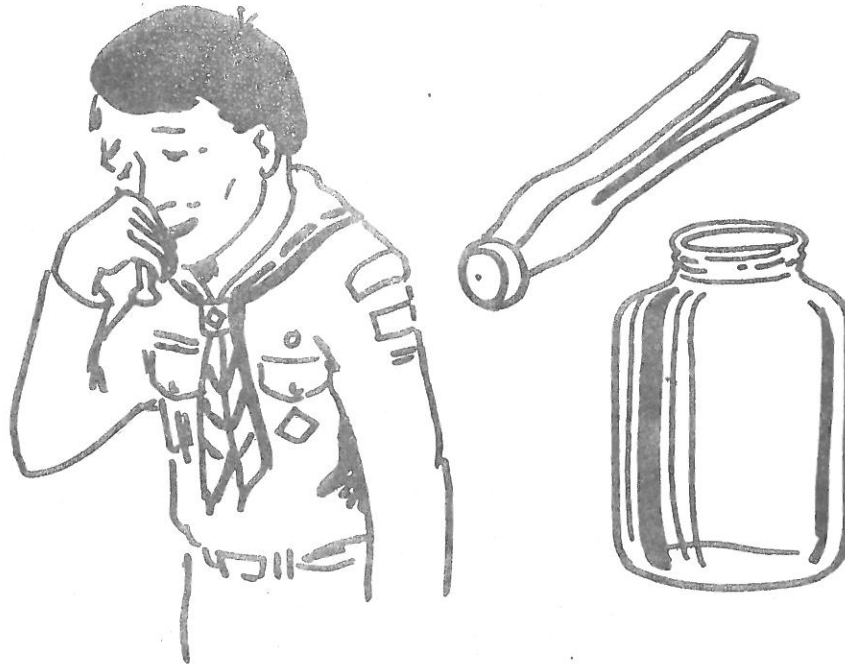
FOURTH DEN MEETING

BEFORE THE MEETING STARTS

Make sure the following items are on hand: large jar, clothespins, advancement chart, Bobcat badges for boys who have earned them, drawing of Arrow of Light, *Wolf Action Book*, and *Bobcat Action Book*.

WHILE CUB SCOUTS GATHER

As boys arrive, have them join in a game of "nose dive." Place a large-neck jar (a one-quart mayonnaise jar will do nicely) on the floor. In turn, each boy will be given three clothespins to drop into the jar. Drops must be made by standing straight up, and holding the clothespin at the tip of the nose. Each player tries to position himself over the jar so that when the clothespin is released it drops into the jar. Repeat as long as interest lasts or until all Cub Scouts have arrived and have had a turn at "nose dive."



OPENING

Display a large drawing of the Arrow of Light in front of the den. Ask boys to tell what it means.



FIFTH DEN MEETING

BEFORE THE MEETING STARTS


Have the following ready for today's meeting: Ping-pong ball, drinking straws, butcher paper, gift boxes, cellophane tape, string, books to cover, *Wolf Action Book*, *Bobcat Action Book*, and advancement chart.

WHILE CUB SCOUTS GATHER

Position boys around cleared table (a dining room table is good). Everyone kneels or leans down so that their chins are at table-top level. Each is given a drinking straw which is placed in the mouth. Hands are held behind the back. The leader rolls a ping-pong ball down the center of the table and boys try to blow the ball off the opposite table edge. Have someone keep score.

OPENING

Cub Scouts form a straight line. One boy stands in front facing the others. He asks all to make the Cub Scout sign and repeat the Cub Scout Promise as leader reads it.



THE CUB SCOUT PROMISE
I, _____ PROMISE
TO DO MY BEST
TO DO MY DUTY TO GOD
AND MY COUNTRY
TO HELP OTHER PEOPLE, AND
TO OBEY THE LAW OF THE PACK.

BUSINESS ITEMS

Denner marks attendance and records dues paid. The advancement chart is brought up to date and boys' books are signed by the leader.

BUSINESS ITEMS

Denner collects dues and records attendance. Record advancement changes on chart and sign boys' books. Get ready to leave for visit to the community health center.

ACTIVITY

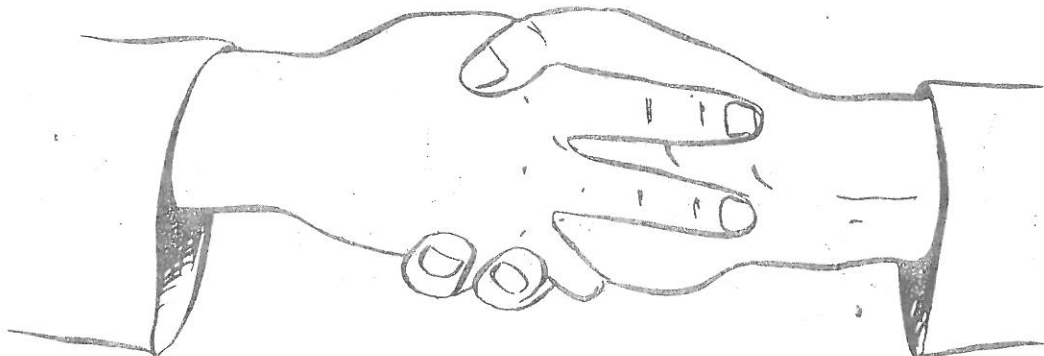
Visit to community health center. On the way, discuss the seven rules of good health and three ways to stop the spread of colds. (See page 10, *Wolf Action Book*.) Discuss how to get health checkups.

3 WAYS TO STOP THE SPREAD OF COLDS

- 1. STAY AWAY FROM OTHER PEOPLE AND REST IN BED.**
- 2. WHEN YOU COUGH OR SNEEZE, TURN YOUR HEAD AWAY FROM OTHERS AND COVER YOUR NOSE AND MOUTH.**
- 3. DON'T USE TOWELS OR NAPKINS USED BY OTHERS.**

CLOSING

Either at the health center or after returning home, have the boys form a circle with everyone facing in. The leader stands in the center and presents badges to boys who have earned them. When all presentations are made, the leader shakes hands with each Cub Scout using the Cub Scout handshake.



AFTER THE MEETING

Review next week's meeting program. Contact local grocery store to arrange a den visit two weeks from now. Write thank-you note to the community health center people.

SIXTH DEN MEETING

BEFORE THE MEETING STARTS

Materials needed for this meeting: two-foot long pieces of rope (one for each boy), advancement chart, *Wolf Action Book*, and *Bobcat Action Book*.

WHILE CUB SCOUTS GATHER

Form two teams. Each boy will have a two-foot length of rope. At the signal the first boy of each team ties his rope to the next boy's rope with an overhand knot. The second boy ties those ropes to the third boy's rope with a square knot, and so forth down the team line, tying the short lengths of rope into one long length, alternating overhand knots and square knots. The first team to finish with correctly tied knots is the winner. If team "A's" knots are tied incorrectly and the other team has not finished, have team "A" retie them. Repeat the action with new play. This will allow latecomers a chance to play, and will give everyone additional practice in tying these required knots for Wolf Elective No. 17.

OPENING

All join together in singing "Cub Scout Neighborhood."

*CUB SCOUT NEIGHBORS, WE ARE CUB SCOUT NEIGHBORS!
FRIENDS AND PLAYMATES, ALL FROM OUR HOME TOWN!
IS OUR DENNER FROM THIS PLACE?
YES, OUR DENNER'S FROM THIS PLACE!
FROM THIS PLACE! THIS GREAT PLACE! OH!
CUB SCOUT NEIGHBORS, WE ARE CUB SCOUT NEIGHBORS!
FRIENDS AND PLAYMATES, ALL FROM OUR HOME TOWN!*

*SING TO TUNE: "ALOUETTE" — ADD A NEW CHORUS EACH TIME THE
SONG IS REPEATED — INCLUDE: "IS OUR LEADER FROM THIS PLACE?"
AND, "DON'T WE ALL LIVE IN THIS PLACE?"*

BUSINESS ITEMS

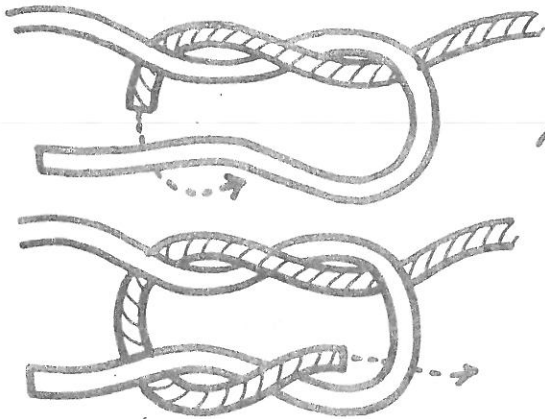
While the denner collects dues and marks attendance, the leader signs boys' books and records new advancement on the chart.

ACTIVITY

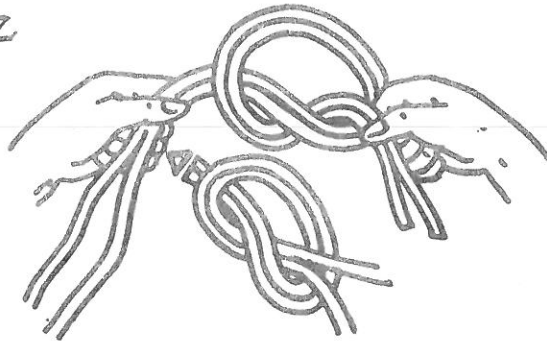
- Leave meeting place for visit to a local grocery store. The purpose of the visit is two-fold: (1) to meet a requirement of the "Your Living World" Wolf Achievement (No. 7); (2) to become familiar with how a grocery store operates. When making arrangements with the store manager for your den's visit, ask if he or one of his staff could briefly show how store merchandise arrives, is prepared for display, priced, and checked out with the customer. Perhaps two or three store departments could be used as examples of this process (dairy, produce, meat, bakery, frozen foods are possible departments to choose from). See page 19 of the *Wolf Action Book* for the achievement requirement.
- On the way to and from the store, have your Cub Scouts point out things in your neighborhood that come from the earth. Make a list as you walk along. For example, things made of metal or wood or cement come from earth materials originally (things like iron ore, trees, and certain kinds of minerals). Making such a list meets another requirement for Achievement No. 7.

ACTIVITY

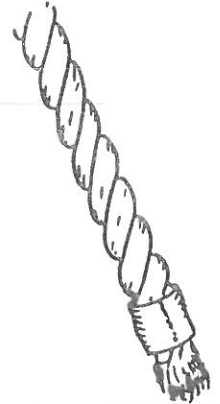
Everyone gathers around a large table to practice requirements of Achievements No. 8 and No. 12 (see pages 20, 21, and 27, *Wolf Action Book*). Here's what to do:



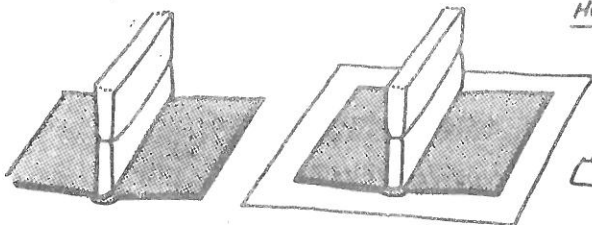
HOW TO TIE A SQUARE KNOT



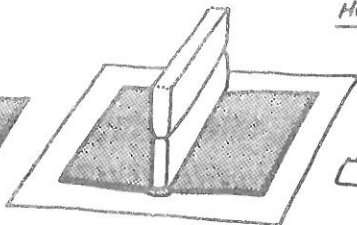
TYING TWO ROPES WITH AN OVERHAND KNOT



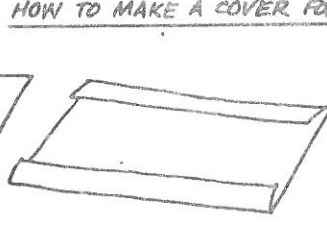
TAPE THE END OF A ROPE TO KEEP IT FROM COMING APART



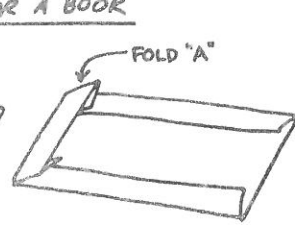
① STAND BOOK ON ITS "SPINE." DROP COVERS DOWN. BIND PAGES WITH RUBBER BAND.



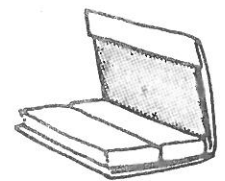
② CUT PIECE OF PAPER THREE INCHES WIDER THAN EDGES OF BOOK ALL AROUND.



③ FOLD LONG SIDES TO BOOK EDGES.



④ FOLD ONE END AT BOOK EDGE.
⑤ SLIP EDGE OF ONE COVER INTO FOLD "A".



⑥ NOW, CLOSE BOOK. WRAP UNFOLDED END OF COVER AROUND. CREASE AT EDGE; FOLD; INSERT EDGE

HOW TO MAKE A COVER FOR A BOOK

CLOSING

Gather Cub Scouts in a circle and sing "Good Night, Cub Scouts."

GOOD NIGHT, CUB SCOUTS. GOOD NIGHT, CUB SCOUTS.
GOOD NIGHT, CUB SCOUTS. WE'RE GOING TO LEAVE YOU NOW.
MERRILY, WE CUB ALONG, CUB ALONG, CUB ALONG,
MERRILY, WE CUB ALONG, UP THE CUB SCOUT TRAIL.

TUNE: "GOOD NIGHT, LADIES"

Remind them of special program next week involving a walk through the neighborhood and a visit to a local store

AFTER THE MEETING

Review next week's meeting program. Make a check of arrangements for the store visit next week.

CLOSING

Upon the den's return to your meeting place gather Cub Scouts in a circle and sing "Old MacDonald Had a Farm."

*OLD MacDONALD HAD A FARM, E-I-E-I-O
AND ON THAT FARM, HE HAD SOME CHICKS, E-I-E-I-O
WITH A CHICK, CHICK HERE, AND A CHICK, CHICK THERE
HERE A CHICK, THERE A CHICK,
EVERYWHERE A CHICK, CHICK,
OLD MacDONALD HAD A FARM, E-I-E-I-O*

FOLLOW WITH: DUCKS, PIGS, COWS, TURKEYS, FORD

AFTER THE MEETING

Review next week's meeting program. Get advancement, attendance, and dues records together for the pack leaders' meeting. Send a thank-you note to the grocery store manager. Perhaps you could send a thank-you card which each boy signs.



SECOND PACK LEADERS' MEETING

This meeting of adult pack leaders may be held in a private home. Keep the meeting informal; refreshments are recommended. The committee chairman and the Cubmaster run this meeting.

Parts of this meeting should be:

1. Den leaders report their den's progress in the "Bobcat and Wolf" theme. The reports should highlight the den program items most popular with the Cub Scouts.
2. Finish planning the pack meeting program. Discuss what each den will do at the pack meeting. These could include one den reporting on their trips; another doing a skit or two on conservation subject; another conducting the opening and closing ceremonies; another making decorations which reflect the Bobcat and Wolf awards or some of their requirements.
3. Make sure all advancements are reported so that badges still to be presented are purchased in time for pack meeting presentation. Boys who have received a badge during the past six weeks also will be recognized at the pack meeting.
4. Other pack meeting job assignments include:

Assigned to:

- Conducting opening and closing ceremonies
- Selecting greeters
- Making announcements
- Arranging for and serving refreshments
- Making meeting room arrangements
- Obtaining and awarding badges
- Setting up decorations and exhibits

(See pack meeting program page for details.)



SEVENTH DEN MEETING

BEFORE THE MEETING STARTS

You will need the following items for this meeting: American flag, pack meeting project materials, "Who Am I?" game materials, marbles, small cardboard boxes, advancement chart, *Wolf Action Book*, and *Bobcat Action Book*.

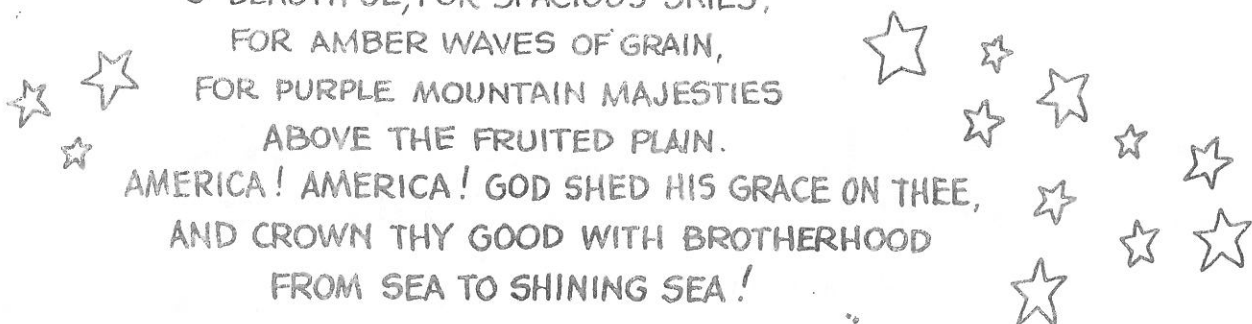
WHILE CUB SCOUTS GATHER

As each boy arrives, pin a piece of paper on his back (but don't let him see what is written on it). Tell each boy he is allowed to ask two questions of each person at the meeting to learn what is written on his paper. Only questions calling for "yes" or "no" answers may be asked. Use names of family members such as mother, father, sister, brother, uncle, aunt, grandmother, grandfather, cousin, pet, etc.

OPENING

Cub Scouts stand in a semicircle and salute while singing "America the Beautiful."

O BEAUTIFUL, FOR SPACIOUS SKIES,
FOR AMBER WAVES OF GRAIN,
FOR PURPLE MOUNTAIN MAJESTIES
ABOVE THE FRUITED PLAIN.
AMERICA! AMERICA! GOD SHED HIS GRACE ON THEE,
AND CROWN THY GOOD WITH BROTHERHOOD
FROM SEA TO SHINING SEA!

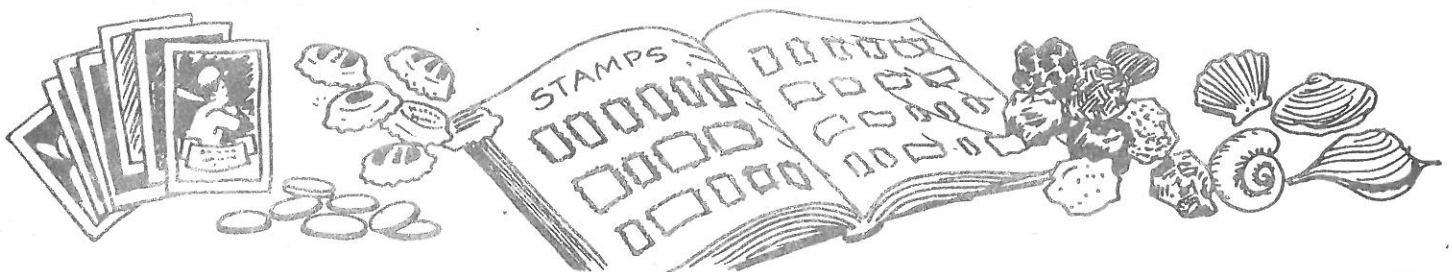


BUSINESS ITEMS

Den leader records advancement progress on chart and signs books of boys who have completed requirements. Meanwhile, the denner collects dues and marks attendance. Den leader explains the den's pack meeting assignment and what the den has to do.

ACTIVITY

- Make games that families can play at home or at the pack meeting. (See game ideas page.)
- Work on the den's pack meeting assignment.
- Discuss and list places a family can visit together in your neighborhood, city, or county.
- The den leader tells boys ways they can display collections. (See pages 16 and 17 of the *Wolf Action Book*.) Encourage them to put a collection together, if they don't already have one, and bring it to the pack meeting to exhibit.



CLOSING

Den leader holds flag while denner leads all in saying "The Pledge of Allegiance."

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.

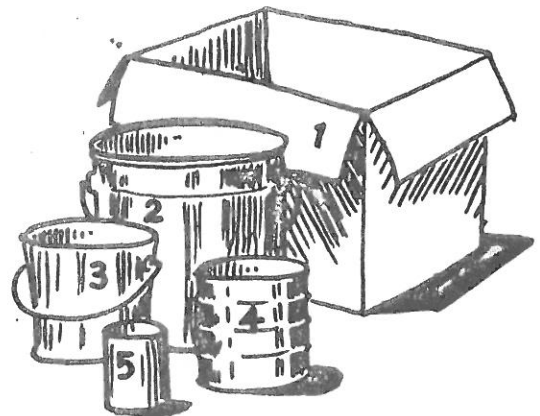
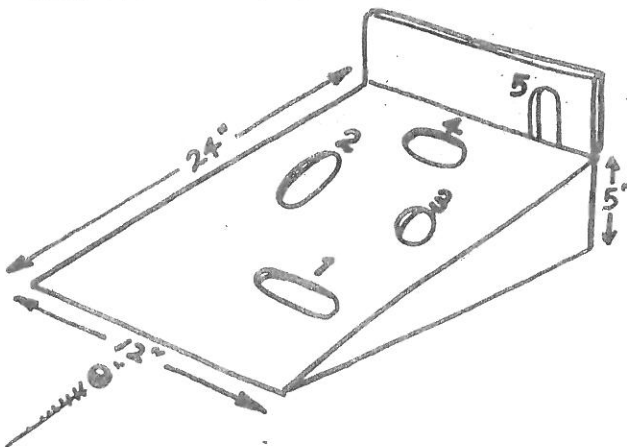
AFTER THE MEETING

Review the agenda for next week's meeting. Put games and other projects away for next week.

FAMILY GAMES

YOU CAN MAKE THEM !

MAKE THIS RAMP GAME OF A PIECE OF CARDBOARD. PLAYERS EACH ROLL FIVE MARBLES, TRYING TO MAKE THEM FALL INTO THE HOLES. KEEP SCORE.



HERE IS A BEAN BAG TOSS GAME THAT IS EASY TO PUT TOGETHER. JUST GROUP 5 DIFFERENT SIZED CONTAINERS TOGETHER AS SHOWN ABOVE. MAKE UP YOUR OWN SCORING SYSTEM. BEAN BAGS SHOULD BE TOSSED UNDERHANDED FROM A LINE ABOUT 10 FEET FROM THE CONTAINERS.

EIGHTH DEN MEETING

BEFORE THE MEETING STARTS

Have the following on hand for this meeting: projects and games begun at last week's meeting, two hammers, some nails, two pieces of wood—2" x 4"—about 18" long, advancement chart, *Wolf Action Book*, and *Bobcat Action Book*.

WHILE CUB SCOUTS GATHER

As boys arrive for today's meeting, assign them to one of two teams. This is a relay game that is good to play out-of-doors. The first boy in each team runs to one of two places where there is a piece of wood, a hammer, and some nails. His job is to hammer a nail into the wood, and is allowed three hits. He runs back to his team and tags boy number two, who runs to the hammer location and repeats the action. Each team member has a chance at hammering a nail. The winner is the team that drives the most nails in the least amount of time.

OPENING

Cub Scouts form a straight line with all facing the denner, who stands in front. Starting at one end of the line each boy, in turn, steps one step forward, says his name and salutes. He then steps back in line and the next boy repeats the action, and so forth, until all boys have done so.

BUSINESS ITEMS

The denner marks attendance and collects dues. While he records these the den leader brings the advancement chart and boys' books up to date.

ACTIVITY

- Finish making family games.
- Complete preparations for den's pack meeting assignment.
- Go over Cub Scout collections and plan how they will be displayed at the pack meeting.

CLOSING

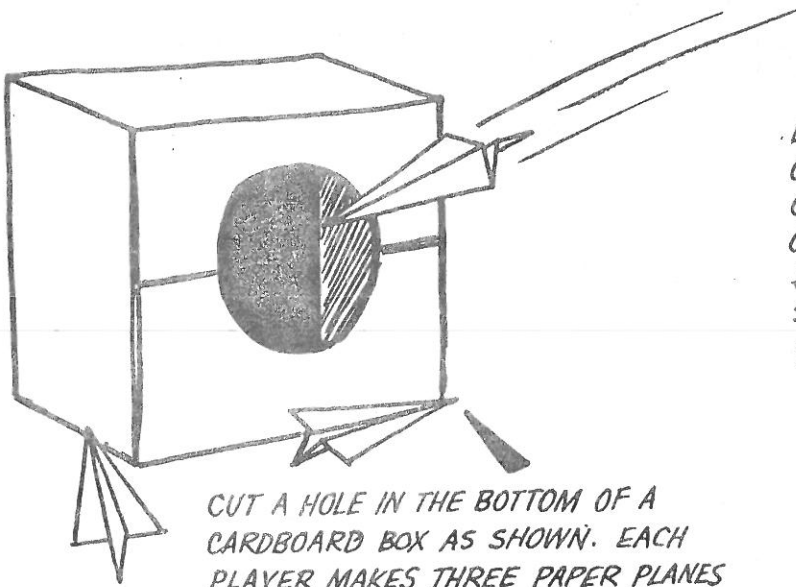
Cub Scouts form a large circle. Den leader first reminds them of the time and place of the pack meeting and that they should come with family members. Perhaps they should be reminded of things to bring such as their collections, skit items, etc.

After announcements all participate in the "Do Your Best" cheer.

DO YOUR BEST

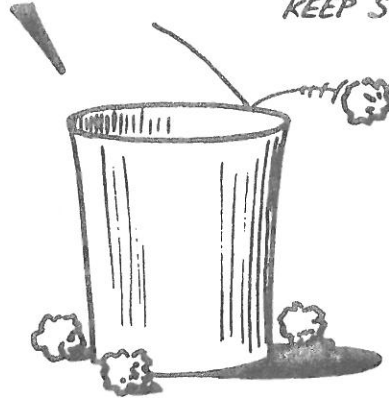
AFTER THE MEETING

Review next week's den meeting program. Gather items to be taken to the pack meeting. Report recent advancement and badges needed to the pack leader responsible, so that boys can be recognized at the pack meeting.

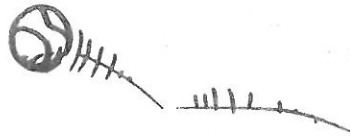


CUT A HOLE IN THE BOTTOM OF A CARDBOARD BOX AS SHOWN. EACH PLAYER MAKES THREE PAPER PLANES OF HIS OWN DESIGN. IN TURN, EACH PLAYER TOSSES HIS PLANES AT THE HOLE FROM 10 FEET AWAY. SCORE A POINT FOR EACH SUCCESSFUL FLIGHT.

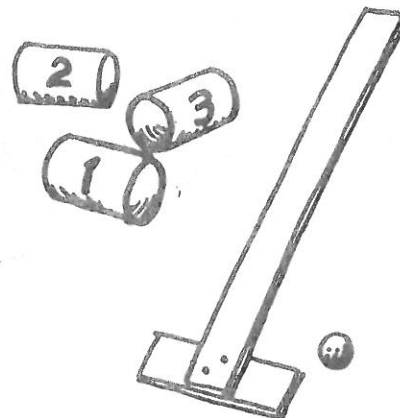
EACH PLAYER NEEDS THREE "BALLS" MADE OF CRUMPLED PAPER. THE OBJECT OF THE GAME IS TO TOSS THE BALLS INTO A BOX OR WASTEBASKET. "EASY!" YOU SAY! NOT IF YOU TOSS THE BALLS OVER YOUR SHOULDER --- THAT'S RIGHT! STAND WITH YOUR BACK TO THE BASKET AND SHOOT! KEEP SCORE.



YOU WILL NEED THREE EMPTY 64-OUNCE PLASTIC SODA BOTTLES AND A TENNIS BALL TO SET UP A "PARLOR BOWLING ALLEY." JUST SET UP THE BOTTLE "PINS" AND ROLL THE BALL AT THEM FROM A LINE 10 FEET AWAY. KEEP SCORE.



THIS GAME OF "GOLF" CAN BE PLAYED IN YOUR BACK YARD, IN THE STREET, ON THE BEACH, ANYWHERE! IT ONLY TAKES A FEW PIECES OF EQUIPMENT AND A LITTLE IMAGINATION TO MAKE YOUR OWN GOLF COURSE. FIRST, MAKE NINE "HOLES" FROM EMPTY SOUP CANS. PAINT NUMBERS (ONE THROUGH NINE) ON THE CANS. MAKE "PUTTERS" 24 INCHES LONG. THE CLUB HEAD IS 5 INCHES LONG. USE 1"X2" WOOD STRIPS. USE A GOLF BALL. PLACE "HOLES" AROUND COURSE AND BEGIN THE GAME, KEEP SCORE.



PACK MEETING PROGRAM

BOBCAT AND WOLF THEME

Assigned to:

The arrangements people arrive at the meeting place early to set up chairs and tables as planned at the pack leaders' meeting. Put up decorations.

People from each den also arrive early to set up displays. These can include collections, items made to fulfill achievement or elective requirements, reports and photos of den visits, craft items, and advancement charts. Make sure there are enough tables available for these displays.

While people gather, greeters welcome parents and guests, and take them to the exhibits and displays.

Opening. The assigned den has four Cub Scouts stand in a row in front of room. Each holds an advancement emblem (Bobcat, Wolf, Bear, Arrow of Light) in his hands. The denner reads the following description of Cub Scout advancement:

The things Cub Scouts try to do to earn the Bobcat and Wolf badges help them and their families. They learn to do things together. They learn things they can use the rest of their lives. And, they have fun while learning!

Den skits and demonstrations. Each den has a chance to do its part of the pack meeting program.

Awards Ceremony. Call each Cub Scout forward, in turn, to receive his awards. Have a table set at the front of the room. The universal Cub Scout emblem is standing in the middle of the table and in front of it are four candles. Each candle represents one of the Cub Scout awards. The boys who have qualified for Bobcat award are called forward first. When all Bobcats have been recognized, the Cubmaster lights the first candle. Then, all Wolf Cub Scout awards are presented and the second candle is lighted. Follow the same procedure with Bear and Arrow of Light presentations. When all awards have been presented, note one of the following facts:

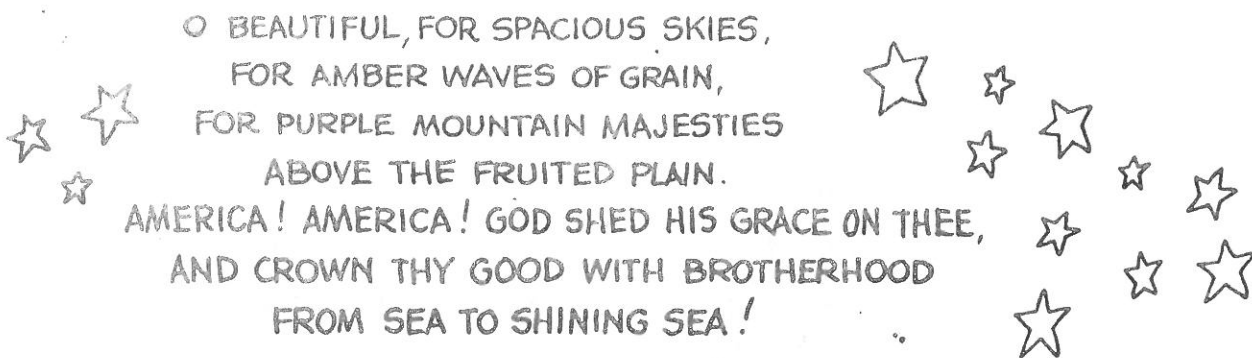
- If all candles have been lighted (because at least one of each of the four awards has been presented) observe that more "light" has been added to the pack's membership. The "light" represents new skills and knowledge.

- If one or more of the candles were not lighted, say that the sure way to bring brightness to a boy's life is to have him grow in skills and knowledge. Encourage Cub Scouts and parents to concentrate on the achievement and elective programs.

Present denner, assistant denner, and den chief cords. Also present any adult awards (badges of office, training awards).

Announcements. Cubmaster announces the next program theme, "Wolf in the Den," and tells parents and other family members they are needed to make the program a success. He announces the next pack leaders' meeting and the pack meeting dates.

Closing. The ceremonies den gathers at the front of the room in a straight line. They lead all in singing "America the Beautiful."



Note: It is suggested that each person be given a copy of the words to this song. Have someone make photocopies.

The Cubmaster congratulates Cub Scouts and parents and invites everyone to stay for refreshments and to see the Cub Scout exhibits. He thanks everyone for attending.

Refreshments. The persons assigned to handle refreshments serve cookies, cakes, popcorn, other snacks, and beverages.

While people take refreshments, the leaders have an opportunity to get acquainted with Cub Scout family members and guests.

The arrangements people stay to help rearrange and clean the meeting room after everyone else has left.

THEME : WOLF IN THE DEN

Cub Scout achievements boys can earn with this theme:

Bobcat: ALL requirements. Badge can be earned in first four meetings.

Wolf: Achievements

- | | |
|------------------------------------|--|
| 1. "Feats of Skill" | 7. "Your Living World" |
| 2. "Your Flag" | 9. "Be Safe at Home and on the Street" |
| 3. "Keep Your Body Healthy" | 10. "Family Fun" |
| 4. "Know Your Home and Community" | 11. "Duty to God" |
| 5. "Tools for Fixing and Building" | Electives |
| 6. "Start a Collection" | 6. "Books, Books, Books" |
| | 17. "Tie It Right" |

Each den should decide which of the following theme activities they want to do. They may also make up their own activities. Each den may do something different—that's okay! Help boys decide during the second den meeting.

1. Find out why Cub Scouting uses names like Bobcat, Wolf, Bear, Den, Pack, Akela. Get a copy of Rudyard Kipling's *Jungle Book* from the library. Read portions of the book to the den each week. Make up a skit for the pack meeting which is based on a story from the book.
2. Have Cub Scouts choose one of the Wolf achievements for the pack meeting theme. Create exhibits, decorations, songs, yells, skits, and props that relate to that achievement.
3. Den trips and visitors to the den meetings can also be arranged.
4. Have your den design and make Cub Scout emblems to be used in advancement recognition ceremonies at den or pack meeting. The Wolf emblem should feature all 12 achievements in some way.
5. Develop a "Keep Healthy" campaign for your pack, neighborhood, or school that tells people how to take care of everyday health needs such as colds, small cuts and bruises, good dietary habits, rat or roach problems, and food storage. Consult school or municipal health officials for more information. Prepare an easy-to-read flyer with health facts for distribution.
6. Make simple, but attractive wood items for sale in your neighborhood. These might include birdhouses and feeders, plant holders, decorative things such as animal cutouts and picture frames, what-not boxes, and window boxes. Follow instructions found in Achievement No. 5 in using tools and ideas from Electives No. 3, 5, 13, and 15 in your *Wolf Cub Scout Action Book*.
7. Become familiar with the rules of bike safety and traffic safety. Have your den help others understand and observe these rules. Do the following:
 - Reproduce and distribute these rules.
 - Plan and conduct a bike safety event in your neighborhood school yard. Ask police for help.
 - Put on a demonstration of bike safety at your pack meeting.
 - Develop a test for bike safety, and have each Cub Scout in your den qualify.
8. Other ideas your den may have: _____

Activities of this theme are based on badge requirement found in:

Bobcat Action Book, No. 3901
Bobcat Action Book, No. 3901S
Wolf Action Book, No. 3902

FIRST DEN MEETING

BEFORE THE MEETING STARTS

Have the following materials ready for this meeting: tools for display, "What Am I?" items, 4 candles, *Wolf Action Book, Bobcat Action Book*, den advancement chart, hammer, pieces of wood, and nails.

WHILE CUB SCOUTS GATHER

As Cub Scouts arrive pin a slip of paper on their backs. On each slip is the name of a tool. Of course, don't let the player see what is written on his paper. Tell each boy he is allowed to ask two questions of each person to learn what is written on the paper. The questions should be the kind that get "yes" or "no" answers only. Written on the slips are the names of tools such as hammer, pliers, wrench, screwdriver, ruler, saw, plane, drill, paint brush, and chisel. The first boy to discover the name on his paper is the winner.

OPENING

Form a circle. All hold their right hands up in the Cub Scout sign and recite the Cub Scout Promise.

I, _____ (SAY YOUR NAME) **PROMISE**
TO DO MY BEST, TO DO MY DUTY
TO GOD AND MY COUNTRY
TO HELP OTHER PEOPLE AND TO OBEY
THE LAW OF THE PACK



BUSINESS ITEMS

The denner marks attendance and records dues collected. The leader signs achievement books and records new advancement on the den advancement chart.

- Discuss the theme and theme ideas with the boys. Make a list of their ideas and suggestions.
- Make up a den yell. Here are a couple of examples:

**DEN 2 IS BEST
OF ALL THE REST**

Ziggity-zing! Ziggity-zack!
Den four is the best of the pack!

**WHAT'S THE BEST DEN
UNDER THE SUN
ONE! ONE! ONE! ONE!**

YEA! ONE!

DEN FIVE! BEST ALIVE!

JUMP WITH JOY! LAUGH WITH GLEE!
WE'RE THE BEST! WE'RE DEN THREE!

ACTIVITY

- Help boys learn the words to "Cub Scout Harmony."

I'D LIKE TO TEACH THE WORLD TO SING
IN CUB SCOUT HARMONY.
THE BLUE AND GOLD WOULD BE THE THING
THAT EVERYONE WOULD SEE.
EACH WOLF AND BEAR AND WEBELOS
IS DOING ALL HE CAN
TO "DO HIS BEST" WITH ALL THE REST

OF CUB SCOUTS IN THE LAND.

CHORUS:

WE'RE THE REAL THING (CUB SCOUTS!)
WHY NOT JOIN US, YOU'LL SEE (CUB SCOUTS!)
WHAT FUN REALLY CAN BE, (OH, YEAH!)
WE'RE THE REAL THING (WERE THE CUB SCOUTS, OH YEAH)

TUNE: "I'D LIKE TO TEACH THE WORLD TO SING"
PERMISSION GRANTED BY SHADA MUSIC, INC. © 1971

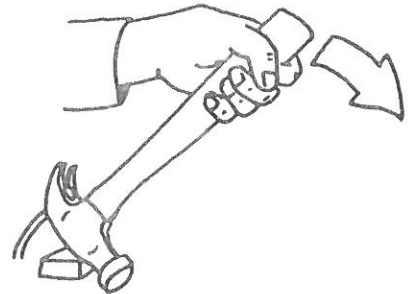
- Play tools game: (This is a game best played out-of-doors.)

The rules of this game are: (1) a player stays in the game only when he follows the rules; (2) he can move about when the leader calls out the name of a tool that does not cut (hammer, ruler, screwdriver, etc.); (3) he must squat down when a cutting tool's name is called (saw, chisel, plane, drill, etc.). If a player squats when he shouldn't (name of noncutting tool is called), or if he doesn't squat when he should (name of cutting tool is called), he must drop out of the game. The last player is the winner.

After game is over, all gather to learn how to remove a nail from a piece of wood with a hammer. Here's how:

HOW TO PULL A NAIL WITH A HAMMER

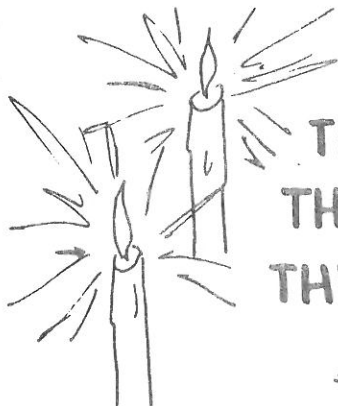
FIRST, IF THE NAIL IS BENT OVER, STRAIGHTEN IT
ENOUGH TO GET THE HAMMER CLAW UNDER THE
HEAD OF THE NAIL. PLACE A SMALL PIECE OF
WOOD NEXT TO THE NAIL. WITH THE HAMMER
HEAD RESTING ON THE WOOD AS SHOWN, SLIDE THE CLAW UNDER THE NAIL-HEAD AND PRY IT OUT.



CLOSING

Den forms a straight line. The leader presents badges earned or Immediate Recognition beads.

Then, as boys recite together the Law of the Pack, the denner lights each of four candles representing the four parts of the Law.



❖ THE LAW OF THE PACK ❖

THE CUB SCOUT FOLLOWS AKELA
THE CUB SCOUT HELPS THE PACK GO
THE PACK HELPS THE CUB SCOUT GROW
THE CUB SCOUT GIVES GOODWILL



Dismiss the den.

AFTER THE MEETING

Review the program for next week's meeting.

SECOND DEN MEETING

BEFORE THE MEETING STARTS

Materials needed for this meeting are: pieces of wood, hammer, saw, hand drill, paint, small paint brush, ping-pong ball, *Wolf Action Book*, *Bobcat Action Book*, and den advancement chart.

Make arrangements for next week's den trip to a fire house.

WHILE CUB SCOUTS GATHER

As soon as three or more boys have arrived, start a game of "Poison Tag." One boy is chosen to be "it." "It" chases after the others until he tags one. The tagged player now becomes "it," and must hold the place on his body where he was tagged. (For example, if tagged on the right elbow, he must hold that spot with his left hand while chasing after the others.) Keep playing until all have arrived.

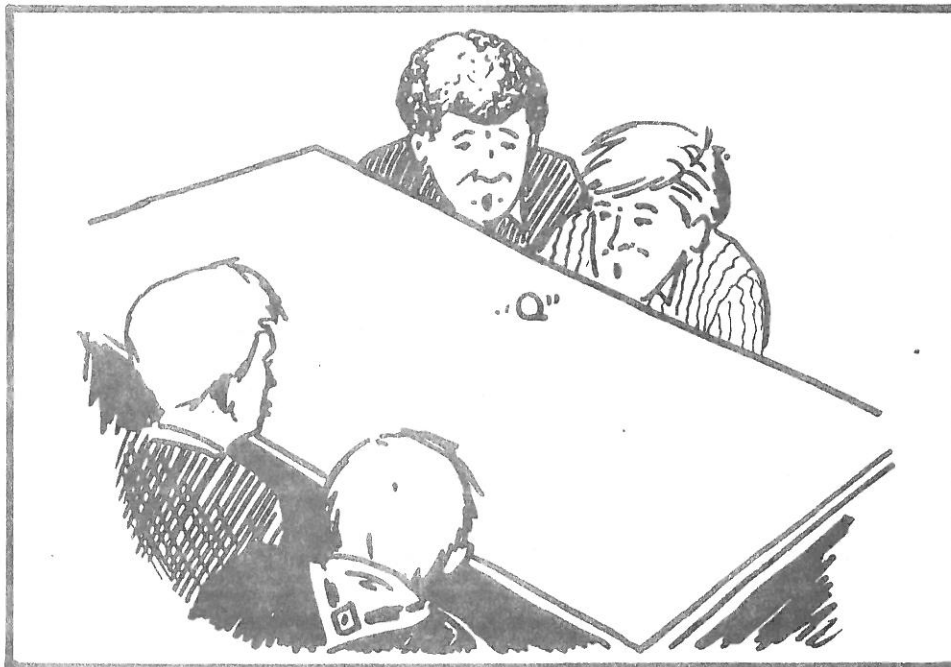
OPENING

All line up in straight line and make the Cub Scout sign. The denner leads all in the den yell that the boys created last week.

BUSINESS ITEMS

Dues are collected and attendance recorded by the denner. The leader signs advancement lines in boys' Cub Scout Action Books and updates den advancement chart.

Leader wraps up discussion begun last week about theme ideas.



ACTIVITY

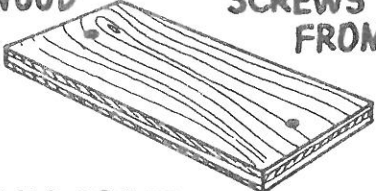
- Play "Windstorm." Boys take positions around a large table and kneel down so that their faces are at table-top level. The leader rolls a ping-pong ball along the center of the table. Players must try to blow the ball, trying to make it roll off the opposite edge of the table. If the ball touches a player it is the same as if it goes off the table.

- With saw, hammer, hand drill, and wood, show Cub Scouts how to make door signs for their home or room. Here are some ideas:

① CUT A PIECE OF 1/4" PLYWOOD 5" LONG AND 2 1/2" WIDE.

② DRILL HOLES FOR SCREWS 1/2" IN FROM ENDS.

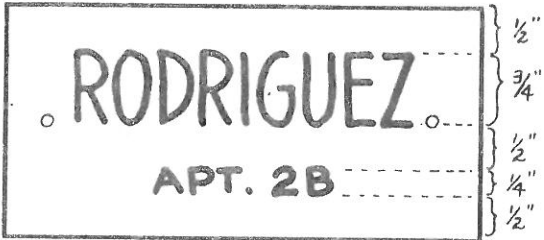
③ AFTER SMOOTHING EDGES WITH SANDPAPER, CLEAN OFF ALL DUST.



④ CAREFULLY PRINT NAME AND ADDRESS ON THE SIGN WITH A PENCIL.

⑤ GO OVER PENCIL LETTERS WITH PLASTIC MODEL PAINT IN YOUR FAVORITE COLORS.

⑥ WHEN LETTERING DRIES, COAT THE SIGN (EDGES, TOO!) WITH SHELLAC, VARNISH OR POLYUR-ATHANE.



⑦ WHEN COATING DRIES, ATTACH YOUR SIGN WITH TWO SCREWS OR NAILS. LOOKS GOOD!

- Tell boys about arrangements for the den's field trip to a fire house next week. (Where and when to meet; money for transportation, if necessary; etc.)

CLOSING

The den stands in a straight line while the denner reads the Cub Scout Promise. All den members repeat each part as it is read.

I, _____ (NAME) _____ PROMISE
 TO DO MY BEST
 TO DO MY DUTY TO GOD
 AND MY COUNTRY,
 TO HELP OTHER PEOPLE, AND
 TO OBEY THE LAW OF THE PACK.

AFTER THE MEETING

Review next week's den meeting program. Check out details of fire house visit. Prepare for the pack leaders' meeting by bringing the attendance, dues, and advancement records up to date, and your den's theme ideas.

FIRST PACK LEADERS' MEETING

The following is a guideline for planning details of the Wolf in the Den theme. All adult leaders should attend the pack leaders' meeting. Meet in a private home. The pack committee chairman and the Cubmaster run this meeting.

Program details to be worked out:

1. Cubmaster reviews theme suggestions with everyone.
2. Den leaders report ideas made by Cub Scouts.
3. Achievements related to this theme are discussed.
4. Each den leader chooses theme activities their Cub Scouts will do. (More than one den may decide on the same project. That's okay!)
5. The leaders decide how each den's activities will become part of the pack meeting program next month.
6. Make plans for next month's den swims. Perhaps all dens can plan to swim at the same time and place. Try the YMCA, YWCA, Boys' Club, community center, etc.
7. Pack budget items are discussed: The money available, expenses, estimated expenses for the theme, dues collections.
8. Decide who will do what at the pack meeting such as:

- Greeting people.
- Getting and serving refreshments.
- Obtaining badges.
- Awarding badges.
- Decorating.
- Arranging the meeting room.
- Running opening and closing ceremonies.
- Cleaning up.

Assigned to:

9. Discuss the problems of the dens. Provide help if needed.

Other den and pack matters discussed—perhaps over coffee or tea. Make sure the meeting is relaxed and informal. The group should agree on the date and location of the next pack leaders' meeting before going home.



THIRD DEN MEETING

BEFORE THE MEETING STARTS

Gather materials needed for game. Have on hand a *Wolf Action Book* and a *Bobcat Action Book*, as well as the den advancement chart.

WHILE CUB SCOUTS GATHER

Play "Fire Safety Draw." In a small box or paper bag place slips of paper, each with a fire safety rule written on it. Some of the rules are correct and some are incorrect. Here are some sample rules:

- Never play with matches. (Correct)
- Keep matches where little kids can't reach them. (Correct)
- Ask your parents to keep gasoline or other things that could blow up away from fire or heat. (Correct)
- Keep sidewalks and alleys clear of trash. (Correct)
- Throw greasy or oily rags away. (Correct)
- Know where fire exits are in all buildings you go into. (Correct)
- It's okay to light a match to help you see in a closet. (Wrong)
- Keep gasoline stored in your kitchen. (Wrong)
- Putting a kerosene lamp on your bed to read with is okay. (Wrong)
- Smoking in bed is all right if you have an ashtray. (Wrong)
- Using a gas stove to heat the house is safe. (Wrong)

Mix the slips of paper in the box. Each boy reaches in to get one. In turn, each reads his slip out loud. When the reader comes to the end of the rule, all others count quickly to ten. The reader must shout out whether his rule is right or wrong. Repeat when everyone has played, if you wish.

OPENING

Den stands in a circle and sings "Hello."

FIRST & FOURTH LINES ARE SUNG IN FOUR PARTS -
ONE AFTER THE OTHER AND EACH HOLDING ITS
PART UNTIL ALL FOUR ARE SUNG TOGETHER :

HELLO! HELLO! HELLO! HELLO!
WE'RE GLAD TO MEET YOU!
WE'RE GLAD TO GREET YOU!
HELLO! HELLO! HELLO! HELLO!

THEN - EVERYONE SHOUTS :

HELLO!

BUSINESS ITEMS

Denner collects and records dues and marks attendance. Den leader records advancement in Action Books and on the den advancement chart.



ACTIVITY

Den takes a field trip to a nearby fire house. The purpose of the trip is to see how firefighters do their jobs and to get some tips on fire safety in the home. Cub Scouts should be prepared to ask questions. On the return trip discuss what was seen and what was learned.

CLOSING

Have the closing at the fire house or back at your den meeting location. The den stands in a semicircle and makes the Cub Scout sign. All shout out the Cub Scout motto:

DO YOUR BEST

AFTER THE MEETING

Write a thank-you note on behalf of the den to the people at the fire house. Perhaps you could send a thank-you card which each boy signs. Prepare for church visit in two weeks. Review next week's meeting program.

FOURTH DEN MEETING

BEFORE THE MEETING STARTS

Have the following materials ready for this meeting: a wash bucket, a ball, *Wolf Action Book*, *Bobcat Action Book*, den advancement chart, and a chart showing the seven rules of health.

WHILE CUB SCOUTS GATHER

Involve boys in playing "Bucket-Bucket" as they arrive. Players stand in a wide circle facing in. In the center of the circle is a bucket. Players try to toss a ball so that it bounces once before going into the bucket. Score one point for each successful try. Make sure each boy gets an equal amount of tries.

OPENING

Cub Scouts form a straight line. The denner stands in front of the line and reads the meaning of Webelos found on page 8 of the *Bobcat Action Book*.



*THE LETTERS W-B-L-S
IN WEBELOS STAND FOR
WELLBELOYALSCOUTS.*

BUSINESS ITEMS

After the denner collects dues and marks attendance, the leader starts a discussion about the den's field trip to the fire house last week. Some subjects to cover are:

- How do firefighters do their jobs?
- How does the alarm at an alarm box get to the right place?
- What advice did firefighters give for fire safety at home?
- How does someone prepare to become a firefighter?

After the discussion, the leader signs for achievements earned and records advancement on the den advancement chart.

ACTIVITY

All sing "My Bonnie Lies Over The Ocean."

MY BONNIE LIES OVER THE OCEAN,
MY BONNIE LIES OVER THE SEA,
MY BONNIE LIES OVER THE OCEAN,
O, BRING BACK MY BONNIE TO ME!

*BRING BACK! BRING BACK!
O, BRING BACK MY BONNIE
TO ME, TO ME!
BRING BACK! BRING BACK!
O, BRING BACK MY BONNIE TO ME!*

Play "Akela Says . . ." Have boys form a straight line. Tell them that the game leader will give them commands, one after another. If the command is preceded with the words, "Akela says . . .," each boy must do that command. If those words are not a part of the command, players should *not* do it. For example, the leader might say, "Stand on one foot!" (Players will *not* follow that command.) But, if the leader says, "Akela says, stand on one foot," everyone must stand on one foot right away. Those who do not obey a command correctly must drop out of the game. The last boy left in the game is the winner. Repeat if time allows.

CLOSING

Go over the "Seven Rules of Health" found on page 10 of the *Wolf Action Book*. Answer questions about these rules.

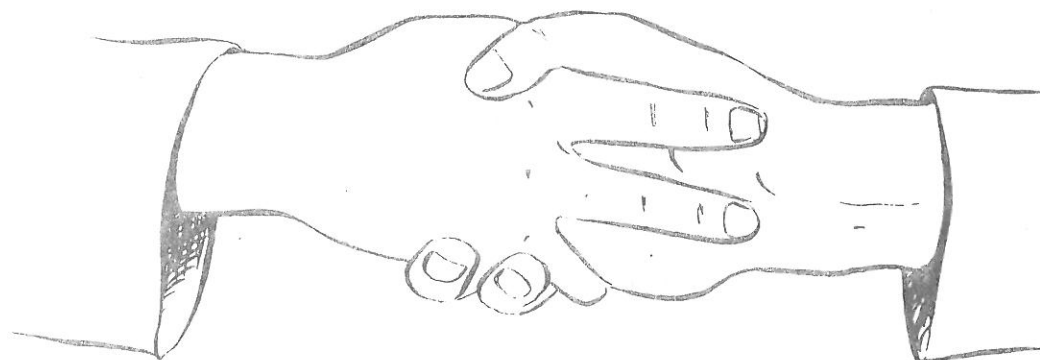
SEVEN RULES OF GOOD HEALTH ARE :

1. TAKE HOT, SOAPY BATHS OFTEN.
2. WASH YOUR HANDS BEFORE YOU EAT AND AFTER YOU USE THE TOILET.
3. BRUSH YOUR TEETH AT LEAST TWICE A DAY. RINSE YOUR MOUTH AFTER EATING.
4. DRINK LOTS OF WATER, MILK AND FRUIT JUICE.
5. EAT DIFFERENT KINDS OF FOOD. DO MOST OF YOUR EATING AT MEALTIMES. DON'T EAT TOO MANY SWEETS.
6. RUN AND PLAY OUTSIDE AS OFTEN AS YOU CAN.
7. GET THE SLEEP YOU NEED AT NIGHT.

Before the closing ceremony do the following:

- Remind Cub Scouts that the den will take a field trip to a neighborhood church next week. Give them necessary details.
- Present Bobcat and Wolf badges earned as well as any Immediate Recognition beads earned.

Close the meeting by having den members form a straight line. The leader shakes hands with the first boy in line, using the Cub Scout handclasp. That boy turns and shakes hands with the next boy and so forth to the end of the line.



AFTER THE MEETING

Check details of next week's church visit and review the rest of next week's meeting agenda.

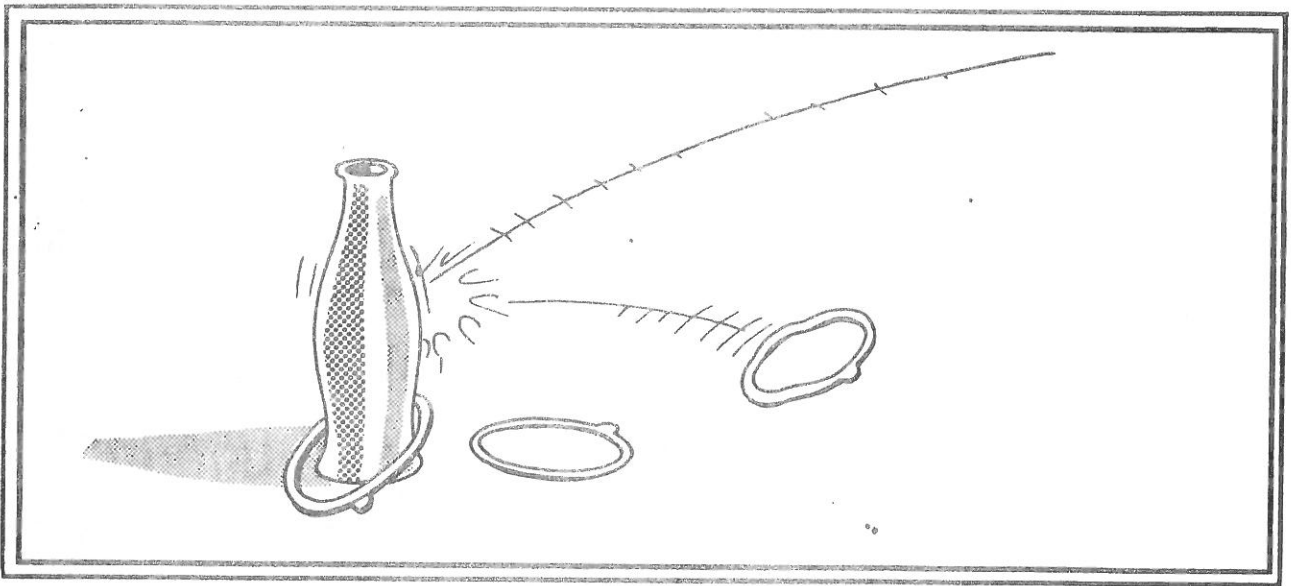
FIFTH DEN MEETING

BEFORE THE MEETING STARTS

You will need the following items for this meeting: some home preserve jar lid rings, small soda bottles, den advancement chart, *Wolf Action Book*, *Bobcat Action Book*, and the U.S. flag.

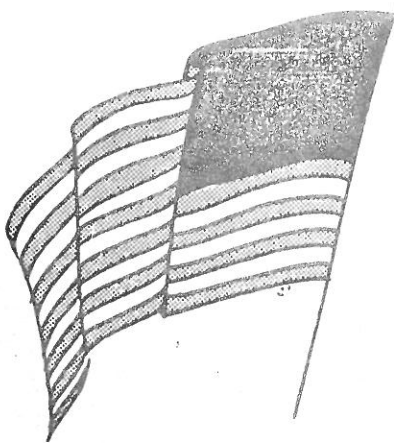
WHILE CUB SCOUTS GATHER

Play "Bottle Ring Toss." Line up soda bottles on the floor as shown below. Players each have three tosses to score in each game. Repeat as time allows.



OPENING

The den stands in a semicircle. The denner stands in front with a U.S. flag. Sing "America."



my country! 'tis of thee,
sweet LAND OF LIBERTY,
of thee I sing;
LAND where my FATHERS DIED,
LAND OF THE PILGRIM'S PRIDE,
FROM EVERY MOUNTAIN SIDE
LET FREEDOM RING.

BUSINESS ITEMS

Denner collects dues and marks attendance. The leader records advancement earned on the den advancement chart.

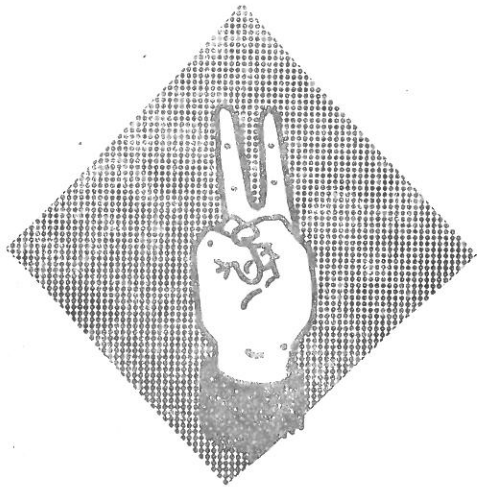
ACTIVITY

The den leaves on its field trip to a neighborhood church. Things for boys to learn from this field trip are:

- What the clergy does each day?
- How many people attend church school and worship services each week?
- What does this church do to help make the neighborhood a better place to live?

CLOSING

You may do this closing ceremony at the church or back at your den meeting location. The den forms a straight line. All raise their right hands in the Cub Scout sign and recite the Law of the Pack.



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

AFTER THE MEETING

Review next week's program. Write a thank-you note to the church.



SIXTH DEN MEETING

BEFORE THE MEETING STARTS

Have the following items ready for this meeting: pieces of 8½" x 11" paper (one for each boy), a cardboard box, a neighborhood map, list of local emergency phone numbers, den advancement chart, *Wolf Action Book*, *Bobcat Action Book*, and pack meeting project items.

WHILE CUB SCOUTS GATHER

As each boy arrives he is given a piece of paper and told to make a paper airplane ("spaceship"). A box is set at the far end of the room with the open part up. Boys must stand behind a designated line and try to fly their "spaceships" into the box. No scoring is needed with this game. Change the position or location of the box a few times (open part at the front; box against the wall—away from the wall; etc.).

OPENING

Sing "I Love That Word, Hello."

*I love to hear that word "hello,"
Wherever I may go.
'It's full of friendship
And good cheer,
And warms the heart up so.*

TUNE: "AULD LANG SYNE"

*Hello, hello, hello, hello
Hello, hello, hello;
Where e'er we meet,
Like friends let's greet
Each other with "hello."*

BUSINESS ITEMS

After dues and attendance are recorded, the leader begins a discussion about last week's visit to a neighborhood church. The denner can make a list of things the group learned. Advancement is recorded on the den advancement chart.

ACTIVITY

- Talk about how a person can get help when he needs it. What are the phone numbers every home should have by the phone in case they are needed. For those without phones—where are the nearest phones located and how do you use them?
- Play "The Street Name Game." Boys sit on the floor in a circle. They are told to think of street names in their neighborhood. Then, the game begins with the first boy saying the name of a street. The second boy names another street, and so on around the circle. Names cannot be repeated. Keep the game going until all the neighborhood streets have been named. A map is handy to have so that all streets will be named.

Begin work on the den's assignment for the pack meeting. This assignment was made at the first pack leaders' meeting.

CLOSING

Boys form a circle. While one Cub Scout reads the words to "Taps," the others hum the tune.

DAY IS DONE,
GONE THE SUN,
FROM THE LAKE,
FROM THE HILLS,
FROM THE SKY;
ALL IS WELL, SAFELY REST,
GOD IS NIGH.

FADING LIGHT
DIMS THE SIGHT,
AND A STAR
GEMS THE SKY,
GLEAMING BRIGHT;
FROM AFAR, DRAWING NIGH,
FALLS THE NIGHT.

AFTER THE MEETING

Review next week's meeting outline. During the week, call the local library to get information about obtaining library cards. Get advancement, attendance, and dues records together for the pack leaders' meeting. Contact local swimming pool official (YMCA, YWCA, Boys' Club, community center, etc.) to make arrangements for a den swim on the Saturday following next week's den meeting. Perhaps one pack leader can make arrangements for all dens to swim at the same time and place.



SECOND PACK LEADERS' MEETING

The purpose of this meeting is to plan the details of the pack meeting. All adult leaders should be present and parents should be invited. Like the first pack leaders' meeting, this one should be held in the home of one of the leaders. The pack committee chairman and the Cubmaster run this meeting.

The following items should be covered:

1. Everyone discusses what has been happening at den meetings. Den leaders report the program items their Cub Scouts seemed to like best.
2. Based on the reports of each den's activities of the Wolf in the Den theme, everybody helps to plan each den's part of the pack meeting. One den may report on their advancement skills; another den can give reports of their field trips; another can perform skits showing Wolf achievement requirements in action, or just a fun skit. Other pack meeting assignments for dens include making decorations, opening and closing ceremonies, or song leading.
3. Make sure all advancements are reported so that badges still to be presented will be on hand at the pack meeting. Other boys who have earned and received badges during this theme also will be recognized at the pack meeting.
4. Check on pack meeting assignments made at the first pack leaders' meeting.
5. Check on den swims.
6. Discuss den problems. Provide help if needed.
7. Pack finance report is given.

(See last page of this theme section for detailed pack meeting agenda.)



SEVENTH DEN MEETING

BEFORE THE MEETING STARTS

Have the following items ready: Put up "Feats of Skill" chart, 20' length of clothesline, *Wolf Action Book*, *Bobcat Action Book*, den advancement chart, and pack meeting project materials.

WHILE CUB SCOUTS GATHER

Pair off boys as they arrive. Supervise them as they try the Cub Scout dueling skills:

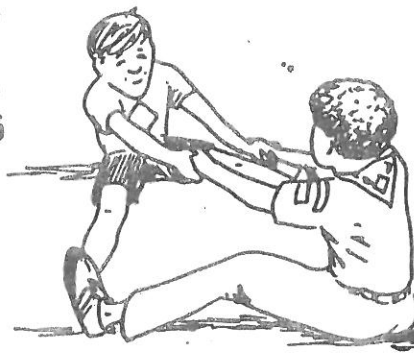


ARM WRESTLE: EACH BOY TRIES TO FORCE THE OTHER'S HAND TO THE GROUND OR RAISE HIS ELBOW WITHOUT MOVING HIS OWN ELBOW.

CHEST PUSH: START CONTEST BETWEEN LINES DRAWN 10 FEET APART. BOYS PUSH CHEST AGAINST CHEST, ARMS OUT, HANDS TOUCHING. EACH TRIES TO FORCE THE OTHER PAST LINE.



BELT TUG: PLAYERS FACE EACH OTHER ON HANDS AND KNEES. TWO BELTS ARE FASTENED TOGETHER AND PLACED AS LOOPS AROUND THE PLAYERS' HEADS. EACH TRIES TO BACK UP AND PULL THE OTHER OVER THE LINE. IF BELT SLIPS OFF A PLAYER'S HEAD, HE LOOSES.



PULL APART: SIT FOOT TO FOOT WITH HANDS LOCKED AND LEGS WIDE APART. EACH PERSON TRIES TO PULL THE OTHER UP. THE WINNER WINDS UP ON HIS BACK.

OPENING

All stand in a straight line and make the Cub Scout sign. At the leader's signal all shout the Cub Scout motto and jump as high as they can.

BUSINESS ITEMS

The denner collects dues and records attendance. The leader signs boys' Cub Scout Action Books and records advancement earned on the den advancement chart. Display the chart so that boys can see their progress.

ACTIVITY

- Have all stand and sing "Head and Shoulders, Knees and Toes."

HEAD AND SHOULDERS,
 KNEES AND TOES, KNEES AND TOES,
 HEAD AND SHOULDERS,
 KNEES AND TOES, KNEES AND TOES,
 EYES AND MOUTH AND EARS AND NOSE,
 HEAD AND SHOULDERS,
 KNEES AND TOES, KNEES AND TOES.

TUNE: "THERE'S A TAVERN IN THE TOWN"

- Tell boys how and where they can obtain their own library card. Answer questions.
- Play "Tug of War" by dividing the den into two teams. Teams take hold of the rope which has a cloth tied at the center line. At the signal, both teams pull and when one team is pulled completely over the center line, the other is declared the winner.
- Keep the same teams for "Feats of Skill" relay. The teams line up next to each other in single file. The first boy of each team must do the following skills and then run back to the next team member who does the same: (1) a forward roll, (2) a back roll, (3) a falling forward roll, (4) walk a line forward, backward, and sideways, (5) an elephant walk for five steps, and (6) then stoop down, count from 10 to 0, then jump as high as possible. In turn, each boy on each team does each item listed above. First team to complete the skills is the winner.

TEAM # 2	FORWARD ROLL	BACK ROLL	FALLING FORWARD	WALK A LINE	ELEPHANT WALK	HIGH JUMP	TOTAL SCORE
NAME							
BILLY SMITH							
ADAM JOHNSON							
WART							

- Work on the pack meeting project.

CLOSING

Tell boys about arrangements for a den swim at a nearby pool. Tell them that they will have an opportunity to qualify for "Feats of Skill" swim requirement.

The den forms a straight line. The denner leads all in saying the Cub Scout Promise.

**I PROMISE, TO DO MY BEST, TO DO MY DUTY
 TO GOD AND MY COUNTRY; TO HELP OTHER
 PEOPLE AND TO OBEY THE LAW OF THE PACK**

AFTER THE MEETING

Review next week's den meeting outline.

EIGHTH DEN MEETING

BEFORE THE MEETING STARTS

Have the following items available for this meeting: pack meeting project materials, *Wolf Action Book*, *Bobcat Action Book*, den advancement chart, marbles, and story book.

WHILE CUB SCOUTS GATHER

Involve boys in a game of "Rooster Tag" as they arrive. One boy is selected to be "it." He must hold his left ankle with his left hand and hop around on his right leg. When he is able to tag someone, that person must assume the "it" position. Game continues until it is time to start the meeting.

OPENING

The den stands in a straight line and repeats the Conservation Code as it is read by the denner.

AS AN AMERICAN,
I WILL DO MY BEST TO -
BE CLEAN IN MY OUTDOOR MANNERS,
BE CAREFUL WITH FIRE,
BE CONSIDERATE IN THE OUTDOORS,
AND BE CONSERVATION-MINDED.

BUSINESS ITEMS

Dues are collected and attendance is recorded by the denner. The leader records advancement on the den advancement chart.

ACTIVITY

- The den is formed into two teams. Each team sits on the floor side-by-side. The first boy on each team is given a marble. At the leader's signal the first boy passes the marble to the second boy, and so forth, down the line and then back again. If the marble is dropped, it must go back to the first boy to begin all over. Play as many times as you would like, giving one point to the winning team for each successful relay.



- The leader reads a short story and afterwards the Cub Scouts act out the story.
- Finish the pack meeting project assigned to your den.

CLOSING

Have the den form a circle, make the Cub Scout sign, and give the den yell.



**DEN ONE! THE BEST!
DEN ONE!**

AFTER THE MEETING

Gather together all items needed for the pack meeting. Contact the pack leader in charge of obtaining badges for pack meeting recognition — give him an updated report of additional advancement in your den. Review the agenda for next week's den meeting.

PACK MEETING PROGRAM

WOLF IN THE DEN THEME

Assigned to:

The arrangements people arrive at the meeting place early to set up chairs and tables as planned at the pack leaders' meeting. They put up decorations.

People from each den also arrive early to set up displays.

While people gather, greeters welcome parents and guests, showing them where displays and exhibits are located.

Den demonstrations. Each den in turn performs skits, tells stories, introduces guests, or does whatever it has planned for this part of the pack meeting. This includes opening and closing ceremonies.

Awards ceremony. The leader calls each Cub Scout forward in turn to receive his badges. Also call the parents of each boy forward when badges are given. Make the ceremony serious and impressive. It is important that boys see that learning and demonstrating skills are worthy of adult recognition.

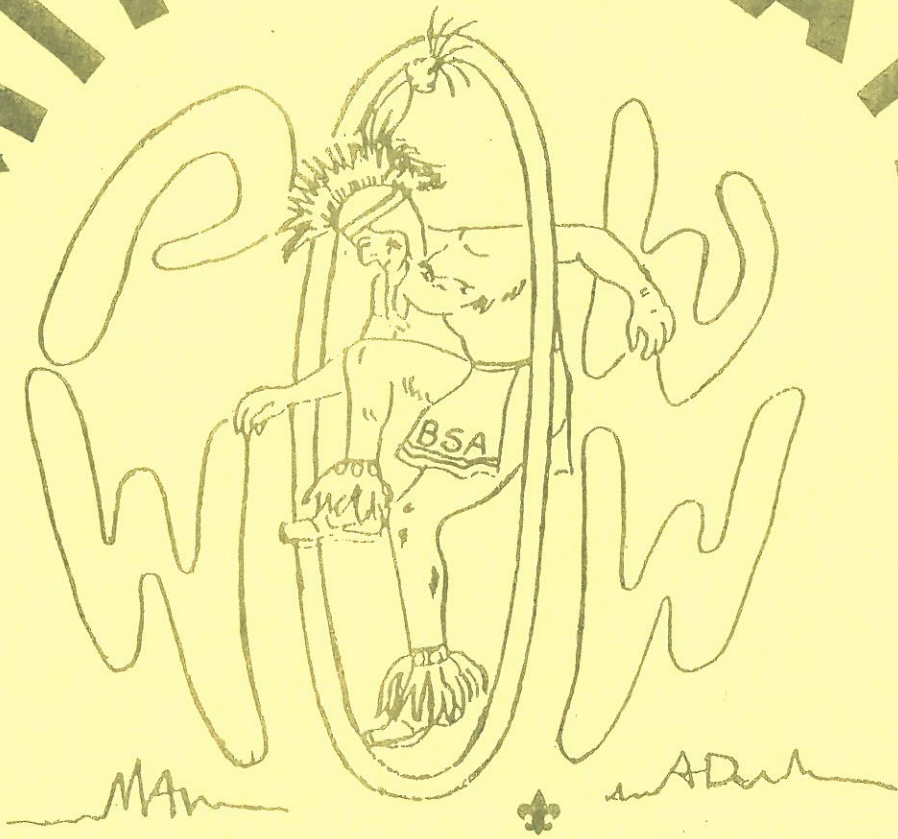
Announcements. Cubmaster outlines the next program theme. He also announces the date and location of the next pack leaders' meeting and the next pack meeting. He encourages parents and family to help their sons with their Cub Scout achievements and electives and Webelos activities badges. He also invites parents to take an active leadership role in the pack.

Closing. After the assigned den does their assignment the Cubmaster congratulates Cub Scouts and parents and invites all to stay for refreshments.

Refreshments. Those appointed at the pack leaders' meeting serve snacks and beverages.

The arrangements people stay to rearrange and clean the meeting room:

PACK ADMINISTRATION



CHIPPEWA VALLEY
Boy Scouts of America

PACK ADMINISTRATION ...

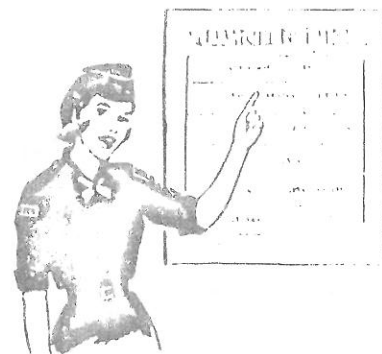
Involves the ACTIVITIES of a pack with Cub Scouts, pack leaders, den leaders, parents, district and council volunteers, and professional Scouters, all working together for a quality program for Cub Scouts.

Yearly Activities

Registration
Budgeting of pack money
Cub Scout recruiting
Recruiting new leaders
Planning year's pack meetings
Blue and Gold Banquet
Pinewood Derby
Scout-O-Rama
Fund Raising
Summertime outdoor pack activities
Cub Scout Olympics
Cub Scout Day Camp
Service Projects

Monthly Activities

Planning & running Pack Meeting
Helping den leaders
Special activities



As you can see, there are many things to be done by the Pack Committee during the year, and the single most important word for a smooth-running pack is PLAN-PLAN-PLAN!

The most important responsibility that leaders have in Cub Scouting is 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 men of the pack need to use their efforts to provide the materials and help Den Leaders need, to make their jobs easier, more enjoyable, and meaningful. The men in Cub Scouting should be familiar with the planning process to know where they fit in and what tools to use (*Cub Master's Packbook & The Pack Committee*).

KEEP IN MIND ... these basic ideas which you need to understand before you start planning:

- Cub Scouting is a year-round, 12-month program
- Cub Scouting has enough variables to meet the needs and desires of any boy, any place
- The Cub Scout Program is built around a monthly theme for 8 and 9-year-old boys
- Webelos dens are for 10-year-old boys and use an activity badge area for their monthly program

PACK ADMINISTRATION IS COMMUNICATION

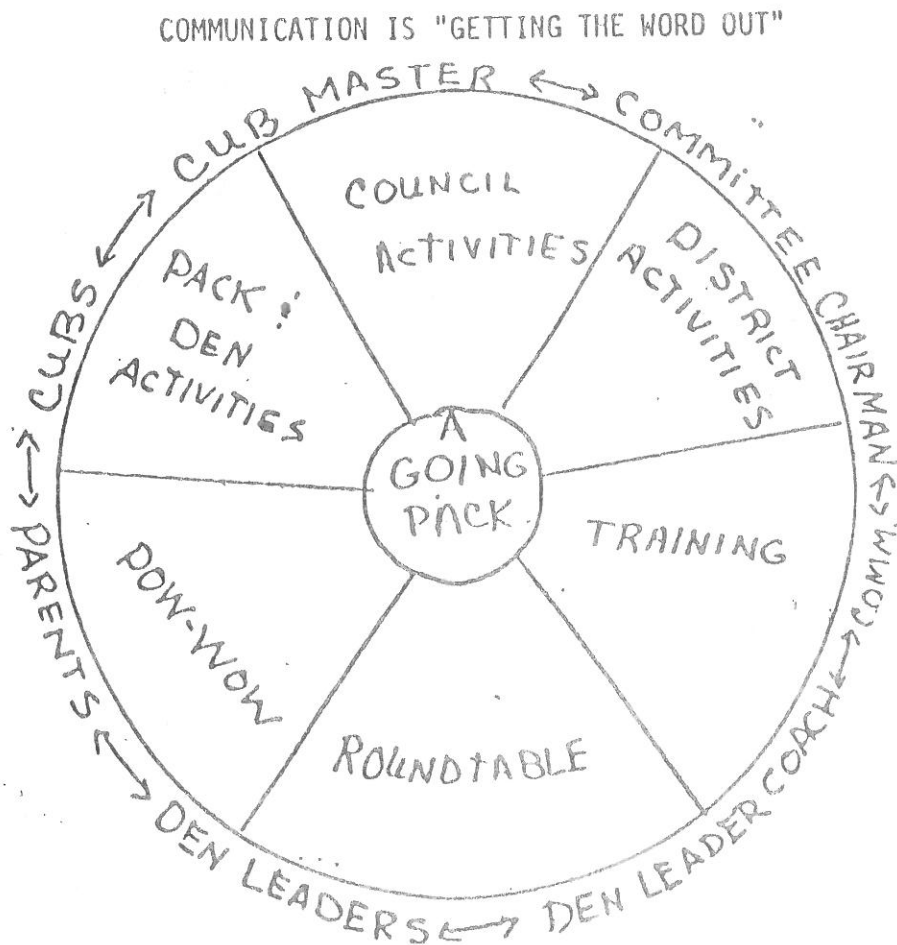
With Cub Scouts, parents, pack leaders, and district and council scouters.

BY

Personal contact, telephone, and written word.

FOR

the purpose of promoting the Cub Scout program and the Principles of the Boy Scouts of America



CUB PACK ORGANIZATION

Sponsoring Institution. Every Cub Scout pack belongs to an institution such as a church, school, PTA, service club, fraternal or patriotic organization; or a similar group chartered by the Boy Scouts of America to use the Cub Scout program.

Institutional Representative. The institution names an institutional representative to represent it on the local Scout council. He also serves as an active member of the district committee and coordinates all phases of the Cub Scouting program in his institution.

Pack Committee. The institution selects three or more men or women to serve as pack committee members. Den dads, who are also pack committee members act as liasons between their dens and the committee. The pack committee is responsible to the chartered institution for the sound operation of the pack.

1. Recruit Cubmaster and assistants.
2. Provide adequate and safe facilities.
3. Coordinate pack program with that of the chartered institution.
4. Assist in pack's annual review and recharter.
5. Provide a parents' training program.
6. Supervise pack finances and equipment.
7. Confer with the Cubmaster on questions of policy affecting the proper interpretation of Cub Scouting and the requirements of the chartered institution.
8. Participate in district and council training events; training courses, roundtables, pow wows, den chief conferences, etc.
9. Keep adequate pack records.
10. Operate the pack in such a way as to insure its permanency.
11. Take pride in the appearance of the pack by securing proper use of uniforms, badges and insignia.
12. Develop pack procedures, such as date of pack meeting, monthly pack leaders' planning meeting, amount of dues and size of dens.

Pack committee members have dedicated a portion of their time and all of their capabilities to the guidance of boys. They have one motive .. to make Cub Scouting a happy game for boys, while providing them with citizenship training, character development, physical and mental fitness. They are interested in each individual boy and develop all their plans and make all their decisions in the light of that fundamental purpose. They look after the interests of the sponsoring partner as well as the boys.

The Den Dad. This man's job is a very important one, calling for a man who is keenly interested in boys. As a regular member of the pack committee he helps carry out the projects decided upon by the committee. His most important function as a den dad is to keep in touch with the other dads in his den, interesting them in their own sons, and enlisting their help in special activities. He usually cannot attend den meetings, but he takes the initiative in planning outings and helps the boys when his hobbies may contribute to their activities.

UNDERSTANDING BOYS

To a boy, Scouting is a game . . . a magnificent game, full of play and full of laughter, keeping him busy, keeping him happy. That is the strength of Scouting. A boy becomes a Cub Scout for the sheer fun there is in it. The action in Scouting appeals to the boy's impulse to do something.



The basic principle in Scouting is "learning by doing". There is nothing negative in it. There are no "don'ts". Scouting doesn't say, "Don't rob a bird's nest" . . . But instead, "Find out about birds." It doesn't say, "Don't cut down trees," but instead, "Help save the trees." That is talking boy language . . . stimulating, not prohibiting.

Boys like the adventure of Scouting. They like the adventure of tackling a job, alone or with a den. There is adventure in doing a good turn. A boy finds companionship and fellowship in the den. There is always present the urge to achieve . . . a higher rank looms ahead . . . there is no distinction to be gained.

Boys are alike in many ways. They are part human, part angel, and part barbarian. They want everything except soap and work. They take the knocks of the world . . . stomach aches, injured toes, and fingers, broken bones, and black eyes. But at the same time, they absorb the good of the world. And in a few short years, when they become men, they cast aside their boyish ways to battle against the stern reality of life . . . and generally make good, participating citizens.



Even though all boys are alike in some ways, each one is an individual and should be treated as such. Balance is the thing. Knowing where to draw the line is the thing. For out of it all, a boy must learn that sometimes he must assert himself, and sometimes he must give in for the welfare of his fellow Cub Scouts.

Boys will be boys, no matter where you find them. They play, run away, love to be outdoors, and do a host of things that are generally looked upon by their parents and leaders as a foolish waste of time. Boys all have the same creed . . . to enjoy every second of every minute of every hour of every day. A boy is like a puff of wind because he comes at the most unexpected time, hits in the most unexpected places, and leaves everything a wreck behind. He has an impelling desire to exercise on all occasions; he pulls the cat's tail; he tangles Sis's curls; he shoots paper wads in Sunday School; and he possesses a perpetual appetite. He has a dirty face, uncombed hair, and is ragged regardless of which side of the tract he lives on. But the time comes when he becomes a loyal and true citizen of his country. He lives his own life, makes up his own mind as to truth and honesty and best interest of others. God bless him!

Character in a boy is a slow growing thing. Every day of his life, everything he sees and does forms a small piece of his character. Give him the right and opportunity to be proud of himself. Teach him the value of helping other people. A Cub leader can help boys in some ways that no one else, not even their parents, can. Help them to learn to stand on their own two feet and be men you can be proud of . . . and what's more important, men they can be proud of.



. . . not the sit down, fold your arms, keep your mouth shut, raise your hand to talk, classroom type.

In a disciplined pack or den, a great deal can be accomplished. A rowdy den or pack, on the other hand, can accomplish little in the way of program and certainly offers few chances for helping boys develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys for citizenship, you must teach them the importance of discipline within each individual. Baden-Powell said, "You can only get discipline in the mass by discipline in the individual."

It has been glibly stated that a good active program will eliminate discipline problems in the den or pack. This is true to a degree, but even a top-notch program won't solve the problem of the individual boy who wants to cause trouble, "just for the heck of it". Boys cause trouble when they are uninterested, and certainly a good program will help keep them interested and active, but it isn't the whole answer. There are a few other ideas which will help maintain discipline.

- . . . Insist on attention when talking. Boys who want to get on with the activity will help quiet the noisy ones.
- . . . Don't shout or yell. Use the Cub Scout sign to get attention.
- . . . Have a good preopening activity. Trouble starts when a few Cubs arrive early and don't have anything to do. Once you've lost control, it's hard to regain it.
- . . . Praise in public--criticize in private. Public criticism arouses resentment.
- . . . Make full use of the advancement program. Boys advancing usually don't cause much trouble.
- . . . Keep den meetings going at a fast pace with lots of activity and interesting things to do. Prevention is better than cure.
- . . . Give boys responsibility and expect them to meet it. When they have responsibility, they don't cut up to get attention.
- . . . Get the boys into uniform. A uniformed group has better discipline than one that is not. Set a good example.
- . . . Get to know each boy. Find out what makes him tick.
- . . . Always mean what you say. Never threaten unless you intend to carry it out.
- . . . Be firm in a friendly manner.

SECURING POSITIVE ATTITUDES

Experienced teachers say that discipline is spelled L-E-A-D-E-R-S-H-I-P. The suggestions below help prove this point. Being a successful Cub leader depends upon a combination of skills. Below are listed some simple, specific procedures for handling a group successfully. We believe they will help you become a more successful Cub leader.

1. Always start each meeting on a note of commendation, appreciation or anticipated good things to come.
2. Commend often. Blame seldom. Then commend some more.
3. Never 'dramatize' an undesirable incident.
4. Indirectly suggest a desired attitude. 'Everybody thinks that our den can get a lot done in a den meeting'.
5. Imply a desired attitude. "I can always depend on John to be right on this job'. We all tend to live up to what is expected of us...good or bad.
6. Seldom 'bawl out' a whole group. There should always be a loophole for the innocent.
7. Seldom punish a whole group. Express sincere regret when the action of some makes such drastic action necessary. Ask the guilty to assume the blame. (It's group pressure on them) Offer to exempt any who will give their work of honor that they are innocent, but first explain the significance of the word of honor.
8. Make no threats you do not intend to carry out. Better yet - make no threats.
9. When punishment is necessary, be impersonal but firm. Do not betray irritation or uncertainty.
10. The basis for constructive discipline is respect for personality. This is why sarcasm leaves scars. Everyone has an urge to express himself, to show that he amounts to something. Constructive discipline guides this expression into approved channels.
11. Never refuse a reasonable request unless it is likely to create an undesirable precedent, and then explain and express and explain your personal regret.
12. Develop a sense of values. Don't make an issue out of some isolated incident which may or may not occur.

WHAT IS A BOY?



Between the innocence of babyhood and the dignity of manhood we find a delightful creature called a boy. Boys come in assorted sizes, weights, and colors, but all boys have the same creed: To enjoy every second of every minute of every hour of every day and to protest with noise (their only weapon) when their last minute is finished and the adult males pack them off to bed at night.

Boys are found everywhere--on top of, underneath, inside of, climbing on, swinging from, running around or jumping to. Mothers love them, little girls hate them, older sisters and brothers tolerate them, adults ignore them, and Heaven protects them. A boy is Truth with dirt on its face, Beauty with a cut on its finger, Wisdom with bubble gum in its hair, and the Hope of the future with a frog in its pocket.

When you are busy, a boy is an inconsiderate, bothersome, intruding jangle of noise. When you want him to make a good impression, his brain turns to jelly or else he becomes a savage, sadistic, jungle creature bent on destroying the world and himself with it.

A boy is a composite--he has the appetite of a horse, the digestion of a sword swallower, the energy of a pocket-size atomic bomb, the curiosity of a cat, the lungs of a dictator, the imagination of a Paul Bunyan, the shyness of a violet, the audacity of a steal trap, the enthusiasm of a fire cracker and when he makes something he has five thumbs on each hand.

A boy is a magical creature--you can lock him out of your workshop, but you can't get him out of your mind. Might as well give up--he is your captor, your jailer, your boss, and your master--a freckle-faced, pint-sized, cat-chasing, bundle of noise. But when you come home at night with only the shattered pieces of your hopes and dreams, he can mend them like new with the two magic words, "Hi, Dad!"



What I hear, I forget
What I see, I remember
What I do, I understand
If you keep this training to yourself,
It's a beautiful memory.
If you pass it on to others,
It's a beautiful experience.



The Boy Scouts of America has always been a uniformed body. Its uniforms help to create a sense of belonging. They symbolize character development, citizenship training, physical and mental fitness. Wearing a uniform gives the youth and adult members a feeling of:

Personal Equality. It represents a democratic idea of equality; bringing people of different racial, economic, religious, national, ethnic, political, and geographical backgrounds together in the Scouting tradition. The uniform with insignia shows the wearer's activity, responsibility, and achievement.

Identification. It identifies youth and adults as members of the Boy Scouts of America, visible as a force for good in the community.

Personal Commitment. It is a constant reminder to every Cub Scout, Boy Scout, Varsity Scout, Explorer, and adult of their commitment to the ideals and purpose of the Boy Scouts of America. It encourages them to take Scouting seriously because of the investment in uniforms by parents of the youth and by the adults themselves. It is a way of making visible members' commitment to a belief in God, loyalty to country, and to helping other people who need them.

Achievement. What each youth or adult member has accomplished with program opportunities can be recognized by the insignia worn on the uniform.

When properly and smartly worn, the uniform can build good unit spirit and, when worn on correct occasions, can attract new members. The leaders of Scouting—both volunteer and professional—promote the wearing of the correct complete uniform on all suitable occasions.

HOW TO WEAR THE NECKERCHIEF



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



- b. Place around neck of V-neck shirt. On shirts with collars, the unit has a choice of wearing the neckerchief over the turned under collar or under the open collar. It is not worn over the open collar.



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



The Neckerchief

Official Neckerchiefs. Official neckerchiefs are triangular in shape. Cub Scout neckerchiefs are gold with blue border for 8-year-olds, light blue with dark blue border for 9-year-olds. The gold universal Cub Scout emblem is displayed in a central position on the downward corner. Webelos Scouts wear the gold, green, and red plaid neckerchief with the Webelos emblem on the downward corner. A Webelos leader wears a neckerchief similar to the Webelos Scout neckerchief, except that it has gold embroidered edging and is larger. Boy Scout and Boy Scout leader neckerchiefs may be worn in a variety of plain colors and contrasting borders. Those available through Supply Division include the embroidered universal Scouting emblem if permapress, or printed if not.

Cub Scout and Webelos leaders may wear the plaid Webelos leader's neckerchief or the blue and gold Cub Scout leader's neckerchief.

Neckerchief Slides. A number of official slides are available from the Supply Division. Boy-made handicraft slides also may be worn.



Cub Scout Slide



Webelos Slide



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

THE UNIFORM IS IMPORTANT

Although there are many reasons why the Boy Scouts of America is a uniformed movement, there is one reason which stands out above all the rest. We wear the uniform because it is a means of identifying ourselves openly with the principles to which we are all committed.

The fact that youth and adult members wear a uniform does not mean that we are all alike. We come from different ethnic and racial backgrounds. We have our own religious beliefs. We have our own political views. We have our own family traditions and loyalties. We are aware that we were each born unique individuals. So as we wear the same uniform on Scouting occasions, it is not for the purpose of hiding our individuality.

And yet, when we see another person in Scout uniform, we know we are like that person in one way. We are both committed to principles which we hold dear. It is the principles of the Cub Scout Promise and the Law of the Pack which bind Cub leaders and Cub Scouts together. By wearing the uniform we are giving each other strength and support. We all need that from each other. There is nothing more gratifying than the discovery that others care about us and share some of our beliefs. When we wear the uniform we are saying that to each other. It needs saying. It is a bond which ties us together despite our differences.

Regardless of how long you have been in Scouting, no doubt you have seen some variations in the manner in which badges, patches and insignia are worn on the uniform. Many times the information on uniforming is handed down from person to person, and unfortunately, the information is not always accurate. This may result in incorrect uniforming. Occasionally leaders and boys feel a need for placing a little more 'gingerbread' on their uniforms. This detracts from the intent of the uniform and badges.

An Insignia and Uniform Committee, made up of volunteer Scouters from around the country, is charged with the responsibility of setting the standards for the uniform. The Bylaws of the B. S. A. sets out the requirements, and any change in the uniform or badges comes only as a direct result of approval by this national committee. There is a correct place on the uniform for each badge and insignia. For accurate information on placement, refer to:

"Official Uniforms and Insignias"	"Wolf Cub Scout Book"
"Den Leader's Book"	"Bear Cub Scout Book"
"Webelos Den Leader's Book"	"Webelos Scout Book"
"Cubmaster's Packbook"	"Uniformpower" leaflet
Official Uniform Inspection Sheets for boys and leaders	

It is a human tendency to accent what is wrong with our society. But our movement is built on positive values. All of our programs are action programs, which begin with our commitment to certain principles. Nothing very useful comes from merely accepting certain values. The usefulness comes from acting upon those values and identifying them openly. So as we wear the uniform, we are standing on these principles .. where everyone can see us .. out in the open. We are standing with each other .. not alone. We are declaring our intent to encourage others to live within those same principles. All of us should be proud to wear the Cub Scout uniform and 'do our best' to see that it is worn correctly. Let's set a good example for the boys.

RELAX AND ENJOY IT!

Most den mothers are much too ambitious. Bless their hearts, they plan and run errands and gather materials and tend to details - and wind up doing more than they should. They forget that the more people they can get actively involved, the more effective a project will be.

Let the Boys Do It. Review each facet of your Cub Scouting, then ask yourself: "Could the boys do this?". Have you been planning all the crafts and projects? Introduce the theme and let the boys talk about it. They'll come up with some ideas that can be simplified, adapted and used. As a result of using their own ideas, they will be doubly enthusiastic and eager. Let Cub Scouts bring some of the craft materials from home. This will save you spending time gathering materials. Give your denner more responsibility - in fact, give every Cub Scout more responsibility - roll call, tricks, puzzles, storytelling, etc. Make each boy feel necessary and important and you'll have a stronger den.

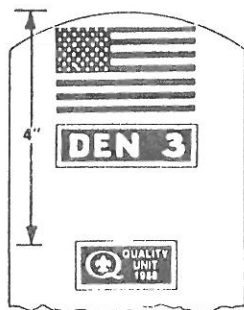
Let the Den Chief Do It. If you don't already have a Den Chief, get one. Ask your Den Leader Coach to contact the Cubmaster. Then include your Den Chief in your planning session - ask his suggestions for the next meeting. Your Den Chief is another pair of eyes to see difficulties arising and another pair of hands to help the slow or awkward Cub Scout complete a craft. For conducting uniform inspections and ceremonies, organizing games, demonstrating tricks and puzzles, helping with skits at pack meeting, your Den Chief is a valuable ally. Your reliance on him is flattering, so use him whenever possible.

Let the Den Dad Do It. One of your first-string helpers is your Den Dad. If you don't have one, ask your den parents to select one to help you and to represent the den on the pack committee. Although he usually can't attend den meetings, he can assist in preparation for pack meeting exhibits, den stunts and skits, and can also stimulate other dads of the den to attend pack meeting.

Let the Parents Do It. Keep in close contact with the parents about den activities and pack meetings. Get a general idea of the interests and hobbies of parents. Ask for specific help from parents. This helps make Cub Scouting a part of family life - and after all, that's what Cub Scouting is all about.

Just Ask! Conquer your reluctance to ask for help. You are paying those you ask - the Den Leader Coach, your Cub Scouts, the parents, your Den Chief, the highest compliment by saying "Can you help me?".

OFFICIAL PLACEMENT OF INSIGNIA



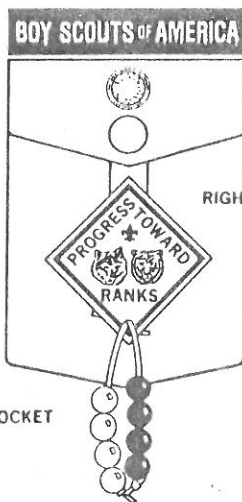
CUB SCOUT
RIGHT
SLEEVE



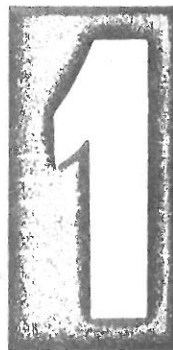
WEBELOS
RIGHT
SLEEVE



LEFT POCKET



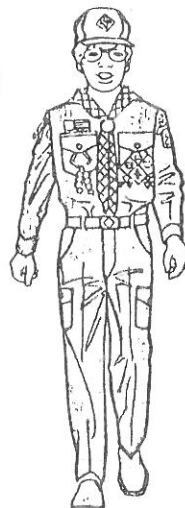
RIGHT POCKET



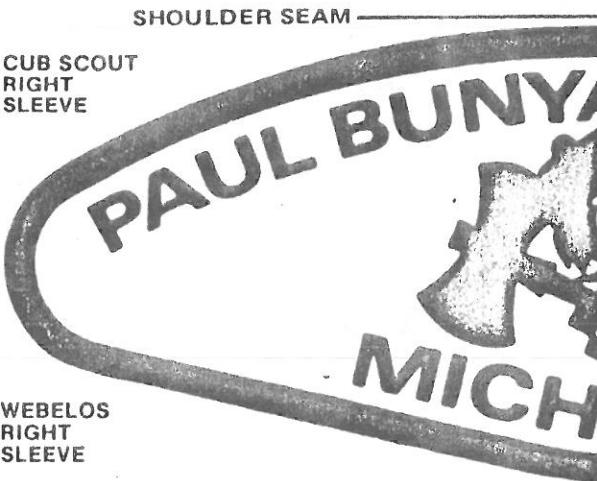
LEFT
SLEEVE



CUB SCOUT



WEBELOS SCOUT



CUB SCOUT
INSIGNIA

Cap. Navy blue with gold front panel and Wolf emblem for Cub Scouts; Navy blue with light blue front and Webelos emblem for Webelos Scouts.

Neckerchief and Slide. Triangular. Gold with blue border for 8-year-olds. Light blue with dark blue border for 9-year-olds. Plaid for 10-year-olds. Insignia at back should be right side up. For Webelos Scout it is secured by Webelos, Cub Scout, or handmade slide. For Cub Scout it is secured by Cub Scout slide or handmade slide. Fold long edge over several flat folds to about 6 inches from tip of neckerchief. A tight fold prevents gathering around the neck and is more efficient than rolling or twirling. On shirts with collars, the pack has a choice of wearing the neckerchief over the turned-under collar or under the open collar. Draw neckerchief slide over ends and adjust to fit snugly. By vote of pack, ends may be left hanging loose or may be tied in a slipknot.

Shirt. Official long- or short-sleeve, all buttons fastened, blue for Cub Scouts and either blue or tan (pack option) for Webelos Scouts. Wear with either pants or shorts.

Belt. Official blue web belt cut to proper length worn through all loops on pants with Cub Scout or Webelos insignia on buckle right side up. Webelos Scouts wearing optional Boy Scout uniform, wear Boy Scout belt and buckle.

Pants. Official. Pressed. No cuffs. All buttons fastened. Shorts are worn with either the long- or short-sleeve shirt and must not be rolled. Pants are blue for Cub Scouts and either blue (with blue shirt) or khaki (with tan shirt) for Webelos Scouts.

Socks. Dark blue. Only official stockings turned down below the knee are worn with shorts. Webelos Scouts wearing optional Boy Scout uniform wear official Boy Scout khaki socks or stockings.

OFFICIAL PLACEMENT OF INSIGNIA

SHOULDER SEAM

FEMALE LEADER UNIFORM



RIGHT SLEEVE



LEFT SLEEVE

RIGHT SLEEVE. Optional U.S. flag emblem. Den numeral, if applicable, worn 2 inches below seam. If earned, Honor Unit Award emblem worn 4 inches below seam.

LEFT SLEEVE. Council or community and state strip, unit numeral (if applicable), badge of office, worn snug up and touching each other.

RIGHT POCKET. Not all blouses have a right pocket, but each has the BSA strip above where a pocket would be. If desired, temporary insignia may be worn above the BSA strip.

LEFT POCKET. Service stars and training award knot worn as shown.

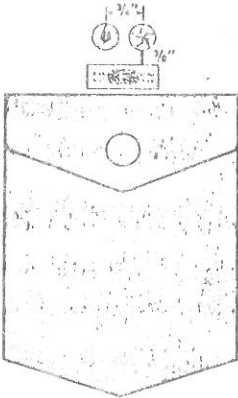
*The Cub Scout female leader uniform features a choice of blue caps, and a selection from the following blue garments: dress, pants, skirt, or shorts.

The Boy Scout female leader uniform features the red beret or choice of khaki caps, and a selection from the following khaki garments: dress, pants, skirt, or shorts

NOTE: Women in Cub Scouting wear blue and gold (yellow) uniforms; while women in Boy Scouting wear khaki and yellow



RIGHT POCKET

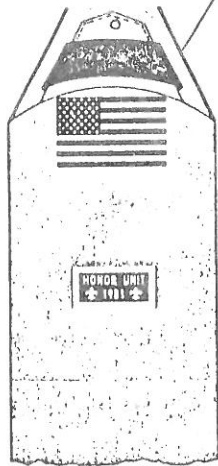


LEFT POCKET

SHOULDER SEAM



SHOULDER EPAULETS AND LOOPS



RIGHT SLEEVE



LEFT SLEEVE

RIGHT SLEEVE. Optional U.S. flag. If appropriate and earned the Honor Unit Award is worn 4 inches below the seam. Additional awards may be worn beneath the last one earned.

LEFT SLEEVE. Community and state strips, or council strip, badge of office, and if applicable, unit numeral. Badge of office centered 4 inches below shoulder seam, but if numeral is worn, centered below numeral and touching it. If veteran unit bar (silver for 25 years; gold for 50 years) is worn, it is positioned above and touching unit numeral.

RIGHT POCKET. Jamboree insignia worn above BSA or interpreter strip. Order of the Arrow lodge insignia worn on pocket flap. Temporary insignia worn centered on the pocket.

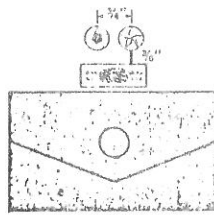
LEFT POCKET. Service stars and medals. Embroidered knots for in rows of three. If a medal or embroidered knot is worn, service stars are raised.

SHOULDER EPAULETS. Colored shoulder loops identify the area of Scouting: blue, Cub Scouting; red, Boy Scouting; green, Exploring; silver, council and district, gold, national and regional. Shoulder epaulets are a part of the official tan shirts introduced in 1980.

MALE LEADER UNIFORM



RIGHT POCKET



LEFT POCKET



ELEMENTS OF A GOOD DEN MEETING

Den leaders or den leader coaches should use this checklist to see how dens are doing.

- 1. A meeting place where Cub Scouts feel at home
- 2. Led by a trained den leader
- 3. Assisted by a Jen chief
- 4. Assisted by an assistant den leader and den dad
- 5. Specific leadership assignments understood before the meeting
- 6. Meeting opened and closed on time
- 7. A well-planned, written program
- 8. Activities related to the next pack meeting
- 9. Activities and projects that encourage Cub Scout ideals
- 10. Crafts and projects related to a theme
- 11. Achievement and elective projects started, to be finished at home with parents' help
- 12. Activities that contribute to good sportsmanship, team spirit, and citizenship
- 13. Opportunities for self-expression through songs, games, tricks, puzzles, and crafts
- 14. Meeting planned to allow a change in pace, alternating loud and quiet activities, giving boys a chance to let off steam
- 15. Cub Scouts having fun
- 16. Parent involvement wherever possible (provide refreshments, supplies, transportation)
- 17. All equipment and supplies on hand and ready to use before the meeting
- 18. Inspiration and motivation through ceremonies and discussion of theme projects
- 19. Properly uniformed Cub Scouts and leaders

THERE IS NO END TO THE GOOD
WE CAN DO IF WE DON'T CARE
WHO GETS THE CREDIT.

PROMOTING ADVANCEMENT

The purpose of Scouting is to develop men of character who are physically and mentally fit and trained for good citizenship. The advancement program helps in attaining these goals by capturing a boy's interest and by exposing him to wholesome influences and educational experiences. Finding new interests and learning new skills is the means by which this is done.

Chapter 8 in the *Cubmaster's Packbook* deals specifically with Advancement - how the plan works, where the parents fit in, what it means to the boy, and how you can make the plan work.

In the front of each of the handbooks, Wolf, Bear, and Webelos Scout, is a parent's supplement. This explains what Cub Scouting is all about and what parents must do to make it happen. The supplement can be one of the most helpful tools at your disposal.

- Make certain that when a boy joins, the parents join. In other words, at the induction ceremony, present the Cub Scout with his book and the parents with their supplement, which has been removed from the boy's book.
- A Den Mother meets with the mothers of the Cub Scouts in her den and reviews the parents' supplements with them, answering any questions the mothers may have about achievements or electives.
- A den dad meets with the dads of the Cub Scouts in his den and reviews the supplements, placing special emphasis on those achievements and electives that men can readily identify with.
- The Roundtable Commissioner conducts induction ceremonies at his roundtable, emphasizing the use of the parents' supplements.

A Den Leader Coach should keep a close watch on the advancement record of the dens she serves and counsel with the Den Mother on ways to improve the picture. Perhaps she could arrange to attend the meeting of the Den Mother with the other mothers. Here she could review the content of the parents' supplements and suggest ways of stimulating boy interest and participation.

Much of the advancement of Webelos Scouts depends on the Webelos Den Leader, since he develops his program around the activity badges. To pass a requirement, the Webelos Scouts do not get the signature of their parents, but instead, pass the requirement to their Den Leader.

THE TRACY TWINS

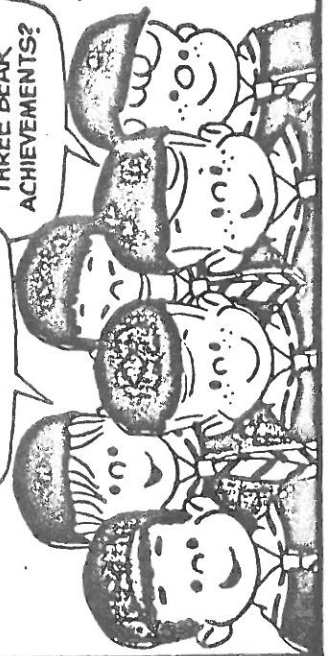
QUIET PLEASE!
I HAVE AN
IMPORTANT
ANNOUNCEMENT.



I'VE FINISHED SIX
ACHIEVEMENTS TO-
WARD WOLF, SO I
RATE THIS "PROGRESS
TOWARD RANKS" BADGE
WITH TWO BEADS!

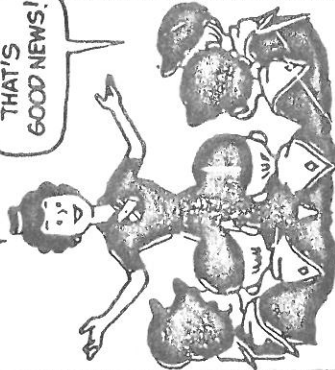
I'M A WOLF
ALREADY. DO I
GET A FOUR-
BEAD PATCH
WITH RED
BEAD FOR DOING
THREE BEAR
ACHIEVEMENTS?

WOW! THAT'S
NEAT!

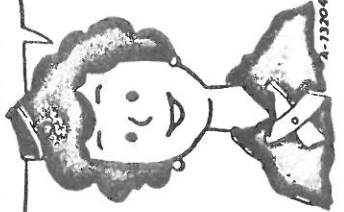


THERE WILL BE NO MORE
LONG WAITS BEFORE YOUR
ADVANCEMENT IS
RECOGNIZED.

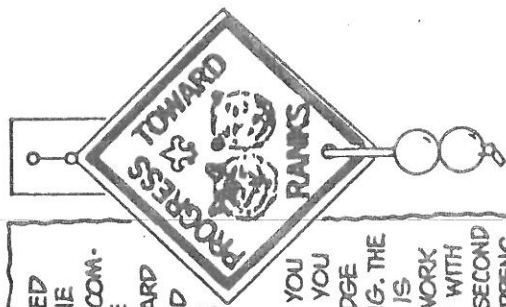
THAT'S
GOOD NEWS!



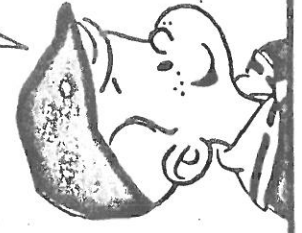
THAT'S RIGHT, AND YOU
MAY CONTINUE TO WEAR
THIS INSIGNIA WHICH,
BY THE WAY, BUTTONS
ONTO YOUR RIGHT
SHIRT POCKET.



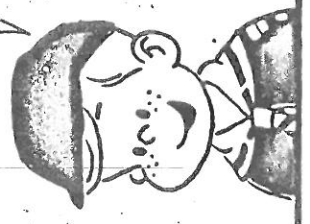
"YOU WILL BE AWARDED
THIS PATCH AND ONE
YELLOW BEAD FOR COM-
PLETING ANY THREE
ACHIEVEMENTS TOWARD
WOLF. ANOTHER BEAD
IS ADDED WHENEVER
THREE MORE
ACHIEVEMENTS ARE
COMPLETED. WHEN YOU
HAVE FOUR BEADS, YOU
GET YOUR WOLF BADGE
AT THE PACK MEETING. THE
SAME PROCEDURE IS
FOLLOWED AS YOU WORK
TOWARD BEAR - BUT WITH
RED BEADS ON THE SECOND
THING. ALL THIS HAPPENS
AT OUR DEN MEETING."



DO YOU THINK
SHE'LL CALL OUR
MEETINGS "BEADPLAM"
'STEAD OF "BEDLAM"
NOW?



MAYBE--OR WE
CAN GREET EACH
OTHER WITH
"HOW'VE YOU
BEAD?"!



RESOLVING CONFLICTS

Conflict is normal in the development of the individual and the development of relationships with other people. Conflicts occur all the time. This is not necessarily bad ... in fact, it can be good. Conflicts can be developmental. It all depends on the way we deal with them.

There is a difference between conflicts and problems. A conflict is basically a difference of opinion which needs to be dealt with. A problem is an area of experience in which a conflict has arisen and we are unwilling to face it. An unresolved conflict becomes a problem, but when it is dealt with, it becomes a bridge in communications, by mutual effort.

If two people are willing to make a mutual effort, the conflict can be reconciled. This doesn't necessarily mean that the conflict is solved, but there will be an easing of tensions which occur because of honest differences of opinion.

The idea is not to think alike, but to think together. This is unity, not uniformity. We need differences of opinion. Conflict is necessary to cause action. How we handle conflict determines whether the action is harmful or constructive.

Who is responsible for the conflict is not the issue. Honesty and openness are important in this step towards reconciliation. We forgive and we forget. We can begin to reconstruct the relationship by making a mutual effort.

There are several ways of handling conflicts. The choice is yours:

- Try to avoid it. Don't progress. Keep going around in circles around the unresolved conflict until it becomes a real problem.
- Instead of facing the conflict, deal with outside issues. Skirt around the real situation.
- Meet the conflict. Turn around and head the other way by pretending the conflict isn't there.
- Face the conflict head on. Work your way through it. Make progress. Split the conflict wide open by your willingness to deal with it.

"PARENTS WON'T COOPERATE"

In some few cases this may be true, but mostly parents will cooperate. Most of our parent trouble is our own fault. Parents are pretty wonderful people and will meet any reasonable request willingly, if they only know what they are expected to do!

When asking for help, be specific. Instead of asking a general question such as "Will you help us out in the pack this year?" (which could be a very wide-range commitment) - ask a specific question such as "Will you be in charge of welcoming the parents at next month's pack meeting?" or "Will you work on a committee to help develop the Indian theme for the month of November?".

What is parent participation? It might be a mother helping her son make an Indian costume for the den skit. It might be a dad hauling home some scrap lumber to be made into a den game chest.

Why is it important? Leaders should always remember that this program was developed for parents to use with their sons. You will be more successful if you help parents to understand that the program belongs to them.

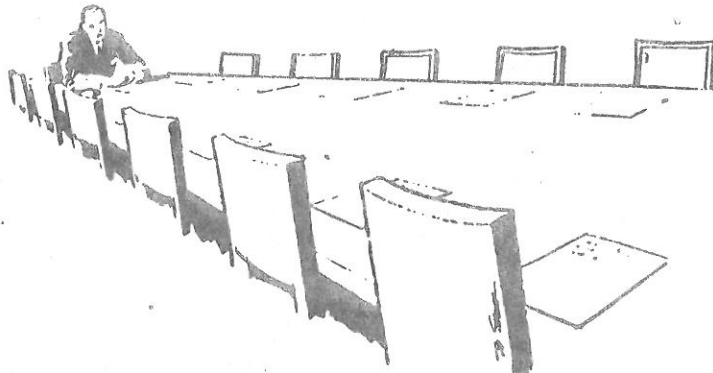
Where does it start? That's easy. It starts with you, Mr. Cubmaster and Mrs. Den Mother. These parents will look to you for an invitation to help.

Here are some ways you can use to encourage parent participation:

Use the Parent Orientation Flip Chart with new parents as their boys join.

Use the Parent Talent Survey Sheet that gives mothers and fathers a chance to tell about themselves, revealing information about their interests and skills.

Use the themes and Webelos activity badge areas to enlist parental help. Involve parents in program committees by using ideas from Cub Scout Activities.



"PARENTS WON'T COOPERATE"

In some few cases this may be true, but mostly parents will cooperate. Most of our parent trouble is our own fault. Parents are pretty wonderful people and will meet any reasonable request willingly, if they only know what they are expected to do!

When asking for help, be specific. Instead of asking a general question such as "Will you help us out in the pack this year?" (which could be a very wide-range commitment) - ask a specific question such as "Will you be in charge of welcoming the parents at next month's pack meeting?" or "Will you work on a committee to help develop the Indian theme for the month of November?".

What is parent participation? It might be a mother helping her son make an Indian costume for the den skit. It might be a dad hauling home some scrap lumber to be made into a den game chest.

Why is it important? Leaders should always remember that this program was developed for parents to use with their sons. You will be more successful if you help parents to understand that the program belongs to them.

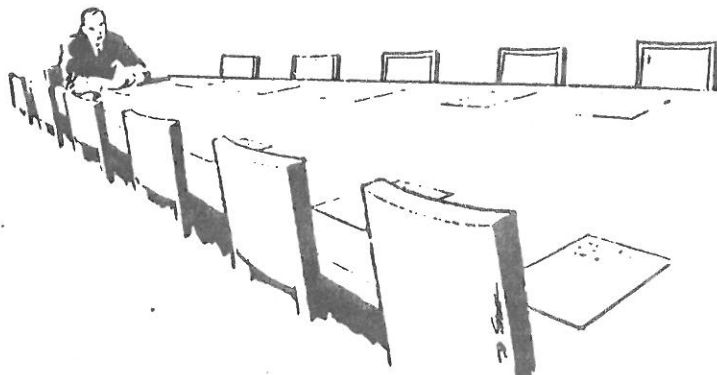
Where does it start? That's easy. It starts with you, Mr. Cubmaster and Mrs. Den Mother. These parents will look to you for an invitation to help.

Here are some ways you can use to encourage parent participation:

Use the Parent Orientation Flip Chart with new parents as their boys join.

Use the Parent Talent Survey Sheet that gives mothers and fathers a chance to tell about themselves, revealing information about their interests and skills.

Use the themes and Webelos activity badge areas to enlist parental help. Involve parents in program committees by using ideas from Cub Scout Activities.



10 GUIDELINES FOR UNIT MONEY-EARNING

Whenever your pack is planning a money-earning project, this checklist can serve as your guide. It will be helpful to you as you fill out the Unit money-earning application. If your answer is 'yes' to all the questions below, it is likely that the project conforms with Scouting's standards and will be approved.

1. Have your pack committee, chartered institution, and Scout council approved your project, including the date and methods?
2. Do your plan and the dates avoid competition with money-raising programs and policies of your chartered institution, Scout council, community chest, or United Fund?
3. Is your plan in harmony with local ordinances, free from any stigma of gambling, and consistent with the ideals and purposes of the Boy Scouts of America?
4. If a commercial product is to be sold, will it be sold on its own merits and without reference to the needs of Scouting either directly or indirectly?
5. If tickets are sold for any function other than a Scout event, will they be sold by your boys as individuals without depending on the goodwill of Scouting to make this sale possible?
6. Even when sales are confined to parents and friends, will they get their money's worth from any product they purchase, function they attend, or services they receive from your pack?
7. If a project is planned for a particular area, do you respect the rights of other Scout units in the same neighborhood?
8. Is it reasonably certain that people who need work or business will not lose as a result of your unit's plan?
9. Will your plan protect the name and goodwill of the Boy Scouts of America and prevent it from being capitalized on by promoters of shows, benefits, or sales campaigns?
10. If any contracts are to be signed by your unit, will they be signed by an individual without reference to the Boy Scouts of America, and in no way appear to bind the local council or the Boy Scouts of America to any agreement of financial responsibility?

REMEMBER: "Unit Money-Earning Application" form must be completed and submitted to council office for approval.

REMEMBER: Selling of commercial products may not be done in uniform.

REMEMBER: Money-earning projects should be pack, not den projects.

DEN CODE OF CONDUCT

Each den will want to develop their own code of conduct to fit those special boys. Don't make too many rules; omit any insignificant ones. The rules should be simple, clear, and concise so they can be understood by the boys. In fact, the boys can help set the rules.

Some dens use a good-conduct candle. This is a large candle that burns during den meetings. When the conduct code is broken by any boy, the candle is extinguished for the remainder of the meeting. After several den meetings, the candle will be burned down, and a special treat or trip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat. In this way, the candle serves as an incentive for good behavior.

Here are some suggestions that will help you in developing your den's code of conduct:

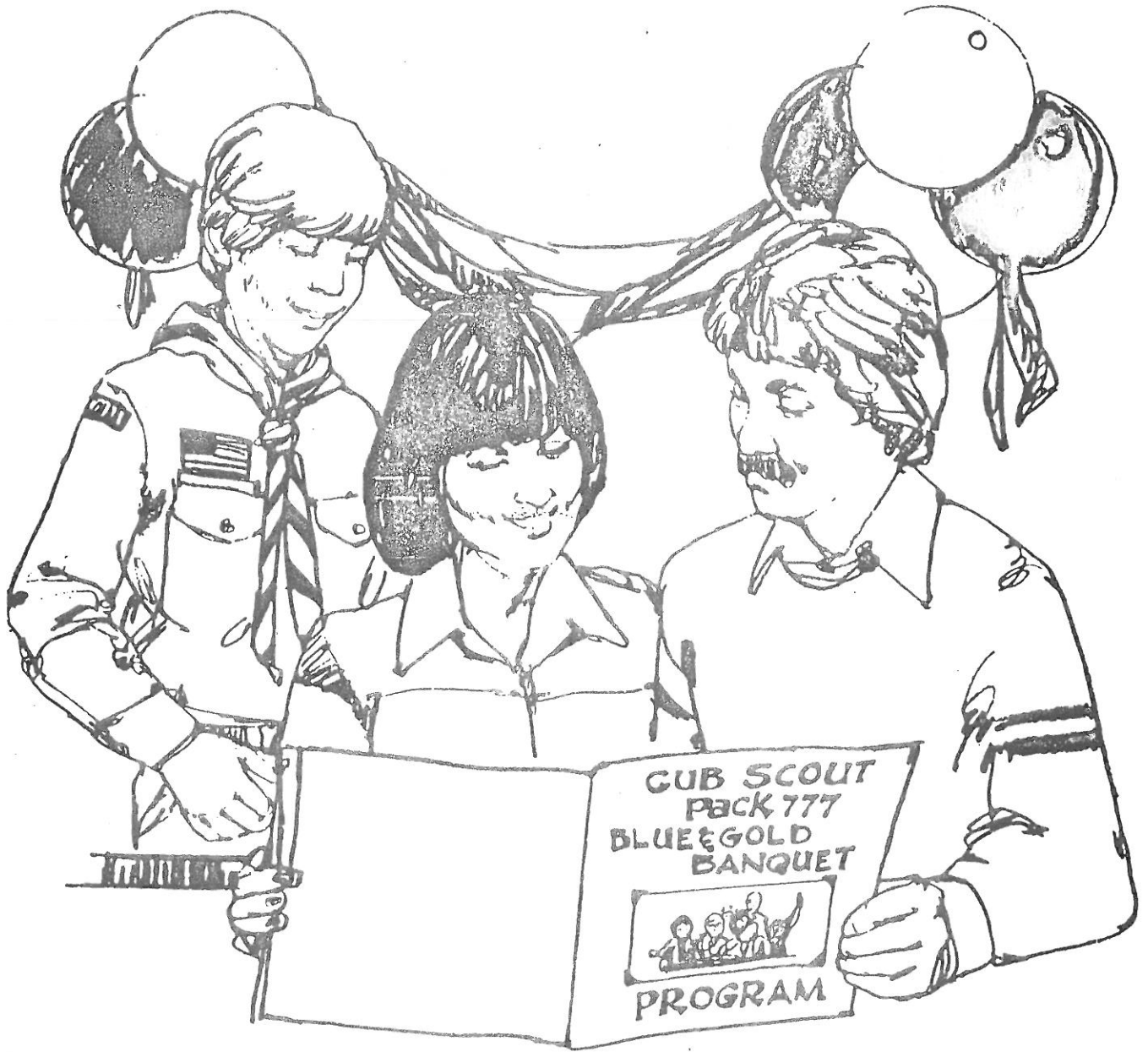
- Enter by back door. Wipe feet before entering. Leave boots on porch.
- Go directly to den meeting room. No running or wrestling indoors.
- Show courtesy and respect for other den members, leaders, and the den meeting place.
- Bring den dues and handbook to each meeting.
- If a boy disobeys more than three times in one den meeting, he will phone his parents to pick him up immediately.
- Always go straight home after den meeting.

Post the den code of conduct in an obvious place in the den meeting room to serve as a reminder. Here are some guidelines for den leaders:

- Always plan the den meeting in advance. Write down your plan and share it with your assistant and den chief.
- Keep the boys occupied at all times; not just with busy work but with activities that fulfill Cub Scout purposes.
- Be sparing with your criticism; generous with praise.
- Be fair and consistent with discipline. Don't permit one boy to do something you would discipline another boy for doing.
- Treat each boy as a very special individual.
- Establish your rules and stick to them.
- Begin and end meetings on time.
- Set a good example by wearing your uniform.
- Use the Cub Scout sign to get attention. Don't shout or yell.
- Give the boys a chance to let off steam. Plan den meetings to alternate quiet activities with active ones.

Surprisingly enough, most den leaders find that if their den has a code of conduct to follow, their home, their furniture, and their dignity remain intact throughout their Cub Scout experience. Boys need to know just how far they can go, and the den code of conduct will tell them this.

KNOWLEDGE BRINGS THE RESPONSIBILITY
OF CHOICE.



Pack's Blue and Gold Banquet



Boy Scouts of America

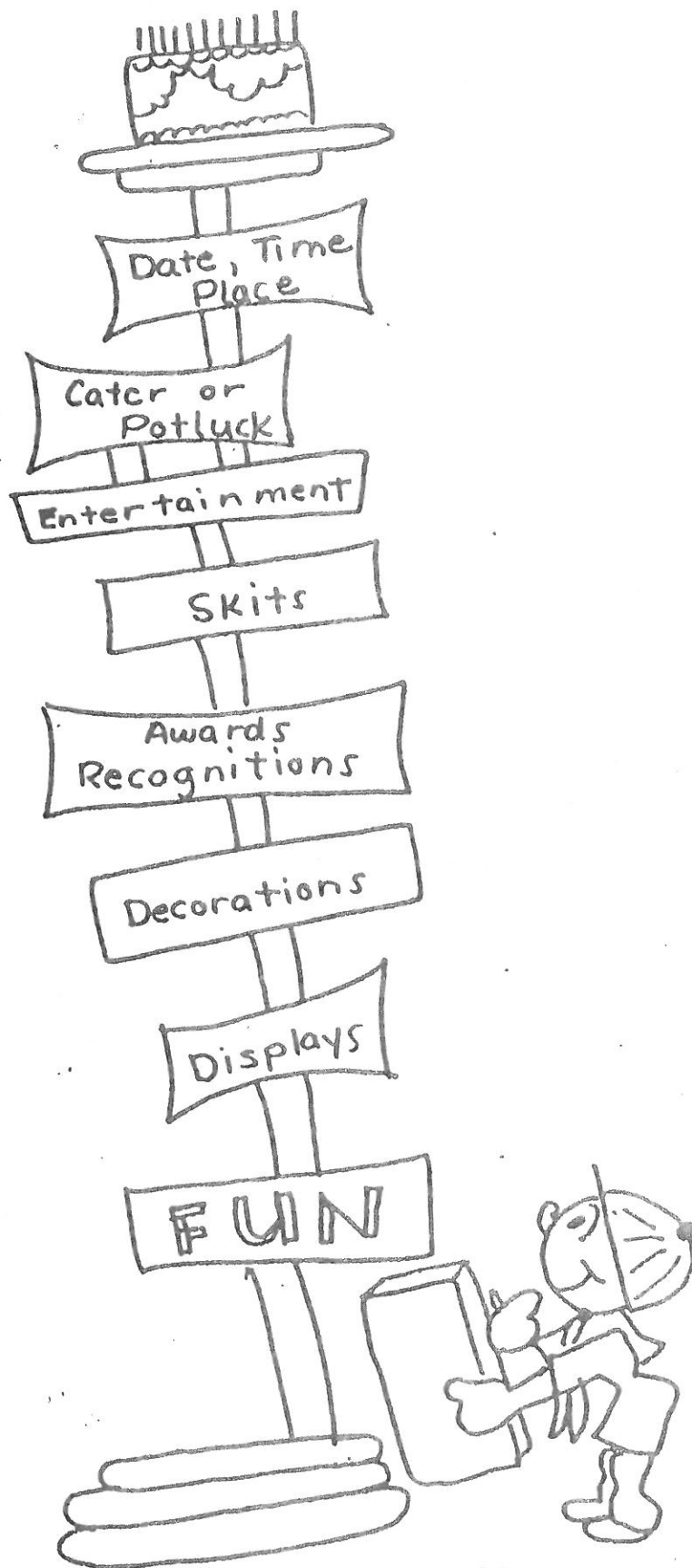
POW WOW BLUE AND GOLD COMMITTEE

BLUE and GOLD CHECKLIST	ASSIGNED TO
PROJECT	
ATTENDANCE	
FOOD	
PROGRAM	
INVOCATION	
SONGS	
WELCOME	
GREETINGS	
RESPONSE	
SKITS	
AWARDS	
ANNOUNCEMENTS	
DECORATIONS	
BENEDICTION	
TRANSPORTATION	
CLOSING	

PACK 312
FREMONT WASH

PA-20

What is a Blue and Gold Banquet?



THE TRADITIONAL CUB SCOUT BLUE AND GOLD BANQUET. Every year during February, the anniversary month of the Boy Scouts of America, Cub Scout packs hold a birthday party and refer to it as their Blue and Gold Banquet. It is suggested the February pack meeting be a dinner program — a Blue and Gold Banquet named from the Cub Scout colors.

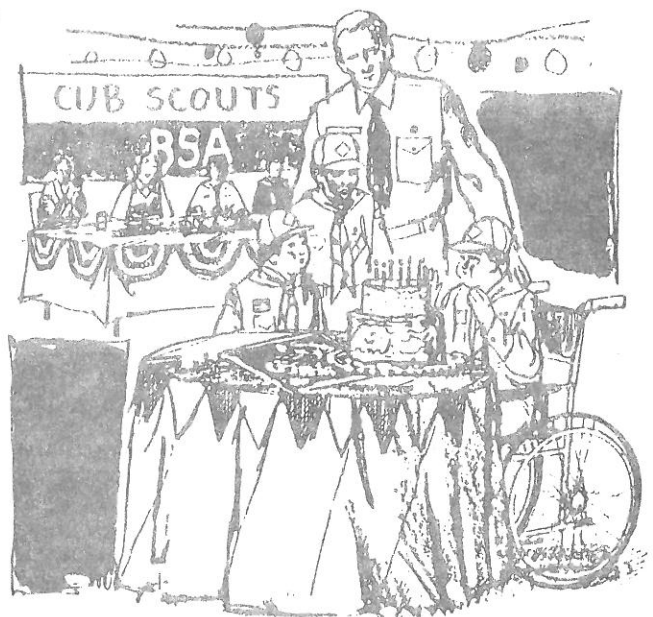
The type of food for the dinner and the methods of serving are decisions to be made by the pack committee. Some packs make the dinner a potluck affair with each family bringing a covered dish. Others prefer the idea of a local catering service. Local restaurants will sometimes furnish the food at a reasonable cost. Some packs prefer to buy the food, have it prepared by a mothers' or dads' committee, then prorate the cost among those attending the dinner. There is no set rule or regulation — only that the plan selected be best for all pack families.

Each den usually takes care of its own invitations, centerpieces, place cards and contributes to the entertainment for the evening. The printed program, usually found at each place setting, is much like the program for a pack meeting. Each den is assigned certain banquet jobs. The seating and serving is best done when handled by dens. This depends upon the size of the pack, the location and the type of dinner.

Invitations should be extended to heads of the chartered organization, local Scout officials and friends of the pack. Hosting these additional guests could be shared among the various dens, or they may be seated at a head table of honored guests.

The program should include a visual recap of last year's activities using color transparencies or black and white photos in an opaque projector; special recognitions of pack and its leaders; summary of Cub Scout advancements; and a special thank-you to those who helped. A new general-purpose pack certificate, No. 3755, is available to say thanks on behalf of the pack for almost any help to the pack. Order 10 or 12 to have on hand for that important thank-you.

FEBRUARY THEME HAPPY BIRTHDAY TO US



The "Us" in this theme is the Boy Scouts of America. This year the BSA is marking its 69th anniversary. Cub Scouting was born in 1930, so this is our 49th birthday.

We'll celebrate these twin anniversaries at the blue and gold banquet, one of the most popular events in the Cub Scout program year. It's an afternoon or evening of fun and good fellowship for all the family.

Dens will spend much of their time this month getting ready for the big blue and gold birthday party. Cub Scouts will make party invitations for their families and table decorations. They also will prepare an act—skit, demonstration or game—for the party.

In addition, the pack will mark Scouting Anniversary Week—Feb. 4 to 10—with a variety of public displays and events. See page CUB 5 FEB for suggestions on how your pack may celebrate Scouting Anniversary Week.

PLANNING THE BLUE AND GOLD BANQUET. Planning for this big event should start in November or December. There may be a presentation on blue and gold dinner planning at your district's January roundtable.

Because in many packs it's the best attended affair of the year, you will have to find a hall big enough to handle the crowd. It should have ample space for seating, for displays and for a "stage" area where Cub Scouts and

Webelos Scouts can perform.

In addition, the hall must have rest rooms, and there should be plenty of parking space. You may also need kitchen facilities, depending on your dinner arrangements. If the pack is large, you may want a public address system.

Many packs make the blue and gold banquet a potluck supper. Each den is responsible for its own food. Usually one parent is assigned to coordinate planning so that a variety of dishes are brought. Sometimes the pack treasury pays for beverages and dessert in a potluck type of dinner.

The chief advantage of a potluck dinner is that it doesn't cost much. It also tends to bring den families closer together.

Some packs have a caterer provide all the food or hold the dinner in a restaurant. Experience in most packs has shown that attendance may be lower with these arrangements because of the cost.

All the family should attend the blue and gold banquet—Cub Scouts, parents and brothers and sisters. The program should include fun for all of them. The spotlight, however, is on the Cub Scouts.

The pack committee should appoint the following committees of parents:

Dinner—To decide on what kind of dinner it will be and to arrange for use of a hall.

Ideas and Program—To plan the pro-

gram with the Cubmaster and den leader coach. Each den will plan its own act, but this committee should set up the agenda and arrange for any special attractions you may want.

Try to avoid speeches, except for greetings from the head of the chartered organization (sponsor).

Physical Arrangements—To plan seating by dens and arrange the hall. The committee should also decorate the hall and put up signs for rest rooms and cloak rooms, if needed.

Invitations—To invite the head of your chartered organization, your unit or pack commissioner, Scoutmasters of local troops that take your graduates and any other special guests. In addition, this committee should make sure that all pack families are invited, preferably with Cub Scout-made invitations.

Cleanup—To be responsible for cleanup after the dinner. Cub Scouts should help with the work.

Anniversary Week Committee—To plan and lead special events and make displays on Cub Scouting for Scouting Anniversary week. See page CUB 5 FEB. (This committee has nothing to do with the blue and gold banquet.)

DEN PROJECTS

Much of the den's activity this month will be preparing for the blue and gold banquet. Ideas for table decorations and invitations for the pack's families will be found on these pages. You can create your own by using your imagination and such materials as construction paper, pipe cleaners, small cans and boxes, papier mâché, plaster casting, thin wire and soft wood that can be whittled easily.

For more ideas see the Parties and Gifts elective in the *Wolf Cub Scout Book* and *Crafts for Cub Scouts*. Blue and gold decorations may be shown at your district's January roundtable.

The blue and gold banquet program outlined on page CUB 4 FEB suggests that each den have an act. It might be a skit, a demonstration of Cub Scout skills, or a game that everyone at the blue and gold banquet can play.

Here are a few ideas:

- Puppet skit on a detail of Scouting or Cub Scout history. See pages 184-89 of the *Den Leader's Book* for a short history of Scouting. For puppets, see *Sh and Puppets*.
- Demonstration of skills needed for a Wolf or Bear achievement or elective.

STEPS TO PLANNING A BLUE & GOLD BANQUET

I. Select date, time, place

- A. Banquet often takes the place of the February pack meetings, although it is not necessarily held on the regular meeting night.
- B. In selecting place consider the following:
 - 1. Adequate space for seating and displays.
 - 2. Availability of parking space, restrooms, coat racks.
 - 3. Program needs, such as microphone, stage, etc.
 - 4. Convenience for food preparation and/or serving.
 - 5. Reserve meeting place well in advance.

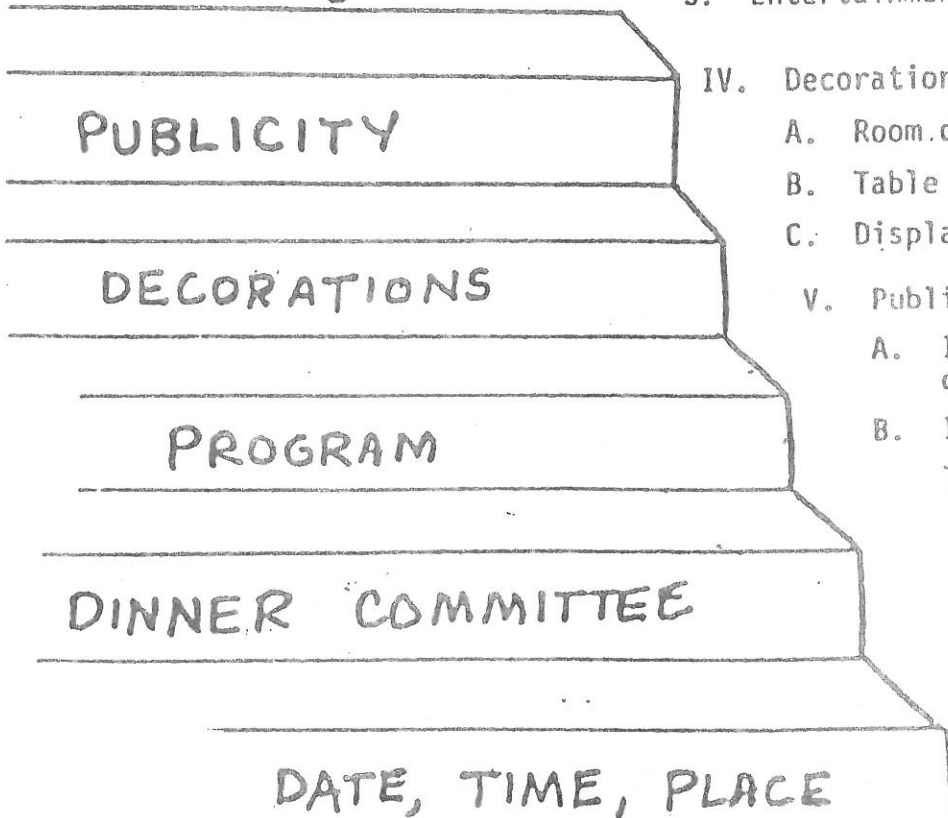
II. Dinner Committee

- A. Select meal plan - catered or pot luck.
- B. Determine serving needs - kitchen and utensils.
- C. Select menu and estimate cost.
- D. Assign serving and cleanup jobs.

III. Program



- A. Entertainment
- B. Props for skits and ceremonies.
- C. Recognition of boys and leaders.
- D. Make assignments for various parts of program.
 - 1. Invocation
 - 2. Welcome and Introduction of Guests
 - 3. Ceremonies
 - 4. Recognitions
 - 5. Entertainment

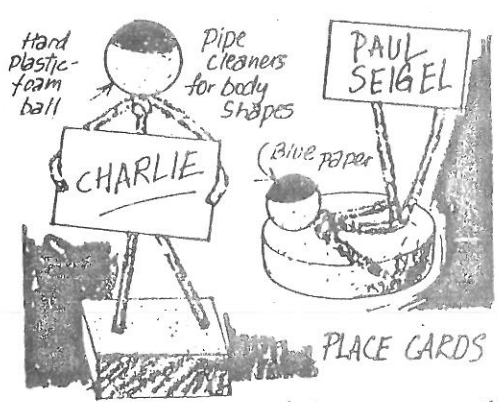


IV. Decorations

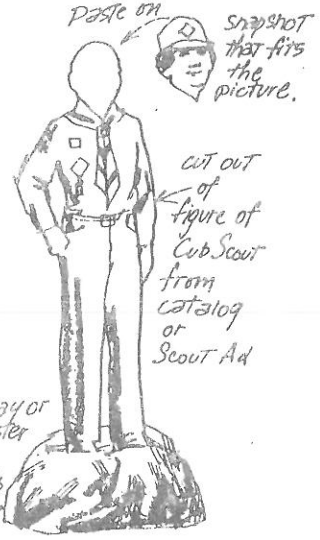
- A. Room decorations
- B. Table decorations
- C. Displays

V. Publicity

- A. Inform all pack families of date, time, place and cost.
- B. Invitations
 - 1. Consider inviting guests such as Head of sponsoring institution; School Principal; Institutional Representative; Scoutmaster; District Commissioner.

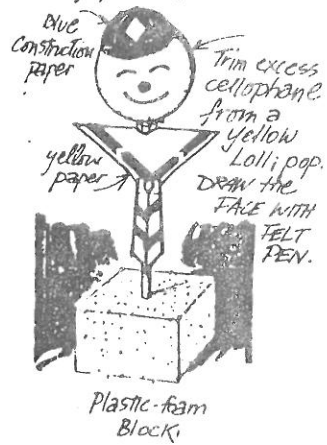


use plastic-foam pieces for base

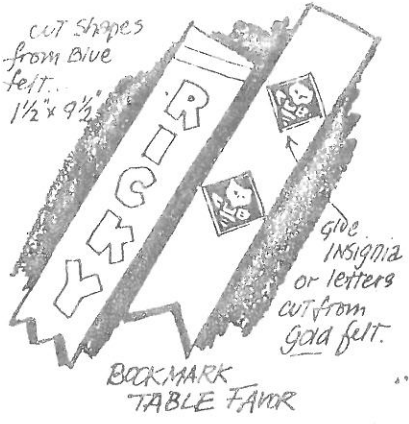


clay or plaster of Paris

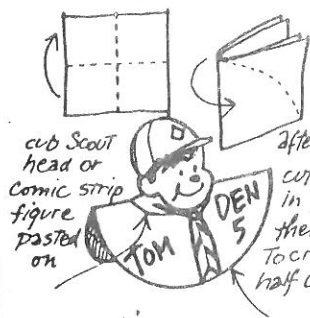
Lollipop Favor



Fold 4" square of paper twice.



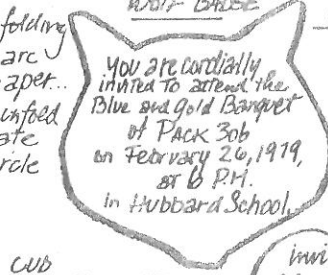
BOOKMARK TABLE FAVOR



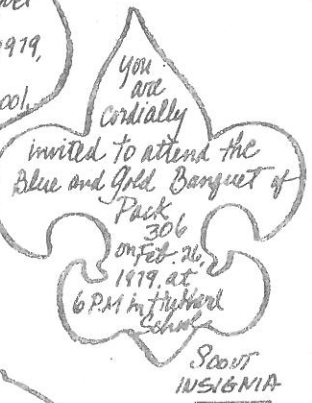
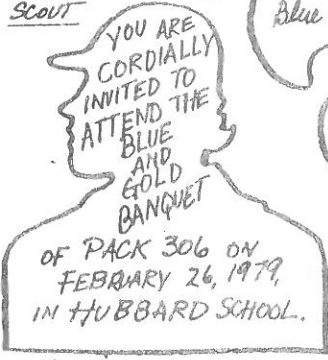
cub scout head or comic strip figure pasted on

after folding cut arc in paper... then unfold to create half circle

WOLF BASE



INVITATIONS YOU CAN MAKE FROM SILHOUETTES.



(you can use colored construction paper.)

- Audience participation stunt, such as "A Trip to the Moon" in Group Meeting Sparklers. Divide the banquet guests into seven groups, as explained in 1' story, and make a Cub Scout the lead of each one. As each part is read, the Cub Scout waves for his section to stand and shout the response.
- Cub Scout quartet or octet leading action songs such as "Head and Shoulders, Knees and Toes" and "Ravioli" from Cub Scout Songbook.
- Song Stumpers—Have your den learn to sing three or four familiar songs—but not too familiar. Den sings its songs, stopping just before the last line. Ask anyone in the audience to complete the song. Award a small prize (perhaps a Cub Scout Songbook) to the first one who can do it.
- Theme stunt from pages 103-6 of the Den Chief's Denbook.
- Funny skit based on something that happened in the pack during the past year.
- Have the den conduct three or four events from Indoor Track Meet (page 74-5, Games for Cub Scouts). If you have a large audience, try Running High Whistle, Long Glum and Standing Broad Grin.

DEN TABLE CENTERPIECE. Co. shoe box top with blue foil paper. Make four holes in top. Insert four graduating-sized cardboard rolls covered with gold foil to simulate candles. Use red construction paper for flames, yellow for sign. Letter with felt pen.

LOLLIPOP FAVOR. Use gold cellophane-wrapped lollipop. Trim excess cellophane. Draw face with felt pen. Cut cap from blue construction paper, neckerchief from yellow. Insert in wood block.

PLACE CARD. From a Scout equipment catalog or uniform ad in Boys' Life, cut out standing figure of Cub Scout. Paste on cardboard. Get a snapshot of the boy that fits the figure. Have him cut out his head and paste on. Base could be a lump of modeling clay or plaster of Paris block.

BOOKMARK TABLE FAVOR. Cut from blue felt scraps about 1 1/2 by 9 1/2 inches. Glue on Cub Scout insignia or letters cut from gold felt.

PLACECARDS. Use pipecleaners for body, plastic foam ball for head. Cap is

TYPICAL BANQUET PROGRAM

Opening Ceremony
Invocation
Dinner
Group Singing
Welcome and Introduction of Guests
Greetings from Head of Institution
Den Skit or other Entertainment
Review of Past Year
Awards and Graduation Ceremonies
Recognition of Leaders
Announcements and Thanks
Closing Ceremony

SUGGESTED GUEST LIST

Many packs invite guests from outside the pack to their banquets. Guests may be sent invitations by letter. Here are some people you might consider inviting as guests:

Head of Sponsoring Institution (P.T.A. President)
School Principal
Scoutmaster of Boy Scout Troop
District Commissioner
Institutional Representative

TYPICAL INVITATION

Cub Scout Pack _____
of _____
_____ School
requests the pleasure of your company for our
Blue & Gold Banquet on _____, the _____
of February at _____ o'clock
(School or church) _____

(Address)

Tulsa, Oklahoma

R.S.V.P.
(Den Leader Coach or Cubmaster)
Address
Phone Number

BLUE AND GOLD OPENINGS

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

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

Let us all join together,
As our program we start,
By pledging allegiance to our Flag
With our hand over our heart.

Actions for boys:

1st verse: Boys could hold up blue and gold cards for first 2 lines and then turn them over for last 2 lines where the #67 is printed on back.

2nd verse: As first 2 lines are read they place hands over eyes as if shading them and look from left to right. As second 2 lines are read, each one can hold up something showing Cubbing fun such as Pinewood Derby cars, sail boats, etc.

3rd verse: Boys stand at attention and turn to face the Flag and lead the Pledge.

Magic Candle Opening

Arrangement: On head table are arranged magic candles (instructions below) which should be lighted as ceremony begins.

Narrator: Our candle stands tall, straight and white. It burns and gives forth inspiring light. As its light shines forth, you will see our colors blue and gold are regal as can be. As the blue appears, think of truth and loyalty, the sky so blue, steadfastness and spirituality. When the gold shines forth, be of good cheer and think of happiness and sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and true. Mold each of us to be like our candles, straight and tall, and be inspired to give to God and our country our all.

How to Make Magic Candles

Use a tall white candle. Drill 1/4" diameter holes every two inches down opposite sides of the candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns, it will drip blue and gold wax decoratively down the side of the candle.

Scout Litany

Thou shalt love the Lord thy God with all thine heart. (Deuteronomy 6:5)

I _____ PROMISE TO DO MY BEST TO DO MY DUTY TO GOD.

Blessed is the nation whose God is the Lord. (Psalm 33:12)

I _____ PROMISE TO DO MY BEST TO DO MY DUTY TO MY COUNTRY.

Thou shalt love thy neighbor as thyself. (Romans 13:9)

I _____ PROMISE TO DO MY BEST TO HELP OTHER PEOPLE AT ALL TIMES.

My son, forget not my law: but let thine heart keep my commandments. (Proverbs 3:1)

I _____ PROMISE TO DO MY BEST TO OBEY THE LAW OF THE PACK.

Cub Scout Prayer

O, Lord that I will do my best
I come to thee in prayer.
Help me to help others every day
And teach me to be square.
To honor Mother and Father
And to obey the Cub Scout Law, too.
This I ask that I may be a loyal
Cub Scout true. Amen

Cub Parent's Prayer

Look down upon my son, Dear Lord,
This smiling Cub of mine.
Please take his hand along the way,
So he may never stray.
Bless my son tonight, Dear Lord,
And help him walk with Thee.
Give him comfort, warmth and love;
He's all the world to me.
Bless his daily efforts,
And make them strong and true;
For life's a heavy burden,
And we're all in need of you.

SONGS

Birthday B.S.A.

Tune: On Top of Old Smokey

We were all at the banquet
On Blue and Gold day
The whole family came there
To eat and to play.

Then somebody told me
We're () years old
I could not believe
What I had been told.

Then they brought out a cake
With candles atop
I counted the candles,
And I didn't stop.

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

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

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

Baden-Powell

Tune: Found a Peanut

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

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

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

REFER TO CUB SCOUT SONG BOOK

Blue & Gold Marching Song

Tune: Davy Crockett

Now blue is the color of the sky above,
The blue in the flag of the land we love,
Remind us of God and our country free,
Giving us a lesson in loyalty.

Loyal - Cubs are loyal - to God and country fair.

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

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

Now the blue and gold show the world apart,
That the Cub pack is Loyal and Warm of heart;
Faithful to God and our country too,
We'll do our best at whatever we do.

Loyal - ever cheerful - Cub Scouts are on the march.

THE STORY OF THE BLUE AND GOLD

This flannel-board picture is suitable for a den skit or a ceremony using blue and gold candles to light up the board. It is adapted from the Cubmaster's Pack Book.

DEN CHIEF: Back in the good old days, the waving of school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this among Cub Scouts.

FIRST CUB SCOUT: (Pointing to the blue flannel): The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

SECOND CUB SCOUT: (Placing "Truth" card in upper left corner of board) Truth means we must always be honest.

THIRD CUB SCOUT: (Placing "Spirituality" card in upper right corner of board) Spirituality means a belief and faith in God.

FOURTH CUB SCOUT: (Placing "Steadfast Loyalty" card across the bottom) Steadfast loyalty means being faithful and loyal to God, country, and fellow men.

FIFTH CUB SCOUT: The gold stands for the warm sunlight. (He places a sun in the center of the board, and "warm sunlight" card across top of sun.)

SIXTH CUB SCOUT: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (He places "Good Cheer" and "Happiness" cards in the sun.)

SEVENTH CUB SCOUT: As we wear our Cub Scout uniforms, may the meaning of the blue and colors make us more mindful of our Cub Scout ideals, the Cub Scout Promise, and the Law of the Pack.

INVOCATION

He's just a little laddie, God;
This blue-eyed Cub o' mine.
Take thou his hand, along the way,
Help him "to help" and "to obey".
Bless all these busy Cubs dear God;
For if they follow all Cub rules,
They won't stray far from Thee.
Bless all, dear God, Who guide them,
Crown each effort, noble, true.
Sustain the good Den leaders;
They need thy blessing, too!

"THE GREAT FOODINI"

Characters: Foodini and several assistants

Props: Old card table or mock table with a hole cut in top the right size for a tumbler to fall through. Drape three sides with cloth.

Action: Announcer introduces the Great Foodini, master magician. When curtain opens, table is on stage, close to side curtains. One assistant is hidden under the table, another behind the side curtains.

Wearing a mustache, black cape, and top hat, Foodini enters along with several assistants.

Foodini bows, goes behind the table and removes his hat. On his head is a glass. He places it on the table, sets his hat over it and moves his hat slightly so the glass falls in the hole. He picks up his hat, shows the audience that the glass is gone and places his hat back on the table.

The assistant hidden under the table pushes the glass back up onto the table so the hat covers it. Foodini shows the audience the restored glass. He tries to repeat the trick, but this time the hidden assistant pushes the glass back up through the hole before he can get the hat back on the table.

Embarrassed, Foodini takes out silk scarves and says he will make them disappear. As he waves them close to side curtains, the hand of the other hidden assistant comes out and snatches them. He mutters angrily and goes back to the table, saying he will pull a rabbit from his hat. The hidden assistant under the table accidentally pulls off Foodini's cape. Foodini whirls around and reveals a toy rabbit strapped to his belt at back.

Foodini chases the assistant offstage.

THE END

RED WHITE & BLUE

OVER

BLUE & GOLD

(A Skit)

- STAGING: Flag in stand on table, under which "voice" is concealed. Or have flag posted near screen concealing "voice". Cub Scout in uniform walks by flag and stops when flag starts to "speak".
- FLAG: Hey Cub Scout!
- CUB: Who's that?
- FLAG: Me, your flag.
- CUB: What's the matter?
- FLAG: Well, I'm taken lots of places, but why am I here?
- CUB: But, we take you everywhere with us. We carry you proudly even in our hearts. The Scout program has taught me to respect the flag and to love my country.
- FLAG: But what is all the festivity? Why would you bring me here?
- CUB: This is our Blue & Gold Banquet. All the Cub Scouts get together once a year with their families to recognize another anniversary of Scouting. In doing this it gives us all a renewed sense of certainty and confidence in the future of our country.
- FLAG: Scouting! Yes, there is hope after all, but why am I here?
- CUB: But don't you know? Why you are the guest of honor! Without you and what you represent we couldn't have Scouting at all.
- FLAG: Thank you, Scout!
- CUB: (Salutes) Any time. (Walks offstage)

- adapted from Scouting Magazine

A SCOUTING STORY
(Audience Participation Stunt)

Divide audience into three groups to respond with words and hand signs below:

HISTORY: "Way Back Then" (hold up both index fingers pointing different ways)
SCOUTS: "Be Prepared" (give Scout sign)
CUB SCOUTS: "Do Your Best" (give Cub Scout sign)

This is a story that you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny, and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING which is celebrated in February every year, and Johnny's CUB SCOUT Den Mother had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so Johnny CUB SCOUT called his friends and they planned it for the next week end.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY, because he was so well prepared. At least, he thought he was prepared when the day began. The lunches had all been packed and put in the back yard tent. When Johnny CUB SCOUT went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper scattered all over the back yard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. "Oh, boy, thought Johnny, "I thought I would make a well-prepared SCOUT, but I wasn't prepared for this!"

After new lunches were made, the boys took their hike. It was a great success and Johnny CUB SCOUT felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But alas! When bedtime arrived, the tent slumped down in a heap because it had not been put up right, and the sleeping bags were muddy from Scampy's dirty feet, and the batteries in the flashlights were dead. Johnny CUB SCOUT hung his head and said: "Boy, have I got a lot to learn about the SCOUTS. Gosh, I sure hope today's events aren't recorded in HISTORY.

So Johnny learned in one day that he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den Mother told him that is what CUB SCOUTING is for ---to teach boys to Do Their Best and to Prepare them to become SCOUTS.

BLUE AND GOLD ADVANCEMENT CEREMONIES

Birthday Cake Ceremony

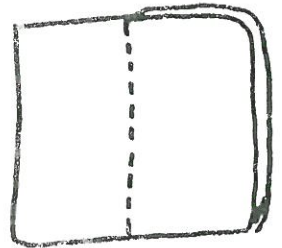
Make a large paper mache birthday cake. Use whipped soap suds to ice the cake. Before soap suds harden, insert 47 candles. Candles can be lighted before the presentation of awards and blown out after the ceremony.

Individual awards could be packages wrapped in blue paper and tied with gold ribbons. Follow standard advancement ceremony (Refer to ceremonies section) but present each boy with a package containing his award. To avoid confusion, ask each boy to wait until you have given the signal for them to open the packages. As all boys open packages at the same time, the rest of the pack could sing "Happy Birthday to You". Remind boys to throw paper and ribbon away.



Birthday Book Ceremony

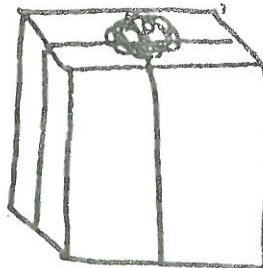
Make a large birthday book using an old wallpaper sample book. Cover the book with blue and gold paper. Fasten awards on left-hand page, and opposite each award, write the statement to be read as award often is presented.



Blue and Gold Package Ceremony

Props: packages wrapped in blue and gold

Have a delivery boy present to the Cubmaster a blue and gold package containing all awards and service stars. After awards are presented, have the same type of package delivered to the institutional representative (scouting co-ordinator), only this time the package contains some recognition of thanks to all leader, a token of appreciation.



CLOSING CEREMONIES

Thought

Tonight the Birthday of Scouting
We were here to celebrate.
This great movement's been going,
Sixty-seven years to date.

So let us all now join together
And pledge ourselves anew,
To always strive for the things
Signified by the Gold and Blue.

(If the room in which you have your banquet
is large enough you could have everyone
stand in a circle before you begin read-
ing and then join hands at this point.)

May you strive for Truth and Spirituality
In the Warm Sunlight under the Sky above,
As you bring Good Cheer and Happiness,
With Steadfast Loyalty brought through love.

Closing

Did you know that millions of boys and men have been part of the Boy Scout move-
ment since its beginning in 1910? Many of you dads were Scouts and today your
sons are Cub Scouts. What a vast force to be crusading each day, at work or
play for those things America holds dear! As we light the candles on our birth-
day cake, over all is the spirit of Scouting and below this, three candles
representing Boy Scouting, Cub Scouting and Exploring. Let us resolve that as
someone, someplace helped us get started in Cub Scouting, so will we, together
and as individuals, help more boys and institutions have Cub Scouting. Repeat
with me the response to our Cub Scout motto: WE'LL DO OUR BEST. Now sing
"Happy Birthday to You."

Thought

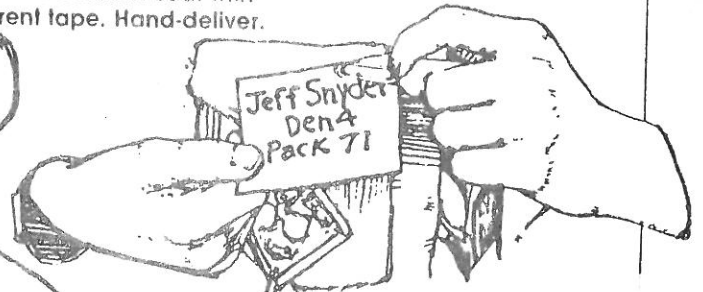
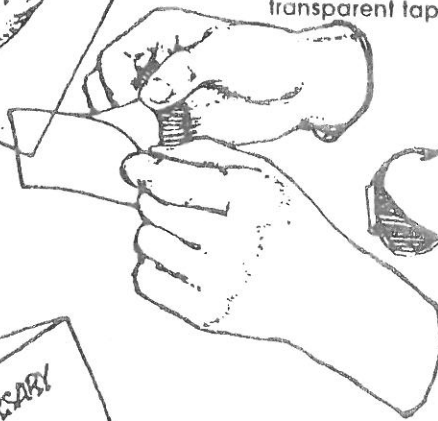
As we close our meeting here tonight let's give a thought to what the Blue and
Gold colors of Cub Scouting means. Did you know that the Blue and Gold you see
on the Cub Scout uniform was not selected merely because it was attractive? You
see, each color has a definite meaning. Blue stands for truth and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

BLUE AND GOLD IDEAS



INVITATIONS

First, make the invitations to the Blue and Gold Banquet. Easiest way is to cut in half an 8½-by-11-inch piece of white paper. Clip corners of one end and fold to look like an envelope. Write the invitation on the inside. Write the address on the outside. Seal with transparent tape. Hand-deliver.



NAME TAGS

There are two easy ways, so take a choice. Write names on self-adhesive labels, take off backing, and stick to shirt. Or cut in half a 5-by-3 inch file card. Write on names and den numbers. Paper-clip to shirt pocket.

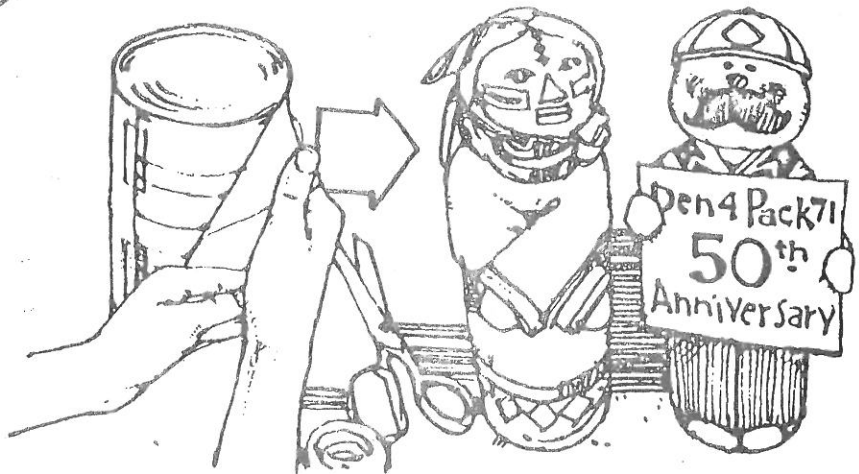


PLACE CARDS

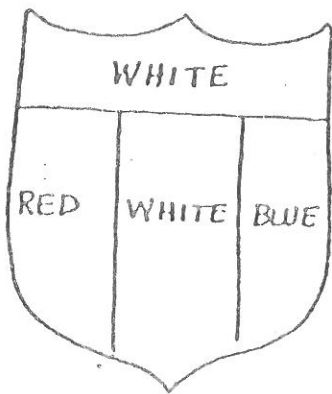
Fold in half a 5-by-3-inch file card. The card then will stand up. Use crayons or paint to decorate. Cards go in front of the seat where each person sits.

CENTERPIECE

Start with a clean, 46-ounce juice can. Wrap construction paper around can. Tape in place. Then write, or draw, or paste anything you want on the paper to call attention to the 50th anniversary. If you and the other guys in the den have other ideas, use them!



PATRIOTIC TABLE DECORATIONS



ACTUAL SIZE PATTERN

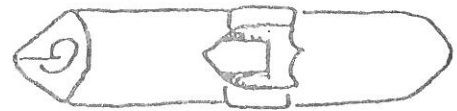
Cut from white construction paper. Glue on red and blue stripes.



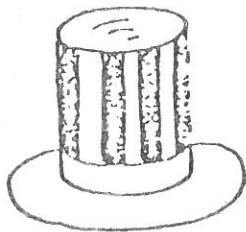
Glue shield to a nut cup

Glue shield to a white paper ring for napkin holder.

Make shield placemat by enlarging above pattern.



NUT CUP



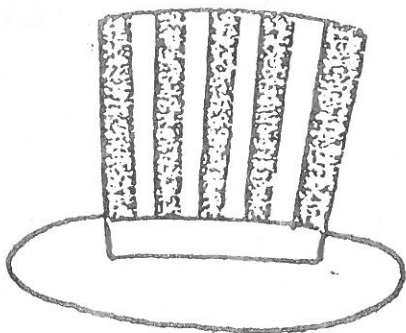
Use white cardboard roll, cut $2\frac{1}{4}$ " high. Hat band is blue paper. Glue on red paper stripes. Brim is 3" blue paper circle.

Make table centerpiece same as nut cup, using $5\frac{1}{2}$ " diameter tube cut 9" tall. Glue on 2" red stripes and add a 2" blue band. Base is 10" cardboard circle. (Fill centerpiece hat with flowers or flags.)

Napkin ring is 1" width of cardboard roll with red stripes and blue strip glued on.



BLUE ↑ RED & WHITE



HAT PLACEMAT

Cut placemat from 1 piece of large white construction paper. Glue on red stripes and blue hat band. If desired add gummed silver stars around blue hat band.

Neckerchief Place Card

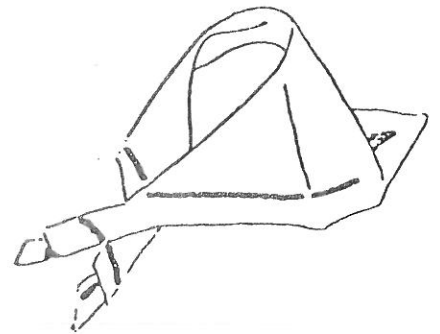
These neckerchief place cards are simple to make, and will add color to your Blue & Gold banquet table.

Cut a triangle out of yellow construction paper, with base 8 1/2" across and sides 6" long.

With a felt tip pen, crayon or paint, add neckerchief detail. Add the Scout's name on the back.

Fold over 1/4" along long side; then fold two more times, as you roll a real neckerchief. Bring two ends together and staple at the point where tie slide ordinarily goes.

Bend up the scarf ends and point at back to form tabs so neckerchief stands on table.

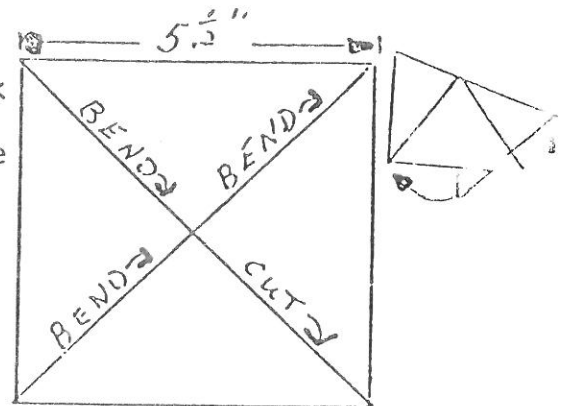
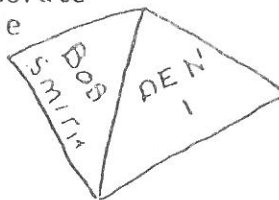


TRIANGLE PLACE CARD

Cut square as shown from yellow construction paper.

Make a diagonal fold across one way; open paper back out flat. Make diagonal fold the other way; open paper back out. Make cut on one fold as shown (make cut only to center). Fold two sides over as shown and glue.

Put name on one side and then decorate as desired. These are very simple to make. Glitter can be added around the bottom edge.



CUB SCOUT LOLLIPOP

These Blue & Gold banquet favors will make a big hit, yet you can make them in no time at all!

Use a lollipop for the Cub Scout's head. Stick on a smile decal for a face, or draw the face on a paper circle and glue it to the wrapped lollipop.

Cut a cap from an egg carton cup, and paint it blue. Glue a tiny yellow diamond on the cap for the insignia. Print each guest's name on a larger yellow diamond. Glue the diamond to the front of the lollipop stick.



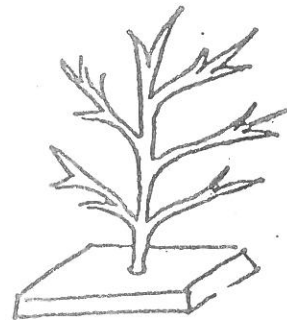
TO MY CHILD

You are the trip I did not take;
You are the pearls I cannot buy;
You are my blue Italian lake;
You are my piece of foreign sky.

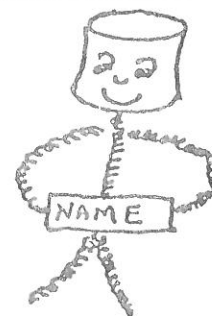
-Anne Campbell

GROW WITH SCOUTING

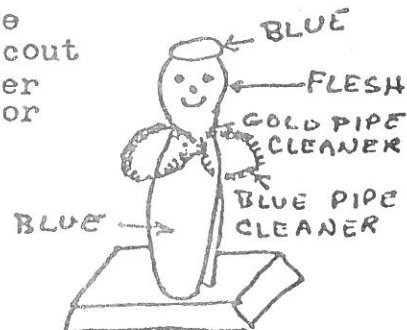
Cut a branch from a small tree and paint half the limbs blue and half of them gold. Place the branch in the center of a styrofoam base. If you desire, put lettering on the face of the base - GROW WITH SCOUTING. This makes a nice centerpiece for your banquet table.



For placecards, use a large white marshmallow and draw a face on it with a ball point pen. Make the body from a blue pipe cleaner. Write the guest's name on a small piece of paper and place it in the hands of your "stick" person.



Paint a wooden clothespin like a Cub Scout. Make arms from a blue pipe cleaner. After your Cub Scout is finished, place him on a small square of either blue or gold styrofoam. Place either a nut cup or a name card on the base.



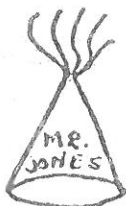
HAPPY NEW YEAR CUB SCOUTS!

The New Year theme might ring in the Blue and Gold Banquet for your den. Large colorful pieces of construction paper would make nice placemats. They could be left plain or decorated by each Cub Scout as he likes.

Nut cups purchased from the dime store with a clock showing "midnight" on the face would hold your nuts or mints for after dinner.

Place cards might be party hats with streamers flowing from the tips. Construction paper or crepe paper make good hats. Gold glitter across the front band of the hat might proclaim the name of the person who is supposed to sit in each place.

A fun way to end the evening would be to give everyone New Year's noise makers, balloons, confetti, etc. and really end the banquet like a New Year's eve party.



BLUE AND GOLD GAMES FOR WEBELOS

Scrambled Scout Law - try the following scrambled Scout Law on your Webelos. The first one to correctly unscramble them is the winner.

- | | |
|---------------|-------------|
| 1. HORRSTTUWY | Trustworthy |
| 2. YOLLA | Loyal |
| 3. LFEPULH | Helpful |
| 4. SOTUCOREU | Courteous |
| 5. DIKN | Kind |
| 6. TEIEOBDN | Obedient |
| 7. URECHEFL | Cheerful |
| 8. HITRFY | Thirfty |
| 9. RVEAB | Brave |
| 10. ANLCE | Clean |
| 11. EEENTRRV | Reverent |
| 12. RENFILYD | Friendly |

Knot Tying Contest (Square knot pull) - divide players into two facing teams and line them up behind a line. Each player passes his rope around his waist and lets his opponent hold the ends. At the starting signal, each player, without any interference from his opponent, ties a square knot in the ends of the rope around his opponent's waist. The instant he finishes the knot, he pulls on the rope and tries to pull his opponent over the line. (CAUTION: Unless the Cub Scouts stick to the rules about interfering with each other while typing the knots, this game will not succeed. Also caution them to pull the ropes only, not uniforms.)

Age-Zero-Age - this is really a math puzzle. You will need a paper and pencil to do the arithmetic of this problem.

1. Write down your age.
2. Multiply your age by 7.
3. Multiply your product by 11.
4. Multiply this last product by 13.

Now look at your result. You should have a 5-digit number with your age represented in the first two and last two digits with a zero between. If you are less than 10 years old, your age will be represented by the first and last digits.

Example:

$$\begin{array}{r}
 8 \\
 \times 7 \\
 \hline
 56
 \end{array}
 \qquad
 \begin{array}{r}
 56 \\
 \times 11 \\
 \hline
 56 \\
 56 \\
 \hline
 616
 \end{array}
 \qquad
 \begin{array}{r}
 616 \\
 \times 13 \\
 \hline
 1848 \\
 616 \\
 \hline
 8008
 \end{array}
 \qquad
 \underline{8008}$$

GAMES FOR BLUE AND GOLD TRADITIONS

Funny Pictures - a picture frame about 16" x 20" is needed for this game. The person who is it takes his place behind the picture frame which has only the glass in it. The player then by asking questions or making funny faces, tries to make it laugh or smile. A timekeeper keeps the time for each person, and the one who refrains from laughing the longest wins.

Newspaper Race - each contestant is furnished with two sheets of newspaper. Each step in the race must be made on the newspaper. Thus, he puts down a sheet, steps on it, puts down the other sheet, steps on it, reaches back to get the first sheet and move it forward, and so on until he reaches the goal line.

Apple Race - Contestants are required to balance an apple on top of the head and walk to a goal line. If the apple falls off, the contestant must go back to the starting point and begin again. This race could be done with almost anything on top of the head, apples, oranges, books, etc.

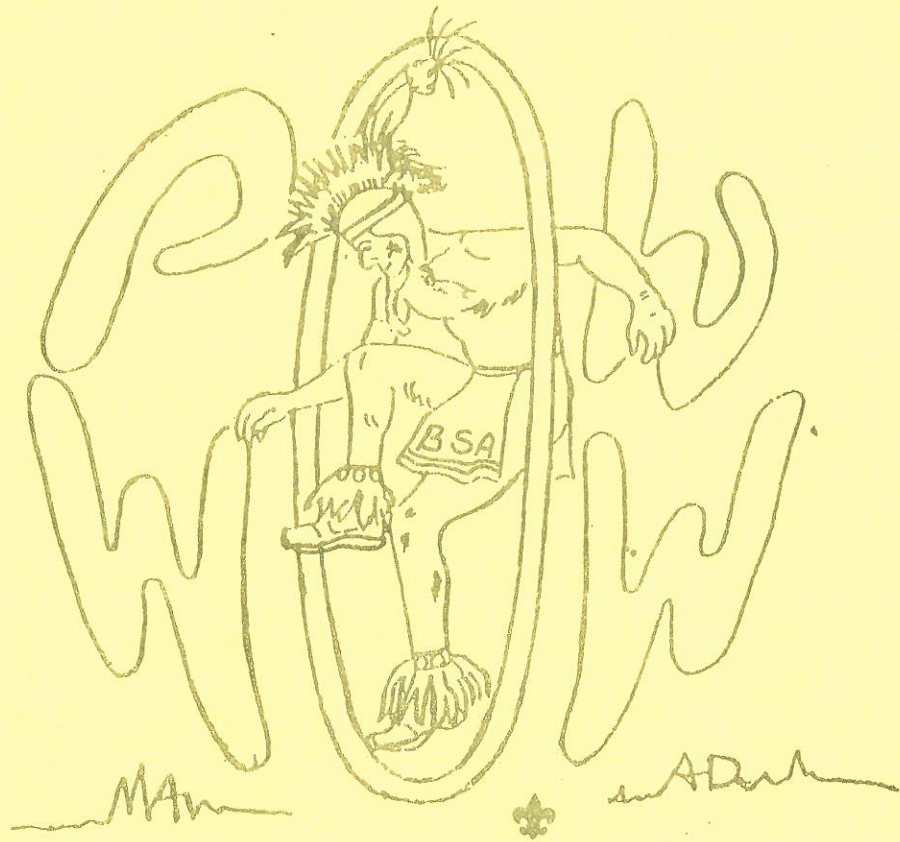
Completing Quotations - this is a good game to play at your Blue and Gold Banquet. Distribute copies of the questions to the guests as they come in. Fill in the missing word to complete these quotations.

Sweet as _____	(Sugar)
Hard as _____	(Rocks or nails)
Light as a _____	(Feather)
Sly as a _____	(Fox)
Sore as a _____	(Boil)
Still as a _____	(Mouse)
Fit as a _____	(Fiddle)
Neat as a _____	(Pin)
Proud as a _____	(Peacock)
Stiff as a _____	(Board)
Busy as a _____	(Bee)
Slick as _____	(Glass)

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

For more ideas on Blue and Gold, be sure to attend your monthly Cub Scout Leader Roundtable.

CEREMONIES



CHIPPEWA VALLEY
Boy Scouts of America

CEREMONIES

Leaders have a continuing opportunity to influence lives of boys by helping to make Cub Scouting meaningful.

Colorful ceremonies can help you harness the atomic-like energy and imagination of youngsters. Make the beginning and ending of every den and pack meeting an adventure. Make the new Bobcat ceremony an inspiration to him, and of course, the climb up the Ladder through Wolf, Bear and Webelos offers an opportunity for exciting ceremonies.

The key word in staging ceremonies is simplicity. Boys attention spans can be short, as can the youngest members of your audience so keep the ceremony short and simple. Including boy-parent-audience participation is a must wherever possible. Use easy to remember lines or have lines typed out on small index cards. Props can also be very simple. Rehearsal is also very necessary. A well-rehearsed short and simple ceremony can have a great deal of dignity which is also desired. Impressiveness in ceremonies helps to capture the Cub Scout's imagination. Whatever ceremony you plan should be easy to see from the audience and also easy to understand.

The various dens in your pack might rotate ceremonies. A different den having the responsibility of either the opening or the closing ceremony each month. Ceremonies can be very effectively planned around the particular theme-for the month.

Nothing happens unless you make it happen. The ceremony leader's script should be in large type and placed where he can glance at it quickly during the ceremony. He will be coordinating everyone's actions so he should be familiar with the ceremony so he can give cues or smoothly cover mistakes. If the audience is to participate, remember they must be cues as to when you want them to do what. If Candles are to be lit, be sure you have them ready before hand and have someone prepared to handle the lights at the appropriate time.

Consider the floor plan of the area where your ceremony will be presented. Know what awards will be given out and how many boys and parents will be participants on the stage. Plan before hand how people are to enter and exit from the stage. Avoid horseplay and situations that will create laughs as your ceremonies should be serious about the principles and objectives of Cub Scouting.

Ceremonies that are interesting and move along smoothly can help you build inspiration and create the right attitude.

CEREMONIES

The purpose of this section is to give Pack Leaders additional help in planning and staging ceremonies for the purposes of induction, advancement, recognition, and special events. Ceremonies are an important part of every den and pack meeting.

A ceremony can be meaningful and exciting for Cub Scouts. A flickering candle, a solemn promise, colorful props, mystery, pageantry, and tradition are all impressive and important to an 8- to 10-year old boy. Recognition of his accomplishments will encourage a boy to continue progressing. Ceremonies will help teach respect for flag and country and provide citizenship training for Cub Scouts.

One ceremony, repeated frequently, can become boring. A variety of ceremonies will result in anticipation, eagerness, and interest on the part of boys and adults alike.

One of the best resources for ceremonies is *Staging Den and Pack Ceremonies*. In this book you will find a wide selection of ceremonies to be used on all types of occasions.

Some of the ceremonies you might be using in den or pack meetings are:

Opening	Closing	Graduation
Advancement	Leader Induction	Bobcat Induction
Webelos Induction	Leader Recognition	Charter Presentation
Special Recognitions	Den Chief Recognition	Thank-You
Welcome New Member	Denner Installation	Transfer to Webelos Den
		Birthday Recognition

The planning and staging of ceremonies is important to their success. Read the suggestions below for help in this area.

Why do we have ceremonies? For several reasons, such as:

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding badges and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
- To honor pack leaders by recognizing Den Chiefs, Den Leaders, Cubmaster, Den Leader Coach, Webelos Leaders, and Pack Committee.
- To make visitors and guests welcome by including them as a part of the pack program.
- To provide an opportunity to present the purposes of Cub Scouting in a dramatic and lasting manner.

Why do we have ceremonies? (continued)

- To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest.
- To improve the program by marking a beginning and an end to both den and pack meetings. To provide a change in pace.
- To help develop the theme of the month.

In developing ceremonies there are a few time-tested ingredients and hints to keep in mind:

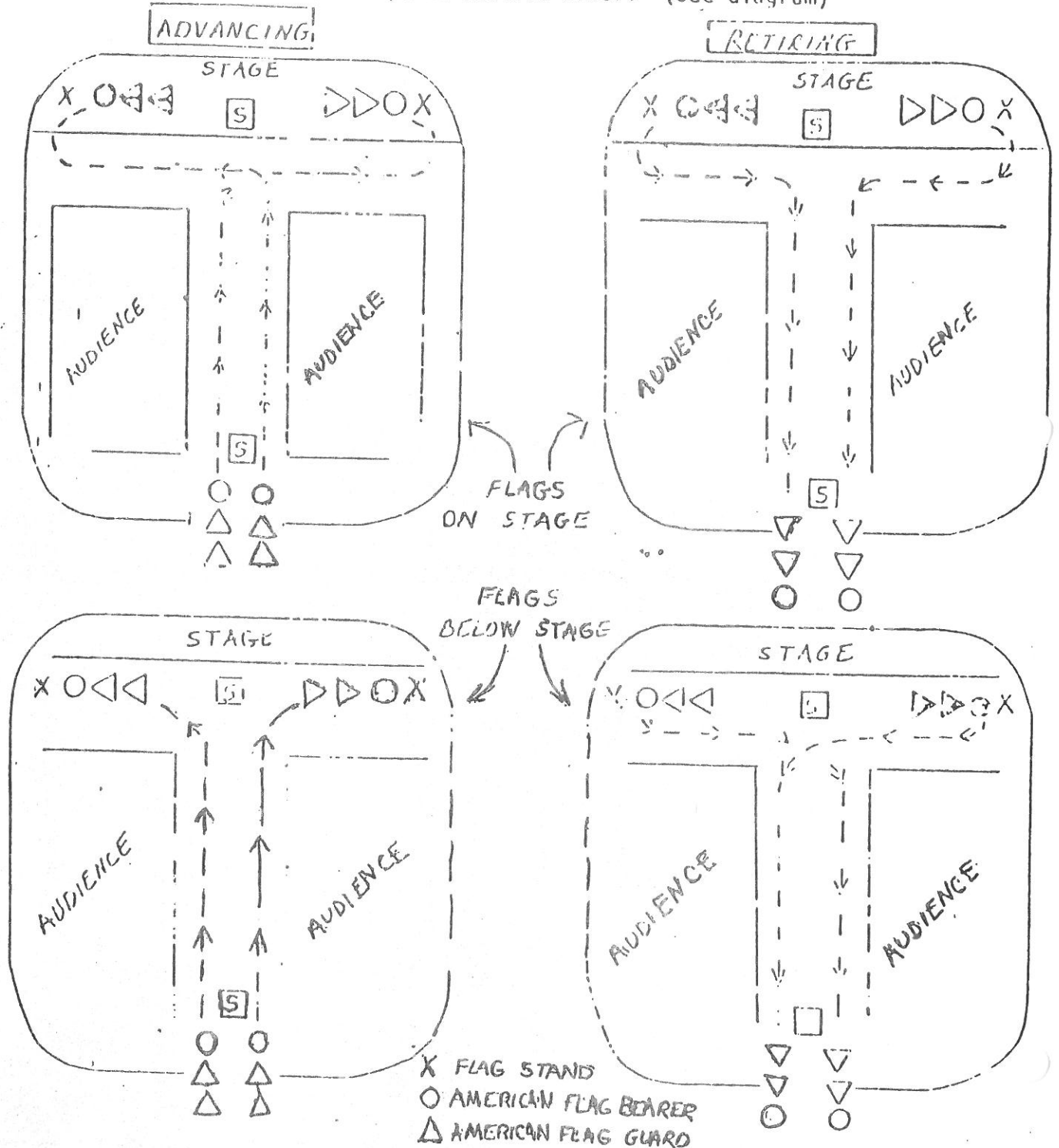
- Base your ceremony on Cub Scout ideals... the Promise, Law of the Pack, Motto.
- Plan the ceremony to build Cub Scout spirit.
- It should inspire and have color, but should be sincere.
- It should be well planned and staged to avoid delays and mix-ups.
- It should instill high regard for patriotism and citizenship.
- Use candles, campfire, flag or Cub emblem as a focal point.
- If specific speaking parts are required, have them read from a script with the speaker out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can't be understood.
- A good ceremony can be measured by the Cub Scout yardstick... **F U N!**
- Each person involved should have a copy of the script. Have extra copies in case you need someone to pinch-hit at the last minute.
- Homemade costumes enhance the ceremony and mean much to parents and boys.
- Ceremonies mean more to Cub Scouts who help make the "props."
- Careful consideration must be given to the place where the ceremony will take place. Ceremonies can be changed, but often your location cannot.
- Make your ceremonies dignified. Rule out horseplay. Avoid situations which will create laughs or yawns. Never sacrifice dignity for fun.
- Every sound, action, and prop has meaning. This is symbolism. When you put it all together, you have a ceremony.

ARRANGEMENT FOR FLAG CEREMONY

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

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

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



CEREMONIAL PROPS

A few attractive props help set the scene for an impressive pack meeting. A little "showmanship" along this line shows the boys and their parents that your pack really cares that they came to the meeting, and that you prepared for it.

Many props can be made from scrap material. They need not be expensive to be impressive. The following are some basic pieces of equipment that your pack may wish to acquire:

A Blue and Gold Tablecloth - this will add color to your head table which holds the badges and other ceremonial equipment. Make tablecloth to fit from yellow fabric, and trim with blue binding. Use washable fabric, so it will be easy to take care of.

Electric Candles - These can be made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on your head table. Change the posters to correspond with the rank being awarded.

Indian Headdress - These are sometimes difficult and time-consuming to make, but most Cubmasters think it is well worth the effort. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform is adequate, unless you wish to make other Indian costume parts.

Campfire - A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow, orange, or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care in using flame-proof materials.

Bridge - A bridge can be built from scrap lumber, dowling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so the the poles can be removed for storage.

Arrow of Light - This can be cut from scrap plywood, painted yellow, and mounted atop another piece of plywood for the base. Holes can be drilled to hold candles.

Costumes - It is effective for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions such as Christmas, or themes such as Circus or Fiesta. Cub Scouts will enjoy receiving their awards from Santa Claus or an old witch or clown.

CEREMONIES

RULES FOR CEREMONIES

"KISMIF" KEEP IT SIMPLE: KEEP IT SHORT: MAKE IT FUN:

Keep it in relationship with everyday experiences and themes.

Don't get in a rut. Variety breeds enthusiasm.

Let the Cub Scout help with the planning.

Use your Den Chief. He is a natural leader.

Keep it dignified; avoid laughs and jokes. Ceremonies are dignified.

Use symbolism and action. Explain them.

Avoid long reading parts.

Keep memorizing and recitations at a minimum.

Practice much so each knows what he is to do. Then put on your ceremony and let the mistakes be unmentioned. Chances are no one noticed them!

OPENING CEREMONIES

Flag ceremony

Roll call (answer with theme related subject)

Uniform inspection

Songs

Handshake circle

Promise and Law

New Cub ceremony

Yells (jungle ceremony)

Howl

Candle ceremonies (lighting)

Introduction of theme

Rounds

CLOSING CEREMONIES

Living Circle

Handshake circle

Akela's thought

Announcements

Applause stunts

Scouting briefs

Flag education

Prayer

Friendship circle

Candle ceremonies (extinguishing)

Retirement of flags

Grand Howl

Ceremonies are an integral part of our lives. They add dignity to occasions and impress them on our minds. Ceremonies have been in existence from the time of the earliest tribes recorded in history. Ceremonies can be used to recognize, encourage, challenge, and dismiss Cubs and parents.

Other ceremonies that may be used in the den or at the Pack meetings are:

Birthday,

New Cub joining

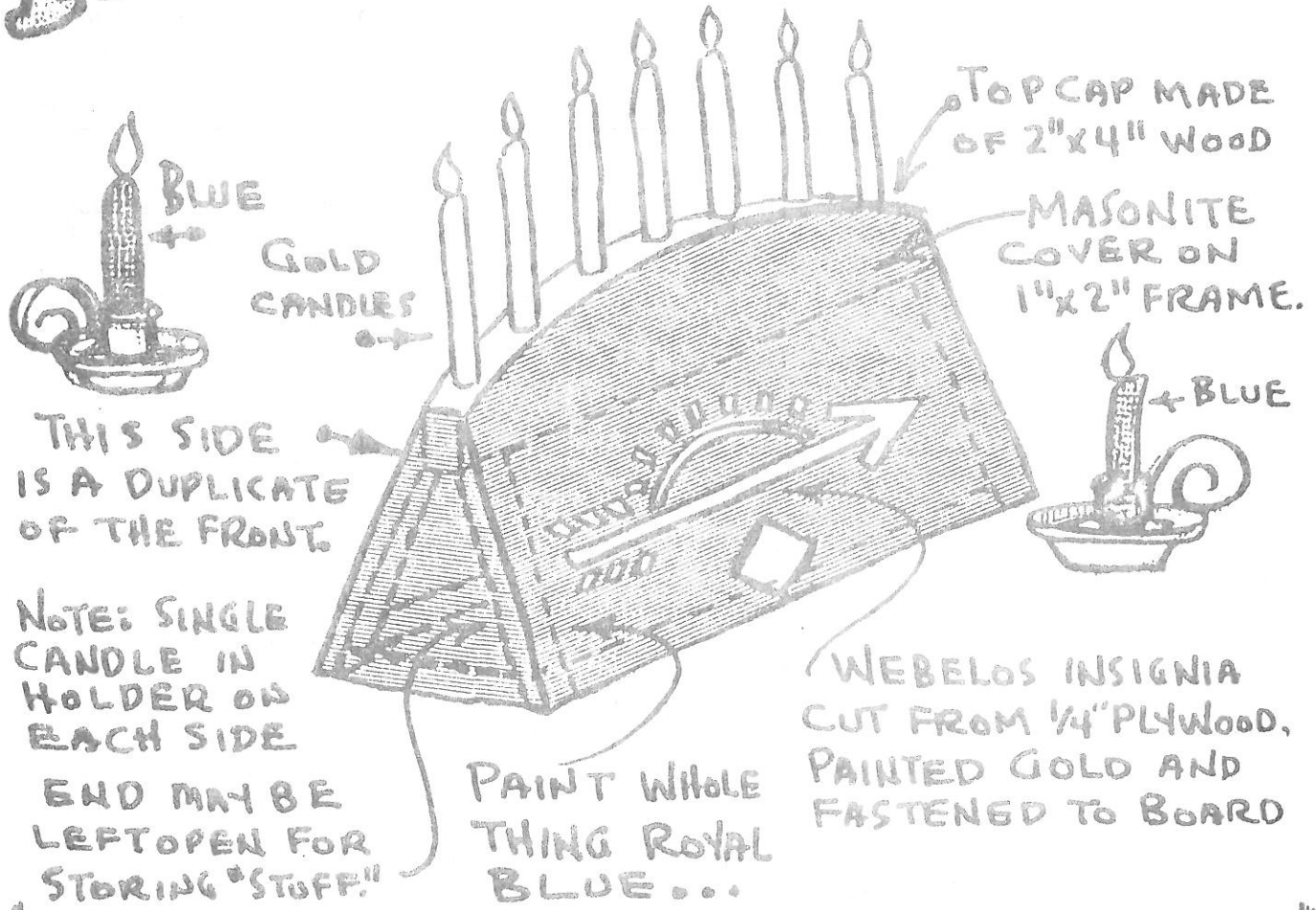
Cub Scout moving away

Cub Scout advancing (recognize in den as well as at the Pack meeting to encourage others to work at advancing.)

Special achievement in school (any recognition for positive achievement enforces more positive action)

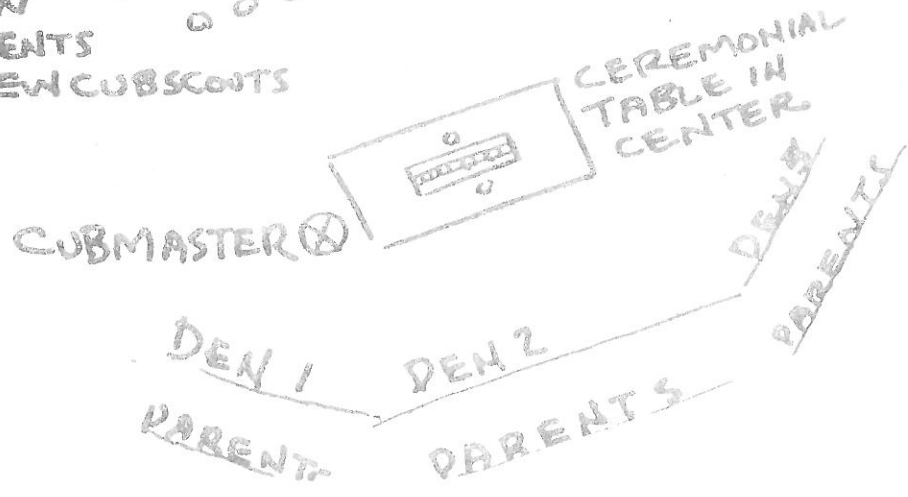
Awards of valor given by a civic organization

A TWO WAY CEREMONY BOARD. (CAN BE SEEN BY AUDIENCE & PARTICIPANTS).



STANDING -
NEW PARENTS & NEW CUBSCOUTS

⊗ ASS'T CUBMASTER



SEATING ARRANGEMENT

FOR A PACK MEETING, ALLOWS ALL TO SEE

GENERAL

DEN MOTHER INDUCTION

Arrangement: Committee Chairman and Cubmaster stand behind table in front of the room. On table is a lighted candle and Den Mother's book.

COMMITTEE CHAIRMAN: The Den Mother occupies a unique and essential place in Cub Scouting. She fills a particular need for boys of Cub Scouting age and performs a fundamental service which no one else can give. She, therefore, becomes an indispensable person in our scheme of operation. Mrs. (Name), has been selected by the pack committee to serve as Den Leader for Den . Mrs. (Name) will you please come forward.

Mrs. (Name) will you promise to:

1. Give motherly interest to the boys in your den.
2. Take advantage of all training opportunities.
3. Be responsible for the organization and operation of your den.
4. Lead the Den Chief, helping him use the denner in activities of your den.
5. Attend monthly pack leaders meeting, monthly pack meetings and monthly district roundtable.
5. Work with the parents of your Cub Scouts, so they will have the opportunity to share in the fun of Cubbing.
7. Observe the policies of our chartered institution, of CHIPPEWA VALLEY COUNCIL and the National Council.
8. Keep your den in operation 12 months a year.

If so, please answer "I will"

Wearing the Den Mothers uniform not only identifies you as a very important member of the Boy Scouts of America, the largest boys organization of its kind in the world...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 the Den Mothers Book. Congratulations and good Cubbing!

STANDARD AWARDS CEREMONY

Personnel: Cubmaster or Awards Chairman; others as needed.

Equipment: Anything depicting the monthly theme or holiday.

Arrangement: Awards presentation made where audience can see; on stage or in front of room.

CUBMASTER: We would like to recognize those boys in our pack who have made advancements in rank during the past month. The following boys have attained the rank of _____ by completing 12 achievements including feats of skill, flag history, whittling, conservation, safety and health; _____ (Names) Will you and your parents come forward?

(Present badges to parents to give to sons)

These boys have completed 10 or more electives which entitle them to arrow points. _____ (Names) will you and your parents come forward?

Our Webelos Scouts have earned the following activity badges this past month: _____ (Name and badge) will you and your parents come forward?

(Webelos leader presents badges to parents who pin on boy)

These awards show that our boys are really working to help our pack "go". Let's give them a big hand.

PARENT INDUCTION

Arrangement: Newly inducted Bobcats and their parents are at the front of the room.

CUBMASTER: Parents of these new Cub Scouts, will you please give the Cub Scout Sign and repeat after me:

"As a parent of a Cub Scout,
I will do my best
To help my Son
Live up to the Cub Scout Promise
And obey the Law of the Pack,
I will work with my Son
On his achievements and projects.
I will attend the pack meetings
And help as needed
To make the Pack go "

PATRIOTIC

OPENING

Arrangement: Colors are advanced in the normal manner. Audience is standing, facing the flag. Flag stands alone, while voice over speaker says:

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

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

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

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

Cubmaster: 'Let us all rededicate ourselves to our duty to keep America great and free. Let's repeat the Pledge of Allegiance.

OPENING

Arrangement: Before the Flag is brought forward this short narration should be read.

We watch the flag as it passes by -
A flash of color against the sky.
Its' fifty stars are as dazzling white
As those few that shone by the dawn's first light.
The brave, bright Red that will never fade
By the blood of mens sacrifice was made.
The White, for our nations purity
Can be kept from stain by you and me.
The Blue; the vastness of Gods' own sky-
His promise that freedom shall never die.

The mighty cities; the farmlands fair;
The many churches for praise and prayer;
The chance to do, and the chance to be
In a land our forefathers fought to free.
The hope that the world is looking for-
In our will for peace but our strength for war.
All these are the flag of our dear land-
A symbol we cherish and understand,
And we bare our heads and our hearts beat high
As our flag, "Old Glory", is passing by.

PATRIOTIC CLOSING CEREMONY

Personnel: Cubmaster and 6 boys.

Cubmaster: I asked myself a question today: 'What does it mean to be an American?' There were several answers, and they were all good. Being an American means I have a multitude of freedoms.

1st Cub: Freedom to think and to say what I think.

2nd Cub: Freedom to worship as I please.

3rd Cub: Freedom to move about.

4th Cub: Freedom to try, and freedom to fail.

5th Cub: Freedom to stand up straight and look the world in the eye.

6th Boy: Freedom from want, and freedom from fear.

Cubmaster: These freedoms were not of my doing. They were here long before I was born. My forefathers and yours fought to win them. I have four guarantees they will remain. The Declaration of Independence, the Constitution, my fellow Americans, and myself. No man could ask for more.

PATRIOTIC CLOSING

Cubmaster: Do you know why it is that some people in the United States live in a great city, some on a farm, some by the sea, some on the desert, some in the mountains and some in other places? It is because the people of our land can choose for themselves where they want to live and can move from one place to another whenever they want to.

Do you know why it is that some people in the United States are doctors or nurses, some scientists, some airplane pilots, some farmers, some teachers, some ministers, and some do other kinds of work? It is because in the United States the people can choose for themselves what work they want to do and change their jobs whenever they want to.

That is the way the people who started the United States of America wanted it to be. We call it freedom and that is why we sing:
"Tis the Star Spangled banner, O long may it wave, o'er the land of the free and the home of the brave."

ADVANCEMENT

GRADUATION

Arrangement: Darkened room, Red light is on bridge, which is centered between American and Pack Flags. Assembled on stage, to the left of the bridge are the parents and Webelos leader, on the opposite end of the bridge is the Scoutmaster.

CUBMASTER: Tonight we mark a great occasion,....the graduation of Webelos Scout (Name) from our pack. We are sad to see him leave because he has been a great help to our pack...but we are happy for him because he is going on to the great adventure of Scouting. He has worked hard for this night and has advanced well. Please escort Webelos Scout (Name) to the front.

(Boy who has been standing on opposite side of room, is escorted to front by another Webelos Scout, who carries the den flag. They stop at front; the graduating Webelos Scout salutes and joins his den leader on stage. The other Webelos Scout returns to his place)

CUBMASTER: (recaps information such as date boy joined pack, ranks he earned, awards he received, date joined Webelos den, etc.)

DEN LEADER: (recaps activities in Webelos den, highlighting activity badges he has earned) Webelos Scout (Name) it is with a great sense of pride that I now ask you for your Webelos neckerchief. (after removing neckerchief, Den Leader escorts him to end of bridge where Cubmaster is waiting)

CUBMASTER: I am pleased to see that you are wearing the Arrow of Light, the highest award in Cub Scouting. This is the only Cub Scout badge which you will be permitted to wear on your Scout uniform. And now you may take the final steps. (Webelos Scout crosses bridge. He stops in center, turns to salute Cubmaster with Cub Scout salute. He proceeds across bridge to where the Scoutmaster is waiting. He gives him Scout salute.)

SCOUTMASTER: (Name), we are happy to welcome you to our troop. I can see by the Arrow of Light that you are prepared to join the great fellowship of Scouting. (Short statement on what is expected of Scout) Please repeat after me the Scout Oath. (Scoutmaster and Scout exchange salutes and shake hands) As a token of this important occasion, I would like to present you with the troop neckerchief. (Scoutmaster and parents meet in front of bridge)
Mr. and Mrs. (Name), Welcome to our troop. I congratulate you on the fine work that you have done with your son in Cub Scouting. I am sure you will find new adventures in our troop.

(red light is turned off House lights on. Participants leave stage)

ADVANCEMENT

General

Props: Two doors with a bridge between, candles, Wolf, Bear, Webelos, and Arrow of Light Posters.

Cubmaster: You see before you, two doors. One representing Cub Scouting and the other one Boy Scouting. Both doors can be opened to adventure. Tonight, our boys will only open one of the doors (unless a boy is graduating) some to begin a journey of fun and adventure, the others who have started on the road and are advancing right along.

Awards Chairman: Will these boys and their parents please come forward when your names are called. (Call names of Bobcats.)

Cubmaster: Boys, you have expressed a desire to join our Pack and be a part of our adventure team. There were some requirements for you to learn when you registered to become a Cub Scout. Have you learned them?

Boys: We have.

Cubmaster: To show that you have learned these requirements, please repeat with me the Cub Scout Promise, the Law of the Pack, and the Motto. (Cubmaster and boys repeat all three at this time.) Parents, your sons have passed their requirements for the Bobcat Rank. It is with pleasure that we present you with their Bobcat pins to place on their uniform. For it is you who will help your boy down the Cub Scout trail to fun and adventure. One last requirement for the Cub Scout to do is a good deed. So that we might know that he has done this, we ask that you place the pin on him upside down. When he has done his good deed, you may turn the pin right side up. Congratulations to you all and welcome to our Pack.

(A good way to place the pin on the boy upside down is to turn the boy upside down and let parents pin the pin on right side up.)

Between the two doors is a bridge. This bridge is one a boy must cross each year until he is eleven and can go through the Boy Scout door to adventure. There are some Cub Scouts here tonight who have passed their 12 achievements for Wolf and Bear. We have some Webelos who have been working on activity badges. Will these boys and their parents please come forward when their names are called.

(As boy's names are called for each rank, light a candle in front of that poster representing their rank.)

Congratulations to you all on the work you have been doing. One day soon, you will all be able to pass through the Boy Scout door to adventure.

(If you have an Arrow of Light and/or Graduation, do it now, but with a special ceremony.)

WOLF ADVANCEMENT CEREMONY

- Arrangement:** Tom-tom, artificial campfire; Cubmaster dressed as Akela
- Asst. Cubmaster:** The Cub Scout plan of advancement follows Akela's life story. Some of our Cub Scouts are following in Akela's footsteps tonight.
- Cubmaster:** When Akela was little, he was taken on short trips into the forest among the great trees and the streams. Here from the wolf he learned the language of the ground, the tracks, the ways to food. Much the same as Akela, the following Cub Scouts have earned gold and silver arrow points. (Cubmaster calls name as Asst. Cubmaster hands out the awards and gives each boy the Cub Scout handshake)

BEAR ADVANCEMENT CEREMONY

- Arrangement:** Same as above.
- Asst. Cubmaster:** As a Cub Scout grows he continues to follow Akela's life story. Some more of our Cub Scouts are following in Akela's footsteps tonight.
- Cubmaster:** A little later, from the big kindly bear, Akela learned the secret names of trees, the call of birds and the language of the air. Just as Akela learned things that required a little more skill, so have the following Cub Scouts achieved the rank of Bear Cub Scout and some Bear Cub Scouts have earned gold and silver arrow points. (Cubmaster calls names as Asst. Cubmaster hands out the awards and gives each boy the Cub Scout handshake)

WEBELOS ADVANCEMENT CEREMONY

- Cubmaster:** Tonight we have some Bears who have reached the age of 10 and are transferring into a Webelos Den.
- Asst. C. M.:** The purposes of the Webelos den are to help the boys earn Cub Scouting's highest award - the Webelos Award - and to make them ready to become Boy Scouts. This den will be known as Webelos Den _____ and the Den Leader will be Mr. _____. He will hold den meetings at his home _____ at _____. This den will take part in all regular pack activities. You will work on 15 activity badge areas in fields all the way from swimming to science and earn activity badges for those. You will also visit Boy Scout troops and decide which troop you want to join. I am sure you will have a lot of fun outdoors too.
- Cubmaster:** Boys, as a Wolf and Bear Cub Scout, you went to your parents to pass achievements and electives. As a Webelos Scout, you will go to your Webelos leader to pass an activity badge. Congratulations to all you boys and parents. You are now Webelos Scouts.

BOBCAT INDUCTION CEREMONY

Arrangement: Tom-tom; artificial campfire; Cubmaster dressed as Akela

CUBMASTER: Who speaks for this group?

ASST. C. M.: I do.

CUBMASTER: What is the wish of this group?

ASST. C. M.: To join your pack.

CUBMASTER: Are these boys wise in the ways of the Pack?

ASST. C. M.: Yes.

CUBMASTER: You have come tonight seeking admission to the friendship and fun of Cub Scouting. You have learned along with your parents who are here with you, those things necessary to become a Bobcat. Parents, we welcome you. Cub Scouting is for the whole family. As parents you have certain responsibilities in Cub Scouting. We expect that you will attend the monthly Pack meeting and work with your son on his achievements, approving them for him when satisfactorily completed. When called upon we will expect you to assist, along with the rest of the parents in various leadership capacities. Will you accept this responsibility?

PARENTS: We will.

CUBMASTER: Cub Scouts and parents now form a living circle around the campfire. Now, Cub Scouts, give me the Cub Scout sign and repeat with me the Cub Scout Promise.

CUB SCOUTS: (give promise)

CUBMASTER: Now repeat the Law of the Pack.

CUB SCOUTS: (repeat the Law of Pack)

CUBMASTER: Now repeat the Cub Scout motto.

CUB SCOUTS: Do your best.
(Break circle and return to original places)

CUBMASTER: The Bobcat pin, since it signifies service should not be taken lightly. When you parents put these pins on your sons, you should place them on upside down. Yes, upside down until he has performed as a Cub Scout his first good deed or act of service. Then and only then has he fully deserved and merited his pin. After he has done his good deed you may then turn the the pin right side up.
(Asst. C. M. hands out pins to parents.)

NATURE ADVANCEMENT CEREMONY

Equipment: A three-foot high tree limb with several branches. Set as if it were a tree in a can of mortar; Green paper leaves (Made with thin wire frame and with wire stem sticking out) with Cub Scout's names and awards: Badges and arrow points.

Personnel: Cubmaster, Webelos Den Leaders, Advancing Cub Scouts and Webelos Scouts, Parents.

Cubmaster: "This little tree is a symbol of the Natural Beauty of our land. The tree also represents Cub Scouting.

It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancing from rank to rank. So do his parents who help him.

Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents." (Call forward boys (and parents) who are receiving Wolf Badges and arrow points, Give them awards and have them put one leaf for each award on tree; then award bear badges and arrow points; put on leaves; Webelos den leaders call boys (and Parents) for activity badges, and Arrows of Light; put on leaves. After all awards are presented and leaves added to the tree, The Cubmaster resumes speaking.)

Cubmaster: Each of you has helped to nurture this tree. Just as trees endure for many years, so the values you have gained from working on achievements, electives, and webelos badges will last you a lifetime. May you always stand strong and tall like a tree - and be a BEAUTIFUL RESOURCE FOR OUR LAND.

CEREMONIES

Closing

INDIAN STYLE

Everybody should be given a small twig (toothpicks) prior to ceremony.

The sound of a tom tom is heard.

AKELA, the Indian Chief is sitting at the camp fire.

Medicine Man enters slowly and majestically, carrying a peace pipe, and stands beside the fire. He raises his hand in the Cub Scout sign at which time a large crash ends the beating of the tom tom.

Medicine Man lights the peace pipe at the campfire and walks slowly to East, West, North, and South, lifting the pipe high in the air at each point. He passes the peace pipe to Akela, and stands at his left, arms folded. Akela rises and raises pipe as he speaks. "The Spirit of Cub Scouting burns here as it does in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your hearts during the years to come as you leave Philmont.

Please stand and follow my actions.

"May the Great Spirit" (Make Cub Scout sign.. As words are spoken fingers make small circles like rising smoke).

"Bring sunshine" (Make sign for sun, index finger and thumb form circle, arm out to right),

"Into my heart" (Place hand over heart)

"Now" (Put both hands along sides, palms facing forward)

"And forever more" (Bring hands up from sides, palms up)

"In great measure" (Bring palms together and then apart as if measuring)

Now, as you leave please feed your twigs to the fire so that it may continue to burn brightly for many more years.

Akela: From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the "Arrow of Light", the highest award in Akela's tribe. (He calls forward boys who have earned the Arrow of Light Award) (Upon presenting these awards, the tom-tom begins to beat again at a rapid pace) (Drums stop)

Akela: From the four winds, Akela hears that you braves are doing well along the trails that will lead you into Boy Scouting. Now will all Cub Scouts stand and repeat with me the Cub Scout Promise.

LIBERTY
(Opening Ceremony)

Personnel: Narrator and seven Cubs

Equipment: Seven large cards, each with a letter to form the word LIBERTY.

In order, each Cub Scout steps forward turning their card so that the letter may be seen by the audience and recites the phrases given below.

Narrator: The word "Liberty" is held so dear. Each letter is a symbol of this nation held together by love, not fear. Men have fought and died in years gone by, but the meaning stays the same for you and I.

L - L is for laws made for the protection of all.

I - I is for ideals whose standard shall not fall.

B - B is for bravery, for all, not a few.

E - E is for equality upheld through and through.

R - R is for religion, a matter of choice.

T - T is for truth, which we are free to voice.

Y - Y is for youth inspired from the start.
It's all up to you - so do your part.

OPENING CEREMONY

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

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

CLOSING THOUGHT (Cubmaster)

This is the last meeting of the year. We have had some fine times together. As we look forward to the New Year, we have a lot to be thankful for .. Cub Scouting, our friends, our homes, our families, and especially this fine land in which we live. May God keep our faith in what America stands for so strong that the evils of communism may never prosper here. As we approach our country's 200th birthday, may we learn more about it so that we can appreciate its many precious freedoms it gives us. Let's stand and sing 'God Bless America'.

CLOSING THOUGHT

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

Also see "G-I-V-E-S Goodwill" ceremony and "Christmas Opening" in Staging Den and Pack Ceremonies book.

CIRCUS ADVANCEMENT CEREMONY

Cubmaster is dressed as ringmaster.

Cubmaster. "Ladies and gentleman, you are about to see a parade of achievements the like of which you have never seen before!"

"For our first act tonight, we have trained Bobcats and their trainers (parents). They will perform for us in the center ring." (Bobcats and parents come forward and go through Bobcats requirements with Cubmaster. Badges are presented.) "Notice how these Bobcats have been trained so well by their trainers. Lets have a fine round of applause for this fine act which we have seen performed before our very eyes.

"And now, for our second colossal act, we have a trained Wolf act. The Wolves in this act are (read names of" boys receiving Wolf badges or arrow points). Here come those Wolf Cubs and their trainers into the center ring." (As boys and parents come forward, continue circus talk. Award badges. Handle Bear badges and arrow points in the same way.)

"And now, ladies and gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to the Cub Scout parade of achievements." (Call Webelos Scouts and their Webelos den leader forward. Present activity badges with flowery circus language. Examples : "These are our skilled athletes, who have shown their dexterity and strength in physical fitness feats... These are the Aquanauts, whose remarkable agility in the water is unequalled..")

"And now for the stars of our show- the young men who have completed the requirements for the Arrow of Light, the highest award in Cub Scouting. To qualify for this award, they have shown superior knowledge of Cub Scouting, citizenship and emergency first aid. As these stars step into our center ring, let's give them a roaring round of applause." (Read names; boys and their parents come forward and awards are presented.)

"NOW, on with the big show!"

CEREMONIES

SHAPE-UP (Opening)

- 1st Cub: As Cub Scouts we promise to do our duty to God and country.
- 2nd Cub: Our duty to God is not only in worshipping Him but also in our everyday living.
- 3rd Cub: One way is to grow physically and mentally so we can be a help to anyone in need.
- 4th Cub: To grow properly we need nourishing food, exercise, and rest. To deny ourselves these is to abuse our bodies.
- 5th Cub: To do our duty to our country also means that we must make the most of our talents. Getting a good education and staying healthy
- 6th Cub: Getting a good education and staying healthy are important.
- 7th Cub: Smoking, illegal use of drugs, excessive drinking, over eating, are ways we can abuse our bodies so we will not stay strong.
- 8th Cub: We all want to grow physically and mentally so we can be the new leaders in our church, community and country when we are old enough to handle these responsibilities.
- 1st Cub: As Cub Scouts we promise to do our duty to God and country.

(closing)

Our Cubs have learned a new meaning to doing duty to God and Country this month. They have learned that it is in everyday good habits that we learn and practice while we are young that helps us grow into responsible adults. I will ask den _____ to retire the flag now and as they march out I would like each of us to think on one way that we can improve ourselves, don't tell it to anyone but go home and start practicing it everyday. See how long it is before someone will notice the change in you. Do not become discouraged if someone does not notice it right away. Just keep it as your secret. Someday someone will say to you they have noticed that you have changed.

(advancement)

If you have new Cub Scouts getting their Bob cat badge call the parents up with them. Instruct them in the meaning of the promise reminding them of their duty to God and country and helping other people. Then ask them: "Do you promise to grow strong in mind and body so you can live up to the promise?" Each Cub should answer, "I promise." Shake his hand in a token of the promise. Then turn to the parents of each Cub and ask them, "Do you promise to help your Cub grow strong in mind and body so he can live up to his promise?" Parents reply with "I promise..." "Do you further promise to help your Cub Scout advance along the way of Cubbing so he will live up to the law of the Pack?" "I promise". "Cub Scouts, let us all stand and recite the promise we made with our new Cub Scout brothers.

CEREMONIES - ADVANCEMENT

BLUE & GOLD

- Personnel: AKELA, TWO INDIAN BRAVES AND A NARRATOR
- Equipment: TRIPOD WITH POT SUSPENDED OVER FIRE; SMALL CONTAINER THAT FITS INSIDE THE LARGER POT & CAN HOLD CUB SCOUT NECKERCHIEF AND AWARDS FOR THE CUB SCOUTS; DRY ICE PACKED AROUND SMALLER CONTAINER TO GIVE BOILING AFFECT WHEN WATER IS ADDED TO IT; TWO CLEAR BOTTLES, ONE FILLED WITH YELLOW FOOD COLORED WATER & ONE FILLED WITH BLUE FOOD COLORED WATER.
- Narrator: (Speaking to audience, seated in circle with AKELA standing behind the ceremonial fire with the smoking pot.)
- "Many, many moons ago the great chief Akela called a council to see what could be done to make the WEBELOS tribe the best of all the tribes. After many hours, Akela called his two most trusted braves to the council fire."
- (Two braves enter and stand on each side of Akela.)
- Narrator: "He told the first Indian brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun." (First brave leaves.)
- "He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky." (Second brave leaves. Both braves return immediately, one carrying a bottle of blue water, the other a bottle of yellow water. They come in and kneel, one on each side of the fire, and hold the bottles of colored water up for everyone to see.)
- AKELA: (To Brave with yellow water) "Pour some of the beauty of the sun into our council mixing pot." (The brave pours some of the yellow water onto the dry ice in larger pot, being sure not to pour it into the smaller container. This makes the dry ice to smoke more, giving a boiling effect.)
- (To the brave with the blue water) "Pour some of the beauty of the sky into the council mixing pot." (He pours the same way as the first brave causing even more steam to arise.)
- "From this day forward, blue will stand for TRUTH & LOYALTY. Yellow will stand for warm SUNLIGHT, HAPPINESS & GOOD CHEER."
- (Akela stirs the pot, reaches in, and pulls the Cub Scout Neckerchief from the small container. He holds it high so everyone can see it and speaks.)
- "And that is why the Cub Scouts use the colors of blue and gold. Let us meet the Cub Scouts and parents that helped us keep the blue and gold of Cub Scouting alive and growing this month."
- (Akela stirs the pot again and takes out the boys; awards from the small container in the middle. Boys and parents come forward as called to receive the awards.)

CEREMONIES

BLUE AND GOLD or STARS AND STRIPES

This can be used as opening or closing ceremony for a Pack meeting.

- Den Leader: America is my country. (pause)
How glad I am that this is my land.
Prairie and forest,
Snow-capped peaks and mighty canyons.
Cities of steel and farms with red barns.
How glad I am that this is my land.
My country is young, but it has a wonderful history.
- Cub 1: It is Columbus, Plymouth Rock and Davy Crockett.
- Cub 2: It is the Boston Tea Party and "Give me Liberty or Give me death."
- Cub 3: And General MacArthur returning to the Philippines.
- Cub 4: It is Washington and Lincoln and all the presidents who carried the burden of leadership.
- Cub 5: It is all the men and women who have died that we may be free.
- Cub 6: And all the men, women and children who are working today to keep it free.
- Cub 7: It is you and I and all its people who love America's goodness and work and live each day to make it a better place.
- Cub 8: It is we Cub Scouts living up to our Promise and Law of the Pack. It is our chance to become Boy Scouts and live up to the high standards that is expected of us. Let us stand and repeat the Promise and the Law of the Pack together.
- Den leader: In all the world are many lands. (pause)
But in my land is more hope and promise.
And strength and joy then anywhere else on earth.
America is my country. How thankful I am that this is my land!
- Closing Ceremony: Pack closing.
Have Cub Scout form a large circle with parents behind them. The Cub master reads the following prayer, which was broadcast to earth by Astronaut Frank Borman while on a moon-orbiting mission in 1968.
- "Give us, O God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy godness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming universal peace."

CEREMONIES

A M E R I C A OPENING CEREMONY

NEED: 7 Cubs each with a poster with a different letter of A M E R I C A ON IT. On the back of each poster is the following picture as state below. Then we have a narrator to ask the audience to join in song at the end after each Cub Scout has entered from the left side of audience.

Narrator reads: "O, beautiful for spacious skies"-1st cub enters carrying picture of sky with clouds, on the back of card is letter "A" he then walks across the stage to stand on the right side of audience.

Narrator reads: "For amber waves of grain,"-2nd cub enters carrying picture of wheat field, on back of card is letter "C" and he walks across stage to stand next to 1st Cub.

Narrator reads: For purple mountain's majesty"-3rd cub enters carrying picture of purple mountains with letter "I" on back of his card and stands next to Cub 2.

Narrator reads: "Above the fruited plain"-4th Cub enters with poster of blooming flowers with letter "R" on the back and stands next to Cub number 3.

Narrator reads: "America, America, God shed his grace on thee,"-5th Cub enters with poster with flag picture with "E" on the back of card and stands next to Cub number 4.

Narrator reads: "And crown they good with brotherhood,"-6th Cub enters with poster of two hands clasped in a handshake and the letter "M" on the reverse side and takes his place next to Cub number 5.

Narrator reads: "From sea to shining sea."-7th Cub enters with outline of the U.S.A. with the oceans and great lakes outlined and highlighted and the letter "A" on the reverse of poster.

8th Cub enters and turns each of the posters around as the Narrator ask the audience to rise and sing "America the Beautiful." (Cubs should hold them high over head so everyone can see the posters and the letters afterward.

CONSERVATION PLEDGE OPENING PROVIDE COPIES OF THE CONSERVATION PLEDGE TO EACH PERSON IN AUDIENCE AND ASK THEM TO REPEAT IT TOGETHER. Follow by the pledge of allegiance.

"I give my pledge as an American to save and faithfully to defend from wate the natural resources of my country, its soil and minerals, its forests, waters and wildlife."

"NATURE" OPENING - 6 uniformed Cubs each holding sign with a letter to spell N A T U R E. Lines they read are on the back of their cards

- 1st Cub: N stands for all the nests in the trees.
 - 2nd Cub: A is for all the acorns to be.
 - 3rd Cub: T stand for the trunks so firm and high,
 - 4th Cub: U is for under the stars in the sky.
 - 5th Cub: R. stands for the rain that makes things grow
 - 6th Cub: E is for the earth that we all love so.
- All Cubs: Let us sing AMERICA the Beautiful.



CEREMONIES

For opening ceremonies for the Pack may we suggest that you have two Cub Scouts carry in the flag or two den chiefs carry in the flag followed by all the Cub Scouts. They should be in the costumes that they will be wearing or they should be caring their puppets that they will be using. The march should be around the seated parents so they can see all the costumes up close to appreciate all that the boys accomplished this month. A good record for them to march in to is the "Entry of the Gladiators". It is a rousing song good for marching and used during circus times. A

After they have made their march around the room, the leaders lead them so their seats where they remain standing until colors are posted. Then the audience is asked to join them in the pledge of allegiance.

At this time after everyone is seated you as Cub master may make mention to the amount of work that went on in the dens and remind the audience that the den leaders did not do all the work themselves (if such be the case) and then remind them that they will probably be called on to help in their sons' den at sometime in the future. Don't make it a long harangue but just a gentle nudge.

Closing ceremonies can be the grand finale where each den is called back up in their costumes to take a bow. When all are up there the den chiefs come up remove the flags and lead the Cub Scouts out around the same way that they were led in. Be sure that before the closing in this case that all announcements have been made.

For advancement ceremony, it would be well if the advancement man could be dressed up as some character familiar to the Cub Scouts. He can then have simple props to match his costume. If he is dressed as a pirate, a pirate chest would be the prop. If he is dressed as a magician, the awards can be pulled out of a hat. The ceremonies always seem to have more meaning and are longer remembered if they have a central theme to them.

Variations on the opening theme would be to have each den march in separately to front stage and one Cub announce what they are and that they will perform for the audience later. That way each den's costumes can be seen together at the beginning. Then each den as they are through group in their dens around the American flag and be led in the pledge.

Remember in all advancement ceremonies the new Bobcats should be inducted first so that when they have their part in the Pack meeting they are officially Cub Scouts.

Like wise, when you are graduating Webelos into a troop this should be the last act before closing so that all the participation that takes place in that Pack meeting by them is while they are still Cub Scouts.

With the new cycle of Cub Scouts a new ceremony can be improvised in the spring to have all the Webelos form their new den after they have all been moved up from the bear rank. A ceremony for the new bears can take place. The possibilities for pomp with ceremonies has grown greatly with the new cub cycle.

CEREMONIES

OPENING: THE SIX SHIPS OF SCOUTING

PROPS: 6 Cub Scouts each holding a large cardboard cutout ship on which each one has one of the following ships printed: SCHOLAR-SHIP; FELLOW-SHIP; FRIENDSHIP-SHIP; WORKMAN-SHIP; SPORTSMAN-SHIP; and STATESMAN-SHIP;

LEADER: Tonight, Den _____ would like to tell you about the Six Ships of Scouting. These ships which were launched in America, strong and mighty, will last forever.

1st Cub: SCHOLARSHIP is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the + (plus) sign.

2nd Cub: Fellowship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high--the flag of Scouting.

3rd Cub: Friendship is the most handsome ship of all. It is true blue and its flag is golden--since friendship, itself is golden.

4th Cub: Workmanship every line, every part, every mast represents the best that a person can give. Its flag is never at half mast.

5th Cub: Sportsmanship is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.

6th Cub: Statesmanship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

Leader: There you have the six strong and sturdy ships to brave the sea. Three cheers for the Scouting Ships.

CLOSING: OUR AMERICAN HERITAGE

A Cub Scout stands blindfolded, gagged and bound before the audience.

Cubmaster says:

"This is an American boy. The American Revolution won him freedom. (Cubmaster unbinds him) The Constitution guarantees him free speech. (removes gag) A free education gives him the ability to see and to understand. (Removes blindfold) Let us help teach the Cub Scout to preserve and enjoy his glorious heritage and to become a good citizen. Go and practice your American Heritage. Good night Cub Scouts.



CEREMONIES

CONSERVATION

CLOSING THOUGHTS NATURE LOVER'S CREED

The things I prize of greatest worth
Are just the common things of earth;
The rain, the sun, the grass, the trees,
The flowers, the birds, the glorious breeze;
Clouds that pass, the stars that shine;
Mountains, valleys, all are mine.
Rivers broad, and open sea
Are riches non can take from me.
And God is here on every hand...
Upon the sea, upon the land;
So day by day my thanks I give
That with these common things I live.

WILDLIFE PLEDGE (Have Pack repeat after you each line)

I pledge to use my eyes to see the beauty of all outdoors.
I pledge to train my mind to learn the importance of nature.
I pledge to use my hands to help protect our soil, water, woods, and wildlife.
And by my good example, show others how to respect, properly use, and enjoy
our natural resources.

"The Lord giveth, and the Lord taketh away, but He is no longer the only one
to do so. When some remote ancestor of ours invented the shovel, he became
a giver...he could plant a tree. When the axe was invented, he became the
taker...he could chop it down." We should all give serious thought to these
words of Aldo Leopold. Each of us possesses the power to create or to destroy.
Let us use this power wisely as we protect our beautiful land.

MY COUNTRY (have pack repeat after you each line.)

This is my Country.
I will use my eyes to see the beauty of this land.
I will use my ears to hear the musical sounds of the birds.
I will use my mind to think what I can do to make it more beautiful.
I will use my hands to serve it will.
With my heart, I will honor it.

CLOSING CEREMONY: Have spotlight on row of plants or pictures of plants

Narrator: These plants represent our pack and the boys therein. As a plant
grows, so does a boy. It represents the development of a youth into manhood.
It sprouted in the beginning, just as our pack did. It will branch out as we
have done, and will continue to do so. It will grow into a large plant and
be an important part of a garden. When it reaches maturity it will bloom for
all to see and admire. It will wither if it is not taken care of.

A Cub is much like a plant. He will sprout and grow, branch out and mature.
He will become an important part of his community and country, and will bloom
into a worthwhile citizen. He requires the nourishment of ideals of the Cub
Promise and Law if he is to become the person God intends him to be.

Our community, our country needs growing youth. Our Pack will continue to
bloom as we adults continue to nourish our youth. Let's all help.

CEREMONIES

CONSERVATION

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

Cubmaster: What do we plant when we plant a tree?

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

What do we plant when we plant a tree?

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

What do we plant when we plant a tree?

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

But what do we plant when we plant a lad?

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

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

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

What do we plant when we plant a lad?

We plant a Scout when we plant a lad.

Congratulations to all of you.

CEREMONIES

STARS AND STRIPES

HISTORY OF OUR FLAG - Each Cub Scout will have the flag related to the reading below. They may make the flag by coloring on art paper or cut out and paste the designs on construction paper. What they are to say will be printed on back of flag.

- 1st Cub: The first Navy Jack showed the rattlesnake a popular symbol in 1775.
- 2nd Cub: The Bunker Hill Flag was flown at Bunker Hill, June 17, 1775. The pine tree was used in many of the flag designs of the day.
- 3rd Cub: Grand Union Flag was the first official flag of the United Colonies of America. It is sometimes called the Cambridge flag because it was first flown over Washington's camp in 1776. It had the British Union crosses on a blue field and 13 red and white stripes.
- 4th Cub: Old Glory, commonly known as the Betsy Ross flag was adopted by the United States in June 14, 1777. That is why June 14 is Flag Day. It has 13 white stars in a circle on a field of blue.
- 5th Cub: Star Spangled Banner was adopted in 1795. It had 15 stars and stripes. This is the flag that was flying over Fort McHenry which inspired Francis Scott Key to write the Star Spangled Banner, our national anthem.
- 6th Cub: 1818 Flag of the United States was the revision of the Old Glory that we now follow. It was cut back to the original 13 stripes and then a star would be added for each new state to join the union. This flag had 20 stars.
- 7th Cub: 48 Star Flag was adopted in 1912. It had 7 red stripes and 6 white stripes and 48 stars on a field of blue. There were 6 rows of 8 stars. We used this flag until 1959.
- 8th Cub: The 49 Star Flag was designed when Alaska joined the Union. We used it for one year only.
- 9th Cub: The Star and Stripes, our present flag became official July 4, 1960 after Hawaii became a state. It has 50 stars.
- 1st Cub: Any of the flags that have been official flags of our country can be flown even if there is a new one. Let us honor each of these flags by standing and pledging our allegiance to them, one and all.

After the pledge it would be well if the ceremony is held outdoors to have the flags on heavier cardboard backing and attached to a stake that could be set in the ground. Then the Star Spangled banner could be sung.

If a drum is available, it is nice to beat on it for each step as each boy walks up with his flag before he says his part



CEREMONIES

STARS AND STRIPES

HELLO, REMEMBER ME?

- Cub 1: Some people call me Old Glory, others, The Star Spangled Banner. What ever you call me, I am your flag, the flag of the United States of America. May I talk with you about me and about some thing that has been bothering me for a long time?
- Cub 2: Some time ago people would line up on both sides of the street to watch a parade. I was always leading every parade, proudly waving in the breeze. When men saw me coming they removed their hats and placed them against their left shoulder or over his heart. It was a nice gesture to show me that they had respect for me.
- Cub 3: Your dad and mother, your grandparents, and even you and your little sister would stand quietly and salute as I went by. I was so proud of you and as I was carried by I would wave back to you to show that I recognized your patriot feelings toward me.
- Cub 4: What has happened. I'm still the same old flag. I may have more stars on them now than when your dad was a boy but I still represent you and everybody else. A lot more blood has been shed since those parades of long ago.
- Cub 5: But now I don't feel so proud as I once did. When I come down your street and you just stand there with your hands in your pockets and give me just a glance and then look away I feel that I have lost some of your attention. I see young children running around and shouting...they don't seem to know who I am. One man took his hat off and then looked around. He didn't see anyone else with theirs off so he quickly put it back on his head as if he were ashamed to show his patriotism.
- Cub 6: At the baseball games I am always there. When the Star Spangled Banner is played about me I wave so proudly. Nobody seems to bother to sing. They stand up alright as a sort of a mild patriotic gesture, but perhaps it was considered more of a time to stretch their legs before the beginning of the game. Instead of singing they were talking about the weather, the game and going fishing on Sunday. I felt hurt.
- Cub 7: Is it a sin to be patriotic anymore? Have you forgotten what I stand for and where I've been? Anzio, Guadalcanal, Korea and Viet Nam. Take a look at the memorial honor rolls sometime, of those who never come back to keep this Republic free...One Nation under God...When you salute me, you are actually saluting them.
- Cub 8: I may not be coming down your street for a long time. It seems that patriotic parades are a thing of the past. But when I do, please do me a favor. Stand up straight, place your right hand over your heart and if they play the Star Spangled Banner sing out loud and clear. Then I will salute you by waving back. Show me that you remember me and what I am all about.

1. OF COUNTRY AND FLAG

Some History:

The Pledge of Allegiance

The pledge to the flag was written in the office of "The Youth's Companion", a magazine published in Boston in 1892. It was first used in the public schools on Columbus Day, October 12, 1892.

Flag Day

A 19-year old school teacher, Bernard J. Cigrand, in 1885 held the first Flag Day exercises at Fredonia, Ozaukee County, WI. Thirty one years later, 1916, President Woodrow Wilson declared June 14 as National Flag Day. The little cobblestone school house has been restored and is now a shrine for the purpose of honoring the flag.

Closing Thoughts

The U.S. flag has many threads and all go to hold it together. Our nation has many individuals all working together.

DEN AND PACK ACTIVITIES

The American's Creed (Pack Activity)

Use as an opening or closing ceremony. The American Creed, by William Tyler Page, was adopted by an Act of Congress April 6, 1918.

"I believe in the United States of America, as a government of the people, by the people, for the people, whose just powers are derived from the consent of the governed, a democracy in a republic, a sovereign nation of many sovereign states; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes.

I therefore, believe it is my duty to my Country to love, to support it's Constitution, to obey its laws, to respect its flag, and to defend it against all enemies."

Citizenship Pledge (Pack Activity)

Den Leader: All Cub Scouts please stand and repeat the following pledge with me.

Cubs: As future citizens, we will do our best, to be prepared in body and will, in spirit and skill. We accept' our obligation to God...and will show by our actions...we are willing to serve others...and be good members of the Scouting team.

CEREMONIES

OUTDOOR FUN

This simple outdoor ceremony can also be done indoors if it should be inclement weather. Equipment needed is 6 cardboard squares with one block letter of word N A T U R E printed on each one and the meaning of the letter printed on the back for easy reading. If done outside a stake could be on the back also so it can be stuck into the ground to stand up after the ceremony is over.

1st Cub: "N" stands for your name - be proud of it. As you advance from Bobcat to Webelos you will add new fame to your name. Everything you do affects your good name.

2nd Cub: "A" stands for attitude. As sunlight is essential to growth, so attitude affects your spirit. Cub Scouts with the right attitude are happy, game and fair.

3rd Cub: "T" stands for task. As the beaver works hard at his task, so should each Cub Scout.

4th Cub: "U" stands for usefulness. Just as animals and birds are judged by their usefulness, so your place in life depends upon your usefulness.

5th Cub: "R" means you're ready. As the squirrel gathers food for future use, so you have worked on your achievements getting ready for the day when you will become a Boy Scout.

6th Cub: "E" stands for energy. As the bee is never idle, so you keep busy giving good will.

CUBMASTER: The letters on the cards spell NATURE - God's way of telling us he cares. Let us always be grateful for His guidance. (Cubmaster then can go right into an awards ceremony stressing to the Cubs and parents that it is good to busy working on something instead of just being idle.

* * * * *

Outdoor Code ceremony needs the following printed so that the Cubs and parents may follow along as leader/response reading.

LEADER: As an American I will do my best to be clean in my outdoor manner.

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

LEADER: Be careful with fire.

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

LEADER: Be considerate in the outdoors.

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

LEADER: Be conservation minded.

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

OPENING CEREMONIES

This is a good opening ceremony for either the first Pack meeting after new boys have been inducted or for the Blue and Gold Dinner.

Cub Scouting is a boy. He is somewhere between 8 and 11 years of age. He is just an average boy - energetic, inquisitive, noisy and eager to explore the world around him.

Cub Scouting is parents - who love this boy and care about him. They want to help him grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.

Cub Scouting is a Den Leader - who opens her home and her heart to this boy and several others just like him so they may learn to do things in a group rather than individually and learn to share with others.

Cub Scouting is a Den Chief - A Scout or Explorer who works into his busy schedule a time for the younger boys so he may encourage them to stay on the Scouting trail for many years.

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

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

Cub Scouting is a National Organization - a little brother program to the Boy Scouts of America for 8, 9 and 10 year old boys

Cub Scouting is fun - Cub Scouts have fun. It is fun for the whole family and his leaders.

Cub Scouting is fellowship - with the boy in your class at school, your neighborhood, and other people you might never meet except through Cub Scouts.

Cub Scouting is citizenship - teaching the young boy respect for God and Country. He learns his moral obligations to himself and his fellowmen.

Cub Scouting is a challenge - for all who become involved, to live up to own ability of creativity.

Cub Scouting is achieving - by boys and parents as they work together on advancement.

Cub Scouting is Doing One's Best - Everyboy is a winner when he does his best because he is in competition only with himself. So any accomplishment makes him a winner.

Cubmaster: AS you can see, Cub Scouting is many things, each important and shining forth in its own way. Let us all rise and repeat the CubScout Promise.

CLOSING CEREMONIES

Arrangement: Cub Scouts hold up cards with slogans as they read their lines from the back of the cards. Have them printed large enough so it is easily readable for the Cub Scout.

- 1st Cub: DO YOUR BEST - in everything you do on life's way.
- 2nd Cub: ALWAYS BE FRIENDLY - to brighten others' day.
- 3rd Cub: GIVE AWAY YOUR SMILES - for 'tis rewarding indeed.
- 4th Cub: BE PREPARED - to help others in their daily need.
- 5th Cub: BE HONEST AND SINCERE - towards other you meet.
- 6th Cub: BE LOYAL AND TRUE - a most commendable feat.
- 7th Cub: COUNT YOUR BLESSINGS - being thankful each day, for life's wonderful opportunities that come your way.
- 8th Cub: Good night to each and everyone. May these thoughts stay with you your whole life through.

* * * * *

Arrangement: Cubmaster or Den Leader and one den of boys.

CM or DL asks each boy in turn "What will you do?"

Each cub in turn will give one of these answers.

- "We'll do our best"
- "We'll follow Akela"
- "We'll do our duty to God and Country"
- "We'll help other people"
- "We'll obey the Law of the Pack"
- "We'll be Boy Scouts some day."

You can think of more answers if you have more Cub Scouts in your den or they can repeat them all together after each time the CM or DL asks the question.

* * * * *

For an impressive closing, one that says "Hey it is over," have the boys make two lines facing each other about an aisle's width apart. Then the Cubmaster and the Assistant Cubmaster starts at the near end going down the aisle formed by the Cub Scouts shaking each Cub's hands as he goes along, saying "do Your Best" and the Cub Scout repeating, "I'll do my best." Then in order right behind the Cubmaster each boy follows (or on the other side the Cub follows the assistant) so you have two rows of Cub Scouts marching out after the Cub master and his assistant.

To retire the colors, the Cubmaster asks the colorbearers to come forward and retire the colors. As they approach the flags, both boys stop, turn to the American flag when they get up to the front of the room, pause a couple of seconds, then salutes with a sharp salute. Then the one who will retire the Cub Scout Pack flag goes over to it and the other Cub goes to the American flag, the Cub flag is raised out of its standard first, then the American. But the American is the first one to turn around and march down the aisle if they cannot go side by side. If they are side by side the American is on the right hand side of the two boys retiring the colors.

Advancement Ceremony:

Equipment: Three straight tree branches or poles, four to five feet long, a three foot length of heavy cord.

Cubmaster: Would all the new Bobcats and Parents come forward. Before you receive your Bobcat badges, I will ask you to repeat with me the C.S. Promise and the Law of the Pack. Please give the C.S. sign. (leads Boys in Promise and Law.)

Cub Scouts, your parents will be helping you all the way through Cub Scouting, just as they have helped you earn your Bob Cat badge. So I will ask them to share in this ceremony welcoming your families into the pack by presenting you your first badge and certificate. (CM gives parents Bobcat badges and certificates to be pinned on and presented, respectively.)

C.M. picks up cord: Boys and parents, pretend that this cord represents the pack. (Picks up one branch) This branch represents all you Cub Scouts. (Ties cord to top of branch, stands branch on end and lets go. It falls). "The Cub Scout does not join the pack all alone. (Picks up second branch) This branch represents our den leaders and pack leaders. (Ties the 2 branches together at the top, stand them on the floor and asks one of the new Cubs "Will these two branches stand up?" Cub will reply that they will fall over and CM lets them fall. (CM picks up third branch) This branch represents the parents. Let's tie it to the other two. (He does so forming a tripod) "Now we can see that it takes all of us - Cub Scouts, leaders and parents- working together to make our pack go. Take away the parents, the leaders or you Cub Scouts and the pack will fall. Let's all remember that and stand together."

Closing Ceremony:

Personnel: Leader and song leader.

Equipment: U.S. flag, mimeographed copy of Outdoor code for each C.S. and parent. (Outdoor code can be found in the Webelos Scout Book)

Leader emphasizes the importance of right attitudes toward the natural resources of our country. Leader then uses the OUTDOOR CODE as a responsive reading, with the pack giving the response. Then all sing "God Bless America" as the flag is held aloft.

Leader: As an American, I will do my best to be clean in my outdoor manners-
Pack: I will treat the outdoor as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods and roadways.

Leader: Be careful with fire.

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

Leader: Be considerate in the outdoors

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

Leader: Be conservation minded.

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

Song Leader Let us close by singing "God Bless America".

(Read names of new Bobcats. Have them and their parents come forward and then present the badges.)

Red is also found in our flag. Red is a lively, active color. Representing the red, will the following new Wolves come forward. (Award Wolf badges and arrow points.)

Our flag also has a field of blue. Blue is an older and wiser color. The following new Bears will represent the flag's blue color. (Award Bear badges and arrow points.)

You have to have something to fly the flag from, too. A pole or staff that reaches toward the sky. The following boys have earned awards in the Webelos program representative of that upward reach. (Award activity badges and Webelos awards.)

Of course, you cannot forget the stars on our flag. "Star" also means someone important and successful.

The following young men, who have achieved the Arrow of Light are stars in every sense of the word. They are tonight receiving the only Cub Scout award that they will be able to wear throughout their Scouting career, and that makes them truly stars. (Award Arrows of Light with appropriate dignity.)

You know, it seems to me we have forgotten something essential here. We have all the parts of the flag, and the pole to fly it from. But we are never going to see our flag flying proudly in the breeze without a rope to tie all of this together. And the rope that makes this Cub Scout program go is supplied by the parents. Without their help, all of this would still be stuck in a drawer somewhere, or just a gleam in someone's eye. Let us all give mom and dad a big hand for all the help that they give us.

CLOSING

This ceremony is effective if done with lights out and a spotlight on the Cub Scout. A den leader or den chief unbinds the boy while the Cubmaster, standing in the back of the room, reads the script.

A Cub Scout stands blindfolded, gagged, and bound at the wrists.

Cubmaster: This is an American boy. The American Revolution won him his freedom. (Unbind wrists.) The Constitution guarantees him freedom of speech. (Remove gag.) A free education has given him the ability to see and understand. (Remove blindfold.) Help Cub Scouting teach him to preserve and enjoy his glorious heritage, and to become a good citizen.

FLAGS OF AMERICA SKIT

Actors: As desired.

Costumes: As desired.

Props: As desired.

Each boy dresses as a flag or carries a poster of a flag of his choice. Each boy tells something about the flag he is representing. End with all singing the first stanza of the Star Spangled Banner.

FLAGS OF AMERICA

The flags of America theme is not to produce flag wavers, but to instill a new awareness among our Cub Scouts of the nation's history and of the flag as a symbol of our country. The boys should also learn the fundamentals of proper flag display and usage.

This theme helps Cub Scouts by influencing the development of character and developing habits and attitudes of good citizenship. While this theme strengthens the ability to get along with other boys and respect other people, it also provides fun and exciting new things to do and prepares them to become Scouts.

As most Packs dispense with formal pack meetings during the summer, there are good possibilities for display of historic flags made by the dens, flag courtesy demonstrations, and skits on flag history. Parades, displays, and celebrations on Flag Day, June 14, can be held.

Another activity could be a Pack trip to a historic site, preferably one that has a connection with the development of the national or state flag. Check the Council's "Where To Go" bulletin for ideas on historic sites.

Many books on flag history are available from the library and helpful, informative pamphlets from the Council office can be secured. A suggested Pack Flag Show might be the dens giving skits or demonstrations on flag courtesy, which might include:

- Position in a parade.
- Position on wall at a public meeting.
- Hoisting and lowering.
- Saluting, both in uniform and in civilian clothes.
- Folding.
- Having denner and den chief read a simple narration explaining the demonstrations.

OPENING

The United States flag is held by honor guard. Cubmaster has scraps of red, white, and blue cloth.

Cubmaster: Cub Scouts, what is our flag? You could say that it is just a few pieces of red, white, and blue cloth like these in my hand. That would be true. But our flag is really much more than that. We all recognize the flag as the banner of our country. In other words, it stands for our country. And so we should respect it and treat it as we would want to be treated—with care and love. Let us show our respect by pledging allegiance to the flag.

After the pledge, honor guard posts colors.

ADVANCEMENT

Cubmaster: I'm sure you are all aware that our theme for this month is "Flags of America." Our Country's flag is made up of several things, much like the Cub Scout program.

Our flag contains the color white. White is a clean and new color. To represent the white in our flag, I would like to welcome the following new members of the Pack.

CEREMONIES

MR FIX-IT

OPENING

- 1st Cub: (carrying hammer) In Cub Scouts we learn to build character.
- 2nd Cub: (carrying plank) It is not what the boy does to the wood, but rather what the wood does for the boy.
- 3rd. Cub: (carrying a plane) Through Cub Scouting we learn to remove the sharp edges off our personalities.
- 4th Cub: (carrying sand paper) As we grow in Cubbing we become more re- find and smooth in our manners.
- 5th Cub: (carrying a tool chest) Our talents are gathered together and we get a chance to try them out when our den works on the themes each month.
- 6th Cub: (walking with parent) Our parents help us to learn how to use the tools of life when they help us pass our achievements.
- All: THANK YOU ALL FOR HELPING US GROW INTO WELL ROUNDED CITIZENS.

CLOSING

Have either a pre-cut jigsaw puzzle of the United states or have a father with a jigsaw cut a map of the United States into the number of pieces of boys in the den. Or you could glue the map onto a cardboard and cut it into pieces. Then each boy in the den comes forward and puts one piece in the correct spot. When the map is complete, the Cubmaster says something like this: "As the Cubs put together our map of our country so we as parents must work to put together thepieces of the personalities of our Cub Scouts. Let us help them understand the goals we have for them through Cub Scouts.

ADVANCEMENT

Have small boxes piled up in building form (like bricks in a house) and as each one is removed open it to find the award of the boy whose name is on the outside of the box. Or have one box for each boy, those who have advanced in the past year building a building on one side of the stage and remove the boxes with the boys names who are ready to advance and place them on the new building with those already advanced after they have received their badges.

DEN CHIEF RECOGNITION

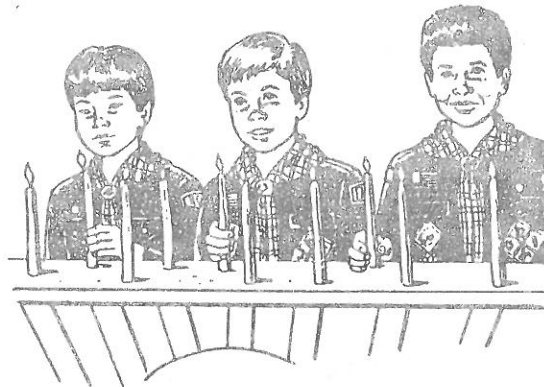
Cub Scouting is different than Scouting. Like Scouting it has it's games, crafts, advancements and goodwill projects that are similar to the Scout good turn. The difference is that Cub Scout activities are what boys 8 to 11 years old like to do. It is the job of the Den Chief to lead these activities. They help the younger boys to be good Cub Scouts and Webelos Scouts and, eventually, good Scouts and Explorers.

Younger boys imitate and follow the Den Chief, so it is up to them to set a good example for them by being both their leader and their friend. Tonight we would like to recognize those Scouts that serve our Pack as Den Chiefs. Will the following Scouts please come forward. (Call names of Den Chiefs.)

Now will you give the Scout sign and repeat the Den Chief's pledge after me.

I promise to help the Cub Scouts in my den
To the best of my ability;
To encourage, guide, and protect them
In all Den and Pack activities
And to show them by my example
What a Scout is.
I will strive to be prompt and dependable
And to cooperate with the leaders
In carrying out the Den program.
As each Cub Scout reaches 10 years of age
Or completes the fourth grade
I will encourage him to join a Webelos den.
As he reaches 11 years old
I will do all in my power to
Interest him in becoming a Scout.

(Pass out Den Chief certificates.)



CLOSING THOUGHTS

Giving to Others: Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree ... by doing our best to always be helpful to others by putting others first and ourselves second. Remember the lesson we learn from the tree; to give others more than we receive.

Can You Take It? (hold up tire advertisement) Cub Scouts, tire manufacturers are constantly working to make a better tire - one that can withstand the pounding and abuse that high-speed driving demands. In other words, a tire that 'can take it'. Like the tire, you and I are put to the test every day. When things are going along smoothly it is not hard to get along. The real test is how we do when the going gets rough - when things don't always shape up the way we want them to. At times like these, the Cub Scout Promise can help you carry on with the right attitude and do your share without grumbling or griping. It will help you meet the test. Can you take it?

Cheerful Attitude. Do you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. There can be many reasons for not being cheerful, but in spite of these, it is best to keep your feelings to yourself. Cub Scouts who have a cheerful attitude not only make life easier for themselves, but spread their happiness around to others.

Sportsmanship. We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not violate them. He competes with all his heart striving to outclass his competitors. If he wins, he doesn't act smug but instead compliments the losers for the fine showing they made. If he loses, he accepts the fact and finds out why. Maybe he can win the next time. A sportsman accepts defeat, congratulates the winners, studies how to improve, and determines to do better the next time.

The Law. Nations, states, communities and even families have laws .. rules by which people must live in order to have harmony. Laws are based on your rights and the rights of others. If a law is broken, our freedom can be taken away. Every individual has laws too .. his personal moral standards .. the laws by which he lives. If those laws are broken, we are unhappy and disappointed in ourselves. You have promised to obey the Law of the Pack. By doing so, you'll have a much happier life and be respected by your fellow Cub Scouts, and be a citizen of whom your community and nation can be proud.

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

Ceremonies

CLOSING THOUGHTS FOR DEN OR PACK MEETINGS

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

- Work while you work, play while you play; one thing at a time, that is the way. All that you do, do with all your might; things done halfway are not done right.

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

- A Cub Scout keeps himself strong and personally fit, not just for his own sake, but also so that he can become a more useful citizen. Then he can be more helpful to those around him.

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

- Every Cub Scout should accomplish something worthwhile each day... each day's accomplishments should be a little better than the last. Stand by a window with your room dark and look out into the darkness of night, and ask yourself the simple question: Have I done my best today? Then each day, vow to do better than the day before. If all of us did that, then kept our promises, we'd have the best Cub Scout pack in the city. Now before we close tonight... I want to ask you this question... answer it silently to yourself. Have you done your best today?

- One of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout Motto. As a member of this pack, I hope you will put forth your best effort for the good of the pack and for your own good.

- As we go back to our homes, parents might keep these thoughts in mind. Counsel your sons that they may have eyes to behold the red and purple sunsets; that they may have sharp ears to hear the voice of the Great Spirit; guide them to have hands that respect the things

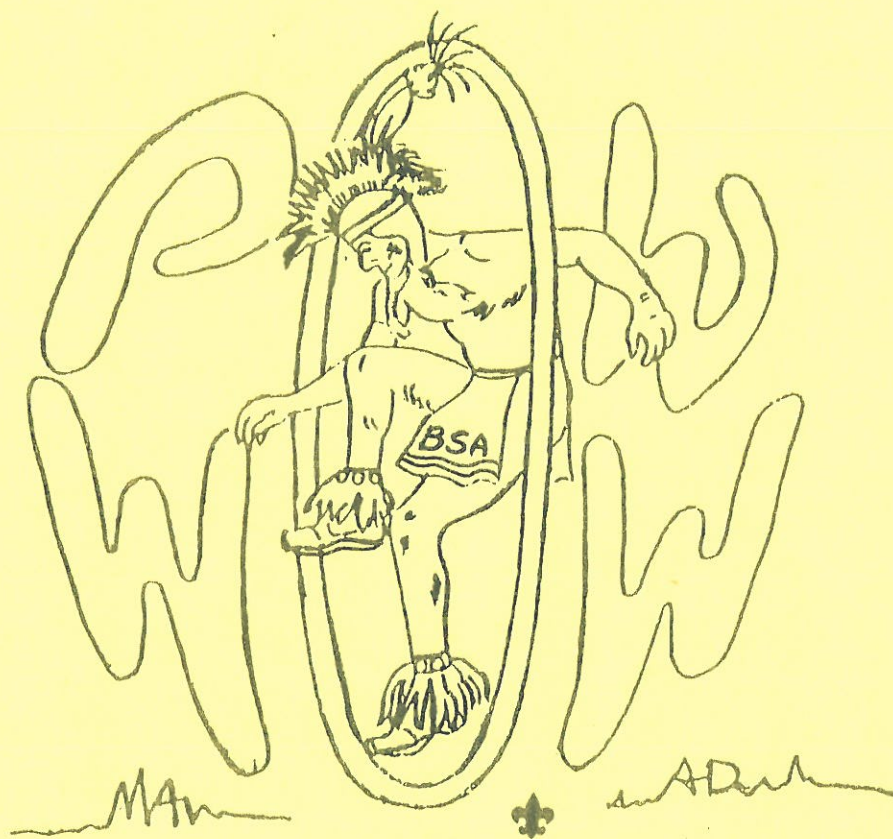
(continued on next page)

Ceremonies

Closing Thoughts for Den or Pack Meetings (continued)

- God has made. Help them be wise to see the lessons hidden in every leaf and rock. Have them seek strength, not to be superior to others but to be helpful to others. Help them along the Cub Scout trail to do their best.
- In order to succeed in anything, the most important thing to do is to try. The best angle to approach a problem is the try angle.
 - Work is required for gaining any worthwhile good. Are you doing your best on your achievements and electives? No farmer can plow his land by turning it over in his mind.
 - Be considerate of the opinions of others. There are three sides to an argument; yours, the other fellow's and the right one.
 - We have a choice. We can be pleasant or unpleasant. Which do you choose? You can be grouchy and grumbly or you can be happy and cheerful. It's up to you.
 - A Cub Scout can learn to be a better boy if he remembers not to be a bad sport. You cannot always have your way, but, if you can learn to let some things run off you like water off a duck's back, you will be a lot happier.
 - A Cub Scout gives Good Will. We can't give good will by speaking angry words that will hurt those we love. A Cub Scout is careful in what he says.
 - The world has many people in it who think it is a national calamity if they lose a contest. They lose their temper and act like bad sports. A good sport will do his best and, if he loses, look to the next game to do better and try to win.
 - One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.
 - These are some of the things that make working together and playing together easier: To tell the truth, to be honest, to be courteous, to have respect for leaders, and to think of others as well as ourselves.

SKITS



CHIPPEWA VALLEY
Boy Scouts of America

AUDIENCE PARTICIPATION

What is it? It is the involvement of the Audience with the Pack, Den, Cub Master, or Den leader, or whoever is in charge at the time.

Why do we use it? Audience participation is used to get the Audience warmed up to a specific program, to take up the slack or lull in the Pack meeting between skits by the dens, to get the audience on their feet if they have been sitting for a considerable length of time, to help people in the audience become more friendly and familiar with the other members of the Pack, or to give recognition to a person or a den or a group of people. Some are just for nonsense!

How are they carried out? There are many forms of Audience Participation stunts. Group Meeting Sparklers provides the Pack with a great many of them but they leave some of the kinds out. The easiest form is a simple round, sung by three different sections of the group at different times. There is the type where the audience is divided into parts and as a story is read the audience gives a pre-practiced sounds or gestures in the case of some songs (She'll Be Comin' Round The Mountain). There is also the type used in "Going On A Bear Hunt" as found in the Group Meeting Sparklers where the audience follows in unison what the leader is doing. Or there is the poem form that is read line by line with the audience repeating each of the lines after the reader. Usually they are done in a sing-song tone. There are the applause stunts that are given for each performer or act or special speaker or person giving announcements. The applause is demonstrated before the audience and then while the one to be applauded stays in the front of the audience they give the applause.

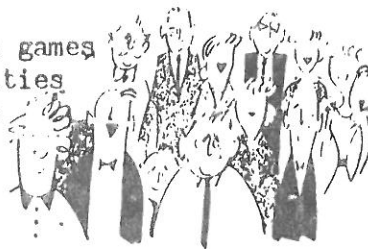
When are they used? During lulls in the Pack meeting, after acts, at the beginning of the Pack meeting, at the end of the Pack meeting, just about anytime during the Pack Meeting.

There are in this section different kinds of participation stunts. I am sure that you will be able to come up with some of your own once you get the idea of what they are and how they work.

Let us take applause stunts for a demonstration. Your Pack meeting is to follow the theme of the month. Perhaps the theme is Goblins and Ghosts. Think of as many things that would be revelent to the Halloween theme. Then put a noise or gesture with it or both to make up your own applause for one of the dens skits. Study those that are listed in this section and you will soon get the hang of it and come up with some goodies each month.

One fault to avoid in the Pack meeting is the lapse of anything going on. So if you can appoint someone to always have something ready in case you have to converse with someone as the Cub Master your Pack meetings will run more smoothly and be more interesting. Someone who is not afraid to get up in front of the group should have a song ready, one that everyone knows and can participate in or a story to tell that will require the audience to stand up and get involved in the story. Keep in mind that there will be a few who are reluctant to get up and get involved but be persistant and they will enjoy it in spite of themselves.

Audience participation games are also good for "Before The Meeting Begins" activities. You will find one or two of this type also in this section that will apply to the themes' of the month.



TRAVEL: Divide audience into 4 parts. As narrator reads the following poem, each group says the key words assigned to them. When the word "travel" is said each group first boat, then bus, car and plane stands up and says their sound one right after the other.

CAR	-	Honk, honk;	PLANE	-	Glide, glide
BUS	-	Beep, beep;	BOAT	-	Splash, splash

"When you want to TRAVEL _____, from place to place.

There are many vehicles that could join the race.

There's the CAR _____ that comes, in many assorted sizes

With gadgets galore and full of surprises.

Or you could settle for a ride in a modern BUS _____,

And save yourself worry and a whole lot of fuss.

If a CAR _____ or a BUS _____ does not meet your needs,

You can TRAVEL _____ in a PLANE _____, at astonishing speeds.

But before you choose to TRAVEL _____ over a route that's wet

The finest of BOATS _____ are yours to get.

When you want to TRAVEL _____ whether near or far

You can do it comfortably in a nice new CAR _____.

If you listen when they say, leave the driving to us,

Then you certainly should TRAVEL _____ around the place by BUS _____

But if you are one that's always in a hurry,

Then take a PLANE _____ in your rush and scurry.

But if over the water, you may choose to ride,

Then pick a BOAT _____ and through the water slide.

Whatever the transportation you may chance to use,

When you TRAVEL _____ my friend tis yours to choose.

BIRD WATCHERS - B.S.A

CUB SCOUTS - "We'll do our best"

BIRD OR BIRDS - "Tweet-Tweet"

"Let's go watch some BIRDS," The den leader said one day.

"Hurray," said all the CUB SCOUTS, "Let's be on our way."

So all the CUB SCOUTS hurried, to see all the BIRDS they could,

Hoping to identify many, to be able to they should.

The first BIRD that they saw, the CUB SCOUTS knew on sight.

For it was none other than a pretty bobwhite.

Then a woodpecker they heard as he tapped upon a tree.

Then they looked a way up there where himstapping they could see.

A robin came close by where the CUB SCOUTS watched in awe.

And they could not believe so many BIRDS that they saw.

As the CUB SCOUTS looked overhead, and saw all those BIRDS in the sky,

The CUB SCOUTS were thankful for them, but more thankful that cows don't fly.

SCOUTING AROUND THE WORLD

Cast: Narrator and 7 Cub Scouts

The narrator, the "Spirit of Lord Baden-Powell", is a den chief, in full uniform wearing a campaign hat. He reads the entire script from a podium.

Narrator: I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting, past and present. Here is our future Cub Scouts in America.

1st Cub enters carrying a Bible or book of his religion.

Narrator: We take turns praying in our dens. I like to wear my uniform to church on Scout Sunday or Sabbath. Nearly half of all Cub Scout Packs in America are sponsored by churches.

2nd Cub enters wearing full uniform.

Narrator: The two colors of the Cub Scout uniform have meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

3rd Cub enters carrying Wolf Cub Scout Book and Kipling's Jungle Book.

Narrator: Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1929, Indian themes were used.

4th Cub enters with a craft project of wood.

Narrator: Cubbing means fun. But I like making things - real boy projects - things that we can play with that follow our theme.

5th Cub Scout enters with a nature collection.

Narrator: I like to go on hikes and collect things for my nature collection.

6th Cub Scout enters with "buddy burner".

Narrator: I like to go on picnics. We Cubs sure do like to eat. This is the cook stove I made. I can cook for myself and someone in my family on it.

7th Cub Scout enters (smallest of the Cubs) carrying an American flag.

Narrator: I am proud to be an American, so I can salute our flag. I also like to see our pack flag (points to it) because then I know I am a part of the more than 50 years of Scouting. I belong to Pack _____.

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America."

Following is a den "radio skit easily adapted to a make-believe TV commercial. Use live Cub Scouts or puppets. Try it. Make up some of your own quackies.

Announcer:(into radio mike) Boys, do you have a sluggish feeling lately? I have the answer to your woes: the name is BUC TUOCS. We have some people who have tried it and are wild about it. Here are our guests to tell you about it.

1st Cub: When I was 8 I needed something. I was out of touch. I tried Buc Tuocs and got the lift I needed.

2nd Cub: I couldn't adjust. My social fell apart. Buc Tuocs was the answer.

3rd Cub: I was worried about growing old. Was life passing me by? Who was I? Buc Tuocs gave my life a purpose.

4th Cub: Buc Tuocs changed my life. New horizons were opened to me.

5th Cub: Girls were my problem. My kindergarten friends had gone in different directions. Buc Tuocs helped me find new acquaintances.

Announcer: Thank you, Cubs for your unsolicited testimonials. Remember folks, try Buc Tuocs - try it. It's Cub Scouts spelled backward.

IS THERE LIFE ON OTHER PLANETS?

CHARACTERS: Head Scientist and Five Scientists

PROPS: One conference size table, six chairs, several brief cases. Official looking papers scattered over table. Business suit for Head Scientist, weird masks for other scientists.

SETTING: The Head Scientist and the Five Scientists are seated at a conference table with their backs to the audience.

HEAD SCIENTIST: (Rising, with back to audience) Gentlemen, Gentlemen. Please come to order. I have called you here today to make an important announcement. I am sorry to tell you that after exhaustive studies, we have come to the conclusion that there cannot possibly be any life on the planet nearest us.

1st SCIENTIST: But what about the changes in color from white to green that have been observed on the planet's surface? Don't these indicate weather changes and some kind of atmosphere?

HEAD SCIENTIST: All tests show that there is some atmosphere on the planet, but it is not enough to sustain life as we know it.

2nd SCIENTIST: Then how do you account for the ditches or canals which have been seen with our telescopes?

HEAD SCIENTIST: Latest viewings indicate that these are merely natural ground formations, and there is no proof whatever that they are made by any living beings.

3rd SCIENTIST: Then we must conclude that the flying saucer stories are all hoaxes?

HEAD SCIENTIST: No, of course not. Most of these sightings have perfectly logical, scientific explanations, and the rest are the direct result of mass hysteria.

4th SCIENTIST: Then all the strange sounds picked up on radio receivers come from our own transmitters or are produced by atmospheric pressures?

HEAD SCIENTIST: I'm afraid so.

5th SCIENTIST: I, for one, am extremely disappointed. I've always been sure we had neighbors on other planets, or at least on the one nearest to us. Perhaps not life as we know it, but some kind of intelligent life, totally unknown to us.

HEAD SCIENTIST: Gentlemen, I am going to adjourn this meeting. I can see no point in discussing this matter further. The tests have been so conclusive that any intelligent person must accept the fact that there is no life on----

All: (Turning to audience to reveal weird masks or makeup)
EARTH!

STARS AND STRIPES

ABOUT THE FLAG

Narrator: Our flag is far more than the red, white and blue cloth of which it is made. It is the symbol of our America. It stands for the past, the present and the future of our country. It stands for the people, our land, and our way of life. The colors of the flag are:

1st Cub: Red stripes are for courage, for the blood spilled to set and to keep us a free nation.

2nd Cub: White is for hope and purity. It shows our helpful nature toward the third world nations and people in distress.

3rd Cub: Blue, the color of the sky is for reverence to God, loyalty to our country and ourselves, justice and truth for everyone.

Narrator: The star is a symbol of the heavens and the divine goal to which man has aspired. The stripe is symbolic of the rays of light coming from the sun.

(Cubs bring out a large unfolded flag for demonstration purposes)

Narrator: The flag is handled in a special way.

First we fold in lengthwise in half. (boys do this)

Now we fold it in half again lengthwise with the blue field on the outside. (boys do this.)

While one person is holding the blue field, the other person makes a triangular fold in the opposite end and continues to fold it in triangles until the flag resembles a cocked hat, with only the blue field showing. (Boys finish up folding) The third Cub then walks up to the boy holding the flag gives a snappy salute, takes the flag as folded and brings it to the narrator. He hands it to him, backs up two steps and then gives a snappy salute again and walks off.)

Narrator: The flag should be cleaned when soiled, mended when torn and when worn beyond repair, destroyed privately by burning.

A drum roll that is done quietly while the narrator and Boys are speaking and then accelerated when they are folding and saluting the flag is an extremely effective way of accenting the skit.

CLEM AND ZEKE

The characters wear ragged, patched overalls, old shirts, and battered straw hats. If you wish to provide a setting, all you need are two benches or chairs on which the characters can "set a spell" and whittle. If necessary, revise the opening remarks of the characters to work in their entrance smoothly with the particular type of entertainment you are presenting.

ZEKE: Wal, how-de-do Clem. What are you doin' setting hare?

CLEM: Wal, Zeke, I had some brush to burn, but lightning set fire to it. Then I had some trees to cut down, but a cyclone come along and done it for me. Never did like to dig potatoes, so I'm jest a settin' hare waitin' for an earthquake to come along and shake 'em out of the ground for me.

ZEKE: Sure has been dry weather, hain't it? My wheat was so short this year I had to lather it before I could mow it!

CLEM: Yup! sure is dry. Three of my cows started givin' powdered milk!

ZEKE: Say, have you been bothered with crows this year?

CLEM: No, siree. I made a scarecrow that frightened every crow off the farm. But that's nothin', last year I made one that scared them so they brought back all the corn they stole the year before.

ZEKE: Did you hear all that commotion over at (pick a family's name)'s farm yesterday? Seems that (name of Cub) kicked his football so far it landed right next to (family's name)'s chicken house. The rooster called all the hens together to see it. Said he wasn't complainin' but he wanted those hens to see what the competition was a doin'!

(EXIT)

SMALL WORLD

Actors: 4 to 8 persons

Skit opens with a group of Cub Scouts intensely watching the ground, at times crawling along like they are following something. Finally, when they are almost crawled across the stage, they all get up and start wandering back the other way.

1st CUB: Boy, that was one great adventure for that ant.

2nd CUB: Yea, but its such a small world for him.

3rd CUB: Just think, we have the whole wide world for our adventures.

4th CUB: Yea, and we don't have to watch for that big foot in the sky!

SKITS

SHOW BIZ

Paul Bunyan's Breakfast

Scene: in the cook shack with Sourdough Sam and the lumberjacks.

SAM: Paul will be coming in for breakfast any minute. Will you fellows help me mix up his flapjacks?

All: OK, sure.

SAM: We'll need flour, sugar, milk, and eggs from the storeroom.

LJ 1: I'll set the table.

LJ 2: I'll help with the griddle. (all get busy to help bringing things for the pancakes and setting the table) Use pizza-pan for plate, saucer sled for griddle gallon jug for syrup, stuffed pillow sack for flour.)

LJ 3: Where do you want these sacks?

SAM: Over there with the others. Someone get the powdered milk (big box).
OK. hook up the hose to the lake out front so we can mix up this milk.

LJ 4: We drained that yesterday.

SAM: Then try the lake out back.

LJ 5: We drained that one last week.

LJ 6: Let's hook the hose up to Lake Superior. I'm tired of running out of water!

LJ 7: We don't have enough hose to reach Lake Superior.

SAM: I know. Let's hook up to the Mississippi River. Then we'll always have running water.

All: Great idea. Let's do it.

SAM: Did you get Babe's food?

LJ 8: Oh, we forgot. Let's go back to the storeroom. (2 go out and return with a box of OX CHOW while others cook pancakes. Paul comes in and everyone says good morning to him. He sits down.)

Paul: Breakfast ready, Sam? (Someone carries in plate with pancakes and sausage, trips and spills) That's OK - I'll just give that to Babe. Here, Babe! Sourdough Sam, start another batch.

All: (groaning) OH NO! *****

"WERE THE VIKINGS FIRST?"

Characters: Eric the Red; (wears red beard, ragged shorts, metal helmet & horns and carries a sword)

Leif Ericson (wears costume similar to Eric)

Narrator

Prop Cubs

2 or 4 other Vikings

Setting: Large cardboard Viking ship for backdrop, complete with dragon oars and shields on side. Behind ship are chairs where the crew can stand or kneel during the skit.

Narrator: We are about to witness the historical voyage to Greenland. Eric The Red and his son Leif, his family and crew gathered near the long boat one fine day in May. (cast gathers on stage beside boat. Eric pantomimes sailing directions to crew). Let us wave a fond farewell to these brave Vikings as they board their ship. (Narrator waves as Vikings go behind boat and stand or kneel on chairs so they are visible to the audience. They wave and pretend to row. Eric stands in bow of boat, facing his crew) Many days pass

Prop Cub: (walks across stage with sign saying "Many days")

Narrator: The Vikings made their perilous journey, with only the stars and Ravens to guide them on their way.

Prop Cub: (Walks on stage and hands each Cub a cardboard star and a raven cut from black construction paper. They look at stars and raven and then throw them overboard.)

Narrator: Icebergs pass their frail ship...

Prop Cub: (Drags iceberg made from many chunks of crumpled paper glued together and sprayed with white paint. He goes quite close to the ship and Eric makes frantic motions for crew to miss the iceberg.)

Narrator: (Dramatically) But at long last, their journey is at an end. Yes, I think I see it now...Eric has sighted it...and his men seem to see it too. (Vikings put hands to eyes and look in direction of audience.)

Prop Cub; (Walks onstage carrying large piece of green cardboard, with large letters reading "Greenland" on it.)

Narrator: Is this what Eric the Red and Leif have been searching for/ Can this be Greenland? (All Vikings leave ship, brandishing their swords, and chase narrator off stage.)

Prop Cub: (Immediately runs back on stage and reverses "Greenland" sign to show audience the back side which says "THE END.")

Have the whole den dressed in old sheets as ghosts. Be sure that the eyes are cut out properly so that the Cubs can see where they are going to prevent accidents. The den leader is also dressed as a ghosts.

The background should be an old haunted looking house painted on a box from a refrigerator.

The Cubs come in with their ghosts costumes on. They speak to each other. Depending on the number of Cubs you have will determine how much each one has to say.

"Let's go haunt that house." (point to the scenery)

"Do we need a license to haunt with?"

"No, spooky, that's just when you hunt, not haunt."

"Where did you come from?"

"I came from de ol' country," (said with an accent)

"Which old country?"

"Oh any old country."

"Mama, what is that ghost wearing?" (Points to one who has an old floral sheet instead of a white one.)

"Hush child, you don't spook until you are spooked to."

"Come on now all of you, let's go and spook that house." (They walk up to it and from behind it the den leader step out and says, "BOOOO")

They all turn and run away from the house screaming "It's already in Use."

The other way to do it is have the den leader in her own clothes and then when she says ""BOOOOO," They run away and one of them says, "That house is peopled."

A FRONTIER THANKSGIVING

Settler - "Davey Crockett" - stand and salute

Gun - "Bang! Bang!"

Dog - "Man's Best Friend" - wag arm

Turkey - "Yum! Yum!" - Flap arms

Cabin - "Shut the Door!" - slam the door

Frontier - "Way Out West" - spread arms

Indian - "Geronimo" - Pull Bow

Thanksgiving - everyone - pat tummy

Early one THANSKIVING morning, many years ago on the old FRONTIER, a SETTLER stood before his lonely CABIN with his trusty GUN and faithful DOG ready to hunt the TURKEY he needed for dinner, hoping no INDIAN would spoil his feast. Whistling to his DOG, the SETTLER shouldered his GUN and started down the forest trail. Meanwhile, the INDIAN; also with his DOG, came down the forest trail from the other direction. Just at that moment, a fat TURKEY flew between them. Out flew an arrow; off went the GUN; down fell the TURKEY; in bounded the DOGS; up rushed the INDIAN and the SETTLER. "It's mine," claimed the SETTLER. "Ugh - him mine," said the INDIAN. "grrr," snarled the DOGS. The noise of the argument shood the CABIN and awoke the whole FRONTIER. But the TURKEY, which was only stunned, took off unsteadily and flew in the open door of the CABIN where it was promptly captured by the INDIAN and the SETTLER and the DOGS. And thus, THANKSGIVING came to a lonely CABIN on the old FRONTIER.

WHO WAS THAT MASKED BOY?

Characters: Cub Scout in uniform with mask, 3 men on street, 2 boys, and a waiter.

Costumes: Hat and suits on men in street, casual wear for boys, apron and white chef's hat for waiter.

Props: Sack filled with miscellaneous items, hammer, boards, and carpenter items on saw horse, blanket, back pack, soft drink cup, few coins, box painted as soda fountain, strips of red and yellow or orange crepe paper to resemble fire on shirt, and doctor's kit.

Man #1 walks across stage carrying sack and drops it. Cub Scout picks up dropped items and helps man to side of stage and disappears.

MAN #1: Who was that masked boy? Was he a Bobcat? (exit)

(Cub Scout enters and begins doing push ups...)

(Man #2 passing by pauses and looks with interest...)

CUB SCOUT: Hello, sir. (exits)

MAN #2: Who was that masked boy? Was he a Wolf? (exit)

CUB SCOUT: (Returns counting coins) 5, 10, 15 cents.

WAITER: (Behind counter) May I help you?

CUB SCOUT: How much are your cokes?

WAITER: 10 and 15 cents.

CUB SCOUT: I'd like the 10 cent, please.

(Waiter brings drink from under counter and Cub Scout puts money on counter.)

(Cub Scout exits with drink.)

WAITER: (Picking up coins.) Hmm...10 cents for the drink and 5 cents for a tip...how thoughtful...WHO WAS THAT MASKED BOY? Was he a bear? (exits)

(Cub Scout walks across stage wearing back pack.)

MAN #3: (Observing from side of stage.) Who was that masked boy? Was he a Webelos? (exits)

BOY #1: (Running onto the stage frightened, clothes appear to be on fire.) Help! Help!

CUB SCOUT: (Wraps blanket around boy and rolls him on floor.) Lie still. I'll get a doctor.

BOY #1: Who was that masked boy? Did he have an arrow of light?

(Man #1 enters with doctor's bag and attends boy wrapped in blanket.)

(Cub Scout enters at the same time boy #2 enters from other side of stage.)

BOY #2: Hey! You must be a Cub Scout...could you help me join?

CUB SCOUT: Sure! (Cub Scout and boy leave stage talking.)

PHANTOM IN THE FIRE HOUSE

SETTING: It's Halloween in the Fire House. There are tables and chairs with a checker game in progress. Toward back of stage a window is arranged so offstage helpers can place various objects behind it.

CHARACTERS: "SPACE MONSTER," FIRE CHIEF and other FIREMEN, HELPER offstage. SPACE MONSTER wears space helmet or any grotesque mask which covers his face completely. FIRE CHIEF wears fireman's hat and slicker. FIREMEN can wear fire hats and uniforms or ordinary clothes.

(As curtain opens, two FIREMEN are playing checkers. A weird head painted on a balloon bobs up and down window; tapping is heard.)

ONE: What was that?

TWO: Just some kids, having fun. This is their night to howl.

(FIREMEN enter, sit down and read newspapers. Horn sounds outside, and figure in ghost costume gestures outside window, moaning and groaning.)

THREE: What was that?

FOUR: Some young ghost outside.

THREE: No, I don't mean that. It came from inside the Chief's office.

FOUR: I'll have a look. (He exits and returns, dragging struggling SPACE MONSTER.) Look what I found prowling in the Chief's office!

ONE: (Aside to TWO) Rapping on windows is one thing, but sneaking into private offices is another. Let's give this kid a scare!

TWO: (Crosses to MONSTER and grabs other arm) A spy from another planet--and carrying a ray gun! (Pulls toy gun from MONSTER'S pocket.)

ONE: Let's call the Army and the FBI and the OSS! They'll deal with him! (MONSTER struggles to take off mask but TWO and FOUR hold him.)

THREE: Here comes the Chief now! (CHIEF enters.) We caught this traitor from outer space spying in your office, Chief. (THREE winks.)

CHIEF: (Fiercely) So! He looks dangerous. Let's take no chances.

MONSTER: (Breaks away from FIREMEN and runs wildly around room, others in pursuit) I was only fooling--I didn't mean. . .It's me, Bill! (He rips off mask and faces CHIEF.) Daddy, Daddy, don't you know me? (Curtain)

GOING FISHING

SETTING AND PROPS: Collect a lot of fishing equipment--tackle box, fancy rod, and reels, lots of plugs, spinners, waders, net, creel, etc.

CHARACTERS: BILL, BILL'S DAD, and SEVERAL OTHER MEN

PLOT: As the scene opens, the MEN are gathered around the fishing equipment, talking about a fishing trip they are planning. They pick up the different pieces of equipment and try them. Two of them argue about the merits of bait casting against fly fishing. The more elaborate, the better.

Finally, BILL'S DAD says, "I think I'll take my son Bill along on this trip. He doesn't know what fishing is all about."

One of the MEN answers: "Yes, it will be lots of fun for Bill. He'll have the time of his life! You've got all the equipment you need. That's what it takes to catch the big ones--the right kind of tackle!"

SURPRISE ENDING: BILL enters, barefooted, wearing old jeans, a beat-up straw hat and carrying a branch with a string on it and a safety pin hook. He is carrying a BIG STRING OF BIG FISH (cardboard ones). He says, "Did I hear someone mention my name?"

Characters: Narrator, Mr. Milkweed, Mr. Crab Grass, Mr. Poison Ivy, Mystery Guest.

Setting: Stage is set for convention of flowers. Characters wear identifying signs or simple costumes. When audience sounds are needed, off-stage characters speak.

NARRATOR: (Walks to center stage)
Attention, attention, my fellow flowers,
Tonight in the midst of our rosy bower
Some very special speakers and guests,
That some refer to as garden pests,
So on with the meeting, pay special heed
To an interesting creature, Mr. Milkweed.

MILKWEED (Enters as Narrator exits)
Good evening friends and lovers of beauty,
We've come here tonight that you may do your duty;
For all of us weeds want to plead our sad case,
And here in your club take our rightful place.
(Cries from offstage - Boo, Hiss, Get him out of here!)

P. IVY (Enters as Mr. Milkweed swaggers off)
Ladies and gentlemen, what a disruption!
You call yourselves gentle folk. That's not my deduction!
There's not one of you here that's as handsome as I,
Yet you shrink from my touch ... I'll never know why.
(Cries from offstage - Boo, Hiss, etc.)

NARRATOR (Enters as Mr. Poison Ivy exits disdainfully)
Just one more guest and our program's complete;
He won't give his name, but he says he's elite.
So come forth and speak, Mystery Guest. Oh aaaah-choooo!
I must be catching a case of the flu.

MYSTERY (Enters and stands next to Narrator)
At the close of your program, my friends of the sod,
Before all you flowers begin to nod.
I'll tell you my name I'm Sir Golden Rod!

NARRATOR (Wild sneezing backstage. Narrator holds handkerchief to nose)
Quick, quick, close your petals. There's much we've all learned.
Due to sneezing and gasping, this meeting's adjourned!
(He rushes offstage, leaving Sir Golden Rod looking surprised)

TOSSED SALAD

This skit could be performed by people selected from the audience. They are given slips of paper with their lines, and wear large cardboard identification signs. The slips are numbered, so individuals know in which order they appear.

1. Farmer in the Dell: I'm the Farmer in the Dell and you know me well, cause I grow good things to eat. That's easy to be seen, cause my thumb is green, and I have some friends I want you to meet.
 2. Cucumber: I'm a long cucumber, cool and green. People like me to eat. I'm really tickled, cause raw or pickled, they all find I'm a treat.
 3. Tomato: I'm a ripe, red tomato, juicy and round. If you want to squeeze me, I'll let'cha. But if you do, I'll squirt on you, and I'll turn into ketchup.
 4. Carrot: I'm a bright orange carrot, tall and wise. I'm a health food for lads and lasses. They say, and it's true, I'm good for your eyes. Did you ever see a rabbit wearing glasses?
 5. Celery: You know me. I'm one of the bunch, and I'm very good for your diet. I always crunch whenever you munch, so I'm not good for peace and quiet.
 6. Onion: Whatever would a salad be without poor little me. For that distinctive touch that adds so much, chop me up and see.
- All Together: (Can speak together or sing to tune of "Friendship".)
Friendship, friendship, just a perfect blendship.
When other salads have been forgot, ours still hits the spot. La-de-da-de-la-de-da-da-da.

WHY THE OLD MAN PLANTED TREES

(A Skit)

Characters: Old Man, two Noblemen

Setting: Old man is digging in his garden. Beside him on the ground is a young sapling tree, which he is getting ready to plant. Two Noblemen enter and stop to watch for a moment)

1st N.MAN What kind of tree are you planting, old man?

OLD MAN (Stops digging and wipes his brow with handkerchief from pocket)
It is a fig tree, sir.

2nd N.MAN (Astonished) A fig tree? May I ask how old are you?

OLD MAN I am 90 years old.

1st N.MAN What? You are 90 years old, and you plant a tree which will take years and years to give fruit?

OLD MAN Why not?

2nd N.MAN Surely you don't expect to live long enough to get any benefit from the hard work you are doing here. (Points to tree)

OLD MAN (Leaning on shovel) Tell me, sir, did you eat figs when you were a boy?

2nd N.MAN Certainly.

1st N.MAN Yes. Why?

OLD MAN Then tell me this ... who planted the trees from which those figs were picked?

2nd N.MAN (Thinking) Why, why hmmm

1st N.MAN (Hesitating) I don't know.

OLD MAN You see, sir. Our forefathers planted trees for us to enjoy, and I am doing the same thing for those who come after me. How else can I repay my debt to those who lived before me?

2nd N.MAN You are very wise, old man.

1st N.MAN And we have been very foolish.

OLD MAN Thank you, sir. May I ask your names?

2nd N.MAN It doesn't matter.

1st N.MAN No. You are far more important than we are. Goodbye.

OLD MAN Goodbye.

2nd N.MAN Goodbye and good health.

ABOUT THE FLAG (A Skit)

Narrator: Our flag is far more than the red, white, and blue cloth of which it is made. It is the symbol of our America. It stands for the past, and the present, and the future of our country. It stands for the people, our land, and our way of life. The colors of the flag are:

1st Cub: Red is for courage.

2nd Cub: White is for hope and purity.

3rd Cub: Blue, the color of the sky is for reverence to God, loyalty, justice and truth.

Narrator: The star is a symbol of the heavens and the divine goal to which man has aspired. The stripe is symbolic of the rays of light coming from the sun.

Taking care of the Flag: (Boys may demonstrate this while Narrator is explaining) "The flag is folded a special way."

First - fold it lengthwise in half.

Second - fold it in half again lengthwise, with the blue field on the outside.

Last - while one person holds it by the blue field, the other person makes a triangular fold in the opposite end and continues to fold it in triangles until the flag resembles a cocked hat, with only the blue field showing.

The flag should be cleaned when soiled, mended when torn. When worn beyond repair, destroy it privately by burning.

DEN DRUM CEREMONY (Pack Activity)

Nothing compares with the beat of a drum for effectiveness in a den ceremony.

Cubs, in single file, follow denner into meeting room. Den Chief beats drum (pail or old pan and stick). Denner marches to flag that is held by Den Mother or set on a stand. The drum stops and one Cub Scout faces a flag, gives a snappy salute, and drum starts again. Denner marches to his seat and stands at attention. All boys repeat performance in turn. When all are standing at seats and at attention, give pledge of allegiance to the flag or Cub Scout Promise.

MAGIC MUD

One Player: Did you ever wonder, as you pass a little stretch of mud and grass, what Nature may be hiding there, within this spot a few feet square?

ALL: Let's gather round and take a look and like the pages in a book
We'll study it with open eyes. Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around imaginary patch of ground or piece of cardboard painted black and green. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. The bee sting gets everyone to his feet, and the victim is smeared with some black substance. All line up for final stanza)

ONE: Here's a freshly patterned animal track
Where a rabbit hopped across and back



TWO: I see a stream of busy ants
Carrying tidbits as they dance.



THREE: Look, a feather blue and gray,
Dropped off a screaming jay.



FOUR: Sprinkled here are sprouting seeds
From lofty elms and sprawling weeds.



FIVE: A pebble smothered by action slow,
Formed a million years ago.

SIX: In a puddled spot not yet dried out,
A water beetle swims about.



SEVEN: And here an eager plant is set-
An early blooming violet.

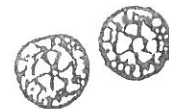
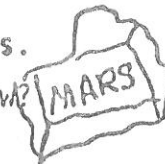


EIGHT: A wiggly worm comes up to twitch,
No one knows which end is which.



NINE: The mud itself, with food stores vast,
From life that grew in ages past.

TEN: It's not all Nature mud reveals
Here's a candy wrapper and two toy wheels.



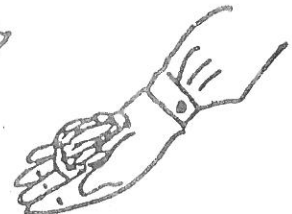
ELEVEN: There's something moving; what's that now?
I'll pick it up... a EEE! Oh Yow!

TWELVE: Quick, here's some mud upon the spot
To take away the soreness hot.

ALL: In mud, there's stone and living things
Healing power for bitter stings
Through it flows the earth's life blood,
Our soil is really MAGIC MUD.



BZZZZZ



VISIT TO AN AVIARY

(A Skit)

Characters: Cub Scouts wearing costumes to represent the birds listed below.

NARRATOR: Tonight we would like to take you on a visit to an aviary where we can meet some of our fine feathered friends. (He introduces each bird by name as it walks on stage)

WOODPECKER: (Makes noise like Woody Woodpecker) If you sit in my tree I can shake you up! (Nods head like he's pecking and then exits)

CROW: (Comes in with bright trinket in beak) I'm a bit of a rascal, you know. I'm just a scavenger at heart. (Exits)

HUMMINGBIRD: (Darts back and forth quickly as he flies in, fluttering wings very rapidly and making soft humming sounds. He speaks quickly and distinctly.) I'm always coming and going, coming and going. Must hurry to find some sweet, sweet nectar. (Exits)

OWL: (Comes out very calmly and slowly, blinking wide eyes slowly and looking straight ahead with expressionless face) The less I speak, the more I hear. The more I hear, the more I know.

PEACOCK: (Struts in slowly, head high and speaks in proud manner) My family is in show business, you know. Have you seen us on TV lately? (Struts off in same proud manner)

CARRIER PIGEON: (Has message strapped to leg, and speaks as though out of breath from hurrying) I'm just resting in flight. (Pulls compass out from under wing and looks at it) Have to have a look at my trusty compass every hour or so. Must be on my way again to get the message through. (Exits)

PELICAN: (Waddles or struts as pelican would) I am a pelican. My mouth can hold more than my belly can. Have you seen anything fishy around here? (Exits)

PARROT: (Speaks to narrator) I've never been owned by a sailor, so don't worry about my language. (To audience) I wish someone would offer me something else besides crackers. (Exits)

CUCKOO: (Comes out with branch of tree in front of him. Makes soft cuckoo sound) I am heard more than I am seen. I have to be careful or I may end up in a clock. (Exits)

NARRATOR: (As nondescript bird walks on stage) What kind of bird have we here?

NONDESCRIPT: (Has alarm clock around neck and long dangling worm of exaggerated size in one hand. He flaps wings a couple of times and gives an excited squawk as he walks around excitedly) I'm the Early Bird... and I've got the worm!

NO DEAL

CHARACTERS: One well-padded Indian
One bystander
Three to five tourists

The scene opens with an Indian standing with a blanket over his arm with a "For Sale" sign on it. Tourist approach.

TOURIST # 1. Say, Chief, I'll give you \$5.00 for that blanket.

CHIEF: NO DEAL!

TOURIST # 2. I'll give you \$10.00 for it.

CHIEF: NO DEAL

(tourists gather around and bid---\$12.00, \$15.00, \$18.00, \$20.00, \$22.00., and finally...)

TOURIST #1. Chief, I'll give you \$24.00 for that blanket.

CHIEF: NO DEAL! UGH!! (tourists leave, bystander approaches)

BYSTANDER: Say, Chief, why wouldn't you sell that blanket to any of those tourists?

CHIEF: What do you expect---deals like Manhattan Island every day?

THE DEATH OF CHIEF SHORTCAKE

CHARACTERS: Chief Shortcake ("volunteer" a dad with good sense of humor)
Squaw
4 Braves

ANNOUNCER: At a great gathering of the tribes, Chief Shortcake has died. Four braves are discussing his funeral.

1st BRAVE: In the custom of the Algonquin, we must build a log house, place the Chief and his possessions inside, burn it and cover it with earth so his spirit will not be robbed.

2ND BRAVE: No, in the custom of the Seminole, we must place him in a canoe and send him on his journey to the Great Waters.

3RD BRAVE: Oh, no, as with the Yakima, we must cover the Chief's body with boulders and rocks so his ghost will not escape to harm us.

4TH BRAVE: We must build a funeral bier and burn the Chief as the Cheyenne do. This way his spirit may join the Great Spirit.

(ENTER SQUAW)

SQUAW: You all wrong. SQUAW BURY SHORTCAKE!
(As she speaks, she squirts whipped cream on face of chief and tops it with a cherry)
(Have a wet towel ready for the Chief)

GOBLINS AND GHOSTS

Divide Audience into 7 groups, each being led by a Cub Scout. Groups are as follows with their sound effects:

CASKET:	Eeek, Feek, Eeek:	Mummies:	Oo-ah! Oo-ah! Oo-ah!
MONSTER:	Thump, Thump, Thump	Midnight:	BONG! (12 Times)
VICTIM:	Help! Help! Help!	Leprechaun:	Hel Ha! Ho!, Hel Ha, Ho!
Candle:	Flicker, Flicker, Flicckr	Everyone:	All sounds made together

In the land of Pennsylvitucky was a CASKET that housed a MONSTER. This was a zillion years ago. The CASKET walked by day and the Casket walked by night. The door would spring open and out would walk a MONSTER, when ever it came upon an unsuspecting VICTIM. The MONSTER was horrible. He resembled Frankenstein. The MONSTER was so horrible that he would cause goosebumps lopped with duck bumps on his VICTIM. The MONSTER was a tower-ing creature, 75' tall. He carried with him a flickering CANDLE. The CANDLE burned forever. When the MONSTER spotted a likely VICTIM, he would wail and shriek terrible noises, paralyzing the VICTIMS so much that the VICTIM would tum immediately into a MUMMIES. EVERYONE was horrified. The terror went on for centuries! Would it ever Stop? Couldn't someone do something about it? One night a strange thing happened. The CASKET was making its rounds through the cemetery. The CASKET always paid a special visit to the cemetery at the stroke of MIDNIGHT. It was MIDNIGHT when the CASKET with the MONSTER came upon another unsuspecting VICTIM. A LEPRECHAUN of all things. "Well", thought the MONSTER, "I can take care of this LEPRECHAUN in short order." Out of the CASKET popped the MONSTER making fierce noises again. Was the little LEPRECHAUN frightened? He sure was, but the LEPRACHAUN was determined no to be turned into a MUMMY. The LEPRECHAUN turned himself into a 2'7" mighty one. The LEPRECHAUN was extremely short but with one mighty blow he did what he had to do. Did he kick the MONSTER? NO! Did he hit the MONSTER on the head? No, he couldn't reach. What did he do? The brave LEPRECHAUN with one might blow, blew out the MONSTER'S CANDLE. That did it. Without his CANDLE, the MONSTER was powerless. The MONSTER vanished in a puff of smoke made from the blown out CANDLE. From the MIDNIGHT on, no one ever saw the walking CASKET, the MONSTER with the CANDLE, VICITMS turned to MUMMIES and the LEPRECHAUN and EVERYONE lived happily ever after.

A FRONTIER THANKSGIVING

Settler - "Davey Crockett" - stand and salute
 Gun - "Bang! Bang!"
 Dog - "Man's Best Friend" - wag arm
 Turkey - "Yum! Yum!" - Flap arms
 Cabin - "Shut the Door!" - slam the door
 Frontier - "Way Out West" - spread arms
 Indian - "Geronimo" - Pull Bow
 Thanksgiving - everyone - pat tummy

Early one THANSKGIVING morning, many years ago on the old FRONTIER, a SETTLER stood before his lonely CABIN with his trusty GUN and faithful DOG ready to hunt the TURKEY he needed for dinner, hoping no INDIAN would spoil his feast. Whistling to his DOG, the SETTLER shouldered his GUN and started down the forest trail. Meanwhile, the INDIAN; also with his DOG, came down the forest trail from the other direction. Just at that moment, a fat TURKEY flew between them. Out flew an arrow; off went the GUN; down fell the TURKEY; in bounded the DOGS; up rushed the INDIAN and the SETTLER. "It's mine," claimed the SETTLER. "Ugh - him mine," said the INDIAN. "grrr," snarled the DOGS. The noise of the argument shood the CABIN and awoke the whole FRONTIER. But the TURKEY, which was only stunned, took off unsteadily and flew in the open door of the CABIN where it was promptly captured by the INDIAN and the SETTLER and the DOGS. And thus, THANKSGIVING came to a lonely CABIN on the old FRONTIER.

THE WITCH HUNT

Leader is seated in front of audience, asks them if they would like to go on a witch hunt, and if so repeat after him what he says and copy motions. Leader should sort of sing it in a sing-song fashion, monotone except for the next to the last syllable of each sentence that goes up from the "do" tone to the "me" tone. (do, do, do, do, me, do) type song. A "" is put over the part where the leader raises voice to the "me" sound.

"We're going on a witch hunt". "Everyone tip-toe" (tiptoe fingers across hand)

"shhh!" (finger across mouth) "I see a hou-se" "a haunted hou-se"
"Can't go round it" "Can't go over it." "Can't go under it."

"I guess we'll have to go in it." (pretend to open creaking door)

"Shhh!" (finger across mouth) "I see the sta-irs." "great long sta-irs."
"Can't go round them." "can't go over them." "can't go under them."

"Guess we'll have to climb them." (make hands show going up stair by placing one on top of the other. Shade eyes look around. Go back to tiptoeing)

"Shhhhh!" (finger across mouth) "I see a cob-web" "a great big cob-web"
"Can't go round it." "Can't go over it." "Can't go under it."

"Guess we'll have to go through it." (Wave hands as trying to get through them. Go back to tip-toeing again)

"Shhh!" (finger across mouth) "I see a ro-om." "a big dark ro-om"
"Can't go round it." "Can't go over it." "Can't go under it."

"Guess we'll have to enter it." (Open creaking door. Feel in front of you as groping in the dark.) "Sure is dark in here." "I I am feeling some-thing."
(Go thru motions of feeling) "It is bi-g." "It has a crooked no-se."
"It has a pointed ha-t." It has stringy ha-ir." "I think it is a wi-tch."

"It is a witch. Let's get out of here." (said fast. Now reverse the motions replacing the tiptoeing with running by slapping knees fast. Creaking door, thru cobweb, down stairs, creaking door, shut door. running home.)

"I beat you home. Now you have been on a witch hunt."

Seven sections of audience:

YOUNG GIRL - eek
WIND - blow thru mouth to sound like wind
OWL - whooooooo
RAP - knock, knock
WITCH - ha! ha!
CAT - meow, meow
YOUNG MAN - oh ho
HALLOWEEN GHOST - all of the above noises at once until reader calls for silence.

Alone in a cottage on a dark and stormy night sat a timid young girl _____. It was cold in the cottage, so she stirred up the fire on the hearth. But through the windows blew the wind _____. Outside was heard the long low cry of the owl _____. She was not afraid, this timid young girl _____ until she heard a sound at the door, a rap----. "Who's there?" call the girl _____. "It is I," croaked the old witch _____. "I don't like strangers on Halloween night," said the timid young girl _____. "I don't like the wind _____ and the owl _____," said the old witch _____. "Let me in and I'll tell your fortune." "All right," said the timid young girl _____. "I need a fortune" The timid young girl _____ opened the door and in came the old witch _____, the cat _____, the owl _____, and the wind _____. "MMMMMM," said the witch _____, as she took the hand of the timid young girl _____. "MMMMMM, I see coming into your life a young man _____. "who?" asked the timid young girl _____. "You'll see," answered the witch _____. Just then there was a rap _____ on the door. "Come in," cried the timid young girl _____. There in the door stood a young man _____. "Who are you my prince?" signed the timid young girl _____. He lifted his hat a little. "I knew it!" yelled the old witch _____ and out of the window she flew with her cat _____ and the owl _____ into the wind _____. "Who are you?" again asked the timid young girl _____. "I'm" said the young man _____, taking off his hat slowly, I'm the Halloween ghost." _____.

* * * * *

For this stunt two leaders, one for narration and one to lead the audience in proper sounds are needed. Another helper can be at the light switch to blink the lights at the proper time.

Narrator: This month we'll be celebrating Halloween, so we want to read you a story of a haunted house. During the story you are asked to help out but making the proper sound effects. Just follow along with 2nd helper.

When you enter our haunted house, the big old door squeaks. (squeek twice)
And then you feel all alone so you let out an awful shriek! (eek twice)
Slowly you creep up the stairs as footsteps you hear. (stand and stomp feet)
Your teeth begin to chatter. (click teeth together)
You let out a high pitched shout. (Help! Help!)
Just then you look ahead and right there in plain sight you see a ghostly figure sending his haunting sounds into the night. (OooooO00000ooBoooo!)
Just as you turn to run away you notice a small bright spark, and before you can blink your eyes, suddenly it's completely dark! (blink lights)
So you quickly head for the door and slam it as you run away (clap hands)
Thus you leave behind you the haunted house and what it has to hide. (BOO!)

CLANCY TO THE RESCUE
(Audience Participation)

CLANCY: Feel your muscles, like a strong man

HORSES: Make horse noises by slapping legs

YELL: "Indian fashion", hand over mouth

FIRE ENGINE: One third of group makes high-pitched S-s-s-s

CLANGING THE BELL: One third of group - sound self-explanatory

HOSE: One third of group makes sh-sh-sh-sh sound like water from hose

STEAM: Everyone makes high-pitched S-s-s-s sound

If you like HORSES, you would have enjoyed living back in 1899 when they had old-fashioned, steam-type FIRE ENGINES, pulled by HORSES, and driven by the greatest hero anywhere, CLANCY. Yessir, CLANCY was our hero! Every day when there was no fire, he would take the HORSES out for exercise, trotting them gently up and down the streets. If there was a bunch of kids who wanted to see the HORSES, CLANCY would always stop and let the kids pet them.

Sometimes the alarms were in the daytime, but sometimes they were at night. When they were at night, one of the men would YELL up to the fellows above, and the men would get up, stretch, and slide down the pole. Then they would run to the FIRE ENGINE where the STEAM was up, and away they would go to the fire, CLANGING THE BELL, with CLANCY driving the HORSES.

One night most of the boys were in bed; the others were playing checkers, when the alarm rang. Where was the fire? At the mayor's big two-story house.

The YELL man gave the YELL. The firemen got up, stretched, slid down the pole, jumped on the FIRE ENGINE and away they went, CLANGING THE BELL, with the HORSES running as fast as their legs would carry them. Would they be in time?

Quick as a flash they were there. CLANCY stopped the HORSES and YELLED "Keep the STEAM up, men!" Then they started the fire HOSE and began to squirt the water. CLANCY strained to see the upstairs window where the mayor's wife and child were trapped. Flames were everywhere. CLANCY YELLED, "You'll have to jump!" The mayor's wife was afraid, so CLANCY threw her a rope and she came right down into the middle of the net.

The boys kept fighting the fire. They put the HOSE on it and kept up the STEAM in the FIRE ENGINE. Before long the fire was out, so they turned off the HOSE and all got on the FIRE ENGINE and went CLANGING THE BELL back to the fire house. Yes, to CLANCY and the other boys, it was all in a day's work. The sleepy firemen went back upstairs and quickly went sound to sleep. (EVERYBODY SNORES)

- Handbook of Skits and Stunts

CUB SPIRIT

A good game for the pre-opening of a Pack meeting is to have as many of the Christmas Carols and songs that you can think of depicted on paper and hung around the room for the people to inspect and guess the title of the song.

We Three Kings - Use three kings from deck of cards or three yard sticks (rulers)

Silent Night - have masking tape over the mouth of a knight from chess set

Away In The Manger - Either cut from a catalogue a crib and a scale and glue the scale (a weigh) over the crib or if you have a child's play crib bring it with a small dieter's scale place in it.

Silver Bells - Have either pictures from old Christmas cards of silver bells glued to a sheet of paper or have real silver colored bells hung.

Jingle Bells - same as above except hang jingle bells up.

I'm dreaming of a White Christmas - have picture of person sleeping cut from a catalogue, paste on colored construction paper and have Christmas printed with white crayon over person's head.

'Twas The Night Before Christmas - Use a knight from chess and place him before a December 25 from a calendar.

While Shepherds Watched Their Flocks By Night - have shepherds cut from old Christmas cards beside a Knight.

These are just an example. I'm sure you can think up many more. Be sure at the end of the Pack Meeting you go over the list. Awards for the most correctly identified can be a bag of Christmas candy.

* * *

SANTA'S ANNUAL VISIT

Everyone is to follow what you do and say for the actions, underlined words.

Mrs. Claus waves to her husband from the window as Santa walks, crunch, crunch, crunch across the hard packed snow to the barn where his sleigh is waiting with the reindeer, slap hands rapidly on knees, all hitched up and raring to go. He walks, stamp feet in place, across the barn floor and enters his sleigh. He calls, "Ho and Away" and they're off with a swish, rub hands together in one upward motion. It begins to snow and soon millions of sparkling snowflakes fill the air. He calls to his dashing reindeer, slap hands on knees, and says "down, my fine fellows, we make a stop here." They descend to a snow-covered roof as Santa gets out and walks to the chimney. He's down the chimney with one big swish, rub hands together in one downward motion. He fills the stockings and swish (use upward movement) he's up on the roof again. Then away he goes with his reindeer, slap hands on knees. Sounds from the earth reach him as he glides across the sky. (Half of the group says Merry Christmas twice and the other half answers "to you" twice.)

CUB SPIRIT

Divide the audience into three groups. assign them each with a different part and have them practice their part before you start reading the story to them

MOUSE: Squeek, squeek

NIGHT: Ho-Hum

SANTA: Ho, Ho, Ho

Twas the night _____ before Christmas, and fast asleep in the house,
Was wonder of wonders, a little fat mouse _____.
A mouse _____ sleeping at night _____; Oh, what a riot!
But the reason it happened - he was on a diet!
How the mouse's _____ stomach began to hurt and growl,
But since he was dieting, at night _____ he shouldn't prowl.
Mom was so thoughtful before she retired that night _____,
And for dear old Santa _____, she had left a bite.
That night _____ in his dreams, the mouse's _____ nose did twitch,
As the smell of the food made him dream of a sandwich.
The more the mouse _____ lay there and quietly slept,
The more the smell of food into his nostrils crept!
Soon the poor little mouse _____ began to claw at his nose,
And he began to quiver from his head to his toes.
Though he was trying to sleep with all his might,
His sleep had been ruined for the rest of the night _____.
So up the mouse _____ got, and with a great big yawn,
He peeked out the window and there on the lawn,
He saw something there .. indeed a strange sight;
For there sat old Santa _____ in the cold, dark night _____.
He was holding his bag, as if ready to leave,
But great salty tears were bouncing off his sleeve!
The mouse _____ just stood there, as if in fright,
Trying to imagine what was wrong that night _____.
Then he crept to the door, and threw it open wide,
And motioned for Santa _____ to come and join him inside.
So Santa _____ came in and sat down with the mouse _____,
And confessed that night _____ he felt like a louse.
He had eaten so much during the holiday season
That he couldn't go down the chimney - that was the reason.
So Santa _____ and the mouse _____ made a contract that night _____.
That he would help Santa _____ make Christmas come out right.
Off they went together, old Santa _____ and that mouse _____,
To pay the yearly visit to each and every house.
The fat little mouse _____, so filled with delight,
Ate for old Santa _____ all the snacks left that night _____.
He had helped Santa _____ a Merry Christmas to give,
He'd just sacrifice .. a fat mouse _____ would live.

Willie Worm	"wiggle, wiggle"	Bessie Beetle	"click, click"
Sheila Snail	"slithery-slip"	Tommy Turtle	"snap, snap"
Gregory Grasshopper	"hop, hop"		

As the different insects are named the group assigned to that one stands and makes the noise.

"Willie Worm wanted to see the world. Willie Worm was tired of his home in the flower bed. Bright and early one morning, with a word to anyone, Willie Worm set out to see the world. Willie Worm was excited. He would be gone many days and see many sights. Willie Worm wriggled excitedly along his way. Soon Willie Worm met Bessie Beetle eating her breakfast in the tulip bed. "I'm off to see the world," said Willie Worm. "May I accompany you?" asked Bessie Beetle. "What fun to see the big beautiful world!" "Come along," said Willie Worm, "but let's hurry because we have much to see." So Willie Worm and Bessie Beetle wriggled and crawled on their way to see the world. Before long Willie Worm and Bessie Beetle met Sheila Snail who was slowly making her slithery slippy way along the path. "Where are you going?" asked Sheila sleepily. "Wever going to see the world" greeted Willie Worm and Bessie Beetle. "The big wonderful world." "I've always wanted to see the world," said Sheila Sanil. between yawns. "May I join you/" "Yes indeed!" replied Willie Worm and Bessie Beetle. So Sheila Snail joined Willie Worm and Bessie Beetle as they wriggled and crawled on their way to see the world. Shortly after, they met Tommy Turtle lying in the sun. "Whereever are you going in such a rush?" asked Tommy Turtle as he lazily opened one beady eye. "We're on our way to see the big wonderful world said Willie Worm, Bessie Beetle and Sheila Snail. "Oh," replied Tommy Turtle slowly as he opened his other beady eye. "May I goo too?" "OF course!" Willie Worm, Bessie Beetle and Sheila Snail agreed. So off they crawled to see the big wonderful world. About this time Gregory Grasshopper came hopping happily down the path. "Good morning!" he called out to them. "What a beautiful Morning!" he siad. "Beautiful morning, indeed, for being on our way to see the big wonderful world," Willie Worm, Bessie Beetle and Sheila Snail chimed in together. "May I come too?" asked Gregory Grasshopper. "Please do," chorused Willie Worm, Bessie Beetle, Sheila Snail and Tommy Turtle. So with a hop and a half Gregory Grasshopper joined Willie Worm, Bessie Beetle, Sheila Snail and Tommy Turtle. What sights they saw in the world. They passed thru a forest of tall green fern. In the middle of the fern forest was a waterfall. This must be Africa they thought. "Do you suppose we will meet any wild animals?" Willie Worm asked. "I hope not," chorused Bessie Beetle, Sheila Sanil, Tommy Turtle and Gregory Grasshopper. Later they came to a stretch of same. There were large cactus palnts all about. "This must be Mexico" cried Tommy Turtle. Two days later they came to a small bridge that arched over a tine stream. A wee Oriental house stood there. Gregory Grasshopper knew they were in Japan. Willie Worm wiggled all over, Sheila Snail forgot to be sleepy, Bessie Beetle crawled around in circle, Tommy Turtle opened and closed both his beady eyes rapidly and sighed, "What a big wonderful world." Three days later they all saw something they were familiar with and realized that they were home. And do you want to know a secret? What they really saw was the garden of the Jordan family where the critters live everyday. We must never tell Willie Worm, Bessie Beetle, Sheila Snail, Tommy Turtle or Gregory Grasshopper that they hadn't left their own yard. They wouldn't believe us anyway.

IT'S ALL IN YOUR MIND

Jumping Jack - Stand up, jump once, say "Boing-g"

Running Ralph - Stand up, run in place, say "Zip-p-p-"

Computer Charlie-Stand up robot fashion, say "Does compute, Does Compite"

This is a story of a boy called JUMPING JACK and one named RUNNING RALPH and still another named COMPUTER CHARLIE, who were all friends and stayed close together around their neighborhood.

JUMPING JACK got his nickname because everywhere he went he was always jumping over things for no apparent reason except that he liked to jump. you would see the boys walking along the street with JUMPING JACK jumping over benches, curbs, bushes, fences and almost everything that wasn't too high.

As you probably guessed, RUNNING RALPH got his nickname because he was always running. Maybe it was because his legs were shorter than those of his two friends, which meant that he had to run to keep up with them.

COMPUTER CHARLIE got his name because he was a very intelligent boy, and excelled in mental abilities. Everyone teased COMPUTER CHARLIE because he was not good in sports and was not as strong as his friends, JUMPING JACK and RUNNING RALPH. However, this did not matter to them because the three boys were great friends and went everywhere together.

One day something happened to prove to all the other children that COMPUTER CHARLIE was just as valuable to this world as anyone else, and that having strong muscles is no more important than being good in mental skills.

JUMPING JACK, RUNNING RALPH, and COMPUTER CHARLIE were on their way to the store one day when suddenly they saw the local bank being robbed and the robber making his getaway. JUMPING JACK jumped over the hedges and fences to hurry to a neighbor's house to call the police. RUNNING RALPH was right beside him. But COMPUTER CHARLIE just stood there watching the whole thing. The swiftness of the two boys brought the police running to the scene of the robbery. The policeman began asking questions. JUMPING JACK and RUNNING RALPH could not remember anything about the robbers because they had been too busy running to telephone the police.

But COMPUTER CHARLIE began rattling off a long list of facts about the model and color of the getaway car, the license number, the direction the robber went and a full description of the robber. His mental ability was a great help to the police.

After reading about the robbery in the newspaper, all the children were so proud of COMPUTER CHARLIE that they never once teased him again about his mental skills or the lack of his physical ability. They came to realize that COMPUTER CHARLIE was just as important in this world as JUMPING JACK and RUNNING RALPH because when they all pooled their talents they can accomplish great things.

And so Cub Scouts, no matter what your talents are, whether they be athletic or mental you are a very important person to all of us, so be proud of what you are and work to develop your own best abilities. In Cub Scouts everyboy is a winner in that he competes only against himself.

CUB SPIRIT
WHAT A CUB SCOUT WEARS ON HIS UNIFORM

Teach the audience the following actions to be given in response to words.

HOUSE: hands extended over head in an inverted "V"
BEDROOM: hands in front of chest in inverted "V"
CLOSET: show dimensions with hands, length and width
UNIFORM: move hands from shoulders quickly to toes to show uniform
CUB SCOUT: all Cubs stand and give Cub Scout salute
BADGES: make circle with thumb and finger of left hand
SERVICE STAR: make an "X" using forefingers of both hands
ARROW OF LIGHT: form "V" with index finger & middle finger where pocket is
ARROW POINTS: form "V" in same manner but have it pointing to right

Tonight we are going to show you what we know about the Cub Scout uniform and the different badges. Please follow along with me.

This is the HOUSE where the CUB SCOUT lives. This is the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the CLOSET that's in the BEDROOM that's in the HOUSE where a CUB SCOUT lives. This is the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the CUB SCOUT who wears the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the Bobcat BADGE that when a boy joins is worn on the left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Wolf BADGE which a CUB SCOUT earns to wear on his left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Bear BADGE which a CUB SCOUT earns to wear on his left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the SERVICE STAR that he earns every year and wears above the pocket where he wears his Bobcat, Wolf and Bear BADGES on his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the ARROW that is sewn under the BADGES that's on his UNIFORM that's hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the ARROW OF LIGHT which is the highest award a CUB SCOUT can earn and, is worn at the bottom of the same pocket where he wears his other BADGES on his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

Now look. You're all wearing your UNIFORM. Its' not hanging in the CLOSET that's in your BEDROOM that's in the HOUSE where you as a CUB SCOUT lives.

HOW THE SUN, MOON, STARS GOT INTO THE SKY
(Audience participation action story)

CHIEF: (Stand with arms folded across chest and say "Ugh!")

SUN: (Cover eyes with hands)

MOON: (Frame face with hands and smile)

STARS: (Blink rapidly)

Long, long ago the Indians had no fire and no light. They suffered much during the cold of winter and they had to eat their food uncooked. They also had to live in darkness because there was no light.

There was no sun ___ moon ___ and stars ___ in the sky. A great chief ___ kept them locked up in a box. He took great pride in the thought that he alone had light. This great chief ___ had a beautiful daughter of whom he was also proud. She was much beloved by all the Indians of the tribe.

In those days the raven had the powers of magic. He was a great friend of the Indians and the Indian chief ___. He wondered how he might make life more comfortable for them.

One day he saw the daughter of the chief ___ come down to the brook for a drink. He had an idea. He would put a magic spell on her. In time, a son was born to the daughter of the chief ___. The old chief ___ was delighted and as the boy grew, his grandfather became devoted to him. Anything he wanted he could have.

One day he asked the old chief ___ for the box containing the stars ___. Reluctantly the old chief ___ gave it to him. The child played for a while by rolling the box around. Then he released the stars ___ and flung them into the sky. The Indians were delighted. This was some light, though not quite enough.

After a few days the child asked for the box containing the moon ___. Again the old chief ___ hesitated but finally the boy got what he wanted. Again, after playing awhile with the box, the boy released the moon ___ and flung it into the sky. The tribesmen were overjoyed. But still there was not light enough, and the moon ___ disappeared for long periods.

Finally the child asked for the box with the sun ___. "No" said the old chief ___. "I cannot give you that". But the boy wept and pleaded. The old chief ___ could not stand the tears, so he gave the box to him. As soon as he had a chance, the child released the sun ___ and cast it into the sky.

The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast of the sun ___ and all the Indians celebrated it with great jubilation. And the old chief ___ was happy. He had not known the sun ___, the moon ___ and the stars ___ could mean so much for the comfort and happiness of his people. And for the first time, he too, enjoyed himself.

BOPO, THE CLOWN

All members of the audience, boys in the den, or the complete group of people should do the actions that BoPo the clown does.

BoPo, the clown, was a funny clown indeed, until the day when he grew tired of being funny.

"Why should I be funny?" he asked himself. "Why should i make other people laugh? Why can't I be sad like everybody else?"

He sat down on the floor in a lump. (sit on floor in a lump) He crossed his legs. (cross legs) He drooped his head. (droop head) Suddenly his head seemed very heavy. He decided to prop it up so he put his left fist under his chin. (put left fist under chin) That wasn't comfortable so he changed and put his right fist under his chin. (put right fist under chin) That wasn't comfortable so he put his hands in his lap. (put hands in lap) The ground was getting hard so he moved a little to his left. (move to the left.) That wasn't any better so he moved to his right. (move to right) He wasn't comfortable and he wasn't happy either.

Suddenly he heard music. He sat up straight. (sit up straight) He put his hand to his ear. (put hand to ear) "Circus music," he said. He jumped up. (jump up) He clapped his hands high over his head. (clap hands over head) Then he waved his arms this way and that. (wave arms in different directions) As the music grew louder, he began to keep time with his feet left, right, left, right. (march without moving)

"Oh boy," he cried. "It's fun to be happy! Let the show begin!" He began to understand why he was not happy being not happy so he began to be happy again.

He clapped his hands (start clapping hands) and marched next to the donkey in the circus parade (March in place) And was never sad again (everyone smile)



THE VIKINGS' VOYAGE

Vikings: "Brave and Noble"
Eric the Red: "Hurraahhh"
Greenland: Stand up and say "Land Ho!"
Long Boat: "Ship Ahoy!"
Iceberg: "Watch Out!"
Rowing: "Oh, my aching back!"

Long, long ago, before any of you were born, in a distant country called Iceland, there lived a brave and noble group of people known as Vikings _____. These Vikings _____ were noted for their ability as seamen and rowing _____ their longboats _____.

One day the Vikings _____, led by Eric the Red _____, decided to set out on a perilous journey to find a new home in Greenland _____. The Vikings _____ loaded their longboat _____ with supplies and started rowing _____ toward Greenland _____.

For many days and nights, the longboat _____ rolled and pitched through the icy waters. Great icebergs _____ floated dangerously close to the longboat _____. Each time, Eric the Red _____ bravely steered his little band of Vikings _____ past the icy lumps. Rowing _____ fast and furiously, they managed to keep the longboat _____ upright.

Finally, after weeks of rowing _____ through the icy waters and past all those treacherous icebergs _____, the brave Vikings _____, led by Eric the Red _____ in their frail longboat _____, sighted Greenland _____. With great joy, the Vikings _____ continued rowing _____ until they drifted onto the shores of Greenland _____.

"No more icebergs _____" cheered Eric the Red. _____.

"No more rowing _____" cheered the Vikings. _____.

"No more Vikings _____" cheered the longboat _____.

Everyone was happy to be in Greenland _____. And that is the story of how Eric the Red _____ settled Greenland _____.

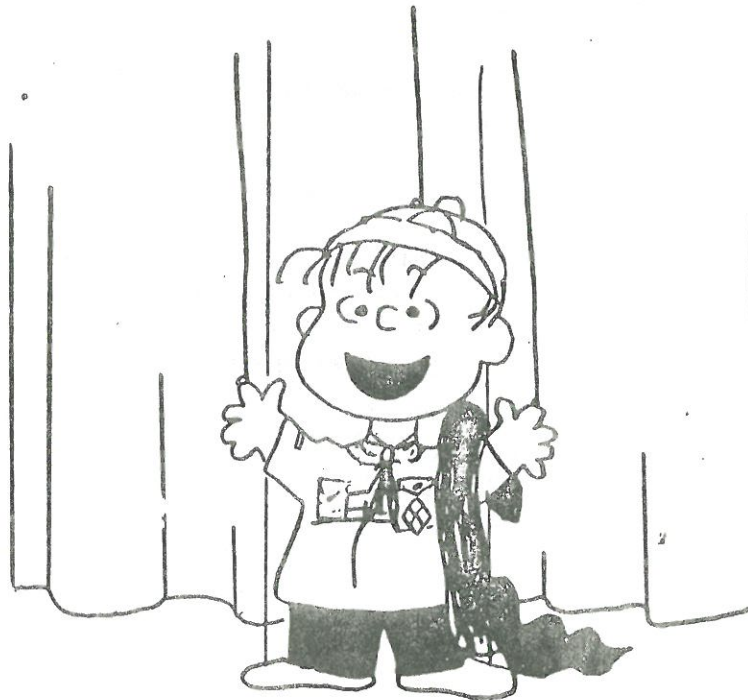
PUPPETS

The art of puppetry is ancient and honorable. Every civilization seems to have had puppets; children and adults have enjoyed them for thousands of years.

Here's a chance for you and your Cub Scouts to make and operate your own puppet characters. Anyone can make these fascinating little creatures. You don't need a workshop or lots of tools. Any table will do for a workbench, so get busy right away.

Don't be surprised if the whole family becomes interested, for these 'little people' appeal to everyone, regardless of age.

Any doorway in your home is quickly transformed into a puppet theatre, and the show is on! You can produce your favorite plays or write your own. The sky is the limit. The following pages give you some ideas of the different types of puppets which can be made and the instructions for making puppet screens and stages.



SKITS AND PUPPETS is a good resource for puppet making.

SPECIAL EFFECTS FOR PUPPET SHOWS

Many puppet plays call for special effects, and their accurate suggestion helps to give reality to the performance.

THUNDER - A piece of tin or galvanized iron 3' to 4' long and 1' wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or a rubber-heeled shoe.

LIGHTNING - Flash white light on and off. A photo flash can also be used.

BREAKING GLASS - An old piece of window glass in a sack is dropped on the floor.

CRASHES - Fill a wooden box with broken glass and a few stones, then nail the top shut. Drop or tip box on end for various types of crashes.

HORSES - Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard road. For hoofbeats on a soft road or turf, use wallboard.

RUNNING - A wooden box 1"X2"X2" is fitted with tin on the bottom and ends in a 1" diamond pattern. Place a small amount of lead in the box. Tilt box and the sound of running water results.

TRAINS - Place small wire nails or shot inside a flat tobacco tin; move it back and forth and it sounds like a train chugging along. Sandpaper or wire brushes on metal will also give this effect, when done in the right rhythm.

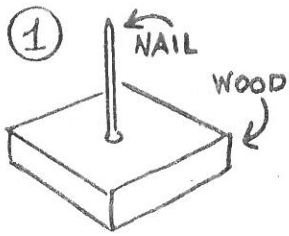
GONG - CHIMES - A Chinese gong is a 4 1/4' to 5' length of water pipe suspended by a rope. Tubes from an old brass bed, or water pipe can be cut in various lengths for chimes. Cut off 1/2" at a time and test for tone. Strike with rubber-soled shoe.

WIND - A cylindrical drum made of two circular wooden ends about 2' in diameter joined by slats set 2" apart is mounted on a frame. Also heavy canvas is stretched tightly against the drum which, when rotated by the handle, produces the sound of wind. A wind whistle can also be purchased from novelty or toy shops, and is adequate for some shows.

- RAIN - Fill a tin biscuit or cookie tin one third full of dry peas or beans. Rotate slowly. Rain machines are also made from a large tin can with cleats placed inside at intervals. After the peas or beans are put in it, the top is soldered on and a handle is run through the center, and the can is mounted on a stand.
- If you must be realistic, try drilling small holes in a pipe about 1/2" apart, but be careful and arrange a trough to catch the water, since it is easy to have a flood. Fine cellophane strips with a small fan blowing on them can be used to resemble dripping rain. A slight agitation of the strips will look like gentle rain. Tiny cellophane or tissue paper pieces can be used for snow.
- ROARS - Make a hole in the bottom of a large tin can, put a cord through it and knot it securely. Then fasten the can to a board. Powdered resin is put on a piece of cloth or canvas glove and worn by operator. Pull up tightly on the cord. The pitch is varied by the tautness of the cord.
- CREAKING DOOR - Same as Roar.
- GUN SHOT - Snap a yardstick or thin board on a hard, flat surface. Or fire a cap pistol.
- SMOKE MACHINE - Cigarette smoke may be blown through a rubber tube with a good effect. Incense may be used in some cases, or melting dry ice. A bulb with powder in it, when squeezed will produce a small amount of smoke.
- VOLCANO - A cigar or cigarette butt placed in a metal container in a tin can, will simulate a smoking volcano, chimney or locomotive.
- SNOW - Small pieces of white paper fanned off a flat box top will give a snow effect. Moth flakes or Christmas snow can be dropped from above. Soap flakes may also be used.
- SAWING WOOD - Rub a piece of sandpaper across 6" area on rim of large foil pan.
- FIRE - Crumple cellophane into a ball. When released in front of microphone, it will crackle like flame.
- TRAIN WHISTLE - Place sheet of paper over top of 8" pie pan. Place your partly open mouth against paper and utter a shriek without moving your lips. If train is far away, make small shriek.
- CRICKET CHIRP - Run a finger over a small piece of fine-tooth comb.
- HAIL - Pour rice onto glass, tin or wood.

(MOST SOUND EFFECTS WILL BE MORE EFFECTIVE IF DONE INTO A MICROPHONE)

HOLLOW HEAD PUPPET



Drive large nail into 4" square of wood (1) for stand. Using non-hardening clay, mold egg-shape with long tapering neck on nail (2). Make eye sockets by pressing your thumbs into the clay. Add pieces of clay for nose and ears. Make features large and exaggerated.



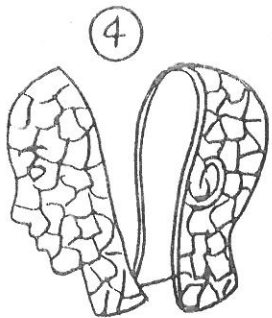
Apply paper mache (newspaper strips dipped in wheat paste), criss-crossing strips. Let first coat dry. (3) Then apply second coat.

Another method is to cover clay head with a coat of patching plaster - then cover with tissue paper strips while plaster is still wet. Or use gauze strips for extra strength. Let dry overnight, then apply another coat of thin plaster and gauze strips.



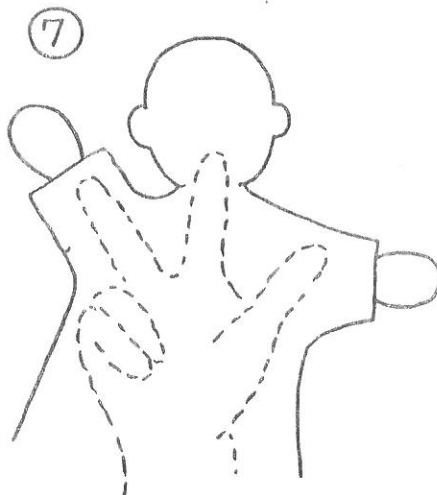
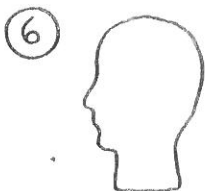
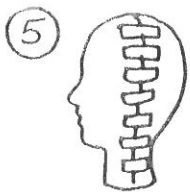
When head is thoroughly dry, cut through shell along sides (4) with razor blade or knife. Remove modeling clay inside and reassemble head. Use paper mache strips (or plaster and gauze strips) to repair split in head (5). Leave neck opening. Let dry thoroughly.

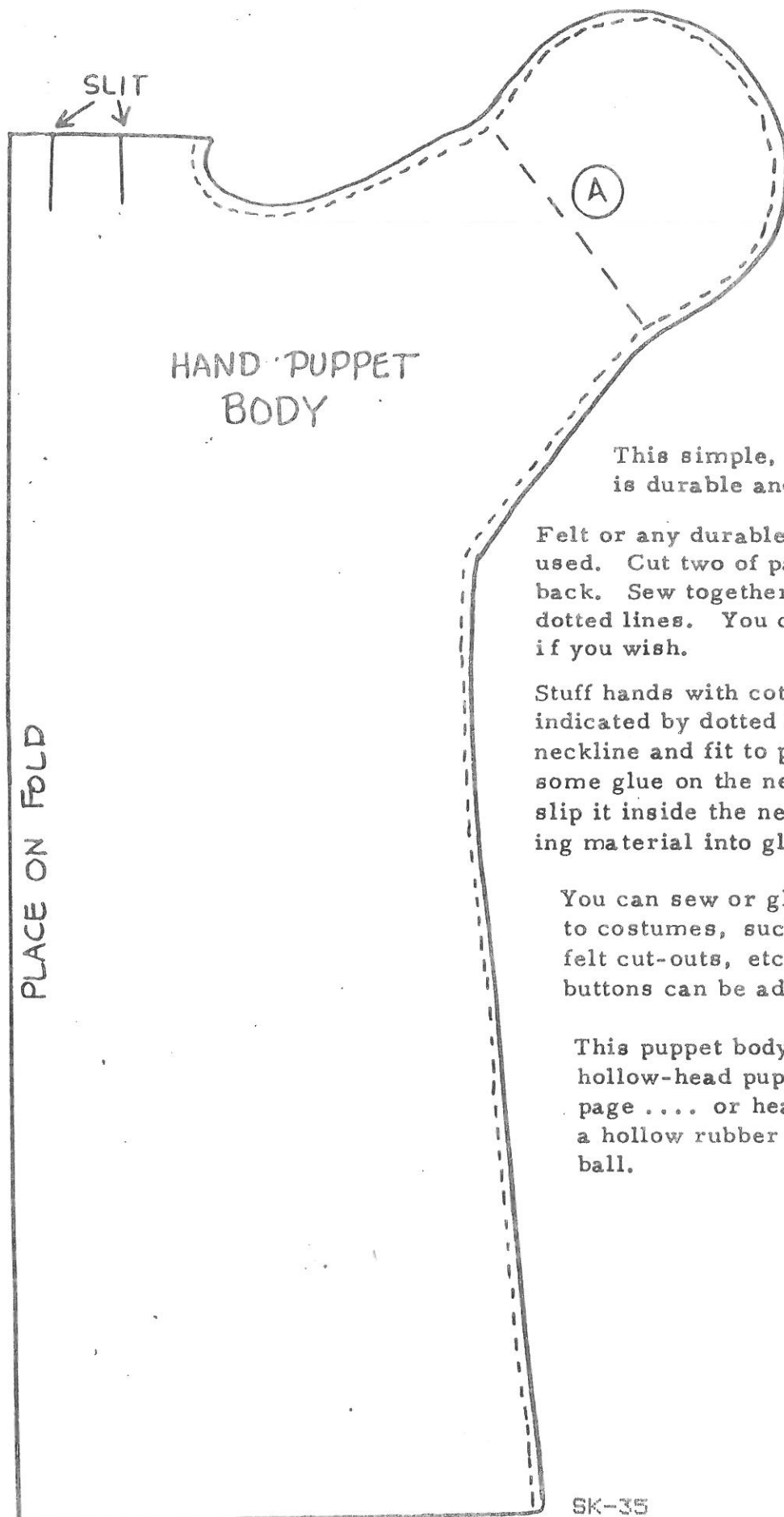
(6) Paint with base coat of white latex or gesso. Then paint entire head flesh color with tempera. Paint on eyes. When head is painted as desired, and paint is dry, spray on a coat of clear plastic or varnish for protection.



Add colored yarn hair. Cotton, fur or steel wool can also be used for hair.

Glue puppet head inside cloth body (see following page) and manipulate as shown (7).





HAND PUPPET
BODY

PLACE ON FOLD

This simple, raglan-type body is durable and easy to make.

Felt or any durable material may be used. Cut two of pattern, for front and back. Sew together as indicated by dotted lines. You can hem the bottom if you wish.

Stuff hands with cotton and tack as indicated by dotted line A. Cut slits in neckline and fit to puppet head. Put some glue on the neck of the puppet and slip it inside the neck of the body, pressing material into glue.

You can sew or glue on any decorations to costumes, such as buttons, braid, felt cut-outs, etc. Bow ties, collars, buttons can be added.

This puppet body can be used with hollow-head puppet shown on previous page or head can be made from a hollow rubber ball or a styrofoam ball.

OPERATING HAND PUPPETS

HOW TO MAKE YOUR PUPPET ACT

Head - nod or thrust forward and back.

Hands - clap, hold to head, scratch head, fling to sides, cross in front, point.

Waist - (your wrist) bow, twist, sway, sit down.

Legs - (your forearm) walk, leap, limp, dance.

PUPPET PERSONALITY AND CHARACTERIZATION

Excited - clasp hands, jump up and down

Sad - hand to face, slow movements

Angry - beat head, bang hands

Afraid - tremble

Tired - slow, languid movements

Old - shaky

SOME THINGS PUPPETS CAN EASILY DO

March to music

Dance

Lead the orchestra

Sweep or scrub the floor

Fight

Play musical instruments

Stack blocks

Play with a balloon

Wash dishes

Puppets are more than just little dolls. They are a means of expression; a means of reaching the shy boy, a way to encourage a boy who wants, more than anything, a chance to perform in front of people. But because of his nature, 'he just can't'. He gets butterflies and forgets his part. Puppets are the answer.

When operating puppets, exaggerated motions should be used, so they will be readily identified by the audience. Sound effects add a lot.

PAPER SACK PUPPETS

These are the easiest, least expensive and fast type of puppets for Cub Scouts to make.

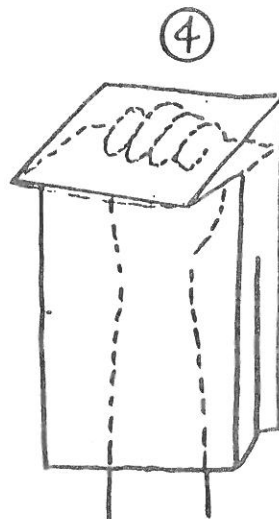
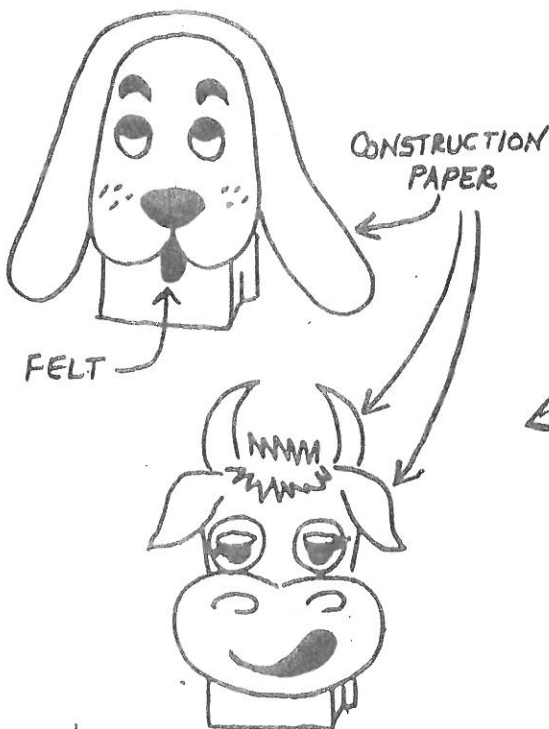
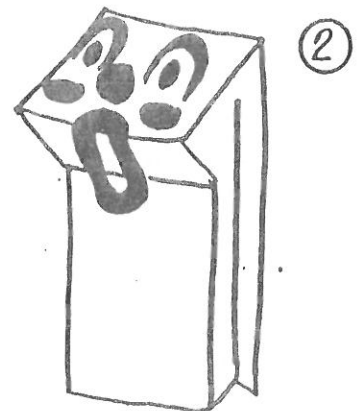
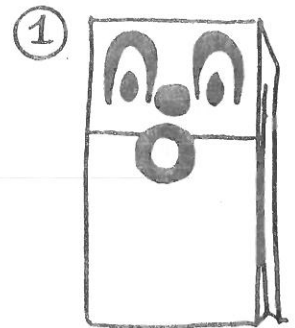
Use small paper bags (lunch bag size). You will need crayons, felt-tip pens or paint; scissors and a pencil. Additional materials such as felt, yarn, construction paper, buttons, can be used where needed.

Leaving paper bag folded (with fold on top), mark lightly where features will go. Eyes and nose should be on bottom of bag; top of mouth on bottom of bag; and bottom of mouth on side of bag. (see #1)

Lift up bottom of bag and finish filling in mouth (#2).

Glue on hair, ears, clothing, etc.

Operate puppet by placing hand in sack with fingers over edge in bottom. (# 4) Open and close your hand to make your puppet talk or sing.



ASTRONAUT STRING PUPPET

With his protective headgear and space suit, this astronaut is ready for any far-away planet!

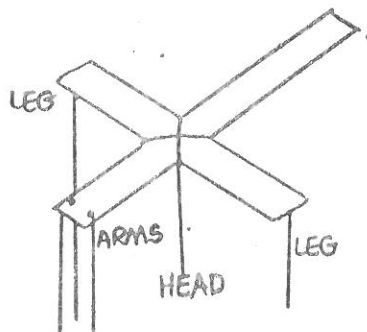
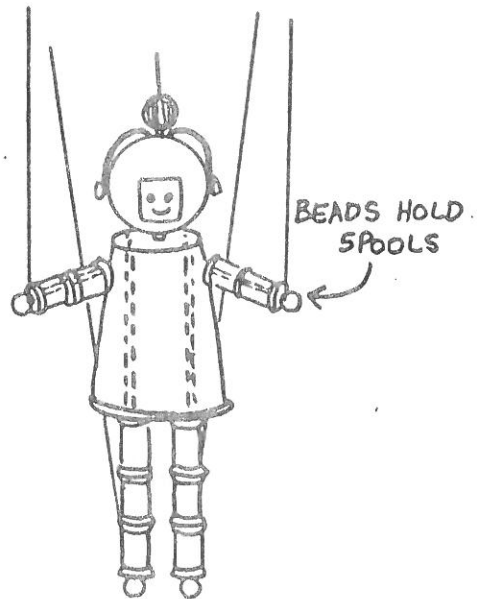
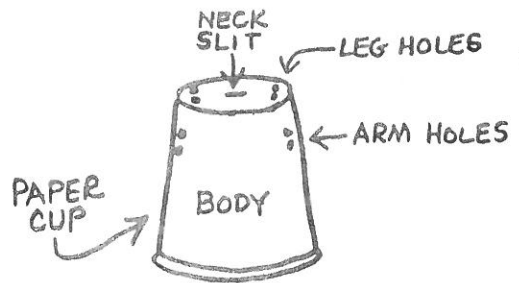
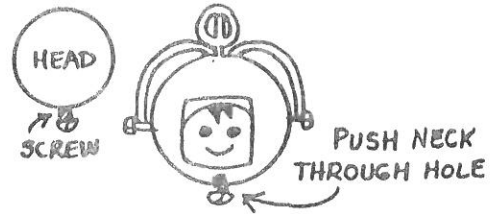
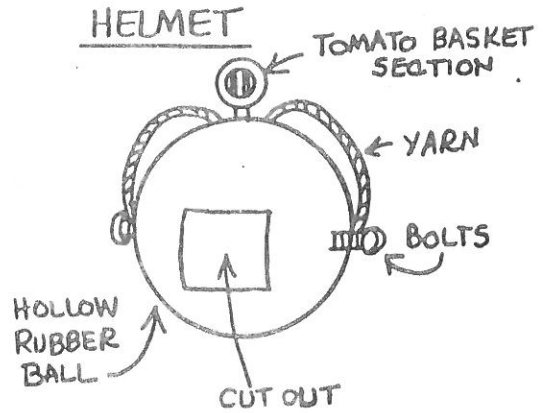
HEAD - To make helmet, cut large front opening in a hollow rubber ball (about 2 1/2" diameter). Attach short nuts and bolts at side of helmet, and tomato basket section at top. Tie yarn 'tubing' to bolts and insert into holes punched near top of helmet.

Select a solid rubber ball (about 1" diameter) that will fit through helmet opening. This will be the head. Paint flesh color and add features. Insert a long screw into bottom of head for neck. Put head in helmet, pushing screw through a small hole cut in bottom of helmet.

BODY - Remove handle from a hot-drink cup. Paint as desired. Punch two pairs of holes on opposite sides for attaching arms. In bottom of cup (which is top of space suit) punch two pairs of holes for attaching legs and cut a small slit at center for inserting neck, as shown.

Paint ten spools in desired color for arms and legs - three for each leg, two for each arm. To assemble, pass string through holes in spools, then through large beads (for hands and feet), then back through spools. Put ends of string through holes in body and tie firmly.

To attach head to body, carefully insert head of screw through slit in top of suit, taping on outside, if necessary, to hold firmly. Punch two holes in top of helmet and attach a string; also tie strings to hands and knee joints. Tie free ends of strings to a cross of stiff cardboard or wood. This cross is held by the puppeteer to manipulate the puppet.





Materials needed:

Plastic egg carton
Crayons or felt-tip pens
Scraps of felt, yarn, ribbon, etc.
Glue
Cellophane tape

Cut the cups from the egg carton. Decorate the puppet as desired. Yarn can be used for hair. Bow ties can be made from felt or construction paper.

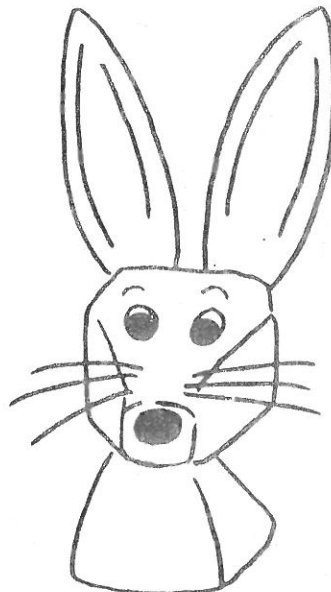
Use felt-tip pen to draw on features. Add hats, feathers, etc.

To help the puppets stay on your fingers, wind a three-inch piece of cellophane tape around your finger, sticky side out. Tuck this tape inside the puppet. When you put it on your finger, it will stay on place.

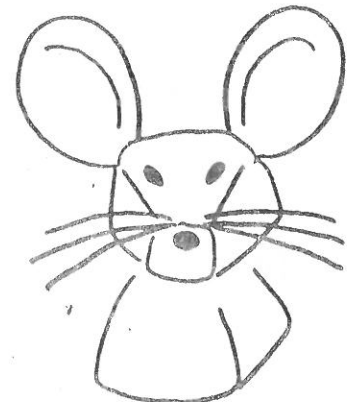
Animal head puppets can be made by using two of the cups glued together. Use pieces of the egg carton lid to make ears. Plastic moveable eyes are fun to use.



REINDEER



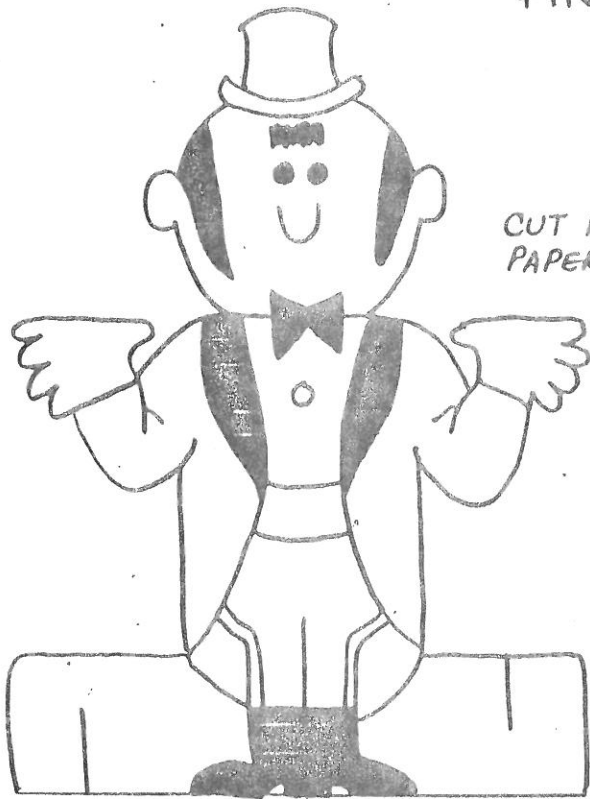
RABBIT



MOUSE

CIRCUS ACROBATS

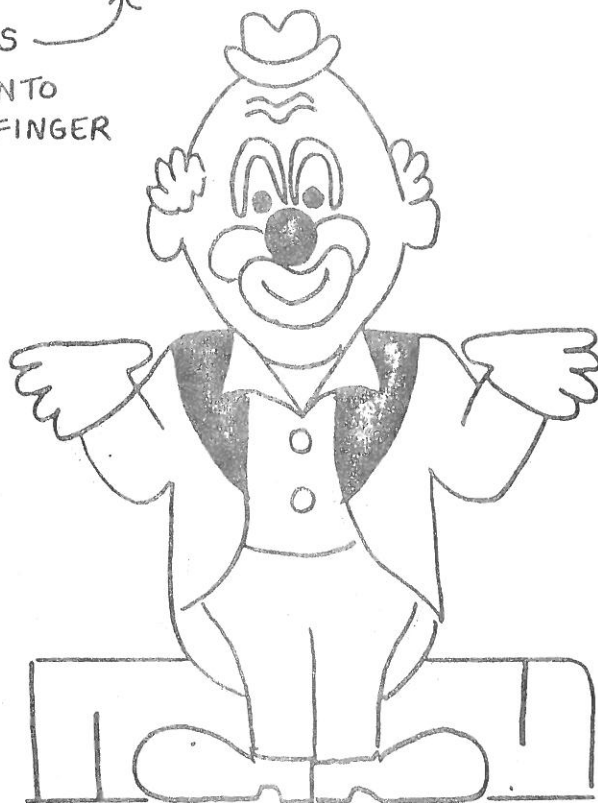
FINGER PUPPETS



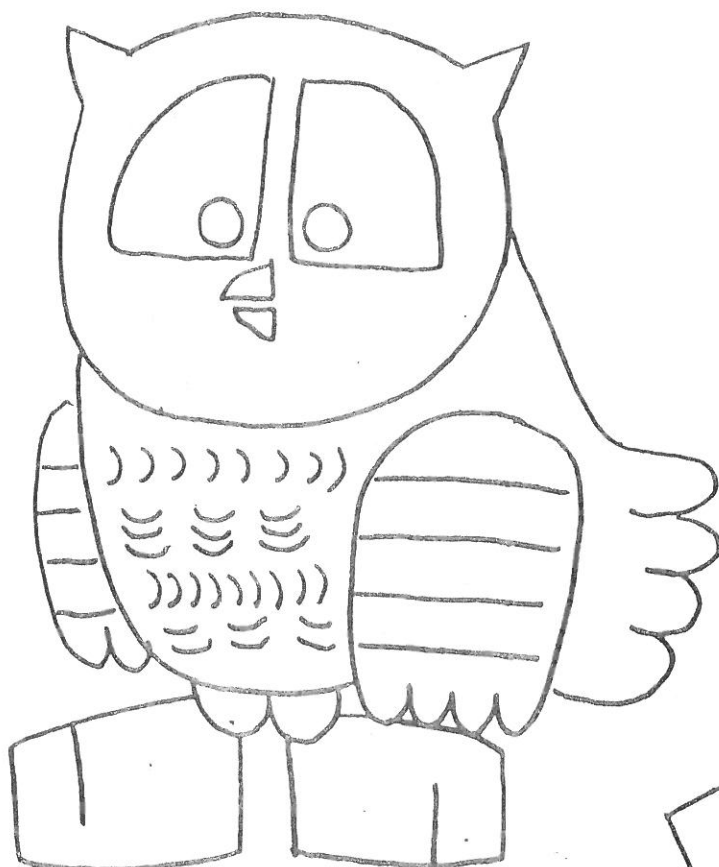
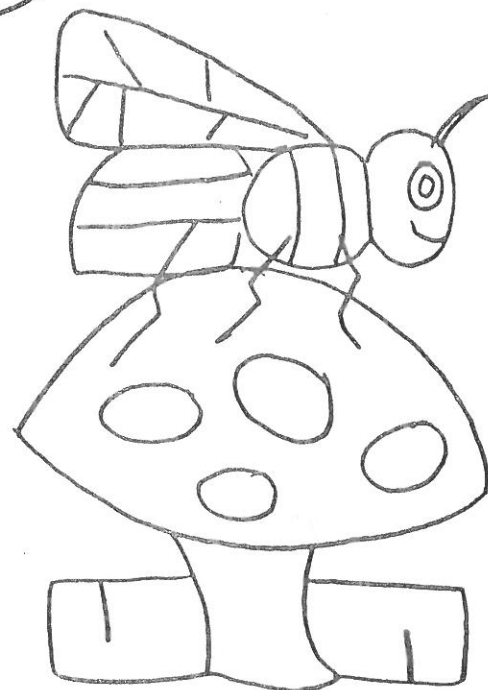
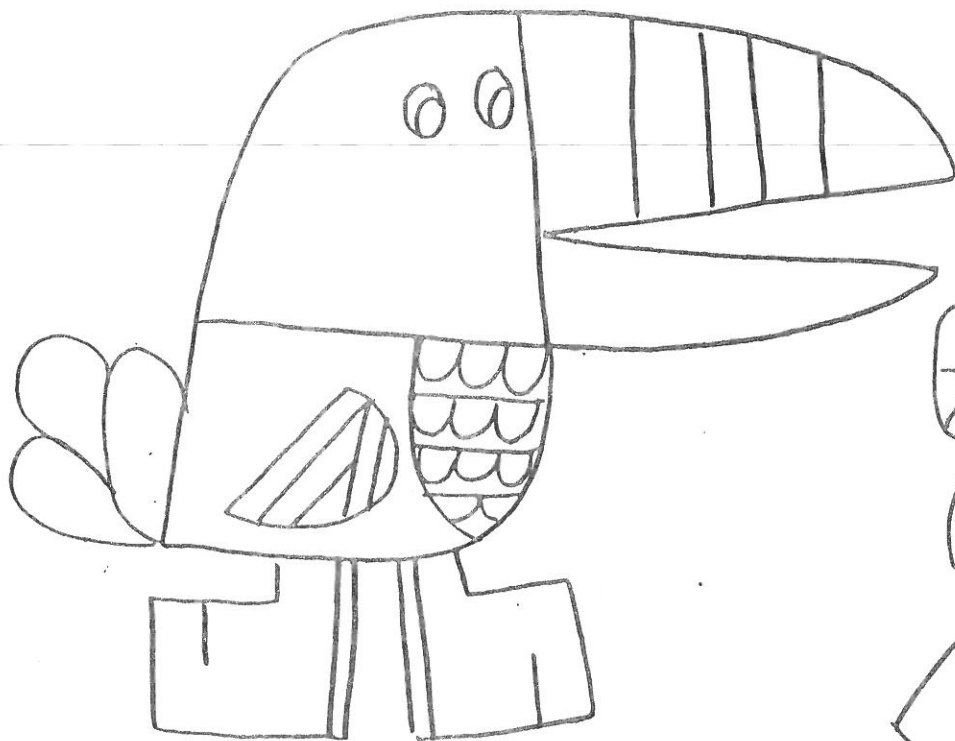
CUT FROM CONSTRUCTION PAPER - COLOR



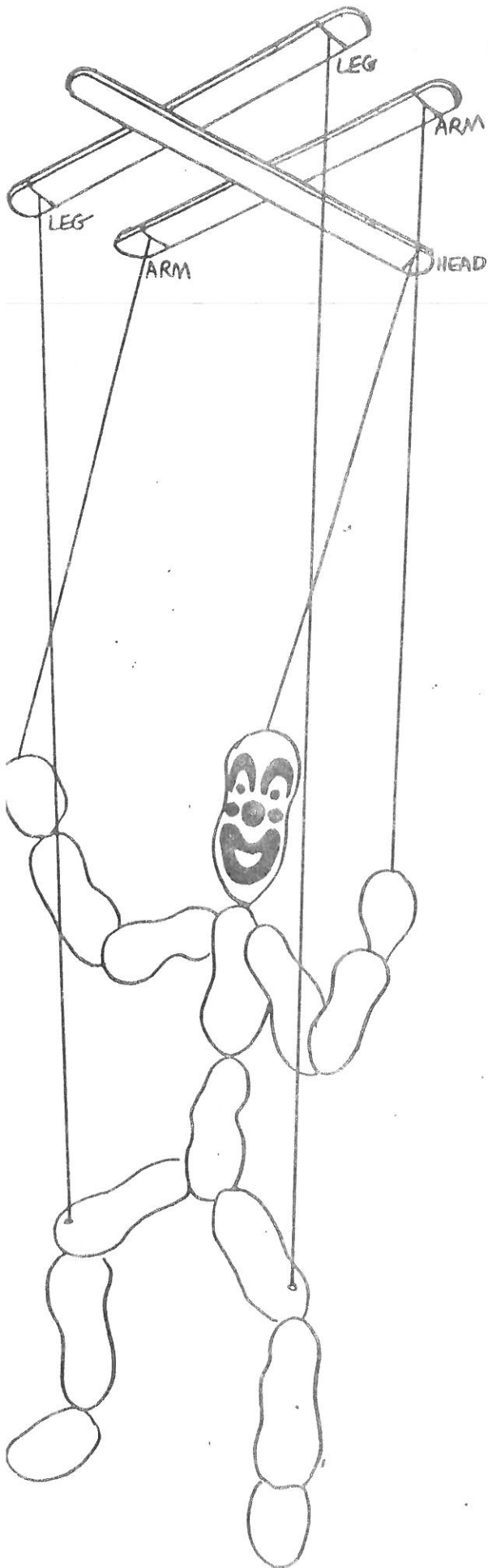
CUT SLITS
FOLD BASE INTO TUBE TO FIT FINGER



MORE FINGER PUPPETS



PEANUT CLOWN



Use two or three peanuts for the clown's body; two for each arm and leg; a small one for the head. String them together with needle and thread. Be sure to make big knots at the end of the thread so the peanuts will not slip off.

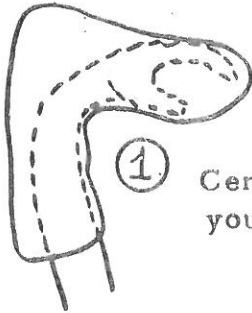
Use tempera to paint the clown white. Paint strips or polka dots on his clown suit. Make his feet black and his hands yellow. He should have a smiling red mouth, a red nose and cheeks. Give him black eyes and paint his eyebrows white. You can paint on a hat or hair if you wish.

Add strings and a control stick to make your clown into a performing marionette. Glue two popsicle sticks together to form a T. Attach black thread from the knees of the clown to each end of the T, as shown. Now glue another popsicle stick across the center of the T. Attach threads from the clown's hands to the ends of this stick. The control stick should look like a T that has been crossed twice, once across the top and once across the middle.

To make the clown dance and jump, hold the control stick in one hand and pull the strings with the other hand.

.... "OR WOULD YOU RATHER BE A MULE?"

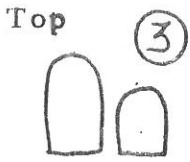
Use a heavy work sock



① Center sock on your hand.

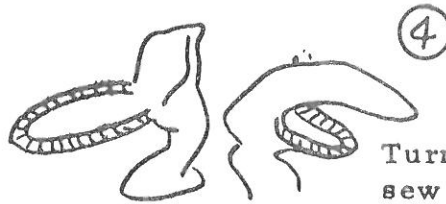


② Spread your thumb and fingers in the toe, then cut as shown by dotted line.



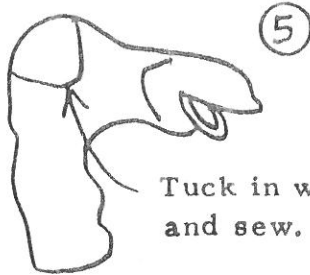
③ Cut two pieces of heavy cardboard for mouthpieces.

Bottom

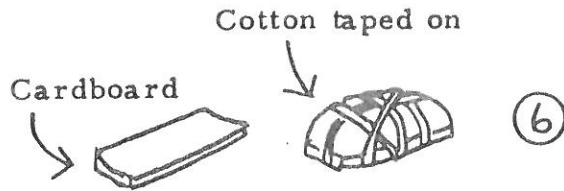


④ Sew in place.

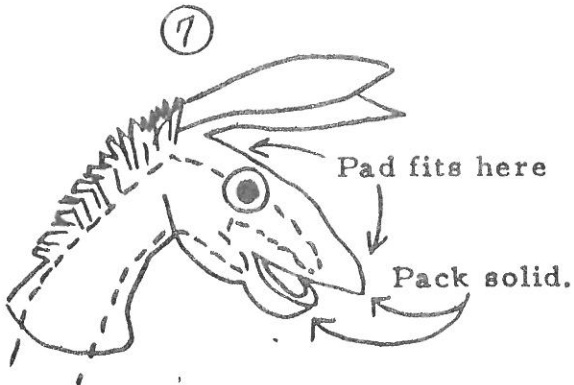
Turn inside out and sew cardboards together loosely to form a hinged mouth.



⑤ Tuck in white heel and sew.

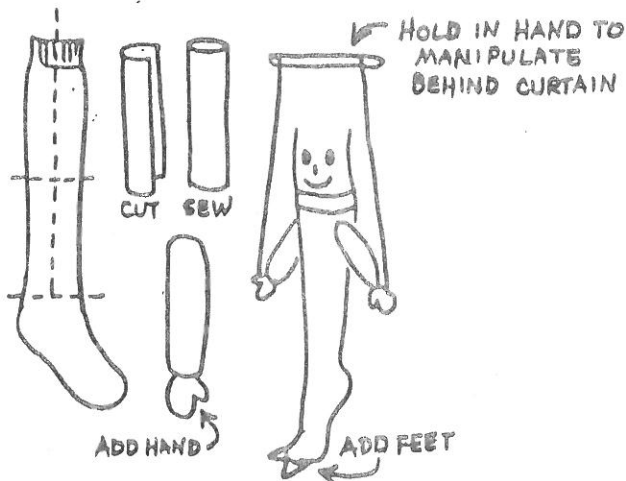
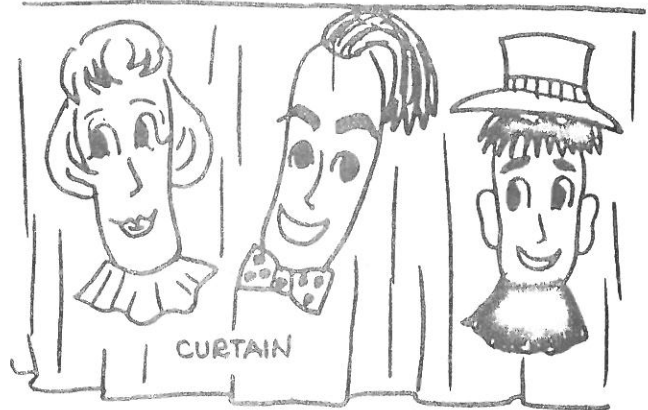
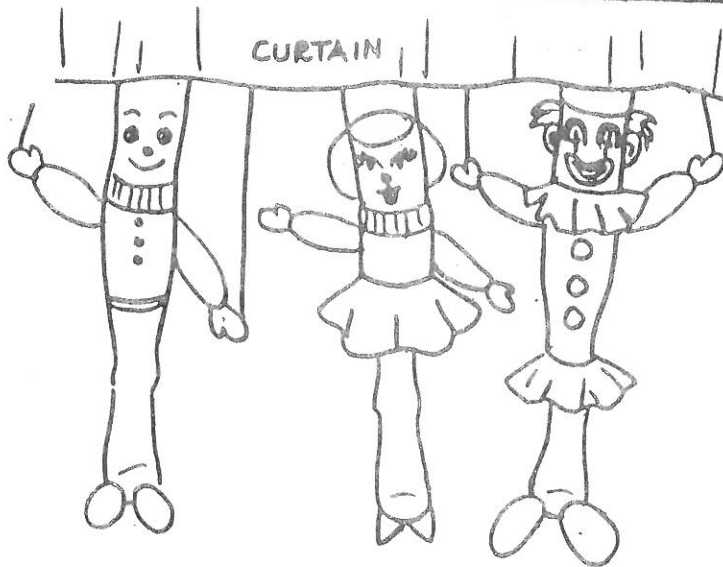


⑥ Make pad width of hand to fit in top of sock head



⑦ Sew on ears, mane and eyes. Eyes can be buttons or felt. Mane is fringed felt. Ears are double felt sewn together.

FOOTSIES & KNEESIES



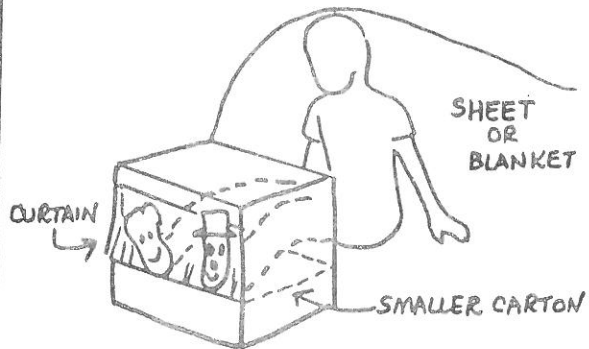
KNEE PUPPETS

For each puppet you will need one sock to slip onto your leg for the body of the puppet, and part of another for the arms. Cut off the foot of the second sock; then cut sock leg in half lengthwise.

For arms, cut one of these pieces in half. (Save other half for another puppet). Sew across end and down side; turn, stuff and sew to body. Sew felt feet onto toe of body. Sew felt hands to arms.

String the arms of each puppet to a stick, so that the puppeteer can wear a puppet on each leg and operate the two easily.

Use eyebrow pencil and lipstick to draw puppet's face on bare knees.



FOOTSIES

The faces on these funny footsies are on the sole of the sock. You can cut out felt features and sew or glue in place. Sew on yarn hair.

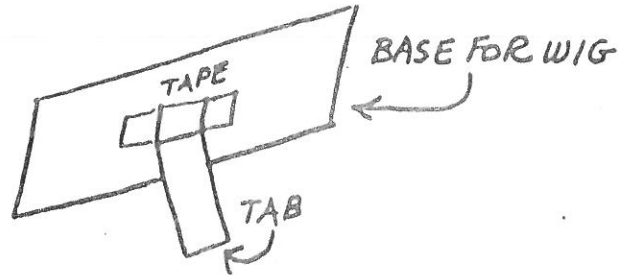
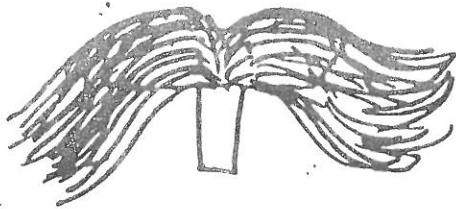
To portray different characters add collars, bow ties, hats or whiskers.

For Footsie Theatre, cut a cardboard carton as shown. Place a smaller carton inside as a resting place for legs. Drape a sheet over puppeteer. Glue a curtain of crepe paper across front of theatre. Cut curtain into strips so foot puppets can 'enter' through curtain while legs of puppeteer are concealed.

FIST FACES

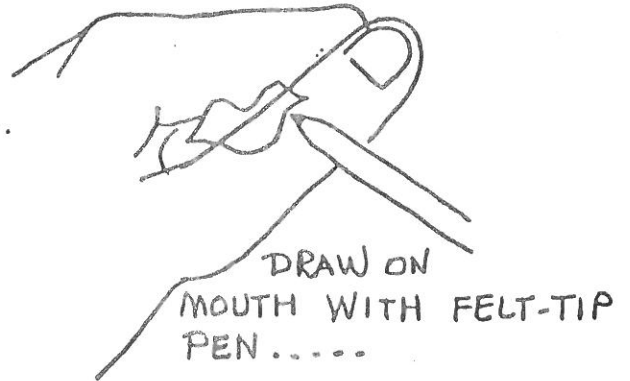
Your fist can become a real face - it moves, talks, wiggles 'n twitches ... and it's so easy

Make a wig from yarn. Make eyes and nose from construction paper, buttons, felt, etc. Insert wig, eyes and nose, draw on mouth with felt-tip pen. Now move your fingers for lots of fun and action.



WIG - GLUE YARN TO
CARDBOARD BASE
WITH TAB TO HOLD
IN FIST.....

INSERT WIG BETWEEN FINGERS



GLUE BUTTONS OR FELT EYES TO CARDBOARD BASE WITH TAB,
GLUE ON BUTTON OR CONSTRUCTION PAPER NOSE



INSERT TAB BETWEEN FINGERS.....



DIFFERENT EXPRESSIONS BY MOVING FINGERS.....

AUDIENCE PARTICIPATION

CUB SPIRIT

WHAT A CUB SCOUT WEARS ON HIS UNIFORM

Teach the audience the following actions to be given in response to words.

HOUSE: hands extended over head in an inverted "V"
BEDROOM: hands in front of chest in inverted "V"
CLOSET: show dimensions with hands, length and width
UNIFORM: move hands from shoulders quickly to toes to show uniform
CUB SCOUT: all Cubs stand and give Cub Scout salute
BADGES: make circle with thumb and finger of left hand
SERVICE STAR: make an "X" using forefingers of both hands
ARROW OF LIGHT: form "V" with index finger & middle finger where pocket is
ARROW POINTS: form "V" in same manner but have it pointing to right

Tonight we are going to show you what we know about the Cub Scout uniform and the different badges. Please follow along with me.

This is the HOUSE where the CUB SCOUT lives. This is the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the CLOSET that's in the BED ROOM that's in the HOUSE where a CUB SCOUT lives. This is the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the CUB SCOUT who wears the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the Bobcat BADGE that when a boy joins is worn on the left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Wolf BADGE which a CUB SCOUT earns to wear on his left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Bear BADGE which a CUB SCOUT earns to wear on his left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

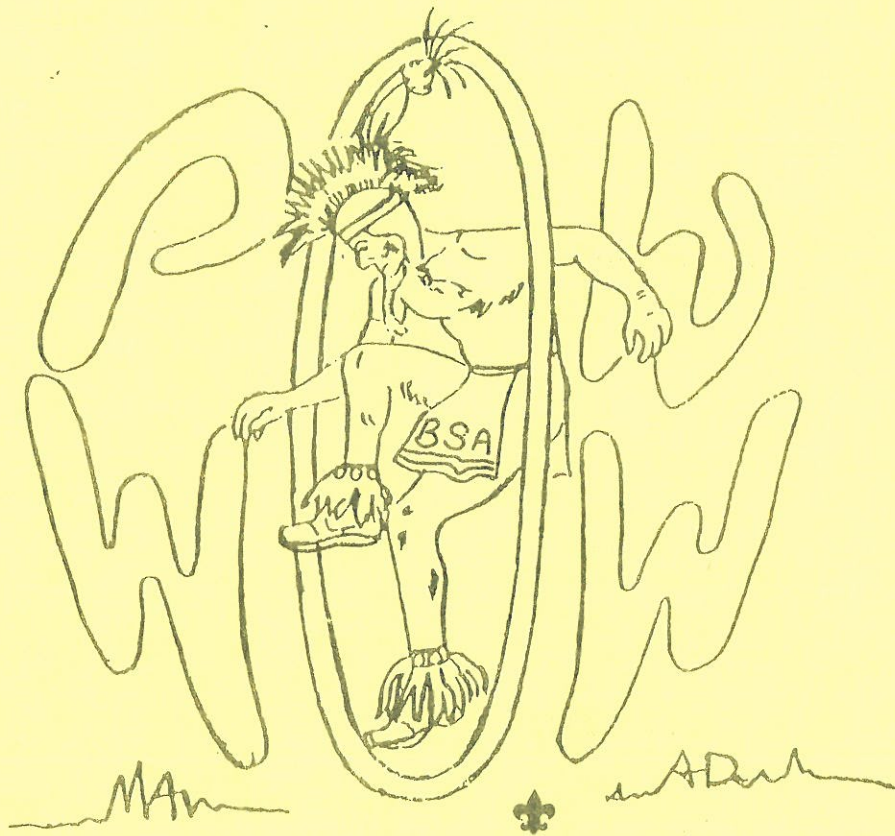
This is the SERVICE STAR that he earns every year and wears above the pocket where he wears his Bobcat, Wolf and Bear BADGES on his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the ARROW that is sewn under the BADGES that's on his UNIFORM that's hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the ARROW OF LIGHT which is the highest award a CUB SCOUT can earn and is worn at the bottom of the same pocket where he wears his other BADGES on his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

Now look. You're all wearing your UNIFORM. Its' not hanging in the CLOSET that's in your BEDROOM that's in the HOUSE where you as a CUB SCOUT lives.

SONGS



CHIPPEWA VALLEY
Boy Scouts of America

WATERMELON TIME

In the good old summer time
In the good old summer time,
When watermelons are in tune,
A-hanging on the vine.
We'll pick the seeds right out of our ears,
And that's a very good sign
That melon-choly holds no fears
In the good old summer time.

A HORRIBLE DEATH

(tune: Farmer in Dell)
It's a horrible death to die,
It's a horrible death to die,
It's a horrible death
to be sung to death,
It's a horrible death to die.

ABOUT MULES (tune: Auld Lang Syne)

On mules we find two legs behind
And two we find before;
We stand behind before we find
What the two behind are for.
When we're behind the two behind
We find what these be for;
So stand before the two behind
And behind the two before.

THE LONG, LONG NAIL(tune:Long, long trail)

There's a long, long nail a grinding
up through the sole of my shoe,
And it's ground its way into my foot
For a mile or two.
There's a long, long hike before me
And what I'm dreaming about
Is the time when I can sit me down
And pull that long nail out.



TWO LITTLE FLEAS-(tune:Auld Lang Syne)-I WITH I WERE A LITTLE FITH

Two little fleas together sat
They cried, and one flea said,
"I've had no place to lay my head
Since my old dog is dead.

I with I were a little fith
I with I were a fith;
I'd thwim and thwim in the deep blue thea,
I with I were a fith.

I've traveled far from place to place,
and farther will I roam.
But the next old dog that shows his face,
Will be my home, sweet home.

I with I were a little thip,
I with I were a thip;
I'd thail and thail on the deep blue thea,
I with I were a thip.

Contra songs are two different songs that sound good when sung simultaneously. Divide the group in two. One half sings one song while the other half sings the other song. It is well to have two strong group leaders.

ROW, ROW, ROW YOUR BOAT

Row, row, row your boat,
Gently down the stream
Merrily, merrily, merrily, merrily
Life is but a dream.

LITTLE TOMMY TINKER

Little Tommy Tinker
Sat on a clinker
And he began to cry
Ma-a, Pa-a! Poor little innocent guy.

ARE YOU SLEEPING

Are you sleeping, are you sleeping?
Brother John, brother John.
Morning bells are ringing,
Morning bells are ringing
Ding, ding, dong!
Ding, ding, Dong!



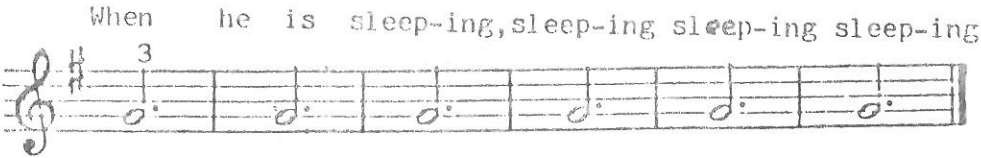
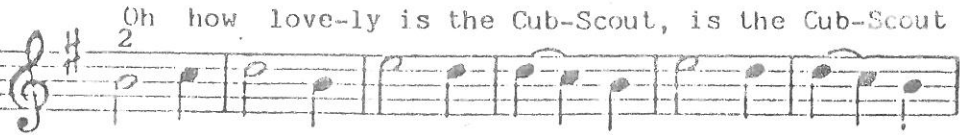
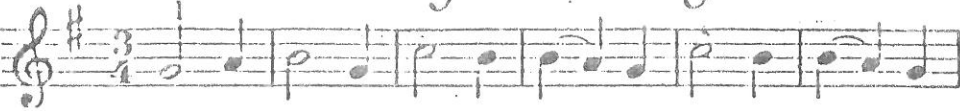
THREE BLIND MICE

Three blind mice, three blind mice
See how they run, see how they run!
They all ran after the farmer's wife
She cut off their tails with a carving
knife.
Did you ever see such a sight in your
life
As three blind mice.

Traditional
In strict time

Lovely Evening

Old Round



knoooo Sizz knoooo Sizz knoooo Sizz

A GARDENING WE WILL GO (tune: Farmer in the Dell)

A gardening we will go, a gardening we will go,
Hi, Ki, Akela, Cub scouts are not so slow.

Den 1 -- Preparing

We rake and spade and plow, We rake and spade and plow,
Hi Ki, Akela, we're getting somewhere no.

Den 2 -- Planting

We water, plant and how, We water, plant, and how
Hi, Ki Akela, Every tom and Jack and Joe.

Den 3 -- Cultivating

We weed and weed and weed, We weed and weed and weed,
Hi Ki Akela, We must protect our seed.

Den 4 -- De Bugging

We spray and kill and pick, We spray and kill and pick,
Hi, Ki, Akela, We'll make those bugs all sick.

Den 5 -- Harvesting

We harvest all our food, We harvest all our food,
Hi, Ki, Akela, We've done the best we Could.

Chorus to be sung after each verse.

Let's garden all the more, let's garden the more,
Hi, Ki, Akela, We'll garden more and more.



CUB SCOUTS WHISTLE WHILE THEY WORK

Cub Scouts whistle while they work!
(whistle the tune for one line)

They pitch right in, and laugh and grin,
And whistle while they work.

They hum a merry tune!
(hum the tune for one line)

They hum all day at work and play,
They hum a merry tune.

Before they join the Scouts.
They have to know the rule
Of being kind and courteous
In both their home and school.

Cub Scouts whistle while they work,
They never, never shirk.

OH CHESTER (tune: Yankee Doodle)

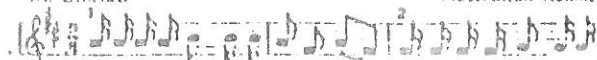
Oh, CHESTER, have you HEARD about HARRY?
He CHEST got BACK from the ARMY
I HEAR he NOSE how to WEAR a rose,
HIP, HIP, hooray for the ARMY.

(point to the parts of
the body as they are sung.)

Kookaburra

M. Sinclair

Australian Round



Koo-ka bur-ra sits on an old gum tree, Merry, merry king of the
Koo-ka burra schatert den heelen dag, Heel hoog in de gumbosmdaar



THANKSGIVING SONGS

TURKEY (Tune: America)

My turkey, 'tis of thee,
Sweet bird with gravy,
Of thee I sing.
I love thy breast and wings,
Back, legs and other things,
I love thy sweet stuffings,
All but the neck.

THE TURKEY'S PLIGHT
TUNE: DEEP IN THE HEART OF TEXAS
THE TURKEY'S PLIGHT,
IS JUST A FRIGHT,
BACK IN THE FARMER'S BARNYARD.

ONE SAD-EYED CROON,
WOULD MAKE YOU SWOON,
BACK IN THE FARMER'S BARNYARD.

TURKEY SONG

TUNE: BRING BACK MY BONNIE
MY TURKEY WENT WALKING ONE
MORNING -- THE
NOVEMBER WEATHER TO
SEE -- A MAN WITH A
HATCHET APPROACHED
HER -- OH BRING BACK
MY TURKEY TO ME.

CHORUS:

BRING BACK, BRING BACK, OH
BRING BACK MY TURKEY TO ME

THE BIG FAT HENS,
WERE ONCE OUR FRIENDS,
BACK IN THE FARMER'S BARNYARD.

SOME THANKSGIVING DAY,
WE'LL FLY AWAY,
AND LEAVE THE FARMER'S
BARNYARD!

WE'LL FIND A TABLE,
WITH A THANKSGIVING LABEL,
FAR FROM THE FARMER'S BARNYARD!

I WENT DOWN THE SIDEWALKS
A SHOPPING -- THE
SIGHTS IN SHOP
WINDOWS TO SEE -- AND
EVERYWHERE HUNG GREAT
FAT GOBBLERS -- OH
BRING BACK MY TURKEY
TO ME. (CHORUS)

TURKEY APPLAUSE

Walk around in a small circle saying, "Gobb
Gobble, Gobble". Then, rub stomach saying,
"Yummy, Yummy, Yummy".

I WENT OUT TO DINNER AND
ORDERED THE BEST
THINGS THEY HAD I
COULD SEE -- THEY
BROUGHT IT ALL
ROASTED AND SIZZLING
-- THEY BROUGHT BACK
MY TURKEY TO ME
(CHORUS)

(Tune: Rudolph)

TOMMY THE TALL-TAILED TURKEY

Tommy the tall-tailed turkey,
Had a big enormous tail,
And when he starts in running,
It will make a windy gale.

All of the other turkeys,
Teased poor Tommy everyday,
'Cause when he spreads his feathers,
With them he could not play.

On Thanksgiving morn one year,
When fire burned the barn,
Tommy waved his tail so hard,
To stop it without harm.

Now, all the other turkeys,
End up on a great big dish,
But, on Thanksgiving morning,
Tommy and his tail still swish.

Poor Tom



Written by a Chinese student at Yale.

Suggested actions:

1. Make circles with thumbs and forefingers and put in eyes but eyes.
2. Run fingers down opposite arms, first left, then right.
3. Put palms of hands on both cheeks, shake head sidewise.
4. Told arms over chest and shiver.

CHRISTMAS

Sung to McDonald's Farm tune.

Old McDonald had a tree
Merry, merry - Oh

And on this tree he had a bell
Merry, merry - Oh.
With a ding dong here,
A ding, dong there,
Here a ding, there a dong
Everywhere a ding, dong.
Old McDonald had a tree.
Merry, merry - Oh.

And on this tree he had a bird
(tweet, tweet)

And on this tree he had an angel
(Noel, noel) (break it down to
"here a no, there an el")

And on this tree he had some lights
(blink, blink)

And under this tree he had some
presents (goody, goody)

Don't forget to repeat the sounds that
were made in the previous verse like
it is sung in the original song.

Sung to McDonald's Farm tune.

Santa Claus had a sleigh.
Ho, ho, ho, ho, ho.

And in his sleigh he had a ball,
Ho, ho, ho, ho, ho.
With a bounce, bounce here
A bounce, bounce there,
Here a bounce, there a bounce
Everywhere a bounce, bounce.
Santa Claus had a sleigh
Ho, ho, ho, ho, ho,

Now have each den think up some toy
that he had in the sleigh and stand to
sing it together. They must decide on
the noise that that toy should make
and then have the audience follow along
with them in the last four lines, re-
membering to go over the noises of the
preceding toys each time.

This is sung to the melody of the round White Choral Bells.

Bright Christmas Bells up in the steeple tall
lolly and the ivy trim the churches wall.

Oh, aren't you glad that you can hear them ring
And it happens always as the angels sing

CHRISTMASTIME

Tune: Jingle Bells

School is out, we won't pout,
Cubs shout "Hip-hurray"
Something special's coming soon,
And it's Christmas Day.

Wrap the gifts, trim the tree,
Mind your Mom and Dad.
You'll get presents if you do,
Boy, won't we be glad.

In The Good Old Wintertime

(Tune: "In The Good Old Summertime")

In the good old wintertime,
In the good old wintertime;
I love the snow, the rain, the sleet,
This season you can't beat.

I'm frozen in, I'm frozen out,
It is without a doubt,
The coldest time of all the clime,
In the good old wintertime.

CHRISTMAS SONG

Tune: Rudolph, the Red-nosed Reindeer

Here's to the Cubs in our den,
As they follow, help and give.
All of the boys in our den
Know just how a Cub should live.

How that it's time for Christmas
We've been very helpful boys.
We've gathered lots of old things,
Fixed them up like brand new toys.

Saved our pennies every meeting
Bought a lovely Christmas tree,
Trimmed it up to take to our
Den-adopted family.

Bright and early Christmas morning
When they see our shiny toys
We'll be happy that we shared our
Christmas joy with other boys.



AKELA'S TRAIL

Tune: It's a Small World

It's a world of fun, it's a world
of joy,
And a smile comes easy to every boy.
Things that we've learned today lead
along Akela's way,
We are Cub Scouts after all.

CHORUS:

We are Cub Scouts after all,
To all Cub Scouts send a call.
Show Akela We stand tall,
We are Cub Scouts after all.

Take this trail, it goes Wolf, Bear
Webelos,
As our doodles show it's not far
to go.
Now our goal is in sight; it's the
Arrow of Light,
We are Cub Scouts after all.

CHORUS

When we seek our quest we will do
our best.
On Akela's trail we will never
fail.
And without any doubts we will be
loyal scouts,
we are Cub Scouts after all.

Baden-Powell

Tune: Found a Peanut

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

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

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

BLUE AND GOLD

TUNE: JINGLE BELLS

BLUE AND GOLD, BLUE AND
GOLD,
BANQUET TIME AGAIN!!
SCOUT FRIENDS GATHERED ALL
AROUND,
READY TO FITCH IN!!

HEY, LOOK ME OVER!

(Tune: Hey, Look Me Over)

Hey, look me over, lend me an ear,
Watch me advance in Scouting every year.
First I'm a Bobcat, then a Wolf and Bear,
Soon I'm a Webelos and on I'll go from
there, a-singing,
Hey look me over, lend me an ear,
Join me in a song and sing out loud and
clear,
That Cub Scout advancement is the way to
grow,
Stand back parents, here we go!

HAPPINESS IS

Chorus:

Happiness is--the Cub Scouts,
Happiness is--the Cub Scouts,
Happiness is--the Cub Scouts,
Good fun and learning skills
That's what happiness is!

To the Bobcat it is badge number one
To the Wolf Cub it is lots more fun
To the Bear Cub it is doing alright
To the Webelos it's the Arrow of light.

To the den mother, it's a weekly meeting
To the Cubmaster, it's the monthly greeting
To the den chief, it's learning leadership
To the outdoorsman, it's another trip.

To the chairman, it's harmony
To the awardsman, it's ceremony
To the treasurer, it's all up hill
To the Cub Scouts, it's a turn of good will.

ADVANCE IN RANK

Tune: When the Saints Go Marching In

On when the Cubs come Marching in,
Oh when the Cubs come marching in.
I want to be in that number,
When the Cubs come marching in.

And when the pack gives out awards
And when the pack gives out awards.
I want to be in that number
When the pack gives out awards.

There's Bobcat first, and then there's Wolf
And next there's Bear and Webelos.
Oh I want to earn those badges,
More than anybody knows.

So I'll work hard to earn my ranks.
And climb the ladder step by step.
And I'll always do my best,
That's a promise that I've kept.



CUB SCOUT SPIRIT

LITTLE SCOUTING LIGHT

This little scouting light of mine,
I'm gonna let it shine (repeat these 3 lines three times)
Let it shine, let it shine all the time.

I'm gonna take it round the block
I'm gonna let it shine (repeat)
Let it shine, let it shine all the time.

Hide it under a bushel, NO!
I'm gonna let it shine (repeat)
Let it shine, let it shine all the time.

Don't you poof my little light out;
I'm gonna let it shine (repeat)
Let it shine, let it shine all the time.

THE CUB SCOUT PACK

(Tune: You're a Grand Old Flag)
We're a Cub Scout Pack
We're a High-flying pack;
Down the trail of Akela we go
From Wolf to Bear to Webelo,
As into good Cub Scouts we grow.
Every Cub is true to the gold
and blue
And he never forgets the fact
That all the fun a boy could want
He can find in a Cub Scout Pack.

"He Holds The Cub Scout In His Hands"

Tune: HE's got the Whole World in His Hands

He holds all the Cub Scouts in His hands,
He holds all the Cub Scouts in His hands,
He holds all the Cub Scouts in His hands,
He holds the Cub Scouts in His hands

He holds the itty bitty Bobcat in His Hands,
He holds the itty bitty Bobcat in His hands,
He holds the itty bitty Bobcat in His hands,
He holds them all right in His hands.

He holds the owly, growly Wolf Cub in His hands,
(repeat as above)

He holds the roly, polly, Bear Cub in His hands,
(repeat as above)

He hold the wise old Webelos in His hands,
(repeat as above)

He holds the soon-to-be Scout in His hands,
(repeat as above)

(Repeat the first verse)

HAIL, HAIL

Hail, Hail the Cubs are here
Never mind the weather
They are here together.
Hail, Hail the Cubs are here,
Let the work begin right now.

(substitute any fitting word)

FOUR CUB SCOUTS

(Tune: Three Blind Mice)

Four Cub Scouts, four Cub Scouts,
See how they go, see how they go,
They all went after their Bobcat pin,
The Wolf and the Bear were the next
to win,
And then they went to the Webelos den
Our four Cub Scouts.



My Cub Scout Jumps over the Fences

Tune: My Bonnie Lies over the Ocean

My Cub Scout jumps over the fences.
My Cub Scout jumps over a wall,
I can't get into my senses,
Why into mud puddles he'll fall.

Chorus:

He'll, fall, He'll fall
Why into the mud puddles he'll fall, he'll fall
He'll fall, He'll fall
Why into the mud puddles he'll fall.

My Cub Scout walks on narrows planks
My Cub Scout walks on narrow walls
He's balanced on anything narrow
But into mud puddles he falls.

Chorus:

DENNIS D. MCDUGAL (tune: Battle Hymn of the Republic)

Dennis D. McDougal went a-fishing for some clams,
Dennis D. McDougal went a-fishing for some clams
Dennis D. McDougal went a-fishing for some clams,
But he didn't get a solitary clam.

Chorus: All he got was influenza
All he got was influenza
All he got was influenza
But he didn't get a solitary clam.



He dug up all the mud there was in San Francisco Bay,
He dug up all the mud there was in San Francisco Bay,
He dug up all the mud there was in San Francisco Bay,
But he didn't get a solitary clam. chorus:

THE TOAD (tune: Auld Lang Syne)

A tree toad loved a three-toed toad, That lived up in a tree.
She was a fair three-toed tree toad, But a two-toed toad was he.
The two-toed tree toad tried to win the she toad's friendly nod;
For the two toed tree toad loved the ground that the three-toed tree toad trod.

Now, three-toed tree toads have no care for two-toed tree toad's love
But the two-toed tree toad fain would share a tree home up above.
In vain the two-toed tree toad tried, He couldn't please her whim.
In her tree toad bower with her veto power the she toad vetoed him.

NO FLIES ON US (tune: Farmer in the Dell)

There ain't no flies on us,
There ain't no flies on us,
There may be flies on some of you guys,
But there ain't no flies on us.

2. There ain't no ticks on us, repeat
There may be ticks on some of you hicks
But there aint' no ticks on us.

3. There ain't no bugs on us, repeat
There may be bugs on some of you mugs,
But there ain't no bugs on us.

4. There ain't no cooties on us, etc.
There may be cooties on some of
you cuties,
But there ain't no cooties on us.

5. There ain't no chiggers on us, etc
There may be chiggers on some of
you leaguers
But there ain't no chiggers on us.

6. There ain't no germs on us, etc.
There may be germs on some of you
worms,
But there ain't no worms on us.

WET PAINT (tune Rueben, Rueben)

One dark night at the close of day
A curious man had lost his way;
He saw a signpost, very faint,
He climbed to the top, and it said
"Wet Paint."

He said "goodbye" to his girl named Kitty
Powder and paint had made her pretty.
She cried and cried and fell in a faint.
He hung up a sign,
"Beware, Wet Paint."

JIMMY (tune: Itsy, Bitsy Spider)

Jimmy ate some oysters, Jimmy ate some clams
Jimmy ate some marmalade, Jimmy ate some jam,
Jimmy ate some Johnny cake, Jimmy drank root beer
Jimmy never knew what made him feel so queer.

Any songs that get people moving in even a small capacity is good for them. So in this month we will try to motivate people to do some moving in the Pack Meeting. These songs require the audience to participate in minimal exercise. Realizing there is a minute per cent of the people that cannot participate in physical activity, most Pack will not encounter even one who should not be able to do these rhythmic exercises.

A STRETCHING WE WILL GO (tune: A Hunting We Will Go)

1. A stretching we will go,
Moving to and fro,
And when we're done,
We've had some fun,
And relaxed our muscles, too.
2. Come on folks let's stand,
And raise up high each hand,
Then spread them wide,
Now to your side,
As your muscles you relax.
3. Now let's stomp our feet,
But please don't take your seat,
Before you're down
Please turn around
And then you'll take your seat.

This song is started in a seated position. Sing it thru three times, each time singing it just a little faster. Have the audience follow the actions.

"Whew-w-w-w" (tune: Jingle Bells)

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

This is an action song that is not as physical as the other two but is a fun one for the Pack to sing.

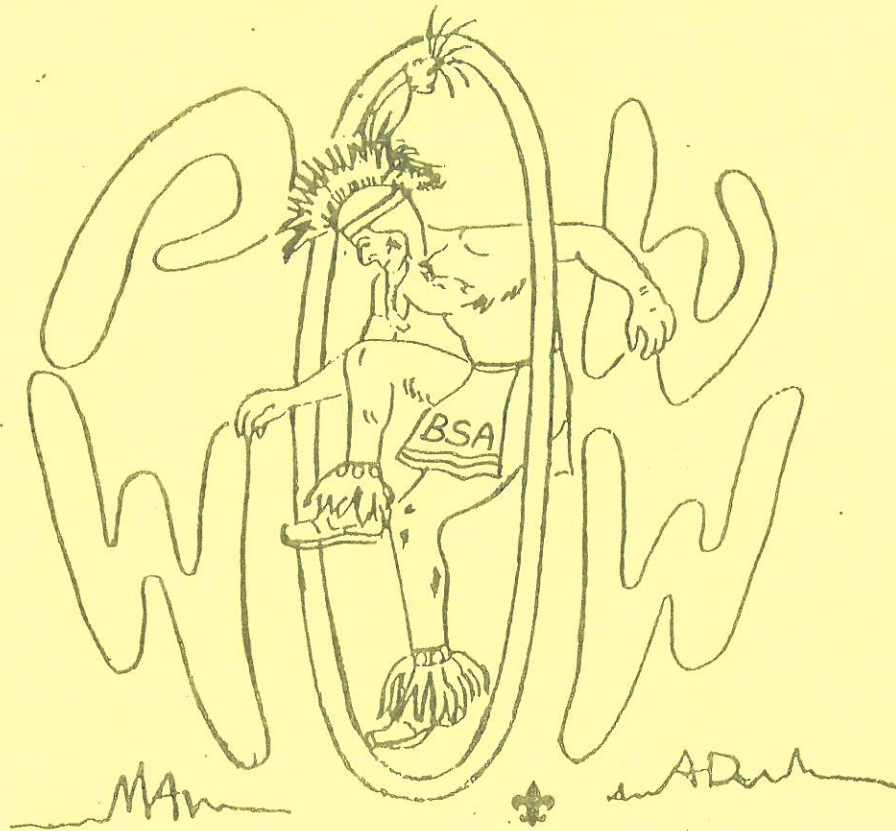
DO YOUR EARS HANG LOW? (tune: Turkey in the Straw)

Do your ears hang low (thumbs in ears, hands downward)
Do they wobble to and fro? (moving hands)
Can you tie them in a knot? (show motion)
Can you tie them in a bow? (Under chin)
Can you throw them over you shoulder (gesture over shoulder)
Like a Continental soldier (salute)
Do your ears hang low? (same as first line)

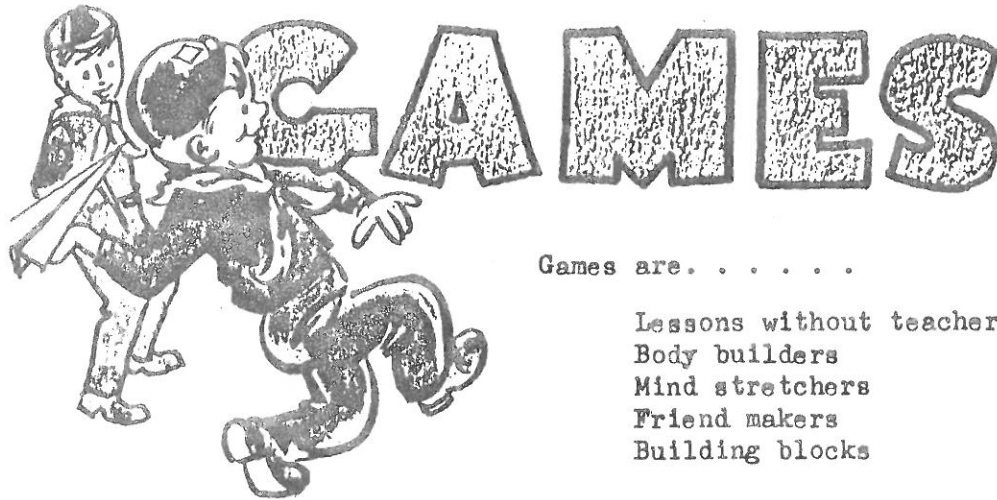
Do your ears fly high? (thumbs in ears, hands upward)
Do they reach up to the sky? (reach up)
Do they droop when they're wet? (drop arms)
Do they stiffen when they're dry? (stretch out arms)
Can you flage down your neighbor with a minimum of labor? (wave)
Do your ears fly high? (same as first line)



GAMES



CHIPPEWA VALLEY
Boy Scouts of America



Games are

Lessons without teachers
Body builders
Mind stretchers
Friend makers
Building blocks

Most of all

Games are Fun!

Through games, a Cub Scout

Learns new skills
Develops new interests
Learns fair play
Is taught respect for the rights of others

Remember . . . the success of your game period depends in great part on your leadership. When someone says, "Games? They're for the birds!" "Kid stuff!" "I don't wanna play!" . . . what he is really saying is "I don't know how" . . . or I'm scared to try, because I might not be any good." Your skill as leaders can challenge and persuade the shy Cub Scout and channel the energy of the 'show-off' making den and pack games fun for all.

SUGGESTIONS FOR CONDUCTING GAMES

1. Know the game well before trying to teach it.
2. Have the full attention of your group before trying to explain the rules of the game.
3. To introduce a game, name it, demonstrate it, ask for questions, then start it.
4. Always insist on fair play.
5. If a game is going badly, stop it, explain again, then try the game again.
6. Play but don't overplay a game. A successful game will be more in demand if it is stopped while still being enjoyed.

A WORD ON.....

Den Games

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activity. Den games can be relays or can be played with each boy playing as an individual.

An active Den game is a helpful start at Den Meeting to help "Get the Kinks Out". Remember, most Den meetings are held immediately after school, when boys have been cooped up for several hours. A Den game can thusly provide an outlet for "Letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem boy who is not as well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to select team members.

Remember.....Games may be intended to teach fair play, promote sportsmanship and build character but most of all, they should be FUN!

Pack Games

Pack games are played with large groups of boys and adults at monthly Pack Meetings. As a general rule of thumb, relay games seem to work best for groups of this size, but there are other games that will also work well....Hunter, Gun, Rabbit, Cooperative Spelling ... etc.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (suckers, bubble gum) is a nice gesture that can be given for the whole Den.

Involve parents and leaders in Pack games, when possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. (better to be safe than sorry).....

Then...lean back, watch or participate, but have fun!

GAME CHEST

DEN GAME CHEST

This chest is filled with fun games, made from materials found around the home. Each den should make its own, decorating it with its own designs.

The chest should be kept at the den meeting place. All material should be replaced after using. With proper care the Den Mother and den chief will never be without needed game material.

From time to time leaders and Cub Scouts will develop new ideas and additional equipment will be added.

We have made a list of games which can be played with the materials shown. You'll be wise if you make a game card file complete with playing rules and keep it in the chest where it will be handy.

Funny thing how your mind goes blank when you are suddenly called on to run a game or lead a song.

BLOCKS OF WOOD

Bowling
Skittles
Throwing Games

CLOTHES PINS

Drop in Bottle
Pitch at Targets
Wrestlers
Clothesline Relay

CURTAIN ROD

RINGS
Tossing Games
Bottle Games

SODA STRAWS

Bottle Pickup
Bean Relay
Ping Pong Blow

TOOTH PICKS

Lifesaver Pass
Stack on Milk Bottle
Pick Up Sticks

SPOONS

Carry Ping Pong Ball
Snap Ping Pong Ball
At Target

PAPER CUPS

For Tossing Games
For Blowing Relay

TIN PLATE

Spin the Plate
Toss Cards into Plate
Toss Washers into Plate

RUBBER BALL

Throw and Catch
Ball Tossing Games
Spud Ball
Captain Ball
Pass Ball

JAR RUBBERS

Ring Quoits
Toss and Count Games
Ring Baseball

ROPES

Champ Nit Games
Playway Games
Quoits

BEAN BAGS

Duck on Rock
Bean Bag Board Games
Hot Potato

MARBLES

Rolling Games
Tossing Games
Pop Marbles
Pop Bottle Roll



CATCH THE SNAKE

The snake is a piece of rope several yards long. One player who is 'it' holds an end and drags the rope about, so that the snake writhes over the ground. The other players give chase and whoever succeeds in catching the snake becomes 'it'.

SIAMESE TWIN TAG

This is like ordinary tag except that 'it' and all other players are in pairs, with hands clasped. Any pair of players unclasping hands becomes 'it', or a pair which is tagged becomes 'it'.

CIRCUS

Players are divided into teams with a captain for each team. The captains sit about four feet apart, facing each other. The other players get as close to their captains as possible. One captain mentions an animal whose name starts with the letter A and then counts to 10. Before he reaches 10, the other captain must mention the name of an animal beginning with that letter, and so on until neither can think of any more animals beginning with A. Then they go on to the letter B. The other players on each team think of names and help their captain. When a team fails to give a word before the count of ten, the opposing captain chooses a player from that team.

LION IN THE CAGE

The players form a ring around the 'lion' holding hands. The 'lion' tries to break through. He may rush, lunge, or pull, to try to break the ring. If he escapes, the players chase him. Whoever catches him becomes 'lion' in turn. It isn't fair for the 'lion' to duck under the players hands to escape.

PUSHING PEANUTS

Players are required to push peanuts across the floor with toothpicks, while on their hands and knees.

FEEDING THE ELEPHANT

Hang a megaphone so that it is slightly tilted with the mouthpiece down and the large end toward the tosser. Have a basket or other receptacle to catch peanuts as they fall through the megaphone. Each tosser is given ten peanuts. He tries to toss them into the elephant's open mouth (the megaphone's large end), while standing eight to ten feet away. Player who scores the most hits is the winner.

TUMBLING

1. FORWARD ROLL

- a. Tuck head in - some will roll over on the top of their head.
- b. Keep body small and round - some open their body up and flop on the mat.
- c. Grab legs and pull legs into body and stand up to complete the stunt.

2. BACKWARD ROLL

- a. Squat with back to mat.
- b. Place hands up by shoulders, palms up - some put hands by shoulders with palms down. As they roll over their palms can not come into contact with mat.
- c. Tuck head into chest and round off back.

3. SHOULDER ROLL

- a. Beginning shoulder roll from bent over position.
 1. Feet comfortably apart, up close to the mat.
 2. Place one arm down with that hand on the mat by the foot. This gives the performer a little security.
 3. Tuck the other arm into the side. Twist head and body and look through arm that is extended on the mat.
 4. Roll across shoulder and onto feet. Don't roll on the hips.

4. CARTWHEEL











- a. Stand sideways to the mat, arms extended out in front.
- b. Bend and turn body so hands can be placed on mat, pointing in the opposite the feet are.
- c. Return the standing position. Then repeat above but do not stop when hands are placed on the mat. Keep arms firm and straight and kick legs up and across so they land on the other side of the mat.
- d. Repeat and try to kick legs higher and higher.

5. HEADSTAND

- a. A good triangle is needed for the base of a headstand. Do not place the head directly in between the hands.
- b. A spotter is used.
 1. He stand along side to assist legs up into the air.
 2. He then moves in back of the performer to help balance if necessary.
- c. The legs should be together, toes pointed, back arched.
- d. Muscles in the whole body must be used.

ANIMAL WALKS (RACES)

These can be used for an indoor olympics or for an outdoor picnic.

ELEPHANT WALK		Bend forward at the waist. Do not bend knees. Clasp so they act as a trunk. Walk forward swinging trunk . weighted foot. Try to touch trunk to the floor without bending knees.
FROG JUMP		Squat down with knees spread. Put arms in between knees and hands flat on the floor. Push off with feet and hands at the same time. Another way is to place arms out in front and hopping up with the feet in an alternating fashion.
BEAR WALK		On all fours. Legs stiff and hands close to the feet with hips high. Walk with same foot and hand to affect a swaying motion back and forth.
INCH WORM		Begin in the push-up position. Keeping knees straight walk feet up to hands. Bend only at hips. Up to this point hands have remained in the original position. Next, the feet are stationary while the hands walk out to the push-up position. Repeat.
CRAB WALK		Begin in the squat position. Put hands behind so the weight of the body is supported by hands and feet. Walk backward in this face-up position. Hips should be kept high so back is straight. Saggy hips should be avoided.
WALRUS WALK		Begin in the push-up position. Hands pointed toward the side. Extend toes backward. Walk forward using hands alone, dragging feet and keeping the head up.
SEAL CRAWL		Begin in the push up position, but with forearms flat on the floor. Pull body with the arms while keeping body stiff. Knees should not touch the floor.
DUCK WALK		Begin in the squat position with legs spread. Bend elbows and place thumbs under armpits. Walk in squat position, flapping "wings" with each step.
KANGAROO HOP		Stand with feet apart and with a slight bend in the knees. Bend elbows at sides of the body with hands together in front of chest. Hop forward, sideways and backwards from this position.
CAMEL WALK		Bend forward at the waist. Clasp hands behind the back to form the hump. Walk forward, extending and retracting neck with each step.

CUB SCOUT INDOOR OLYMPICS

1. SHOT-PUT: Toss 10 navy beans into a quart jar from a chalk line 5' away.
2. HAMMER-THROW: An 18' string tied to an end of an inflated balloon is held in one hand and flung for distance. Measure distance from line.
3. STANDING-BROAD-GRIN: Measure width of grin with tape measure.
4. DISCUS THROW: A paper pie plate is held flat on hand and thrown from a chalk line. It cannot be saild with thumb and forefinger.
5. SIXTEEN-POUND PUT: An inflated bag is put from shoulder for distance.
6. FOOT RACE: Cubs stand heel to toe, one foot touching another. Greatest aggregate of length wins.
7. RUNNING HIGH WHISTLE: Cub who can hold whistle longest on one breath.
8. THIRTY-INCH DASH: 30" string, one end held in mouth and chewed up until the marshmallow at other end is reached.
9. FEATHER-BLOW: In relay, blow a feather 25", return, touch next Cub to run.
10. EATING RACE: First Cub to whistle after eating 2 double crackers, wins.
11. FIFTY-YARD SWIM: Cub hops on one foot carrying glass of water. If run in relay, time and amount of water must be measured.
12. BALLOON-BLOWING: Fist Cub to break balloon by blowing too big wins.
13. SHOE KICK: Cub kick untied shoe for distance.
14. BEAN-STRAW RELAY: With straw, Cub picks up bean by inhaling and carries it to a jar 25' away. If he drops it he must pick it up again.
15. CATERPILLAR RACE: First Cub in den places hand on ground, each preceeding Cub hold ankles of of Cub in front of him. On signal they race to a finish line 50' away. First caterpillar den to finsih in tact, wins.
16. BUCKET RELAY: Relay by den. Den is lined up with bucket of water in front of them and an empty one 6' away. Each Cub in turn, relay fashion throws it to the other bucket (the water only, not the Cup dummy). Team with most water after twice around wins.
17. CRAB RELAY: Dens in relay form. First Cub sits with back to finish line and walks on hands and feet, back parallel to floor. When he reaches finish line he runs back and tags next Cub to contiue Crab race.

Pirates Discover: Eight numbered dishes are placed around the room. Each dish is covered by a paper napkin in which several holes have been punched. In the dishes are cloves, grated orange rind, peppermint extract, cinnamon, pineapple, coffee, etc. Each boy is given a piece of paper and a pencil and tries to identify the contents of the dishes by smelling them.

Ring the Bottle: Tie a two-inch metal or plastic curtain ring onto a two-foot piece of string. Tie the other end of the string to a stick. Then hold onto the end of the stick and try to loop the ring over the top of a soft-drink bottle. Keep your other hand behind your back.

Fifteen: Make a diagram with nine squares in it, three in each row. Try to fill the squares with the numbers one through nine - using each number only once - so that the sum of each row across and each row down will add up to fifteen.

Marble Chop Suey: Put about a half-dozen marbles into a small dish. Using two pencils as chopsticks, and only one hand, try to transfer the marbles to a second dish. This is a little easier if you use pencils with eraser tips. After you've become an expert, try it with pencils without erasers.

Match Shooting: Each player needs a soda straw and five matches (burnt wooden matches with charred tips removed by rubbing them against sandpaper.) Using the straw as a bean shooter, try to shoot the matches into a wastebasket or cardboard carton from a distance of five to ten feet.

Lucky Umbrella: Materials: Ping-pong ball and umbrella. Open the umbrella and set it upside down on floor. The players stand five feet from the umbrella and try to toss the ping-pong ball so that it bounces once and then lands in the umbrella and stays there without bouncing out again.

Peanut Pass: Divide into two equal teams for relay. A dish with 10 peanuts is placed at one end of each line of players and an empty dish at the other end. The players clasp hands with the person on each side of them by weaving their fingers through the fingers of the next boy. All hands must remain clasped throughout the game. First player of each team picks up a peanut with his free hand and passes it to his other hand, which is clasped with the hand of the second player. The peanut is passed down the entire line and the last boy puts the peanut in the empty dish with his free hand. As soon as the first boy has passed the first peanut, he picks up another and continues until all 10 peanuts have been passed. If a peanut is dropped, it must be picked up by the pair of boys who dropped it without unclasping their hands. The team to get all its peanuts in the dish at the foot of the line first is the winner.

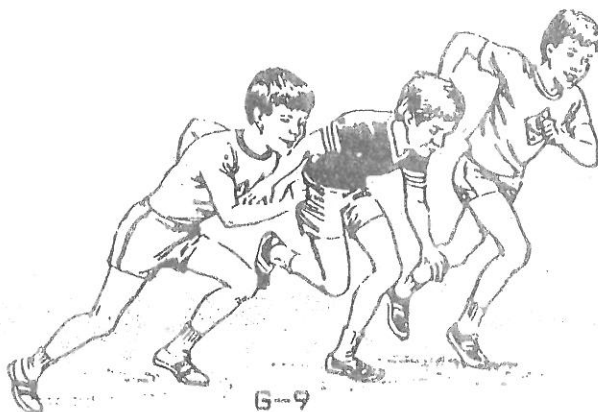
Aviators Test: Give a 3 - 4 foot long broomstick (or substitute) to each team. Form teams into parallel lines. At the signal, the first boy in each line runs to a spot in front of his line, stands the stick on end, places his forehead on stick and does three complete turns, drops the stick and returns to touch off the next boy in line. Team finishing first is winner.

Pick a Treat game - Put treats such as candy kisses on a plate. Use a list of questions as fore mentioned. Boys form a circle, facing in. Start plate around the circle. At intervals Den Mother calls "Stop" or has music playing and stops it and then asks a question of a boy holding the plate at that time. If he answers correctly he can take a treat from the plate. Then the plate is started around the circle again.

UP JENKINS - All you need is a button or a quarter and a low table. Cubs are divided into two teams. Each team sits on the opposite side of the table with their hands underneath the table when it is their turn. You hand one team the quarter or button. They will pass it back and forth under the table until you say "Up Jenkins". Then with their fists closed tightly, back of hands towards the opposing team they bring them up and rest their elbows on the table. Then you either say sneakers or slams. If you say slams they put their hands down quickly opening them up as they go down and slamming them hard all at the same time so the other team cannot hear where the quarter or button was dropped. If you say sneakers then they all put the heel of their hands on the edge of the table and carefully open their fist, keeping their fingers curled up slightly until they can put their whole hand down flat with out showing where the quarter is. Then the other teams must work as a team and decide who had the quarter and which hand it was in. They get only one guess to they must decide and let their captain say which and where it is. If they correctly guess they get a point. If they don't guess the other team gets the point and gets to try again. If they guess correctly, the quarter is then given to the other side to try. Put a time on the game so that it is not played so long that the boys will not want to do it again.

BLOW BALL - a pingpong ball and a table is your equipment. Boys are divided into two teams. Each team has their side of the table to defend. The ball is rolled in from the side (end that is empty) and the boys have their faces at table level, their mouths right at the edge of the table so they can blow the ball when it comes to them. They must not touch it with their hands or or shoulders or mouths. Just keep blowing it until it goes off one side or the other. If it goes off one side the team that blew it off gets the point. If it goes off the end where no one sits, no point is granted. Set a timer so that the game ends when the bell rings. Team with most points wins.

WHO DID IT FIRST - Cubs are seated on chairs in a circle. One boy is it and goes out of the room. The other players pick a Cub who is the leader of their group. He will sit in a certain way and everyone will sit that same way. If he starts to snaps his fingers, everyone will start to snap their fingers. If he folds his arms, everyone will fold their arms. If he taps his foot everyone will do that. The object is to not let it know who the leader is in the group. He must guess who the leader is by trying to detect who the first person is that changes doing what he is doing, who the group is copying. When he guesses, then the leader is it and must go out of the room and a new leader is chosen.



Here is a game that can be duplicated and taken to a Childrens' ward in a hospital for them to enjoy working out. There are 18 words related to Christmas in this puzzle. They can be found reading forward, backward, up, down and diagonally. See how many you can find. If the child is an older child, see how many they can find without the help of the list. A list is provided for the younger children.

SANTA	E V I G M E S Z O H	SNOW
CANES	K S T N E M A N R O	HOLLY
CHEERS	R T X R R W N E A L	REINDEER
ORNAMENTS	E N T S R Q T E T L	STAR
GIVE	E E I X Y D A R S Y	MERRY
PRESENTS	D S N T H W E G U S	TINSEL
SLED	N E S N O W R L A E	WRAP
GREEN	I R E F H Y E A S N	TREE
RED	E P L S C V D S P A	YULE
	R P O I S R E E H C	
	* * * * *	

Santa's Snoeshoes is a fun race for the dens to participate in at the Pack Meeting. Each den is given two boot boxes or other strong boxes that size or larger. The dens line up in relay lines. The object is to shuffle the "snoeshoes" down a course, slaloming between chairs on the way down and back from a definite starting point back to that same point. The first boy goes down and back. When he jumps out of the shoes the next Cub Scout jumps in and does the same course. Den completing first is winner. (Be sure that a same number of Cubs are used in each den or that the smaller den has enough boys repeat to make participants equal. If Dads are used with the sons, use a larger box, one big enough to make the feet go sideways in the box.

* * * * *

Filling Santa's Pack is another relay for the dens. Each den is lined up in relay fashion. At the starting point each den has enough balloons for once around for each or if the dens are small twice around. (The same number of balloons for each den). A large box is placed at the finish line for each den. Each Cub Scout in turn takes one balloon and tries to bounce it down the path and then into the box. One hand should be kept behind his back. The den that gets the most balloons in the box first is the winner.

* * * * *

Scrambled Christmas Tree Ornaments is a fun pre opening game for the Cubs to try out. Here is a list of 10. Perhaps you can think up many more.

- | | | | | |
|-----------|-------------|-----------|-----------|-------------|
| 1. silhtg | 6. yost | answers = | 1. lights | 6. toys |
| 2. lesnit | 7. lold | | 2. tinsel | 7. doll |
| 3. slebl | 8. arst | | 3. bells | 8. star |
| 4. galan | 9. seack | | 4. angel | 9. cakes |
| 5. dacyn | 10. tilgtre | | 5. candy | 10. glitter |

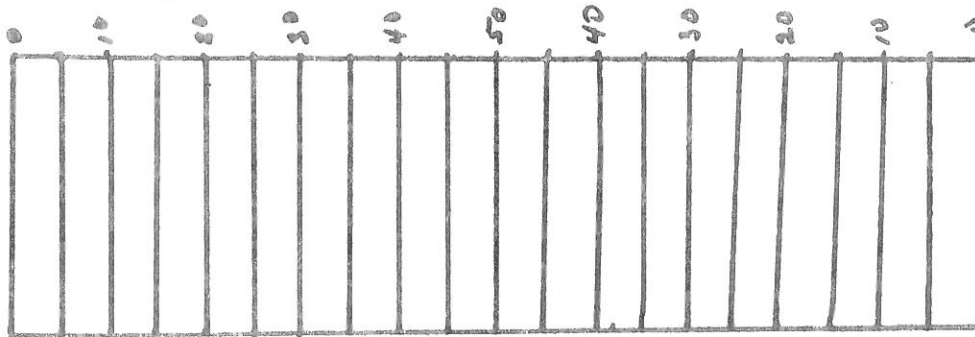
DEN GAMES - INSIDE QUIET ONES

ADVANCEMENT FOOTBALL is a game to increase Cub Scout interest in their achievements and advancement. It can also be an aid to any theme that you are trying to help them learn about.

A cardboard laid flat on the table marked with "yard" markers as on a foot ball field and a button is all the equipment that you need.

Boys are divided into two teams. Usually the denner and asst. denner are the team captains. The captains ask the questions unless you have a small den, then you or the den chief may ask them and the denner and asst. will play along with the team.

Questions should be in a box or hat or question jar so that they are pulled out arbitrarily. The ball starts on the 50 yard line and advances according to the number of yards gained or lost or penalties. Play starts on the 50 yard line of the team winning the toss.



Each team gets four downs (4 chances) to answer one to four questions. The ball changes sides after four Cub Scouts have been asked questions regardless of whether they answer correctly or not. If a Cub Scout answers his question correctly, the next boy gets a new question. If he does not answer correctly the next Cub Scout gets a try at the same question. If all four boys fail, the other team takes the ball on the same question. After a touchdown, one question is allowed the Captain for point after touchdown. Correct answer gives the point, incorrect answer give no score.

The ball is then taken on the 50 yard line by the other team.

Timing: 15 seconds to answer each question. Some questions and the score you might use follows.

	<u>Correct</u>	<u>Incorrect</u>
Q. What is the Cub Scout motto? A. "Do YOUR Best"	10 yds	15 yd. penalty
Q. Give the Cub Scout Promise. A. "I _____ promise to do ...Pack	10 yds	15 yd loss
Q. Who may become a Cub Scout? A. Any boy 8 yrs old or in 3rd grade, 9 yr old or 10 yr old.	25 yds	15 yd loss
Q. How many red and how many white stripes in our flag? A. Seven red and six white.	20 yds	5 yd penalty

More questions that can be asked are here. You can put your own points on them according to their difficultness. Questions with multiple answers can be considered touchdowns but if missed can be known as fumbles. The amount of gain or the amount of loss should be given to the boy before he is given the question so that he knows you are not arbitrarily favoring one team or the other.

- Q. Who is the Denner?
A. The boy leader in the Den
- Q. Name the things a boy must learn to become a BOBcat.
A. The Promise, the Law of the Pack, who Akela is, Cub Scout motto, salute, hand shake.
- Q. Give 2 respects due the United States Flag.
A. stand at attention as it passes by and salute it.
- Q. Give the Law of the Pack.
A. The Cub Scout follows...good will.
- Q. Give the Pledge of Allegiance to the U. S. flag.
A. I pledge allegiance to the Flag...justice for all.
- Q. Who is AKELA?
A. AKELA is the leader and may be your Father, Mother, teacher, Pastor, or any person in authority that is a good leader.
- Q. How many stars in the U.S. flag and what does each star represent?
A. 50 stars, one for each state.
- Q. What are the Cub Scout colors?
A. Blue and Gold
- Q. What does a good Cub Scout do about a cut finger?
A. Let it bleed, then apply antiseptic. Cover with sterile gauze bandage.
- Q. What does a good Cub Scout do about his teeth?
A. Brushes them twice a day, flosses them and see a dentist twice a year.
- Q. What does a good Cub Scout do before he crosses the street?
A. Stops, looks both ways, then walks across.
- Q. Describe the living circle.
A. Cub Scouts stand in a circle facing counter clockwise. Each puts his left hand into the center and holds the thumb of the person right behind him and extends his thumb for the person in front of him to take hold of. Then they all make the Cub Scout sign with their right hands.
- Q. What does a good Cub Scout do when he hears the "Star SPangled BANNER"
A. Stand at attention.
- Q. Tie a square knot.

These and many more questions that can be taken out of the Cub Scouts wolf or bear book can be used to play football. Have the boys think up their own, put them in the question jar and then have boys pick the question out of there to answer.

GOBLINS AND GHOSTS

A Haunting We Well Go Your den is divided into two groups, the witches and ghosts. You have about 10 slips for each boy. Half of the slips are cut in the shape of a witches hat from black construction paper. The other half of the slips are cut like ghosts from white construction paper. (Or you can use bats and black cats as the symbols) All of the sheets are hidden around the room. The ghosts would be looking for the black witches hats and the witches would be looking for the ghosts sheets. At the end of an allotted amount of time (5 minutes perhaps depending on the size of room and number in the den) they come together and the group that has found the most symbols of the opposite group wins the game.

Pumpkin Chairs The Cubs sit in a circle on chairs, one for each Cub except the person that is it. Each Cub is given a name of something that concerns Halloween, like bat, ghosts, goblin, cat, caldron, spook, haunted house, brew, witch, witches hat, broom, etc. "It" is given a list of the names the Cubs have, but "it" does not know which Cub has which name. "It" will call out two names and the Cubs with those two names will have to exchange seats. "It" tries to get one of the chairs that the two cubs let when their names were called. The Cub who does not have a seat then becomes "it". This can also be played by having two cubs having the same name. Then "it" would call out only one name and the two cubs who share that name would try to exchange seats without letting it get one of the seats.

Devil's Tail This can be played either in the den or at the Pack meeting. If in the den, the den is divided into two groups. If in the pack meeting, each den plays as themselves. Each group forms a line by holding the waist of the person in front of him. The last person in the line has a rope tucked into the back of his pants. This rope must be long enough to hang down to the floor but only drag about 3" behind the last cub. The object of the game is to try to step on the tail of one of the devil's but not let your own tail get stepped on. If the tail comes off the last Cub in the line, then that devil is dead. If a group breaks up by not holding onto the waist's of the boys in front of them, they must regroup before they can continue trying to detail another devil. The last group or den to be detailed is the winner.

The Old Witch Is Dead Players sit or stand in a semi-circle. The leader starts by saying to his neighbor, "The old witch is dead" The player on the right (his neighbor) asks "How did she die?". Player one says, "trying to fly," and waves one arm like flying. The first player on the right turns to his right and the conversation is repeated. It goes all the way around until everyone is waving. Then number one starts with "The old witch is dead" again. "How did she die?" "patting her head" and with the other hand starts patting his head. (Now he has one arm waving and one patting his head) This goes around the circle the same as before. Third time around she died "Kicking up high" and they all kick foot high in air as their turn comes around. Fourth time round it is "tapping her toe". When everyone is doing all four motions the leader says "No wonder she died. She died laughing."

CUB BINGO

Write your name in the center square.

Introduce yourself to 24 other people and have them sign in any blank square and you sign your name in a blank square on their card.

When all 25 squares are filled you may sit down and we will play BINGO.

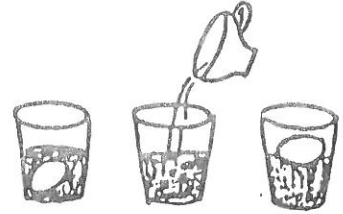
		your name here		

Cubmaster: have each person taking one of these cards sign a slip and put it into a box so you can draw the names to play Dab BINGO later.

TRICKS

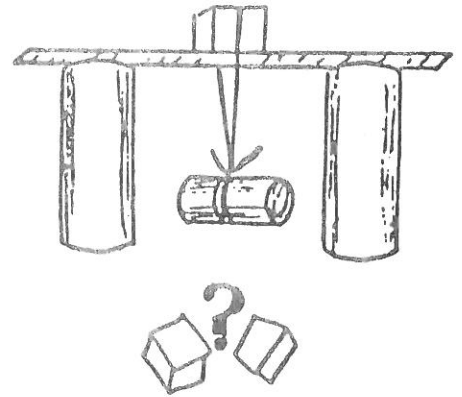
Floating Eggs

Measure 1/4 cup salt into a dish and set it aside. Tell the audience that it's 'inner-tube powder' which will make an egg float. Half fill a glass with water. Place an egg in it. It sinks. Take out the egg and stir the 'inner-tube powder' into the glass. Place the egg in it again and it will float.



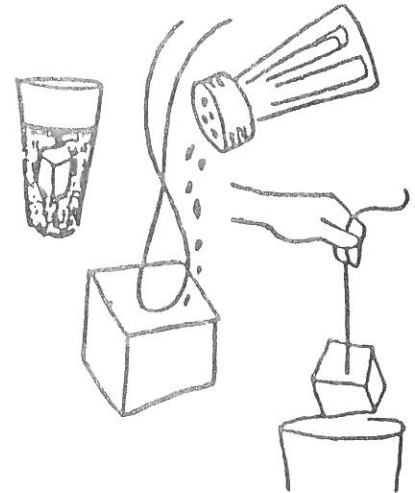
Mysterious Ice Cube

You can't see a woman in half, but you can do a similar trick with an ice cube. Balance a ruler between two tall cans. Put an ice cube on it. Twist an end of a long piece of wire around an unopened soup can or other heavy object. Run the wire over the ice and fasten the other end to the can so that it's suspended. Soon the wire will pass through the ice cube, but the cube won't be in two pieces. Has it been split in half? Is it still in one piece?



Slippery Trickery

The audience may think it's impossible to lift an ice cube from a glass of water with thread. They can try it, but of course it won't work. You have magic powder that will do the trick. Rest a loop of thread on the ice, sprinkle salt on it, and lift the thread, cube and all, as soon as the ice you melted with the salt freezes again, freezing the thread to the cube.



Bouncing Buttons

Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons sink back to collect more. They will bounce up and down for quite a while. Add more vinegar when they slow down.

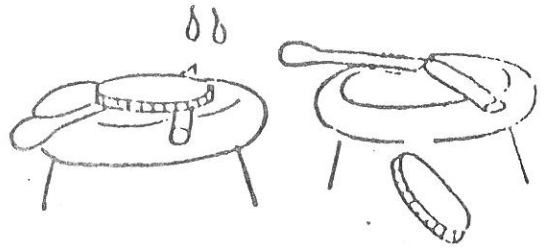


MAGIC

Magic Dime

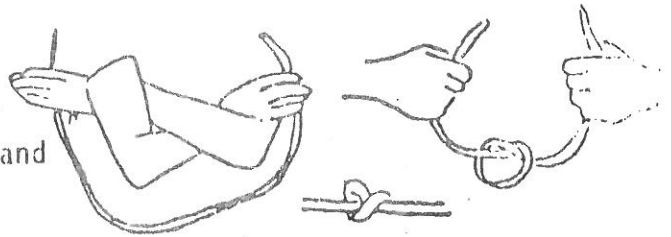
Partially break a wooden match. Lay the broken match over the mouth of a milk bottle. Place a dime on the match. Ask someone to make the dime fall into the bottle without touching coin.

(Solution: Place drops of water on broken part of match)



Magic Knot

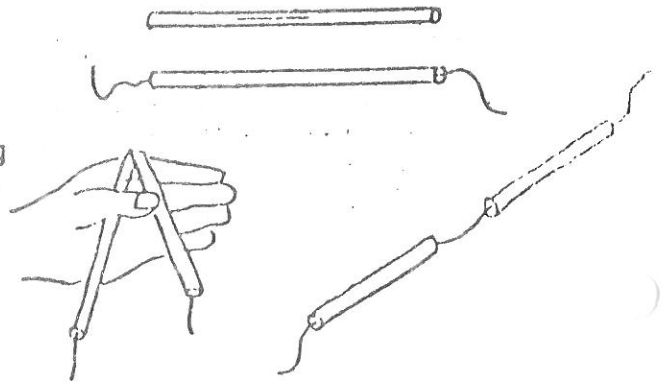
Cross arms as illustrated. Pick up ends of rope. Hold rope tightly and complete overhand knot by uncrossing arms.



Magic Straw

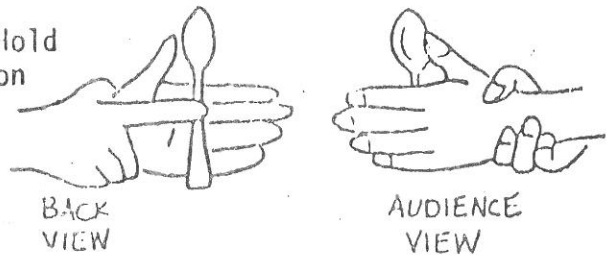
Cut slit in the middle of a straw. Thread a string through the straw. Tell the audience you can cut the straw in half without cutting the string.

(Solution: Bend straw. Pull string out slit. Cut straw)



Magnetic Spoon

Rub spoon pretending to magnetize it. Hold spoon as shown, so to audience, the spoon seems to stick to your hand.



Buttonhole String Trick

Tie the ends of a 2-foot-long string together and, without twisting, run the string through your coat or shirt buttonhole. Place the right loop over the right thumb and the left loop over the left thumb, with the thumbs pointing upward and fingers extended. Without releasing it, remove the string from the buttonhole with the string still on each hand.

(Solution: Move the string through the hole so half will be on each side. Lower your hands, keeping them close together. With the little finger of the right hand, by bending the first joint, hook the under part of the string that passes around the left thumb; similarly, with the left little finger, hook the under part of the string around your right thumb. Without losing the string, draw your hands apart and near to your chest. Suddenly drop the left thumb out of the loop, releasing the string from the thumb and remove the right little finger from its loop. Instantly pull the hands as far apart as they will go.)

CAT AND DOG is just a fun game, not one where anyone really wins but everyone has a fun time doing it. Boys sit in a semi circle, one end being the cat, the other end being the dog. Any object like a ball or cap can be used as the symbol for the cat and the dog.

cat end	1	2	3	4
			6	5
dog end	8	7		

Cat 1 hands the object to # 2 and says "this is a cat." Number two hands it back to number 1 and says "a what?" Number one hands it back and says "a cat". Number two takes it back and turns to #3 and says "this is a cat" hands it to number 3. Number 3 hands it back and says "a what?" Number two hands it back to number one and says "a what?". Number one passes it back to # 2 and says "a cat". Number 2 hands it to number three and says "a cat". Number three turns to four and says "this is a cat" and hands it to #4. Number 4 hands it back and says "a what", #3 turns to #2 and says "a what" and hands it to him, #2 turns to #1 and says "a what" #1 hands it back and says "a cat" and so it goes back. This continues all the way around the semi circle. In the meantime at the dog end #8 hands the object to #7 and says "this is a dog" #7 hands it back and says "a what?" #8 hand it back to #7 and says "a dog" and continues the same way as with "the cat" until it is all the way around. The fun begins when the two pass each other and the players get confused as to which is the cat and which is the dog.

CHARADES is always a good quiet time or small space game to be played in the den. Have categories picked out a head of time and then things related to the category. For instance, Nursery Rhymes as the category and then have many named on individual papers in a jar. Leaders pull out a nursery rhyme to pantomime to their group to see who can guess it first. Timing counts in his game.

GAMES TO PLAY WHILE THE DEN GATHERS

Each boy is given a number of burned farmer matches and a pop bottle to pile the matches on. Use a timer and see how many matches a Cub Scout can pile on in a certain length of time without them falling.

Have a waste basket or box a few feet in front of the cubs. Give each Cub about 10 playing cards and have them toss the card into the basket. Box should be about 8' away from the Cubs.

Ring toss is done with a chair turned upside down for use of the legs as the pegs. Use large curtain rings or rubber canning rings and toss them on the legs from a distance of 6"

Try tossing a paper plate through a hoop made with a wire clothes hanger. One Cub will hold the hanger while the other one tries to throw the plate through the hoop.

Steady Boy is a test of dexterity. Cub holds his left ear with his right hand right foot with left hand. Then he bends over a picks up a piece of paper from a table, a chair or a stool. Now, try holding your right ear with your left hand and your left foot with your right hand. Try picking something ever lower. The lower you go the harder it is.

Check out the Cub Scout GAMES book for other good suggestions for den and outdoor activities: It is surprising what fun the boys can make up with a few kitchen gadgets and some cardboard. Their imagination can be unlimited.

GAMES FOR BASEMENTS OR OUTDOORS

Water Drinking Relay

Equipment needed: spoon, glass of water for each 2 players.

One Cub Scout feeds his partner water from the glass with a spoon. First team to finish without having a wet shirt wins.

FIFTY YARD SWIM ON DRY LAND

Equipment needed: glass and pail of water for each den or if done in the den for each boy. (Save your ice cream pails) & an empty pail.

You have a starting line with the glass and pail of water, and ending line with an empty pail. Each Cub Scout dips his plastic glass into the water and hops to the finish line and emptys his glass into the pail. If it is relay form he runs back and gives the glass to next person in line to do the same thing. When relay is done, den with the most water in the pail wins. If run by boy set a time limit and boy with most water in pail at finish line wins.

EYES SHUT DRAWINGS: Each Cub is blindfolded and then given a paper and told to draw a pig(an easy animal to draw) or let the Cubs choose the animal that they would like to draw. Set a time limit. Let the boys judge which one has drawn the best animal.

COUNTDOWN:

Equipment needed: Rug or blanket for each Cub Scout

Cubs remove shoes and lie in a close circle in the center of the floor, feet toward the center with shoes piled in the center. When all are ready, leader covers Cubs with rugs or blankets and stands near the light switch. Leader counts down from ten. On "zero", he switches off the lights and the bewilderedCubs search out their shoes and put them on in the dark. First one with correct shoes on is the winner. If he has some other person's shoes on he must return to the darked room and try to find his own.

BEAN BLOW:

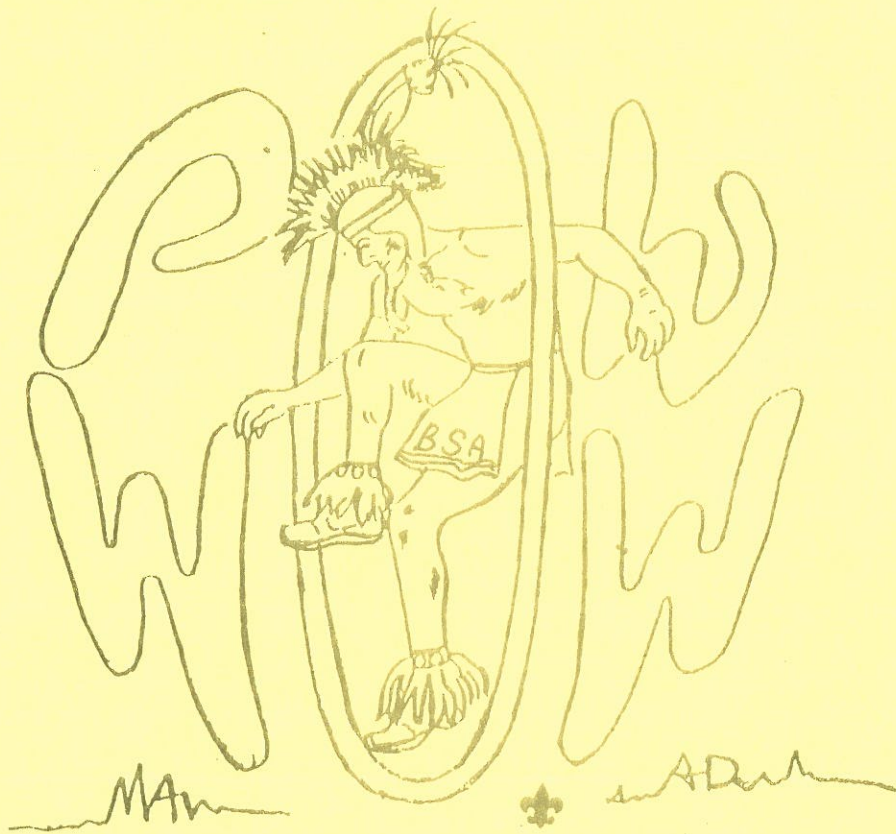
Equipment needed: drinking straws for each cub and a bean (lima or there about in size) for each one.

At the beginning line the cub has his straw in his mouth and a bean on the floor. He must bend over and pick up the bean by inhaling into the straw. Go as far as he can before the bean falls off. Winner can be determined in two ways. The one who carried his bean the farthest before it fell or the one who gets to a designated point first. In this case if he drops the bean he must pick it up again by the same means and continue to finish line.

FEATHER BLOW: If light feathers are available have each boy have one of his own and see who can keep his up in the air by blowing it up the longest. It must not touch the boys body.

VOLLEYBALLOONS It is played like Volleyball expect a balloon is used. Be sure that you have plenty of balloons so that the game does not end too soon.

CRAFTS



CHIPPEWA VALLEY
Boy Scouts of America

ABC'S OF SCRAPCRAFT-THINGS TO SAVE AT HOME

- A - Aluminum pie plates and TV trays; acorns
- B - Boxes (all sizes); baby food jars; buttons; bleach bottles; bottle caps; broom hand
- C - Cardboard cartons and pieces; candle stubs; crayon pieces; cheese boxes; cellophane carpet scraps; food cans (use same as tuna cans); old clock parts; corn cobs; corn husks; corks; clothespins, catalogues; chenille strips
- D - Dowell sticks; dried peas and beans; doilies; drapery hooks
- E - Egg cartons; eggshells (whole or crushed); excelsior
- F - Fabric scraps; foam rubber scraps; feathers; felt scraps
- G - Gallon jugs; glass jars and bottles; grocery sacks; glitter; greeting cards
- H - Hangers
- I - Inertubes; 3-gallon ice cream cartons
- J - Jewelry parts and old jewelry; jars
- K - KoolAid cans and lids; key punch cards
- L - Lightbulbs (burned out); L'Eggs containers; lumber scraps; leaves (pressed); Linoleum squares or scraps; leather scraps
- M - Milk cartons; magazines; marbles; macaroni
- N - Newspapers; nails; nylon stockings
- O - Orange juice cans; oatmeal boxes
- P - Potato chip cans; popsicle stickers; pop-top rings and cans; pop bottles and caps; plastic bags; plastic containers; pinecones; paper sacks; plastic lids; paraffin or canning wax; peach pits; paint stirring sticks; pipe cleaners
- Q - Q-tips
- R - Ribbon; records; rubber bands
- S - Seeds; spools; sea shells; springs; old socks; styrofoam packing (either large pieces or tiny ones); shoe boxes; sponges; screening; soap bars
- T - Tin cans; old toy parts; tuna cans; telephone wire; tubes (cardboard); tongue depressors
- U - Urethane foam sheets
- V - Vinyl upholstery scraps
- W - Wood scraps of all kinds; wire; walnut shells; wallpaper books; wrapping paper; wooden spoons
- X - X-ray film (used)
- Y - Yarn; yogurt containers and lids

Craft Recipe

Bubble Soap

1 cup liquid dish soap
1/8 cup water
Few drops of glycerin (available at your local drugstore, for longer lasting bubbles)

Mix together and store in a jar with a tight fitting lid.

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

PAINTS AND INKS:

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

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

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

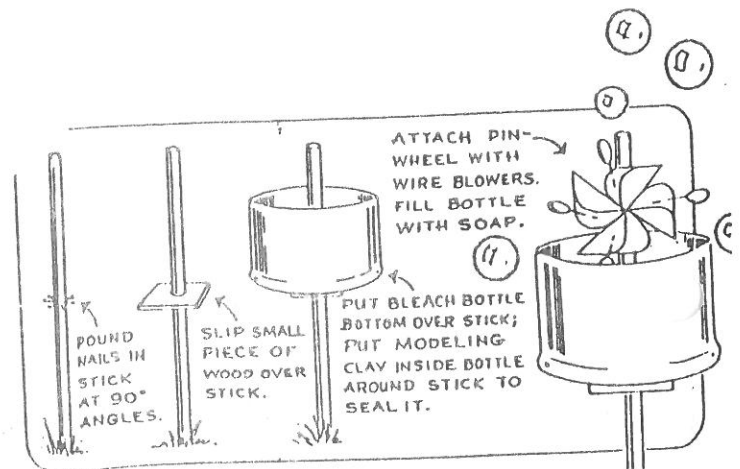
Printing Ink - To make your own ink for block prints, spatter prints, etc., mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to consistency of thick paste.

Blowin' Bubbles

Bubbles are made of soap which has been forced through a form by air, usually human breath.

A bubble blower can be a straw, plastic tubing, funnel or can be shaped from wire as shown.

You can invent a bubble machine instead of a simple bubble blower. Here's one to get you started.



TEN TIMELY TIPS ON CUB CRAFT

1. References of Cub Crafts which should be read by all Cub Leaders:

How Book of Cubbing
Den Mothers Den Book
Den Chiefs Den Book
Crafts for Cub Scouts
Cub Scout Fun Book
Cub Scout Quarterlies

2. The Aims and Objectives of Cubbing Crafts should be kept clearly in mind:
(1) Individual Expression (2) Muscular coordination (3) Personal initiative (4) Satisfaction of Achievement (5) Persistence. The development of commercial skill is of relative unimportance and need not be considered.
3. Instruction by Example is best. Classroom methods or techniques have no place in teaching Cub Handicraft. Each project should result from a natural interest or desire on the part of the Cubs.
4. No Grading or Comparison of Individual Cub Projects. What might be excellent work for one boy may be considered as poor for another. The individual's ability or capacity of accomplishment is the only sound basis for evaluation.
5. The Ideal Craft Project is one which may be started in a Den Meeting, taken home incomplete by the Cub, finished with the aid of Dad, and then brought to a later Den Meeting for inspection and approval.
6. Other excellent Craft Projects may be part of a plan to furnish and equip the Den Meeting Room: Benches, Stools, Equipment and Tool Chests, Wall Decorations, Bulletin Boards, etc.
7. The Pack Program Theme should be used whenever possible as a basis for Craft Work. For example: Helmets, Coats of Armor, and weapons for Knights of the Round Table month; Costumes and Props for Jungle Tales month, etc.
8. Den Craft Exhibits should be part of every Pack Meeting. Every Cub should have at least one Craft Project in his Den's Display.
9. Purchase Craft Materials from the Pack Treasury and finance it through the Pack Thrift Plan. Quantity purchases properly authorized by the Pack Treasurer generally are most satisfactory. Purchases by the Den Mother or Den Dad on a Den basis are apt to drain the budget allowance for Craft. IMPORTANT: Many of the materials needed for Cub Craft Projects can be obtained with little or no cost by careful planning and use of available resources.
10. Craft Tools and other permanent equipment should be financed independently of the Pack Budget. Usually, each Cub will provide his own set of tools which may be kept at the Den Meeting Place for convenience. The fund for handicraft in the Pack Budget is intended for materials and not for tools.

CRAFTS GALORE

BUBBLES TO BLOW

1/8 C. Liquid Soap
1 t. Sugar
4 T. Glycerine or Olive Oil
Food Coloring
Blow thru spools of drinking
straws.

FINGER PAINTS

3 T. Sugar
1/2 C. Cornstarch
2 C. cold water
Food Coloring
Mix the first two ingredients and
then add water.. Cook over low flame,
stirring constantly. Divide and
color.

LIGHTWEIGHT GLUE

Eggwhite makes a good adhesive to
glue the paper of kites. Its strong
and almost weightless.

SUGAR CUBE MORTAR

Moisten powdered sugar with egg-
white. Food coloring may be add-
ed. Dries extremely hard.

PAINTING STYROFOAM

Paint styrofoam with rubber based
paint so it will not melt away.

SAWDUST MODELING

4 C. Sifted Sawdust
1/4 C. Plaster of Paris
1 1/2 C. dry wallpaper paste
Water to desired consistency

This may be molded or may be pressed
into a hunk and carved when it dries.
It can be sanded and painted. It
looks a little like cork when it
dries.



CRYSTAL GARDEN OR DEPRESSION GARDEN

Lump of Coal or a stone
3 parts blueing
3 parts salt
1 part household ammonia

Pour over coal and leave undis-
turbed.

WINDOW PAINT

Mix equal parts of Bon Ami and
Tempera.

HECTOGRAPH

1 pint glycerin
2 boxes of gelatine(8 envelopes)

Heat glycerine over a low flame
to boiling. Moisten gelatine in
enough water to soak well. Add
gelatin to boiling glycerine and
let set in a flat pan.
Wash off old printing with moist
cloth.

Remelt when necessary.
Dot the original printing with
indelible pencil or fluid proces
duplicating carbon.

CREATIVE CLAY

1 C. Corn Starch
2 C. Baking Soda
1 1/4 C. Cold water
Cook over med. heat 4 min., stir
constantly. Tempera. or food
coloring if desired.

SALT AND FLOUR CLAY

Mix equal parts of salt and flour
with water to moisten. This will
sting open cuts or sores.

PAPER MACHE

There are many ways to make the
stuff to put with paper for a
hard finish. Use most any pro-
portions of flour, corn starch,
glue, wallpaper paste(dry),
Pulp-paper mache-shred paper and
mix in above mixture. Can be
left set to soak. Strip method-
Smear the above flour mixture
on sheets of newspaper and tear
off strips to apply to base.

TIPS FOR DEN MOTHERS

PAINTING

Tempera Paint - Water-base paint such as tempera is best to use with Cub Scouts. Mix powdered tempera with water and add liquid starch. The paint goes farther and it doesn't run. You can mix this very well in a blender. Powdered paint is cheaper.

Paint Substitutes - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Or shave crayon bits and dissolve in turpentine - one part crayon to 2 parts turpentine. Crayon paints won't run together and they have a very soft appearance that looks like oil painting.

Finger Paints - See recipe

Stencil Paints - See recipe

Paint Brush Substitutions - When painting large objects, such as scenery for a skit, use a sponge dipped in tempera. For painting small objects use Q-tips instead of paint brush.

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

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

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

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

Protection - Use a plastic table cloth or drop cloth on floor when doing messy projects. Boys can wear one of dad's old shirts as a paint smock to protect their uniforms.

Cleaning Brushes - Different types of paint require different cleaning solutions. Teach the Cub Scouts to clean their brushes properly. When painting with varnish, oil, or enamel, clean brushes with turpentine; when painting with shellac, clean brush with shellac thinner or denatured alcohol; when painting with model dope, clean with dope thinner; when painting with lacquer, clean with lacquer thinner; when painting with tempera, poster paint or acrylics, clean with water.

MORE TIPS FOR DEN MOTHERS

GLUE

- Buy white glue in quart sizes for economy sake. Pour into small containers for the boys to use.
- The best glue for use on plastic (such as bleach bottles and milk cartons) is clear silicone, usually available at hardware stores.
- Scotch Contact Cement is good for bonding rubber or plastic to wood. It has an 'anti-sniff' ingredient.
- Egg white makes a good adhesive to glue the paper of kites. It is strong and almost weightless.
- If glue doesn't work on your plastic egg cartons, try fusing the sections together with a woodburning iron or your husbands soldering gun.
- Tacky white glue is best for use on styrofoam and foam. It is well worth the cost. A little goes a long way.
- To make heavy duty glue, mix cornstarch with regular white glue until mixture is as thick as desired.
- Wheat paste (wallpaper paste) is good to use for paper mache. It doesn't mold.

ODDS 'N ENDS

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

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

Scrap Plastic and Leatherette - Auto upholstery companies will often give you scrap plastic material which can be used for Indian costumes, book marks, stool covers, etc.

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

Coloring Modeling Dough - Use tempera paint instead of food coloring for brighter colors (See recipes for various types of modeling dough)

Dying Feathers - Soak feathers in diluted ammonia solution for 20 minutes. Rinse in warm water and place in solution containing 2 cups vinegar to a gallon of water. Add dye solution, making sure all feathers come in contact with dye. Simmer until desired color is reached. (Feathers will dry a lighter shade) Rinse in cool water, holding base of feather up. Spread on paper to dry. To fluff feathers, place in a shoebox with a hole cut out of the bottom and shake over a steaming kettle. You can also place them in a tightly closed pillow case and fluff in an automatic dryer set at a low temperature.

Elasticizing Clay - A permanently plastic clay can be obtained by mixing regular clay with glycerine and then adding vaseline. The proportion of clay to the vaseline varies according to the desired consistency, varying from 10 to 50 percent.

Pine Cones - To open up pine cones all the way and remove the sap on them, simply place them on a foil-covered cookie sheet and put in a 250 or 300 degree oven for a while.

To Clean Egg Shells - Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

Cutting Styrofoam - Some types of styrofoam can be cut with a knife. One with serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

Punching Holes in Plastic - To make a hole in plastic, use a hot ice pick or nail. If using the nail, be sure to hold it with pliers or something similar so you don't burn your fingers. Coping saws or jig saws will cut the thick portion of plastic bottles easier than scissors or knives.

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

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

Using Sandpaper - Make a sander by cutting a piece of 2 X 2 about 3" to 4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

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

Den Trips - When taking field trips, be sure all Cub Scouts wear full uniform. After trips be sure to follow up with a note of appreciation signed by all the Cub Scouts. This leaves the door open for future visits by other dens.

Sand Painting - Use shellac when sand painting on glass. This will protect your painting.

Indian Necklaces - Save canteloupe seeds and pumpkin seeds. String them together with colored beads in between to make Indian necklaces.

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

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

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

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

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

Finish Coats - Objects painted with tempera or poster paint will have a dull finish. If you want a shiny finish, spray with clear plastic, clear varnish or give it a coat of white glue diluted in water. This will protect your paint and keep it from smearing.



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

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

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

Dyeing Rice, Beans - Rinse in cold water then soak in diluted food coloring until rice, beans or macaroni is proper shade. Use for mosaics or plaques.

Bean mosaics

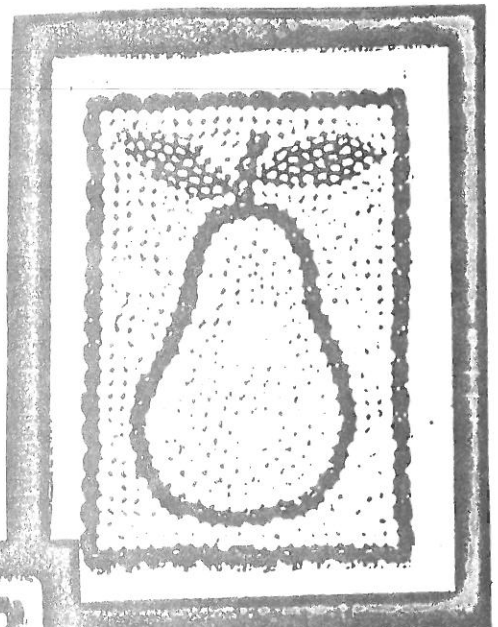
Bean Mosaics

Dried beans come in enough colors and sizes for you to work out some attractive designs. Choose food motifs for kitchen plaques; animals for family room or playroom; or mix your motifs.

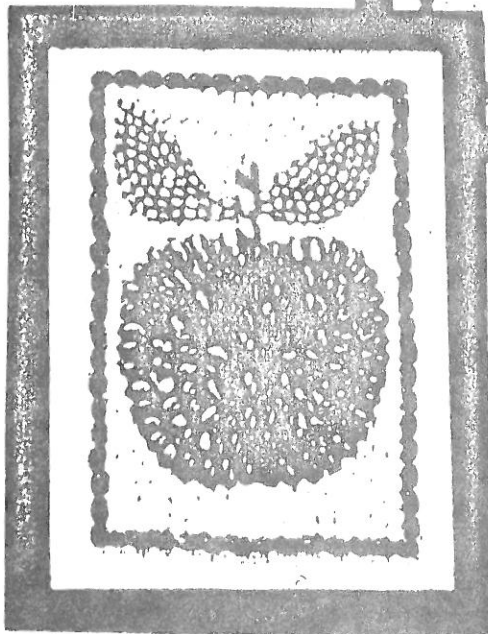
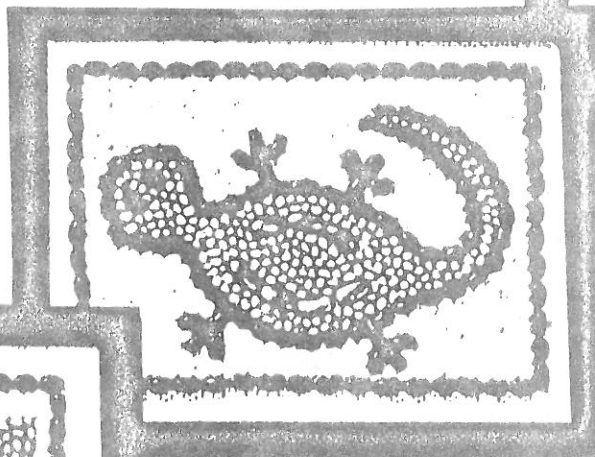
Materials: Assorted dried beans: black, mung, kidney, navy, coffee, red; also split peas, lentils, whole pearl tapioca; black frame 7x9" for each picture, plus 2 pieces cardboard and 1 piece burlap, also 7x9"; white glue.

- Glue burlap to one piece of cardboard. Draw a line 1" from edge, all around. Glue black beans on line to form border.
- Sketch design on burlap (see photos for suggestions) and glue beans in place.
- Place finished picture in frame, securing it with second piece of cardboard and tiny brads.

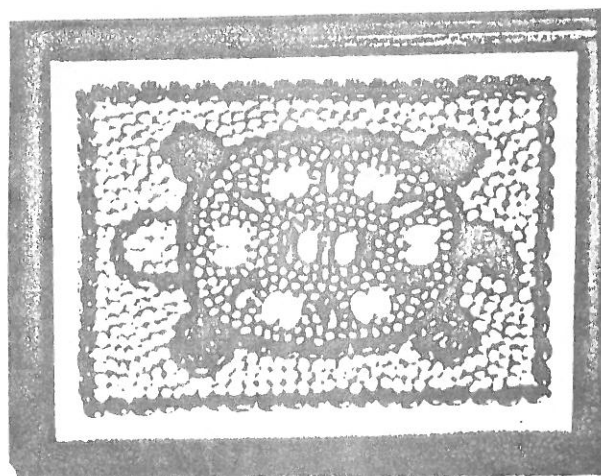
For *Pear*, use black, mung and coffee beans and split peas.



For *Salamander*, use black, mung and kidney beans and split peas.



For *Apple*, use black, mung, coffee and red beans, and split peas.



For *Turtle*, use black, mung, kidney and navy beans, lentils and split peas.

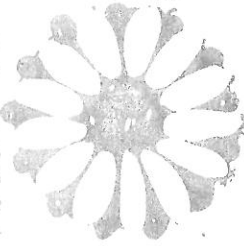
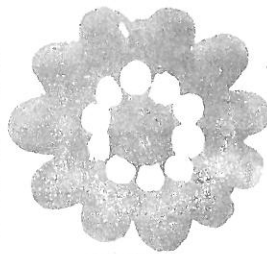
Bean Jewelry

Project for youngsters: making gift brooches and tie-tacks from dried beans, lentils and tapioca.

Materials: Balsa wood (1/16"); assorted dried beans, lentils and pearl tapioca; white glue; brooch or tie-tack hardware (from hobby shops); model airplane glue.

• Cut brooch circles and squares from balsa wood with scissors; also tiny circles for tie-tacks.

• With white glue, glue large beans in place first (see photo for design ideas); then fill in with lentils, split peas and small tapioca. Let dry. Attach hardware to back of balsa wood shapes with airplane glue. For a nice finish, paint edge of balsa wood to match outside row of beans.



Nut Mosaics

Fashion nutty flowers on a background of crushed shells.

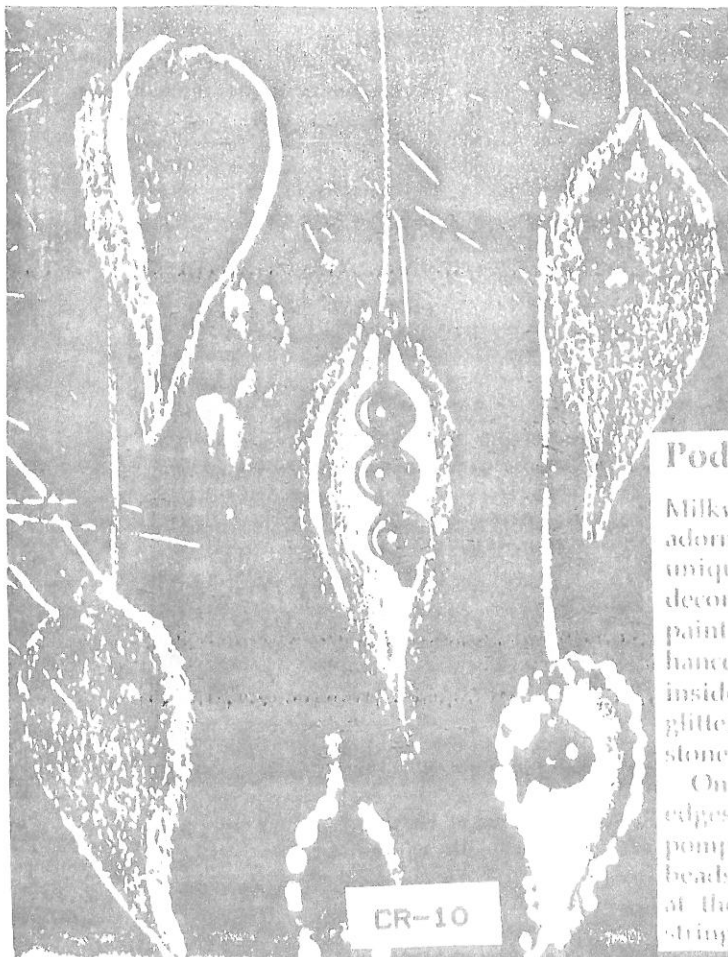
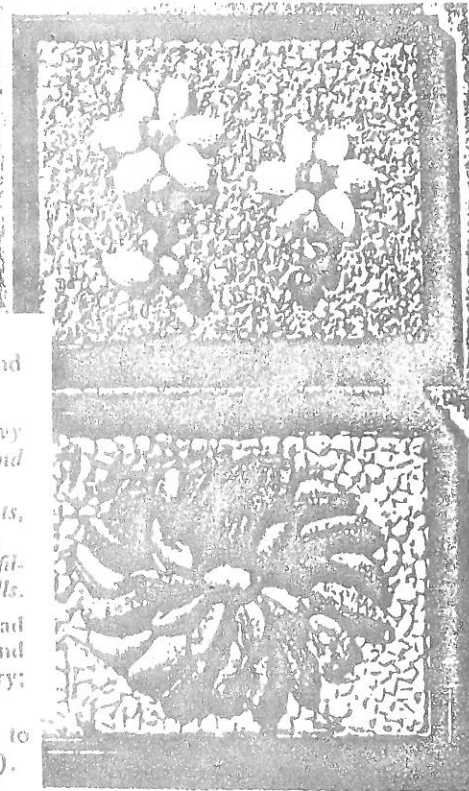
Materials: Black frames, 8x10"; heavy cardboard 8x10"; white glue; nuts and nut shells as follows:

For Brazil Nut Flower, 29 Brazil nuts, 1 whole pecan, crushed pecan shells.

For Almond Flower, 13 almonds, 10 filberts (hazelnuts), crushed walnut shells.

• Place cardboard in frame. Spread white glue thickly on cardboard and cover well with crushed shells. Let dry; shake off loose bits of shell.

• Glue on whole (unshelled) nuts to form flowers (see photos for designs).



Pods with glamour

Milkweed pods collected along the roadside adorn the tree shown here. To make these unique decorations, split pods in half and decorate them any way you want. Spray-paint the outside of the pods in colors to enhance your room. When paint dries, brush insides of some with glue and dust them with glitter. Glue a spangle centered with a rhinestone in opening of pod.

On others, brush glue only along front edges and dust with glitter. Glue ball fringe, pompons, or spangles to the pods, or suspend beads and balls in the openings. Make a hole at the top of the pods and string metallic string or braid through to form a hanger.

GOD'S EYE

MATERIALS:

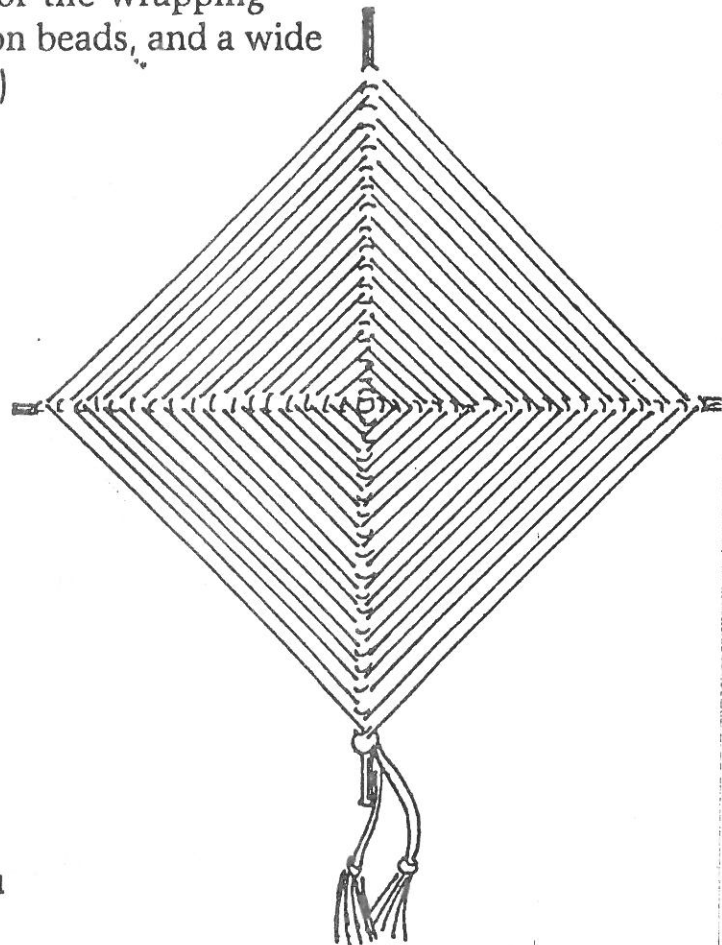
1. 2 sticks of equal length
2. yarn
3. scissors

PROCESS:

1. cross two sticks
2. begin wrapping yarn at center of cross
3. as you wrap say: "around and under, around and under"
4. continue in same direction
5. change colors at any time, tying one color to the next
6. tie at the end and tuck in
7. hang

VARIATIONS:

1. add tassels to ends of sticks
2. use tongue depressors and glue at the cross
3. try very large sticks or dowels, secured at the cross and use fibers, rope, heavy yarn for the wrapping (you can also tuck in feathers, sew on beads, and a wide variety of imaginative alternatives)

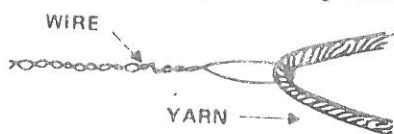


colorful ornaments.

Materials: Spools of thread (new or empty); wood handles which department stores give you for carrying home large parcels; bits of gift wrap and ribbon; large beads (wood or plastic); yarn, felt and paint in assorted colors.

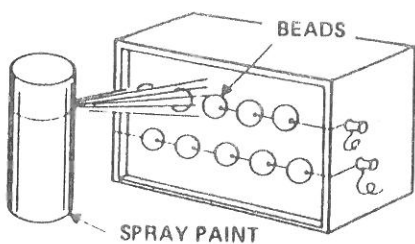
- Remove wires from wood handles and paint. Paint empty spools and cover with ribbon or scraps of gift wrap. (Or select colors of new thread—a collection of thread ornaments would be an unusual gift for someone who sews a lot.) Paint beads. Cut felt flowers about 1" in diameter; make holes in centers with an eyelet punch.

- String the colored spools, beads and felt flowers on contrasting colors of yarn. If yarn needle is too big to go through beads, make a "needle" from a twisted wire. Pull yarn through long

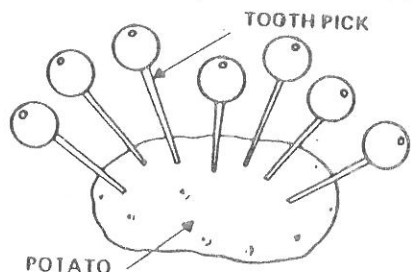


wood handles with a crochet hook. Doubling yarn gives you a loop at the top to hang ornament. Tie on yarn tassels at bottom.

Painting beads: The trick is to paint them all over and dry them without smearing. Thread beads on string and hook string from one end to the other

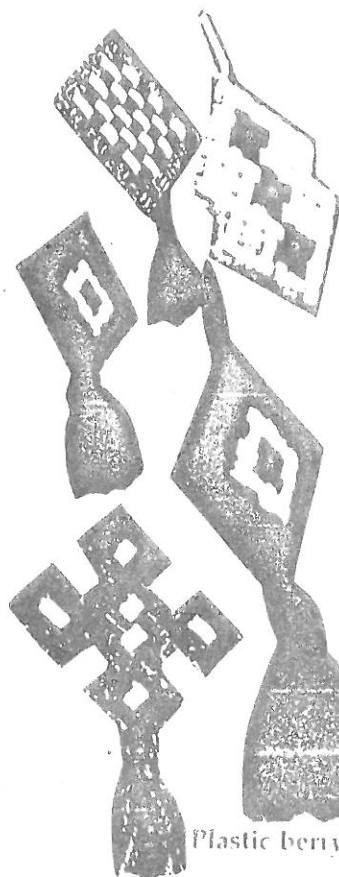
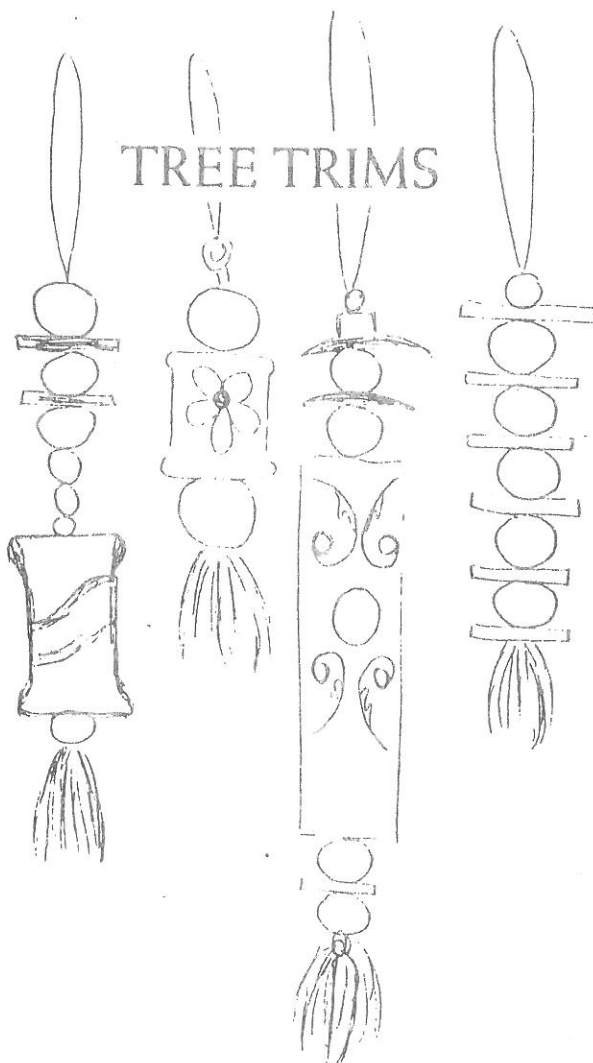


across the open top of a cardboard carton. Paint beads with a paint brush, or spray paint. Or put smaller beads on



round cocktail picks and poke them into a piece of plastic foam or an old potato.

TREE TRIMS



Plastic berry boxes are a good substitute for needlepoint canvas, as you can see from the ornaments shown above. And, the boxes are a no-cost retrievable item. Experiment with unusual color combinations of yarn gift tie, or use double strands of knitting worsted for equal effectiveness. To make these ornaments, you will need only a basic knowledge of the simplest needlepoint stitches.

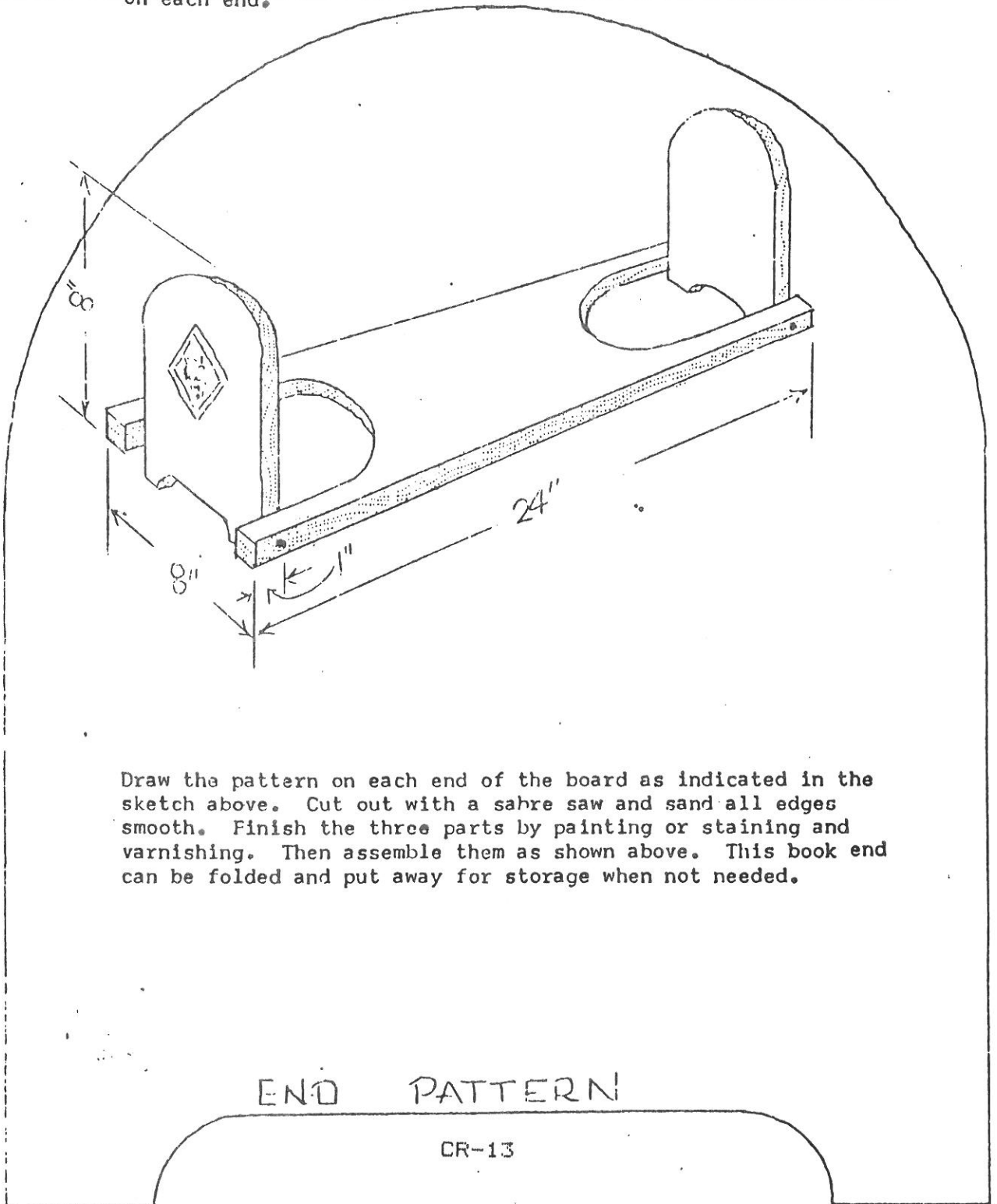
Instead of using regular needlepoint canvas, use pieces cut from ordinary plastic berry boxes for the bases, cutting two of each shape desired. Alternate the horizontal and the vertical stitches, one abutting the other, on the same grid. Overcast the stitches around the outside of each shape.

Finish the yarn ends at the beginning and the end by weaving under the stitches. At the top of each decoration, make a loop for hanging. Trim with a fluffy yarn tassel.

Plastic berry boxes with coverups

Book Ends

This book end is made from one board - a piece of clear white pine 1"x8"x24" - stained and finished with varnish. If you cannot obtain clear white pine - use a lesser grade lumber - and paint whatever color desired. When dry apply a Cub Scout insignia decal on each end.

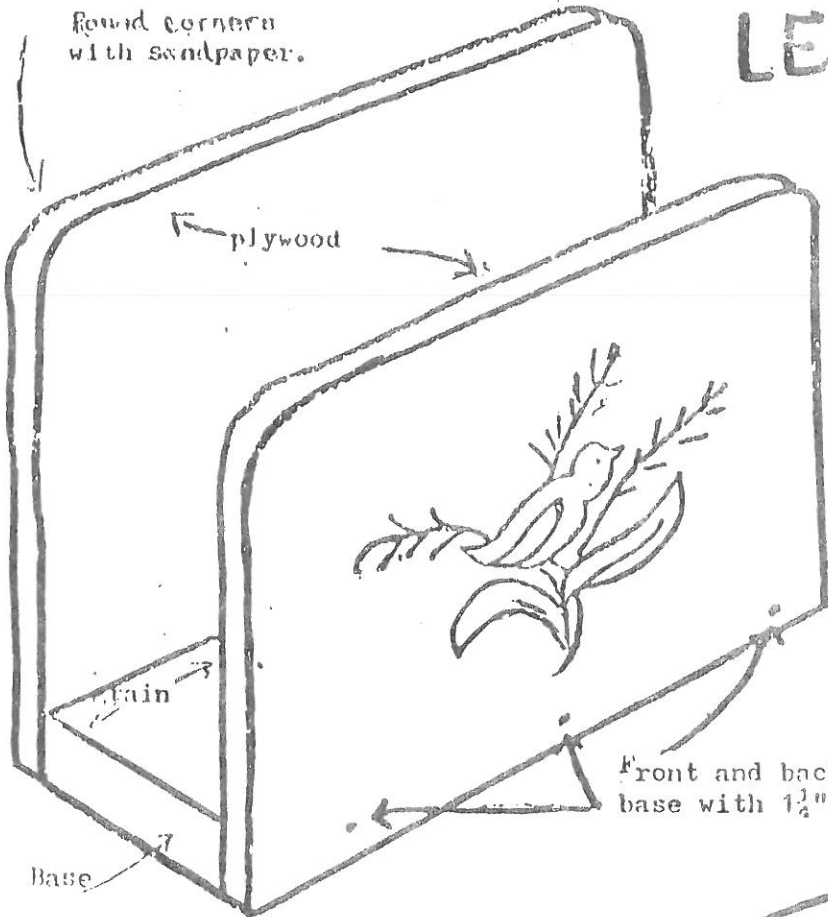


Draw the pattern on each end of the board as indicated in the sketch above. Cut out with a sabre saw and sand all edges smooth. Finish the three parts by painting or staining and varnishing. Then assemble them as shown above. This book end can be folded and put away for storage when not needed.

END PATTERN

CR-13

LETTER HOLDER



Materials required

- 1 - $\frac{1}{4}$ x $4\frac{1}{2}$ x 6 Back
- 1 - $\frac{1}{4}$ x 4 x 6 Front
- 1 - 3 x 2 x 6 Base

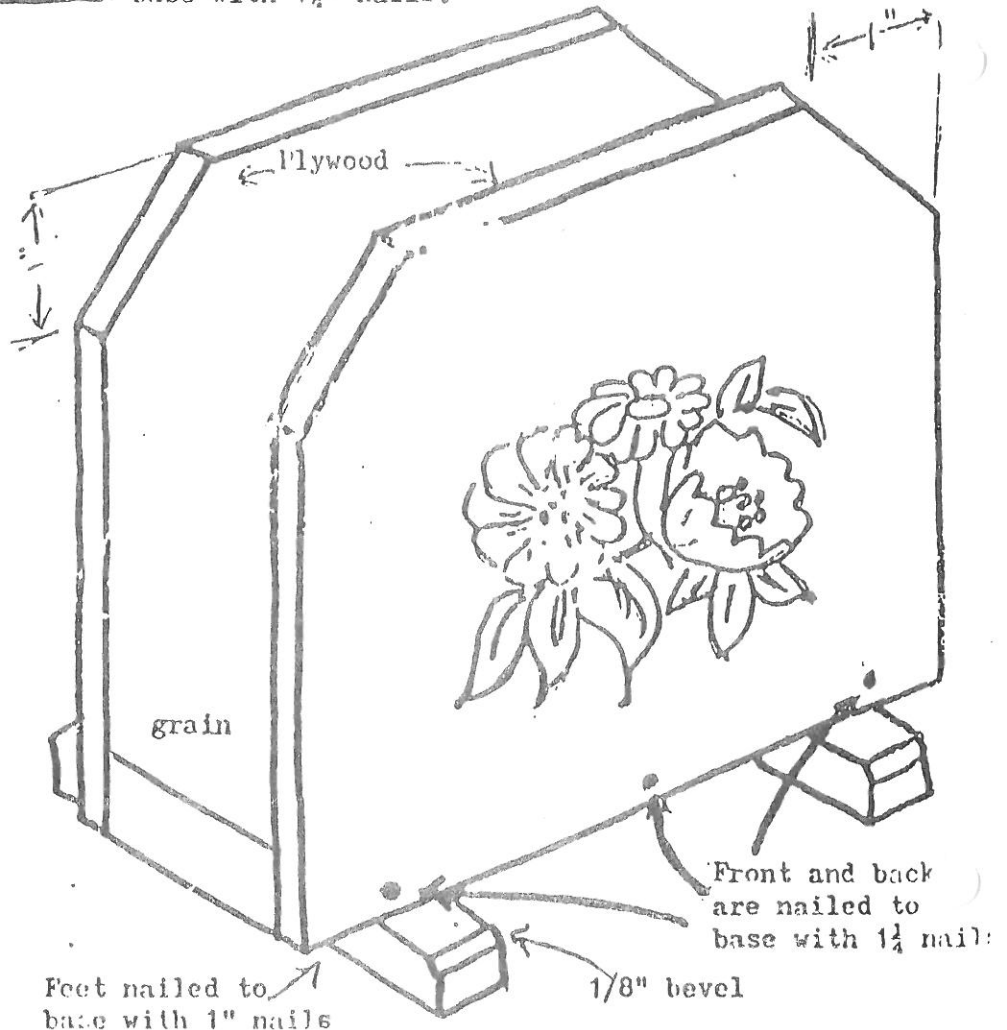
Paint green or stain brown and decorate front with a decal or colored magazine picture.

NAPKIN HOLDER

Materials required

- 2 - $\frac{1}{4}$ x $5\frac{1}{2}$ x 6 front and back
- 1 - $\frac{3}{4}$ x 2 x 6 base
- 2 - $\frac{1}{2}$ x $3\frac{1}{4}$ x $3\frac{1}{2}$ feet

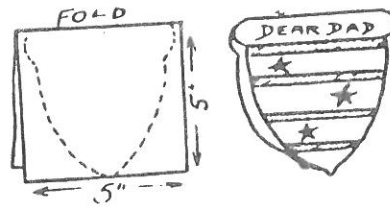
Paint ivory and decorate the front with a decal or use the type of self-stick paper shelf liner that matches the mother's kitchen.



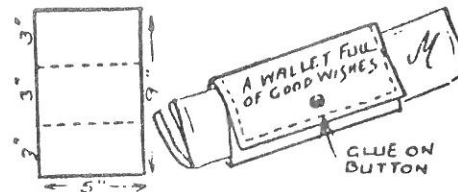
Father's Day Cards

Delight Dad with a hand-made greeting card on Father's Day this year, and you'll really please him!

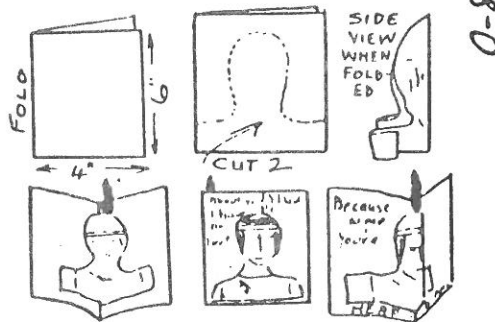
SPINNING TOP: Fold a 10" x 5" piece of construction paper. Draw outline of top on one side. Cut out, leaving fold intact. Glue strips of colored tape, paper or ribbon across top, and apply glitter or star decals. Near to fold, write "Dear Dad"; on the inside write "You're Tops With Me".



WALLET: Fold a 9" x 5" piece of construction paper as shown. Paint "stitches" with ink or crayolas. Write "A Wallet Full of Good Wishes" on the flap; place a folded handkerchief in the card.



INDIAN CHIEF: Fold an 8" x 6" piece of construction paper as shown. Cut Indian's head and shoulders from a 5" piece of white paper and color. Glue each shoulder to inside of card. Glue a feather to head band. When closing card, fold as shown. Write "About You, Dad, I Have No Beef" on cover, and "Because To Me, You're HEAP BIG CHIEF" inside.



BLUE RIBBON: Glue foil and painted cardboard circles together to form a rosette. Add a piece of blue ribbon. Glue the rosette to a 10" x 6" folded card. Write "A BLUE RIBBON to a Wonderful Dad" on the cover, and "From a Very Proud Lad" inside.

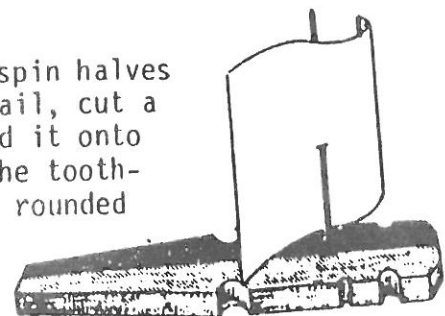


WORLD: Glue a milk bottle top (painted like a world) to a 5" x 6" card. Write "In All the World" on one side and on the other "No Finer DAD Than Mine".



Clothespin Ship

To make this ship, glue two clothespin halves together, back-to-back. For the sail, cut a piece of paper, 1" x 2", and thread it onto a toothpick. Glue the bottom of the toothpick in the small opening near the rounded end of the boat.



Pin Cushion Chair

MATERIALS NEEDED :

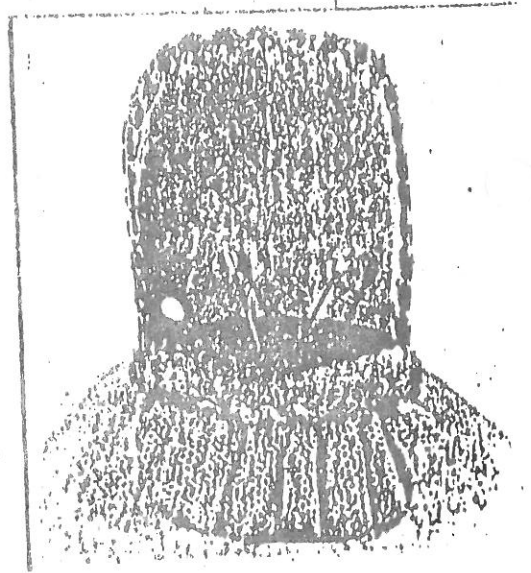
Quart size bleach bottle
3" square White Foam - 1-1/2" thick
Trim: net, rick rack, sequins,
gold paper lace

4" square Art Foam or felt
White glue
Pins

DIRECTIONS :

1. Cut bottom of bottle in a chair shape. The chair back should be about 6" high and 5" wide. Cut a circle of White Foam to fit inside the chair bottom. It should be about 3" in diameter. Cover the top of the White Foam with a piece of felt or Art Foam. Bring edges down over the White Foam and pin to hold. Force this down inside the chair bottom.

2. Pin and glue a ruffle of net around the base of the chair. Trim with rick rack and sequins. Gold Paper Lace daisy strips may be glued all around edge of the chair back if desired.



Shoe Shiner



For Dad

You'll need a 6" x 9" piece of felt, black marker, two plastic curtain rings, needle and thread, and one bare foot.

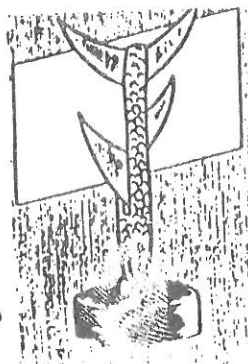
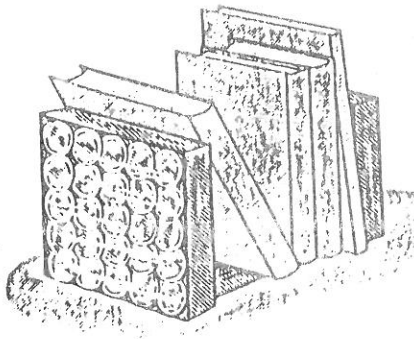
In the center of the felt, trace around your foot. On the narrow end of felt, turn corners under to form a "V" and finger-press. Fold point over ring and glue to hold. Repeat for other side. Print your name in the center of the foot. When Dad polishes his shoes, he'll a remember who gave him this useful gift!

Bottle Cap Bookends

You'll need bottle caps, two pieces of wood, 5-1/2" square and 1" thick, pliers, hammer, paint, paintbrush, cardboard, glue and shellac.

For each bookend, paint the wood. Let dry. To flatten the caps, use pliers to bend the fluted edges out and then hammer flat.

Glue rows of flattened caps to one side of the wood, slightly overlapping rows. Apply shellac with a paintbrush and let dry. Repeat for other bookend. Glue a long piece of cardboard under the bookends.



CR-16

Fish Letter Holder

You'll need a jar lid, clothespin, construction paper, paint, paintbrush and glue.

Paint the lid blue and clothespin green. When dry, glue the head of the clothespin onto the top of the lid.

Cut fins and tail from paper and glue to inside of one of the prongs. Paint fish's mouth, eyes and scales in a darker color.

Bird Cage

MATERIALS NEEDED :

1/2 gallon plastic bottle
Assorted small plastic flowers, leaves, & butterflies
1/4" x 8" doweling
Gold Paper Lace trim
1 bird
Sequins
White glue
Scrap White Foam

DIRECTIONS :

1. Cut 3 holes in bottle, 2-3/4" diameter each. One hole in center front and one on either side --- equal distance apart.
2. Glue Gold Paper Lace around bottle at indentation lines above & below holes. Add other trim as desired.
3. Run doweling through bottle and put bird on his perch.
4. Decorate with flowers, leaves, butterflies, etc.
5. Insert piece of scrap foam into top neck of bottle and anchor flowers in it. (Floral clay may be used to help hold flowers.)

The bottle at the left is turquoise, the flowers are pink with a pink & yellow butterfly. The yellow bird sits on a pink perch made from a small dowel stick.

Flower Basket

To make a flower basket, cut top off of bleach bottle leaving about 6" at the bottom. Cut slits 3/4" wide from top to within 1" of bottom. Fig. 1. Wrap strips of plastic around a pencil so that they curve down, Fig. 2. Continue until all strips have been curved.

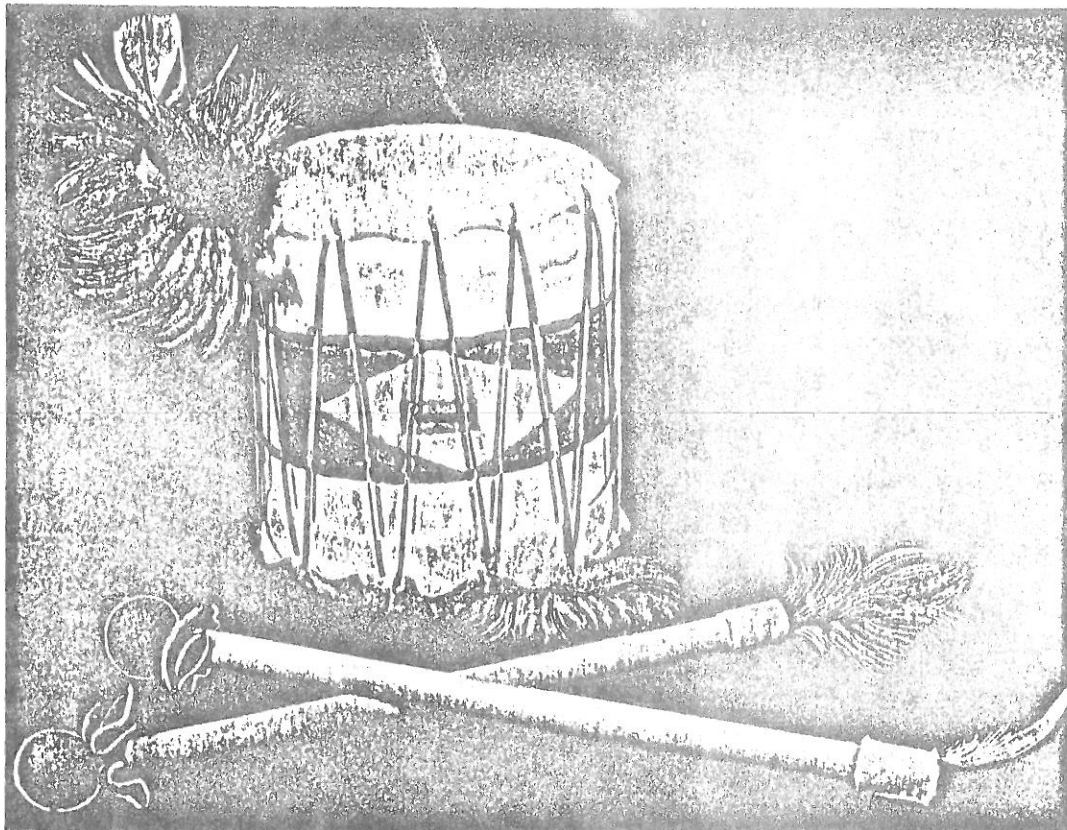
Make handle by cutting a strip of plastic 1" wide and 18" long. Place inside basket and staple or glue to hold.



Fig. 1



Fig. 2.



Indian Drum

MATERIALS NEEDED :

2 large plastic bleach bottles
 2 wooden dowel sticks - 1/2" x 10"
 Leather thong, plastic lacing, or twine
 2 large wooden beads
 String, wire, or chenille stem

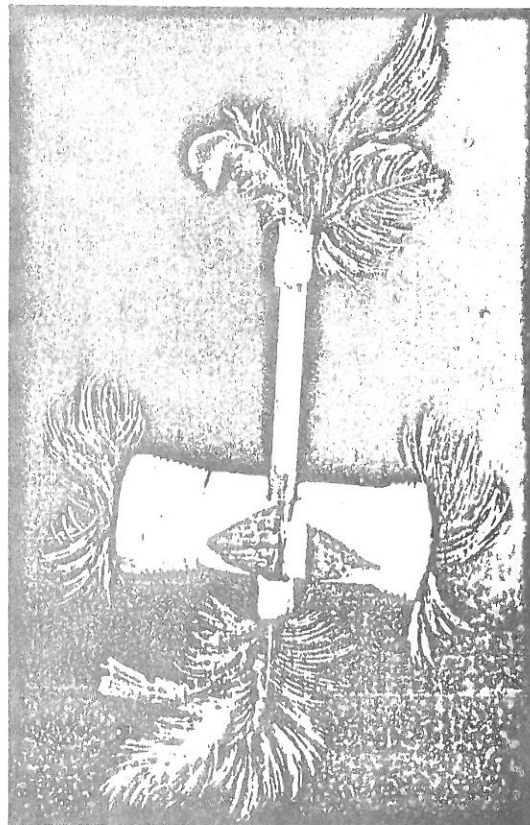
Leather or old inner tube
 Bright colors paint - poster or enamel
 Feathers
 Cloth, felt, or Art Foam

DIRECTIONS :

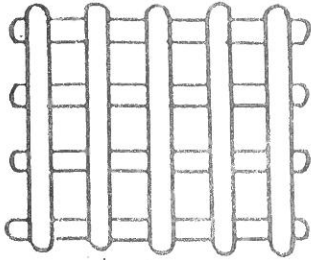
1. Cut top off one bleach bottle leaving bottom between 6-1/2" to 7" high. Take second bottle and cut off bottom 1-1/2". Force this shallow piece over open end of first bottle so that you have a drum with both ends covered.
2. Paint Indian design on sides of drum.
3. Cut 2 circles of leather or old inner tube about 1/2" larger than top of drum. Make holes with punch or ice pick around edge of both pieces. Be sure that they match up and that you have the same number of holes in both pieces.
4. Place drum in between both circles. Loosely weave, lacing up and down through holes. Tighten lacing gradually.
5. Beaters : Fasten wooden bead to one end of dowel stick. Use a small tack or glue to secure. Place a square of cloth or Art Foam over bead and secure ends by wrapping chenille stem or wire around stick.

Indian Noisemaker

Indian noisemaker is made from a small detergent bottle. The neck of the bottle is cut off so the top will be flat. Slip a dowel stick through slits cut in both ends of the bottle. Paint designs as desired. Drop pebbles or beans into rattle through hole in one end and put a bit of tape over hole. Decorate with yarn, raffia, feathers, etc.



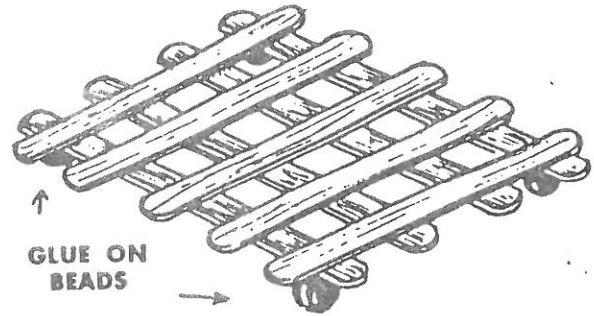
GLUE STICKS
TOGETHER



HOT PLATE

MATERIALS:

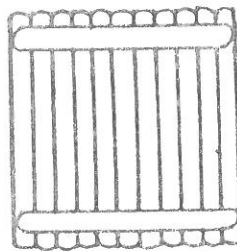
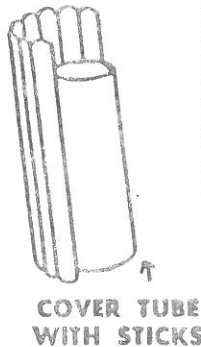
- 9 sticks
- 4 beads



INSTRUCTIONS

Place 4 sticks as shown in illustration. Glue 5 sticks across them.
Glue a bead on underside of hot plate, at each corner.

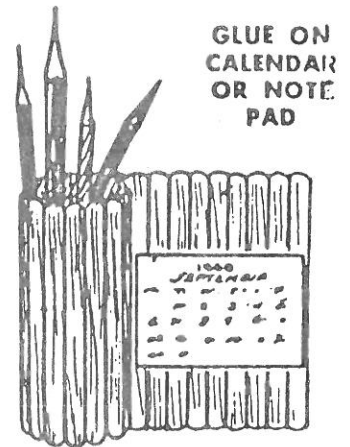
DESK SET



DESK SET

MATERIALS:

- sticks
- calendar or note pad



INSTRUCTIONS

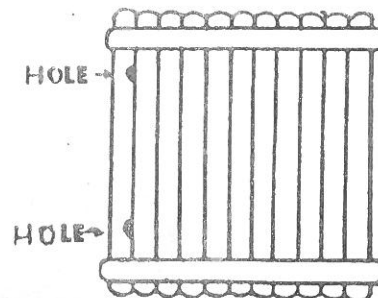
PENCIL HOLDER: Cut a cardboard roll down to 3". Tape a cardboard circle onto one end. Glue sticks around roll, as shown in illustration.

BASE: Glue 11 sticks together. Add cross pieces as shown. Glue pencil holder (roll) onto left hand side of base. Add a calendar or note pad to front of base.

PHOTO ALBUM

MATERIALS:

- 28 sticks
- piece of string or cord
- Tiny decals, flat-sides beads, or colored cardboard for decoration

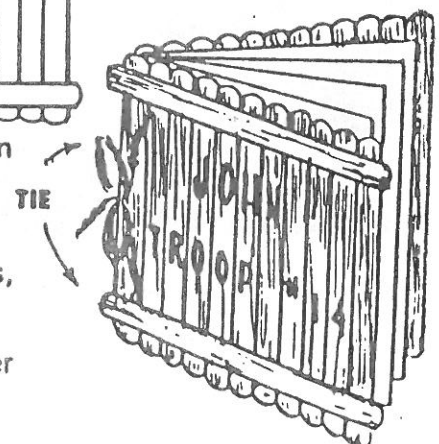


INSTRUCTIONS

COVER: Glue 11 sticks together. Glue two sticks across first ones, as shown. Drill holes for inserting cord.

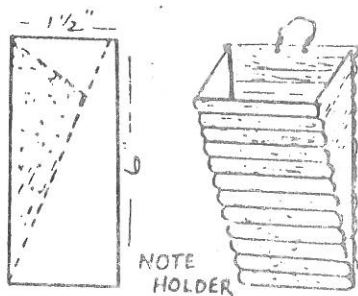
Make another cover in the same way. Lace two covers together through holes.

Glue on decorations.

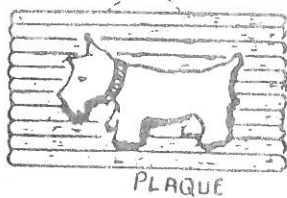


Popsicle Stick Projects

Many of you have requested ideas on popsicle sticks. Here are some excellent ways of using them, either as gifts or around the home.

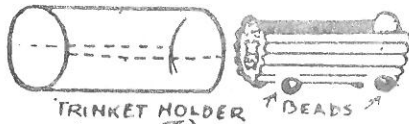


NOTE HOLDER: For sides, cut two cork or wood pieces as shown. Glue sticks, side by side, to straight sides of triangles. When glue is dry, glue sticks to other triangle sides. Lay the holder flat to dry. For hanging, thread cord through two holes in back, or glue on a picture hanger.

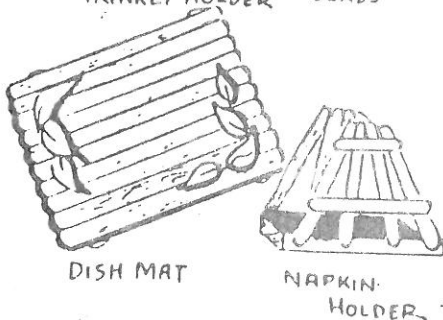


WALL PLAQUE: Glue 12 sticks, side by side, to a cardboard backing. Glue on a cord for hanging. Apply a decal or wallpaper design, and shellac.

TRINKET HOLDER: Remove half of a small (4") round box, leaving ends intact. Apply glue to sticks and place them across box. Hold in place with a rubber band until dry. Glue a decal to ends if necessary.

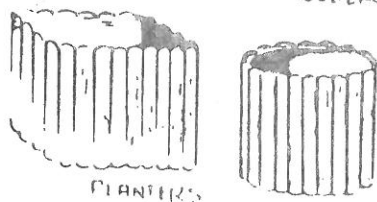


HOT DISH MAT: Glue 12 sticks to unwrinkled burlap or felt. Place under a heavy weight to dry, then glue two sticks across back as shown. Paint or apply a decal.

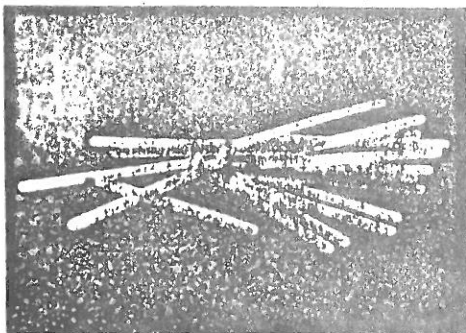


NAPKIN HOLDER: Use wood 2" x 3-1/2" for base. Sand until smooth. Glue four sticks to each side as shown. When glue is dry, glue two sticks across each side. Paint or varnish.

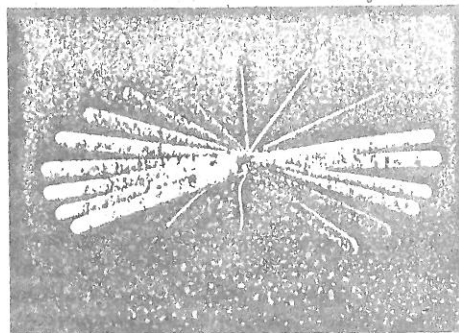
PLANTERS: Choose a tin or heavy cardboard can which will not be taller than the length of your sticks. Lay enough sticks side by side to fit around the can, and tape them at the back. Now apply strong glue to sides of can and arrange sticks into position.



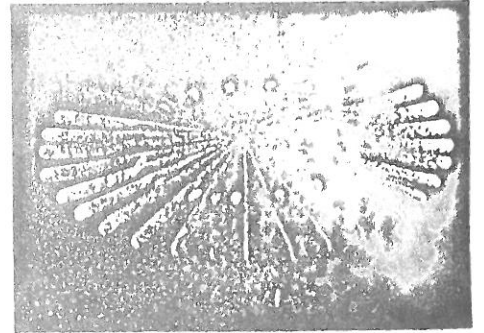
HOW TO MAKE A SLAPSTICK SUNBURST MAT



1 DRILL HOLE IN SLAPSTICKS. Or buy the Slapsticks with holes already drilled. Each stick has two holes, one at the end and one in the middle. You will need 1 yard of elastic on which to thread the Slapsticks. You will also need 33 small wood beads and 33 Slapsticks. Plus dye or paint if you wish to color your Sunburst Mat.



2 THREAD SLAPSTICKS. Using a needle or just your hands, thread the elastic through all "end" holes in the Slapsticks. Pull snug. Tie a knot and cut off the excess elastic. Follow the same procedure for the middle holes but alternate beads between each of the Slapsticks so that your mat will look like the finished illustration, No. 3. Pull the elastic snug (not too tightly or your mat will buckle). **CR-20**



3 TIE A KNOT IN THE ELASTIC. Cut off the excess elastic and your Sunburst Mat is complete, unless you wish to dye or paint it. The easiest way is to dye the mat by dipping it in a deep dish of dye, any color you wish. If you desire a multi-colored Sunburst Mat, it is necessary to complete the coloring process prior to assembly. They can also be spray painted or spatter painted.

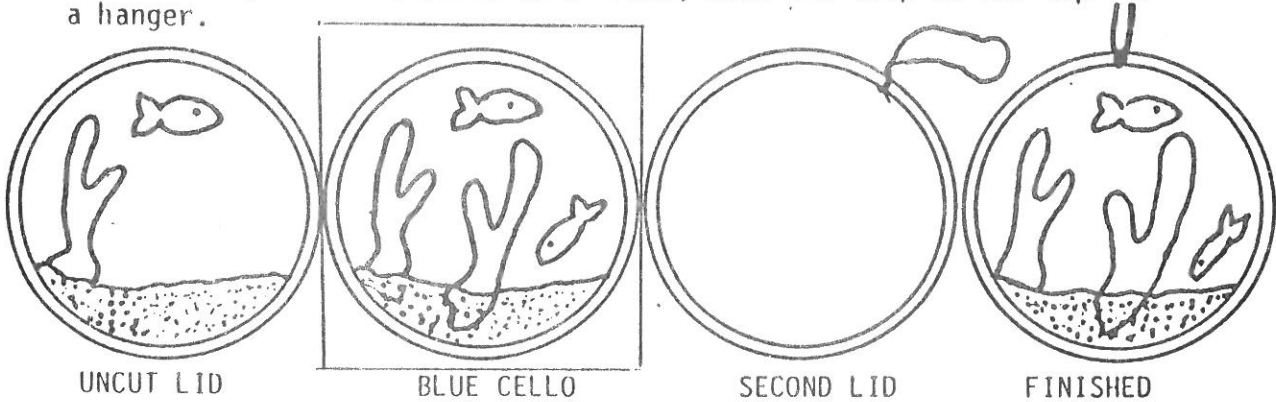
Sea Scene for a Window

You will need two plastic lids exactly the same. Cut the center out of one of the lids without cutting through the outer rim. Cut out two or three tiny fish or other sea creatures and some seaweed from colored paper.

Rub glue along the inside bottom of the uncut lid and sprinkle it with glitter or sand to represent the ocean bottom. Glue half of your cut-outs on the lid.

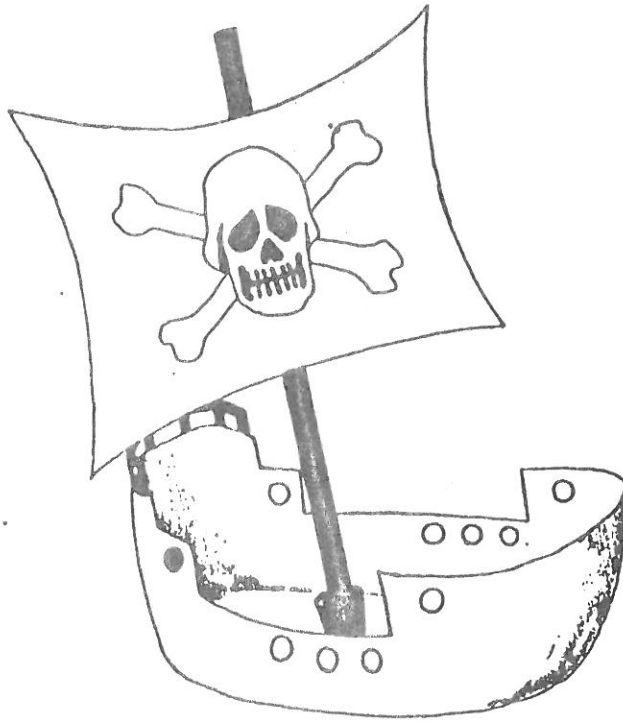
Glue a piece of blue cellophane over the scene, gluing it only at the edges. When the glue is dry, trim the cellophane to fit the circle exactly. Glue the rest of the creatures on top of the cellophane.

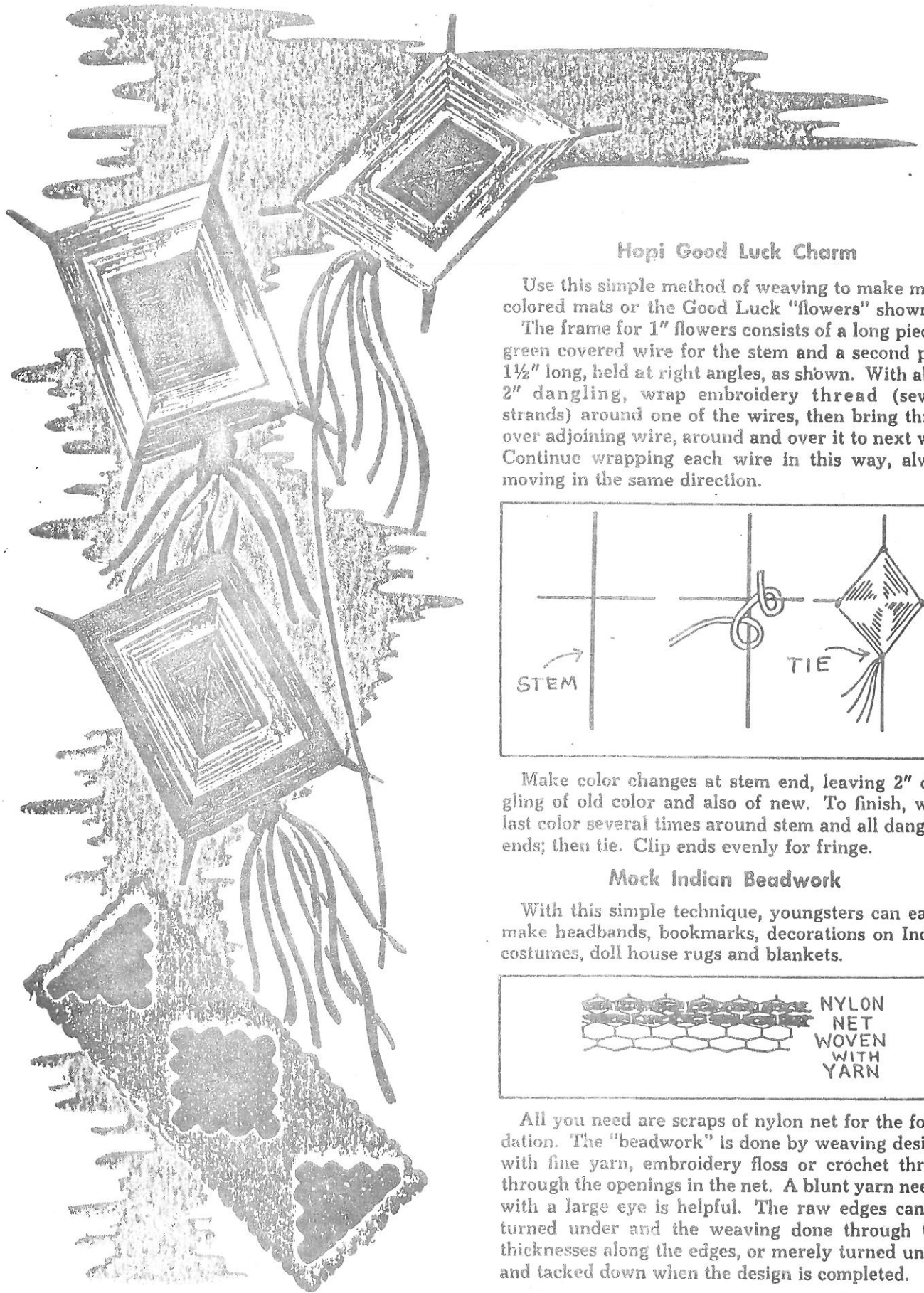
Tie a loop of yarn around the rim cut from the other lid and glue it over the edges of the scene as a frame, with the loop at the top for a hanger.



Pirate's Ship

Cut the bottom of a plastic dishwashing liquid bottle to look like a ship. Make the sail from a leftover piece of the bottle. Glue the cap from a tube of toothpaste inside the ship. Glue the sail to a stick and then into the cap. Add a paper railing to the back of the ship and a decoration on the sail. Use a paper punch to make portholes.

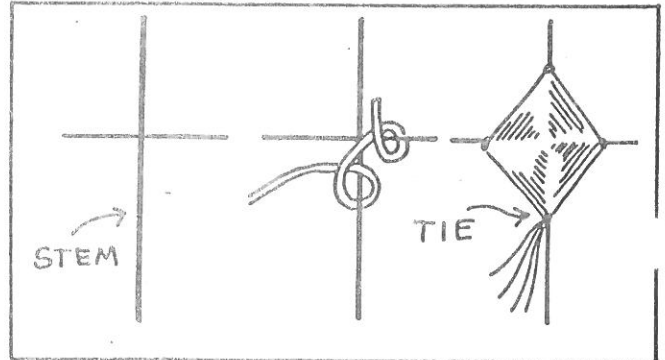




Hopi Good Luck Charm

Use this simple method of weaving to make multi-colored mats or the Good Luck "flowers" shown.

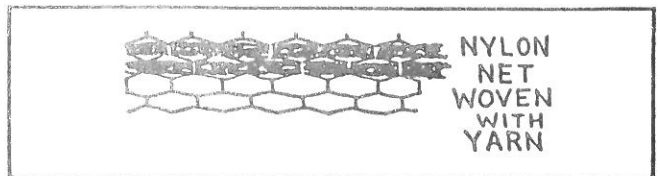
The frame for 1" flowers consists of a long piece of green covered wire for the stem and a second piece 1½" long, held at right angles, as shown. With about 2" dangling, wrap embroidery thread (several strands) around one of the wires, then bring thread over adjoining wire, around and over it to next wire. Continue wrapping each wire in this way, always moving in the same direction.



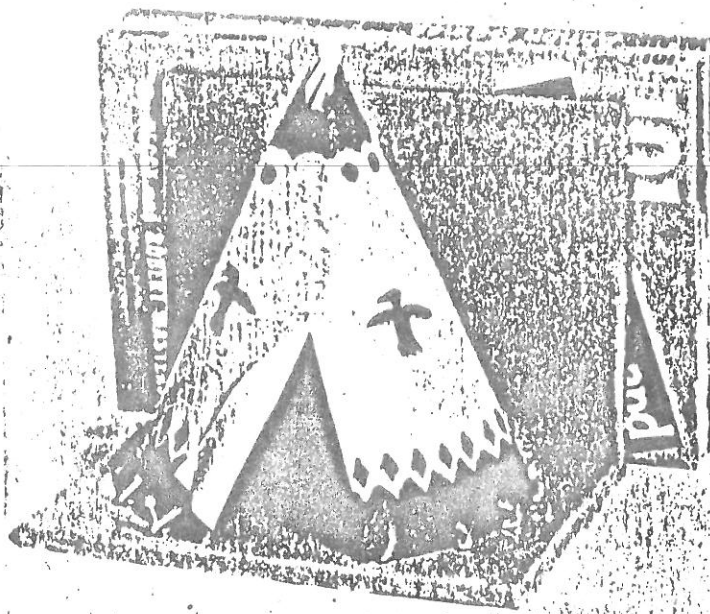
Make color changes at stem end, leaving 2" dangling of old color and also of new. To finish, wrap last color several times around stem and all dangling ends; then tie. Clip ends evenly for fringe.

Mock Indian Beadwork

With this simple technique, youngsters can easily make headbands, bookmarks, decorations on Indian costumes, doll house rugs and blankets.

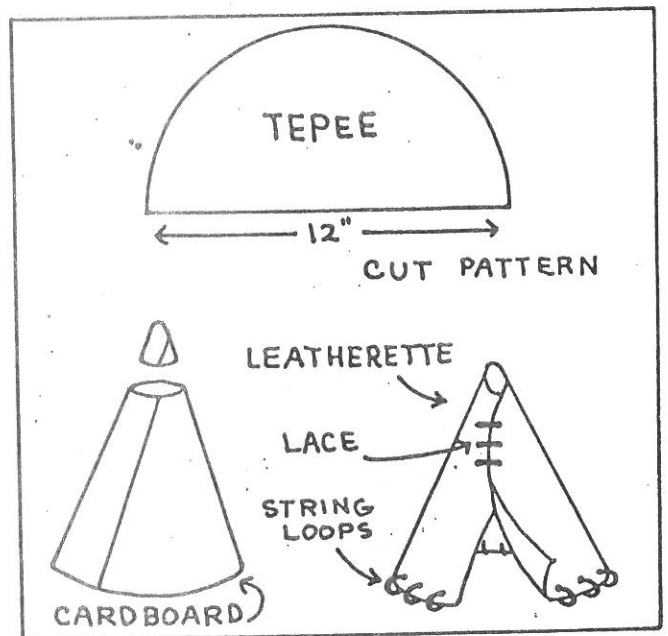


All you need are scraps of nylon net for the foundation. The "beadwork" is done by weaving designs with fine yarn, embroidery floss or crochet thread through the openings in the net. A blunt yarn needle with a large eye is helpful. The raw edges can be turned under and the weaving done through two thicknesses along the edges, or merely turned under and tacked down when the design is completed.



TEPEE BOOK ENDS

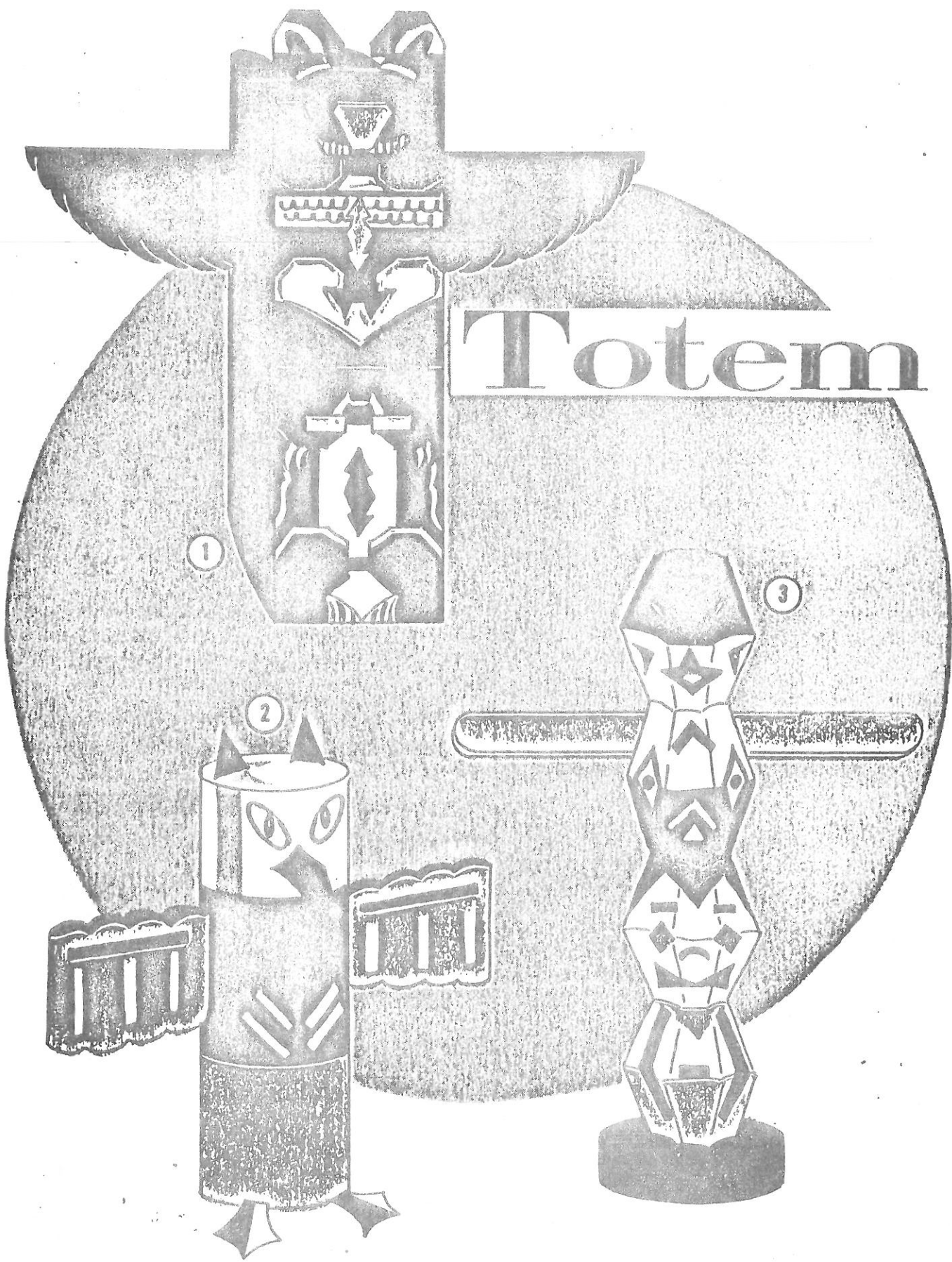
opening in cardboard. Cut a sloped opening at top of tepee.



Cut two pieces of wood 5" x 6" for each book end. Sand down and paint, shellac or varnish as desired. Cut a cardboard circle 12" in diameter. Use one-half of this circle for a pattern for your tepee. Form other half into tepee shape. Remove about 1/2" at tip of cardboard cone. Using cardboard pattern, cut a half circle of leatherette. Wrap this around the cardboard cone. Fold a flap back for a door. Cut door

To attach the leatherette, use a large-eyed needle threaded with string. Lace the ends of the tepee together. Paint a design onto tepee. Punch holes around bottom of tepee and attach tiny loops of string. Attach these loops to the wooden base with small nails or tacks. The nails will serve as stakes. When you have attached tepee to the wooden base, fasten remaining wooden square to the base.

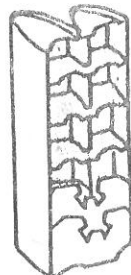
Totem



Poles

1. Egg Carton Totem Pole

All you need are two egg cartons with dividers to make a first-rate totem pole. First remove the lids. Loosen the dividers and bend them flat with top of

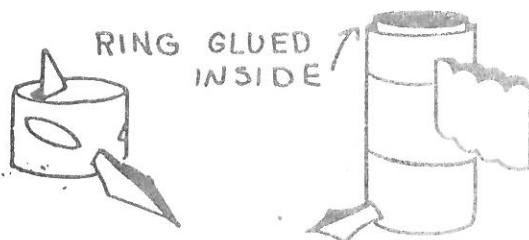


FLATTEN DIVIDERS

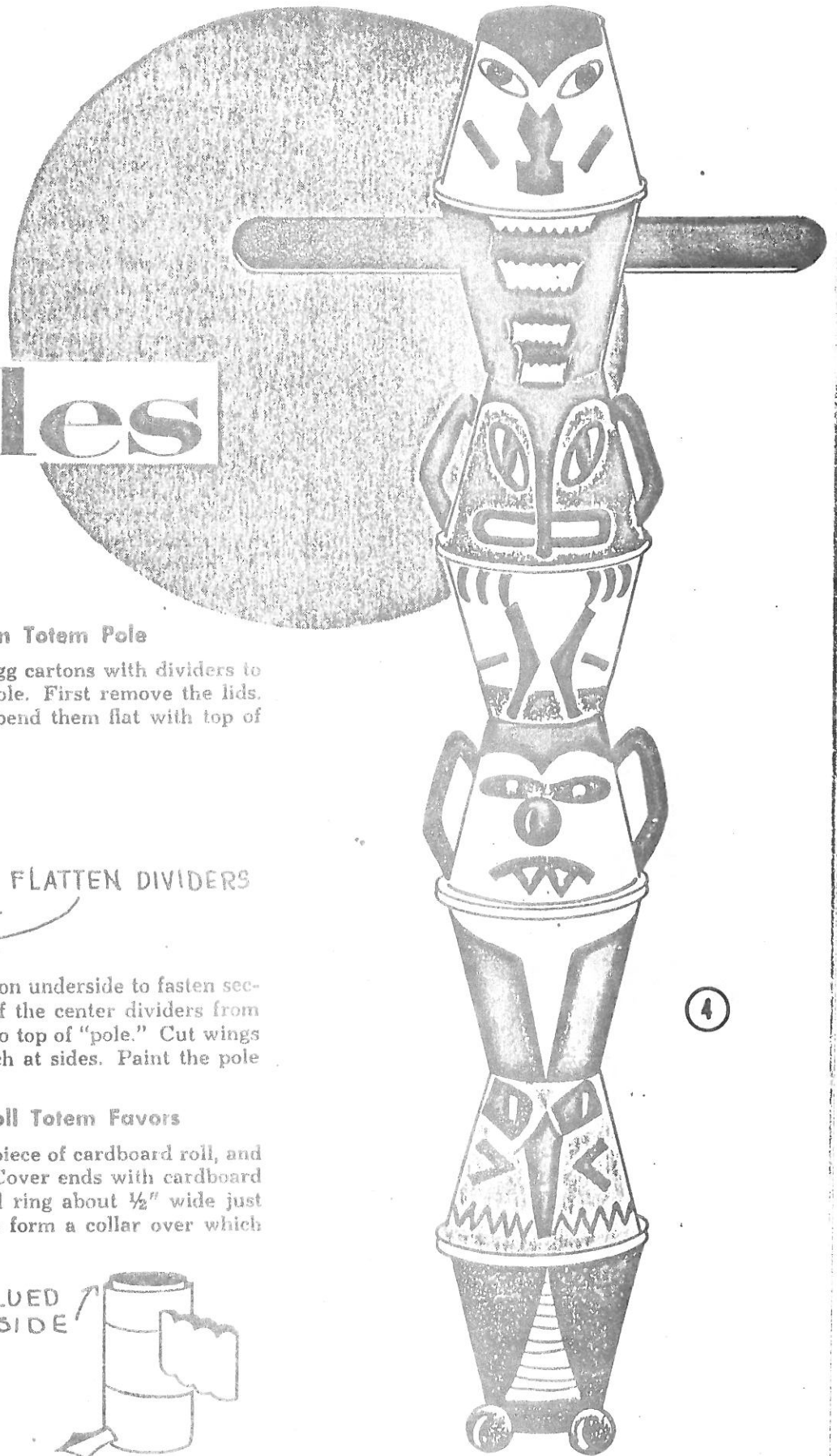
carton. Use strips of tape on underside to fasten sections together. Use one of the center dividers from a second carton and tape to top of "pole." Cut wings from carton lids and attach at sides. Paint the pole in brilliant colors.

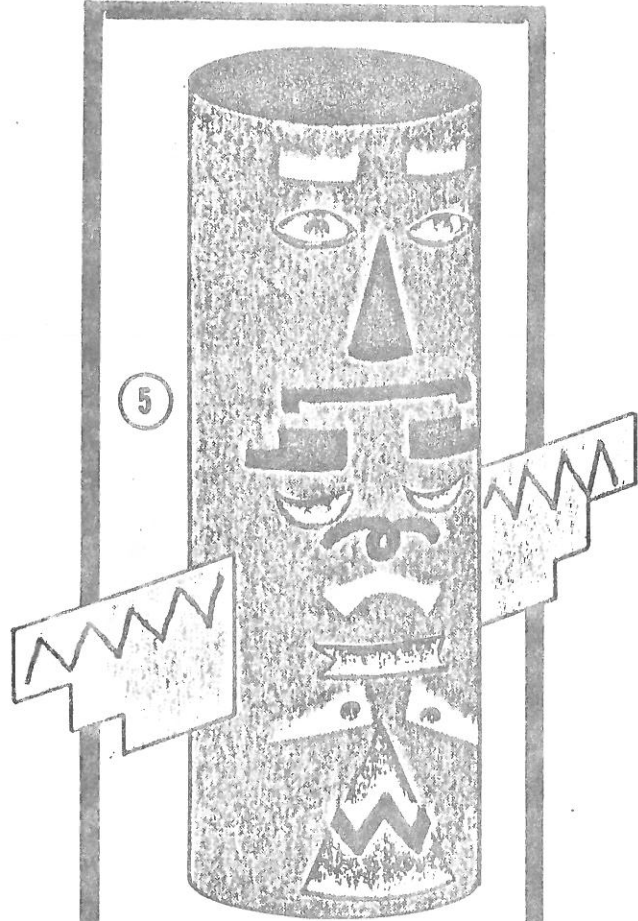
2. Cardboard Roll Totem Favors

For the body, use a 4" piece of cardboard roll, and for the head a 2" piece. Cover ends with cardboard circles. Glue a cardboard ring about 1/2" wide just inside the top of body, to form a collar over which heads fits.



CR-25





Cover the totem pole with construction paper, adding a contrasting band around both body and head. Glue paper ears, beak and feet in place, and add wings, eyes and decorations.

3. Pulp Egg Carton Totem Pole

To form each section of the pole, glue two cup portions from pulp egg cartons together, first trimming to fit. Assemble sections by slitting at top and bottom and inserting a popsicle stick. Add another popsicle stick for wings. Mount on base; paint and add bright designs.

4. Paper Cup Totem Pole

Here is a totem pole made from hot-drink paper cups — the ones that have handles.

Stack 6 or 8 together, bottom cup upside down, second right side up, third upside down again, etc. Glue together, taping until dry.

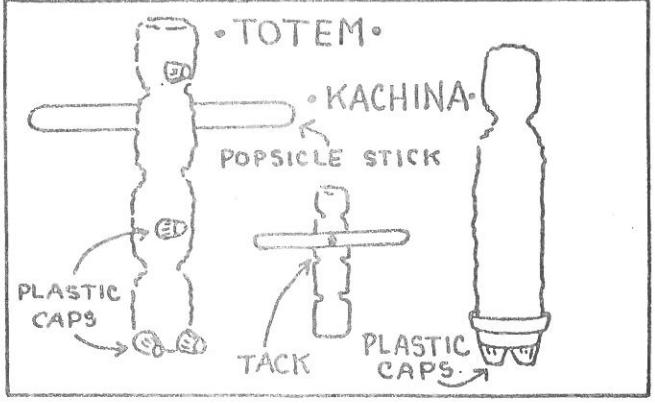
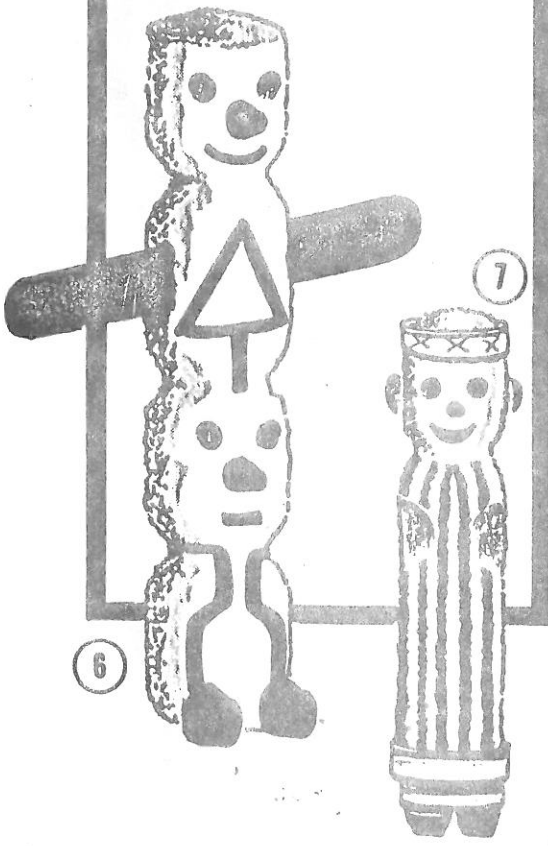
Use your imagination for the "carving." For ears, glue handle together for one ear and add handle from another cup for other ear. For nose, cut a small hole and insert a flash bulb. For wings, use a tongue blade; and for other features, use end of clothespin, reinforcement rings and so on.

5. Round Box Totem Poles

Stack several oatmeal or salt boxes to height desired. Add wings, noses, and so on of cardboard; paint on Indian designs.

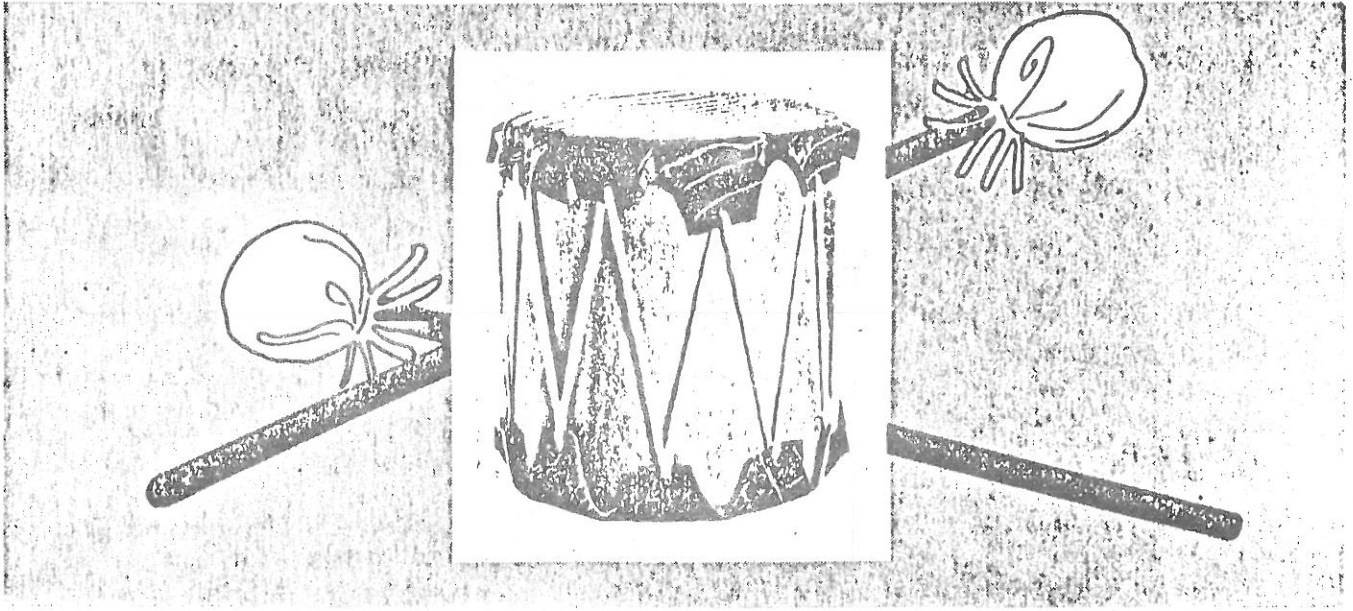
6. Corn Cob Totem Poles

Carve the cobs to form a series of knobs. Add features of small pieces of cob, thumbtacks, toothpicks, buttons, bottle caps and so on. Decorate with paint and finish with shellac.



7. Kachina Doll

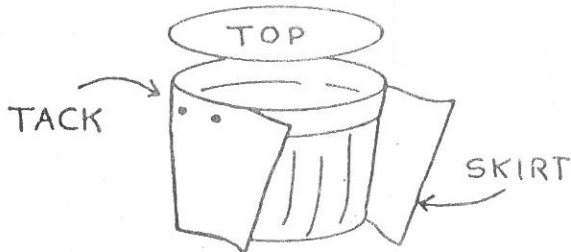
Carve corn cobs with a pocket knife. Features and hands of color to suggest clothing can be made from paper or painted on with airplane dope.



Chippewa Dream Drum

A bushel basket is ideal for making this special ceremonial drum, commonly played by several Indians. Cover it with a "skirt" made by tacking a fabric around the basket. Tack a scalloped piece of leatherette, felt or contrasting fabric around the top.

The "supports" are made of coat hanger wire,



shaped into a curve. Pad them with old nylons or paper, making them thicker in the middle. Then wrap around and around the supports with strips of crepe paper, covering the padding.

Drill pairs of holes at four equally spaced points around the top of the basket and wire the supports firmly in place. Tie feathers to the tips.

For the top of the drum, cut a circle of heavy cardboard or poster board. Paint the cover in two colors with a light stripe across the center. Glue the cover to the top of the basket.

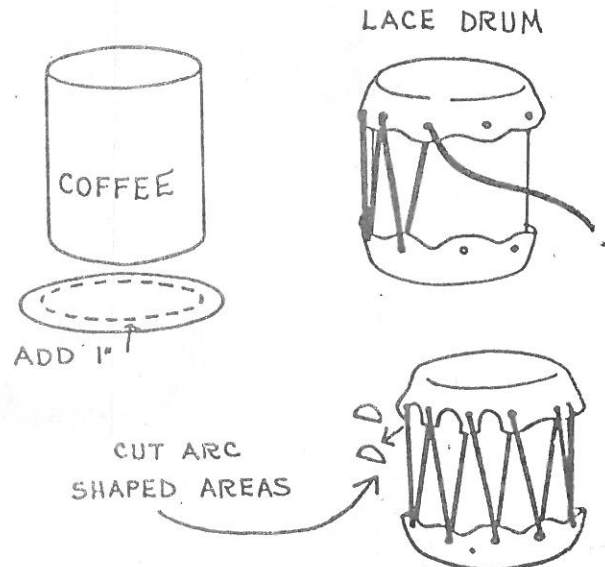
For the drumsticks, glue and tie wads of cotton rags to the ends of dowels; then cover the padding with brown fabric, tying it in place. Trim with feathers.

Tom-tom

The new 3-pound coffee cans, with leatherette top and bottom, make perfect tom-toms. First paint the can a bright color, for a very realistic look, or cover it with the imitation birch bark.

Now make a pattern for the top and bottom pieces. Place the coffee can on a sheet of paper and draw around it. Remove the can and draw another circle around the first, an inch larger all around. Using this pattern, cut two pieces of leather or leatherette. Punch holes around the edges of both pieces, $\frac{1}{4}$ " in from the edge and about 2" apart.

Place one circle on the top and the other on the bottom of the coffee can and lace them together with colorful yarn or plastic lacing. Tie the ends together; then tuck them under one of the covers. Now cut out a small arc between lacings, giving a scalloped effect. If you like, add yarn tassels around the top. Make drumsticks as described for the dream drum.



You can very easily adapt your tom-tom for other uses. For a doorstop, weight the can with sand or gravel before assembling. For bookends, use a smaller can and weight it also.

BIRCH

Natural Birch Bark

Birch bark brought back from summer vacations in northern woods can be turned into useful, rustic articles. Living trees should never be stripped of their bark, but fallen logs can often provide large sections of this material. Soak it overnight to make it more pliable. Pieces may be joined together by overcasting with needle and thread or punching and lacing as with leather work. Since bark has a tendency to curl, projects should be pressed or clamped, if possible, until thoroughly dry.

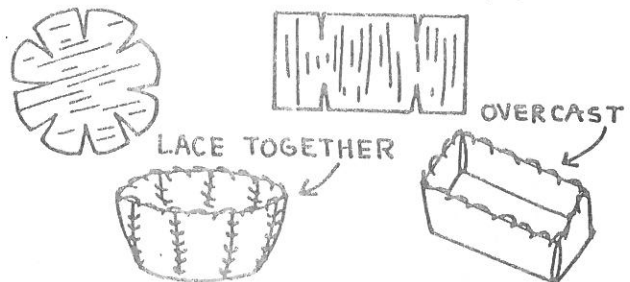
Imitation Birch Bark

In a few minutes you can make a very realistic imitation of birch bark with plain brown wrapping paper, white tissue paper, liquid mucilage and brown pencil crayon.

Using the rubber tip on the bottle, spread mucilage unevenly on brown wrapping paper; then lay white tissue paper over it. When dry, add bark lines with brown pencil crayon.

Baskets

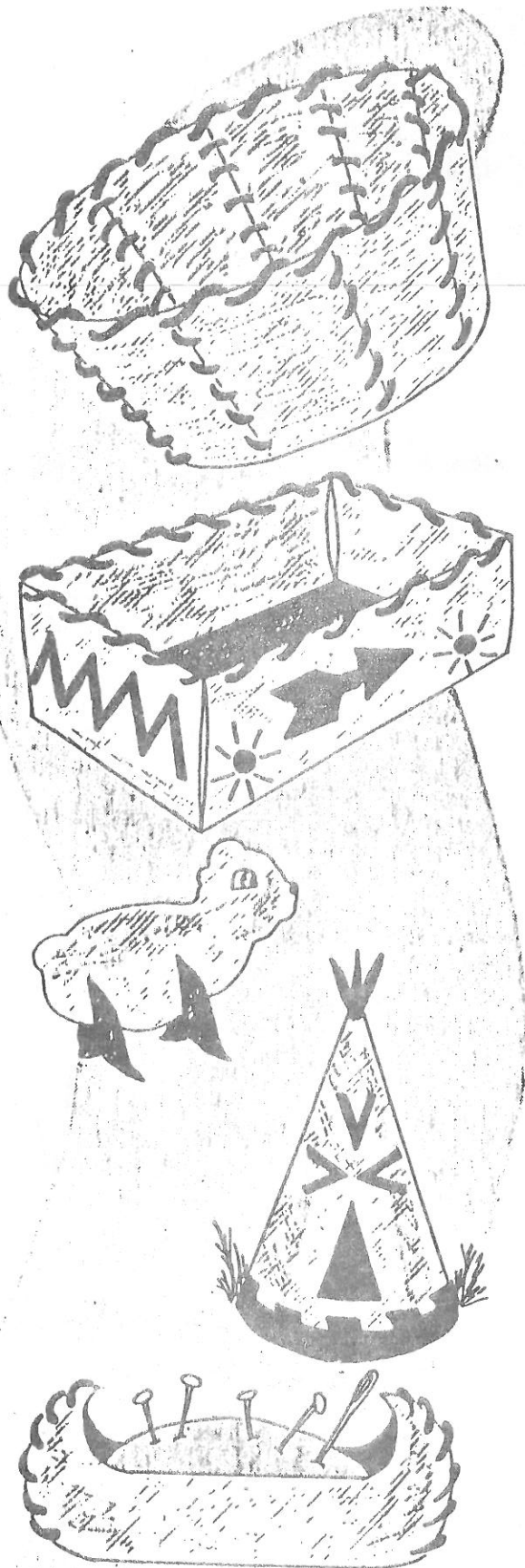
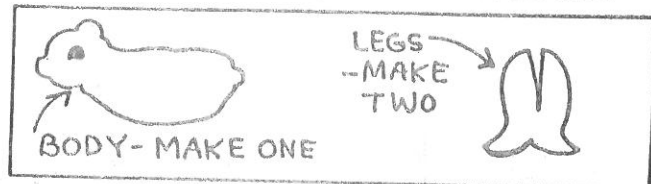
Slash at the sides of a large rectangular piece of bark or cut a circular piece into pie-shaped segments, leaving the center intact. Bend up the sections and sew or lace together. For tall, cylindrical



baskets, make a tube by overlapping the ends of a long piece of bark. Glue and nail to a circle (or oval) of wood for the bottom, or sew onto a piece of bark. To give added strength around the rim, overcast with a pliable young shoot.

Animals

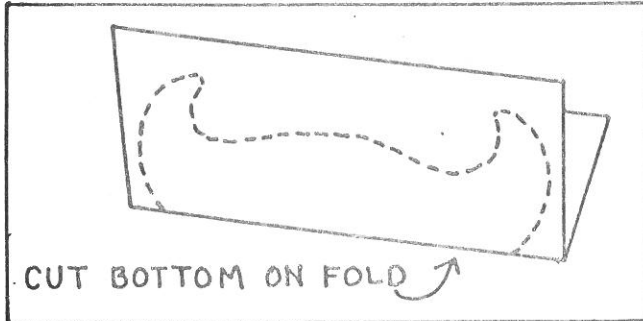
You can make stand-up animals by cutting slots in the legs; then slip the body and head into the slots.



BARK

Canoe

Fold bark in half and cut out shape of canoe, with bottom of canoe along folded edge. Sew ends together and add seats made of toothpicks or fit a pin-cushion inside the canoe.



Tray Favors

For tray favors, use a semicircle of bark for a wigwam and paint with Indian designs.

Round Wigwam

Algonquin Indians lived in round or oval wigwams, which were made by covering a framework of saplings with slabs of bark. For your framework, use a round carton and cover with 1" pieces of bark, rounding the roof.

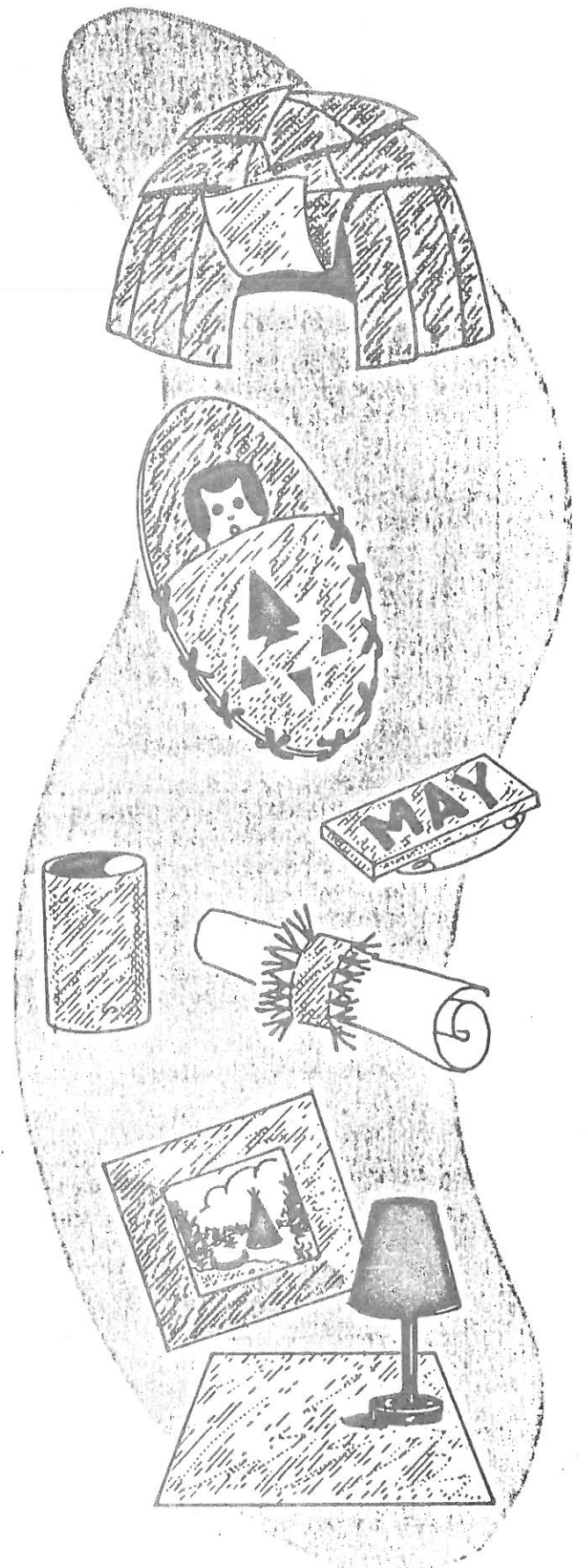
Cradleboard

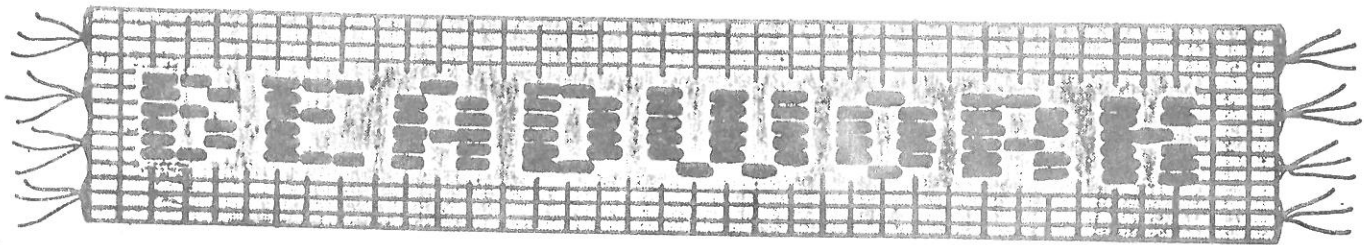
Cut two ovals of bark, longer and wider than papoose made from clothespin. Trim $\frac{1}{3}$ off of one piece and lace to the other piece; slip papoose inside.

Other Uses

Sew or lace two thicknesses together with yarn for a hot dish mat. For a lapel pin, spell out your name with macaroni letters, glue them onto a small bark strip and attach a pin to the reverse side. To make a picture frame, remove a section from the center of a large piece of bark and glue or lace this frame to a cardboard back or second sheet of bark. Napkin rings, made of bark strips, can be edged with yarn. Thin layers of bark can be used to cover tin cans, bottles and boxes, or to decorate greeting cards. Many items commonly made from leather, such as cigarette cases, eyeglass cases, notepad covers and small purses, can also be made from bark.

In addition you can also make Indian carrying bags, fire bags and tinder boxes for your dioramas. For gifts, you can make bookmarks, desk sets and scrapbook covers. Costumes can be trimmed with bark belts, hatbands and pocketbooks.



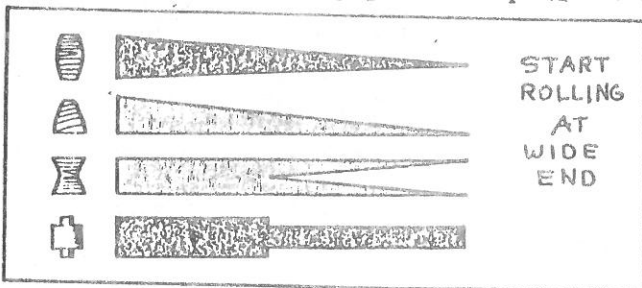


Without using a loom, you can "weave" beads of many kinds in various designs to make belts, mats, purses, bracelets and other jewelry.

Materials

Beads: Although the beads most often used are tile beads (wood or plastic), you can also use imitation beads such as macaroni, cut-up tubing, plastic insulation stripped from wire, or make paper beads.

Paper Beads: Cut colorful wallpaper, greeting cards or colored magazine pages into strips $\frac{1}{2}$ " x 8".

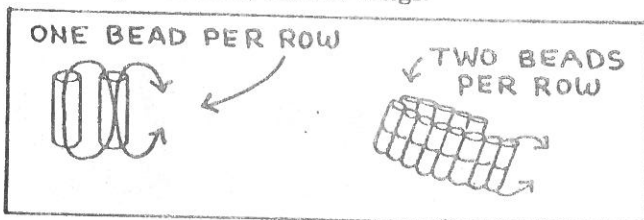


To obtain different shapes of beads, taper the strips. Apply glue to underside of each strip, except for $\frac{1}{2}$ " at wide end. Beginning at wide end, roll strip around a toothpick or knitting needle. Be sure tip is glued firmly. Remove from needle and shellac.

Strings: String beads on waxed thread, cord, elastic thread, plastic lacing, string or wire, depending on the project and size of bead. Use elastic thread for bracelets.

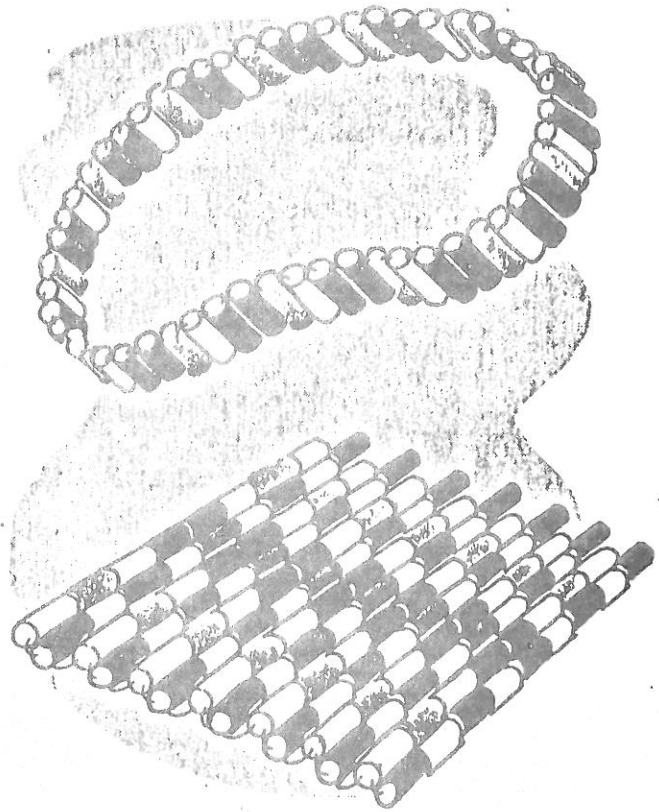
Single Row Weaving

This simple method is suitable for weaving narrow bracelets, necklaces, belts or rings.



Slide one long or several short beads to center of thread or wire. Add another bead, or beads, and push ends of thread through in opposite directions. Continue to end. Finish by knotting thread or re-weaving wire back through several beads.

The ends of bracelets may be tied with ribbon or plastic lacing, or a regular clasp added. For belts,

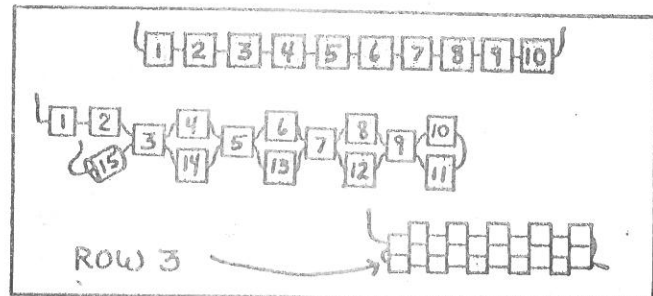


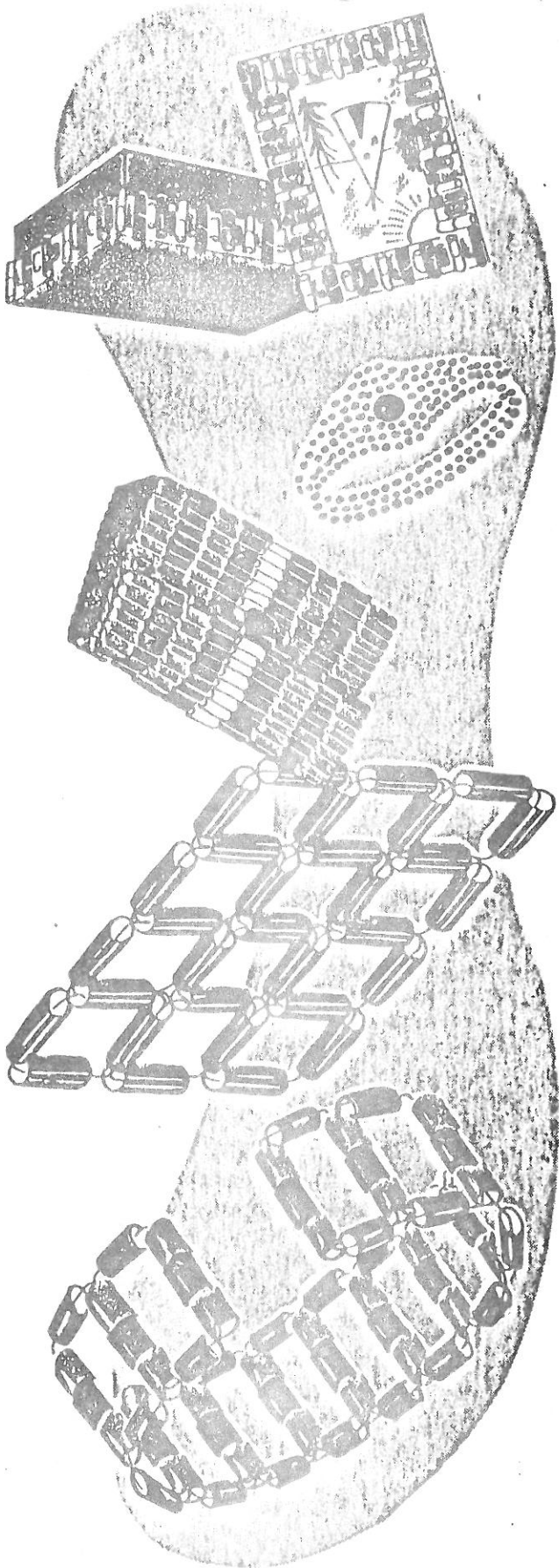
sew a large button to one end and a loop of elastic or beads to the other.

Multiple Row Weaving

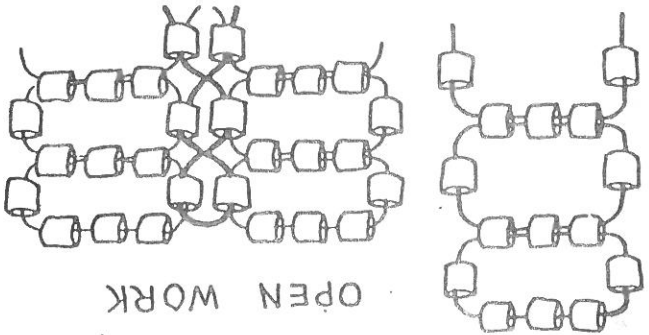
This method can be used for wider belts, bracelets and necklaces and for mats of any desired dimension.

Begin by stringing an even number of beads on a long string, to the width or length desired — say 10 beads. Add bead 11, then bring thread through bead 9 in direction opposite to its original stringing. Add another bead, then go through 7; add a bead, go through 5 and so on. Continue in this way, adding 5 beads in each row.





Open Work Weaving
 For a bracelet, use string or wire about 24" long. String 8 beads and push to middle of wire. Put on end of wire through the last 3 beads and pull tight so beads form a circle. Next put a bead on each end



of wire, then add 3 beads slipping both ends of wire through, but in opposite directions. Pull tight. This will form a second circle next to the first. Add as many circles as you wish.
 If a second unit is made like the first, they may be joined together as shown, to make wider bracelets or belts. Add other units as desired.

Door Mats

Using plastic lacing, weave 1"-2" sections of garden hose with the open-work method.

Purses

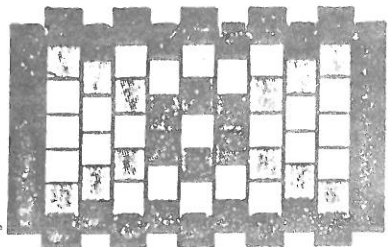
A rectangle of woven beads can be turned into an envelope style clutch bag or coin purse. Turn up part of the rectangle and sew together at the sides, leaving a section at the top for the flap. Sew on a button and loop for fastening.

Other Projects

Jewelry: Seed bead rings can be made on thin wire or elastic thread. Earrings could be of seed beads or larger beads to complement a bead bracelet.
Bead Decorations: Rectangles of woven beads can be wrapped around tin cans or glued to boxes. Narrow strips would make effective borders on boxes or frames.

Designs

It's very easy to create your own designs. Before starting, draw a pattern of your design in color on



paper that is squared off like brick-work and use as a guide for your weaving.

Novelties and Neckerchief Slides for Boys

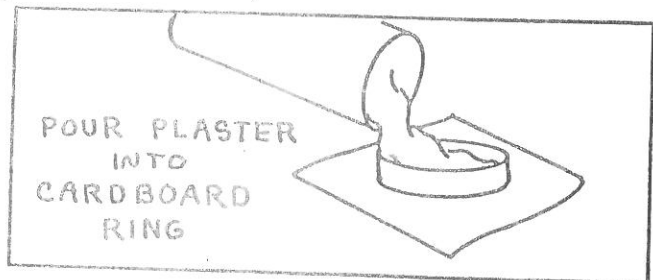
Chief Good Morning

With this closet door hanger, boys won't forget to hang up their pajamas. Sand paddle thoroughly. Paint features and war paint markings. Cover with several coats of varnish or clear shellac. Glue real or paper feathers around top. Nail or glue leatherette headband in place and attach hook to handle.

Thunderbird Pencil Holder

Cover a 5½" cardboard roll with tan paper. For the base, fasten the ends of a ½" x 11" strip of cardboard to form a ring, and place on wax paper. Pour plaster into ring and set roll into plaster.

Cut animal heads from tan paper, color and glue onto roll, letting sides stand free. Cut wings double thickness for strength and glue into slits cut in sides. Paint base when dry.



Steer Neckerchief Slide

Cut two 2½" squares of leatherette. Draw on a steer's head pattern, with horns and ears on one square. Cut this out. Cut another one just like it from the other square for the back, omitting the horns and ears. Cut a narrow strip of leatherette for the holder. Sew ends together to form a ring.



CUT HEAD

PLACE
RING
BETWEEN



Place the ring between two head pieces, as shown. Stitch around head, sewing together, omitting the horns. Stitch eyes, nose, and so on, onto head with contrasting color.

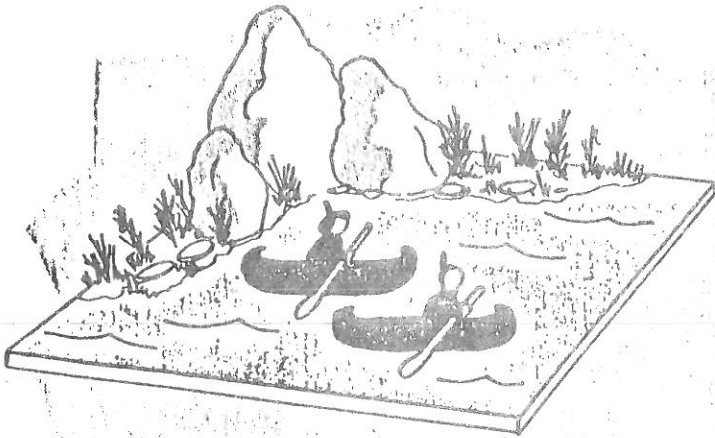
Indian Head Slide

For an Indian head neckerchief slide or lapel pin, cut a piece of corncob 1½" long. Glue braided yarn across top for hair. Glue on seeds, paper or pieces of cob for features. Glue on a headband made of a string of tiny beads or plastic lacing. Insert feather. Attach a curtain ring to back.

Animal Skin Rack

Cut shapes of animal skins from felt and lace with yarn to a square frame made of popsicle sticks. Leather or real fur scraps can be used for the animal skins and twigs for the frame.





MINIATURE DIORAMAS



Indian Dioramas

Each diorama is built on a 6" square of corrugated cardboard.

Before starting, assemble odds and ends like pipe cleaners, wire, glue, thread, yarn, acorns, tape, twigs, wood filler, foil, feathers, poster paint and tiny cacti or dried weeds.

Little Dove and Redbird Canoeing

Cover the base with aluminum foil to represent the water and make little clay boats about 2½" long with clay paddles. Little Dove and Redbird are also made from clay. Build up the shoreline with wood filler and add tiny weeds and pebbles.

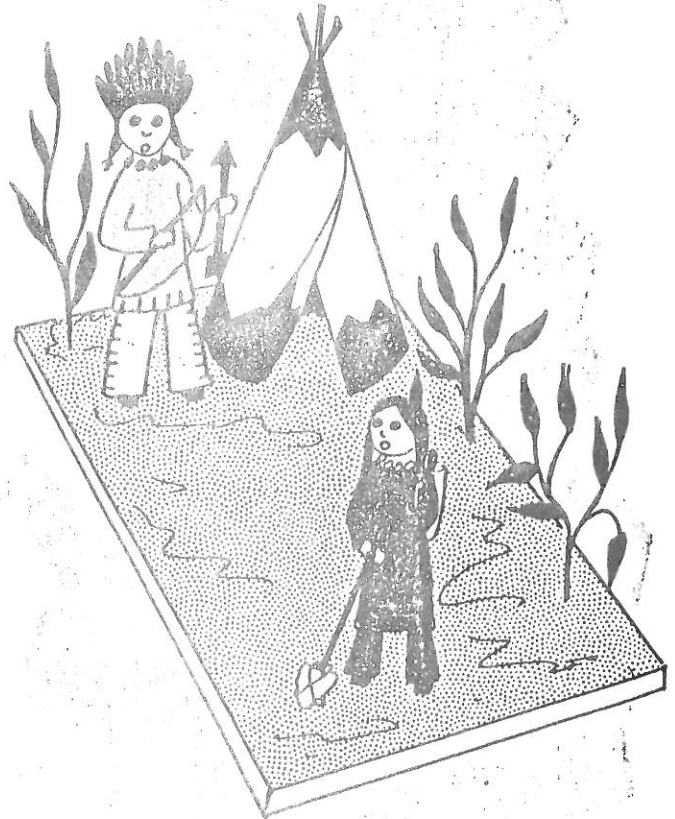
Big Chief Riding the Mesa

To represent rocky terrain, glue wrinkled paper to base and add cacti. Make Big Chief from pipe cleaners and set him astride a 2" clay horse.

Indian Life at Home

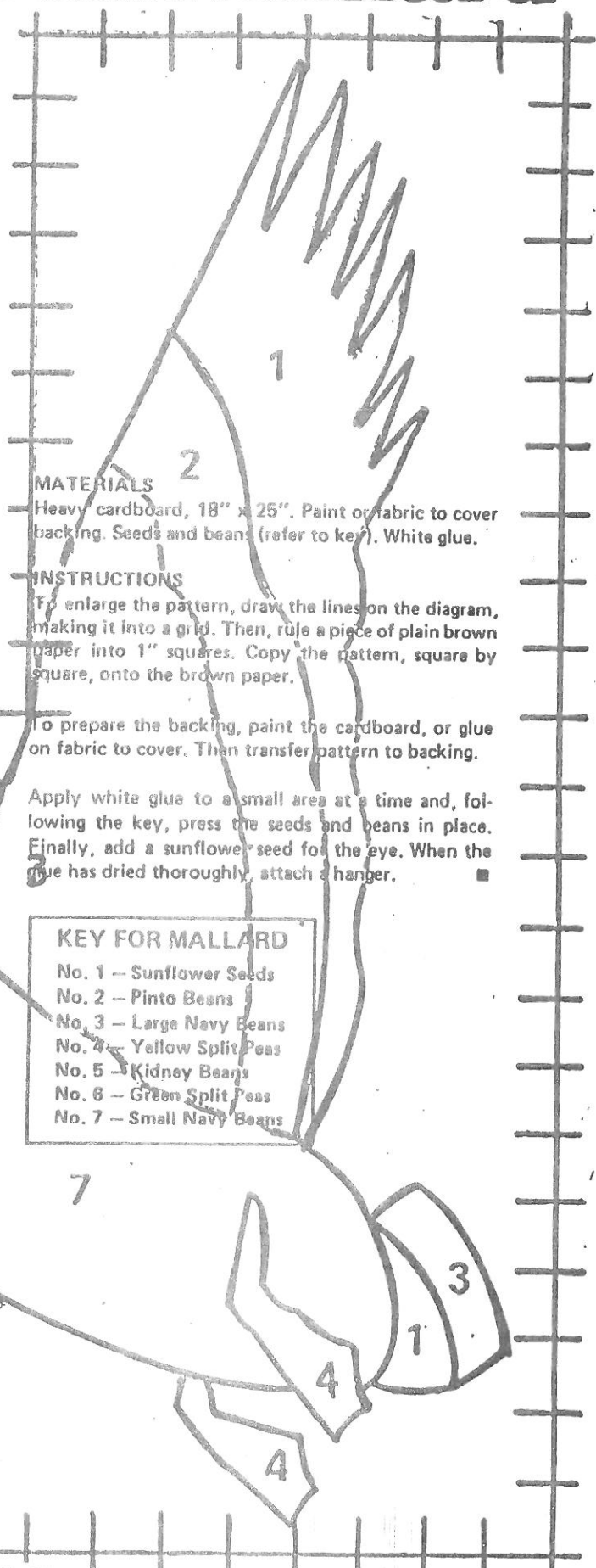
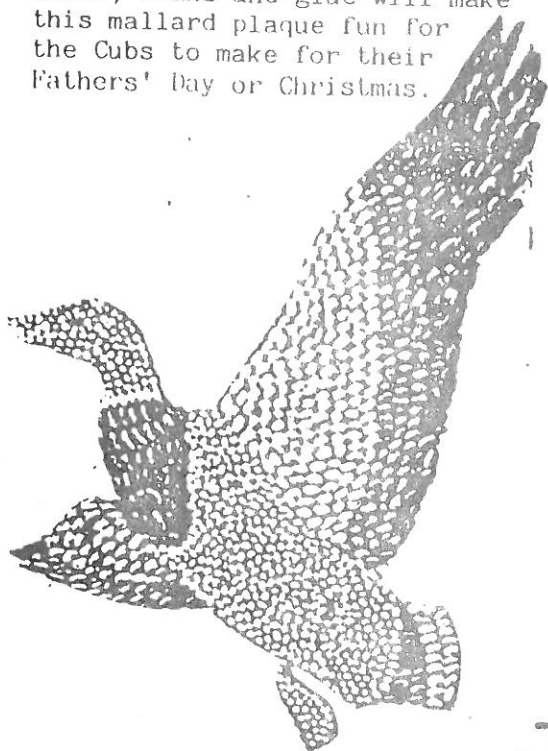
The little pipe cleaner figures are about 2" high, with acorn heads and are dressed in "deerskin" made from paper bags trimmed with seed beads. Paint arms, head and feet brown; glue on black yarn for hair.

Rolling Bear is holding a bow and arrow made from a twig and thread. Laughing Eyes has a papoose on her back while she hoes. The hoe is a twig with a piece of chicken bone for a blade. The tepee is made from a brown paper bag and around the background are tiny twigs and weeds set in clay for the foliage.



Seed and Bean Mallard

Seeds, beans and glue will make this mallard plaque fun for the Cubs to make for their Fathers' Day or Christmas.



MATERIALS

Heavy cardboard, 18" x 25". Paint or fabric to cover backing. Seeds and beans (refer to key). White glue.

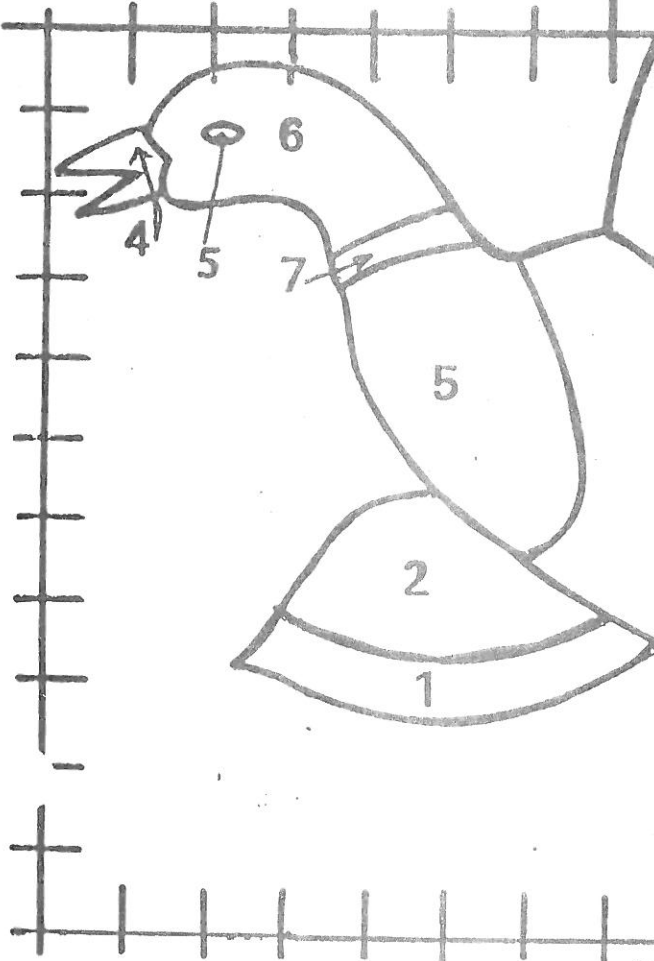
INSTRUCTIONS

To enlarge the pattern, draw the lines on the diagram, making it into a grid. Then, rule a piece of plain brown paper into 1" squares. Copy the pattern, square by square, onto the brown paper.

To prepare the backing, paint the cardboard, or glue on fabric to cover. Then transfer pattern to backing.

Apply white glue to a small area at a time and, following the key, press the seeds and beans in place. Finally, add a sunflower seed for the eye. When the glue has dried thoroughly, attach a hanger.

KEY FOR MALLARD	
No. 1	— Sunflower Seeds
No. 2	— Pinto Beans
No. 3	— Large Navy Beans
No. 4	— Yellow Split Peas
No. 5	— Kidney Beans
No. 6	— Green Split Peas
No. 7	— Small Navy Beans



PLASTER OF PARIS

Plaster of Paris can be obtained in most hardware or craft stores. It is generally inexpensive.

Hobby Shops have clear plastic molds which are quite inexpensive and easy to use. Boy Scout Supply Houses have several plaster of paris casting kits available. You can also go "free form" and create your own molds. One way of doing this is to form your design in sand.

Procedure: You want a smooth creamy mixture, which will harden in a short time. It will take approximately 2 parts plaster to one part water. Measure your water by filling your mold with water and using this amount. Place the water in your mixing bowl; sprinkle plaster of paris until islands come to the top. Stir until smooth. Don't add more plaster of paris after the mix is made. A thinner mixture, though it takes longer to set, will make a smoother cast.

When the mixture is smooth, pour immediately into the mold. A mold that has been dipped in a mixture of 1 teaspoon of liquid detergent to a cup of water will be far easier to remove.

If you are using hangers or a tie slide holder, put them in place before the plaster sets up. A chemical action takes place, and the plaster becomes warm to the touch as it 'sets up'. After cooling it may be removed from the mold. Twenty or thirty minutes is usually ample time. Rough edges can be trimmed with a knife or sand papered lightly.

Plaster of paris can be painted with tempera paints while the molds feel damp, but is using oil or plastic paint the casting should be thoroughly dried. Tempera color can be added to plaster of paris before mixing if light tints are desired.

HINTS TO-REMEMBER: Never try to mix too much plaster of paris at one time, as it is quick setting, and your finished product will not be smooth.

Half a rubber ball makes a good "mixing bowl". It is pliable and easy to pour from.

If you want to slow down the action of the plaster add 1 tablespoon vinegar to 1 pint of water as part of the mixing liquid. To speed up action, add a small amount of table salt.

NEVER RINSE PLASTER CONTAINERS IN YOUR SINK!!

WHERE AVAILABLE:

Hardware stores, Craft stores, Plumbing or in very large sacks from a Plumbing wholesaler.

SOME DO'S:

Do mix the plaster to the thickness of heavy gravy.
Do work quickly once water is added to the plaster
Cream of Tarter added to the mix slows the drying process and salt speeds it.

SOME DON'TS

Don't remove from the mold until the plaster feels cool.
Don't pour the leftovers down a sinkkkkkkk!!!-even-diluted!!!--Never!!!
Check your old plaster in case it has obsorbed moisture and will NOT work.

USES:

Wild Animal Tracks
Leaf Prints
Molds
Sand Castings

Plaques
Blanks for carving
Bases for models

FINISHES

Water Colors, Oil Paints, Marking pens, Acrylics, etc.
Varnish, wood stains, shellac.
Copper finish-paint blue-green-coat with shoe polish and wipe.
Dilute glue with water for a waterproof finish.
Flocking.
Mix food coloring or other paint with the plaster before using.

SANDCASTING

Sandcasting is a mess project so cover the area with old newspaper. Select a flexible frame to make the casting in....like a plastic bowl or dishpan. Put clean, MOIST, sand in the pan, several inches thickness.

Draw a design in the sand with your fingers, a pencil or tool or make a depression design of your selection. Insert any decorative rocks or shells or other items that you wish in your picture. Each depression you make leaves room for the plaster. If you don't like the design just "erase" and start over.

Mix plaster in a pail or container. Instructions are on the package. Stir away the lumps with your fingers until the mixture becomes smooth.

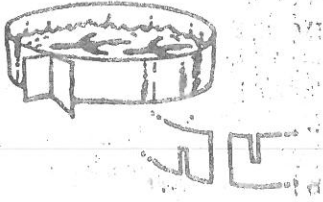
Pour plaster slowly over the design, letting it sink into all depressions. Cover the surface from edge to edge with at least 1/2 inch of plaster. Insert a hanger if you need one. Wash out your plaster container out by the hose.

When the plaster is set remove the plaque carefully. Brush away the loose sand. Much will stick in the plaster giving a neat rough finish. When the plaque is real dry you can finish it with spar-varnish shellac, hair spray or leave as is.

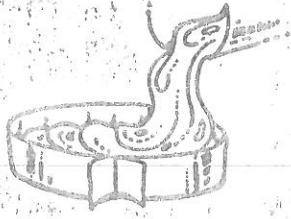
Excellent hangers for the back of hangings are: Pop can tabs, Paper clips, bent electrical wire (some wires rust thru to the front)

HOW TO MAKE PLASTER CASTS OF ANIMAL TRACKS

- 1** Make cardboard frame. Rub Vaseline on inside. Place the frame around the track.



- 2** Mix plaster powder with water, to thick creamy consistency. Pour the mixture into frame.



- 3** Let set for 20 minutes. Remove frame. Brush mould clean.

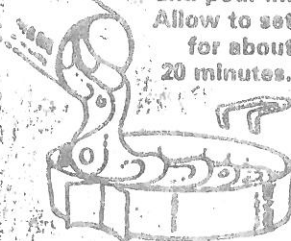


- 4** Apply Vaseline again, to inside of a frame. Place mould inside.

Be sure to remove all particles.



- 5** Mix new plaster, and pour in. Allow to set for about 20 minutes.



Insert wire wall-hanger, when filled.

- 6** Remove frame. Brush mould. Dry well. Rub gently with sandpaper.



This is the positive mould

SCRATCH NAME OF ANIMAL INTO THE CAST, BELOW THE TRACK



CRAFT RECIPES

The following recipes can be used for modeling objects just like clay. They will dry to a hard finish from setting in the air. The length of time for drying depends on the thickness of the object. Punch pin holes in object to speed up drying. All recipes can be stored indefinitely in plastic bag in refrigerator. All can either be colored with food coloring or tempera, or painted after model is completely dry.

SALT-CORNSTARCH CLAY. Mix 2 cups table salt and $\frac{2}{3}$ cup water in pan. Simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and $\frac{1}{2}$ cup cold water. Mix hard. This will make a thick dough.

SALT-FLOUR CLAY. Combine $\frac{1}{2}$ cup salt and 1 cup flour. With your hands, mix and knead in enough water to make a stiff dough.

CORNSTARCH-BAKING SODA CLAY. Mix 1 cup cornstarch, 2 cups baking soda. Add $1\frac{1}{4}$ cups water and mix. Bring to boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes.

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

BREAD MODELING. Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until it is the consistency of clay.

SAWDUST MODELING CLAY. Mix 4 cups sifted sawdust, $\frac{1}{2}$ cup plaster and $1\frac{1}{2}$ cups wheat paste together. Add water until it is the consistency of clay - moist enough to mold and stick together.

The following recipe is to be used within 4 hours of mixing. It is baked in a 350 degree oven for 1 hour. Test for doneness with a toothpick. When object is cooled, paint with tempera and glaze with a clear plastic spray.

BAKER'S CLAY. Mix 4 cups flour, 1 cup salt, $1\frac{1}{2}$ cups water together with fingers in a big bowl. This recipe should never be doubled or halved. If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold object. Bake as directed above.

CRAFT RECIPES

STENCIL OR POSTER PAINTS. Combine $\frac{1}{2}$ cup cornstarch with $\frac{3}{4}$ cup cold water. Soak 1 envelope unflavored gelatine in $\frac{1}{4}$ cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and $\frac{1}{2}$ cup soap flakes or detergent. Cool. Put into jars for colors. Color by using either food coloring, tempera paint (gives the brightest color), or all purpose dye. This can be thinned with water later if necessary.

FINGER PAINT #1. Mix $\frac{1}{2}$ cup liquid laundry starch with $\frac{1}{2}$ cup water. Add to one quart boiling water, stirring to paste. Use $\frac{1}{2}$ cup powdered tempera to add color.

FINGER PAINT #2. Add $\frac{1}{2}$ cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add $\frac{1}{2}$ cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator indefinitely.

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

COSTUME MAKE UP. Combine equal amounts of liquid skin cleanser and sifted powdered sugar. Color with food coloring. This will wipe right off, but works even better if the face is cleansed with liquid cleanser and wiped clean before applying make up.

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

CHEMICAL GARDEN. Fill small dish about $\frac{3}{4}$ full of salt. Dampen salt with laundry bluing. Add a few drops of food coloring. Garden will bloom in about three days. Use merthiolate instead of bluing--will get different flowers.

SHRINK ART is a technique which is amazing and fun. It is plastic painted and cut into designs, then put in an oven for short period to shrink it. The plastic is available in craft stores but clear plastic lids from meat containers (live lids, etc) can be substituted. You will need permanent marking pens of various colors, one being a fine line black for outline work, scissors and a 350-400° oven and teflon cookie sheet.

1. Remove labels from liver lids by soaking in warm water and detergent. Wipe dry and remove remaining glue with rubbing alcohol. Set aside for 30 minutes. (Heavy plastic lids from cottage cheese do not work)
2. Lay lid or plastic sheet over pattern and trace using black fine-line pen.
3. Turn lid over and color design with marking pens. Use one stroke only in an area. Colors will darken when it shrinks and will become sticky when baking if you color an area over and over.
4. Cut out design with scissors. Use a hole punch to make hole in top of Cut-out. (Size will shrink with heating process)
5. Lay pieces on teflon cookie sheet, slightly separated from each other. Place in oven for approximately 1½ minutes. (They will curl up but will open again, unfold and flatten. Boys enjoy watching thru the oven door window. If you have no window, peek thru open door.)
6. When cutout has shrunk and flattened, remove from cookie sheet and weight with a flat object immediately while still hot. They cool quickly.
7. Sometimes if color is too thick it will come off on the cookie sheet. Use foil if this is the case but be sure foil is smooth to prevent a wrinkle in your plastic.
8. Add a wire for hanging from Christmas tree. Or you may have made a key chain for a Christmas present (you would need a much larger hole punched originally). Then you would add a key chain.

Any clear acetate lid from food stuffs will work if it is not too heavy. Also those from greeting card boxes work. Do not use the cloudy ones. These do not work. Experiment beforehand to be sure you know what you are doing and that your lids will work. Avoid disappointments.

The Cub Scout on the outside of this book makes an attractive design for an ornament. Use coloring books for the young child to get the best designs. Watch the newspapers for Christmas designs in the ads and let the Cubs use their own coloring schemes.

SODA STRAW BALL uses 8 brightly colored straws cut in half. Lay all 16 pieces piled with ends even. Tie one end of heavy duty thread around center of straws pulling very tightly. Make several knots to hold straws firmly. Fan ends out so the look like a ball. Cut off uneven ends. Apply glue to parts of ball with paint brush, sprinkle with glitter on all ends to make it sparkle. You may use clear fingernail polish and sugar in place of glue and glitter.

WATER LENS

A water lens is similar to a magnifying glass. It should be used outside so that water is not spilled on rugs and floors in the house. It is simple to make and interesting and fun to use. It really works and there are many things to look at through the lens and experiments to try with it.

Materials for the water lens include a plastic pail (like one from ice cream) clear plastic wrap like used by the dry cleaners altho palstic wrap from the kitchen will work, and elastic.

Tools will be a ball-point pen and a sharp penknife.

With the pen, draw three circles around the outside of the pail. Using the pen knife (or long sharp scissors) cut out the circles you have drawn. They do not have to be exactly round but large enough for hand to fit into. Be sure that you do not cut the holes to close to the top or the bottom so it doesn't become too flimsy. Cut or tear a piece of plastic wrap larger than the top of the pail. Place the plastic wrap loosely over the top of the pail, letting it sag slightly. Secure it with a rubber band or a piece of elastic. This should be secured well so that when the water is added to the plastic it will not come loose. Slowly pour the water into the sag in the plastic. Water should be luke warm to prevent condensation on the lens. Add as much water as the plastic will hold without over flowing. Now you are ready to use. Put the object you wish to magnify on your hand and place the hand through the hole in the pail, under the water. Look through the water for the effect of magnitism.



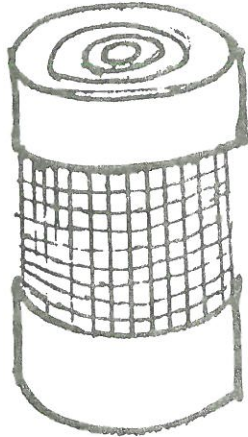
CREATURE CAGE

Glass jars are sometimes fine for bug jars but they can get extremely hot inside and if dropped are not too substantial.

A creature cage is unbreakable if dropped and gives more air to the inside. It can be made from mostly what you find around the house.

Materials are two cans the size of tuna and a piece of wire screen that is the height you want it and as wide as the way around the outside of the tuna can plus $3/4$ " for overlap.

Roll the screen to fit inside the tuna can. Strip off a couple of wires and let the Cub Scout "sew" down the seam where it overlaps or fit the row of wire prongs that are exposed where the wire was stripped off in the other side and bend them to fasten them. Then fit the cans over each end of the screen tube to complete the bugproof creature cage. If you so desire a small amount of plaster of paris can be put in one can and set the screen in that till hardened so only one end comes off.



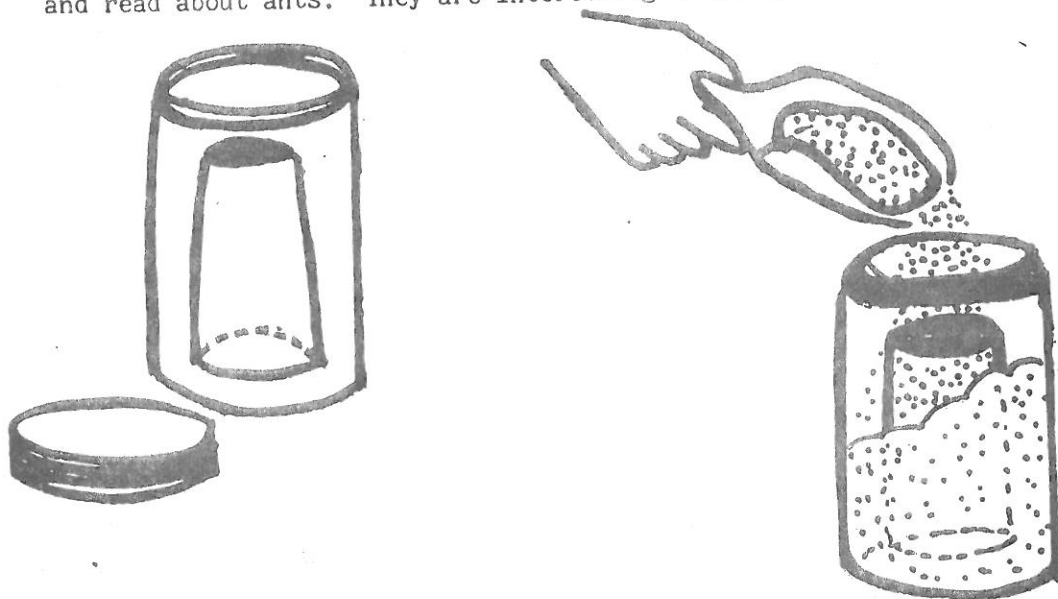
Now each family member should have a coat hanger rounded into a circle and then place it in the back yard or on a small plot in the park and see how many insects can be found in that spot. Or how many different kind of grasses, etc.,

ANT JARS

Part of family fun is doing things together. Watching things quietly will please Moms someday and when the Cubs learn something while they are watching and having fun at the same time it is an extra plus. So this craft may not seem to excite a mother immediately with the idea of having ants in the house but when she sees the project completed I am sure that she will have no objection.

Materials for this are 2 clear glass jars, one that will fit into the other one, loose or sandy soil, sugar and water.

To make an ant jar place the smaller jar, without its lid upside down in the center of the larger jar as in figure 1. Do not pack the soil or sand tightly but completely fill the area around the smaller jar. Packing too tightly may discourage the ants. Now find some ants in your back yard or a nearby park. (You can trap the ants by placing a little sugar mixed with a little water in a small jar or can and lay it down on its side on the ground near an ant hill or wherever you may see some ants. When the ants find the jar they will bring their friends for dinner and when you get about 20 ants in there you will put the cover on. (All the ants in that jar must have come from the same colony, so do not move your jar from place to place to get more ants. Ants from separate colonies in that confined an area will fight and kill each other) When you get back to the den take your ant jars outside and transfer the colony of ants from your trap to the ant jar. Put the lid on securely. They will get air when you open the jar to feed them. Do not put holes in the lid. Do not crowd too many ants into the jar. There will be more activity if you have fewer ants in the jar than if you over crowd it. In about a day the ant will begin to build their tunnels and rooms in their new home. Once a week, only, add a few drops of sugar water and a few grains of grass or bird seed. Put the food directly on the soil. Do not overfeed the ants or they will die. Keep the ant jar at normal room temperature and away from radiators, air conditioners, or direct sunlight. If you don't disturb the ant jar and don't over feed them, they will build a complete underground ant city that you can see. It will be an intricate maze of tunnels and rooms. Get a book at the library and read about ants. They are interesting to watch and read about.



INSIDE GROWERS

Inside growers are flowers, seeds and corm that let you see what is happening normally under the ground outside. It lets you see the rooting and the sprouting close up. It can be a family affair.

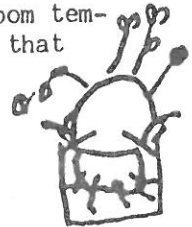
Inside flowers are of different types when it comes to planting them. It really doesn't matter what you plant if you just want to see things happen, but it does matter what you put in certain kinds of material to get the seed or bulb growing.

All seeds need water and air. Too much water drowns the seed. Room temperature for air is a good environment if the plant is started in that room.

Water and jar with toothpicks.

Things to grow: sweet potato, beet, onion, or garlic.

Stick toothpicks (3 or 4) around the sides of one of the above to hold it suspended into the mouth of the glass jar. The jar should be large enough to accommodate plenty of roots. Fill the jar with water so that the bottom part of the vegetable is covered. Check the water every few days to keep the water up to the proper level. Set the jar on a sunny window. It takes about two weeks for a vine to sprout.



Wet Paper Towels.

Things to grow: lentil beans, watercress seeds, string bean seeds and most common fruit seeds.

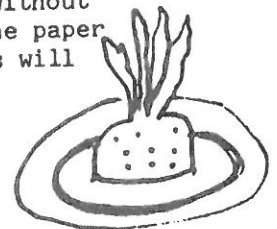
Line the bottom of a dish, cake pan or shallow pot with 6-10 layers of paper towels. Water the paper until it is thoroughly wet, but without water puddles. Place the seeds on top of the toweling. Keep the paper moist at all times but do not drown the seeds. Lentil and cress will begin in less than a week.



Water Dish

Things to grow: carrot tops, pineapple tops, turnip tops.

Take a 1" slice off the top of the fruit and place it in a shallow dish of water. Keep it on a sunny window. Keep it moist. In about one week new shoots should appear. You can also place it on moist sand or planting media like vermiculite.



Sponge and Glass

Things to grow: lima beans, corn, grapefruit or lemon seeds, kidney beans, sweet peas, apple seeds, orange seeds, squash seeds, pear seeds etc.

Place a sponge around the inside of a clear drinking glass or jar. Pour a little water in the bottom of the glass, but do not let the sponge become soaking wet. Place a few seeds between the glass jar and the sponge. Keep the sponge moist and the jar on a sunny window.

When your plants have enough root structures and you want to put them in soil, empty cardboard egg cartons make good planters.



SAFETY PRECAUTIONS FOR COOKING OUT AND CAMPEIRES

A LARGE BLAZING FIRE WASTES FUEL AND ADDS NOTHING TO THE COOKING. USE THE COALS TO COOK OVER.

RUBBER BANDS IN THE FIRST AID KIT SHOULD BE USED TO HOLD THE LONG HAIR BACK OF LITTLE SISTERS OR WHOEVER HAS LONG HAIR, WHEN COOKING OVER AN OPEN FIRE.

WATERPROOF MATCHES WITH A COAT OF NAIL POLISH, MELTED PARAFFIN OR STORE IN A WATER-TIGHT CONTAINER.

USE LONG-HANDLED WOODEN SPOONS FOR STIRRING FOOD OVER A COOK FIRE.

NEVER A FIRE UNATTENDED.

NEVER ~~DOUSE~~ FIRE WITH WATER TO EXTINGUISH IT. SPRINKLE WITH WATER, USING HANDS, UNTIL THE FIRE IS COMPLETELY OUT. PRACTICALLY OUT WILL NOT DO!

LONG-HANDLED TONG AND HEAVY OVEN MITTS ARE A MUST FOR FIREBUILDERS & COOKS.

SHALE, SLATE OR SCHIST ROCKS WILL EXPLODE WHEN HEATED. Do NOT USE THIS TYPE OF ROCK (LAYERED COMPOSITION) NEAR THE FIRE.

WALK AROUND THE FIRE. Do NOT REACH OVER IT FOR ANYTHING!

PRESTO LOGS ARE NON-TOXIC AND CAN BE USED FOR COOKING. DURA-FLAME LOGS ARE TOXIC AND SHOULD NOT BE USED TO COOK OVER.

CARBON MONOXIDE GAS IS EMITTED BY BURNING AND SMOULDERING CHARCOAL AND TOXIC LEVELS CAN BUILD UP QUICKLY SO DO NOT ENCLOSE BURNING CHARCOAL.

GALVANIZED METAL (GARBAGE CANS, BUCKETS, ETC) CAN PRODUCE LEAD POISONING WHEN USED FOR COOKING.

BUILD FIRE IN A 10' CLEAR AREA. LOOK UP TO BE SURE THAT THERE IS NOT OVERHANGING BRANCHES. IF YOU CAN SEE THE SKY CLEARLY WITHOUT BRANCHES IT IS SAFE.

DON'T BUILD ON SPONGY, POROUS EARTH. FIRE CAN TRAVEL UNDERGROUND.

ENCLOSE FIRE AREA WITH ROCKS OR TRENCH. WOOD PILE SHOULD BE OUTSIDE THIS AREA.

DO NOT USE KEROSENE OR OTHER FLAMMABLE LIQUIDES TO START FIRE.

HAVE SHOVEL, SAND, WATER, CLOSE AT HAND IN CASE OF SPREADING FLAMES.

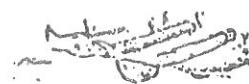
USE COMMON SENSE AT ALL TIMES! THINK BEFORE YOU LIGHT. PUT MATCH OUT!

IF YOU NEED TO PUT OUT SPREADING FLAMES, WORK WITH THE WIND IN YOUR FACE. BEAT TOWARD THE WIND. CLEAR A CONTROL LINE TO PREVENT FURTHER SPREADING. PUSH IT BACK TOWARDS IT ORIGIN WITH A GARDEN RAKE OR SHOVEL.

IF YOU CAN TOUCH THE SPOT WITH YOUR HAND WHERE THE FIRE HAS BEEN YOU MAY CONSIDER IT OUT.

Trench Fire

Good for stick cookery. A long cooking crane may be made to allow several utensils to hang in a line over trench fire. Or lay green logs across trench. These will support utensils for boiling or frying. Safe for windy days. More comfortable for hot days.



TRENCH FIRE

To make, dig shallow trench. Build one or more small foundation fires. When these are burning well, scatter them the length of trench. Add fuel.

Hunter's Fire

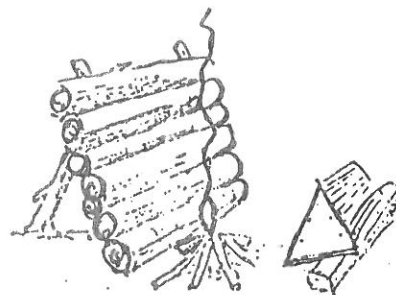


Similar to trench fire except that two green logs or a series of stones are laid on ground surface to form the "trench."

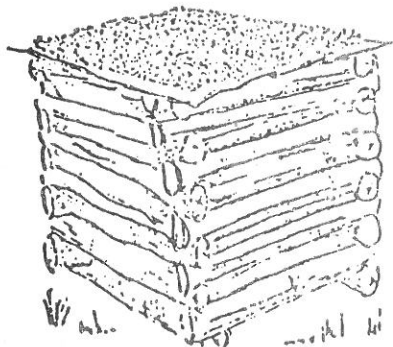
Reflector Fire

For use with a reflector for baking or planking. Use also for reflecting heat into round-to or lean-to shelter.

Reflector may be a large rock, a wall of green logs (see illustration), or a sheet of metal. Oven is placed opposite the reflector.



Raised Fire



A neat arrangement to eliminate bending and stooping. With rocks or logs crisscrossed in log cabin style build a structure almost waist high. Fill with soil (chink between rocks or logs with mud or clay). Or make a "roof" with a layer of green sticks. Or use a sheet of metal for the "roof." Cover with at least a one-inch layer of soil, or sand. Build your fire on it.

COOKING UNDERGROUND

A one-pot food is probably the only type of underground cookery which should be attempted by beginners. A meat-onion-potato-carrot-meal (use stewing beef or meat balls) or just a pot of well-seasoned navy beans would be good for a first experience. A dutch oven makes a good utensil for this kind of cooking since it has a tight-fitting lid.

To make the pit, dig a hole 2 or 3 times as large as the utensil to be used. Line sides and bottom with rocks (avoid limestone and shale since these may explode when heated). Build a good hardwood fire in the pit and keep it burning hard for 2 or 3 hours. When rocks are very hot take part of them and a few coals from the pit. Place the utensil of food in the pit and pile the rest of the coals and hot rocks around and on top of the utensil. Shovel soil over top of these - a six inch layer or until no steam or smoke can be seen escaping. Insert a branch on top to mark the location. Leave until done. It will take two hours for the meat-and vegetable pot and six to eight hours for the navy beans.

(Cover with wet burlap bag - leaving air hole pockets - cover loosely).



STEPS IN BUILDING A FIRE

Select an open location where you can see the sky. No large roots underfoot.

Clear an area six feet in diameter, and down to the soil or sand. Leave no organic material.

Gather three kinds of dry wood, three times as much as you think you need. Stack neatly.

--Tinder no thicker than match sticks and dry enough to snap and crackle: pine needles, fine twigs, thin bark (such as birch or cedar), shavings from soft wood, bushy tops of dead weeds. Avoid leaves or grass.



--Kindling no thicker than your thumb, six to twelve inches long.

--Fuel branches of good size, split logs. Avoid decayed logs.

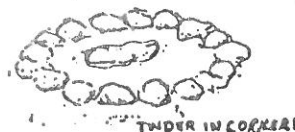
Use soft wood for tinder and kindling: pine, white birch, butternut, aspen, cedar.

Use hard wood for fuel--it burns slowly and makes good coals: oak, hickory, yellow birch, eucalyptus, beech, maple, ash, mesquite.

Do not gather wood that has lain on the ground unless weather has been extremely dry. Use dry twigs growing next the trunks of trees (those on the sassafras are flammable even when wet), and dead branches on lower limbs.

Lay a handful of tinder in such a manner that it gets plenty of air from underneath. Remember that a fire must have air to burn. Leave space for inserting match underneath tinder.

--Lean tinder against a stick of kindling, or
--Lay tinder pieces on top of sticks that have been placed to form a triangle, or
--Stack them crisscross fashion on the ground, unless ground is damp.



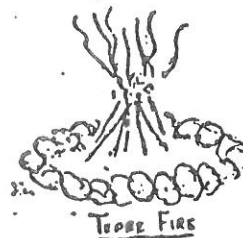
Check for safety. Is the area cleared well? Is fire-fighting equipment--broom, shovel, bucket of water or sand--convenient for use?

Strike match. Keep your back to the wind. Tip match down until you have a good flame. Put flaming match in space left for that purpose. Blow gently until there is a good flame.

TYPES OF FIRES

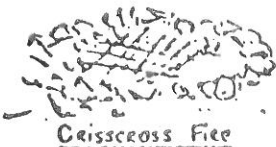
Tepee Fire

A quick, hot fire for one-pot meal or heating water. Heat is concentrated at one point.



Crisscross or Log Cabin Fire

For a campfire, for larger fire needed for producing mass of hot coals. Start with foundation fire (as above). Crisscross fuel leaving space for air.



We usually link the Fourth of July with picnicing. Much of the fun for a picnic is the cooking out so here are a few tips in fire building, fire starters and the hows of cooking out of doors. It is much more fun than to just bring a cold picnic basket with stale sandwiches and spoiled potato salad and so much better for you.

FIRE STARTERS: These can be made easily at home and help to get the fire started even if it is a rainy day or has been raining.

Equipment needed: cardboard egg cartons (not the plastic type), or wax-paper rolls or paper towel rolls or the rolls that toilet tissue was on. sawdust, lint from clothes dryer. paraffin or candle ends.

Procedure: fill the egg carton sections with sawdust or dryer lint (about 3/4 full. then pour melted paraffin or let the wax from a candle drip on this until it is saturated. If you use the rollers from paper products you must pack them about 1-1 1/2" at a time and then let the wax drip on it until it is quite saturated. Then press more saw dust or lint into it & add more wax until it is completely filled. When it is dry you can cut the roller into sections and use them.

To start fire: tear off one or two egg cartons or cut one or two sections off the rollers. Pile the charcoal around these pieces being sure that there is air ways for the fire to get at. Light the fire starter and it will burn and light your charcoal. If you have not had the time to make the fire starter but have the commercial logs for the fireplace, you may cut off a piece of that log (very small piece) and start that as a fire starter.

TRENCH CANDLES: Ten sheets of news paper rolled very tight and tied with string around the roll at 2 or 3 inch intervals, leaving one end of each string about 6 inches long. Cut roll into small pieces with a saw between the ties. Push one end of each piece up in the center so that it looks like a candle without a wick. Melt paraffin in a saucepan set in a larger pan of water and put the trench candles into the paraffin for about 10 minutes. Remove candles and place on newspaper to dry.

CARDBOARD BOX OVEN This is the replacement for the reflector oven which we do not use anymore because it requires the use of too much wood. This oven works equally as well and is easy to make.

Equipment needed: a heavy cardboard box, heavy duty aluminum foil
4 empty cans (such as cola) a cake cooling rack
1 square aluminum pan charcoal and fire starters

DIRECTIONS: Cut the box open on one side to form a door. Line the whole inside of the box - including the door- with the foil. Fill the empty cans with sand or rocks and place at the four corners of cake cooling rack to hold it up above the fire. Build a charcoal fire in the aluminum foil pan. When fire is ready, place pan under the cooling rack; then cover with box. Bake anything that you would in your oven at home.

Variation: Instead of making a door in your box oven, just line the box completely with foil (don't leave any cardboard showing). Follow above directions. When the fire is ready, place box over the fire and put several small rocks or wet sticks under a corner of the box to allow for air circulation. This acts as a vent similar to your oven at home.

Some simple seed feeders

Place two ears of corn on a coat hanger and hang from a limb.



push hanger through cob and bend over

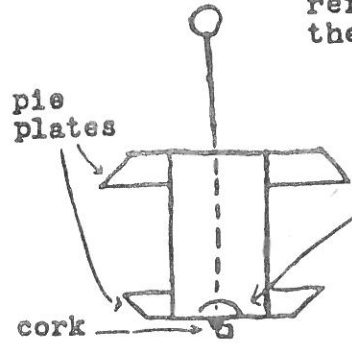
Cut a coconut or gourd so there is an edge for the birds to perch on.



Half a coconut shell or an orange or grapefruit rind may be hung by a short string and filled with seed.



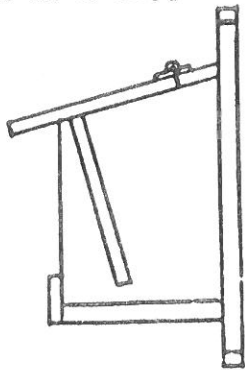
A milk carton joined to aluminum pie plates by a coat hanger is easily filled with seed. refill by raising the top plate,



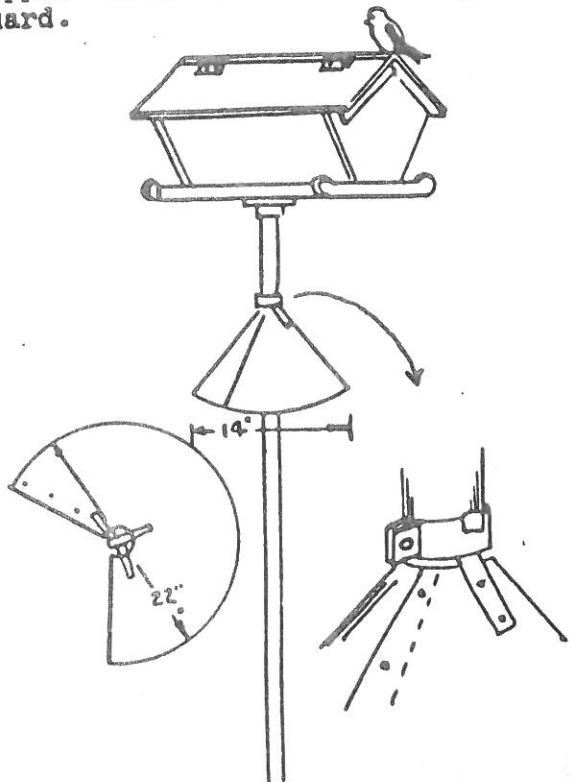
top and bottom removed from milk carton, holes cut in each side

hanger pushed through cork and bent over

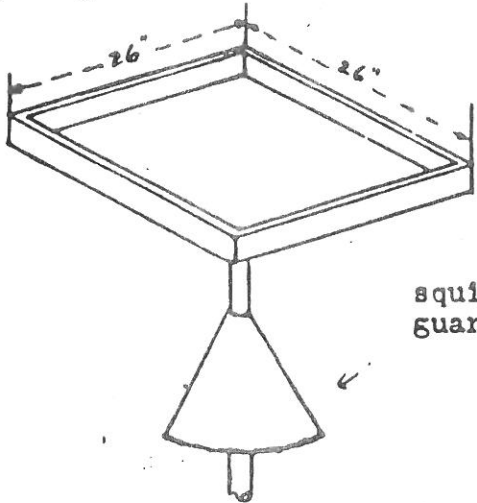
Cross section of a hopper feeder.



Hopper seed feeder with squirrel guard.



A rim 1" deep on an open table feeder will keep the seeds from blowing off. It should have several openings to let the rain run off.



squirrel guard

BIRD FEEDERS

Here are some simple feeders anyone can make. However, remember, once you start feeding you must continue without fail all winter as the birds will rely on you for food.

Suet feeders will attract such insect eating birds as woodpeckers and nuthatches.

Seed feeders are for seed eating birds such as the chickadee, sparrows and finches.

The feeders should be placed near shrubs and trees, or on a pole. Be sure to put them where squirrels or cats cannot pounce on them. A belt of tin two feet high around the base of the tree will protect the birds in the tree from cats; or if the feeder is on a pole, use a conical metal guard.

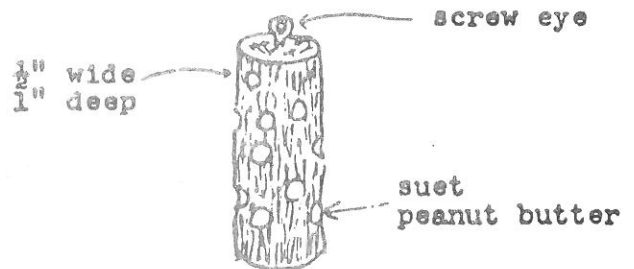
Some simple suet feeders:

A mixture of melted unsalted fat and seed may be used to cover a pine cone. Suspend the cone from a limb when the mixture hardens.

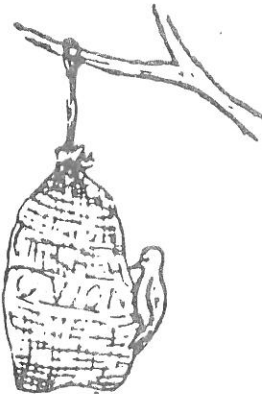


pine cone covered with mixture of fat and seed

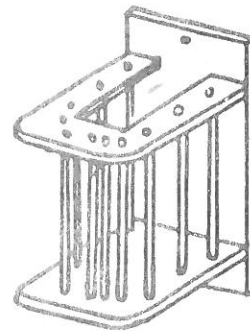
Bore $\frac{1}{2}$ " holes 1" deep in a short log and fill the holes with peanut butter or suet.



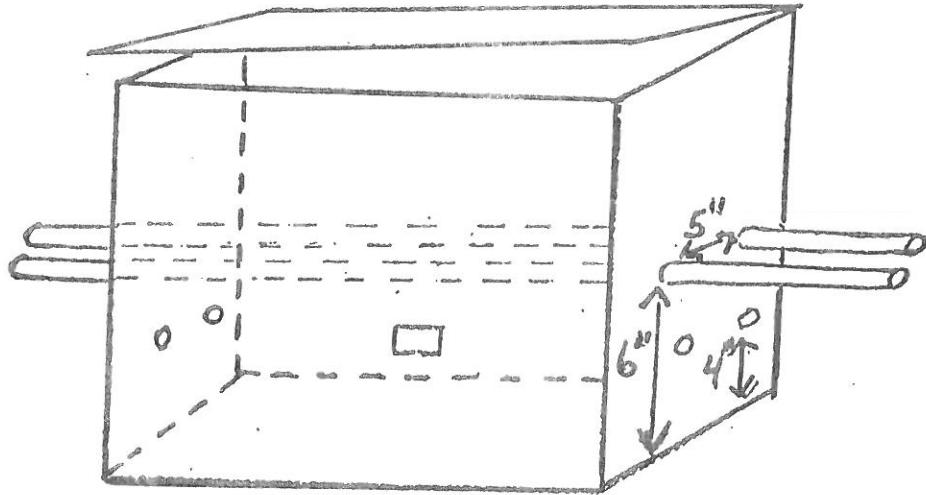
Fill a mesh onion or potatoe sack with suet and hang from a limb.



One type of suet feeder made with wood dowels.



BOX OVEN



TO MAKE BOX OVEN

1. Cut around box top leaving it attached at back.
2. Line inside of box and inside of cover with two (2) layers of heavy duty aluminum foil.
3. Make side holes for rods or coat hangers - about 5" apart.
1st pair holes - 4" from bottom
2nd pair holes - 6" from bottom
4. Make air hole in back of box - about $1\frac{1}{2}$ " square.
5. Insert rods or opened coat hangers through side holes.
6. Put wire mesh over coat hangers to hold food. (If using rods, no wire mesh is needed.)

DIRECTIONS FOR USE (Start 7-8 pieces charcoal in milk carton or coffee can)

1. Place hot charcoal in pan on bottom of oven.
2. Replace rods and/or wire screen.
3. Allow oven to heat up.
4. Put food in oven on rods or wire.

(Timing for baking is usually shorter than with home oven.)

8. Complete two projects with wood without incurring an injury.

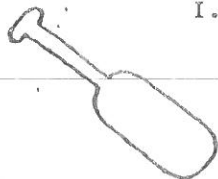
a. Make a fuzz stick firestarter.



- I. Choose a dry stick, thumb thick and a handspan long.
- II. Make a point on one end by cutting off little chips.
- III. Holding the pointed end, fuzz the stick by cutting shavings as long and thin as possible but leaving them on the stick to make it look like a Christmas tree.

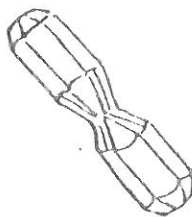
b. Make one of the following projects.

I. Make a replica of a canoe paddle.



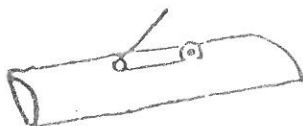
- (a). Trace pattern onto both sides of a piece of balsa wood $3/8$ " thick.
- (b). Shape paddle end.
- (c). Working from the paddle end whittle away small pieces until the handle is shaped.
- (d). Sand carefully and paint as desired.

II. Make a toggle.



- (a). Choose a sturdy, straight stick thumb thick and about 4 inches long.
- (b). Remove the bark.
- (c). Round off both ends of the stick by cutting off small chips.
- (d). Mark the center of the toggle and make a V cut carefully all around the stick being sure not to cut it in two.
- (e). Sand and polish toggle.
- (f). Fasten a cord in the notch with a larks head knot.
- (g). Use the toggle as a fastener, a button or a hanger.

III. Make a name tag.



- (a). Choose a sturdy, straight stick thumb thick and about 2 inches long.
- (b). Remove the bark.
- (c). Flatten one side by whittling lengthwise until wide enough for name, scrape surface smooth with knife.
- (d). Sand until very smooth.
- (e). Cut a small groove in the back as long as a safety pin.
- (f). Fill groove with plastic wood and place back of safety pin in groove.
- (g). Let dry for two hours.
- (h). Put name on front with permanent marker or with macaroni letters.



Leaders' Guide

REQUIREMENTS:

1. Complete the second grade in school.
2. Know how to open and close a knife properly.
 - a. Always use both hands.
 - b. Keep fingers on the sides of the knife.
 - c. Keep the knife closed when not in use or when being carried.
 - d. Close the knife before passing it to someone else.
3. Know the parts of a knife and their use.



Blade



Punch/Awl



Can Opener



Screwdriver/Bottle Opener

4. Know proper knife care.
 - a. Clean with cleaning cloth.
 - b. Always clean the knife before closing it.
 - c. Oil with machine oil.
 - d. Sharpen with stone.
 - e. Always keep the knife dry and off the ground.
 - f. Keep the knife away from dirt and sand.
 - g. Never put the knife in a fire.
 - h. Do not use the knife to pry.
 - i. Do not use the knife as a hammer.
 - j. Use the knife on the right materials for cutting, scraping or whittling.
 - I. Use on wood, vegetables, rope, etc.
 - II. Do not use on metal, rocks, etc.
5. Know good knife manners.
 - a. Do not cut any living thing, plant or animal.
 - b. Do not use knife to disfigure such as initial carving.
6. Know the safe use of a knife.
 - a. Always have a circle of safety.
 - b. Hold the knife handle only; do not place thumb or finger on blade.
 - c. Only use a sharp knife.
 - d. Always cut away from your body.
 - e. Never throw the knife.
 - f. Do not use the knife when you are alone.
7. Know correct first aid for cuts.
 - a. Know first aid for cuts with severe bleeding.
 - I. Use direct pressure and elevation.
 - II. Do not clean.
 - III. Get help immediately.
 - b. Know first aid for cuts without severe bleeding.
 - I. Clean cut thoroughly with soap and water.
 - II. Blot dry.
 - III. Apply sterile dressing.

Find a bird's nest

_____ 3
 _____ 5
 _____ 10

draw a picture of a tree or flower

find 3 different insects

1. _____ 3
 2. _____ 5
 3. _____ 10



pick up 5 pieces of litter - dispose of properly

2 pts. apiece



find & identify 5 plants other than

1. _____ 1
 2. _____ 3
 3. _____ 5
 4. _____ 7
 5. _____ 10

find a tree that has changed something

explain
 5 points

guess how tall a tree is

_____ up to 10 points

find 5 different kinds of leaves

1. _____ 1
 2. _____ 2
 3. _____ 4
 4. _____ 7
 5. _____ 1

Find 3 moths butterflies

_____ 3
 _____ 5
 _____ 10

write a poem about a tree

_____ up to 10 points



follow a worm or squirrel for 2 minutes

worm _____ 5
 squirrel _____ 10

name 3 things wildflower need to grow

1. _____
 2. _____
 3. _____

3 leaf rubbings

_____ 3
 _____ 5
 _____ 10

find & identify 3 kinds of birds

1. _____ 3
 2. _____ 5
 3. _____ 10

find 3 examples of fungi

1. _____ 3
 2. _____ 5
 3. _____ 10

find 3 kinds of seeds

1. _____ 3
 2. _____ 5
 3. _____ 9



Find 3 feathers

_____ 3
 _____ 5



find a hole where an

1. _____ 5

find a vine

1. _____ 5

name it

1. _____ 3

find 3 spider webs

1. _____ 3
 2. _____ 5
 3. _____ 7

with spider in it

FREE SPACES

1. Which direction is the wind from today?..... 10
2. Find a four-footed animal other than a chipmunk or squirrel..... 10
3. Find three plants we might eat..... 3
4. Find a reptile or amphibian..... 7
5. Name three kinds of clouds..... 10

14. Find the smallest plant you can.....but don't pick it! Instead draw a picture of it. What would you call this plant? Give it a name:

15. Feel a smooth tree trunk with your eyes closed. Is it really smooth? _____

16. Find 3 different sized leaves.

17. Find some evidence of a person already being in this spot before you. What is it?

18. Can you find a very smooth, round stone? How did it get that way? _____

19. Find a big fallen down tree. What made it fall? _____

Is there anything growing on it now? _____

20. Sit down and for on minute think like a chipmunk.

What did you eat today? _____

Where will you sleep tonight? _____

Who are you scared of? _____



When it's smoking, it's cooking
When it's black, it's done!

THIS IS A FIND AND SEE HUNT ----- USE YOUR EYES! ! ! !

1. Find a hole high up in a tree.....who made it? _____
Is it being used now? _____ Who might use it? _____
 2. Find a blue colored berry.....Do you think somethings might each this? _____
Who or what? _____
 3. Find and feel a prickly plant. Why do some plants have prickles? _____

 4. Look for a nest in a tree or bush. Who made it? _____
Is it being used now? _____
 5. Can you hear an animal or a bird? _____ What do you think they were trying to
"say"? _____
 6. See a small bird. What color was it? _____
 7. Smell a rotting log. Describe what it smells like. _____

 8. Look for a spider's web. Can you find the spider, too? _____

 9. With your eyes closed, feel a tree with rough bark. What does it feel like?

 10. Make a small hole in the ground with your finger. Smell the earth....Does it
smell good or not so good? _____ Why? _____
 11. Find evidence of an animal.....What do you think it was doing when it made this
sign? _____
 12. Find 3 different shaped leaves.
 13. Find 3 pieces of garbage and bring it back with you. What is garbage? _____

- Does it all come from the same animal? _____

DATE _____

NATURE HUNT

THINGS TO SEE

___ A feather



___ A hole in a tree



___ A yellow leaf



___ A red & black bird



___ An Ant



___ A woodtick



___ A butterfly



THINGS TO HEAR

___ A bee



___ Trees in the wind



___ A duck



___ Dry leaves under feet



___ A chipmunk



THINGS TO SMELL

___ The mud



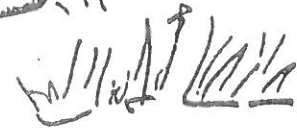
___ A yellow flower



___ A hole



___ Green grass



___ Old leaves



THINGS TO FEEL

___ Wet mud



___ Prickly plant



___ The wind on a hill



___ A mosquito bite



___ Rotten wood



___ Tree bark



THINGS HAPPENING

___ An ant moving something



___ A spiderweb with a bug in it



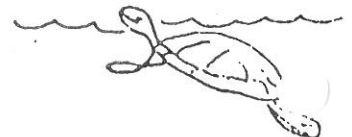
___ A leaf falling



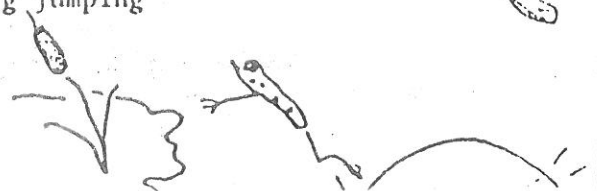
___ An animal eating



___ A turtle swimming



___ A frog jumping



12. Compare temperatures in an open area with a forested area.
13. Children always want to know, "are these berries good to eat?" Let them taste one of each of the following if they wish and determine for themselves (spit out most of them): honeysuckle, buckthorn, raspberry, gooseberry, smooth or staghorn sumac, grape, cherry, elderberry, hawthorn, rose hip, blackberry.
14. In a wooded or shrubby area see how many different kinds of prickly plants you can find. How do the pricklers differ?
15. Look for animal-made holes in any community. What sort of creature might have made it? Try to determine who would use the hole now (on the basis of size, location, shape, angle, depth, smell).
16. Find out what uses the area in, around, and under a log. Check also for temperature and moisture differences.
17. Feel and smell mud. Look for living things and traces of living things.
18. In the forest feel tree bark and describe the feeling in words. Place both hands on a tree trunk and see if you can feel the tree move in the wind.
19. Grab a handful of last year's or fallen tree leaves and smell.
20. Search for the warmest or coolest spot in the forest, the pond, or the marsh.
21. Listen for natural sounds and man-made sounds. Which sounds are acceptable or unacceptable, and why? Do some of them seem more like "noise-pollution" than others?
22. Follow a butterfly or other insect to see where it goes and what it does.

Why Conservation? To arouse an appreciation of our great outdoors and the nature we grow to love. We want the Cub Scout to learn to love and protect plants, animals and the whole environment. His knowledge in the correct way to protect our resources and engage in meaningful outdoor activities will help him grow into a responsibility citizen. He will be ready to participate in Boy Scout Conservation projects if exposed to the simple ones that he can do as a Cub Scout. They will not be foreign to him.

How can I help if I don't know much about it? Provide opportunities for the Cub Scout to learn on his own and you will also learn with him. It is surprising how much you can learn just from observation. There are some extremely good books from the Golden book collection that help in the identification of flowers, birds, trees, and just about every other subject that could be covered in the study of nature and conservation.

What can we do in our den meetings? Make bird feeders and bird houses. talk with the boys as to what kind of feed would best be put out to attract birds. (See materials from Camp Natch behind this section) Take hikes for nature study only. Look for nests and watch to see if you can see what birds go into those nests. Note the different shapes of nests. Look for tracks of animals that can be plastered casted. Try to follow the tracks to see where they lead or come from. Maybe this way you can discover which animal made the tracks. Look for different types of nuts (seeds) from trees, and save different leaves. To preserve the leaves have the Cubs press with a warm iron the leaves between two pieces of wax paper or press them under heavy weights for drying, or make spatter prints of the leaves. (see spatter painting in this section.) Let the Cubs design strange animals with the nuts, pine cones, twigs, etc., that they have brought back from their hike. They can combined them with a pipe cleaner , some glue or tape, scraps of cloth or construction paper

7. Pick up man-made litter, but leave natural things such as feathers, bones, pretty stones, cocoons, etc. Talk recycling and make a game of figuring out "what will use this if we leave it here"?
8. If you find some animal droppings (scat) examine them to determine what animal might have left them. What did he eat? Are the scats fresh or cold - check this by sight, smell, and touch.
9. In a wooded area have the children close their eyes and then tell what color tree or shrub bark is. Open eyes and check. It always helps if you can stop near a plant that has a purple, red, or other bright colored stem. It is something they often do not notice.
10. Lawn grass: What lives there? Get down and look.
11. Here are some things to discover in an open field:
 - a. How many different kinds of grasshoppers can you find?
 - b. How do grasshoppers react when you walk quickly (or slowly) into their habitat?
 - c. Do you hear any chirping or buzzing sounds? Search for the source of the sounds.
 - d. What do grasshoppers eat? How did you find out?
 - e. How many different kinds of plants can be found in the field? (No names are necessary). Or limit it to searching for the different kinds of grass.
 - f. What does grass smell like? Taste it too. Is it sweet, salty, bitter, or sour? Are all of the grasses a like?
 - g. What colors can you find in a "green field"?
 - h. Not counting man-made things, who can see something blue? (sky, maybe water, dragonfly, etc.)
 - i. In an area where there are flowers blooming ask everyone to pretend they are bees and try to determine which would be the bees' favorite flowers, and then by what means they made this decision. Some will smell, some taste, some choose on basis of color - perhaps some will watch the bees.
 - j. If there are any fresh (not dried) Canada thistles around ask who is the bravest person in the group. Then ask this person to walk up and shake hands with the prickly plant - really grab it - without getting pricked! Ask them to look at the plant and figure out how the prickles are placed and then how to touch it. (prickles all point outward so grab and gently pull in same direction). Then locate a bull thistle and ask if anyone would like to do the same - Cowardice will reign because prickles stick out in all directions!
 - k. What foods for carnivores can you find in this grassland? For herbivores?

10. Holding the Front: A small group of children hike single file. At short intervals or at particular points of interest a challenger (usually the leader) points to some object of nature and asks some questions about it. (Try not to ask "What is it?" questions). The hiker in the front must answer the question satisfactorily to "hold the front" of the line. Failure to do this sends him to the end of the line. If not answered satisfactorily, the question should be turned over to the group for anyone to answer or the leader can give the answer if no one knows.

Sample questions:

What could have made this track?
What adaptation does this plant have that makes it feel fuzzy?
What is the habitat of this animal (grasshopper, snake, etc.)?
What color juice does this plant have?
How did that rock get here?
What kind of bird made this nest?

Variations:

Have the children walk in twos with the partners deciding on one answer.

Have the challenger name or describe a nearby natural object that the leading hiker must point out before the challenger can say the name three times or count to a certain number.

11. Short Activities and Gimmicks: Here is a list of things you can have children do on a nature walk:

1. Find the tree that's biggest around without using a measuring tape. Have children hold hands to reach around the ones too large for one child to put his arms around. (One-kid tree, two-kid tree, etc.).
2. Wild Animal Hunt: Lots of wild animals live and depend on the grass, trees, etc. Most of these are very tiny, smaller than a lady-bug. See who can find the tiniest wild animal.
OR - See who can find the first red one.
OR - See who can find the brightest one.
OR - See who can find the one with the most legs.
OR - See who can make the longest list of animals seen, etc.
3. Blindfolded Detective: Use a camper's scarf for a blindfold. Hand "it" a nature object found around him. Have him guess what it is by using touch, smell, and hearing.
4. Flower Power: Look for the flower with the sweetest smell. Look for the one with the worst smell. This game is best done in an area where there are several types of flowers together. You can also look for animals in flowers - who can be first to spot a bee, an ant, a spider, etc.
5. Look for "packages" in Nature. Eggs, cocoons, seeds, buds, web-plant galls, etc., are all "closed" packages. Look for these and more. Look, too, for "open" packages.
6. Look for animal "hotel trees" and for animal "grocery stores".

try to photograph when you set out to paint! Remember, if you want people to do any of this art work outdoors, you'll have to give some thought to selecting media, places to work, and equipment with which to work. (You can't sketch on a single sheet of paper without a firm support, etc.).

2. Art Work Ideas

- a. Divide your paper into sections. In each section draw a plant or animal and its surroundings.
 - b. Sketch things you see as you visit in the forest, meadow, marsh, lake. Upon returning to camp, shelter, etc. roll out some long shelf paper and develop a mural of these communities having all the kids redraw some of their sketches in their proper places on the mural. Media: crayons, water--color, chalk.
 - c. Draw the records left by animals to indicate their presence - eg. scat, tracks, holes, nests, skins, hair, chewed nuts and plants, etc.
 - d. Draw food webs.
3. Other "picture activities" can include making such things as bark and leaf rubbings, "outline" pictures using an object as a stencil, or using various natural materials for block prints, etc.
4. Besides seeing things, telling others about SOUNDS (Record on tape or duplicate sounds in other ways. Try to create the same sounds on musical instruments, or compose music based on the sounds) or about TEXTURES ("feely" boxes, modeling, etc.) can be rewarding.
5. Creative Writing: The old stand by is writing about what's there - e.g., creating word pictures of things seen. This is a great activity but needs variety. Older children often respond very well to Haiku or other poetry forms. Others will be challenged by such things as writing about something they've never seen, only touched, smelled, or heard. There's lots of room for trying your ideas in this area and if you enjoy them the children probably will!
9. Find the Place: This activity can be a good project for a group that observes well. Two half groups begin at opposite ends of a trail and are told to select a "chunk" of trail before they reach a marked mid-point. The group must then observe and describe their selected area in any descriptive terms they choose. Use a variety of media, e.g., photographs, tape recorders, thermometers, drawings, measuring devices, written descriptions, verbal descriptions. After a time, groups meet at mid-trail and exchange descriptions. Each group then tries to locate the area selected by the other. All descriptions except a "location" one can be legal. For example, one could say, "the only place on the trail where we saw deer tracks", but could not say, "27 steps a long the trail from the mid-point". Make the rules about information given as strict as is necessary to provide a challenge. Try to steer the groups into some creative descriptions as a means of passing information.

5. "Where Are The Animals?" Record on a data sheet the animals, and where you find them, in the various levels of a plant community. Running on a competition basis often yields better results. Children should be working individually or in small groups of 2, 3, or 4. Animals need not be named to record. They may also be described or sketched.
6. After discussing the use of all senses, assign each person a "Job". The job is to find something and share it with the group. When the thing is found, the child tells the leader who calls the group together. The child then becomes the naturalist while pointing out the "find" so the group can try it. Jobs might include such things as:
 1. Smell holes to find inhabited ones.
 2. Smell holes to find uninhabited ones.
 3. Locate frogs with your Ears.
 4. Feel to find the prickliest plant.
 5. Feel to find the smoothest tree.
 6. Feel for the roughest tree.
 7. Taste grape leaves or basswood leaves.
 8. Taste grass.
 9. Look for the chipmunk's habitat.
 10. See what lives under a log.
 11. Smell for the sweetest flower in a community.
 12. Find the deepest hole in an area by Feel.
 13. Locate an animal home by Sight.
 14. Find crickets or grasshoppers by Sound.
7. "Habitat Activity" Explore, again in small groups, the habitat of a plant and/or animal in detail. Name, sketch, or describe the animal or plant and do the same for the other living and non-living things which share that habitat.
8. Creative Activities in the out-of-doors. Lots of things fit under this heading. A few that are fairly simple illustrate some ways to take what is seen, heard, felt, smelled, etc. and try to pass it on to others.
 1. Sketching, coloring, painting are all ways of showing others what you see. Stress for children that they should try to show it as they see it, not "the way it is". In other words, don't

NATURE HIKES

1. Establish rules before the hike. Where do we walk? How do we keep together? What do we do? Touch? Look only? etc.
2. Know the area in which you hike. What precautions should you be aware of. Check the Cubs to see they are properly attired for the area and the elements.
3. Have a definite purpose in mind. What will they learn? Or is it a just for fun hike. Be prepared with necessary books or paper if it is a truly nature hike.

ACTIVITIES (KINDS OF HIKES)

1. On one of your activities try an Non-Collectable Hike. In this one you would use the next sheet that you would include in their notebook. This kind of hike may be taken in the different season and the "finds" each time would probably be different. So you would need more than one page of this kind of form. Be sure the name of the place and the date is included on this sheet so the Cubs can compare the different things they see and find from time to time. See Activity page I. It is even interesting to take the same kind of hike in the same season but in a completely type of environment - forest vs. open field. Again you will find that the activity page will differ even from week to week if you take hikes like that.
2. A Come-To-Your-Senses Hike is also a fun one with much activity for the Cub Scouts. This is a don't tell them type of hike. They must learn by using their senses. Let them feel, smell, check colors, shades of colors, shapes, sizes. Close the eyes and listen for an unfamiliar sound. Try to identify the sound. How many sounds can you hear. Are there any you cannot identify? Can you hear an animal running through the field? Can you find it? Use Activity page II. Put the page in the nature scrap book when it is finished. Perhaps they cannot fill in one or two of the spots because of the season or because of location. Next time go another place and take another page. Then compare the pages.
3. Go on a Nature Bingo Hike where you fill in the places on the bingo chart. See how many points the boys can get in a certain length of time. Use Activity page III. A small bag could be carried for them to bring back the items that you check. Be sure you do not check a bird's nest or a tall tree. The Cubs just might be more energetic than you had hoped them to be that day! However the Cub should be able to point to the place where the items are if he is not able to bring them back.
4. Games to be played while on nature hunts are also fun and sometimes change the activity so the Cubs enjoy being out even longer. One such game is NAME THAT PLACE. The Cubs are divided into groups of not more than five. The area should be large enough so that the groups can spread out without the other group seeing where they are. Each group is given about 10 minutes to identify the place by sight, sound, smells, feel, etc., then they give their clues to one of the other groups and that group has to find the place that group number one was describing.

NATURE NOTEBOOK

To make a sturdy cover for a nature notebook ask your neighborhood wall paper store for outdated sample books. Cut four pieces the size you would like your notebook. Using a heavy glue, glue the two pieces back to back for one cover and the other two pieces back to back for the the back cover. Cubs usually have fun picking out what kind of paper they would like for the covers of their book. For the sheets in the book you may want to have some printed for charts or you may want to have blank ones for taping specimens to. Drill holes and thread yarn or plastic lacing through as many sheet and the two covers as you desire. If they are tied with a bow or simple knot, more pages may be added as is necessary.

Things to include in the notebook:

Pages for birds I have seen. Where seen, what doing, color, pair?, nest, babies, and other interesting fact. If a bird that is seen is not identified, have the Cub write down what color it was, making note of any distinguishing characters (does it have a crest, long tail, long beak, long legs,) that would distinguish it from another bird of the same color.

Charts on the kinds of walks that were taken and the results of what was observed. Take hikes to see, hear, smell, feel, watch things happen.

Have charts which the boys can check off what they saw and then the Cubs can compare with the other Cubs what they saw and what they missed. Have them see who can find the most of the items listed. They should write where it was found. Remember, have them look up as well as down for nests and other things that may not be on the ground.

You will find several charts and suggestion pages that can be included in the notebook. Have pages just for gluing on something that was extremely interesting to the Cub. Take scotch tape along so that it does not get lost before it gets home to be glued on.

(The small Golden Books of Trees, Birds, Plants, etc., are usually available from the library or perhaps some families already have them in their own private library. Take one along when you go on a specific hike to immediately identify what you have found. It is easier to identify from the real thing than from memory.

Kinds of Hikes to take vary on the time of year, (don't go thru swamp land after a rain!) (don't look for daisies in the snow) the place and the type of soil (don't look for tracks of animals on rocky places) etc.

Some hikes will not be the kind that you would want to take the notebook on. Perhaps it will not be one where you collect information. Have you ever taken a bubblegum hike? Have each Cub start chewing a piece of bubble gum before you get to the place you want to hike. Have each boy carry with him a backing for a collage. This should be heavy cardboard or the plastic meat trays from meat department from the store. As the Cubs walk along and see something that they would like to attach to their collage have them bite off a small piece of bubble gum and attach it to their backing. Some boys will have just an abstract collage but other who are more artistically talented may put together a picture.

PROTECT THE NATURAL WORLD

As a Cub Scout, when you are out-of-doors you will want to be sure you do nothing to harm the world around you.

THINK about what happens to any place when many people use it.
What would happen to our camps if ----

- everyone collected 10 acorns for a craft project.
- everyone picked a few wild flowers.
- everyone dumped dishwater and grease at the campsite.
- if all the old logs were gathered for firewood.
- we visit our camps, but some animals call our camp their home.

THINK about what animals live at our camp and how we can protect their home.

Consider the ECOLOGY. ECOLOGY is the study of the relation between living things and their own piece of the natural world. Birds need trees, it is their piece of the natural world, what would happen to the birds if we all cut down a little tree for a marshmallow stick?

Consider the ENVIRONMENT. ENVIRONMENT means the living space that surrounds you and all things that share it with you. The sun's heat and energy, the smoke, dust, pollen carried in the air, water, and soil are all part of your environment, as well as the plants and animals that live around you.

Consider CONSERVATION. CONSERVATION traditionally means the wise use of natural resources.

CONSERVATION PLEDGE (Outdoor Code)

As an American, I will do my best to--
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
and
Be conservation-minded.

Be clean in my outdoor manners means: I will treat the outdoors as a heritage I will try to improve it for myself and others. I will keep trash and garbage out of the waters, fields, woods, and roadways.

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

Be considerate in the outdoors means: I will treat public and private property with respect. I will remember that use of the outdoors is a right that I can lose by abuse.

Be conservation-minded means: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife. I will encourage others to do the same.



LEAF CREATURES

THIS IS A TERRIFIC CRAFT FOR THOSE SCOUTS THAT THINK THAT THEY CAN'T DRAW, PAINT, OR DO ANYTHING ARTISTIC. THERE IS NO NEED TO MAKE A SKETCH OR DESIGN FIRST...JUST LET THE LEAVES DO THE WORK.

COLLECT DIFFERENT TYPES OF LEAVES. PLACE IN A BOOK (A TELEPHONE BOOK WORKS BEST). THE MORE SHAPES AND KINDS OF LEAVES YOU COLLECT THE MORE FUN YOU WILL HAVE MAKING ALL TYPES OF CREATURES.

TOOLS & MATERIALS: Lots of leaves, all shapes and sizes
Pasteboard or drawing paper
Clear drying glue
Lots of imagination.

Leaves can overlap, but should never be cut.

Once you try designs of this kind, you will soon find how easy it is to produce amusing and often beautiful things from natural materials.

STONE ON STONE

Collect as many different stones and pebbles as possible. It's wise to look for 2, 4, or 6 similar pebbles so that you can match them later. Pebbles make good accent pieces like nose, feet, ears, etc.

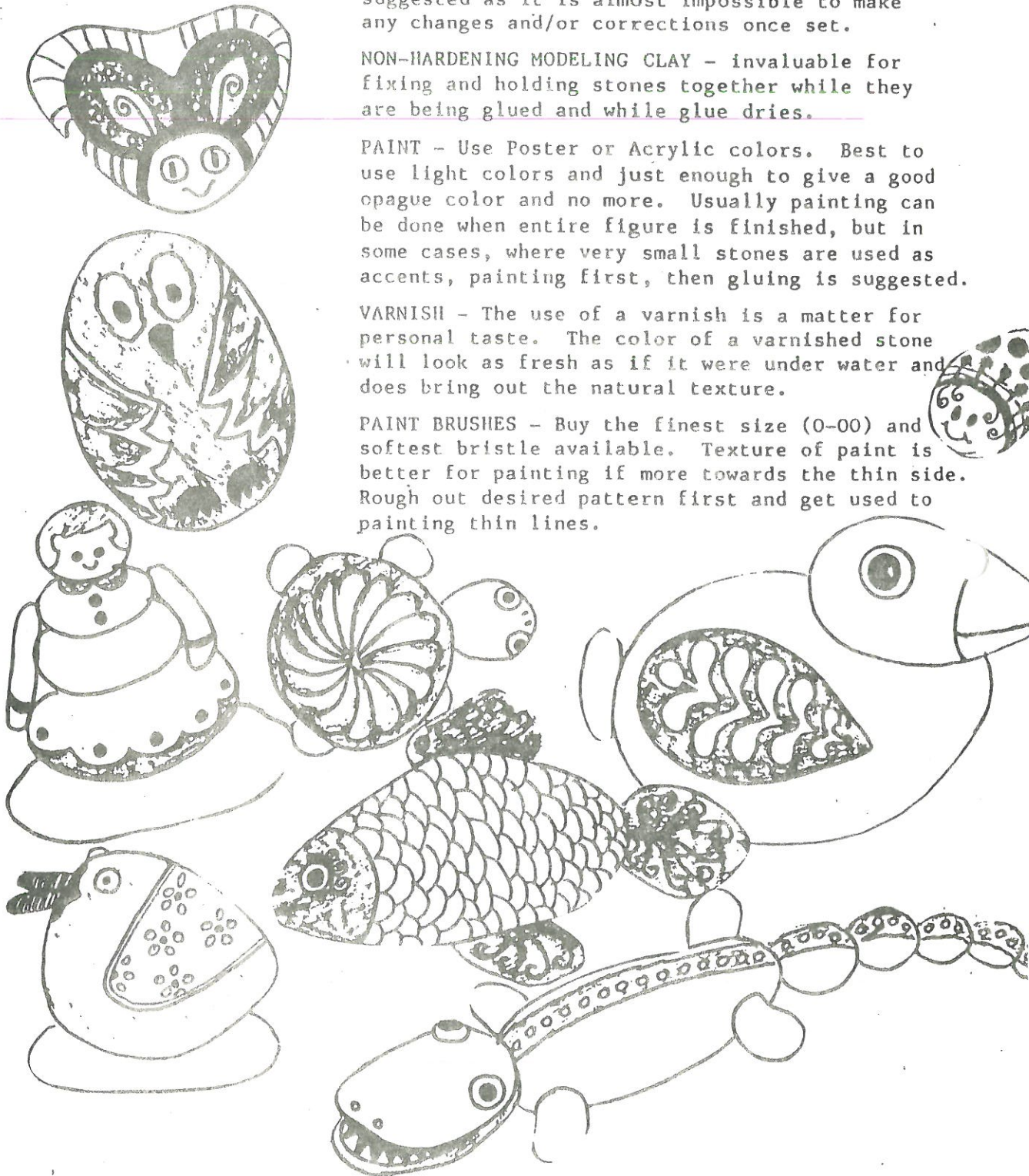
TOOLS & MATERIALS: GLUE - clear drying. Fast drying glue is not suggested as it is almost impossible to make any changes and/or corrections once set.

NON-HARDENING MODELING CLAY - invaluable for fixing and holding stones together while they are being glued and while glue dries.

PAINT - Use Poster or Acrylic colors. Best to use light colors and just enough to give a good opaque color and no more. Usually painting can be done when entire figure is finished, but in some cases, where very small stones are used as accents, painting first, then gluing is suggested.

VARNISH - The use of a varnish is a matter for personal taste. The color of a varnished stone will look as fresh as if it were under water and does bring out the natural texture.

PAINT BRUSHES - Buy the finest size (0-00) and softest bristle available. Texture of paint is better for painting if more towards the thin side. Rough out desired pattern first and get used to painting thin lines.

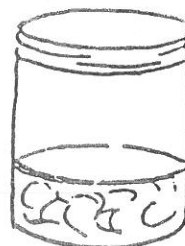


NATURALIST

MAKING A KILLING JAR

Materials: Peanut butter jar, cotton, cardboard, carbon tetrachloride

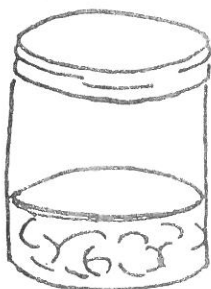
If you plan to mount insects, they must be killed without damaging them. A broad-mouthed peanut butter jar is good for this purpose. Soak a layer of cotton in carbon tetrachloride. Be sure to do this outdoors. Put it in the bottom of the jar and cover cotton with a cardboard disk. Remember, keep jar covered except when putting in or taking out insects. Leave insects in killing jar overnight.



MAKING A RELAXING JAR

Materials: Peanut butter jar, cotton, cardboard disk

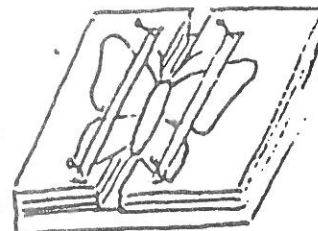
If an insect has been dead for some time, it will become too brittle to mount without parts breaking off. Make the relaxing jar by soaking in water enough cotton to cover the bottom of the jar. Place it in jar and cover with a cardboard disk. The insect should be placed on cardboard rather than directly on wet cotton. Cover tightly for a few hours. The high humidity inside the jar will make the insect flexible enough to mount.



MAKING A SPREADING BOARD

Materials: Heavy cardboard, wooden base, nails, pins

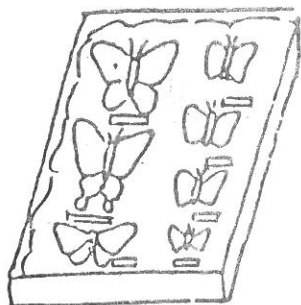
Butterflies and moths should be pinned on a spreading board in order to dry their wings in a spread formation. This can be made by nailing two stacks of several layers of heavy cardboard to a wooden base, leaving a small, even groove down the center. Lay the body of the insect in the groove and spread the wings over the cardboard. Hold the wings in place by pinning them down with little strips of paper.



MOUNTING INSECTS

Materials: Flat box, moth balls, cotton, sheet of glass or plastic, glue

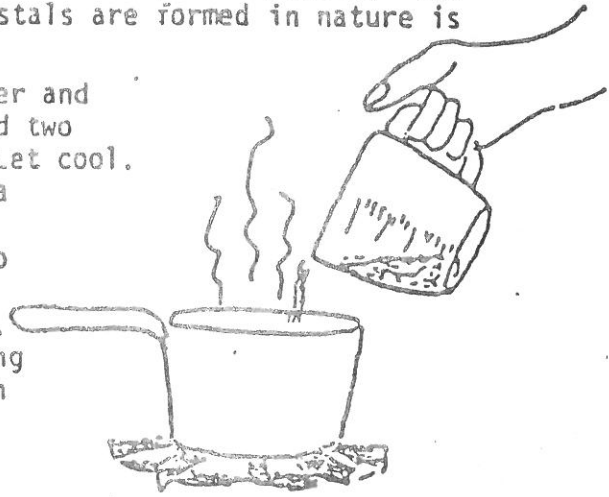
Insects may be mounted on pins or placed directly on a layer of cotton in a flat box. Spread moth balls or crystals under the cotton to prevent other insects from destroying the collection. A spot of glue under the insect will hold it on the cotton. Make paper labels for your specimens and glue these beside the insects. Tape a sheet of glass or plastic on top of the box. This will keep it relatively airtight and it will last for years.



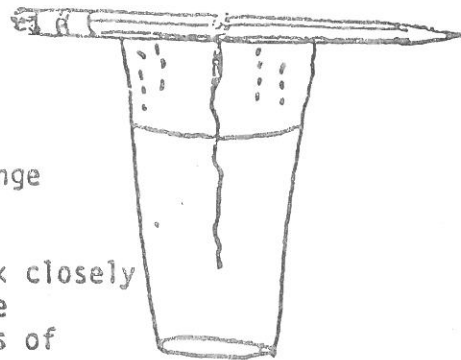
MAKE CRYSTALS YOU CAN EAT

If you've ever eaten rock candy or spooned sugar onto your morning cereal, then you've come face-to-face with crystals. Ice, table salt, glassware and sugar are just a few of the many substances made up of crystals. The best way for Webelos Scouts to learn how crystals are formed in nature is to perform an experiment to make crystals.

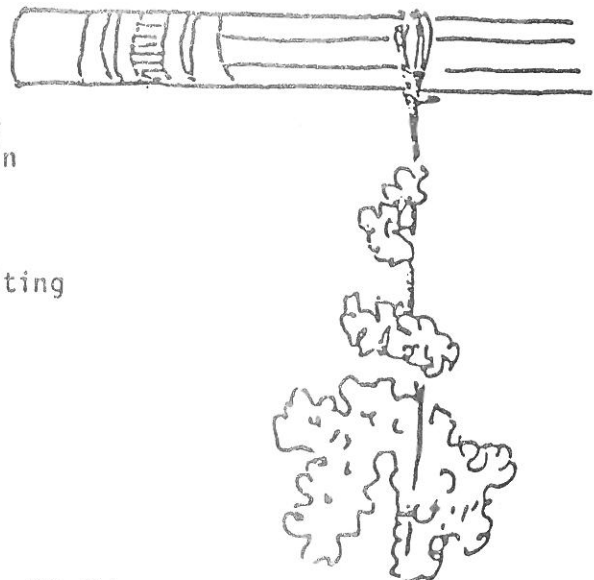
Pour one cup of water into a small pan. Cover and bring it to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick across the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few days. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. After several days large crystals, hard as a rock, will have formed around the string. Lift the string out of the glass and taste some delicious homemade rock candy.



Unlike living things, crystals grow by adding layer upon layer of their own substance to the exterior surface. In growing, tiny atoms in a crystal naturally arrange themselves in planes or flat surfaces. They form eventually a geometric pattern in space. Some crystals arrange themselves in a six-sided structure; others in ten-sided or twelve-sided formations. It is impossible to see these tiny atoms when you look closely at a crystal, but the sparkling light you do see is caused by reflection from many inner surfaces of the crystal.

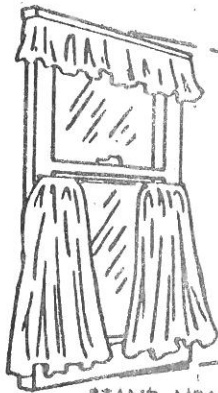


Many minerals found in the outdoors are crystals too; Quartz, mica, gold, silver and graphite are some of these. If you are hiking in the woods and find a shiny stone embedded in a duller one, then you've probably discovered quartz. If the shiny stone peels in layers, then you've found mica. Take a good look at all the crystals you find. Examine them under a magnifying glass, and hold them up to the light. You will have begun the exciting study of crystals.

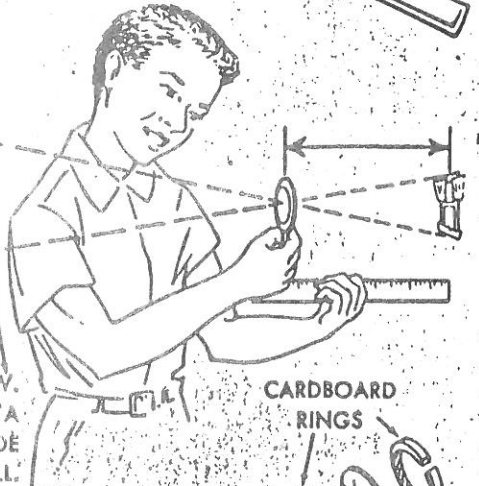
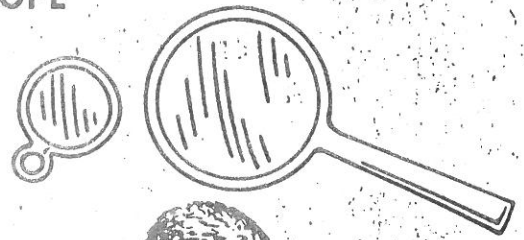


MAKING A TELESCOPE

GET TWO MAGNIFYING GLASSES, ONE SMALLER THAN THE OTHER. THE CENTER OF THE SMALL LENS SHOULD BE AS THICK AS POSSIBLE.

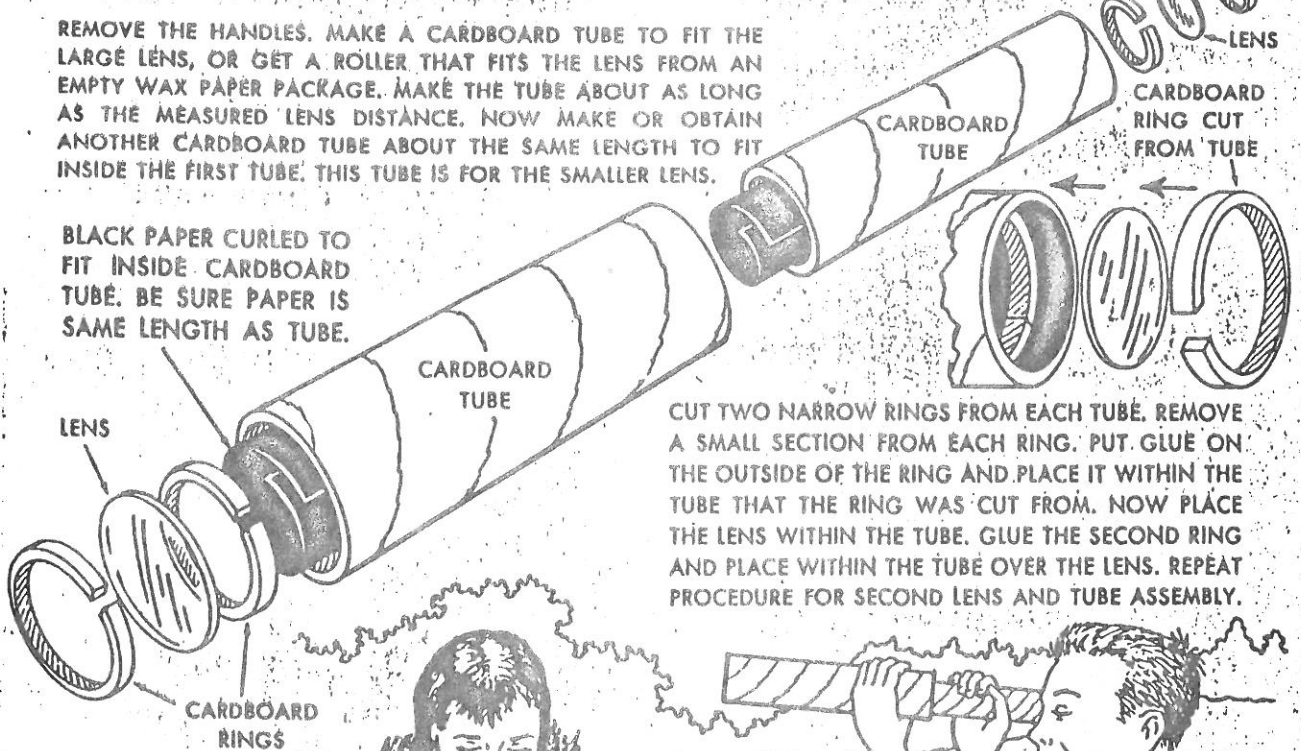


STAND NEAR A WALL ACROSS THE ROOM FROM A WINDOW. HOLD THE LARGER LENS SO THAT IT THROWS ON THE WALL A CLEAR PICTURE OF THE WINDOW. (THE PICTURE WILL BE UPSIDE DOWN.) MEASURE THE DISTANCE BETWEEN THE LENS AND WALL.



REMOVE THE HANDLES. MAKE A CARDBOARD TUBE TO FIT THE LARGE LENS, OR GET A ROLLER THAT FITS THE LENS FROM AN EMPTY WAX PAPER PACKAGE. MAKE THE TUBE ABOUT AS LONG AS THE MEASURED LENS DISTANCE. NOW MAKE OR OBTAIN ANOTHER CARDBOARD TUBE ABOUT THE SAME LENGTH TO FIT INSIDE THE FIRST TUBE. THIS TUBE IS FOR THE SMALLER LENS.

BLACK PAPER CURLED TO FIT INSIDE CARDBOARD TUBE. BE SURE PAPER IS SAME LENGTH AS TUBE.

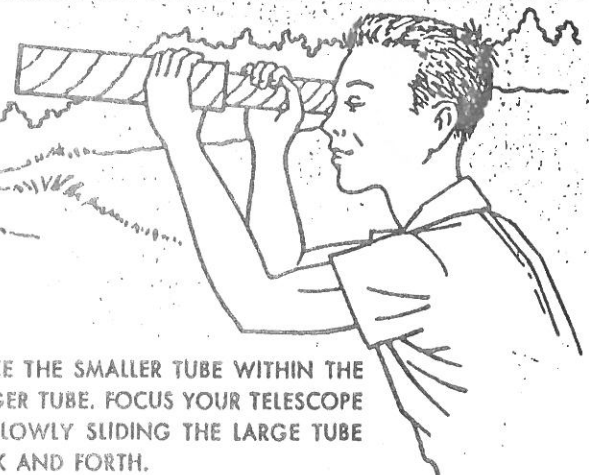


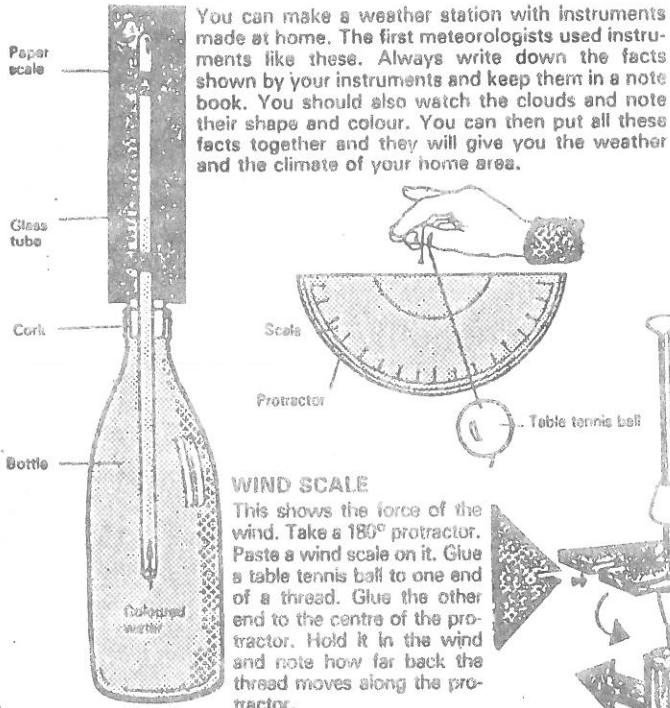
CUT TWO NARROW RINGS FROM EACH TUBE. REMOVE A SMALL SECTION FROM EACH RING. PUT GLUE ON THE OUTSIDE OF THE RING AND PLACE IT WITHIN THE TUBE THAT THE RING WAS CUT FROM. NOW PLACE THE LENS WITHIN THE TUBE. GLUE THE SECOND RING AND PLACE WITHIN THE TUBE OVER THE LENS. REPEAT PROCEDURE FOR SECOND LENS AND TUBE ASSEMBLY.

Be sure to try the experiments on the following pages.



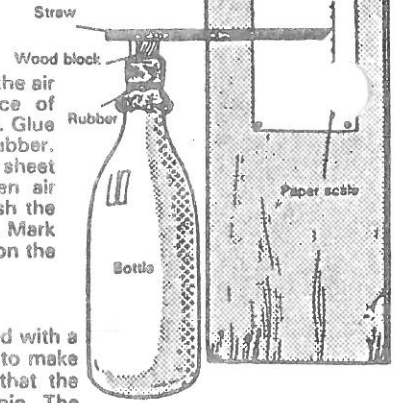
PLACE THE SMALLER TUBE WITHIN THE LARGER TUBE. FOCUS YOUR TELESCOPE BY SLOWLY SLIDING THE LARGE TUBE BACK AND FORTH.





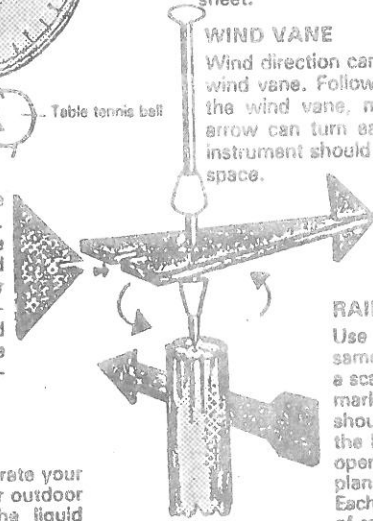
SIMPLE BAROMETER

A barometer shows changes in the air pressure. Stretch a small piece of balloon rubber over a milk bottle. Glue a straw to a wood block on the rubber. Stand the bottle near to a paper sheet as shown in the picture. When air pressure is high, the air will push the rubber and the straw will move. Mark the changes in the air pressure on the sheet.



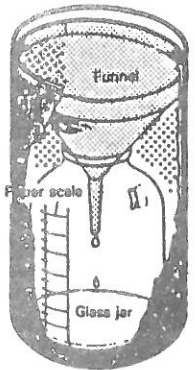
WIND VANE

Wind direction can be measured with a wind vane. Follow the picture to make the wind vane, making sure that the arrow can turn easily on the pin. The instrument should be placed in an open space.



RAIN GAUGE

Use a large can, a funnel of the same diameter and a bottle. Stick a scale on the side of the bottle and mark it in millimetres. The gauge should be sunk into the ground to the brim of the funnel. Place it in open ground where no grass or plants can splash or drip into it. Each time it rains, write the amount of rainfall in your note book.

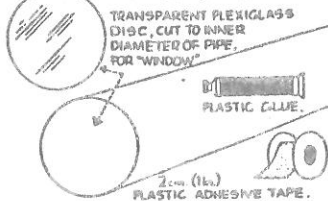


In ponds and pools and gently flowing streams, a waterscope enables you to observe underwater animal and plant life without wetting your feet and without surface ripples and reflections disturbing clear vision. Here's how you can make your own waterscope.

Make a Waterscope

1

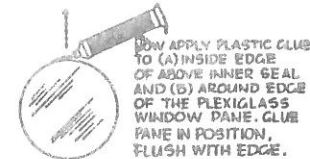
MATERIALS: LENGTH OF PLASTIC PIPE ABOUT 60cm (24ins) LONG, WITH 8cm (3 1/8 ins) DIAMETER.



Cut a 60cm length of piping such as 8cm diameter plastic down-piping as used with roof guttering. From a hobby shop, get a piece of transparent plastic (plexiglass) about 2mm thick, and cut out a circle to the inner diameter of your pipe.

2

STICK TAPE AROUND INSIDE OF PIPE, LETTING TAPE PROJECT ABOUT 1/2 cm (1/8 in.). THEN FOLD-IN, TO PROVIDE INNER SEAL.

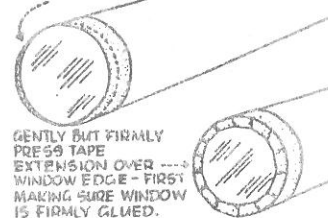


With 2cm wide plastic tape, line the inside of the 'window' end of the pipe but let about 5mm of tape protrude. This, when folded back inside, will provide an inner seal. Apply a suitable plastic adhesive (glue).

3

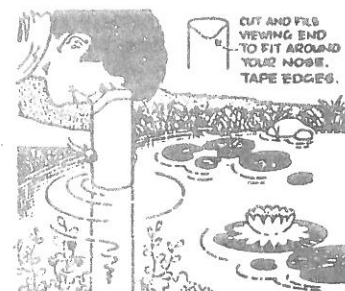
Now run plastic adhesive tape around the outside of the pipe, as shown. Then gently but firmly press this tape extension over the outer edge of the window, to make a tight seal. (Be sure the glue holding the window in position is dry before you do this). At the viewing end cushion the pipe circumference with plastic adhesive tape.

NOW RUN PLASTIC TAPE AROUND THE OUTSIDE OF THE PIPE, ALLOWING TAPE TO EXTEND ABOUT 1/2 cm (1/4 in.).



GENTLY BUT FIRMLY PRESS TAPE EXTENSION OVER WINDOW EDGE - FIRST MAKING SURE WINDOW IS FIRMLY GLUED.

4



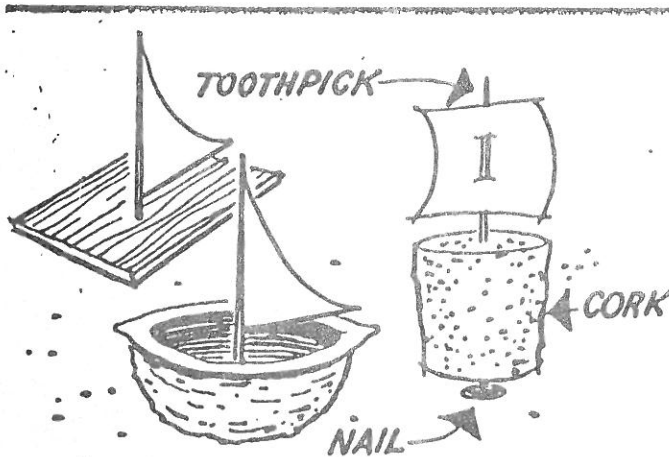
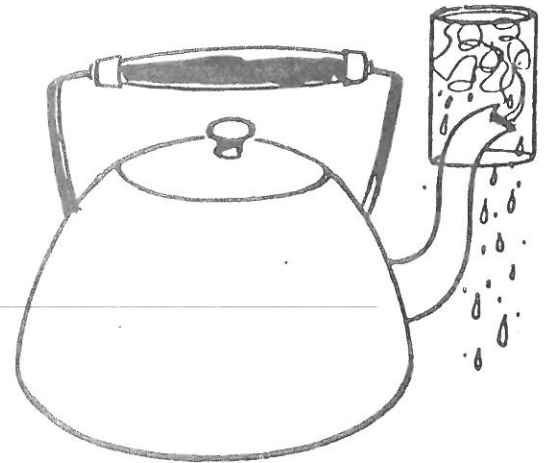
To use your waterscope, kneel down at the water's edge, with the window under water and close to the aquatic world you wish to observe. With the above 8cm diameter pipe, put the waterscope to one eye, in telescope fashion. However, if you use one of larger diameter - say 10cm or a little more - you can use both eyes.

LET'S MAKE RAIN

Heat water in teakettle.
 Hold glass jar over spout of kettle to collect steam.
 Steam may be compared to fog or rain clouds.
 Air outside jar is colder, so droplets will form inside jar and fall down like real raindrops.

LEARNINGS:

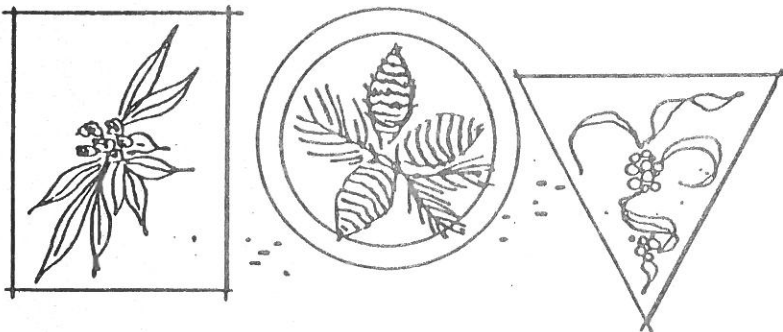
Water dissolves some things.
 Water is absorbed by some things.
 Water buoys some things up.
 Water changes form with temperature changes.
 Heat and wind help water go into the air.
 Water comes from lakes, streams, oceans.
 Fog and rain clouds are like steam.
 Water in the air forms rain clouds.
 It rains when clouds get cold.
 We use water for drinking, washing, sailing or swimming, to water our gardens, etc.
 We pay the water company for how much water we use.



WIND AND AIR

Sailboat Experiment

Construct simple sailboat.
 Float sailboat in container of water.
 Children may play part of the wind, discovering how the moving air pushes the sail and thus moves the boat across the water.
 To make waves, child may blow on water like the wind.



SEED PLAQUE

MATERIALS: Dried weed and plant pods and seeds, leaves, branches, acorns, small pine cones, eucalyptus buds, nuts, etc.

PROCEDURES: Child arranges and glues his specimens to section of chipboard or plywood. Coat with clear varnish. Attach hanger to back.



Bottle Band

Put a little water into a bottle. Blow over the top of it. This makes the air inside the bottle vibrate...which makes a sound.

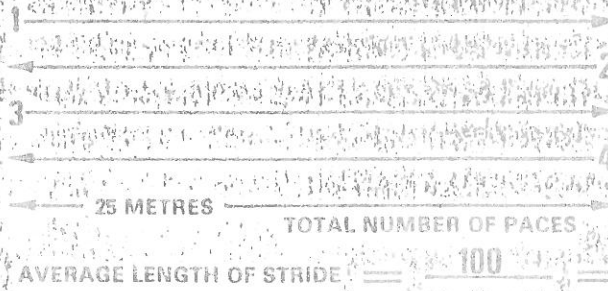
Try this with several bottles. Put a different amount of water in each. The more water, the less air. The less air, the faster the vibration. The faster the vibration, the higher the pitch. CR-73

Be your own Calculator

How often have you wanted to measure something but haven't got a measure or a ruler? You can get a reasonable idea simply by using *yourself*. However, you will need to have some details about yourself before you can be your own calculator.

Distances

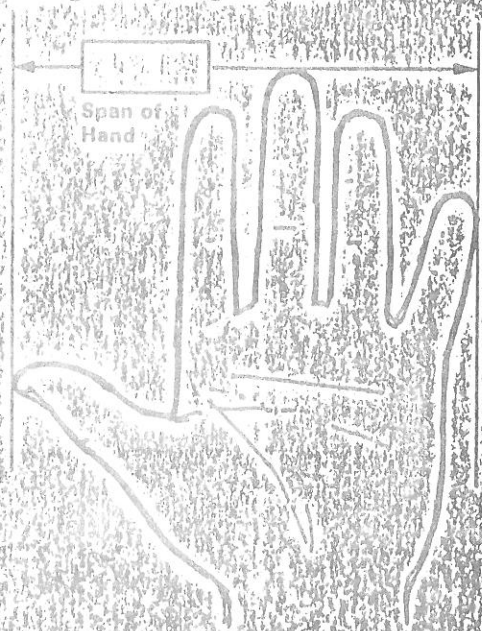
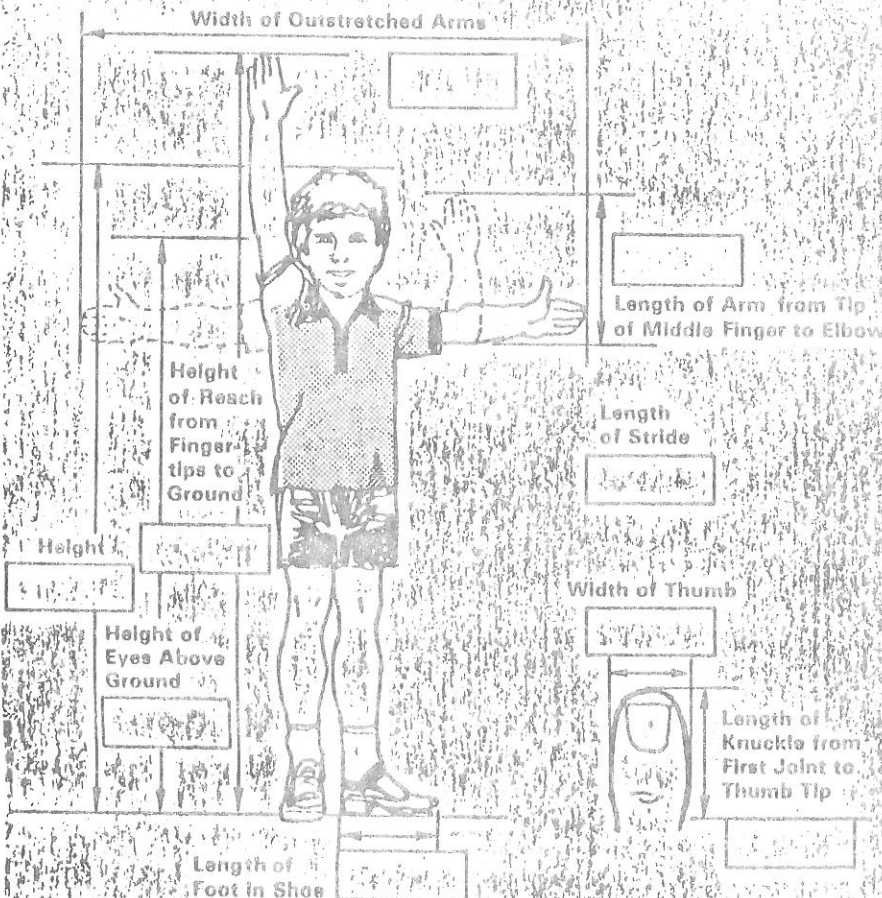
To measure distances you must know the length of your stride. Here's how to work it out. Mark out a straight line exactly 25 metres long. Walk up and down the line four times. Count the number of steps you take each time from one end of the line to the other. Divide the total distance covered (4×25 metres = 100 metres) by the *total* number of steps you *take* and the answer will be the length of your average stride. Fill in YOUR details here in pencil.



NUMBER OF STRIDES

Other measurements

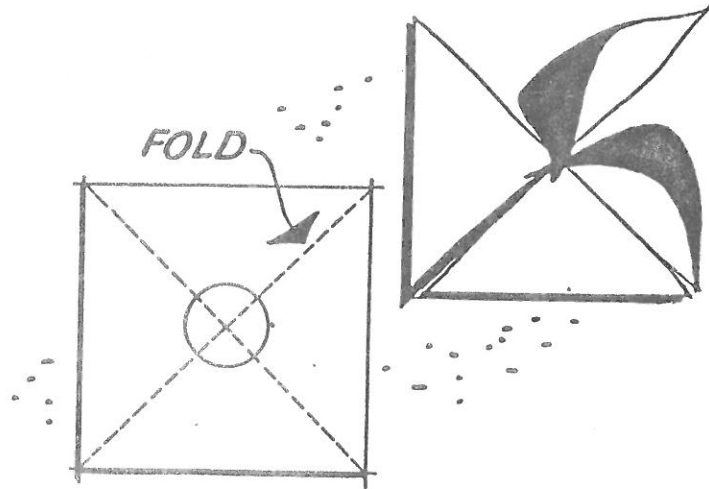
Fill in the blanks on this diagram in pencil. You will probably need to ask Mum or Dad or a friend to help you with some of them. You'll then be able to estimate the sizes of all sorts of things. We've suggested you use pencil, so that you can check yourself every few months and make any changes as you grow older.



Windmill on a Stick

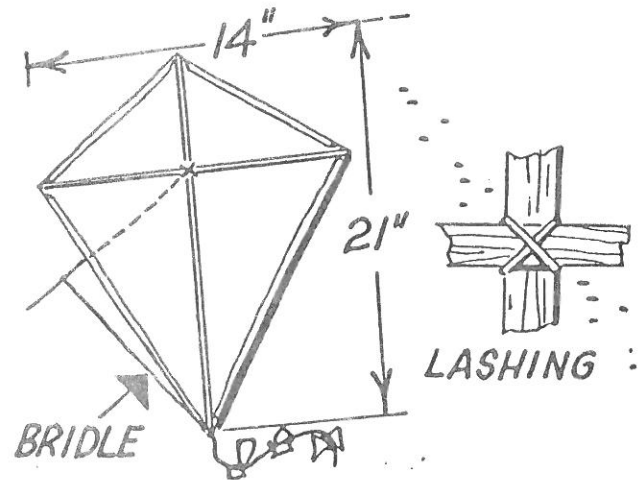
Using lightweight paper, a square of any size, fold diagonally and cut from corners almost to the center; turn down every other point and run pin through point to center. Attach pin to top of stick.

Allow children to decorate paper before cutting.
Experiment with blowing, running with it, using wind to turn.



Simple Stick Kite

Notch ends of sticks for string.
Lash sticks together and tie.
Stretch string through notches around outside.
Lay on paper cut $\frac{1}{2}$ inch larger than stick skeleton.
Paste folded hems.
Add bridle and tail.
Use lightweight strong paper, lightweight sticks.
Fly in open playground, avoiding overhead wires.



SPROUTING SEEDS

MATERIALS: Various seeds, selected for quick sprouting habit.

Receptacles: tin cans, milk cartons, wax cups, eggshells in egg cartons, orange or grapefruit shells cut in half, muffin tins, jars, glasses. A Pyrex bowl inverted may be used to cover at first.

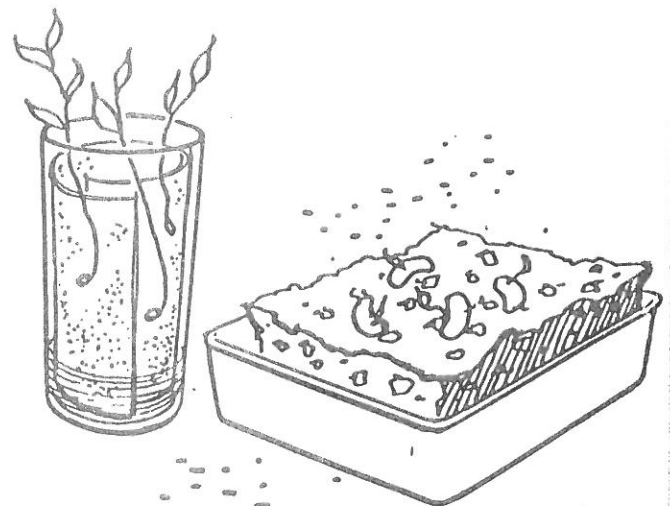
PROCEDURE: Jar Method: Line a round jar or glass with blotting paper. Slip seeds between glass and paper. Add $\frac{1}{2}$ inch water.

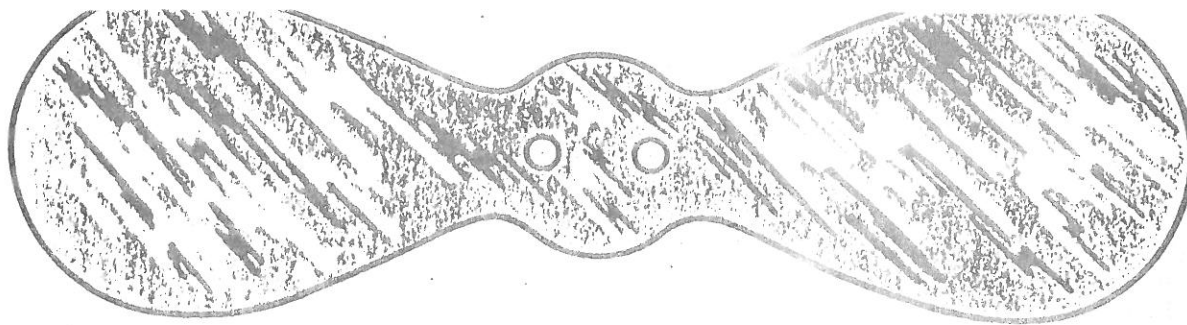
Sponge Method: Place sponge in any flat shallow pan. Arrange seeds. Cover with second sponge until sprouting is quite developed.

Large seeds, like lima bean, pumpkin, or nasturtium, are easily observed. However, try birdseed or mixed wild-flower seed for interesting results.

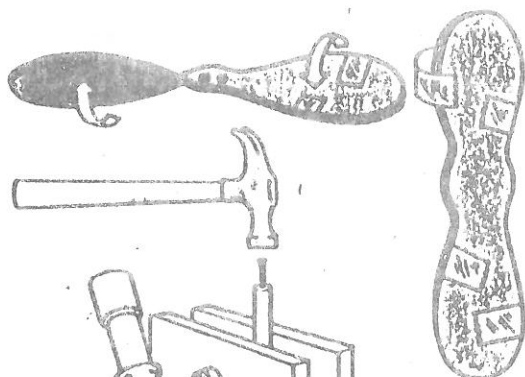
LEARNINGS:

Seeds will sprout in the dark.
Seeds will sprout in the light.





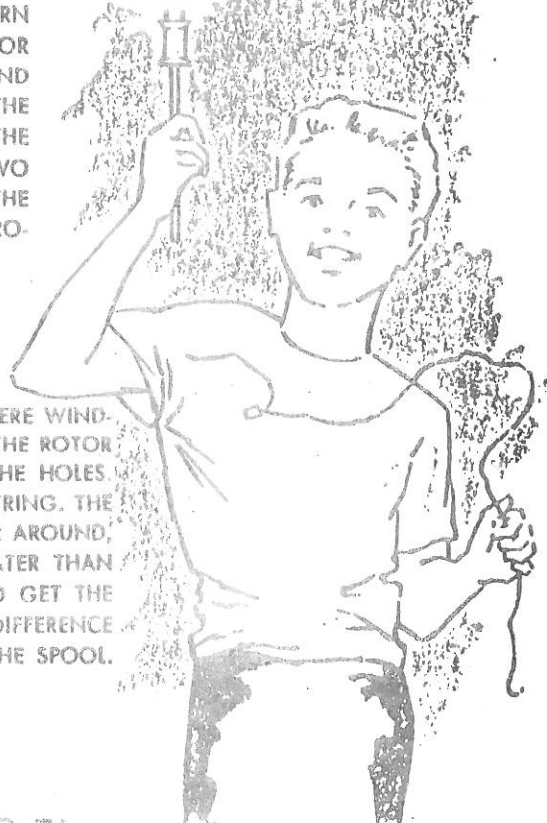
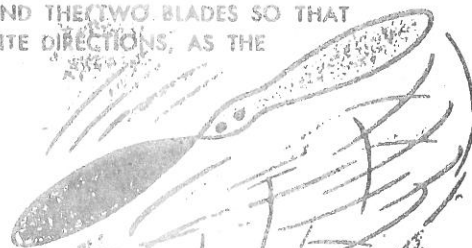
TO MAKE THE TOY FLYING MACHINE ON THIS PAGE YOU WILL NEED AN OVEN PAN OF THIN ALUMINUM (THE KIND THAT COMES WITH FROZEN FOODS OR MIXES AND IS MEANT TO BE THROWN AWAY AFTER BEING USED), A DOWEL ROD ABOUT A FOOT LONG, AN EMPTY SPOOL, A THIN NAIL ABOUT HALF AN INCH LONGER THAN THE SPOOL, TWO WASHERS, TWO SMALL BRADS, SOME STICKY TAPE, AND A PIECE OF STRING.



CUT FROM THE SMOOTH BOTTOM OF THE PAN TWO ALUMINUM ROTORS LIKE THE PATTERN AT THE TOP OF THIS PAGE. FASTEN THEM TOGETHER AT THE EDGES WITH THE STICKY TAPE. WITH A NAIL PUNCH THE HOLES INDICATED. THEN BEND THE TWO BLADES SO THAT THEY TILT IN OPPOSITE DIRECTIONS, AS THE SKETCH SHOWS.

DRIVE THE NAIL INTO ONE END OF THE DOWEL ROD. IT WILL BE EASIER TO DO IF YOU CLAMP THE ROD IN A VISE. PUT THE TWO WASHERS AROUND THE NAIL FOR THE SPOOL TO TURN ON SMOOTHLY. LAY THE ROTOR ON THE TOP OF THE SPOOL, AND MARK WHERE THE HOLES IN THE ROTOR COME. TAKE OFF THE ROTOR AND DRIVE THE TWO BRADS INTO THE SPOOL AT THE MARKS SO THAT THEY WILL PROJECT $\frac{1}{4}$ INCH.

WIND THE STRING AROUND THE SPOOL AS IF YOU WERE WINDING A TOP. FIT THE SPOOL OVER THE NAIL AND PUT THE ROTOR ON TOP WITH THE BRADS PROJECTING THROUGH THE HOLES. THEN HOLD YOUR TOY STRAIGHT UP AND PULL THE STRING. THE BLADES ARE BENT SO THAT, AS YOU WHIRL THE ROTOR AROUND, THE AIR PRESSURE UNDER THE BLADES WILL BE GREATER THAN THAT ON TOP AND THERE WILL BE ENOUGH LIFT TO GET THE LITTLE FLYING MACHINE INTO THE AIR. IT MAKES A DIFFERENCE IN WHICH DIRECTION YOU WIND THE STRING ON THE SPOOL. EXPERIMENT TO FIND THE RIGHT WAY.



SOAP SCULPTURE

You need a big bar of white soap, a penknife, and a pin.

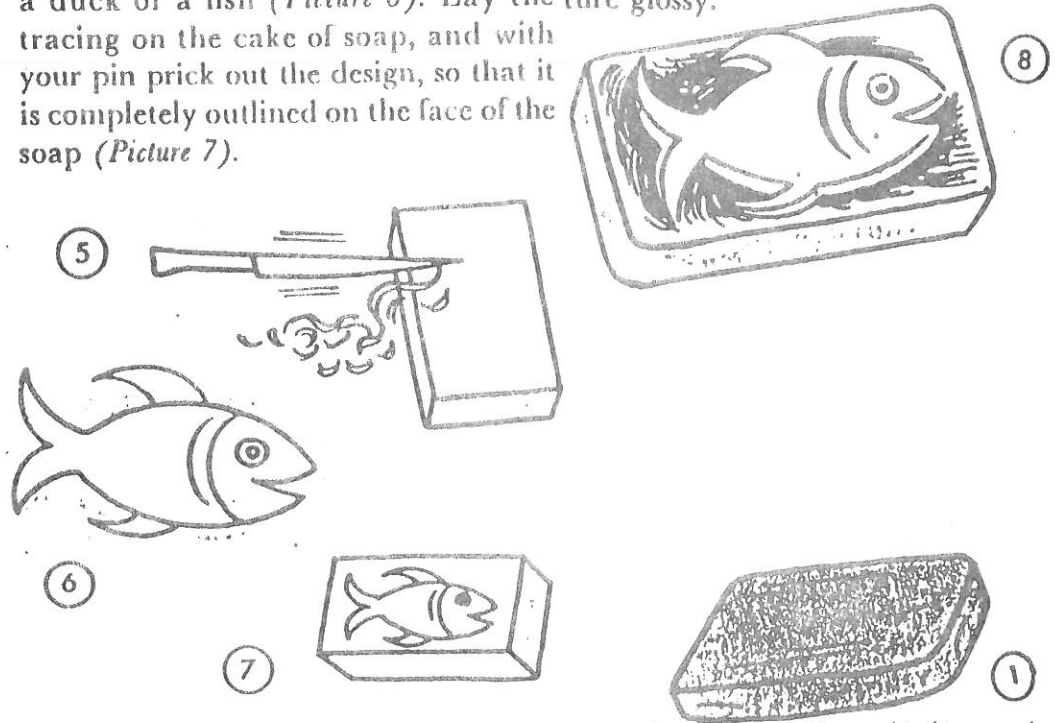
Scrape the surface of the soap with the knife until it is perfectly smooth (Picture 5).

Draw a design on tracing paper. Choose a simple animal to start with—a duck or a fish (Picture 6). Lay the tracing on the cake of soap, and with your pin prick out the design, so that it is completely outlined on the face of the soap (Picture 7).

Cut away the soap you don't want with your penknife, and be careful to leave a little space around the design.

If this is the first time you have tried modeling in soap, cut only a little way down into the bar of soap. This is called modeling in relief (Picture 8).

Round off the sharp corners and rub with your fingers to make your sculpture glossy.



Plaster Casting

If you want to have a duplicate of some object—a key or a badge, or even your own hand or foot—you can make a cast of it in plaster of Paris.

Plaster of Paris hardens very quickly. Use it as soon as it is mixed, and make only as much as you need for one casting.

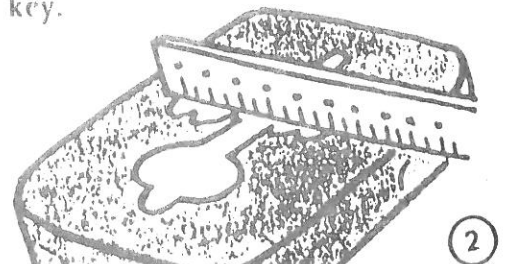
Have ready a block of soft clay with

a smooth surface (Picture 1). Press a key, if that is what you want to use, into the clay. When you take the key out, you have a mold of the key in clay. You are now ready to fill the mold with plaster.

To mix the plaster, first pour a little water into a tin can. Sprinkle a little plaster over the water, then more until it shows above the water. Stir slowly. Be careful not to beat it because if you do air will get mixed with the plaster. It must be just thick enough to pour.

Pour the plaster into the mold until it almost runs over. Run the edge of a ruler over the surface to remove any surplus plaster (Picture 2).

When the plaster is quite dry, take it out. It will be an exact duplicate of your key.



Parachute

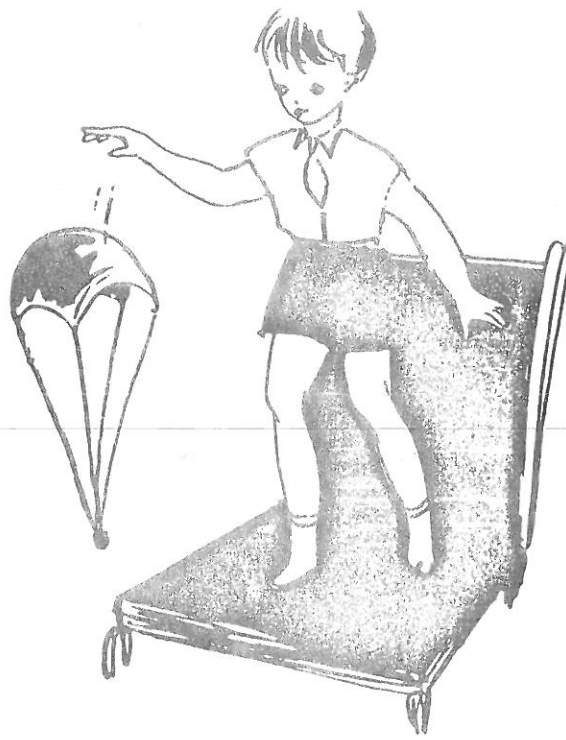
YOU WILL NEED:

- A paper napkin
- String
- A cork

This simply-made parachute floats down to the ground just like a real parachute. You can have fun playing with it by yourself, or you can have contests with your friends to see whose parachute hits the ground *last*.

Cut four lengths of string, each about 12" long. Tie a piece of string to each corner of the paper napkin. Then tie the loose ends of all four strings around a small cork, and your parachute is done.

Hold the parachute by the middle of the top of the paper napkin. Stand on a chair and drop your chute. Now watch it float gently down.



Button Spin

YOU WILL NEED:

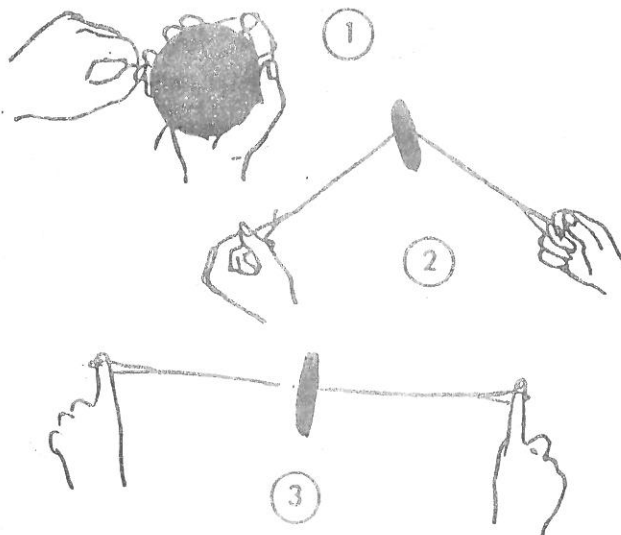
- A large button
- A piece of string

Pass a piece of string through one hole of a large button and then back through the other hole (*Picture 1*). Now tie the ends of the string together.

Slide the button to the middle of the string. Then, hold on to the two ends of the string and swing the button round and round. As the button makes a circle, it will twist the string (*Picture 2*).

When you have twisted the string

quite a lot, pull the two ends apart with a quick movement (*Picture 3*). The string will unwind, and it will spin the button so fast that it will twist the string in the opposite direction. Just by moving your hands together and apart in the proper rhythm, you can keep the button spinning, without having to wind up the string more than once.



TELEGRAPH SET

YOU WILL NEED:

- Wood—3" by 3" (2 pieces)
- Nails, 3—1½"
- 2 carpet tacks
- 15 ft. "push back" wire or bell wire
- Tin can
- Scissors
- Dry cell battery

TO MAKE THE SOUNDER: Drive nails 1" from edge, 2" apart so that exactly 1" is left (*Picture 1*).

Use one piece of "push back" or bell wire, and wind 25 to 50 turns on one nail; then a similar number of turns on the second nail. Leave ends (*Picture 2*).

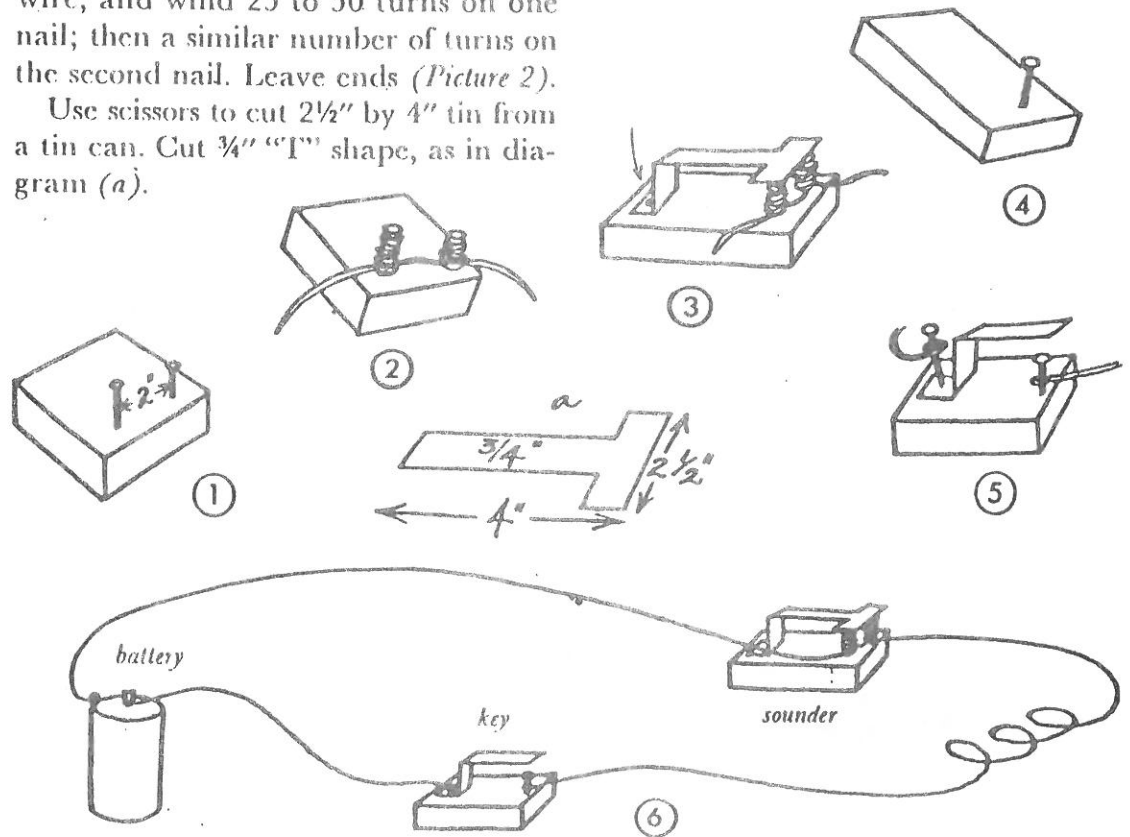
Use scissors to cut 2½" by 4" tin from a tin can. Cut ¾" "I" shape, as in diagram (*a*).

Bend "I" at angles (*Picture 3*). Fasten to wood with carpet tack (/). "I" should be about ¼" from nail heads.

TO MAKE THE KEY: Drive a nail into 3" by 3" wood, about 1" from the edge (*Picture 4*).

Cut a ¾" by 4" piece of tin. Bend it (*Picture 5*). Loop end of 4" wire around tack, then drive the tack through the tin into the wood. Tie other wire lead to nail (*Picture 5*).

To operate sounder, connect as in *Picture 6*, and press key to make contact with nail.



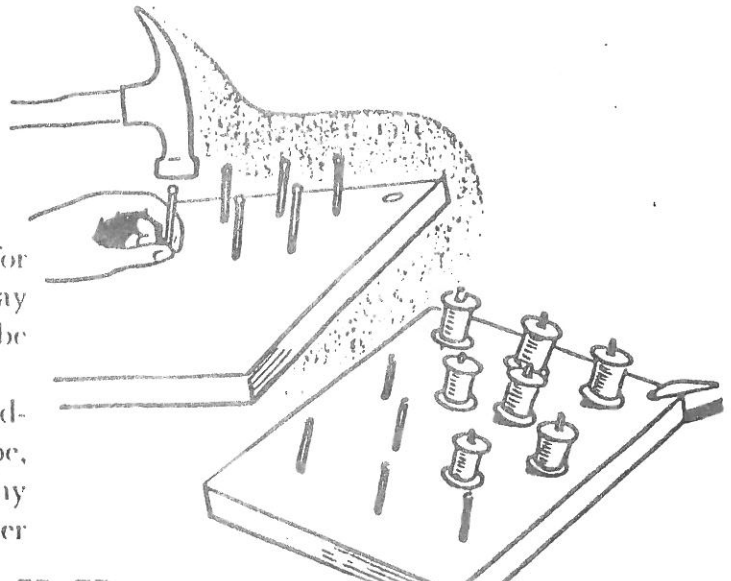
SPOOL HOLDER

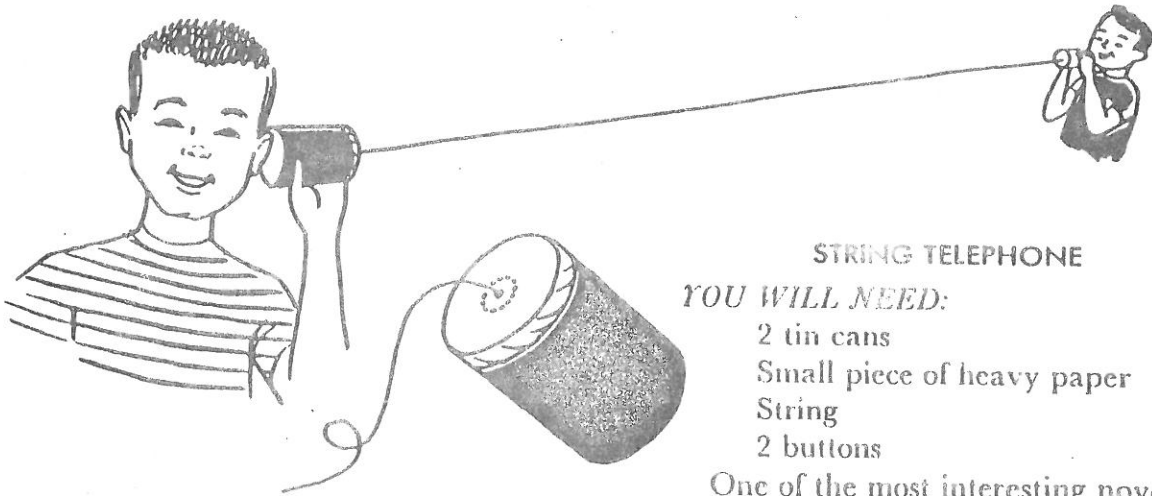
YOU WILL NEED:

- A board 1 ft. square
- 12 headless nails

Here's something you can make for Mother's or Grandmother's birthday gift. It is a spool holder that can be made in a short time.

Smooth the piece of wood with sandpaper. You can choose your own shape, making it round, triangular, or any other attractive design. You can either leave it plain or paint it.





STRING TELEPHONE

YOU WILL NEED:

- 2 tin cans
- Small piece of heavy paper
- String
- 2 buttons

One of the most interesting novelties you and a friend can make is a string telephone. It really works! Cut both ends off one tin can and cover one end with heavy paper.

Next, take a length of string and run it across a piece of wax—a candle will do—so that the string is wax-coated.

Tie a button on one end and run the string through a hole in the center of the paper on the can. The button will keep the string from slipping through

the hole. Now, do exactly the same thing with the other end of the string and the second can, so that you have a tin can on both ends of your string.

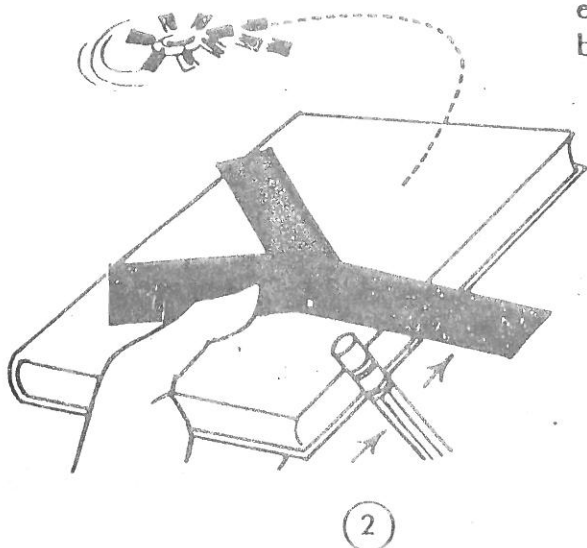
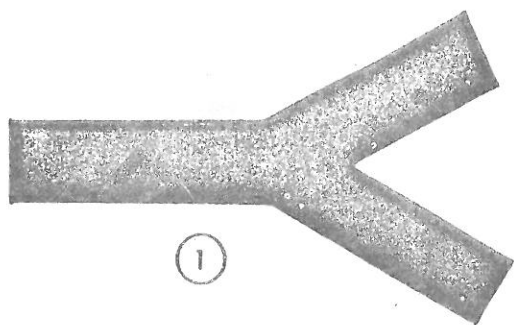
Stand across the room from your friend, while keeping the string tight, and speak quietly into the can. Your chum at the other end with his ear to the can will be able to hear you quite plainly. You can carry on a lively conversation at quite a distance. Remember to keep the string tight between you.

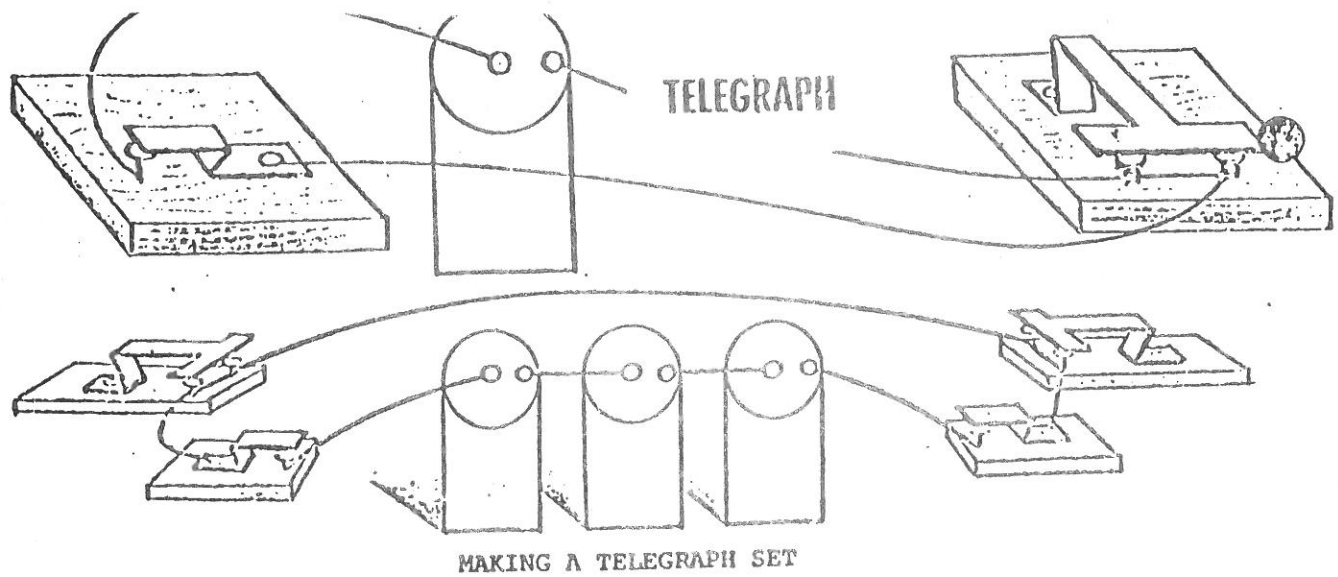
A Boomerang

Cut a piece of cardboard into a "Y" shape (*Picture 1*).

The top arms should be 3" long, the bottom stem 4", and each section an inch across.

To make the boomerang fly, lay it across a book with the stem sticking out over the edge. Tilt the far end of the book up a little. Now give a sharp rap to the side of the stem, and the boomerang will fly off into the air and come back to your feet (*Picture 2*).





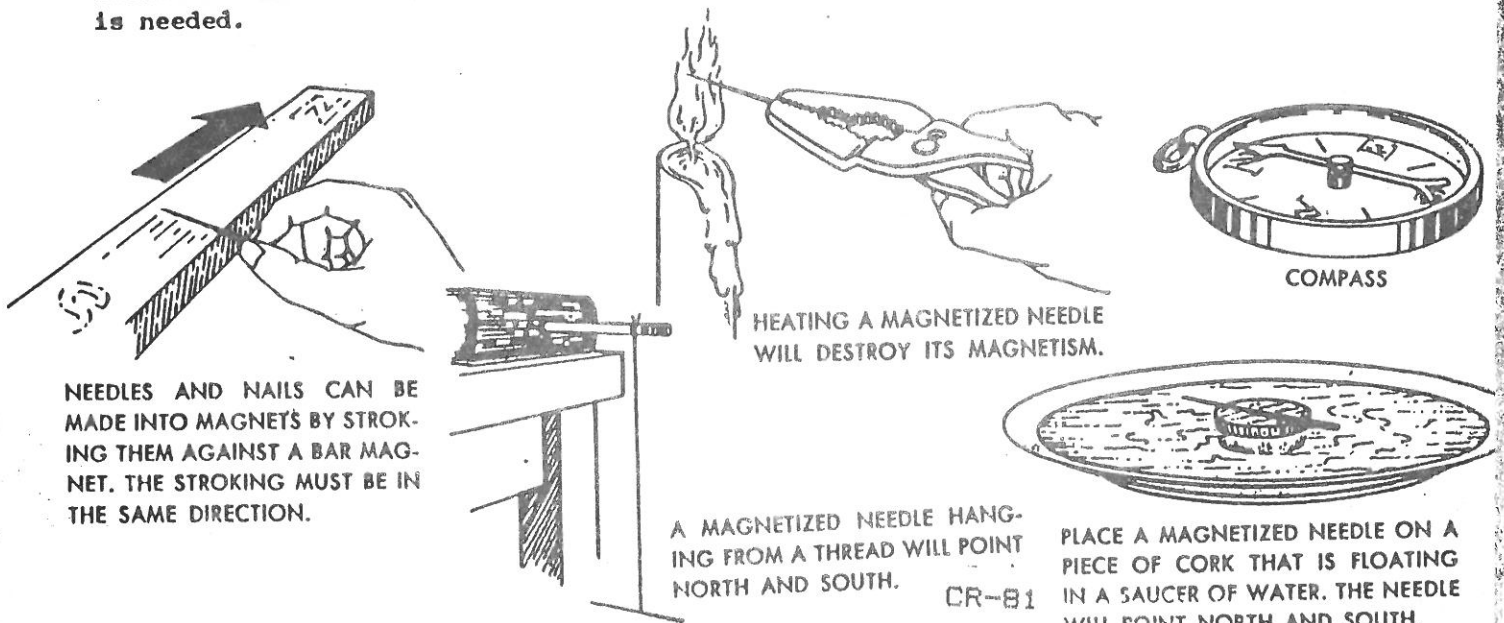
Materials you'll need:
 2 long nails, 2 blocks of wood, small nail or tack, 4 feet of bell wire,
 dry cells, tin cans

A telegraph set consists of a sounder and a sending key. The electricity in your set will be supplied by a dry cell. When the circuit is closed by pressing the key, the metal of the sounder is attracted to the electromagnet and produces a click. When the sending key is released, the metal strip springs away. The clicks of the sounder are varied according to the Morse Code.

Construct the sounder by driving two long nails into one of the blocks of wood. Start in the center of the length of bell wire and wrap it around one nail clockwise for at least twenty turns, then around the other nail counterclockwise for twenty turns. This is the electromagnet. Cut a T-shaped piece of metal from a tin can, bend it as shown and nail it to the block so that it is just a fraction of an inch above the nail heads. You may have to do some further bending so that it is not so close that it won't spring back when the circuit is broken, yet is close enough to be attracted.

Assemble the sending key by driving the tack into the other block. Nail another strip of metal onto it as shown.

Connect two free ends of bell wire leading from the telegraph sounder to the nail holding down the sending key and to one terminal of the dry cell. A third piece of wire connects the other terminal of the dry cell to the tack on the sending block. Learn the Morse Code from the table and practice sending messages with your set. Use a short pause for the dash and a longer one between words. If you want to send messages from one set to another, construct two identical sets wires as in the second picture. Add more dry cells if more power is needed.

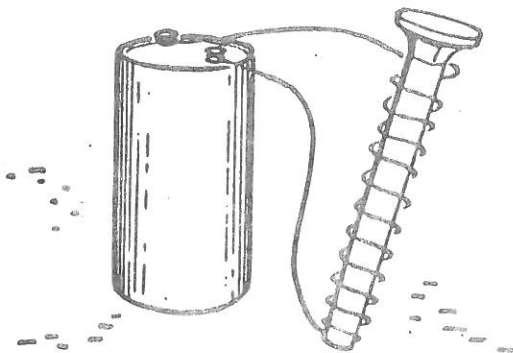


NEEDLES AND NAILS CAN BE MADE INTO MAGNETS BY STROKING THEM AGAINST A BAR MAGNET. THE STROKING MUST BE IN THE SAME DIRECTION.

HEATING A MAGNETIZED NEEDLE WILL DESTROY ITS MAGNETISM.

A MAGNETIZED NEEDLE HANGING FROM A THREAD WILL POINT NORTH AND SOUTH.

PLACE A MAGNETIZED NEEDLE ON A PIECE OF CORK THAT IS FLOATING IN A SAUCER OF WATER. THE NEEDLE WILL POINT NORTH AND SOUTH.



Making a Magnet

Wrap insulated copper wire around a large spike or stove bolt, or a screwdriver.

Connect ends to dry-cell battery.

Let children experiment with objects in room.

LEARNINGS:

Magnets will pick up things made of iron and steel.

They will not pick up other objects.

Some magnets are stronger than others.

Magnets can do useful work.

Magnets can be made by using electricity.

MAKE AN ELECTROMAGNET

MAKE YOUR OWN ELECTROMAGNET. IT'S EASY, LOTS OF FUN, AND YOU'LL LEARN HOW ELECTROMAGNETS WORK. YOU'LL NEED A SOFT-IRON NUT AND BOLT, INSULATED BELL WIRE, CARDBOARD WASHERS, AND A 1½ VOLTS DRY CELL BATTERY.

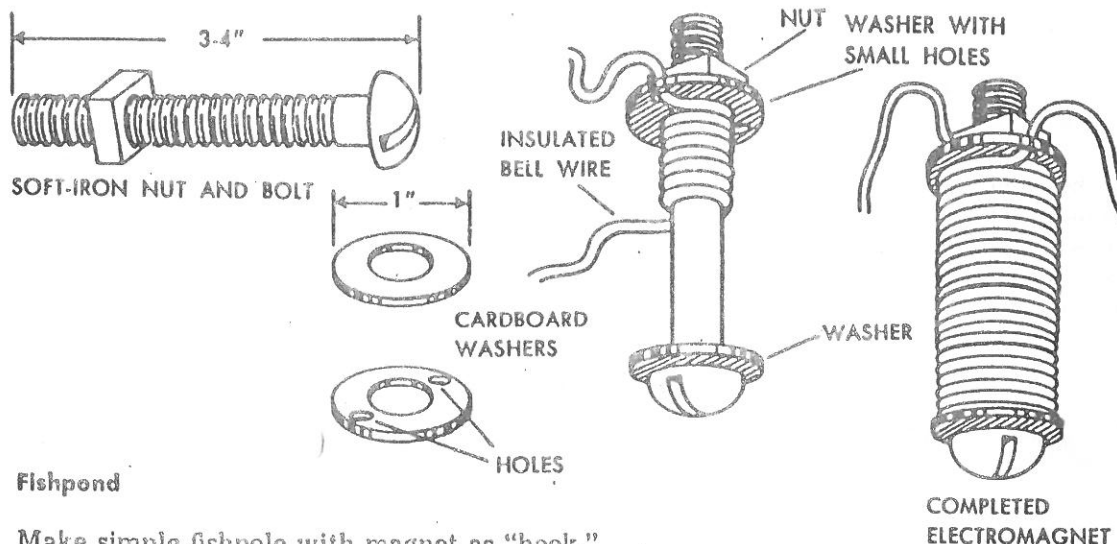
THE SOFT-IRON BOLT SHOULD BE ABOUT 3-4 INCHES IN LENGTH, AND ½ INCH IN DIAMETER. CUT OUT TWO CARDBOARD WASHERS—EACH 1 INCH IN DIAMETER. IN ONE OF THESE WASHERS, PUNCH TWO HOLES NEAR THE OUTER EDGE. THE HOLES SHOULD BE LARGE ENOUGH FOR THE BELL WIRE TO PASS THROUGH.

SLIP THE WASHERS OVER THE BOLT. BE SURE

THAT THE WASHER WITH THE SMALL HOLES GOES ON LAST. SCREW ON THE NUT. PUSH THE INSULATED BELL WIRE THROUGH ONE OF THE HOLES IN THE WASHER, BUT DO NOT PUSH ALL THE WIRE THROUGH THIS HOLE. LEAVE A LONG LENGTH FOR ATTACHING TO THE BATTERY.

NOW WIND THE WIRE AROUND THE BOLT. BE SURE TO WIND THE WIRE INTO A TIGHT COIL. ALSO, BE SURE THAT YOUR LAST WINDING BRINGS THE WIRE BACK TO THE WASHER WITH THE SMALL HOLES. PUSH THE WIRE THROUGH THE REMAINING HOLE.

ATTACH THE ENDS OF THE WIRE TO THE DRY CELL AND TRY PICKING UP SOME SMALL NAILS.



Fishpond

Make simple fishpole with magnet as "hook."

Children fish for lightweight paper objects with paper clip attached. Objects may be cut in shape of fish.

Other suggestions:

Glue numbers, pictures, etc., to paper fish.

Use for mathematics or reading readiness.

Compare with magnetic crane used commercially, if available by excursion.

ENERGY

WIND WHEEL EXPERIMENT

With the windows closed in your home do you still have some wind? Yes and you can prove that there is wind in your home without a fan on or without any windows or doors open.

Materials: a light weight cardboard about 8" square, pattern from next page, tin foil 8" square, glue, scissors, string about 18" long, pencil.

Instructions:

Cut out the pattern from the following page.

Paste the pattern on the cardboard and the foil on the opposite side of the cardboard paste the tinfoil.

Cut out the wheel on the dotted lines and on the dotted lines towards center of wheel.

Fold each side down as in first figure.

Punch a small hole in the center of wheel. Pass the string through the hole and tie a knot in the foil side. Your wheel should not look like the second picture.

Hold your wheel by the string over a radiator or another SAFE heat source. If it gives off enough heat your wheel will spin. The hotter the heat, the faster the wheel will spin.

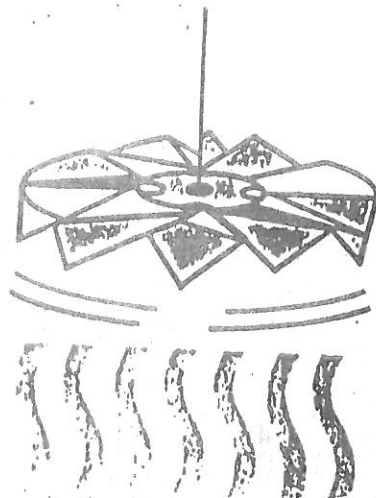
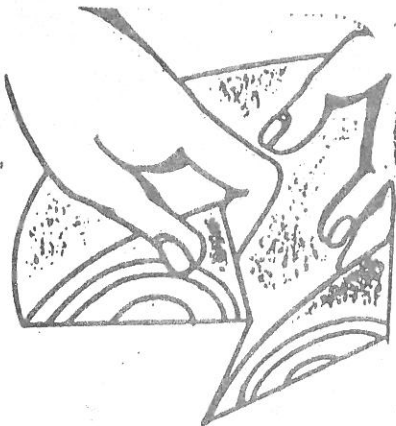
Why does it spin and what do we learn from this?

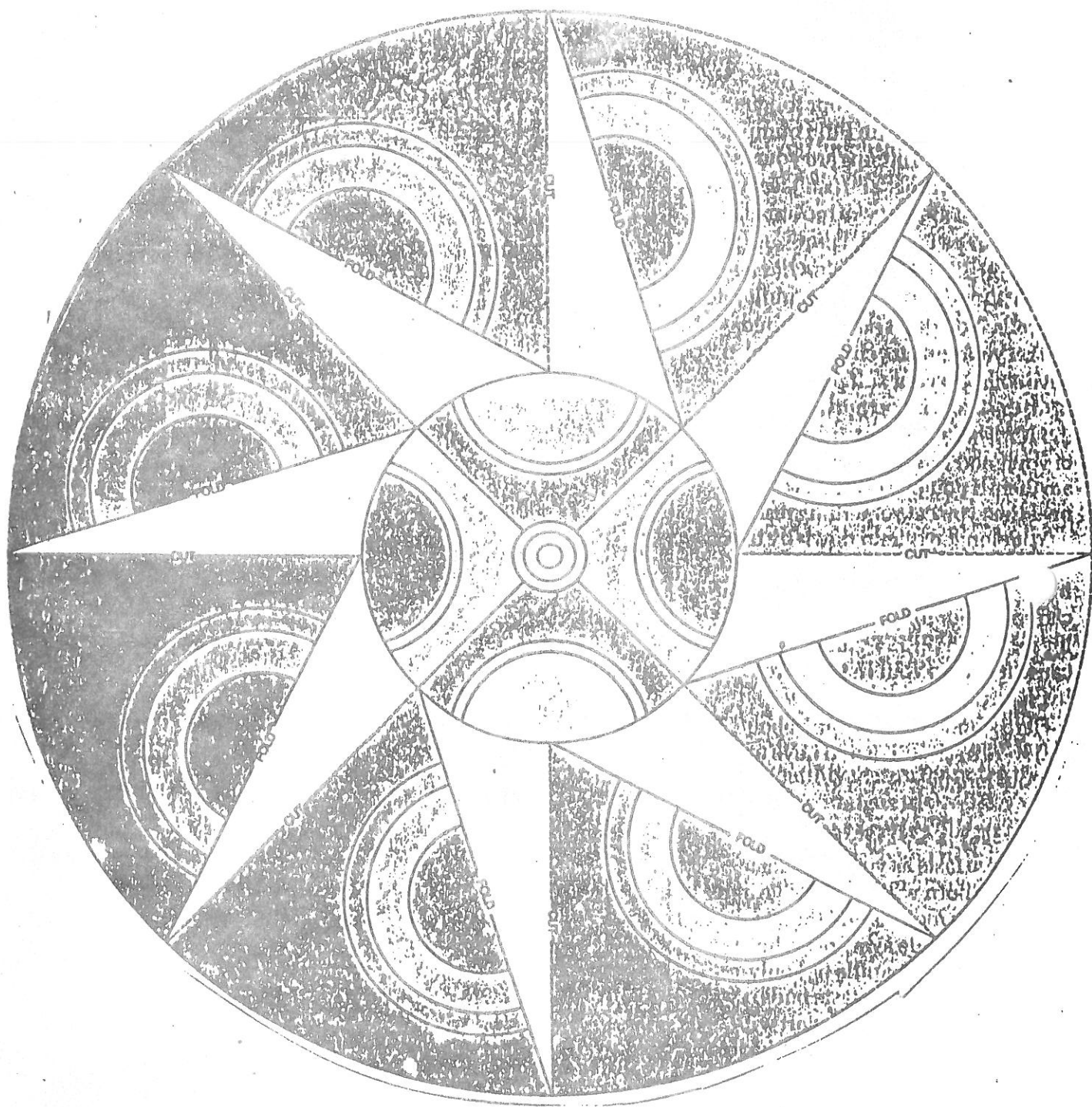
Your heat source is warming the air above it. This warm air rises. As it does, cooler air rushes in to take its place. That air is heated also and rises up and more cool air replaces it.

Your heater is creating a cycle of moving air. This air pushes at the bent edges of your wheel and makes it spin.

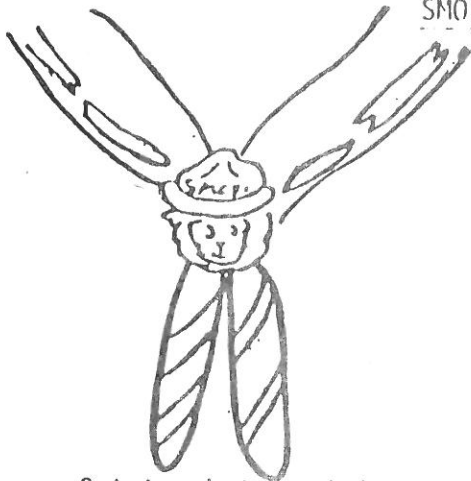
This principle is at work wherever winds blow. Temperature changes a lot from place to place. This causes a change in air pressure. Warm air means lower pressure. Cold air means higher pressure. Air is always moving from areas of high pressure to areas of low pressure, looking for balance. This air movement is what we call wind.

Therefore you helped prove that changes in temperature causes wind - even in your own home.





SMOKEY THE BEAR NECKERCHIEF SLIDE



This slide is made from scraps of leather, leatherette, vinyl upholstery material, etc., and some plastic lacing.

Using the patterns below, cut out two heads and punch the holes around bottom as shown. In the back one, before lacing the two together, cut two slits the proper size for a leatherette ring to be slipped through. Lace the two heads together. Then cut the face part out of lighter color material and glue it in place. Draw features with felt marker or paint.

Cut two hats and draw features on front one. Then stick top part of head between two hat pieces and glue in place. Insert the leatherette strip for ring through two slits in back of head and staple in place, or if desired, put a snap on the ends. If snap is used the slide can fit snugly onto neckerchief because it will not have to be made big enough to slip up and down easily on neckerchief, but can just be snapped and put in place and then unsnapped to remove it.

FIREMAN'S HAT NECKERCHIEF SLIDE

This one is made in the same way as the Smokey slide except that it is all one piece. Make ring as for Smokey and lace two pieces together. It can be laced all the way around or just around the bottom and the crown can be glued together.

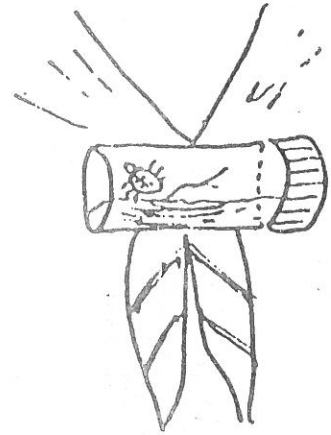
This would be a good one to make if you have some small scraps of red leather or vinyl material.

ACTUAL SIZE PATTERNS for fireman's hat and Smokey the Bear Slide are shown below.



NECKERCHIEF SLIDES

INSECT DISPLAY CASE - Use a clear plastic pill bottle with a snap-on lid. Using pliers, hold a nail over a flame on the stove until it is hot. Use the hot nail to punch two holes on one side of plastic bottle, about 1/2" apart. Make a 3 1/2" ring from a pipe cleaner and insert in holes. Twist pipe cleaner on inside to secure it. Then with a hot needle, punch air holes in the lid of the pill bottle. Put in a little bit of sand and a twig. Now you are ready to catch a creepy, crawling specimen to put inside your display case whenever you wish.



LITTER BASKET - Use a clear plastic 1 oz. cup. Make holes for a pipe cleaner ring on the back with a hot nail or needle. Use a fine tipped marking pen to make crosses on inside of cup. Make a little sign with paper to glue on front. Fill basket with wadded paper scraps.



You can also make a litter basket slide using the small plastic Jet Dry baskets from the dishwasher.

SNAKE - Use a homemade modeling dough (see page for recipes). Roll into a small roll, then wind it around your finger like a coiled snake. Add a head and paint as desired. Allow to harden before painting. Kerchief slips through coil.



SALT SHAKER - Use the lunch box size Morton Salt Shaker. Cut out top and bottom with fingernail scissors and it is ready to slip your kerchief through.

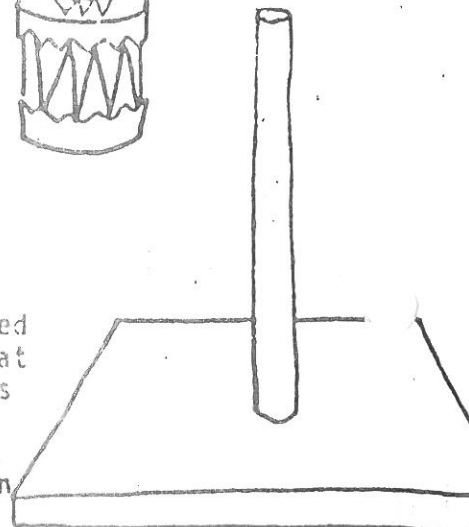


TOM-TOM - Use a 35 mm film can without the lid. Paint can and decorate with Indian designs. Cut two circles of felt or leatherette and lace to top and bottom of can with plastic lacing. Glue a ring on the back or punch holes and insert pipe cleaner ring.

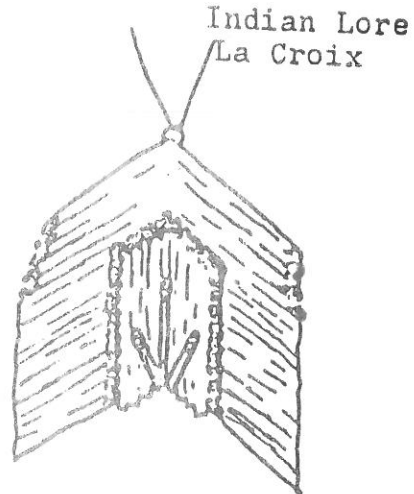
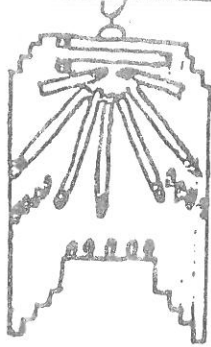


Tie Slide Totem

A 5" x 5" block of wood with a hole drilled to hold a 3/8" dowel 12" long makes a great spot for storing tie slides. The dowel is glued in and the totem can be painted or decorated to suit the owner. It is very attractive and resembles a totem pole when filled with tie slides.



BURNT MATCH JEWELRY



General Instructions

You can use any size wooden matches. You might want to cut down larger matches slightly. Use ordinary scissors to cut the matches. Use white glue for all gluing. Work on waxed paper when gluing the matches together. After you have made the jewelry pieces, coat them with shellac or spray them with clear plastic.

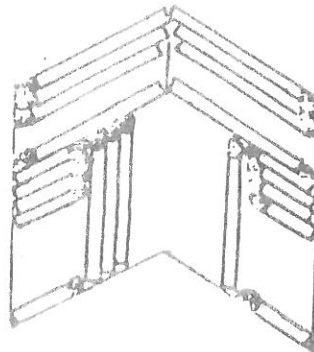
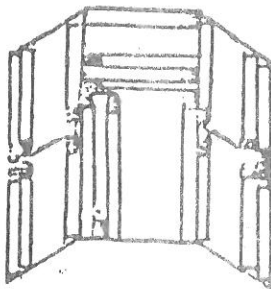
To prepare the burnt matches, light the matches and blow them out immediately, so just the tips are burnt. Wipe off the excess black residue on the tips.

Design #1

Arrange the matches as shown, filling in the center sections first. Trim the matches, as necessary, to make the size pendant you want. Glue the matches together. Glue several matches on top, in a ray design with the plain ends at the top.

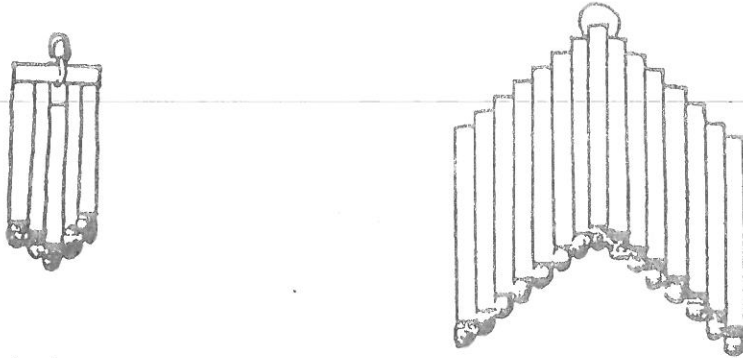
Design #2

Arrange the matches in the various sections, as shown. Trim as necessary. Glue the matches together. Glue three additional matches on top, with plain ends together at the bottom and burnt tips spread toward the top.

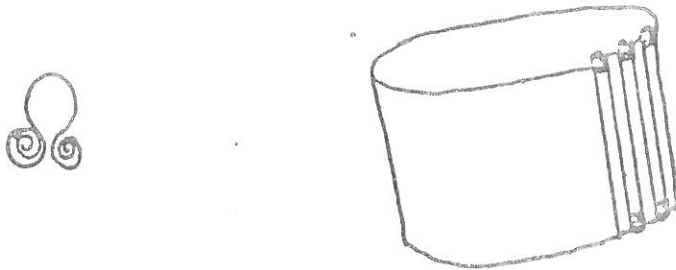


Arrow Design

Working on waxed paper, make a wide inverted "V" of matches as shown. Glue matches together. The arrow can be very wide or just five matches wide.



To attach to a cord or chain, use a piece of fine wire (22 gauge), about 2" long. Coil the ends and make a loop in the center, as shown. Glue the coiled ends to the center back of the pendant at the top, so the loop extends above the pendant. Insert a jump ring (small connecting ring) through the loop. Attach the jump ring to a chain.



Bracelet

For a bracelet, cut a strip of light weight cardboard, $1\frac{1}{2}$ " x 9". Bend into a ring, overlapping and gluing the ends. When dry, paint the bracelet. Cover it with burnt matches, alternating tips.

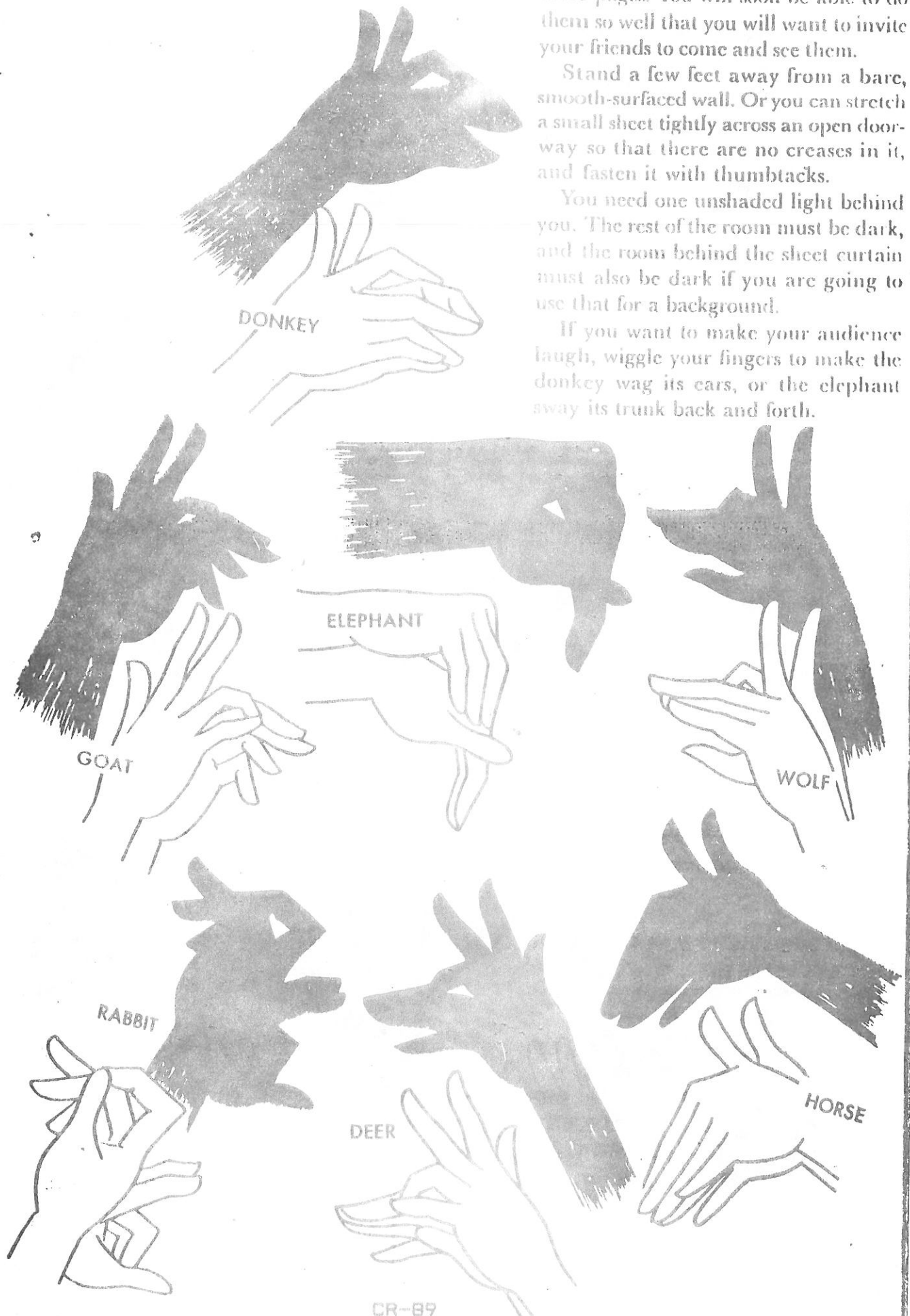
Shadow Pictures

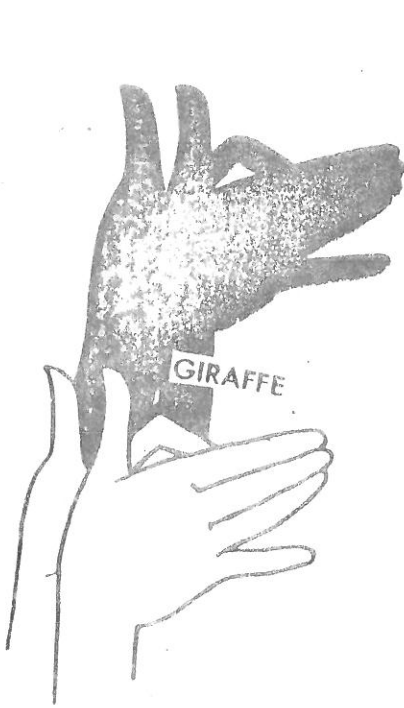
Making shadow pictures is simple. Practise doing some of those shown in these pages. You will soon be able to do them so well that you will want to invite your friends to come and see them.

Stand a few feet away from a bare, smooth-surfaced wall. Or you can stretch a small sheet tightly across an open doorway so that there are no creases in it, and fasten it with thumbtacks.

You need one unshaded light behind you. The rest of the room must be dark, and the room behind the sheet curtain must also be dark if you are going to use that for a background.

If you want to make your audience laugh, wiggle your fingers to make the donkey wag its ears, or the elephant sway its trunk back and forth.

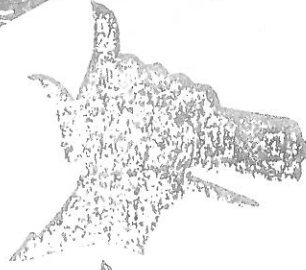




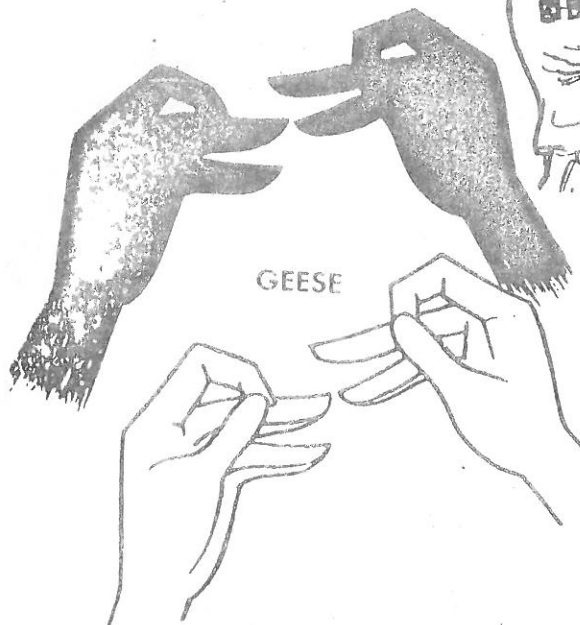
GIRAFFE



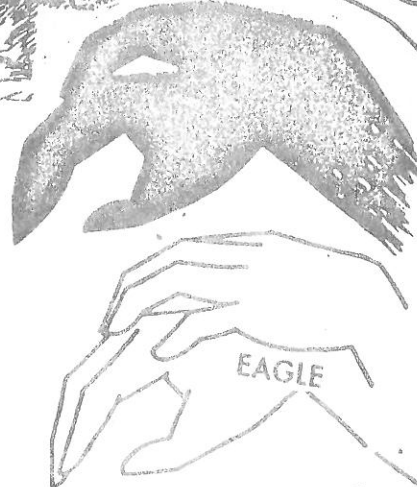
SWAN



DOG



GEESE



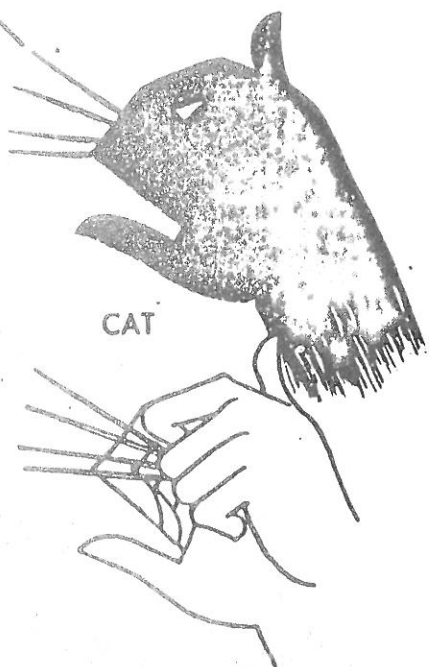
EAGLE



DUCK



A BIRD FLYING



CAT