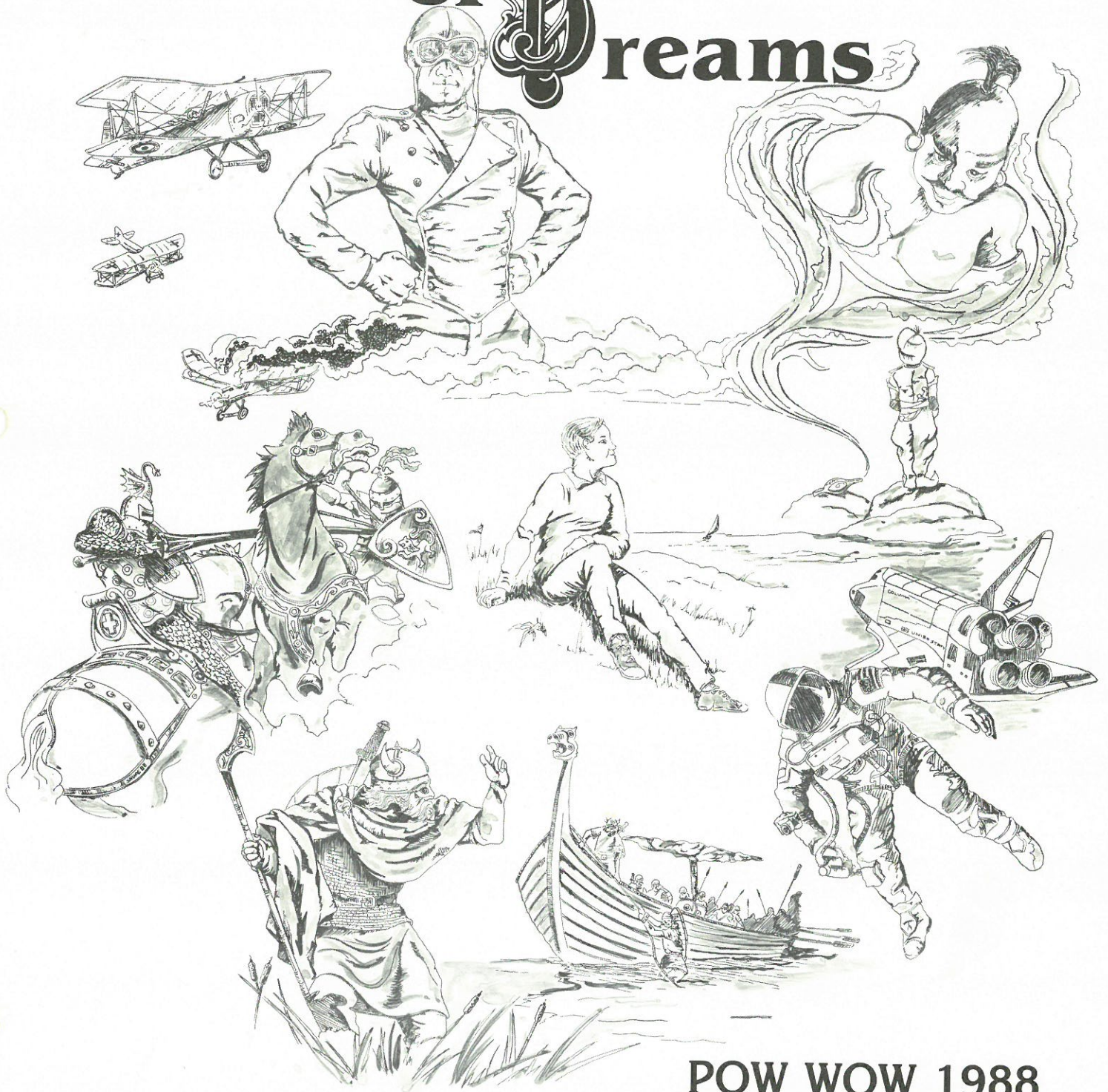


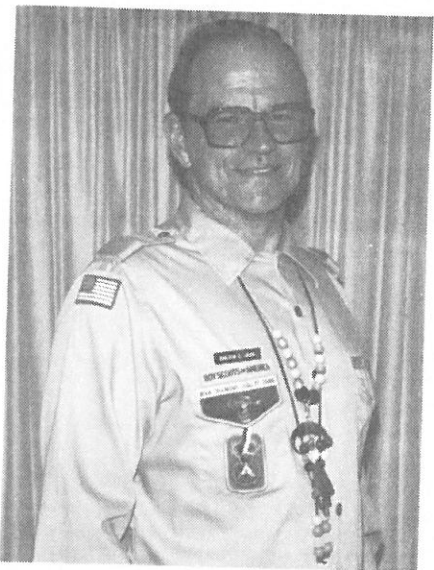
# Magical Island of Dreams



**POW WOW 1988**

HEART OF AMERICA COUNCIL, BSA





Aloha,

My name is Calvin C. Jack, your Wizard for the Magical Island of Dreams Pow Wow 1988.

Come share with the staff our magical dreams of the past and future. Walk the Isle going through the midway as you learn and share with others at this Pow Wow and dream as a young Cub Scout would do as you pass from room to room.

I charge each of you to take back a dream and make it a reality to our Cub Scouts. Today's Cub Scouts are tomorrow's leaders.

I would like to personally thank each and everyone of you for your attendance at this Pow Wow, may God bless and be with you.

I, along with the editors of this Pow Wow Book, gratefully acknowledge the contributions of materials from many Scouters and Pow Wow guides.

Yours in Scouting

Calvin C. Jack, Director  
Pow Wow 1988

#### Magical Footnote

Putting together the Pow Wow Book is no picnic.  
If we print jokes, people say we are light minded.  
If we don't they say we are too serious.  
If we publish original material, they say we lack variety.  
If we publish things from other books we are too lazy to write our own.  
If we don't print all contributions then we lack proper appreciation of other people.  
If we do the book may be a mess.  
Probably someone will say that we copied this book from another book.  
Know what?....We did!!!



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CUBMASTER RESPONSIBILITIES

You were selected as Cubmaster and approved by the pack committee because of your interest in boys. It is your responsibility to coordinate the efforts of all the leaders in the pack so that the Cub Scout program works the way it should. By making the commitment to serve as Cubmaster, you have accepted the following responsibilities:

1. Follow the policies of the Boy Scouts of America.
2. Plan and help carry out the Cub Scout program in the pack, including conducting regular monthly pack meetings.
3. Use and be familiar with Cub Scout literature including "Boys' Life" and "Scouting" magazines, "Cub Scout Program Helps", and "Webelos Scout Helps".
4. Work with the pack committee on:
  - (a) program ideas
  - (b) selecting and recruiting adult leaders
  - (c) establishing a pack budget plan.
5. Guide and support den leaders. See that they receive the required training for their positions.
6. Help organize Webelos den(s) and encourage graduation into a Boy Scout troop.
7. Maintain good relationships with parents. Include them in activities and ask their support.
8. Provide a quality year-round program for the boys.
9. Guide Cub Scouts in goodwill and conservation projects.
10. See that the responsibilities specified for the assistant Cubmaster are carried out.
11. Assist the pack committee chairman in conducting the annual program planning conference and monthly pack leaders' meeting.
12. Take part in charter review and the annual charter presentation ceremony.

### ABC'S TO CUBMASTER DEVELOPMENT

Actor - A cubmaster plays many different roles throughout the year depending upon the monthly theme.

Boyish - A cubmaster should always remember to plan pack meetings and activities around the needs of 8, 9 and 10 year old boys.

Coordinator - The cubmaster coordinates activities between the den leaders, committee members and the parents.

Dedicated - A cubmaster should be dedicated to giving the boys in his/her pack the best program available within the guidelines of the Cub Scout Policies and Procedures.

Excited - If the cubmaster is excited, then the pack meetings and activities will be exciting.

Fun - Remember, Keep It Simple Make It Fun!

Gift of Gab - When there is a lull in the action at a pack meeting, it will fall upon the cubmaster to interject some amusing anecdote or yell to keep the ball rolling.

Helper - The cubmaster should be available to help the den leaders and pack committee members with the overall running of the pack.

Imaginative - The cubmaster, along with the advancement chairman, assistant cubmaster, and others, is responsible for formulating ideas for advancement ceremonies around the monthly themes which will be fun and interesting.

Jocular - A sure way to fun and excitement is through laughter and joking around.

Knowledge - A cubmaster should possess knowledge of the best procedures of Cub Scouting in order to guide fellow scouters to achieve success for the Pack.

Leader - The cubmaster is the leader of the pack.

Motivator - The cubmaster motivates all pack members and Cub Scouts to do their best.

Neat - A cubmaster should be neat in his appearance so as to set an example for the Cub Scouts.

Outgoing - A cubmaster deals with many people.

Punctual - The cubmaster should always be on time for pack meetings and activities.

Quick thinking - When the best laid plans of mice and men fall through, it is up to the cubmaster to come up with Plan B!

Responsible - A cubmaster has many responsibilities for the growth and development of the pack.

Supervisor - The cubmaster supervises pack activities to see that things run smoothly.

Teacher - The cubmaster is a central figure in the pack and therefore is an example for the boys to look up to and to follow.

Understanding - The cubmaster needs a lot of understanding in dealing with not only the boys, but also their parents and other pack members.

Vivacious - A cubmaster is lively in his temperament and conduct.

Watchman - The cubmaster keeps a watchful eye on the progress of each of the boys in his pack.

X

Yielding - A cubmaster is flexible.

Zealous - A cubmaster pursues his job with eagerness.



## HOW TO GET YOUR IDEAS ACROSS

"They don't listen to new ideas - they don't want to change". How often have you thought this while discussing a plan with your pack committee? This conflict between "I" and "they" should be solved in constructive ways. Here are 13 steps to help overcome this resistance to change.

1. A Scouter must be accepted by his fellow Scouters as an effective, responsible leader before he can win confidence for his new ideas. Don't be in a hurry to throw out suggestions. Be patient.
2. The time to start preparing is well in advance of the initial suggestion. Start by establishing good relationships with the people you will be dealing with.
3. Jealousy is a good way to alienate potential supporters. Ask others to participate in the exchange of ideas. Don't be a "know-it-all".
4. Participation should be spread through several "levels" of the pack. Those who make the final decision will feel that those around them are in favor. This is a big help.
5. "What's in it for me?" This is a natural and universal attitude. Consider the personal interests of your fellow Scouters.
6. Rigid thinking of the "black or white", "either/or" variety should be avoided. Explore other possibilities. Be prepared to compromise. Be quick to accept small changes which create favorable conditions for bigger changes.
7. Keep an open mind for the ideas of others. Don't be so intoxicated by your own "genius" that you overlook constructive ideas of others.
8. Innovation which may create conflicts within your group should be handled carefully or avoided altogether. Plan your desired change with minimum upset to the group.
9. Take the suggestions one at a time. People who are resistant to change are not likely to accept a change with a glad cry. Let one idea be introduced, accepted and given working time before introducing another.
10. Timing is important. A period of relative quiet is a good time to introduce a change, or shortly after a change of leadership.
11. Organization's channels should be used. Don't seek a shortcut to authority. Those involved in decision-making are sometimes jealous to protect their position. They can be valuable friends and supporters.
12. Resistance to change should never be publicly criticized. Try to understand reasons for resistance. The person may be ill-informed, or his reasons may be sound.
13. Good ideas deserve good presentations. A good presentation is more likely to catch and hold attention than a badly presented one.

- Scouting Magazine

ADVANCEMENT

Besides having fun, one of the most important areas of Cub Scouting is Advancement. That is because through the achievements and activity badges, the Scout grows and learns more about himself and the world around him. These are the goals of the scouting program. You, as a Cubmaster, can take certain steps to insure that your pack has a good advancement program.

1. Promote advancement through pack activities, planning and training. Use the Wolf, Bear and Webelos handbooks as guides when planning pack activities.
2. Help recruit and develop a close working relationship with an advancement Chairman for the Pack Committee. The advancement Chairman must maintain accurate records, which will keep you apprised of how the pack is doing. You will also be able to spot those boys who are not advancing.
3. Maintain high advancement standards. It is important that the boys earn their rank, not have it given to them.
4. With the pack committee, you can provide help and training to parents. Explain the advancement program to them and advise them as to their role in the advancement of their son. Impress upon them the importance of their son actually doing the requirements.
5. Plan pack activities that not only provide fun and excitement, but will also allow the boys to be passed off on achievements, electives and activity badges.
6. Be Sure To Present Awards Promptly. They should be presented at the next pack meeting. If you put him off, he may get discouraged in working for his next rank.
7. Encourage display of den advancement charts and den doodles at pack meetings. Natural curiosity will make parents wonder why their son hasn't achieved as much as the others.

LEADER INDUCTION CEREMONY

Personnel: Pack Committee Chairman and new pack leaders

Equipment: candles and candle boards described below

Committee Chairman:

Before you is a ceremony board that has five candles on it. The top two, like the alert ears of a wolf, represent the two upright fingers of the Cub Scout sign. They mean TO OBEY and TO HELP OTHER PEOPLE.

The three candles at the bottom represent the folded three fingers of our Cub Scout sign. These three fingers stand for the three important letters in our Law: F-H-G. These letters represent FOLLOWS, HELPS, GIVES. They also mean FAIR, HAPPY and GAME. And finally, they can remind us of something each Cub Scout represents - FREEDOM, HOME and GOD.

All of our leaders want to do their best to teach Cub Scouts to learn to follow, to help, to give, to be fair and happy whatever the game might be and to respect their freedom, home and God.

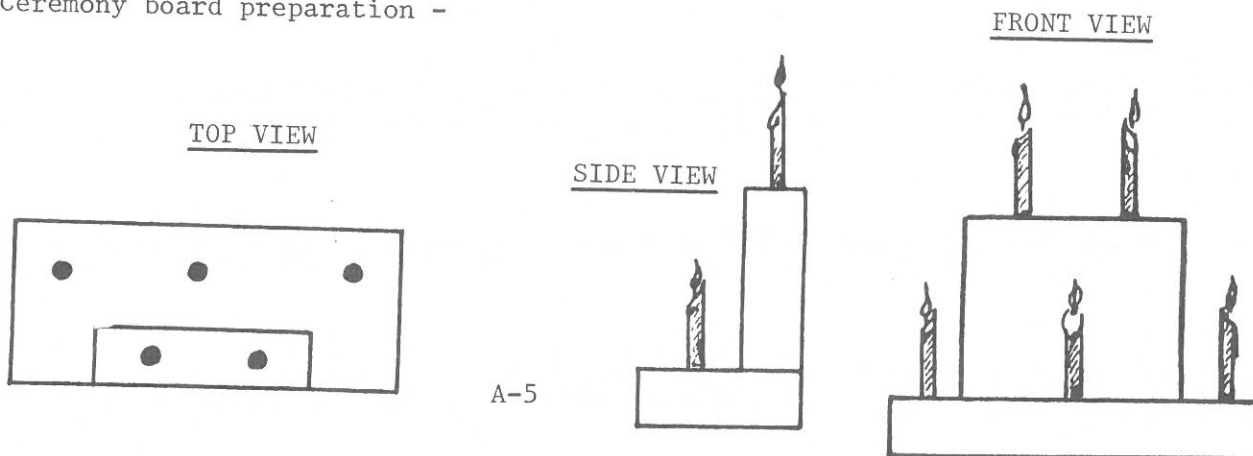
Will the new leaders of our pack please come forward?  
(pause while new leaders gather at front of meeting place)

Please repeat after me:

"I (your name) promise to do my best, to help the Cub Scouts in my den and in my pack, to do their best, to help other people, and to do their duty to God and their country, and to obey the Law of the Pack."

As chairman of this pack, I take pleasure in presenting to you your registration cards and personally welcome you into active leadership in Cub Scouting. May the days ahead be  
HAPPY, GIVING and FUN

Ceremony board preparation -



MONTHLY PACK MEETING PLANNING GUIDE

The first thing you need to do is decide whether you want to plan one month at a time or if you want to have a planning meeting and make your outline for the entire year. It can be Webelos leaders, den leader coach and assistant Cubmaster. Prepare an outline similar to the following one and make the assignments.

## SIMPLE OUTLINE

Set-up:	Den #
Flag Ceremony:	Den #
Opening:	Den #
Welcome and Introductions:	
Song:	Den #
Announcements:	
Skit:	Den #
Game:	Den #
Awards:	
Cubmaster's Minute	
Closing	Den #
Refreshments	
Clean up"	Den #

THE PACK MEETING

One of the keys to a successful pack meeting is to keep it moving along. Too many lulls in the program and people begin to get bored and start watching the time. The pack meeting should be approximately one hour in length. That hour should pass quickly and with a lot of fun and involvement for everyone attending.

How do you keep the meeting running smoothly?

PLAN!

PLAN!

PLAN!

Always plan each step of your pack meeting and then be sure to:

FOLLOW

YOUR

PLAN!

Remember to Keep It Simple and Make It Fun!

PACK MEETING ASSIGNMENTS

ASSIGNMENT	SEPT.	OCT.	NOV.	DEC.	JAN.	FEB.	MAR.	APR.	MAY	JUN.	JUL.	AUG.
SET-UP												
FLAG CEREMONY												
OPENING												
GAME												
SKIT												
SONG												
CLOSING												
REFRESHMENTS												
CLEAN-UP												

(Summer months based on summer activities)

Now you have everything assigned. Doesn't that feel good. It's time to sit back and relax. OH, NO YOU DON'T! Now you use your supervisory skills to insure that the den leaders, webelos leaders and assistant cubmaster are all working on their assignments for this month's pack meeting. You also need to plan your assignment. You will more than likely be responsible for giving out the awards and it would be nice to have a Cubmaster's Minute where you can impart some of your wisdom. Unless you are extremely good at doing these things off the cuff, you should spend a little time to prepare. Check your resource materials, your program helps, past Pow Wow books, etc. for suggestions on suitable ceremonies for this month's theme. Then use scrap material to make a suitable costume. Remember the key' KISMIF.

You will also want to check your resources and jot down the name of a song or yell to use to fill in time while dens are setting up or getting ready for the next part of the program. Very soon you will find that you have a whole repertoire of yells and songs to use.

Okay, you've called all the den leaders to make sure they have their assignment and will be ready for the pack meeting. You've checked with the assistant Cubmaster and he's ready. You've got your thought for the day to inspire the pack and you've come up with a ceremony that fits the theme. Now you can sit back and relax, Right? WRONG! Having everything is not enough. In order for the pack meeting to run smoothly, you should practice. The den leaders are practicing with their boys, right? So, you should practice, too. Stand in front of a mirror and go through, step by step, the pack meeting, except for the den's assignments. Remember, you are the M.C. It is up to you to get the meeting started and then keep it going for the next hour. To do that you must practice and time your part. Each of the den's should have a specified time also.

Well, tonight's Pack Meeting night. You're all ready to go. You have your outline with you so you know who's supposed to be doing what and you've practiced. One hour later the pack meeting is over and you are having refreshments with the boys and their families. Here's your reward for all your hard work and effort. Little Johnnies mom and dad tell you what a great pack meeting it was and how much they enjoyed it. Boy, doesn't that make you feel good all over! NOW YOU CAN SIT BACK AND RELAX! Tomorrow you start thinking about next month's meeting.

EVALUATE YOURSELF

Here's a quick self-evaluation to determine how you and your pack are doing and where you may need to improve.

1. Are all the pack leaders trained?
2. Do all the scouts and parents have fun at the pack meetings?
3. Do you have a good parent/scout ratio?
4. Do all the leaders attend Roundtables and POW-WOW?
5. Does the pack committee administer the pack?
6. Do the pack leaders hold monthly and annual planning meetings?
7. Do the parents participate in activities?
8. Does your pack have a transition program for Cubs to Webelos and Webelos to Boy Scouts?
9. Do most of your boys continue in your pack until their 11th birthday?
10. Do your dens have assistant leaders?
11. Does your pack have one or more assistant cubmasters?
12. Do your dens have den chiefs?
13. Does your pack have a 12 month program?
14. Do all of your dens meet weekly?
15. Does your pack participate in district and council events?
16. Did your pack earn the National Summertime Award?
17. Did your pack earn the Honor Unit Award?



THINGS TO TEACH BOYS

A SENSE OF APPRECIATION. To be grateful, not just for the material things in life, but for life itself.

PLAIN OLD-FASHIONED CURIOSITY. The more curious a boy is, the more eager he will be to learn.

THE GLUE OF PERSISTENCE. If you can slowly build in a boy the feeling, that he can cope with any problem, within reason, then he'll be willing to stick to it longer without getting discouraged.

LIVE AND LET LIVE. You don't have to teach a boy tolerance. It's already there. Just try not to teach him intolerance.

LOVE OF COUNTRY. A person can be strongly patriotic and still want to see the world more united than it is today.

A SENSE OF HUMOR. The Bible says: "A merry heart doeth good like a medicine". Everyone needs a dose.

RESPECT. Help a boy recognize that there are values outside himself that are just as important as his own ambitions, hopes and desires.

REVERENCE. Teach him respect for and obedience to our Creator.

If parents and leaders can get these concepts across to a boy before his personality sets like concrete, then we will have done the job we were put here to do.

\* \* \* \* \*

THE JOY OF BEING A VOLUNTEER

To help others tis really a pleasure,  
Giving a feeling that's beyond all measure.  
To know that you have in some small way  
Made lighter someone's load today.  
Tis a feeling of you to treasure.

The volunteer is unselfish indeed,  
Helping others in their need,  
Making smaller someone's job by sharing the load,  
Tis certainly the right way to travel life's road.  
Living by this unselfish creed.

## THE SCOUTER'S DILEMMA

I love my children, I'm telling you  
And I know there's a lot of work to do  
In Scouts and Brownies and PTA  
But frankly, I just can't get away.

At the end of a day, I'm tired you know.  
Just want to go out and see a show  
Or watch TV or play some bridge  
Just so darned tired to mess with kids.

And speaking of kids, you know that crime  
Is on the increase all the time?  
They ought to do something maybe at school  
To teach the kids to respect the rules.

Or perhaps the church should do more good  
And teach them to act the way they should.  
I can't understand why they get that way  
Something's wrong somewhere I venture to say.

I send my kids to Scouts and such  
But it really doesn't help too much!  
They don't appreciate good things at all.  
I used to be a Scout when I was small.

They need more volunteers you say  
Must be plenty around--must be some way  
To interest parents in worthwhile work  
That's something no one has a right to shirk.

Well, I hope they find someone, I'm telling you  
My kids need a leader to look up to  
They need someone to direct their play,  
It's really a shame I can't get away.

Anonymous

## WHO'S WHO

Who tracks my rugs full of mud, crud and snow,  
Then gives me a "Hi There" that makes my heart glow?

Who flops on my couch and kicks at my chairs,  
But when baby's asleep, tiptoes---sh-h-h down the stairs?

Who wears his uniform wrong in ways hard to believe,  
But when saluting the flag wears his heart on his sleeve?

Who snitches the last cookie and eats the last crumb,  
And then asks me brightly, "Oh, did you really want some?"

## THE DIFFERENCE IN A BOY

When you read about delinquents in the paper everyday  
And the "generation hopeless"-or as the oldsters say-  
You look about and wonder and you think you ought to shout;  
Doesn't anybody notice the difference in a Scout?

When you hear about a youngster who doesn't have the stuff  
To make the right decisions when the going gets too rough;  
When his friends are not the right kind and trouble hangs about,  
Doesn't anybody notice all the difference in a Scout?

When you learn about our heros in space and government,  
And you read in Scouting magazines of time in Scouting spent  
When you hear of their accomplishments there isn't any doubt-  
We can all be mighty thankful for that difference in a Scout.

## 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.

RECIPE FOR DEN LEADERS

Take one container, any size,  
(Den Leaders come in every size and shape)

Into the container put:

Lot of love  
Plenty of energy  
Large helpings of patience  
King size sense of humor  
Two extra hands and a Den Leader's uniform

Season well with training sessions, Pow Wows, Roundtables,  
Pack leaders meetings, and Cub Scout Program helps.

Add one Den Chief and a dash of nonsense.

No need to mix. The den will keep it stirred up.

Garnish with hammer, nails, bandages, glue,  
scissors and plastic bottles.

Serves eight boys well.

Note: Will last indefinitely if glazed occasionally with kind words and  
"Thank You" from Parents, Cubs and Cubmaster.

A CUB SCOUT'S THANKSGIVING

O, Heavenly Father, we ask for your blessing  
For loved ones and friends that are near.  
We ask you for food and for love and for life  
And the spirit of Scouting that's here.  
We thank you for leaders who care about boys,  
Who give us their time--that's better than toys.  
We thank you for dads who help us learn right,  
For moms who sew on badges at night.  
For all this, thank you, Dear Lord, up above,  
For being in Scouting is something we love.

THE INDISPENSABLE MAN

Sometimes when you are feeling important  
Sometimes when your ego's in bloom  
Sometimes when you take it for granted  
You're the best qualified man in the room.

Sometimes when you feel that your going  
Would leave an unfillable hole  
Just follow this simple instruction  
And see how it humbles your soul.

Take a bucket and fill it with water  
Put your hand in it to the wrist  
Pull it out and the hole that remains  
Is the measure of how you will be missed.

You may splash all you please when you enter  
You may stir up the water galore/  
But stop, and you will find in a minute  
That it looks just the same as before.

The moral in this is quite simple  
Do just the best that you can  
Be proud of yourself, but remember  
There's no indispensable man.

#### THE VALUE OF A SMILE

It costs nothing, but creates much  
By enriching those who receive, without  
Impoverishing those who give.  
It happens in a flash, but the memory  
lasts sometimes forever.  
None are so rich that they can get along  
without it and none are so poor but  
are richer for its benefits.  
It creates happiness in the home, fosters goodwill  
in a business and is the countersign of friends.  
It means rest to the weary, daylight to the  
discouraged, sunshine to the sad and nature's  
best cure for trouble.  
Yet it cannot be bought, begged, borrowed, or stolen  
for it is something that is no earthly good to  
anybody till it is given away.  
And if it ever happens that one of your friends be too  
tired to give you a smile, may I ask you to  
leave one of yours.  
For nobody needs a smile so much as those  
who have none left to give.

Bless all these busy Cubs, dear God!  
Grant they true Cubs may be-  
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 Cub mothers,  
They need Thy blessings, too!

## THE LITTLE CHAP WHO FOLLOWS ME

A careful man I want to be.  
A little fellow follows me.  
I do not dare to go astray  
For fear he'll go the self-same way.  
I cannot once escape his eyes.  
What e'er he sees me do he tries.  
Like me he says he's going to be  
That little chap who follows me.  
I must remember as I go  
Through summer suns and winter snows,  
I am building for the years to be  
That little chap who follows me.

## LEADER'S SOLILOQUY

That no household task was left undone  
In my home, I will not say.  
Dust feathers are under the bed,  
But I was building tomorrow today.  
I went with my boys on a nature hike  
In a woodland beside a stream.  
We saw spring stretch and yawn and grow,  
Awakening from winter's dream.  
We talked together and laughed together  
We saw the robin's return.  
We cooked together and ate together  
And watched the campfire burn.  
Yes, a household chore was left undone  
In my house just over the way;  
But I've been busy, as busy can be,  
Building tomorrow today.

## A DEN LEADER'S DISCOVERY

I was sure they wouldn't ask me;  
I knew I couldn't serve.  
I didn't know the books or boys;  
I didn't have the nerve.

Then my 9 year old said "Mama,  
Won't you take my den this year?  
They can't find anybody else,  
Though they've looked far and near"  
I took my training and waited  
For those unknown Cubs to come.  
I shook and worried and fretted;  
And hoped to protect my home.  
They seemed to delight  
In breaking every rule.  
Then somehow or another each boy  
Made a home within my heart.  
The Promise and the Living Circle  
Is a memory apart.  
I found they weren't small devils  
Overflowing in my cup.  
It's just that an 8 year old needs horns  
To hold his HALO up.

A FRIEND

A friend is:  
A push when you've stopped,  
A word when you're lonely,  
A guide when you're searching,  
A smile when you're sad,  
A song when you're glad.

REMEMBER.....

What I hear I forget  
What I see I remember  
What I do I understand.....

Great minds discuss ideas  
Average minds discuss events  
Small minds discuss people.

WHAT IS A CUB SCOUT?

Cub Scouts 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 Cub Scout is: Truth with dirt on his face, Beauty with a cut on its finger, Wisdom with bubble gum in its hair, the Hope of the future with a frog in his pocket.

THOUGHTS TO PONDER

MY MOM

Bah! Women! They're weak an' skinny  
They can't jump a barrel or even shinny  
A ten-foot pole or climb a tree  
I used to think-but golly gee  
You should see the lady that all Cubs know-  
Well, gosh she's super swell.  
She hoes on hikes and climbs fences.  
And knows stuff by feel and smell.  
When we go to her house, we have the best of fun  
At makin' things and doin' stuff  
Why, she's the very one  
Who sends cards when one of us gets the measles  
And has parties now and then;  
Seems funny how she can make such gooey cakes  
And still do things like men.  
Sometimes, I feel 'shamed of myself  
For wreckin' her house so much  
But she just says "Forget it,"  
"Twill be fixed by the old broom's touch"  
This lady that I'm talkin' about  
Is MY MOM, but listen, brother,  
If all you guys had moms like mine,  
There'd be a "gob" of swell Den Mothers!

TAKE TIME

Take Time TO THINK....

It is the source of power.

Take Time TO PLAY....

It is the secret of perpetual youth,

Take Time TO READ....

It is the fountain of wisdom.

Take Time TO PRAY....

It is the greatest power on earth.

Take Time TO LOVE and TO BE LOVED....

It is a God-given privilege.

Take Time TO BE FRIENDLY....

It is the road to happiness.

Take Time TO LAUGH....

It is the music of the soul.



Take Time TO GIVE.....

It is too short a day to be selfish.

Take Time TO WORK.....

It is the price of success.

#### THE SCOUTER

He hasn't much in worldly goods,  
Yet he's richer than you know,  
For he's chosen to be a Scouter,  
And his spirits are aglow.  
He's just a Scouter, nothing more,  
But he molds the lives of boys,  
He teaches them how to do their best,  
And he shares their many joys.  
They work on badges, go on hikes,  
Share campfires in the night,  
They practice skills and follow laws,  
And learn to do things right.  
He watches them grow from boys to men,  
And it makes it all worthwhile,  
When they turn to him and say, "Gee, Thanks,"  
And their faces wear a golden smile.

#### A DEN OF SIX

Six pair of eyes-brown, gray and blue;  
Six tousled heads of varied hue,  
Six appetites so sharp and keen,  
Six growing boys, short, tall and lean.  
Six voices making walls resound,  
Six little bodies hopping around,  
Six busy nimble pairs of hands,  
Six eager minds respect commands.  
Six citizens of a future date,  
Six guarantees we're going straight.  
Put together-what have we then?  
A priceless venture-you have a den!

#### A CUB MOTHER'S PRAYER

He's just a little laddie, God,  
This blue-eyed Cub O'mine.  
Take Thou his hand along the way,  
Help him "To help others" and "To obey".

MY DEN CHIEF AND I

My heart sank at the sight of him,  
With his slim form, khaki clad;  
It's true he had a pleasing smile--  
He just couldn't be TOO bad.

But I'd pictured broader shoulders---  
A big chest with badges dressed;  
Here was another "little boy"  
Not much older than the rest.

We'd talked about plans for the den,  
The ideas were all mine;  
"I wanted this--and I'd have that--"  
And he'd say, "Yes ma'm, that's fine".

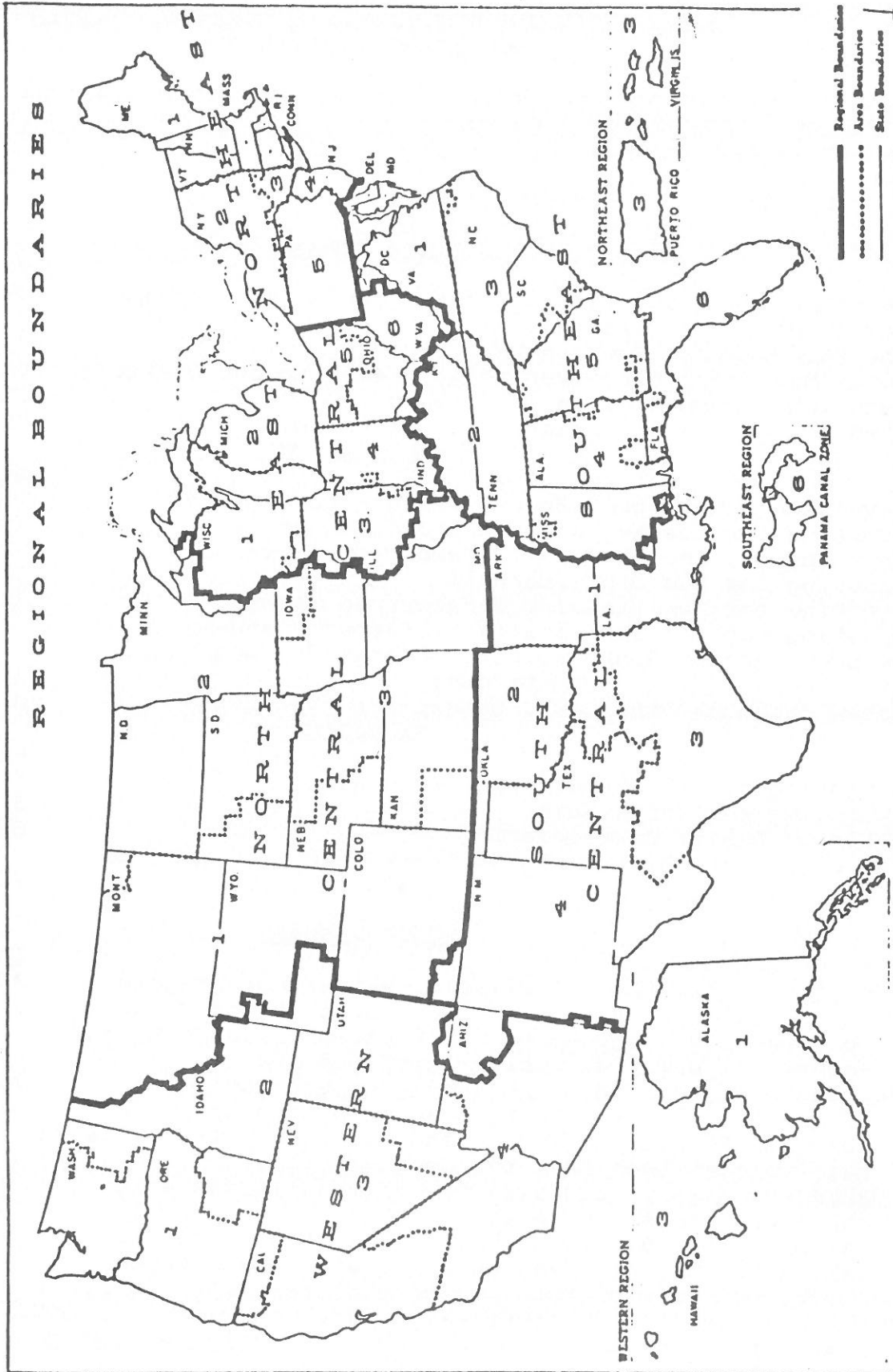
Now one day I was feeling low,  
I disliked everyone;  
Especially active, noisy boys  
Who should shout, laugh, and run.

I was going to send them home  
When my chief stepped up to say,  
"If it's all right, I'll take over",  
Weakly I agreed, "O.K."

While one group played a game of ball,  
He taught knots to another,  
I sat entranced and gradually  
I saw him as a "Big Brother"

I'd been the one at fault, not he--  
I'd pushed instead of guided;  
And all my den chief's talents,  
I'd succeeded well in hiding.

At long last we'd become partners,  
Through fair and stormy weather;  
My slim, young, smiling chief and I  
Have learned to work together.



**B.S.A. LITERATURE HELPFUL IN "GETTING STARTED"  
AND "BEING SUCCESSFUL"**

Order directly from Supply Division, Boy Scouts of America:  
National Distribution Center  
2109 Westinghouse Blvd.  
P.O. Box 7143  
Charlotte, N.C. 28241-7143.

**CUB SCOUTING**

	<u>Catalog No.</u>
Involving Handicapped Cub Scouts (leader development)	3839
How To Be a Den Chief	SL-6453
The Pack's First Two Months	SL-6410
Pack "New Unit" Kit (everything needed to get started)	SL-6406
Securing a Cubmaster (how to recruit)	SL-3071
When You Need a Den Leader (how to recruit)	SL-4805

**BOY SCOUTING**

	<u>Catalog No.</u>
Involving Handicapped Scouts (leader development)	6557
Scouting for the Mentally Retarded (manual)	3058
Scouting for the Physically Handicapped (manual)	3039
Scouting for the Deaf (manual)	3060
Scouting for the Visually Handicapped (manual)	3063
Scouting for the Emotionally Disturbed (manual)	
My Scout Record Book (special program for moderately retarded)	3051
Scout Handbook (the basic manual for the scout)	SL-6500

**EXPLORING**

	<u>Catalog No.</u>
Exploring for the Handicapped (manual)	6675
Exploring Advisor's Guide	SL-6610
Explorer Leader Development	SL-6635
Explorer Post "New Unit" Kit (everything you need to start)	SL-6604

**AUDIO-VISUALS**

	<u>Catalog No.</u>
<u>"Scouting Unlimited</u> - A slide/cassette tape program which vividly presents the many benefits of Scouting for mentally retarded youth by parents, leaders, and Scouts. A powerful public relations aid.	AV491C- AV591
<u>"On the Road to Light - Let None Be Left Behind"</u> - (film-strip record) A persuasive presentation on the need for Scouting for the handicapped and its value in mainstreaming them into the community.	AV562F- AV462R
<u>"Handicapped Awareness Trail"</u> - (filmstrip/cassette tape) or (filmstrip/record) Taken at the 1977 Jamboree, it illustrates how to make a H.A.T., it's values for changing attitudes toward the handicapped, and Scouts' reactions to it.	AV916-AC816C AV916-AV816

There are hundreds of other very useful publications from B.S.A. Write for the free catalog: "Scouting's Library of Literature".

INFORMATION AND MOTIVATIONAL MATERIALS  
ON SCOUTING FOR THE HANDICAPPED

These items can be ordered from: Education/Relationships Service  
Boy Scouts of America  
1325 Walnut Hill Lane  
P.O. Box 152079  
Irving, TX 75015-2079

	<u>Catalog No.</u>	<u>ONE SAMPLE COPY</u>
Books for Scouts Who Have Learning Disabilities	89-119	Free
We Stand Ready to Help the Mentally Retarded Boy	89-170	Free
Classroom Cub Scouting (In-School Scouting)	89-218	Free
Activities..Ideas..Handicapped Camporee	89-219	Free
Cub Scouting is for All Boys (In-School Scouting)	89-220	Free
Kiwanis Special Kind of Scout	89-226	Free
A Classroom Bonanza	89-228	Free
Sign Language for the Deaf	89-230	Free
Scouting Programs for the Handicapped	89-234	Free
Staff Manual Handicapped Awareness Trail	89-235	Free
Handicapped Youngsters Overcome Disabilities Through Scouting	89-236	Free
Happy Patrol...A Very Special Group of Scouts	89-237	Free
I Remember Roger	89-238	Free
Council Advisory Committee	89-239	Free
Special Advancement & Recognition Program Materials for Working with Moderately Retarded Scouts	89-243	Free
Handicapped Awareness Camporee	89-245	Free
Troop 701...A Special Group of Guys	89-247	Free
Mark Dowdy Sings and Soars	89-249	Free

Three of the six Regional Advisory Committees on Scouting for the handicapped (RACOSH) are currently publishing remarkably fact-filled newsletters which would greatly extend the "know how" of any one interested in Scouting for the handicapped youth. They contain items about: national happenings, coming events, leadership techniques, abstracts of meetings, and publications relative to Scouting for the handicapped. They make the reader feel like an informed member of the fraternity of Scouters working with handicapped youth. They may be obtained by anyone from the following sources:

"Talking Sticks" - Published by: Bob & Laurie Dievendorf  
3137 Encinal Ave.  
La Crescenta, CA 91214

"Footsteps" - Published by: David Glidewell  
1844 Queens Dr.  
Longmont, CO 80501

"N.E. Handicappers" - Published by: Dr. John Sevier  
401 Southcroft Road  
Springfield, PA 19064

## IDEAS FOR DEN LEADERS AND PACKS

Program Helps give an abundance of ideas for a full month's program but for those times that nothing seems to fit, check over this list.

Backyard cookout	Service project for sponsor
Den uniform inspection	Design new closing ceremony
Indoor track meet(see games books)	Visit library (each boy gets card, takes out a book)
Visit a newspaper office	Boys mix, bake, eat cookies
Visit a zoo	Look at things w/microscope
Kickball game using rag ball	Magic Day - each Cub does a magic trick
Visit a farm	Judge weights, heights
Den bowling tournament	Play charades
Dads take den to sporting event	Make a den doodle
Ice or roller skating	Postman tells of his work
Dad with interesting job tells about it.	Develop new den skits
Dad with hobby tells and displays	Tour two blocks to look for safety hazards and correct one
Work on achievements boys need	Make holiday costumes
Treasure or scavenger hunt	Plant a garden
Paper airplane contest	Make something of paper mache
Marble shooting contest	Make den scrapbook
Safety inspection of boys' bikes	Plan future den activities
Pet exhibit (each brings a pet)	Ball game with another den
Handicraft-beads, belts, etc.	Boys bring their collections
Scrambled word game (Cub words)	stamp collector shows stamps
Coin collector show coins	Build a den equipment box
Make games, ring toss etc.	Make collage of old Christmas cards
Use Pinewood Derby cars on floor	Joke telling-Pick best by vote
Make place mats of Christmas cards	Fishing for prizes
High School athlete tells about his sport	visit a civic building for tour
Visit an historical spot	Ask a Scout to tell about a trip to Jamboree
Have an Explorer tell about a trip to Philmont	Make mother's day gifts
Visit a weather station	Make Christmas gifts
Collect and mount leaves	Make grandparent's day cards
Collect and make leaf prints	Make Father's Day gifts
Trip to museum	Visit planetarium
Trip to fire station (make appt)	Visit a local factory
Visit railroad station	Without a watch, each Cub tries to walk around block in an exact number of minutes.
Visit police station (make appt)	Learn to swim with dads' help
Night meeting to study stars	Make things for sick children in hospital
Have a song fest	Visit an airport
Each Cub make a model	Make tray favors for elderly
Visit radio station	Plan some new openings
Visit telephone company	Go on a hike for a purpose (how many trees, birds, etc.
Visit elderly folks' home, sing or play games	I'd rather _____
Cubs put on den mtg. for parents	make popcorn balls and eat them
Have a game day	
Have a Lifeguard explain water safety.	
Visit different churches and look at the colored windows	
Entertain little brothers with a party.	



**TIGER CUBS**





TIGER CUBS IN THE PACK

## PROGRAM IMPLEMENTATION

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

## A. PARENTS SECTION:

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

## B. FAMILY SECTION:

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

## C. GROUP SECTION:

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

## ORGANIZATION

## A. REGISTRATION:

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

## B. AGE REQUIREMENTS:

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

## C. LEADERSHIP:

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

## D. MEETINGS:

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

## TIGER CUBS IN THE PACK

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

TIGER CUBS IN THE PACK

TIGER CUBS BSA MOTTO - SEARCH, DISCOVER, SHARE

PROMISE: I PROMISE TO LOVE GOD, MY FAMILY, AND MY COUNTRY AND TO LEARN ABOUT THE WORLD.

GOALS:

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

OBJECTIVES:

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

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

LITERATURE:

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

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

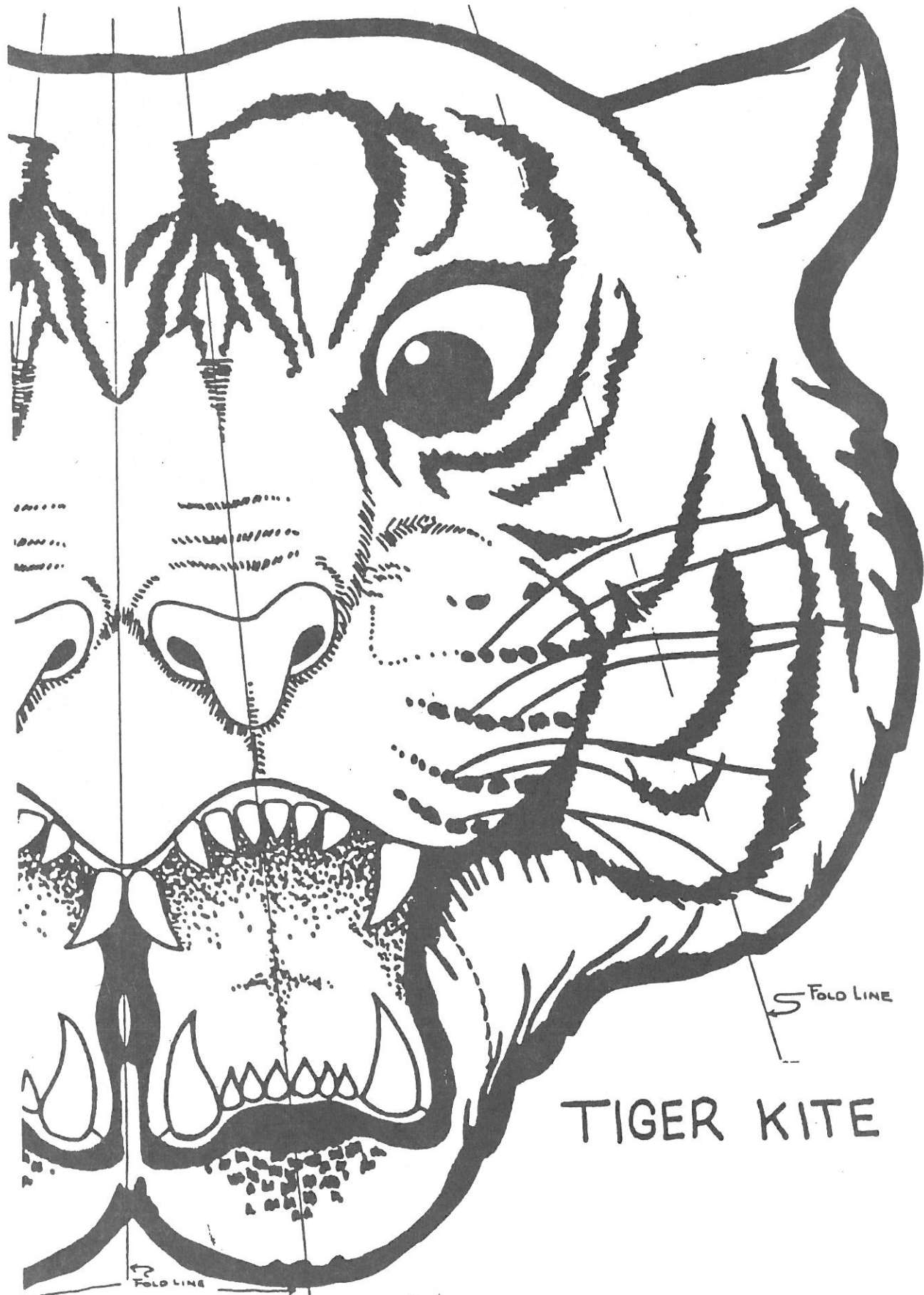
TIGER CUBS IN THE PACK

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

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

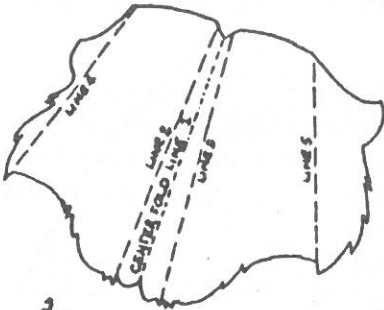
A thorough orientation of the program will help parents feel more comfortable as well as get the Tiger Cubs excited about advancing into Cub Scouts. Remember as part of "Cub Scouting, Here We Come", the Tiger Cubs are already working on their Bobcat requirements. As soon as they are graduated into Cub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

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

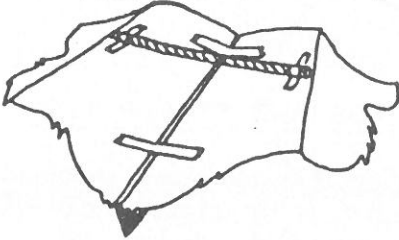


TIGER KITE

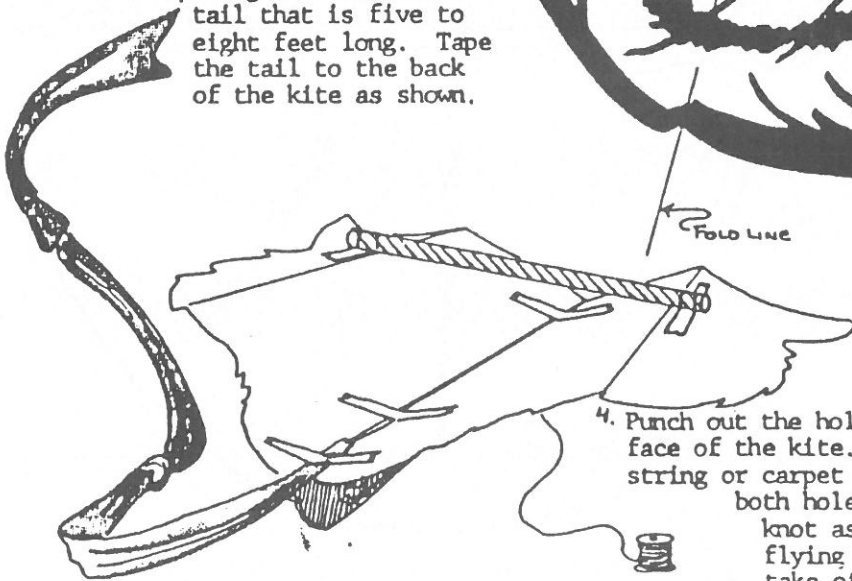
1. Cut out the kite. Fold it in half along the line marked 1. The tiger should face the outside of the folded kite. Spread the kite open. Now fold it along the lines marked 2, 3, 4, and 5.



2. Tape the center of the kite together as shown below. Lines 2 and 3 should touch. Tape the drinking straw to the kite where the marks show a straw shape. The straw will form a bridge.



3. Cut strips of a plastic trash bag for the kite tail. If you don't have a trash bag, you can use crepe paper or very light cloth instead. The strips should be about two inches wide. Tie the strips together to make a tail that is five to eight feet long. Tape the tail to the back of the kite as shown.



4. Punch out the holes on the face of the kite. Push kite string or carpet thread through both holes and make a knot as shown. Now your flying tiger is ready to take off.



SONGS

A TIGER we are, (Point to tiger on shirt with both thumbs)  
A CUB we'll be (hold up cub scout sign)  
After we S E A R C H (Point to tiger with both thumbs)

Some help we'll need  
But not for long  
We'll D I S C O V E R right from wrong (hold right hand up palm first then left)

So look out S C O U T S (Make scout sign over right eye and look out)

A T I G E R ! Sharing your TEEPEE (Bring Scout sign over Tiger on shirt making a tiger in a teepee.)

Tiger Cub Song  
(Frere Jacques)

Tiger Cubs have fun  
Tiger Cubs have fun,  
Search & Discovery,  
Discover & Show,  
Always on the go,  
Helping us to grow,  
Tiger Cubs  
Tiger Cubs

Tiger Cub Song  
(Row, row, row, your boat)

Search, search, search, each day  
With you Tiger den,  
Discovering & Sharing,  
That's the Tiger Way,

Tiger Cub Jody

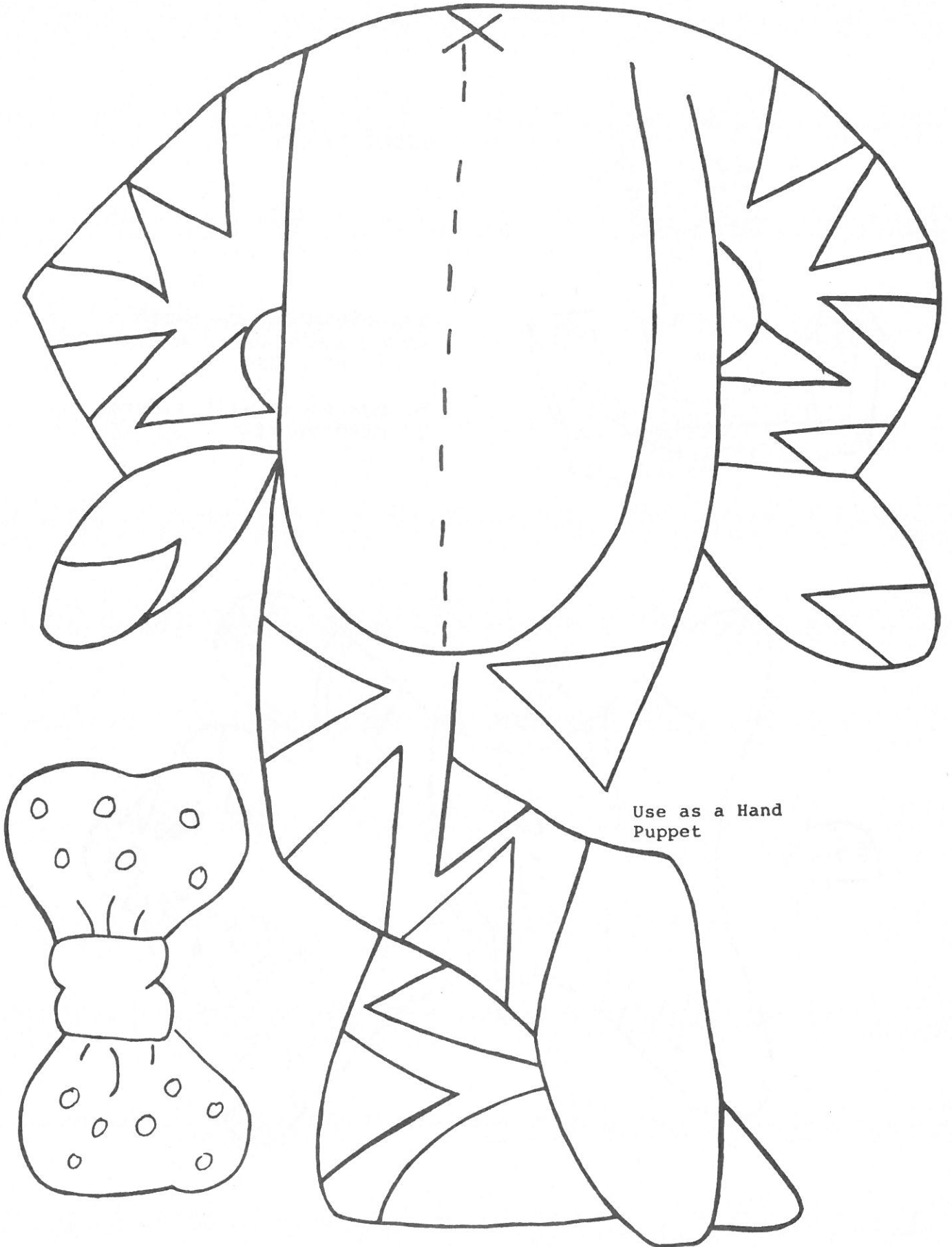
Tiger Cub Scouts is our name  
We wear orange but we are tame,

Chorus:  
Oh, you Tiger Cubs,  
Walking down the avenue  
Five more steps and we'll be thru.  
Am I right or wrong, you're right.  
Sound off (1-2)  
Sound off (3-4)  
Bring it on down, now 1,2,3,4  
1-2,3-4

We are Tigers Cubs, it's true  
But soon we'll be the boys in Blue  
(Chorus)

TIGER CUB HANDSHAKE "TIGER PAW"

Right hand cup fingers at second joint. Thumb lying along top of hand resting on 3rd, joint of forefinger..making tiger paw.. join hands at the pads (finger joints) thumbs resting side by side. Shake.



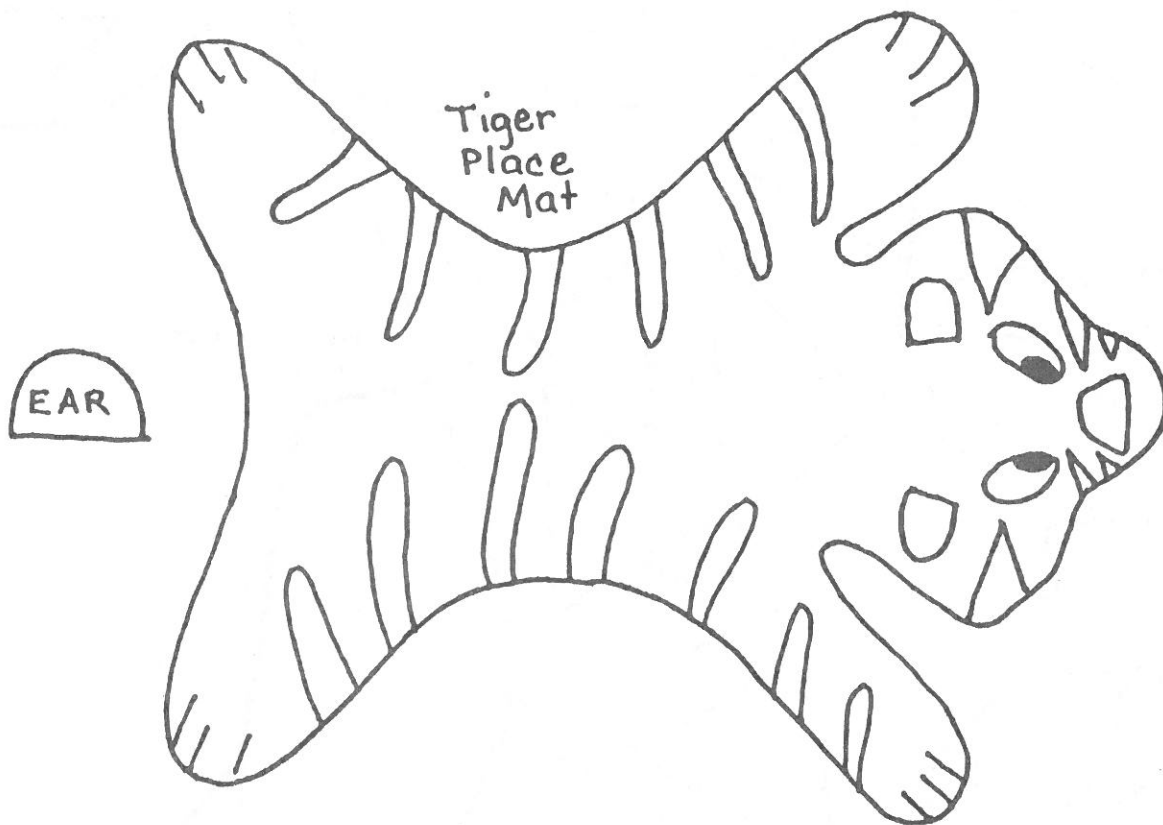
Use as a Hand  
Puppet



TIGER CUTOUT

Styrofoam covered with green crepe paper and green "Easter" grass

Orange strip with tigers printed on it.





GRADUATION CEREMONY

CM: The family is one of the basic components of the Cub Scouting Program. Tonight, we are honoring a very special group in our pack family. We are advancing our Tiger Cubs to the Bobcat rank. Will the Tigers and their families please come forward. Tigers, is it your wish to become Bobcats, if so, answer, "I Do".

TIGERS: "I Do."

CM: Parents, do you wish your son to participate in pack activities, and do you understand it is your responsibility as parents to help your son work on his rank and help make the pack grow?

PARENTS: "We Do."

CM: Now Tigers, do you know the Cub Scout Promise and Sign? Please say them together now. (Boys at this point will say the promise with arm raised in the Cub Scout sign.)

CM: Do you wish to follow Akela, grow in strength, citizenship, and develop your character to do the right things? If you do, say, "I Do."

TIGERS: "I Do."

CM: Will you help your pack grow, if so answer, "We Will."

TIGERS: "We Will."

CM: Since you have shown you are worthy of the rank of Bobcat, I now present the Bobcat badge to your parents who will sew it on your Cub Scout uniform pocket. The Bobcat pin, which I pin upside down may be turned around when you have done a good turn without your parents telling you to do so. Then please give your pin to Mom for all of her hard work.

CONGRATULATIONS! You are officially a Bobcat on the wolf trail.

PROPS: Use the Pack Ceremony Totem or the Bobcat Investiture Board for the graduation.

CEREMONY

BOBCAT INDUCTION CEREMONY

Equipment: Award Board with Blue Candle  
Blue Poster Paint

LIGHT BLUE CANDLE

CUBMASTER: We wish to welcome a new family to the fellowship of Cub Scout Pack \_\_\_\_\_.

Will all parents please stand and join these new Cub Scout parents, repeating after me.....

"We, the parents of a Cub Scout/promise to assist our son/ in earning his Cub Scout badges,/ we will be faithful in our attendance at Pack meetings/and assist in every way possible/as we assist our son to do his best."

Will everyone, except the new Cub Scouts and their parents, please be seated.

Parents, because you have helped your son earn the Bobcat badge, you will have the privilege of awarding this badge to him, and every badge he earns. ←

Mothers, will you please pin the Bobcat badge on your son upside down until the Cub Scout performs a good deed.

Will all of the Cub Scouts stand and repeat the Cub Scout Promise with the new Bobcats.

ALL CUB SCOUTS: I promise to do my best....."

CUBMASTER: Will all Cub Scouts be seated except the new Bobcats.

Bobcats, you will notice the lighted blue candle, this is the first color of Akela. Will you take one step forward and prepare to receive the first color of Akela.

(Paint a line on each cheek, and down the nose, saying:)

"Do your best, welcome to Pack \_\_\_\_\_."

# WEBELOS





## THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, its chieftain.

"Whooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

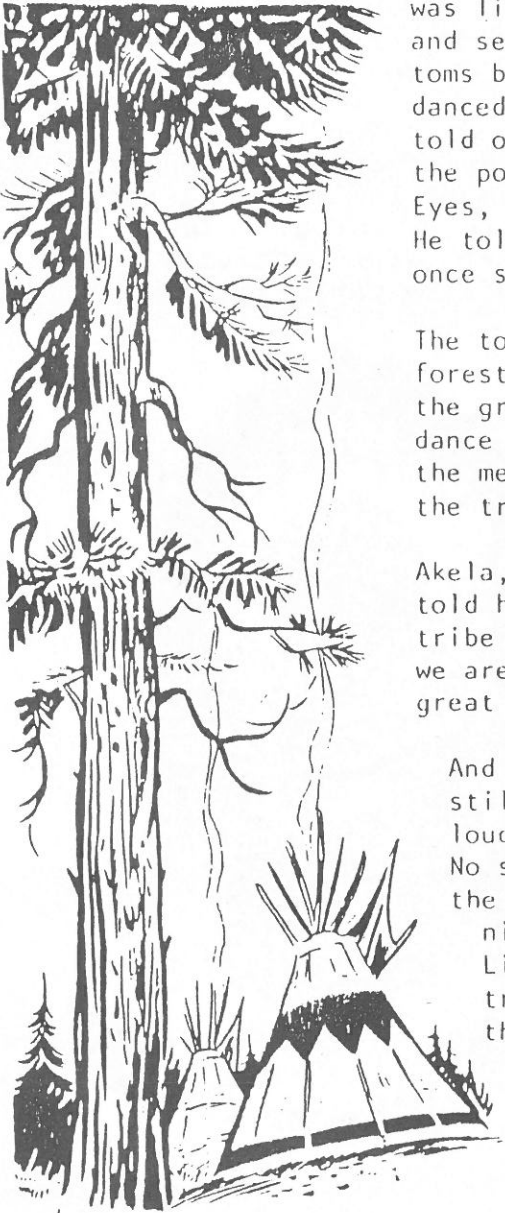
Now with the 'boom' of the great drum, all was quiet. The night was very still. The great ceremonial fire, when it was lit, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told of the strength of his father, the powerful Arrow of Light. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, and ways to find food. Through dance and gesture he told how he next faced Bear and learned the meaning of courage. And then he became a young scout of the trail.

Akela, the wise, closed his dance. By sign and gesture he told how the tribe can be strong only when the boys of the tribe are strong. He said this: "The future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud guttural "How". The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands toward heaven. Living Circle was formed with their left. The Webelos tribe pledge was given.. "To live and help live"...was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.



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## WEBELOS

### Purpose of this Section:

Provide sources of help for activities  
Describe techniques for presenting activities  
List field trips available  
Demonstrate some activities  
Motivation

### General References for the Webelos Programs

#### Cub Scout publications:

Webelos Den Leader's Handbook  
Webelos Book  
Cub Scout Program Helps

#### Boy Scout Publications:

Boy Scout Handbook  
Boy Scout Fieldbook  
Boy Scout Merit Badge

#### Handbooks

#### General Scout Publications:

Boys' Life Magazine  
Scouter Magazine  
Scouter Newspaper  
Roundtable Handouts  
Pow Wow books  
Boys' Life Reprints

### Motivation

Make it fun  
Make it stimulate curiosity  
Make it fun  
Do as much as possible at your meeting so that little remains to be done  
Make it fun  
Provide instructions for home use  
Make it fun  
Assign "homework"  
Make it fun  
Provide options when possible  
Make it fun  
Think BIG  
Make it fun  
Make it FUN

### CHALLENGE TO A WEBELOS DEN LEADER

Leading the Webelos den is not "just another" job-it's a challenge and an opportunity to make a positive contribution to a boy's total Scouting experience. You can't dilly dally; his Den Mother probably kept him very busy, so you'll have to make your projects and games fun as you teach him the Scout Skills that will help him pass his Webelos requirements.

Make the projects challenging; let him know when these are special things the Cubmaster and leaders wouldn't ask the younger Cub Scouts to handle. Go places and do things so you build a reputation for being alive-wire den the young fellows will look forward to joining. Once a month plan some activity or trip requiring participation of the dads.





To my dad, the Webelos leader:

Dad, before you start on your year as Webelos leader, there are a few things you may want to know about us Webelos Scouts. The year I spend in your Webelos den will do much to determine my future in the Scouting program. This is a year of changes....change from a female-directed program to a male-directed program; change from working on a short-range project to a longer range one; change from a home-oriented handicraft program to one which points me towards the outdoors. The Webelos program is not just more Cub Scouting. It is a bridge to the Scouting program, and dad, you are the bridge builder.

We Webelos Scouts are older, bigger in stature, and more advanced in knowledge and experience than the other boys in the pack. I don't want to do things which the 7 or 8 year old boys are doing.

Some people say we are real testers. We size up our leaders, our teachers, and even our parents to see what we can get away with. We want a line drawn telling us how far we can go; but we may try hard to bend or move that line once it's set. You will have to stand firm once the line is drawn. Your discipline will have to be consistent, impartial, and fair. We may even need reminders on responsibility for personal property....mine and others.

We Webelos Scouts thrive on praise and sulk at criticism. We are eager to please those we like. One problem is our attention span...it's rather short, so don't stick to any one thing too long in den meetings. An ideal program is quite flexible, with short periods of seriousness, games, instruction, and contests. If any part of our meeting lasts over 10 minutes, we might start a little horseplay.

Remember dad, FUN is the most important part of any meeting.

And by the way, dad....thank you.

Your son

MAKE A SCOUT  
OUT OF DAD?





## GRADUATION TO SCOUTING

### Bridge to Scouting

This ceremony may be used indoors or out.

**PARTICIPANTS:** Webelos Den Leader, Scoutmaster, Torchbearer, Scouts from troop, graduating Webelo and parents

**EQUIPMENT:** A rustic bridge with railings made of dead tree branches and floored with scrap lumber; two campfires (artificial for indoors); camp candle lantern.

**ARRANGEMENT:** Graduating Webelos and parents and Scouts are seated around their respective campfires at opposite ends of the bridge. Webelos Den leader asks Webelos to stand and repeat the Cub Scout promise. Then....

**WEBELOS DEN LEADER (calls):** Hello, Scouts of \_\_\_\_\_

**SCOUTMASTER (answers):** Hello, Webelos Scouts of Akela, what do you desire?

**WEBELOS DEN LEADER:** We have a Webelos Scout of Akela's Council ring who has prepared himself for entrance into the council ring of (name of Scout camp).

**SCOUTMASTER:** Bring him forward to the bridge that joins our two council rings.

(Webelos Den Leader, accompanied by torchbearer--use candle lantern--leads graduating Webelos Scout and his parents to bridge. Scoutmaster crosses over bridge and is introduced to parents and Webelos Scout.)

**WEBELOS DEN LEADER:** (Name of graduate) you have contributed much to your den and pack and we shall miss you and your parents, Now you are leaving us to enter the Scout troop of your choice. There, we are sure, you will continue to grow in Scouting skills and friendships.  
An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our pack and Cub Scouting, will you remove your neckerchief and give it to me. Your new Scoutmaster will, very soon, place about your neck the neckerchief of the troop you are to join. (Webelos Scout removes neckerchief and gives it to Webelos Den Leader. Scoutmaster now beckons to graduate to follow him across the bridge.)

**SCOUTMASTER:** (Standing before Scout campfire): As Scoutmaster of Troop\_\_\_\_\_ -- so many that I would not attempt to relate them all to you now. Now it is my pleasure to present you with the neckerchief of our troop. Wear it with pride as many have done before you. Your senior patrol leader (name) now wishes to express the troop's happiness in having you as a member.

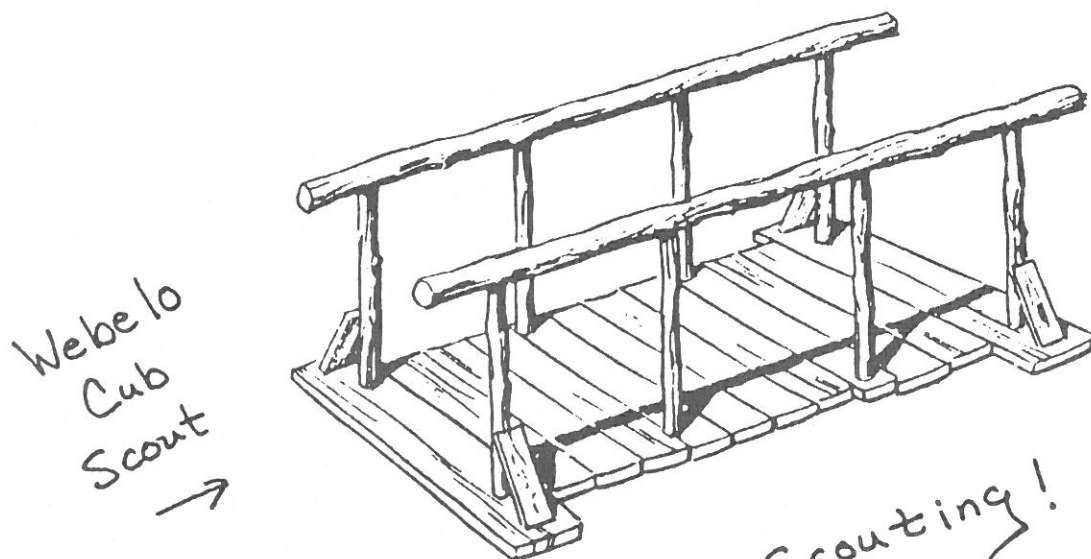
PARENT INSTRUCTION

This is a good ceremony to acquaint new parents with the Cub Scout books and the Parent's Supplements and how they can use them with their Cub Scout.

Participants: Cubmaster, Den Leader, Parents of Bobcat candidate  
Equipment: Cub Scout books

CUBMASTER: (calls to the front parents of the Bobcat to be inducted): You are about to enter into a great experience with your son. He will not get full value from the Cub Scout program unless you, his parents, take an active part. Start helping him by reading carefully the Parents' Supplement to your son's Cub Scout book. (Hands parents Supplement section.) This is your book, it will show you how to work with your son in his.

DEN LEADER: When your Cub Scout son has completed an achievement or arrow point project with your help and you have signed his book, he should take the book to his den leader, who gives the advancement information to the Cubmaster. And now repeat after me: "We'll help our son to do his best."



AQUANAUT



ACTIVITY BADGE

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in our body is exercised. As Webelos leaders we have the responsibility to develop self-confidence in every boy in our den. Through learning to swim, each boy will gain a sense of self-achievement, as well as; gaining a skill that may save his life some day.

Rules for a safe swim

1. Secure adequate facilities.
2. Teach the Buddy system.
3. Maintain good discipline.
4. Follow pool rules.
5. Teach rescue methods.
6. Use a qualified instructor (Check with a local Troop)

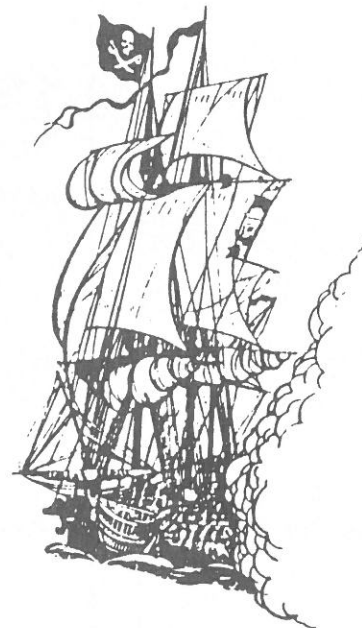
The games below can be used to teach swimming skills, as well as, having fun. . .

Thar She Blows

For this game you need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around and start looking for the whistle. The winner is the player that can find the whistle and dive and retrieve it...The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over again. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

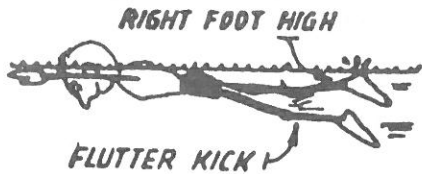
Greased Watermelon Pushball

Grease a watermelon. The width of a swimming pool or along the shallow side of a lake shore. The field should not be more than twenty feet long. The game: the greased watermelon is deposited by the referee in the water midway between the two teams. Any number of players can play. The more the merrier. When the refer blows his whistle, the opposing teams dive into the water and swim for the watermelon. From then on its one grand tussle. Each team tries to get the watermelon deposited on its bank. The melon must be completely out of the water to count as a goal. After two out of three victories, the winner may cut open the melon and feast on it. They will probably share with the losers, and the losers clean up. A player holding the melon may be ducked until he lets go.



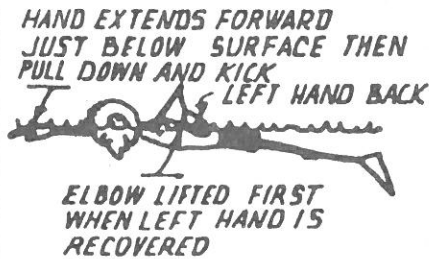
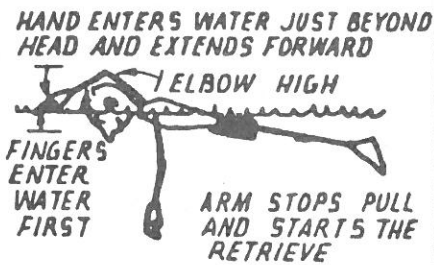
# AMERICAN CRAWL STROKE

## LEGS FLUTTER KICK

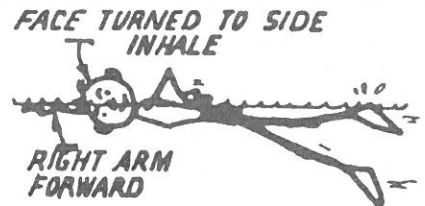


NOTE : KICK IS EXECUTED  
BY KICKING FROM HIP.  
USE 6 KICKS, 3 KICKS  
PER FOOT PER OVER  
ARM MOVEMENT

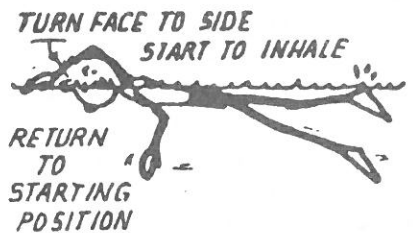
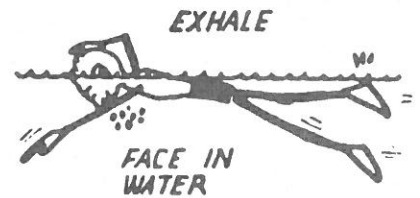
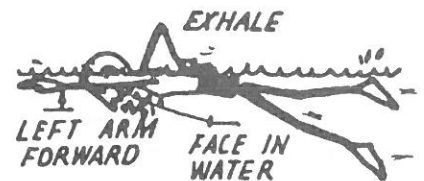
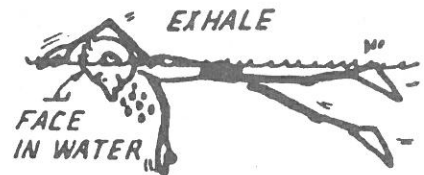
## ARMS OVER ARM PULL



## COMBINED

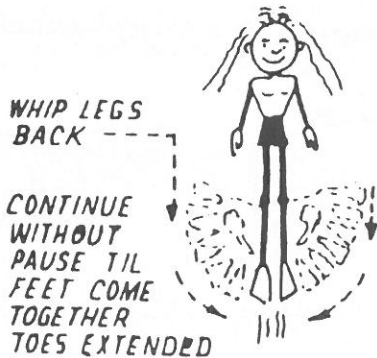
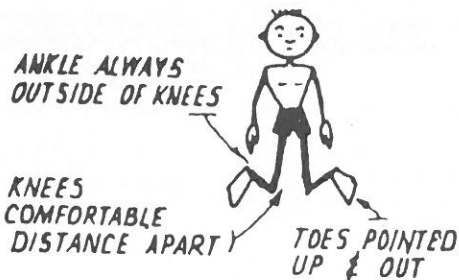
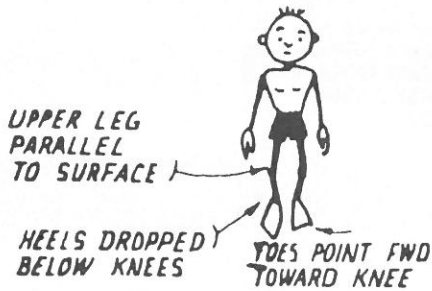
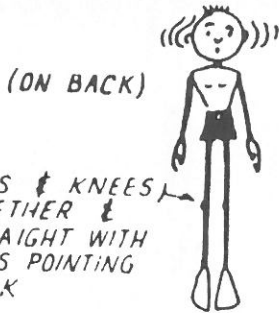


START TO EXHALE AS SOON AS  
INHALE IS COMPLETE

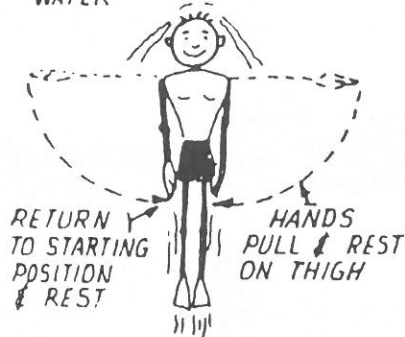
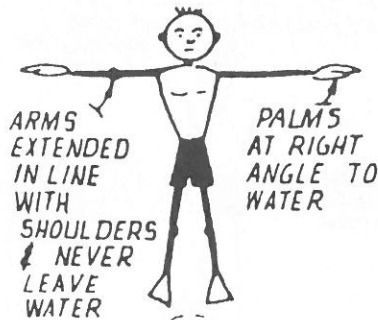
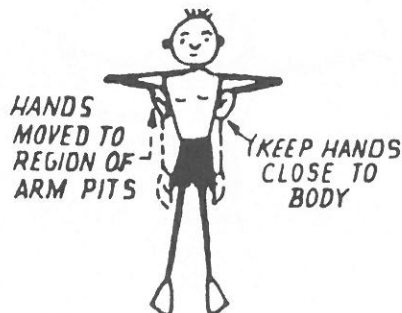
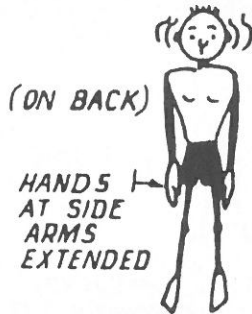


# ELEMENTARY BACK STROKE

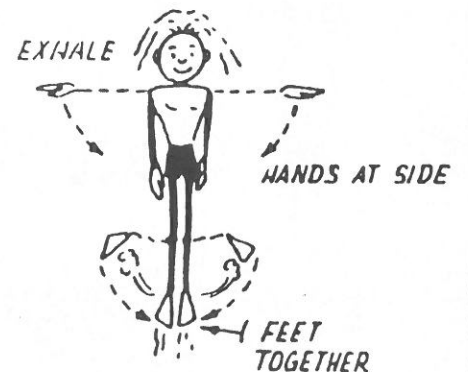
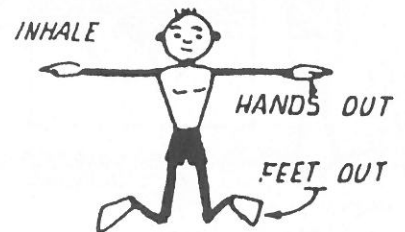
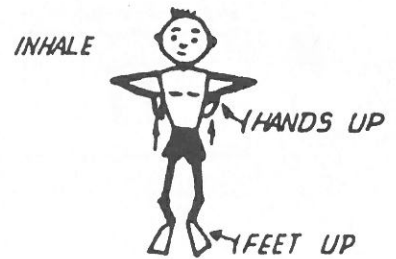
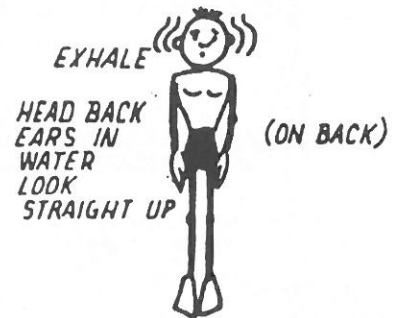
## LEGS WHIP KICK



## ARMS

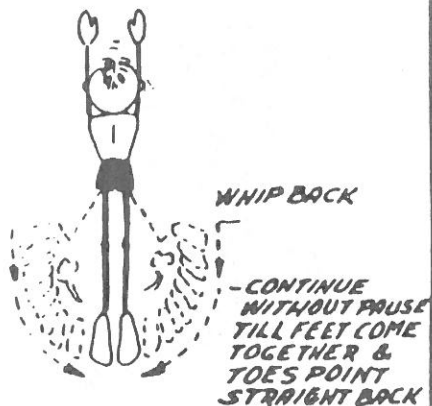
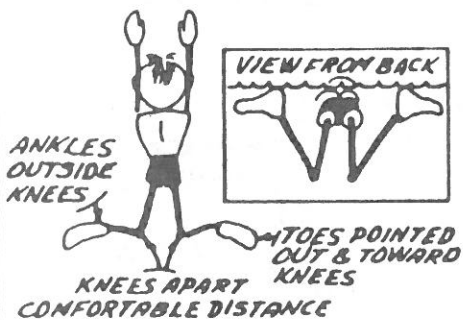
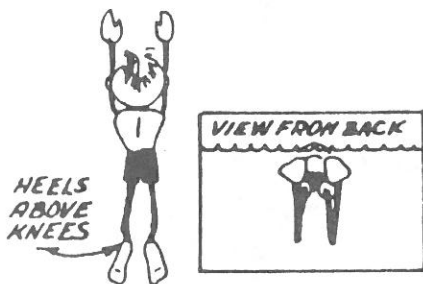
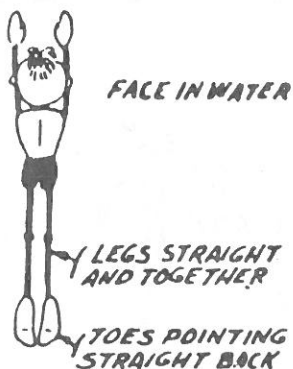


## COMBINED

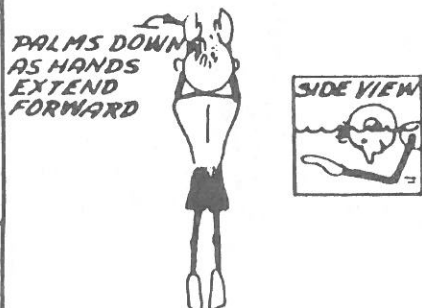
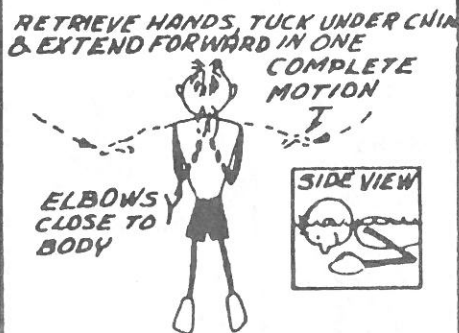
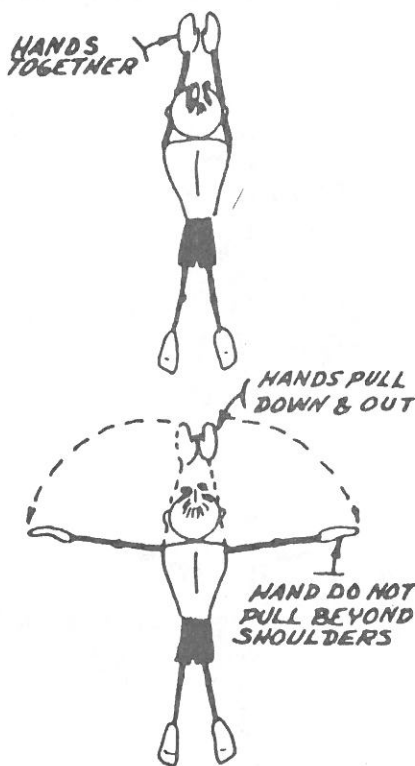


# BREAST STROKE

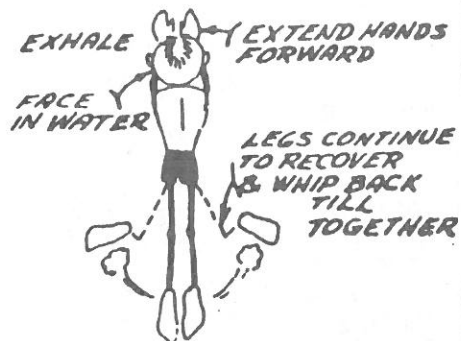
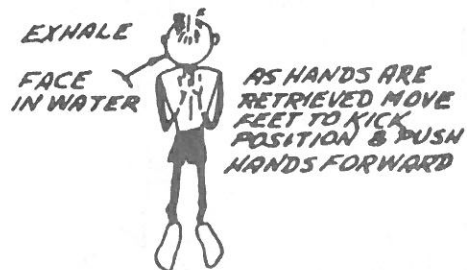
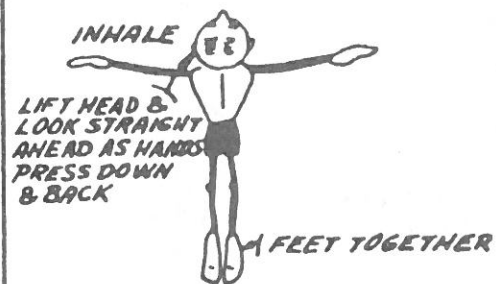
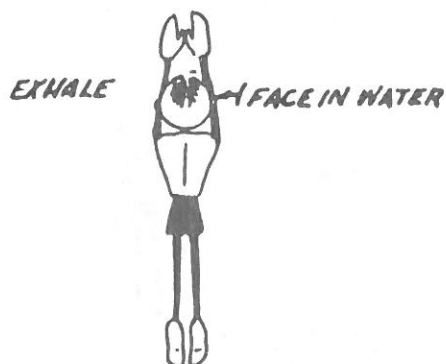
## LEGS



## ARMS



## COMBINED



# SIDE STROKE

## LEGS SCISSOR KICK

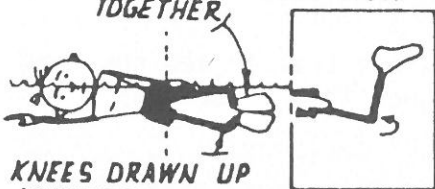
GLIDE POSITION

FEET TOGETHER



TOES POINTED & STREAMLINED

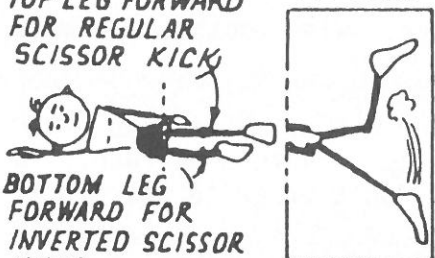
FEET TOGETHER TOP VIEW



KNEES DRAWN UP AS THOUGH IN A CROUCHING POSITION WITH HEELS IN LINE WITH TRUNK OF BODY

TOP LEG FORWARD FOR REGULAR SCISSOR KICK

TOP VIEW



BOTTOM LEG FORWARD FOR INVERTED SCISSOR KICKS. (RESCUE STROKE)

LEGS MOVED TO STRETCHED POSITION AS THOUGH RUNNING



STOP LEGS WHEN FEET COME TOGETHER

FEET ARE WHIPPED TOGETHER & STREAMLINED

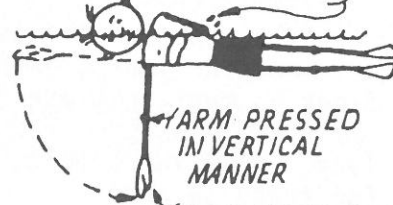
## ARMS

HAND RESTS ON THIGH,



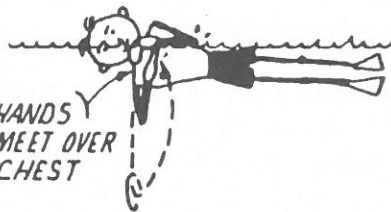
ARM EXTENDED PARALLEL TO SURFACE IN LINE WITH BODY

HAND REMAINS CLOSE TO BODY ON RECOVERY & MOVES TO CHEST POSITION AS OTHER ARM IS BEING RETRACTED,



ARM PRESSED IN VERTICAL MANNER

HAND STOPS PULL DIRECTLY BELOW SHOULDER



HANDS MEET OVER CHEST

HAND PRESSED CLOSE TO BODY PULL DOWN AS OTHER ARM EXTENDS



HANDS RETURNED TO STARTING POSITION

## COMBINED

FINISH EXHALE



EAR & ONE EYE IN WATER

INHALE AS LOW HAND STARTS TO PULL

TOP HAND RECOVERS



LEGS MOVE TO TUCKED POSITION

LOW HAND PASSES

START EXHALE

FEET MOVE TO RUNNING POSITION



HANDS MEET ON CHEST

EXHALE



HANDS RETURNED TO STARTING POSITION

FEET WHIPPED TOGETHER

## DROWNPROOFING

Archimedes' Principle: "When an object is immersed in a liquid the apparent loss in weight of the object is equal to the weight of liquid displaced."

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort.

Knowing how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

Drownproofing is based on the principle that a person who is relaxed in the water will float at, or just below, the surface of the water. No effort is required when floating. But, regular renewals of air are a must and drownproofing includes simple movements so that a regular breathing pattern can be maintained.

Many swimming courses include instruction on "drownproofing".

Remember, don't let the boy try to be a superman! This isn't a test to see how long he can hold his breath underwater. Holding your breath longer than 10 seconds will tire you. The purpose of this float is rest, not exercise.

1. Relax completely. Be lazy. With lungs full, float face down, back of neck on the surface. Rest for three seconds.
2. Get ready to raise face above water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
3. Exhale through your nose as you rise to the surface. With mouth above water, inhale. Your shoulders stay under water.
4. Keep your head straight and push downward with your hands. This keeps your head above water, while inhaling slowly. Don't gulp. There's no rush. In rough water, keep the waves at your back, so they don't break in your face.
5. With lungs full, drop head forward and thrust downward and backward with arms and legs.
6. Hold your breath. Relax. Let arms and legs dangle while you float forward and upward. Practice the "drownproof" float until it's second nature.. 'til you can do it without thining.

SAFE SWIM SPOTS. The best place to swim is one that has qualified lifeguards. If there is not this supervision, always make sure you go with a buddy - never alone.

Weeds: It's pretty creepy to swim through weeds. They can get tangled in your legs and cause trouble. If you do get trapped in weeds, don't struggle. Take it easy with slow movements to free yourself.

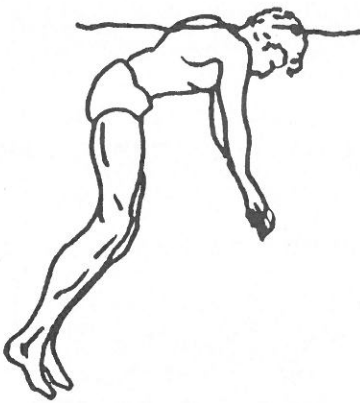
After Dark: Don't do it. Supervision is impossible. If you go under you couldn't be spotted.

Current: Sometimes you run into these in rivers. It's best to stay away from them. But if you're caught in a current, don't try to swim against it. Swim with the flow and diagonally until you reach shore.



**DROWNPROOFING** can save your life -- even if you can't swim!

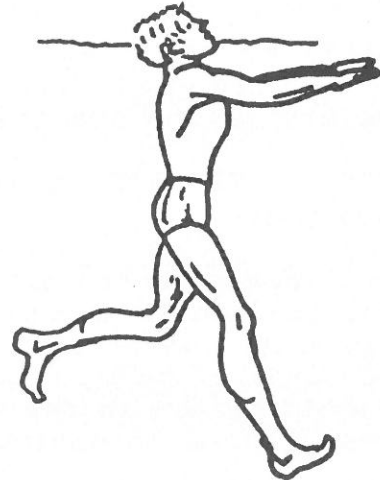
The ability to float motionless, or nearly so, in a relaxed position is an important survival skill which should be learned well and practiced. Drown-proofing takes so little energy that it can be kept up for hours, even in rough water -- provided you don't panic!



With lungs full, float face down, with back of neck on surface.



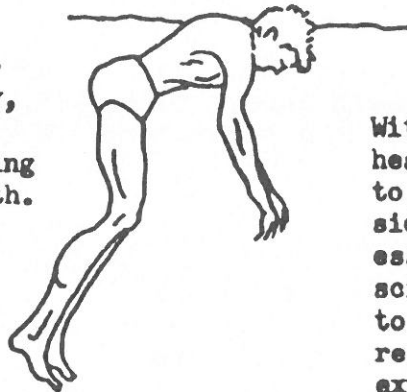
Slowly lift arms and cross them in front of forehead, as if to ward off a blow, get ready for downward thrust.



Exhale through nose while raising head until mouth is in the air, shoulders under water.



With head vertical, thrust downward, gently, with arms while inhaling through mouth.



With lungs full, drop head forward and return to position #1, arms to sides; RELAX! If necessary, use gentle scissors kick to return to surface. Learners rest 3 seconds here, experts 10 seconds.

As you perfect the bobbing technique, practice tilting your body, aiming towards shore and giving frog or scissors kicks, continuing the bobbing actions until you reach safety. If you get tired, go back to the vertical position until you feel rested.

**BOBBING IS DROWNPROOF!**

As a general rule, every boy likes water as long as it isn't in a tub. This badge should be used to get a boy well grounded in the basic water safety procedures. Those "learn to swim" programs sponsored by the Y.M.C.A. and City Recreation Department can be handled on a den basis if proper arrangements are made with the parents and the person doing the instructing.

One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved:

1. **QUALIFIED SUPERVISION:** A responsible adult in complete charge. If he has not had water-safety training, he must have assistants who are trained.
2. **PHYSICAL FITNESS:** Every boy should have a physical examination each year.
3. **SAFE AREA:** Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.)
4. **LIFEGUARDS ON DUTY:** Two who are capable swimmers stationed ashore with life line (such as 100 feet of No. 5 sashcord)
5. **LOOKOUT:** Someone who can see all swimmers from shore.
6. **ABILITY GROUPS:** Divide Webelos Scouts into nonswimmers, beginners and swimmers and make sure each group stays in its area.
7. **BUDDY PLAN:** Pair every boy with a buddy in his own ability group. Make sure each buddy understand that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call "buddies". They check in and out of the water together.
8. **DISCIPLINE:** Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.

REACH

IF THE VICTIM IS WITHIN REACH - EXTEND A POLE OR STURDY STICK FOR HIM TO GRAB AND PULL HIM TO SAFETY. OR USE ANY OTHER OBJECT THAT'S HANDY AND LONG ENOUGH.

THROW

TIE ROPE TO INNER TUBE. THROW TUBE AS A WHEEL ROLLS - LOOP ON END OF ROPE AROUND YOUR WRIST. ALLOW REST OF ROPE TO PLAY OUT FREELY. HOLD ROPE IN ONE HAND - ALLOW PLENTY OF SLACK. THROW INNER TUBE OVER AND BEYOND VICTIM AND PULL HIM TO SAFETY.

ROW

WHEN VICTIM IS FURTHER OUT, USE A BOAT TO SAVE HIM. IN A ROWBOAT, APPROACH HIM STERN FIRST. IN A CANOE, PULL UP SO HE CAN GRASP ITS SIDE. KNEEL IN CANOE.

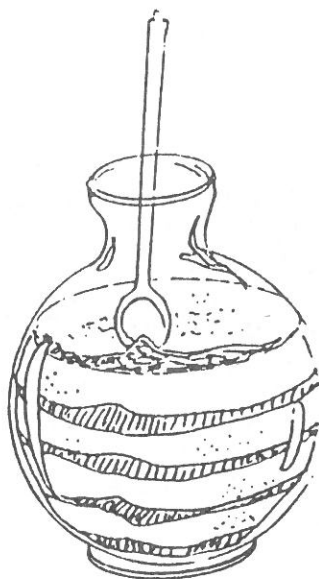
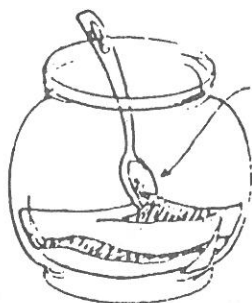
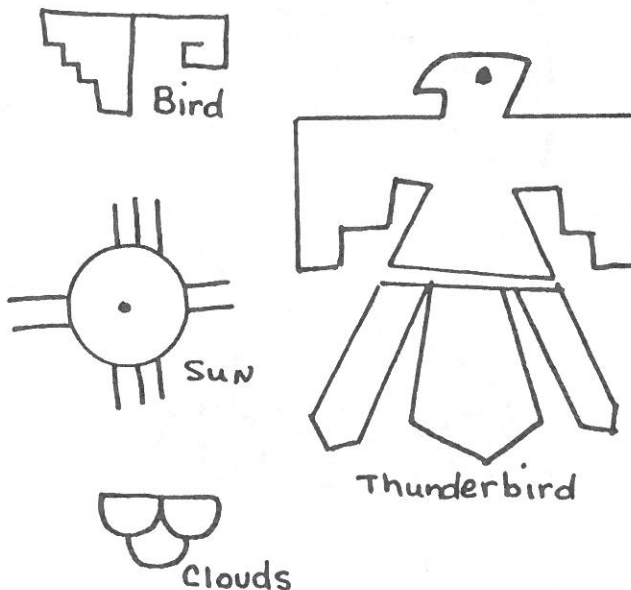
GO

IF THE FIRST THREE STEPS CAN'T BE USED, AND AS A LAST RESORT - SWIM TO THE VICTIM. DO NOT ATTEMPT A RESCUE BEYOND YOUR SWIMMING ABILITY. GET HELP QUICKLY! KICK OFF SHOES - DISROBE QUICKLY, KEEPING YOUR EYES ON VICTIM AT ALL TIMES. JUMP!! DON'T DIVE INTO WATER. CARRY YOUR SHIRT OR A TOWEL IN YOUR TEETH. KEEP YOUR EYES ON VICTIM. FLIP SHIRT OR TOWEL TO VICTIM. TOW HIM TO SHORE WITH IT. IF YOU HAVEN'T EITHER, APPROACH VICTIM FROM REAR - TOW TO SAFETY BY HIS HAIR.



**ARTIST ACTIVITY BADGE**

Not everyone is an artist, nor is it intent that you be an artist to work with the boys on this badge. There will be a dad in the den who has artistic talents. To teach design, you can use many objects found around the house. Plates, cups, bowls, glasses, lids, and tinker toys are just a few of the items you can use. Another way, and one in which most boys have fun making designs, is to use Indian symbols to make a picture.



Salt Scenes

1. Pour salt on paper.
2. Add colored chalk.
3. Pour salt in bottle.
4. Poke holes in layers to make design
5. Seal with wax.

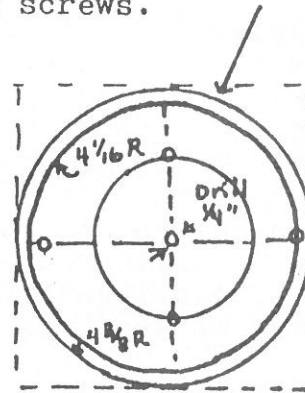
Spin-It Art Wheel

Need:

- File cards
- Assorted watercolors or enamels or silk-screen printing ink
- Plastic squeeze bottles
- 3/4" pine 1/4"plywood
- Two 3/16"x1 " RH stove bolts
- Four 16/24 RH x 3/4" machine screws and hex nuts
- Cardboard box 10"x12"15"
- Kitchen-fan motor (1/100hp, 1500 rpm 115-volt) available at electrical supply houses

To make the art wheel use pine for the base and motor block. Use plywood for the base cleats and faceplate. Use the stove bolts for setscrews. The machine screws and hex nuts are used for paper guides, and the cardboard box is used to enclose the wheel unit and prevent splattering during use.

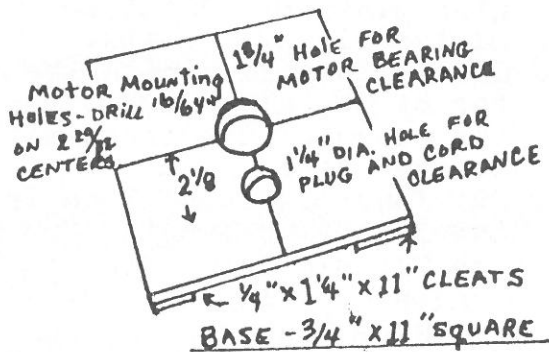
Lay out circles on a 9" square piece of 1/4" plywood. Drill four 1/16" holes for 10/24 R.H. machine screws.



Glue faceplate to motor block-use 1/4" drill shank to line up shaft holes.

Motor Block

Lay out 2 " dia. circle on a 3" square pine block. Drill " shaft hole and the two 9/64" holes for setscrews while square. Then cut out round. Setscrews are 3/16" x1 ". R.H. stove bolts thread directly into wood.



Mount

Mount an unlined 5x8 file card on the faceplate of this Spin-it Art Wheel. Add three or four different color paints or enamels to the file card. Turn on the switch, and in less than a minute, you can create one of the most fantastic designs you've ever seen. You can make hundreds of paintings and no two will ever be exactly alike. But you will have some control of the designs if you vary the number and location of the colors you put on the wheel.

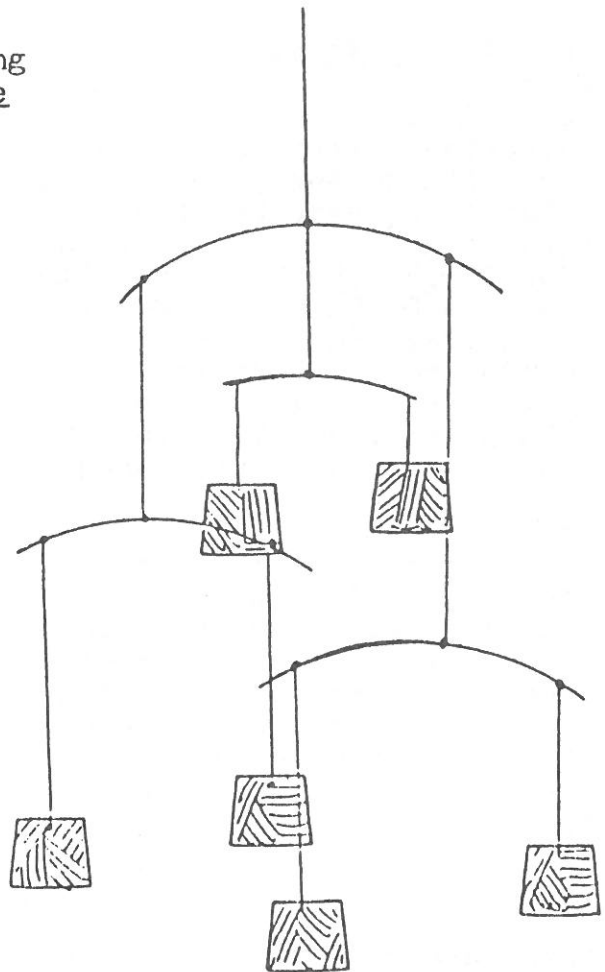
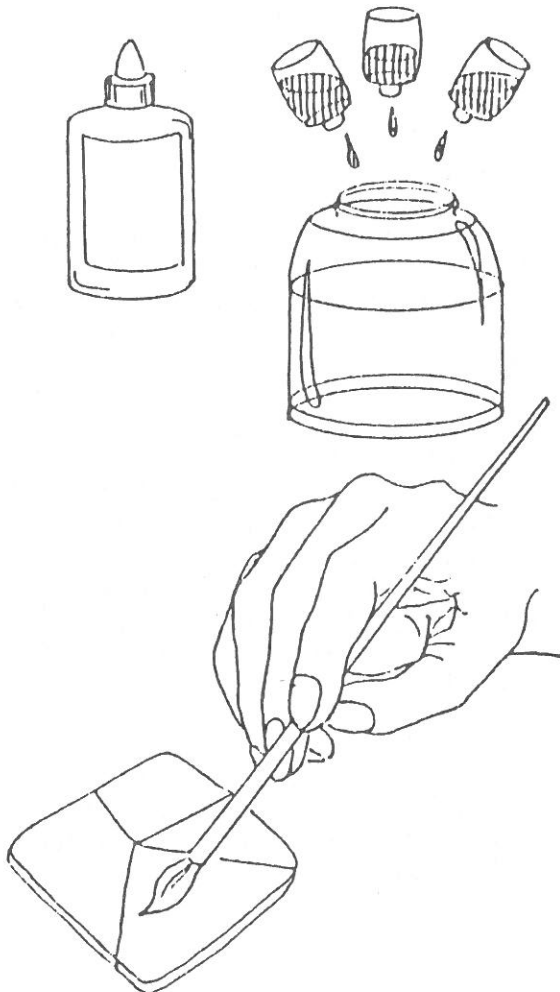
\* Silk-screen inks give the most brilliant flat colors and dry flat without sheen. Enamels dry glossy.

Color Chart for Blending Colors

Desired Color	Drops of food coloring			
	<u>Red</u>	<u>Yellow</u>	<u>Green</u>	<u>Blue</u>
Orange	1	3		
Coral	3	1		
Lime green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

Paint a design on two mirrors, then glue trim around outside edge to hold together. Do not put glue on the back of mirror.

Use graphite on front of mirror and design for transfer. (See Craft Hints for colored glue mixture.)



Stained Glass Mobile

Need:

- Elmer's glue
- Wire
- Pattern
- Cord
- Glass blanks (1"x2" or 2"x4")
- Gold or silver spray paint
- Braid or colored tape
- Colored glue mixture

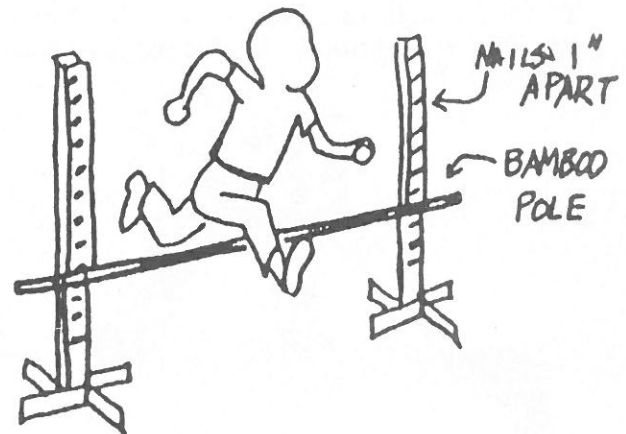
1. Place glass over the design and paint with colored glue mixture. Paint on mixture in even coats.
2. Glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape.
3. Cut four pieces of wire in the following length: One 18" one 9", two 12". Bend each length of wire in a curve and spray paint. Use cord to attach glass pieces to mobile.



**ATHLETE ACTIVITY BADGE**

Most of the requirements for the Athlete Activity Badge can be done before den meetings as a preopening activity. If you spread these out over several meetings, you can be working on other badges at the same time. For example: requirement #5 can be worked on along with the Aquanaut badge; requirement #6 can be worked on along with the Outdoorsman badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.

Make a simple jumping standards like shown below. Adjust height of pole to ability of jumper.

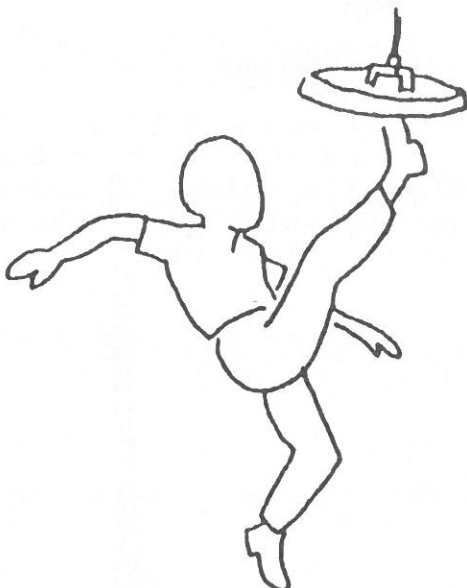


High Jump Test

Tack a yardstick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

High Kick Test

Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



Fitness Progress Chart

Boy's Name \_\_\_\_\_  
 Date: \_\_\_\_\_

Sit-ups # \_\_\_\_\_  
 Pull-ups # \_\_\_\_\_  
 Broad Jmp (Ft. In.) \_\_\_\_\_  
 50-yd Dsh (Sec.) \_\_\_\_\_  
 600-yd Rn (Min.) \_\_\_\_\_

Rating  
 E-Excellent  
 G-Good  
 S-Satisfactory  
 P-Poor

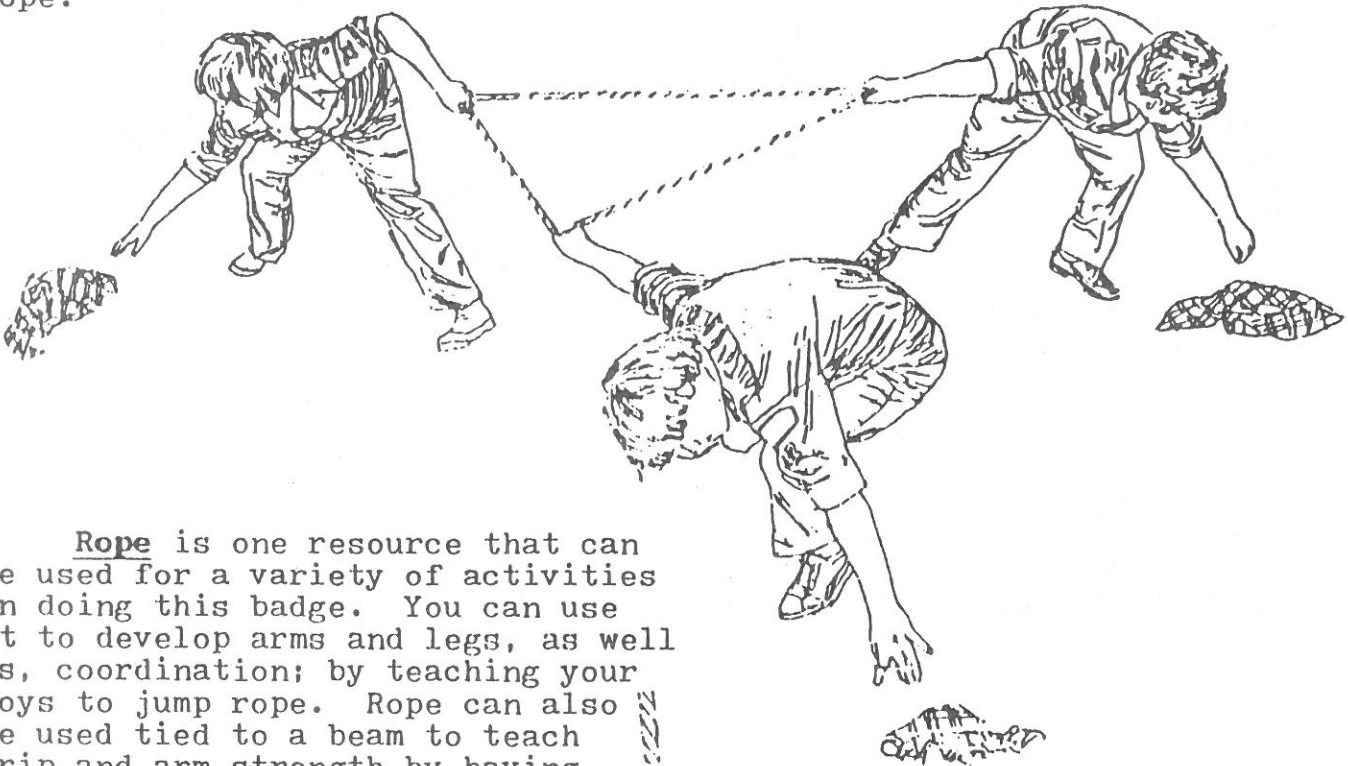
Retest the boys at different times throughout the year. They will be interested in bettering their records. Use the information as a guide.

3 Man Tug-of-War

Take a rope Approximately 5ft. long. Tie a strong knot in the end of it. Have three boys take hold of the rope forming a triangle. Place neckerchiefs or pieces of cloth on the ground just out of reach of each player. On the word "go" each player tries to pick up his neckerchief while preventing the other players from reaching theirs. He has to do this without letting go of the rope.

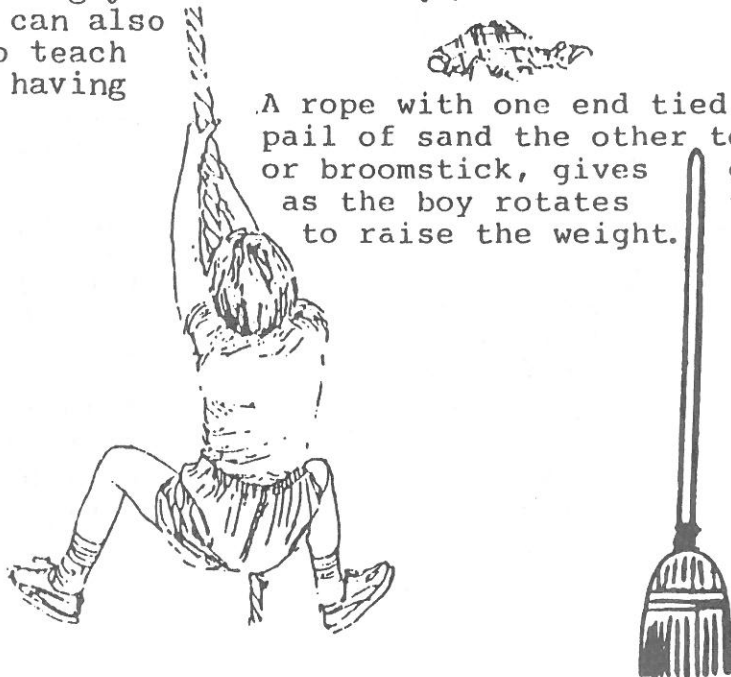
Tug-o-War

This activity is good exercise. It will help develop muscles in the shoulders, legs, back, arms, and stomach. Divide the den and have a contest with another den.



Rope is one resource that can be used for a variety of activities in doing this badge. You can use it to develop arms and legs, as well as, coordination; by teaching your boys to jump rope. Rope can also be used tied to a beam to teach grip and arm strength by having the boys climb it.

A rope with one end tied to a pail of sand the other to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.





ATHLETE  
SCOREBOARD

DO THESE:

1. Explain what it means to be physically healthy.
2. While a Webelos Scout, earn the C u b Scout sports pin for Physical Fitness.

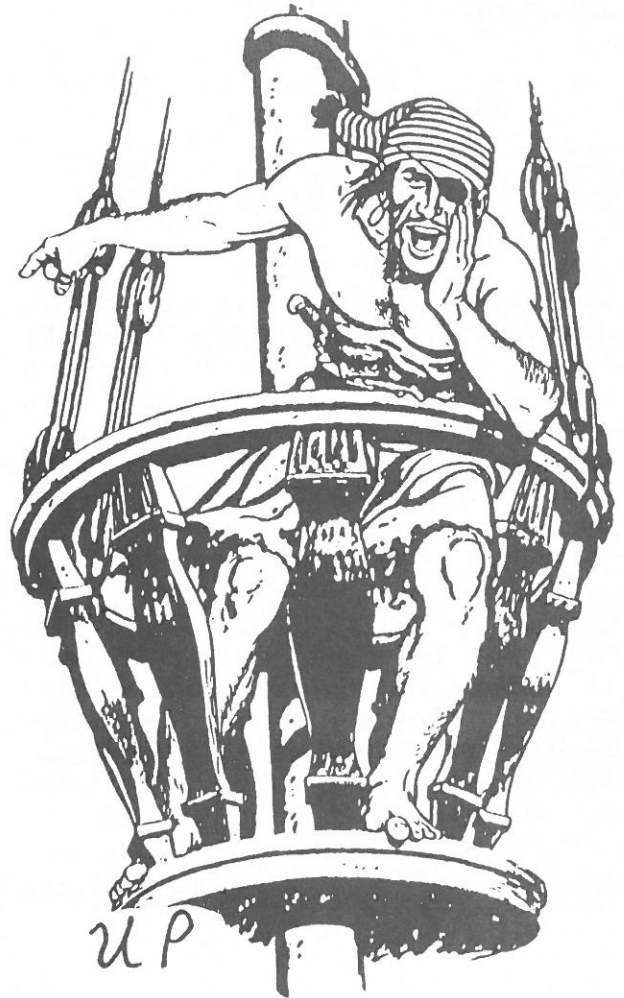
AND DO FIVE OF THESE

3. Lie on your back. Hook your feet onto something heavy or have another person hold your feet to the floor. Do 30 bent-knee situps.
4. Do two pullups on a bar.
5. Do eight pushups from the ground or floor.
6. Do a standing long jump of at least 5 feet.
7. Do a vertical jump and reach of at least 9 inches.
8. Do a 50-yard dash in 8.2 seconds or less.
9. Do a 600-yard run (walk) in 2 minutes 45 seconds or less.

AND DO TWO OF THESE:

10. Develop a family energy-saving plan. Tell the things you did to carry it out.\*
11. Tell what your family does for fun. Make a list of fun things your family might do for little cost. Do one of them with a member of your family.\*
12. Learn how to clean your home properly. Help do it for one month.
13. Show that you know how to look after your clothes. Help with at least two family washes.
14. Help plan the meals for your family for at least one week. Help buy the food. Prepare at least three meals for your family.
15. Take part in at least four family meetings show Cub Scout spirit by doing your best to play your part in the decisions that are made.

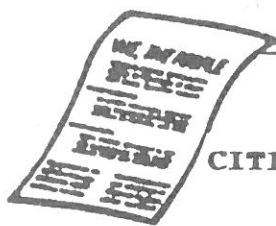
\*Requirements marked with an asterisk are also requirements for the Boy Scout Family Living skill award. By completing all of requirements 1 through 5 and requirement 6 or 7, you will complete all but one of the requirements for the family living skill award. You'll complete that missing requirement when you earn Readyman activity badge.



UP  
WITH  
ATHLETES!

Relieve Muscle Cramps

An amazingly simple technique called "acupinch"-pinching the skin above the upper lip between the thumb and forefinger-relieves the agony of muscle cramps in seconds, say tom team physicians. Doctor Donald Cooper, team physician at Oklahoma State University and the 1968 Olympic team doctor, said he tested the technique on himself, found that it worked, and now uses it on athletes who suffer cramps.



**CITIZEN ACTIVITY BADGE**

The "Our Flag" booklet put out by the Boy Scouts of American is an excellent resource for all kind of flag etiquette. Your Webelos may also write the VA, VFW or AmVets or other military units. Have the Webelos tell or write about it in their own words.

Have your Webelos learn and tell about the history of our flag and how it developed. Have them make a poster with the early American flags and the year they were used. This can make a different yet interesting type of opening ceremony for a pack meeting.

Have your Webelos learn and tell about the history of our flag and how it developed. Have them make a poster with the early American flags and the year they were used. This can make a different yet interesting type of opening ceremony for a pack meeting.

Make a flag holder to properly display a flag at their own home according to etiquette. Or, make flag holders for pack or den flags.

Did you know that to show respect for our flag, you don't have to see it, but you can face the direction you know it to be, salute it, and respond accordingly.

Things the United States Government does to help us:

- Provides a common defense
- Provides old age social security
- Provides laws to govern
- Provides a national currency
- Provides protection against unlawful aliens and unlawful things
- Provides an election process to elect national leadership

Things State and Local Government do to help us

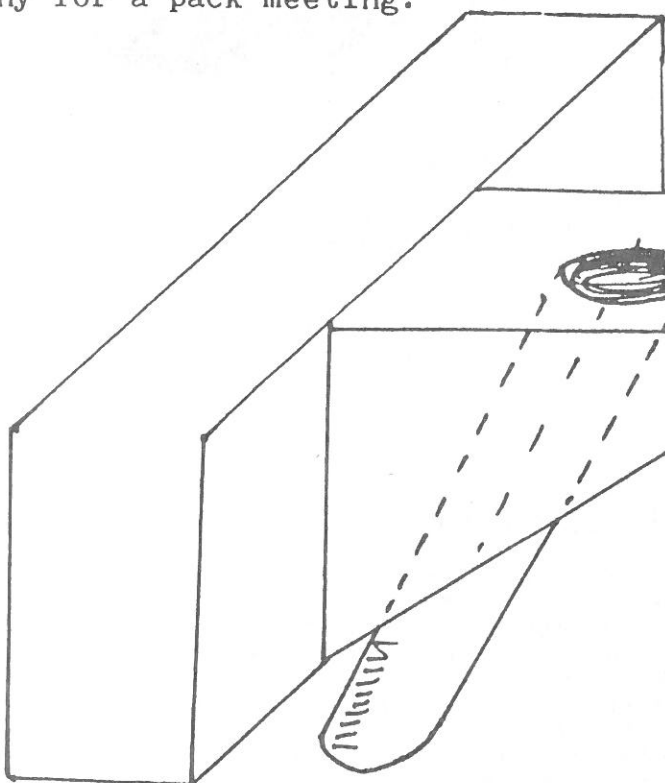
- Provide public schools
- Provide public health clinics
- Provide public roads
- Provide a judicial system
- Provide an election process to elect state and local leadership

Things that you do for your Government

- Pay taxes--Vote--Sit on Juries--
- Serve in Public Office

The reason we have government:

To provide an orderly system of living together, wherein we do not infringe upon each other's rights.



Citizenship Rating Sheet

Ask the boys to rate themselves on their citizenship, using the chart like the one shown below. Rating themselves might have the effect of improving their citizenship traits--or at least their efforts to become better citizens.

Tell the boys that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week.

I will try to rate myself fairly on each of the following traits of good citizenship. I will try to improve myself so that on future ratings I can honestly give myself a higher score.

NAME \_\_\_\_\_

	TRAITS	SCORES		
		DATE	DATE	DATE
1.	I am honest, even in little things.			
2.	I am courteous, loyal and kind to my parents, teacher, and Webelos leader.			
3.	I try to show good sportsmanship.			
4.	My parents and friends can trust me to do what I say I will do.			
5.	I work and play cheerfully with others.			
6.	I always keep my promise.			
7.	I take good care of my own things and things that do not belong to me, such as school books, school property etc.			
8.	I do my best to keep the Cub Scout Promise all the time.			
9.	I always help to clean up after den meetings and when I'm needed in my school classroom.			
10.	I never make fun of people (except maybe kidding around with my friends.			

Total \_\_\_\_\_

Rating Scale: 5=very good, 4=good, 3=fair, 2=poor, 0=very poor

The citizenship rating sheet is merely a guide. Use it or adapt it as you wish. Don't ask to see a boy's sheet. If he wants to show it to you, fine; he may be seeking

approval. If his scores seem out of line with your own observation, gently question him but do not challenge his veracity.

This can be a difficult badge to teach. Boys get enough lecturing at school, so the easiest way to teach (lecture) has to be avoided. Included in this section are five pages which, when copied, will make a ten page booklet and help the boys complete the work for this badge. It is an activity badge which is required for the Arrow of Light Award. It is also a stepping stone to the Citizenship Merit Badges required in Boy Scouts.

Exactly what is citizenship? What does it mean? Where does the word come from?

Citizenship comes from the Latin word "civitas" which means citizens united in a community. Citizenship means full membership of a nation, state, or community--and full membership means taking part in every aspect of the community or nation that is possible.

Citizenship gives you certain rights, and with those rights, certain responsibilities.

#### YOUR RIGHTS AS A CITIZEN:

The right to equal protection under the law and equal justice in court.

The right to be free from arbitrary arrest or search.

The right to equal education and economic opportunity.

The right to select public officials in free elections.

The right to own property.

The right to free speech, press and assembly.

The right of religious freedom.

The right to have a lawyer and a speedy court trial if accused of a crime.

#### YOUR RESPONSIBILITIES AS A CITIZEN:

Obey the laws.

Respect the rights of others.

Keep informed on issues of national and local government.

To vote in elections.

To serve and defend your country.

To assist the agencies of law enforcement.

To practice and teach good citizenship in your home.

You may want to make two large posters--one for rights and one for responsibilities. These could remain posted at your meeting site. While this may be a one-month topic, it needs to be practiced and remembered twelve months of the year.

#### Suggested Den Activities

Have the den select a good turn for school, church or community and plan how to carry it out.

Plan a special good turn for the next pack meeting, such as setting up chairs, welcoming people at the door, clean up, etc.

Visit a local government agency. Find out how it works, what services it provides and how it affects boys and their parents.

Plan and carry out an anti-litter campaign. This could include making post-

ers for displays, litter clean up, making litter bags, a fight against pollution, or collecting items for recycling.

Provide a party or recreational equipment for a children's home.

Work on repairing and painting playground equipment in your neighborhood.

Attend a naturalization ceremony or invite a new citizen to your den meeting to tell what becoming an American means to them.

Visit a court. Ask the judge to talk to the boys about citizenship. Acquaint them with court procedure.

Visit a city council meeting. Obtain an agenda and be familiar with issues to be discussed.

### Citizen Games

Do You Know Your Flag? This is a quiz which can be very tricky.

1. The flag is raised (a) slowly (b) briskly (c) at any speed that is comfortable.
2. If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him. True or False?
3. The flag must never be lowered no matter how bad the weather conditions. True or False?
4. The flag is never allowed to fly after daylight hours anywhere in the world. True or False?
5. When the flag is carried in a procession or on other occasions, it is escorted by an honor guard. True or False?
6. The flag's honor guard walks (a) on the flag's right (b) just behind the flag (c) on either side of the flag.
7. If you are a Cub Scout, Scout or Explorer, you always give the Cub Scout, Scout or Explorer salute to the flag whether or not you are in uniform. True or False?
8. When you carry the flag in a parade with other flags, the U.S. flag must go on the left of and in line with the other flags. True or False?
9. When the flag is hung against the wall, the stars are placed in the upper left corner (as you look at it) when the stripes are horizontal, but in the upper right corner when the stripes are vertical. True or False?
10. The only time a flag is flown upside down is as a signal for help. True or False?

### Answers for the Flag Quiz-

1. (b) briskly. It is a happy occasion.
2. False. The flag is never dipped to anyone.
3. False. The flag is not flown in bad weather.
4. False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night.
5. True.
6. (c) On either side of the flag.
7. False. When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes.

8. False. It is carried on the right of the other flags or at the front of the center of the line of other flags.
9. False. The stars should be in the upper left corner as you look at it (the flag's right) regardless of whether the stripes are horizontal or vertical.
10. True.

Citizen Test- Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, the President, Vice President, Governor or other fitting subject. A correct answer entitles that team to take one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first is the winner.

Scrambled Presidents- Have the boys unscramble names of presidents, such as GINSIHWNOT (Washington) or KOCSANJ (Jackson).

Scrambled Words- Find the following words in the puzzle below. Words may appear diagonally, up, down, across, either forward or backward.

INDEPENDENCE	LIBERTY
BILL OF RIGHTS	JUSTICE
GOVERNMENT	TRUTH
PHILADELPHIA	LAWS
JEFFERSON	FREEDOM
WASHINGTON	CITIZEN

```

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

```

Citizen's Awareness Quiz-Supply paper and pencils to the boys. Explain that to be a good Scout, they should be aware of the people and departments that make their city a nice place to live.

1. Who is the leader of our city? (Mayor, City Manager)
2. Who moves the sick? (Ambulance)
3. What area of town are people dying to get into? (Cemetery)
4. What is black and white and read all over? (Local Newspaper)
5. What department in our city could be called the shockers? (Electrical)
6. Who rides in and out on the big red trucks? (Firemen)

7. What department are the stinkers? (Sewer)
8. What department provides the liquid for the swimming pool? (Water)
9. Who is the big brown bear that protects us all? (Policeman)
10. Who picks up all the animals that roam in the streets? (Animal Control)

### A Boy

*Between the innocence of babyhood and the dignity of manhood, we find a delightful creation called A Boy. Boys come in assorted sizes, weights and colors; but boys have the same creed...To enjoy every second of every minute, and to protest with noise--their only weapon--at their last minute when the adults pack them off to bed.*

*Boys are found everywhere...on top of, underneath, inside of, climbing on, swinging from, running around and jumping to.*

*A boy is truth with dirt on its face, beauty with a cut on its finger, wisdom with bubblegum in its hair, and the hope of the future with a frog in its pocket.*

*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 enthusiasm of a firecracker, and when he makes something, he has five fingers on each hand.*

*He likes ice cream, knives, saws, Christmas, comic books, the boy across the street, water in its natural habitat, large animals, Dad, trains, Saturday mornings and fire engines. Nobody else gets so much fun out of trees, dogs and breezes. Nobody else can cram into one pocket a rusty knife, a half-eaten apple, three feet of string, two gumdrops, six cents, a sling shot, a chunk of unknown substance, and a genuine Super-sonic code ring with a secret compartment.*

*A boy is a magical creature. You can lock him out of your workshop, but you can't lock him out of your heart. You can get him out of your study, but you can't get him out of your mind.*

*Might as well give up--he is your captor, your jailer, your boss, your master....a freckle-faced, pint-sized, bundle of noise. But when you come home with only the shattered pieces of your hopes and dreams, he can mend them with two magic words.....*

*"HI, DAD!"*



**COMMUNICATOR**

**ACTIVITY BADGE**

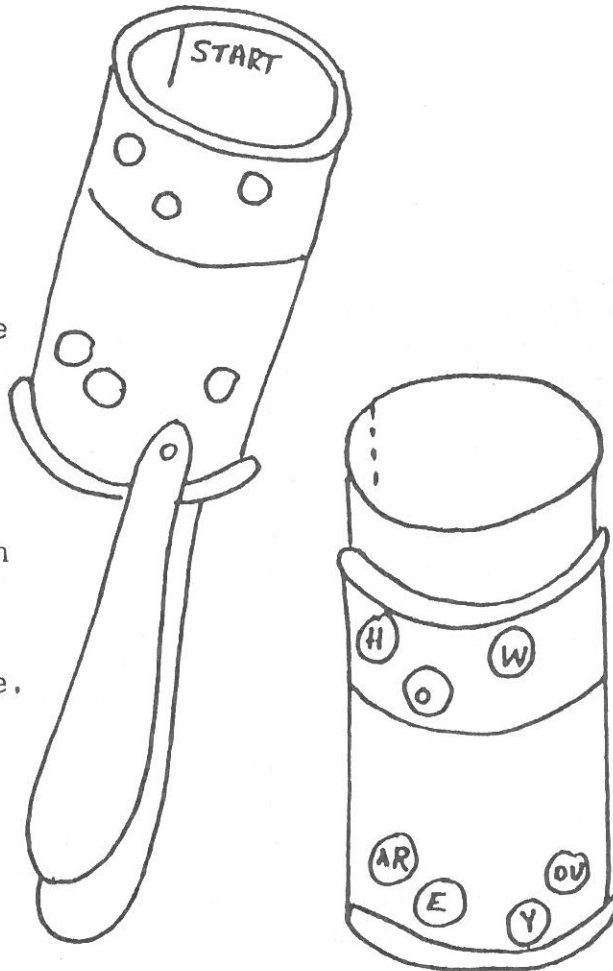
Crypto-Machine

Get two empty cardboard frozen juice cans just alike. Open both ends of both cans. Punch holes in cans with a paper punch in the exact same places in both cans.

Put a piece of paper in one can making sure it fits exactly. Write a message thru the holes. Mark the paper and can with a starting place. Then mark the other can with the same starting place.

Take the paper out and fill in the spaces between the message with extra letters.

Give the second can to a friend and explain how to find the message. Then only you two know how to send messages by the crypto-machine.



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

[SECRET CODE]

THE CREE ALPHABET

▽	△	▷	▽	∨	∧	>	<	∪	∩	▷	◁		
A	B	C	D	E	F	G	H	I	J	K	L		
7	∩	∪	∩	9	P	d	b	7	∩	J	L	4	W
M	N	O	P	q	R	S	T	U	V	W	X	Y	Z
→	6	5	e	4	7	∩	4	c	b				
1	2	3	4	5	6	7	8	9	10				



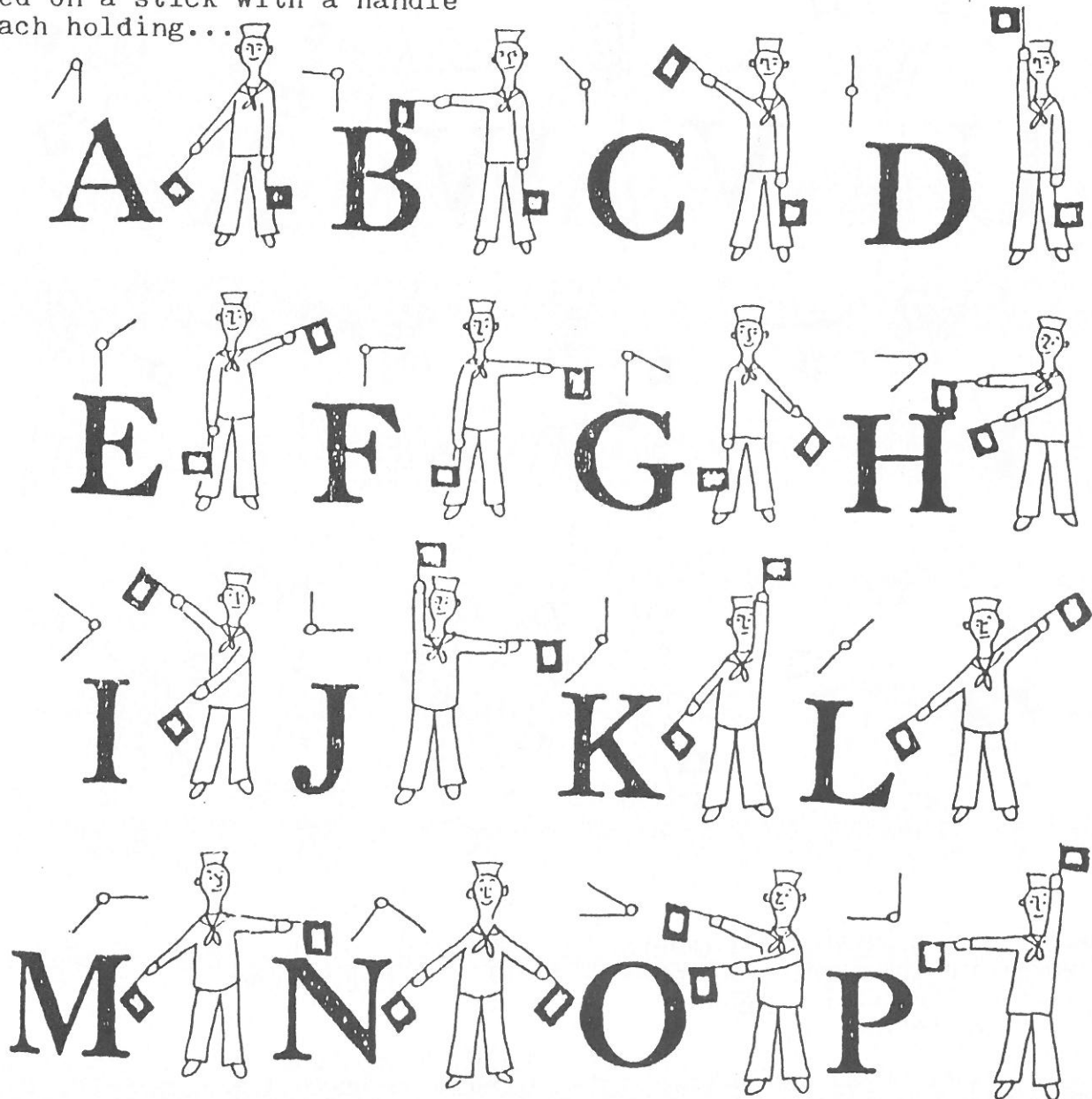
Semaphore

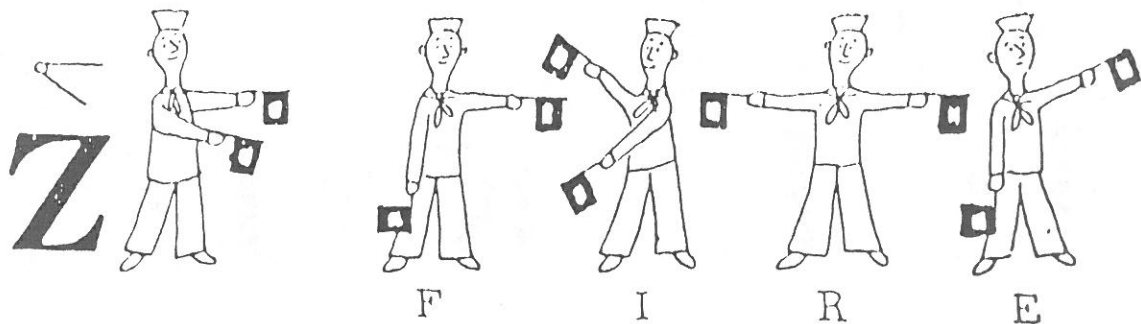
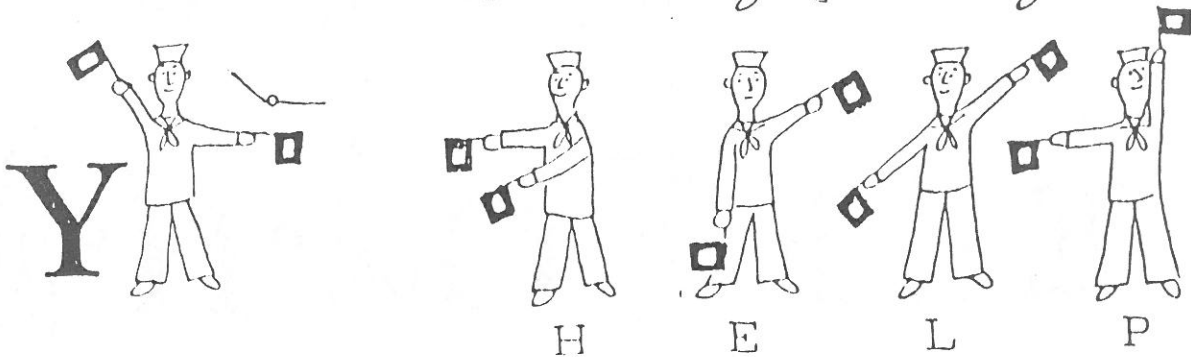
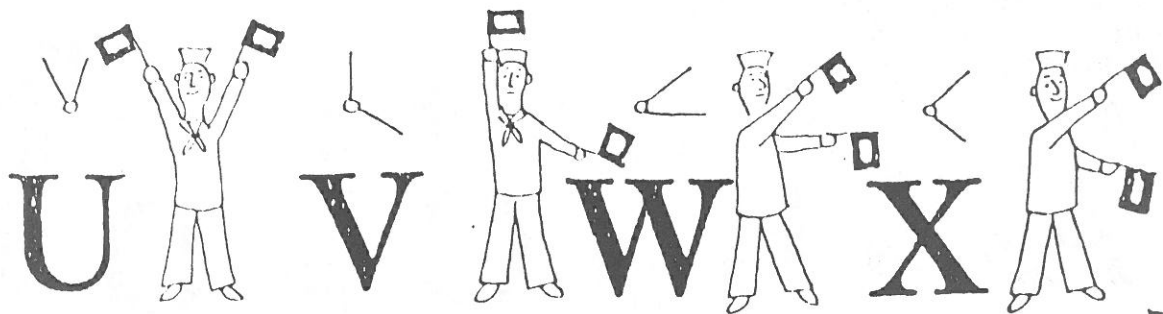
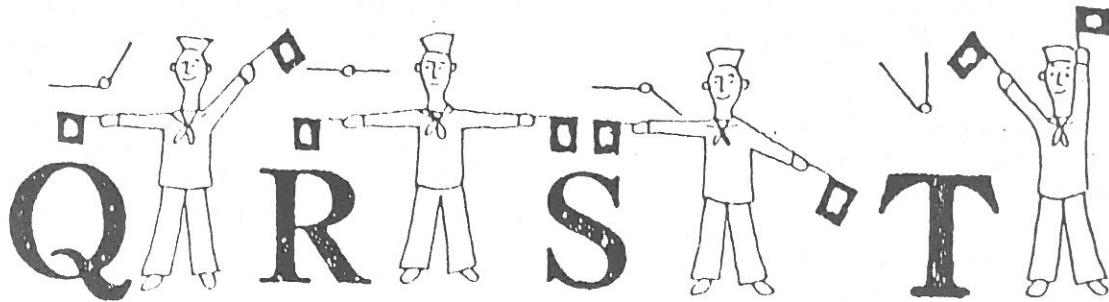
Semaphore is a method of sending messages from one ship to another by the sailors positioning flags to form a letter. Below are the positions for each letter. By adding one, two, or more letters, a word can be formed. Then forming several words, messages can be sent and received.

Try an opening. Make it simple using these flags. Inform audience what each letter is. Try a skit. Try a closing. Just try-try-try.

Try an opening. Make it simple using these flags. Inform audience what each letter is. Try a skit. Try a closing. Just try-try-try.

Make a set of semaphore flags out of paper. They should be red bordered and white inside and wrapped on a stick with a handle for each holding...





NUMeral precedes group of numbers and when group is completed (numbers are spelled out). ANSwer used to acknowledge.

DIRection shows receiver which way sender is facing.

ATTention used as preliminary call. FRONT shows finish of word.

ERROR repeated several times. Sender repeats last group correctly sent.

Old-Fashioned Telegraph Set

Need:

- Two wood blocks      Three screws
- Two wires              Two nails
- Two metal strips cut from a tin can

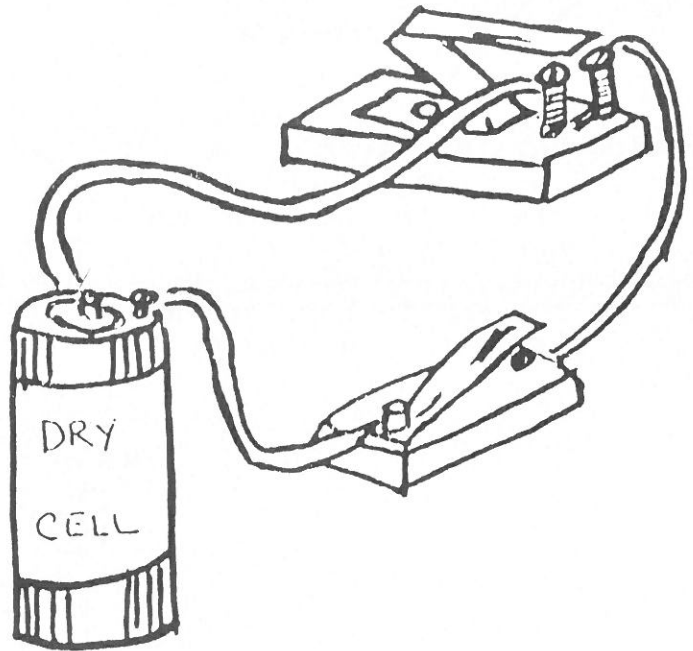
One dry cell battery

Making this set will be a lot of fun and a good way of learning the method of transmitting sounds and impulses.

Assemble as illustrated. Bend the metal "Z" (sounder) so that it attaches itself to the nails when the key is pressed down.

After the boys have completed their old-fashioned telegraph set they can have fun sending messages to each other.

You will also want to find a simple method of teaching them Morse Code.



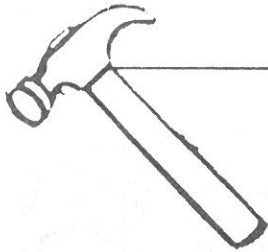
*Cryptopics*

- |           |               |
|-----------|---------------|
| A=        | L=  lamp      |
| E=        | M=  man       |
| I=        | N=  nail      |
| O=        | P=  pick      |
| U=        | Q=  (like K)  |
| B=  bed   | R=  rose      |
| C=  car   | S=  snail     |
| D=  dog   | T=  tie       |
| F=  fish  | V=  valentine |
| G=  girl  | W=  water     |
| H=  house | X=            |
| J=  jug   | Y=  you       |
| K=  kid   | Z=  zebra     |

*Hobo Signs*

- |                            |           |                                     |
|----------------------------|-----------|-------------------------------------|
|                            |           |                                     |
| BE QUIET                   | IN OUT    | GO! MARCH ON!                       |
|                            |           |                                     |
| VERY GOOD                  | DOUBTFUL  | DON'T GIVE UP, DON'T BE DISCOURAGED |
|                            |           |                                     |
| SPOILED                    | NOTHING   | TELEPHONE                           |
|                            |           |                                     |
| RAILROAD                   | JAIL      | TROLLEY                             |
|                            |           |                                     |
| GENTLEMAN                  | DOCTOR    | OFFICER                             |
|                            |           |                                     |
| DANGER                     |           |                                     |
|                            |           |                                     |
| DOG                        | BAD DOG   | YOU MAY CAMP HERE                   |
|                            |           |                                     |
| BE GOOD (RELIGIOUS)        | WEALTH    | KINDHEARTED WOMAN                   |
|                            |           |                                     |
| IF SICK, WILL CARE FOR YOU | SAFE CAMP | BE AFRAID                           |

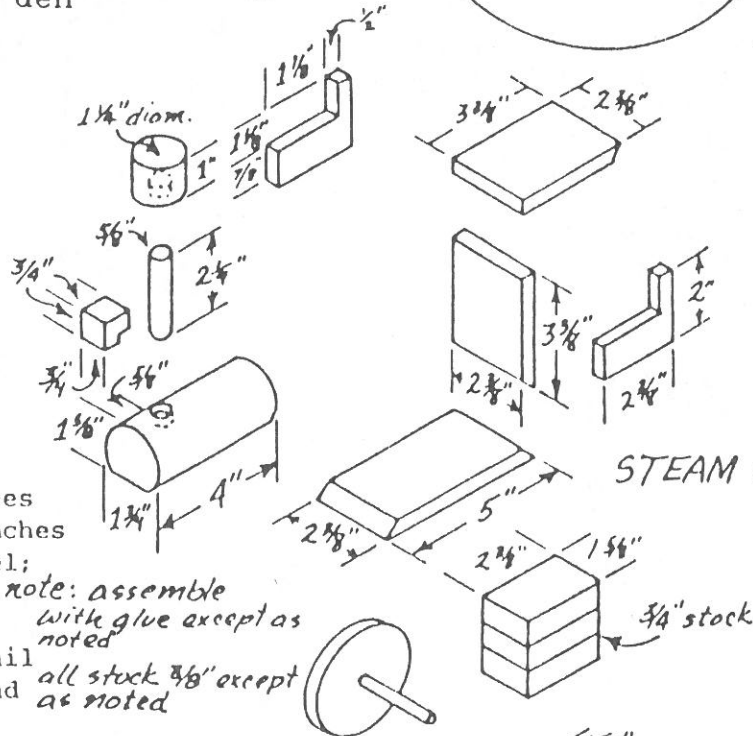
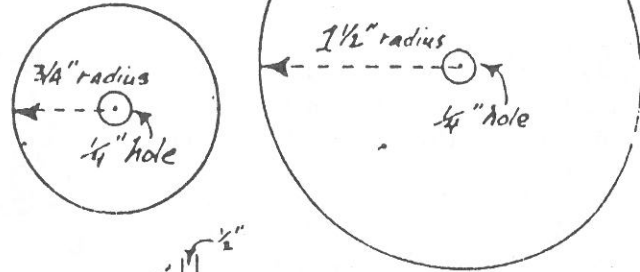
[USE PICTURES TO MAKE UP YOUR OWN SECRET CODE]



**CRAFTSMAN**  
ACTIVITY BADGE

Webelos have a chance to be creative and put to good use some of the tools they learned to use when they were Bears. This creative leaning will be lots of fun for th boys and a unique experience for the den leader.

wheel details



STEAM ENGINE

STEAM ENGINE

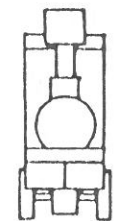
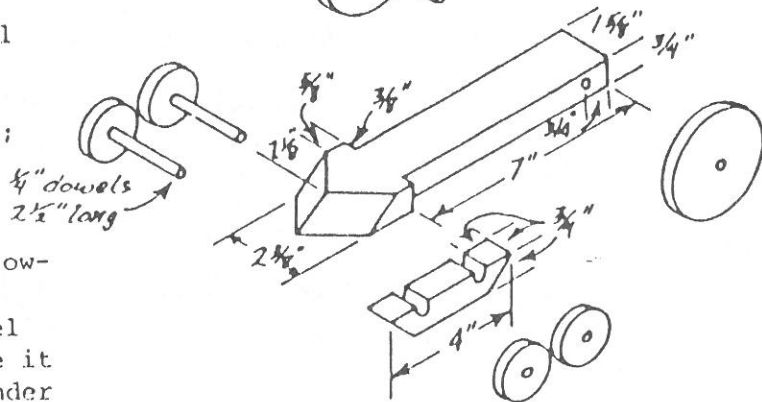
Note: Size is 9 3/4 x 6 x 2 3/8 inches.

Materials: 3/4x2 3/8x20 inches C-select pine; 3/8x3 1/2x26 inches C-select pine; 1/4x9 inch dowel; 5/8x3 inch dowel; 1 inch of 1 1/4 inch diameter dowel; 1 3/4x1 5/8x4 inches of handrail stock; one 1 1/2 inch flat head wood screw; white wood glue; sandpaper; varnish; 0000 steel wool; carbon paper.

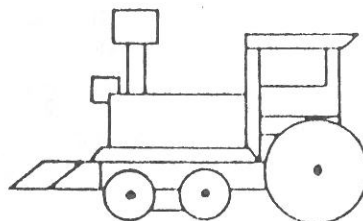
Instructions: Enlarge pattern; Transfer to wood using a soft pencil and carbon paper. Cut pieces.

Assemble train engine by following the exploded isometric drawing shown. Pre-drill wheel carriage, then screw and glue it to the base. Assemble remainder of the train engine with non-toxic glue.

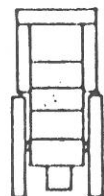
Sand all the edges smooth. Finish with 2 coats of clear varnish. After the varnish is completely dry, buff with steel wool for extra smoothness.



front



side

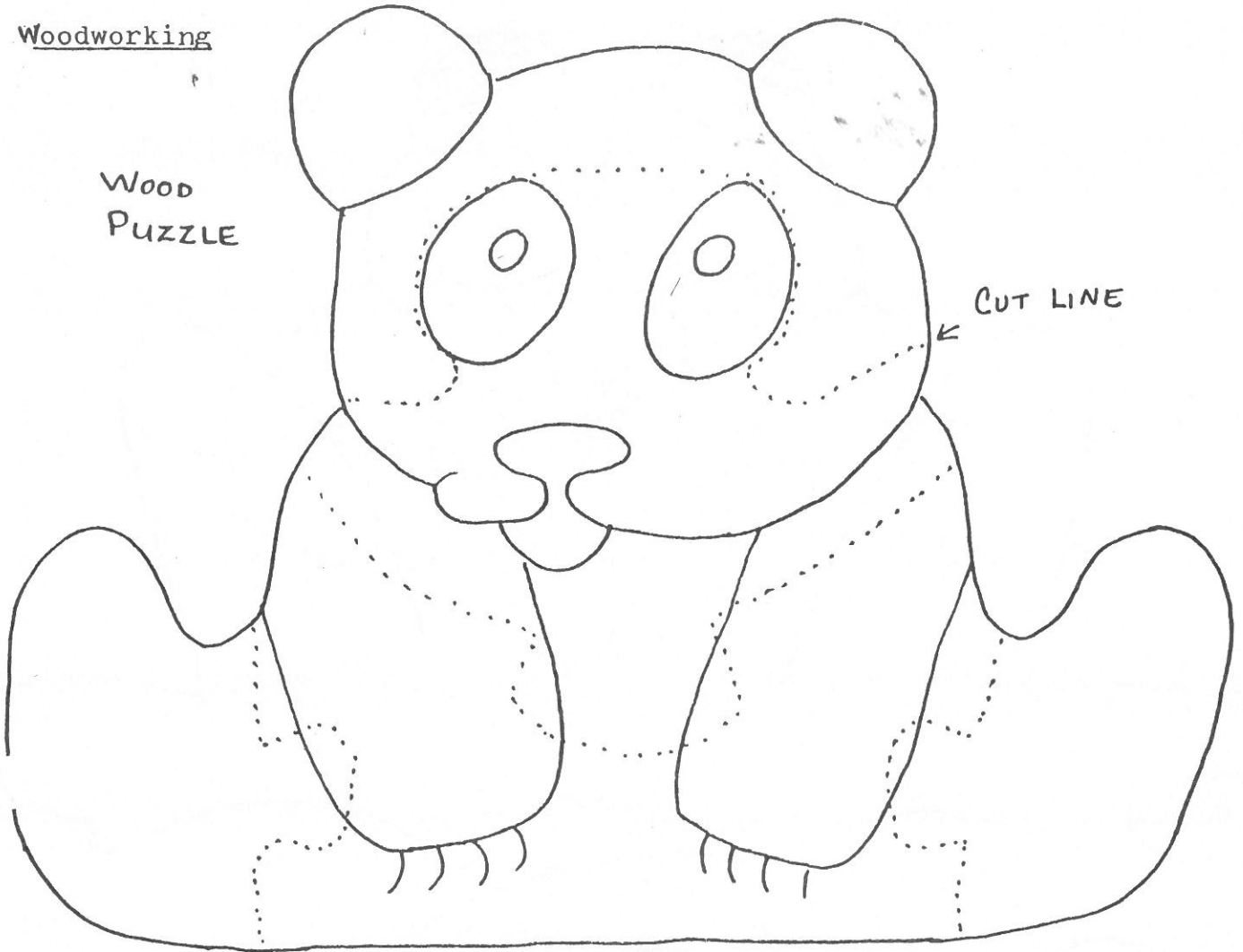


back

Woodworking

Wood  
PUZZLE

CUT LINE



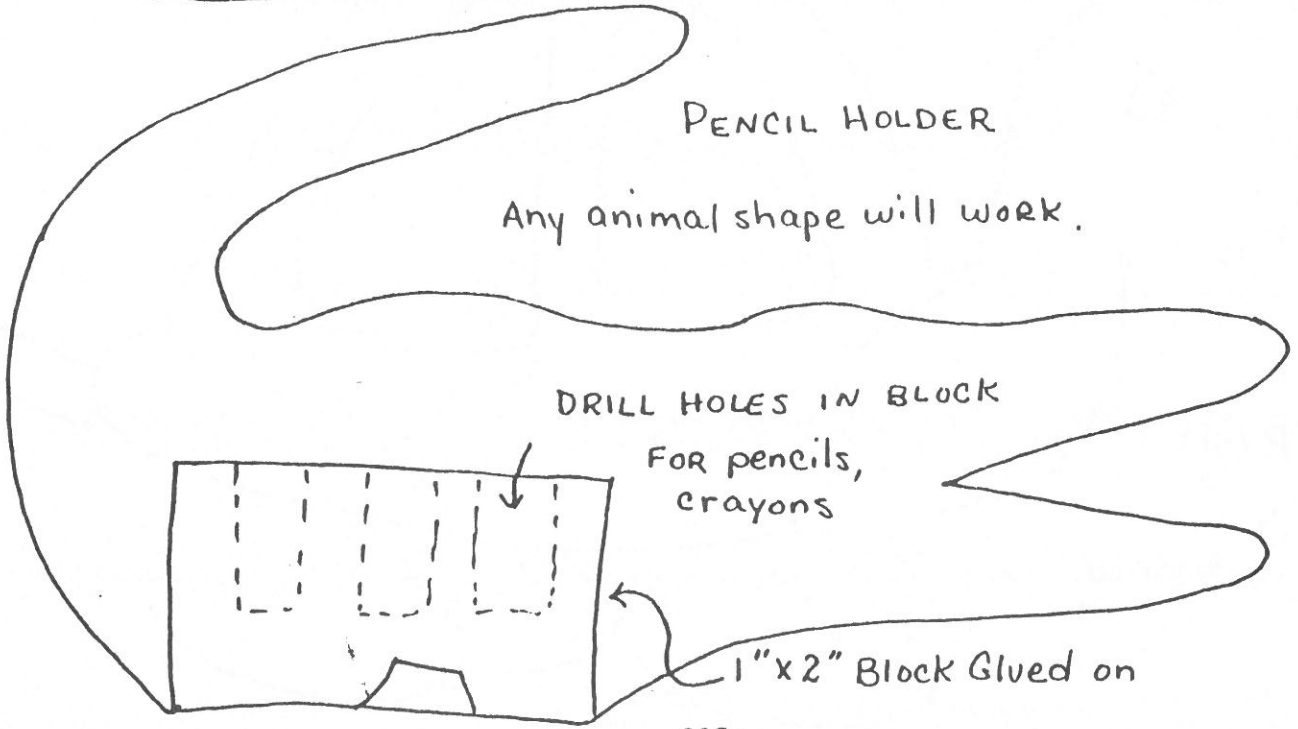
PENCIL HOLDER

Any animal shape will work.

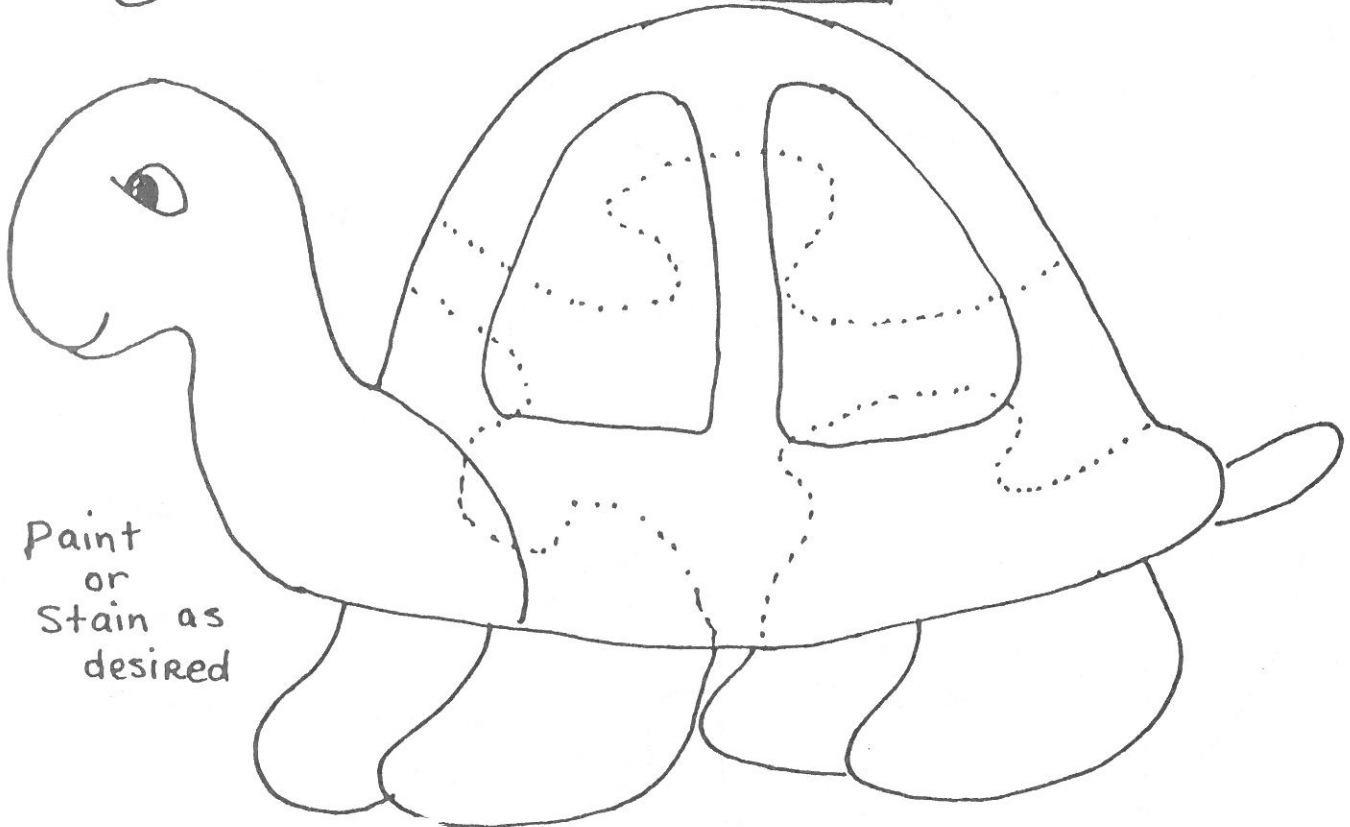
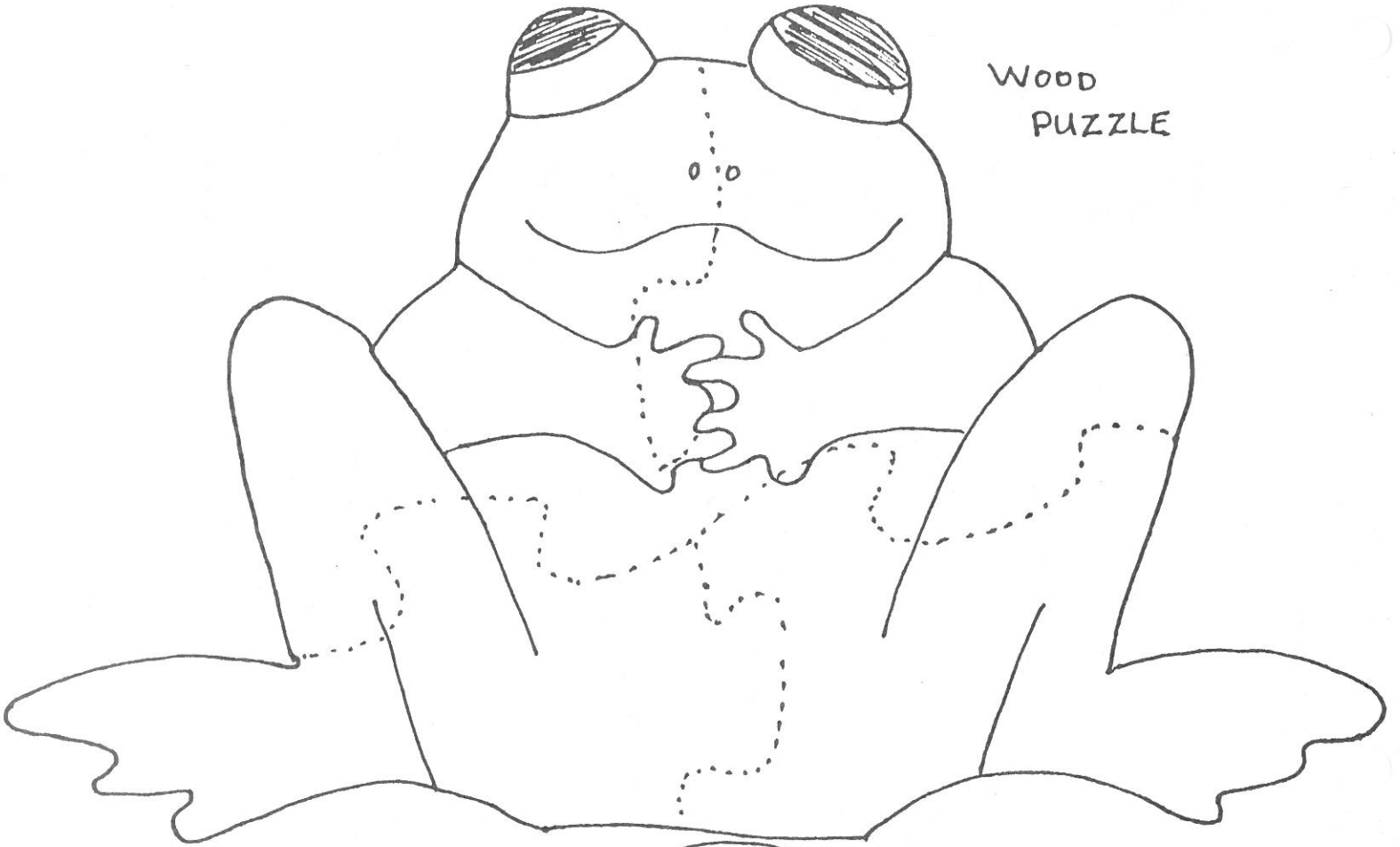
DRILL HOLES IN BLOCK

FOR pencils,  
crayons

1" x 2" Block Glued on

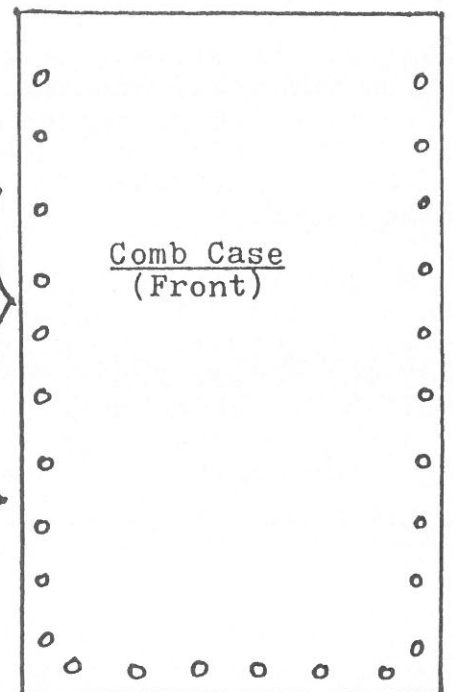
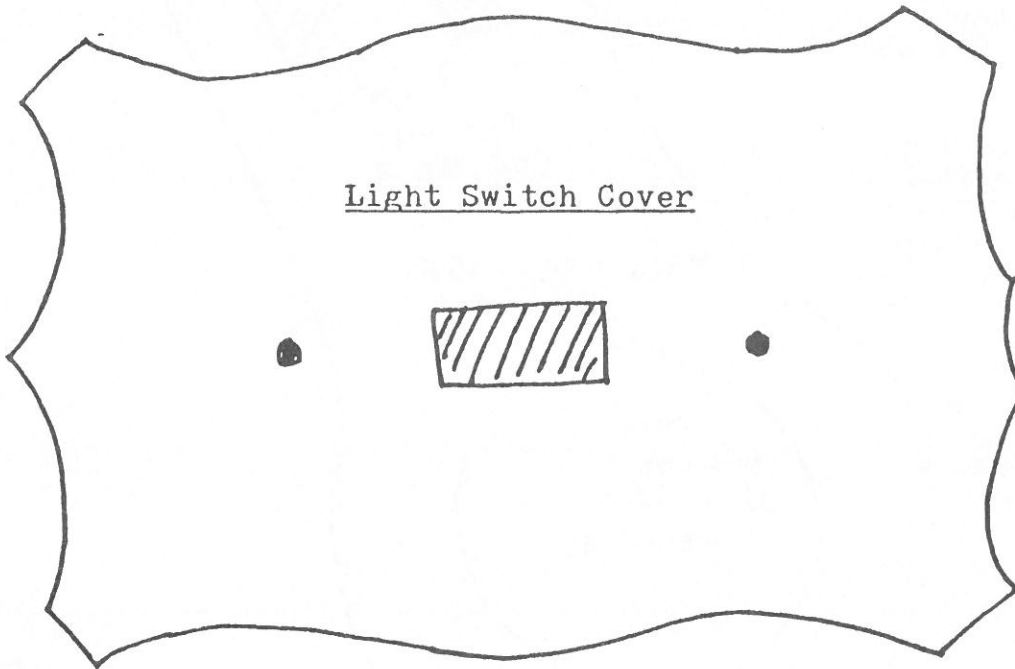
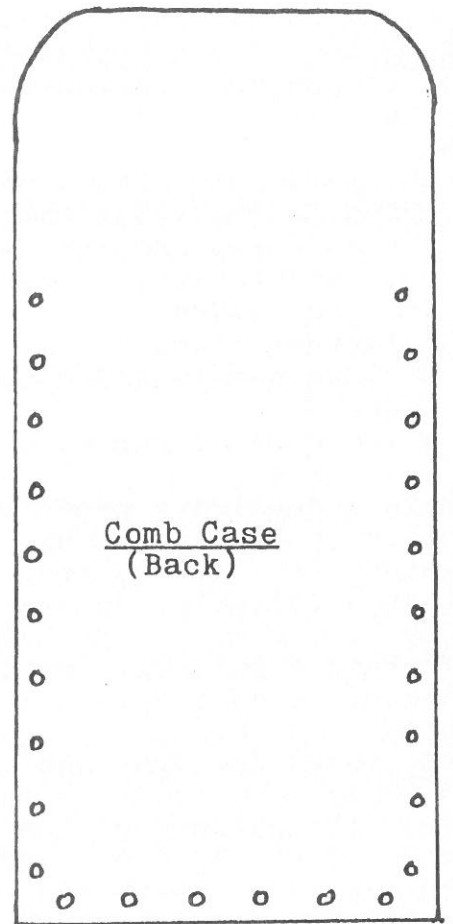
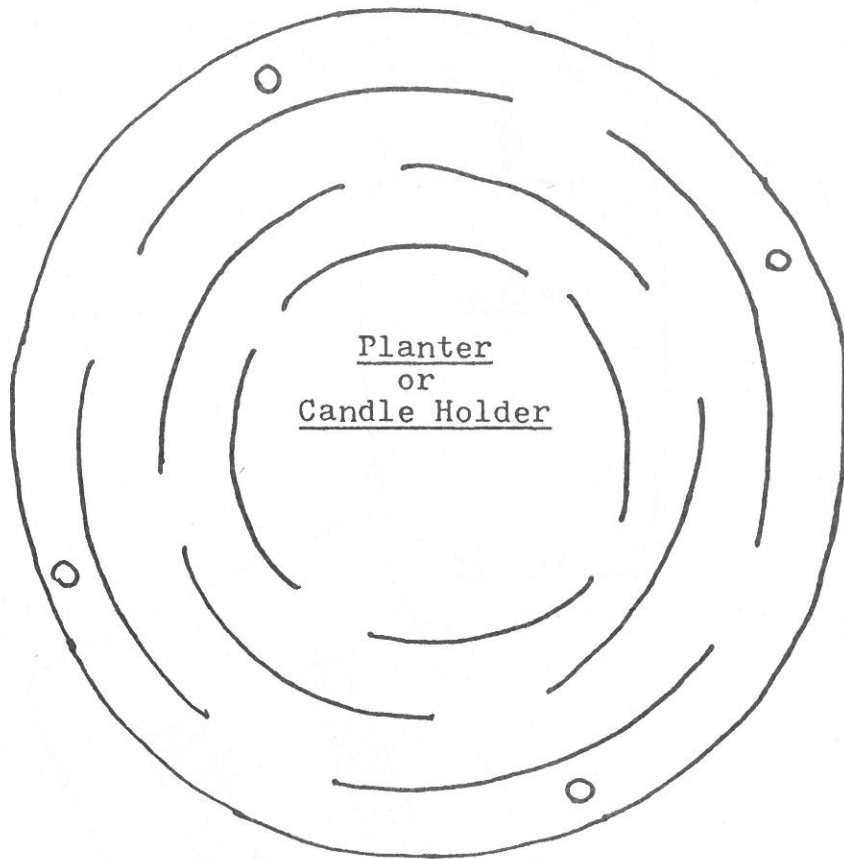


WOOD  
PUZZLE



Paint  
or  
Stain as  
desired

Leatherworking



Leather Key Case

Keys won't wear a hole in the pocket if carried in this attractive case. A leather thong holds the keys inside when not in use.

Need:

- 2 scraps-size pieces of soft, thin leather (such as calfskin)
- 1/4" x 12" strip from the same leather for the thong
- Sharp scissors
- A leather punch
- 2" long needle and button thread
- White glue or rubber cement

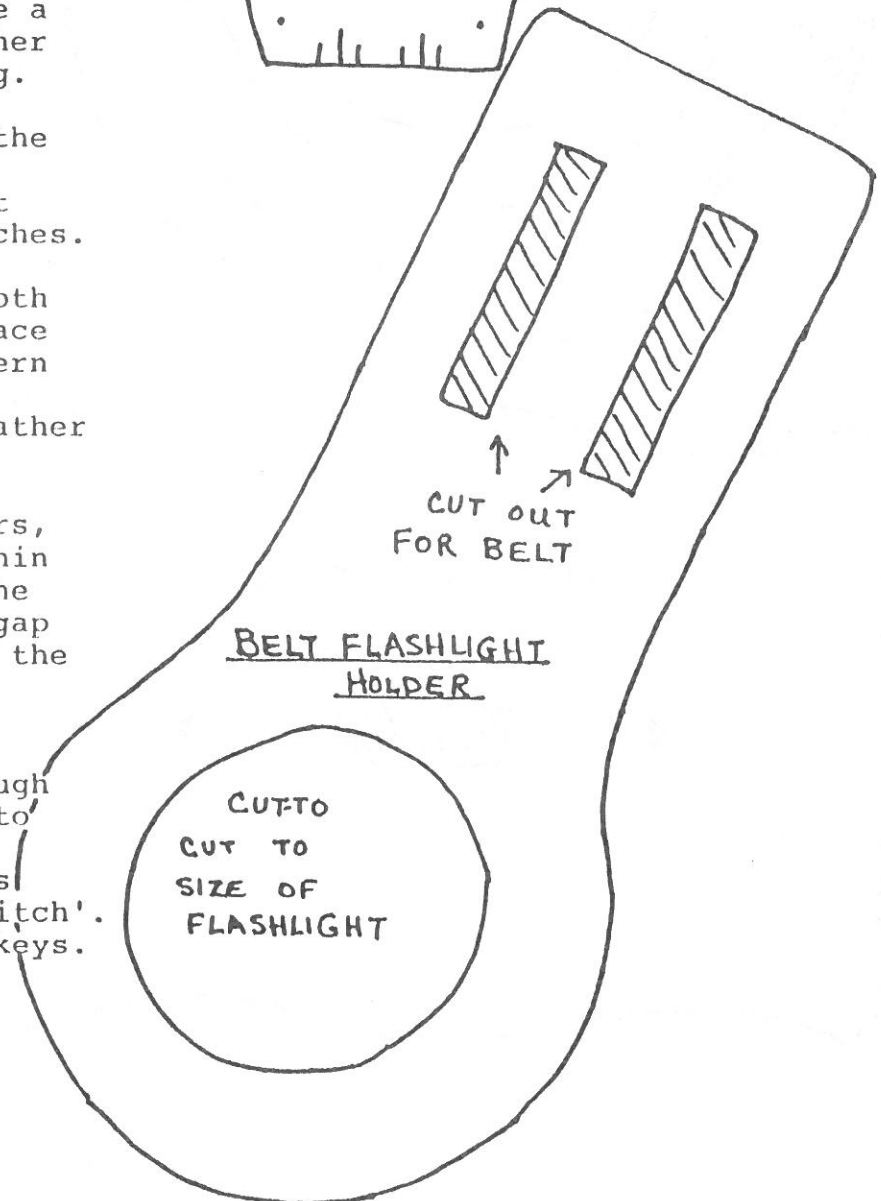
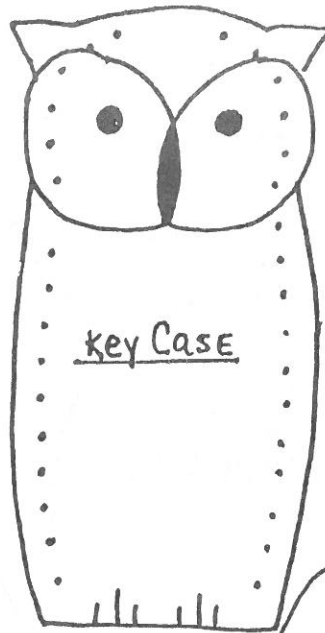
Make a duplicate paper pattern, or cut out the drawing. Use a waterproof laundry pen, rather than a ballpoint for marking.

To make a pattern, cut out the one pictured and fold it in half, lengthwise. Punch out the holes for eyes and stitches.

Tape the pattern on the smooth side of the leather, and trace the outline. With the pattern still in position punch the thread holes through the leather with the sewing needle.

Cut out the owl with scissors, punch the eyes, and run a thin line of white glue around the edges. Be sure to leave a gap in the glue at the top, for the thong slot.

Glue the front onto another larger piece of leather, rough sides together. Then trim to get the double-thick shape. Finish by sewing both pieces together with a 'running stitch'. Then add leather thong and keys.







## ENGINEER

One of the great things about being a Webelos leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass on to your boys. Recruit the help of a father who is an engineer.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems of construction, industry and other areas.

### DEN ACTIVITIES:

1. Arrange for boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Visit the County water works, TV or radio station.
4. Have someone explain how to read topographic maps.
5. Have a builder or carpenter show and explain a floor plan of a house.
6. Make a block and tackle. Be sure to explain its purpose.
7. Make catapults and demonstrate them at pack meeting, shooting candies or marshmallows into the audience for distance.
8. Discuss property lines. Have a surveyor show how property lines are determined and measured.
9. Discuss different type of engineers. If one can visit your den, let him describe briefly what his duties consist of.
10. Have boys collect pictures of bridges and note the differences in construction.
11. Take a field trip to an operating draw bridge, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

### EXPERIMENTING WITH FRICTION:

Materials needed: small wagon, spring scale, hand cream, water

The resistance between two moving objects is called friction. There is more friction between sliding objects than rolling ones. Water is a form of lubrication - it makes surfaces smoother. This reduces the friction produced.

Turn a small wagon over on its top side. Hook the end of a spring scale in the handle and pull the wagon along the sidewalk. How many pounds of force is necessary to move it? Now put a layer of water on the sidewalk. Repeat the experiment. Did it take less force? What does this prove?

## ENGINEER

### CATAPULT: Materials:

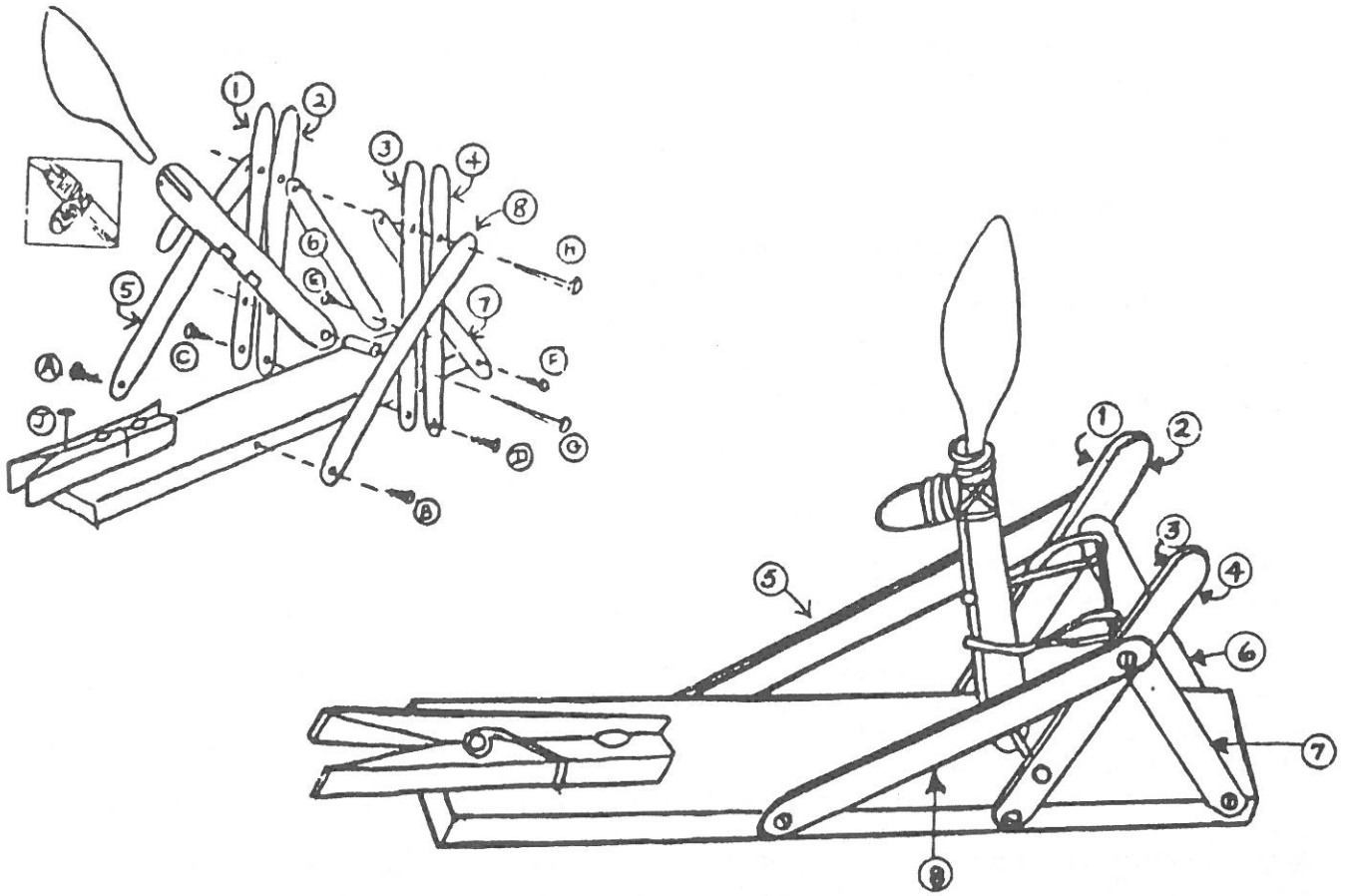
Catapult Arm: 3 popsicle sticks (cut one down to 1-1/4")  
15" piece of strong twine  
1 plastic spoon (cut handle until there is 3/4"  
of handle left on spoon)  
1 rubber band (lightweight)

Catapult Base: Wooden slat 3/8" thick (approx. 1-3/8" x 8-1/4")

Sides: 8 popsicle sticks  
2-2" nails  
2-1/2" pieces of drinking straw  
6-1/2" wood screws

Trigger: 1 clamp clothespin  
1-3/4" nail

Missiles: Clay balls wrapped in foil, sections of cork or marshmallows



## ENGINEER

### CATAPULT INSTRUCTIONS:

1. Assemble catapult arm (popsicle stick with spoon) by gluing two sticks together. Cut out a half-inch slot at one end for the plastic spoon to fit into. At the other end, drill a hole for nail G to go through. Cut a 1-1/4" piece of popsicle stick and glue it to the arm just below the slot. When glue is dry, insert the spoon and wind cord around the arm, spoon, and extending piece of stick. Make two notches a half-inch apart (center them) in the bottom edge of arm.
2. Prepare base and side by drilling holes for nails and screws. Nail holes should be small enough for the screws to go in through the popsicle sticks freely. Drill hole in each side of base for screws C and D, three inches from the end and about 3/8" deep.
3. Sticks 1,2, 3 and 4 each receive 3 holes. These should all be in line with each other. The diagonal sticks 5,6,7 and 8 receive a hole through each end. One hole will be for a screw and the other for a nail.
4. Assemble the catapult by screwing sticks 1,2,3 and 4 against the sides of the base in an upright position. Attach diagonal sticks 5,6,7 and 8 to these sticks with nail H as shown in the diagram. When the bottom ends of the diagonal sticks are positioned against the base, make pencil marks and drill holes in the base for screws A, B, E and F. Screw the ends of the sticks to the base.
5. Loop a rubber band around nail H and slip the bottom end of the catapult arm through the rubber band loops. Insert nail G through the upright sticks and the arm, placing the straw spacers on each side of the arm. Pull down the catapult arm and mark where the extended stick touches the base. Place the jaw of the clothespin on this mark and fasten the clothespin to the base with nail J. Now, fire away!!

Many games can be devised with this catapult: Shoot for distance, into a basket for accuracy, over a string or obstacle, relay where one Webelos catches missiles in a pan and returns them with his catapult, etc.

### USING BALL BEARINGS:

Materials: 2 tin cans with deep grooves around tops (such as paint cans), marbles, machine oil

Set one can down and line the groove around the top with marbles. Now invert the other can over the first so that the marbles fit partly in it grooves, too. Turn the second can. Notice how much more easily it turns than it would if it were resting directly on the other can. You have used marbles in the same way ball bearings are used to reduce friction where one surface rubs against another. What effect does oiling the marbles have on the way the can turns?

## ENGINEER

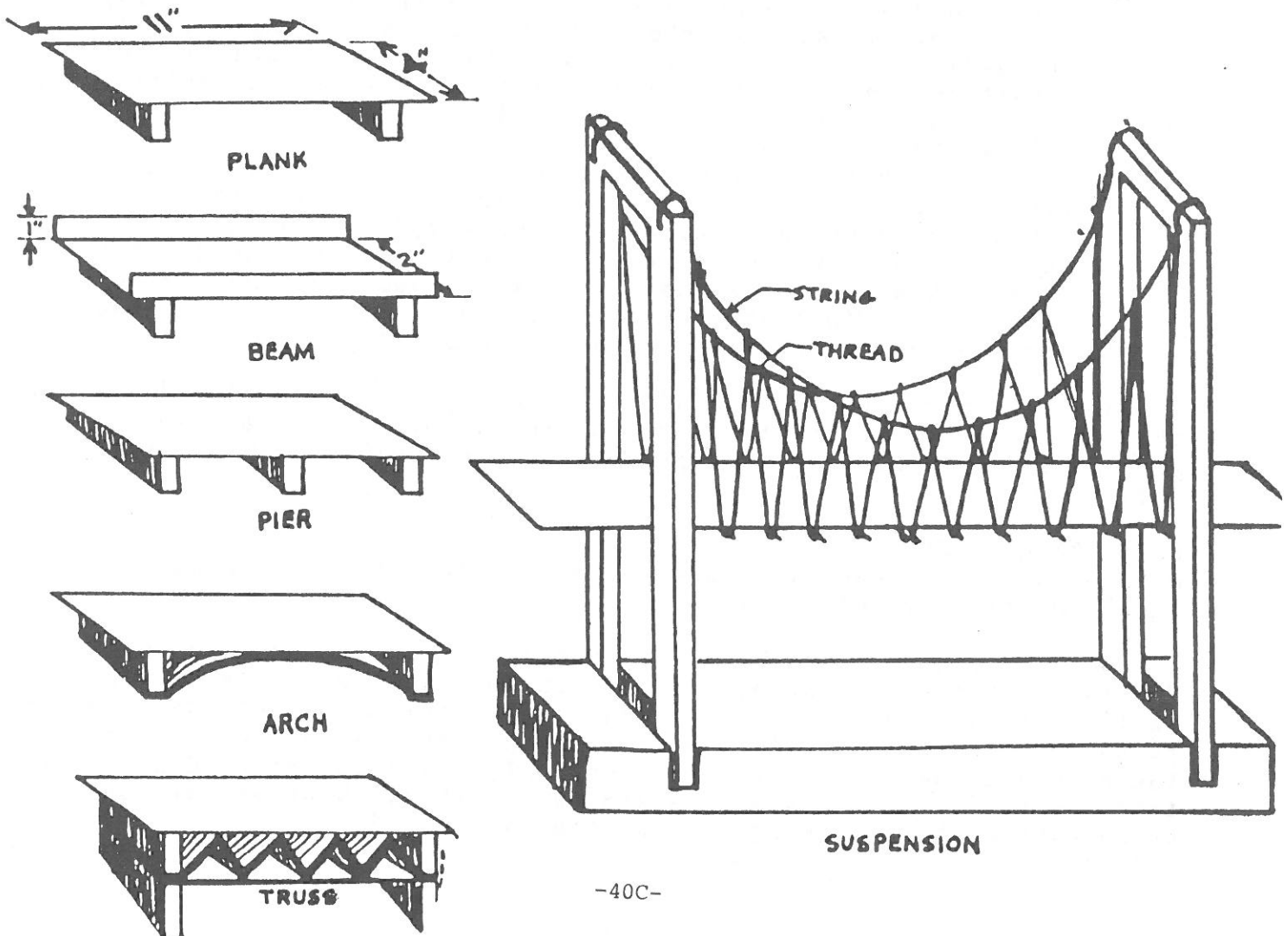
**BRIDGE BUILDING:** Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - and built his bridges of stone and wood. Today, highway and railroad bridges that we see crossing interstate highways, rivers and canyons, are made from steel plates, wire cable, angles, I-beams, H-beams, and concrete.

The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

Don't just draw bridges, build them! A drawing cannot demonstrate the structural strengths and weaknesses of the various bridge types.

To build the bridges, use construction paper or poster board strips. Use building blocks, bricks or whatever for supports. Use toothpicks and thread for suspension bridge.

Using toys cars, pile them on the bridge until they collapse. The boys love to try to bring about the demise of a bridge and are astonished at the strength of the truss and suspension bridges.





**SAVE ME!**

There is little danger of North America running out of water. But there is a danger that we will run short of *pure* water.

You can help prevent this by using only as much water as you need. If you study how you use water now, you will be able to find ways to use less.

## Activity 1 Water you use yourself

Study the two charts below. Then keep this sheet with you for a day. Mark it each time you use water. You can use the back of this paper to do your figuring.

Remember this is an estimate, not an exact measure of how much water you use. Therefore you can use the *average* amount given in the second column when you do your figuring. For example if you get six drinks of water a day, you would estimate  $6 \times \frac{1}{4} = 1\frac{1}{2}$  gallons. (Note: the averages assume you let the water run to get hot or cold. You wouldn't, for example, drink  $\frac{1}{4}$  gallon of water each time you get a drink, but that much would run from the faucet if you let it run to get cold.)

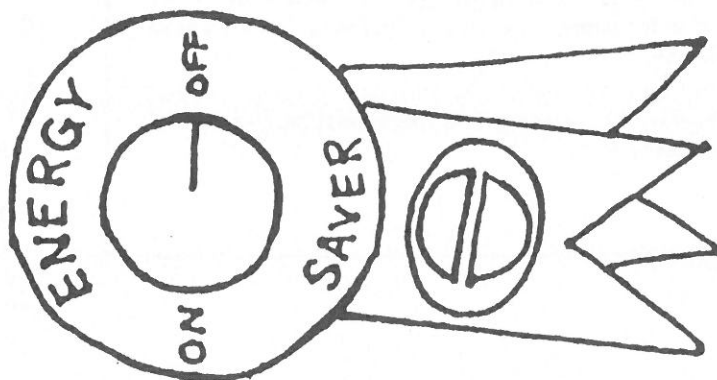
how you use it	average amount for one use	put x below for each use	total
taking a bath	30 gallons		
taking a shower	20 gallons		
flushing a toilet	3 gallons		
washing hands or face	2 gallons		
getting a drink	$\frac{1}{4}$ gallon		
brushing teeth	$\frac{1}{4}$ gallon		
other	you estimate		

### ECOLOGY BADGES

For the many projects done around the house, stick a badge on your chest or your family member.

Others:

- Litter Picker Upper
- Newspaper Recycler



# Your share of your family's water

Some water is used for the good of everyone in your family, such as water for cooking and cleaning. This chart can help you estimate your share of that water. Suppose, for example, that there are five people in your family. If you estimate that water for meals, cleaning and other family uses equals 100 gallons, your share is  $100 \div 5 = 20$  gallons.

how you use it	average amount for one use	put an x for each use	total
washing dishes for one meal	8 gallons		
cooking a meal	5 gallons		
using automatic clothes washer	32 gallons		
Other:	you estimate		

## FAMILY MEMBER SCOREBOARD

### DO ALL OF THESE:

1. Tell what is meant by family, duty to family, and family meeting.°
2. Make a chart showing the jobs you and other family members have at home. Talk with your family about other jobs you may take on for the next 2 months.°
3. Inspect your home and grounds, and make a list of hazards or lack of security that you find. Correct one problem that you found and tell what you did.°
4. Make a list of some things for which your family spends money. Tell how you can help your family save money.°
5. Explain why garbage and trash must be disposed of properly.°

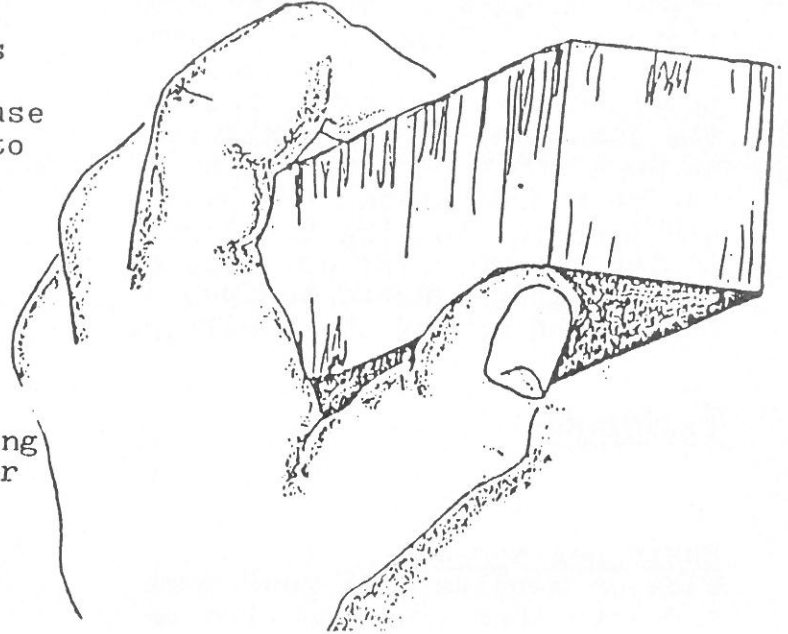
### A BOY

What is the gift you will give your boy?  
 A glamorous game, a tinsel toy,  
 A whittling knife, a puzzle pack,  
 A train that runs on a curving track?  
 A Cub Scout book, a real live pet?  
 No, there's plenty of time for such things yet.  
 Give him a day for his very own--  
 Just your boy and his dad alone.  
 A walk in the woods, a game in the park,  
 A fishing trip from dawn to dark;  
 Give him the gift that only you can--  
 The companionship of his "old man,"  
 Games are outgrown, and toys decay,  
 But he'll never forget if you give him a day.



**FITNESS ACTIVITY BADGE**

Barbells and gym equipment is expensive. Encourage your Webelos to look around the house for things they have on hand to be used for body building and keeping in shape.

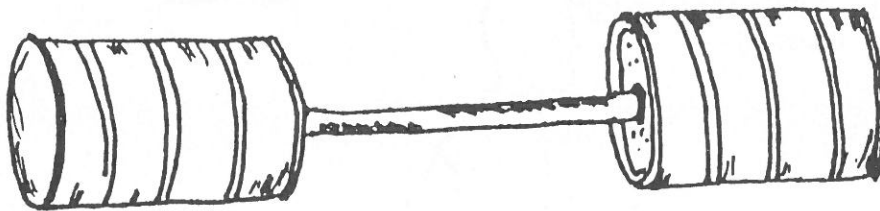
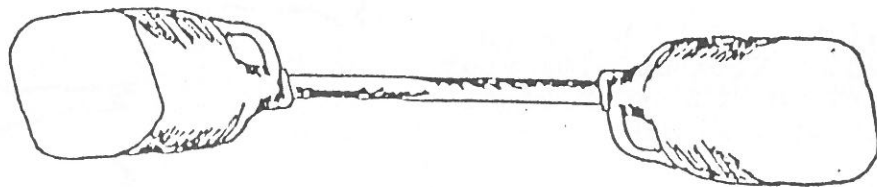


Dumbbells

Make your own dumbbells by using a red brick or a heavy book for arm exercises.

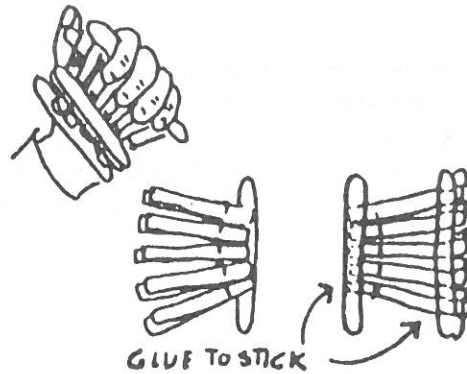
Barbells

Make a set of barbells by using plastic milk cartons or tin cans filled with plaster of paris and by inserting a broom handle for the bar.



Tension Handgrips

Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a popsicle stick to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers, bending the tops of the fingers over one side of the handgrip squeeze to open the closed end of the handgrip.



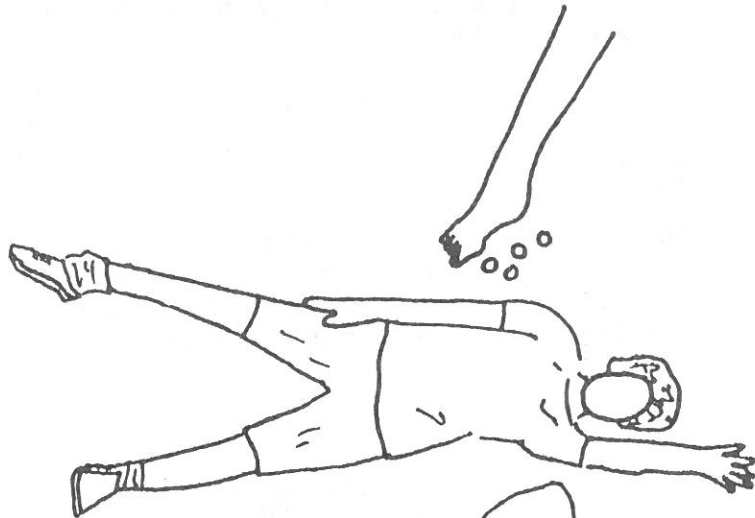
EXERCISES

Basic Leg Workout

Pick up marbles with your toes and move them from one pile to another.

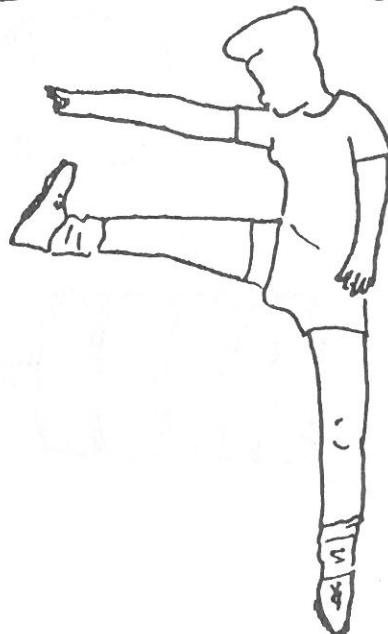
Side leg stretch

Lay on your side with one arm stretched out under your head. Place top arm down along your leg. Lift your leg and stretch as far as you can.



Hand kick

Stand straight. Hold hands in front of you. Kick up with your foot and try to kick your hand. Repeat with other hand.



Knee Bends

Stand erect with hands on hips. Sit down on ankles. Keeping your back straight rise slowly.

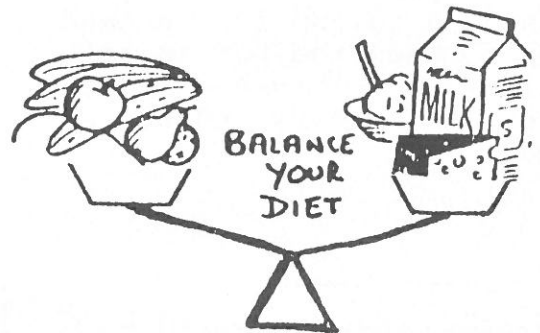
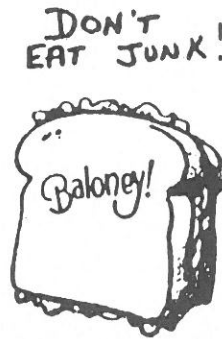




# THE NUTRITION CONNECTION

No program concerning physical fitness and health should leave out the subject of NUTRITION! During the month, Den Leaders should plan to have some discussion of the importance of good nutrition. You may also wish to discuss, at the same time, the dangers to health posed by smoking and by abuse of alcohol and drugs.

POSTERS. To drive home the idea of nutrition's importance, have the boys make posters on that theme. After they have been displayed at Pack Meeting, have the boys try to place them in local supermarkets or convenience stores for a week or two. Here are some ideas for the posters.



It would be a great idea to have a den discussion of the variety of good foods for proper growth and development. The following chart might be helpful.

## 1. MILK GROUP

- MILK & MILK PRODUCTS
  - CHEESE
  - COTTAGE CHEESE
  - ICE CREAM
- BUILDS TEETH AND BONES!



## 2. FRUIT-VEGETABLE GROUP

- ALL KINDS OF FRESH FRUITS AND VEGETABLES
  - RAISINS
- BUILDS ENERGY AND HELPS YOUR BODY DEFEND AGAINST DISEASE.



## 3. PROTEIN GROUP

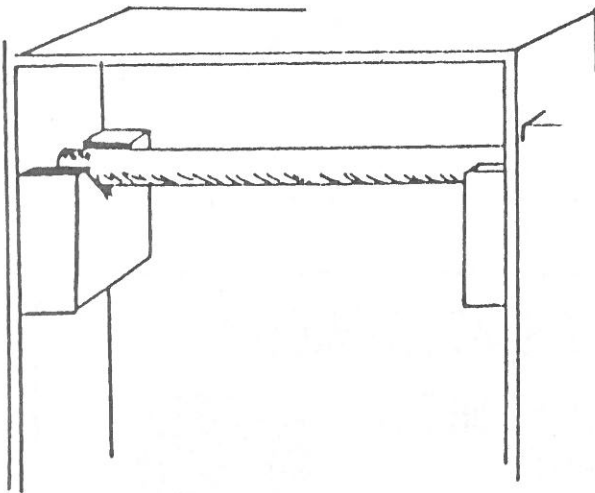
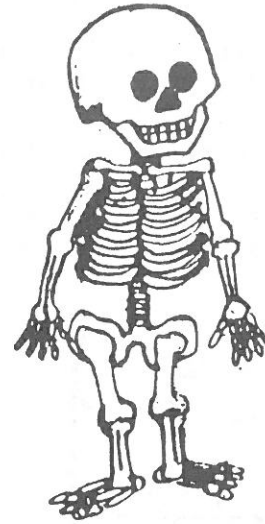
- BEANS
  - MEAT
  - FISH
  - PEANUT BUTTER
  - EGGS
- BUILDS MUSCLES, BONES AND BLOOD.

## 4. BREAD-CEREAL GROUP

- RICE
  - CEREAL & GRITS
  - BREAD
  - FLOUR PRODUCTS
  - SPAGHETTI
- QUICK ENERGY BUILDERS. HELPS TO MAKE YOUR BODY WORK BETTER.

PULL-UP BAR

Get Mom or Dad to do all the construction of a pull-up bar. Use two blocks of wood and a strong bar long enough to go from one side of the door to the other. Secure the wood by using woodscrews high enough from the floor that when the bar is placed in it, a Webelos can do a pullup from a dead hang. When the bar is not being used, it can be taken from its holders and stored away.



Den Activities

Make posters on anti-drugs, anti-alcohol, anti-tobacco, or on good eating habits, to be displayed at pack meeting.

**FITNESS  
SCOREBOARD**

**Requirements**

**DO FOUR OF THESE:**

1. Tell an adult member of your family five bad effects smoking or chewing tobacco would have on your body.
2. Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly.
3. Tell an adult member of your family what a balanced diet is and whether your diet is balanced.
4. Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you.
5. Choose six exercises that will keep different parts of your body fit. Perform the exercises regularly for 30 days.



**FORESTER** ACTIVITY BADGE

A forester learns the varieties of trees, tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, and mapping and marking trees for harvesting. He must learn rules for conservation for our country from fire and disease.

American is a land of trees--they grow almost everywhere in our country. At times it is evident that we forget all the products coming from trees such as lumber, rayon, camera film, sporting equipment, etc.

Diameter Tape and Cruising Stick

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

Tree Diameter

Cut a strip of flexible paper or cardboard about  $\frac{1}{2}$ " wide and 45" long.

Begin at one end of the paper strip and make ink marks 3.14" on tape equals 1" of tree diameter.

To measure tree diameter, wrap tape around tree at chest height, about 4 $\frac{1}{2}$ ' above the ground. The diameter of tree in inches will be at the mark nearest where the tape overlaps the zero end.

Tree Height

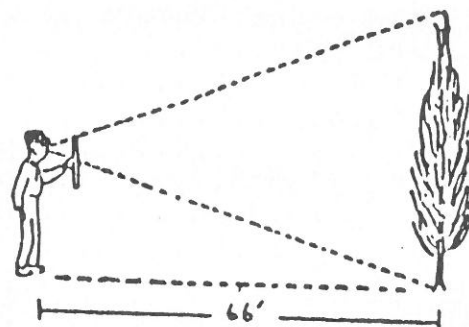
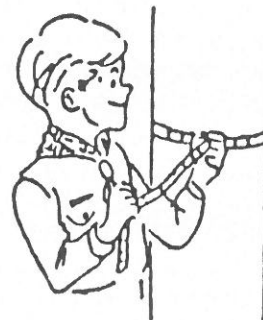
Glue a strip of hard paper or cardboard on one side of a yardstick.

Begin at one end and make marks 6.15" apart with ink.

Label the first mark 1, the second 2, and so on.

To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach--about 25" from the

eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving sight bottom of tree (be sure stick is still vertical) and see the place on stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is 2, there are two 16-foot lengths, so the tree is 32' high.



Name the tree

Need:

A paper sack full of different leaves.  
Have the Den Chief pull a leaf from the sack, the first boy to correctly identify the leaf gets to keep it. At the end of the game the boy with the most leaves is the winner. Have them make a scrapbook to keep and show at pack meeting.

Nature

1. Leaf collecting contest-most different ones
2. Matching leaves
3. Hike-use pebbles for counters. Agree on things to be discovered. Each discovery counts a point or counter is thrown away. First one out of the counters wins. Here are some examples:

Sheep, lamb goat.....	1 point
Brown spotted butterfly.....	1 point
Each specified bird.....	1 point
Each specified snake, insect..	1 point
Each specified tree.....	2 points
Each rabbit hole.....	2 points
Nest of (?) Bird.....	2 points
Hornet nest.....	1 point
Tree struck by lightning.....	1 point
Cow or horse lying down.....	2 points
Each wild animal track.....	2 points
Crow, crows' nest, .....	1 point
Caterpillar.....	1 point
Daddy longlegs.....	2 points

Charades

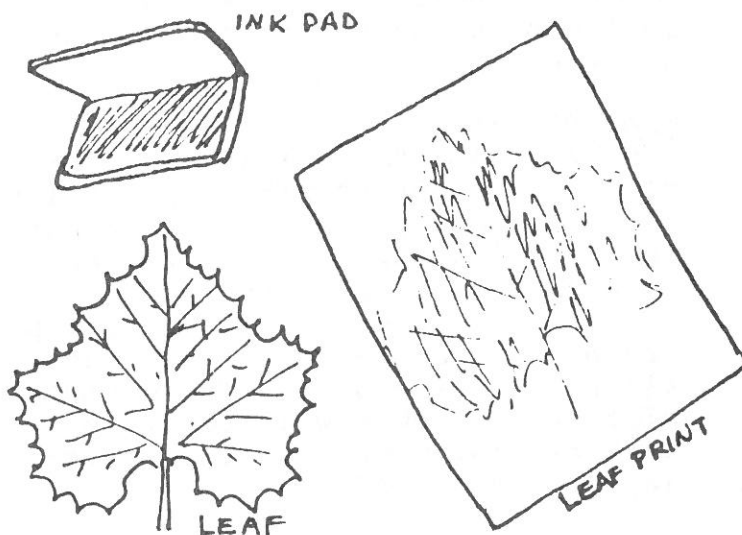
Use trees, flowers, insects, animal names.

Act something out behind a sheet using a strong light and make shadow movies.

Dry Leaf Collection-Put each leaf between a separate sheet of newspaper. Put several folds of newspaper on top of and underneath the sheets you are using to press the leaves, and put something heavy on top until the leaves are preassed out and dry.

Crayon Print-Lay a leaf on the table with vein side up. Put a clean sheet of paper on top of it. Hold the leaf in place with your hand and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.

Ink-Pad Leaf Print-Put a leaf, vein side down, on your ink pad. Cover it with a piece of newspaper and rub your hand back and forth over it. Then put the leaf, ink side down, on a clean sheet of paper. Put a newspaper over it again and rub.



Paraffin-Coated Leaves-Melt paraffin in a double boiler. When it is melted, turn off the heat. Dip one leaf at a time into the melted wax. Shake off the extra drops of wax into the pan. Hold the leaf until the wax hardens, they lay it waxed paper. Using this method, you can get the leaves in their green color, or in the brilliant colors of Autumn.

There are 1,182 different kinds

There are 1.182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them!

A TREE QUIZ

- |  |                             |
|--|-----------------------------|
| 1. Which tree has the softest wood?                    | (Balsa)                     |
| 2. Which tree is shaped like a vase?                   | (Elm)                       |
| 3. Which trees are the tallest?                        | (Redwoods)                  |
| 4. Which trees are the oldest?                         | (Sequoia)                   |
| 5. Which tree has a leaf shaped like a mitten?         | (Sassafras)                 |
| 6. Which tree gives maple syrup?                       | (Sugar and Black Maple)     |
| 7. Which tree has paper-thin bark?                     | (White Birch)               |
| 8. Which tree is used for baseball bats?               | (White Ash)                 |
| 9. Which tree is used to make your pencils?            | (Red Cedar)                 |
| 10. Which conifers lose all their needles in the fall? | (Larch and Bald Cypress)    |
| 11. Which evergreens bear berries instead of cones?    | (Yew, Cedar, Juniper)       |
| 12. Which broad-leaf keeps it's leaves all year?       | (Live Oak)                  |
| 13. Which part of the tree is used for making paper?   | (Cellulose)                 |
| 14. Which tree gives us turpentine?                    | (Long leaf & Bobolly Pines) |
| 15. Which is our most important lumber tree?           | (Douglas Fir)               |
| 16. Which trees are the soft woods?                    | (Evergreens)                |
| 17. Which trees are the hardwoods?                     | (Deciduous)                 |
| 18. Which trees are often called "Stinkweed"?          | (Ailgnthus)                 |
| 19. What tree is used for making matches?              | (Aspens)                    |
| 20. What tree is used to make spools?                  | (White Birch)               |



## GEOLOGIST ACTIVITY BADGE

Ready to earn the Geologist Activity Badge? Then try this quiz. TRUE OR FALSE:

1. The principal ore of the metal lead is galena.
2. Mountains are always made by overflowing lava.
3. Petrified wood is an unusual type of fossil.
4. Feldspar can be easily scratched by a knife blade.
5. Sandstone is igneous rock made of cold magma.
6. Scientists record earthquakes on a quakograph.

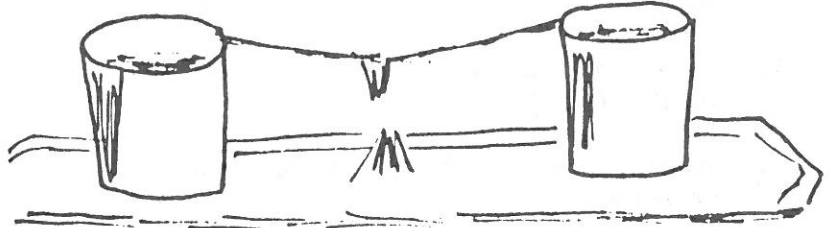
ANSWERS: (1) True (2) False (3) True  
(4) False (5) False (6) False

Scoring: 6 right, Stupendous;  
5 Fantastic; 4 Good; 3 Ho-hum;  
2 Ugh; 1 Better study some more.

This is a way to teach the boys about one common mineral. It has uses than just being used on our meals.

### Directions:

Into one cup of water stir  $\frac{1}{2}$  cup Epsom salt. After all of the salt is dissolved, pour  $\frac{1}{2}$  of the solution into a second cup. Set the two cups about four to five inches apart on a tray or piece of board. Attach a piece of heavy cord or piece of cloth twisted until it is ropelike into the solution in one cup. (Be sure this is rope or cloth that will absorb liquid) Attach the other end into the second cup. Let the cord loop slightly in the middle. In a short time the liquid should begin to drip. Be sure that it drips very slowly. Soon you should be able to see a stalagmite form.



### Rock Formation

Stalagmites are mineral formations on the floor of a cave. Stalactites are mineral formations found on the roof of a cave. Both are made by the dripping of mineral water, usually lime-water. As the water evaporates, the minerals form a layer which builds into a stalagmite.

Make a Rock Tumbler

Need:

- Quart glass jar
- Large piece of scrap lumber
- 4 nylon furniture casters
- Small geared-down motor  
(22.8 RPM 110-volt AC)

This simple tumbler will grind and polish agates or other semi-precious stones that you collected on a field trip.

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed).

Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lidshaft and, last, the casters, placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.

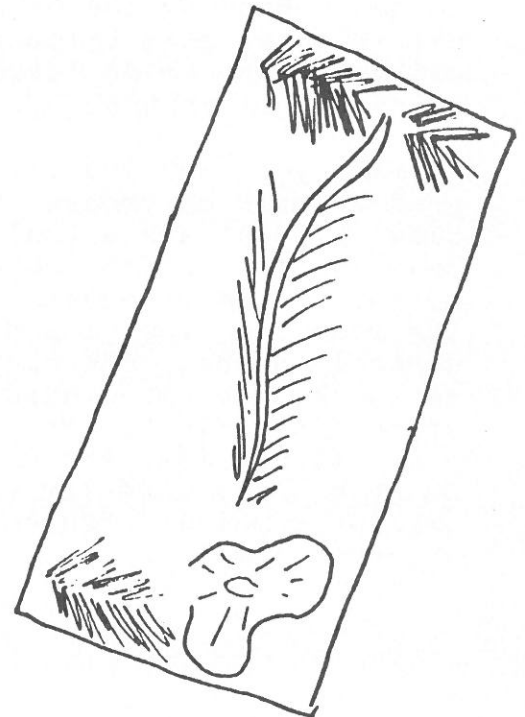
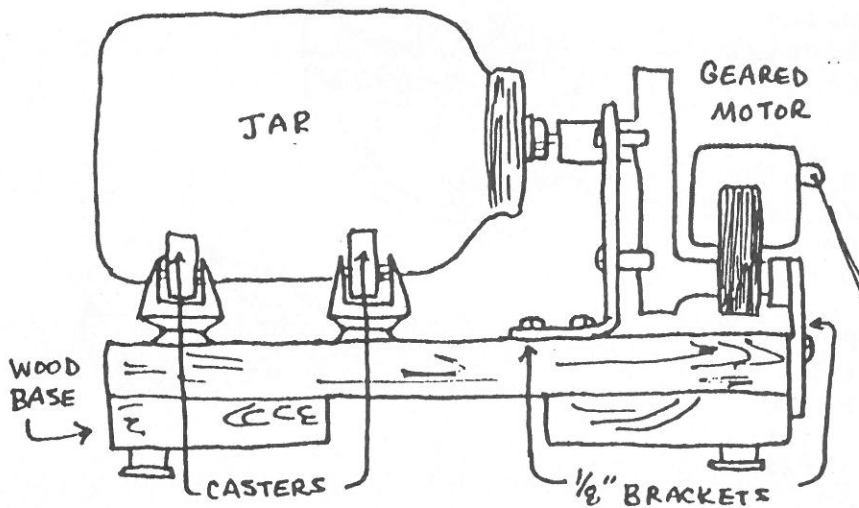
Mountains and Volcanoes

To teach boys how mountains are formed, take a piece of corrugated cardboard, a piece 15"x12". Next let them use salt dough to create a replica of the Earth. Put in rivers and lakes, volcanoes and mountains. Using pieces of sponge dipped in a mixture of green food color and water, mount toothpicks to form trees. Also small pieces of salt dough can be formed into rocks. Let this creation dry, then cover portions of display with Elmer's glue and cover with sand. Paint the rest of the display. By putting a small cap in the volcano, you can put in baking soda and a mixture of red food coloring and vinegar. This will flow like lava.

Salt Dough

- 2 cups salt    1-1/3 cups water
- 2 cups flour

Stir. This recipe will make one display. You will have to proportion it according to the number of boy in your den.



### Make your own Fossils

The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it had left behind a trace of its presence.

Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock and the shell became completely encased in stone. Then, at some later time in the earth's history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

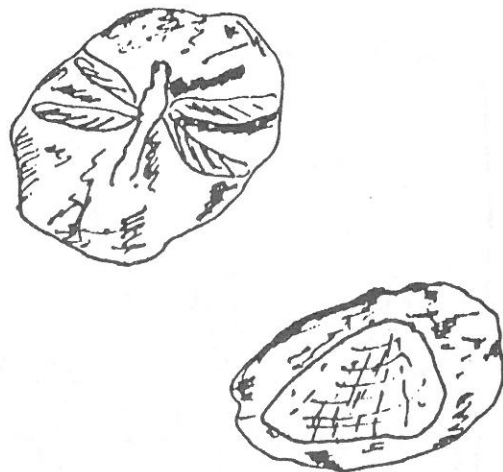
A mold formed in this way still shows the nature of the exterior of the shell and is called an external mold. If at some later time this mold becomes filled with minerals or other sediment, a cast is produced in the mold. The cast is a reproduction of the original shell from which the mold was formed. Because the original fossil is gone, some Paleontologists call cast and molds 'circumstantial evidence' of prehistoric events.

To make your own fossil, you will need a small cardboard box, some clay, plaster and a small clam or snail shell. First, cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found in the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

Next, mix a small amount of plaster with water in a paper cup. Stir it with a wooden stick or spoon. When the plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened carefully remove it from the mold. You now have a cast of the original shell.

Now compare the original shell with the plaster cast. Notice that even some of the most delicate markings on the shell have been preserved in the plaster.

The Paleontologist uses this same technique in reconstructing the shells of long-dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting case will usually show clearly the size and shape of the foot of the animal which made the track. From this information the Paleontologist can tell what animals left the footprints.







**HANDYMAN ACTIVITY BADGE**

PERSONAL BIKE RAKE

Need:

- |                              |             |
|------------------------------|-------------|
| 1/2" plywood 14" x 18"       | Hammer      |
| Two Ft. 1" x 2" wood         | Drill       |
| 18" of 2" x 8" wood          | Saw         |
| No. 6 flathead screws 1-1/4" | Vanish      |
| Six-penny nails              | Screwdriver |
| Glue or powdered resin glue  |             |

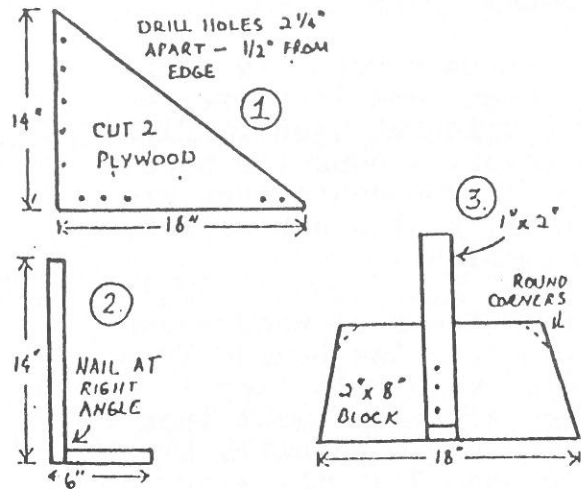
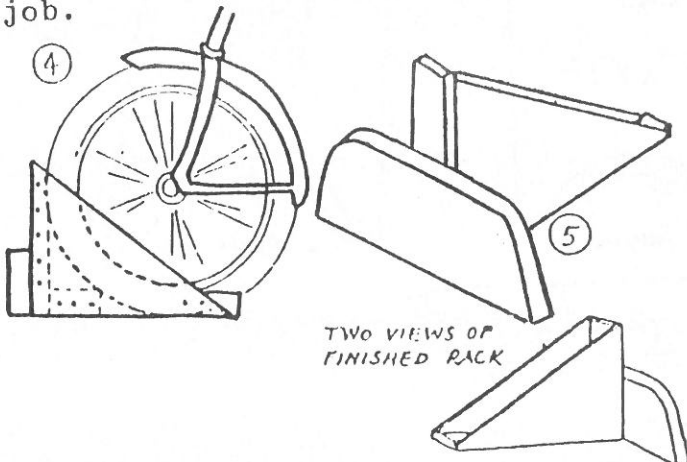
Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.

Cut the 1"x2" pieces. Nail the two longest pieces at right angles.

Cut the 2"x8" piece. Attach the nailed 1"x2" with screws. Paint or varnish the 1"x2" now. (Note the right angle is fastened to the 2"x8" with screws from the inside.)

Fasten the plywood triangles in place with screws through the pre-drilled holes. Do not forget the small piece of 1"x2" that joins the tips of the triangle.

Sand and complete paint or varnish job.



**HANDYMAN SCOREBOARD**

DO SIX OF THESE:

1. With proper adult supervision, wash a car.
2. Assist an adult in changing a tire on a car.
3. Replace a bulb in the taillight, turn signal, parking light, or headlight on a car.
4. Show how to check the oil level and tire pressure on a car.
5. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the saddle or handlebars.
6. Properly lubricate the chain and crank on a bicycle.
7. Properly inflate the tires on a bicycle.
8. Replace a lightbulb in a fixture or a lamp.
9. Arrange a storage area for household cleaners and materials that will be safe from small children.
10. Build a sawhorse or stool to be used around your home.
11. Mow a lawn and properly rake and dispose of the grass clippings.
12. Arrange a storage area for hand tools or lawn and garden tools.
13. Clean and properly store hand tools or lawn and garden tools in their storage area.
14. Mark hand tools or lawn and garden tools for identification.

FIVE-BOARD STOOL

The five-board stool is eight inches high, and is patterned after a Colonial stool. Pine was a favorite wood for stools of this kind because they are easy to work with and will take a nice finish.

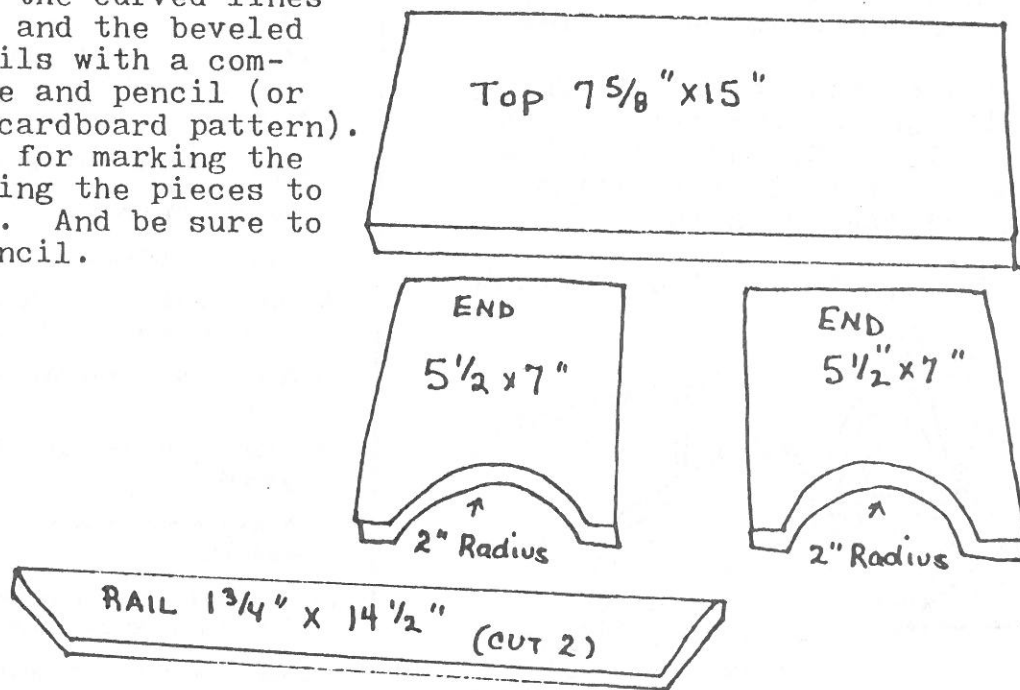
The five pieces of wood shown are standard-size boards from the lumberyard. The top is cut from a one by eight inch board (which is actually slightly more than  $3/4$ " thick and about  $7-5/8$ " wide). The ends are cut from a 6" board, and the rails from 2" stock.

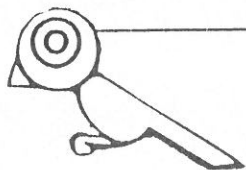
The dimensions shown in the illustration are finished sizes. In cutting allow a little extra material for trimming and finishing to size. When sawing cut just outside the line in the waste part of the board. Use a cross-cut saw for the straight cuts, and a coping saw or jigsaw for the curves in the ends. Lay out the curved lines with a compass and the beveled ends on the tails with a combination square and pencil (or you can use a cardboard pattern). Use the square for marking the lines for cutting the pieces to length as well. And be sure to use a sharp pencil.

After the parts are cut, trim the ends with a wood file. Then sandpaper all surfaces to a satin finish to remove imperfections. Assemble the stool with two 2" finishing nails and white glue at each joint. To prevent splitting the wood, first drill  $1/8$ " holes through the rails. Then drive the nails just thru the rails and into the ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue and drive in the nails. Use a nail set to drive the heads of the nails slightly below the surface of the wood.

Give the stool a final sanding and apply a coat of satin wax to finish.

This project should be simple enough for all the Webelos to do easily; however it should give them an excellent knowledge of the tools of a fine craftsman.





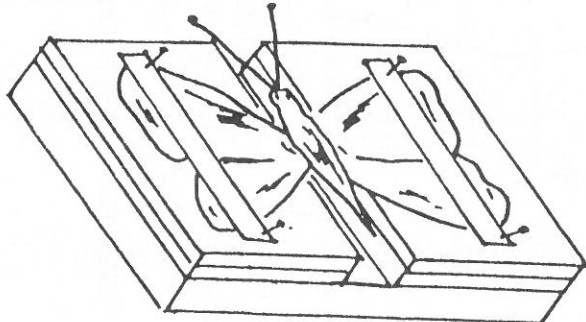
**NATURALIST** ACTIVITY BADGE

Relaxing Jar

Need:

- 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 wet cotton in jar and cover with cardboard disk. Place insect 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.



Insect Fun

Have you listened to the chirping and clicking of insects on a warm summer evening? Did you know that you were listening to music? Not just noises, but songs with a beat and a message. You were hearing songs of love, war chants and music made by a family chorus.

Crickets, katydids, cicadas, grasshoppers and many other kinds of insects make music. The music has meaning, but only members of the same insect species can understand each song.

Insects don't really sing the way you do. You force air from your lungs past your vocal cords to sing. Insects make sounds by using parts of their bodies as if they were playing musical instruments.

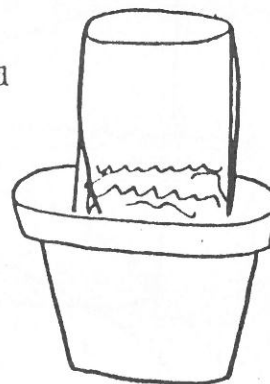
Crickets fiddle their songs much as a violinist uses a bow. The insect lifts its wings, then rubs one wing against the rough edge of the other wing. This makes a clicking sound the same way as when you run a piece of wood along a picket fence. The cricket rubs its wings together so quickly you can't hear the individual clicks.

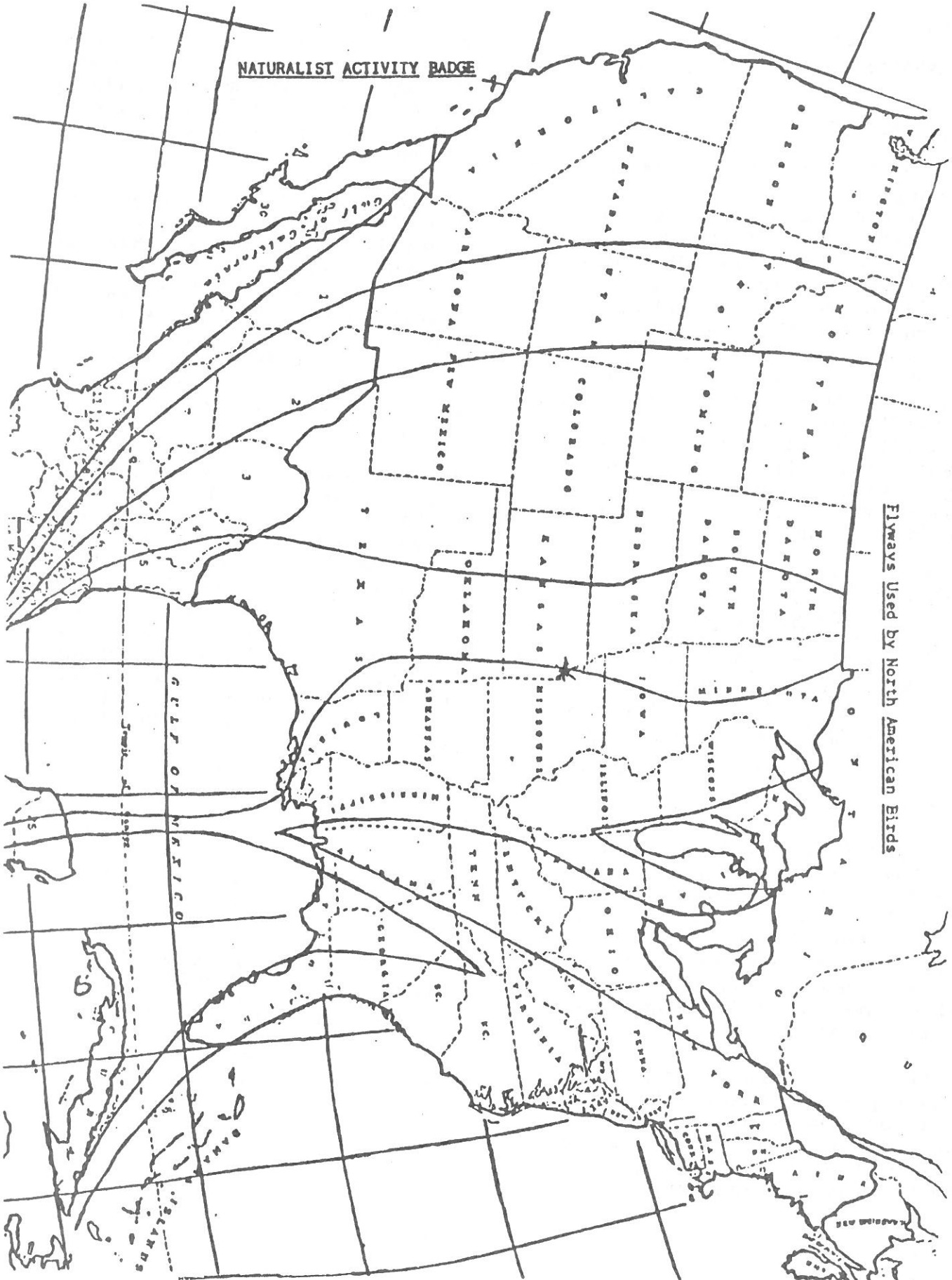
Crickets are cold-blooded. Their body functions speed up as the air temperature rises. By listening very carefully to the song you can actually figure out how hot it is. The best cricket for this is the pale green snowy tree cricket, which lives in most parts of the United States. Count the number of times it chirps in 14 seconds, then add 40. The total will give you the temperature in degrees Fahrenheit.

Cricket cage

Straight-sided  
Jar

Flower pot  
filled with  
dirt





Earthworm farm  
VIVARIUM

Need:

- 2 sheets of glass 9"x12" (sides)
- Wood-two 7"x1" (base)
- two 9"x1" (ends)
- one 12"x1" (bottom)

- 2 screws
- Black posterboard
- Electrician's tape
- Earthworms
- Sand
- Dirt
- Mulch

Drill holes in each 7"x1". Drill holes three inches from each side of 12"x1". Screw 7"x1" pieces to 12"x1".

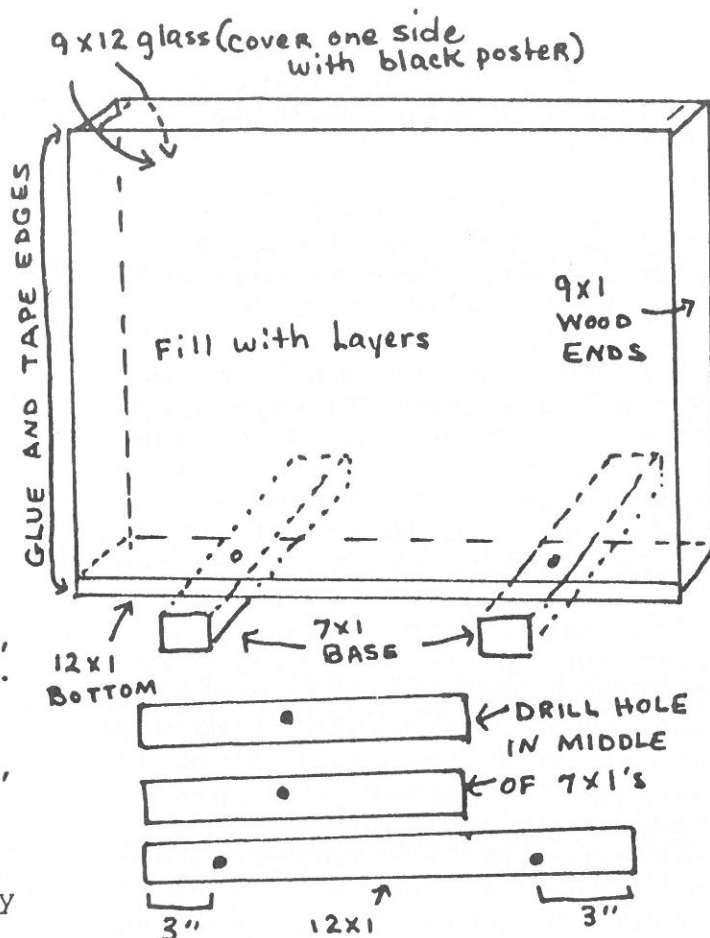
Place glue on wooden 8"x1" and 12"x1" and put glass in place; tape with electrician's tape.

Cut and fold black posterboard to cover one side.

After dry, put in layer of mulch, sand, sand, dirt, sand, dirt. Put in earthworms. Keep moist but not wet.

Feed earthworms carrots, lettuce, grass, etc. in small pieces.

Earthworms will go to back side and by lifting cardboard, you can see how they tunnel and eventually mix the sand with the dirt.



Categories

The aim of this game is to fill all in the empty category squares with words beginning with the letter for that line. If you can not think of a name, leave the square blank and go on to the next one. Then come back and fill in as many of the sipped blanks as you can. The person with the most squares filled in wins.

	ANIMALS	FLOWERS	TREES	BIRDS	FISH
N					
A					
T					
U					
R					
A					
L					
I					
S					
T					



**OUTDOORSMAN**

CAMPING-OUT      **ACTIVITY BADGE**

An successful outing takes preparation. Here are a few suggestions to help guarantee success.

**3-4 WEEKS BEFORE CAMP-OUT**

Meet with Dads and set date, place, time, where to meet and plan what you're going to do. Also at this time explain that there must be one adult per boy, but no more than two boys per adult. Find out which boy don't have fathers and locate substitute fathers. They can be an older brother, (over 18), uncle, grandfather, etc. This arrangement will relieve you of many responsibilities, and keeping with the Spirit of Scouting and get dad involved. You might find this is the first time dad and son have become involved in a project together. At this time consideration should be given to planning your program, know ahead of time what activity badges the boys will be working towards. Plan where you are going to leave from and what time you will leave and return.

Also you can determine if each father/son are going to bring their own tents, or are you going to borrow them from a Troop. Another thing is to settle on the cooking. Will it be a group effort or each father/son team bring their own food and to do their own cooking. One meal try to have foil dinners, made by the group effort, if this was the evening meal the coals could be the start of the campfire.

**2-3 WEEKS BEFORE CAMP-OUT**

At your den meeting instruct the boys on survival out-of-doors. Den Leaders will find this information in the Boy Scout Handbook.

Have your Webelos review at home with their fathers.

**1-2 WEEKS BEFORE CAMP-OUT**

Follow through and continue the outdoors training. With specific attention to cooking and proper campsites. Remember, never use anything alive on your fire. Only what the forest doesn't need or want. Will the campsite have wood for the campfire or will it be brought along. Note: You and one or two dads have visited the campsite before now, haven't you??

**THE OUTDOOR CODE** (Required for the Arrow of Light)

As an American

- I will do my best to--
- Be clean in my outdoor manners,
- Be careful with fires,
- Be considerate in the outdoors and
- Be conservation-minded.



SUGGESTIONS CAMP-OUT SCHEDULE

Friday 5:00pm. Meet at meeting place early for equipment check and leave for campsite. Adjust start time for distance to camp area.

7:00pm Arrive at camp and set up campsite. Start fire for dinner. When camp setup is complete have dinner.

9:30pm Have evening campfire, explain next days activities and starting times. Have a campfire program, with all boys and dads taking part. (Dads can learn skits and songs too. If boys didn't know they were doing them it would add to the fun.)

10:15pm Have the boys hit the sack.

10:30 Adult meeting, confirm next days duties and activities. Exchange Scouting War Stories.

Saturday 6:30 Get up and make breakfast and get cleaned up. Police area and equipment.

8:00am Raise the Flag.

8:15 Start first session.

9:30am Break.

9:45 Start second session.

11:00am Start getting lunch ready.

1:00pm Swim, if a safe swimming area. If not Start third session.

3:30pm Start breaking and cleaning camp care.

4:30pm Eat simple dinner.

5:15 Lower the Flag. Check campsite. A Scout always leaves his campsite better then he found it.

5:30pm Leave for home.

Some families like to go to church together on Sundays, this is why this plan was a Friday night campout. It could be a start time on Saturday morning. Check with Fathers first meeting.

The better planned the campout the more successful they will turn out. The best gauge for success would be; did everyone have FUN.

**OUTDOORSMAN  
SCOREBOARD**

**Requirements**

**DO FIVE OF THESE:**

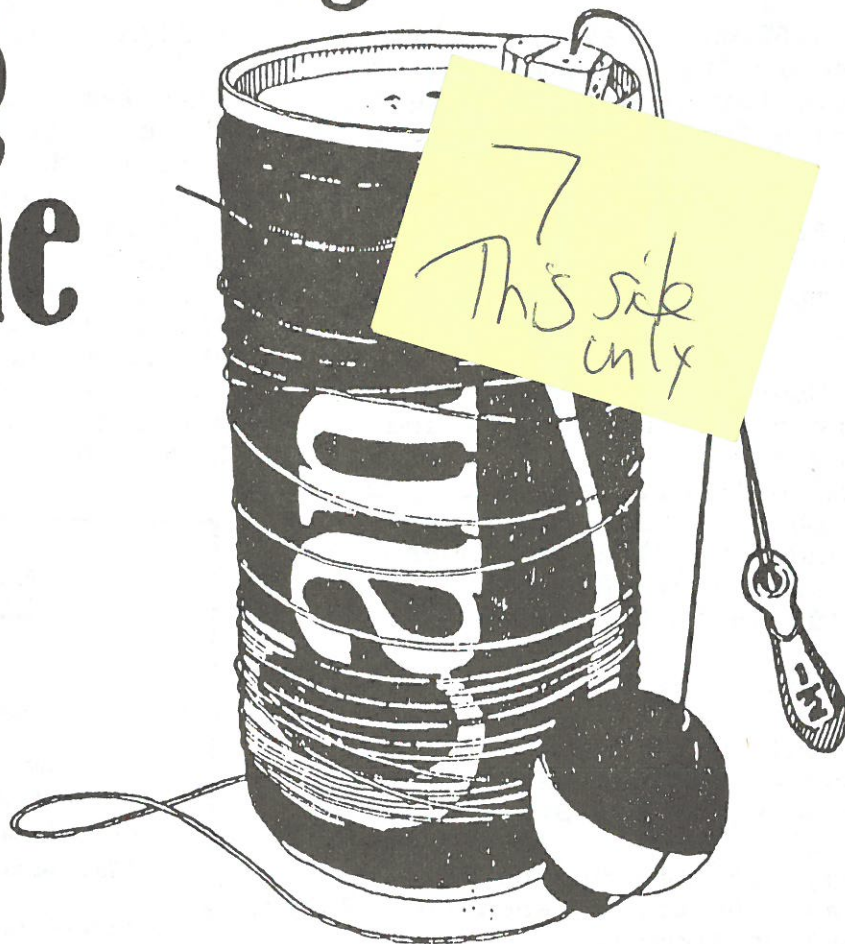
1. Show your ability to tie the following knots:
  - Square knot
  - Bowline
  - Clove hitch
  - Two half hitches
  - Taut-line hitch
2. Pitch a tent in your own yard or a friend's yard. Sleep in your tent for at least two nights, using an envelope bed you have put together.
3. Take part in a Webelos overnight or camp overnight with a Boy Scout troop with your adult partner.
4. Help with a campout of two nights away from home with your family. Or go on two campouts of one night each with your family.
5. With your family or Webelos den, plan and take part in an evening outdoor activity that includes a campfire.
6. Help cook your own lunch or supper outdoors with your parents or another grownup. Clean up afterward.
7. Know and practice the rules of outdoor fire safety.
8. Visit your Boy Scout camp with your den.

# The Amazing Tin Can Casting Machine

by Edward Matthews

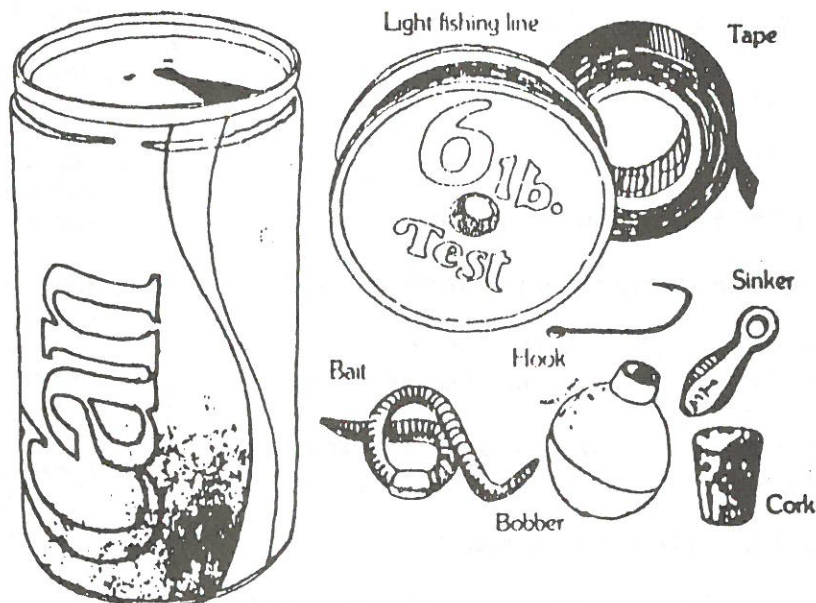
When you think of fishing, you probably picture a long pole and some type of reel loaded with fishing line. Well, you really don't need all that fancy gear to bring home dinner. All you need to do is make this amazing tin can casting machine!

This machine is amazing because it's so simple and yet it works so well. It's cheap too! Just follow these directions and you can be out fishing for less than a dollar or two.



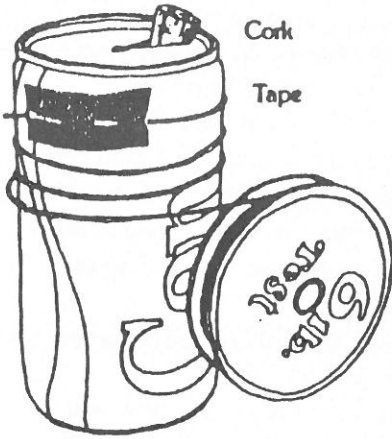
## You will need:

- An all-aluminum soda pop or beer can (or if you have very small hands, a small juice can)
- A short piece of tape (duct or electrical tape is good)
- A spool of 4- to 6-pound "test" monofilament fishing line
- A hook (its size depends on the size of fish you're after)
- A sinker (½ ounce or less)
- A large bobber
- A small cork (to stick your hook into when it's not in use)
- Some bait (the kind depends on the kind of fish you hope to catch)





HofA



**Setting the Line**

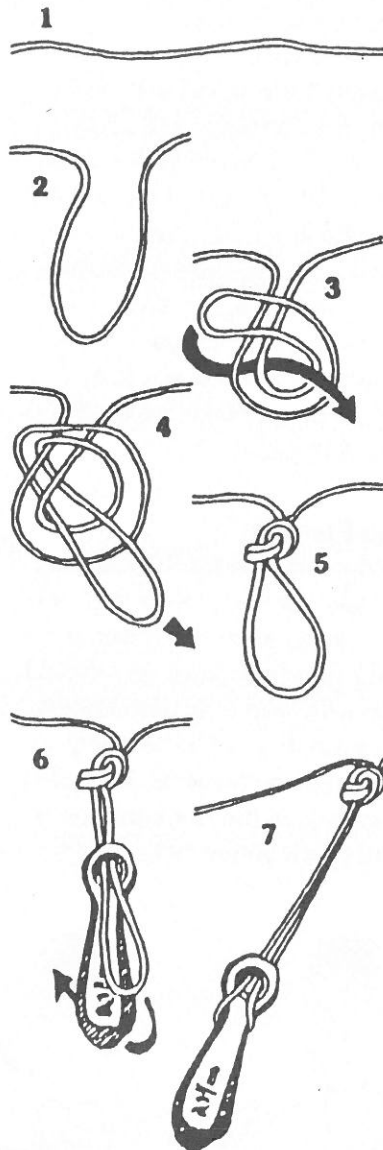
First push the cork partway into the can's "pop top" opening. Then tape the end of the fishing line to the can. Carefully wrap the line around the can so most of the line is at the bottom. Wrap on about 25 feet, then cut the line.

**Attaching the Hook**

Use the *clinch knot* shown below to attach a hook to the free end of the line.

To test your knot's strength, hold the hook firmly between two fingers (*behind the point*) and pull on the line with your other hand. If the knot pulls loose, tie another one. It's better to know whether your knot is going to fail *before* you hook a big fish! Knots also can become worn and frayed during a day's

**OVERHAND KNOT**



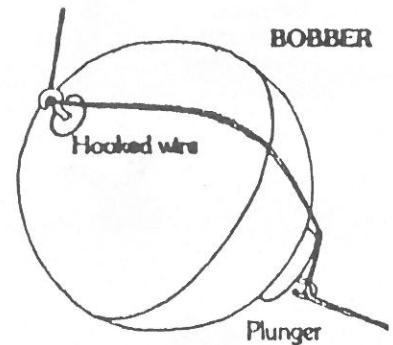
fishing, so cut your line and retie often. (Remember — always throw old line in the trash and not on the bank or in the water.)

**Attaching the Sinker**

About two inches from your hook, tie an overhand knot following steps 1 to 5 shown here. Then push the loop through the eyelet of the sinker and slip the loop over the base (6). Pull it tight and your sinker is secure (7).

A sinker does three things: Its weight carries your line out over the water when you cast, it quickly carries the bait down into the water, and it anchors your bait in one spot in moving water.

**BOBBER**

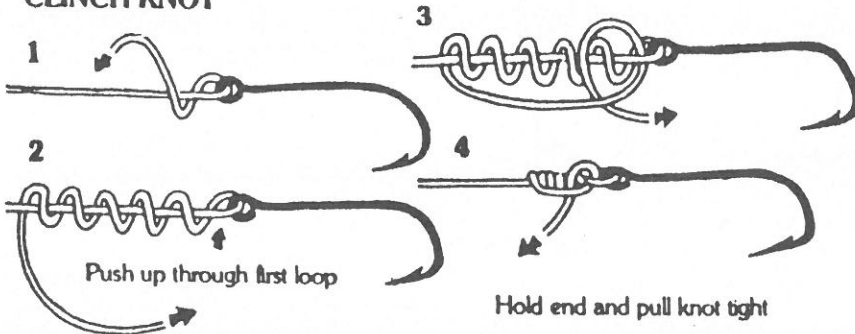


**Attaching the Bobber**

The bobber floats on the surface of the water and holds your bait at the depth you want it. It also bobs up and down to show you that a fish has taken your bait.

Some bobbers are made of cork or wood. But the hollow plastic kind shown here is the most common and easiest to use. Just press the plunger in to raise the wire hooks on top and bottom. Then run the line under each hook as shown and let go. To move the bobber in either direction on the line, press in the plunger and slide the bobber to where you want it.

**CLINCH KNOT**



**Casting**

You may want to practice casting before you go fishing. Just take the cork out of the can opening and stick the hook into it for safety. Also remove the bobber.



Next, find an open space with no kids, overhead wires, or windows nearby. A large lawn or playground is best. (An empty parking lot is OK, but the hard, rough surface can ruin your sinker and line.)

Hold your casting machine as shown with the bottom facing in the direction you want to cast. Then follow steps 1, 2, and 3 in the drawing below. The weight of the sinker will pull the line off the can.

After each cast, carefully rewind your line and try again. Work on your timing first. Then you can go for distance and accuracy. (Lay a bucket, or box, or bike tire on the lawn as a target.)

**Going Fishing**

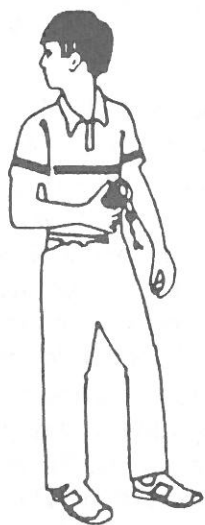
Before heading for the nearest pond, lake, or river, make sure you know how to swim. And even if you're a good swimmer, you should first go with someone who knows how to fish. He or she can help you learn these good fishing habits:

- Always stick the hook into your cork when you're not using it.

- Don't leave spare hooks lying around.
- Cut the hook from the line when finished and store it in a box.
- Know what to do if something besides a fish gets hooked.
- Follow all fishing laws. (You'll have to know which fish you can keep and when you're allowed to catch them. You also may need a fishing license, depending on your age.)
- Leave your fishing spot cleaner than you found it.

Your friend also can show you how to bait your hook and handle the fish you catch. And when you get home, watch how your friend cleans the catch. Try it yourself. Then together cook the fish and have a feast — a feast brought to you by your amazing, homemade, tin can casting machine! *The End*

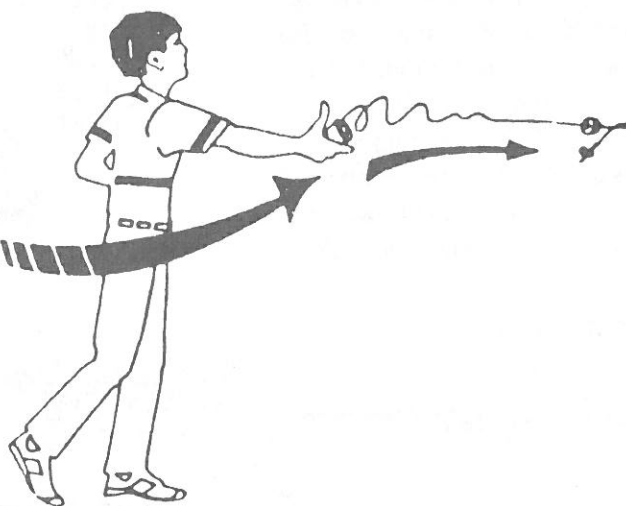
*Rangers:* People in Central and South America and in the South Pacific have been fishing with tin cans for years. Now, thanks to the work of 4-H clubs and a group called the New York Sea Grant Extension Program, the idea is catching on all over the United States. Why, I may even try it myself! *R.R.*



1. Look behind you.

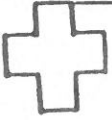


2. Swing arm back and away from body.



3. Swing arm forward underhand and release thumb.

Drawings by Frank Fritz



## READYMAN ACTIVITY BADGE

Even with the best precautions, sudden illness or physical injury can strike anyone at any time. Since the first person to arrive on the scene will usually not be a medical professional, as many people in the community as possible should be prepared to give basic emergency first aid. If you know first aid, you will use it for the rest of your life. With it, you can care for yourself and others in times of accidents and emergencies.

First aid is immediate help right after an injury. It is not playing doctor. It's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If so, you'll be cool and calm, because you know you can help. Your confidence will show and it will aid the injured person as you ease their pain and worry.

As a Webelos leader, you should set the example by knowing basic first aid. Then enlist the help of a local Scoutmaster or Red Cross in obtaining leadership for teaching Webelos Scouts the first aid requirements. There are three kinds of cases where fast action spells the difference between life and death—Bad Bleeding, Stopped Breathing and Poisons by Mouth. These are hurry cases where every single minute counts. Be prepared to act fast.

## READYMAN SCOREBOARD

### DO THESE:

1. Explain what first aid is. Tell what you should do in case of an accident.
2. Explain how you can get help quickly for these problems:\*
  - Medical
  - Police
  - Fire
  - Utilities (electricity, gas, etc.)
  - Housing
  - Family problem
 Post a list of these directions in your home.
3. Show what to do for "hurry cases" of:
  - Serious bleeding
  - Stopped breathing (show rescue breathing)\*
  - Internal poisoning
  - Heart attack
4. Show how to treat shock.
5. Show first aid for the following:
  - Cuts and scratches
  - Burns and scalds
  - Choking
6. Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.\*

### AND DO TWO OF THESE:

7. Explain six rules of safety you should follow when driving a bicycle.
8. Plan a home fire escape plan for your family.
9. Explain how to use each item in a first aid kit for a home or car.
10. Explain where accidents are most likely to happen inside and around your home.
11. Explain six rules of safety you should remember when riding in a car.
12. Attend a first aid demonstration at a Boy Scout troop meeting, a Red Cross center, or other place.

\*Requirements marked with an asterisk are also requirements for Boy Scout skill awards. Requirement 2 is part of the Family Living skill award. Requirement 3 (rescue breathing) and requirement 6 (safe swim) are both part of the Swimming skill award.

# Poisoning Prevention

*young children  
will put  
anything  
in their  
mouths*



All Medicines, even Aspirin and Liniments, can cause poisoning. Keep Them Away From Children.

MANY COMMON HOUSEHOLD SUBSTANCES ARE POISONOUS-

Examples:

- Cleaning products such as bleaches, detergents, lye and other caustics, polishes and waxes.
- Kerosene, lighter fluids, fuel oils.
- Paints, turpentine, paint removers and thinners.
- Pesticides (including mothballs) weed killers, fertilizers.
- Cosmetics, including nail polish hair sprays and permanent wave materials.

KEEP THESE PRODUCTS OUT OF REACH UNTIL YOUNGSTERS CAN BE TAUGHT THEIR PROPER USE. IN CASE OF POISONING:

1. Call your doctor or nearest hospital Emergency Room at once for advice as to the immediate care, vomiting, etc.
2. TAKE THE ORIGINAL CONTAINER OF POISON WITH YOU TO THE DOCTOR'S OFFICE OR THE HOSPITAL.

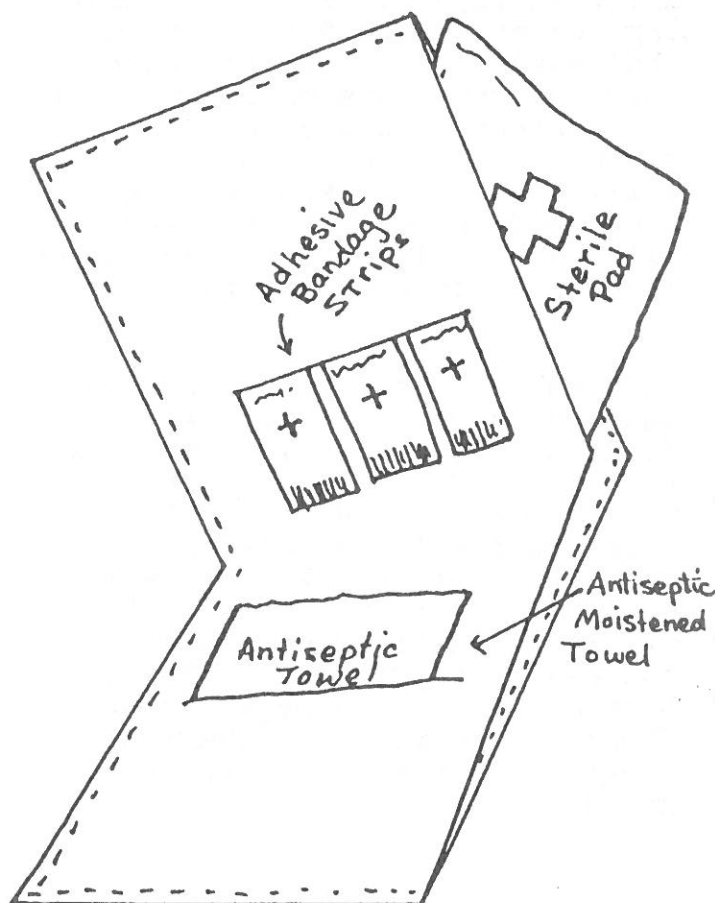
Physician's Telephone Numbers:  
Home \_\_\_\_\_ Office \_\_\_\_\_

## Wallet First Aid Kit

Need:

- Two or three adhesive bandage strips
- One 2"x2" sterile gauze
- Soap leaves, or an antiseptic moistened towel

SOAP LEAVES-Soak a paper towel in a solution of 50% liquid dish soap and 50% water. Lay the towel on a cookie sheet and allow to dry. Cut the paper towel into 2"x3" strips and staple together. They can be used to wash up without having the messy wet bar of soap to put away. Simply pull a leaf from the pack and use it.



## GUIDE TO EMERGENCY ACTION

STRANDED IN A BLIZZARD - Don't sit with the motor running and the windows closed. Deadly and odorless carbon monoxide can seep into the car.

Keep two windows partly open so fresh air circulates. To conserve gas, run the engine for a short while so that the heater warms the car. Then turn it off until the car begins to get cold.

Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.

\*\*\*\*\*

### FAMILY FIRST AID KIT FOR YOUR CAR

Either buy an already prepared kit or assemble your own using a small plastic or wood container with these items:

- \* Roll of 2" gauze bandages
- \* Cravat bandage
- \* Sunburn Ointment
- \* Insect Repellent
- \* Soap
- \* Tweezers
- \* Small Scissors
- \* Jackknife

### EMERGENCY SUPPLIES FOR YOUR CAR

- \* 2 - 3 x 17 inch splints (1/4" thick)
- \* Fire Extinguisher
- \* Tow chain or Tow Rope
- \* Flashlight
- \* Flares or Red Flags

For winter use:

- \* Several candles
- \* Matches
- \* Blankets
- \* Fresh water (for a trip)
- \* Food Items (that keep without refrigeration)



## GUIDE TO EMERGENCY ACTION

AUTO ACCIDENT - Move the vehicles well off the road, if possible, and turn off the ignitions.

Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified.

Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and a third 100 feet ahead of the scene. If other people are there, station them with the flares to alert traffic.

Warning - Do not light flares near spilled gasoline.

Send for the police, and an ambulance if necessary.

Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

CAR FIRES - Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hands. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

HEADLIGHT FAILURE - Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

CAR SUBMERSION - Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 minutes - enough time to escape if you keep your head.

If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

Depending upon the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be rolled down easily. If you are forced to break a window give it a blow with a hard, sharp object.

## FIRST AID TREATMENT

**DROWNING:** If you are not trained as a lifesaver, stay out of the water. Instead, extend a stick or towel, throw out a flotation device or row to reach the victim. Once you have the victim on shore or in a boat, if he is unconscious, tilt his head back and check to see if he is breathing.

Watch for the rise and fall of his chest, listen for breathing noises and feel for breath with your cheek. If he is not breathing, pinch the nose, seal your lips around his mouth and, keeping his head tilted back, give four quick breaths.

Check again to see if the victim started breathing, and, if not, resume mouth-to-mouth breathing -- giving one breath every 5 seconds for an adult and one puff of air every 3 seconds for a child.

**CHOKING:** If the victim cannot breathe or talk, lean him forward and give four sharp blows to the upper back. If this doesn't dislodge the object, get behind the victim and wrap your arms around him above his waist. Make a fist with one hand, place it just beneath the 'V' of the rib cage, grasp the fist with the other and give four hard upward thrusts.

**BAD CUTS:** Raise the cut above the heart and apply pressure -- using gauze pads, an article of clothing or your bare hands.-- directly on the cut. If this doesn't control the bleeding, press on the appropriate pressure point -- in the groin or inside the upper arms (where you make a muscle).

Do not use a tourniquet unless there is no other way to control severe bleeding and the victim's life is threatened. Once applied, a tourniquet must be left tight and removed only by a physician.

**WOUNDS:** If the wound is more than one-eighth of an inch deep, dress it and see a doctor. Do not try to make it bleed. If the victim is impaled on an object, such as a picket fence, do not try to remove the victim from the object.

Instead, cut the object (if necessary, call the fire department) and get the victim with the object in him to the hospital.

**FRACTURES OR SPRAINS:** Immobilize the injured limb and take the victim to the hospital, or if the neck or spine may be injured, call an ambulance.

**EYE INJURY:** For chemical burns, turn the head and bend over so that the injured eye is down and flush with water for at least 5 minutes. To remove a cinder, use a clean handkerchief or piece of gauze.

## FIRST AID TREATMENT

**BURNS:** First degree redness and second degree redness and blistering burns should be immersed in cold water for about 20 minutes. For sunburn, take a cold bath.

**FISHHOOKS:** If the hook is sticking in past the barb, push it through in the direction it entered the skin until the barb end comes out the other side, then clip off both ends with a wire cutter and pull out the remaining piece.

**INSECT BITES AND STINGS:** If stung by a bee, remove the stinger by scraping without squeezing the venom sac. For stings by wasps, bees, hornets or ants, cleanse with soap and water, apply ammonia to reduce swelling.

If the victim develops symptoms of an allergic reaction, get him to a doctor or hospital fast. Treat tick bites by covering the insect with a heavy oil; half an hour later, carefully remove the tick with a tweezers, then scrub the area with soap and water. For itchy bites, apply calamine lotion.

**POISON PLANTS:** Wash with brown soap or ammonia, apply calamine lotion to relieve itching, and bandage any open wound.

**SNAKEBITES:** A nonpoisonous snake leaves a set of teeth marks, but no fang marks. Have a doctor look at it and get a tetanus shot. A poisonous snake leaves one or two fang marks (with or without teeth marks).

IMMEDIATELY tie a shoelace or rope about two inches from the bite between the bite and the heart. The victim should not move around. He should sit or lie down, keeping the bite lower than the level of the heart.

Make a cut through both fang marks about one-sixteenth to one-eighth of an inch deep and suck out the venom (but not if you have a large cavity or sore in your mouth). A cold compress will reduce swelling. Get the victim to the hospital.

**EMERGENCY NUMBERS:** Know the phone numbers for the poison control center, police and fire department, and ambulance. Keep these numbers close to all the phones in your home.

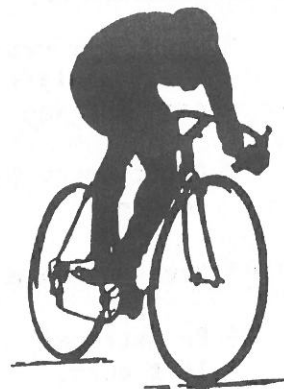
**CALLING AN AMBULANCE:** Give the specific location -- intersection, street address, and apartment number -- and have someone waiting for the ambulance at the location you gave.



## BICYCLING

A myriad of potential hazards awaits cyclists who ride unprepared. Those dangers range from weak riding skills, careless bicycling habits and poorly maintained bikes.

Learning to ride safely on a bike that fits, maintain their bikes and recognize potential scenarios as they glide along city streets, highways and recreation paths are among the most basic precautions cyclists can take.



## EQUIPMENT

Buying a bicycle that fits is important to riding safely.

- \* Maintaining that bike is also important. A bicycle that doesn't run properly may cause an accident or leave its owner stranded.
- \* Cyclists should examine their bikes before they ride.
- \* Are the tires worn, cracked or cut? Are the cables bent, rusty or frayed? Does the bike throw its chain or make peculiar noises? Are its control levers stiff? Cyclists who answer yes to any of those questions should have their bikes repaired before riding again.
- \* Tires should be pumped to the appropriate pressure.
- \* Cyclists should take coins to make a phone call should they become stranded.

## RIDING IN TRAFFIC

While out pedaling, bicyclists should remember they share the roads with motorists. Being safe in traffic demands that riders pay attention, ride with the law in mind and be courteous to other people using the roads.

- \* Obey all applicable traffic regulations, signs, signals, and markings. Riders walking their bicycles qualify as pedestrians, and must adhere to laws written for people on foot.
- \* Observe all local ordinances pertaining to bicycle operation.
- \* Keep right, drive with traffic, not against it. Drive single file.
- \* Watch out for drain grates, soft shoulders, and other road surface hazards.

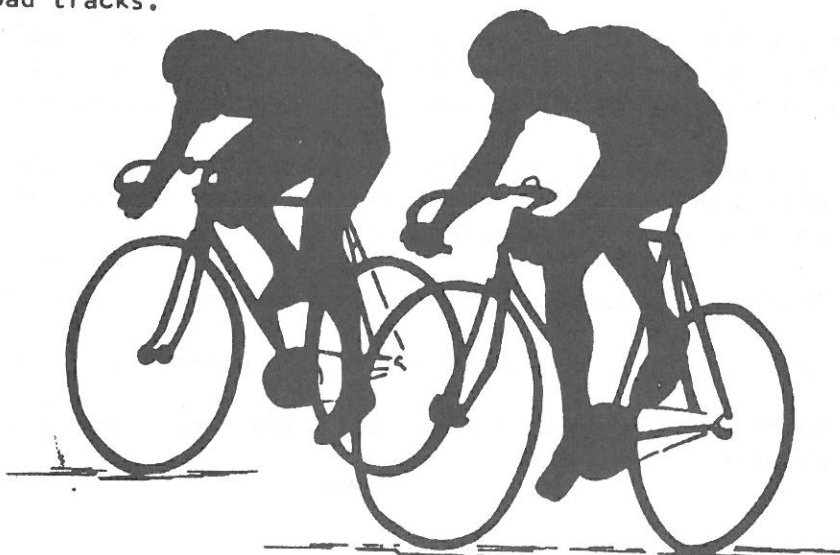
## RIDING IN TRAFFIC

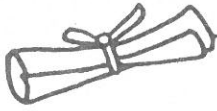
- \* When they pass parked cars, it's important to check for traffic before shifting left into the lane. Watch out for car doors opening, or for cars pulling out into traffic.
- \* Don't carry passengers or packages that interfere with your vision or control.
- \* Never hitch a ride on a truck or other vehicle.
- \* Be extremely careful at all intersections, particularly when making a left turn.
- \* Use hand signals to indicate turning or stopping.
- \* Protect yourself at night with the required reflectors and lights.
- \* Drive your bike defensively; watch out for the other guy.

## RIDING IN GROUPS

For participating in a group ride, other cyclists become part of the traffic.

- \* Bike riders should pedal single file to allow traffic and other riders to pass.
- \* It's a good idea to signal all turns well in advance and keep both hands on the bars throughout the turn.
- \* They should notify cyclist if they're going to stop or turn abruptly.
- \* As a matter of courtesy, cyclists should use hand or oral signals to warn fellow riders about such road hazards as loose gravel, glass and railroad tracks.





## SCHOLAR ACTIVITY BADGE

In Studying the history of education, did you ever wonder how you school books were printed??? Can you imagine how long it took to print a book before the Gutenberg press? Monks in monestaries used to hand print ALL books. It could take years and years. They used calligraphy to write and illustrate. Find out the history of calligraphy. Tell your den or pack.

Learn some Calligraphy

Calligraphy  
 Christmas  
 Sports

### Scout Law Dart Board

Using a dart board with the numbers one through twelve have each boy, in turn throw a dart at the dart board and score a point if he can recite the point of the scout law that relates to that number. If he is correct he gets one point and may continue throwing. The first boy to score 12 points wins. (the twelve points necessary may be any twelve points or the twelve different points.)

### Brain Teasers

Take the number of pennies in a dollar.  
 Multiply by the number of thirds in a circle,  
 Divide by the number of inches in a foot of string,  
 Subtract the number of nickels in a quarter.

ANSWER: 20

Take the number of toes on both feet.  
 Multiply by the number of pints in a quart,  
 Add the number of months in half a year,  
 Subtract the number of thumbs on two hands,  
 Divide by a dozen oranges.

ANSWER: 2

### Intelligence Test

This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word 'name in sentence No. 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "x" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an 'x' in the lower left-hand corner of this paper.
9. Draw a triangle around the 'x' you just put down.
10. If you think you have followed directions up to this point call out "I have".
11. Now that you have finished reading carefully, do only No.1 & No.2.
12. You have finished. How did you do?

## SCHOLAR

The Scholar activity badge is an easy one for boys to earn if they are doing acceptable work at school. This is so because more than half the requirements concern attendance, behavior, grades and service in school. Unfortunately, a majority of Webelos-age boys may not like school; they see it as a place of confinement rather than learning.

Through this badge, we hope to encourage boys to do well in school, to understand why schools are necessary and what they can offer, and to learn how the schools are run in this country.

The Webelos den leader can influence the boy's thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. If the leader shows enthusiasm and assures the boys this is not just more homework, he is on the right track. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge. Try to find out some of these things:

- \* What jobs are there at school for the boys to do?
- \* What extra-curricular activities are available?
- \* What community activities is the school used for?
- \* Who are the people on the office staff, cafeteria staff, custodial staff? What are their responsibilities?
- \* What are some of the problems of the school and how can you help?

The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a boy. Some helpful hints are:

- \* Invite a teacher or principal to one of your den meetings.
- \* Let the boys talk about what's going on in school. Guide the discussion in such a way that they will see the value of an education.
- \* Prepare a chart of the school system and explain; discuss with the boys.
- \* Obtain some old school books for boys to look through.
- \* Discuss possible den service projects for the school.
- \* Tour a high school, college or Education Service Center.
- \* Consider ways of helping under-privileged children with books.

## BRIEF HISTORY OF EDUCATION

When prehistoric man learned to communicate with words he was able to pass his limited knowledge on to his children. Each generation added new ideas gained from its experience. As contact between individuals, tribes, and nations increased, so did the exchange of knowledge. But this word-of-mouth education was slow and limited.

It wasn't until writing was discovered, about 5000 years ago, that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes, or astronomers.



About his same time, the system of apprenticeship was established. Boys from poorer families were bound by agreements to work for a master without pay. In return, he taught them a trade or an industrial craft. The master also had to feed, clothe and house his apprentice. This system of apprenticeship was still in effect in colonial America.

When Greece became the cultural center of the western world, education took a new turn. No longer was education a religious rite or a mystery. All citizens could attend school. The teachings of men like Plato, Socrates and Aristotle still influence modern academic studies.

The Renaissance brought a great rebirth of culture to Europe. After the Reformation in the 1500's, church-financed public schools were started. Education was available to all but the very poorest.

The education system of America included:

- \* Apprenticeship training
- \* Elementary schools - many of which were supported by churches or other groups
- \* Secondary and higher institutions where emphasis was to prepare boys for college
- \* Prevocational schools which taught technical subjects

America today has a greater percentage of youth to age 18 attending school than any other country of the world.

LETTER TO THE TEACHER:

Dear Mr. or Mrs. \_\_\_\_\_

\_\_\_\_\_ is working at this time on his Scholar Activity Badge in Webelos, Cub Scout Pack \_\_\_\_\_.

It is required that he review the marked requirements with his teacher and have her sign if he is presently meeting the requirements. If you feel he is not, could you please help me by discussing this with him and setting goals with him, so that he may be able to earn this activity badge.

I do appreciate the extra time this takes and feel \_\_\_\_\_ will benefit from it. If you have any questions please call me \_\_\_\_\_.

Thank you kindly,

Phillip Krinkle  
Webelos Den Leader

\*\*The items I marked for the teacher were the first three mandatory requirements and the last elective requirement in their book.

## Schooldays

Algebra	Laboratory
Assembly	Lesson
Auditorium	Literature
Biology	Locker
Chemistry	Report
Education	Social Studies
Geometry	Teacher
Gymnasium	Term Paper
Home Economics	Test
Homework	Textbook

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

## TIPS ON HOW TO TALK TO YOUR TEACHER

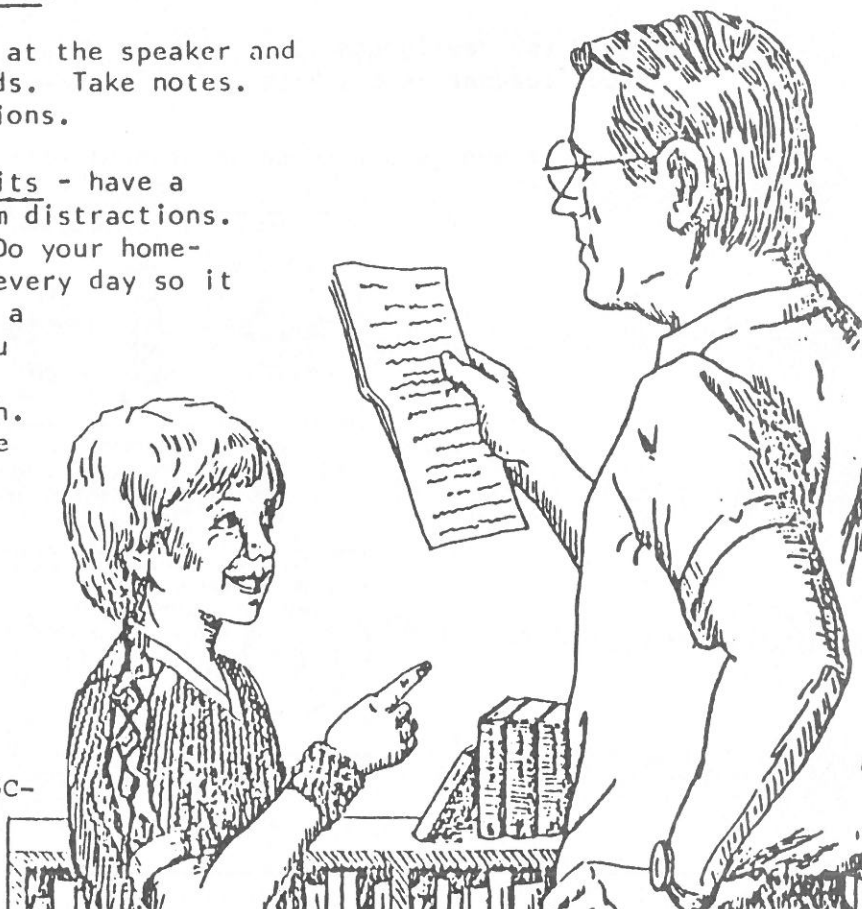
A good conversation with your teacher can increase your chances of making better grades, participating in clubs, working on new projects or earning school awards.

1. Set your goal and decide exactly what you want.
2. Prepare what you will say with a parent or friend. Make notes on information you might need or questions you need to ask.
3. Select a time when your teacher isn't busy. Make an appointment. Be polite, act natural and be honest. Ask for a chance to earn what you want and for suggestions on ways to improve your skills or behavior. Be sure to thank your teacher.
4. Check your attitude. Are you willing to work to improve?
5. After your talk, write down what you and your teachers agreed on. Follow through on the suggestions and fulfill your commitment. Keep trying even if it's hard. If you need help, ask for it.

Teachers are people too; they respond to genuine interest and enthusiasm. They want you to be a success.

## TIPS ON WAYS TO IMPROVE YOUR GRADES

1. Learn to listen - look at the speaker and concentrate on his words. Take notes. Participate in discussions.
2. Develop good study habits - have a place at home away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit. Make a list; do the things you hate first. Cross off each item as you finish. Schedule a break if the list is long.

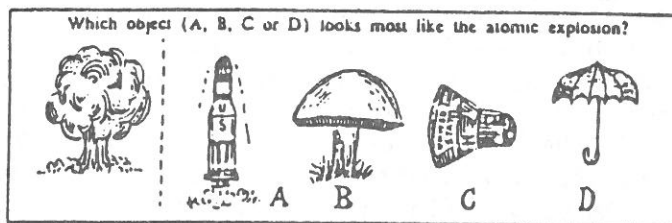


TIPS ON HOW TO IMPROVE YOUR GRADES

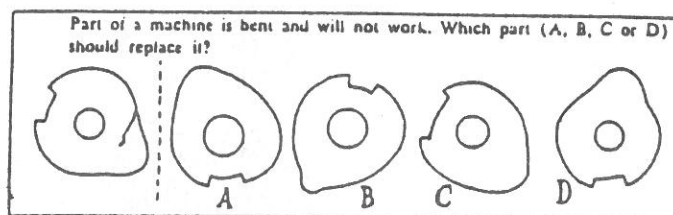
3. Use the right reading technique - learn how to skim by glancing through whole paragraphs at a time. You can find specific information this way. Slower, more careful reading is necessary when you must understand and remember.
4. Improve your vocabulary - look up a word you don't know. Write it down. Note spelling, pronunciation and meaning.
5. Sharpen your writing skills - organize your thoughts. Keep your sentences short. Don't start every sentence with the or I. Make sure your handwriting is neat. Double check spelling and punctuation. Go over your work.
6. Learn how to take tests - study for a test well ahead of time, carefully and calmly; do not 'cram'. Then relax, and face it. First, slowly read all the directions. Make sure you understand exactly what is required. Next, answer the questions you know for sure. Pace yourself. If there is an answer you don't know, skip it and go on. You can always go back and fill it in. Work steadily. Double-check your work for careless errors before you hand it in.
7. Develop a positive attitude - this is most important. You are what you think you are. Think you are going to pass and you probably will.

When you really want something at school and you are willing to work for it, your teacher is the best person to help you.

\*\*\*\*\*



B. The expression 'atomic mushroom' is very appropriate. This type of exercise helps you see how things are alike, though they may be quite different in most ways.



D. This type of exercise helps you perceive the parts of physical objects, whether it is machinery, buildings or continents.



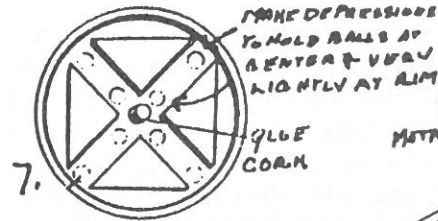
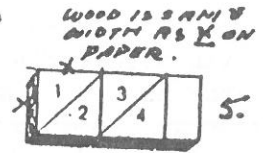


**SCIENTIST ACTIVITY BADGE**

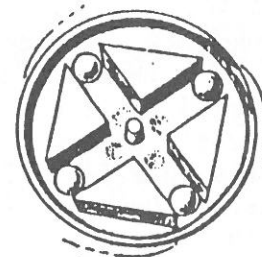
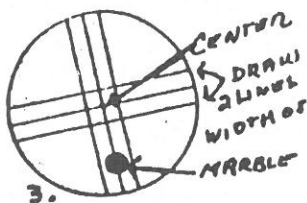
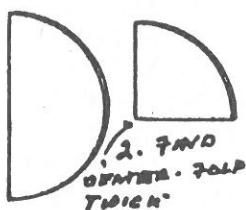
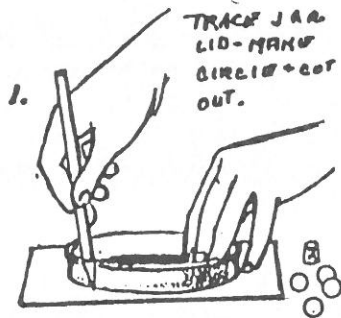
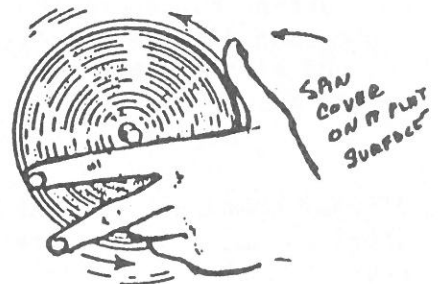
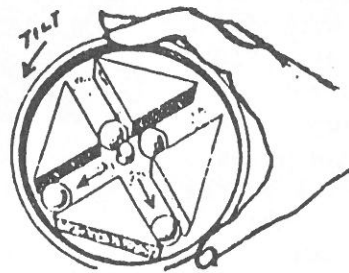
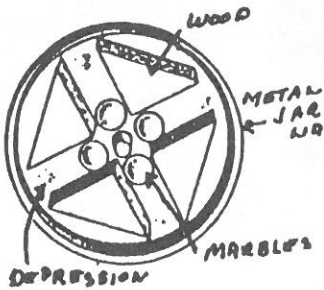
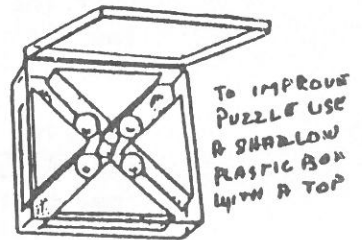
Centrifugal Force

There is only one solution to solve this puzzle. It's so simple that your friends might bite their nails in trying to solve it. Use a large metal screw-top cover, 4 marbles, and four pieces of triangle wood or stacked cardboard, & cork. Make sure the runways edges are smooth or the marbles will halt. Follow the drawings. For the marble to stay in the corners, make a dent in the metal or the paper, and metal which is underneath. The solution is at the end.

QUESTION: Can you get all four marbles to stay at the rim at the same time?



KEEP LID CLOSED



## SCIENTIST

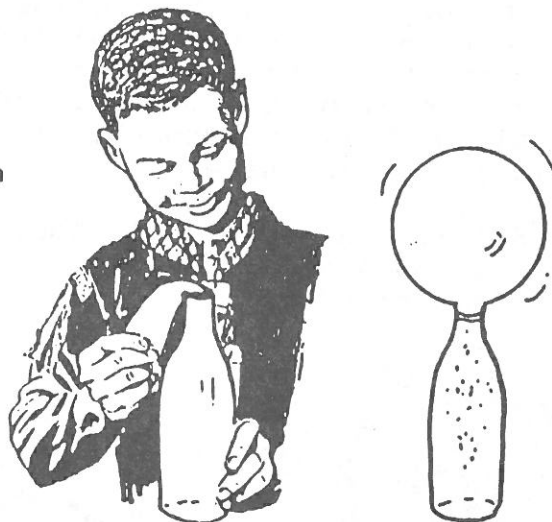
We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

Experiments covering each of the badge requirements are found in the 'Webelos Scout Book' and additional ideas are found on the next few pages. Choose some experiments and enjoy an 'exploration into science' with your Webelos Scouts. Be sure that you have tried the experiments ahead of time and have the necessary materials on hand.

### VINEGAR MAGIC

Genie of the Bottle - Use a balloon that has been inflated before so the rubber stretches easily. Put a tablespoon of baking soda in a bottle. Add distilled white vinegar and quickly fit the balloon over the rim while the mixture fizzes. You can't see the carbon dioxide, but you can see it fill the balloon.

Bouncing Buttons - Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in distilled white vinegar to make the buttons bounce to the top. Bubbles of carbon dioxide are lighter than water, and lift the buttons. They will bounce up and down for quite a while. Add more vinegar when they slow down.



Vinegar combined with baking soda produces carbon dioxide, a colorless, odorless gas. This is the same carbon dioxide that you breathe out with every breath. The fizz in carbonated soft drinks is from carbon dioxide, which makes bubbles in the liquid. Carbon dioxide is used in fire extinguishers because nothing can burn in its presence. It actually smothers the flame.

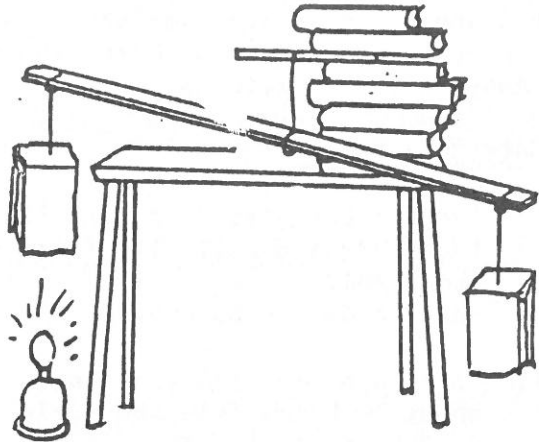
### OPTICAL ILLUSIONS

Pendulum Phenomenon - Fasten a white disc  $3/4$ " in diameter on a 3' piece of white thread. Have someone hold the thread so the disc can swing like a pendulum. Start the disc swinging in a perfectly straight line and view it from a distance of three feet against a plain wall. Notice how the disc swings in a line like a pendulum. Hold a sunglass lens over one eye. Observe the path of the swinging object again. The movement will no longer be in line but in a circle. If you switch the lens to the other eye, the movement will appear to be in the opposite direction. Principle: Shows the importance for the eyes to receive similar images.

## WEIGHING AIR

This experiment will help illustrate why Montgolfiers' balloon worked. You will need:

two large paper bags  
a yardstick  
some thread  
tape  
a pencil  
some books  
small electric lamp



to make this balance that weighs air.

1. Tape a piece of thread to the bottom of each bag. Tie one bag to each end of a yardstick.
2. Tie a loop of thread around the middle of the yardstick - a slipknot works best. Tie the other end of this thread to the ruler which is held in place between the stack of books.
3. Now carefully slip the yardstick back and forth through the center loop until it balances straight across.
4. Place the lighted electric bulb up close under one of the paper bags. As the bag is filled with warm air from the light bulb, you will see it rise. This proves that a bag full of warm air is lighter than a bag full of cold air.
5. Now hold the light bulb under the other bag. As the air in this bag warms up, the air in the first bag is getting cool. Slowly the balance will swing in the opposite direction.

This demonstrates what makes a hot air balloon rise. It also shows what makes smoke rise. The smoke from a fire is nothing but tiny pieces of ash being carried up in a draft of warm air.

WHAT CAUSES FOG? A fog is a cloud in contact with the ground. There is no basic difference between a fog and a cloud floating high in the atmosphere.

The most common fogs are those seen at night and in the early morning over the lowlands and small bodies of water. They usually are caused by a cold current of air from above striking the warmer surface of the land or water. In the autumn fogs are very common because the air is cooling faster day by day than the land or water.

The reason fogs often seem denser than clouds is that the droplets of water are smaller in a fog. A large number of small drops absorbs more light than a smaller number of large drops (as found in clouds) thus its denser to us.

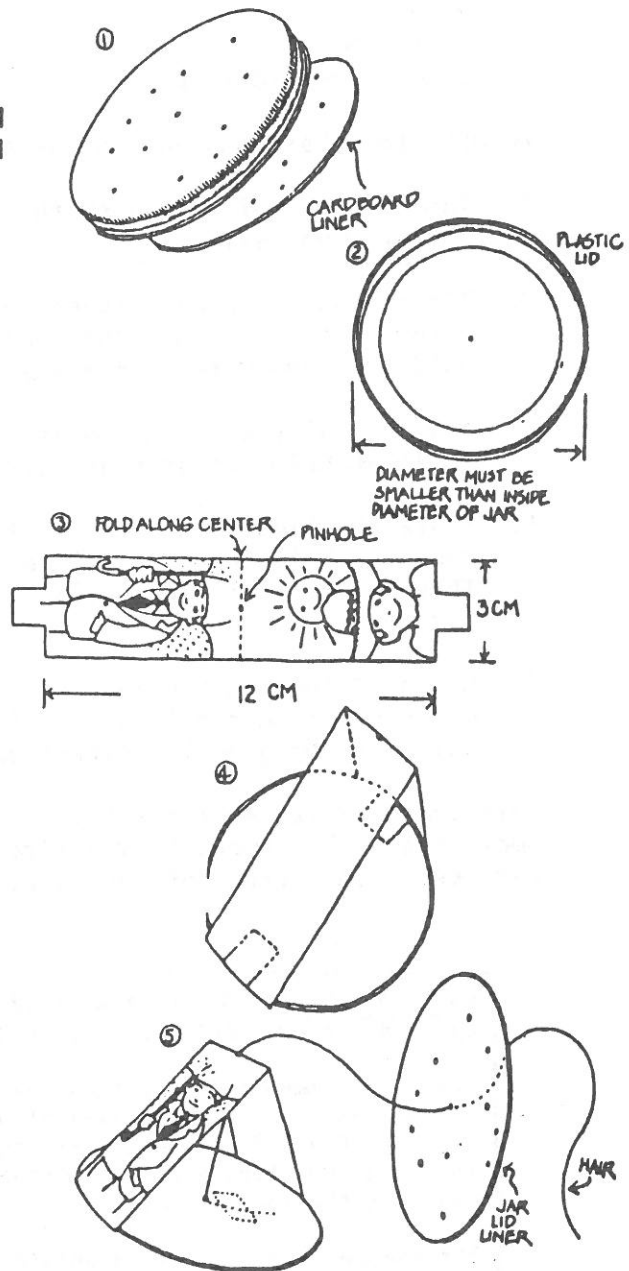
## WEATHER FORECASTER

A change in humidity - moisture in the air - usually means a change in the weather. Because human hair reacts to moisture, you can use it to make a handy weather predictor.

### Materials Needed

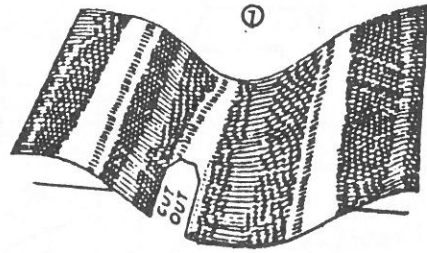
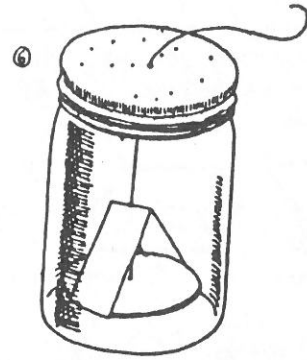
Large clear glass jar with lid (1 qt. mayonnaise jar)  
Lightweight plastic lid (from a cottage cheese container)  
Human hair  
Paper and thin cardboard

1. Using a hammer and small nail, punch about 10 holes into the jar's lid and cardboard liner. These allow air and moisture in, while the lid keeps out larger air currents.
2. Cut plastic lid into disc with a diameter smaller than jar opening. Make a pinhole exactly in the center of plastic disc.
3. Cut a thin cardboard rectangle, 3 cm x 12 cm. Leave a tab on each end. Fold it in half, and crease to form an 'A' shape. Make a pinhole midway in the crease. Draw a character or scene on one half to indicate rainy weather; on other half a scene for fair weather.
4. Bend the tabs inward, and tape them to opposite ends of plastic disc's underside. The pictures should face outward.
5. Clip a few strands of clean human hair. Thread the hairs through the pinholes in plastic disc and cardboard, and tape them to the underside of plastic. Remove the liner from jar lid. Thread the other hair ends through a pinhole in the liner. Do not return liner to the metal lid yet.



## WEATHER FORECASTER

6. To adjust hair, lower base to the bottom of jar and set lid liner on the mouth. Pull hair until base lifts off bottom, rotates freely, and does not touch any glass. Tape hair to cardboard liner, and snap liner back into metal lid.
7. Cut a paper sleeve to fit around jar. Cut out a door the size of both rainy and fair weather figures.
8. Make sure lid is secure. Place it on a brick in bucket of warm water and drape wet towel over top. After a few minutes, turn paper sleeve so you can see the rainy weather character through the door. Then, when the atmosphere humidity changes, the figures will turn, to show the change through the opening.

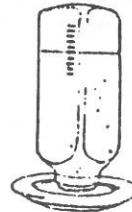


\*\*\*\*\*

## BAROMETER

A barometer measures atmospheric pressure. Here is a simple one to make. Use a glass or clear plastic quart bottle. Fill it with water; put a saucer over top, and flip it over quickly. Allow a little water to escape into the saucer.

With a felt tip pen, draw 8-10 scale marks  $\frac{3}{8}$ " apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.

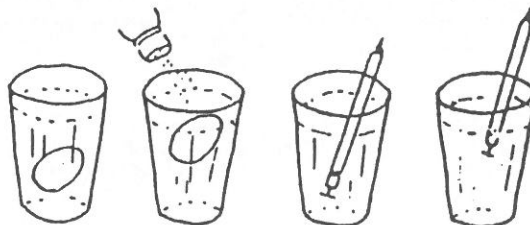


## HYDROMETER

This measures the density of a liquid. An object can float in a liquid only if it is less dense than the liquid. Prove this by placing a fresh egg in a glass of water. The egg will sink. Then add 2 tablespoons of salt to the water and the egg will float.

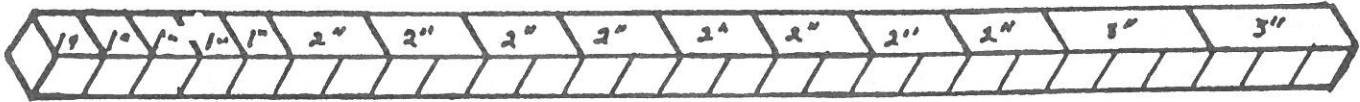
Try sticking a thumbtack into a pencil eraser and place the pencil in water, point up. Mark the waterline on the pencil. Add salt to water. The pencil will ride higher in the water.

Why? Salt water is more dense.

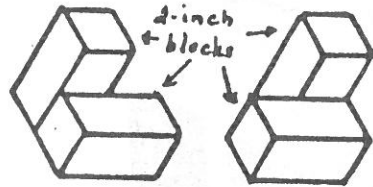
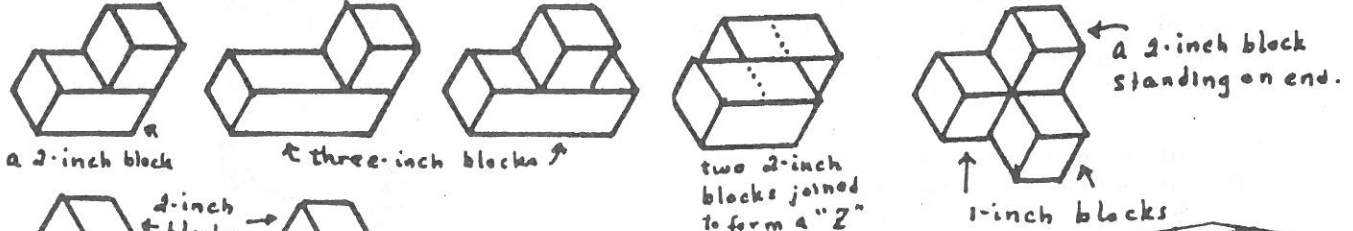


**THE SOMA CUBE**

Buy 1-sq. inch of molding from the lumber yard. You will need 27"s for each boy. Mark off 1" at a time and saw, as they will not be true cubes if marked all at once and then saw. Follow the drawing below.

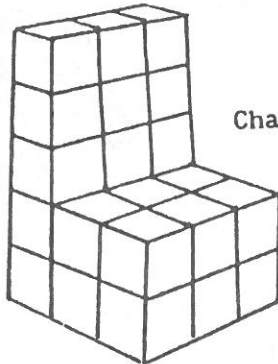


When finished you will have; 5-1", 8 - 2", 2 - 3" sections. Sand slightly and glue as below. After gluing, there will be 7 different shapes.

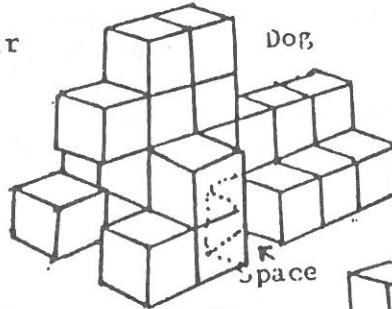


These two pieces are mirror-images of one another. They are not identical.

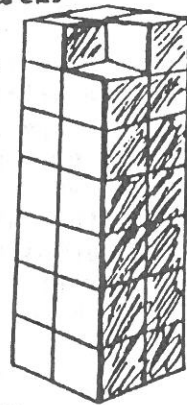
Build these with your newly soma cubes.



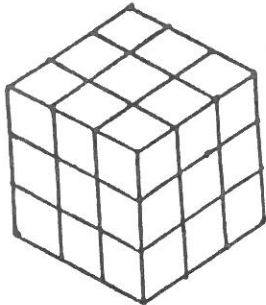
Chair



DOG

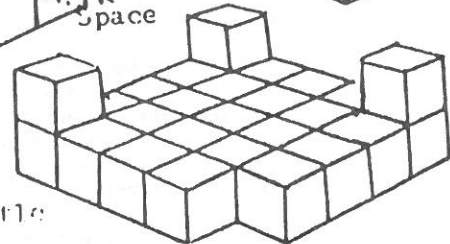


Tower



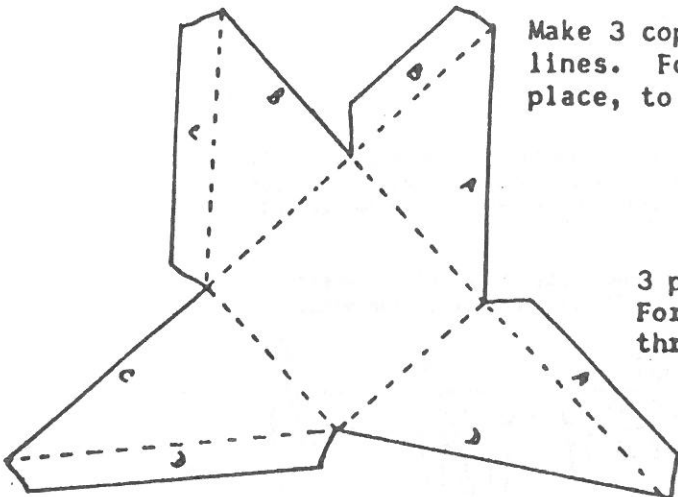
3 x 3 Cube

There are 240 ways to build this cube. How many can you build. Write down and keep track.

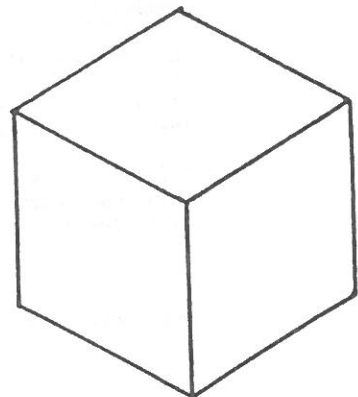


Castle

Make 3 copies of this figure. Cut on solid lines. Fold on dotted lines. Glue tabs in place, to make 3 pyramids.



3 pyramids = 1 cube.  
Form a cube using the three pyramid blocks.

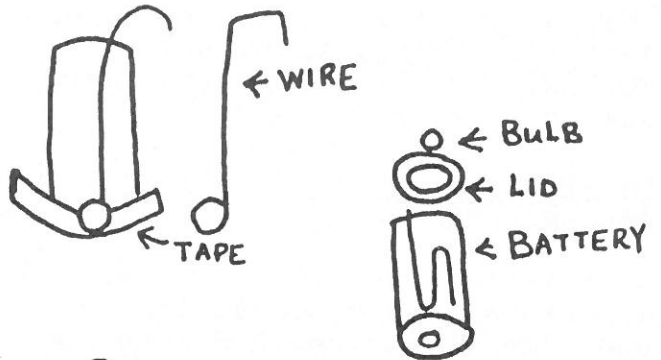


Flashlight

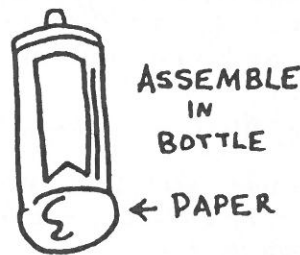
Need:

- Plastic pill box large enough for a battery
- A flashlight battery
- Bulb and base to fit inside
- Flexiable lid
- Insulated wire
- Adhesive tape

Scrape the insulation from one end of the wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.



Next, cut an opening in the center of the plastic bottle lid, large enough for the base of the bulb to fit thru. Push base of bulb thru hole at the top of the lid.



Now scrape the other end of the wire and wind it around the base of the bulb. Secure in place with small piece of tape.

Crumple small pieces of paper. Place enough into bottom of bottle so that the battery will make contact with base of bulb when inserted and lid tightly closed.



Hinge one side of your lid to the bottle with tape. When lid is closed, bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure lid is up completely so that there is no battery contact. Otherwise the battery will run down.

This light creates a dim glow. If you want a brighter light and can find a container large enough, use two batteries. If you wish, cover the outside of the flashlight with decorative paper or plastic.



SHOWMAN ACTIVITY BADGE

The Showman Activity Badge has something for everyone. For the 'natural' actor, there's drama. For the shy boy, puppetry. For almost every boy-music.

Getting started  
(An opening)

A dramatization using four Webelos who stand in a diagonal line at one side facing the audience and the Webelos Leader who is facing both the Webelos and the audience on the other side.  
Webelos Leader is WL.

- WL: David, how would you set out to do a goodturn? (David takes one step forward.)
- WL: Larry, how would you get started on a camp out? (Larry takes one step forward.)
- WL: Ray, how would you start on a hike? (Ray takes one step forward.)
- WL: Billy, how would you start out to achieve your first activity badge? (Billy takes one step forward.)
- WL: Yes, it is as simple as that- to make a thousand mile journey, to run a race, to learn a trade, to meet new people, to climb a mountain, to create a masterpiece, to build skyscrapers, to design a spaceship, to do anything worthwhile there is always a first step and it is the most difficult one to take.

If you are to progress in life or in Tigers, Cub, Webelos, Explorer, or Boy Scouting, you must first face your goal and then get started with that all important first step. (on the words first steps, all the boys take one step forward again and then salute.

The Athenian Oath  
(A closing: 5 Webelos)

- 1st W: We will never bring disgrace to this our city by act of dishonesty or cowardice.
- 2nd W: We will fight for the ideals and sacred things of the city, both along and with our companions.
- 3rd W: We will revere and obey the city's laws.
- 4th W: We will try unceasingly to quicken the sense of civic duty in others.
- 5th W: In every way we will strive to pass on the city to our sons, greater and better than it was when our fathers passed it on to us.



## SHOWMAN

There are three ways for Webelos Scouts to earn the Showman activity badge. The three areas are Puppetry, Music and Drama.

### WHERE WAS THE FIRST THEATER?

Theater as we know it first developed in Greece as part of religious observance. The stage was simply a circle of turf on which the worshippers danced around the altar of Dionysus. The spot was usually at the foot of a hill so that the spectators on the slopes could watch the dancing.

This started the tradition of Greek theaters: semicircles of seats built into a hillside. In fact, the word 'theater' is of Greek origin and means 'a place for seeing'.

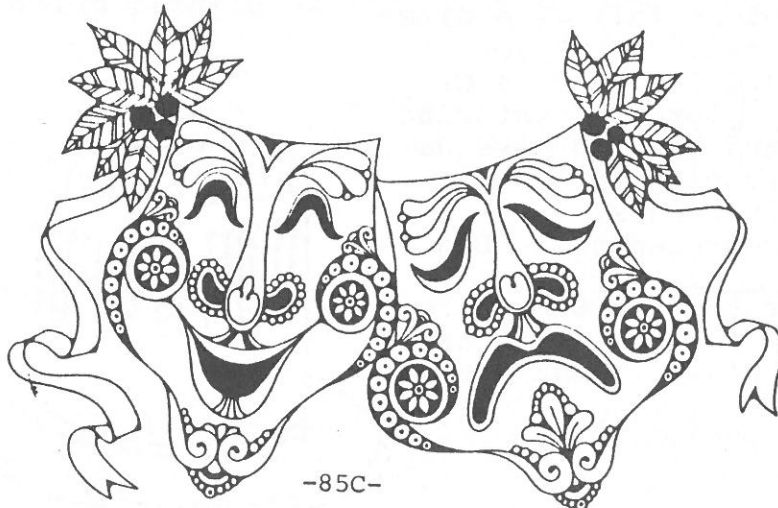
A theater built in Athens about 500 B.C. had a circular place called the orchestra where the performance was given. Erected behind the circle of the orchestra was a dignified-looking stage building. It was used as a dressing place for the performers.

This 'skene' (from which comes the word 'scene') served as a background for the action of the play.

Very little scenery was used by the Greeks, and no artificial lighting was needed because the plays were presented in the daytime.

The first permanent stone theater was built in Rome in 52 B.C. The theaters of the Romans were similar to those of the Greeks, except they were built on level ground. The Romans were the first to fill the orchestra with seats and present the play on a raised stage behind which was the 'skene'.

After the Roman world turned Christian, no theaters were built for about 1000 years. The first modern theater was the Teatro Farnese at Parma, Italy. It was built in 1618 or 1619. Its stage instead of projecting far out into the orchestra was built into one of the walls. A curtain was used to separate the stage from the auditorium so that changes of scenery could be made out of sight of the audience.



Guiding Stars  
(Special Leader Recognition)

This recognition is presented by the Webelos Dens. It should be presented after the advancement and achievement recognitions. Let a parent help with this, so that the presentation will be a complete surprise to the Leaders of the Pack.

**EQUIPMENT:** Make five large gold stars out of tissue paper on a wire frame made of coat hange wire. They should be large enough for the boy to hold and as he makes his short thank you speech, he can poke his head thru the star. (Need 5 Webelos)

- 1st W: If you will look around you, you will see many bright stars besides the ones that we hold. My star represents our Cubmaster Mr. \_\_\_\_\_ and his assistants Mr. \_\_\_\_\_ and Mr. \_\_\_\_\_ (On the word represents, pop head thru the star.) On behalf of all Cub Scouts I wish to say thank-you for the leadership you have given our pack.
- 2nd W: My star represents the committee (if not too many on the committee, give their names) for your time and effort in helping our pack grow.
- 3rd W: My star which is a very bright one is full of excitement and fun. Thank you Webelos and Cub Leaders Mr. \_\_\_\_\_ and Mrs. \_\_\_\_\_ for your untiring service and help to give us the opportunity to become better Boy Scouts.
- 4th W: My star represents the Den Chief(s) \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_ who encourage the Cub Scouts to become better Scouts in their work and play. Thank you.

5th W: And it may be the last star but it is the most brilliant and lasting one. Thank-you mom and dad for your daily help in our Cub Scout program. It is you and you and you, that make it possible for each Cub Scout and the Pack to GO.

Movies Movies

Use empty cardboard canister (potato chips and ice cream come in them) or make one by rolling stiff cardboard into a cylinder.

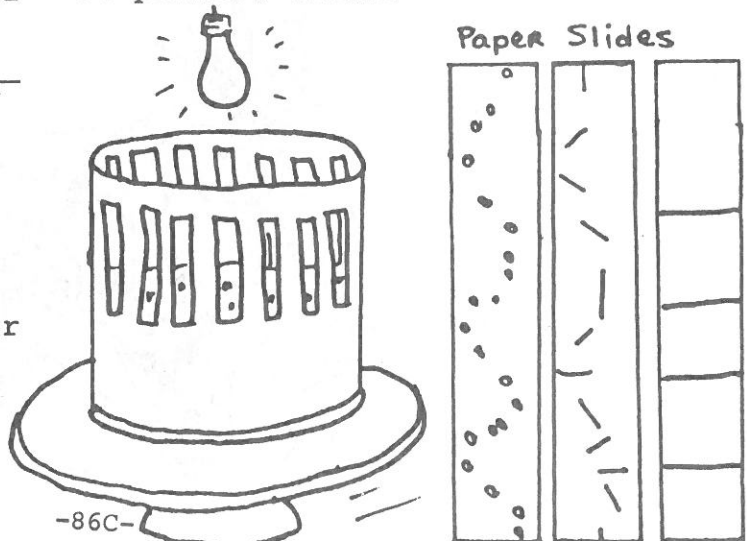
Make, borrow, or buy a lazy susan. Cut slots about 3" up from the bottom, every 2" all the way around, leaving about " between slots.

Cut strips of paper to fit inside canister.

Draw action sequence: stick spinning, ball bouncing, boy running, man going upstairs, fish swimming, flower growing, etc.

Place movie inside canister, picture side showing. Look through the slots. Spin the lazy susan-see the action.

(The movie needs to be well lit. The drawing needs to be good and dark. The inside of canister can be painted black.



Ventriloquist Act

This is a script which could be used by a boy operating a hand puppet as a ventriloquist's dummy. It isn't likely that a 9 or 10-year-old boy will be a very good ventriloquist, but if he makes wide, exaggerated actions with the puppet, the audience's eyes will be on it rather than on him. Or another boy offstage could be the dummy's voice.

he makes wide, exaggerated actions with the puppet, the audience's eyes will be on it rather than on him. Or another boy offstage could be the dummy's voice.

Ventril: How was your day today?

Dummy: Not very good. We lost a close game in baseball today.

Ventril: What was the score?

Dummy: 70 to nothing.

Ventril: That was a close score?

Dummy: Sure. The last time we played, we lost 120 to nothing.

Ventril: What is the biggest problem that you lose by such a score?

Dummy: The bat and the ball.

Ventril: The bat and the ball?

Dummy: Yeah. The other team doesn't pitch the ball where we swing the bat.

Ventril: Sounds like you need more practice.

Dummy: Practice? What's that?

Ventril: Don't you know what practice is.

Dummy: Never heard of it.

Ventril: I'll try to explain it to you. That is where you get your team together and try hitting fielding the ball.

Dummy: Sound like a good idea. We'll try it.

Ventril: I heard you had a birthday last week.

Dummy: That's right. I was 10 years old.

Ventril: Did you get any presents?

Dummy: Yeah. I got quite a few. But I also got one that I can't use.

Ventril: What did you get that you couldn't use?

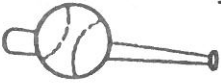
Dummy: A billfold.

Ventril: You use a billfold to keep your money in.

Dummy: I know. But I get 50¢ a week allowance. How can you fold 50¢.

Ventril: Now that you'r 10 years old have you thought about joining Cub Scouts?

Dummy: I am a Cub Scout. I was a Tiger, a Wolf, and a Bear and now I'm a Webelos Scout.



**SPORTSMAN ACTIVITY BADGE**

This badge not only helps you train your boys to build their bodies, but they need to learn the spirit of competition. Take the time as den leaders to teach your boys good sportsmanship.

Sports Quiz

See how many term you can match with the game it belongs to:

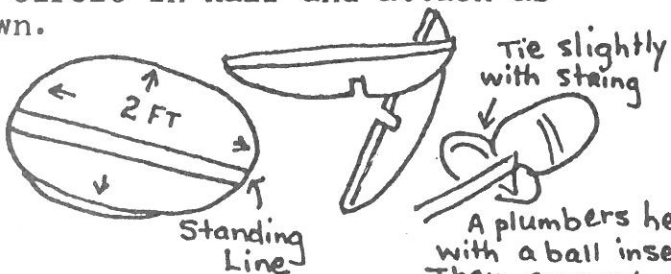
- |                    |                |
|--------------------|----------------|
| 1. Spare           | Hockey         |
| 2. Shell           | Trap-shooting  |
| 3. Shuttlecock     | Boxing         |
| 4. Fairway         | Bowling        |
| 5. Slalom          | Polo           |
| 6. Double fault    | Skiing         |
| 7. Eight-ball      | Basketball     |
| 8. Chukker         | Archery        |
| 9. Clay Pigeon     | Boating        |
| 10. Technical K.O. | Football       |
| 11. Jump shot      | Baseball       |
| 12. Puck           | Figure skating |
| 13. Double Play    | Tennis         |
| 14. Figure Eight   | Badminton      |
| 15. Field Goal     | Pool           |
| 16. Headlock       | Wrestling      |
| 17. Casting        | Golf           |
| 18. Quiver         | Diving         |
| 19. Jack-knife     | Hunting        |
| 20. Oar            | Fly fishing    |

- |                 |             |
|-----------------|-------------|
| 1-5=Amateur     | 5-10=Novice |
| 10-15=Semi-Pro. | 15-20=Pro.  |

Teeterboard Jousting

This medieval game takes a lot of skill and can be a lot of fun in the den. The idea is to knock your opponent off his teeter board with your jousting stick before he knocks you off.

To make the teeter board, cut 2ft. circles out of 3/4" plywood. Cut one circle in half and attach as shown.



A plumbers helper with a ball inserted. Then covered with rags.

Baseball Game

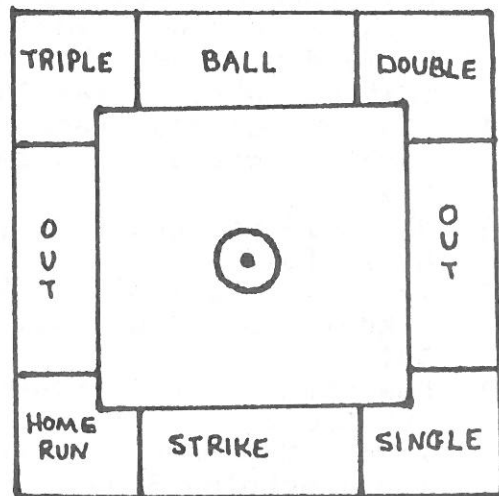
Need:

Large sheet of cardboard (can be any size so long as it is square.)

Cut a large square from the cardboard. Using marking pens, draw a baseball diamond on it like one shown. Mark home plate and the three bases. Outside of the baselines write as shown: home run, strike, single, out, double, ball, triple and out.

Draw pitcher's mound in the center. Cut a bat shape spinner from cardboard. Punch small hole in bat and center of pitcher's mound. Attach bat with paper brad to pitchers mound. Be sure that the hole is not too small or too large, needs to be large enough for the bat to spin freely.

Follow regular baseball rules when playing. Keep score. Each player keeps his turn until he has three outs.



## SPORTSMAN SCOREBOARD

### Requirements

#### DO THESE:

1. Show the signals used by officials in one of the following sports: football, basketball, baseball, soccer, or hockey.
2. Explain what good sportsmanship means.
3. While a Webelos Scout, earn two of the Cub Scout Sports Participation Awards for individual sports—archery, badminton, bicycling, bowling, golf, marbles, physical fitness, skating, skiing, swimming, table tennis, tennis.
4. While a Webelos Scout, earn two of the Cub Scout Sports participation Awards for team sports—baseball, basketball, soccer, softball, ultimate, volleyball.

## MARBLES

This sport is still being played in some parts of the country. A good contest can be had within the den or pack by having a marble tournament. Have a trophy or prize to give to the winner.

### Rules

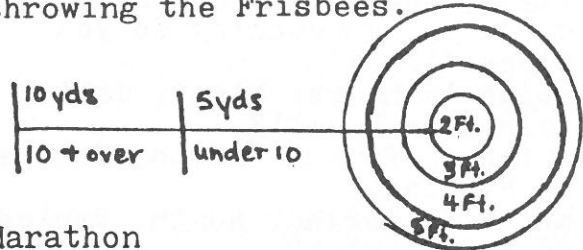
The circle should be four feet in diameter. Eleven or fifteen marbles are placed in the circle on a "T" marked on the ground. Two boys play each other. Play starts from outside the ring, however, if a marble is knocked out and the shooter remains in the ring, the next shot is taken from where the "shooter" stops. A player continues to play until he fails to knock a marble out of the ring.

The winner is the one with the most marbles at the end of the contest.

## FRISBEE CONTESTS

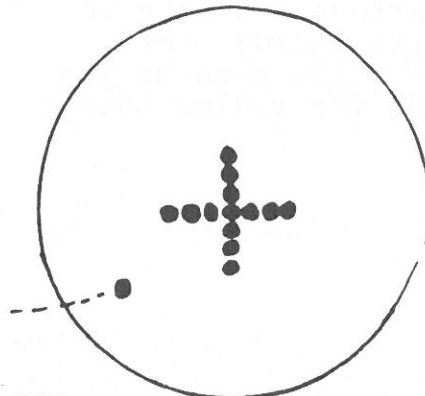
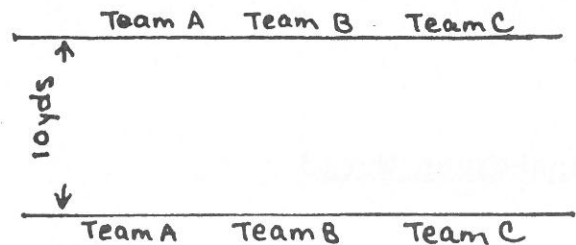
### Bulleye

Played with five Frisbees. Draw course as shown. The object of this game is to throw for accuracy. Add up points after each boy takes his turn throwing the Frisbees.



### Marathon

Divide boys into teams of two players each. Draw two parallel lines on ground ten yards apart. One member of each team stands behind each line. The judge will call "go" every ten seconds. If a team drops the Frisbee or has to step over the line to catch it, they are out of the game. Play continues until there is one team left.





## TRAVELER ACTIVITY BADGE

### TRAVELER QUIZ

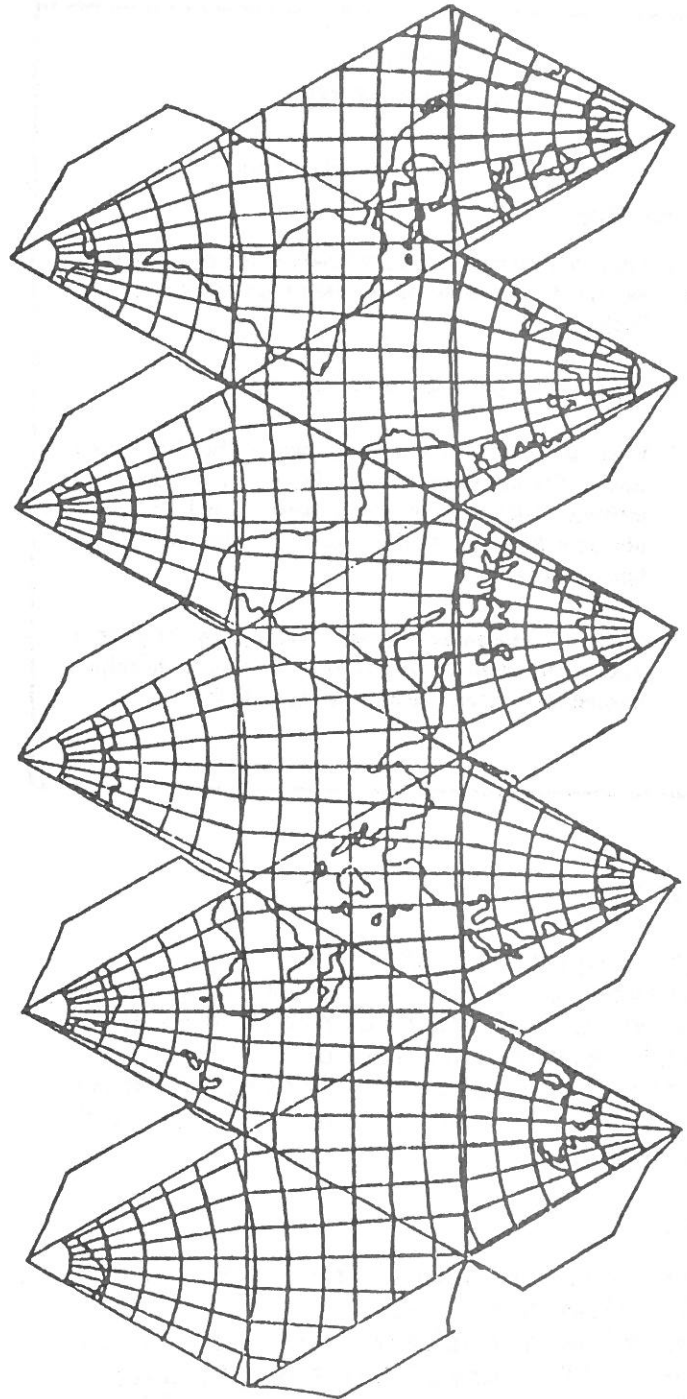
1. You are on a ship five miles from an entrance to the Panama Canal and sailing due west toward it. In what body of water is your ship?
2. Flying due south from Detroit, what foreign country do you reach first?
3. Which is nearer Miami, California or Brazil?
4. Which is farther north, Venice or Halifax?
5. Which is farther south, Venice or Vladivostok?
6. Which is larger, Japan or Great Britain?
7. What four states in the U.S. touch at one point?
8. Does a great circle from Tokyo to the Panama Canal pass east or west of San Francisco?

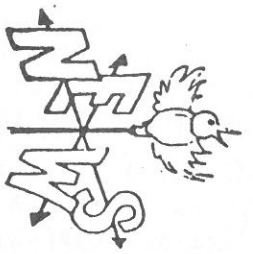
ANSWERS: 1. Pacific, 2. Canada, 3. California, 4. Venice, 5. Vladivostok, 6. Japan, 7. Arizona, Colorado, New Mexico, and Utah, 8. East.

### Icosahedron World

Find the North and South Poles and the Equator on the Icosahedron World above.

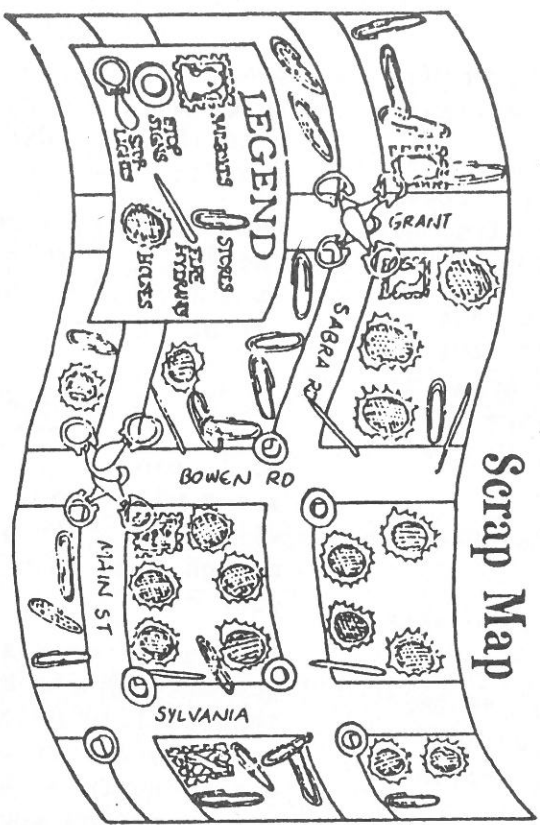
Cut out the pattern and make an Icosahedron (20-sided) world. A thin film of white glue on the tabs works best for making this globe.





# about Maps

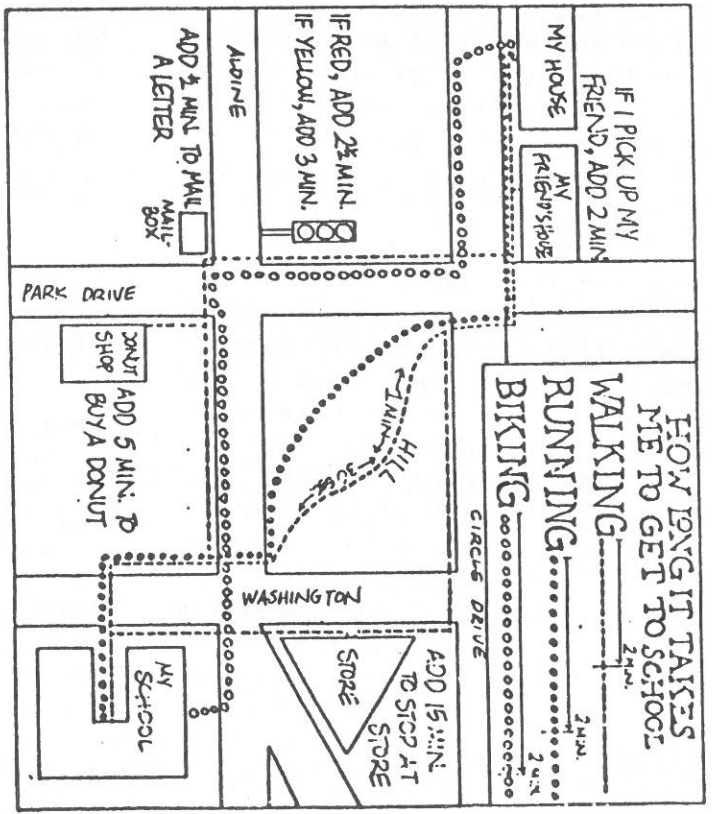
Maps are fun to read. Maps are fun to make. But the most fun of all is reading a map you yourself have made! And don't think that maps are only good for locating hidden treasures and correct freeway exits...although both are mighty welcome sights. Maps can be used for any number of rather silly but enlightening things.



A map doesn't have to be of a faraway place or a large land area. It can be of a neighborhood—your neighborhood! Make a map of your neighborhood. Use cancelled stamps to show the locations of mailboxes. Use washers to show where stop signs are. Use scraps as symbols for stoplights, houses, stop signs and fire hydrants. Many maps have a legend. A legend is very important in helping someone read a map. It contains all the symbols used in the map and tells what they are. Make a legend in one of the corners of your map. Show the scraps used in the map and tell what each means.

PACK-O-FUN

## Time-Distance Map



Make a map showing your house, your school and all the streets between the two. Mark your route to school. Walking at the same speed for the entire trip, notice how far you've gone after five minutes of walking. Figure out how much space that takes up on your map. Mark this as a scale in the legend.

Then, figure out how far you can run in five minutes. Translate that distance to the scale of the map.

Try the same trip on your bike. Mark that in the legend.

If you want to make an even more accurate time-distance map, make allowances for special things like these:

- If I miss the light at Aldine and Park Drive, my trip to school will take an extra three minutes.
- If I'm running to school and I pass through the Washington Street Shopping Center during a sale, ...
- I ride my bike more slowly uphill than downhill.

JANUARY 1978

GUIDE TO EMERGENCY ACTION

AUTO ACCIDENT

Move the vehicles well off the road, if possible, and turn off the ignitions.

Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified.

Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and a third 100 feet ahead of the scene. If other people are there, station them with the flares to alert traffic.

Warning - Do not light flares near spilled gasoline.

Send for the police, and an ambulance if necessary.

Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

CAR FIRES

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat.

Don't grab wires with your bare hand. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

HEADLIGHT FAILURE

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

CAR SUBMERSION

Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 minutes - enough time to escape if you keep your head.

If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

Depending upon the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.

STRANDED IN A BLIZZARD

Don't sit with the motor running and the windows closed. Deadly and odorless carbon monoxide can seep into the car.

Keep two windows partly open so fresh air circulates. To conserve gas, run the engine for a short while so that the heater warms the car. Then turn it off until the car begins to get cold.

Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.



## SAFE DRIVING TIPS FOR FAMILIES

Allow enough time so you don't feel rushed. On long trips allow time for frequent stops.

Have your car checked, tires, brakes, lights, turn signals, wipers, to insure proper functioning.

Use seat belts - they save lives.

Be alert to hazards - adjust driving speed accordingly.

Use courtesy abundantly - every where - at intersections, while being passed or passing, and at night with headlights.

Follow the rules of the road - signs, signals, and road markings for a safe enjoyable trip.

Have something for children to do while riding on a long trip. (see below)

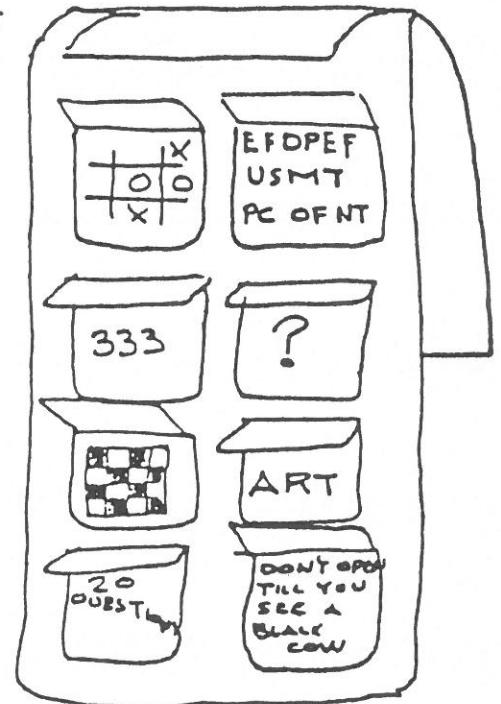
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## SHOE BAG GAME KIT

Webelos Scouts can help prepare a shoe bag game kit to keep smaller children entertained in the back seat of a car. The bag is made from a piece of cloth long enough to hang over the front seat and provide 6 or more pockets containing surprises.

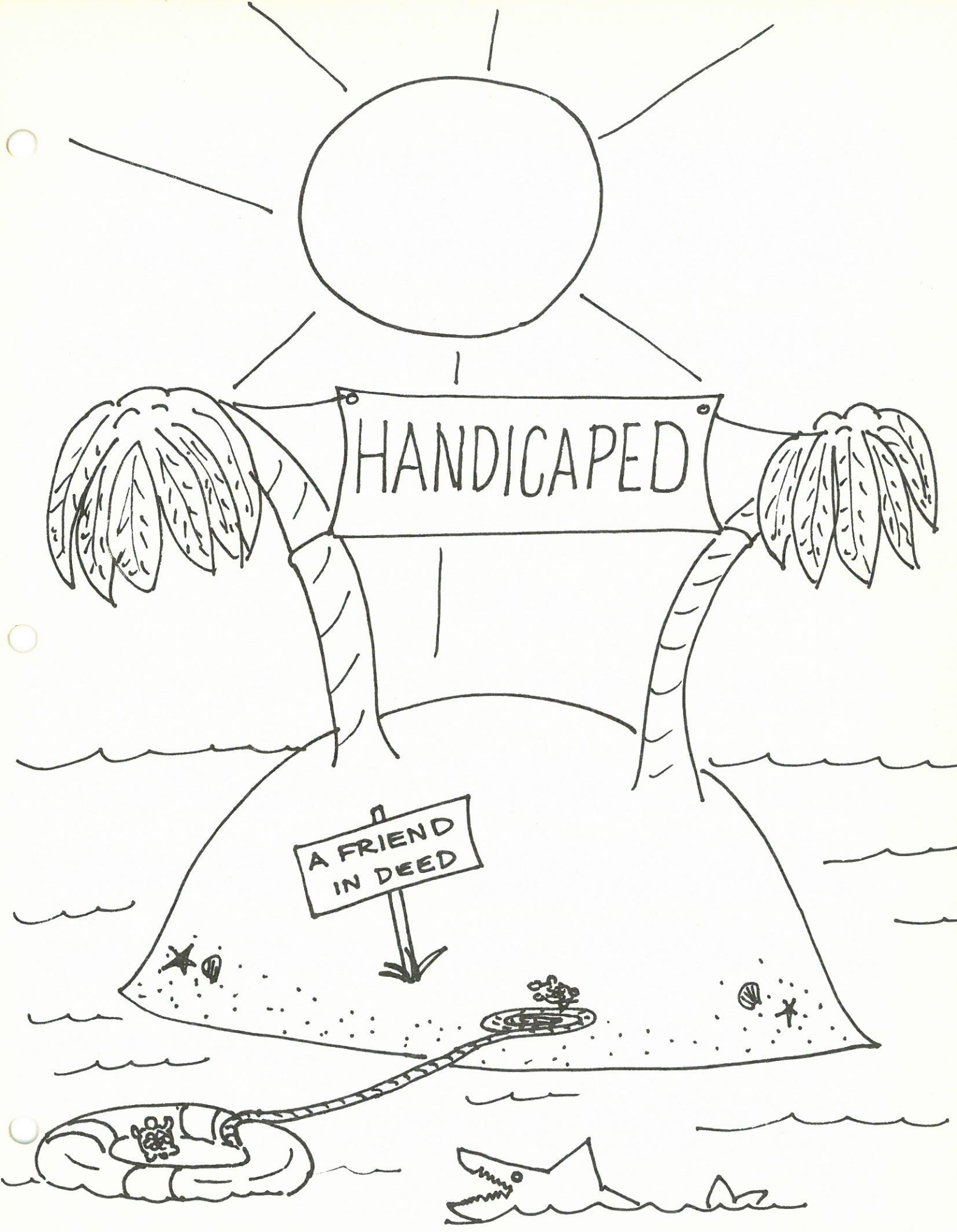
### SUGGESTIONS:

- \* Paper and pencil
- \* crayons
- \* color books, or activity books
- \* magnetic checkerboard
- \* tic-tac-toe game
- \* blunt scissors
- \* Small cars/dolls/toys/etc.
- \* 20 questions game, car bingo,
- \* A special one marked "Don't open till ....."



One important rule to follow is that players must put away the contents of one pocket before opening the next.





HANDICAPED

A FRIEND  
IN DEED



# CUB SCOUTING FOR THE HANDICAPPED

While handicapped Cub Scouts in Pack 8 were learning to salute the flag, Cub Scout Tommy, who could lift his right arm, struggled to do it right. His cubmaster assured him that it was all right for him to salute with his left hand.

But for Tommy, it wasn't. A little later, his cubmaster found him sitting with the right arm propped on his knee, a big smile on his face, and his right hand in perfect saluting position.

"The child is there  
Beyond the hurt and handicap. . .  
Beyond the defect and the difference.  
Beyond the problem and its probing.  
How can we reach him?  
How can we set him free?"  
National Association for  
Retarded Children

## HISTORY

Handicapped youth have been in Scouting since its inception. The first mentally handicapped unit was registered in 1951. In the framework of Scouting history, this is relatively recent. The word "pioneer" really expresses it best. Until recently, there was no formal training program for people working with these boys and they had to rely solely on their own judgment and resources.

There are many people and organizations working with the handicapped, but considering that out of 2.8 million retarded boys, only 175,000 are being reached through Scouting, there are many more boys to be reached.

## WHY SCOUTING FOR THE HANDICAPPED?

Answer: Because it works! Scouting has proven to be one of the most effective ways to help handicapped persons become prepared to be successful as adolescents and adults.

Most handicapped children like to play, and when they do, they usually develop mentally, physically and socially. What we as adults sometimes overlook is that a handicapped child frequently has to be taught how to play. He does not do it spontaneously and because of this a particular form of happiness has been denied him. Too many handicapped children have spent much of their time just sitting doing nothing.

A handicapped child seeks several basic things that all boys seek: love, acceptance, achievement, development, creativity and discipline. How does Scouting fulfill these needs?

Dr. Gunnar Dybwad, a former Executive Director of the International Association for Retarded Children, stated, "If Scouting is good for normal boys of Scouting age, it is absolutely essential for retarded boys of that age." Scouting can challenge boys who cannot swim, run, jump or hike like other boys." The challenge is to boyhood spirit. All boys, regardless of handicap, have boyhood spirit.



For Scouting, the desire is there because the "child is there." Because the desire is there, the determination to reach the child is there, and this begets the ingenuity to go around and over barriers. Participation in Scouting gives the child a sense of worth and dignity. It offers him many excellent group experiences enabling him not only to develop sound character and good citizenship, but also to put these attributes into practice.

Scouting fulfills the first basic need, love, because the leader is someone who will talk to him, simply and patiently; someone who will listen to him no matter how hard it is to understand him; someone to comfort and encourage him when he is disappointed. This in turn satisfies another basic need, acceptance.

By belonging to a group of boys in a den, he feels acceptance. Within this group he learns that he is accepted as he is, which many times is a completely new experience. When he receives praise for doing something right, that, too, is a form of acceptance and this leads on to the third basic need, achievement.

Through the advancement program in Scouting, a boy is rewarded for doing his best and achieving. Every time he finishes a craft or learns a song, the boy gets a better awareness of himself through the ability of accomplishing a task. This gives him self-confidence.



Lastly, Scouting provides social activity and fun with others which are essential. We know now that human potential is determined not by nature alone, but by each individual's response to his environment. It follows that an improved environment can change the course of life. It is nature and nurture that shape human lives—a fact that makes all the difference in current attitudes and actions toward the handicapped.

The same Cub program used by millions of 8-, 9-, and 10-year-old boys works for the handicapped. The motto "Do Your Best" applies. The handicapped youth who feels: I belong, I am accepted, I can help others, has greatly benefitted. A concerned leader can make the difference! Help recruit, accept and make Cubbing happen for the handicapped.

## WAYS CUB SCOUTING CAN HELP THE HANDICAPPED BOY

- The Cub Scout program can change a "can't-do" attitude, if present in the boy, to a "can-do" attitude when he achieves.
- He can develop through Cub Scout achievement and activity awards.
- He can enter competitions.
- He can start, lead, or help in many projects that a den gets involved in.
- He can be helped to do his very best.
- He will learn that he has worth and dignity.
- He will have group experiences.
- He will be helped to develop sound character and good citizenship.
- He will have opportunities to put his best qualities into practice.
- He can gain a sense of accomplishment.
- He will have the opportunity to associate with other boys.

- He may be helped to build self-confidence.
- He will see that he can do many Scout activities that the other boys do.
- He may inspire other boys to do better.
- He may motivate other boys to do their best.
- Like other boys, he will be given understanding, not sympathy.
- He may gain a feeling of self-reliance.
- He will learn to follow through on an assignment.
- He will benefit from the enthusiasm of his fellow Cub Scouts.
- He will have the opportunity to learn new skills through practice and perseverance.
- He can practice and become proficient.
- He likes the Cub Scout program straight out, uncut and undiluted.

## MEMBERSHIP

Some handicapped boys over the chronological age of 11 years may be registered as Cub Scouts. This is provided in Clause 19 of Article XI, Section 3 of the Rules and Regulations of the Boy Scouts of America. They may fully participate in the advancement program if the chartered organization determines, with the approval of appropriate medical authorities, that the handicapped youth qualifies to register beyond the normal registration age. The cubmaster's signature on the boy's Cub Scout application or on the unit's charter renewal application certifies the approval of the chartered organization.



The following guidelines must be adhered to:

The medical condition of all candidates for membership beyond the normal registration age must be certified by a physician licensed to practice medicine, using Health and Medical Record form No. 4412. In the case of mentally retarded or emotionally disturbed candidates for membership, their condition must be certified by a statement signed by a licensed psychologist or psychiatrist. Current health, medical, or certification records of all handicapped members beyond the normal registration age are retained at the Council Service Center.

## THERE IS A PLACE

Medical and rehabilitation opinion encourages children with handicaps to be allowed to lead as normal a life as possible. Where it is possible to do so, many are absorbed into regular schools, although many are also in special schools. In Cub Scouting, handicapped boys are integrated into ordinary packs wherever possible. (See 'Mainstreaming Handicapped Cub Scouts' in this section.) Of course, there are packs sponsored by special schools or hospitals.

A Cub Scout leader may feel hesitant about facing up to the opportunity of accepting a handicapped boy into a pack or den.

Consider for a moment how being handicapped can in itself be a barrier to many activities enjoyed by ordinary boys. This is true even when a handicapped boy has considerable skills, abilities and moral strength.

Scouting has, over the years, made thousands of boys happier than they would have been otherwise, by accepting them for what they are, what they can contribute and by offering them the friendship and encouragement they need.

Accept the challenge by offering membership to a handicapped boy!

IT IS STRONGLY RECOMMENDED THAT LEADERS WHO WILL WORK WITH HANDICAPPED BOYS FIRST COMPLETE BASIC DEN LEADER TRAINING. It is also recommended that the cubmaster and the involved den leader visit with the parents and meet the handicapped boy. This is done to learn something about his handicap, his abilities, limitations and what he is physically unable or not allowed to do. Some handicapped boys may attempt to "be like the others," which could harm him. Try to ascertain whether he knows any of the boys in the den.



## TYPES OF HANDICAPS

The definitions in this section are provided by the national agencies related to the type of handicap defined. For more technical or detailed definitions, consult with qualified personnel.

**AUTISM** - Inability to face reality, characterized by staring at space, nonresponse to sounds, and the total lack of interest in other people. Autistic children do not make eye contact. Other common characteristics include serious difficulties in toilet training, feeding, and the development and use of language. An autistic child may not understand common dangers, such as a busy street, yet may show above normal skill in mathematics or music. Autism is often mistaken for retardation.

**BLINDNESS** - A totally blind person can see nothing. A "legally blind" individual can see no more at a distance of 20 feet than a person with normal vision can see at a distance of 200 feet. "Functional blindness" is generally defined as the inability to read newspaper type even with the best possible corrective lenses or to perform ordinary tasks necessary to daily living.

**CEREBRAL PALSY** - Cerebral palsy is a condition that makes a person unable to control muscles because of brain damage. "Cerebral" refers to brain and "palsy" to lack of control over muscles. It is a group of disorders. Any combination of physical and mental status is possible. Symptoms range from slight awkwardness of gait to more uncontrolled movements and an inability to see, hear, speak or learn as other people do. Cerebral palsy is not always associated with mental retardation.

**EMOTIONALLY DISTURBED** - People who are unable or unwilling to adjust to the problems, stresses and situations of daily life. They might react aggressively or withdraw from situations rather than attempt to adjust to them.

**EPILEPSY** - Epilepsy is not a disease. It is a malfunction of the manner in which the cells of the brain release energy. Epilepsy is characterized by sudden seizures—muscle convulsions and partial or total loss of consciousness. While the condition cannot be cured, sometimes epilepsy that started in childhood will disappear in later years. It can be controlled through use of medication.

**LEARNING DISABILITIES** - Children with special learning disabilities have a disorder in one or more of the basic psychological processes involved in understanding or in using language, spoken or written. The disorder may manifest itself in imperfect ability to listen, think, read, speak, write, listen, or do mathematical calculations.



**MENTAL RETARDATION** - Persons who are mentally retarded are limited in their ability to learn and are generally socially immature. Some are further handicapped by emotional and physical disabilities. Mental retardation is a condition, not a disease, manifested during the developmental period. It is important to realize that retarded persons have the same hopes and emotions as non-retarded persons.

**MILDLY RETARDED** - About 90 percent of retarded persons are mildly retarded. They are similar to non-retarded persons, differing primarily in the amount of intellectual development. They are capable of being educated. Adults, given proper training, can work in competitive jobs and are able to live independent lives and be absorbed into daily community life.

**MODERATELY RETARDED** - (Trainable mentally retarded) Persons who can learn to care for their personal needs and perform many useful tasks in the home or in a sheltered workshop situation as an adult.

**MULTIPLE SCLEROSIS** - A disease of the central nervous system (the brain and spinal cord). It controls such important functions as walking, talking, seeing, eating, tying a shoe, opening a door. There is no known cure and the cause is yet to be found.

**MUSCULAR DYSTROPHY** - Muscular dystrophy is a general designation for a group of chronic diseases. The most prominent characteristic is the progressive degeneration of the muscles.

**PHYSICALLY HANDICAPPED** - Persons who are limited because of an impairment or disability which hampers physical, vocational and community activities.

**POSTLANGUAGE DEAF** - Persons who have lost their hearing, after having developed speech (usually those over 6 years of age) and hence have some understandable speech, or at least make speechlike sounds, or might "sign," or have a hearing aid, etc.

**PRELANGUAGE DEAF** - Persons who were born deaf or lose their hearing in early years before acquiring speech or syntax. They make up 95 per cent of the school-age deaf population.

**PROFOUNDLY RETARDED** - Persons who often have physical handicaps and severe impairment in coordination and sensory development. This makes it necessary for them to have constant care. Some, with special techniques, can be taught useful tasks and can participate in some activities.

**SEVERELY RETARDED** - Persons who have defects in motor development, speech and language and often have physical handicaps but can be taught self-care. Ability to learn and adjust is severely limited.

**VISUALLY HANDICAPPED** - The term "visually handicapped" usually means that a person needs some type of corrective glasses or help in order to go about everyday work and play. Visually "impaired" indicates the impairment can be corrected sufficiently so that it is not a handicap.

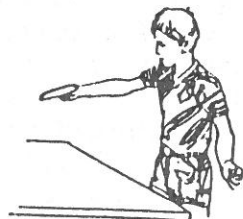
## WORKING WITH THE HANDICAPPED BOY

There is a great danger in pigeonholing a boy if a leader's attitude is negative rather than positive. Ask, "What are the capabilities of these boys?" instead of "How badly handicapped are they?" One question implies a reaching out, the other implies no advancement.

Suggestions:

- If the boy forgets directions, they should be given to him one at a time. When speaking to him, the leader should use as few words as possible and make sure the boy is facing him.
- If he is frustrated by a task, the boy may need to be assisted or have a simpler task substituted. Group projects in which every boy has a part that he can do are good.
- Whenever possible, competitive games should be interspersed with games played solely for fun.
- Before changing the customary agenda of meetings or before a special activity, describe the sequence of events to the boy so he can structure it in his own mind and handle it with a minimum of anxiety.
- If the boy becomes upset or excited he may need to retreat to a quiet room to collect himself. This should not be considered punishment.
- Boys can telephone one another between meetings to remind each other to attend and to bring the necessary materials or equipment. Many children receive no phone calls from their peers, so this will mean a great deal to them. Help the boy learn any lacking social skills.

Some of these boys handle themselves in a perfectly normal fashion outside school and can be fully functioning members of a den or pack. In this case, it may be necessary for the leader to explain to the other boys why they are behind in school or in special classes.



WAYS IN WHICH HANDICAPPED BOYS ARE SIMILAR TO NON-HANDICAPPED

In reality the differences between handicapped boys and other boys are not great. All Cub-aged boys. . .

- Like fun
- Want recognition
- Like competition
- Want to achieve
- Want to be self-reliant
- Are turned off by criticism
- Want to help others
- Practice hero-worship
- Like active games
- Have enthusiasm
- Want to prove their abilities
- Are sensitive to right and wrong
- Can help others achieve
- Don't particularly want to be good, but do want to do good
- Want friends
- Want adventure
- Like crafts
- Dislike nagging
- Rebel against authority
- Have short attention span
- Are uncoordinated
- Want acceptance by others
- Have vivid imaginations
- Can become proficient in skills
- Believe in fair play
- Want responsibility
- Dislike being made fun of
- Like water in lakes and streams, but not in washbasins and bathtubs.

The following suggestions can help pave the way for mainstreaming handicapped Cub Scouts into regular packs.

The success or failure of integrating handicapped boys will depend to a great extent on the attitude of the boys already in the den and pack. They should be actively involved in the planning and decision-making.

## BENEFITS OF MAINSTREAMING

### THE HANDICAPPED BOY WILL. . .

- be in a group that accepts him and cares about him.
- be part of a more challenging atmosphere provided by Cub Scouting.
- be made aware that he is like other boys in most ways.
- have good models for social behavior provided in Scouting.
- be accepted more readily in school by regular students after interacting together in Cub Scouting.
- develop friendships with non-handicapped boys whom he might otherwise not have met.
- prove that he can function in the regular community by being part of a group.
- expand his knowledge of the non-handicapped world.



### THE OTHER CUB SCOUTS WILL. . .

- get to know a handicapped person.
- develop friendships with handicapped persons they might not have met otherwise.
- be more comfortable with and better able to deal with handicapped people.
- see how much handicapped boys are like themselves.
- see the abilities, personalities and desirable traits in some new friends (who just happen to be handicapped in one way or another).

### THE PARENT OF THE HANDICAPPED CUB SCOUT WILL. . .

- be proud to see their son developing desirable values, self-help skills, hobbies and leisure time activities.
- be comfortable knowing that their boy is supervised in a worthwhile and enjoyable learning situation.
- concentrate on their son's abilities, instead of his disabilities.
- feel less alone, knowing that the whole pack cares about their son.
- feel secure that their son will have good adult role models in Cub Scouting.
- realize that their son is becoming prepared to live as an independent adult.

### THE CLASSROOM TEACHER WILL. . .

- find that Scouting makes it easier for the handicapped to be accepted by non-handicapped students in the classroom, with less rejection, teasing and problems.
- discover talents of the student which may not have been exhibited in the classroom.
- discover that Scouting helps teach the subjects, skills and personal attributes which the teacher is also trying to teach.
- discover that the self-control learned in the den and pack helps improve classroom adjustment and behavior.

THE COMMUNITY WILL. . .

- learn that Cub Scouts develop and practice the important community living values of honesty, reliability, friendliness, helpfulness and service to others.
- discover that Cub Scouts are becoming well-rounded, well-adjusted citizens.
- learn that handicapped Scouts do learn how to function successfully in a non-handicapped community.



ORIENTATION AGENDA FOR A DEN

The den leader should hold two orientation sessions with the den, the first two meetings before the new boy is to join. The assistant den leader and den chief should share in planning these meetings and should be knowledgeable about the boy's condition. These sessions should take about half of the meeting. Den leaders should adjust the parts of these den meetings to include the following orientation suggestions for present den members.

FIRST ORIENTATION

Equipment needed: Chalkboard and chalk, materials necessary for simulation games, such as material for blindfolds, newspapers, rope, etc.

Chalkboard session: Set up chalkboard and announce a 'rap' session. Tell the boys they are getting a new member. If they do not know him, name him and explain that he is a bit different from them, but only in one way. Ask boys to tell and list on the board those things that we all can do, such as feel, smell, run and walk, ride bicycles, etc. Deliberately leave out the way in which the boy is handicapped. Then point out that he can do all of these things except the one thing he cannot do: see, hear, walk, etc.

If the Cub Scouts know the boy, have them share experiences they have had. Ask for ways in which they may have already helped him.

Use the listing of ways in which the handicapped Cub Scout is more LIKE non-handicapped boys than he is different.

Make sure that the boys understand that he is "all boy" in his interests, feelings and goals. Explain the word "handicap" by showing that everyone has some kind of handicap. Nobody can do everything, except perhaps Superman!

Use the chalkboard to list a "handicap" for each member (include the den leader, assistant den leader and den chief) such as can't carry a tune, can't draw, can't throw a ball, etc.

If no one knows the boy, describe his handicap in simple terms and explain that he may do some things differently than others. Tell them that in spite of his handicap he will be assigned den tasks and do the same achievements they do.

If anyone asks how he can do something such as whittling if he's blind, explain that the Cub Scout motto is "Do Your Best", and it means that everyone does as much of each achievement as possible and that den members can help. Point out that usually when a boy has a handicap, such as blindness, he has developed his other senses to a greater extent than most other people.

If any members are in the same school as the new boy, or attend the same church, ask them to welcome him to the den when they see him.

Simulation Game: After talking about the boy's handicap, ask the members if they have an idea of what it would be like not to be able to do something they take for granted. Suggest a game to find out. The game played depends upon the handicap the new boy has, such as:

**BLINDNESS:** Blindfold the Cub Scouts and have them perform such things as "Bring me the blue pencil," identify other boys by voice, and locate where they are, write their names, etc.

Have den members take turns using a "sonar" cane to walk among typical barriers (curbs, doors, steps).

**DEAFNESS:** No talking. Let the boys try to communicate a code word to other members using deaf sign language. (Each group will have pictures of signs).

**PHYSICALLY HANDICAPPED:** Loosely tie Cubs' feet together and have them try a relay race, or bind newspaper around one knee so that they cannot bend it.

Two teams of four Cubs each have their right arms tied to their sides and have five minutes to attempt to erect a pup tent cooperatively.

**SPEECH HANDICAPPED:** Cub (with large object in mouth) gives directions for next activity to other den members.



**THE MULTI-HANDICAPPED OBSTACLE COURSE:** Each den member is "handicapped" by one of the following: Earplugs and blindfold, one arm tied to body, one foot tied to back of leg and on crutches, mouth taped with adhesive, and earplugs. Boys then assist each other in completing an obstacle course of balance beam, walking through tires lying on the ground, crawling through barrel on the ground and walking through ladder on ground, etc. Cooperation and compensating abilities will solve their problems.

The den leader should try to simulate as realistically as possible the boy's handicap, using the information from the family interview. Remember, the handicap can be as simple as a stutter, or a reading or perceptual disability; but without the understanding of the other boys in the den, such a small handicap may make other boys treat him unkindly.

Many things are taken for granted when working with normal boys and the word normal is a bad word to use. Remember that when working with handicapped children Scouting will increase each boy's potential, and since it is difficult to do, will appeal to the handicapped boy's intellect. The primary thrust is their senses.

Remainder of the Den Meeting: Continue with the business and activity parts of the den meeting as suggested in Cub Scout Program Helps. A three-legged race or one-arm catch game would be appropriate. After the game, ask the boys and the den chief to think during the week about suggestions for good games that the new boy can play and ways that he can do his achievements, electives, and participate in ceremonies.

**SECOND ORIENTATION**

Opening: Learn "Cub Scout Welcome Song" or "We're Glad to See You Here" (Cub Scout Song Book).

Rap Session: Ask the boys, assistant den leader, and den chief for their suggestions for games, ceremonies, achievements, etc. List suggestions on the chalkboard. If anyone suggests a game that is not familiar, try it out.

Explain the buddy system that the den will use: One boy each week will be asked to volunteer to help the new Cub Scout prepare for the next meeting and help with his achievements. Emphasize that the important factor is Do Your Best and the boy who is helping the new Cub Scout must be patient—not only because of the handicap but because he is a new Cub Scout.

Simulation Games: Select several Wolf or Bear achievements and have two Cub Scouts work together, with one as the handicapped boy and the other as the helper. Examples: Perform one of the feats of skill; set up a seed collection; tie a knot.

Song: Practice the "Cub Scout Welcome Song" (or "We're Glad to See You Here") again for next week's meeting to welcome the new Cub.

By this time the cubs have had enough preparation and should continue with regular activities for the monthly theme.



**FIRST DEN MEETING WITH THE HANDICAPPED CUB SCOUT**

Before the meeting: Plan the meeting in advance with the assistant den leader and den chief and assemble all equipment.

Important: Introduce the new boy to the den.

Opening: If the den ordinarily has a ceremony to welcome a new boy, use it or a welcoming ceremony from the Den Leader's Book or Staging Den and Pack Ceremonies. However, if this has not been done when other boys joined the den, don't single out this boy. Use any favorite opening.

Icebreaker: Choose a simple one from Group Meeting Sparklers. This choice could depend on the abilities of the handicapped Cub Scout.

Mutual Interest Session: On chalkboard, set up lists of the boys' favorites in different fields, such as sports, hobbies, TV shows, and school subjects. This is a good way to show the boys how much they have in common.

Game: See Games for Cub Scouts for a game in which the new boy can participate. One simple game that most boys will be able to manage is: Line up the boys in two facing rows about six feet apart. Have the boys count off. Using a large, light ball (perhaps a beach ball), have the boys call out numbers at random and have the boy with the ball throw or roll it to the number called. Do not let the game go on too long.

Activity Period: Crafts for Cub Scouts contains many suggestions for simple items that most boys can make. The den chief or assistant den leader should be assigned the specific task of helping the handicapped boy with his craft projects.



## PROGRAM FOR THE HANDICAPPED CUB SCOUT

A handicapped boy is more LIKE other boys than he is different. Anything that a leader does to separate him and make him unnecessarily different is a mistake. Being like other boys is important. For this reason, it would be unfair to give a boy anything but genuine Scouting. None of the requirements should be watered down, or eliminated, although the speed at which they are met and the means of explaining them may be adjusted and simplified. The official policy of the Boy Scouts of America is to keep the program the same for ALL boys so that no single member is branded as handicapped and different. The main thing is to provide the boys with fun.

Refreshments: Have this meeting end with a party. Most dens have some simple refreshments at their meetings, and in this case perhaps they could be a little more elaborate than usual as a welcoming gesture. Have the cubs sing the welcoming song they practiced last week.

Closing: The den leader should give a very brief talk on what is expected of each den member—that he does his best. Then tell the members what they will be doing at the next meeting and assign a buddy to help the handicapped Cub Scout start working on one of his achievements. (This Cub Scout could be the denner for the first week.) Close with the Living Circle.

### FIRST PACK MEETING WITH THE HANDICAPPED BOY

A cubmaster should consider these suggestions:

- Have the den introduce its new member.
- Use regular induction ceremony, including the induction of the boy's parents, and put some emphasis on the Law of the Pack and motto, Do Your Best.
- If appropriate, make reference to the boy's handicap in the induction, such as "With your special awareness of sound, you might hear things most boys would miss."

Generally, the requirements in the Cub Scout handbooks and Program Helps can be easily understood by a mentally retarded boy when read and explained to him by an adult. Use the books that are available, go through the achievements, allow substitutions only where absolutely necessary. This approach offers the boy real Scouting.

In planning a program, remember repetition and routine. These are vital tools in making a child feel secure and at the same time giving him the confidence to venture forth. Be attuned to the time to change an activity because, although repetition is necessary for teaching, mentally handicapped boys do become bored. There are certain questions to ask when introducing something new... Was it frustrating because it was too big a jump from a familiar activity? Was it within the scope of his physical and mental abilities? Did he understand what was expected of him?



It may take a little longer for the handicapped boy to earn his awards, but he will appreciate them more by knowing that he has had to make an effort. Since it is extremely important that the accomplishment of tasks be appreciated and the boy be encouraged, the time involved in earning a badge sometimes defeats the purpose. In this case, it may be a good idea to hold a little ceremony to present something like a neckerchief slide recognizing the boy's effort.

When a leader is teaching a new skill or activity, the nature of the sensory information to be used should be considered. Will it appeal to the visual senses, the tactile senses, the olfactory senses, the verbal senses, or a combination? Because the "channel capacity" of the boy is limited, it is difficult for him to handle too many types of input at once.

With normal boys, verbal communication is important to learning. It is more helpful when working with mentally handicapped boys to make use of visual aids. The important thing to remember here is that when demonstrating a skill or activity, remember the mirror trick. Always face in the same way that the boys are faced, or when working with an individual, he should be guided by the leader reaching around him from behind.

### TYPES OF ACTIVITY

Games serve many purposes. They build Scouting spirit and loyalty. Games can build physical fitness, coordination, teamwork, and enjoyment. They should be kept quite simple and require little organization. This can avoid frustration and discouragement.

Games have rules which are explained and enforced by the leader. Everyone in society must learn to abide by rules of acceptable behavior and by laws which are enforced by the leader.

Bowling - Let youngsters bowl from wheelchairs; others can sit on a chair, kneel, or sit on the floor. Use lightweight balls, plastic pins, and other easily obtained devices for introducing bowling in classroom, gymnasium, or on a black-top area.

Substitute bleach bottles or milk cartons for pins; use various types of balls in place of plastic bowling balls.

Croquet Golf - Substitute stakes for wire wickets so youngsters simply hit the stake. Make wickets from various size automobile tires or coathangers according to ability and skill of the boys.

Exercises and Calisthenics - Modify according to movement potential of each child. For example, some exercises can be done with little adaptation or change in wheelchair, on crutches, or with braces; others can be done on the floor rather than standing; still others can be done according to the individual's interpretation.





### CRAFTS

Through crafts a boy's sense of touch can be used as a learning tool. He learns that wood is hard, paper and cloth are flexible, paint is runny, paste is sticky and gooey. Some things smell, others don't.

One of the most important things that can be accomplished through the use of crafts is the developing of muscles, especially the small ones that are probably not used very much. Think for a moment about the things hand muscles are used for. How many opportunities does a handicapped child have to do those very often? Don't be discouraged if the interest span is very short at first. It usually improves with time. Take it step by step. Help the boy plan what he will do with crafts from meeting to meeting.

### SONGS

Music is often the first means of communication a child knows, and it dates to the time he was in his mother's arms.

Singing is also an expressive experience. Many people will express themselves in songs. Songs are happy, silly, sad, and solemn.

When a retarded boy learns to sing a simple song with other boys, because of this feeling of happiness and warmth, he begins to enjoy belonging to a group and associates group activities with a feeling of belonging and happiness.

Self-control can be increased through music. Music helps to develop a rhythmic sense which goes a long way toward increasing physical ability. Marching, gliding, "walking like elephants," or doing some other exercise to music develops muscles and coordination.



### ADVANCEMENT

All current requirements for an advancement award must actually be met by the candidate. No substitutions or alternatives are permitted except those specifically stated in the requirements from current literature. The concept of "Do Your Best" applies to all requirements.

See "Policies" in the Pack Administration section.

In the application of this policy, reasonable accommodation in the performance of requirements for advancement may be made. These may include such things as the extension of time, adaptation of facilities, or the use of equipment or necessary devices consistent with the known physical or mental limitations of the handicapped individual. Use common sense.

Den leaders and cubmasters should try to help parents in drawing the line between expecting too much and too little. Some parents of handicapped boys may be inclined to approve their son's work on his first try, whether or not he has really expended much effort on it. Others may react in the opposite fashion, demanding more of him than he can reasonably be expected to achieve. The key is the Cub Scout motto, "Do Your Best." When parents are convinced that their son has done his level best, they should approve his work and sign his book—not before then.



Immediate recognition of advancement is even more important for handicapped boys. The Immediate Recognition Kit, No. 1804, the den doodle, and the Cub Scout Advancement Chart, No. 4192, all help provide immediate recognition in den meetings as achievements and electives are completed. Remember that a month seems like a long time to a boy and that completing requirements for a badge may seem forever to him. Be sure to give him periodic recognition at den meetings and prompt recognition at pack meetings when he earns a badge.



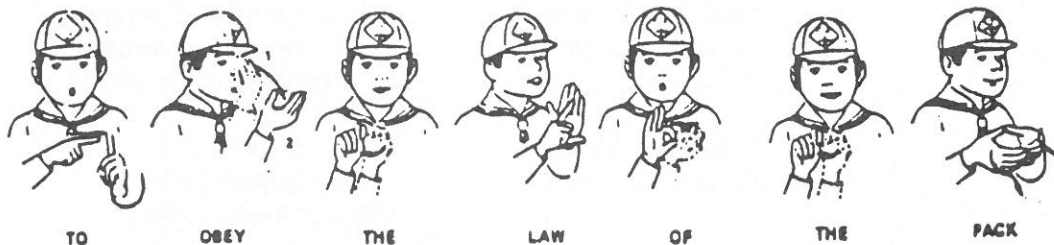
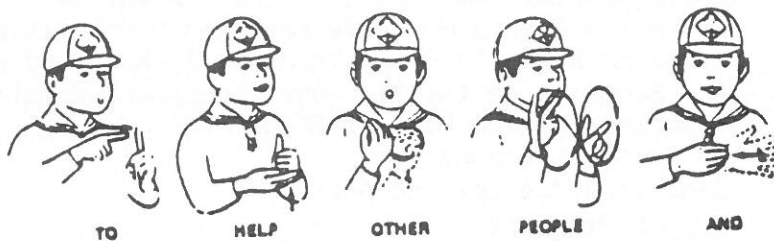
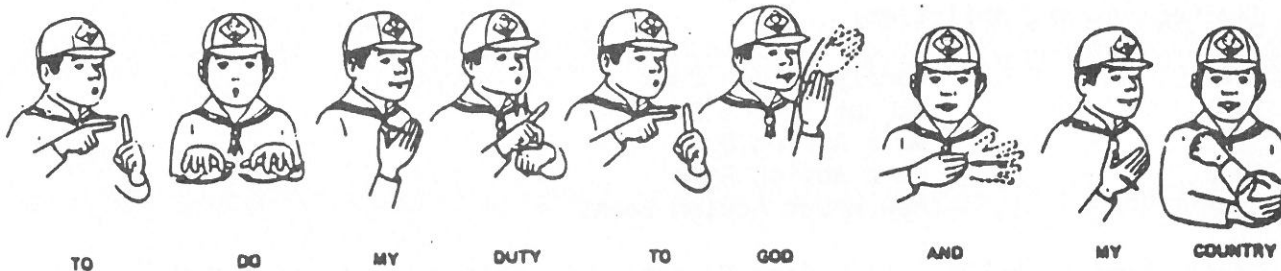
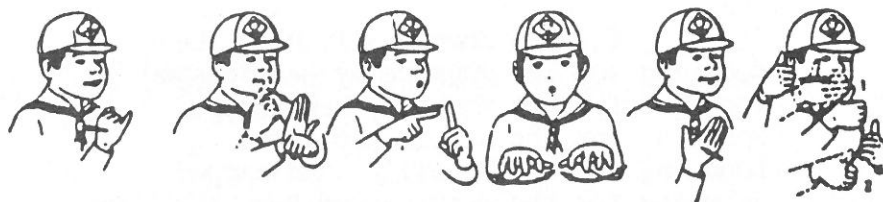
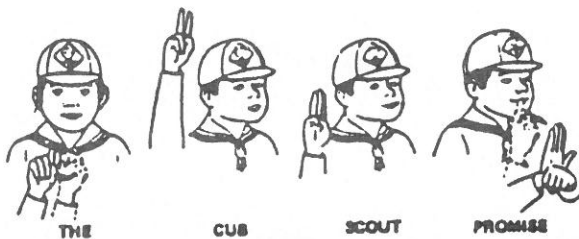
A simple thing like applause, a ribbon or colored string, a star on a chart for each accomplishment provides amazing motivation for the mentally retarded or handicapped. They generally need more incentives than other boys. Official Scout badges and insignia can be given only to those who have passed all the requirements for that particular rank or award. The new Immediate Recognition award should be an ideal incentive for advancement.



Ceremonies can add much to Scouting for the handicapped boy. A simple ceremony can often be learned and presented with impressive dignity. Teach short lines by reading them aloud to the boys and by having each boy repeat his part a few times. Changes in wording may make it easier for the boy to articulate his sentences. A prompter should assist both at rehearsals and the actual ceremony.

# SIGN LANGUAGE FOR THE DEAF

## The Cub Scout Promise



RESOURCES

CATALOG NUMBER

ITEM

3008	Scouting for the Emotionally Disturbed
3039	Scouting for the Physically Handicapped
3058	Scouting for the Mentally Handicapped
3061	Scouting for the Hearing Impaired
3063	Scouting for the Visually Handicapped
3094	Scouting for the Handicapped Resource Book
3839A	Understanding Cub Scouts with Handicaps

The following can be used with boys who have learning disabilities or limited reading abilities:

3900	Family Action Book
3901	Bobcat Action Book
3902	Wolf Action Book
3903	Bear Action Book
3904	New Scout Action Book

Order items with 12- prefix from Education Relationships Service B.S.A.

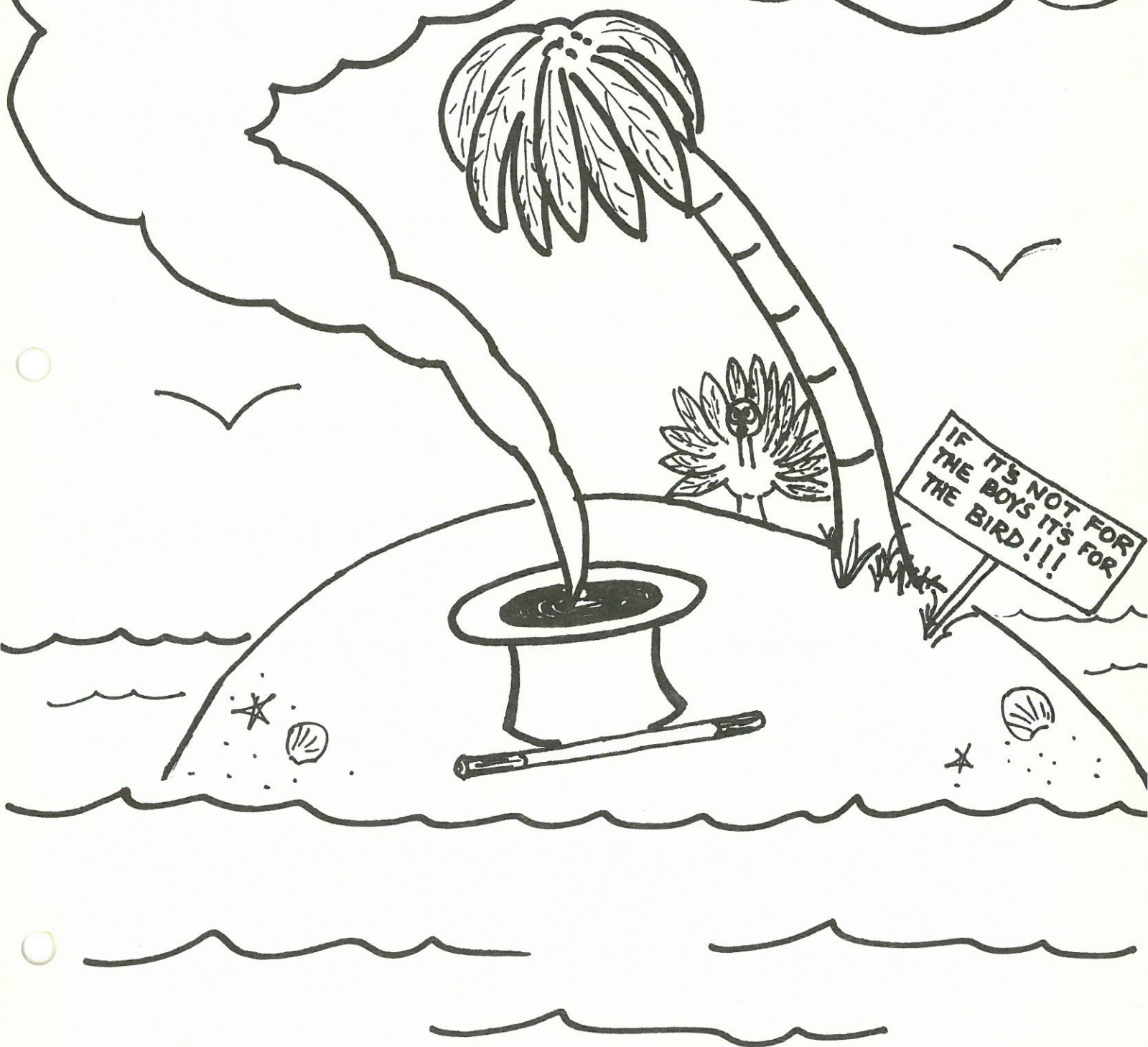
12-217	Thursday's Child (Mentally Handicapped)
12-218	Classroom Cub Scouting (In-school Scouting)
12-119	Books for Scouts Who Have Learning Disabilities
12-170	We Stand Ready to Help the Mentally Retarded Boy
12-220	Cub Scouting is for All Boys (In-school Scouting)
12-226	Kiwanis—Special Kind of Scout
12-228	A Classroom Bonanza
12-230	Sign Language for the Deaf
12-230	Puppet Programs
12-234	Scouting Programs for the Handicapped

"TALKING STICKS"	Published Bimonthly Cost: \$2.00 per year	Bob & Laurie Dievendorf 3137 Encinal Avenue La Crescenta CA 91214
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"FOOTSTEPS"	Published Bimonthly Cost: \$5.00 per year	David Glidewell 1844 Queens Drive Longmont CO 80501
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"N.E. HANDICAPS"	Published Quarterly Cost: \$2.00 per year	Dr. John Sevier 401 Southcroft Road Springfield PA 19064
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# HOLIDAY MAGIC





## THANKSGIVING DINNER ON GRANDPA'S FARM

The audience responds to key words in the story read by the narrator with the following:

MRS. DAVIS: All women say: "My goodness, no. Thank you."

MR. DAVIS: All men rub stomachs and say: "No thanks, I'm stuffed."

DANNY: All children say: "Yes ma'am, please."

The Davis family had gone to the country to have Thanksgiving dinner at Grandpa's farm. This had become a family tradition which everyone looked forward to. Grandma and Grandpa had a large garden where they raised all sorts of vegetables. They, also, raised cows, pigs, sheep, chickens, and turkeys. When Thanksgiving time came, they picked the fattest turkey to be roasted.

This particular day, the Davises sat down at the table with Grandma and Grandpa. The table was covered with all kinds of good food - big brown roasted turkey right in the middle, with dressing, cranberry sauce, mashed potatoes and gravy, sweet potatoes, green beans, green peas, corn, hot biscuits with honey - and in the kitchen were two kinds of pie.

After thanking God for their blessings, everyone filled their plates and began to eat. Grandma said: "Would you like more turkey, DANNY.....?" He had a big appetite for a nine-year-old boy. Grandpa offered to pass the corn to Mrs. Davis.... There was still lots of food on the table, but everyone was getting full. That is, almost everyone. "Would you like more potatoes and gravy, DANNY.....?" "I don't see how that boy can eat so much" said his mother. "It's a wonder that he doesn't get fat!" said his grandma. "He runs around so much, he needs all that food for energy" said his father.

Finally, it was time for dessert. Grandma brought the two kinds of pie from the kitchen and cut them into wedges. She gave a big piece of pumpkin pie to MR. DAVIS..... She gave a small piece of mince pie to MRS. DAVIS... She gave a piece of each kind to DANNY....who ate them both very quickly.

When the Davis family got ready to go back home to the city, Grandma said: "We have a lot of pie left over. Why don't you take some home?" she said to MRS. DAVIS.... But when she said "Would you like to take home some pie, DANNY.....," he wrapped several pieces and put them in the car.

That night, at home, his mother said: "Do you want a piece of pie before you go to bed, DANNY.....?" He ate a large piece of pumpkin pie, and then went to bed. During the night his mother heard moaning and groaning coming from his room. She went in to see what was the matter. At first she thought he might be having nightmares, but then he awakened, rubbed his stomach. "I'll bet you ate too much today." she said. "Would you like an Alka Seltzer, DANNY.....?"



I'M A YANKEE DOODLE DANDY

I'm a Yankee Doodle Dandy,  
A Yankee Doodle do or die;  
A real live nephew of my Uncle Sam's  
Born on the Fourth of July.  
I've got a Yankee Doodle Sweetheart,  
She's my Yankee Doodle job;  
Yankee Doodle came to London just to  
ride the ponies,  
I'm the Yankee Doodle boy.

CUB SCOUT CHEFS

APPLE PIE BAKER

(Tune: "My Bonnie Lies Over the Ocean")

My mother's an apple-pie baker,  
My father he fiddles for tin  
My sister scrubs floors for a living,  
Oh boy, how the money rolls in.

CHORUS:

Rolls in, rolls in,  
Oh boy, how the money rolls in,  
rolls in.  
Rolls in, rolls in,  
Oh boy, how the money rolls in.

APPLE PIE

(Tune: "Shade of the Old Apple Tree")

'Neath the crust of the old apple pie,  
There is something for you and for I.  
It may be a pin that the cook has  
dropped in,  
Or it may be a nice little fly.  
Or it may be an old rusty nail,  
Or some hair from a pussy cat's tail.  
But whatever it be, it's for you and  
for me,  
'Neath the crust of the old apple pie.

ON TOP OF SPAGHETTI

(Tune: "On Top of Old Smokey")

On top of spaghetti  
All covered with cheese,  
I lost my poor meatball,  
When somebody sneezed.

It rolled off the table,  
And onto the floor,  
And then my poor meatball  
Rolled out of the door.

It rolled in the garden  
And under a bush,  
And then my poor meatball  
Was nothing but mush.

The mush was as tasty  
As tasty could be,  
And then the next summer  
It grew into a tree.

The tree was all covered  
All covered with moss.  
And on it grew meatballs  
And tomato sauce.

So if you eat spaghetti  
All covered with cheese  
Hold on to your meatball,  
Lest somebody sneeze.



I am an American ... and I want to work and live and dare to make my country all that it can be, for ... some men see things as they are and say, why?  
I dream things that never were and say, why not?

I am an American and I say ... Ask not what your country can do for you ... ask what you can do for your country!  
I feel great pride and at the same time I am humble enough to walk for the first time on the moon and count that achievement as ...  
One small step for a man, one giant leap for mankind.

I am the farmer on his tractor.  
I am the mother with her child.  
I am the statesman, the soldier, the minister, the poet, the philosopher, the builder.  
I am two hundred million people.  
I am one spirit ... I am an American!

NOTE: The words can be printed on the back of poster boards for Cubs to read in turn. On the front side of the poster board they can draw representative pictures corresponding with the script.

\* \* \* \* \*

## CLOSING

## THANKSGIVING

CUBMASTER: Thanksgiving will be here pretty soon. It's a great time of the year -- big turkey dinner, football games, visits with friends and relatives. Just about everybody loves Thanksgiving.

This year let's think a bit about what the holiday really means. It means giving thanks, of course, and it started with the Pilgrims thanking God for a bountiful harvest more than 300 years ago.

As we enjoy this Thanksgiving, let us give thanks to God for the bounty we enjoy. We all have something to be thankful for, even if we don't have everything we might want. Let's remember that -- and God -- as we observe Thanksgiving.

### Pack Meeting

Cubmaster has a seedling fir tree on table for each boy. On each tree is a juice can lid with boy's name on one side and awards, if any, are on the other side with tape. Cubmaster challenges boys to care for these trees, plant them outside in the spring and watch them grow just as the Cub Scouting spirit should grow as the boys advance in rank and work with each other to uphold the Cub Scout Law. Cubmaster then proceeds with ceremonies according to the awards of the scouts.

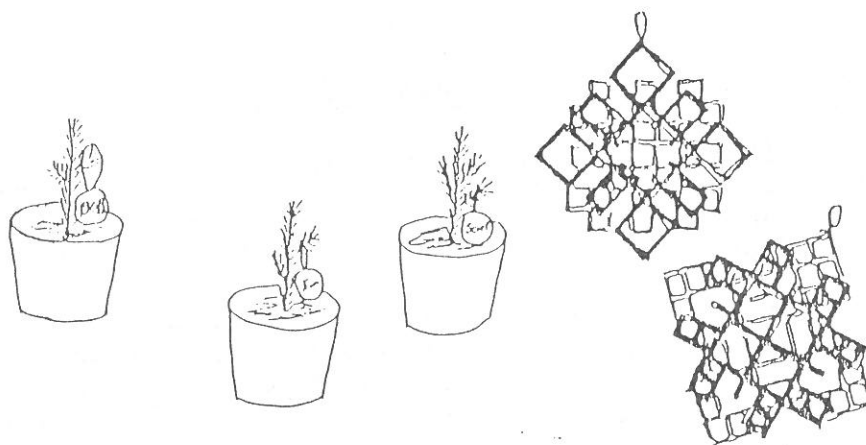
### Pre-Openers

Name Santa's eight reindeer

Make as many words as you can out of:  
CUB SCOUT SPIRIT

Have each family bring a homemade ornament to place on the tree when they come in. At the close of the meeting present tree and/or ornaments to some special person who needs to be thought of especially at this time of year.

Obtain Christmas activity books wherever coloring books are sold. They are filled with games and ideas--use for den meetings also.



### Berry-Basket Snowflakes

Cut snowflakes from the bottom of plastic berry or tomato baskets. Leave them the color of the plastic or paint with white paint. Add a thread-loop hanger. For a more complicated design, glue two snowflakes together catercorner before painting.

ARRANGEMENT: Nine Cub Scouts come onstage, one by one; each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spells out the word CHRISTMAS. The lines may be written on the back of each card.

- C C is for candles, we burn on christmas night  
To gladden weary travelers with their light so bright.
- H H is for happiest; the happiest time of year;  
It's jolly, gay old Christmas time, with all its mirth and cheer.
- R R is for ring; we ring the Christmas bell  
All the Christmas gladness, the world to tell.
- I I is for the infant who lay in a manger  
Little Lord Jesus, a dear little stranger.
- S S is for shepherds who kept their flocks by night,  
And heard the angels singing, and saw a wondrous light.
- T T is for tree, all green and gold and red,  
We see it Christmas morning when we jump out of bed.
- M M is for the mistletoe we hang at Christmas time;  
In merry wreaths, when candles burn and Christmas bells
- A A is for all; to all men we wish cheer,  
Joy and gladness, love and hope, for Christmas time is here.
- S S is for the star that shone on Christmas night,  
Star and candle, bell and wreath, all make our Christmas bright.

#### CLOSING

Dim all the lights and close the Pack Meeting by having all the boys or just the boys from one den slowly march out singing "The little Drummer Boy."

#### OPENING

Dim the lights and have the boys come in marching very slowly, singing Christmas carols. Have the boys carry a lighted candle. Have the Webelos color guard follow and when the lights come on, a Webelos Scout leads everyone in the Pledge of Allegiance. Then have everyone sign "Silent Night."

### ICICLE HUNT

Hide icicles (strings) around the room. Boys hunt for icicles. The winner is the boy whose strings form the longest line when laid end to end, not the player who collects the most strings. Icicles should be of varying lengths, for the best results. (As a variation, play this game as two teams and set a specific time limit. Each boy must tie his own string find on the team's chain.)

### SANTA CLAUS LETTERS

Boys are given paper and pencil and asked to write a "Santa Claus" letter for the player on his right. After letters are written, they are scrambled and each person gets to read someone else's letter aloud. Guess for whom the letter was written.

### GATHERING SNOWBALLS

Players are each furnished with a large wooden spoon. They try to gather cotton balls from the floor and place them in a container on the table. No hands are allowed! This can be played as teams, with each team trying to get the most "snowballs" in their container. Or individual scores can be kept as each boy deposits his "snowball".

### CHRISTMAS TREE

Unscramble the words and you shall see, how you can trim a Christmas tree.

nislet	_____
trass	_____
lasbl	_____
ancyd ncaes	_____
thsgil	_____
alngdra	_____
ppronco	_____

Christmas songs:	C	_____
Christmas greenery:	H	_____
Not a _____ was stirring:	R	_____
Santa's vehicle:	I	_____
He said "Bah" on Christmas:	S	_____
A favorite Christmas dinner:	T	_____
Kiss under the:	M	_____
Placed atop a Christmas tree:	A	_____
He comes on Christmas Eve:	S	_____

## CHRISTMAS ADVANCEMENT CEREMONY

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

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

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

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

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

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

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

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

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

## CHRISTMAS ADVANCEMENT

Props: 1 small snowflake for each award with the award attached.  
1 cut out snowflake for each Cub and parent.

CUBMASTER: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

1. Will all Bobcats please come forward with their parents.  
(awards chairman presents the award and gives each a snowflake)
2. Wolf (same as above)
3. Bear (same as above)
4. Webelos (same as above)
5. Arrow points (same as above)

Have all boys remain at the front of the room until all the awards are presented.

With this group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.

### WHAT CUBS-ARE MADE OF (a closing)

Cub Scouts are made of all of these,  
Scarves of gold, patches on sleeves,  
Trousers of blue with well-worn knees,  
That's what Cub Scouts are made of.

They're partly Indians, of fringe and feather,  
And beads and buttons and bits of leather,  
With war-paint and freckles mixed together,  
That's what Cub Scouts are made of.

They're made of a promise, a pledge and a prayer  
Of hands that are willing, of hearts that play fair,  
With something inside them that God put there,  
And that's what Cub Scouts are made of.

### A LEADER'S RESOLUTION

I shall study my Cub Scouts- so that I may understand them.  
I shall like my Cub Scouts- so that I can help them.  
I shall learn - for they have much to teach me.  
I shall laugh - for youth grows comfortable with laughter.  
I shall give myself freely - yet I shall take so that they may acquire the habit of giving.  
I shall be a friend - for a friend is needed.  
I shall lead - yet I shall beware of pushing.  
I shall warn them - when my experience warrants it.  
I shall commend when actions merit it.  
I shall not overlook mistakes - yet I shall not blame them.  
Lastly, I shall try to be that which I hope they think I am.

(Anonymus)

## RELAXING WITH SANTA CLAUS

In the following stretcher type audience participation stunt the leader reads the verse as the audience acts accordingly with help of a second leader up front who assists the one reading the narration by doing each action as it is called for.

SANTA CLAUS STOOD UP STRETCHING HIS ARMS OUT WIDE,  
FIRST HE LOOKED TO HIS LEFT AND THEN TO HIS RIGHT SIDE.  
HE THEN BENT DOWN AND WIPED OFF HIS BOOTS SO SHINY,  
BUT HE COULDN'T SEE IT ALASS AND ALACK,  
SO HE THEN TURNED RIGHT BACK.  
THEN WANTING TO SPREAD GOODWILL ALL AROUND,  
HE SMILED AND SHOOK HANDS WITH A FRIEND HE FOUND.  
THEN FEELING RELAXED HE STOMPED HIS FEET,  
AND THEN SAT DOWN AGAIN IN HIS SEAT.

## MERRY CHRISTMAS

Divide the group into two parts, naming one part MERRY and the other CHRISTMAS. Whenever the word "MERRY" is mentioned the "MERRY" group tries to out do the Merry group with their Ho-Ho-Ho.

MERRY AND CHRISTMAS ARE TWO WORDS SO BRIGHT,  
WHO FLOAT AROUND IN DECEMBER BOTH DAY AND NIGHT.  
IF MERRY IS SPOKEN, CHRISTMAS IS NEXT SAID,  
FOR THEY BELONG TOGETHER, ALL IN GREEN AND RED.  
IF CHRISTMAS WERE SEPARATED FROM MERRY IT WOULD BE SO SAD  
AND EVERYONE WOULD CERTAINLY FEEL VERY BAD.  
SO TO KEEP CHRISTMAS MERRY RIGHT FROM THE START,  
REMEMBER TO FEEL MERRY CHRISTMAS DEEP IN YOUR HEART.  
SO WHEN YOU SAY IT, YOU'LL REALLY SOUND MERRY  
THEN CHRISTMAS FOR YOU - - A TRUE MEANING WILL CARRY.  
SO LET'S DO IT NOW WITH ALL YOUR MIGHT,  
MERRY CHRISTMAS TO ALL AND TO ALL A GOOD NIGHT.

SONGS

CHRISTMAS SONG

Tune: Rudolph, the Red-Nosed Reindeer

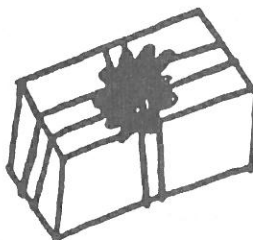
Here's to the Cubs in our den,  
As they follow, help and give;  
All of the boys in our den,  
Know just how a Cub should live.  
Now that it's time for Christmas,  
We've been very helpful boys,  
We've gathered lots of old things,  
Fixed them up like brand new toys.  
Saved our pennies every meeting,  
Bought a lovely Christmas tree;  
Trimmed it up to take to our  
Den-adopted family.

Bright and early Christmas morning  
When they see our shiny toys;  
We'll be happy that we shared our  
Christmas joy with other boys.

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?



SMILE AWHILE

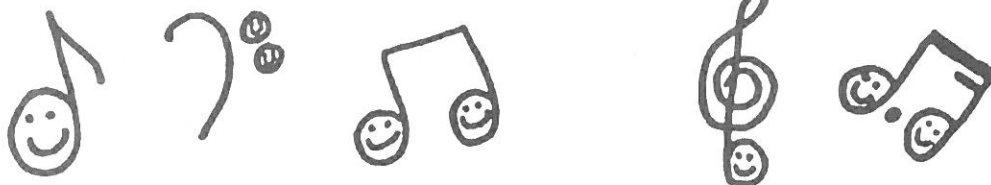
Smile awhile and give your face a rest.  
(make a big smile)  
Stretch awhile and ease your weary chest  
(stretch arms)  
Reach your hands up toward the sky  
(raise hands above head)  
While you watch them with your eye  
(look up and watch hands)  
Jump awhile and shake a leg, sir  
(jump once, then shake a leg)  
Now step forward, backward as you were  
(do as words say)  
Then reach right out to someone near  
(do as words say)  
Shake his hand and smile  
(do as words say)

A LAUGH PROVOKER

Tune: Battle Hymn of the Republic

It isn't any trouble just  
to S-M-I-L-E  
It isn't any trouble just  
to S-M-I-L-E  
So when you're in trouble  
It will vanish like a bubble  
If you'll only take the trouble  
Just to S-M-I-L-E

Second verse: G-R-I-N, grin  
3rd verse: L-A-U-G-H, laugh  
4th verse: Ha, Ha, Ha, Ha, Ha





## GAMES

Green Balls - Give each boy five green paper balls as he arrives at den meeting. During the meeting, if anyone makes him say 'yes' or 'no' to a question, he must give that person one ball. The object of the game is to get possession of as many balls as possible. Alert boys will find a way to answer questions without using the forbidden words.

Snowball Relay - Boys are divided into relay teams. Teams line up at one end of the room. At other end of room are hung two large Christmas stockings. Players must carry a paper snowball in a tablespoon and place it in the stocking, without touching it with the hands. If the snowball drops, it is replaced on the spoon and the boy continues the race. (An apple can be used instead of snowball)

Santa Relay - Relay teams run to end of room, where each player in turn dons a Santa hat, beard, coat and boots, and shouts a big "Ho, Ho, Ho", removes the clothing and returns to touch off the next player in line.

Icicle Hunt - Hide icicles (strings) around the room. Boys hunt for icicles. The winner is boy whose strings form the longest line when laid end to end, not the player who collects the most strings. Icicles should be of varying lengths, for the best results.

Christmas Present Relay - Divide into two teams. The first runner of each team runs from starting line to end of room where he puts on an oversize pair of work gloves and proceeds to untie a wrapped box. Having done this, he returns to team. Next player re-wraps box, wearing gloves handed him by first player. This continues, with players wrapping and unwrapping box until all have had a turn.

Kris Kringle Relay - Boys line up in teams, relay style. Each team has two shoe boxes or large paper bags, representing Kris Kringle's boots. On signal, each player, in turn, places his feet in the 'boots' and shuffles up to and around a chair at the opposite end of the room. He shuffles back to starting point, where the next boy takes over. First team to finish wins.

Santa's Bag - Number 10 brown paper bags from 1 to 10. Put a familiar article in each bag (preferably something related to Christmas, such as a ball, a candy cane, etc.) and staple the bag shut. Each boy is given paper and pencil on which he lists numbers 1 through 10. He tries to guess what is in each bag by feeling through the paper, and lists his answer on the paper. Boy with the greatest number of correct answers wins.

Gathering Snowballs - Players are each furnished with a large wooden spoon. They try to gather cotton balls from the floor and place them in a large bowl on a table. No hands are allowed.

Christmas Greetings - Each player is given a card and pencil. Ten minutes are allowed for each player to write as many Christmas greetings as he can think of on his card. A prize is given to the person who thinks of the most.

Santa Claus Letters - Boys are given paper and pencil and asked to write "Santa Claus" letter for the player on his right. After letters are written, they are scrambled and each person gets to read someone else's letter aloud.

#### CRANBERRY DASH -

Equipment needed for each team:

- 1 yardstick
- 1 cranberry
- 1 toothpick

Divide into teams for a relay. Lay yardsticks on a table and place a cranberry on one end. The first person on each team must then roll the cranberry, to the other end of the yardstick, by pushing it with a toothpick. If the cranberry rolls off the yardstick, it must be rolled back on with the toothpick. After the first person rolls the cranberry to the end, he runs back and gives the toothpick to the next player who rolls it back down the yardstick. First team to finish wins.

CHRISTMAS BELLS - On a large sheet of cardboard or poster board, draw several bells. Number one 50, one 25 and the others 10 and 5. Lay the cardboard on the floor, and using small styrofoam balls, each player rolls three times and adds up his score for the bells the balls stopped on. This may be played individually, or as a team game.

#### STOCKING STUFFERS -

Equipment needed for each team:

- 1 Christmas stocking or knee sock
- 1 basket

several items or small packages to put in stocking

(be sure that you have items of similar size & shape & an equal number for each team)

Divide into teams for a relay. Have a basket of items, and an empty stocking a few feet from the starting line. At a given signal, the first person on each team runs forward, picks up the stocking and starts stuffing it. After all the items are in the stocking, they must be taken out and put back in the basket. Be sure items are put in and taken out one at a time. Player then runs back and tags the next person who repeats the procedure. The first team to finish wins.

#### CHRISTMAS TREASURE HUNT -

Equipment needed:

- 1 stocking for each boy

several stocking stuffers - one of each item for each boy

suggested stocking stuffers: candy cane, peanuts, lollipop, pencil, pocket comb, eraser, bubble gum, etc.

The Den Leader will have the stocking stuffers hidden around the house (may be one or more rooms). Give each boy a stocking and a list of things he is to find and put in his stocking. Instruct boys to only take one of each item. In order to cut down on expense, parents may be asked to donate items.

## MAKE YOUR OWN CHALK AND PASTELS

### Materials

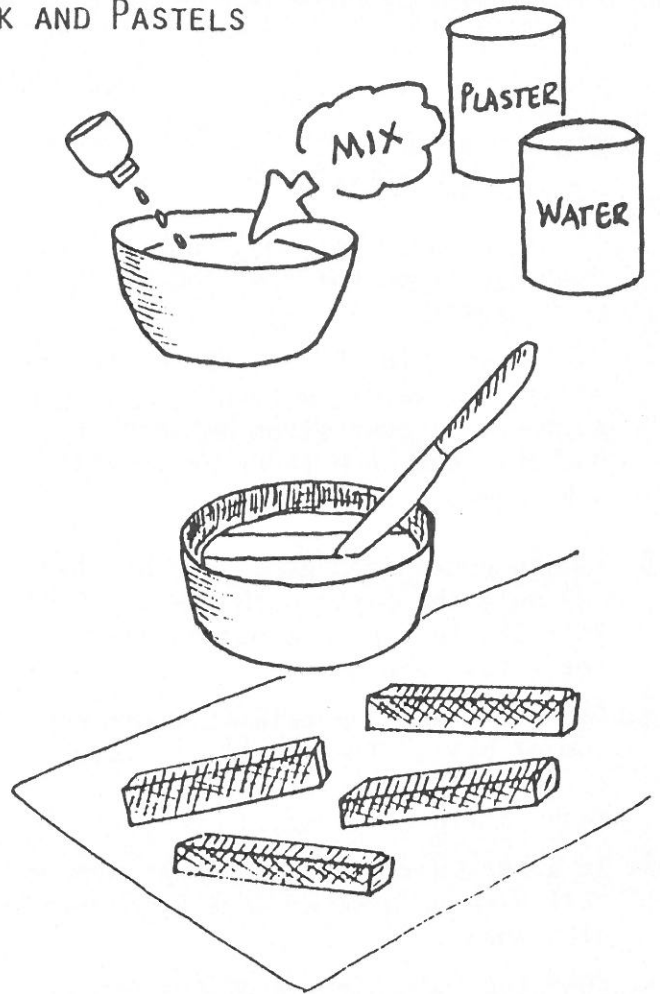
#### Plaster

Food coloring or powdered tempera  
1 lb. plastic margarine tub for  
each color

### Directions

1. Fill the margarine tub 1/3 full of water. Sprinkle plaster on water until it looks like no more plaster can be absorbed. Then add a little more plaster and stir.
2. Add enough food coloring or powdered tempera to get desired color.
3. Let plaster harden in plastic tub for about 30 minutes. Then, with a kitchen knife, slice colored plaster into 1" strips.
4. Let it dry in the tub for another hour. Then run knife around edges of plaster to separate it from tub. Chalk will come out easily.
5. Spread chalk on waxed paper and let dry overnight.

Note: If tempera is used, it is necessary to dip the tips of the chalk in water to use on paper or a chalkboard.



## CARVING PLASTER

One of the best ways to teach boys to whittle with a pocket knife is by using soap or plaster as the whittling material. When they have mastered the technique, they can go on to wood, which is a little harder.

Mold plaster in quart-size milk carton or other disposable container. When dry remove plaster.

When ready to whittle, let plaster chunk soak for a while in water. Plaster is porous. The water which is absorbed by the hardened plaster will make it easy to work with.

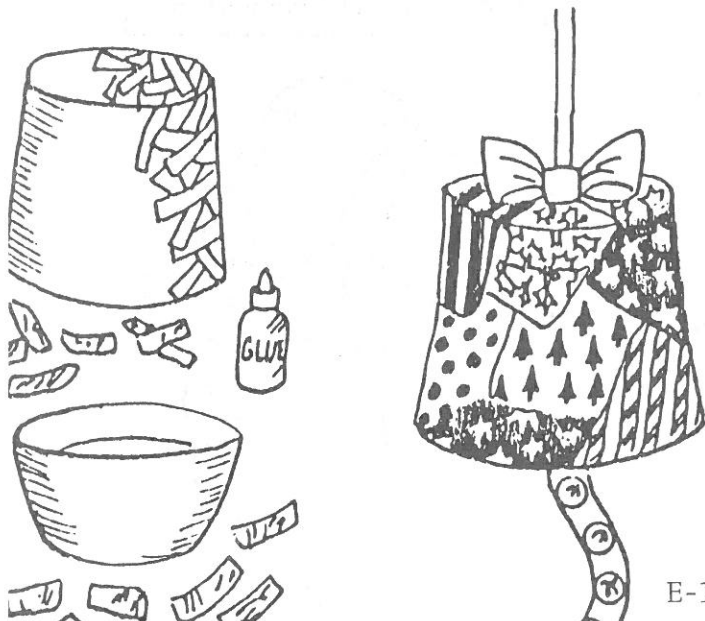
See Bear Achievement 5



## DECORATIONS

### JINGLE BELL PINATA

1. Invert a carry-out food bucket (like Kentucky Fried Chicken) and cover with plastic wrap.
2. With a solution of 2 parts white glue and 1 part water, saturate newspaper strips and cover sides and top of bucket. Let each layer dry. Apply 5-6 layers.
3. Remove bucket and plastic wrap, leaving only the paper mache bell. Fill bell  $\frac{3}{4}$  full of wrapped candies, small toys and gum.
4. Cut a cardboard circle to cover bottom of bell. Tape in place. Cover circle with two layers of paper mache strips. Let dry.
5. In a patchwork fashion, cover entire bell with squares of Christmas wrapping paper.
6. Poke two holes in top of bell and thread with ribbon or cord for hanging.
7. Poke a hole in bottom of bell and glue in ribbon with jingle bells attached.
8. Add a perky bow at the top.
9. Suspend the pinata from a doorway. Provide the boys with long sticks or broom handles. Let them take turns hitting at the bell, blindfolded, until it breaks and candy and treats come tumbling down.



### SNOWSTORM JAR

Use a jar with a screw-on lid, such as a baby food jar. With waterproof cement glue a small figure, such as a reindeer or snowman (plastic or china) inside bottom of jar lid. Let glue dry.

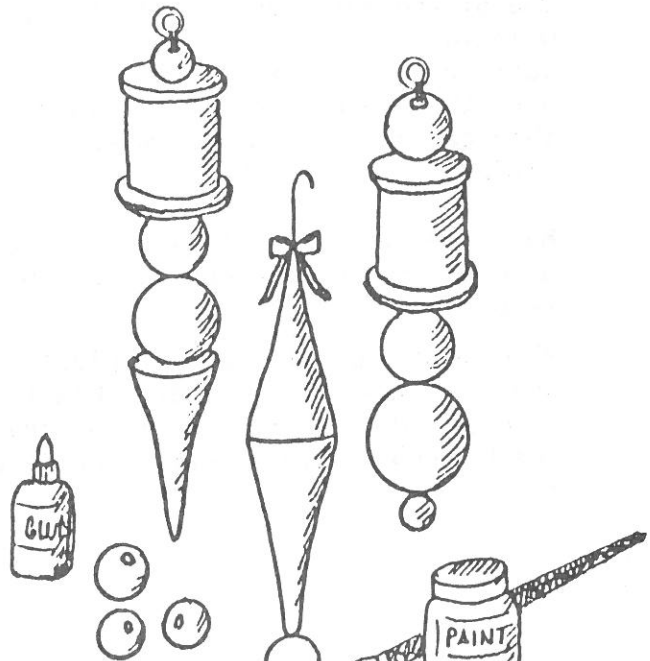
Fill the jar with water. Add two teaspoons of mica snow or moth flakes to water. Apply cement thoroughly around rim of jar and screw on lid. Let dry completely before turning upside down.

Jars made a few weeks in advance allow the snow to settle rather than float.



### SPOOL ORNAMENTS

Glue old thread spools, golf tees and beads of various sizes together in different shapes. Insert eye screw in top or use wire ornament hanger. Paint various colors, as desired.



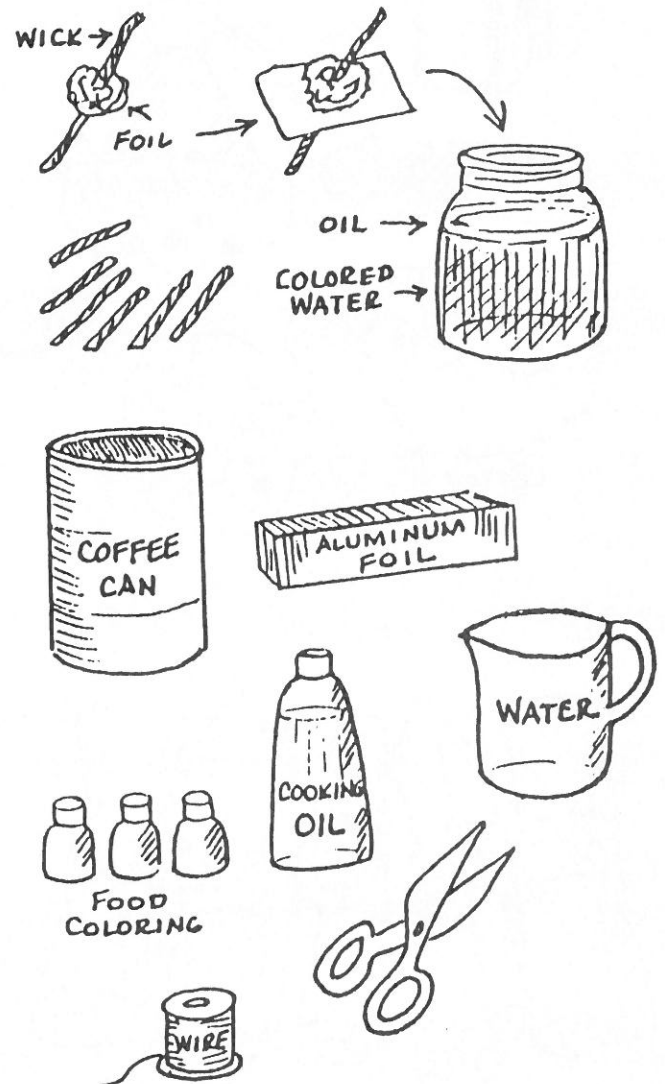
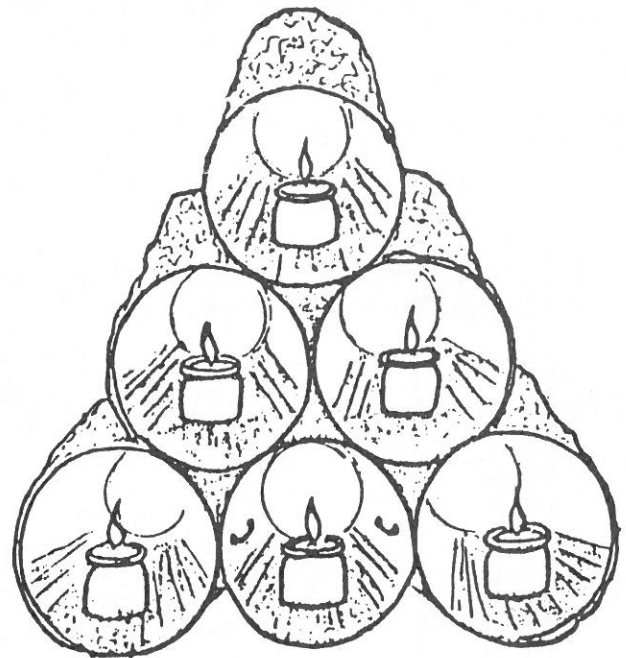
## GLOWING COFFEE CAN TREE

### Materials

- |                          |               |
|--------------------------|---------------|
| 6 2-lb. coffee cans      | Water         |
| Aluminum foil            | Food Coloring |
| Wire                     | Cooking Oil   |
| 6 baby food jars         |               |
| 6 pieces of wick (1" ea) |               |

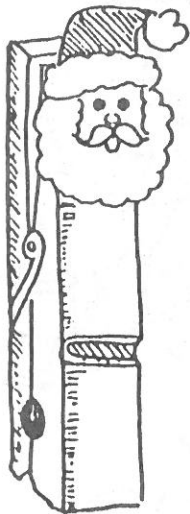
### Directions

1. Poke a pair of holes in one side of two of the cans, 1/2" from the lip. In a third can, poke two pairs of holes opposite each other. Set these three cans next to each other, with the third can in the center. Wire them together as shown in picture.
2. Set two more cans on top of the three, and one can on top of the two. Crumple a large piece of aluminum foil, smooth it out somewhat and wrap it around entire tree of cans, leaving can openings uncovered.
3. For each candle, fill a baby food jar almost to the top with water. Add food coloring to water. Fill the remainder of the jar with cooking oil which will float on top.
4. Cut a small square of foil and poke a small hole in center. Thread wick through the hole, crushing the foil tightly around center of wick. Cut another piece of foil and thread bottom of wick through top of foil as shown.
5. Set foil and wick in each baby food jar. They will float on top of water. Set one jar candle in each coffee can.
6. The candles will remain lit as long as there is oil to burn. When the oil runs out, add more.

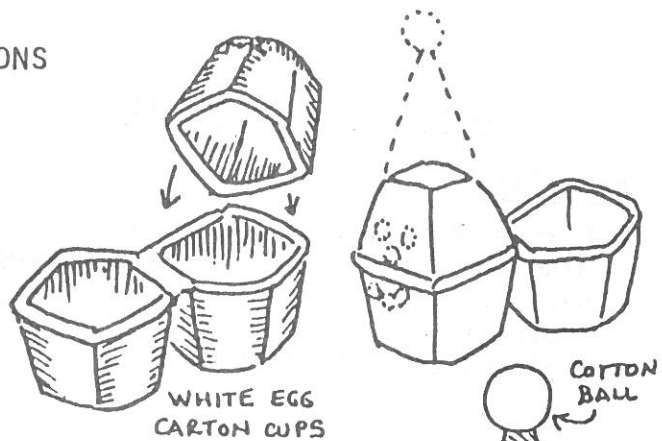
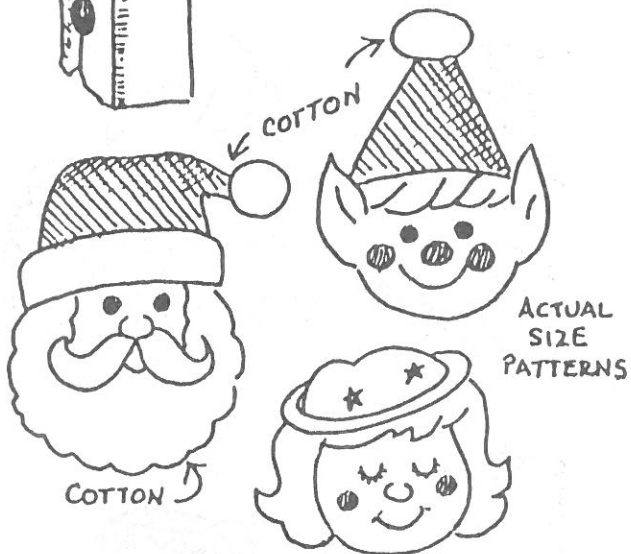


## DECORATIONS

### SANTA PACKAGE DECORATION



1. Paint a clip-type clothespin.
2. Use one of the patterns shown. Cut from heavy paper and decorate.
3. Glue head to clothespin.
4. Clip on packages for decoration.

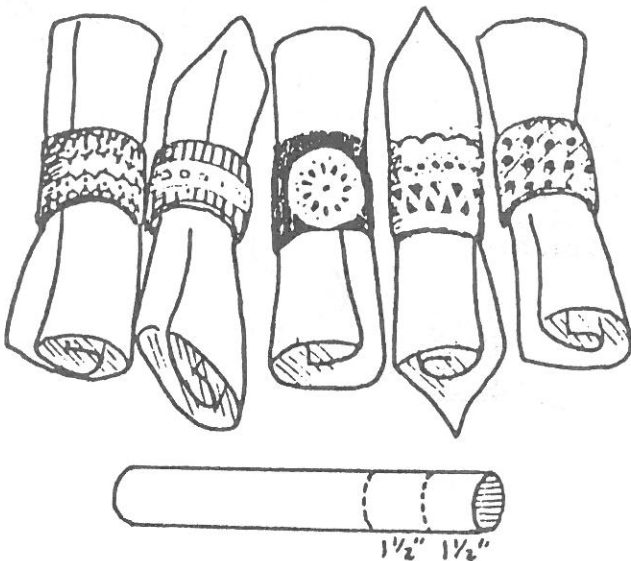


### SANTA NUT CUP

1. Attach an egg cup to two attached egg cups with white tape.
2. Cut a 2"x2"x4" red felt triangle. Glue to make cone shape for hat. Set aside to dry.
3. On double-end side, glue on 2 black sequins for eyes, red sequin nose and 3 for mouth.
4. Glue on red felt cone hat.
5. Use angel hair to make mustache, beard, and trim for hat. Top off hat with cotton ball.
6. Fill open nut cup with Christmas candy.



### HOLIDAY NAPKIN RINGS



Cover 1 1/2" lengths of cardboard roll with a variety of materials to make attractive napkin rings for Christmas or other special occasions.

Paint ring, or cover with wrapping paper, fabric, bits of lace or ribbon, a paper doily. Or cut designs from cards or wrapping paper.

After glue has dried, spray varnish ring so that it is sealed, shiny and sturdy. Finish the inside of the ring with paint, paper, or ribbon so it looks complete.

Christmas napkin rings could be painted with Christmas seals attached or covered with candy-striped or checked paper.

## DECORATIONS

### MACRAME JINGLE BELL PULL

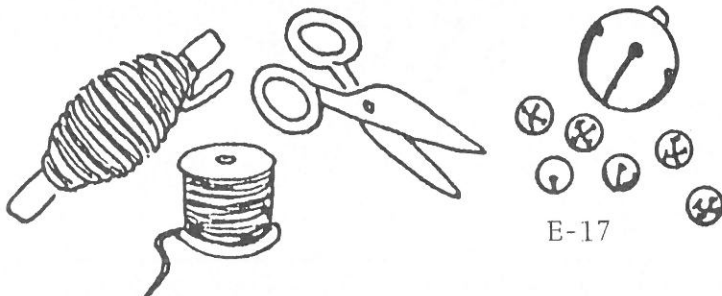
(See p. K-10 to K-12 for more information on macrame)

#### Materials

- 13 yd. 6-7mm cord or heavy yarn that will unravel. (7 yds. color A, 6 yds. color B)
- One 1" metal ring or plastic cafe curtain ring
- Six 3/4" jingle bells
- One 2 1/2" jingle bell

#### Directions

1. Cut six color A cords, 1 yd. 6" long.  
Cut one color B cord 5 yd. long.  
Cut one color B cord 1 yd. long (wrap)
2. This pattern is worked from bottom to top.
3. Center color A cords through loop on large jingle bell.
4. Double the 5 yd. color B cord and put it behind color A cords. Tie 3 square knots using color B cord as knotting cord and color A cords as filler cords.
5. Slide bell up knotting cord on right and tie 1 square knot.
6. Tie 3 square knots.
7. Repeat steps 5 and 6 until you have added five more bells and tied 3 square knots under the last bell.
8. Gather all cords together and wrap with the 1 yd. cord. When wrapping, add ring onto the wrap cord on backside and continue wrapping 2-3 more times around. Trim ends to 2" and unravel cord ends. Finished length is 19"



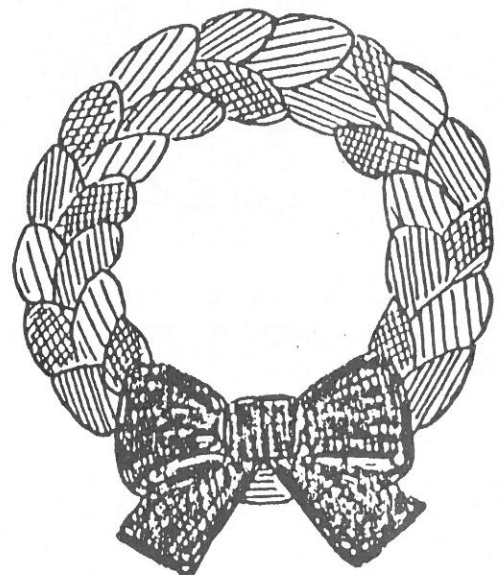
### BRAIDED WREATH

#### Materials

- 3/8 yd. each of 3 different calicos
- 5/8 yd. red or green fabric
- Fiberfill stuffing
- Thread

#### Directions

1. Cut calico fabric into 5 1/2" x 60" strips.
2. Fold strips lengthwise with right sides together. Take 1/4" seam down length and one end. Turn right side out.
3. Stuff long strips. Stitch open end closed.
4. Tack 3 strips together on ends. Braid to the end of strips. Sew into a circle.
5. To make bow, cut strip of red or green fabric 11" x 60". Fold in half lengthwise with right sides together. Stitch a 1/4" seam down length and one end. Turn right side out and press. Stitch open end closed. Tie into bow and sew to wreath.



## NUTSHELL ORNAMENTS CONTINUED

enamel, applied with a very fine brush (#0 or #00), to paint the tiny features.

To complete the hazelnut elf add a cone-shaped hat of felt with just a wisp of hair tucked under the front edge and glued in place. The hair can be either frayed jute or yarn. A yarn hatband and tiny feather added to the hat give the elf a jaunty air.

Decorated walnut shell halves add a whimsical note to holiday decorations. The comical faces peering out from under the red felt hats of the Santa mice have jiggly eyes, string whiskers, and tiny bead noses. The hat is a cane shape, the top of which is folded over, and a ball of dacron batting is attached to the end. Yarn or string should be added for the tail. A toothpick can be used to aid in gluing these small decorations in place. Sew a thread through the top of the hat for a hanger.



## CHRISTMAS TREASURE BALL

1. Blow up a round balloon and tie the end.
2. Tear up strips of newspaper about 1"x1½" and mix with wallpaper paste.
3. Cover entire surface of balloon with newspaper strips. Let dry.

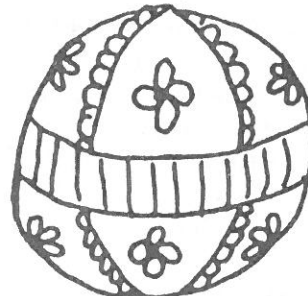


4. Add another coat of newspaper strips. Dry again.



5. With scissors, cut out a V-shaped trap door on one side of the ball.

6. Remove the balloon. Fill ball with candy or small gifts.





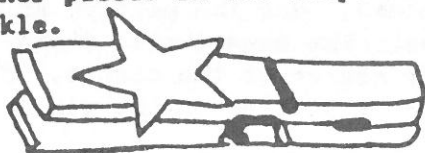
## CRAFTS

### CLOTHESPIN CHRISTMAS

Fancy up the fir with clothespins dressed up for the holidays! Or use them to hang the stockings by the chimney with a bit of Christmas class! These holiday decorations for tree or stockings are simple to make.

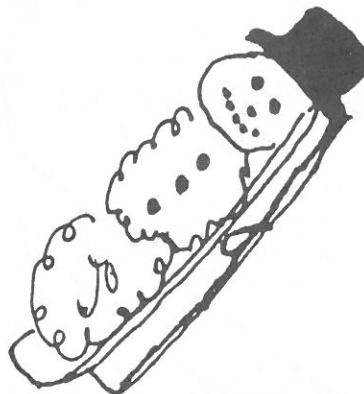
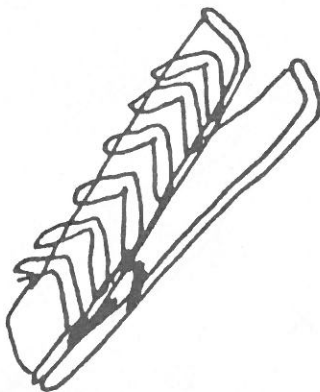
**Materials needed:** Spring-type clip clothespins, tempera paints or crayons, glue, colored paper scraps, pipe cleaners, cotton, and glitter.

**Star:** for a star, paint the clothespins yellow. Glue "V" shaped pipe cleaner pieces in the shape of a star, as pictured. Add glitter for sparkle.



**Candy Cane:** twist a red and a white pipe cleaner together, and bend one end into a hook. Paint a clothespin. Cross one cane over another, and glue to the clothespin. Add a paper bow.

**Soldier:** paint the clothespin blue for the uniform and pink for the soldier's face. Glue on a paper hat and paper strips for the chest decoration. Add pipe cleaner arms, and paint on facial features.



**Christmas Tree:** color or paint the clothespin green. Glue on pipe cleaner branches, as pictured. Add glitter and brightly colored paper punch circles for ornaments.

**Snowman:** color the clothespin white. Glue on cotton balls for the body. Add a scarf and hat of paper, and paint on features.

### NUTSHELL ORNAMENTS

The use of natural materials provides a nice change of pace in the making of tree ornaments. Nuts, because of their shapes, are particularly adaptable for this use. Although examples here show hazelnut, almond, and walnut shells, other varieties such as peanuts, chestnuts and pecans may be used also.

In the pictures here the nuts are used to provide the bodies for the figures. A small bead, on which a face has been painted, is glued in place for the head. It is best to use either acrylic paint or model airplane

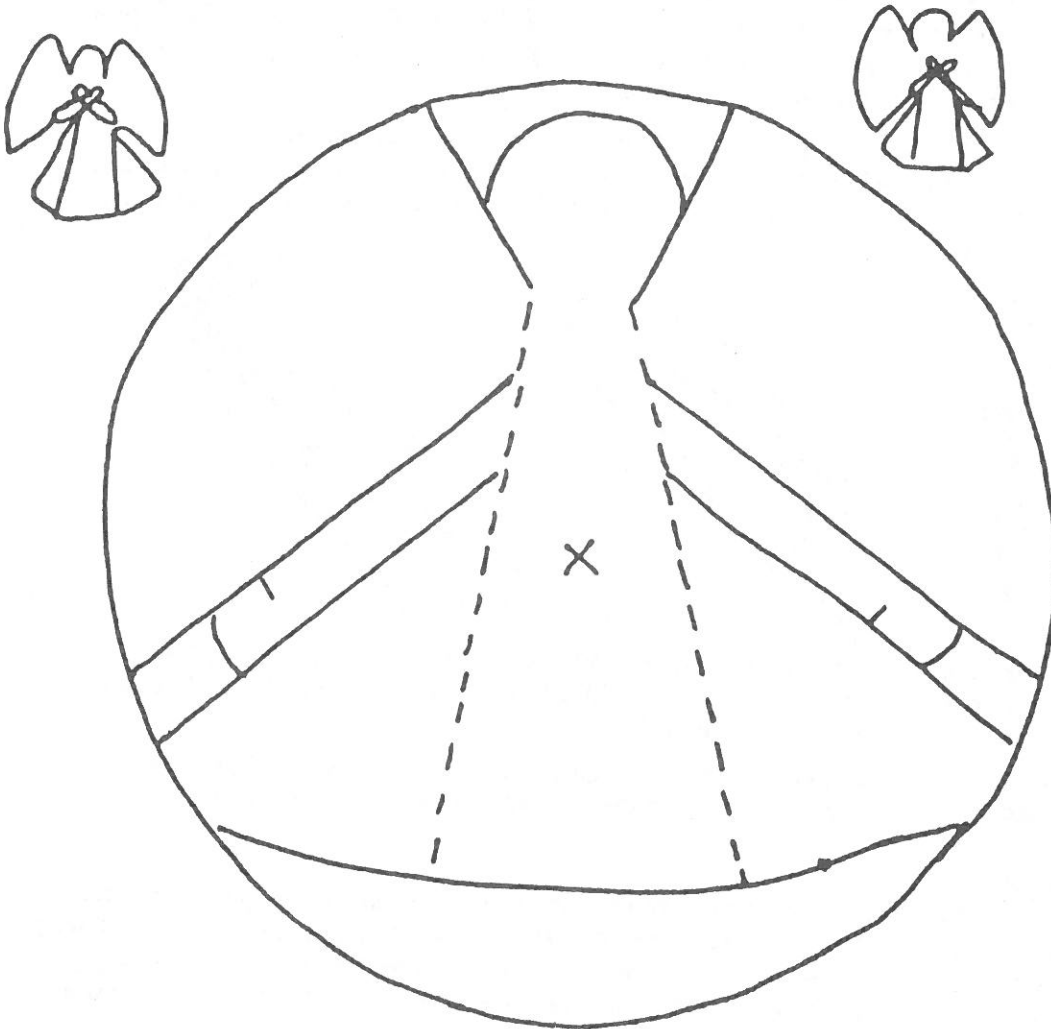
## CHRISTMAS TREASURE BALL CONTINUED

7. Close trap door and seal shut with more newspaper strips. Let dry.
8. Paint the ball with tempera and add any decorations you desire.

Small balls could be hung on Christmas tree. Larger ones might be used as a table decoration or gift.

## ANGELS IN THE ROUND

A procession of angels in front of Christmas greenery makes a very special decoration. You can make them any size - each one is made from a circle of paper or foil, cut and folded. Use the pattern below; cut on solid lines and fold on dotted lines. The angels will stand more firmly if you start the arms above the center of the circle. Try cutting these from foil pans and decorate with glitter on the wings.



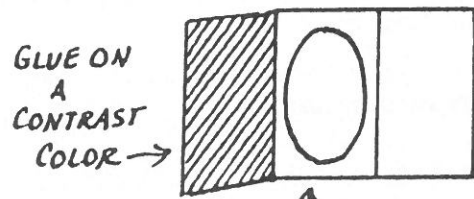
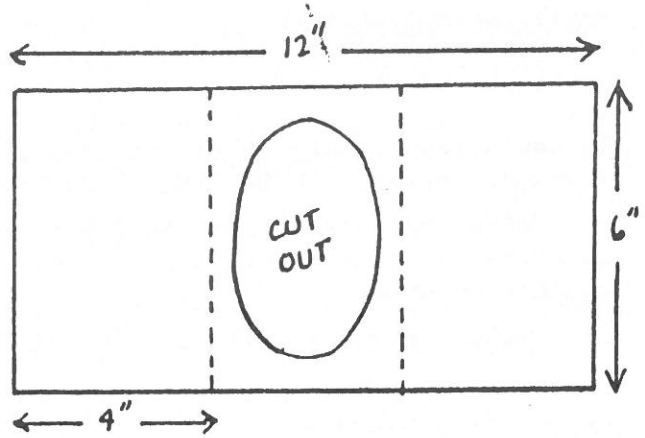
# CHRISTMAS CARDS

## DYED RICE CARDS

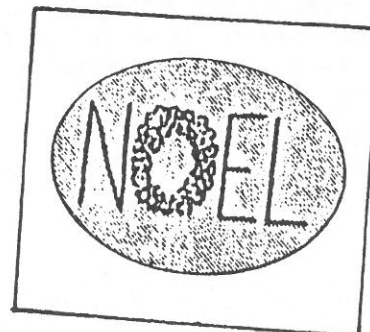
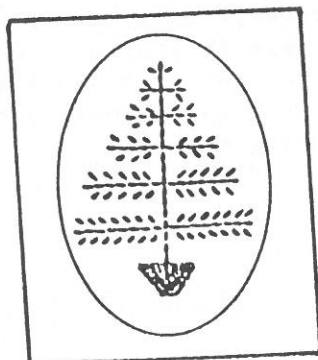
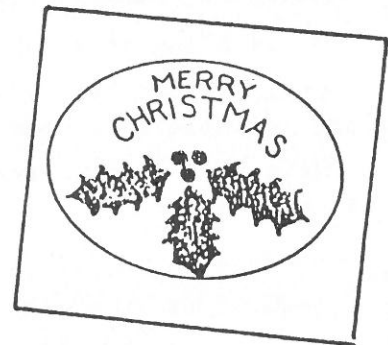
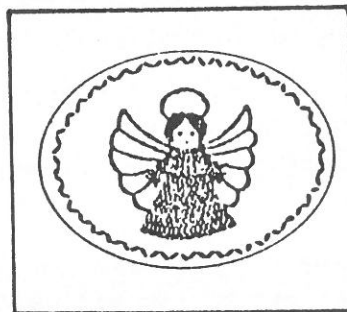
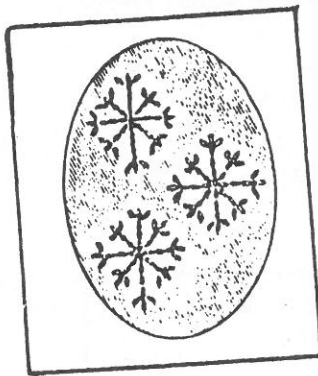
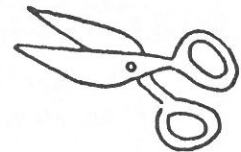
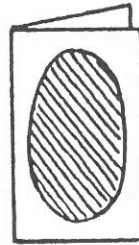
Use regular, not instant rice. To dye it, mix four tablespoons water and 1 teaspoon of food coloring in small bowl. Use a separate bowl for each color. Add 4 tablespoons rice to each bowl and stir until you have the desired color. It only takes a few minutes. Remove rice and place on paper towels to drain. Then let dry on waxed paper about an hour.

For card, cut a piece of colored construction paper 6" x 12". Fold into thirds, as shown. Open. Cut out an oval, 3" x 5", in center panel. Glue a contrasting color construction paper over left panel. Glue these two panels together. Then fold card again so cut-out oval is on front.

Lightly draw a design in the oval, using old Christmas cards for design ideas or making up one of your own. Fill in areas for design with dyed rice, gluing it in place with white glue. Add a message to the front and inside of card.



FOLD OVER AND GLUE



## SERVICE PROJECTS

### Ideas for den activities

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

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

Make cartoon scrapbooks for children's homes.

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

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

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

### Ideas for Pack service projects

Collect canned goods for the needy.

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

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

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

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

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

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

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

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

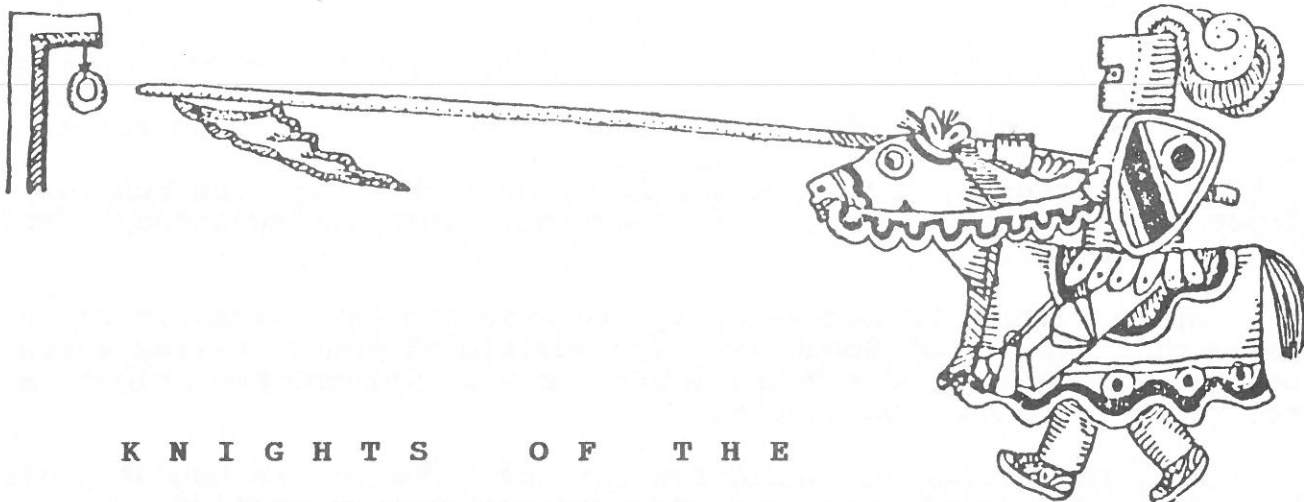
**OBJECTIVE: To share the spirit of goodwill with others. To fulfill the Cub Scout promise to help others.**

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

# KNIGHTS IN ARMOR







## K N I G H T S       O F       T H E R O U N D T A B L E

The age of knighthood is full of romance, great adventures of brave men, and pomp and pageantry. A theme based on knights has great appeal of Cub-age boys.

From a leader's viewpoint, a theme about knights gives the opportunity to stress the values of kindness, bravery and honesty without preaching. Knights were primarily fighting men who were bound by a code of honor not unlike the Cub Scout Promise. They pledged to defend the helpless, to be honorable in all dealings, to be loyal, and to do their duty without thought for themselves. These knightly virtues made these glamorous figures something more than blood thirsty warriors. Read or tell stories about knights and knighthood during den meetings, emphasizing their code of honor. Perhaps den leaders can award points during the month to cubs who have performed knightly acts of kindness, courtesy and service. Those who score highest during the four den meetings might be given special plumes to wear on their helmets during the pack meeting.

### OPENING CEREMONY

The cub scout knights all parade in bedecked in their full costumes and armor (and riding "horses"). They stand at attention with swords and lances in hand as the Cubmaster reads The Knight's Code. The cub scout knights respond by repeating the Cub Scout Promise led by their denner knights.

The cubmaster, dressed as a feudal king, welcomes all present and asks those present for the first time to stand and be recognized. Introduce the pack leaders as Sir and Lady.

### THE KNIGHT'S CODE

Be always ready with your armor on, except when you are taking your rest at night.

Defend the poor and help them that cannot defend themselves.

Do nothing to hurt or offend anyone else.

Be prepared to fight in the defense of your country.

At whatever you are working, try to win honor and a name for honesty.

Never break your promise.

Chivalry requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others.

(Light candle) Order of the Bear - for 9 year old cub scouts who complete the 12 Bear achievements.

(Light candle) Order of the Arrow of Light - for the Webelos Scout to earn before leaving Cub Scouting. This is the highest rank in Cub Scouting.

While waiting to become of age to pass the next rank for which he is eligible, a Cub Scout may earn additional honors called arrow points. Tonight, at our Round Table, we will welcome new knights and recognize those earning special honors.

Will the following candidates for the Order of the Bobcat please come forward. (Candidates come forward as names are called.) Candidates will kneel on the left knee. (They do so.) As knights of this group, we will expect you and your family to help us in all our activities. Our Round Table can be no stronger than its weakest member. You will be expected to follow your leader and give goodwill. Repeat after me: "I, (name), promise to do my best." (Touches blade of sword to each candidate's shoulder.) Welcome, new knights! As you leave this great hall of the Round Table may you carry with you the spirit of true knighthood. (Directs BOBCATS to their dens.)

The following knights have performed their tasks so well that they have earned recognition in the Order of the Wolf. Will they come forward. (Reads names of candidates for Wolf rank and arrow points.) You will kneel on your left knee. (Knights them with sword.) I dub thee Sir Wolf. (Gives badge and certificate as name is repeated.) Congratulations to each of you and may you earn many more recognitions of tasks well done as Wolf.

(Same procedure for the Bear.)

The following knights are candidates for the highest award in Cub Scouting, the Arrow of Light. (Reads names of candidates for Arrow of Light.) As is our custom, the pack gives a scout knife or book to the knights attaining this high rank. Please kneel. (Knights kneel, are knighted as Sir Arrow, then receive badge, certificate and knife.)

Congratulations to each of you and may you soon be scouts. The Cub Scout motto is "Do you best." What about the knights of our Round Table?

ALL CUBS: We'll do our best. (Candles are extinguished.)



## OPENING

Den Chiefs call Cubs and Webelos Scouts out of the meeting room. They are lined up single file, and to a blare of trumpets (either live or recorded) they march into the room. Webelos den carries the U.S. and pack flags, which are posted after the line of Cubs has circled the room. The color guard leads the pledge of allegiance.

\* \* \* \* \*

KNIGHTS' SONG (Tune: "Yankee Doodle")

This month we've learned of knights of old  
And we would like to shout it,  
That knights and Cubs are much alike  
And don't you ever doubt it.

## CHORUS

Knights of old and Cub Scouts, too,  
Both promise they will live right.  
If they do the things they should  
Their presence makes the day bright.

1st Cub Scout steps forward and repeats the Cub Scout Promise.  
2nd Cub Scout or Den Chief reads the Knights Code from a scroll.  
3rd Cub Scout steps forward and repeats the Law of the Pack.

(Second Stanza)

So now, you see that as Cub Scouts,  
Our code is much the same  
As that of knights long years ago  
It's just the name that's changed.

## CHORUS

\* \* \* \* \*

GAME "Knights and Dragons"

Have an equal number of Knights and Dragons. All of the Knights except one go to sleep; that one stands guard. The dragons creep up on the sleeping knights from their caves (behind tables and chairs) and try to "tag" them. But the knight on guard yells, "Look Out", and the knights wake up and chase the dragons. Every dragon tagged become a knight. The game ends when all of the dragons are knights. If the game is played again, reverse it and let the dragons sleep.

## KNIGHTS OF THE ROUNDTABLE

### Paper Cutting Race.

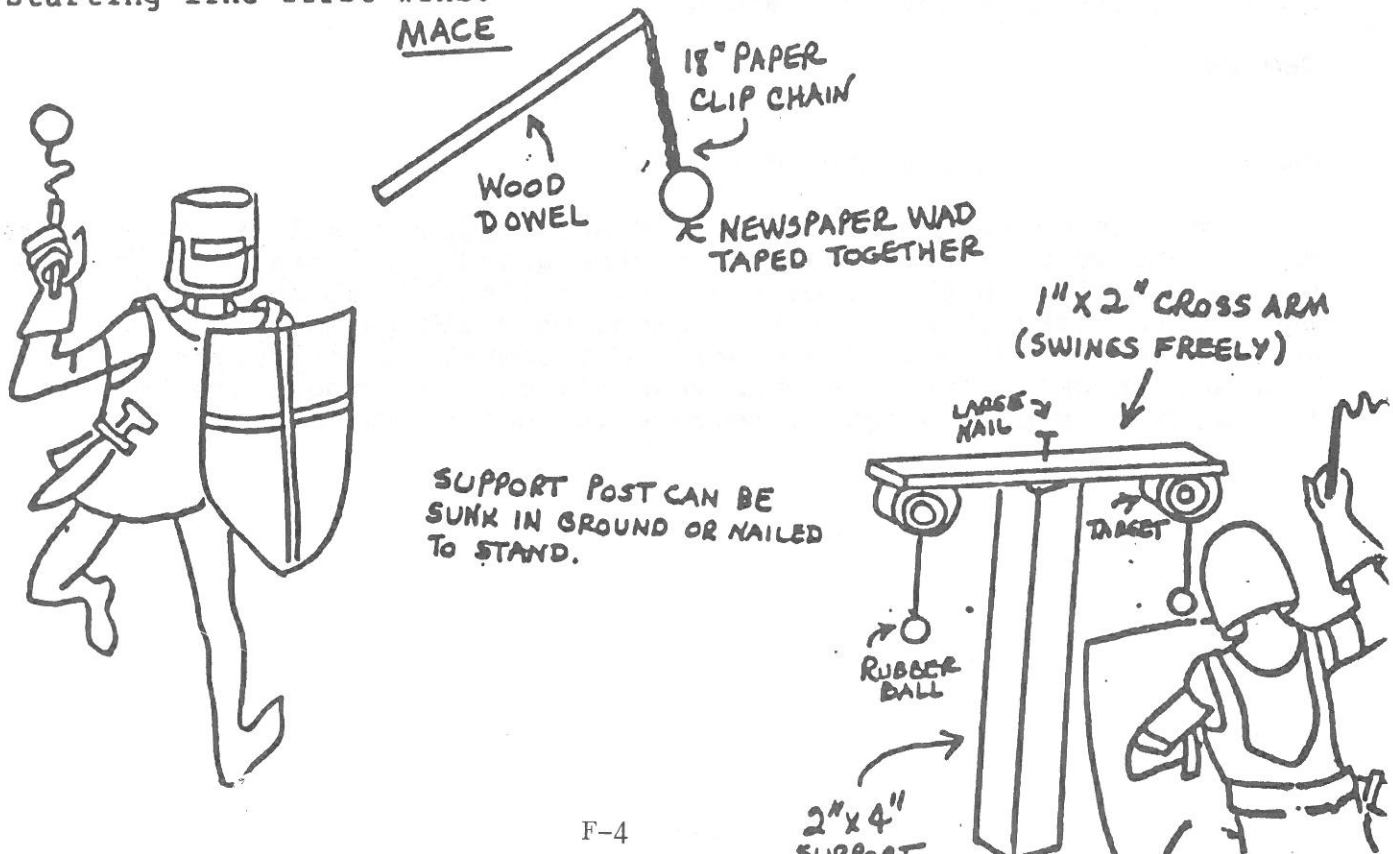
You need a pair of blunt scissors and a long strip of crepe paper for each player. All the strips should be the same length. Tie one end of each strip to something like a chair or a stair post. Or pin the ends to a cushion. Given each player the other end and the scissors. When you say "go," the players can start cutting along the middle of the paper. The first one to reach the other end of his strip is the winner.

### Chinese Wrestling.

Divided players into pairs and match them two at a time. Each wrestler stands on one leg (his left), the other leg being stretched forward, and folds his arms across his chest. Each wrestler hops forward and tries to unbalance his opponent with his right leg. No kicking or charging is allowed, and one player is declared the winner if he forces the other to touch his right foot to the ground. The game should be played on a grassy lawn or soft ground.

### Mace Relay.

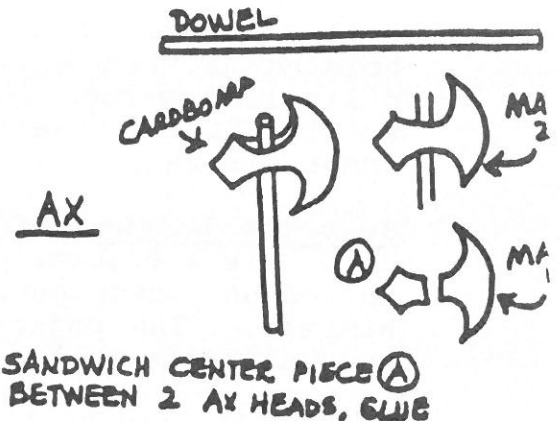
You will need two maces and a spin-target stand. Divide players into four teams of four or more. Teams line up behind a starting line. First boy in each line has a mace. On a signal, both boys in full armor run to spin-target stand and try to hit one of the targets by swinging the mace. When a hit is scored, the successful player returns to start and passes the mace to the next man. Team whose members score hits and return to the starting line first wins.



Spear the Ring. Each boy needs a lance made from a bamboo or pine pole, long enough to fit under the arm. A small rubber ball is glued to the end of the lance as a safety guard. A heavy paper cone is glued on as a hand guard. You will also need the spin-target stand shown on a preceding page. Any number of boys can play. One boy at a time in full armor with shield and lance charges the spin-target stand and tries to spear the ring suspended from the cross-arm with the tip of his lance. Players get three tries.

Knights and Chargers. Two-man teams. A small boy without armor takes the part of a knight and rides the back of another boy on all fours who is the charger. The knight wraps his legs around the charger's waist, but he may not hold on with his hands. The charger may hold his rider's legs. Two or more knights struggle to unseat one another. Knights may push and pull one another with their arms but may not strike an opponent. Horses may push with their shoulders but cannot use hands or feet. Last knight still astride wins.

Axeman. You will need two axes made from broom handle or dowel with a double cardboard ax head (see illustration). You will need one balloon for each player. Tape balloons to board or wall. First man from each team tries to break one of the balloons with his ax, then returns to start and passes ax to next player. The first team to break all its balloons and return to the start is the winner.



To Arms! To Arms! Two teams of four or more boys. Each team's armor and weapons are mixed together and the boys sit on the floor. At the call "To Arms! To Arms!" both teams scramble to find their own weapons and armor. When each boy is fully "armed," he races to the finish line. First team to line up fully suited wins.

Sword Balace Relay. You will need two swords cut from cardboard and several balloons. Divided players into two teams of four or more. Teams line up behind a starting line. The first boy holds a sword and balloon. At the signal, he blows up the balloon and ties it. He runs to the goal while bouncing the balloon in the air with the flat of his sword. Then he returns, bounces the balloon in the air and passes the sword to the next player on his team. Once play has begun, the balloon must be touched only with the sword, or the last player to make the run must start over.

## KNIGHTS' TOURNAMENT GAMES

Teeterboard Jousting. The contestants stand on teeterboards. They use padded rubber plungers as their lances. The boy who upsets the other is the winner. Each contestant is backed up by a squire (another Cub who helps prevent him from falling). (See Games for Cub Scouts for directions on making teeterboard.)

Staff "Rassle". Two Cub Scouts hold a broomstick between them. One end is painted blue and the other red. On signal, each tries to touch his color to the floor.

Stick Twist. Two Cubs hold a broomstock between them with hands alternating over the top. On signal, they bring it down slowly between. Each tries to turn the stick in his opponent's hands.

Pillow Fight. This is a mass battle royal with each contestant holding a broomstock horse in one hand and swinging his pillowlike weapon in the other. (The weapon may be a stuffed sock.) Each Cub wears a paper hat and leaves the contest when he loses his hat.

Swat the Knight. Choose a Cub Scout from each Den. Pair them off. Tie a cracker on top of each boy's head and give each boy a rolled-up newspaper. Each boy carries a shield to protect himself. The object is to break the cracker on his opponent's head with the rolled-up newspaper.

Ball and Chain Duel. The ball and chain are made from a stuffed stock. The contestants ride sawhorse chargers which have been heavily padded to form a seat. Each has a shield and wears a paper hat. The knights try to defeat their opponents by knocking off their hats with the ball and chain.

Sack Fight. Each boy stands in a burlap or similar type bag. He must use both hands to keep the bag stretched to its full length. He tries to upset others by thrusting and pushing with his shoulders, hips, and elbows. This can be a dual contest or a mass battle where boys are eliminated as they lose their balance and fall.

Knights and Dragons. An equal number of knights and dragons are selected. The dragons's left wrists are tied to the knights' right wrists. Each dragon is equipped with a long green balloon for a tail, tied behind his back. Each knight wears a helmet with small visor and carries a rolled paper lance. A time limit is set (such as three minutes), and on a signal, each knight tries to break the dragon's tail with his rolled paper lance. Each dragon tries to take away the lance from the knight. At the end of time limit, team having most of their props left intact is declared the winner.

THE RELUCTANT KNIGHT AND THE MAGIC HERB  
(A Pantomime Skit)

Characters: Knights (at least two in appropriate costume)  
Sir Quake-a-Lot (a seedy-looking knight with bent sword)  
Messenger (pageboy type)  
Magician (Merlin-type with white hair, beard and flowing robe)  
Lady Gwendolyn (long robe, conical headdress with veil)

Setting: Courtyard outside medieval castle. Courtyard is center left of stage, with woods indicated at right front. Road to Black Knight's castle is right rear. Narrator stands to one side of stage. As he narrates, the characters enter, pantomime and exit.

In days of yore, so we've been told,  
Maids were fair and warriors bold.  
And when two Knights in battle sent,  
They'd fight as if on bloodshed bent.  
Then quick forgetting all their pain,  
They'd laugh and soon be friends again.

(Knights on horseback enter from opposite sides; battle, knock each other down, laugh, get up and slap each other on back)

But there was one unknightly Knight  
With rusty sword, who souldn't fight.  
He'd shiver and he'd shake a lot;  
So he was called Sir Quake-a-Lot  
And though he had no hope to win,  
He loved the Lady Gwendolyn.

(Enter Sir Quake-a-Lot. Others try to battle him. He shakes and tries to protect self and faints. Gwendolyn enters, walks across and exits. All knights sigh. Quake revives, sighs the most)

One day a Messenger arrived,  
Who was more dead than was alive.  
"The Lady Gwendolyn" he gasped,  
"Has fallen in the Black Knight's grasp.  
Which of you knights will be the braver?  
Who will go and try to save her?"

(Messenger staggers on stage. Knights rush to help. He pantomimes message; when he asks who will go, they point to each other. Quake stands and watches)

And then a voice with a slight quaver  
Said "I will be the one to save her!"  
The other knights sigh in relief -  
Then stare at Quake with disbelief!  
"His brain hath kinks, methinks" one said;  
This lad hath holeth in his head".

(Sir Quake-a-Lot flourishes sword; pantomimes saving her. Other knights point at him, laugh, slap their knees in laughter. Quake exits to the woods)

As Quake-a-Lot approached the wood,  
He passed where a magician stood.  
He asked the magician to make him brave.  
The Magician said "Tis this herb you crave;  
Eat once a week forever more ...  
Thou wilt be coward nevermore!"

(Quake gallops to woods, where magician enters. They pantomime and magician points to green bush. Quake picks and eats from bush)

The Reluctant Knight and the Magic Herb (cont.)

As quick, he did partake a lot,  
A change came over Quake-a-Lot.  
His biceps swelled, he beat his chest,  
His crooked sword, he neatly pressed.  
Into the wood to save his Gwen,  
And soon was heard a nighty din.

(Quake becomes strong man, beats  
on chest, bends sword straight,  
rushes off stage where mighty  
sounds of battle are heard)

Back at Court, the knights mourned Quake  
When battle sounds the ground did shake.  
But suddenly to their surprise,  
Two figures came before their eyes.  
The lovely Gwen on Quake's right arm,  
And Quake, the warrior, safe from harm.

(Battle sounds off stage. Knights  
listen, shake heads sadly, weep  
and blow noses into lacy handker-  
chiefs. Enter Gwen and Quake in  
shiny armor, bright sword)

The Knights ran forth and did proclaim  
That Quake should have a brand new name.  
Sir Sag-no-more's his brand new start;  
Then Lady Gwen gave him her heart.  
Then all in merriment did feast and laugh,  
And all lived happily ever aft.

(Knights run to Quake, present  
him with a sign saying 'Sag-no-  
More'. Gwen hands him a paper  
heart. All sit on floor and panto-  
mime feast, joined by magician)

If you'd adore to Sag-no-More,  
We'll warn you at the finish;  
Don't wish for a magician -  
Just always eat your spinich!

- Edited from Pack-o-Fun Magazine

DRAG-ON AROUND

Characters: Dragon (with head boy and as many body pieces as you need for the correct number of boys in the den, finishing with a tail piece) Knight Sir Cub Scout.

Scenery: Cardboard bushes, house fronts.

Props: Sword, flames, feather, marshmallow or weiner, red sock

Setting: Dragon comes on stage. Head boy sticks red-socked hand out mouth occasionally as if fire is shooting out. Dragon sneezes. Head boy tapes paper flames to backdrop scenery as if it is being set on fire. All boys making up dragon sneeze together.

DRAGON: Oh, woe is me! (sniffle) Everybody hates me. Nobody likes me. (Sneeze) I'm so miserable. I just keep sneezing and I can't help it. (Sneeze) I just can't figure out what is wrong with me.

SIR C.S.: (Enters, pulls out sword and waves it at dragon) All right, dragon, if you have any last words, say them now. You have caused enough havoc.

DRAGON: (Sounding miserable) Oh, who are you? (Sneeze) Why are you bothering me? Can't you see I have enough problems? I can't eat. (Sneeze) I can't sleep. I'm so tired.

SIR C.S.: I am Knight Sir Cub Scout and I have been sent from the Roundtable to take care of you. You have ruined the countryside. You're not the only one who can't eat or sleep. Neither can anyone else, with you setting everything on fire.

DRAGON: Well, take care of me, then. Find out what's the matter with me. I really mean no harm. I just keep sneezing and when I sneeze, I breathe fire. I don't intend to do it.

SIR C.S.: I meant, I'm supposed to kill you. But I suppose it would not hurt if I could take care of your problem some other way. Let's see now. (He looks over the dragon) Why, here's the problem. (He pulls the feather out of the dragon's mouth) Now, take a deep breath. (Dragon breathes deeply) How do you feel now?

DRAGON: Oh, Sir Cub Scout, I feel so much better. I promise to be good. Perhaps you could find a job for me. I would like to help people.

SIR C.S.: I do have an idea. (He puts the marshmallow or weiner on his sword, and holds it out as if to cook it over the dragon's flame)

SKIT

KING JOHN AND ROBIN HOOD

Characters: King John and his men  
Robin Hood and his men

Props: whiskers for King John, bow and arrow for Robin Hood,  
crown, scissors, note and newspapers

SCENE I

(King John and his men are sitting at the table finishing their supper)

King John: "Men, I am getting tired of this fellow Robin Hood and his band of outlaws who have given us so much trouble. He's sly as a fox, knows the forest like a deer, and is too clever to be caught with ordinary methods. We've got to do something about it. What do you suggest? (At this moment an arrow sings through the air and sticks up in the table.) "Hold it! What's the meaning of this? Read the note."

Knights read: "A challenge. We will meet you and your men on the tournament grounds in a trial of strength. Should you win you can have the life of Robin Hood. If you lose we have the privilege of cutting off your whiskers. If you accept, be on hand with the rising sun, Robin Hood."

King John: What say ye men?

All in chorus: We accept.

(Amid a commotion of moving about, feeling muscles and shifting things generally, the curtain fall.)

SCENE II

Tournament grounds. Sunrise. Robin Hood and his band at one end of the field. King John and his men at the other, about fifty paces apart.

Robin Hood: "Send out your man for the hand wrestle."

The following games are played as contests:

1. Hand Wrestle
2. Indian leg wrestle
3. Crab rely race
4. One man push over line
5. One-legged hand wrestle

Three out of five decisions constitutes the winner.



### SCENE III

If Robin Hood wins: King Johns sits on an improvised throne while Robin Hood cuts off his whiskers and then Robin Hood and his band take to the woods amid shouts of laughter.

If King John wins: King John spares the life of Robin Hood and asks that he become a subject of the Kingdom and with his band of men, be his foresters. Robin Hood accepts and the king shakes his hand and gives him a welcome.

\* \* \* \*

#### ADVANCEMENT CEREMONY

##### KNIGHTS

Personnel: Bobcat candidates, Wolf candidates, Bear candidates, Arrow of Light candidates, a Cub Scout dressed as a page, Cubmaster, Cub Scouts dressed as knights.

Equipment: Wooden sword, ceremonial candle boards, one with four candles (in front) and another with seven on an inverted V; scout knife or book for each boy receiving Arrow of Light Award; badges and certificates.

Arrangement: Bobcat candidate is in costume of a knight's page. All other Cub Scouts are dressed as knights. Only Cubmaster and page are on stage at opening.

Cubmaster: Just as the knights of old had their code of conduct, so the young knights of Cub Scouting have their code, the Cub Scout Promise. (The Cub Scout dressed as a page lights the candles on the inverted V as the Cubmaster reads the lines.) A Cub Scout promises to do his best: (light candle.) To do his duty to God and his country...(light candle), to help others and (light candle) to obey the Law of the Pack. The young knight also abides by the Law of the Pack.

(light candle) The Cub Scout follows Akela.  
(light candle) The Cub Scout helps the pack go.  
(light candle) The pack helps the Cub Scout grow.  
(light candle) The Cub Scout gives goodwill.

As the Knights of the Round Table traveled together, certain of their members performed tasks so well that they earned special recognition. In Cub Scouting we follow a similar recognition of tasks well performed. There are four ranks in Cub Scouting.

(light candle) Order of the Bobcat - for all boys just entering Cub Scouting.

(light candle) Order of the Wolf - for 7 year old Cub Scouts who complete all twelve Wolf achievements.

(light candle) Order of the Bear - for 8 year old Cub Scouts who complete all twelve Bear achievements.

(light candle) Order of the Webelos - for 9 and 10 year old Cub Scouts.

SKIT

THE DRAGON AND THE PRINCE

A play in 3 acts by Phillip Mullenix.

Cast of characters: Herald  
Page  
Knights (3)  
King  
Prince  
Dragon  
Princess  
Fair Maiden (5)

ACT I

Herald...(running up to front of stage) says, "Please announce the page!" (then does three somersaults)

Page...(walks up) "Hear ye! Hear ye! The king will now talk to his Knights of the Round Table!"

Knights take their seats at the Round Table.

King...(appears on stage) "Knights, I must confess that my one and only daughter is trapped in the dragon pit, and I want to have my girl unharmed by dawn or I will behead you!"

Knights...(staring at King)

Page...(runs out from behind King) "You heard him! Go slay the dragon!"

Knights...(run off to find the dragon and the Princess)

ACT II

Knight (1)... "I am a brave and accurate Knight! But one thing I cannot complete is slaying a dragon!"

Knight (2)... "I am a very noble Knight, but the dragon's tail whipped me!"

Knight (3)... "The dragon's fire hit my sword and melted it!"

Prince...(appears on stage) "I'll save your daughter IF you let me marry her!"

ACT III

Prince finds dragon and dragon gets killed.

King..."OK!" he says. (King takes out his sword and places it on the Prince's shoulder) "SIR DRAGON SLAYER!"

Princess appears.

Prince..."Oh! Oh! Princess!" (He lifts her up and runs to the King.) Oh! Oh! King, I want to be married to her!

King..."When shall you be married?"

\* \* \* the next day \* \* \*

Page..."Hear Ye! Hear Ye! Prince and Princess shall be married and live happy ever after!"

#### CEREMONY

##### CIRCLE OF KNIGHTS

Personnel: Cubmaster in knight's costume. Reader, pack of Cub Scouts dressed as knights.

Equipment: Knight's costumes, including shields and wooden swords; a scroll.

Arrangement: Cub Scouts form a closed circle around Cubmaster, holding shields in front of them and facing out.

Cubmaster: We, the Knights of the Round Table, are bound together in a circle of steel. Let this steel wall remind us to keep from our land and from our daily lives those things that are not in keeping with our code of honor. Now, Knights of the Round Table, place your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brothers.

(Reader repeats the Cub Scout Promise written on the scroll. Audience is then led in song "America.")

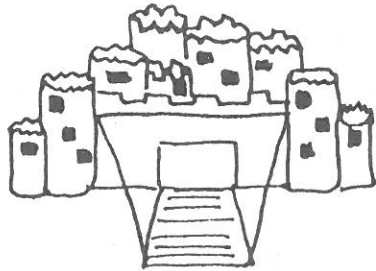
#### CLOSING - DEN OR PACK

##### CIRCLE HANDCLASP

Cub Scouts form a circle and give the Cub Scout handclasp, completely around, ending when it has reached the boy who started it. As each boy receives the handclasp he makes a wish, silently, and pledges to do his best.

## CARDBOARD ROLL CASTLE

Cut projections around one end of rolls of various sizes and glue on black paper for windows. Glue rolls together and add cardboard entry gate with corrugated cardboard drawbridge



## SWORDS AND SHIELDS

Before boys arrive, cut simple shields and swords from corrugated cardboard. For shield handle glue 1" x 4" strip to back of each shield allowing room for hand. Let dry.

Supply boys with glue and a variety of seeds and beans with which to decorate the shields. Explain that knightly traits can be symbolized on the shields, and for knights, symbols of strength were most important. When the shields are completed, spray them silver.

For the swords, simply wrap the handles with electricians tape.

## PLAYING CARD CASTLE

Materials: 108 bicycle playing cards (bridge size), 18" square of plastic foam, 4 toothpicks, 4 straight pins, plus cardboard, glue, florist's moss artificial greenery, plastic tape and gold cord.

Directions: To make Turret, cut piece of cardboard 9" x 10½", glue 12 playing cards to right side. Bend cardboard to form base of turret. Tape long edges together on wrong side. Cut back of one playing card into a window shape. Glue to top card on turret. Cut 4 cardboard triangle for roof. Glue 1 card to each triangle, trim to fit. Tape triangles together to form roof. Cut 4 face cards into 4 flags; glue to toothpick staffs and glue to turrets

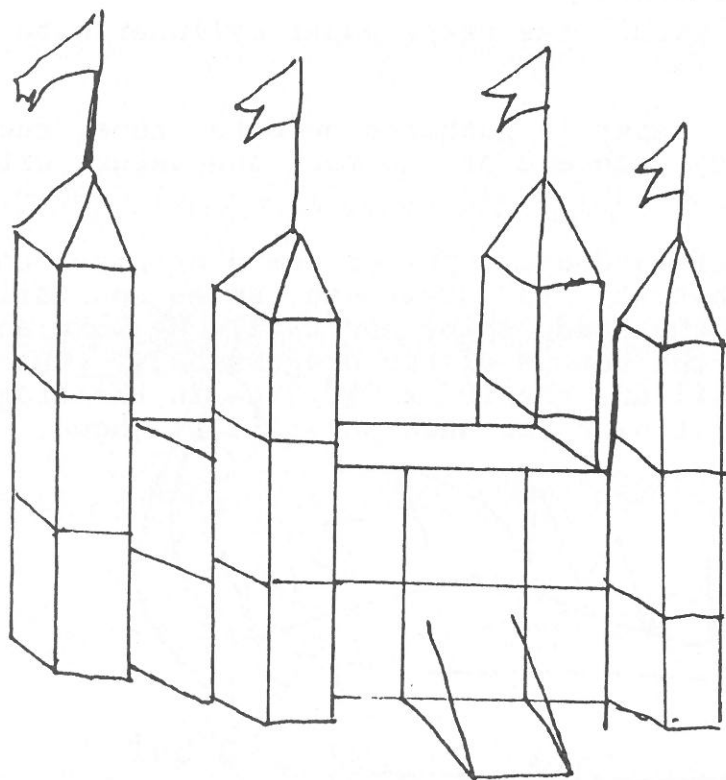
For body of castle, cut a t-shape from cardboard, with crossbar 7" x 28" and stem 7" x 7". Fold over stem to form roof; then fold crossbar to form walls. Glue playing cards on roof and walls using the colored backs for roof, windows and door. For more color

Playing Card Castle, con't.

you can cut a door frame to contrast with color of door. Cut shutters in window cards; fold back to reveal red aces inside the windows.

For the castle grounds, cut a piece of plastic foam 18" square. Glue on florist's moss. Insert artificial greenery around the edge.

To make bridge, position a card in front of door. Put wedge under one end to raise it. Knot gold cord at both ends. Pin through knots to attach cord to castle and base.

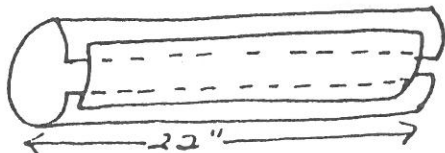


## DRAGON

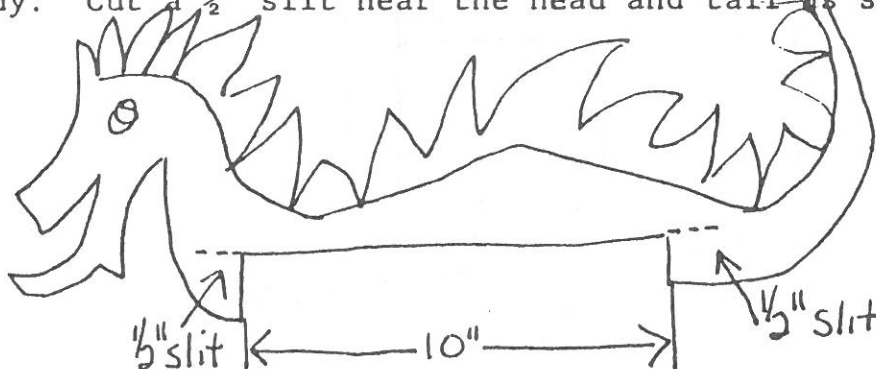
Materials: 1 cardboard paper towel tube 11" x 1½"  
1 piece green crepe paper 7" x 22"  
pencil, ruler, scissors, tape, crayons, paints and brushes  
or felt tip markers, glue, cardboard or poster board 12" x 18"

### Directions:

1. Bring the edges of crepe paper together and tape.

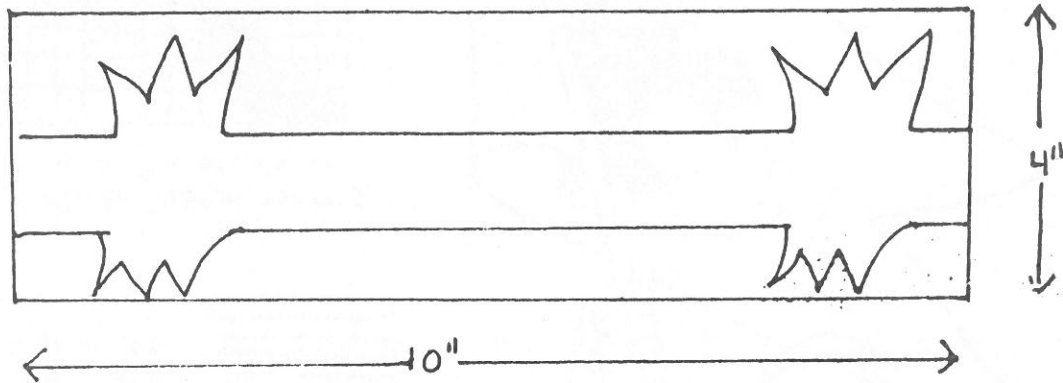


2. Gently thread and gather the crepe paper cylinder onto the paper towel tube.
3. When all the crepe paper is gathered onto the tube, tuck ½" of crepe paper into each end of the tube and secure with tape.
4. On a large piece of cardboard, poster board or green construction paper, at least 15" x 3" draw head, spine and tail of dragon. Decorate the head, spine and tail. Measure an area 10" x 1½" at the bottom of the dragons body. Cut out head, spine and tail and the 10" x 1½" area in the dragon's body. Cut a ½" slit near the head and tail as shown.



5. Gently fit the slits into and over the crepe paper tube. Keeping the taped side down.
6. On a piece of cardboard or poster board 4½" x 10", draw the base and feet of the dragon. Cut out the base and feet - then decorate and paint.

Dragon, con't.



7. To complete the dragon, paste the body onto the base.

**KNIGHT'S COSTUME**

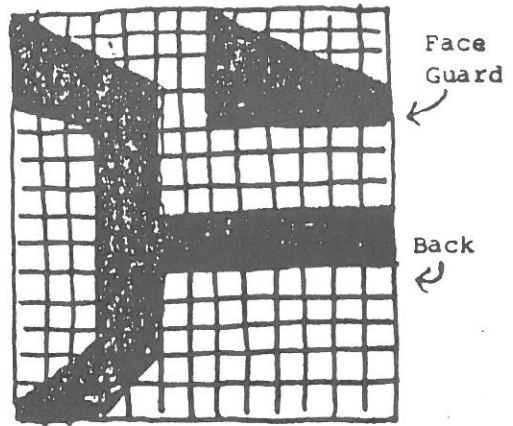
Wear Cub uniform under tunic.

Cut cuffs from silver poster board.






Spray old work gloves with silver paint.



**HELMET PATTERN**



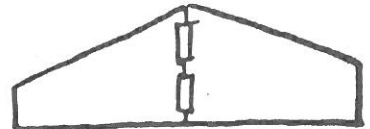
1 square = 1 inch  
(silver poster board)

-  15" x 3"
-  14" x 3"
-  13" x 3"
-  12" x 3"
-  11" x 3"

Cut strips from poster board. Bend and clip together to helmet (B) with paper fasteners.

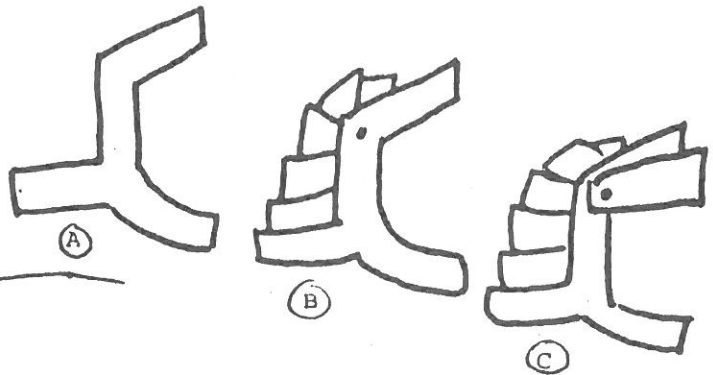


Tape two faceguard pieces together on underside.



Fasten helmet backs together with tape on underside.

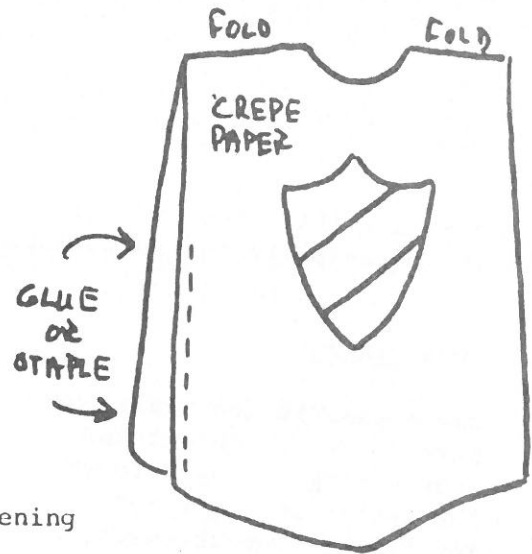
Attach to helmet with paper fasteners. C





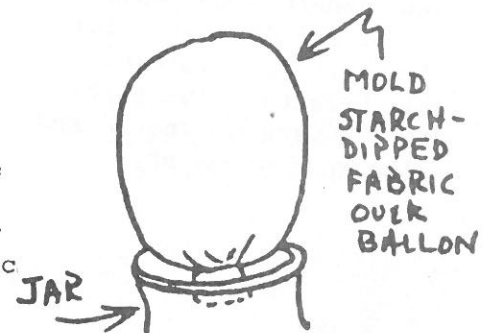
For basic costume, use pajama bottoms, thermal underwear, uniform pants or leotards, with matching sox pulled up over pants and fastened with rubber bands.

Tunic - Cut from fabric or crepe paper. Seam, glue or staple sides, leaving arm holes. Add coat of arms design, if desired, with magic markers or glue on construction paper emblem.

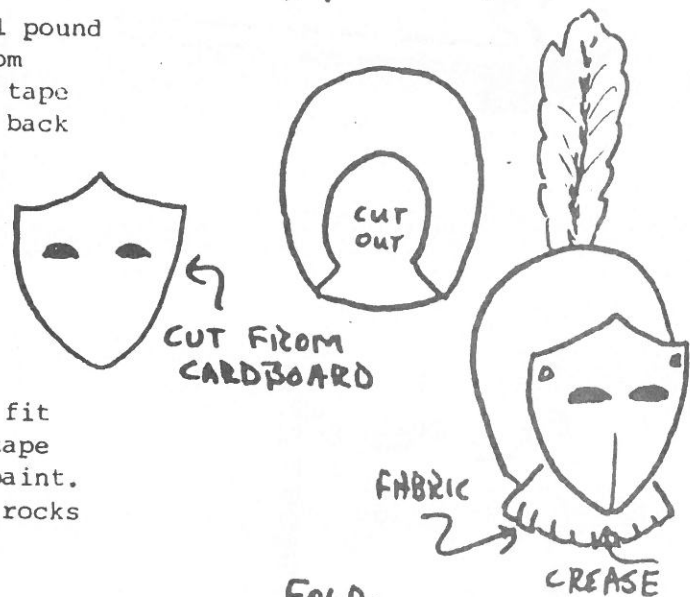


Helmet - Use lightweight sheeting or flannel dipped in full-strength liquid starch and molded over a balloon. Inflate balloon larger than head size; rest balloon neck in wide-mouth jar while molding helmet. When dry, remove balloon and cut out face opening curving sides as shown.

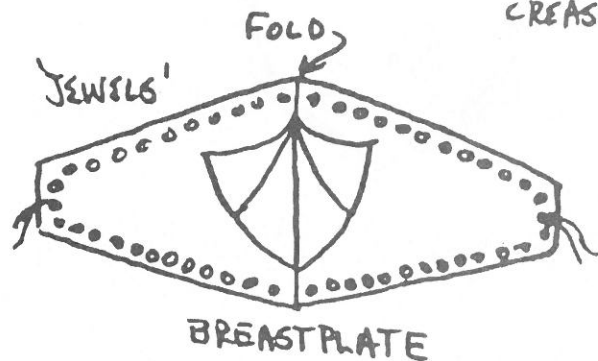
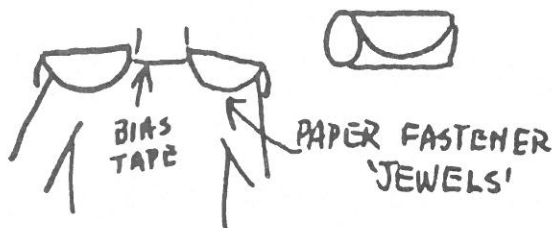
Cut face shield for helmet from lightweight cardboard, about 13" wide. Place helmet on head and curve face shield over face area. Shield can be attached to helmet with brass paper fasteners. Cut out slits for eyes. Make crease down center front. Paint with metallic paint. Add crepe paper plume with pipe cleaner shaft - or real feather if you have one. Fabric can be added to hang around bottom, if desired.



Epaulets - Use curved sides of two 1 pound oatmeal boxes. Remove top and bottom of box, cut down to 6" length. Run tape between the two across in front and back of neck. Paint as desired.



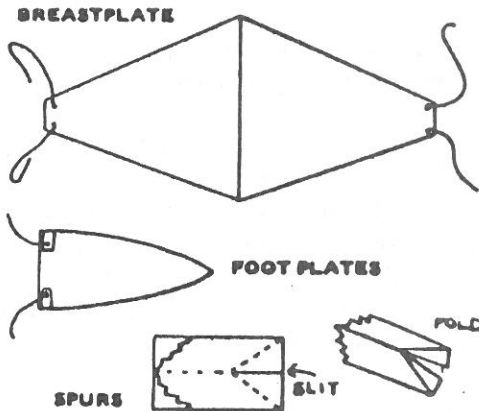
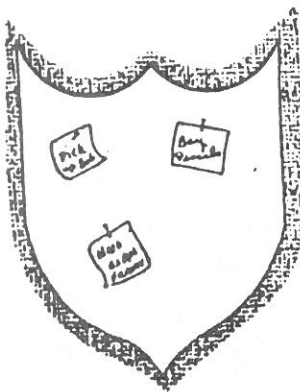
Breastplate - Cut from corrugated or plain cardboard. Make fold in center and cut to taper at ends, to fit around arms and hips. Attach bias tape ties at back. Paint with metallic paint. Add coat of arms or 'jewels' (small rocks painted and glued on).



Here are the directions for the Breastplate and Footplates:

Mace Weapon:

Use a plastic foam ball the size you want; insert and knot a long string through the center for carrying. For "spikes" on the mace, use petals from small plastic flowers, or cut "spikes" from felt or leatherette. Cut slits in the mace to insert and glue spikes; paint.



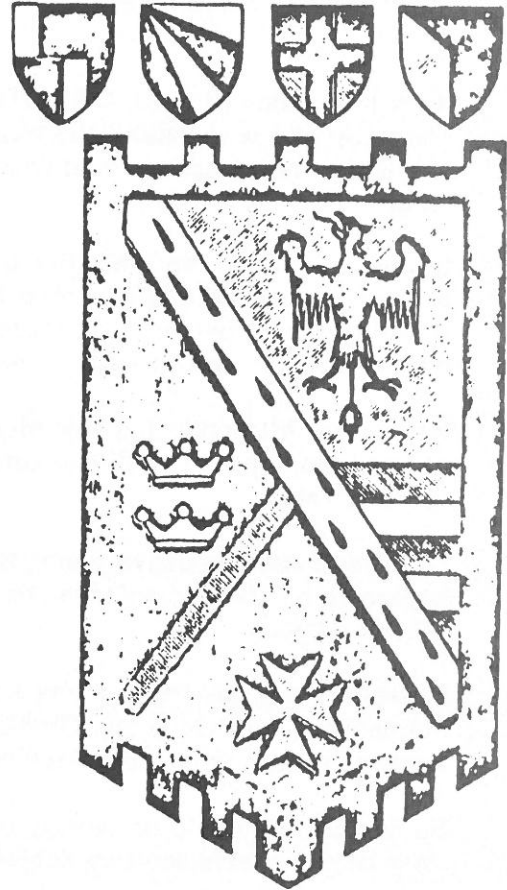
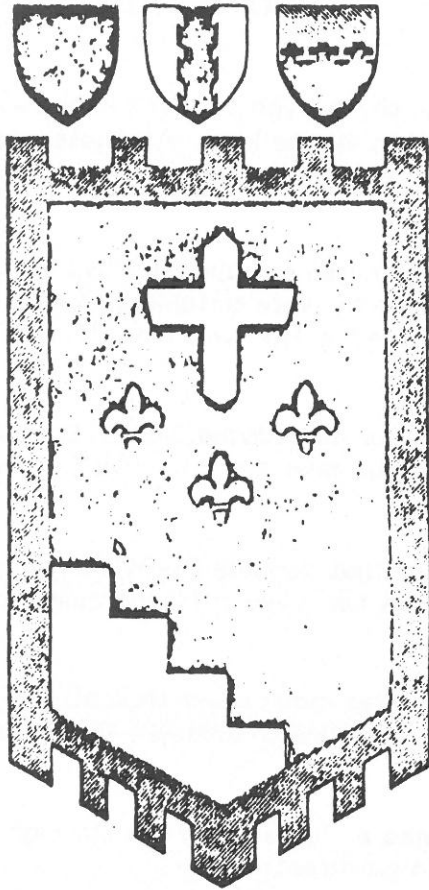
Sword Weapon:

Cut the entire sword (handle and blade), in one piece, about 18 inches long, from heavy cardboard or corrugated carton. Cut two or three thicknesses and glue together so the sword will not bend easily. Spray paint, decorating handle to match your breastplate.

Knight of Yore Bulletin Board:

Make a bulletin board from corrugated cardboard cut in the shape of a shield to accompany your Theme of the Month. Tack your notes to the shield.

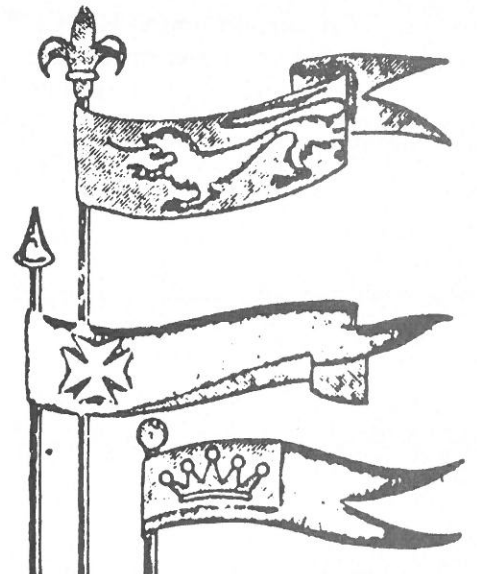
Banners, Shields and Pennants:



To make banners, shields and pennants, copy the designs pictured or design your own.

Paint banners on large sheets of white paper or brown wrapping paper.

These decorations can be used to decorate for the Pack Meeting, hanging banners on walls or doorways. Glue paper pennants to lengths of string and hang from ceiling. Glue other pennants to dowels stuck in plaster bases. Stand these on tables or floor.



## THE FAIR MAIDEN'S PLIGHT

KNIGHTS - "Clankety-Clank"  
MAIDEN - "Help! Help!"

MEAN KING-"G-r-r-r-r-r!"  
DRAGON-"Roar-r-r-r-r-r!"

Back in the day of bold KNIGHTS and fair MAIDENS, there lived a MEAN KING with his daughter who was indeed the most beautiful MAIDEN in all the land. All those who passed by their castle would see this fair MAIDEN sitting by the hour in the window longing to be set free.

It was told about the land that this fair MAIDEN had a curse put upon her by the wicked witch that if a DRAGON which lived in the woods close by were to look upon her, she would suddenly become the most ugly MAIDEN that lived so that was why the MEAN KING kept her locked within the castle.

Of course, after hearing this all, the brave KNIGHTS for miles around came to that part of the land hoping to kill the terrible DRAGON, and thus save the fair MAIDEN from a terrible fate.

Night and day the brave young KNIGHTS searched for that terrible DRAGON. Each hoping to be the one to save the fair MAIDEN and take her away from the castle of the MEAN KING.

However, one day there came a gallant KNIGHT who was much wiser than all the rest. He decided that since the DRAGON was nowhere to be found that maybe there was another reason why the MAIDEN didn't come out.

So he rode his horse as swiftly as he could and charged at full speed right through the door of the castle sending debris and rubble flying in all directions.

It seems the MAIDEN couldn't find the door because the castle was such a mess and that's why she hadn't come out.

The brave young KNIGHT bounded up the stairs and carried his fair MAIDEN down and put her on his horse and rode away from the castle of the MEAN KING and left the other KNIGHTS in the land still searching for the terrible DRAGON while he had saved the damsel in distress . . . right out of her terrible mess!

## ELMO, THE FIRE-BREATHING DRAGON

- CHARACTERS:** Cub Scouts, dragon, fire chief, add Cub Scouts and firemen as needed.  
For smaller dens, divide the Cub dialogue among fewer boys.
- COSTUMES:** Paper-bag mask for dragon with whatever ears, fiery eyes, scales, nose, etc. that the boys think appropriate. Fireman's hat of painted cardboard, or big cardboard badge, labeled "Fire Chief."
- PROPS:** Boxes of facsimile "fire hazards". (You can label a large box "matches", "greasy" rags don't have to be greasy.) Newspaper, suitcase, blanket, bucket marked "FIRE", two chairs.

(Several Cubs meet on stage, carrying boxes.)

- 1ST CUB:** Did you find any fire hazards? I found these oily rags in my garage.
- 2ND CUB:** This newspaper was too near the water heater in our basement.
- 3RD CUB:** Look at this. I found a box of matches where little kids could reach them.  
(You can add more Cubs and fire hazards here if you have more boys.)
- 1ST CUB:** Where's Tom?
- TOM:** (enters, followed by ELMO the dragon who carries a suitcase.) Here I am. Look what followed me home.
- CUBS:** (Give each a different thing to say.) What is it? Yuk! Keep it away! Does it bite?
- TOM:** It's just a nice, fire-breathing dragon. Show them, Elmo.  
(ELMO takes a deep breath. Boys stop him, snatching away boxes of fire hazards.)
- CUBS:** No, no! Don't let him. Stop that! Hold it!
- TOM:** I told him he could stay.  
(Elmo sits in chair, puts feet up, making himself at home.)
- 2ND CUB:** What's in the suitcase? (Cubs open suitcase.)
- 3RD CUB:** Rags and paper and matches! Are these your toys?  
(ELMO nods, gets up, happily takes deep breath as if to set fire to suitcase. cubs slam it shut; one puts hand over ELMO's mouth, preventing him from breathing out.)
- 1ST CUB:** We have everything we need to have a bad fire. Plenty of fuel, oxygen, and Elmo's mouth.
- 2ND CUB:** Elmo's got bad breath!  
(ELMO's insulted, picks up box of fire hazards, takes in huge breath. Again Cubs rush to stop him.)
- 3RD CUB:** I'm afraid there's going to be a fire. (First and Second Cubs exit quickly.) I'm calling the fire department. (Pantomimes dialing and talking into phone.) We need help with a fire at 123 Maple Street.

1ST CUB: (running in with blanket) Is the dragon on fire? I'll try this! (He attempts unsuccessfully to wrap ELMO in the blanket.) (Fire Chief enters, pantomiming driving a fire engine and making sound of siren.)

FIRE CHIEF: (going close to Elmo for a look.) There's a lot of these around. We know how to turn him into your ordinary non-hazardous dragon.

2ND CUB: (running in with large red bucket marked "FIRE".) I can put the fire out! (Fire Chief and Elmo cringe, run around stage. Second Cub chases them, comes close to throwing "water" - play this so audience can't see in bucket. Somewhere near the audience, he douses them with a bucketful of torn paper confetti. Everyone lines up with Chief and Elmo at front, exits making sound of siren.)

### THE FIRE OF THE DRAGON

#### CHARACTERS:

ORION (The Hunter) . . . . . CHAR-R-R-GE  
 PEGASUS (Winged Horse) . . . . . NEI-I-I-GH  
 BIG DIPPER . . . . . DRIP - DRIP (LOUDLY)  
 LITTLE DIPPER . . . . . DRIP - DRIP (SOFTLY)  
 MILKY WAY . . . . . M-M-M-M-M-M-M-GOOD  
 THE DRAGON . . . . . FIRE AND BRIMSTONE

#### NARRATOR:

On a clear night in the winter months you can look up in the sky and see something happening if you use your imagination. We are going to do just that tonight. Pay attention now, so you won't miss any of the story.

Once upon a time, on a very dark night, a great hunter named ORION started out to hunt a DRAGON. Now everyone knows that a DRAGON can set almost anything on fire and ORION knew this, so he took along with him the BIG DIPPER and the LITTLE DIPPER and the MILKY WAY. As he mounted his horse, PEGASUS, he spilled the MILKY WAY and had to dismount and refill the BIG DIPPER and the LITTLE DIPPER. Once again he mounted PEGASUS and away they flew. For PEGASUS had wings and could fly through the sky ... Now to find the DRAGON, thought ORION. He must be around here somewhere and just then he saw him. He was really hard to miss as the DRAGON was up to his old trick of breathing fire just to scare people. "Whoa, PEGASUS," said ORION. "We must sneak up on him or he'll burn us before we can put out his fire." PEGASUS stopped and ORION got off and took with him the BIG DIPPER and the LITTLE DIPPER. Very carefully ORION made his way toward the DRAGON, then, just as he was about to pour the MILKY WAY from the BIG DIPPER and the LITTLE DIPPER on him, the DRAGON turned and saw him and started spouting dreadful fire at him. When PEGASUS saw what was happening he flew over the DRAGON, beating his wings, and, at the same time, ORION threw the MILKY WAY from the BIG DIPPER and the LITTLE DIPPER on him and put out his fire. The DRAGON, with his fire out, turned and fled into the darkness and to this day he will only appear in the daylight and is known to us as "The Sun".

# STRONG FOR AMERICA







## CUB SCOUT SPORTS PROGRAM

### WHAT IS CUB SCOUT SPORTS?

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

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

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

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

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

### HOW DOES IT WORK AND WHO DOES IT?

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

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

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

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

DOES EVERYONE HAVE TO PARTICIPATE?

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

#### RECOGNITION

- \*Participation Awards - Special sports belt loops for each sport will be awarded by the pack to the Cub Scout participating in a sport in his own unit or in an organized sports competition in the community. To be worn on Cub Scout uniform belt.
- \*Physical Fitness Pin - A recognition pin is available for Cub Scouts and adult teammates for physical fitness in each sport, during a three-month period. Cub Scout - earns one point for each 15 minutes of practice. Pin worn on sports letter. Adult teammate - earns one point for each 30 minutes of practice. Physical Fitness Pin is worn on civilian clothes. To Qualify - 75 points must be earned during any three month period.
- \*Sports Letter - Each Cub Scout may qualify for his own sport letter by:
  1. earning one sport belt loop;
  2. earning the Physical Fitness pin;
  3. involving an adult teammate in earning the physical fitness pin.

Sports letters may be worn on your sweater or jacket.

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

#### SUMMARY

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

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

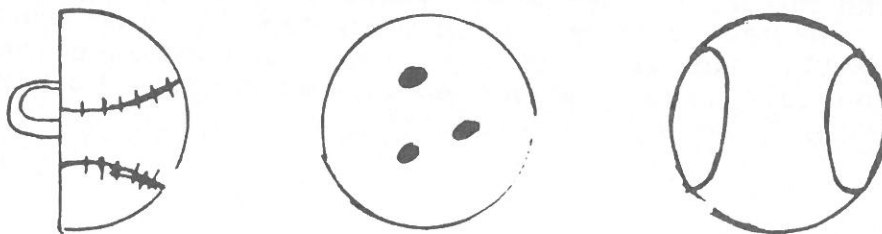
#### RESOURCES

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

#### BALL NECKERCHIEF SLIDE

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

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



## OPENING OR CLOSING CEREMONY

Use this recipe as a basis for a ceremony.

### RECIPE FOR A WONDERFUL DAY

1 cup friendly words	1 dash gentle humor
2 heaping cups understanding	1 pinch spice of life
2 cups milk of human kindness	1 drop warm personality
2 helping tbsp. time and patience	

Measure words carefully. Add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Cook with gas on front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. Works best with a good mixer.

### OPENING OR CLOSING

This ceremony can be used to open or close a Webelos meeting. As the boys stand together in a living circle have each raise his right hand in the Cub Scout sign and repeat the following Webelos Promise together.

W We, as Webelos, promise to do our best.  
E Each day we'll pass the good Scout test.  
B Being always aware of our duty to God and Country.  
E Eagle Scouts we'll strive to someday be.  
L Law of the Scouts we'll learn and obey.  
O On the trail toward Boy Scouts we'll travel each day.  
S So we'll remember that Webelos means;

WE'LL BE LOYAL SCOUTS!!!

### A CLOSING THOUGHT

Cubmaster: Cub Scouts, I hold in my hand a pocket knife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free of rust, and the working parts in good condition. But if it is neglected and becomes dull and rusty, it can be dangerous. The same principle applies to us. We have a body, which when kept in good condition will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do your best to keep fit.

## "CLOSING THOUGHTS"

Giving to Others: Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree - by doing our best to always be helpful to others by putting others first and ourselves second. Remember the lesson we learn from the tree; to give to others more than we receive.

Keeping Fit: Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle can be applied to ourselves. We have a body, which when kept in good condition, will serve us well. If we get plenty of exercise, eat the proper foods, and have good health habits, we will be able to enjoy to the fullest the things we do. But if we fail to take care of ourselves, we can become rusty and dull like the neglected knife. Do your best to keep fit!

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 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 should accept the fact and find out why. Maybe he can win the next time. A sportsman accepts defeat, congratulates the winners, studies how to improve, and determines to do better the next time.

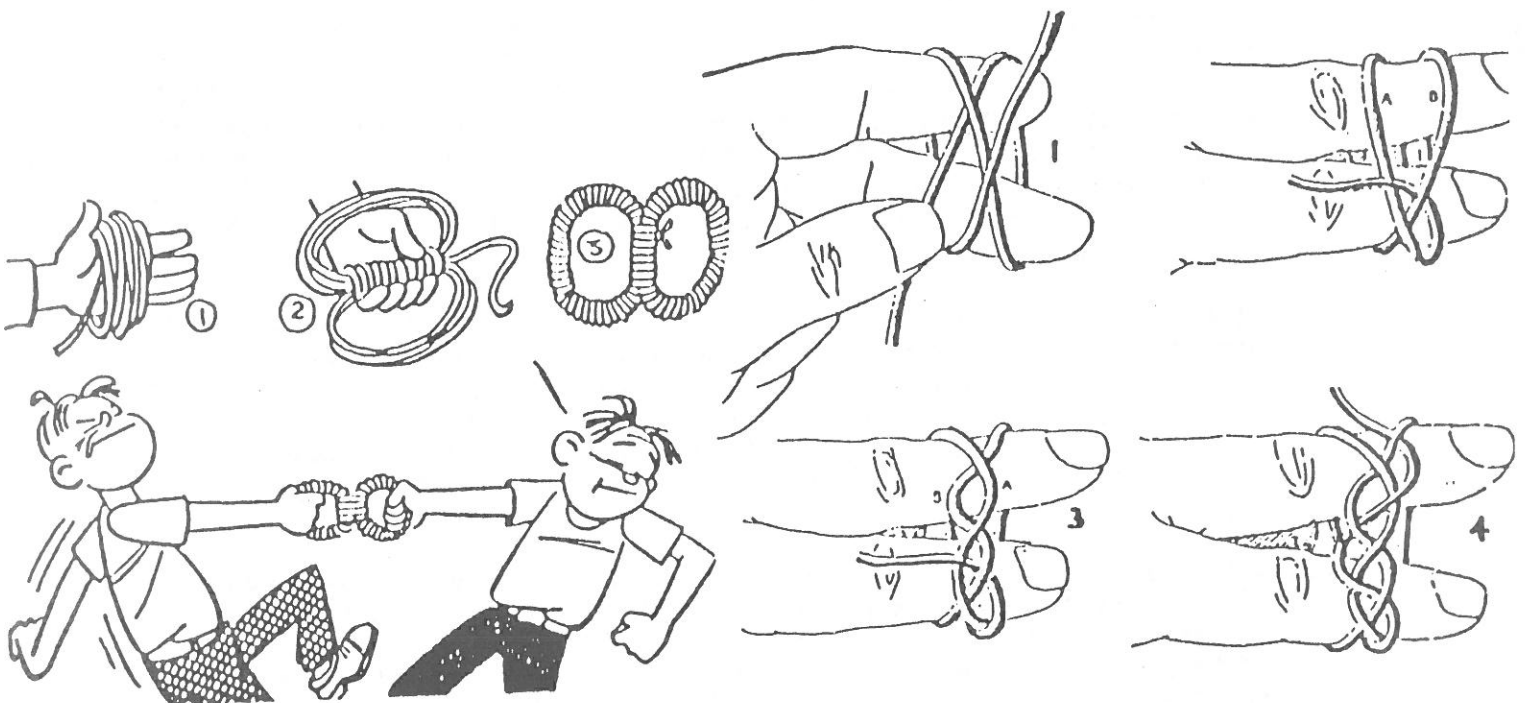
## CLOSING CEREMONY

Cub Scouts with "HAPPYFACES" on signs. Words can be written on the back.

- 1st Cub: I think there were 1,000 smiles here tonight, but did you know,
- 2nd Cub: A smile costs nothing,
- 3rd Cub: But creates much.
- 4th Cub: It happens in a flash, but the memory sometimes lasts forever.
- 5th Cub: It cannot be bought, begged, borrowed or stolen,
- 6th Cub: But it is of no earthly good to anyone unless it is given away.
- 7th Cub: So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours.
- 8th Cub: No one needs a smile quite as much as a person who has none left to give.



TURK'S HEAD NECKERCHIEF SLIDE



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

A CUB SCOUT'S PLEDGE TO HIMSELF  
Opening or Closing Ceremony

Arrangement: Pack Flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, come onstage, stand near the Pack Flag and recite one of the statements below. Upon finishing, each Cub Scout salutes the Pack Flag and retires to rear of stage, where a horseshoe is formed.

- 1ST CUB: May I grow in character and ability as I grow in size.
- 2ND CUB: May I be honest with myself and others in what I do and say.
- 3RD CUB: May I learn and practice my religion.
- 4TH CUB: May I always honor my parents, my elders and my leaders.
- 5TH CUB: May I develop high moral principles and the courage to live by them.
- 6TH CUB: May I strive for health in body, mind and spirit.
- 7TH CUB: May I always respect the rights of others.
- 8TH CUB: May I set a good example so that others may enjoy and profit from my company.
- 9TH CUB: May I give honest effort to my work.
- 10TH CUB: May I regard my education as preparation for the future.

(As last Cub Scout finishes his lines and completes the horseshoe formation behind Pack Flag, all 10 boys join hands for the Living Circle and repeat the Cub Scout Promise).

CUB SCOUT OLYMPICS FOR RAINY DAYS  
(Den or Pack Activity)

Event 1 - "Shot Put"

Each Cub Scout is given 10 navy beans, which he attempts to throw into a quart jar from a chalk line on the ground.

Event 2 - "Hammer Throw"

An inflated balloon is tied to the end of a string. Each Cub Scout throws the "hammer" by the end of the string. One throwing the farthest wins.

Event 3 - "Football Game"

One team gets on each side of a table. Each side tries to blow a ping pong ball off opponent's side of table.

Event 4 - "Standing Broad Grin"

The width of the grins are measured by judges. Widest wins.

Event 5 - "Discus Throw"

a paper pie plate is thrown from a chalk line. Plate must be held flat in hand and not sailed with thumb and fingers.

Event 6 - "Sixteen Pount Put"

An inflated bag is put for distance, as though it were shot from the shoulder.

Event 7 - "Foot Race"

Each Cub Scout stands with one foot touching the other, heel and toe. The greatest aggregate length wins.

Event 8 - "Running High Whistle"

The Cub Scout who holds a whistled note the longest with one breath wins.

Event 9 - "Thirty-Inch Dash"

A piece of string 30 inches long, with a marshmallow at the end, is tacked on the wall. The Cub Scout who chews the string and reaches the marshmallow first wins.

Event 10 - "Feather Blow Relay"

Blow a feather 25 feet and return, touching off the next Cub Scout. The more the merrier for this event.

Event 11 - "Eating Race"

Give each Cub Scout two double crackers. The Cub Scout who can eat them all and whistle first, wins.

Event 12 - "Treasure Hunt Race"

Put a coin in a saucer of flour. Hands are barred. The first Cub Scout to get his coin wins.



Event 13 - "Running High Squeal"

Cub Scout who yells in a high and loud tone of voice for longest time wins.

Event 14 - "Fifty-Yard Swim"

Each Cub Scout hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.

Event 15 - "Twenty-Foot Dash"

Roll lemons or hard boiled eggs down the course and back, touching off the next man. Use a stick to roll the object.

Event 16 - "Bawl Game"

Cub Scout who makes the most noise for a given period wins.

Event 17 - "Fluff"

Carry feathers on a plate. Cub Scout must pick up any that drop.

Event 18 - "Relay of Bean"

Carry beans, one at a time, between matchsticks or toothpicks or on a knife.

Event 19 - "Water Drinking Relay"

One Cub Scout feeds partner water with a spoon. First team to use all of water wins.

Event 20 - "Long Glum"

See which Cub Scout can stay sober longest, while everyone else tries to make him laugh.

Event 21 - "Balloon Blowing"

Give each Cub Scout a balloon to be blown up. First balloon to break wins.

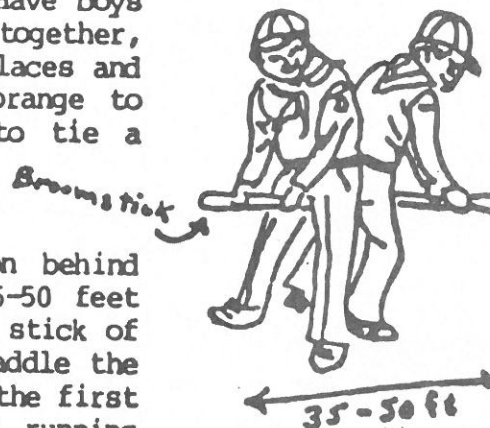


Thumbless

Give each Cub two six-inch strips of adhesive tape. Have boys help each other to tape thumbs and forefingers together, immobilizing both thumbs. Ask them to untie their shoelaces and see who can retie them fastest. Then give each an orange to peel. Then, pair off the Cubs and have each try to tie a neckerchief around his partner's neck.

Siamese Twins Relay

Pair off boys in each Den and line up relay fashion behind starting line. A turning line should be drawn from 35-50 feet away. Give the first pair of each Den a four-foot long stick of broom stick diameter. They stand back to back and straddle the stick, holding it with both hands in front. On signal, the first team moves toward the starting line, with one player running forward and the other backward. At the turning line, they stop and without turning around, they run back to the starting line. The next pair then takes the stick and runs. And so on, until all teams have run.



## INDIVIDUAL FITNESS STUNTS

Kneel Balance - Player toes a line drawn on the floor. He then attempts to kneel on both knees and stand upright without using his hands or moving his feet from the line. Keep arms folded behind the back.

Wring the Dishrag - Player puts his hands behind his back with palms together, fingers pointing down and thumbs against the back. He attempts to turn the hands upward so that the thumbs are on the outside and fingers are pointing upward toward the head. The palms must be kept together all during the turning process.

Knee Bend Balance - Player with one leg extended forward off the floor, attempts to do a deep knee bend with other leg and stand upright without touching the extended leg to floor or losing his balance.

Lie and Stand - Player lies flat on back on the floor. He tries to come to a standing position without using his hands or crossing his legs.

Skin the Cat - Player clasps hands in front of his body. He attempts to step through the ring formed by his hands with the left foot and then the right foot, not letting go of hands until he stands upright again.

Squat Touch - Player grasps his right wrist with his left hand behind his body, the fingers pointing downward. He does a deep knee bend and attempts to touch the fingers of his right hand to the floor without touching his knees to the floor or losing his balance. The head should be held upright and back kept flat.

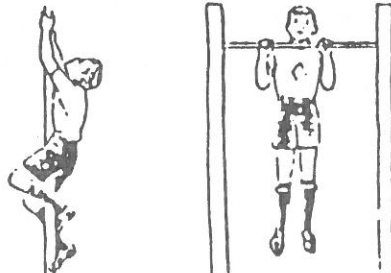
Stick Maneuver - Player holds a broomstick in front of his body with both hands. Hands are about thirty inches apart. Player then swings the left leg around the outside of left hand, over the broomstick and steps on the floor without letting go of the stick. He then attempts to bring the broomstick up over the head, down, and back of the body almost to the floor without letting go of the stick. He then steps over the broomstick.

Shoulder Wheels - The player holds his arms straight out from his sides at shoulder level and attempts to circle one arm forward and the other backward simultaneously. Reversing directions occasionally adds to the difficulty. This tests coordination.

Line Jump - The player stands with his toes touching a line. He leans over and grasps his toes with his hands. In this position he attempts to jump over the line without letting go of his toes. This is a test of agility.

Squat and Rock Stunt - Player squats on a mat and grasps his ankles. Holding this position he rocks forward to his knees, moves his feet up behind him and rocks forward again. He then tries to repeat this series of motions three times without letting go of his ankles.

Elbow Toss and Catch - Player holds right arm (if he is right-handed) out at side of shoulder height and bent at elbow. A coin or beanbag is placed on elbow. With a quick motion, he drops his arm and tries to catch the beanbag as it falls, in the same hand.



## MORE PHYSICAL FITNESS ACTIVITIES

SEAL WALK--Hold the weight on the hands and toes, keeping the back flat. Move forward by walking with hands.

CRAB WALK--From a squat position, reach backward and put hands flat on floor without sitting down. Walk in direction of feet, keeping head and body in a straight line.

KNEE JUMP--Jump to feet from kneeling position.

PEPPER GRINDER--From sitting position, support body by one hand and walk in circle about hand.

THREAD THE NEEDLE--Form a loop with arms and step into and out of it.

ONE FOOT BALANCE--Stand on one foot with hands on hips, with eyes closed, and without moving the foot of the standing leg for 15 counts.

HALF TURN--From a standing position, jump forward; while in the air, execute a half turn before you come down.

STAFF BALANCE--Try to balance a staff on chin or forehead. A hat placed on the end of the staff makes the feat easier.

KNEE BALANCE--Place a handkerchief on the floor. Handkerchief is placed at a distance equal to the length of the forearm with fingers extended from the knee. Kneel on one knee and pick up the handkerchief with the mouth while keeping your arms folded behind you. Retain balance until trunk is erect again.

PIGEON-TOED RACE--At signal "go," Cub Scouts walk pigeon-toed around an object 15 feet away and return to the starting line.

BACKWARDS RACE--Take same position as for a Crab Race except the feet are on the starting line. On the signal to "go," players move to the finish line feet first.

BROOMSTICK LIFTER--Put book or weight on broom. Lift it up from floor. Build wrist and arm power, balance.

### TUMMY CATCH

Equipment: large ball(s); like basketballs.

Pair the Cub Scouts. Have a pair stand back to back. Place a ball between the small of their backs. On signal, they are to separate quickly, let the ball bounce, turn quickly (together) and catch it between their tummies. The trick is to get a rhythm. Once they get good at it, reverse the process.

### WALK EXERCISE

Equipment: current, happy music playing in the background makes this more fun.

Everyone starts by walking in a large circle while the leader, in the middle, demonstrates and the Cub Scouts follow:

1. start hopping
2. continue walking, but make yourself as small as possible
3. walk, but make yourself as tall as possible (Streeeeetch)
4. bend knees slightly, grasp ankles, and walk.
5. walk as if the heel of one foot and the toes of the other foot were sore.
6. walk stiff legged. 7. take giant steps. 8. walk, raising the knees as high as possible 9. walk slower and slower before halting.

### TIGHTROPE WALK

Equipment: a 12 ft. long rope and binoculars

Stretch the rope on the floor or ground. Let each Cub Scout try standing on the rope with both feet, toe to heel. Looking through the large end of the field glasses, he walks forward and backward along the rope. (IT'S NOT EASY!)

## GOOD HEALTH GAMES

### BUYING GOOD FOOD:

Cubs may be seated in row. The first Cub begins by saying "My mother went shopping for things to eat and guess what she bought. It begins with "A." The Cub then proceeds to describe or pantomime the item while the others try to guess. The boy that guesses describes the next one that begins with "B" and so on.

### WHAT'S ON THE MENU?

Cut advertisements of food commonly associated with breakfast menus from magazines. (Use colored pictures if possible.) Cut away trade names. Number the items and ask the Cubs for answers.

### WHAT'S FOR BREAKFAST?

Tell your den they work in a restaurant where breakfast is served. Sometimes the cooks have special terms for food. Guess what food is what and then make up some of your own.

1. Fried side (bacon)
2. Squeeze freeze (juice)
3. heated wheat (toast)
4. Best nest (egg)
5. Cold gold (butter)
6. Torn corn (cereal)
7. Sweet treat (roll or donut)
8. White might (milk)

### USE YOUR EYES:

Equipment: A tray with 15-20 small objects arranged on it; pencil and paper for each player.

Formation: Cubs seated so they can write

Action: To emphasize the importance of taking care of the eyes and good eyesight. Let Cub see tray for 30 seconds, then make a list of the objects on the tray.

### TOOTH QUIZ:

As the following clues are read, ask the Cubs to write the answers on a sheet of paper. Both the word relating to dental health and the clue word must be given.

1. A coating on our teeth that rhymes with a word meaning to trade or exchange goods - tartar (barter)
2. The part of the tooth that hurts. It rhymes with a rounded line - nerve (curve)

## "Physical Fitness"

**BEANBAG BASEBALL** - This is a crazy kind of baseball in which the batter does all the pitching! However, it's a fast game, easy to learn and lots of fun. The two teams and the small diamond are set up exactly as for baseball, except that you have a bottle or a milk carton set in a small circle in the pitcher's box. The pitcher stands back of this circle at all times.

The batter throws a beanbag underhand and tries to bowl over the bottle. He has only one try; if he misses he is out. If he hits the bottle, the pitcher fields it by setting the bottle in the circle, and then throwing the beanbag to cut off any of the runners.

The batter can get out by missing his throw, by being caught at first, or being caught out on a fly, which rarely happens. If the pitcher knocks the bottle over in error, that counts the same as if it were hit, and the runners may try to advance. When three men are out, the innings change just as in baseball.

**PING PONG RACE** - Players are paired off and stand face to face behind the starting line. Each pair places their hands on each others shoulders and a pingpong ball between their foreheads. At a given signal, they race to a given point and back. They must not touch the ball with anything but their foreheads.

**COUNT RACE** - All boys, except one who is "it" are seated on the ground behind the starting line with their legs crossed. "It" stands behind the starting line with his back to it. Mark a second line about 50 feet away, which the racers must go to and come back. "It" closes his eyes and counts to 10. He should vary the speed with which he counts each time, one time slow and one time fast. When "it" gets to 10 he opens his eyes and turns around to look at the racers. While "it" is counting, the racers must jump up, run as far as they can, and be seated on the ground with their legs crossed before "it" turns around and sees them. Anyone who is caught not in this seated position must come back to the starting line. The first person to make it forward and back wins the race. As they cross the finish line, they must sit down and yell "stop". They then trade places with "it" and start another race.

### THE ENGLISH RELAY

Equipment: two umbrellas, two buckets, two light folding chairs, two funny hats and two kazoos or any mouth instruments.

Form two teams. Place a chair and bucket at the front of each team. The umbrella, hat and kazoo go in the bucket. On signal, each team's first player picks up the chair and bucket and runs to a turning line about 20 feet away. He unfolds the chair, sits on it, opens the umbrella, puts on the hat and blows the kazoo. Then he puts the kazoo, hat and folded umbrella back into the bucket, re-folds the chair and carries chair and bucket back to the next player. First team finished, wins.

### SCOUTING'S LINK

Equipment: two balls of thick, heavy string. A large, flat (3 or 4") washer to tie tightly to the start of each ball of string.

Divide the group into two teams and line them up. Give the first player at one end the ball of string with the attached washer. On signal, the player drops the washer down his pant leg (skirt), unrolling the string as quickly as possible. When the washer drops to the floor, the next player grabs it and drops it down his pant's leg and on down the line. The last player, in line, must withdraw the washer and start it back up the line while the first player is reeling in the string. The first team to re-wind the ball of string, wins.

### Pick It Up

Stand with back against a wall, heels touching the wall. Try to pick up a coin without moving heels away from the wall.

### Kneeling

Stand with toes on a line. Without using the hands or moving the feet, kneel down and then get up again.

### Circle Two

Try moving both arms in a small circle (rotary motion) while arms are held straight outward. Then try moving both arms in a small circle in opposite directions.

### Pat Head and Rub Stomach

Try to pat the head with one hand while rubbing the stomach with the other hand.

### Arise

Lie flat on the back, arms crossed on the chest. Try to arise without uncrossing the arms or using the elbows.

### Picking Up the Cork

Place a cork five feet from where you are standing. Then go down on all fours. Now raise one hand to the hip. Keeping it in this position, lower yourself until you can pick up the cork with your teeth. Now raise yourself to your feet again without using more than one hand to do it.

### Indian Leg Wrestle

Boys lie on their backs and link right elbows. They raise inside legs three times and on the third count they lock opponent's leg and flip him.

### Push Back

Boys stand back to back with arms linked. Conduct contest between two lines, 20 feet apart. Winner is the one who pushes his opponent back over the line.

### Stick Pull

Contestants sit on the ground, facing each other, with the soles of their shoes braced. The winner must pull his opponent forward to his feet.



## DON'T SKIP BREAKFAST - SKIT

- Cub 1: Breakfast is the most important  
Meal of the day  
It gives the energy you need when  
You go out to play.
- Cub 2: It makes you feel much better, and it  
Keeps your mind awake;  
So always try to eat some breakfast  
For your body's sake.
- Cub 3: If Mom cooks breakfast every morning.  
Don't just lie in bed!  
Get up and eat so you can start your  
Busy day well fed!
- Cub 4: And if you have a choice of foods, try  
Something new each day;  
You'll learn to like so many things and  
Won't get bored that way!
- Cub 5: And there are many breakfast foods that  
You can fix yourself,  
If mom will keep your favorite ones down  
On a handy shelf!
- Cub 6: So rise and shine! Those extra minutes'  
Sleep that you might lose  
Can be outdone by any simple  
Breakfast you might choose!



## EASY BREAKFAST

Take a piece of whole wheat bread  
And cover it with cheese.  
Lay it on a piece of foil  
And bake it, if you please.  
Raw vegetables or fruit with it  
Will last you several hours.  
And you will find that just this much  
Will give you super powers.

Don't forget your usual citrus  
fruit and a glass of milk.

You will need for one serving:  
2 thin slices (or 3 tablespoons of grated) natural cheddar cheese  
1 slice whole wheat bread  
Choice of carrot sticks, celery sticks, green pepper strips (or your  
favorite craps vegetable or fruit) :

Preheat oven to 300°. Bake bread and cheese for about 10 minutes! When  
cheese is melted, it is ready to eat. Cooking any longer will toughen  
the cheese and make it dry and stringy. Don't burn your tongue!

## PIONEER JOHNNYCAKE

3 cups cornmeal  
1 cup flour  
2 teaspoons baking soda  
1 teaspoon salt  
2 tablespoons molasses  
3 cups buttermilk  
2 well-beaten eggs

Sift together dry ingredients. Slowly stir in molasses and buttermilk and mix well. Add beaten eggs and beat hard for two minutes. Pour into shallow, well-greased pans and bake at 400° for 30 minutes.

## BREAKFAST GRANOLA BARS

2 c. granola (make your own - see pow wow '83)  
2 eggs - beaten  
1/4 tsp. vanilla

Combine and pat onto a greased 8" square pan. Bake at 350° for 15 minutes. Cut into bars. Spread with Jam, honey or peanut butter.



...TEACH YOUR CUBS THE PRINCIPLES OF GOOD NUTRITION ... THE BEST WAY TO START EVERY DAY IS WITH BREAKFAST !!

## INSTANT FRUIT TURNOVERS

### BREAKFAST QUICKEE

1 c. milk  
1 egg  
1/2 c. fresh fruit or chilled bottled fruit.

Blend in blender on low speed until smooth. Top with a sprinkle of nutmeg.

Little, crisp-fried turnovers, filled with fresh fruit and sprinkled with spiced sugar, are a quick treat. They're made from ready-to-use won ton skins, which have become readily available in the West. Look for the skins in the produce section or frozen food case at the market.

With this recipe you prepare as many—or as few—turnovers as you like. If you have a few skins left over after making traditional meat-filled won tons, this is a good way to use them up.

Fill and fry the turnovers just before serving. By themselves, they make a light snack any time. They also go well with a hot beverage or ice cream.

For the fruit filling, choose from strawberries, peeled peaches, apricots, or apples, or pitted cherries. For each won ton, cut large fruits in pieces that are about the size of half a large strawberry. Or use 1 large or 2 small cherries in each. To fill each skin, roll a piece of fruit in sugar to coat, and place on a won ton skin. Wet your finger with water and lightly moisten all four edges of the skin. Fold in half diagonally, forming a triangle; then pinch edges together to seal. Place filled won tons on a tray lined with damp paper toweling. Cover won tons with clear plastic wrap while you fill remaining skins.

To fry won tons, pour about 2 inches of salad oil into a 4-quart pan and heat to 360° on a deep-fat frying thermometer. Fry 4 to 5 won tons at a time until evenly golden, about 1 to 2 minutes, turning each one once with a slotted spoon. Remove and drain on paper toweling. Keep the fried won tons in a warm oven until all are ready to serve.

For the sugar coating (enough for about 50 won tons), mix together 1/2 cup sugar, 1/2 teaspoon ground cinnamon, and 1/4 teaspoon ground nutmeg. Before serving, lightly sprinkle won tons with sugar; coat both sides. Save extra sugar for the next batch.

### NAVAJO FRY BREAD

4 c. flour  
1 c. powdered milk  
8 tsp. baking powder  
2 tsp. salt  
2 c. warm water

Mix dry ingredients well, add warm water. Mix and knead until dough is soft but not sticky. Shape into balls - 2" in diameter. Flatten by hand into circles 1/4" thick. Fry in deep hot fat. Turn when brown. Serve with Jam, honey, butter etc. USE CAUTION WHEN COOKING WITH HOT OIL!

### GERMAN PANCAKES

6 eggs  
1 c. milk  
1 c. flour  
1/2 c. sugar  
1 tsp. vanilla  
1/2 tsp. salt  
1 cube butter  
Melt butter in an 11x13" pan in a 350° oven. Put eggs in blender and blend until bubbly. Add other ingredients - blend well. Remove melted butter from oven - Pour mixture over the butter. Bake at 400° for 10 to 15 minutes. It rises high over the edge of the pan! Cut into squares and serve with powdered sugar and Jam or syrup.

# FIRST AID KITS

## DEN FIRST AID KIT

Any type of wooden or metal box can be used for a den first aid kit. You may wish to paint or stain the box and add a red cross on top. And you might put the den numeral on top also.

Have the boys bring from home the supplies to be included in the kit. You should have:

- |                |             |
|----------------|-------------|
| Gauze pads     | Scissors    |
| Band aids      | Tweezers    |
| Vaseline       | Safety pins |
| Roll of Tape   | Thermometer |
| Needle         | Bar of soap |
| Roller bandage | Matches     |



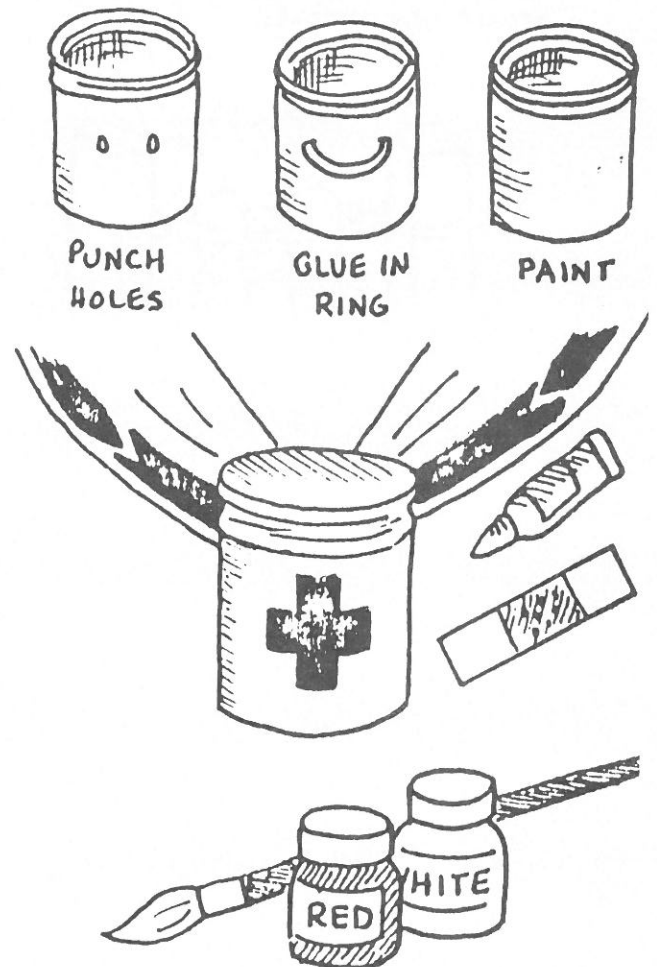
## NECKERCHIEF SLIDE FIRST AID KIT

For each slide, use a plastic or tin film can with lid. Punch two holes in back of can so slide ring can be inserted.

Paint can white. Paint on a red cross, or use small pieces of red plastic tape to make cross.

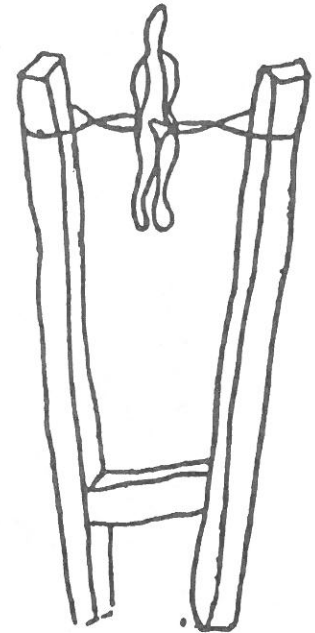
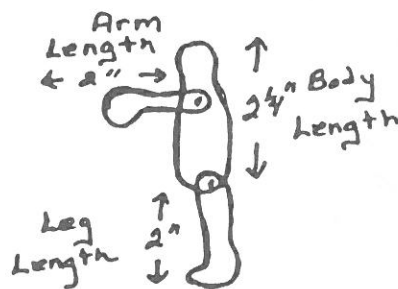
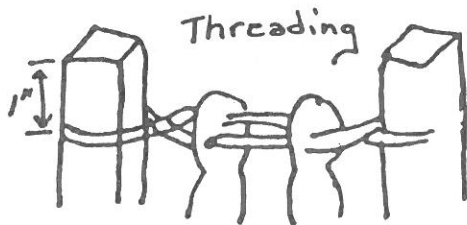
Glue in leather thong for ring, or use a plastic cafe curtain ring.

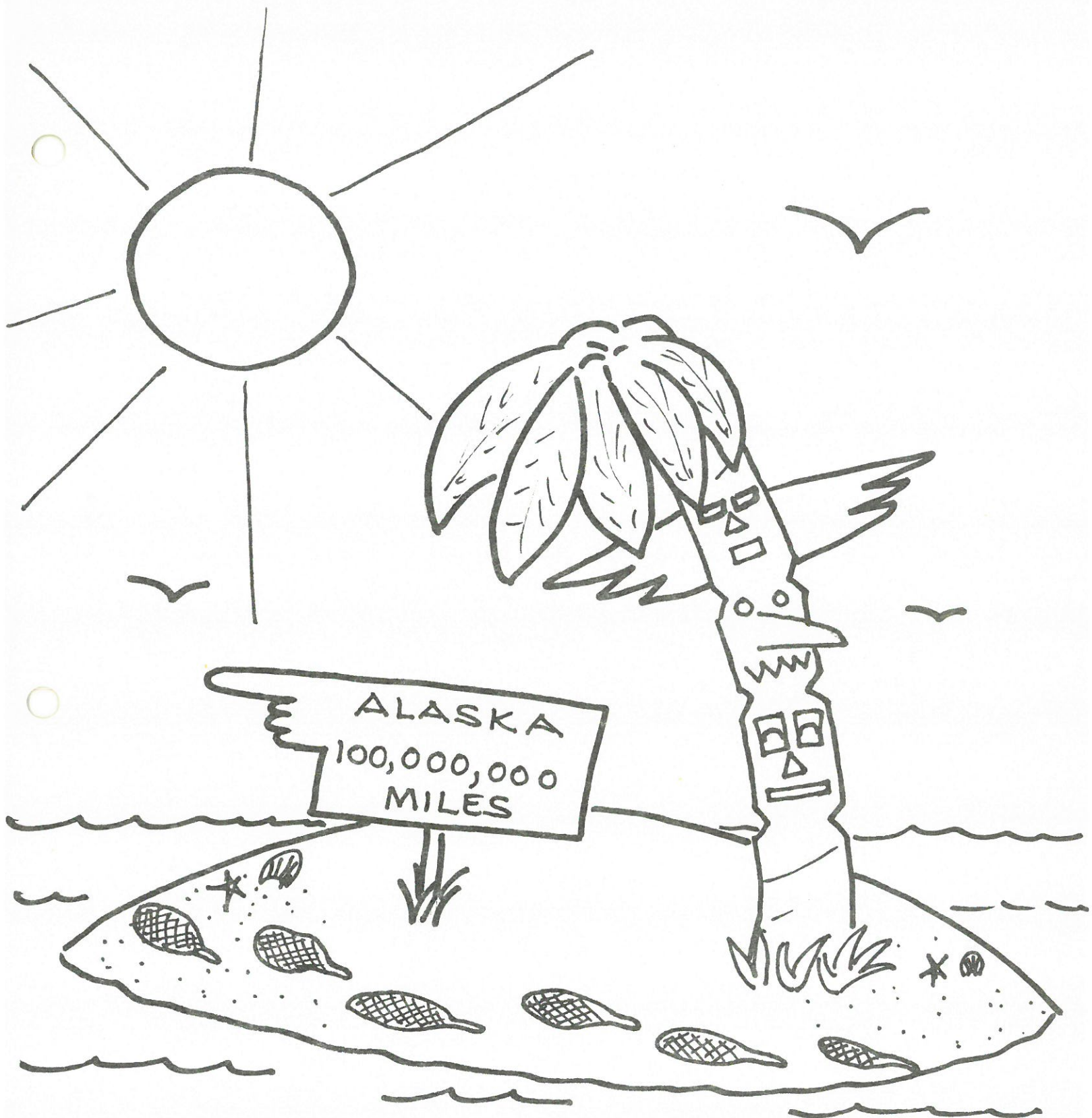
Put a small band aid on the can with a small tube of antiseptic ointment.



## GYMNAST

For the supports, you'll need two sticks of  $\frac{1}{4}$ " pine,  $\frac{1}{2}$ " x 10", and one piece of  $\frac{1}{4}$ " pine,  $\frac{1}{2}$ " x 2". For the gymnast, use balsa wood. From the balsa, cut one body, two arms, and two legs, using the dimensions in the diagram. Make a small hole, using your smallest blade, at each hip joint and each shoulder joint. Set these pieces on the body, and make holes in the body which will line up with the arms and the leg holes. Thread a piece of fine wire, about 26 gauge, through one leg, through the body, and through the other leg. Bend back the ends of the wire so that the wire doesn't slip out, but keep enough extra wire so that the legs swing free. Make two small holes through each hand. Then attach the arms to the body. For the support, nail the 2" piece of pine between the 10" pieces, about 2" from the bottom. Using the V-cut, make a notch around each 10" piece about 1" from the top. Using heavy thread, string the gymnast to the frame, as shown. Thread through hole 1, through hole 2, behind and around the support, through hole 3, and through hole 4. Cross the ends in front of the support, and tie behind the support. Be sure the thread is in the notched sections of the supports. Squeeze the sticks together below the crossbar and the gymnast will flip. To get him started, give him a few twirls around the thread.





ALASKA  
100,000,000  
MILES

EXPLORING  
ALASKA



## ADVANCEMENT CEREMONY

Props: Akela costume; tom-tom.

Setting: Fire is glowing. Akela stands behind fire, and is flanked by Awards Chairman and ACM who beats tom-tom.

Akela: Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council.

(Cub Scouts come forward and are seated.)

Our Medicine Man (Awards Chairman) is here, so it is time for the council to begin.

(Tom-tom beats.)

Mighty Medicine Man, you have signalled us that some of the braves in this tribe have traveled along the Trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are these braves?

Awards CH: (Reads names of boys to receive awards.)

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

Awards: (Name of boy) has passed the twelve achievement tests to Wolf Valley and also did a fine job of hunting for he earned a gold arrow. (Name of boy) after crossing Bear Ridge, hunted well to earn a gold arrow and a silver arrow. (Name of boy and (Name of boy) are working their way up Webelos Peak and have earned activity badges in \_\_\_\_\_ and \_\_\_\_\_.

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

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

CS: Yes

Akela: Will each of you tell us of one of your accomplishments along the trail?

(Each boy tells of one achievement or elective.)

Akela: I am satisfied you have Done Your Best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes sound cooperation in your tepees among your family. Without their help, hunting along the Trail of the Golden Arrow of light would have been difficult. Mighty Medicine Man, have you brought suitable awards for these fine hunters?

Awards: I have. (He presents awards and boys return to seats.)

## Advancement

Props: 1 small snowflake for each award with the award attached.  
1 cut out snowflake for each Cub and parent.

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

1. Will all Bobcats please come forward with their parents. Awards Chairman presents the award and gives each a snowflake

Do the same as above for all of the following:

2. Wolf
3. Wolf Arrow Points
4. Bear
5. Bear Arrow Points
6. Webelos

Have all boys remain at the front of the room until all awards are presented.

With this group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.

## CLOSING THOUGHTS FOR DEN AND PACK MEETINGS

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

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.



## ADVANCEMENT

- Arrangement: Ceremony board or log with three small candles and one large candle set on table. Tom-tom beats. Akela enters and stands behind artificial campfire. He gives the Cub Scout sign and tom-tom stops.
- NARRATOR: Akela was the big Chief of the Webelos tribe: tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion. He was fierce to an enemy, but kind to a brother. Many trophies hung in his tepee. His father was the son of the great yellow sun in the sky. He was called "Arrow of Light." His mother, from whom he learned those wonderful things that mothers know, was called "Kind Eyes". His father helped him make a little bow and arrow and once, when an enemy would have tomahawked his mother, Akela, from his papoose basket shot the enemy in the eye, and saved his mother's life. Later, he began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the Wolf, he learned the language of the ground, the tracks and the ways to food. (Akela lights large candle representing "Spirit of Akela", and using that, lights the small candle representing Wolf.)
- AKELA: With this candle, representing the "Spirit of Akela", I light the trail of the Wolf. From the signs along the Wolf trail, I see that the following braves of our tribe are ready for advancement in the Wolf Clan of Akela's tribe. (Calls names of boys receiving Wolf badges and arrow points. They come forward with parents. He presents their awards.)
- NARRATOR: Then, from the big kindly Bears, Akela learned the secret names of the trees, the calls of birds and the language of the air.
- AKELA: (lighting Bear candle) With the "Spirit of Akela", we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement in the Bear Clan of Akela's tribe. (He calls forward boys who are receiving Bear badges and arrow points along with their parents and presents awards.)
- NARRATOR: But before he could become a Scouting "brave" on his own, Akela had to prove himself by trying out new skills, performing certain tasks and passing tests of accomplishment.
- AKELA: (lighting Webelos candle) With the "Spirit of Akela" we light the trail to the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skill in...(He calls names of boys receiving activity badges, indicating which badges they have earned, forward with parents. He presents their awards.)
- NARRATOR: Then Akela was required to pass the highest test of all. He had to prove himself qualified to wear his father's name "Arrow of Light".
- 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 names and parents, and as awards are presented, tom-tom begins to beat again at

a rapid pace...then drum stops.) From the four winds, Akela hears that you braves are doing well along the trails that will lead you to Scouting. Now will all Cub Scouts stand and repeat the Cub Scout Promise.

### CLOSING

Ask everyone to stand. Cubmaster gives the words and demonstrated the signs used in the ceremony. Then everyone joins in.

Boy Scout Sign.....May the spirit of Scouting  
Cub Scout Sign.....and the light of Akela  
Point finger.....be with you and me  
Both arms out.....until our paths  
Arms crossed.....cross  
Cub sign (on wrist, then  
elbow, then shoulder.....again.

### CLOSING

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

(This prayer, composed by Chief Yellow Lark, a Blackfoot Indian could be read by Cubmaster (dressed as Indian Chief) with hands raised before audience)

### CLOSING THOUGHT

I'd rather SEE a sermon than hear one any day.  
I'd rather one would walk with me, than merely tell the way.  
The eye's a better pupil and more willing than the ear;  
The best of all the preachers are the men who live their creeds.  
For to see good put in action is what everybody needs.  
I soon can learn to do it, if YOU'LL let me see it done.  
I can watch YOUR hands in action, but your tongue too fast may run.  
The lectures you deliver may be wise and true,  
But I'd rather get my lessons by observing what YOU do.  
I may not understand the high advice you give,  
But there's no misunderstanding how YOU act and how YOU live.



## Deer Hunting

---

**Materials Needed:**  
*No materials needed.*

**Number of Players:**  
*Four or more players.*

---

This game works best in the woods or in scrub. High grass is OK. It won't work on a clipped lawn or in an open mowed field.

One player is named the Deer. The other players walk 100 steps away from the Deer in all directions while the Deer slowly and loudly counts to 100. At the call of 100 all the players except the Deer drop to the ground and begin sneaking back to the Deer, taking advantage of whatever cover is available. If the Deer sees a player he calls out that player's name and that player must stand and stay in that place for the rest of the game. When all the players are standing the player closest to the Deer wins and may be the next Deer.

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## The Sleeping Bear

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**Materials Needed:**  
*An old stuffed animal or something about that size and a cloth for a blindfold.*

**Number of Players:**  
*Three or more players.*

---

The players pick one player to be the Bear. The Bear takes the stuffed animal which represents his Cub. The other players blindfold the Bear and seat him on the ground in the center of a large circle (about 150 feet in diameter). The Bear

places the Cub in front of himself at arms length on the ground.

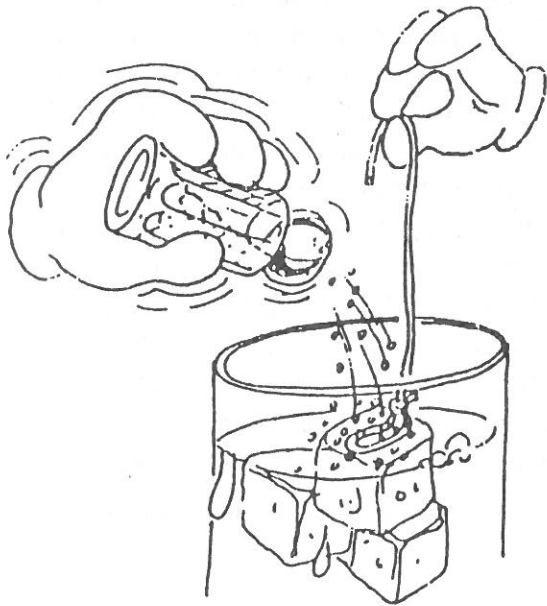
As the Bear counts to twenty the other players take up positions on the rim of the circle. When the Bear reaches twenty the players QUIETLY begin sneaking in to steal the Cub. The Bear points to any player he notices and that player must go back to the rim of the circle and try again. The player who succeeds in stealing the Cub wins and may be the next Bear.



# Lasso an Icecube

You will need:

Glass of water  
Ice cubes  
Cotton thread  
Salt shaker on table



1

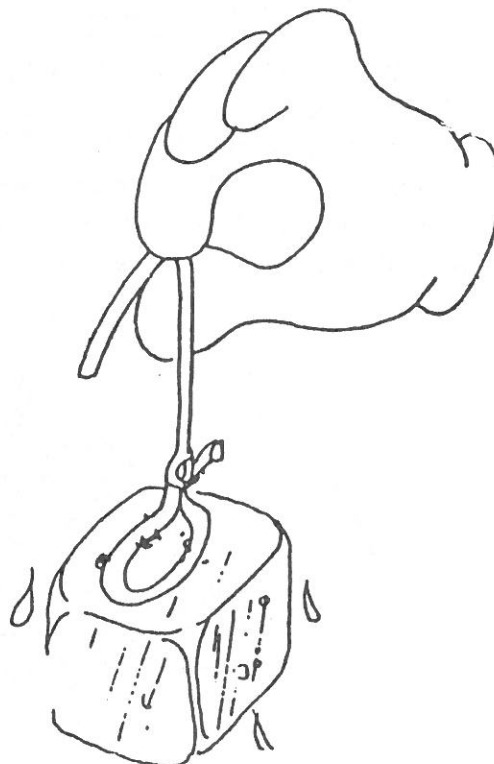
Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an icecube & remove it from the glass, (without using any fingers). Let them try it for a while. After they've all tried unsuccessfully, step in & show them how.

2

Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then, sprinkle salt on top of the cube & string. Wait a few seconds.

3

The salt on the ice cube will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.



GOLD IS WHERE YOU FIND IT

CAST: 5 Cub Scouts

PROPS: Pan, gold rocks, bucket, hat, shovel

SETTING: Prospector is panning for gold

Son #1: Pa, what are you doing?

Prospector: Panning for gold.

(first son walks off flipping a golden rock)

Son #2: Pa, what are you doing?

Prospector: Panning for gold.

(second son walks off carrying a hatful of golden rocks)

Son #3: Pa, what are you doing?

Prospector: Panning for gold.

(third son walks away carrying a bucket full of golden rocks)

Son #4: Pa, what are you doing?

Prospector: Panning for gold.

Son #4: What is gold?

Prospector: It's a precious ore that will make us rich.

Son #4: What does it look like?

Prospector: It's a shiny yellow stone.

Son #4: Oh! Like those that my brothers are using to build their dam downstream.

(Prospector screams and swoons; 4th son walks off with shovel)

\*\*\*\*\*

THE GOLDEN SPIKE

First bring out two sections of track -- short sticks nailed across two long ones to form ties. Have boys come out dressed as the politician, the railroad tycoon, a tobacco chewing (licorice) laborer in overalls, and onlookers. The tycoon takes a whack at the golden spike, which is a large nail covered with gold paint or foil, and hands the hammer to the laborer as the politician begins his spec in pantomime.

Several times the laborer raises, then lowers his hammer (a large oatmeal box on a handle) and waits for the politician to finish his speech before he begins to hammer in the spike. He gets more and more impatient as the politician keeps talking. He makes several motions to hammer, and finally his patience is gone. He lifts the hammer and makes a mighty blow. It 'accidentally' lands on the politician's foot. The speech is over as the politician grabs his foot and half hops and half limps offstage as everybody else cheers and claps.

## The Great Alaskan Safari

I've just returned from a great Alaskan Safari. While there I hunted the polar bear. Let me tell you what happened.

I got up bright and early one morning, you see one must rise very early to see a polar bear, and I left the igloo. I walked for hours but saw nothing. Then suddenly off in the distance I spied something moving! Yes, yes! It was a polar bear! You see, it is very difficult to see a polar bear -- they are white and with all that snow it is very difficult, you must concentrate to find the pupils of the beast. I began stealthily to approach him and before long he spotted me and also began a cautious approach. We were now within a mile of each other. Closer and closer, we had to be very near each other or I could never kill him.

Finally we were about half a mile from each other. The bear was no longer approaching cautiously, rather it seemed he was in a great hurry. So I unslung my weapon and pulled the powder horn from my chest. I filled the barrel of my mighty musket and tapped it down well with the tapping rod. I then reached into my right pocket for the buckshot...(pause)... Then I reached into my left pocket for the buckshot. Then into my shirt pocket and my back pockets but there was no buckshot. You see, I had left it in the igloo. The bear was now approaching at a rapid rate, but I was not afraid, and fearlessly raised my musket to my shoulder. I knew that I would think of something. The bear in the meantime had come within several hundred yards, but I remained calm, I was not afraid.

For some strange reason little beads of sweat formed on my forehead, and in that cold Arctic air those little beads of sweat turned into tiny crystalline balls of ice. Perfect, I thought! I wiped those tiny crystalline balls of sweat from my forehead and packed them into the barrel of my mighty musket. Once again I shouldered my musket and took a firm stance; I was not afraid. The bear was only a hundred feet away now so I took careful aim. As he reared up on his hind legs I pulled the trigger. The heat of the blast melted those tiny crystalline balls and a gigantic gush of water shot out of the barrel. But in that cold Arctic air that gigantic gush of water turned into an immense icicle. It hit the bear right between the eyes, penetrating his skull. But the heat of the polar bear's body melted that immense icicle, and the bear died of water on the brain.



### Found a Peanut

Tune: Clementine

Found a peanut, found a peanut  
Found a peanut last night.  
Last night I found a peanut,  
Found a peanut last night.

It was rotten (etc)  
Ate it anyway (etc)  
Got a stomach ache (etc)  
Called the doctor (etc)  
Operation (etc)  
Kicked the bucket (etc)  
Went to heaven (etc)  
Met St. Peter (etc)  
Wouldn't have me (etc)  
Tried the other place (etc)  
Found my friends there (etc)  
Had a party (etc)  
Ate a peanut (etc)  
(and etc, etc, etc.)

## Eskimo Song

A-Ta-Cola-Micha-Walkie (3 times)

### Chorus

ahky, tahky umba  
ahky, tahky umba  
a-little 1-little- o little a

### Verse & Motions

Looks for walrus (shade eye palm up)  
See the Walrus (Point thur arm)  
Shoots the Walrus (gun)  
Lifts the Walrus (arms spred-grant)  
Waves to the village (arms straight up wave)  
Greets wife (arms out large to hug wife rub noses)

### Pack Up Your Troubles

Pack up your troubles in your old kit-bag  
And smile, smile, smile.

Now we're a hiking on the old Cub trail  
Smile, boys that's the style.

What's the use of worrying?  
It nenver was worth while...sooooo

Pack up your troubles in your old kit-bag  
And smile, smile, smile.

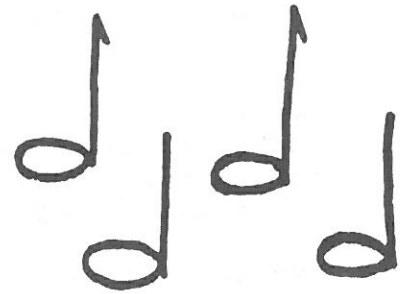
### Mules

On mules we find two legs behind  
And two we find before  
We stand behind before we find  
What the two behind be 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.

When It's Spring Time in Alaska

When it's spring time in Alaska  
And it's ninety-nine below  
Where the Eskimos go barefoot  
In forty feet of snow.  
Where the polar bears get sunburned  
And the seals sing all the day  
When it's spring time in Alaska  
I'll be headed the other way.



THREE RIVERS

**Characters:** Two prospectors, dog, narrator, mule

**Setting:** First prospector has camp set up and food cooking. Dog is sitting beside him. Second Prospector comes in pulling mule named Sunshine.

**Props:** Pick, pans, No. 10 can for cooking, 2 beat-up hats.

**NARRATOR:** (seriously) In the early days of our country, gold was discovered in the Yukon. The news traveled rapidly. Soon men everywhere were hurrying west to "strike it rich". They shouldered picks and shovels, or scooped sand and gravel from the streams and searched for bits of the precious gold dust. We'd like to show you tonight some of those men who prospected for gold. (curtain opens)

**1ST PROSPECTOR:** Howdy.

**2ND PROSPECTOR:** HOWDY.

**1ST PROSPECTOR:** Any luck?

**2ND PROSPECTOR:** Nope.

**1ST PROSPECTOR:** Come fur?



THREE RIVERS CONTINUED

2ND PROSPECTOR: Quite a jog.

1ST PROSPECTOR: Et lately?

2ND PROSPECTOR: This mornin'.

1ST PROSPECTOR: Hungry?

2ND PROSPECTOR: Yep.

1ST PROSPECTOR: Join me?

2ND PROSPECTOR: Don't mind iffen I do.

1ST PROSPECTOR: Have a plate (hands it to him)

2ND PROSPECTOR: (holds up plate and looks at it) Don't wand to seem to be particuleer, but ain't this a mite dirty here in this corner?

1ST PROSPECTOR: (looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it!

2ND PROSPECTOR: (shakes head looking at plate) As clean as Three Rivers can get it!

(Mule brays a loud hee-haw; hee-haw)

Shut your mouth, Sunshine. You heard what the man said!

(1st prospector dishes out stew. They eat)

2ND PROSPECTOR: Mighty good vittles.

1ST PROSPECTOR: Thanks pardner. Mind Handin' me the plates so we kin clean them up? (2nd prospector does) (1st prospector puts plates on ground and calls loudly over his shoulder) Here, Three Rivers; here, Three Rivers!

(Dog comes up and starts licking plates).

Up In Alaska

Players sit on floor in two lines which face each other. One of two dishes containing an equal number of tiny marshmallows is placed in front and to the right of the player at the head of each line, and an empty dish is placed be side the player at the foot of each line. Each player is given a spoon. On signal, first player takes one marshmallow in his spoon and transfers it to his neighbors spoon and so on down the line. As soon as the player at the foot receives the marshmallow in his spoon, he places it in the empty dish and yells "Up In Alaska"! When he hears this, first player starts second marshmallow down the line. He may not start any marshmallow down the line until he hears that previous one is "Up In Alaska". Any marshmallow that is dropped must be replaced on his spoon by person who dropped it before it can be passed along. Team succeeding in getting all of its marshmallows into dish at foot of the line first wins.

## SNOWBALL RELAY

You will need one styrofoam or pingpong ball and a piece of cardboard for each team. Divide players into teams, two for den meetings, more for pack meetings. Each team is given a "snowball" and a "North Wind", (ball and piece of cardboard). The first person in each line puts the snowball on the floor and fans it down the room around a goal (chair) at the other end of the room and back to the line where the second person takes over. Continue until all players on the team have gone on the snowball relay.

Snowball Throw - Take large paper plate and cut out center leaving only the outside ring. Hang by string from ceiling. Have one ring for each team, and 3 cotton balls. Stand 4 feet from the ring and each player gets 3 throws trying to throw the cotton ball through the ring. Score 1 point for each "snowball" thrown through the ring. The team with most points wins.

Ducks Fly - The leader says "Ducks Fly" and all wave their arms. He then says "Dogs bark" and all bark. He then says "Horses fly", "Fish crawl", "Geese Cackle", and so on. Whenever a person makes the sound or movement which the creature cannot do, he is eliminated. The leader should always imitate the sound or motion himself as soon as he makes the statement.

Fox and Squirrel - You will need three rubber balls. Two of them should be similar - for the foxes - and the other, smaller, for the squirrel. The object of the game is for the foxes to catch the squirrel by tagging whoever is holding the squirrel ball with one of the fox balls.

Everyone stands in a circle and begins passing the fox balls from player to player. Try a few sudden reversals. You can only pass foxes to the player next to you, but you can throw the squirrel across the circle. To keep everyone alert, call out "Fox" or "Squirrel" each time you pass one of the balls.

CROSS THE CREEK - The "creek" is formed by stretching two lengths of string in parallel lines about two feet apart. Children line up along one of the lines and take turns jumping or leaping across to the opposite side. After all the children have crossed, the "creek" is widened by three or four inches. Again they take turns crossing it. When a child fails to make it across, he sits down. The "creek" is continually widened until only one child - the winner - is able to cross it.

GOLD RUSH - For all children. Scatter wrapped pieces of candy in the playing area. On signal, all players rush into the "gold field" to get the candy. If you want to have winners, wrap a couple of pieces in gold foil.

## PAPER ROLL TOTEM POLE

### Materials:

- 1 cardboard paper towel tube 11" x 1½" diameter
- 1 small cardboard box 3" x 1" deep
- 8½" x 11" piece drawing paper
- pencil, ruler and scissors, paste, compass, crayons, paints and brushes or felt tip markers.

### Directions:

1. With compass draw circle in center of top of the box the diameter of the cardboard tube. Then cut out the circle. Be sure the tube fits securely into the hole. Remove the tube and set it aside.
2. Draw 2 long strips 3" x 10" of Indian designs on the drawing paper.
3. Color designs and box with crayons, paints or markers.
4. Cut out along the outside outlines of each strip of Indian designs
5. To complete the totem pole, paste the two decorated strips on opposite sides of the tube, leaving 1" of the tube at the bottom. Fit the bottom of the tube securely into the hole in the top of the box.

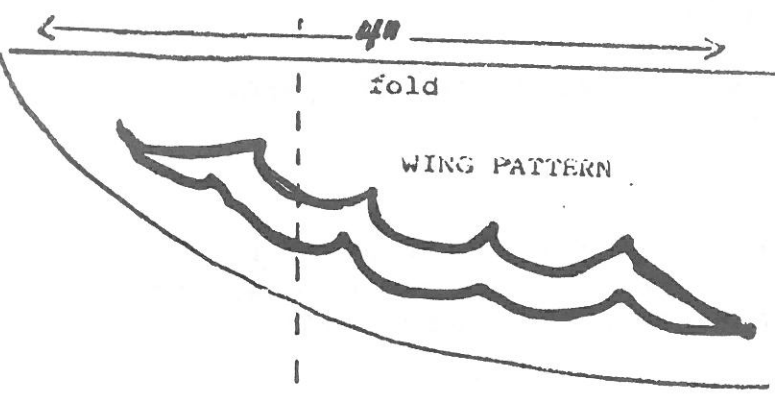
## SNOW SHOVEL RELAY

Equipment: two flat spatulas, two pie tins or bowls and two packages of cotton balls (200 count).

Divide the den into two teams. Give each team's first player a spatula. Place a pie tin about 15 feet from each team. Empty a bag of cotton balls at the feet of the first player. On signal, the first player scoops up as many cotton balls as the spatula will hold (one try), and carries them to the pie tin and drops them in. Players cannot use their hands. The first team with all the snowballs in the pie tin wins the game.

# TOTEM POLE BANK

Materials needed: cardboard tube  
thin dowel stick - appr. 6"  
cardboard (for circle &  
construction paper base)

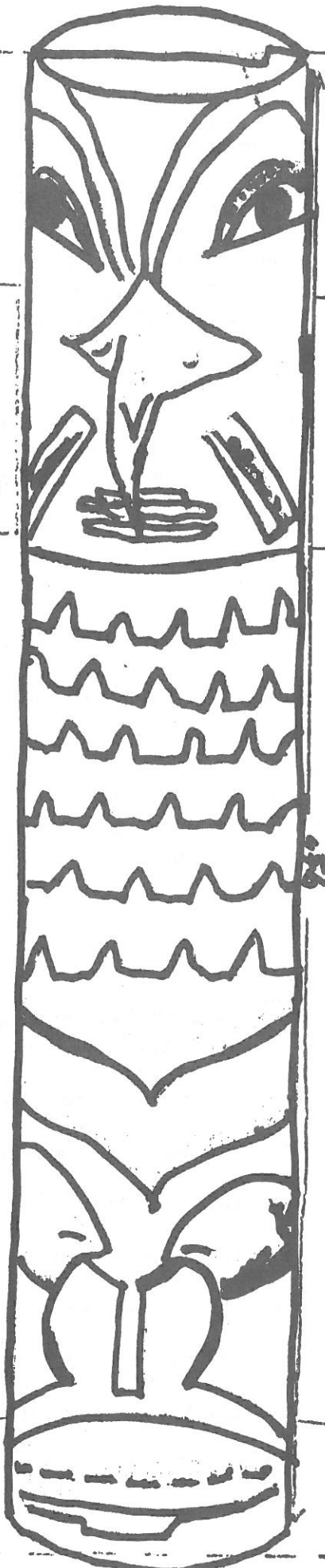


Start with a cardboard tube 9 1/2". Cut a circle of cardboard a little smaller than the diameter of tube (which is 1 3/4"). Paste circle across center of a 6" dowel stick. Make two slits 2" down from top of tube on opposite sides, wide enough so that when dowel is inserted, it will turn freely. See "A".

(B) Cut two wings (doubled) from construction paper following pattern. Paste over dowel so they are at right angles to the cardboard circle. Insert wings just before you cover top section.

Paste pole to 4" cardboard circle that has been painted or covered with construction paper. Cut a circle of cardboard to fit over top. Cut a slot in it for coins. Paste to top of totem pole.

Trace or carbon totem pole design to construction paper (as in drawing) using dotted lines for size of paper, which when cut out will roll around tube and secure at seam.



## TOTEM POLE

Clay recipe;

1 cup flour, 1/4 cup salt, 1/3 cup water

Combine ingredients, mix and kneed untill proper consistency.

Materials required: dried grass, hazelnut, pecan, almond, walnut, modeling clay, glue, paints and brushes, craft stick.

Paint faces on nut.



Glue nut to craft stick. Put walnut on the bottom. Put the hazelnut on top. (note: Leave 1/2 in. of space at the bottom of the stick to fit into base)



With clay, shape a base to hold up the totem pole. Press the stick into the clay. Press the clay around the stick. Add some dried grass to the base.

When the base is dry, paint it brown or olive green. If you like, top off the totem pole with a fancy feather!

## CRACKED ICE CANDLES

Materials: 1/4 gallon milk carton; 10" candle; 1 1/2 lb. paraffin;  
3 trays of ice cubes

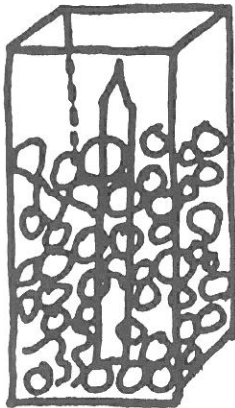
Cut the top from the carton and rinse out any milk that is left. Crack ice cubes into large pieces.. Drain off any water and return to freezer.

Melt the paraffin in a double boiler. For color, add rayon bits. While paraffin is melting, center candle in carton and surround with cracked ice.

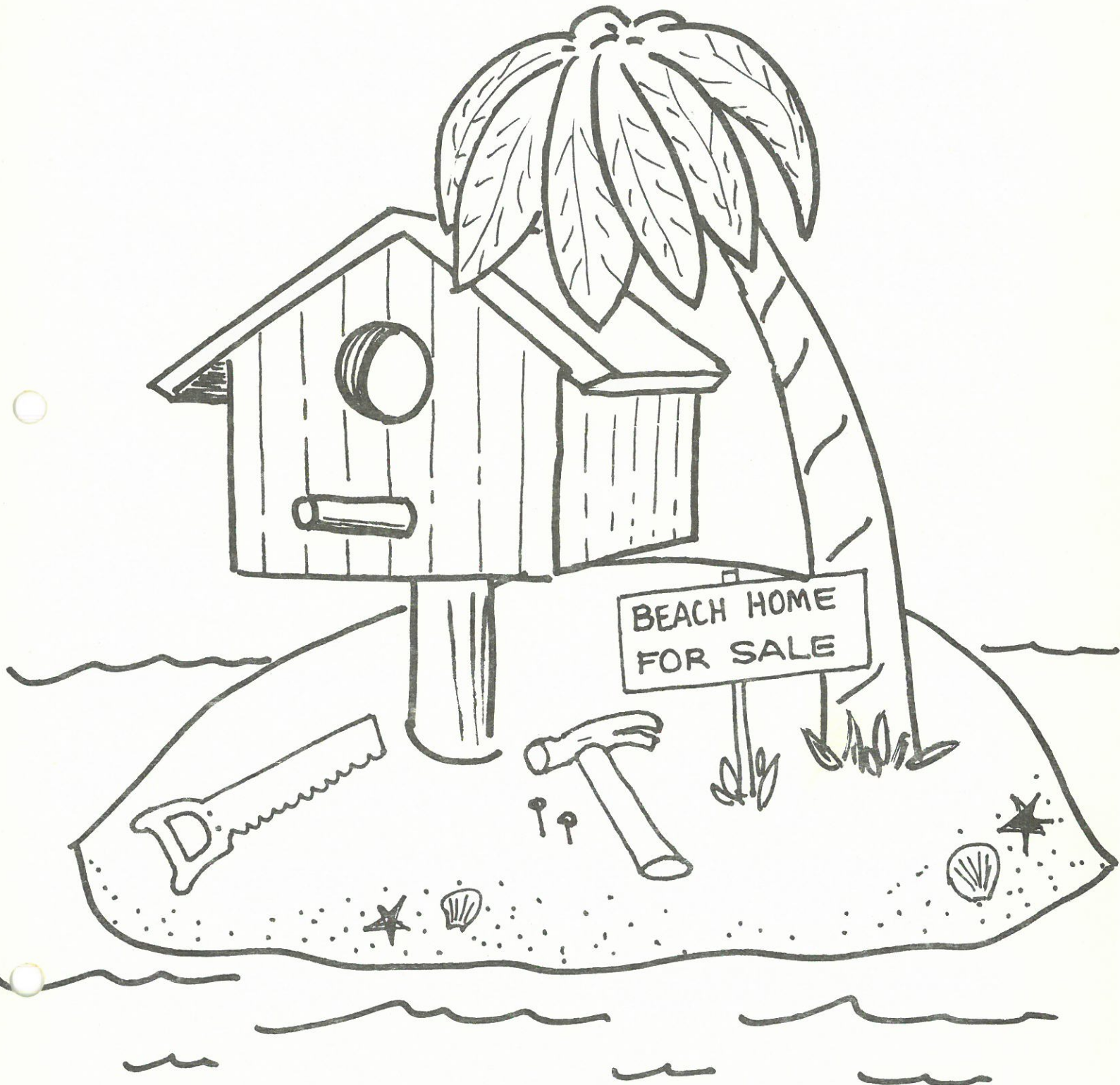
When wax is melted, quickly pour all the hot wax over the ice. Let it cool for half an hour, then cut off carton..

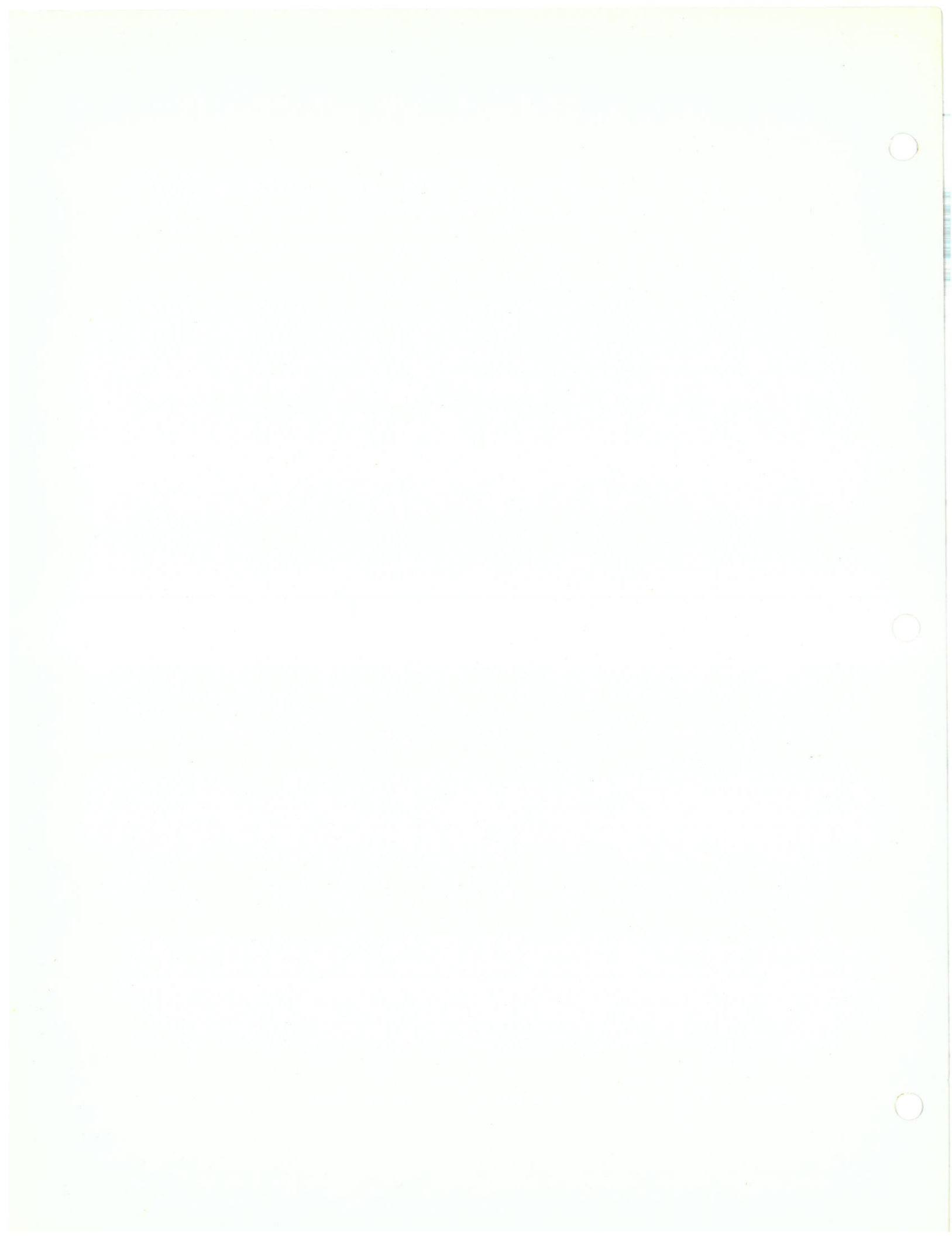
NOTE: Always melt paraffin in double boiler over a low heat. Do not melt wax over direct flame.

WHEN MELTING WAX MAKE SURE THERE IS ADEQUATE ADULT SUPERVISION.

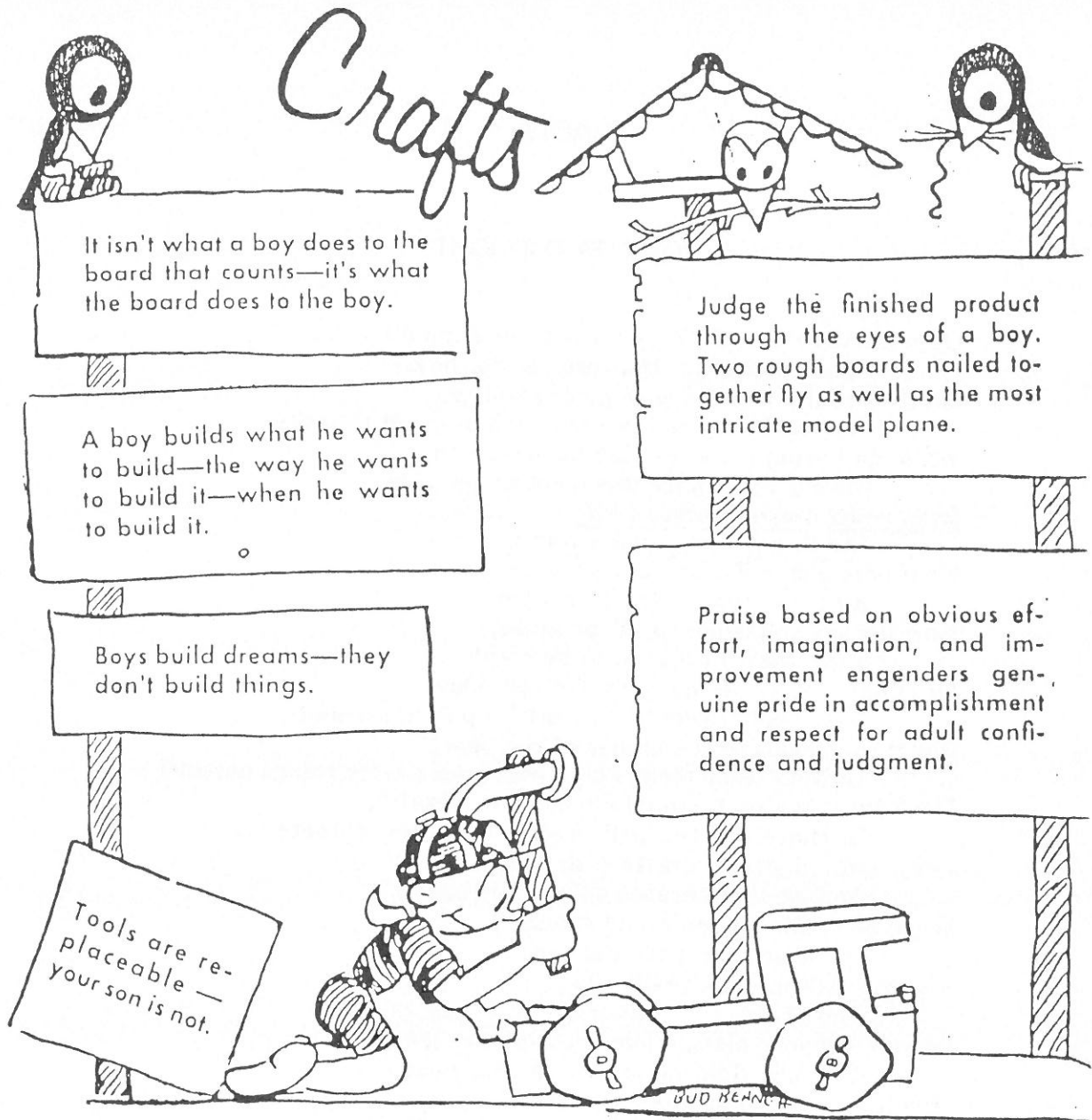


# CUB SCOUT HANDY MAN









#### MEASURING HANDICRAFT RESULTS

Adults judge their handicraft on the excellence of the workmanship and the quality of the product. This is because the adult who makes an article is working and doing a job. Since the boy does handicraft for fun, his effort needs other standards if we are going to judge it fairly. Dads must see their sons efforts through the eyes of an 8-year-old. This requires understanding, patience, and a willingness to invest time in working with boys.

The following questions will provide a good measuring stick to determine the value and success of your den and pack handicraft activities:

Are my cub Scouts learning things that will be helpful to them in Scouting and in later years?

Has our den and pack handicraft program helped to bring about more family activity in the homes of my Cub Scouts?

Is the fun of making things always evident in our craft program?

Do the Cub Scouts have adequate working space, and materials?

Are Cub Scouts given an opportunity to use their own initiative in planning their own work?

## CRAFTS

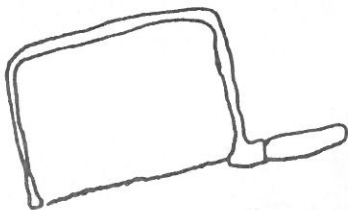
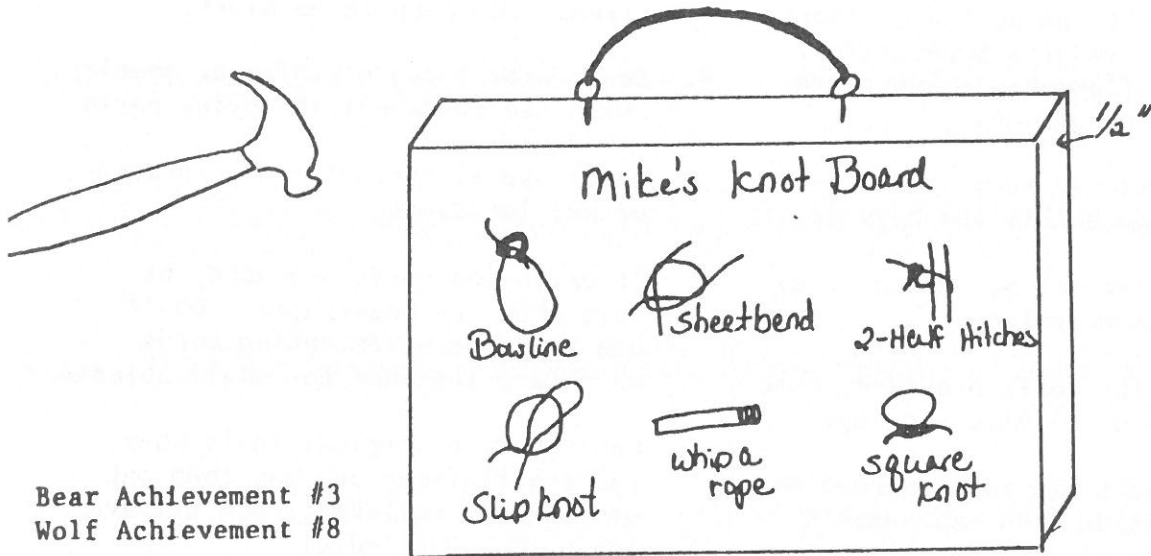
### FOOD FOR THOUGHT

DEN LEADERS -- STOP and think for a minute,  
About the things that are fun for boys!  
Do they really like to make pretty things,  
Or would they rather make and play with toys?  
While gathering work for Cub Scouts to do,  
Always remember this number one rule,  
Boys enjoy making most of all,  
The things that require a tool!  
Hammers and nails, screwdrivers and saws,  
All those tools appeal to them,  
Now doesn't that make a lot of sense,  
Since they'll grow up to be men!  
Of course, at Christmas and Mother's Day,  
They could make Mom a gift -- perhaps a shelf,  
But throughout the remainder of the year,  
They'd rather Mom would make her pretty things herself!  
Don't keep having them do kindergarten crafts,  
Or shove pretty "girl" crafts down their throats.  
Give them plenty of crafts with lots of tools,  
And let them create things like boats!  
Wood and nails and cans and string,  
Hardware and junk and wire,  
Things like this they really like,  
And of this they never seem to tire.  
So you and your girls, make those pretty ideas,  
That are floating around in your head,  
And let your Cub Scouts enjoy themselves,  
Doing boy craft items instead!  
So when choosing things for Cub Scouts to do,  
Just keep in mind these few small words,  
If it's not for the BOYS, dear leader,  
Then it's definitely FOR THE BIRDS!!!

## WORKING WITH WOOD

Boys love working with wood. If you are a Den Leader who has not had much experience using wood, do not despair. It is not as difficult as you may think. With a few simple tools (coping saws, hammers, nails and glue you can do a variety of different projects.

A simple project to begin with which will also allow the boys to work on their Wolf and Bear knot requirements is to have the boys bring to the Den meeting a 11" x 13" piece of pine. Provide them with sandpaper. When all edges are smoothly sanded, put two screw eyes in the top of the longest edge of the board, tie on a piece of clothesline and you have the beginning of a knot board. As the boys master a knot have them glue it on the board and label it. You may shellac the board first or simply use a clear spray when the board is completed. Make a contest of it. Give a prize to the boy who masters all his knots first. When completed the boys will have something they can hang on their wall at home.



### WOODCHOPPER'S CHEER

How, How, How  
Chop, Chop, Chop  
T-I-M-B-E-R



### Game - Nail Driving Contest

Boys love pounding nails. Nail driving improves their dexterity, gets rid of excess energy and most of all is fun. If you have access to an old tree stump, it can be used for driving nails. Otherwise use a 2" x 4" board, provide nails for the boys and hammers and time how long it takes them to drive a nail into the board. The one finished first is the winner.

## WOOD IS GOOD

The wood craft projects included in this section are suitable for boys and leaders who have had little experience with wood. They require few tools. Scrap lumber can be obtained from the lumber yard.

It is important to make rules and enforce them. Some suggestions are listed here:

1. No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
2. All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
3. All sawdust and sand dust are to be swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

### SUGGESTIONS FOR LEADERS

- Have on hand the materials and tools needed for the project.
- Use scrap wood which is free of knots. Knots can sometimes be dangerous.
- Have a sample of the craft project made and in view. Provide step-by-step instructions for the boys.
- Find out what type sandpaper is most suitable for your project - what type nails or brads, etc.

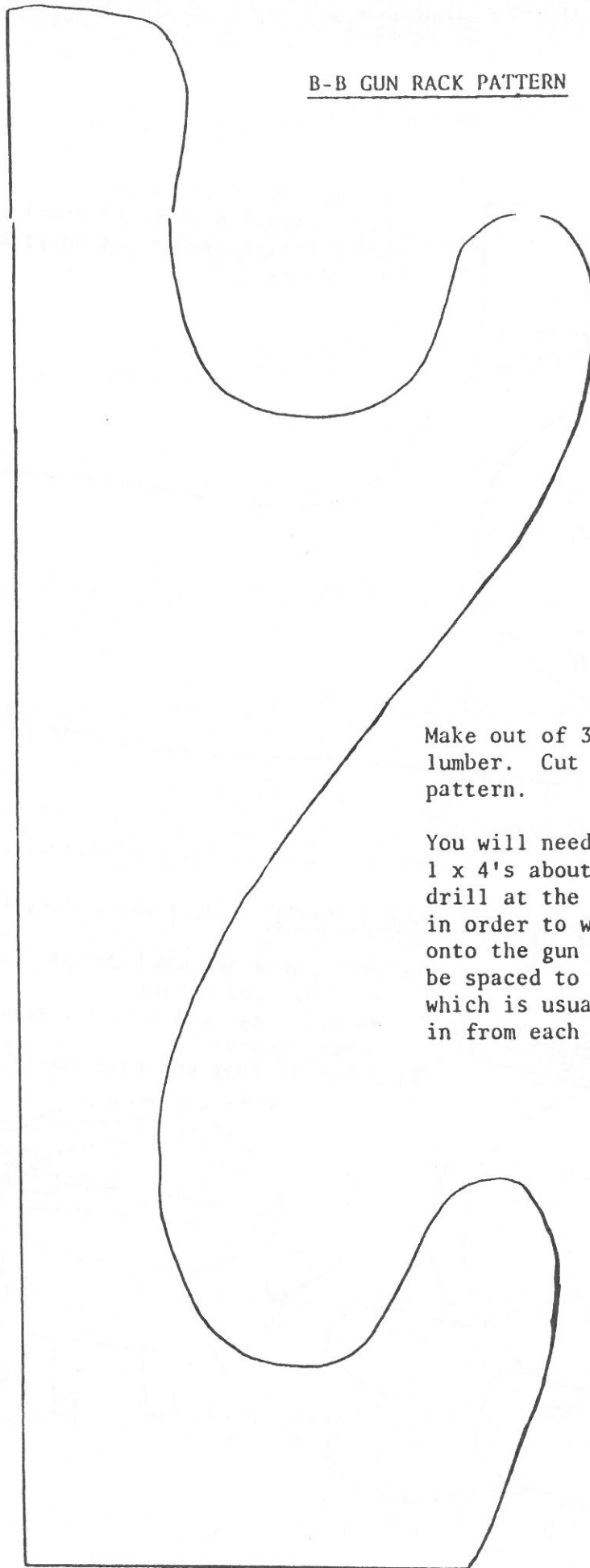
See p. L-21 of this book for additional help. Also see Wolf Achievement 5 and Bear Achievement 2.

### SAFETY RULES FOR TOOLS

1. Use each tool for the job it was intended and the way it was intended to be used.
2. Most accidents occur to the hands, face or feet. Protect your eyes. Keep fingers and hands away from cutting edges of tools. Secure or clamp down wood on which you are working.
3. Be patient and never use force. Don't work with tools when you are tired. You need to be alert.
4. Don't wear loose clothing or jewelry which can be caught in moving parts.
5. Never use electrical tools in damp or wet locations.
6. If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.
7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.
8. Keep tools sharp, clean, and oiled.



B-B GUN RACK PATTERN

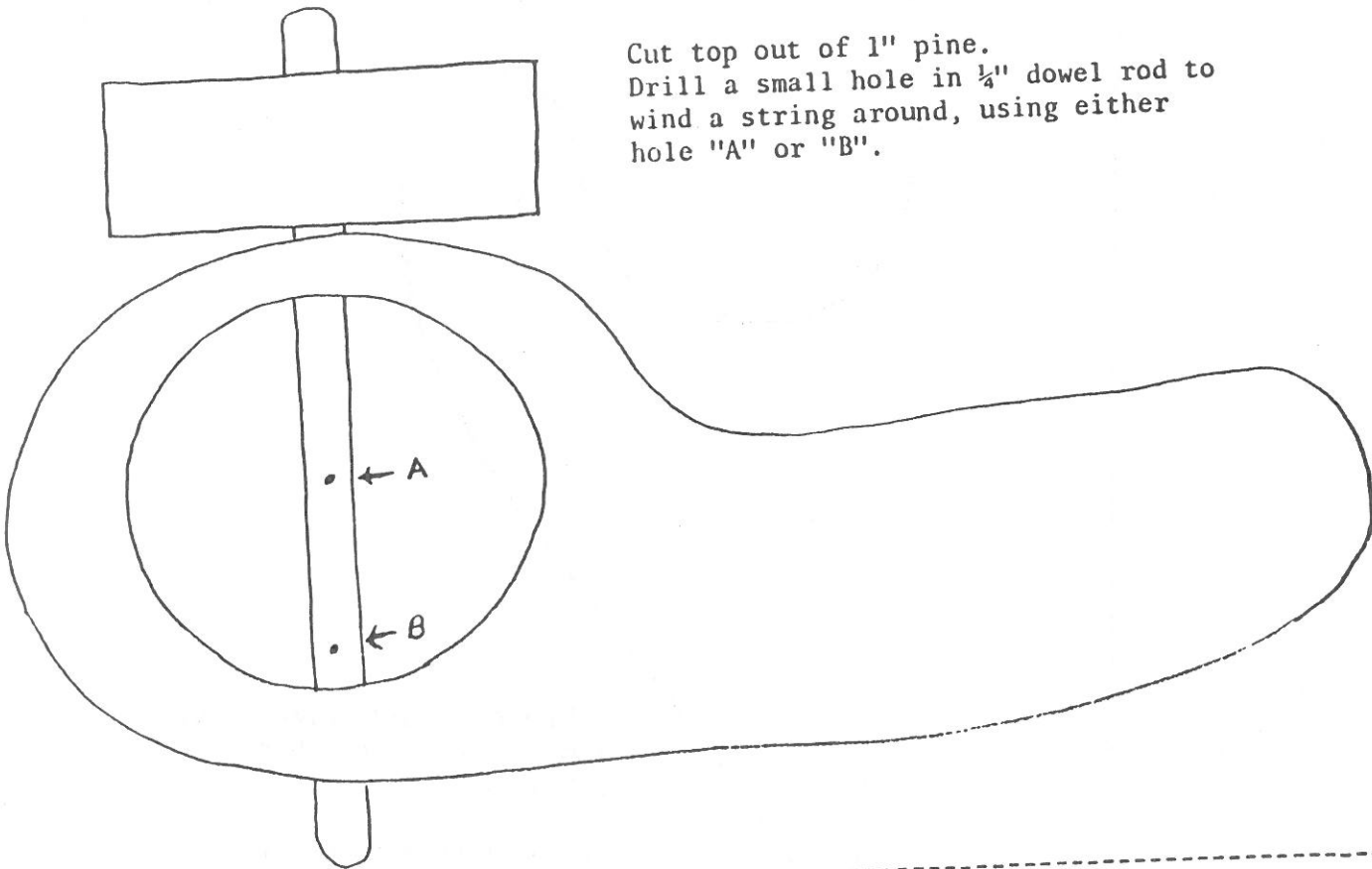


Make out of 3/4" clear pine lumber. Cut 2 of this pattern.

You will need to cut two 1 x 4's about 26" long and drill at the proper place in order to wood screw it onto the gun rack. It must be spaced to fit your gun, which is usually about 1 1/4" in from each end.

## SPINNING TOP

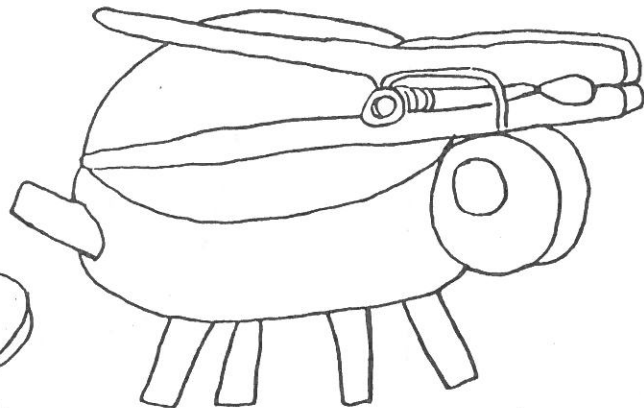
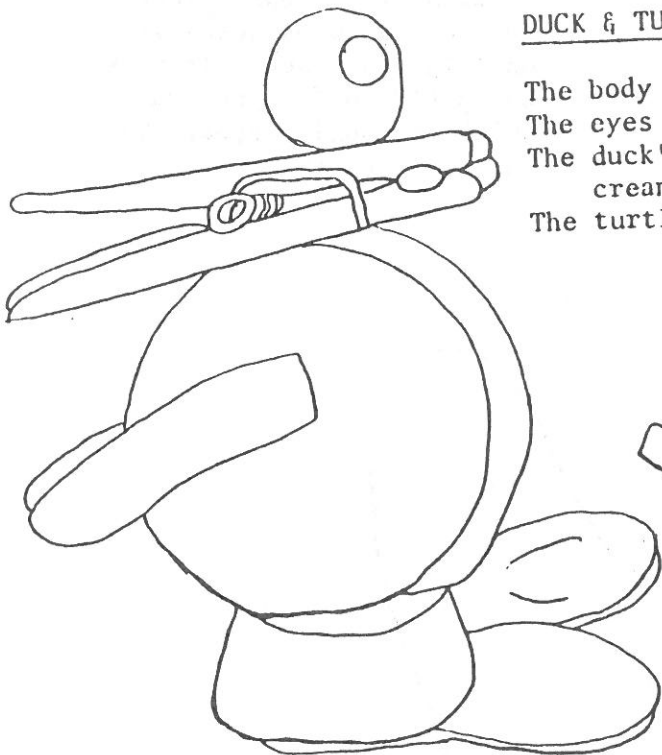
Cut top out of 1" pine.  
Drill a small hole in  $\frac{1}{4}$ " dowel rod to  
wind a string around, using either  
hole "A" or "B".



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## DUCK & TURTLE (Clothespin Recipe Holders)

The body parts are wood scraps.  
The eyes are thumb tacks.  
The duck's wings and feet are wooden ice  
cream spoons.  
The turtle's feet and tail are  $\frac{1}{4}$ " dowel rod.



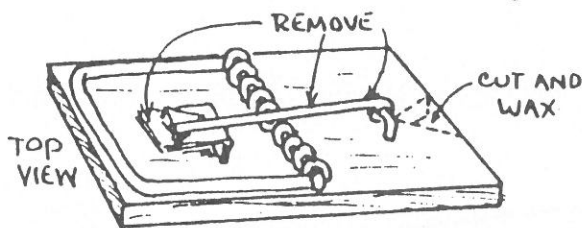
## Working With Wood (continued)

### Le Mouse 500

Le Mouse 500 is a mousetrap car! It is a mousetrap on wheels with built-in propulsion - something so simple and inexpensive that anyone can make one. The idea was conceived by some French Canadian Scouts from Ontario, and the instructions have been translated from French. They went to a "Youth in Action" Fair and were the hit of the show.

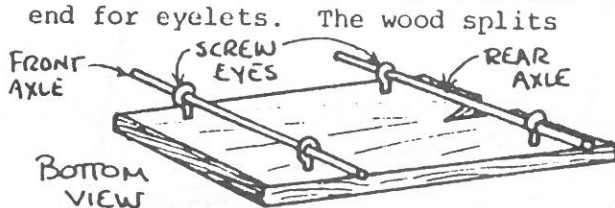
The simplicity of this racer fires the imagination. Greater momentum can be obtained from 2 to 4 inch diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble - maybe even mounted in a racer! Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind the cord the opposite direction and you have front-wheel drive. Patience and imagination are the key to success!

- a) Remove bait pan and hook arm from trap.
- b) Cut 1/2" deep notch at the rear axle line for easy winding of the string. (This will be at the op-



posite end of the snapper, and the slot should be rounded slightly and waxed or soaped.)

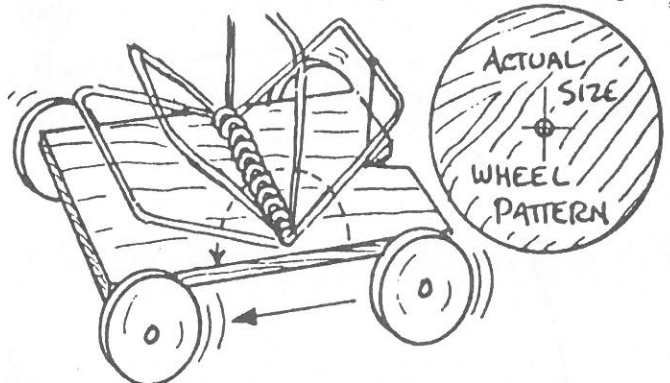
- c) Carefully measure 1/2" in from each



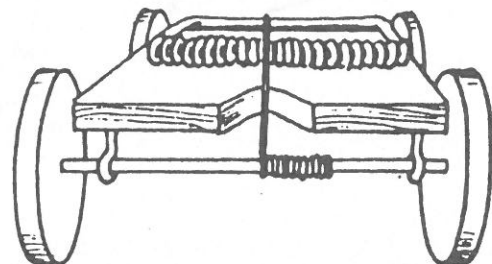
easily, so screw in the eyelets carefully.

- d) Insert wire axles through eyelets. Coathanger wire may be used. Sand wire if necessary for easy turning in eyelets; definitely roughen the axle where the cord will be wound to give it grip.
- e) Make wheels from wood, 1 1/4" diameter by 3/16" thick. They can be sawed from thin wood, or better, sliced from a dowel. Locate and drill center holes. The more accurate this is, the better your racer will run.

- f) Knot string onto snapper. Do not tie string to axle.
- g) Pull snapper back to its full extent and hold with thumb.
- h) Wind the string onto the rear axle until tight. (Best cord is Nylon, as it is springy. Cut with a hot soldering iron to prevent raveling.)



- i) Set the racer on a rough surface (not a waxed floor) and release.
- j) Racer should go over 8 feet. Perfect it until it does. Try winding cord backwards for front wheel drive.
- k) If enough boys are interested to build racers, mark a board as a race-track. Do not paint the track, as this makes it too slick.



Thanks to Jim Arnold, Crossmont District, for sharing this craft.

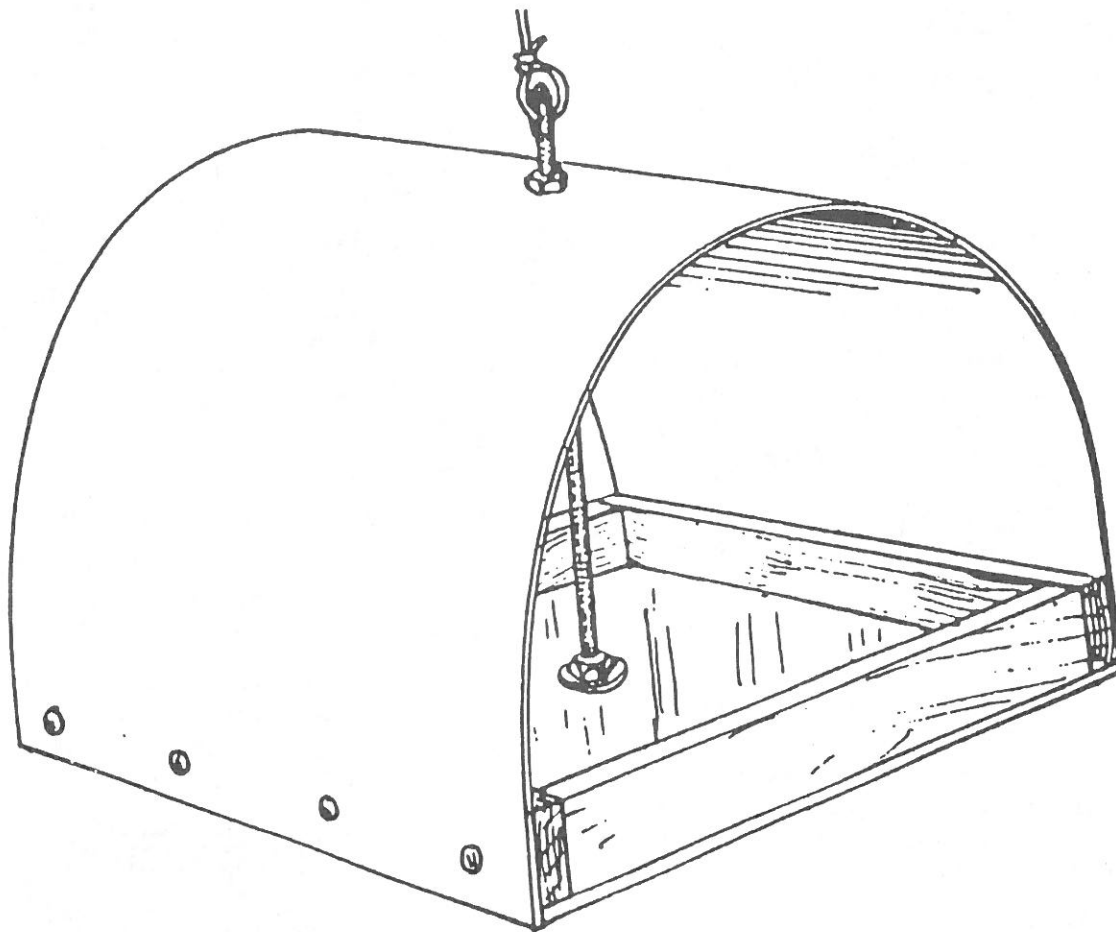
## Working With Wood (continued)

### BIRD FEEDER

Materials: 1/8" hardboard (masonite) 12" x 12", side rails of redwood 1" x 2", butt joined. 25" x 12" piece of aluminum, drill, 1/4" bit, 1/4" threaded metal rod, washers and nuts, wood glue and brads.

Drill a 1/4" hole in center of hardboard base and metal roof. Next, bend top portion of a 1/4" threaded metal rod ("allthread") into an eye-hook shape. Then slip the rod down through the holes and attach to roof and base with washers and nuts.

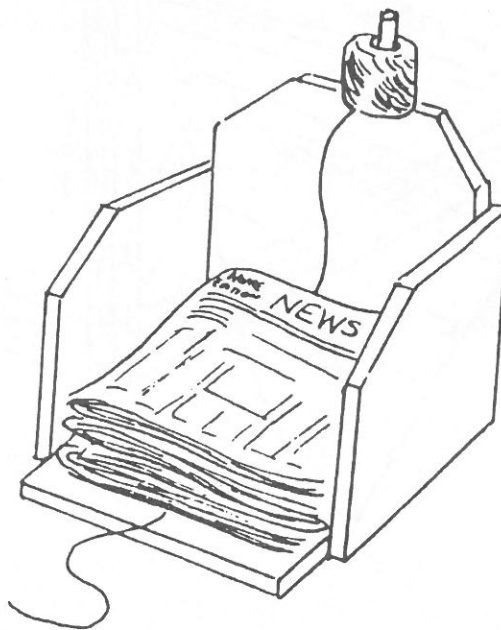
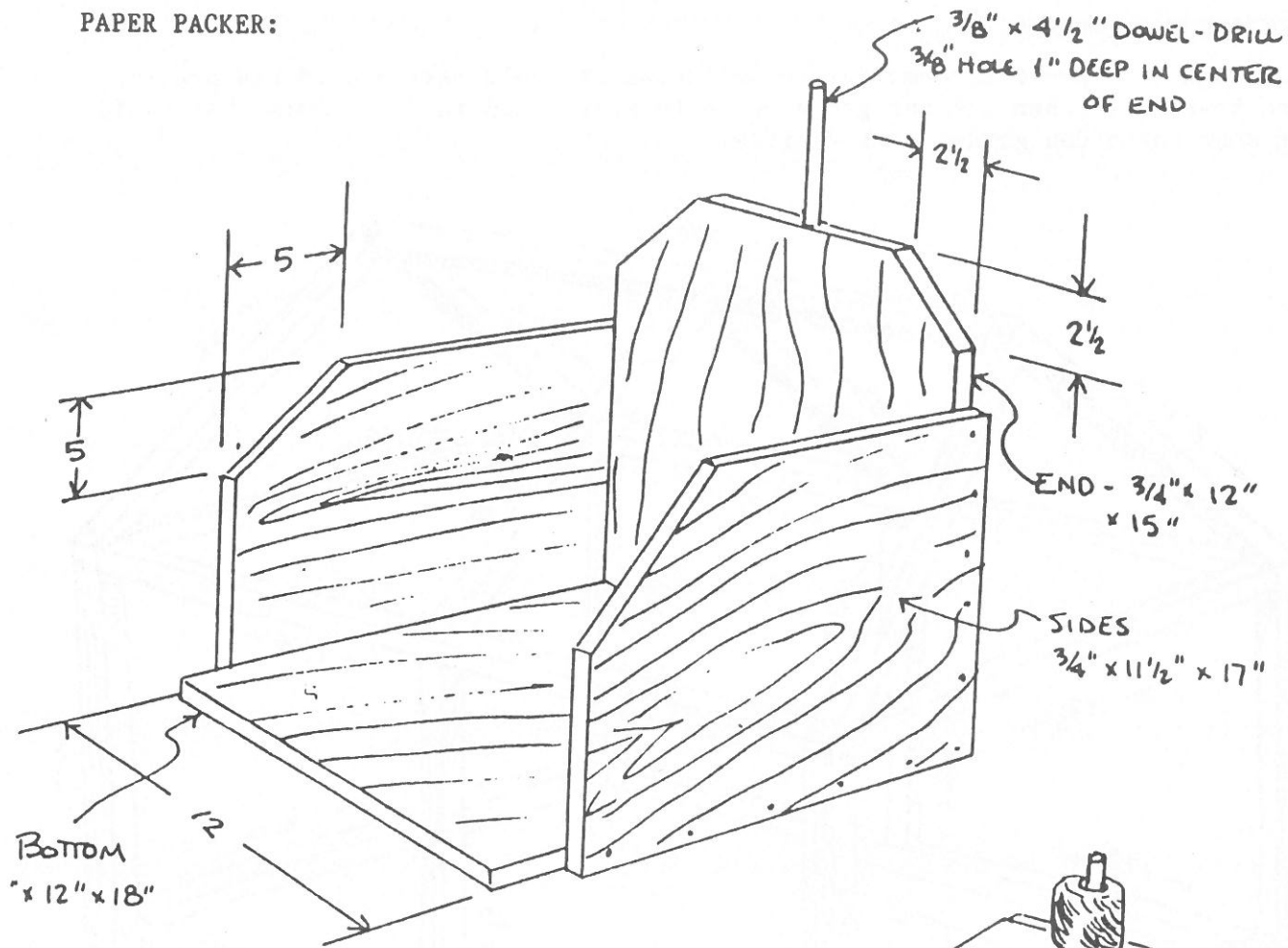
Drill four holes in ends of roof and attach to frame with wood screws. Hang feeder from tree with chain. For easy cleaning line base with plastic.





Working With Wood (continued)

PAPER PACKER:

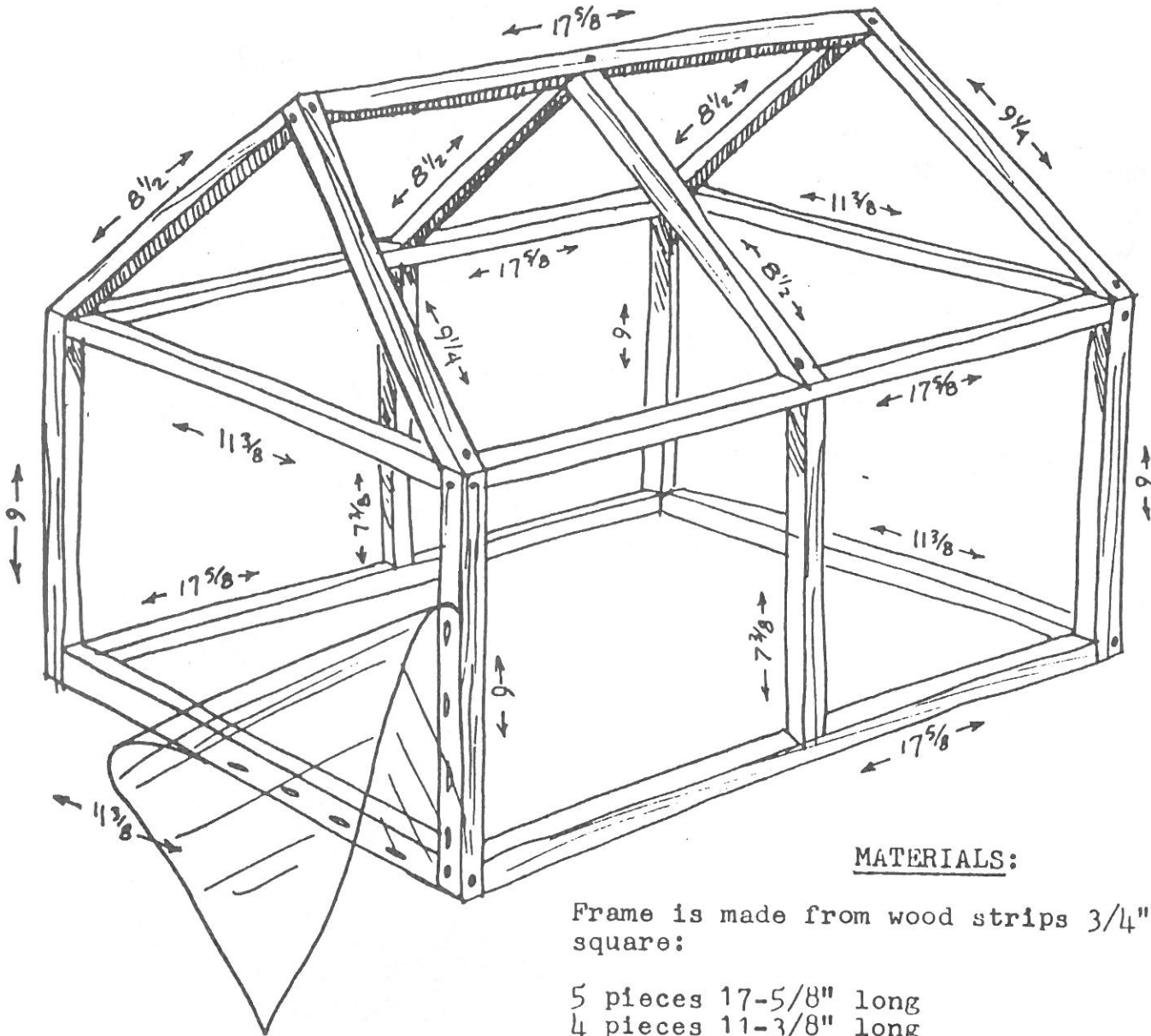


Wolf Trail - Achievement 5 (Tools)  
Elective 3 (Handicraft)  
Elective 5 (Model Boats)

Bear - Achievement 2 (Woodworking)

### MINIATURE GREEN HOUSE:

Although this project seems very complicated it would make a good Den project. The boys could then use the green house to start seed in for plants that could be used for a Den garden or for gifts.

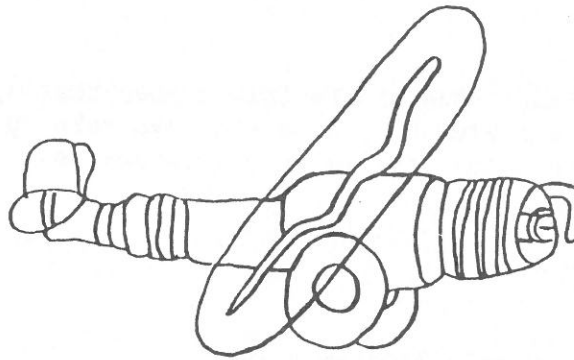


### MATERIALS:

Frame is made from wood strips  $\frac{3}{4}$ " square:

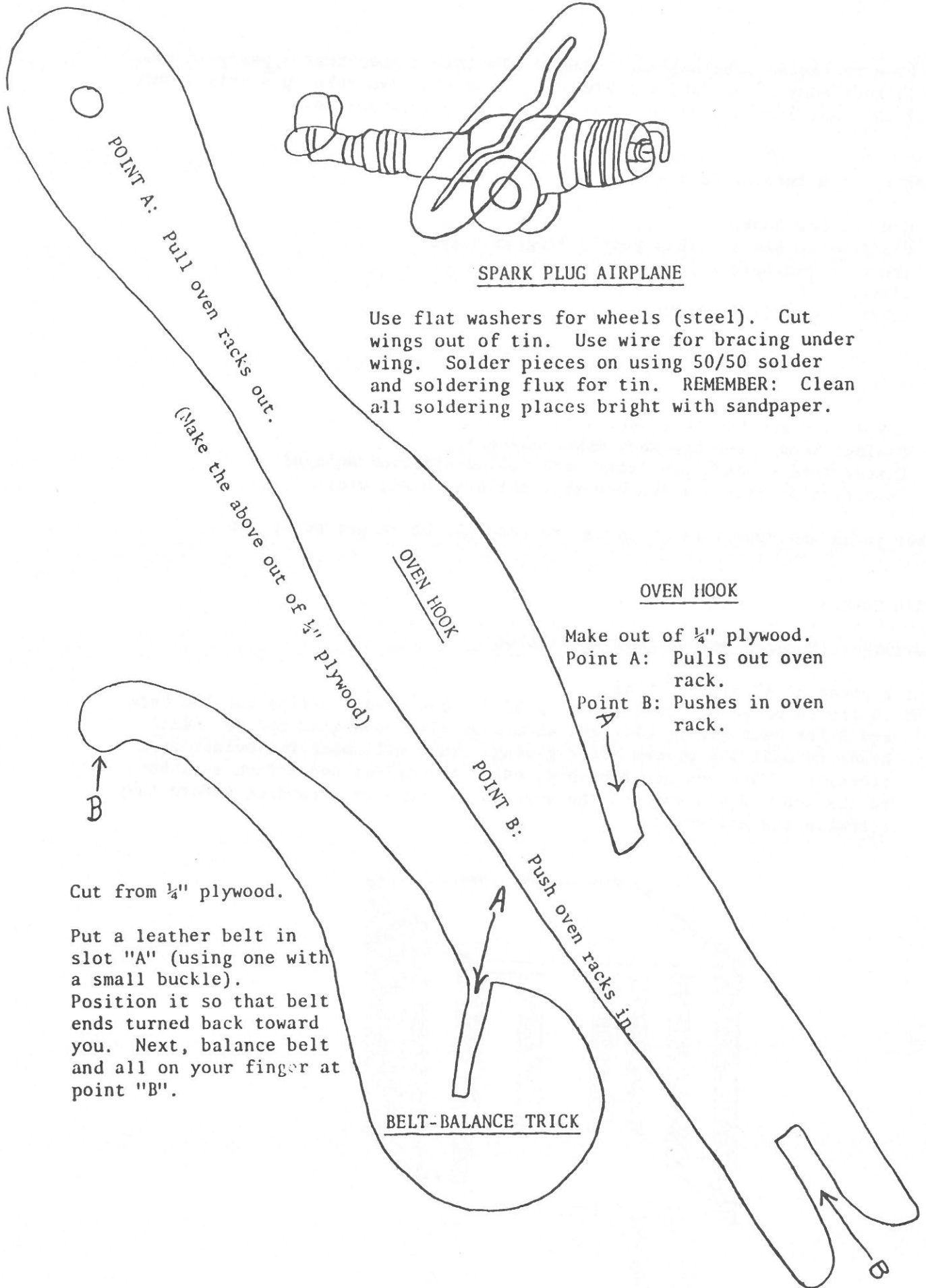
- 5 pieces  $17\text{-}\frac{5}{8}$ " long
- 4 pieces  $11\text{-}\frac{3}{8}$ " long
- 4 pieces 9" long
- 2 pieces  $7\text{-}\frac{3}{8}$ " long
- 2 pieces  $9\text{-}\frac{1}{4}$ " long-one end  $45^\circ$
- 4 pieces  $8\text{-}\frac{1}{2}$ " long-one end  $45^\circ$
- one square yard heavy plastic

Build frame as shown. Assemble with white glue ("Elmer's") and nail joints with small flat head box nails. Finishing nails will pull out. Cover top, ends and sides with heavy transparent plastic, using tacks or staples to hold in place. Greenhouse will fit over cookie sheet which holds plants in clay pots.



SPARK PLUG AIRPLANE

Use flat washers for wheels (steel). Cut wings out of tin. Use wire for bracing under wing. Solder pieces on using 50/50 solder and soldering flux for tin. REMEMBER: Clean all soldering places bright with sandpaper.



OVEN HOOK

Make out of 1/4" plywood.  
 Point A: Pulls out oven rack.  
 Point B: Pushes in oven rack.

Cut from 1/4" plywood.

Put a leather belt in slot "A" (using one with a small buckle). Position it so that belt ends turned back toward you. Next, balance belt and all on your finger at point "B".

BELT-BALANCE TRICK

Boys have fantastic imaginations. One of the folk heroes that appeals to all ages is Paul Bunyon and Babe the Blue Ox. Have the boys make up a skit around one of the Paul Bunyon stories. The library is a good source.

#### Places to find Information:

- Old Pow Wow Books
- Old Program Helps - this year's Program Helps
- School - Teachers
- Library
- Craft Stores/Craft Books

#### Places to Go:

- Saw Mill - see how they make wood
- Cabinet Shop - see how they make cabinets
- Lumber Yard - learn how orders are filled and wood shipped
- Construction Site - learn how they build a house, etc.

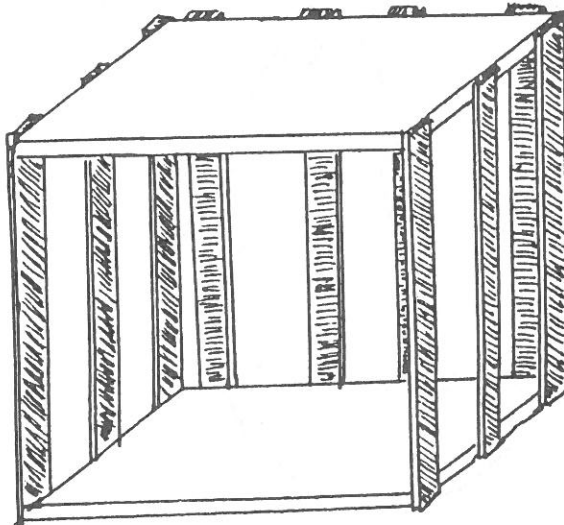
Lumber yards and construction sites are good places to get scrap wood.

#### NAPKIN HOLDER:

Materials:  $\frac{1}{2}$ " pine, screen molding, ribbon

Cut 2 piece of  $\frac{1}{2}$ " pine 4" x 6 $\frac{1}{2}$ "

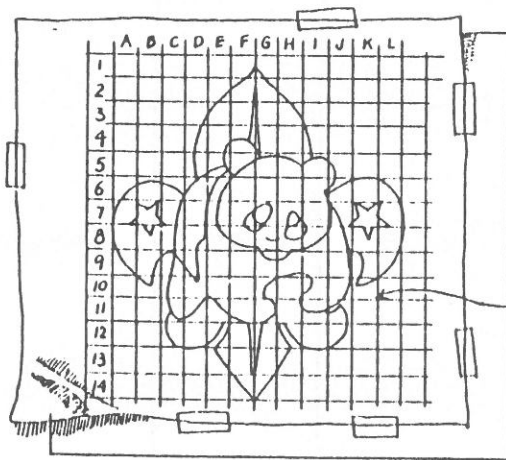
Cut 10 pieces of screen molding 7 $\frac{1}{2}$ " x 3/4". You need 4 strips for the back and 3 for each side. Glue the pieces on with wood glue and use small brads to nail the pieces after gluing. This will make the holder much sturdier. When you are finished, stain the holder and attach a ribbon to the top. Would suggest the boys do any necessary sanding before they assemble the holder.



# HOW TO ENLARGE A PATTERN

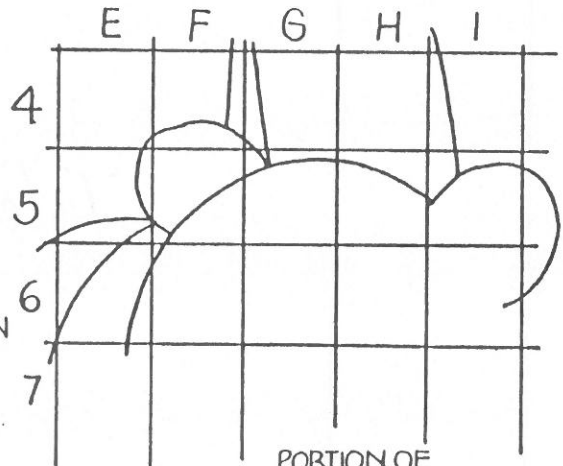
Patterns can be enlarged by using a device called a pantograph, or by the easy method described here. You'll need a ruler, tracing paper and pencil.

1. Put tracing paper over design you want to enlarge. Mark the design's outer limits.
2. Using these limits as guides, draw parallel horizontal and vertical lines on the paper, to create a checkerboard or grid. With a metric ruler, make the lines 1/2 cm apart if the original pattern is small, or 1 cm apart if it is large.
3. Letter each top square. Number down the left side.
4. Tape grid over original drawing and trace pattern onto grid.
5. Decide how much of an enlargement you want. Draw another grid with larger squares so total width and length is the size you want.
6. Letter and number new grid the same as the small grid.
7. Copy the drawing's lines into their exact position in each square of the large grid.
8. Transfer your finished enlarged pattern to your work surface using carbon paper.

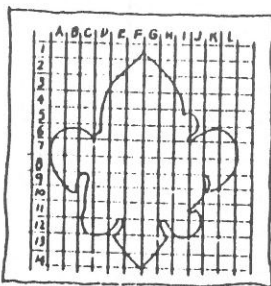


TRACING OF THE ORIGINAL SMALL DRAWING.

④ CREATE GRID PATTERN OVER SMALL DRAWING, THEN TRACE DRAWING.

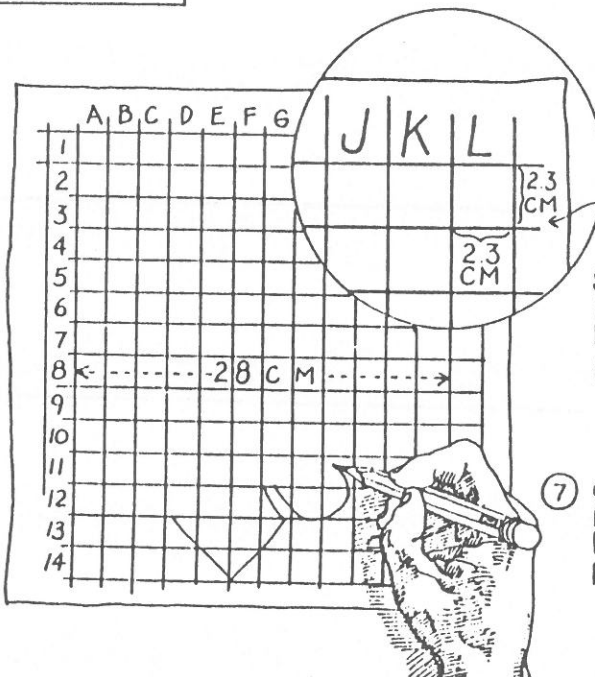


PORTION OF LARGER GRID SHOWING HOW TO SKETCH IN THE DRAWING, BLOCK BY BLOCK.



DIVIDE NUMBER OF SQUARES (12) IN LARGEST SIDE OF ORIGINAL,

⑤ INTO THE SAME DIMENSION ON LARGER PATTERN.



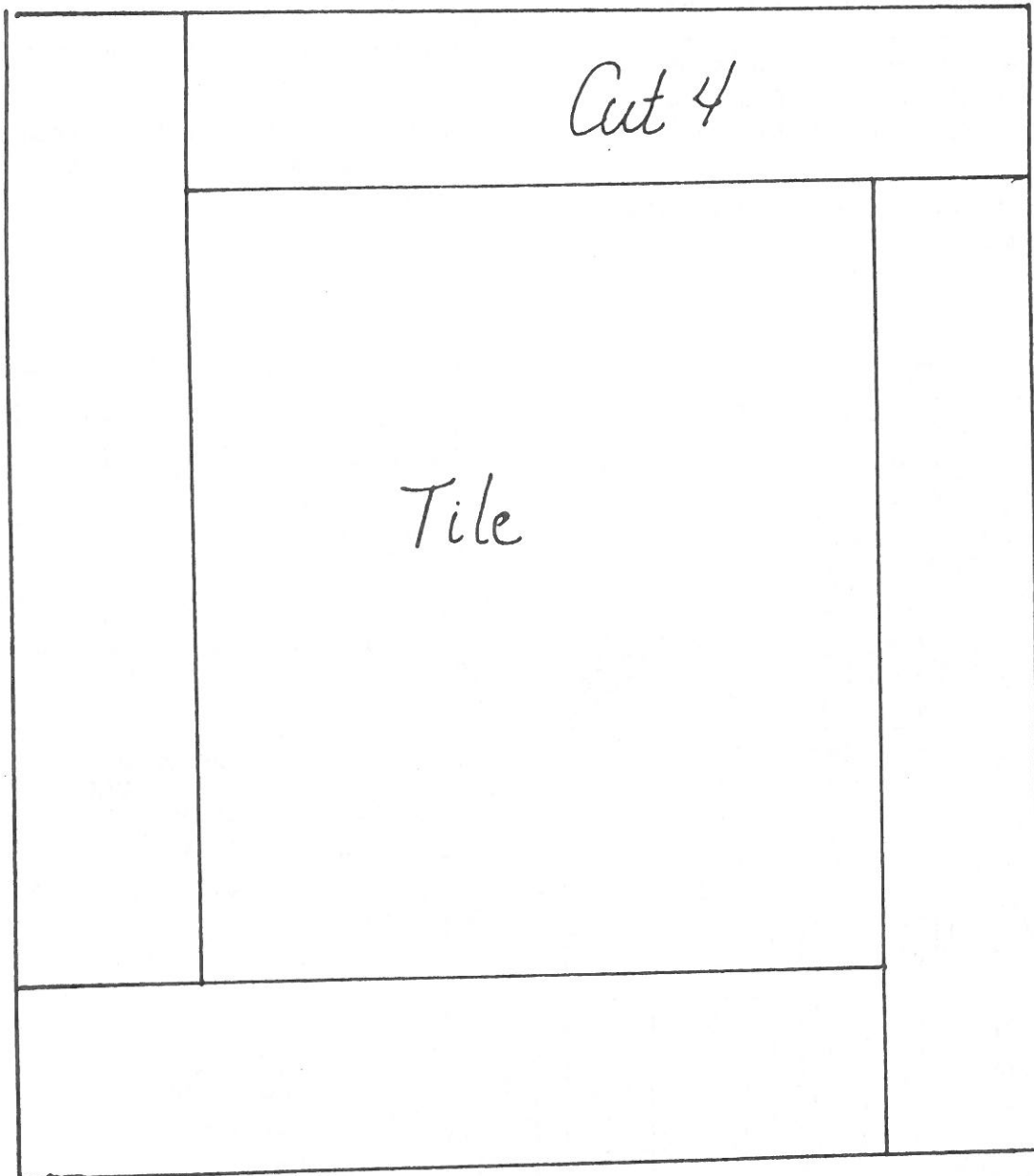
⑥ SIZE OF BLOCK IN LARGE GRID.  
 $\frac{28}{12} = 2.3 \text{ CM}$

⑦ COPY SMALLER DRAWING INTO LARGER GRID, BLOCK BY BLOCK.

**HOT PLATE**

Materials -  $\frac{1}{2}$ " thick pine, screen molding, one ceramic tile, brads, stain or shellac, glue.

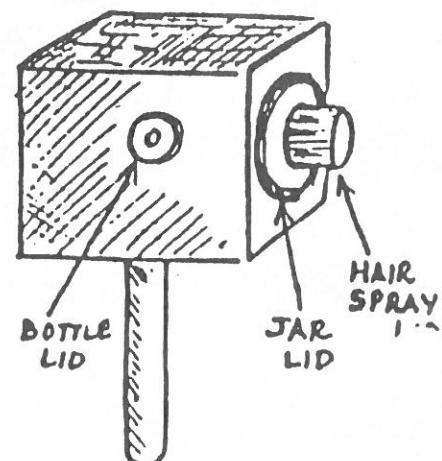
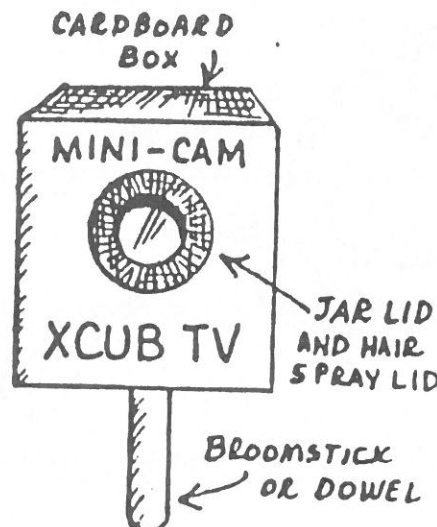
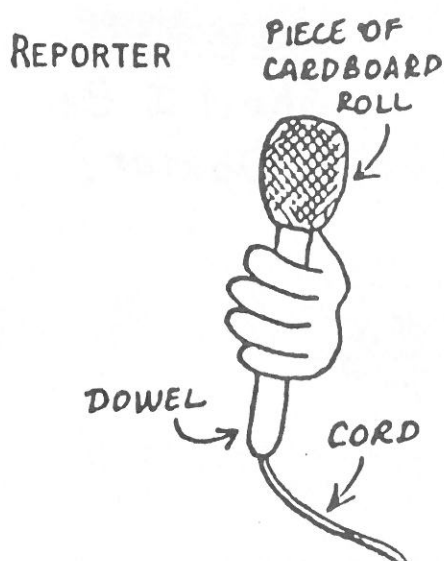
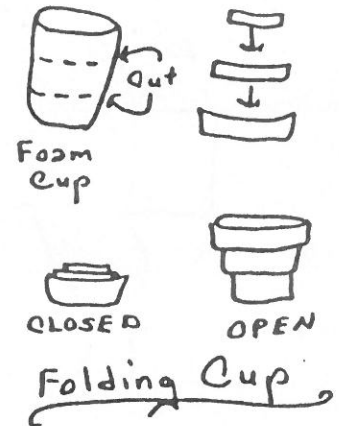
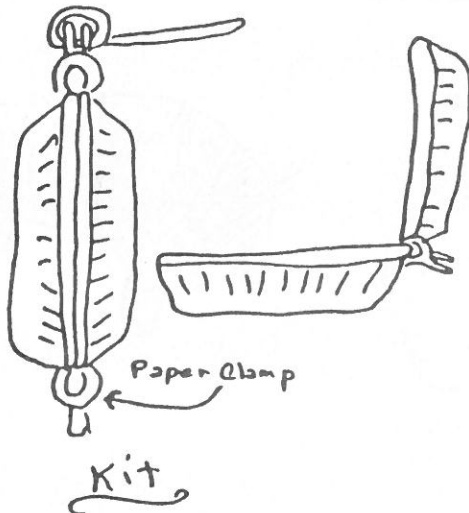
Cut board as per diagram, glue to board, Use brads to tack down screen molding around the tile. Stain or shellac the exposed parts of the wood before assembly



## HANDY MESS KIT

This mess kit can be hang from your belt or knapsack on a hike. Or it can be hung on your bicycle handlebars. Inside the mess kit are a dish and utensils needed for an outdoor meal.

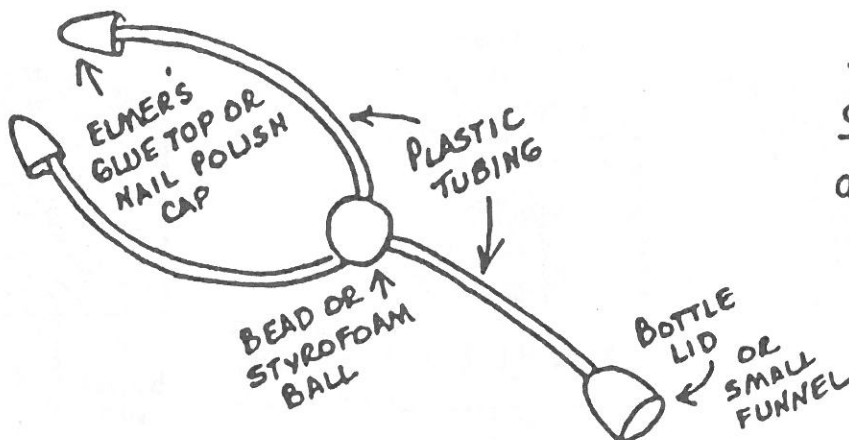
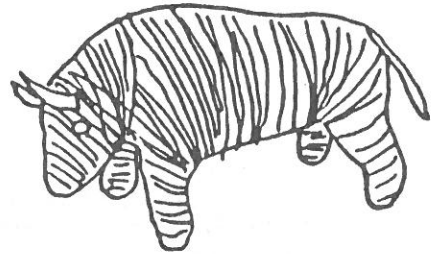
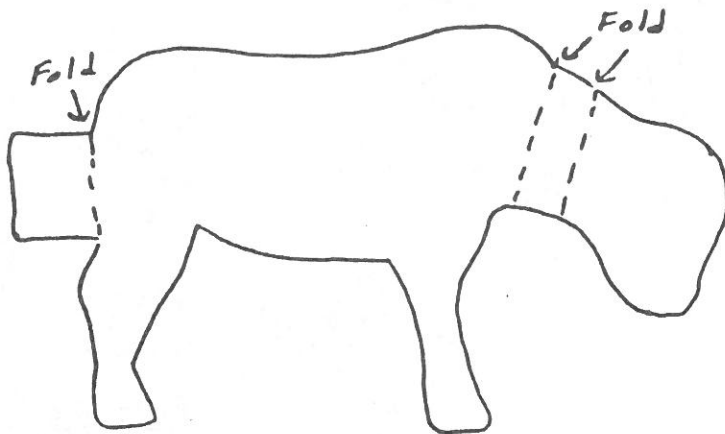
1. Use 4 large aluminum foil pie pans (those with folded edge - not rolled rim). Unfold the edge on one pan, set a second inside and refold edge over the inner pan. Press carefully with pliers. Repeat with the other two pans.
2. Placed rim to rim, these double pans form the kit. Use two small spring clips to hold the kit together.
3. To make a folding cup for you kit, slice a plastic foam picnic cup into 3 equal sections. Place the bottom and center sections inside the upper section. To open cup, pull up the upper section. To close, press it down.
4. Make salt and pepper shakers from plastic pill bottles or 35mm film containers by punching holes in the caps. Slip a plastic circle inside the caps to seal the shakers.
5. Cut a corner section from a foil TV dinner tray for a small dish. Fold over the cut edge with pliers. Add a plastic knife, fork and spoon to complete the contents of your mess kit.
6. String a leather shoelace through one of the clamps and you're ready to hang it on your belt or bike.



### YARN BULL

This straw bull can help the boys pretend that they are fearless toreadors, and makes a charming display piece for a knick-knack shelf or could be used as a party favor.

1. Cut two of the pattern below from lightweight cardboard. To give the body width on the shoulders and tail, fold the cardboard on the dotted lines as shown. Place the two heads together and glue, except for the ears. Then overlap the folded tabs at the tail and glue them together.
2. Wrap one part of the body at a time. Coat the part to be wrapped with glue then wrap with black yarn. Start with the legs. To avoid a lumpy appearance don't overlap the yarn too much. Leave any hard-to-cover areas to fill in later with small cut pieces of yarn.
3. Paint the ears black. Add black yarn tail and white paper horns, and sequin eyes.

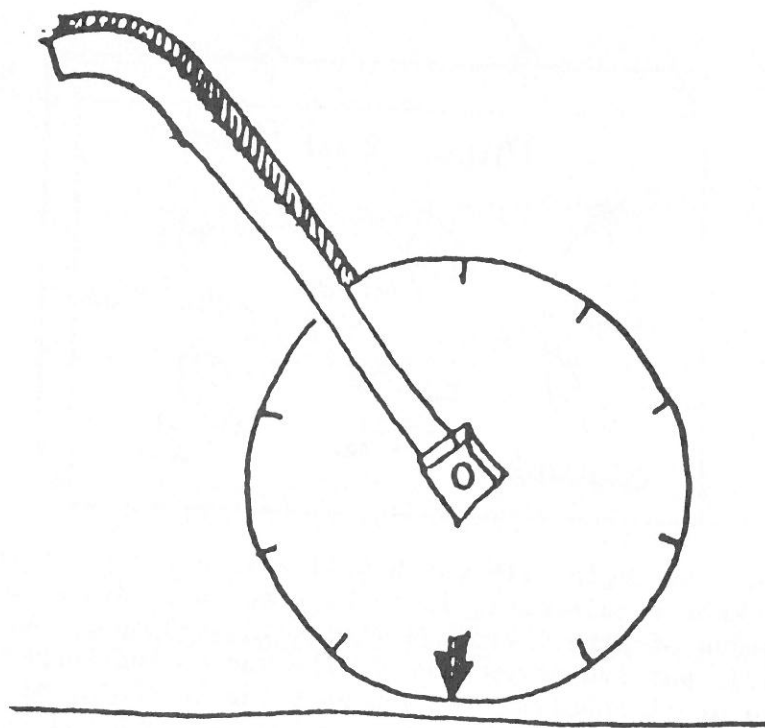


STETHOSCOPE  
Shall I Be  
a Doctor?



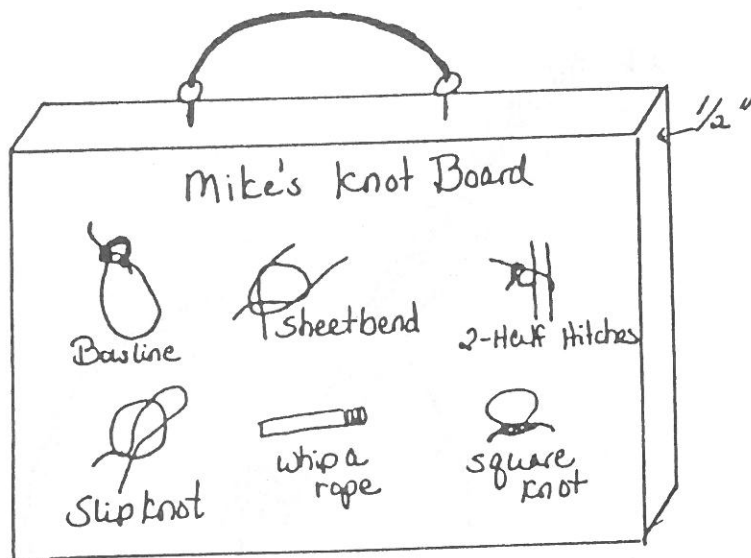
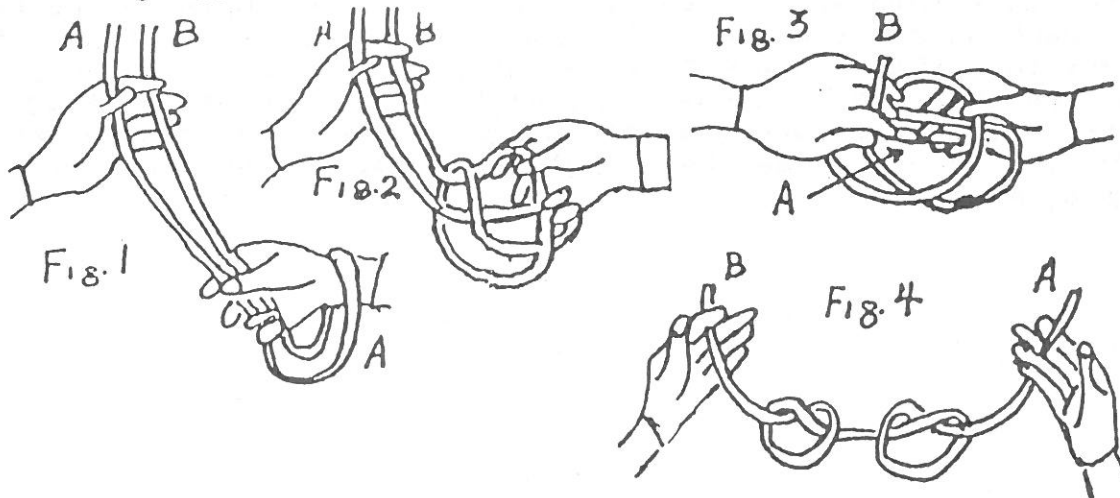
## METRIC TRUNDLE WHEEL

Trundle wheels are used for measuring linear distances. Set a small circle cutter at a radius of 15.9 cm. This will give you a triple-wall circle with a diameter of 31.8 cm, or a circumference of 100 cm. Mark an arrow on the edge of the circle for a starting point and then mark the edge of your wheel in decimeters. Cut a 1.9 cm. hole for a center hole in the circle. Make two triple-wall handles. Cut a 1.9 cm. hole in the bottom of each handle and glue the handles together at the top. Slide wheel into the handle bottoms aligning all three holes so a bolt can be inserted. Secure bolt with nuts. You may want to make some triple-wall washers for spacers between the handle bottoms and the wheel. Use the trundle to measure distances for runs, jumps, etc.



## THE TWIN KNOTS

With left hand hold the ends of your rope and have your first finger in between them. Put your right hand under the bend in the rope to take hold of both A and B. (Fig. 1) Bring back the right hand so that the rope will form two loops. Bring part of the loop made by A which is on the side nearest you, a little way through B. (Fig. 2) Bring your left hand over so that the end A can be taken between the right hand middle and third fingers. (Fig. 3) Holding the ends draw hands apart but not too quickly. As if by magic two knots will suddenly appear on the rope. (Fig. 4)



A simple project to begin with which will also allow the boys to work on their Wolf and Bear knot requirements is to have the boys bring to the Den meeting a 11" x 13" piece of pine. Provide them with sandpaper. When all edges are smoothly sanded, put two screw eyes in the top of the longest edge of the board, tie on a piece of clothesline and you have the beginning of a knot board. As the boys master a knot have them glue it on the board and label it. You may shellac the board first or simply use a clear spray when the board is completed. Make a contest of it. Give a prize to the boy who masters all his knots first. When completed the boys will have something they can hang on their wall at home.

## DO-IT-YOURSELF FLASHLIGHT

Here is a flashlight that your boys will have fun creating. It can be assembled easily and provide a fun project as well. The junior set will find it usefull--and what's more, it really works.

To make it, you will need a flashlight battery, a bulb (#222), a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. Choose wire that can be bent easily, and have a supply of adhesive tape on hand.

Scrape the insulation from one end of your wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

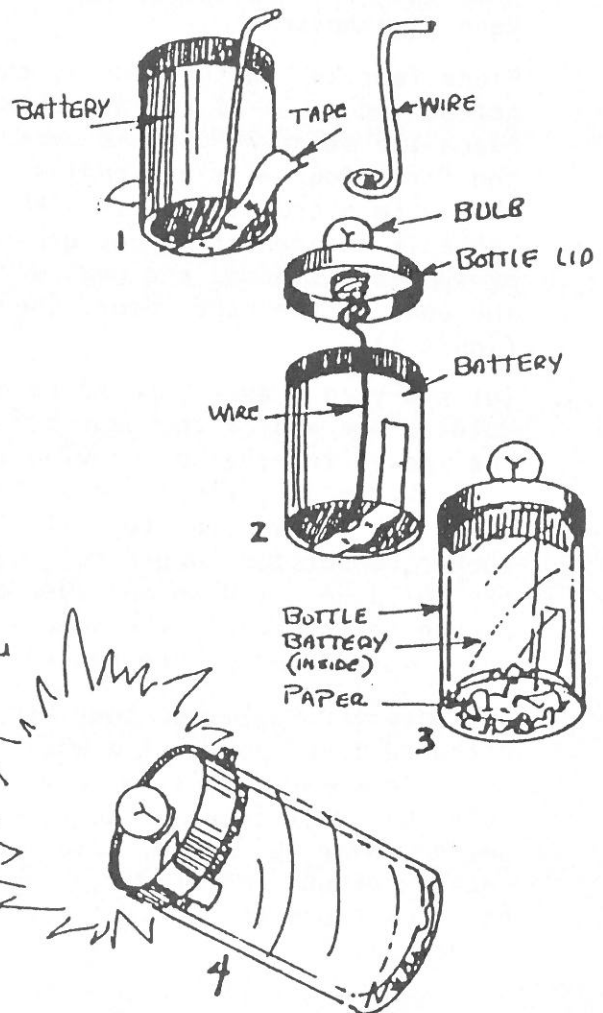
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of your bulb to fit through. Push base of bulb through hole at top of lid.

Now scrape the other end of the wire and wind it around base of bld. Secure in place around sides of base with a small piece of tape.

Crumple small pieces of paper. Place enough of this into bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery.

Hinge one side of your lid to the bottle with tape. When bottle lid is closed, your bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure that you flip the lid up completely so that there is no battery contact. Otherwise, your battery will run down.

This light creates a dim glow. If you want a brighter light and can find a container large enough, use two batteries. If you wish, cover the outside of flashlight with decorative paper or plastic.



# BASKET WEAVING

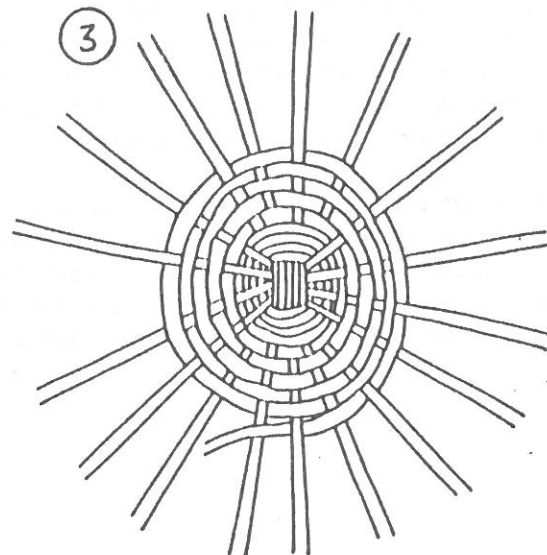
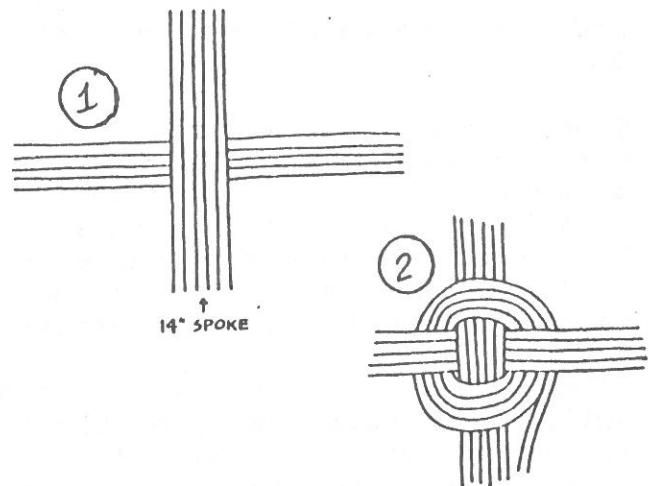
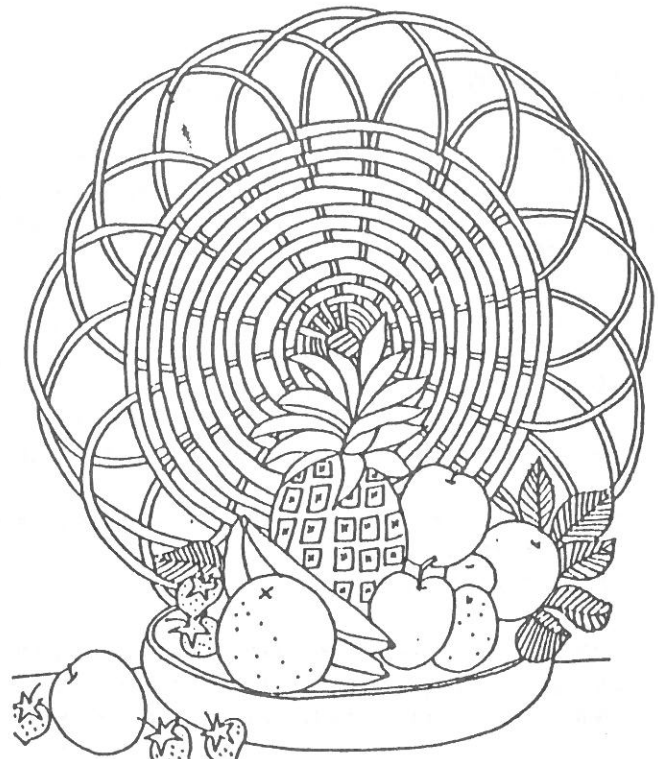
## TABLE MAT

### Materials

- #4 (thick) reed, 5 3/4 yards
- #2 (thin) reed, 18 yards
- Heavy scissors
- Ruler
- Bucket of water

### Directions

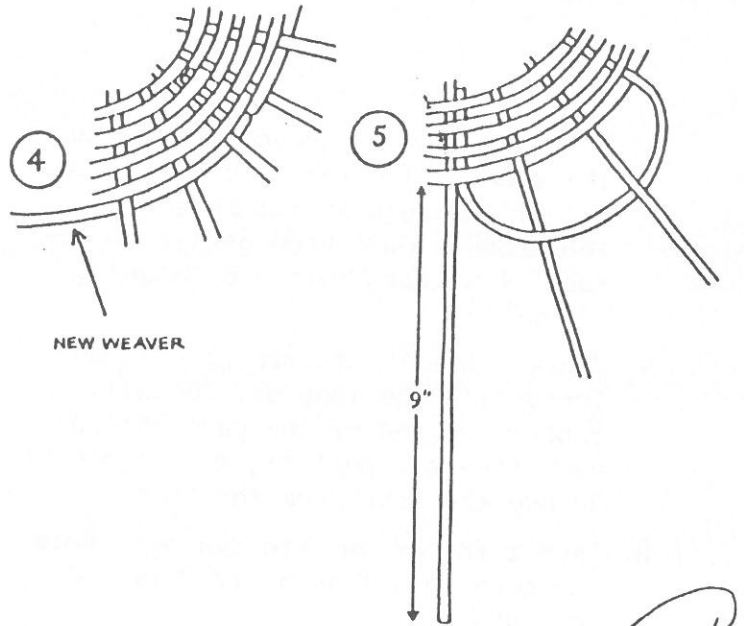
1. Cut eight spokes of #4 reed, each 24" long, and a spoke 14" long.
2. Soak the spokes and thin reed in water for at least half an hour to make them flexible. (As you weave, dip the table mat and the reed in water occasionally to keep them moist.)
3. Place four 24" spokes closely together and parallel to each other. Place the other 24" spokes over the first four at right angles, so they form a cross. Lay the 14" spoke in the center of one group of spokes, with one end even with the ends of the other four. (See Figure 1)
4. Cut a 6-yard weaver from #2 reed. Holding one end of the weaver, bind the spokes together by weaving in a clockwise direction. Weave the reed tightly over one top set of spokes, under the second set, over the third set, and so on. Weave around the spokes in the same way three more times. (See Figure 2)
5. Separate the spokes so they are arranged like spokes of a wheel. In a clockwise direction, weave over the first spoke, under the second, over the third. Continue weaving around and around, keeping each row close to the last. (See Figure 3)



(continued)

## BASKET WEAVING (continued)

6. When the weaver is very short, bend it down sharply and insert the end into the part already woven. Cut another 6-yard weaver and insert the first inch into the woven mat. Then continue weaving. (See Figure 4)
7. When 9 inches of the spokes remain, cut the weaver off the bend sharply about an inch into the mat.
8. Bend one spoke clockwise behind the first spoke next to it, in front of the second spoke, and insert one inch into the mat just before you reach the third spoke. (See Figure 5) Continue all around the mat, bending each spoke in the same way.



## SPOOL WEAVING

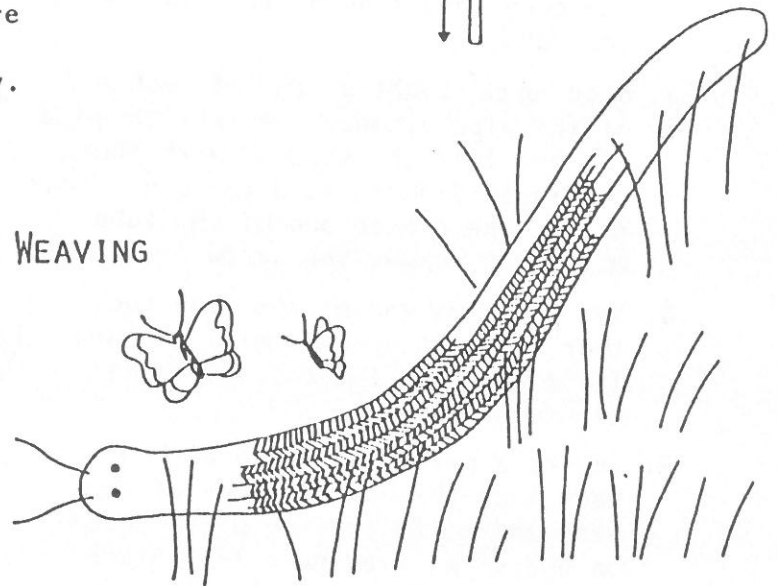
### GROVER THE GARDEN SNAKE

#### Materials

- 4-ply green yarn, 7½ yards
- 4-ply orange yarn, 6 inches
- 10-inch pipe cleaner
- Large wooden spool
- 1-inch wire nails, 5
- Small hammer
- Pencil
- Ruler
- 6-penny nail (2" long)
- Scissors
- Plastic straw (¼" x 8")
- Upholstery needle

#### Directions

1. Drive the five wire nails 3/8" into the outer part of the spool equal distances apart. (See Figure 1)
2. Six inches from one end of the yarn, tie a loose knot around one nail and insert the short end of the yarn down the center of the spool. Moving counterclockwise to the next nail, bring the yarn across



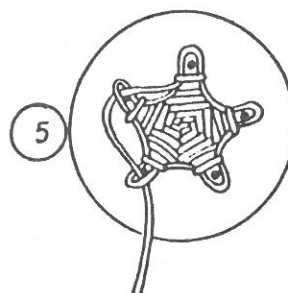
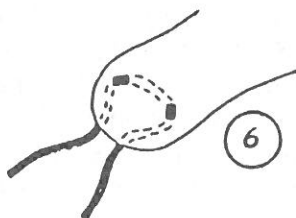
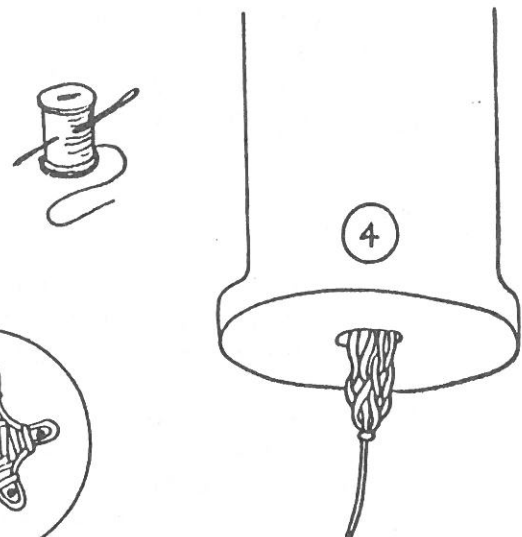
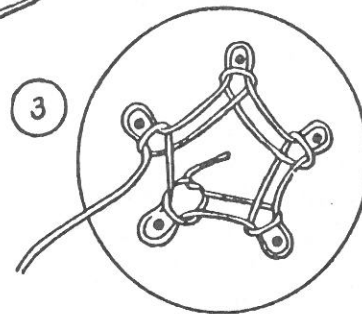
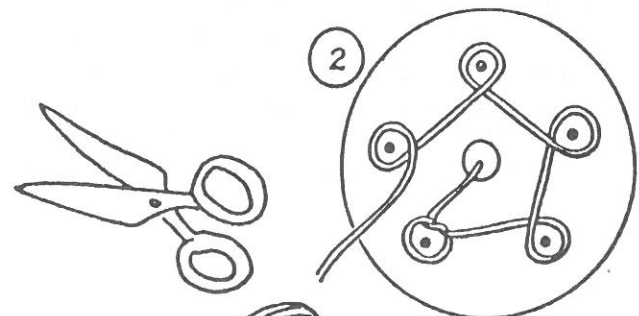
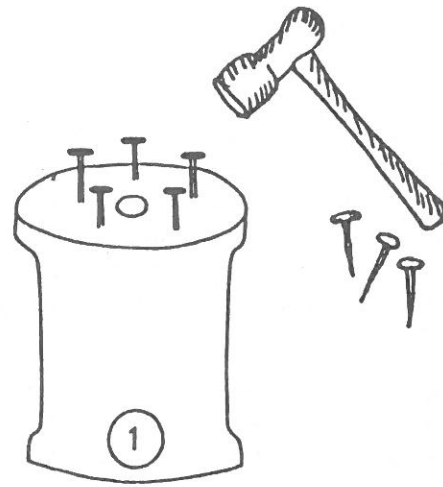
on the side facing the center of the spool, loop it around the nail, and then on to the next nail. Thread the three remaining nails the same way. (Figure 2)

3. Bring the yarn across the first nail, near its top, on the side facing away from the center of the spool. With the 6-penny nail, pick up the lower yarn and lift it over the new yarn and over the nail toward the center of the spool. Move the yarn on to the top part of the next nail on the side facing away from the center of the spool. Repeat picking up the lower yarn and lifting it over the new yarn and over the nail toward the center of the spool. Do the same thing at the next three nails. (See Figure 3)

(continued)

## SPOOL WEAVING (continued)

4. Continue weaving around and around the spool. The yarn tube will come out of the hole at the bottom of the spool. Pull down gently on the tube after each circle of weaving. (Figure 4)
5. Weave until 4" of yarn remain. Carefully slip the loop off the nail. Insert the end of the yarn through each loop and pull tight. (Figure 5) Remove the tube from the spool.
6. Insert the straw into the tube from the open end, leaving 1/2" outside the tube.
7. Bend back tightly 1/4" of each end of the pipe cleaner. Insert the pipe cleaner into the straw. With thumb and index finger, hold the pipe cleaner at the closed end of the tube while you remove the straw.
8. Sew the open end of the tube together with the yarn remaining there. Tie a knot and cut off. This is Grover's head.
9. Insert a needle threaded with orange yarn into the center front of the head and up to the top of the head on one side, leaving a 1/2" piece extending. Sew a small stitch for an eye. Bring the needle up on the other side of the head, and sew another small stitch for the other eye. Bring the needle down alongside the yarn extending on front of head. Cut the yarn ends, leaving 1/4" for fangs. (Figure 6) Bend the body to look like a garden snake.



# WEAVING

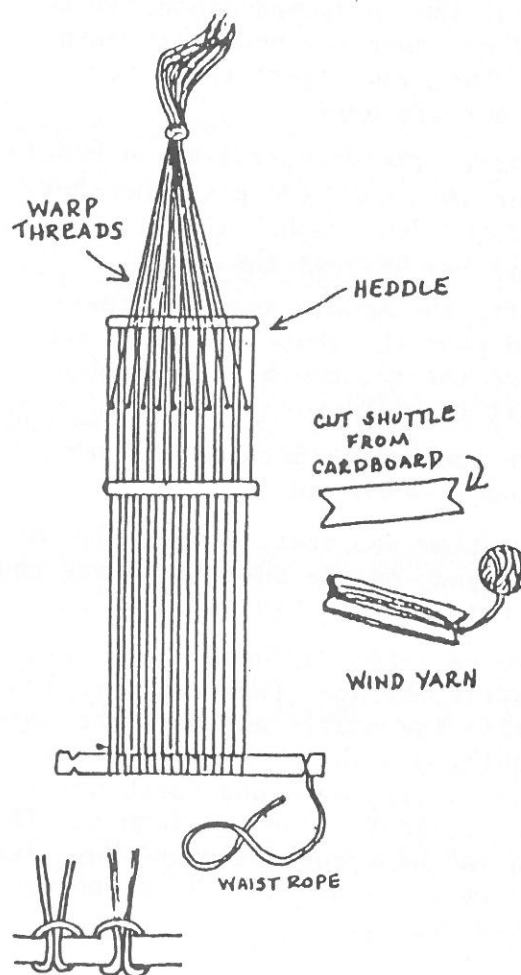
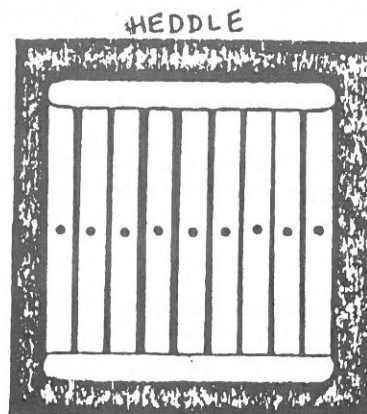
## INDIAN TEE DEE LOOM

### Materials:

- 13 craft sticks
- Glue
- Cord
- Wood stick, 1" thick, 6" long
- Cardboard
- Drill
- Carpet warp or string
- Yarn
- Rope long enough to fit around waist

### Directions:

1. Drill a small hole in the center of 9 craft sticks. (Warp threads go thru these holes.)
2. The other 4 sticks are used to frame the loom - one on each side. Glue together as shown in illustration.
3. Whittle a notch in each end of the 6" stick. Tie one end of the rope around one end of the stick. (When you are ready to use the loom, the rope goes around your waist and the other end is tied to the other end of the stick.)
4. Cut warp threads from carpet warp or string. Cut one the length of your belt plus 18". Cut eight more threads twice as long as the first one.
5. Tie the first warp thread to the stick with a square knot. Fold the other eight threads in half. Wrap fold loop around stick and pull both ends through the loop.
6. Thread the first warp thread through the hole in the first stick on the heddle. Pass the second warp thread between the first and second stick. Put the third thread through the second hole. Continue threading this way until all 17 are done. Tie all ends together in overhand knot.
7. Cut a shuttle out of cardboard about 1" wide and longer than the heddle is wide. Notch ends of cardboard shuttle. Wind yarn around shuttle. Make a different shuttle for each color of yarn.



## INDIAN TEE DEE LOOM (continued)

### Weaving:

1. Fasten the knot of warps to a chair, doorknob or tree.

2. Fasten the rope around your waist, tying the loose end to the other end of the stick.

3. Start weaving close to your body. First weave in two pieces of cardboard (1/2" wide and as long as the heddle). Raise the heddle. The warp threads will form an opening called a shed. Put one of the cardboard pieces in the shed. Then lower the heddle to make another shed, and insert the other cardboard strip here.

4. To start the yarn, raise the heddle with your left hand and pass the shuttle through, from right to left. The yarn will lay between the warps.

Then shift the heddle to your other hand and pass the shuttle around the last warp thread, and back through, from left to right.

The yarn comes back between the same warps and is anchored.

5. Every time you start a new color or put more yarn on the shuttle, start and finish the yarn in this way.

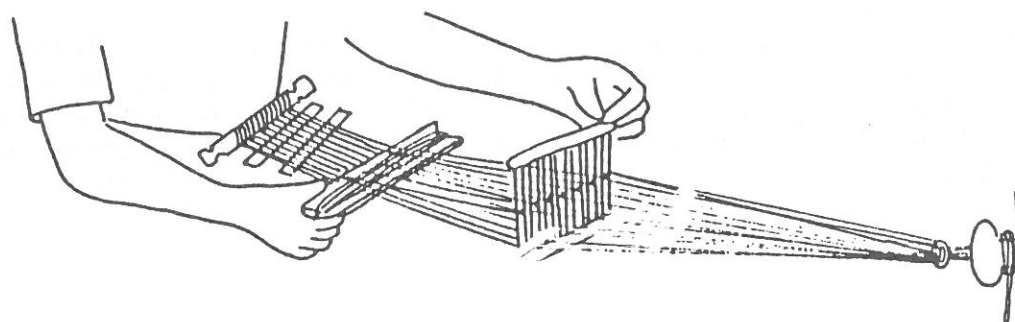
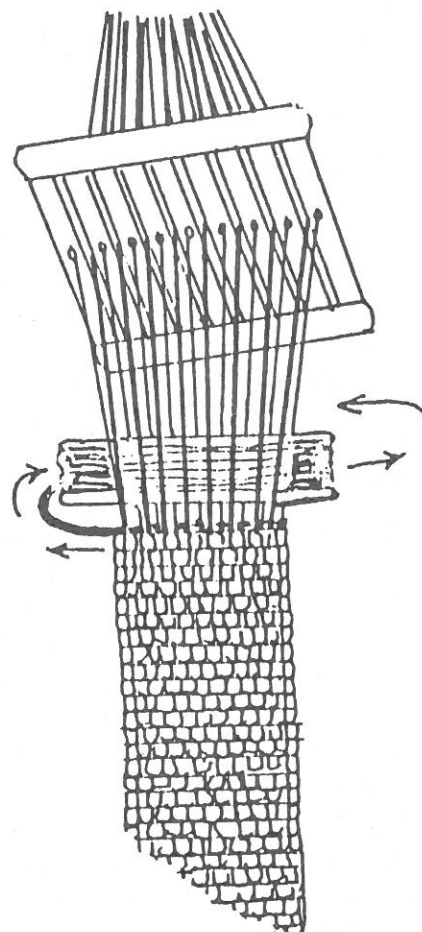
6. To weave, drop the heddle and pass the shuttle through, from right to left. Then raise the heddle and pass the yarn shuttle through the other direction. Continue weaving back and forth until you have woven five or six inches. The weaving can be wrapped around the stick at your waist so you can reach your work more easily.

7. Don't pull weaving too tight. Keep the edges straight and smooth.

8. Continue weaving until you have reached the desired length.

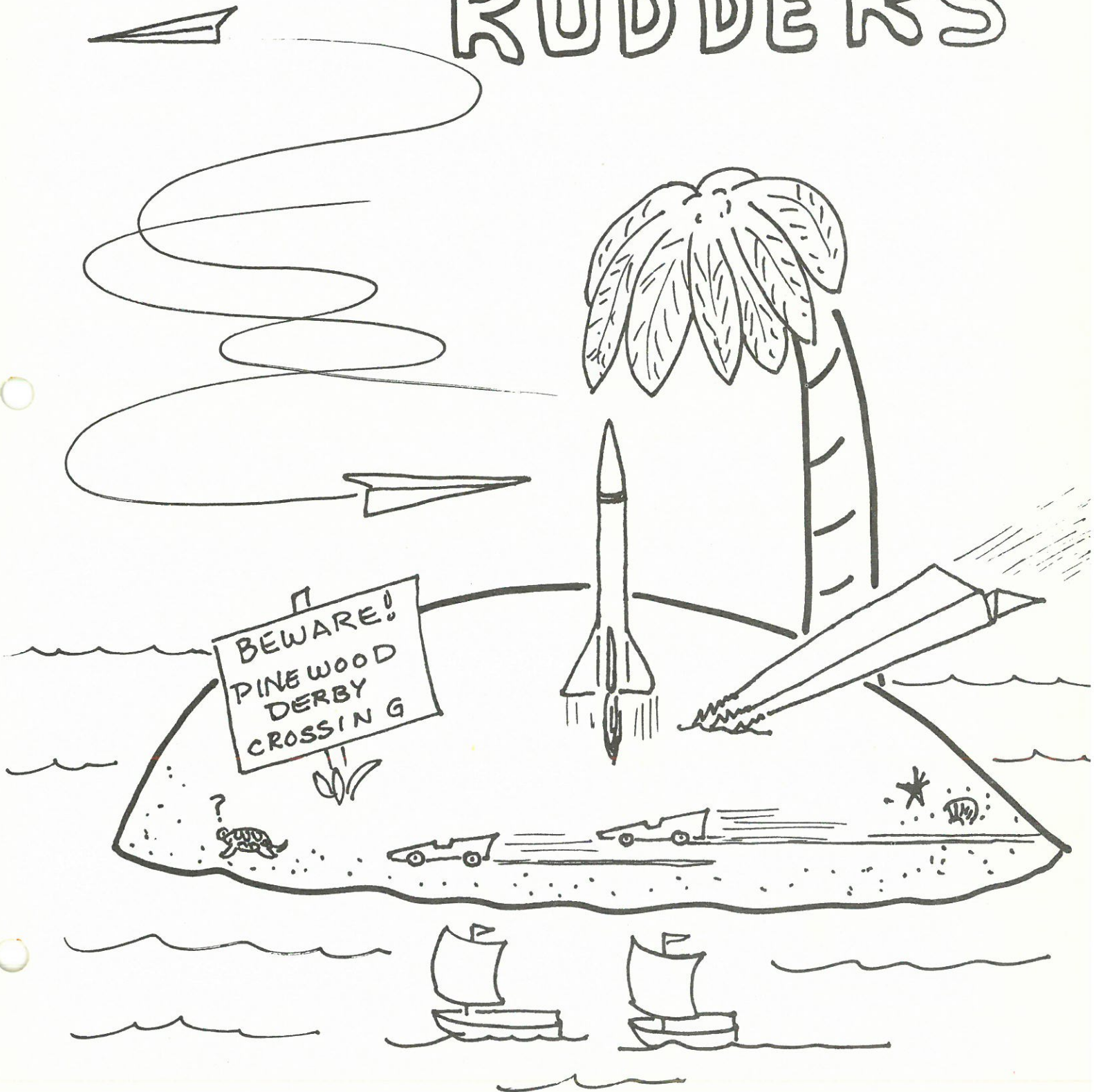
9. To finish, cut the ends of the warp threads tied to the stick. Remove the cardboard strips and knot the warp threads together with a square knot. Pull the knot up right against the weaving to keep it from unraveling. Cut and knot the other end the same way.

10. This type weaving is good for belts or headbands.





# WHEELS WINGS RUDDERS





## OPENING - AWARDS - CLOSE

Try tying the opening, awards, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant air liner.

For a pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air Lines flight number (your pack number) is ready for boarding. People board, (Cub Scout flight attendants check tickets) and all are seated and fasten their seat belts.

The Captain (Cubmaster) announces the destinations of this flight and wishes all a pleasant trip. Aircraft takes off, flies all around the United States, landing at various cities to see a skit by that nationally famous Den 1, or to sing a song led by the Den 4 singers.

For the awards, the airplane lands at various places to see famous people (brand new Wolf Cub Scouts), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain might present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (that was the close). The folks disembark and go home.



## CEREMONIES

### OPENING CEREMONY

When ceremony is presented, Cub Scouts come on stage each holding a large cardboard picture of appropriate train car. Large pieces of cardboard from office furniture stores, refrigerator cartons, etc., could be used opened flat, the inside or plain side used. Den Leader or other adult could sketch train, and Cub Scouts could paint with tempera or marks-a-lot pens. Cub Scouts could simply march across stage with appropriate signs hung around necks describing cars.

**ENGINE:** This is the engine that represents our Government that keeps us on the right track.

**COAL CAR:** This is the coal car that represents the people who supply the energy to run our Government.

**GONDOLA CAR:** This is the gondola car that represents the open minds of the people who supply the energy to run our Government.

**TANK CAR:** This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.

**BOX CAR:** This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.

**CABOOSE:** Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people that run our Government.

**CUBMASTER:** This train is unique, in that it runs on FREEDOM, the freedom that has made this country the strong nation that it is today.

(The engine could have a small American flag posted in a proper place and the caboose could bear the Scout emblem. The other cars can be decorated appropriately.)

Please stand and join me in the Pledge of Allegiance.

## 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)

# SKITS

## THE BIG WHEEL

(Audience Participation)

Divide audience into four groups to respond to the following words in the story:

BIG WHEEL: Spin, spin  
CANOE: Paddle, paddle

CARS: Rattle, rattle, bang  
AIRPLANE: Zoocom

Man has invented many different things that go and have provided him with transportation down through the years. The Indian made his CANOE that took him from place to place and served his purpose well. Men like Henry Ford invented CARS which today is the most popular type of transportation. There were men like the Wright Brothers who pioneered the invention of the AIRPLANE. And then there is a group of people called the BIG WHEELS who really don't go anyplace or do anything, but they like to feel important.

This story is about one of those BIG WHEELS who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of CANOES, designing new and more efficient CARS and designing and testing new and faster AIRPLANES. But our BIG WHEEL just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The BIG WHEEL depended on their brains and energy to make him look good. Finally, one day something happened that changed things overnight for the BIG WHEEL.

Everyone who had been working on the CANOES, the CARS, and the AIRPLANES decided it was time to teach the BIG WHEEL a lesson. They were tired of him doing nothing except acting important. So they all became very busy and didn't pay any attention to him. When something came up, the BIG WHEEL found he couldn't rely on the others to answer questions and make him look important. Finally the BIG WHEEL realized that he could not accomplish anything without help from others. He realized he was making no contribution to the world at all. He was just sitting there spinning his wheels, while the others accomplished a lot on CANOES, CARS, and AIRPLANES. BIG WHEEL felt very bad.

It was a terrible feeling when BIG WHEEL finally realized something he should have known all along. If you're going to get anyplace in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own CANOE.

## AWARDS FOR PACK CONTESTS

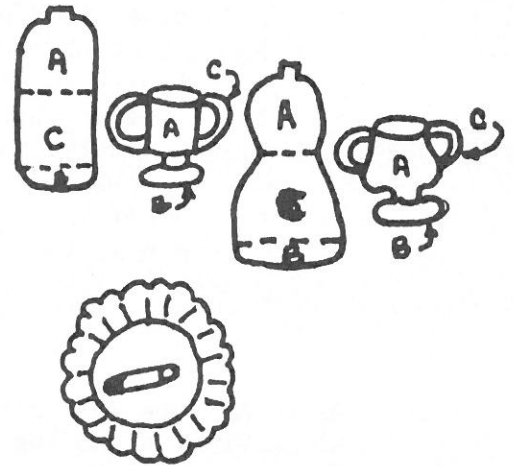
The thrill of winning and the tears of defeat can be equalized by the presentation of awards to each participant; but this can be expensive. Why not make your own -- or better yet -- let the cubs do it. Use the suggestions here or invent some of your own.

### GLUE CAP LOVING CUP

Remove the entire cap from an Elmers Glue-All bottle. Then remove the orange twist off portion of the cap; invert and place on stem. Spray with metallic paint. Try inverting other bottle caps.

### PLASTIC BOTTLE LOVING CUP TROPHY

Cut plastic bottles as shown. Invert part B and cut hole in center. Fit neck of bottle on part A in hole. Cut handles from part C. Staple top and in slit cut in side. Paint as desired and letter.



### MEDALS

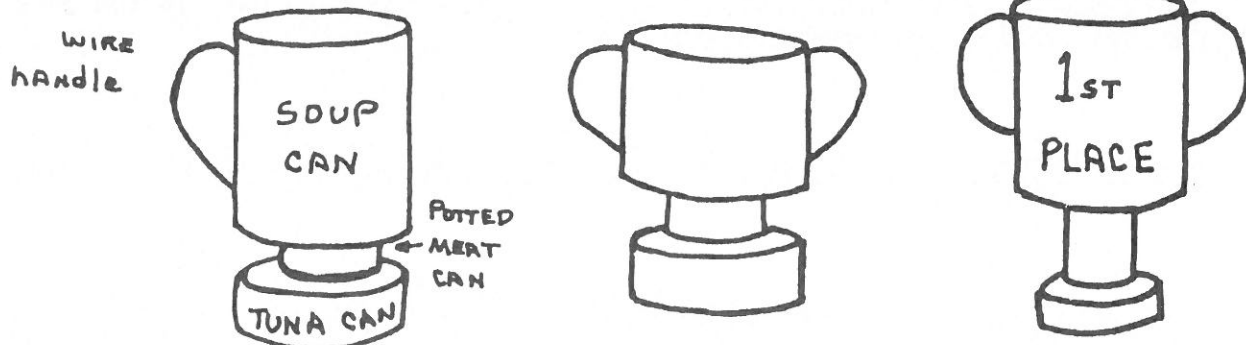
Use either wood or plaster discs. Paint as desired. Glue on felt back with safety pins as shown. Letters can be painted on with felt marker, or glue on alphabet macaroni.

### WALL PLAQUES

Wall plaques can be made using any shape wood, painted or stained, with alphabet macaroni letters glued on.

### TROPHIES

Make your own trophies, using an assortment of different sized and shaped tin cans. Glue cans together with epoxy. If you wish, cover with a coat of paper mache. Then spray paint gold or silver.



## SPOKE

This is a good game for large numbers. Arrange the players in lines of equal number -- as spokes in a wheel -- all facing toward a common center. Run around the outside of the wheel and tag the last player on any spoke. (The object of the game is to NOT be the last player on any spoke) The last player tags the one ahead of him and each player in turn tags the one ahead of him until the first player is tagged. At this point, all the players in this spoke run around the circle and reform the spoke. The last one on the spoke now becomes "it" and the game begins anew.

## DO YOU KNOW CARS?

This will make an excellent gathering activity for Pinewood Derby night.

Each of the definitions below describes a car. Can you name them?

- |                                      |            |
|--------------------------------------|------------|
| 1. Our 16th President                | (Lincoln)  |
| 2. River in New York                 | (Hudson)   |
| 3. First Colony in New England       | (Plymouth) |
| 4. Indian Chief                      | (Pontiac)  |
| 5. Theater in which Lincoln was shot | (Ford)     |
| 6. A spotted horse                   | (Pinto)    |
| 7. A hawk                            | (Falcon)   |
| 8. A motherless calf                 | (Maverick) |
| 9. A wild horse                      | (Mustang)  |

## AUTO RACE

Have the Cubs in a circle with the den chief or one boy in the center. Have him give each Cub the name of an auto, being sure to use the same name more than once so that several Cubs will have the same car. The center boy should then call a name of an auto, and the first Cub with that car name to touch him and return to his place wins the race. The leader then calls another auto as the game continues.

## NAME THAT CAR

This game may be played in two ways. Players may take turns trying to identify the make of an oncoming car winning one point for correct identification. Instead of taking turns, the game may be played with the first person to call out a guess winning one point if he is right ... or losing one point if he is wrong. One person does not take part in the game, but acts as judge to settle disputes.





## BIKE RODEO

Nearly all of your Cub Scouts can ride and most of them probably have their own bicycle. To have a day of fun and at the same time teach bike safety, schedule a bike rodeo for a pack event.

What events you include in your rodeo depends chiefly on the site. If you have a field that includes a quarter-mile track, you can schedule long races. If the area is small, your program naturally will have to be made to fit. You can plan a fine program in as small an area as 60 by 100 feet.

The area should be smooth and level. A school or shopping center, parking lot, or a large playground area, will work perfectly.

You will need lots of help from dads for marking courses with chalk or string as well as in judging, timing races, and running the safety course.

If you want to choose a den winner for the rodeo, a simple scoring system can be devised with points for the best performance in races, obstacle course, slalom test, games, etc.

For more ideas refer to the CUB SCOUT ACTIVITIES book.

## RACES

### TRIANGULAR RELAY RACES

Two dens compete at a time. The course is 150 yards - 50 yards per side of the triangle. On signal, the first rider from each den rides twice around the course. At the finish, each passes a handkerchief to the next rider who is waiting on foot. As soon as he gets the handkerchief, he mounts and rides the course. This continues until all members have ridden.

### SLOW RACE

This is always a high point in a rodeo. The last rider to cross the finish line wins. The course may be 50 to 100 feet long with several lanes 3 feet wide. A rider is disqualified if he deviates from his lane, touches a foot to the ground, or turns around.

### COASTING RACE

The object is to see how far the rider can coast after pedaling as hard as he can for about 10 feet. Mark a line where each rider stops.

## SKILL TESTS

### SAFETY TESTS

Include an area where each rider is tested on his knowledge of signals, stop signs, and proper maneuvering on the street. Check your local police department to see whether a traffic officer can be assigned to judge and coach your Cub Scouts.

### SLALOM TEST

The rider weaves through a set of 5 to 12 blocks (may be highway cones or bushel baskets) set 6 feet apart in a straight line and returns to starting line. One point is taken off for touching a block.

### STRAIGHT LINE RIDING

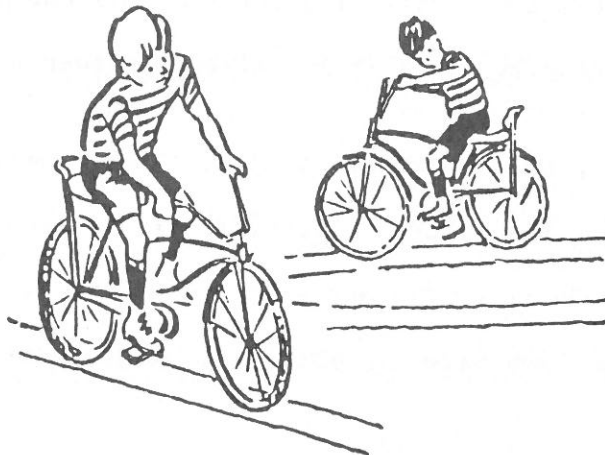
The rider travels through a lane just 6 inches wide and 60 feet long. Each time a wheel touches the side of the lane, he loses one point.

### CIRCLING

The rider rides into a circle with an inside diameter of 7 feet and an outside diameter of 9 feet, circle it, and exits at same point as entrance. He loses one point for touching line at any point.

## BICYCLE MAINTENANCE QUIZ

1. Your saddle should be low enough so that you can put both feet flat on the ground while in the saddle. (False - to check saddle adjustment, set the pedal crank so that one of the pedals is in its lowest position. With one foot on the ground, sit in the saddle and place the ball of the foot on the low pedal. The leg should be almost straight. It is true that you should be able to stand with both feet flat on the ground while straddling the bar - off the saddle. Have a boy show how to adjust a saddle to the proper height.)
2. Your bike chain should have about a half-inch of play and should be oiled to keep it from rusting. (True - have a boy show how to adjust chain tension.)
3. Spokes help keep the bicycle wheel straight and true. (True - ask a boy to show how to tell when a spoke is loose.)
4. On bicycles with hand brakes, the wheel rims must be kept clean. (True)
5. Your handlebars can be a little loose without danger. (False - handlebars should always be tight. Have a boy show how to tighten them.)
6. You can make brake repairs yourself. (False - an experienced bicyclist may be able to make some cable adjustments on hand brakes, but for safety's sake it's best to leave brake repairs in the hands of a bicycle serviceman.)
7. A bicycle must have a front light, reflectors, and a bell or horn. (May be either true or false, check with police for local ordinances.)
8. As long as there is some air in your tires, it doesn't matter how much. (False - they should be inflated to the correct pressure for safety and longer wear. Ask a boy to show where to find what the correct tire pressure should be.)

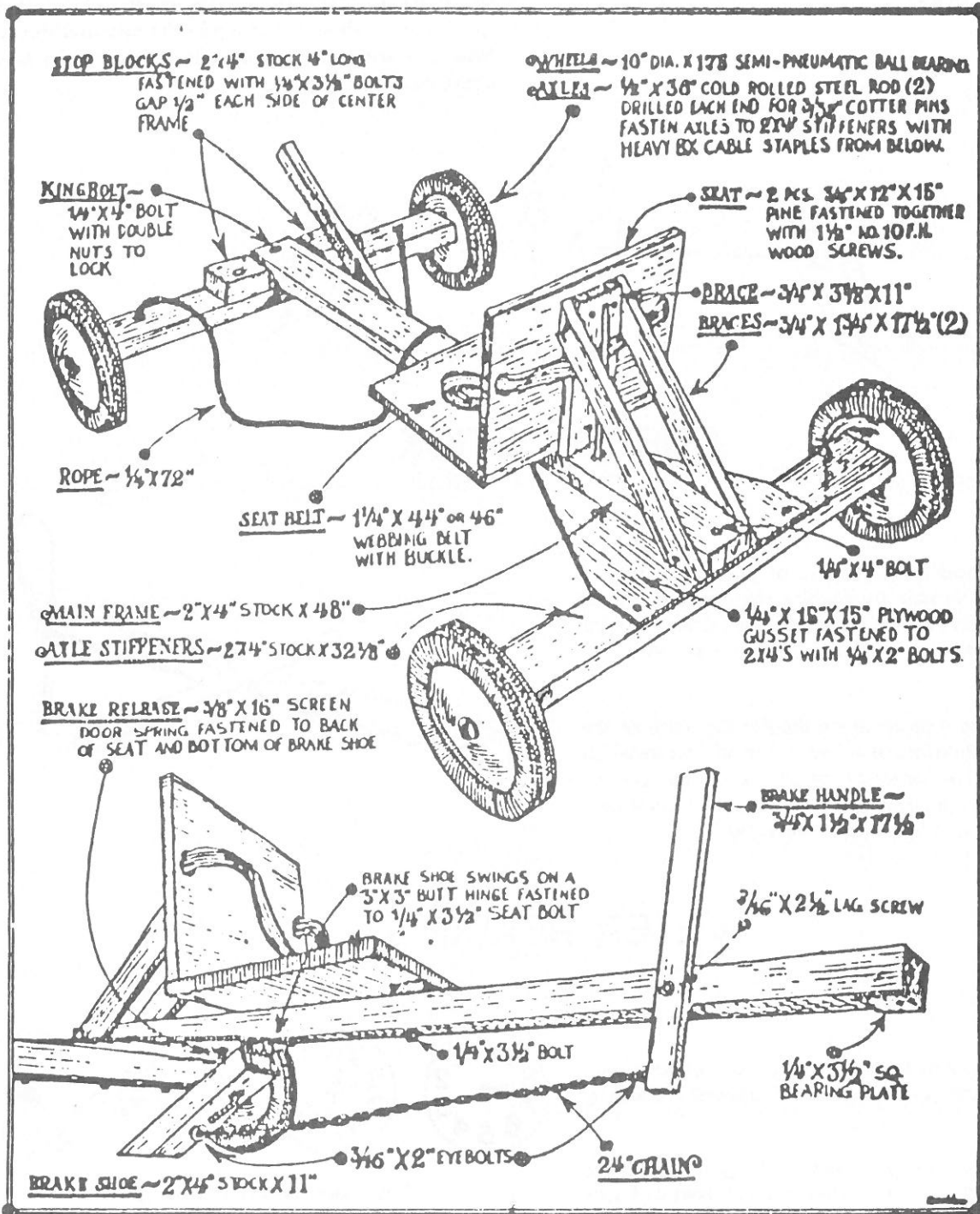


## BICYCLE SAFE-DRIVING TRUE-FALSE QUIZ

1. A bicycle should be driven on the right-hand side of a street or highway. (True)
2. Bicycle drivers should obey all traffic signs and signals. (True)
3. Stop signs are round in shape. (False - they have eight sides)
4. Pedestrians have the right-of-way on sidewalks and crosswalks. (True)
5. Bicycles should be "walked" across busy streets. (True)
6. The signal for a right turn is stretching the right arm straight out. (False. It's extending the left arm, with forearm raised and palm of hand facing forward.)
7. Driving a bicycle at night without a front light or rear reflector is unsafe. (True)
8. It's safe for a bicycle driver to carry a passenger. (False)
9. You don't have to stop at an intersection if there is no traffic. (False)
10. Hitching a ride on another vehicle is safe if the driver is careful. (False)
11. Bicycle drivers should give a hand signal before making a turn or stopping on the street. (True)
12. It's safe to drive a bicycle that is in poor condition if you're a good driver. (False)
13. If you're driving bicycles with friends, you should go single file. (True)
14. Your chain should be loose enough to slip off easily. (False)
15. It's OK to drive a bicycle in either direction on a one-way street. (False)
16. If you live in the country, it's OK to drive on either side of the road. (False)
17. Even a good driver should "walk" his bicycle through heavy traffic. (True)
18. The faster you drive, the safer it is. (False)
19. Bicycle drivers should stay at least 3 feet away from parked cars. (True)
20. If you don't ride on busy streets, you don't need a horn or bell. (False)

## CUBMOBILE

Hop aboard, fasten your seat belt, and you're off for a thrilling ride! You will have fun building and racing this gravity-powered Cubmobile. It is 55 inches long, 36 inches wide, and has a 44 5/8-inch wheelbase. Study the drawing - it gives dimensions, specifications, suggested materials, fastenings, and construction details.



# ENERGY WHEEL

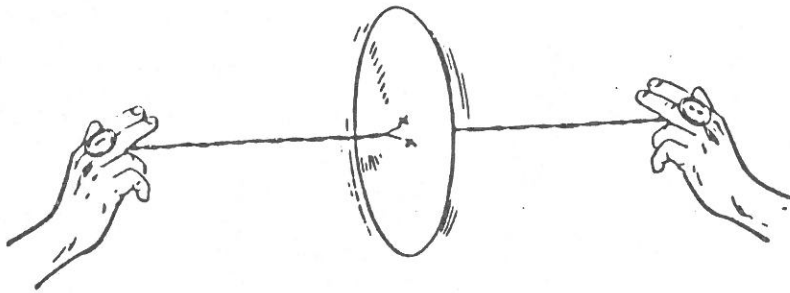
(Even a tightly wound string can store and provide energy.)

## TO MAKE THE WHEEL

1. Cut out a heavy cardboard wheel about 4" in diameter.
2. At each point marked "X" on one side of the wheel, punch a hole with a large needle or ice pick.
3. Thread pieces of string through each of the holes.
4. Thread the string ends through large buttons or spools (for handles) and tie.

## TO OPERATE THE WHEEL

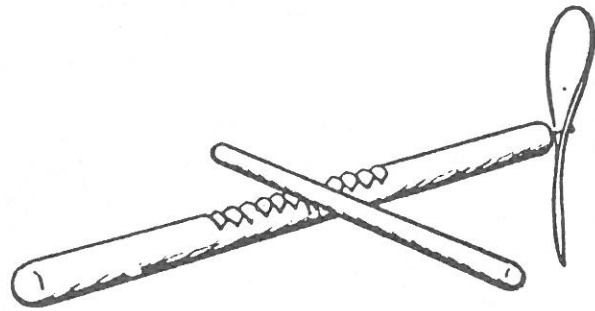
1. Gripping the energy wheel by the handles, whirl the wheel around and around until the string is well twisted.
2. Now pull out slowly on the handles so that the wheel begins to whirl as the string untwists, and releases the stored energy.
3. When the wheel has started to spin rapidly, let the strings hang slightly loose. The wheel will continue to spin until it winds the string in the opposite direction. Now you are ready to pull out slowly on the handles again, etc.



# ENERGY STICK

Fasten a light propeller to the end of a notched stick or dowel with a pin or nail. By rubbing the notched edge of the stick, you can make the propeller revolve. At will, you can stop the propeller and reverse the direction of its revolution.

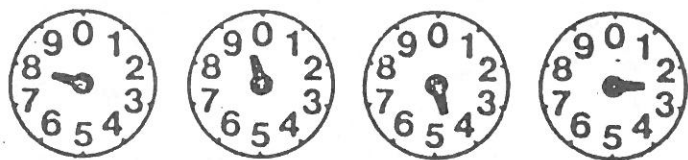
Do this by rubbing a pencil along the notched edge of the stick to set up vibrations that will cause the propeller to revolve rapidly. The direction of the revolution can be controlled by light pressure with the thumb or forefinger on one side of the notched stick or the other.



# METER READING

Make a large display of these meters in front of the room. Have patrols or dens read the meters and report reading to group.

Electric meter dials are organized from right to left: the right-most dial indicates kilowatt-hours; the next dial tens of kilowatt-hours; the next, hundreds of kilowatt-hours; and the next, thousands.



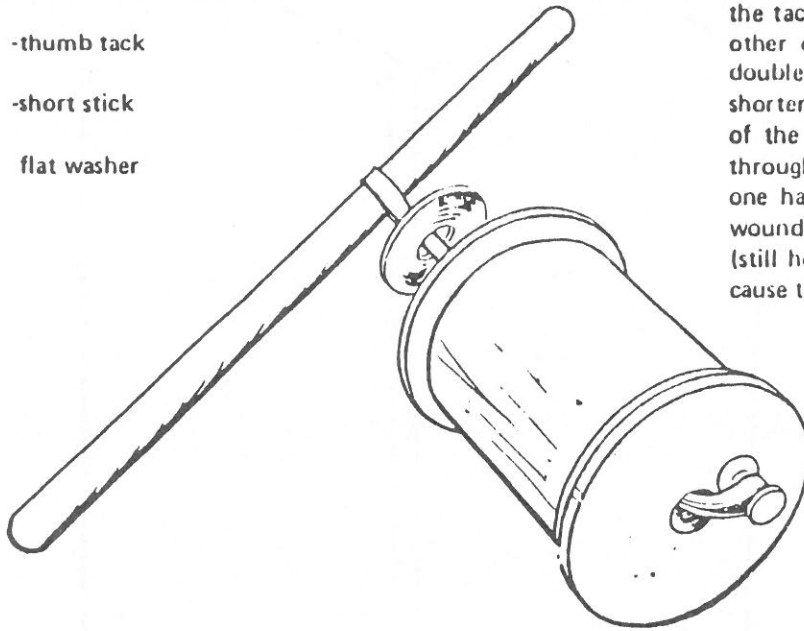
The meter reading is 79,420 KWH

# ENERGY RACER

There are many types of energy—even the stored energy in a tightly-wound rubber band can be released to make this simple spool racer run.

## Materials

- large wooden spool
- rubber band
- thumb tack
- short stick
- flat washer

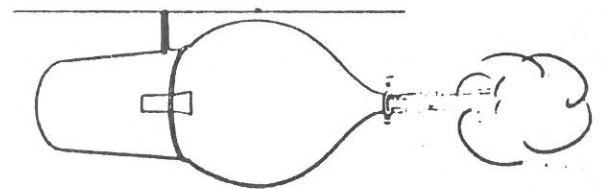


## Construction

Push the thumb tack into one side of the spool, but not all the way—let the head of the tack stick out just a little. Cut a small stick or twig to about 4 or 5 inches long. A short pencil will also do, but play it safe and break off the pencil point so no one will get stuck. Push the rubber band through the hole in the center of the spool (sometimes pushing with a toothpick helps) and loop one end around the tack. Ideally, the rubber band should just stick out the other end of the spool. If it is much too long, you can double it up, tie a knot to shorten it, or try to find a shorter rubber band. Slip the flat washer over the free end of the rubber band, and then push the stick about 1 inch through the rubber band loop. Hold the Energy Racer in one hand and wind up the stick. When the rubber band is wound tightly enough, carefully place the racer on the floor (still holding the stick) and let go. The released energy will cause the racer to go.

# ENERGY ROCKET RACE

Air also is energy. To prove this, make a rocket launcher and run an energy rocket contest. Use a string stretched tightly between chairs, one line per patrol and den. Attach a paper or plastic cup by a paper clip slipped over the string and pinned through the cup. Blow up a balloon and tape rounded end of balloon to cup with masking tape. At signal "go," release balloon and launch rocket down the string. Rocket which travels farthest wins. A contest for the fastest rocket could also be held.



There is no way that I, or anyone else in the Government, can solve our energy problems if you are not willing to help. . . . There is no energy policy we can develop that would do more good than voluntary conservation. —President Jimmy Carter.

## Local Resources

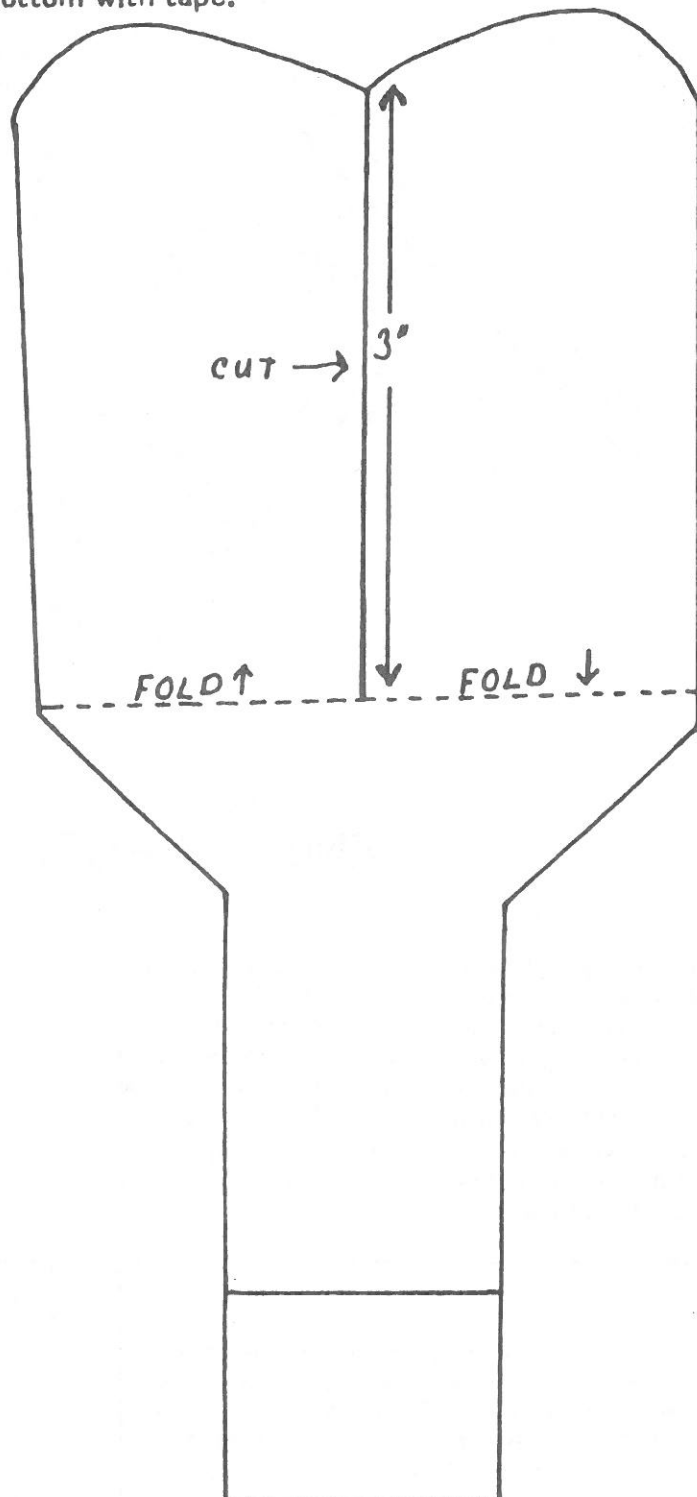
- Public utilities (gas and electric)
- Oil companies or distributors
- Engineers and architects
- Professors in engineering departments of universities
- County extension agents
- State and Federal energy offices
- Building contractors
- Environmental centers

# HELICOPTERS

## MATERIALS NEEDED:

Construction Paper  
Tape  
Scissors  
Small pieces of cardboard

Make patterns and draw on construction paper.  
Cut slit down center.  
Fold flaps in opposite directions.  
Attach small piece of cardboard to bottom with tape.  
Can add name and design as desired.





# CLOTHESPIN AIRPLANES

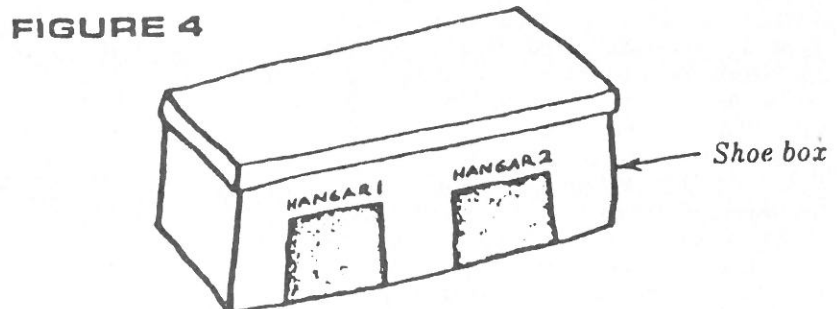
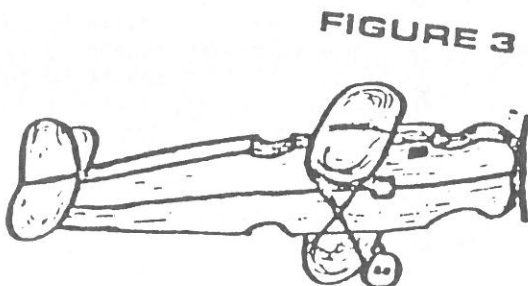
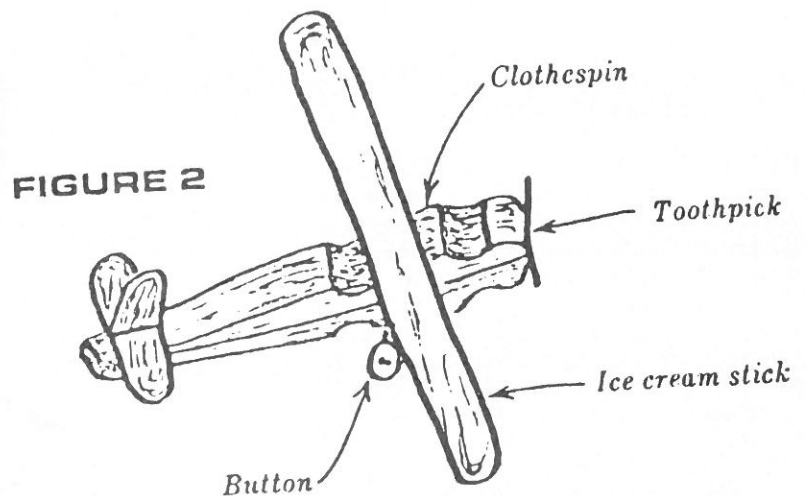
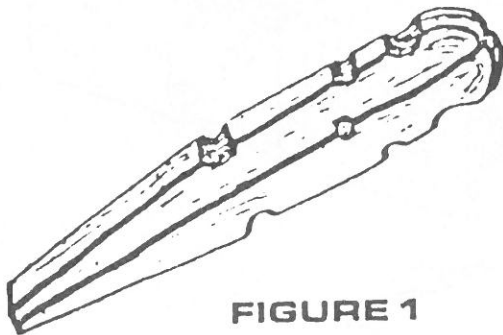
## MATERIALS NEEDED

1. Spring-type clothespin.
2. Ice cream sticks.
3. Toothpicks.
4. Buttons.
5. Pipe cleaners (optional).
6. Watercolors and brushes, or construction paper.
7. White glue, and pocketknife or electrical wire cutters.

### DIRECTIONS:

To begin, remove the spring from a spring clothespin. Lay the two sticks back and glue them together (see figure 1). Glue on one ice cream stick for the wings as shown in figure 2, or glue on two ice cream sticks to make a biplane as in figure 3. A short piece of toothpick can be glued into place for the propeller. The tail and rudder are made of pieces of ice cream stick cut to size with a pocketknife or a pair of electrical wire cutters and glued into place. The wheels are buttons mounted on toothpicks that have been bent to shape but not broken. If you prefer, you may use pipe cleaners for this, but it is not necessary. If the toothpicks tend to break instead of bending, soak them in hot water for a few minutes to make them more flexible.

Additional features such as windows and writing may be put on with watercolors or cut from paper and glued on. If the youngsters would like to they can make an airplane hangar from a shoe box to park the planes in (see figure 4). What more could a boy ask for than that?



## KITE DERBY

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time for boys to make their kites, know the rules and the events scheduled. On the day of the derby you will need an open field, judges and an announcer.

Classification of kites may include: Bowed or tailless kites; Flat kites or those having tails; and Box kites or combination kites.

### Entrance Requirements:

1. All kites are dad and son made.
2. Each entrant may have his dad help get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used on construction of kites except no fighting kites (glass, razor blades, etc.).
5. No wire flight lines permitted.
6. Kites in power lines are lost and not to be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

See "Cub Scout Activities" book for more information on kite derby.

### SQUARE-END BOX KITE:

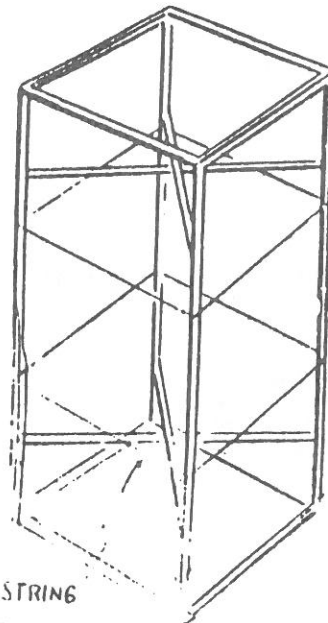
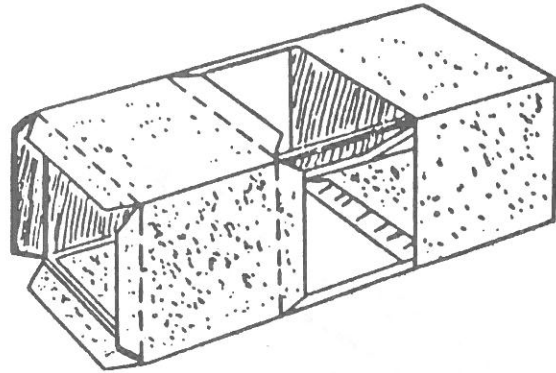
SQUARE-END BOX KITE: This kite flies steadily when the corner edge is downward and the breeze lifts equally against two flat sides. At the same time, the upper angles of the boxes are filled with air passing through.

No bridle or tail is needed. Fasten your flying cord at the middle of the stick between the two boxes.

Build two square frames out of the 12-inch sticks for the box ends of the kite. Stand the four uprights into the corners of these frames, one at top and one at bottom. Place the braces inside from corner to corner at the middle of the top and bottom boxes. Notch their ends to fit tightly against uprights, shortening them if necessary, and glue.

Make crayon marks on the uprights, 9 inches down from top and 11 inches up from bottom edge. Run string around the four sides at those marks. Put covering on the two boxes.

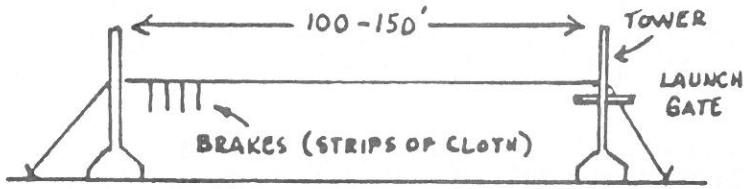
Lay the frame on the floor and cover with strips of paper cut 4 inches wider than the boxes. Slash the corners and paste in the 2-inch margins.



### You'll need:

- 4 sticks 3/8" square by 36"
- 8 sticks 3/8" square by 12"
- 4 sticks 3/8" square by 16"
- 2 cloth or paper strips 14" wide by 52" long

# SPACE DERBY LAUNCHER



Outdoors - attach guy ropes to stakes, trees, or fences.

Indoors - attach ropes to wall, hooks or columns.

## Towers:

- A 4 3/4"x3 1/2" x 72" pine
- B 2 3/4"x3 1/2" x 40" pine
- C 2 3/4"x1 3/4" x 40" pine
- D 4 1/2"x12"x24" plywood

## Fastenings:

- 1 2 2 1/2" butt hinges
- 2 4 1/4"x5" carriage bolts
- 3 4 1/4"x4 1/2" wing nuts &
- 4 8 1/4"x2" washers

## Launching Gate:

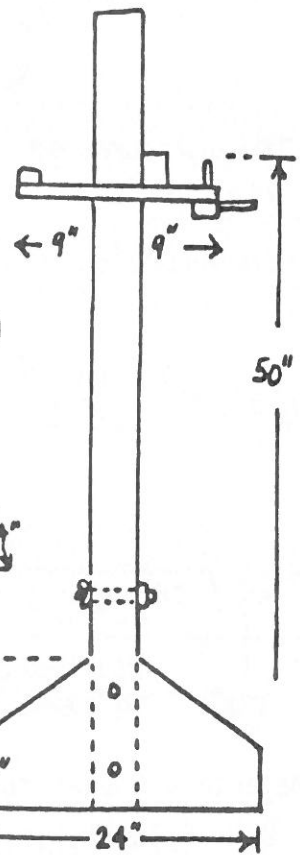
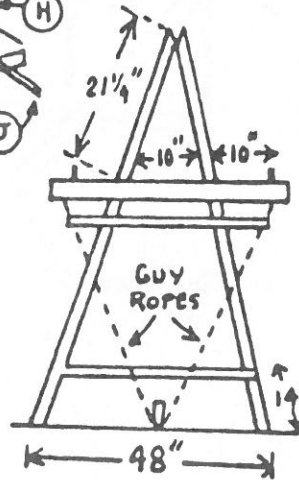
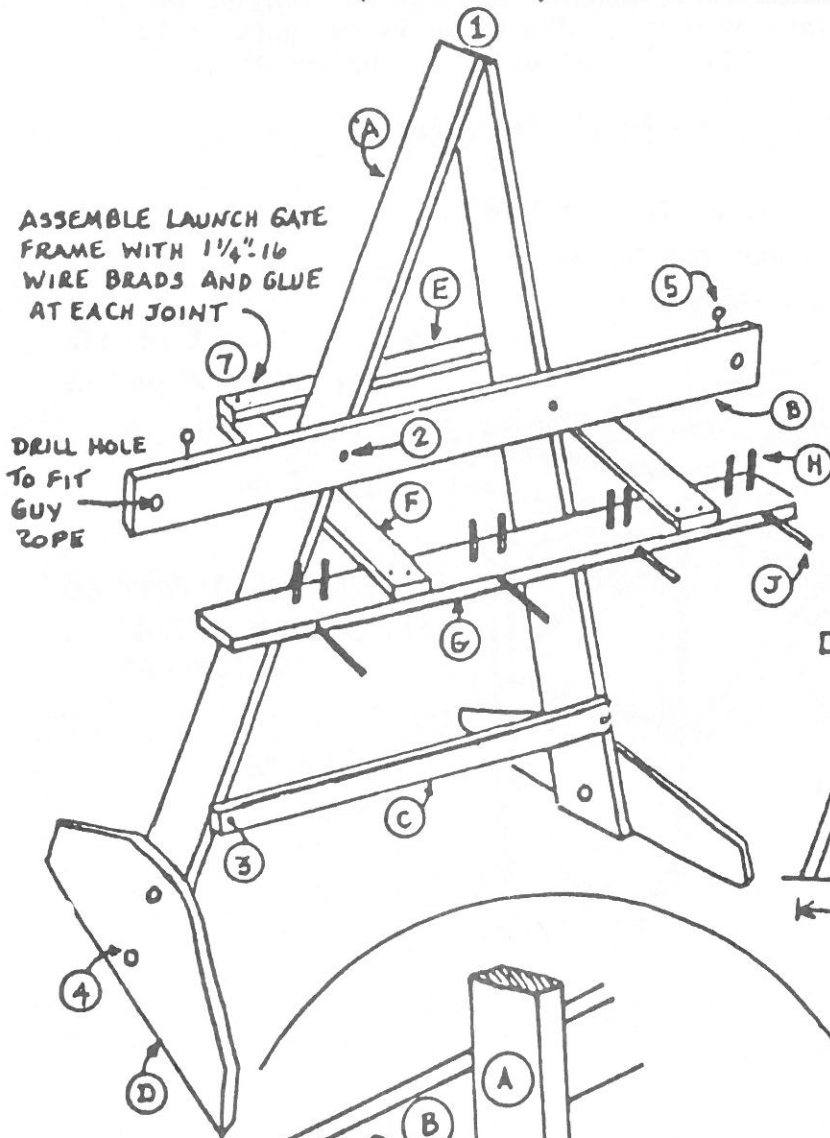
- E 1 3/4"x1 3/4" x 24" pine
- F 2 3/4"x1 3/4" x 18" pine
- G 1 3/4"x1 3/4" x 16" pine
- H 8 1/4"x 3" wood dowels
- J 4 1/4"x 5" wood dowels

## Fastenings:

- 6 2" strap hinges
- 7 8 1/4" - 16 wire brads & white glue

## Miscellaneous:

- 600 ft. 50 lb. test monofilament fishline; 3/17" or 1/4" rope -guy ropes



2" STRAP HINGE

DETAIL OF LAUNCH GATE HINGE INSTALLATION. ADD WEIGHT TO BAR 'E' TO HOLD FRAME HORIZONTAL

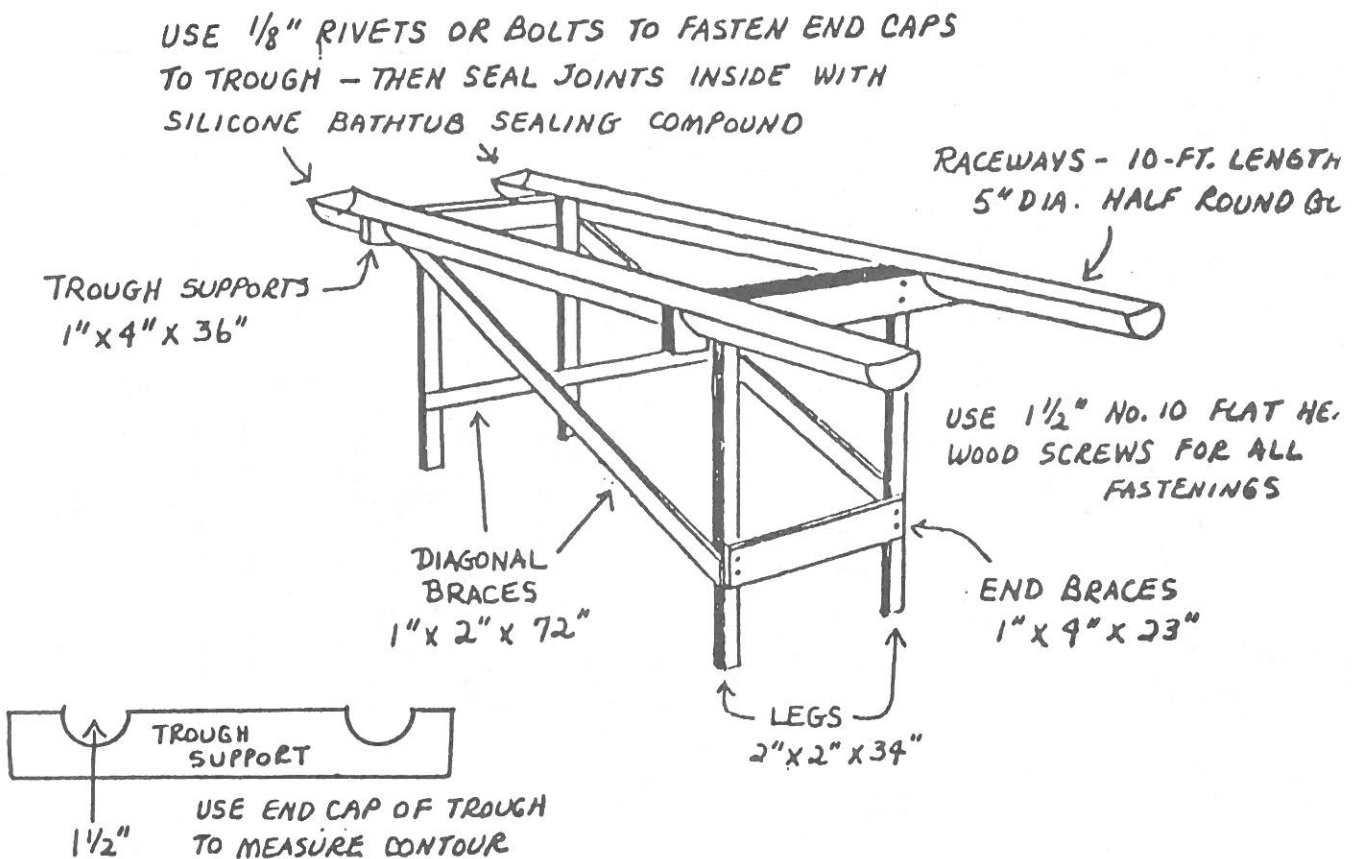
## RAIN-GUTTER REGATTA

(See Cub Scout Activities Book for additional help)

Ahoy mates! You're watching the sailing regatta of the century! Although the 'seas' are only 10-foot lengths of rain trough filled with water and the ships are a mere six inches long, each race can be an exciting event. This is a very popular pack race. Each Cub Scout makes his own boat (with his Dad's help) to enter in the race. See Wolf Book for ideas on boats.

The raceway consists of a simple frame that supports two 10-foot lengths of rain trough filled with eight gallons of water. The frame is designed so it can be assembled and disassembled quickly. The illustration below gives material sizes and fastening details.

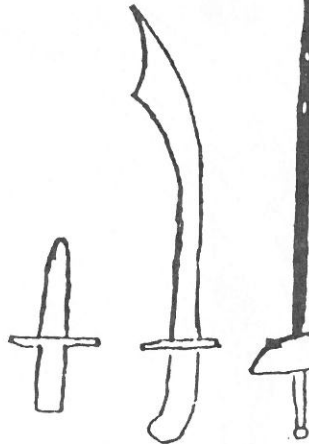
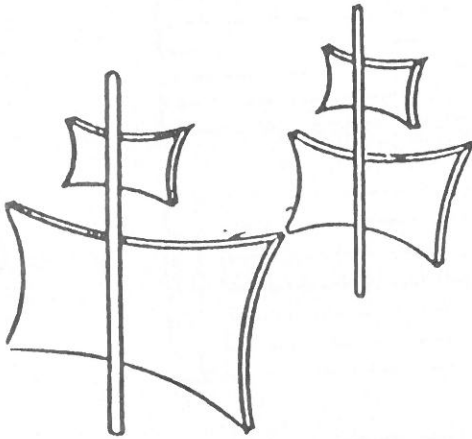
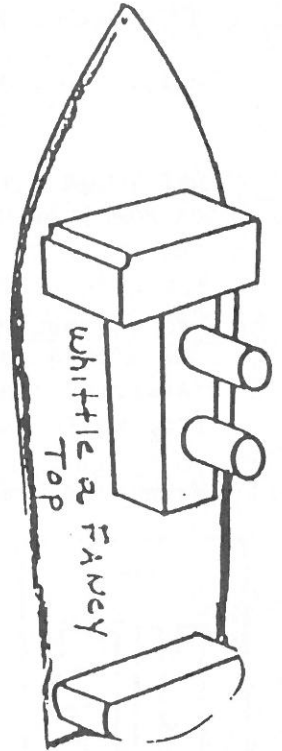
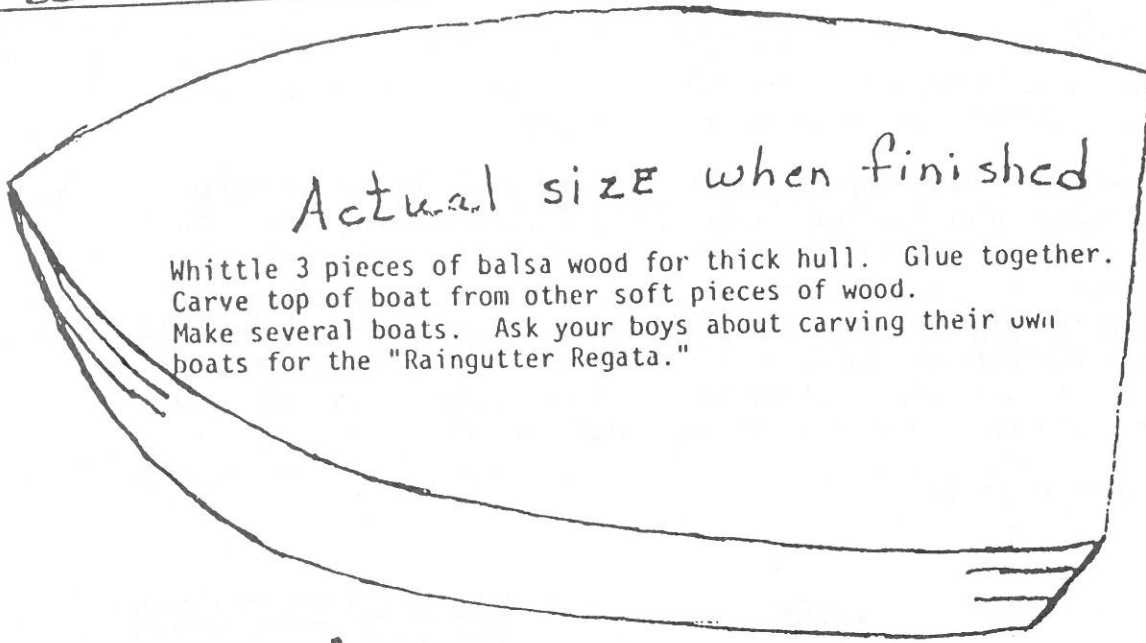
- Boys' Life Magazine



### Materials Needed for Double Raceway

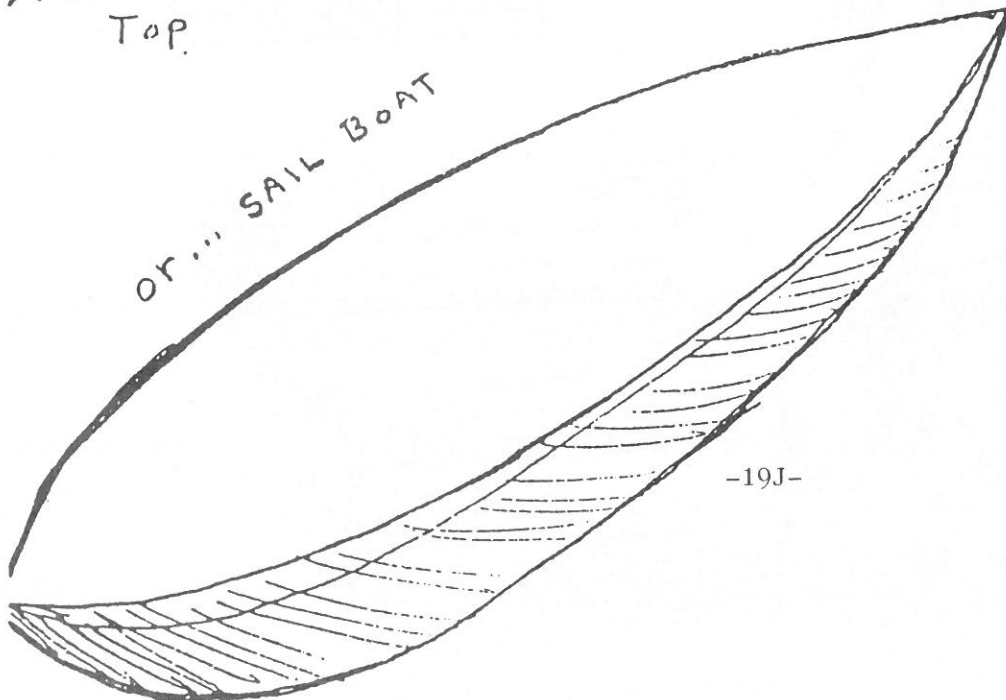
- |   |   |
|---|---|
| 2 | 10 Ft. lengths of 5" diameter half round gutter                       |
| 4 | End caps for gutter..and rivets or bolts to attach end caps to gutter |
| 2 | Trough supports 1" x 4" x 36", cut so that gutter will fit snug       |
| 2 | End braces - 1" x 4" x 23"  |
| 4 | Diagonal braces - 1" x 2" x 72"                                       |
| 4 | Legs - 2" x 2" x 34"  |
|   | $\frac{1}{2}$ " No. 10 flat head wood screws for all fastenings       |

# Whittle a boat



OR...  
A VIKING SHIP  
TOP.

OR... SAIL BOAT

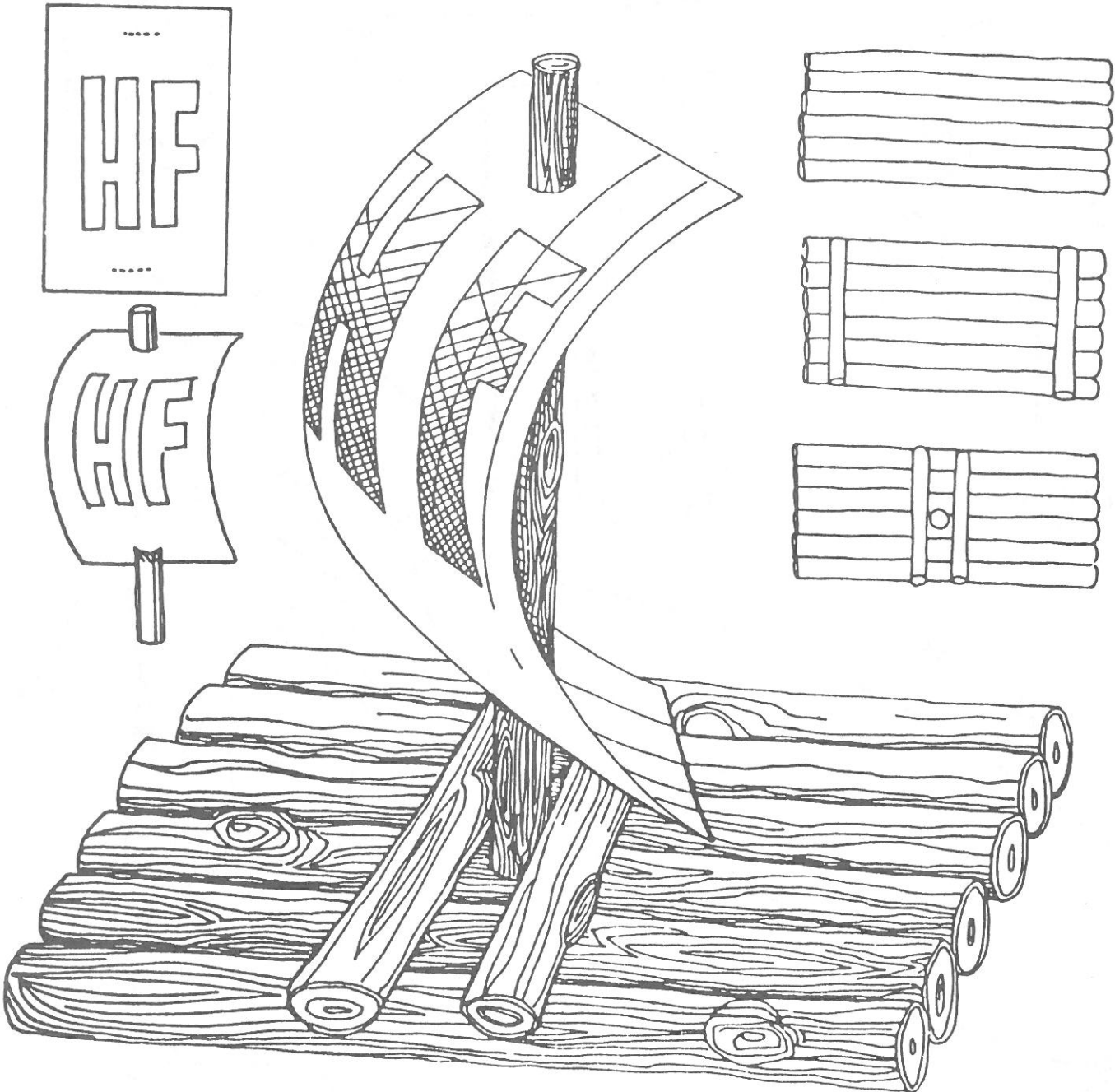


## HUCK FINN'S LOG RAFT

**Materials:** 11 twigs of equal thickness, liquid white glue, 1 sheet of white paper, colored crayons or markers, wax paper.

Cut twigs a little longer than logs shown in illustration. Place six twigs on sheet of wax paper. Glue the twigs together with glue to form raft. Cut two twigs to fit the width of the six glued twigs. Glue these two twigs near the ends of the raft. Let the raft dry overnight. When dry turn upside down. Cut a twig to form the mast and glue it, standing up to the center of the raft. Cut a twig to form the last two twigs to fit the width of the raft. Glue the remaining two twigs to both sides of the mast. Dry overnight. Cut the sail from white paper, decorate. Push sail through standing twig.

Have a den race with the boats.



## DEN AND PACK ACTIVITIES

### DEN

1. Make a tie slide.
2. Learn a new song.
3. Visit a car museum.
4. Make a flying critter.
5. Take the Bicycle Safe-Driving True-False Quiz
6. Take the Bicycle Maintenance Quiz
7. Make a Pinewood Derby garage.
8. Make a sailboat.
9. Hold a bicycle inspection.
10. Visit a real garage where mechanics work on cars.
11. Work on Scout-O-Rama booth.

### PACK

1. Hold one of the following:
  - Pinewood Derby
  - Rain Gutter Regatta
  - Bike Rodeo
  - Glider and Plane Derby
  - Cubmobile Derby
2. Participate in Scout-O-Rama.

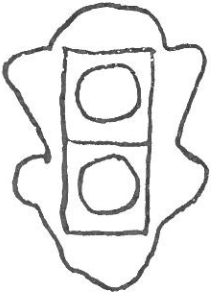


## TIE SLIDES

### SLIDES FROM VINYL

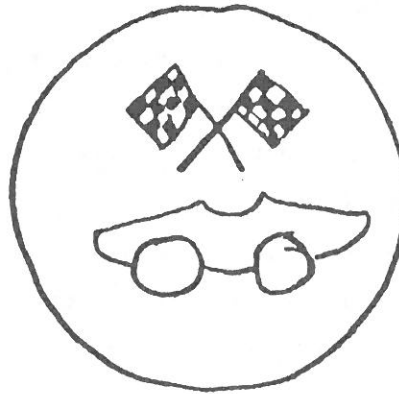
#### Traffic Light

Draw lines with pencil.  
Brads are used for lights  
Paint brads red and green

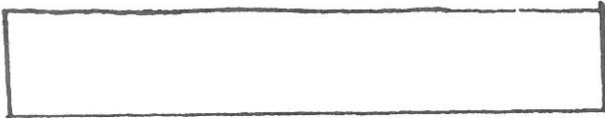


#### Pinewood Derby

Cut out car of contrasting color  
and glue onto vinyl backing  
Brads are used for wheels. Racing  
flags are decals



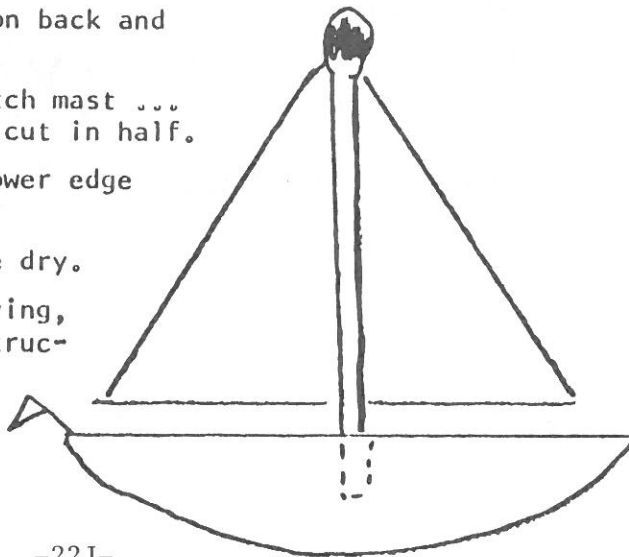
Vinyl strip to make ring for slides



### A YACHT SLIDE

The hull is whittled from white pine or balsa. The mast is a burned match. The boom is a toothpick. The sail is a triangle of white or red fabric.

1. Whittle and sand hull. It is flat on back and curved on front.
2. Drill 3 holes ... one in top for match mast ... 2 in back for plastic or metal ring cut in half.
3. Glue mast in place. Glue boom to lower edge of sail.
4. Glue sail and boom mast and let glue dry.
5. Glue ring in place. While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin.

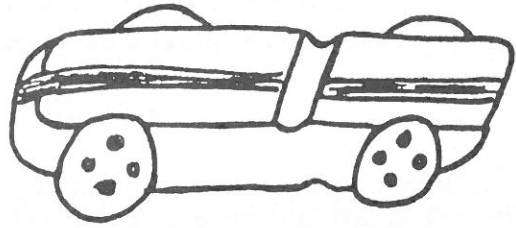




PINEWOOD DERBY SLIDE

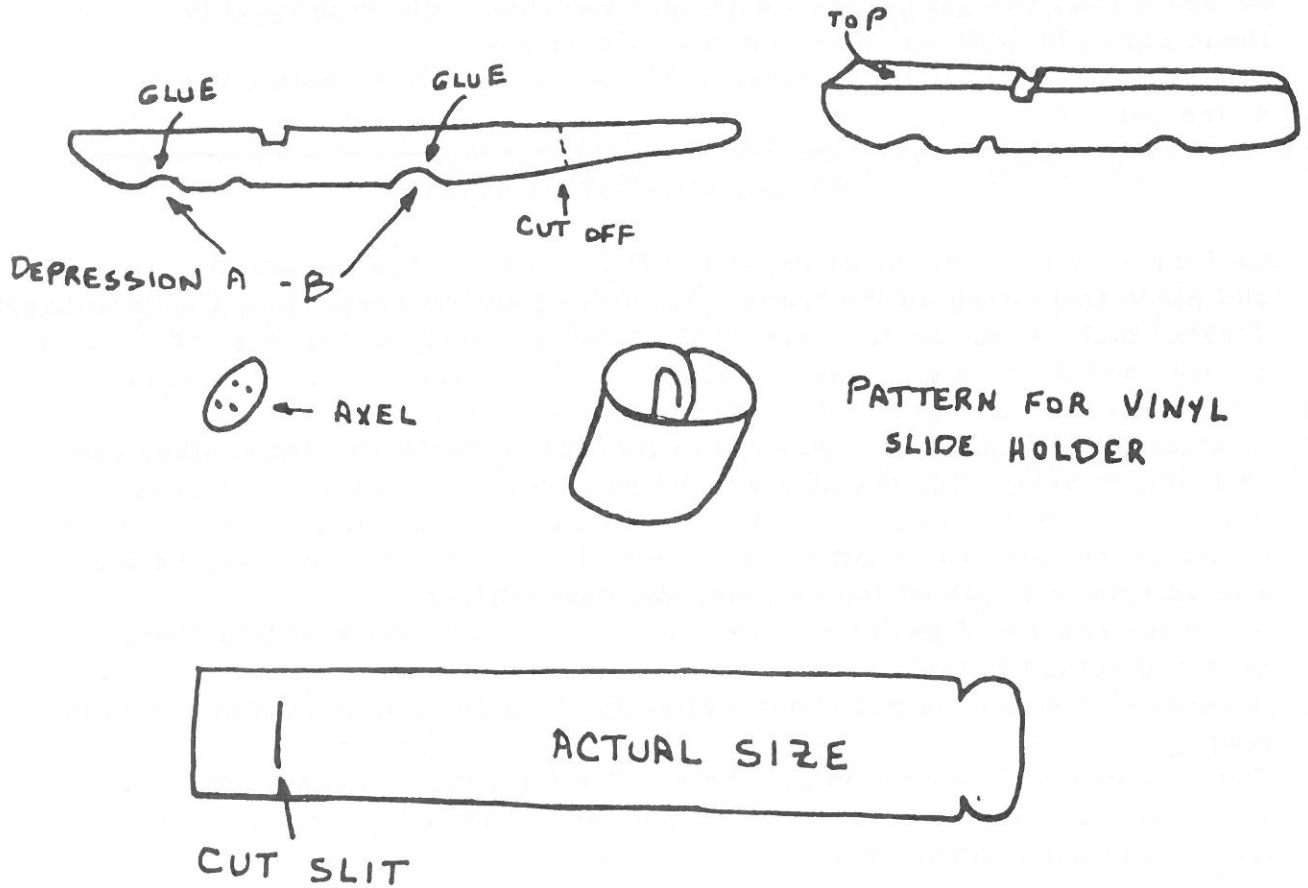
Materials:

- 1/2 section of spring clothespin
- glue
- 4 black shirt buttons
- 2 toothpicks
- thumbtack
- strip of vinyl or plastic for slide
- paint - color of your choice



Place glue on 1 hole in button - push toothpick through as far as possible. Break off flush with patterned side of button. Leave scant 1/4 of toothpick on the other side making axel. Make four.

Place glue on flat side of pin as shown and fill depression A and B with glue. Holding car upside down, place axels and wheels on a let dry. Thumbtack slide holder to bottom of car.



## PINEWOOD DERBY

The Pinewood Derby is open to all Cub Scouts. The entrant should have the satisfaction of building his own car from the materials in the kit. Guidance and minimal assistance should be given.

### RACING SPECIFICATIONS

1. Width: Overall width shall not exceed 2 3/4 inches.
  2. Length: Overall length shall not exceed 7 inches.
  3. Weight: Weight shall not exceed 5 ounces. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only.
  4. Wheel bearings and bushings are prohibited.
  5. The car shall not ride on any type springs.
  6. Details such as steering wheel, driver, decals, painting, interior detail are permissible as long as these details do not exceed the maximum specifications.
  7. The car must be free-wheeling with no starting devices.
  8. Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors have the right to disqualify those cars which do not meet these specifications.
  9. The official number must be clearly marked or visible on both sides of the car.
- 

### RULES AND REGULATIONS

- A. Each race or heat will be announced. Drivers report to the starting line and place their cars on the track. All other persons must remain behind barrier.
- B. Starter make sure the cars are on the track properly and then start the race.
- C. Starter and drivers will then report to the finish line to record results.
- D. Place spotters will pick 1st, 2nd, 3rd and 4th places.
- E. If a car leaves the track, runs out of its lane, interferes with another car or loses an axle, etc, the heat will be run over. If the same car gets into trouble on the second run, the contestant automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time but without the car that was disqualified.
- F. When the results of each heat are recorded, the drivers will take their cars and return to their seats.
- G. Awards will be announced shortly after the heat for which awards are to be made.
- H. Den winners will be determined first. The first four places from each den will advance to the pack championship heats. The remaining drivers will compete in consolation heats.

MODIFY THESE RULES TO FIT YOUR NEEDS AND FURNISH A COPY TO EACH PARTICIPANT.

## CARS, CARS, CARS

Have each Cub Scout hold a sign with the name of the car which he is reading or a large picture ad for the car.

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

TOYOTA: I am a Toyota, oh so small  
Wind me up and I can crawl,  
Drive me out to the end of town,  
Then pick me up and turn me around.

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

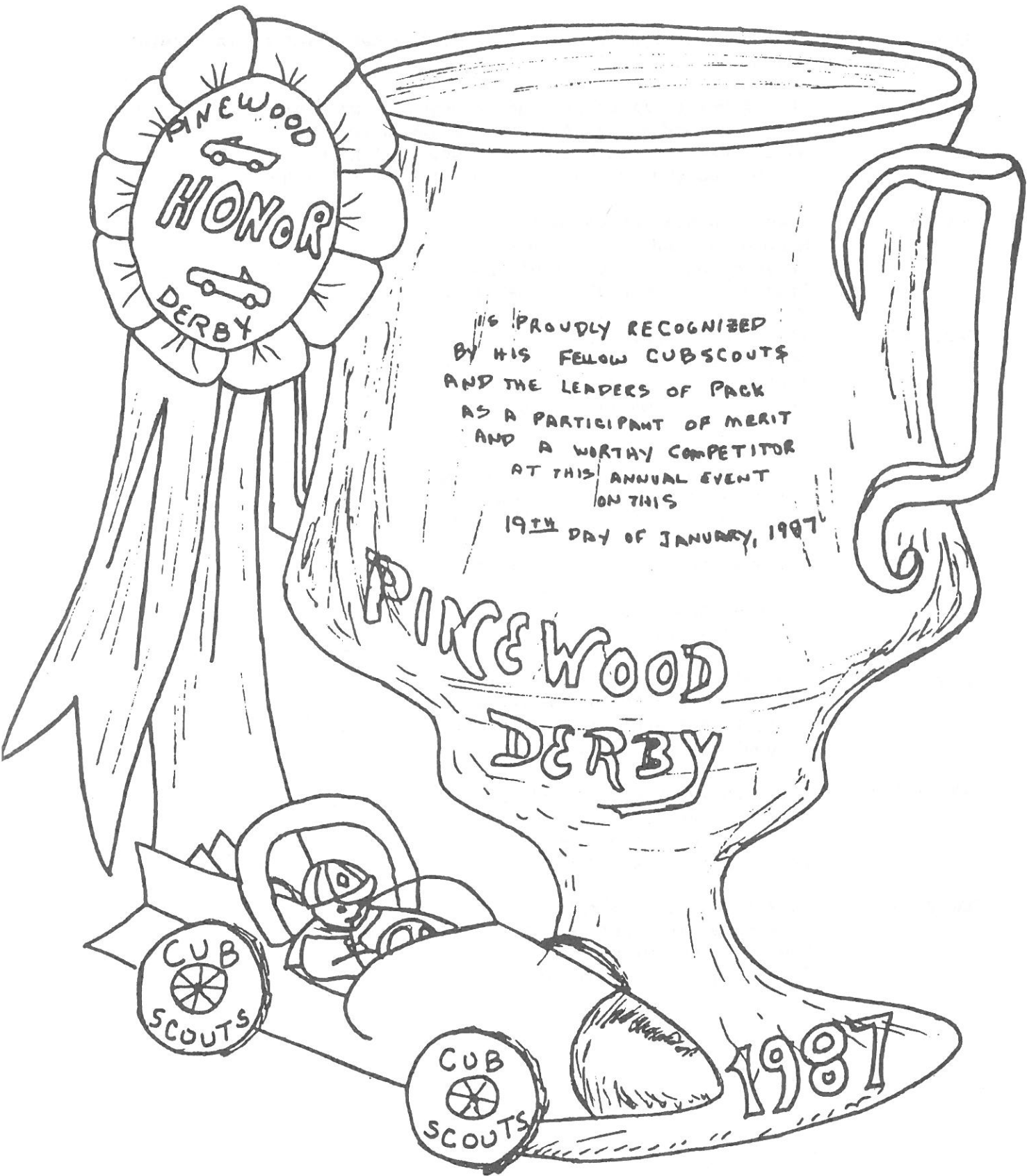
V. W. I'm a little V. W. Bug,  
So loveable....just give me a hug  
Drive me up the hill so slow,  
Then down the other side I'll go.

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

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

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

NARRATOR: This story has a moral,  
It's more important to know  
Where you're going,  
Than to get there quickly.



I AM PROUDLY RECOGNIZED  
BY HIS FELLOW CUBSCOUTS  
AND THE LEADERS OF PACK  
AS A PARTICIPANT OF MERIT  
AND A WORTHY COMPETITOR  
AT THIS ANNUAL EVENT  
ON THIS  
19TH DAY OF JANUARY, 1987

PINEWOOD  
DERBY

CUB  
SCOUTS

CUB  
SCOUTS

1987

## SONGS

### OUR CAR

Tune: Camptown Races

Pinewood derby's here again,  
Oh Boy, Oh Boy!  
Dad and I would like to win  
Oh Boy, we will try!

#### CHORUS:

My pop's thumb is sore,  
From the carving knife,  
Wish he'd let me try it too,  
You can bet your life!

Our car looks a little weird,  
Oh my, Oh my!  
Glad it doesn't have to be steered,  
Oh my, time to go!

#### CHORUS

Now it's racing down the track,  
Hurry, Hurry!  
We're close to the finish line,  
Hurry up and pass.

#### CHORUS

We won the trophy, Dad and me,  
Hurrah, Hurrah!  
See the smile on old dad's face,  
Cause we won the race!

#### CHORUS

### WHEN YOU TRAVEL

Tune: Clementine

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

### RACE YOUR CAR

Tune: Row, Row, Row Your Boat

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

### PINEWOOD DERBY SONG

Tune: Camptown Races

Cub Scouts all join in the song  
Doo-dah, doo-dah!  
Pine car track is mighty long  
Oh, doo-dah day!

#### CHORUS:

Going to run so fast,  
going to get ahead  
bet my money on a blue pine car,  
somebody bet on the red.

#### CHORUS

Red cars, blue cars, green and gray,  
Doo-dah, doo-dah!  
Running on the track today.  
Oh, doo-dah day!

#### CHORUS

Pinewood cars have lots of class,  
Doo-dah, doo-dah!  
Even though they don't use gas,  
Oh, doo-dah day!

#### CHORUS

They're the pride of all the lads,  
Doo-dah, doo-dah!  
Built by Cub Scouts and their dads,  
Oh, doo-dah day!

#### CHORUS

## PINEWOOD DERBY CAR

(Tune: My Bonnie)

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

Chorus:

Bring back, Oh bring back,  
Oh bring back Pinewood Derby again, again.  
Bring back, Oh bring back,  
The race, 'cause next time I'll win.

## PINEWOOD DERBY

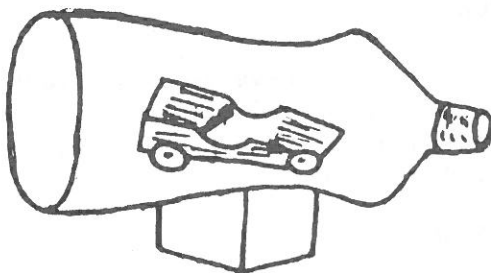
(Tune: Take Me Out to the Ball Game)

Take me out to the Pine----wood  
Der-by quick-ly right now  
Give me a kit and I will make  
A Pinewood ca - a - ar th--at will Wow

(Give a cheer)

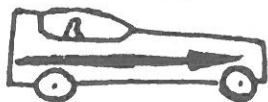
So I've done my best for the Pack's sake,  
Made my very best car.  
So It's one - two - three lanes we'll win  
And our cars will star.

## CARS IN BOTTLES



Car models will attract more attention and stay dust free, displayed in plastic bottles. To make each display, you need a clear plastic bottle large enough to hold your model, an opaque plastic bottle, plaster, a large screw and some clay.

Using kitchen shears or a small saw, cut off and save the bottom of the clear bottle. Cut a hole in the center side of the bottle to insert a screw. Cut the opaque bottle down to 2" high for a stand. Cut curves in the sides of the stand so the clear bottle will fit on the top.



Fill the stand with plaster and place the clear bottle on top so the screw sets in the plaster; let set. Insert and glue a wad of clay inside the clear bottle. Set the car on top. Apply glue to the cut edges of the bottle and replace the bottom; hold until dry.

## OPENING

CUBMASTER: At the beginning of the Indianapolis 500 or other car races the announcer says, "Gentlemen, start your engines." Tonight we will have our pinewood derby. I will ask 13 boys to come forward to help me give you a reminder.

- S - Smile, even if you hurt inside
- P - Pardon those parents who may show poor manners
- O - Ooze with enthusiasm for your car and yellow den members
- R - Respect the feelings of other Cub Scouts
- T - Try your best and (next letter) be
- S - Satisfied with yourself
- M - Master the art of self-control
- A - Anger has no place in our meeting
- N - Notice that only one can win
- S - Success in "doing your best" will be present for every Cub Scout
- H - Hush those words of bragging
- I - Insert your "congratulations" to the winner
- P - Play the derby game for FUN

(Boys hold up letters while Cubmaster explains each one.)

CUBMASTER: Let us remember the word sportsmanship throughout our pinewood derby tonight.

## PINEWOOD DERBY TIME

Each boy should read his line from a card which has the first letter of the sentence on the front side.

- D Dads and sons this month have had some fun
- E Everyone working to make their pinewood derby car run
- R Races will be held right here tonight
- B Boys and dads hoping they built their's just right
- Y Yearning to WIN a race or two
  
- T Thinking hard about the competitions our car must go through
- I In just a short while the races will begin
- M May all the best cars win
- E Everybody please rise. Let us say the pledge to the flag.

## PINEWOOD DERBY ADVANCEMENT

**PERSONNEL:** Cubmaster, den chief or adult.

**EQUIPMENT:** Racetrack board with cutouts of racing car, red trophy pennant, and green, white and checkered flags; flashlight; badges pinned on small cutouts (racing car for Bobcats, green flag for Wolf, red trophy pennant for Bear, white flag for Webelos and arrow points, and checkered flag for Arrow of Light).

**SETTING:** Room is darkened. Den Chief stands with flashlight behind cutouts. At the appropriate time, he illuminates cutout. Cubmaster, or other narrator, using flashlight, reads script.

**CUEMASTER:** In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in their Cub Scout rank.

The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers on our Cub Scout Advancement track. (Den Chief holds flashlight behind racing car cutout. Cubmaster continues with a regular Bobcat induction ceremony from Staging Den and Pack Ceremonies)

The green flag symbolizes those drivers who have qualified for a Wolf position on our advancement track. The green flag represents the start of the race and these boys have certainly gotten a good start in the race. (Den Chief illuminates green flag cutout with flashlight. Cubmaster reads names of Cub Scouts)

The red trophy pennant indicates that a driver is more experienced and skillful in handling his car and is moving up among the track leaders. Will the following Cub Scouts please come forward to receive their Bear Badges (or arrow points) and red trophy pennants. (Den Chief illuminates red trophy pennant. Cubmaster reads names of boys) Just as pit mechanics help drivers refuel and change parts, so your parents have helped you. Will the parents come forward to share in your honor. (Parents present badges)

The white flag tells us that the driver has but one lap to go to reach the checkered flag -- the Arrow of Light. He has learned to manage the turns, jams and upsets. Will the following Cub Scouts come forward to receive their Webelos and activity badges. (Den Chief illuminates white flag)

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to bigger races --- the Indianapolis 500 which is Scouting. Will the following boys come forward to receive the highest track record -- the ARROW OF LIGHT. This is the only badge in Cub Scouting which may be worn on your Scout uniform. May I congratulate you on earning this award and encourage you to wear it with pride at all times. (Den Chief illuminates Checkered Flag) Boys, your parents have helped you to do your best, and since they traveled this track to Arrow of Light with you, we would like them to come forward now and present the Badge to you. (Parents present Arrow of Light)



ADVANCEMENT

Equipment: Pinewood Derby track, badges of rank, or decals, and awards to be given to boys. Put decals or actual badges of rank on stiff cardboard and attach to 8 inch long sticks. Tape or tack these to siderails of derby track in ascending order - Bobcat, Wolf, Bear, Webelos, and Arrow of Light. If a boy is graduating into a Scout troop, have a Scout badge at the top. At the appropriate places on the track, have the badges and arrow points. (Note: Equipment must be prepared immediately after the pinewood derby, while the derby chairman is making his awards - so that it will be ready for the following advancement ceremony.)

CUBMASTER: We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill, don't they? Well, you can go uphill on this track too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelos and the Arrow of Light. Some of our Cub Scouts have been climbing this course, and now we are going to show how far they have progressed. Will the following Cub Scouts who have made the climb as far as Wolf please come forward with their parents.

(When boys and their parents have assembled, remove their awards from the track and have the parents pin the badges on. Do the same for Bear badges and arrow points. Have Webelos den leaders take over for activity badges and Webelos badges. Cubmaster should be involved in presentation of the Arrow of Light and graduation into a troop.)

CLOSING THOUGHT

CUBMASTER: At the conclusion of our pinewood derby night, I would like to say that we were all winners here tonight. Dad has more respect for his son whether he was a humble winner or graceful loser. Mom was proud of her son whether she gave him a hug of congratulations or comfort. Each boy gained a better knowledge of competition; how to win, how to lose, how to be happy for a friend who is taking home the trophy he himself wanted so badly. The leaders, in the pride they felt, knowing each of their boys had done his best. Building the car helped bring dad and son closer together and cheering for our den members helped bring the den closer together. No, there are only winners here tonight. Thank you all for helping to make the pack go and Cub Scouts go. Good night and CONGRATULATIONS TO ALL US WINNERS!

## THE PINWOOD DERBY WITHOUT TEARS

"DID YOU SEE THAT EARL SCHEIB PAINT JOB ON DEAN'S CAR!" exclaims Billy's mom.

A can of metallic spray paint, whether held by an adult or an 8-year-old, will give a flawless finish. Decals, available at any hobby shop, impart an added professional touch.

"MR SMITH PUT JOHNNY'S CAR THROUGH A WIND TUNNEL," Bobby's dad complains.

Wind resistance on Pinewood Derby cars is negligible. The car is just too small for wind resistance to make a difference between a pointed nosed car and a fire engine. Friction in the wheels makes most of the difference.

"I WONDER HOW MUCH WORK SPARKY ACTUALLY DID ON HIS OWN CAR. HIS FATHER IS AN ENGINEER, YOU KNOW," says Eddie's mom.

Your pack could have a Parent's Race after the main derby, if this is one of your concerns. However, after the Cub Olympics, one never hears, "Sparky won all the events because his parents practiced with him." Many parents enjoy working with their children, and the Pinewood Derby affords an excellent chance to teach the boy some basic physics (which parents can also learn through experimentation) while having fun.

For instance, the parent or den leader could experiment with a small, heavy object such as a cigarette lighter rubber-banded to different parts of the car -- front, back, and center -- and let the boys watch how far the cars rolls. The boy can see for himself where the best place to put the weight is. The parent or den leader could then let the boys set up a homemade practice track (parallel "Hot Wheels" tracks or a long ramp, either one ending on a hard-surfaced floor) and race a car with crooked wheels against a car with straight wheels; a car with graphite against a car with no graphite; a painted car against an unpainted block of wood on wheels; or a weighted car against an unweighted car, seeing which one rolls farthest. THIS CAN BE A LEARNING EXPERIENCE FOR BOTH PARENT AND BOY!

### Two Secrets of Success:

Have the wheels straight. Even a car with added weight can run a good race if the wheels are straight and do not bump the center strip. Wheel straightening is done best by adult hands.

Graphite. An otherwise perfect car can still stall on the track if the wheels are not lubricated with graphite. This need only be done once.

### DO NOT USE OIL!

- (1) Oil can melt the plastic wheels.
- (2) Oil has a higher coefficient of friction than graphite. This means that the wheels will not move as freely with oil as they will with graphite.
- (3) Oil drips, causing oil slicks on the track, and cars in subsequent races will skid rather than roll.

## THE PINWOOD DERBY WITHOUT TEARS (2)

"I DIDN'T WIN BECAUSE I GOT STUCK IN THE SLOW LANE EVERY TIME!" cries Joey.

Even the best tracks are not perfect, and as little as one-tenth of a second's difference at the starting line (too small a variation to be discerned by the human eye) can mean a two-inch advantage at the finish line. AND THE BOYS WILL BE QUICK TO NOTICE SUCH A DISCREPANCY.

The best way to handle this difficulty is by setting heat assignments, in advance, that put each car in each lane, and by keeping cumulative score to determine semi-finalists, as follows:

As the boys finish weighing in, write their names and car numbers on two separate lists. (Flip charts are best) It is suggested that car numbers be two digit, with the Den number first. All cars in Den one are numbered 11 through 19; cars in Den two 21 through 29, etc.

Make a large "Heat System Scoring Sheet." This is a list that will be compiled in the order in which the boys arrive at the Pinewood Derby pack meeting. Rubber stamp the number of the boy's car on his hand.

### SAMPLE HEAT SCORING SYSTEM SHEET

Order of Arrival at Meet	Boy's Name	Den No.	Car No.	Race 1	Race 2	Race 3	Race 4
1	Sparky	2	21				
2	David	2	22				
3	Hick	1	11				
4	Jody	4	41				
5	Jeff	4	42				
6	Derek	3	31				
7	Owen	1	12				

This will determine the order in which the boys will race their cars. The Score Person will simultaneously make a "Lane Assignment Chart," which will look like this, because this example has a 4 lane track.

### LANE ASSIGNMENT CHART

Race No	Lane 1	Lane 2	Lane 3	Lane 4
1	Car #21 (1)	Car #22 (2)	Car #41 (4)	Car #12 (7)
2	22 (2)	11 (3)	42 (5)	21 (1)
3	11	41	31	22
4	41	42	12	11
5	42	31	21	41
6	31	12	22	42
7	12	21	11	31

MAKE LANE ASSIGNMENTS AS YOU NUMBER THE CARS. THIS SAVES TIME.

## THE PINWOOD DERBY WITHOUT TEARS (3)

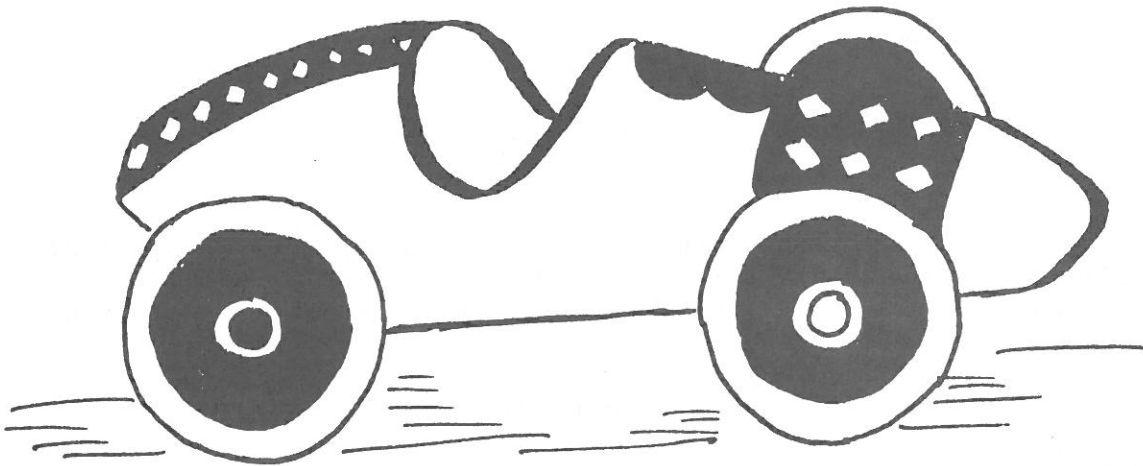
Making lane assignments in this manner will guarantee that each boy races in each lane only once, and does not race against anyone twice in the preliminaries

### SCORING

Score 3 points for first place, 2 for second, one for third, and one for fourth. These numbers are written on the "Heat System Scoring Sheet."

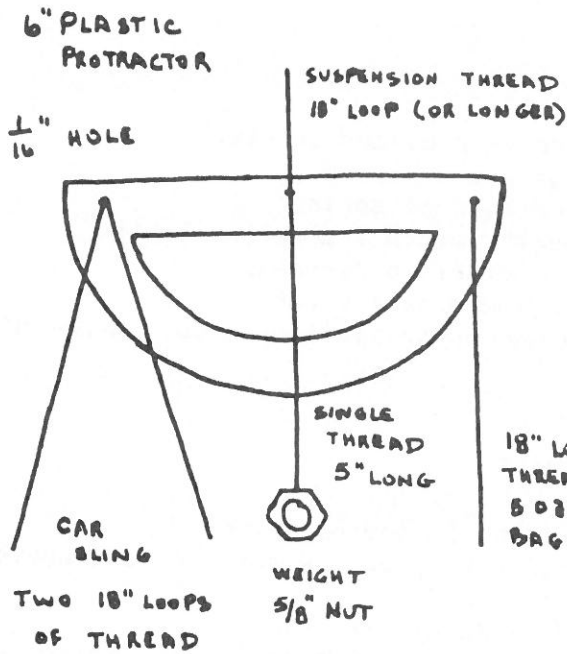
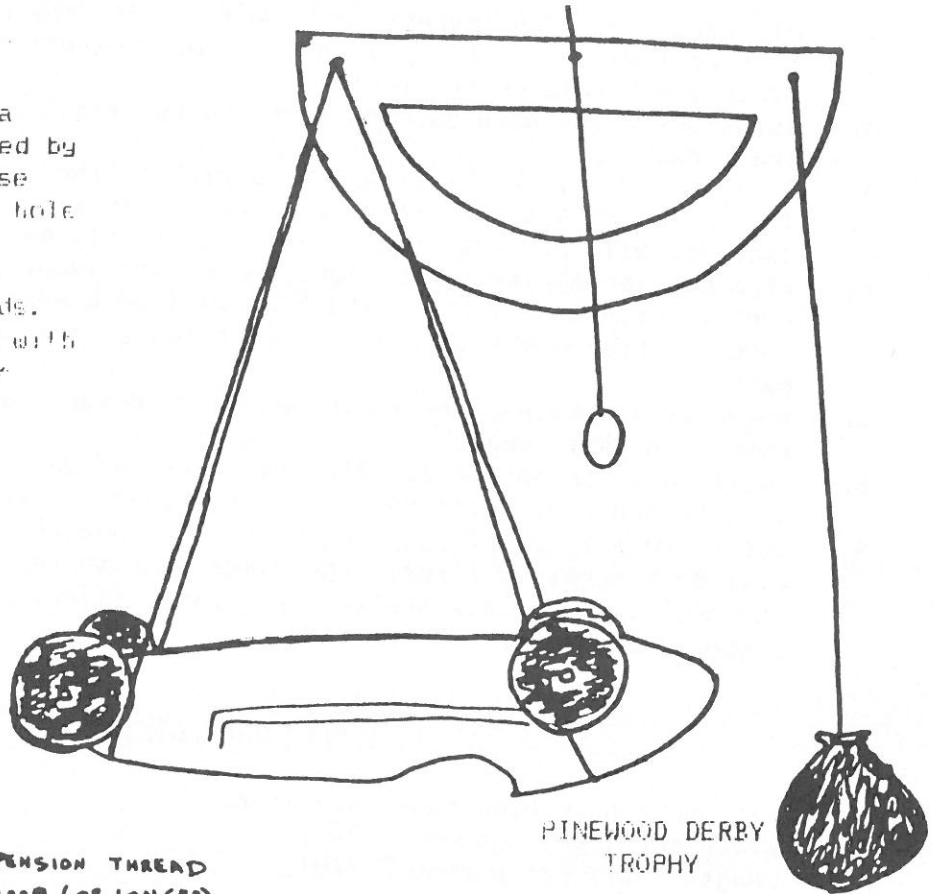
Add all of a boy's points for his preliminary total, and pick the top scores for finals. You may use your own discretion in picking "top scores." (It depends upon how many races you want to run. Four finalists mean four final races; eight finalists mean eight races, etc) But there should be at least as many cars in the finals as there are lanes on your track.

Run the finals as you did the preliminaries, and add the boy's scores in the finals to his preliminary score, to determine the over-all winner, as well as second and third in the Pack. (Den prizes can be seen at a glance on the "Heat System Scoring Sheet." In case of ties, run heats as you did in the preliminary, giving each boy a chance on each lane.

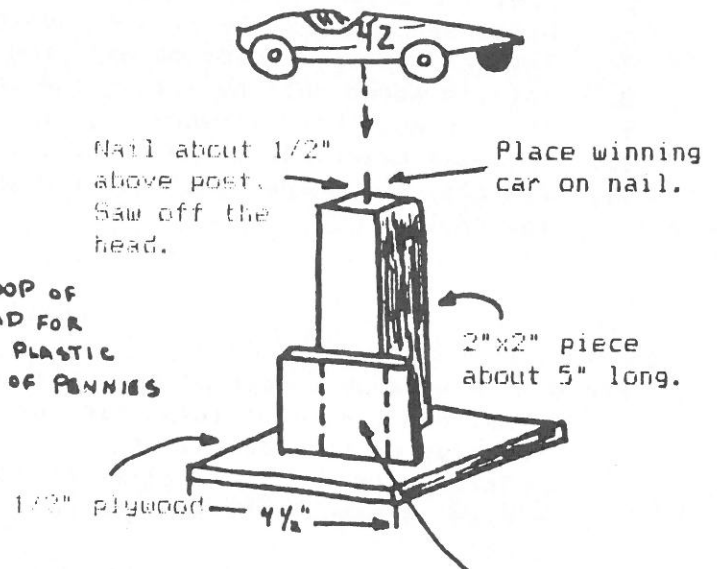


# HOMEMADE PINEWOOD DERBY RACER SCALE

Car is suspended in a sling, counterbalanced by a bag of pennies. Use pointed tool to mark hole centers. Then drill three 1/16" holes in protractor for threads. Remove burrs by hand with countersink or larger drill.



18" LOOP OF THREAD FOR BAG OF PENNIES



For engraved plate glue a piece of 2"x3" plywood to post.

## PINEWOOD DERBY RULES

1. All cars must pass inspection to qualify for the race.
2. Each heat will be announced, drivers will report to starting line and place their cars on the track.
3. The starter will make sure cars are on the track properly and then start the race.
4. Starter and drivers will report to finish line to record results.
5. The car whose nose is first over the finish line is winner. Place spotters will pick 1st, 2nd, 3rd, and 4th places.
6. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be over. If the same car gets into trouble on the second run, that contestant automatically loses the race.
7. When results of each heat are recorded, drivers will take their cars and return to their seats.
8. Awards will be announced after the heat for which awards are to be made. Drivers and their dads report to the stage for awards.
9. There are a total of \_\_\_\_ heats and \_\_\_\_ awards to be given. Den winners will be determined first. The first four places from each den advance to the pack championship heats. Remaining drivers will take part in consolation heats.

## INSPECTION POINTS

1. Cars must have been made this year.
2. Width shall not exceed 2 3/4".
3. Length shall not exceed 7 3/8".
4. Weight shall not exceed 5 ounces.
5. Axels, wheels, and body wood shall be as provided in kit.
6. Wheel bearings, washers, and bushings are provided.
7. The car shall not ride on any kind or type of spring.
8. Details added must be within the length, width and weight limits.
9. The car must be free-wheeling with no starting devices.
10. No loose materials of any kind are allowed in the car.
11. The official number must be clearly marked or visible on both sides of the car.

## SUGGESTIONS

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

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

## BUILDING TIPS

In addition to the tips listed in "Cub Scout Activities" the following things should help boys and dads in building their Racers.

1. Use wood file, steel wool, and emery paper on axels.
2. Sand wheel edges slightly.
3. Use Elmer's glue to hold nail in axel.
4. Use small nail or brad to hold axle in body.
5. Use electric drill and fine file to smooth axels.
6. Remove burrs from axels before adding wheels.
7. Measure center distance between axles before gluing.
8. Remove mold projections on wheel treads.

## RESOURCES

The following are available at a local Scout distributor:

- 1622 Grand Prix Car Kit
- 1623 8-pack of Grand Prix Cars
- 1623A Extra Grand Prix wheels
- 7708 Pinewood derby ribbons (10)
- 7709 Award ribbons (15)
- 5077 Plastic trophy cup
- 5512 Gold pinewood derby medal
- 5513 Silver pinewood derby medal
- 5514 Bronze pinewood derby medal
- 5710 1st place trophy
- 5711 2nd place trophy
- 5712 3rd place trophy

## PLANNING TIPS

In addition to the suggestions found in "Cub Scout Activities", the following information will help in planning the pack's pinewood derby:

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

## PINWOOD DERBY TASK ASSIGNMENT CHECKLIST

	TASK	ASSIGNED TO
1.	Pinewood Derby Chairman	-----
2.	Date, Time, Place (Includes all arrangements for place to hold race and for publicity)	-----
3.	Purchase and Distribution of Derby Kits (Equipment chairman is assigned to purchase the required number of kits for the entire pack and distribute them to den leaders)	-----
4.	Collect Money for Kits (Den leaders sell kits to boys. Treasurer has responsibility to collect money from the den leaders)	-----
5.	Pinewood Derby Track (Includes all arrangements necessary to provide a track, including setting up the track at race time. Tracks can be borrowed from another pack, or you can construct one of your own)	-----
6.	Race Organization (Includes all activities necessary to determine race procedures, the type of race, the heat structure, how many heats, the type and number of awards. This person also serves as 'race control' at race time)	-----
7.	Procurement of Awards (Responsible for purchasing the required awards, including arrangements for the necessary engraving)	-----
8.	Rules, Registration and Inspection Team (Determines all rules for registration and inspection of cars at race time, as well as rules for running the race. Responsible for registration and inspection, including assignment of numbers to each car. Assists 'race control' person)	-----
9.	Starter (Align cars properly on track and start each heat)	-----
10.	Place-Spotters (Work at finish line to pick winners of each heat)	1st ----- 2nd ----- 3rd ----- 4th -----
11.	Announcer & Awards Presentation (Announces each heat and presents awards)	-----



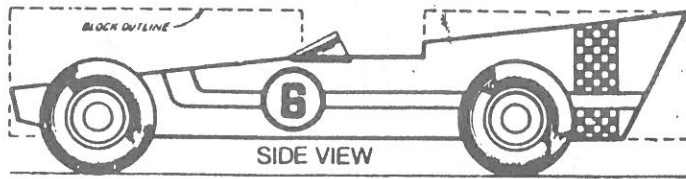
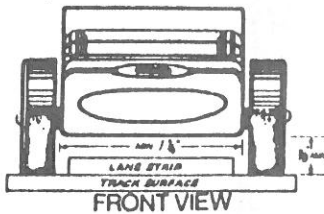


# PINEWOOD DERBY

KIT NO. 1623

## \*GRAND PRIX DERBY PLAN

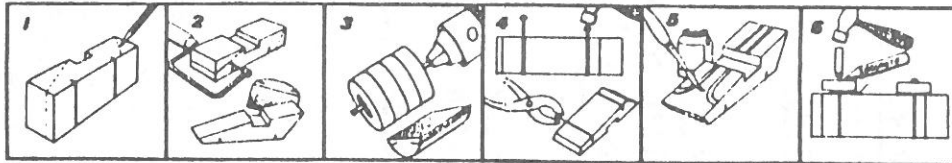
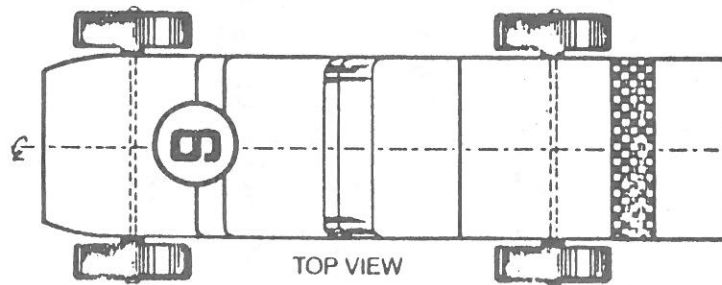
CMI 77



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

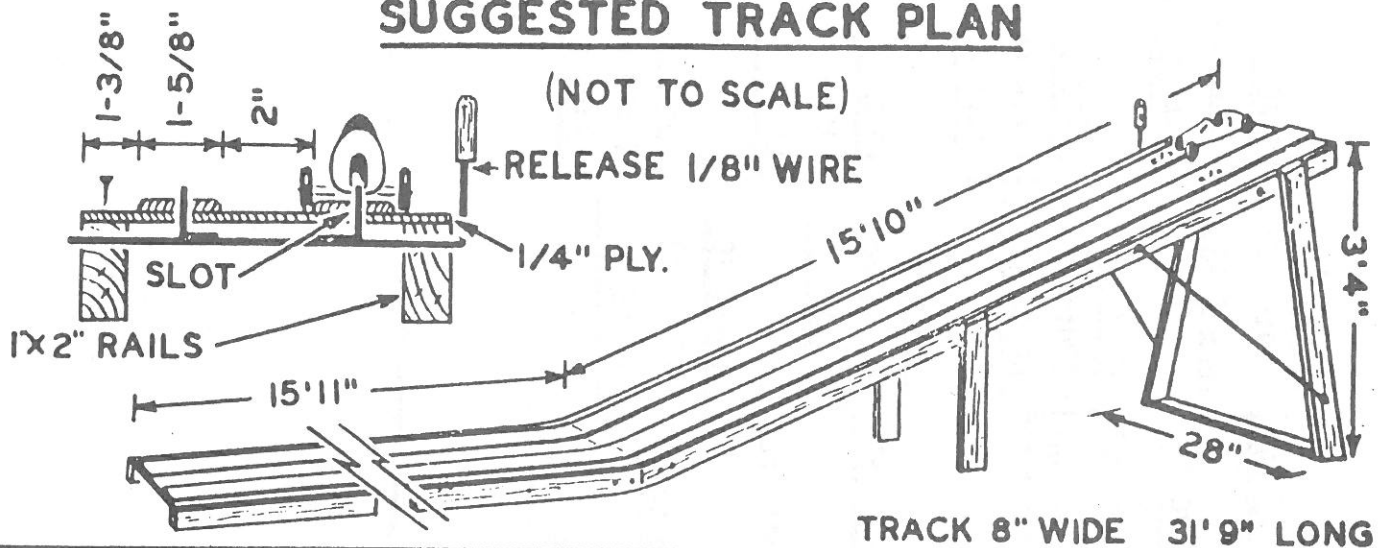
1. Suggested wedge type car plan. Easy to shape with a hand saw even if block is on the heavy side. Less additional weight necessary to conform to 5 oz. maximum specification. Note: This suggested plan should not restrict your selection of a design of your own choice. Just remember to maintain the 1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

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



## SUGGESTED TRACK PLAN

(NOT TO SCALE)

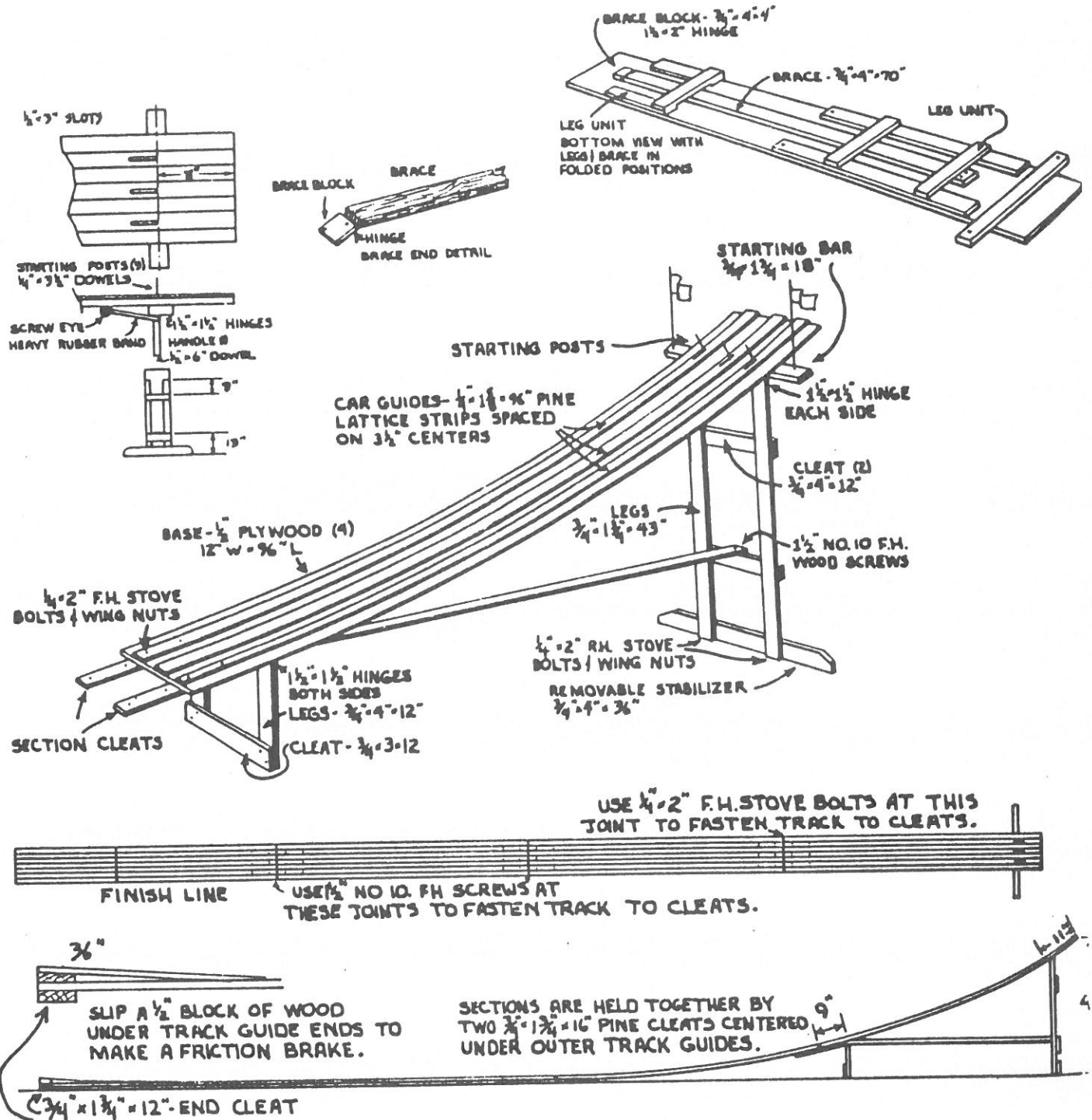


TRACK 8" WIDE 31'9" LONG

### RACE PROCEDURE

- (a) Heats - All races will be run on a system of elimination by heats. Timing of contestants shall have no bearing in determining heat or final winner.
- (b) Starting - Cars must start by gravity from a standstill, at a starting line on the track or a special ramp, without any help. No pushing will be allowed.
- (c) Finish - The car whose nose is first over the finish line is the winner.
- (d) If either car leaves track on first run, there is no contest. Race to be re-run. If same car leaves track on second run, contestant automatically loses.
- (e) Your official car number must appear on both sides of the car just aft of the cockpit.

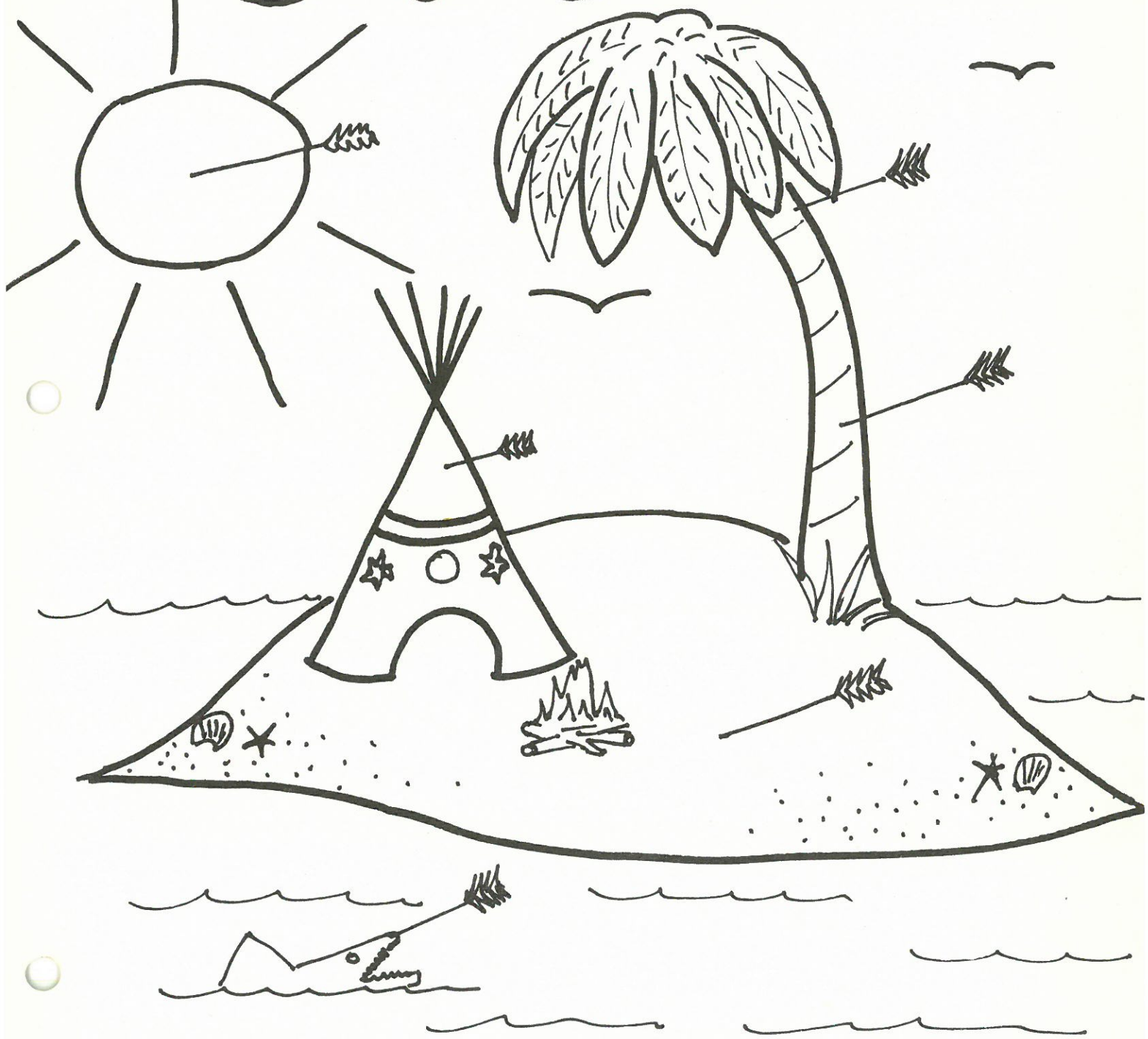
# BUILD A PINWOOD DERBY TRACK



PINWOOD DERBY TRACK



# AKELA'S COUNCIL







AKELA'S LIFE STORY (continued)

Akela: (lighting Webelos candle) with the 'Spirit of Akela' I light the trail of the WEBELOS. From the signs along the Webelos trail, I see that the following braves have shown their skill in \_\_\_\_\_ (He calls the names of the boys earning activity badges and indicates the badge earned.)

Nar: Then Akela was required to pass the hardness test of all. He had to prove himself qualified to wear his father's name, 'Arrow of Light'.

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 names, and as awards are presented, tom-tom begins to beat at a rapid pace... then drum stops.) From the four winds, Akela hears that you braves are doing well along the trails that will lead you to Scouting. Now will all Cub Scouts Stand and repeat the Cub Scout promise.

You can add a bobcat induction and Webelos graduation very simply to this ceremony.

INDIAN SIGN CLOSING

Ask everyone to stand. Cubmaster should demonstrate the words and signs used in the ceremony. Then everyone joins in.

MAY THE SPIRIT OF SCOUTING	(BOY SCOUT SIGN)
AND THE LIGHT OF AKELA	(CUB SCOUT SIGN)
BE WITH YOU AND ME AND TO SELF)	(POINT INDEX FINGER TO OTHER AND
UNTIL OUR PATHS	(BOTH ARMS HELD OUT TO SIDES)
CROSS	(BRING ARMS ACROSS EACH OTHER)
AGAIN	(CUB SCOUT SIGN ON WRIST, THEN
THEN ON INSIDE ELBOW, THAN ON SHOULDER)	

CUB SCOUT BENEDECTION

And now may Akela of all good Cub Scouts be with us till we meet again.



## OPENING

**Personnel:** Cub Scout, as leader; Cubmaster

**Equipment:** Copy of statement below for each Cub Scout or have statement printed on large sign or film slide for everyone to see and read.

**CUB SCOUT:** All Cub Scouts stand and read together..."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 to be good members of the Scouting team." (Cub Scout salutes Cubmaster who returns salute.)

**CUBMASTER:** Cub Scouts join with me in the Pledge of Allegiance.



## How the Indians Started It All

INDIAN: How

CHIEF: Akela

Many moons ago the Indians \_\_\_\_\_ had many problems to solve, just as we do today. This is the story about a young Indian \_\_\_\_\_ brave and how he solved his problem. The Chief \_\_\_\_\_, one evening, noticed that one of the young braves of his tribe was not present at the council fire and ceremonial dances. When the Chief \_\_\_\_\_ inquired of the other Indians \_\_\_\_\_ of the tribe as to the whereabouts of the brave, nobody seemed to know where he was. So after much inquiry the Chief \_\_\_\_\_ finally discovered the young brave busily building something over on the far side of the Indian \_\_\_\_\_ village.

Just as the Chief \_\_\_\_\_ approached the young Indian \_\_\_\_\_ brave, he turned around and wiping the sweat off his brow, said, "Heap big job done." The Chief \_\_\_\_\_ stood there looking at the structure which stood before his eyes and stroking the feathers in his headdress, said, "What have you been up to my young brave?" In reply, the young Indian \_\_\_\_\_ replied with a big grin on his face, "You see, Chief \_\_\_\_\_, I had heap big problem, but I solved it now. The nights get too chilly for me sleeping out in the open so I built this shelter to keep my wig warm." The Chief \_\_\_\_\_ then grinned a grin that could be seen for miles and, placing his hand on the young brave's shoulder he said, "Big Chief \_\_\_\_\_ heap proud of you. Tomorrow we will build these, what'ya call 'um - wigwams for the whole tribe. Thus the Indian's \_\_\_\_\_ wigwam got it's name.

But that's not the end of this tale; for you see, a neighboring tribe of Indians \_\_\_\_\_ who lived just south of the border soon heard about the wigwam and their Chief \_\_\_\_\_ made the journey to that village to see how they were made for he thought it was such a great idea since his hair was thinning with age and he certainly felt the evening's chill on his wig as he tried to keep it warm.

As the visiting Chief \_\_\_\_\_ came into the village, he was amazed at the sight of all the wigwams and stood in awe for a moment. It, indeed was a beautiful sight. He was spotted right away by the young brave who had originated the wigwam idea and the brave hurried over to greet this visiting Indian \_\_\_\_\_ Chief \_\_\_\_\_. The brave greeted him and asked if he had come to see the wigwam. Of course, being from south of the border this Chief \_\_\_\_\_ spoke with a Spanish accent and his reply went like this, as he motioned toward the wigwam which was swaying slightly in the breeze, "Se, eet ees a leettle tepee!"

With that the young brave laughed and said, "You're right I think I like that name better, we'll call it a tepee." Thus the name tepee was created for an Indian \_\_\_\_\_ abode. So whether you've heard an Indian's \_\_\_\_\_ dwelling called a wigwam or a tepee, you'll know how it all got started.

## THOUGHTS FROM THE AMERICAN INDIAN FOR OPENING AND CLOSING YOUR MEETINGS

The American Indian is a very important part of our heritage and national pride. The Scouting organization has adopted the American Indian as its inspiration and symbol to follow.

These are a few examples of Indian ideologic thoughts that Scouting follows. These thoughts can be used to open or close a ceremony or meeting, or to make a special and important point.

OPEN with:

1. "May the warm winds of heaven blow softly on this house." (- Comanche)
2. "To realize your home is earth and mother, the life of man depends upon earth and the Great Spirit works through it."
3. An Indian verse to show the wisdom of elders:  
"I perform the beauty way. I am over eighty years. I have been learning since I was young. I want someone to learn what I have lived."
4. Achieving goals:  
"Happiness is a butterfly, which, when pursued is always just out of reach, but which, if you sit down quietly may alight upon you."
5. Critizing others:  
"Do not judge other's deeds until you have walked three days in his moccasins."
6. CLOSING a meeting:  
"Until we meet again, may the Great Spirit make sunrise in your heart and may your moccasins make tracks in many snows to come."

## CLOSING -- AN INDIAN PRAYER

Oh, Great Spirit.....

Let me walk in beauty and make my eyes ever behold the red and purple sunset. Make my hands respect the things you have made and my ears sharp to hear your voice.

Make me wise so that I may understand the things you have taught my people. Let me learn the lessons you have hidden in every leaf and rock.

I seek strength, not to be greater than my brother, but to fight my greatest enemy - myself. Make me always ready to come to you with clean hands and straight eyes.

## ADVANCEMENT

Arrangement: Ceremony board or log with three small candles and one large candle set on table. Tom-tom beats. Akela enters and stands behind artificial campfire. He gives the Cub Scout sign and tom-tom stops.

NARRATOR: Akela was the big Chief of the Webelos tribe: tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion. He was fierce to an enemy, but kind to a brother. Many trophies hung in his tepee. His father was the son of the great yellow sun in the sky. He was called "Arrow of Light." His mother, from whom he learned those wonderful things that mothers know, was called "Kind Eyes". His father helped him make a little bow and arrow and once, when an enemy would have tomahawked his mother, Akela, from his papoose basket shot the enemy in the eye, and saved his mother's life. Later, he began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the Wolf, he learned the language of the ground, the tracks and the ways to food. (Akela lights large candle representing "Spirit of Akela", and using that, lights the small candle representing Wolf.)

AKELA: With this candle, representing the "Spirit of Akela", I light the trail of the Wolf. From the signs along the Wolf trail, I see that the following braves of our tribe are ready for advancement in the Wolf Clan of Akela's tribe. (Calls names of boys receiving Wolf badges and arrow points. They come forward with parents. He presents their awards.)

NARRATOR: Then, from the big kindly Bears, Akela learned the secret names of the trees, the calls of birds and the language of the air.

AKELA: (lighting Bear candle) With the "Spirit of Akela", we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement in the Bear Clan of Akela's tribe. (He calls forward boys who are receiving Bear badges and arrow points along with their parents and presents awards.)

NARRATOR: But before he could become a Scouting "brave" on his own, Akela had to prove himself by trying out new skills, performing certain tasks and passing tests of accomplishment.

AKELA: (lighting Webelos candle) With the "Spirit of Akela" we light the trail to the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skill in... (He calls names of boys receiving activity badges, indicating which badges they have earned, forward with parents. He presents their awards.)

NARRATOR: Then Akela was required to pass the highest test of all. He had to prove himself qualified to wear his father's name "Arrow of Light".

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 names and parents, and as awards are presented, tom-tom begins to beat again at

a rapid pace...then drum stops.) From the four winds, Akela hears that you braves are doing well along the trails that will lead you to Scouting. Now will all Cub Scouts stand and repeat the Cub Scout Promise.

CLOSING

Ask everyone to stand. Cubmaster gives the words and demonstrated the signs used in the ceremony. Then everyone joins in.

Boy Scout Sign.....May the spirit of Scouting  
Cub Scout Sign.....and the light of Akela  
Point finger.....be with you and me  
Both arms out.....until our paths  
Arms crossed.....cross  
Cub sign (on wrist, then  
elbow, then shoulder.....again.

CLOSING

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

(This prayer, composed by Chief Yellow Lark, a Blackfoot Indian could be read by Cubmaster (dressed as Indian Chief) with hands raised before audience)

## Advancement

Equipment: Council fire, Tally skin, Drum, Indian costumes

Personnel: Akela, Keeper of the Tally (Awards Chairman), Webelos

Arrangement: Everyone is at the front of the room where they can be seen; drum is beaten loudly for attention then softly for background; Webelos escort Cub Scouts and Parents, Awards are on the back of the tally skin.

Akela: Oh, Mighty Medicine Man there are those among us who wish to join our Pack. By what names are they called?

Medicine Man: Reads names. Will the boys whose names have been called please stand with their parents? Webelos escort them to the council fire.

Akela: You have expressed a desire to join our family. You were given requirements for the earning of the Bobcat rank. Have you learned them? (boys answer) Let us now make the Cub Scout sign and repeat the Cub Scout Promise. (repeat the promise)  
Now let us repeat the Law of the Pack. (repeat)  
We wish to welcome you and your family to our Pack.  
(present pins to parents to pin on boys upside down and explain why.)  
Now, as one last test, salute with me in the manner of Cubs all over the world, Congratulations, and may your days in Cub Scouting be happy.

Mighty Medicine Man there are those among us who have advanced in our Pack. By what names are they called?

Medicine Man: Reads names. Will the boys whose names have been read please stand with their parents? Will these braves and their parents advance to the front of the council fire?

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

Medicine Man: These boys have passed the twelve achievements to earn their Wolf and Bear badge. Some of them have passed electives for gold and silver arrow points.

Akela: This is indeed a fine job of Cub Scouting. Can you truthfully say you have followed the Cub Scout Promise and have tried to Do Your Best?

Boys: Yes we have.

Akela: I am satisfied you have done your best. It is indeed a proud moment for our tribe when we can advance our young braves. Mighty Medicine Man have you suitable awards for these young braves. (Award badges to parents to pin on their boys.)

Akela: Congratulations and keep up the good work.

## INDIAN ADVANCEMENT CEREMONY

**EQUIPMENT:** Akela costume, Indian drum, real or artificial campfire.

**ARRANGEMENT:** Akela stands behind fire flanked by his braves and Cubmaster. Indian drum beats slow rhythm in background.

**AKELA:** Cubmaster, you have signaled us that some of the braves in this tribe have travelled along the trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are these braves?

**CUBMASTER:** (Reads names of the boys to receive awards.)

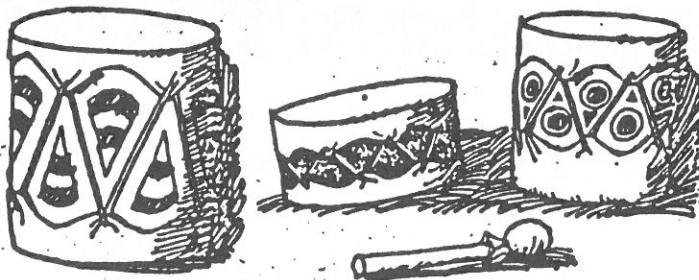
**AKELA:** Cubmaster, how far along this trail did these braves travel?

**CUBMASTER:** \_\_\_\_\_ has passed the twelve achievement tests to Wolf Valley and also did a fine job of hunting for which he earned a Gold Arrow. \_\_\_\_\_ after crossing Bear Ridge, hunted well to earn a Gold and Silver Arrow. \_\_\_\_\_ and \_\_\_\_\_ are working their way up Webelos Peak and have earned Activity Badges in \_\_\_\_\_ and \_\_\_\_\_.

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

**CUBMASTER:** Can you truthfully say you have followed the Cub Scout Promise and have tried to "Do Your Best"?

**AKELA:** I am satisfied you have done your best. This is indeed a proud moment for this tribe when we can advance our young braves. It symbolizes sound co-operation in your teepees among your family. Without their help, hunting along the Trail of the Golden Arrow would have been difficult.



## INDIAN OPENING CEREMONY

**EQUIPMENT:** Indian costumes for Akela (Cubmaster) and several braves (Committee members), peacepipe and tom-tom.

**ARRANGEMENT:** Cub Scouts and parents are seated around unlighted campfire. Akela and his braves are off to the side out of sight. Have all awards already laid out on a blanket.

(Cubmaster calls the group to attention, a color guard posts the colors and Cubmaster leads Pack in the Pledge of Allegiance. At the conclusion of the pledge everyone is seated. A Den Chief or leader begins a steady rhythm (boom, boom, boom) on an Indian drum.

**CUBMASTER:** Tonight, for our great meeting in the great outdoors, our meeting will be graced by the Great Akela. Great Akela, we bid you welcome, and ask you to share our humble campfire with us tonight.

(Akela and several braves enter. One of the braves carries a lighted torch. Akela stops facing the Cubmaster.

**AKELA:** I, Akela, and my braves, are pleased to be sharing your campfire with you and your tribe tonight. Now let the council fire for tonight be lighted.

(The brave carrying the torch lights the council fire. Once the fire is lighted, Akela steps forward with a peace pipe. He raises the pipe to heaven with both arms straight.)

**AKELA:** To our Father, who has given us many blessings. To Mother Earth, (pipe held down) who feeds us with many harvests. To the North Wind (hold pipe to the north), who gives us endurance with its cold breath of winter. To the East Wind, (hold pipe to the east), who gives us the morning light to light the plains and mountains. To the South Wind (hold pipe to the south) bringing us the warm sunshine. To the West Wind (hold pipe to the west), land of the mighty mountains. This council fire meeting is open.



### Families Opening Ceremony

(This may be appropriate for School Round Up Night)

Make letters for each letter in the word FAMILIES. Hold each one up and say the following in order.

F . . . Folks, we are here to welcome you now.

A . . . Advantages, we have so many.

M . . . Mom and Dad, we're glad you're here.

I . . . Imagine how much fun we're going to have this year.

L . . . Laughing and playing together as a family.

I . . . I think it's great to be a Cub Scout.

E . . . Everyone, let's all please stand up.

S . . . Saluting together as we Pledge Allegiance to our flag so dear.

### Indian Lore Opening Ceremony 1

Setting: Cubmaster dressed as Indian Chief stands by an artificially lit campfire.

Cubmaster: Great Spirit, what is the meaning of Blue and Gold?

1st Indian Runner: (Den chief dressed as Indian brave runs in carrying a jar of blue colored water.) Great Chieftain, the blue is from the sky, representing loyalty and truth. (He places the jar by campfire and stands back.)

2nd Indian Runner: (Den chief dressed as Indian brave runs in carrying a jar of yellow colored water.) Great Chieftain, the gold stands for good cheer and happiness. (He places jar by campfire and stands back.)

Cubmaster: Thank you, Great Spirit, for these two brave runners who have traveled a long way down the trail. Will den \_\_\_ please present the colors? (Followed by Pledge of Allegiance.)

### Indian Lore Opening Ceremony 2

Setting: Cub Scouts dressed as Indian Chief, medicine man, flag bearer, and 3 or more braves. You may use an artificial campfire and Indian costumes.

Indian Chief, braves and medicine man are seated. Chief holds up both hands until all are quiet. As each brave says his part, he raises his hands upward to the sky.

Indian Chief: O Great Father in the sky, listen to thy people.

1st Brave: We thank thee, Great Creator, for the light of the sun each day.

2nd Brave: We thank thee for the beauty of this world and the plants and animals we enjoy.

3rd Brave: We thank thee for the night and the rest it brings.  
Indian Chief: O Great Father of all Cub Scouts, bles us and be with us tonight.  
Medicine Man: (Jumps up, shakes rattle and shouts.) Rise up, all you braves. Rise up with our white brothers. (He motions to audience to stand.) We lower our tribal den flag to honor the great flag of our white brothers.  
Flag Bearer: (Enters and presents American Flag to Indian Chief) This is the most beautiful flag in the world. It stands for freedom, liberty and happiness. Take it, honor it, respect it, love it always, for it is yours and mine.  
(He leads audience in Pledge of Allegiance.)

#### Indian Lore Advancement Ceremony

Personnel: Cubmaster is dressed as an Indian Chief; an adult is dressed as a medicine man, and another adult is dressed as an old fur trader with saddle bags. Medicine man and Indian Chief at front of room.  
Medicine Man: There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!  
Fur Trader: (Looking wild, wooly and hurried, enters room carrying saddle bags.) Is this the meeting of Cub Scout pack \_\_\_?  
Cubmaster: Yes, it is. Who are you?  
Fur Trader: I'm the rider from the trading post.  
Medicine Man: I'm heap glad to see you.  
Fur Trader: Well, I hope you're ready to trade.  
Medicine Man: Hmmm. I have 3 blue beads for \_\_\_ (name) \_\_\_ who has earned the Bobcat rank.  
Fur Trader: Good enough. Where is the varmint?  
Cubmaster: Will \_\_\_ (name) \_\_\_ and his parents please step forward? Congratulations on your hard work!  
Medicine Man: I have 3 red feathers for \_\_\_ (name) \_\_\_ who has earned the Wolf rank.  
Fur Trader: Good deal!  
Cubmaster: Will \_\_\_ (name) \_\_\_ and his parents please step forward?  
(Continue presenting awards in similar manner.)  
Cubmaster: (To Fur Trader.) Thanks for getting here on time with all our awards. The boys really appreciate it.  
Medicine Man: Ugh!  
Fur Trader: My pleasure, son. Now I gotta be gettin' along. So long!  
(He exits.)

### Indian Scout Benediction

MAY THE GREAT SPIRIT	(arms lifted to the sky)
BE WITH US	(bow from the waist)
TILL WE MEET AGAIN	(stand straight with arms folded)

### Indian Lore Closing Ceremony

This American Indian version of the Twenty-Third Psalm can be read by the Cubmaster or a den chief in full Indian costume. Darken the room, and use an artificially lit campfire. Cubmaster stands behind campfire with arms folded in front of him, chest high, to conceal a card which he can read.

The Great Father is a shepherd chief.  
I am His and with Him I want not.  
He throws out to me a rope, and the name of the rope is Love.  
He draws me to where the grass is green and the water is not dangerous,  
and I eat and lie down satisfied.  
Sometimes my heart is very weak and falls down, but He lifts it up  
again and draws me to a good road.  
His name is Wonderful.  
Sometime - it may be soon, it may be longer - He will draw me into  
a place between mountains.  
It is dark there, but I will not draw back.  
I will be afraid not, for it is there between these mountains that  
the shepherd chief will meet me and the hunger I have felt in  
my heart through this life shall be satisfied.  
Sometimes He makes the Love rope into a whip, but afterwards He  
gives me a staff to lean upon.  
He spreads a table before me with all kinds of food.  
He puts His hands upon my head and all the tired is gone.  
My cup He fills until it runs over.  
What I tell you is true, I lie not.  
These roads that are ahead will stay with me through life and  
afterwards,  
I will go to live in the big teepee of the shepherd chief forever.  
Amen.

### Indian Prayer Closing

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

## AMERICAN INDIAN PRAYER

O Great Spirit, whose voice I hear in the winds, and whose breath gives life to all the world, hear me! I am small and weak; I need Your strength and wisdom. Let me walk in beauty, and make my eyes ever behold the red and purple sunset. Make my hands respect the things You have made and my ears sharp to hear Your voice. Make me wise so that I may understand the things You have taught my people. Let me learn the lessons You have hidden in every leaf and rock. I seek strength, not to be greater than my brother, but to fight my greatest enemy--myself. Make me always ready to come to You with clean hands and straight eyes. So when life fades, as the fading sunset, may my spirit come to You without shame.

### Indian Version of the 23rd Psalm

Thee great Father above, is a shepherd chief.  
I am His...and with Him I want not.  
He throws to me a rope...and the name of the rope is love.  
He draws me into a place where the grass is green and the water  
is good.  
I eat, and drink and lie down, satisfied.  
Sometimes my heart is very weak and falls down,  
But He lifts it up again and leads me onto a good road.  
His name is Wonderful.  
One day He may take me to a place between high hills...  
It is dark there, but I will not draw back or be afraid.  
For it is there, between those mountains  
That the Shepherd Chief will meet me...  
And the hunger I have had in my heart will be gone.  
Sometimes He makes the love rope into a whip,  
But afterwards He gives me a staff to lean on.  
He spreads before me a feast, with all kinds of food.  
He puts his hands on my head and all the tired is gone.  
He fills my cup, to overflowing.  
What I tell you is true...I lie not.  
If I stay on the straight path and walk toward the sun through  
his life,  
Sometime, it may be soon, it may be longer,  
It may be a long, long time.....  
But I will go to live in the big teepee  
And sit down with the Shepherd Chief, forever.

## IROQUOIS LEGEND

### HOW THE WORLD WAS MADE

This story can be read or told by the den leader, den chief or Cubmaster to set the mood for the Indian theme.

Many many winters ago, the world was covered by a great blanket of water. There was no sun, no moon, no stars. There was no light. All was darkness.

The only living things in the world were water creatures such as the beaver, the muskrat, the turtle, the duck, the loon and the swan.

Far above the world was the Land of Happy Sky People where Lawenio, the Great Sky Chief, rules as the Good Spirit. One day Lawenio called his daughter to him. "You must go down into the lower world to make it bright and happy", he said. Gently he dropped his daughter through a hole in the sky.

Far below on the dark waters floated the water creatures. Looking up they saw a great light. It was Sky Girl slowly falling toward them.

After Sky Girl had rested on the good earth and found that the water no longer covered everything, she asked her father, the Good Spirit, to make the earth fruitful. So Lawenio, the Good Spirit, hung the sun and the moon and the stars in the sky. On the earth he planted beautiful trees and flowers.

He made springs and streams of pure water. He created beautiful rivers protected by high hills. He made animals like Bear and Deer.

Finally, out of red clay, the Good Spirit made Man in his own likeness. From the sky he sent down Dog to be a special friend to Man.

Then the Good Spirit was pleased and gave a blessing to all the things he had made.

The Good Spirit said: "Man comes from the earth and no man is perfect". That is why the Indians say that no man has a right to judge another, for that can only be done by the Good Spirit.

\* \* \* \* \*

INDIAN PAINT: Use equal parts of liquid dishwashing soap (Ivory or Palmolive) and baby lotion. Separate into small containers when mixed and add a small amount of tempera paint to achieve desired color. Paint on face and body with Q-tips.  
Note: Does not irritate skin and washes off easily.

## INDIAN SKIT

### HIGH - LOW BRAVES

(Assign a few lines of this story to each of a group of youngsters. They can memorize them or read them from a card. Let all join in the verse at the end. The group can wear Indian costumes, if desired.)

Chief High and his braves lived down in the valley and Chief Low and his braves lived up on the mountain.

Every morning Chief High would go out and look up at Chief Low's camps and call out, "Lo, Low." Then Chief Low would look down at Chief High's camp and answer "Hi, High."

This went on for many moons and everyone was happy. Then one day Chief High's braves began to wonder how come High was low and Low was high, and they became confused and unhappy too.

When Chief High and Chief Low heard about their braves, they laughed at them and said, "We can soon fix that!"

The next morning Chief High called up the mountain, "Hi, Low," and Chief Low called down, "Lo, High."

But the braves were still unhappy and more confused than ever. So the chiefs talked it over and decided to exchange camps.

Chief High and his braves moved up on the mountain while Chief Low and his braves moved down in the valley.

Now every morning Chief High calls down, "Hi, Low," and Chief Low call up, "Lo, High." And the braves are beginning to wonder why they were ever unhappy in the first place.

ALL:     So whether you're high or whether you're low,  
          You can be happy wherever you go.  
          Whether you're up or whether you're down,  
          It's as easy to smile as it is to frown.

## INDIAN SKIT

17 CHARACTERS:      2 Curtains  
                         2 Moons      May be doubled up  
                         Weather (sun, wind, rain, snow)  
                         3 Indians  
                         2 Rabbits  
                         2 Deer  
                         2 Trees

Our CURTAINS PART tonight on a famous Indian legend. Many years ago there lived a wise old Indian chief. This venerable chief spent many hours sitting by his campfire thinking -- for he was worried. He could not decide which of his two warrior sons should be chief after him. The SUN ROSE -- and SET while he pondered his problem. The WIND WHISTLED THOUGH THE TREES and still he sat. DEER FLITTED through the woods, RABBITS HOPPED hippety-hop -- and the SUN ROSE AND SET many times more.

Finally he called his two sons to the council fire and said to them, "The warrior who is the next chief must be able to provide for his tribe. Therefore, I send you out on a test and the one who is the ablest hunter shall be the next chief."

So Swift Arrow and Fallen Rock DEPARTED. Swift Arrow spent many days in the deep woods. He CHASED THE FLITTING DEER and TRACKED THE HIPPEY-HOP RABBIT. And he returned first to his father bringing much meat. The old warrior was very pleased.

But Fallen Rock had gone deeper into the woods and has still not returned. TWO MOONS PASSED. The heavy SNOWS of winter LAY on the trees, until they LEANED OVER with weariness. MORE MOONS passed. The RAINS of spring BEAT on the tree trunks until they SHOOK all over -- and still Fallen Rock did not return.

Finally the sad old chief put his hands on Swift Arrow's shoulders and decreed that he should be the new chief. But he also commanded that all possible effort should be made to search and look for his lost son -- and this is why as we travel about this great country we still see signs of the chief's great, undying love for his other son -- signs which say --- WATCH FOR FALLEN ROCK!

## CLOSING

### INDIAN PRAYER

Morning Star wake us, filled with joy  
To new days of growing to man from boy.  
Sun, with your power, give us light  
That we can tell wrong and do what's right.  
South Wind, we ask, in your gentle way  
Blow us the willingness to obey.  
North Wind, we ask, live up to thy name,  
Send us the strength to always be game.  
East Wind, we ask, with your breath so snappy,  
Fill us with knowledge of how to be happy.  
West Wind, we ask, blow all that is fair  
To us, that we may always be square.  
Moon, that fills the night with red light,  
Guard us well while we sleep in the night.  
Akela, please guide us in every way,  
We'll follow your trail in work or play.

\* \* \* \* \*

## CLOSING

### INDIAN STYLE CLOSING CEREMONY

Form group into huge circle and do the friendship dance. Every-one faces in and holds arms around neighbor's shoulders or waist while doing a slow side-step dance to the beat (1 - 2) of the Tomtom. Close by repeating this Benediction: "May the Great Spirit be with you until we meet again."

\* \* \* \* \*

## GAME

### INDIAN SHINNY OR FIELD HOCKEY

Here's how the Dakotas played shinny. Use a broomstick about 30 inches long, a ball of rags (about the size of a grapefruit) covered with tape, and two goal stakes 10 feet apart at each end of the playing field.

The ball is placed in the center of the field, and the teams start to drive it, as in hockey. No one may touch the ball with his hands. The first team to drive the ball through the other team's goal wins the game.



## THE FIRST AMERICANS



Themes dealing with the first Americans have long been among the most popular in Cub Scouting.

The Indians lived in the forests, on the wide plains, along the seacoasts and in the desert. They knew how to make a living, clothe and feed themselves from their surroundings.

For many boys, Indians were the people galloping across the Great Plains with the U.S. Cavalry in hot pursuit. Movies and TV have concentrated on the Indian wars, and so many people think of fighting when they hear the word "Indian."

Indians were (and are) diverse people. Not all of them hunted buffalo, lived in tepees and battled the cavalry. There are many different tribes of American Indians. Let the Cub Scouts pick a favorite tribe and make a model of the type of home in which they lived.

### GAME

#### INDIAN RACE AND STOP

This race was used to teach the runners to stop - fast. A line may be drawn to mark the start and another to mark the finish of a 40-yard run. Ten yards from the start, a white strip of cardboard or a paper drinking cup can mark the spot where a full stop must be made in a second or less. Ten yards farther along, another stop point is marked, and the third and last is marked 10 yards from it. These stop points are set out directly opposite the starting point of each runner. On the word, 'RUN' the runners race, each one observing the stop points on the way to the finish line. The contestant who finishes first wins, provided he has made the best, most complete stop. Such races taught the young braves to stop in a hurry--quite often a life-saving skill when people lived as the Indians did.

## INDIAN PRAYER

(Closing Ceremony)

For that solemn moment towards the end of Den or Pack Meeting, try this Cub Scout Indian Prayer:

Morning Star wake us, filled with joy  
To new Days of growing to man from boy.  
Sun, with your power, give us light  
That we can tell wrong and do what's right.  
South Wind, we ask, in your gentle way  
Blow us the willingness of obey.  
North Wind, we ask, live up to thy name,  
Send us the strength to always be game.  
East Wind, we ask, with your breath so snappy,  
Fill us with knowledge of how to be happy.  
West Wind, we ask, blow all that is fair  
To us, that we may always be square.  
Moon, that fills the night with red light,  
Guard us well while we sleep in the night.  
Akela, please guide us in every way,  
We'll follow your trail in work or play.

\* \* \* \* \*

## CLOSING CEREMONY

Have everyone stand. Have an adult leader give the words and demonstrate the signs used in the ceremony and then have everyone join in and do it together.

Scout sign.....May the spirit of Scouting,  
CS sign.....and the light of Akela,  
Point Finger....be with you and me

Both arms out....until our paths  
Arms crossed.....cross  
CS sign (on wrist, then elbow,  
and then shoulder)...again.

## BOB CAT'S BIG CATCH

- Characters:** Grey Squirrel; Running Deer; Small Bear; Little Wolf; Bob Cat; Chief Akela.
- Costumes:** Assorted Indian costumes - headbands, vests, breechcloths; etc.
- Props:** Drum for Grey Squirrel. Small bow and arrow for Bob Cat to carry.
- Setting:** A clearing in the forest. As scene opens, all but Bob Cat and Chief Akela are seated in a semi-circle facing audience. Grey Squirrel is slowly beating drum.
- Running Deer:** (Chants.) This big day in Bob Cat's life'  
Make-um Brave, if good with knife.
- Small Bear:** In our tribe he will belong -  
If nothing in forest go-um wrong.
- Little Wolf:** Hope he catch-um heap big prey -  
Make Chief Akela happy today.

(Offstage, continuous loud sneezing is heard. This goes on and off for rest of skit.)

(Enter Bob Cat and Chief Akela. Chief holds Bob Cat by back of vest. Bob Cat continues to sneeze - in his hand he carries a small bow and arrow.)

- Running Deer:** Brother Bob Cat, what you fetch?  
We wait-um here to see big catch.
- Chief Akela:** Bob Cat head for father's tepee.  
Hunt has made him tired and sleepy.  
Have to hunt where buffalo play  
Another time - another day.
- Small Bear:** But Chief Akela - where is catch?  
That brother Bob Cat went to fetch?
- Chief Akela:** Brother Bob Cat plenty bold -  
Him wade-um creek and catch-um cold.

(Chief gently pushes Bob Cat offstage. All seated braves laugh, then quickly clap hands to mouths and refold arms. Grey Squirrel starts to beat drum as curtain closes.)

## HOW MOTHERS CAME TO BE

- Characters:** Narrator; Kiwa and Kiwi (Indian children, wearing breechcloths and headbands); Maniton (Great Spirit, wearing ornate headdress); Air (wears sign - "Air"); Fire (wears sign - "Fire"); Water (wears sign - "Water"); Owl (wears owl mask); Turtle (wears turtle mask); Deer (wears deer mask) Mother (could be den leader, dressed as a squaw.)
- Props:** Headband, small blanket, large shell.
- Setting:** Forest scene with cardboard trees and bushes. Cardboard moon and scattered stars can be placed on back curtain. Offstage is a tom-tom, ready to be sounded at the appropriate time. Kiwa and Kiwi sit on ground, center stage. Maniton sits on high stool at one side of stage.)
- Note:** Be sure to leave large mouth holes in masks, so actors

can be easily understood by the audience.

Narrator: Many, many moons ago, the world was not the same as it is now. There were rustling trees, singing brooks, and many, many animals who walked proudly upon the earth. Proudest of all were two small creatures who walked upon their hind legs and looked with interest upon the stars. They were the creatures Kiwi and Kiwa . . . but there was no mother.

When the Great Spirit Maniton went to his hunting lodge beyond the moon, there was no one to care for Kiwi and Kiwa. Kiwa became lost. Kiwa became hungry. When snow fell, they became cold. They cried out:

Kiwa/Kiwi: Help us, help us, Great Spirit Maniton.

Narrator: High in his lodge beyond the moon, Maniton heard their cries. Looking down, he said:

Maniton: Poor little earth creatures. They are lost and cold and hungry. They do not know how to care for themselves. I cannot leave my lodge to help them. What shall I do? I know! I will make a mother!

Narrator: Then the great Maniton summoned air, fire and water, and asked them to make a mother.  
(Maniton motions offstage, beckoning air, fire and water, who enter.)

Air/Fire/Water: Ask of us what you will, Great Spirit Maniton.

Maniton: Make me a mother.  
(Air, Fire and Water dance in a circle, Indian style, as tom-tom offstage keeps a steady beat. The mother enters and kneels before Air, Fire and Water.)

Air/Fire/Water: Behold! A mother!

Maniton: (Holding up hand.) It is good. But the mother is not complete. Who will teach her the ways of the earth?

(Enter Owl, Deer and Turtle)

Owl/Deer/Turtle: We will teach her the ways of the earth. We are the animals who walk proudly on the earth.

Owl: Whooo am I? Wisest of the wise, that's whooo I am. Take wisdom from me. Ask me whooo and why and where and how. Take wisdom from me, Mother of Kiwa and Kiwi. (Owl places headband on mother.)

Deer: I am a doe. I am as gentle as the falling leaf. Take my gentleness for your hands. You will need my gentleness to comfort Kiwi and Kiwa. (Places small blanket in front of mother.)

Turtle: I bring you patience, Mother of Kiwa and Kiwi. Let the turtle teach you patience to wait for all good things. (He hands her a large shell.)

Maniton: Behold! Here is a mother suitable for Kiwi and Kiwa. Children, go to your mother. (Kiwi and Kiwa rise and approach mother. She puts her arm around their shoulders.)

Mother: You will never be lost again. You will never be hungry again. You will never be cold again. When Great Maniton goes to his hunting lodge, I will be there beside you. When you speak, I will listen. What you do not know, I will teach you.

Narrator: This happened many, many moons ago. But they say that the mother was so great and so good and so kind and so wise that the Great Spirit Maniton made many mothers for many small creatures. They say that even to this day, every Kiwi and Kiwa begins life with a mother to keep him healthy and happy and wise.

#### INDIAN COUNCIL FIRE

Characters: Any number of Indians with one Big Chief.

Setting: Indians grouped around a campfire. All are very sad that the white man and Indian do not understand each other better. Passing peace pipe.

1st Indian: I fear big trouble in making. (All grunt.)

2nd Indian: Must do big magic to stop many wars.

3rd Indian: How?

4th Indian: Big worry makes headache with thinking. (All grunt.)

Big Chief: Big Spirit give me wisdom to treat problem. I must go to white man. (Rises from campfire and goes to center stage. He addresses audience.)

We all wish for peaceful moons and plentiful corn. Maybe we need know word from each other. Please help me and repeat after me the words I say.

Big Chief: Oh Wa

Audience: Oh Wa

Big Chief: Ta Goo

Audience: Ta Goo

Big Chief: Si Am

Audience: Si Am

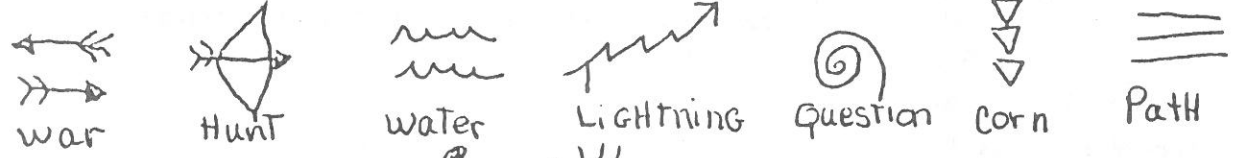
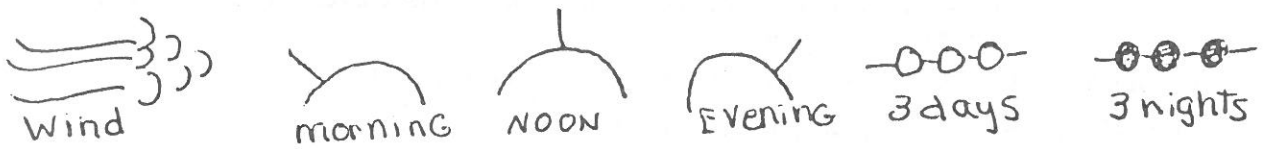
Big Chief: Very good, I think we are learning! Please one more time to go faster into land of knowledge.

(Repeat complete chant as before only fast enough so that they can combine syllables and come up with the meaning.)

"Oh, what a goose I am!"

Indian Picture Writing

Cub Scouts will have fun writing messages or stories in Indian picture writing or using the Cree Indian alphabet shown below.



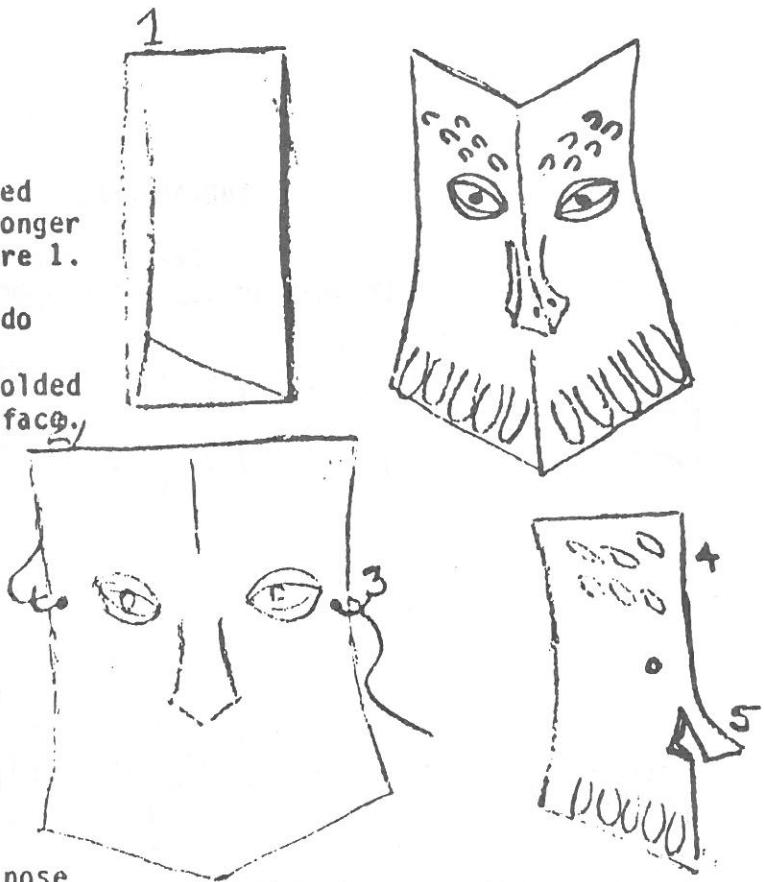
The Cree Alphabet

▽	△	▷	◁	∨	∧	>	<	U	∩	∪	C	∩	∧
A	B	C	D	E	F	G	H	I	J	K	L	M	N
∪	∩	9	P	d	b	7	∟	∩	∪	∩	∪	∩	∪
O	P	9	R	S	T	u	v	w	x	y	z		
↪	G	9	e	4	7	∩	∪	C	b				
1	2	3	4	5	6	7	8	9	0				

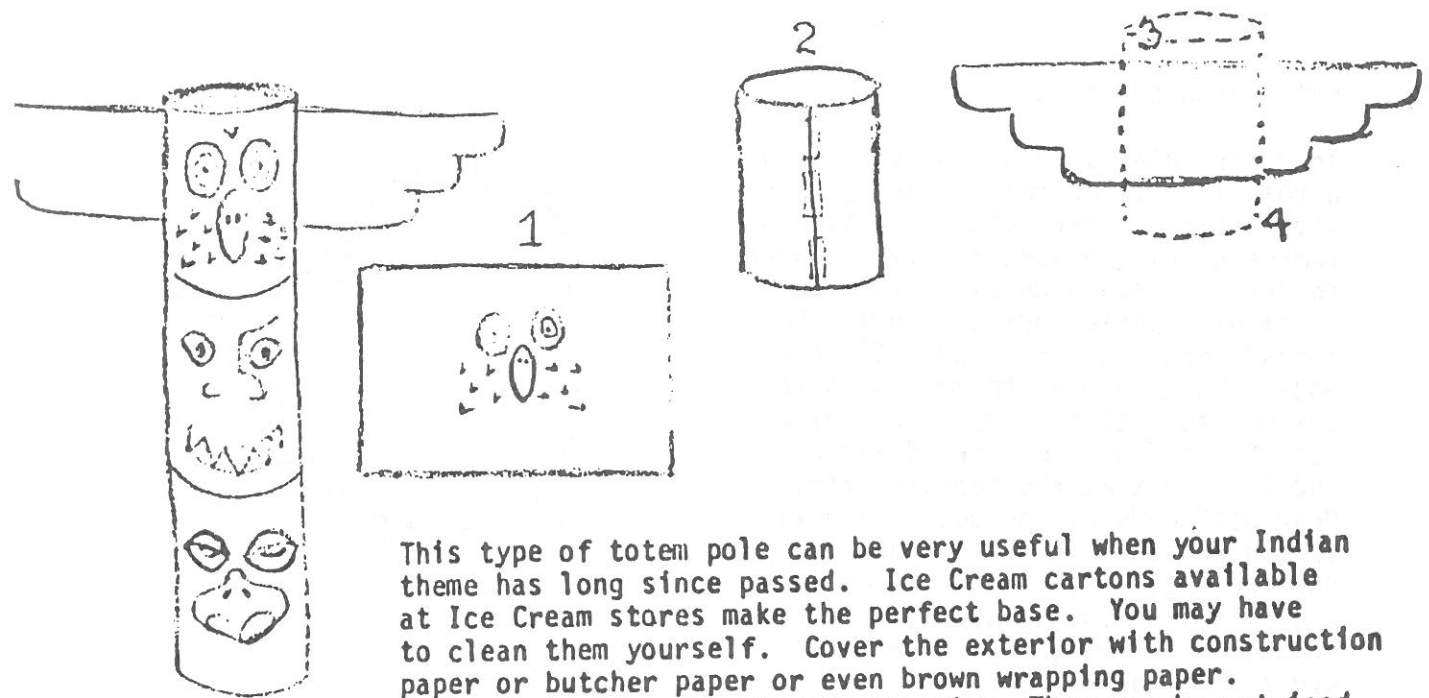


## INDIAN MASKS

1. Cut large rectangles from colored paper. Fold in half along the longer side. Now cut as shown in Figure 1.
2. Cut a nose from the center but do not cut it along the top so it will stay attached. Open the folded mask and hold it against boy's face. Mark where his eyes should be. Cut out a circle around pencil mark for eyes.
3. Punch a hole on each side of the mask and use reinforcements to keep it from pulling out. Now tie two lengths of strings, one on each side to the mask.
4. The boys may decorate the masks to their suit.
5. When the mask is worn pull the nose out as shown.



## TOTEM POLE



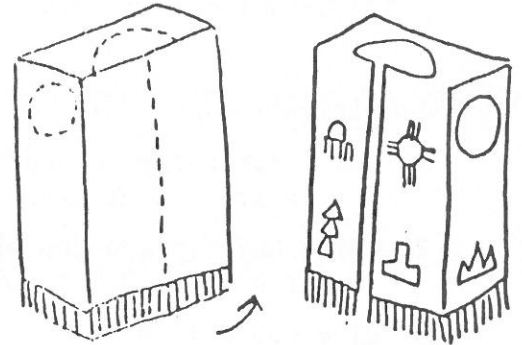
This type of totem pole can be very useful when your Indian theme has long since passed. Ice Cream cartons available at Ice Cream stores make the perfect base. You may have to clean them yourself. Cover the exterior with construction paper or butcher paper or even brown wrapping paper. Let each boy decorate to his choosing. They can be retained in the den to hold working projects between den meetings or the individual boys may use them in their closets to hold all their Cub Scout things -- neckerchief slides, projects, belt, book, etc.



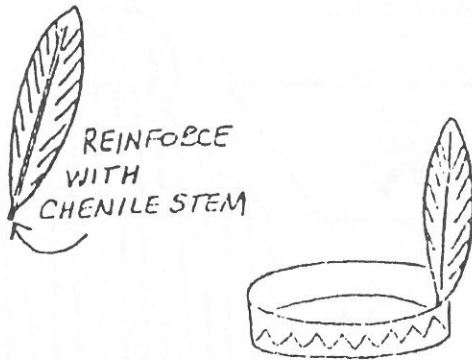
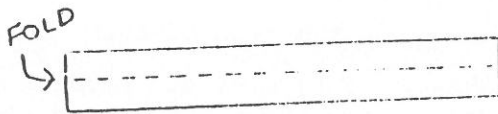
These costumes are made from brown paper bags and brown wrapping paper. To give them a leather-like appearance, crush and re-crush the paper with your hands until it is softened and wrinkled. Then spread out the paper and press with a luke-warm iron. These costumes may be decorated with crayons, felt markers or tempera.

**VEST:** Use a large grocery bag. Using the bottom of the bag for the shoulders, slit the bag up the front. Cut openings for neck and arms. Crush and iron the bag for leather look. If desired, cut fringe around the bottom of the vest. Add colorful designs with magic marker or crayons.

**BREECHCLOTH:** Cut two panels the size needed for front and back from crushed, ironed brown paper. Glue length of tape or ribbon across the top of each panel, allowing extra for ties at side. Add trim and designs and tie at sides.



Western Plains Type Vest

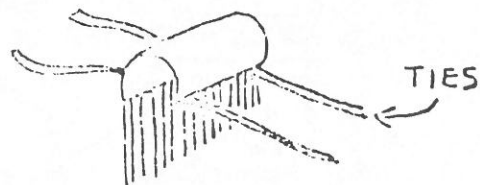
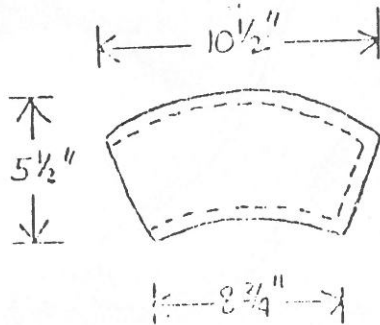


HEADBAND

Cut a strip of leather-like brown paper about 2" wide and long enough to reach around the head. Fold strip in half lengthwise. Overlap and glue ends so headband fits around head. Cut feathers from colored paper 3" X 7". Fold in half lengthwise. Fringe diagonally along sides. Trim one end to a point to look like a feather. Insert and glue feathers between open edges of headband.

FRINGED WRISTLETS

Cut from crushed, ironed brown paper as shown in illustration. Turn under and glue 1/4" hem on top, bottom and one end of each cuff. On other end, glue fringe about 5" wide. Add ties to hold cuffs in place. Decorate with Indian designs.



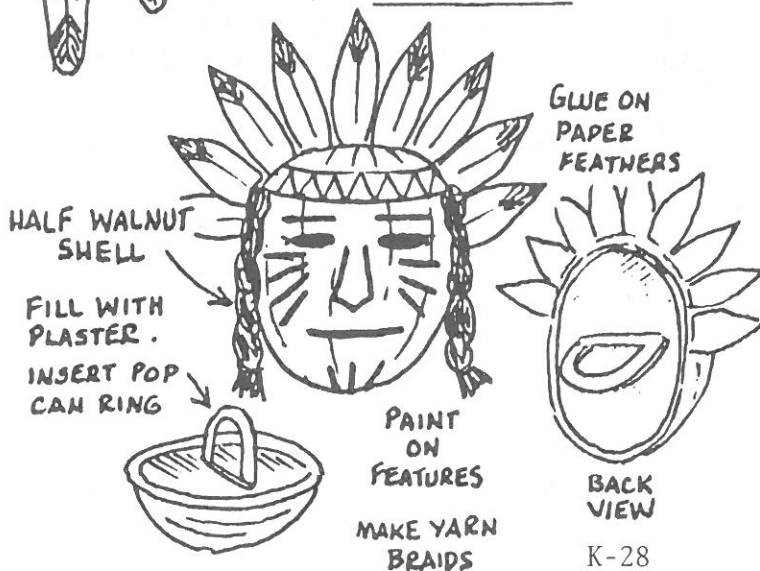
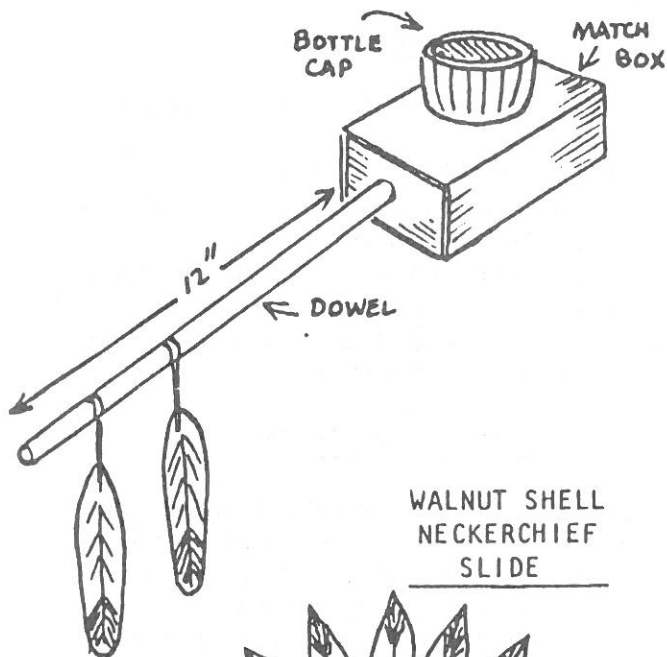
## PEACE PIPE

### Materials

1/4" dowel, 12" long  
Clorox bottle cap (or similar cap)  
Small match box  
Glue  
Feathers (real or paper)  
Paint

### Directions

1. Glue bottle cap to center of match box cover. Paint black.
2. Cut a hole in one end of match box to fit dowel. Paint box black.
3. Glue cover to match box. Then glue dowel in hole.
4. Glue on feathers, with paper bands over feathers.



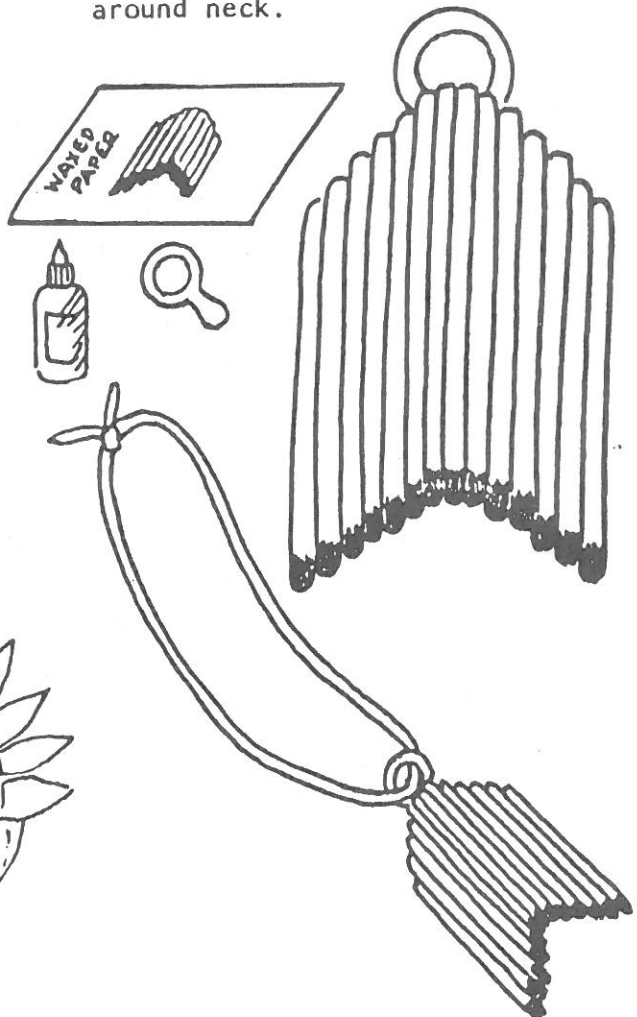
## BURNT MATCH NECKLACE

### Materials

Kitchen matches  
Glue  
Waxed paper  
Pop can ring  
String

### Directions

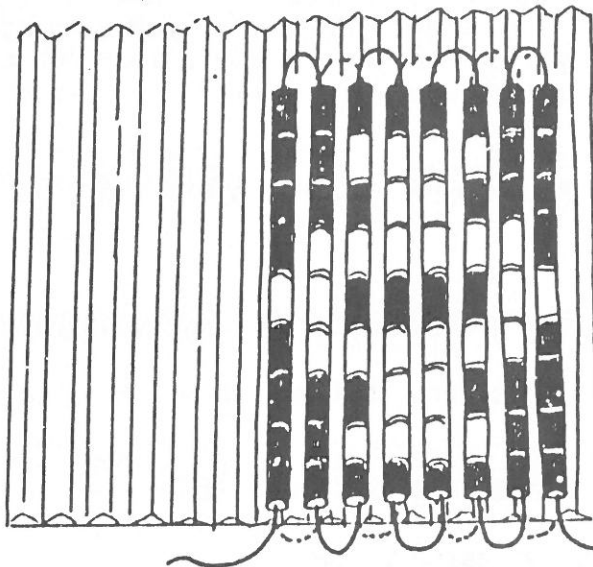
1. Burn matches in advance. Light, and blow out immediately, so just tips are burnt. Wipe off black residue on tips. (The leader should do this part)
2. Boys work on waxed paper when gluing matches together.
3. Arrange matches as shown and glue together with white glue. Let dry thoroughly.
4. Glue pop can ring on back, at top.
5. When glue is dry, add cord or leather thong through ring and tie around neck.



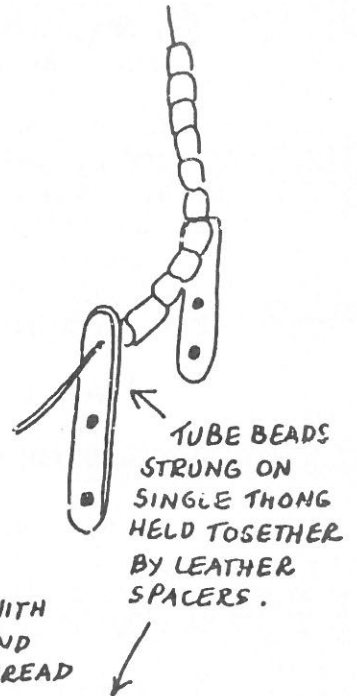
# THEME CRAFT

## INDIAN BEADING

Boys with good dexterity may want to bead armbands or belts, following the directions below.

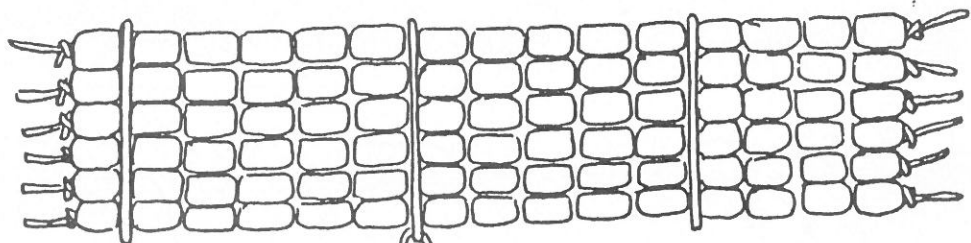


USE CORRUGATED  
CARDBOARD TO  
HOLD BEADS IN  
PLACE WHILE  
ARRANGING  
DESIGN

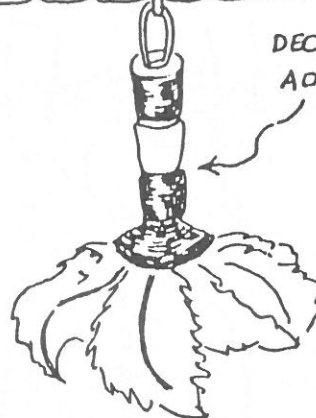


TUBE BEADS  
STRUNG ON  
SINGLE THONG  
HELD TOGETHER  
BY LEATHER  
SPACERS.

STRING WITH  
NEEDLE AND  
STRONG THREAD



DECORATIONS CAN BE  
ADDED TO LEATHER SPACERS



## BEEF JERKY

Trim all fat off beef. Cut in strips  $1/2'' \times 6''$ . Jerky shrinks during drying. If too thin, it will be brittle. Cut strips with the meat grain.

Place strips in layers in a glass bowl, sprinkling each layer with seasoned salt, garlic salt and onion salt. After you have fixed as much as you think you will need, cover bowl and refrigerate overnight. This will season the meat.

The next day, put strips on an ungreased cookie sheet and place in  $180^{\circ}$  oven. Remember that you are drying, not cooking the meat. Keep temperature low. Drying usually takes about 5 hours.

Jerky is ready when it takes on a coal black appearance. Check at 3 hours, and again at 4 hours. When done, it should be brittle on outside and tough and chewy inside.

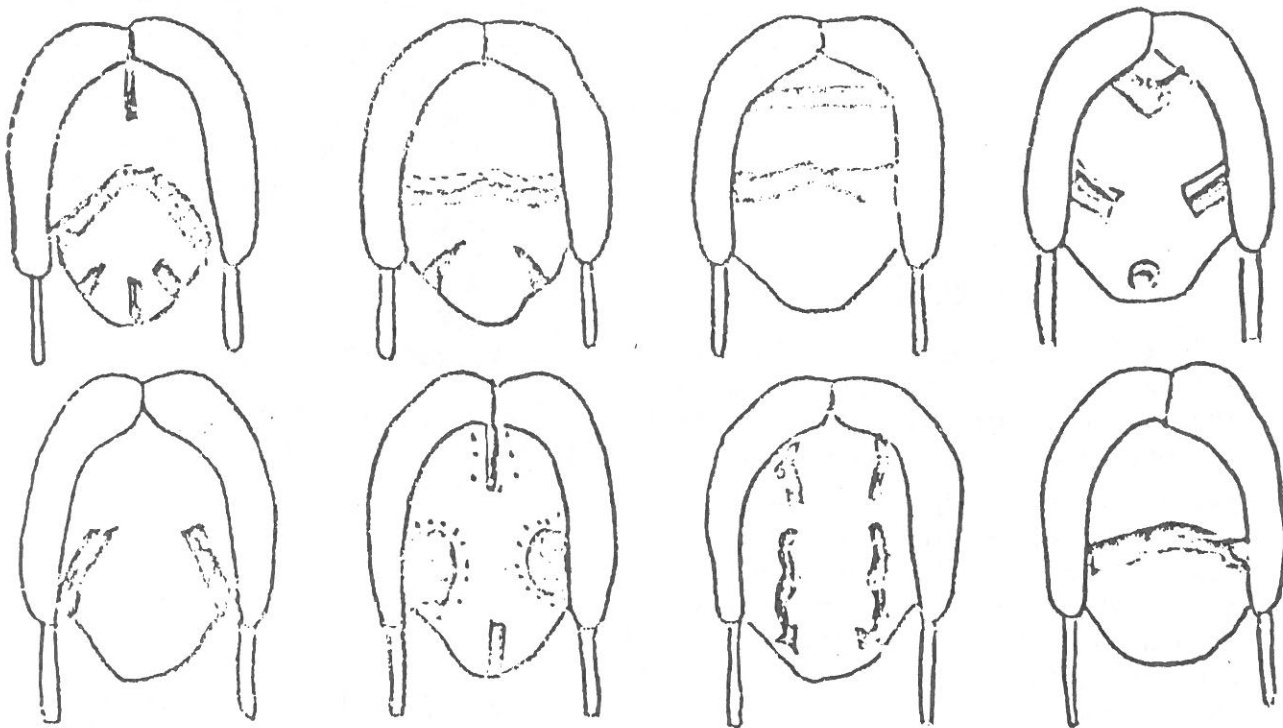
Store in wide mouth jar or plastic bags.

## INDIAN MAKE-UP

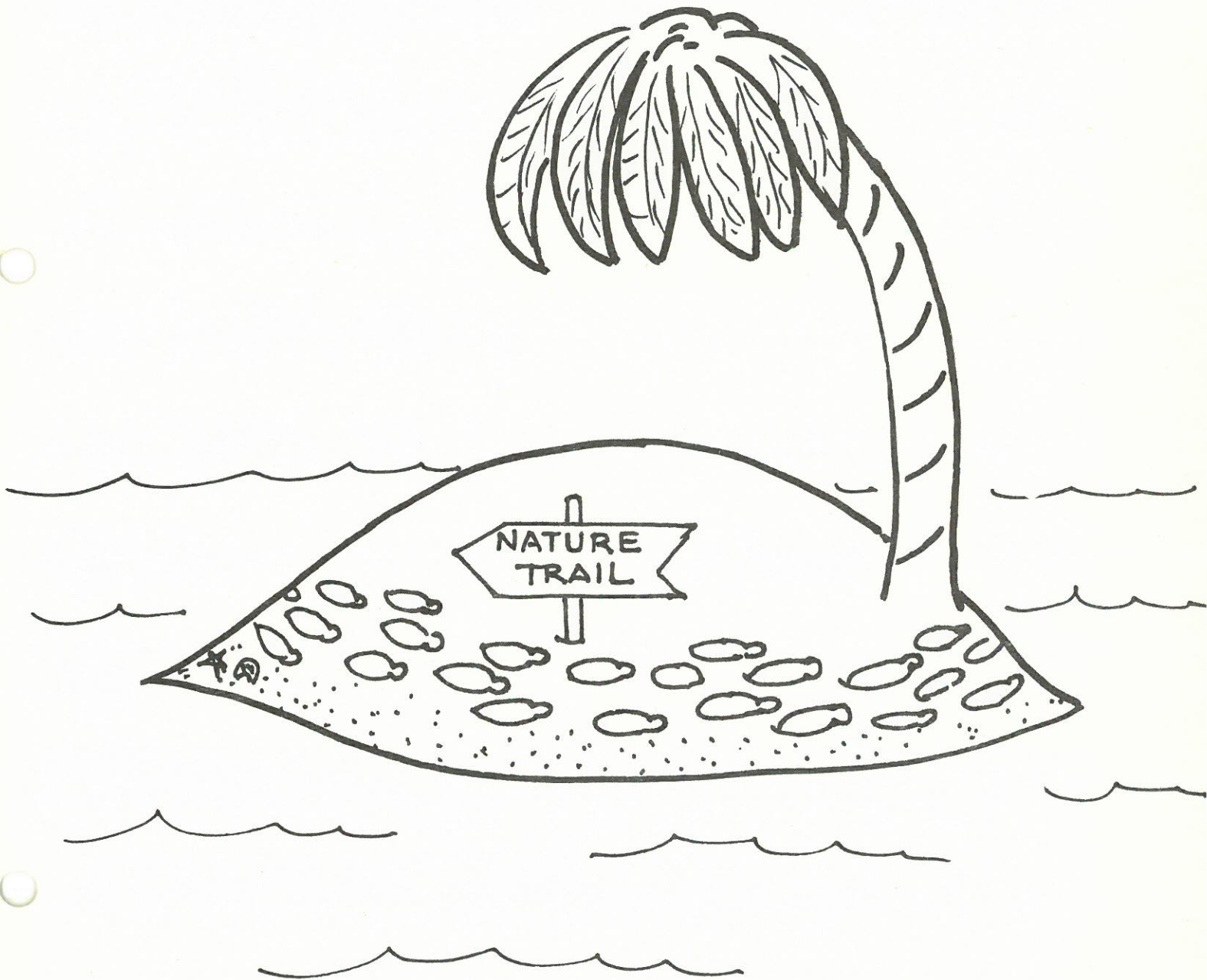
The best Indian make-up to use is a dark liquid make-up. This is also easy to remove. Be sure the entire face and neck is covered.

Make-up colors did not represent the same things to every tribe, but generally black was used to represent death, red for human life, blue for sadness or trouble, white for peace or purity, and yellow for joy. These colors can be mixed as suggested on previous page. The colors are applied over the base make-up. See suggestions below.

1. Using base make-up, cover area around eyes, including eye lids.
2. Cover ears completely.
3. Work make-up into hairline. Cover forehead and lower parts of face.
4. Cover neck and part of chest and shoulders that may show. Also cover hands and arms.
5. Put a dab of rouge on cheek bones and chin and blend it in.
6. Using colors, add decorations as suggested below.



# TRAILS, TREKS, TRIPS





NOT VERY RANDOM SUGGESTIONS FOR WORKING  
WITH KIDS OUTSIDE  
OR  
HANDY DANDY CHECK LIST FOR  
NEOPHYTE NATURALISTS

1. Don't worry about not knowing everything. You don't need to know it all (after all, who does?) to be successful. (And even if you do know it all - don't try to give the kids a snow job!) More important get them looking closer. Let the kids invent some names for knowns and unknowns. It's a good way to make them look!
2. Learn to answer "what is it" questions from kids with another question - one which will make them look closely at the object of interest. (Where does it live? Does it eat mice? Does it scratch itself with its hind foot? When are the berries ripe? Do you always find it in the water? Have you seen anything like it near your home?) If you do know what it is - you may or may not want to give a name later.
3. Do it yourself - whatever you expect the kids to do - smell the flowers, look into the hole in the tree, wade in the marsh too!
4. If you have a hang up about something, don't show it. If spiders ticks, bees, snakes (non-poisonous, of course!) bother you, grit your teeth and don't show it! This way you'll avoid passing your hang ups along to the kids.
5. Don't sex type roles or interest or hang ups. This is easy to do and often involuntary. Examples of this: expecting that the girls will be afraid of (or won't want to handle) frogs or snakes; assuming that only the boys will want to wade in the swamp.
6. Divert an aversion reaction to an interest reaction. Again - asking a question is often a successful technique. (Can you tell what sex this spider or snake is? How? How does this snake move? Could you move like that?)
7. Visit the trip site before hand to aid in planning the trip and to see if any unusual safety conditions exist. At this time, check also for toilet facilities and drinking water.
8. Be physically comfortable. This involves dressing properly and having any necessary equipment - such as mosquito repellent.

Dress: comfortable for the season. Wear shoes (sneakers) rather than sandals in most situations. A hat is useful in summertime to keep deer flies off. Long sleeves and pants in very buggy areas if you don't have insect repellent. Rain gear if weather indicates. Boots if it's cold.

Equipment: mosquito repellent in appropriate season. Canteen and snack for a long activity in hot weather. Small pack or shoulder bag if you are carrying anything a long time or distance.

## DEN TRIPS AND ACTIVITIES

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

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

Your Pack or Den outdoor program should start with the affore-mentioned District functions, but should not end with just that. Try to include one outing each month. In larger cities you will most likely find a greater selection of trips you can take, but if you live in a smaller community don't overlook trips you can take right at home. Most towns have a Fire Hall, Police Department, local historical sites or perhaps the local ambulance service or factories. One very good source of field trips is your own towns history. Every town has a history. Who were the founding fathers? Where did they live? What is the oldest building in town? The oldest standing tree? The oldest living citizen? The possibilities are endless. What about seasonal activities, sledding, skiing, ice skating and snowman building in the Winter. Kite flying, bicycle riding and hiking in the Spring. Swimming, picnics and fishing in the Summer. Football, hayrides and wiener roasts in the Fall. Maybe your outing could be a service project, like shoveling snow from sidewalks or from around fire hydrants, setting out bird feeders, picking up the liter at a local park, wayside rest or school yard, painting buildings or picnic tables at a local park. There is any number of things you can do right in your own area but, no matter what you do or where you go there are a few steps you must take.

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

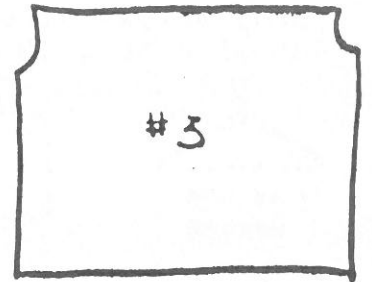
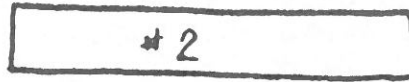
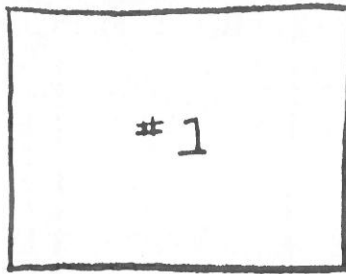
1. Where are you going?
2. How many are going?
3. How will you get there??
4. How long will you be there?
5. Do you have written permission from parents?
6. Have you filled out a tour permit?

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

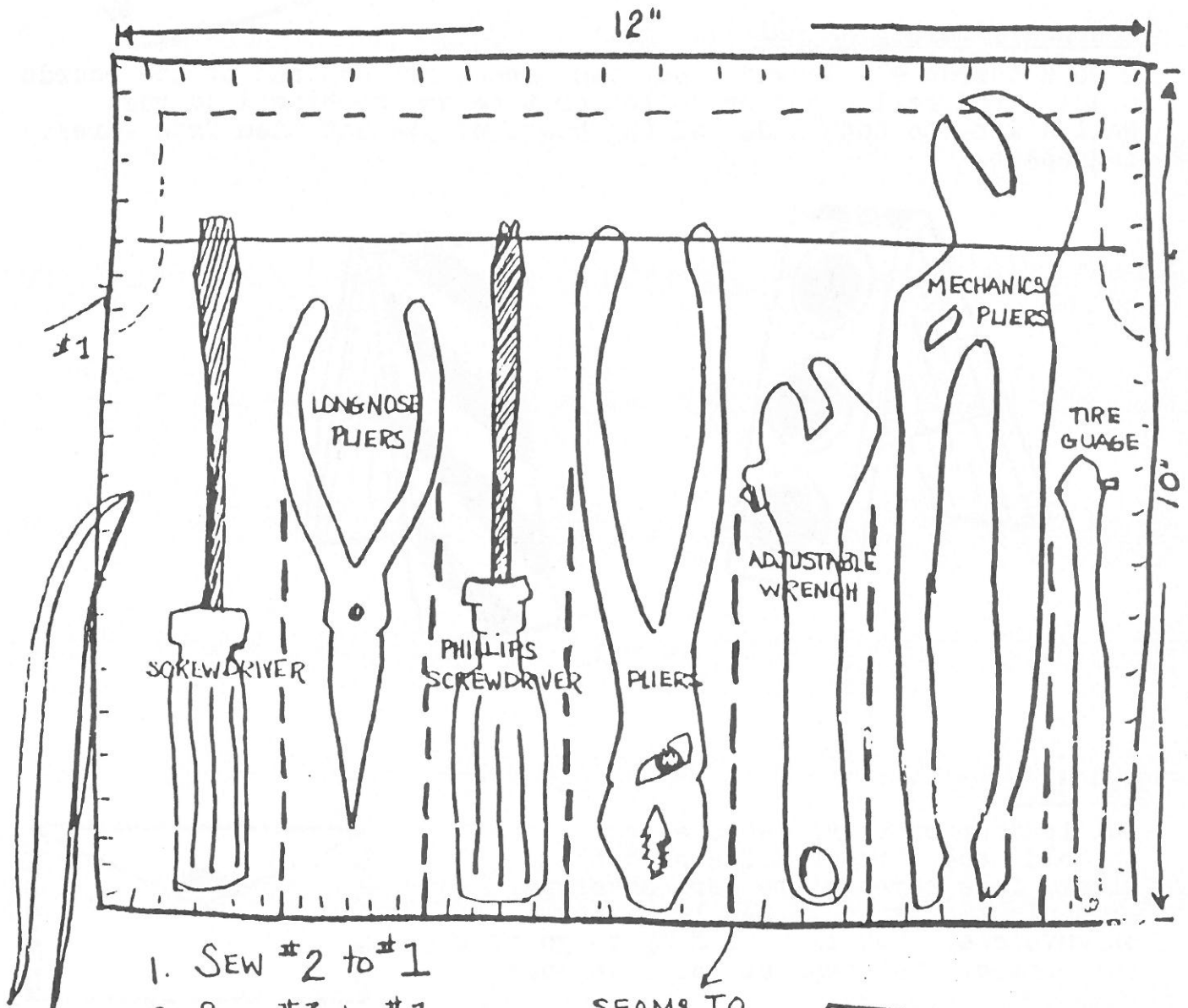


# TRAVEL TOOL KIT

Handy carrier will fold up small but still carry a great many things useful on trips. This is an auto repair tool kit, but you can change the tools to make a bicycle kit or boat kit. Make from denim or canvas.



Cut pieces #1, 2, 3  
to size desired



1. SEW #2 to #1
2. SEW #3 to #1
3. MAKE SEAMS AS DESIRED

SEAMS TO  
MAKE POCKETS  
FOR TOOLS  
OR OTHER  
ITEMS

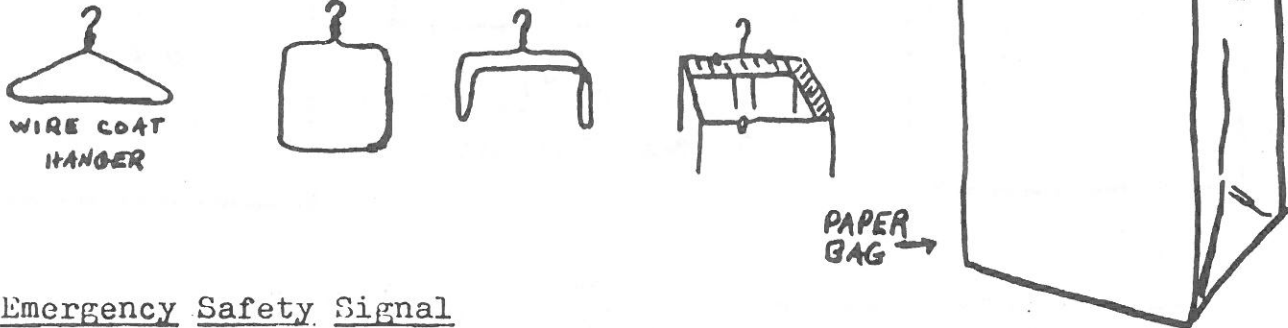


KIT ROLLED  
UP

Make these for the car for the Den or Pack trip.

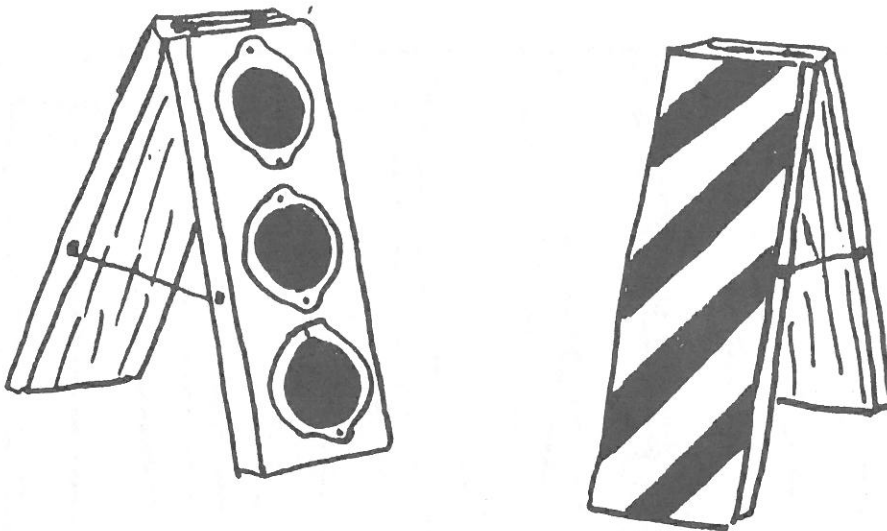
### Litter Bag

No tools are required to make the simple litter bag pictured below. You need only a wire coat hanger that will fit into any size bag...No. 12 seems about right.



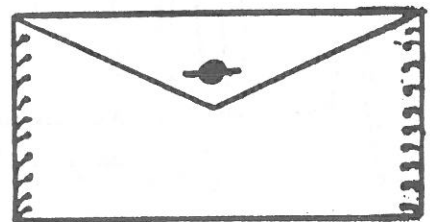
### Emergency Safety Signal

2 wood boards 4"x 12"x1" , put two hinges at one end of the boards. Space 3 red reflectors or reflector tape on the hinged boards. Nail a wire to both sides of the board to prevent them from spreading apart.



### Map Case

Cut leather or vinyl large enough to hold maps. Punch holes on both sides, lace together to form envelope with plastic lacing. Sew large button on envelope. Cut slit in flap to go over the button. Get maps at gas stations.



TELL ME WHY

Tell me why the stars do shine,  
Tell me why the ivy twines,  
Tell me why the sky's so blue.  
Tell me (Camp) just why I love you.

Because God made the stars to shine,  
Because God made the ivy twines,  
Because God made the skies so blue.  
Dear old (Camp) that's why I love you.

PACK UP YOUR TROUBLES

(Smile, Smile, Smile)

Pack up your troubles in your old kit-bag,  
And smile, smile, smile.  
Now we're a'hiking on the old Scout trail,  
Smile, boys, that's the style.  
What's the use of worrying?  
It never was worth while....SOOO!  
Pack up your troubles in your old kit-bag,  
And smile, smile, smile.

SCOUT HEARTED MEN

(Tune: Stout Hearted Men)

Give me some men who are Scout hearted men  
Who will fight for the right they adore.  
Start me with ten, who are Scout hearted men,  
And I'll soon give you ten thousand more.  
Oh! Shoulder to shoulder and bolder and bolder  
They grow as they go on the fore!  
Then- There's nothing in the world can halt  
or mar a plan  
When Scout hearted men can stick together  
man to man!

TRAIL THE EAGLE

Trail the Eagle,  
Trail the Eagle,  
Climbing all the time.  
First the Star and then the Life,  
Will on your bosom shine,  
Keep climbing!  
Blaze the trail and we will follow,  
Hark the Eagle's call;  
On, brothers, on until we're Eagles all.

I'M HAPPY WHEN I'M HIKING

(English Hiking Song)

Tramp, tramp, tramp, tramp, tramp, tramp, tramp, tramp.  
I'm happy when I'm hiking. Pack upon my back.  
I'm happy when I'm hiking. Off the beaten track.  
Out in the open country, That's the place for me.  
With a true Scout friend To the journey's end  
Ten, twenty, thirty, forty, fifty miles a day.  
Tramp, tramp, tramp. (Repeat tramp to end).

WE'RE HERE FOR FUN

(Tune: "Auld Lang Syne")

We're here for fun right from the start  
So drop your dignity -  
Just laugh and sing with all your heart  
And show your loyalty.  
May all your troubles be forgot  
Let this night be the best.  
Join in the songs we sing tonight,  
Be happy with the rest.

SCOUT VESPER

(Tune: "Tannenbaum")

Softly falls the light of day,  
While our campfire fades away;  
Silently each Scout should ask  
"Have I done my daily task?  
Have I kept my honor bright?  
Can I guiltless sleep tonight?  
Have I done and have I dared  
Everything to be prepared?"

AMERICA

My country, 'tis of thee,  
Sweet land of liberty,  
Of thee I sing;  
Land where my fathers died,  
Land of the pilgrims' pride,  
From ev'ry mountain side  
Let freedom ring.

Our fathers' God, to Thee,  
Author of Liberty,  
To Thee we sing;  
Long may our land be bright  
With freedom's holy light,  
Protect us by Thy might,  
Great God, our King.

HAIL, HAIL, SCOUTING SPIRIT

(Tune: "My Hero")

Hail! Hail! Scouting Spirit,  
Best in the land;  
Hail! Hail! Scouting Spirit,  
Loyal we stand.  
Onward and upward we're treading,  
Always alert to make Scouting ready,  
We are prepared.  
Hail! Hail! Scouting Spirit.  
Hail! Hail! Hail!

### WALKIN IN THE MOUNTAINS

Tune: Green Beret

Went out walking, met a bear,  
In my path, just standing there,  
Told that bear, to go awat,  
But that bear, he wanted to play.

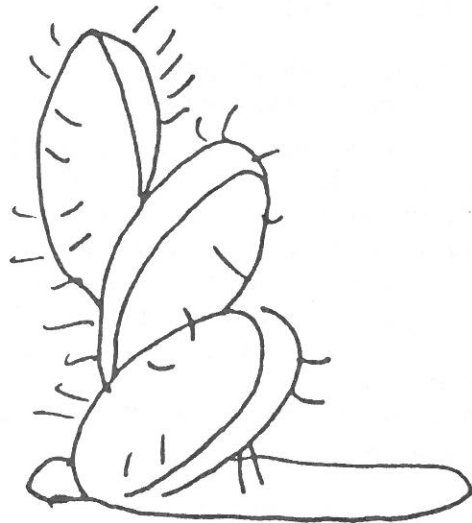
Looked around, so I could flee,  
To the top of a great big tree,  
Climbed that tree, without a rest,  
Next to that bear, I was second best.

That bear had beat me to the top  
But there ain't a bear that can go KERPLOP

### THE LONG LONG NAIL

Tune: Long-Long trail

There's a long, long, nail a-grinding  
Up through the sole fo my shoe,  
For it's gound its way into my foot  
For a whole mile or two  
There's a long , long hill before me  
And what I'm dreaming about  
Is the time when I can sit me down  
And pull that long nail out.



### 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 be 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.

WHAT DID YOU SAY YOUR NAME WAS?

- Characters: Boy in Cub Scout uniform and a group of boys in street wear.
- Props: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939".
- Scene: Opens with boys bouncing ball to each other when Cub Scout enters. Easel is set up with a sign on far left side of stage.
- CUB SCOUT: Hi fellas! (holding airplane)
- BOY #1: Hi, you're new here aren't you?
- CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts?
- BOY #2: Naw, we don't have time for stuff like that. They don't do much anyway.
- BOY #3: What kind of airplane have you got there?
- CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.
- BOY #4: You say you're building rockets?
- CUB SCOUT: Yes, when they are finished we are going to shoot them off after pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon.
- BOY #5: Wouldn't that be something! What else do you do in den meetings?
- CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.
- BOY #6: Sure, sure ... do you guys ever camp out?
- CUB SCOUT: Sure when you become a Webelos they have great Dad and Son camp-outs. You know, I'm going to test new aircraft when I'm grown ... maybe even rocket-powered planes. I've got to go now ... I don't want to be late. Bye!
- BOY #7: Boy those Cub Scouts think they can do anything ... He sure has big ideas ... What did he say his name was, anyway?
- BOY #1: Neil Armstrong! What a dreamer! He really thinks he's going places!



## CLOSING CEREMONY

The closing ceremony brings the meeting (den or pack) to a dignified end and is usually quiet and inspirational.

### DEN

--THE LIVING CIRCLE -- The Den and Den Leader stand in a close circle facing inward. They turn slightly to the right and each extends his left hand into the circle, palm downward and left thumb pointing to the right. Each person grabs the extended left thumb of the one to his left-- thus making a complete living circle handclasp. Meanwhile, the right hand of each is held high above the head in the Cub Scout sing. It can be put into action by pumping all the left hands up and down while the Cub Scouts say "Ahkayla -- We'll do our best!"

--GROUP RESPONSE -- The leader asks a question which offers an opportunity for a group response. Example:

LEADER: What is our Cub Scout motto?

CUB SCOUTS: Do Your Best!

LEADER: Will you do your best?

CUB SCOUTS: We'll do our best!

--THE GRAND HOWL

--THE CIRCLE SONG -- Form a circle with arms around each other and sing a favorite song.

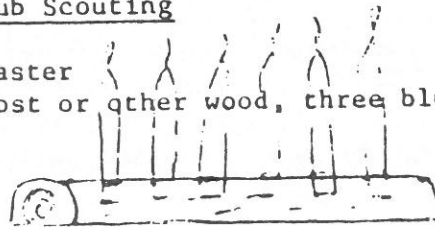
--CUB SCOUT PROMISE -- Have the Cub Scouts stand and recite together the Cub Scout promise.

### PACK

#### This Is Cub Scouting

PARTICIPANTS: Six Cub Scout Parents, Cubmaster

EQUIPMENT: Candleholder made from cedar post or other wood, three blue and three yellow candles, table.



ARRANGEMENT: Lights out. Candleholder with six candles, three blue and three yellow, is on a table. The Six Parents each light a candle and give their part of the ceremony.

PARENT 1: Some people think Cub Scouting is only for boys, but it isn't. Cub Scouting is for the FAMILY.

PARENT 2: Mothers and dads, as they work in Cub Scouting with their boys, are able to maintain their natural relationship with them, yet they come to see their boy's play and leisure in a new light.

## WILDLIFE CLUES

How sharp a wildlife detective are you? Do you know what kind of animal has left droppings, a piece of fur, a shed of skin, or a skeleton? Can you find the dens, nests, burrows, and holes of your neighborhood animals? Do you know their tracks? Can you recognize the sounds made by animals hidden from view?

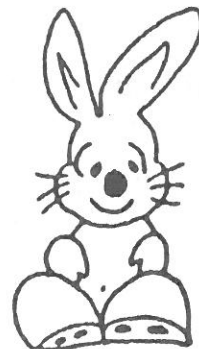
WHERE AND WHEN TO GO: Walk quietly through the woods or fields, along a beach or lake. Check vacant lots, parks, streams, cracks in the sidewalk, and roadside trees. Stop often to listen carefully and look for signs. Remember to look up, down, and under things. You can even take a flashlight and go out at night.

BIRD CLUES: Foot tracks in mud, lot of feathers, old nests, and broken eggshells are sure giveaways. So is sound. You can learn to identify many kinds of birds by sound alone. Some birds leave clues by doing special things. Hawks and owls throw up pellets of bone and fur, or leave scraps beneath their favorite resting places, call roosts. Woodpeckers drill holes in trees. Kingfishers and swallows often make burrows in stream banks. Orioles weave bag-shaped nests. Nighthawks cry and owls hoot at night.

MAMMAL CLUES: Finding mammal clues is harder. Most mammals are shy, quiet and dull-colored. Sit quietly in a woods and listen for mammals scampering around in the dried leaves. You can find tracks in mud, snow or dust, and hairs on wire fences. Many mammals scratch or nibble on tree trunks. Sometimes you can find a tiny skull or other bones in the woods. A hole in the ground may mean a rabbit, woodchuck, or fox lives inside. A mound of sticks in a swamp is a beaver house. Male deer polish their antlers on tree trunks in fall and leave rub marks. Deer and rabbits nibble the twigs of bushes. Mice and squirrels use stumps and rocks as dinner tables where they leave little pieces of pine cone scales.

REPTILE AND AMPHIBIAN: Snakes shed their skins between rocks and in the grass. At night your flashlight will cause the eyes of frogs and toads to glow. In the calm waters of lily ponds, frog egg masses may be found floating. Turtle eggs are often buried along the shoreline—look for signs of digging.

FISH CLUES: Lie on your stomach and look into a pond or stream. You may see fish nests, bunches of eggs or the tiny fellows in person. Sometimes a hungry hawk or heron will leave a fish skeleton behind.





**INSECT CLUES:** They leave clues in all kinds of places. Look for egg cases the insects glue to pieces of twigs or weeds; look for swellings they make in plant stems,, called galls. Check tree trunks and branches for tiny holes and tunnels chewed by wood eaters. You might even find an empty cocoon or a shed skin clinging to a twig/ Most insects are plant eaters,, so look for leaves and flowers nibbled by tiny mouths.

Clues change when the seasons dol. So you'll have new clues to hunt for in spring, summer, fall and winter.

### WINTER NATURE HUNT

Things to see:

1. Little black-capped bird
2. Upside down bird
3. Red bird
4. Old bird nest
5. Squirrel tracks
6. Mouse tunnel in the snow
7. Squirrel nest
8. Cocoon
9. Brown leaf
10. Cattail
11. Dead tree
12. Moss
13. Frozen water
14. Snow fleas
15. Next years leaf
16. Plant that stays green all year.

The main thing about a backyard nature program is to get the boys involved interested, and curious about what is going on around them. Have them start scrapbooks, collections, and keep records. An example of keeping records could be something like this:

### AUTOBIOGRAPHY OF A TREE

DATE STARTED \_\_\_\_\_

1. My name is \_\_\_\_\_.
2. I am about \_\_\_\_\_ feet tall.
3. I measure \_\_\_\_\_ feet, \_\_\_\_\_ inches around my trunk at a point about four feet above the ground.
4. This is the kind of leaf i wear: (Make a leaf print.)
5. The autumn colors appeared in my leaves about \_\_\_\_\_ date \_\_\_\_\_.
6. These are the colors that appeared in my leaves:  
Principle color \_\_\_\_\_ Other colors present \_\_\_\_\_.
7. The first dry leaves began falling from my crown on \_\_\_\_\_ date \_\_\_\_\_.
8. The very last leaf fell on \_\_\_\_\_ date \_\_\_\_\_.
9. The new leaves appeared from my buds on \_\_\_\_\_ datge \_\_\_\_\_; and my crown was fully leaved out by \_\_\_\_\_ date \_\_\_\_\_.

## NATURE ACTIVITIES

EXPLORE A TREE-Blindfold boys, one at a time, and ask them to explore a tree. Ask them to think about how it feels, smells, etc. Is the bark rough or smooth? Are the leaves damp or dry? What does it smell like? While one boy is doing this, the others observe, by sight, things about the tree such as color, height, etc. After all have explored, let them compare the results. Help them to identify the tree.

LISTEN TO A TREE-Pick a tree about 4-5" diameter in the spring and let the boys listen to the trunk with a stethoscope. They'll hear a "heartbeat".

GROWING LEAVES IN AN EGGSHELL-Rinse out the bottom half of an eggshell and fill with earth. Plant one or two apple, grapefruit, or orange seeds in each shell. Put shells in eggcups or small glasses and place them near a window for sun and air. Watch them grow.

## OUTDOOR GAMES

NATURE FAR AND NEAR- Make a list of twenty or thirty items to be found along the route, with a score for each. First player to observe one of the items and report to the leader, scores.

LISTEN-On a sign from the leader, players remain perfectly still for three minutes, listening and writing down the sounds they hear: bird songs, insect songs, tree rustles, etc. Player with the most complete list wins.

NATURE HUNT-Leader announces an item to be collected. First player to bring it in scores points. Continue as long as desired.

LEAF HUNT-Teams are given ten minutes to gather only one leaf from each of as many trees as they can find. When brought in the leaves are placed next to them. Team with the most leaves correctly identified wins.

UNNATURAL NATURE-In a small area, "doctor up" a number of plants-tie oak leaves on a maple tree, pin cones on a spruce, and so on. Send out teams to discover these freaks. Team bringing back report of greatest number of oddities within a certain time limit wins. Score extra if team identifies both the original plant and the unnatural addition.



## THE WORLD AROUND US

### Stay at the Head of the Line

This is a good hiking game. The first person in line asks the next person to identify the object at which he is pointing. If he answers correctly, he goes to the head of the line. If he misses, he goes to the end. This continues until all boys have had a turn.

### Bright Eyes

This is another hiking game. When the group stops to rest, each boy seats himself on the ground and marks off a boundary, actual or imaginary, around the spot on which he sits. The area should be about 203 feet square. Each boy begins to study his area and count the different nature objects he can see. After a specified time, each boy names the objects he found in his area. This is a test of observation and alertness.

### Advertising

This game can be played individually or in teams. Slogans and well known advertised products are held in front of them, with key words omitted, and they try to guess the correct answer. The first correct guess wins one point.

### Jump the River

Two parallel lines are drawn to represent the river. They should be 12 inches apart. The players line up on one side and run in a group to jump across the river. Then, they turn around and come back across the river with a standing jump. Anyone who falls in the river by landing between the two lines is out of the game. Then, a new line is drawn to make the river wider, and the remaining players jump again. This continues until there is only one player left, who is the winner.

### Neighborhood Statistics

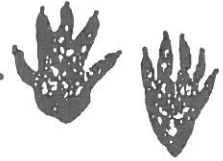
While on a hike, have boys count the number of swings, garbage cans, bus stops, public telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could count one item.

### Neighborhood Hikes

Take a shadow walk, walking only in the shadows. (Don't plan this at noon when the shadows are shortest.) Take a smell walk--sniff your way around the block and write down the odors you recognize. Take a sound walk--listen your way around the block, writing down the sounds you recognize.

ANIMALS, TRACKS, AND TRAILS

**RACCOONS:** Watch for tracks in the mud near streams and ponds. They prowl there after dark, in search of crayfish and frogs.



**BOBCATS:** Look for tracks along trails or in the snow. They are seldom seen during the day, but they hunt small animals at night.



**DEER:** In early morning or evening they come into the open to feed and play. Their tracks can be found along forest trails.



**CHIPMUNKS:** Chipmunks are seen during the day around campgrounds. They scamper along the ground, or sit very quietly on a rock or log.



**SQUIRRELS:** Look for their large summer nests made of leaves. They are seen during the day, on the ground and in trees.

**WOODCHUCK:** Woodchucks dig large burrows in banks or hillsides. They can be seen during the day eating grass or sitting by the burrow.



**OPOSSUM:** The track of the hind foot resembles a human hand with a thumb. They leave their dens at night to feed.



**MOLES:** Moles have no eyes and spend all their lives underground. They make long ridges of earth as they burrow in search of worms.

**COTTON TAILS:** Tracks are easy to find in the snow. They hide in brush during the day, but can be seen feeding in the evening.



**BEAVERS:** Look for tracks in mud and for the fallen trees they have cut down. They build dams and large houses along creeks.



**MUSKRATS:** Live in streams or marshes, and build houses or burrows in the bank. Look in the mud for footprints with tail marks.

**PORCUPINES:** Live in forested areas and like bark. They remain in trees during the day, but descend at night to eat other plants.

**FOXES:** Look for tracks in snow or along dusty trails. They are active at night, and sometimes are seen crossing roads.



**WEASELS:** Tracks are best seen in snow. Weasels like fence-rows or brushy places to hunt for mice, day or night.

**SKUNKS:** Tracks are left along roads or trails. They feed on insects and mice, mostly at night around pastures or farms.



## DISCOVERING NATURE IN YOUR BACK YARD - GAMES

Nature oriented games can serve several purposes if used thoughtfully.

1. Fun: Learning and doing in nature is fun. These are good free time fillers, indoors or out.
2. Informative: Use to teach new information.
3. Reinforcement: Use to reinforce previously learned knowledge in a fun way.

### GAMES

Magic Leaf-OUTDOORS-Have each person find a leaf (on the ground if possible). Tell them to get to know their leaf, looking at the edges, shape, size, holes, veins, etc. Then put all the leaves in a pile, mix them up, and have each person one at a time find his leaf from the pile. Try with rocks, fallen twigs, pine cones, tree seeds, etc.

Leaf Match-OUTDOORS-Ahead of time, gather as many leaves from trees and shrubs in the game area as there are players and place them in a bag. Have each boy draw one leaf and try to find the tree it matches.

Unnatural Nature-OUTDOORS-In a small area, doctor up a number of plants. Tie oak leaves on maple trees, dandelions on a thistle, etc. Send teams out to discover freaks. Team bringing back report of the greatest number within a time limit wins. Score extra if they identify plants.

Nature Memory-INDOORS-Divide group into teams. Have them study for 2 minutes a display of 30 nature specimens. Cover up the display and have teams write down as many items as they can remember. Variations: Have teams collect in time limit to duplicate display. Team scores 5 points for each item collected, loses 5 points for each collected not in display(OUTDOORS). OR Have collection of all leaves, rocks dried flowers, seeds, etc.

Grab Bag-INDOORS or OUT-Collect about fifteen articles such as pinecones, acorns, moss, shells, feathers, milkweed pod. Put each in a small lunch bag. Pass the bags around quickly to blindfolded boys until everyone has had a quick feel. Then each one tries to list as many as possible.

Act a Feel-INDOORS or OUT-After discussing feeling of things everyone pantomimes a reaction to feeling something and the others try to guess what he is feeling. Holding a snake, picking a prickly plant, hot sand on bare feet, something sticky, ect.

Categories-INDOORS or OUT-One person selects a category: trees, birds, fish, etc. Other players take turns naming a species. The boy unable to name one is out. The game continues until one boy is left. That boy then names a new category.

Sound Dropping-INDOORS-From behind a curtain or bed or in another room, drop a series of objects. The boys try to identify them.

## DISCOVERING NATURE IN YOUR BACKYARD - HIKING

Hikes: With or without a simple pocket guide, short hikes from your meeting place can be a beginning for discovery. Try some of these in two different seasons. IN WINTER!

1. TEXTURE - Have group make a short list of textures or compile  
COLOR beforehand. Prickly, smooth, etc., then search for these in different colors - red, white, brown. Discuss which were easy to find, which hard? What surprises did you find?
2. TEXTURE - Using one color crayon and a piece of newsprint  
COLLECTING paper, fill page with rubbings found on hike. Example: Place paper on bark of tree and rub flat side of crayon across paper picking up texture of tree. Try rocks, streets, sand, grass. Try drawing a picture with large spaces beforehand and filling in with rubbings.
3. COLOR - Using color charts from a paint store, one per  
CHART person, find objects in nature to match each  
HIKE color as close as possible. Do not collect.
4. COLOR - Have each person select 5-7 color crayons and  
CRAYON color in large area on one piece of paper. Then  
HIKE go out and record each time each color is matched in nature. Especially good for spring and fall when the landscape looks gray.
5. COLOR - Choose one or two colors, list all things seen  
LISTING in these colors. Identify them.
6. MONOGRAM - Find three objects beginning with your three  
HIKE initials.
7. BABY - Find the first signs (babies) of spring. This  
HIKE is to be used during the spring only.
8. INCH - Find as many objects as possible that are one  
HIKE inch high, long, wide, around, ect. Take rulers with you if needed. This helps discover the small things.
9. TOPICAL - For observation of birds, insects, rocks, trees,  
HIKE flowers, fossils. Do preparatory studies before, take field guides, and do discussion and projects on return.
10. SOUNDS - Listen and identify all sounds possible. Try sit-  
HIKE ting for four minutes in several places and listing what is heard individually on paper. Then discuss. Try in different places and seasons.
11. ABC HIKE- Write the letters of the alphabet on a piece of  
paper. Find an object, sound or smell in nature for each letter. Variation: Find only sounds, plants, other. Spelling doesn't count. Have bonus for hard letters!
12. SCAVENGER- Find things on prepared list, generally leave  
HIKE things where they are found.
13. AWARENESS- Find things on a prepared list of seeing, hear-  
HIKE ing, smelling, ect. activities.

## HIKES

One way to involve yourself with nature is through hiking. There are many different types of hikes. For example:

NATURE HIKES: for observation, for listening.

TREASURE HIKES a trail laid out with treasure at the end.

HISTORICAL HIKES: to historical landmarks.

SNOOP HIKE: explore, be aware, notice oddities, be snoop.

CRAFT HIKE: look only for "babies". Make a list of all seen, bird, fern, leaf, snail, etc.

DETECTIVE HIKE: spot and list all evidence of man in nature.

HEAD-TAILS HIKE: toss a coin each time you reach a crossroads. Turn left if the coin turns up heads...Turn right if it turns tails.

BREAKFAST HIKE: reach your destination in time to see the sunrise, then cook breakfast.

RAIN HIKE: go dressed in raincoats and boots to observe nature in the rain.

PIONEER HIKE: carry no equipment. Improvise anything needed along the way at the destination.

COLLECTING HIKES: collect whatever your family or group shows an interest in; rocks, leaves, shells, seeds, fossils, insects, oddly shaped twigs and sticks.

## NATURE GAMES

All work and no play...In working with yourn people, remember that even the most eager nature student needs moments of relaxation. The wise nature leader intersperses periods of study with periods of games. Sometimes games of purely recreational nature are in order. Most of the time you can use games that will add to the nature experience of the player.



Scavenger Nature Hunt  
Hike

1. Find something that smells sweet
2. Find a plant growing on a rock or another plant, (trees are plants) but don't pick
3. Find something that begins with  
a  
b  
c
4. Find an animal track                      What animal made it
5. Find 4 different leaves on the ground
6. Look for 3 different birds and identify  
1  
2  
3
7. Find 2 red and 2 white rocks
8. Find a mushroom
9. Observe any animal and tell what it was doing
  
10. Find a handful of seeds
11. Find a shoelace
12. Find a bird feather
13. Find a bird nest but do not disturb  
Extra points if you tell what bird was it it
14. Find a spider web
15. Make a circle on the ground with this string and name all  
the things in it that you can. If you don't know the names,  
ask.

Take string with you when you leave

16. Be sure no one can tell where you have been walking

BONUS

- A red bird feather
- ladybug
- caterpillar
- a stick that looks like a creature



URBAN SUBURBAN  
NATURE HUNT

Name \_\_\_\_\_  
Date \_\_\_\_\_  
Weather \_\_\_\_\_  
Place \_\_\_\_\_

Things to Smell

- \_\_\_ Dirt or Mud
- \_\_\_ Crushed dry leaves
- \_\_\_ Green Grass
- \_\_\_ 2 kinds of flowers (don't pick)
- \_\_\_ Crushed evergreen needles
- \_\_\_

Things to Feel

- \_\_\_ Bark on a tree
- \_\_\_ A prickly plant
- \_\_\_ A Bug
- \_\_\_ A rock
- \_\_\_ Wet mud
- \_\_\_ Dry sand or dirt
- \_\_\_ Tall grass
- \_\_\_

Things To Hear

- \_\_\_ Wind in the trees
- \_\_\_ Bird singing
- \_\_\_ Ground under feet
- \_\_\_ Buzzing insect
- \_\_\_
- \_\_\_

Things Happening (Just Watch)

- \_\_\_ An ant moving something
- \_\_\_ A leaf falling
- \_\_\_ An insect eating
- \_\_\_ A squirrel climbing
- \_\_\_ An insect flying
- \_\_\_ A bird looking for food
- \_\_\_
- \_\_\_

Things To See

- \_\_\_ A yellow leaf
- \_\_\_ Weed growing in a crack
- \_\_\_ A tree seed
- \_\_\_ A red rock
- \_\_\_ An animal hole
- \_\_\_ A spider web
- \_\_\_ A black bird
- \_\_\_ A cloud moving

- \_\_\_ A leaf with jagged edges
- \_\_\_ A nest (don't disturb)
- \_\_\_ A caterpillar
- \_\_\_ A fly
- \_\_\_
- \_\_\_

## BACK TO NATURE

### MEMORY HIKE

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

### ROADSIDE OBSERVATION

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

### NATURE TRAILING

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

### NATURE ALPHABET GAME

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

### TURTLE TAG

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

## QUIET GAMES FOR INDOORS OR OUT

**WHO AM I?**-Prepare a set of file cards with the name of a bird, a tree,, etc., on each. Pin name card on the back of each player without letting the player know what name he has. Players circulate and ask questions of one another that can be answered by "yes" or "no" or "don't know". Only three questions can be asked of each person. Each player learning his identity within a time limit scores.

**NATURE KIM'S GAME**-Teams gather around a table covered with a cloth. Cloth is lifted for one minute to reveal about twenty or thirty nature items. Teams go into a huddle and attempt to make a complete list of items revealed. Team with largest number wins.

**NATURE ART GALLERY**-Fasten twenty or more pictures, without names, of birds, flowers, or trees, etc. on the wall. Number the pictures. Players move around with pencils write down the names on the names on their sheets and turn in the sheets at a certain time limit. Player with the most correct names after the time limit wins.

**THIS AND THAT**-Obtain pictures of animals and of animal tracks, of birds and of birds nests, or trees, and of tree leaves, //or, even better, animal pictures and track casts, bird pictures and feathers, tree pictures and winter twigs, etc. Place the items on display, with each item numbered. Object is for the players to write down numbers of matching parts.

**SCRAMBLED NAMES**-Give each tea, a list of fifteen or more scrambled names of birds, trees, flowers, animals, etc., such as: 1. MOSITETU, 2. NIDRALAC 3. CUJON 4. PODOWKRECE. First team to bring in correct unscrambled list wins.

**TRUE OR FALSE**-Leader reads a list of statements, some of them true, others false. Such as: Poison ivy is not an ivy; all bats are blind; toads cause warts; deer chew cud; ants have no wings; all animals have hair; spiders are insects.....First player to yell correctly "True" or False" scores.



# The Camper's Scavenger Hunt

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**Materials Needed:**

Paper and pencil to copy the list.

**Number of Players:**

Two or more players.

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Each player makes a copy of a list of things to be found. The players agree on a time limit. Any player who collects everything on the list before the time has elapsed is a winner. If no one has the complete collection the players may trade among themselves to make as many complete collections as possible. Players who find more of any item than they need to complete the list may pick up the extras for later trading. Winners are usually excused from doing dishes that evening.



Here is a suggested list for the Scavenger Hunt:

- 4 empty beer cans
- 2 empty beer bottles
- 4 empty soda cans
- 6 metal pull tops from cans
- 3 pieces of crumpled wax paper
- 4 pieces of aluminum foil
- 2 torn candy wrappers
- 1 empty potato chip bag
- 2 crumpled tissues

Omit any item which is rare in your location. Take a look around and substitute litter you have seen.

Players may not collect from trash cans or raid their own supplies. Try looking on the ground in the picnic area and parking lot. Don't forget to chuck all that stuff in the trash cans when you have finished the hunt.



## HIKER'S BIRDSEED

Mix together 3 individual size packages sugared breakfast cereals, two small bags M & M's, one handful dried raisins, and 1/2 handful of shelled, dry-roasted peanuts. Put in small plastic bags. Carry in your pocket for nibbling while out on a bird-watching hike.

## HOW TO MAKE A BIRD CALL

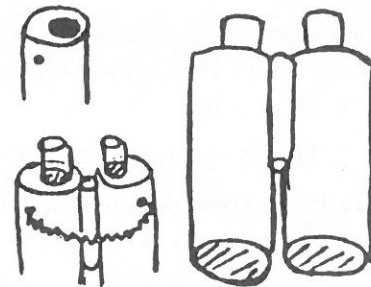
Take a piece of close-grained hardwood, such as rock maple or mountain ash, about two-inches long. You'll also need a screw eye that can be bought at the hardware store. Drill a hole slightly smaller than the screw threads, in the end of the block, and turn the screw eye into it. Unscrew the eye, put a little rosin powder in the hole. As you twist the screw eye back and forth in the hole, very slowly, you can make a chirp-chirp or trill in loud, clear notes.

With practice, this simple device will produce an astounding variety of bird noises. If you wish, paint or decorate the bird call with marking pen designs or your initials.



## BINOCULAR TIE SLIDE

Materials: 1/2" dowel, 2 pieces 1" long  
1/4" dowel, 2 pieces 3/8" long  
1/8" dowel, 1 piece 5/8" long  
Black pipe cleaner, 2 1/2" long  
Paint (Black, white or blue)  
Wood glue  
Coping saw, sandpaper  
Drill, 1/4 & 1/8" bits



Cut dowels to length. Drill 1/4" hole in one end of each 1/2" dowel, slightly off center, about 1/8" deep. Drill 1/8" hole (for pipe cleaner) on underside at the same end as 1/4" hole. Glue 1/4" dowel in the end holes of the 1/2" dowel. Lay the two 1/2" dowels side by side about 1/16" apart with the two end holes to center. Glue 1/8" dowel in place, one end even with the top of the 1/2" dowels. Sand and paint black with lense end white or blue. Glue pipe cleaner ends in the two small holes to form slide.

## SAND PAINTING IN A JAR

Heart of America

You don't need a brush or canvas to create a beautiful painting. In fact, you don't even need paint! Here's how to 'paint' in a jar with colored sand. Your finished design may range from simple shapes to eye-catching outdoor scenes.

Materials: Any type of clear glass container with a wide opening, such as a round jar, a fish bowl, baby food jar, fish bowl, or square apothecary jar; colored sand which is available at hobby and craft stores; a long-handled spoon.

### Directions

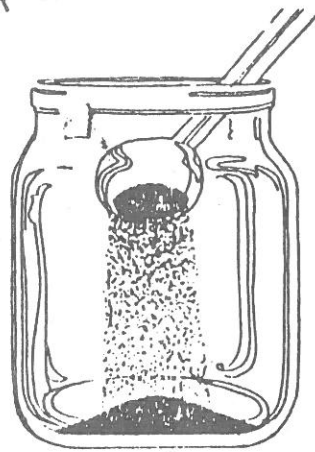
1. Spoon the sand along the outer rim of the jar's inside, forming a series of peaks and valleys.
2. Pour in a different color sand above this. Repeat until entire design is constructed.
3. As the sand begins to climb upward, fill the hollow in the center with spare sand. Any color will do as this part will not show. It will hold the outer sand firmly against the edge of the jar.
4. To correct a mistake, sweep unwanted sand into the center where it will not be seen.
5. Try these special effects:

Birds - Form a single, flat-bottomed mound. Press a pointed object into the center, forming a 'V'. Then fill in around the bird with the same color sand as your background.

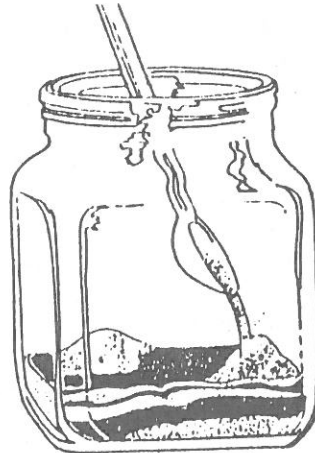
Waves - Using green or blue sand, form several irregular lumps. Pour a thin, even layer of white sand on top. Quickly jab the lumps several times with a pointed tool to create rolling ocean waves.

Mountains - Form several large lumps about 1" high. Then with a different color, make smaller bumps between the big peaks.

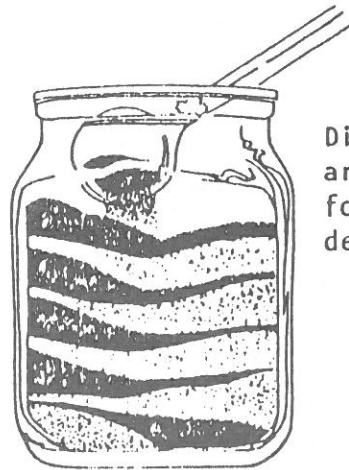
As the sand reaches the top, make sure the surface is level. Add a final layer, then top with seashells, rocks or even tiny cactus plants.



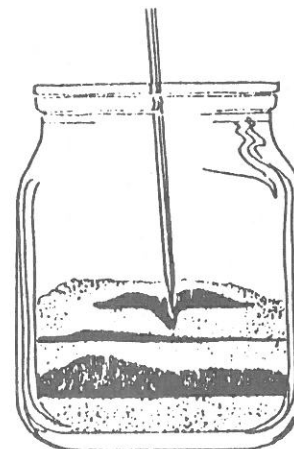
Spoon sand along inner surface of jar.



Grain by grain your painting tumbles into place.



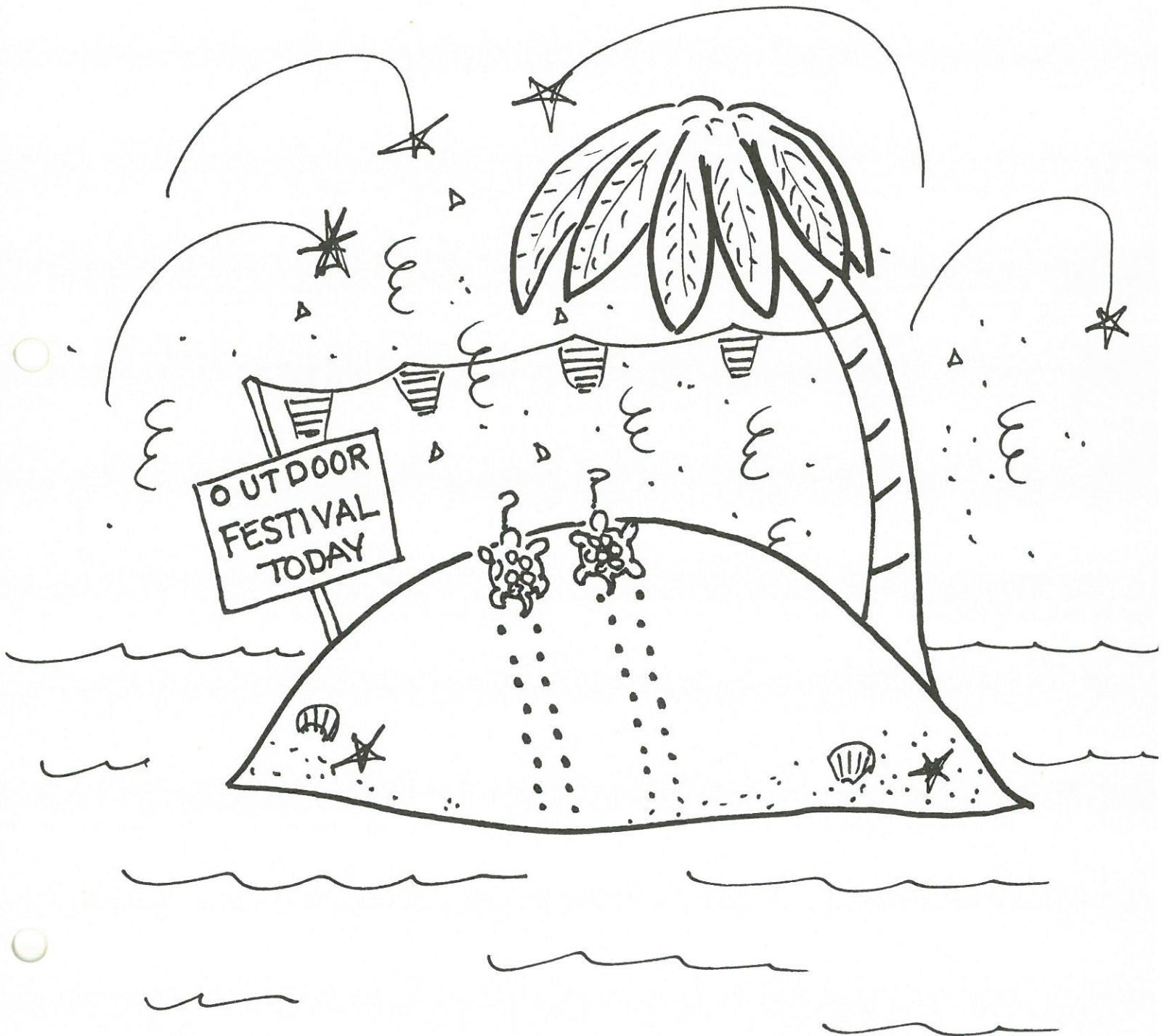
Different colors are layered to form an abstract design.



It's easy to make a 'bird'.

Shells or rocks add a finishing touch on top.

# OUTDOOR FESTIVAL







### ADVANCEMENT CEREMONY

Cubmaster awards badges of rank and arrow points to boys and their parents. He may preface the awards by saying something like: "In competitions like our \_\_\_\_\_, there are winners and losers. But in Cub Scouting, there are no losers so long as a boy does his best. Tonight we have some boys who have shown how to be winners in Cub Scouting by taking another step on the advancement trail. It's a pleasure for me to recognize these winners and their parents."

### CLOSING CEREMONY

Using eight Cub Scouts holding cutouts of cars made from poster board and painted in different bright colors. As each boy speaks his line, the car is turned over to show the large letter printed on the back of each one to spell out the word C O N S E R V E. The boys can have fun painting their own car and might even want to add a whip antenna made from a reed and fasten it onto the car with a paper or felt flag on top.

C Cars and busses and such were invented by men.  
O Oil fields were discovered also by them.  
N Nobody really worried about the amount of fuel this would take.  
S So on no transportation did they put the brake.  
E Eventually the amount of fuel used grew to an astonishing amount.  
R Raising on everyone's mind a great big doubt.  
V Very soon the world's traffic was put to the test.  
E Everybody to conserve fuel must now do their best!

**DON'T FORGET!**

Be sure to thank all the ADULTS who have helped make your pack event a success.

"Her mighty lakes, like oceans of liquid silver; her mountains with their bright serial tints; her valleys, teeming with wild fertility, her tremendous cataracts, thundering in their solitudes; her boundless plains, waving with spontaneous verdure; her broad, deep rivers, rolling in solemn silence to the ocean; her trackless forests, where vegetation puts forth all its magnificence; her skies, kindling with the magic of summer clouds and glorious sunshine----no, never need an American look beyond his country for the sunshine and beautiful." - Washington Irving -

### AMERICA IS A BEAUTIFUL WORD

What do you see when you look at the word America? What mental picture do the seven letters create in your mind?

The Capital "A" suggests our magnificent snow-covered mountain peaks, and the wigwams of the original Americans.

The "m" symbolizes the broad shoulders of our pioneers; shoulders-to-the-wheel pushing our frontiers westward; broad shoulders swinging axes, building a Nation.

The "e" might be the lariats of the cowboys riding the plains; lariats of Kit Carson or Buffalo Bill.

The "r" is a man with outstretched arms in friendship and cooperation toward all who love freedom, justice and peace.

The "i" represents the individual American with his right to life, liberty and the pursuit of happiness.

The "c" is a bent bow from which an arrow has just sped toward the stars of mankind's highest ideals.

The final "a" is a man on his knees in prayer, symbolizing a Nation, which recognizes its Creator and gives thanks for His blessings.

Yes, America is a beautiful word.

## RECIPE FOR A FOREST

Taken from Sharing Nature with Children by Joseph Bharat Cornell

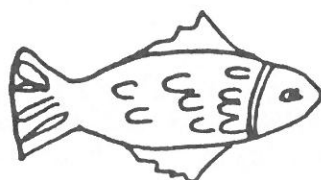
"Give each child an imaginary deed to one square mile of land. On this virgin plot he will be free to create his own dream-forest complete with as many trees, animals, mountains and rivers as he desires. Let their imaginations run wild. To encourage creativity you can give the children some suggestions: "To make the forest beautiful and radiant, you might want to add things like water--falls and windstorms or perpetual rainbows" Have them list the ingredients of their forest, then have them draw a picture of it. For older boys end with discussing with them whether their individual forests are able to maintain themselves year after year. For instance, see if they have chosen representatives of the food cycle; plant-eater, plants, and decomposer (example: ants, mushrooms, bacteria). Don't let them forget subtle factors like soil and climate."

## SAND CASTING

You'll need sand, water, shoe box or similar-size box (or you can do your casting directly in the sand on the beach if this is possible) hairpin or paper clips, stones, spoon, popsicle sticks, pencils, other small objects, plaster of paris, and a container to mix it in..

First decide on the design you want for the sand casting. Fill the box half way with moist sand. Make the mold, about  $\frac{1}{2}$ " deep, using a variety of items to make shapes. Use end of pencil for center of flower. Use spoons to make fish scales. Remember impressions you make come out reversed in your finished sandcasting - holes become raised and areas left untouched are flat.

Place pebbles, shells, twigs, etc. in or around the design for added texture. Make certain object is exposed, so plaster clings to it. Next, only after casts are completed, mix the plaster of Paris until it is the consistency of pancake batter.. For color, add tempera paint. Pour the plaster about 1" over entire surface of mold. For hanger, bend heavy hairpin or paper clip. Insert ends into plaster. Let the plaster set for about  $\frac{1}{2}$  hour. Then lift sand casting out of mold. With a fairly stiff brush, brush away excess sand from face of casting. The amount of sand left on the casting is up to you.

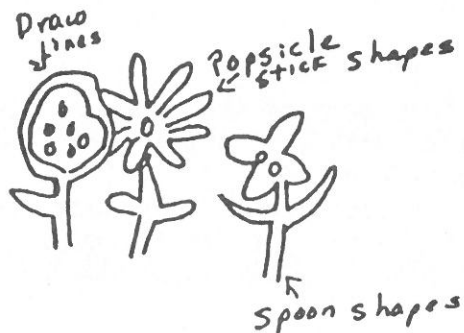


Fish outline  
in the sand



Bend  
hairpin

Embed in  
wet plaster



Draw  
stamens

Popsicle  
stick shapes

Spoon shapes

## AWARDS CEREMONY FOR FAMILY CAMPFIRE

The following awards ceremony is very simple but can be very effective. Try it at your Family Campout by having a campfire meeting to give recognition for the advancements and awards earned by the boys during the past month.

**EQUIPMENT:** Two flashlights, one with blue cellophane over the end and the other one with gold cellophane over the end. Plastic or tissue paper could be used also. A third flashlight with a red lens is also required.

**PERSONNEL:** Cubmaster and two den leaders.

**ARRANGEMENT:** Cubmaster in middle and a den leader on either side. The one on the cubmaster's right has the blue flashlight and the one on his left has the gold one.

**CUBMASTER:** Here we have the blue light of Cub Scouting on my right (turn on the blue flashlight) and the gold light of Cub Scouting on my left (Turn on the gold flashlight). These two lights symbolize the light of Cub Scouting which can shine brightly in the lives of our boys but only with the help of parents to make them shine. There have been some Cub Scouts in our Pack this month who hve had those Cub Scouting lights shinning in their lives and they've worked hard to earn some Achievements and Electives. (Cubmaster needs to say appropriate words for awards being given.) Would the following boys and their parents come forward and stand in the Cub Scouting's Blue and Gold limelight together as we recognize them for the fine work they have done. (Call forth appropriate boys and parents and make presentation, telling about the award recived.)

(After all presentations have been made, leaders turn off the blue and gold flashlights and Cubmaster turns on the red light.)

**CUBMASTER:** We all know that red means stop so let's all stop for a minute every once in awhile and ask ourselves if we are really doing the best we can whether as a Cub Scout, a parent, a leader or a family member. Parents ask yourself if you've really helped your boy so that Cub Scouting can be a shining light to him. Let's all do our best to keep those Blue and Gold lights shinning. (Turns off the red light and leaders turn on the blue and gold ones). Then we can all see our son step up and receive some of the Blue and Gold limelight for his accomplishments.

**NOTE:** The last part of the ceremony could be worked in as the closing ceremony for the Pack meeting by putting announcements, and audience participation, etc. before the awards and move right from awards into the closing which could indeed be the last part of the above ceremony. It leaves the audience with a challange and a thought for the day.

## THE PICNIC

The following story is to be read with enthusiasm. The blanks are to be filled with words read from a list as follows. The words are in no particular order and should be read as they appear on the list. This is what adds spice to the story.

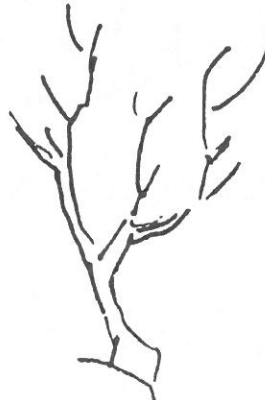
Note: The words can be given to each person as they enter the meeting or can be written on cards ( 5 or 6 to a card). If single words are given the people can fill in the blanks as they are seated in the room. The narrator will pause and the next person reads his word.

### PICNIC WORD LIST

A loose tooth  
three boiled eggs  
an orange ghost  
a juicy watermelon  
a tall pine tree  
a used airmail stamp  
a fat onion  
some soapy dishwater  
a green tomato  
two snowballs  
a bald eagle  
a cake of soap  
a butterfly net  
a complaining lion  
a beautiful earring  
a used firecracker  
one large rattlesnake  
four hot rocks  
a chicken plucker  
driver's license  
a tail light  
16 paper plates

a short purple pencil  
four sour pickles  
a red beadsread  
six plump skeletons  
a swarm of bees  
two cans of dog food  
a green crayon  
a can of tar  
an ice-sream stick  
a princess phone  
a limping dinosaur  
three petunias  
a can of worms  
a dog's footprint  
2 cups spagetti sauce  
a cat's meow  
three raisins  
a pink steam engine  
some dominoes  
a windy day  
7 pounds of feathers  
a plaid kite

NOW READ THE STORY ON THE NEXT PAGE FILLING IN THE  
BLANKS WITH THIS LIST.....



## THE PICNIC

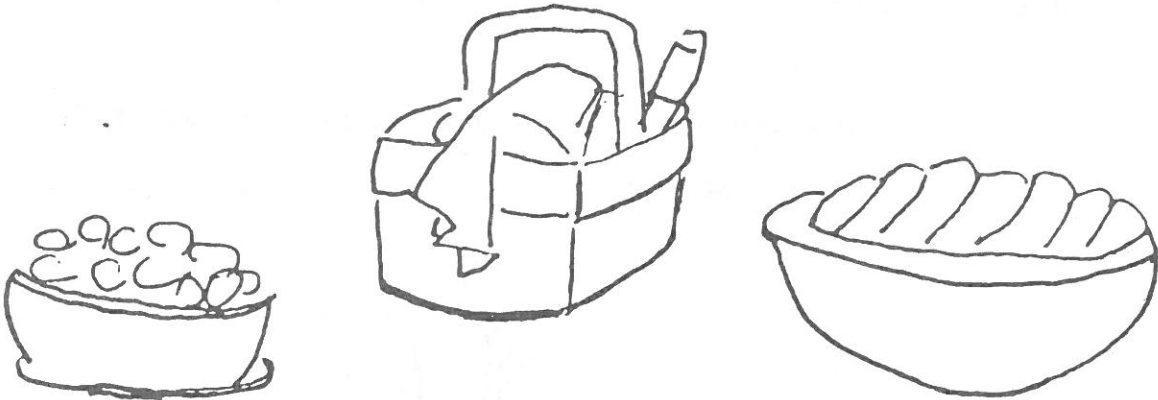


One fine day, two little old ladies decided to drive out of town for a picnic. Miss. Bingley loaded a basket with \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ and other tasty things. Then they drove off with their lunch in an old car that belonged to Miss. Arbuckle. The cap on the radiator was decorated with \_\_\_\_\_ and the holes in the roof had been painted with \_\_\_\_\_ and \_\_\_\_\_.

As they drove along, Miss. Bingley pointed to the side of the road. "Oh, look at the bush with the \_\_\_\_\_ and the \_\_\_\_\_ growing in it." Let's stop here, said Miss. Arbuckle. They carried the basket to some shade cast by \_\_\_\_\_ and spread out \_\_\_\_\_ to sit upon. Nearby, \_\_\_\_\_ sang gaily in a tree and some low bushes had \_\_\_\_\_ and \_\_\_\_\_ growing on them. The two friends were having a wonderful time. There's nothing so delicious as \_\_\_\_\_ with mustard and relish, said Miss. Arbuckle, as she brushed the crumbs off her lap with \_\_\_\_\_. "Yes," sighed Miss. Bingley, "However, it is getting late." "Maybe we'd best start for home now."

But their car refused to go. The motor made a noise like \_\_\_\_\_ and then stopped. "Oh dear!" said Miss. Arbuckle, looking uder the hood. "I think I see \_\_\_\_\_ and \_\_\_\_\_ caught in the gears." "Impossible," said Miss. Bingley. "Are you sure the tank isn't empty?" "Are you sure you put enough \_\_\_\_\_ before we left home?" "Of course I did," said Miss. Arbuckle. "It must be the wheels. We'll jack them up with \_\_\_\_\_ and \_\_\_\_\_ and then replace with \_\_\_\_\_ and \_\_\_\_\_." She covered her dress with \_\_\_\_\_ and took \_\_\_\_\_ to loosen the bolts. Just then a farmer drove up and asked if he could help the ladies. "Looks like \_\_\_\_\_ in the engine," he said, tightening a bolt with \_\_\_\_\_. Then he stepped back and the car started. I just connected the \_\_\_\_\_ to the \_\_\_\_\_, which had rattled loose. The two old ladies gave him the rest of their \_\_\_\_\_ and to show their appreciation, they gave him \_\_\_\_\_ and drove happily home again.

An acre of performance is worth a  
whole world of promise....



Chairman Termite: Thank you, Mr. Ant. Remember to throw in a toothpick or two for us termites. Mr. Caterpillar, may we have a report on the decorations?

Mr. Caterpillar: We promised butterflies! My group will climb into cocoons right after this meeting. You'll have 2,000 butterflies arranged on trees and bushes. The spiders promised to spin web chains between the butterflies.

Chairman Termite: Thank you, Mr. Caterpillar. And now, in charge of lighting - Mr. Firefly.

Mr. Firefly: Lighting should be as great as the decorations. 10,000 fireflies are coming. The Japanese beetles are in charge of checking their batteries, and they are experts! We will get a charge out of doing our part!

Chairman Termite: Thank you, Mr. Firefly. Entertainment for the night will be supplied by none other than the beetles! How are you doing?

(The beetles hum a note.)

Chairman Termite: That's great! A full orchestra of crickets will play with the beetles. Now, Mr. Grasshopper, what about the invitations?

Mr. Grasshopper: All the invitations have gone out. From what we hear, everyone's coming, but we will have to watch the gate to be sure no people get in!

Mr. Ant: Well, I hope you keep them out. They ruin all our picnics with their insect sprays. We had thousands of casualties.

Chairman Termite: We will put the wasps in charge of the door. That should discourage people! The wasps have also been warned about the human insects! They are the worst of all!

Mr. Firefly: Human insects! What human insects?

Mr. Caterpillar: Human insects have been around for a long time, but in the summer they are really awful!

Mr. Firefly: But what are they called?

All: LITTERBUGS!!!

#### MAGIC MUD

Characters: Any number up to 12.

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 Together: 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?

## BIRD WATCHER SKIT

Written by Bertha Katzen, Cranston 10, Rhode Island

Cast: Denner; 5 Cub Scouts

Props: As appear in action.

Denner: Ladies and gentlemen, you all know that a pun is considered the lowest form of wit, but we're too young to know what that means so . . . let's have "puns" with birds!

1st Cub Scout: I'm a *Penguin*. (Holds up pen.) Ball-point that is.

2nd Cub Scout: I'm a *Mockingbird*. Ha, Ha, Ha.

3rd Cub Scout: I'm a *Robin*. (Pulls out a gun.) Hand over the worms!

4th Cub Scout: I'm a *Cuckoo*-bird. (Pulls out six walnuts on a string.) I'm the nut.

5th Cub Scout: I'm a *Weather* bird. You can find me whether you want rain or whether you want sunshine.

Denner: Well folks, that's all. I hope you'll forgive us. Oh - by the way - I'm a *Jailbird*. (Pulls out a big ball attached to a chain.)

(All exit flapping their arms.)

## PICNIC FOR INSECTS ONLY

The scene is the meeting hall of the International Insect League. Place a sign at the back of the stage saying: "International Insect League - 3,561st Annual Meeting". Place table at one side for the meeting's chairman and chairs on the other side for those attending the meeting.

Characters: 7 Cub Scouts

Costumes: Simple or elaborate as you want. Simple signs can be used to identify the actors.

Chairman Termite: This meeting will come to order. I welcome all of you delegates to the 3,561st meeting of the International Insect League. Let's make plans for this year's insects only picnic. We have no minutes from the last meeting - remember, a frog came in and broke it up. We do have a treasurer's report - Mr. Grasshopper.

Mr. Grasshopper: As of today, we have on hand two sacks of honey, donated by the bees; 25 drops of blood, courtesy of the mosquitoes; and 5 bread crumbs the ants had left after taxes. Our supplies are really low.

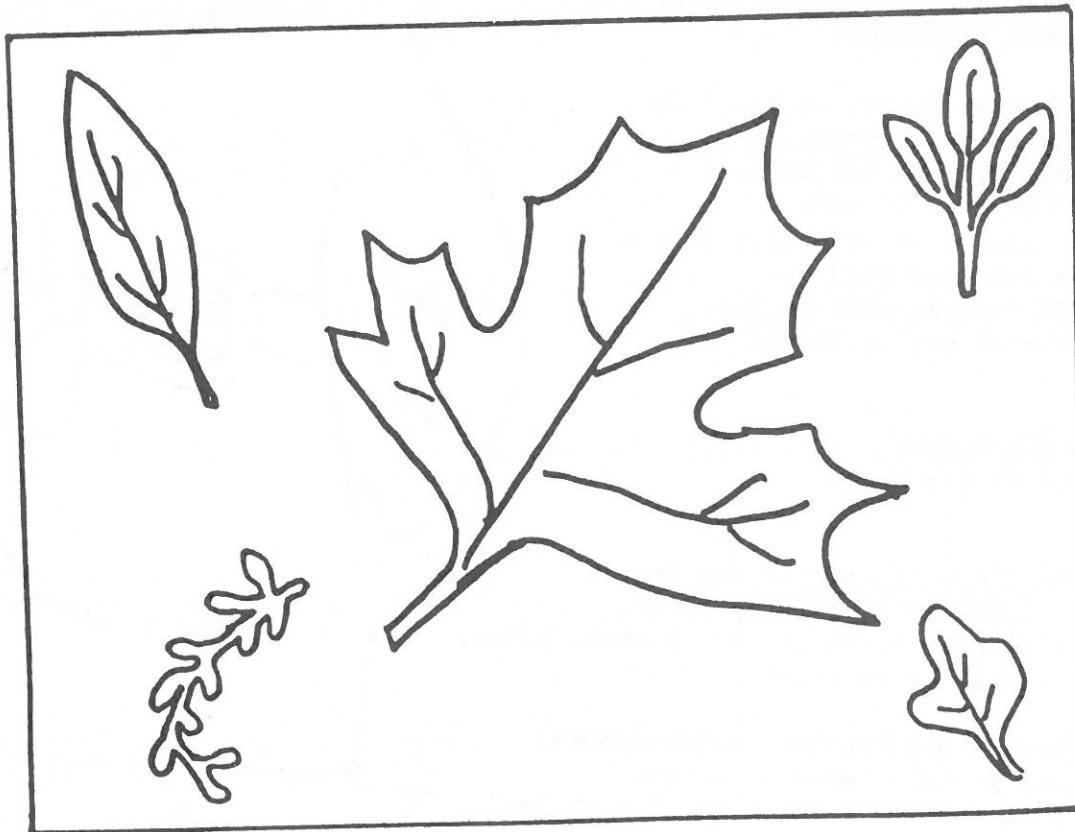
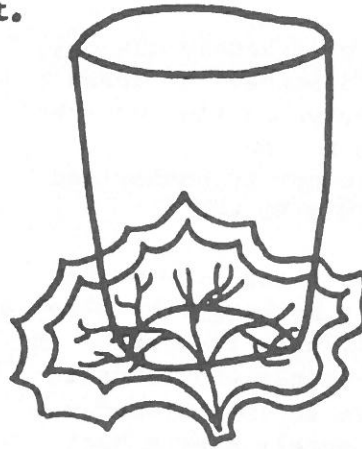
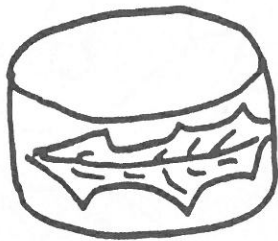
Chairman Termite: Thank you, Mr. Grasshopper. We really need your help, especially with the annual picnic so close. It is time for committee reports. Mr. Ant, how are the food plans coming along?

Mr. Ant: We're crawling right along. We plan to hit a lot of human picnics and kitchens before the big day. I think I can promise you all a real crumby time! Ha Ha.



## LAMINATED LEAVES

Place a large piece of plain paper (not newspaper) on ironing board. Lay four pieces of plastic wrap, cut to the size desired, on top of the paper. Position colorful leaves on top of the paper, allowing one inch space between the leaves. Cover the leaves with four more layers of plastic wrap and top off with another piece of plain paper. Iron at low setting to melt the plastic together and around the leaves. Remove the paper and set the laminated leaves aside to cool for a few minutes. Cut or trim to size. Be sure to leave at least 1 inch between edge and leaves so the plastic will not pull apart.



OH WOODSY THE OWL  
Tune: Smokey The Bear

With a pointed hat and feather and  
A pair of short green pants  
You will find him always saying,  
"Please let's save our plants"  
"Cause ev'rybody knows that he is  
saying DON'T POLLUTE!"

CHORUS:

Woodsy the owl, Woodsy the owl.  
Not like old Smokey- he doesn't growl.  
But he s always telling us - we'd  
better give a hoot  
Let's listen now to Woodsy and  
Remember DON't POLLUTE!

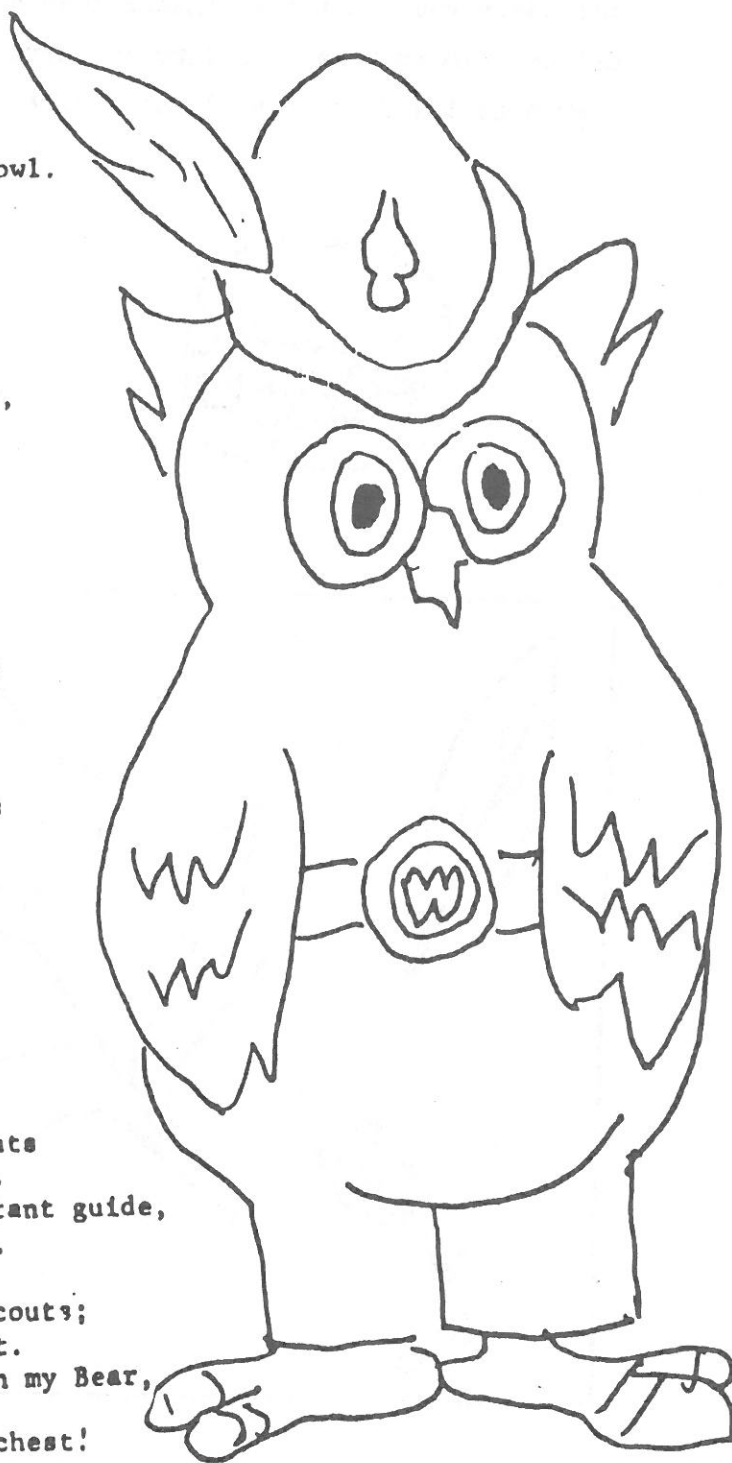
You can take a tip from Woodsy  
That there's nothing like clean air,  
Cause we all have to breathe it  
Then we certainly should call.  
We just have to look around us,  
Then we'll surely give a hoot;  
'Cause what a world to live in if  
We continue to pollute.

You had better listen to him before  
Our world is past repair,  
And we all must do our part,  
To show him that we care.  
For his message is important to his  
Cause we all must heed  
We'll all join up with Woodsy,  
For a cleaner world, indeed.

I'M A CITIZEN IN CUB SCOUTS  
Tune: I'm a Yankee Doodle Dandy

Oh I'm a citizen in Cub Scouts  
A good one I will try to be.  
I'll keep Akela for my constant guide,  
He will be watching o'er me.

Yes, I'm a citizen in Cub Scouts;  
And I will always do my best.  
I'll earn my Wolf - and then my Bear,  
And Webelos will follow.  
I'll wear the badges on my chest!



CAMPING OUT

Scene: Two campers have just set up camp. They are real tired and decide to retire for the evening. They are arguing to decide who will sleep inside the tent and who will sleep on the ground in a sleeping bag.

1st camper: Which of us will sleep in the tent. I guess you can. I don't mind.

2nd camper: No, you can. I don't mind.

1st camper: No, you sleep in the tent.

2nd camper: No, You .

1st camper: No, you and that's that.

2nd camper: OK. See you in the morning.

(all is quiet and well)

(from around the bend comes a couple of four wheel drives

1st driver: Hey lets have some fun. See that camper sleeping on the ground? Lets beat him up.

(rumblr, rumble, rumble)

1st camper: Help-Help-Help---  
(second camper comes out to see what has happened)  
I just been beat up.

2nd camper: Oh, come now. Just because I got the tent. Now go back to sleep.

1st camper: But....but.....

(they go back to bed)

(the drivers come back again)  
(again they beat up the camper outside)

1st camper: Help-Help\*help.....

2nd camper: Now really this is getting ridiculous. You stop it and sleep in here right this minute. I need my sleep even if you don't.  
(now they change positions)

(they are again asleep and the drivers come back)

1st driver: Hey lets do it again. No...Wait a minute.... Lets get the one in the tent this time.....

THE WORLD AROUND US

THE WORLD AROUND US

Tune: When Johnny Comes Marching Home

The world around us is beautiful,  
As Beautiful as can be.  
Let's keep it clean and beautiful,  
For the future Cubs to see.

So let's pick up the litter and  
Clean up the trash, And  
Stop air pollution so our  
World will last.  
The World Around Us is beautiful to see.

by Carolyn Grose

THE WORLD AROUND US

Tune: She'll be Comin' 'Round the Mountain

If you're living in the country on a farm,  
You'll enjoy to the fullest nature's charm,  
Trees and birds and bees and flowers,  
Animals, sky and grass and showers,  
You can be outside for hours, on a farm.

If you're living in the city visit zoos  
Parks, museums, gardens, aviaries too,  
We can all get back to nature,  
But protect it for our future,  
Live in harmony and be sure, that we do.

By Marilyn Lauder

IT'S AN INSECT COVERED WORLD

Tune: It's a Small World

It's a world of centipedes, a world of moths,  
It's a world of katydid, a world of wasps,  
There's so much that we share that it's time  
We're aware, it's an insect covered world.

Chorus:

It's an insect covered world, It's an insect covered world  
It's an insect covered world, It's an insect covered world.

It's a world of beetles, it's a world of fleas  
It's a world of caterpillars and world of bees  
In this world that we know, there is so much to show.  
It's an insect covered world.

WATER GAMES

<u>Name of Game</u>	<u>Cub Scout Water Fun</u>	<u>Reference Cub Scout Activities</u>	<u>Webelos Den Activities</u>
<b>(Shallow Water for Swimmers and Non-Swimmers)</b>			
Backward Race	p. 37		
Balloon Ball	p. 38		
Balloon Volleyball	p. 35		
Bubbling Contest		p. 20	
Candy Hunt	p. 35		
Dad & Son Balloon Toss		p. 20	
Dredging Race	p. 37		
Duck Ball (Water Spud)	p. 38		p. 3
Duck Tag	p. 38		
Egg and Spoon Race	p. 35		
Lighthouse Light	p. 35		
Nail Driving Underwater		p. 20	
Paddle Wheel Contest	p. 37		
Pearl Divers			p. 3
Penny Hunt		p. 19	
Ping Pong Race	p. 37		
Rescue Practice			p. 5
Rope Throw Rescue Relay		p. 20	
Shark	p. 37		
Sharks Teeth			p. 3
Sunken Treasure	p. 37		
Touch Bottom Tag	p. 36		
Trans-ocean Race	p. 37		
Tug of War (Water)	p. 38		p. 4
Two-Hand Pull & Glide Race	p. 36		
Up and Under		p. 20	
Use Your Head	p. 36		
Water Dodge Ball	p. 36		
Wheelbarrow Race	p. 36		

**(Experienced Swimmers)**

Egg and Spoon Race		p. 20	
Horse and Rider	p. 38		
Ping Pong Ball Race			p. 4
Tug of Water			p. 4
Underwater Tag			p. 5
Watermelon Scramble			p. 4

SEE CUB SCOUT PROGRAM HELPS FOR ADDITIONAL WATER GAMES IDEAS

#### TURTLE FLOAT:

The boys pretend to be turtles. They start by standing in a circle in waist-deep water. On signal, they take deep breath, grasp their ankles, and pull their knees against their chests. If their chins are kept on their chests, the boys will float with their backs out of the water. Demonstrate this for them and allow practice until they learn that the body will rise and float by itself.

#### WATER LOG:

Line the players up at either end of a pool or establish goals about 60-feet apart in open water. Have one player act as a 'log' and float on his back midway between the goals. The other players swim around him. Suddenly the log rolls over and gives chase. The players try to reach their goal before being tagged. Those tagged become 'logs' and float in the center with the first 'log'. The last one caught is the 'log' in the next game.

#### WATER POISON:

Players join hands in a circle around some floating object (poison) that is anchored. On signal, all try to pull the others into the 'poison' and avoid touching it themselves. All who touch it are out. If two players break their grip, both are eliminated.

#### WATER POLO:

Use the entire pool as the playing area. Line the teams up at opposite ends of the pool and have them change sides after each score. Toss the ball in the center of the pool. The players may advance it by any means while they and the ball remain in the pool. A score is made by placing the ball in the goal at either end of the pool. The game consists of two 10-minute halves.

#### NIGHTSHIRT RELAY:

You will need one nightshirt (or pajama top or sweat shirt) for each team. Dads may be on the teams with the boys. Each team member wears the shirt while swimming his lap in the water, then he passes it on to the next player, who puts it on and swims his turn. First team to finish is the winner.

#### SHALLOW-WATER SCAVENGER HUNT:

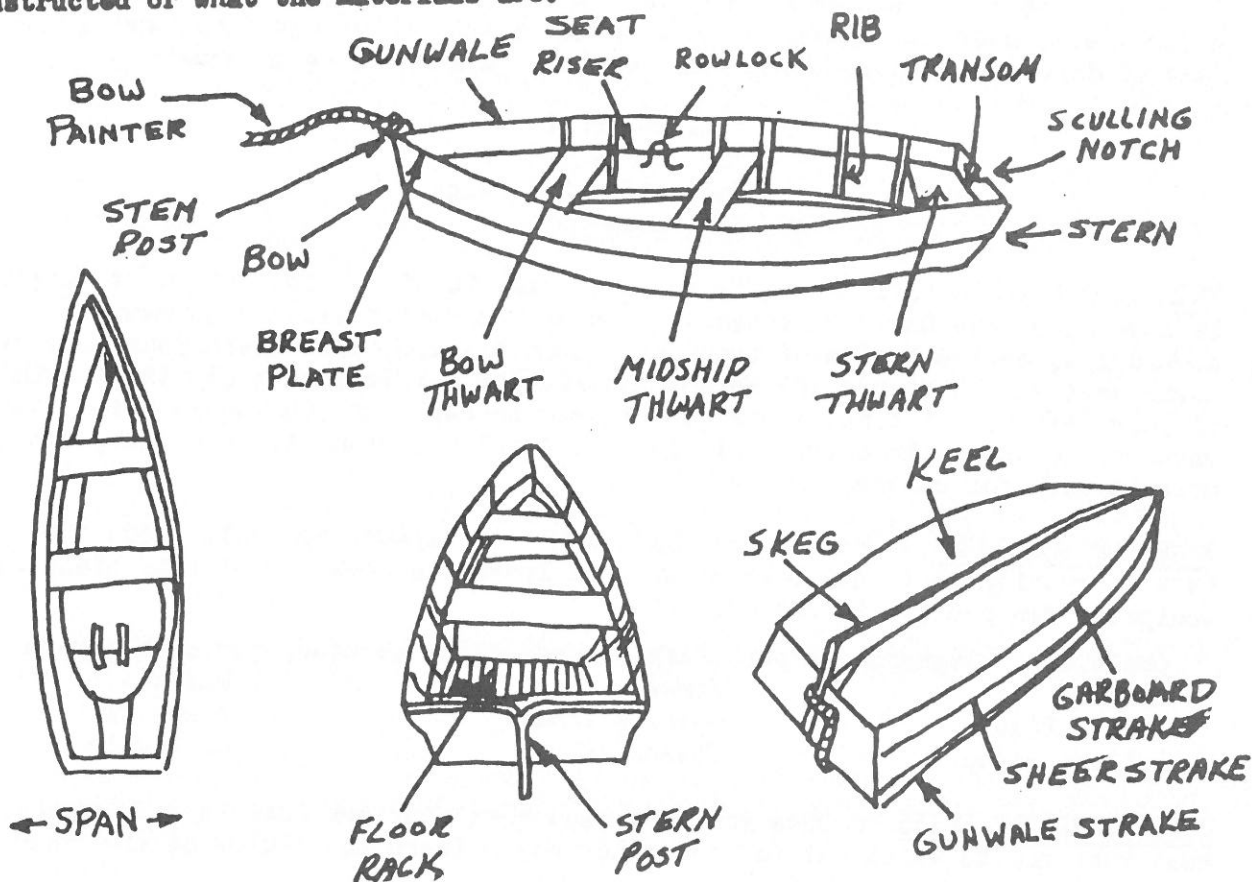
Place a number of objects (all different) in shallow water and then line up the boys at the water's edge. Call out a specific object that is in the water ... flat stone, golf ball, piece of brick, etc. The boys then go into the water to try to find that object and return it to the leader.

#### TREASURE DIVE:

Divide the players into two teams. Have them line up on opposite sides of the pool. Toss a coin into the center of the pool, and have one player from each team dive at the same time. The one who brings up the coin scores for this team. Continue until all have tried.

## ROWBOATS

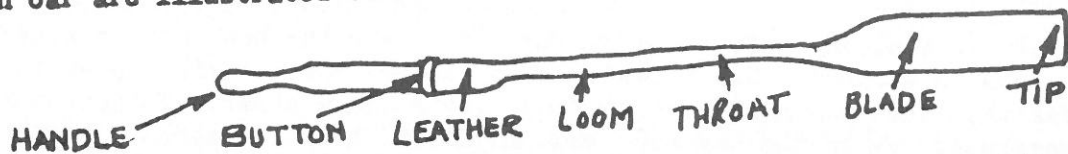
The following terms apply to parts of rowboats, regardless of how the boat is constructed or what the materials are.



Rowboats can be capsized or swamped. It usually takes an effort to do it. If it should happen -- **STICK BY THE BOAT!** The boat will float and will easily support or carry you until someone comes to help. You are safe if you **HANG ON!**

Aluminum rowboats are light, rugged and require little maintenance. Flotation units are usually built in. Fiberglass boats also use flotation units. They require little care but can be heavy to handle.

You propel the boat with oars. Rowlocks hold the oars in place. The parts of an oar are illustrated below.



Oars are made of straight grained spruce or hardwood. Spruce, while light, wears quickly. Hardwood oars are heavy but last longer and can take more hard knocks.

## BE A T-R-U-E BOATMAN

Skill with oars or paddles is just one part of boating fun. A true boatman never leaves shore in a small boat without an armload of equipment and a head full of important facts. Here's an easy way to keep facts in order:

- T - Trim the boat
- R - Remember equipment
- U - Understand the rules
- E - Easy does it

TRIM -- A boat in trim is evenly balanced side to side. The stern is slightly lower than the bow. Passengers sit near the center line. Equipment is stored low, on the bottom of the boat. Know how many passengers your boat can carry safely. To figure the weight that can be carried, multiply the length of your boat by 7.5 times the width, times the depth at the lowest point where water could enter the boat. This is a good rule of thumb for rowboats, but it doesn't work for canoes.

REMEMBER EQUIPMENT -- Make a checklist of the equipment you will need. Be sure everything is in the boat before you leave the dock. A missing piece of equipment can put you in danger.

One U.S. Coastguard approved life jacket, close at hand, for each person		
Anchor	First Aid Kit	Whistle
Anchor Line	Mooring Lines	Spare Oar
Bailing Scoop	Flashlight	or Paddle

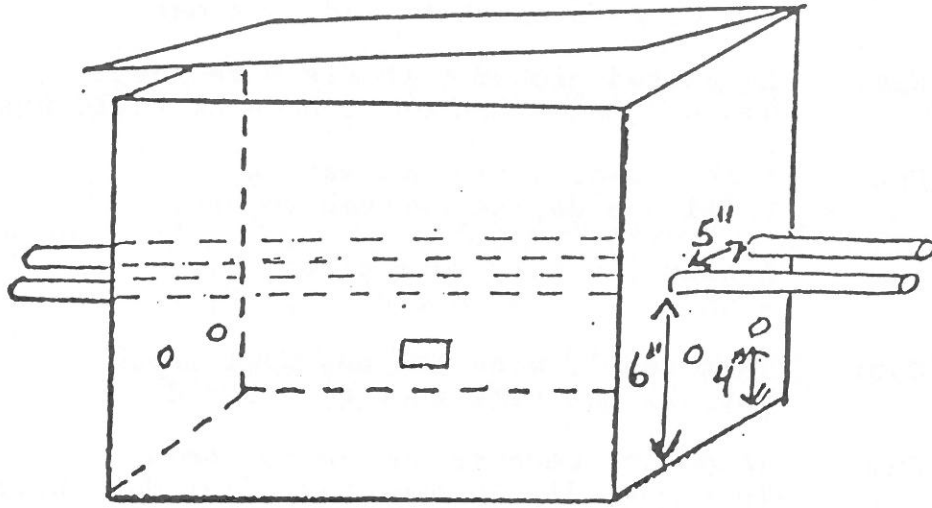
UNDERSTAND THE RULES -- Once you have made sure your own boat is safe, you must know how to watch out for the other guy. Learn the 'rules of the road' for the area where you boat.

1. When approaching another boat head on, pass port-to-port. Both boats move to the right.
2. Stay away from large boats, tows and sailboats. You may have the right-of-way, but they cannot stop or turn as quickly as you.
3. Anchor out of main channels.
4. Do not tie up to channel markers.
5. At anchor in the dark, show a white light on the stern of your boat.

EASY DOES IT -- A steady pace and a straight line are the best way to travel from one place to another. Use a comfortable, steady stroke; line up an object across the stern and hold your course. Avoid bad weather. Thunderstorms can be dangerous. Watch the sky and, when in doubt, head for shore. Never clown around or stand up in a small boat. If an accident happens, keep your head. Use your life jacket and stay with the boat. Signal for help, and try to paddle to shore.



# BOX OVEN



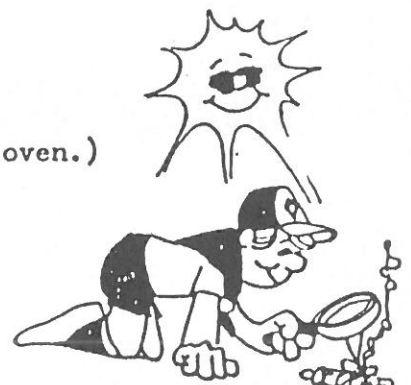
## TO MAKE BOX OVEN

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.)



## CLOSING CEREMONY

Cub Scouts could make "bug" posters to hold up with the words written on the back.

- 1st Cub:      There was a little bug who had the blues,  
                  And cried because he had no shoes.
- 2nd Cub:      He walked around with six bare feet,  
                  And hid them when other bugs he would meet.
- 3rd Cub:      Such a small, sad bug was he,  
                  Until one day he chanced to see,
- 4th Cub:      A happy, wiggly worm crawl be,  
                  With a smile as big as the sky.
- 5th Cub:      That really made the bug feel bad,  
                  For all the time that he was sad.
- 6th Cub:      (And just because he had no shoes)  
                  That worm didn't even have feet for shoes!
- 7th Cub:      The little bug is smiling now,  
                  Because he finally learned how.
- 8th Cub:      To always be thankful for what you've got,  
                  No matter how little, no matter what!

---

## Song:

### BOY NATURALIST

Tune: Blue Tailed Fly

1. When a Cub Scout wants some fun  
To keep him busy till day is done  
He goes outside and looks around  
And then starts digging in the ground.

### Chorus:

- Bugs and worms and butterflies,  
Bugs and worms and butterflies,  
Bugs and worms and butterflies,  
He finds to keep him busy.
2. Then when his mother comes to see  
What is keeping her son so busy  
She shivers and then begins to squirm  
As he shows her a nice fat worm.
  3. But if that mother can realize,  
The wonder of nature through her boy's eyes,  
Then she will smile and never fret,  
'Cause bugs and worms he likes to get.



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

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

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

### INDOOR GAMES

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

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

### ICE BREAKER

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

A Wilderness Traveler's Creed:

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

A Personal Answer to the Wilderness Challenge:

I WILL

I DID

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

Signed

About Wood.

A concerned Wilderness  
visitor

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

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

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

Never use gasoline or other fuel for starting your fire.

## A LESSON FOR THE BIG BUGS

Bees: Buzz-buzz      Frog: Croak-croak      Ants: Hup-two-three-four  
Mosquitos: Bite-bite      Woods: All sounds together

This is a story about Billy and his family and their adventures in the woods\_\_. One fine spring day, Billy's family decided it was a good day for a picnic in the woods\_\_ where they could enjoy nature. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a frog\_\_. They heard some bees\_\_ gathering nectar, and watched some ants\_\_ busy at work. They even swatted some mosquitos\_\_ and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the woods\_\_ ; the bees\_\_ ; the ants\_\_ ; the frogs\_\_ ; and even the mosquitos\_\_. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog\_\_ that hopped by. Mom threw her napkin on the ground and jumped up in disgust. "That does it!" she said, "The ants\_\_ seem to have taken over our lunch."

Dad stretched out for a nap and had just about dozed off when he heard Sister scream. She had been stung by a bee\_\_. Mom took care of her, so Dad tried again to sleep. But this time the pesky mosquito\_\_ would not leave him alone. Finally he announced they were all going home.

Billy said: "Why do we have to leave now?" Dad replied, "Well, Billy, it seems we aren't wanted by the woods\_\_. We sure haven't been treated very well. The mosquitos\_\_ are eating me alive; the ants\_\_ took over our lunch; and a bee\_\_ stung your sister.

Billy said: "It seems to me that the woods\_\_ and the misquitos\_\_ and the andt\_\_ and the bees\_\_ are trying to tell us something." "What's that?" asked Dad. "Well said Billy, "just look around us here and you will see that we haven't been very nice visitors in the woods\_\_. Look at all the trash we've thrown around. It seems that we're the worst bugs of all - litterbugs."

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the woods\_\_ listening to the sounds. They actually enjoyed the buzzing of the bees\_\_ ; the croaking of the frogs\_\_ ; and they even watched an army of ants\_\_ at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of but is a "litterbug".



JUNIOR FOREST RANGER QUIZ (circle correct answer)

17-20 correct - Official Jr. Forest Ranger  
12-16 correct - Jr. Forest Ranger  
8-11 correct - Jr. Ranger  
0-7 correct - need to study some more



1. Campfire permits are required for: (a) indoor fireplaces (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
2. The safest way to start a campfire is with: (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.
3. The best place to ask where forest campfires can be built is (a) sheriffs office, (b) sporting goods store, or (c) ranger or fire warden stations.
4. When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire, (b) put out your campfire, or (c) arrange to get up every 2 hrs. to check the fire.
5. When you see a bear in the forest, park, or zoo, you should: (a) pull his fur, (b) chase him with a stick, or (c) stay away from him. Do not pet or feed him. Bears are wild animals and considered dangerous at all times.
6. To cook properly over a campfire, you should: (a) cook over the flames of a large fire, (b) build a small fire and cook over the hot embers, or (c) burn a lot of paper to make the fire hot.
7. The best way to put out a campfire is (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks. or (c) let it alone and it will burn itself out.
8. The best spot for a campfire is (a) inside a rotten log or stump, (b) under a green tree, or (c) in a cleared open space away from trees.
9. For camping or burning trash, the following is the most important and practical tool to carry in a car: (a) shovel, (b) bucket of water, or (c) wet blanket.
10. If a fire gets out of hand, you should: (a) get your parents and run to your car and drive away, (b) report it immediately to a forest ranger, (c) get other Jr. Forest Rangers to fight the fire.
11. If your clothes happen to catch on fire you should: (a) keep calm, do not run, roll a blanket around you to smother flames, (b) run for help, or (c) jump up and down real fast.
12. Camp matches should be (a) kept in a metal container, (b) stored near outboard motor fuel, or (c) placed in the hot sun.
13. The safest way for adults to light cigarettes is (a) use a cigarette

- lighter, (b) strike match on nearby rock, or (c) use paper book matches and throw into grass when finished.
14. A person who is careless and starts a forest fire: (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail.
  15. Well-managed forests give us: (a) Smokey Bear, (b) wood, water, wildlife, grass and outdoor fun, or (c) just lumber, paper and walnuts.
  16. A match or cigarette thrown from a car window (a) is permissible if no one is looking, (b) is permissible if it looks like it has gone out, or (c) is never safe.
  17. A windy day is a good time (a) to burn trash, (b) to start a campfire, or (c) not to start a fire.
  18. A trash-burning incinerator should be: (a) equipped with a good spark arrester, (b) placed under a tree for shade, (c) used only on windy days.
  19. Before lighting an open fire: (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed or (c) drink three glasses of water.
  20. Junior Forest Rangers: (a) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

ANSWERS:

- |      |       |       |       |
|------|-------|-------|-------|
| 1. b | 6. b  | 11. a | 16. c |
| 2. c | 7. a  | 12. a | 17. c |
| 3. c | 8. c  | 13. a | 18. a |
| 4. b | 9. a  | 14. c | 19. b |
| 5. c | 10. b | 15. b | 20. c |



CUB SCOUT VESPER SONG

Tune: Maryland, My Maryland

Softly falls the light of day  
As our campfire fades away,  
Silently each Cub should ask,  
Have I done my daily task  
For my country done my best  
Prayed to God before I rest  
Helped a friend along the way  
Have I done my best today.

CAMPFIRE

Tune: I Was Working on the  
Railroad

I was dreaming of a campfire  
Burning clear and bright  
Dreaming stars were above me  
Upon a winter's night  
I was dreaming that my best friends  
all were dreaming, too  
When I woke and looked around me  
I saw my dream came true.

BACKYARD CAMPOUT

Tune: Are you Sleeping

We are sleeping in the backyard  
Jim and Mark, Spot and Me.  
Sure is dark outside,  
Think I'd like to hide,  
Come here Spot, sleep with me.

Are you sleeping, are you sleeping  
Jim and Mark, Jim and Mark  
Thought I heard a noise  
Didn't sound like boys  
I am scared. I am scared.

Come back Spot, where'd you go?  
Jim and Mark, wake up please,  
Let's go into the house,  
Did you see that mouse  
Hear that sneeze, I am scared.

TWELVE DAYS OF SUMMER CAMP

Tune: The Twelve Days of Christmas

On the first day of summer camp  
My Mommie sent to me...  
A box of oatmeal cookies

On the 2nd day of summer camp  
my Mommie sent to me...  
Two T-shirts  
And a box of oatmeal cookies

On the 3rd day of summer camp  
My Mommie sent to me...  
3 pairs of socks  
2 t-shirts  
And a box of oatmeal cookies

4th day...4 woolen caps  
5th day...5 underpants  
6th day...6 postage stamps  
7th day...7 nose warmers  
8th day...8 batman comic books  
9th day...9 bars of soap  
10th day...10 band-aids  
11th day...11 shoestrings  
12th day...12 bottles of blood-sucking  
helicopter repellent.



## CLOSING CEREMONY

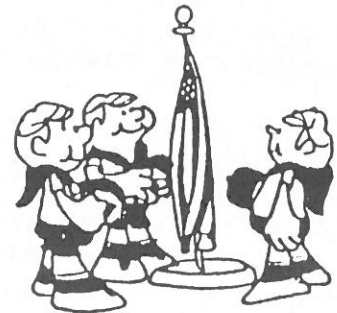
ARRANGEMENT: Cub Scouts hold up cards with slogans as they read lines.

- 1st Cub: DO YOUR BEST in everything you do on life's way.  
2nd Cub: ALWAYS BE FRIENDLY to brighten other's day.  
3rd Cub: GIVE AWAY YOUR SMILES for 'tis rewarding indeed.  
4th Cub: BE PREPARED to help other's in their daily need.  
5th Cub: BE HONEST AND SINCERE towards others 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 of you. May these thoughts stay with you your whole life through.

## OPENING

### THE FLAG WE FLY

What do they mean - the stripes of red?  
    Courage that's bright and spirited.  
What do they mean the stars of white?  
    Each for a state shines starry bright.  
What does it mean the field of blue?  
    Heaven's the reach of the brave and true.  
Courage to do - and dare - and die.  
    Faith like the stars that light the sky.  
Honor and vision towering high.....  
    That's what it means,  
    THE FLAG WE FLY.



### OPENING CEREMONY

Stage this ceremony by having the boys stand in a V formation facing toward the flag. Each boy turns toward the audience when it is his turn and recites two lines.

- 1st Boy: Today as we gather, let's all keep in mind,  
    Our flag and the meaning therein we can find.  
2nd Boy: The red is for the blood of Americans true,  
    Who gladly would give up their lives for you.  
3rd Boy: The white is for purity, in both thought and deed,  
    A rule of conduct, we all might well heed.  
4th Boy: The blue is for justice, for all, not one,  
    A tenet we fought for and so dearly won.  
5th Boy: The stars are a symbol of God's guiding hand,  
    Over the union in this mighty land.  
6th Boy: There isn't a one, our flag won't protect,  
    Don't you think we could show it greater respect?  
7th Boy: Will the audience please rise and join us in the  
    Pledge of Allegiance.

## CUB SCOUT OUTDOOR PROGRAM

Since Cub Scouting is home and family centered, its outdoor program must be too. The following policies should be adhered to:

1. BACKYARD CAMPING is encouraged as explained in the Cub Scout Leaders Books.

2. FAMILY CAMPING is an excellent Cub Scout outdoor activity. Overnight or extended camping is good as long as it is done as a family experience. It is not authorized for 7, 8 or 9 yearold Cub Scouts except as part of family camping.

3. WEBELOS FATHER AND SON OVERNIGHT CAMPOUTS are an important part of the Webelos Scout's outdoor experience. It is the final step to Boy Scouting- a bridge with dad and son together. And it can be done in a den, pack, district, or council basis. This offers a good opportunity for a nearby troop to assist and therefore, to strengthen the tie between packs and troops. This is a father-son outing. fathers or approved father substitutes must be present. Webelos long term camping is not authorized except by special permission from the council, region, or national committee, and then only on an experimental basis.

4. DEN AND PACK FIELD TRIPS are certainly part of the outdoor program. Under proper adult supervision, they are encouraged.

5. CUB SCOUT DAY CAMP is an important part of the B.S.A.'s camping program, so long as the program content is Cub Scout oriented.

## FIELD TRIPS

Field trips away from home base must have a tour permit filed with the council office at least two weeks prior to a field trip. Check with the council office for the necessary forms. Short in town trips do not require a tour permit.

Parental permission must be obtained any time a Cub Scout goes with a leader in a vehicle. The leader should take the signed forms on any field trip. These forms should include the following:

Emergency number.

Permission for boy to go on trip.

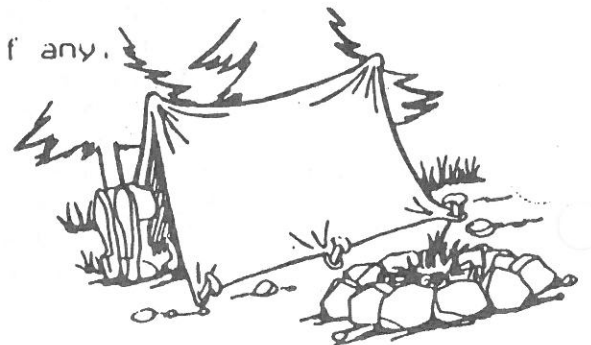
Time of departure and time of return.

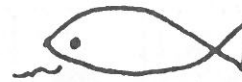
Destination

Signature of parent or guardian.

Medical release form.

Cost, if any.





What is the outdoor program?

'Outing' is an important part of the word Scouting. One of the purposes of Cub Scouting is to 'prepare them to become Boy Scouts'. Cub Scout leaders have a golden opportunity to help these boys to prepare for outdoor adventures through hikes, cook-outs, and conservation projects. A boys out-door experience in Cub Scouting can help make him a life-time supporter of Scouting. It is your challenge to set the stage in the proper way.

Cub Scouts are explorers by nature, so an out-door program helps open up the world around them. While they are having fun in the outdoors, they learn important human values and growing strong in mind and body.

Outdoor pack functions should be adapted to the facilities available. Make good use of rural facilities, Scout and Church camps, as well as city parks and recreation areas. Cub Scout Day Camp is a great support to the pack's outdoor program.

The Cub Scout outdoor program is not limited to the summer months.  
IT TAKES PLACE YEAR-ROUND

Winter offers opportunities for outdoor fun such as ice-skating, sledding, building snowmen & forts. A service project such as shoveling sidewalks, setting out bird feeders, etc. (You may have to go north for these projects).

Spring is a good time to help clean out flower beds and gardens and plant seeds. Hold anti-litter campaigns, kite derby, bicycle safety program and hikes.

Summer brings endless varieties of outdoor activities including swimming, picnics, ice cream socials, fishing derbies, Cub Scout physical fitness competitions, treasure hunts, marble tournaments, obstacle course, and Cub Scout Day Camp.

Fall with it's cooler weather calls for activities such as football, hayrides, and weiner roasts.

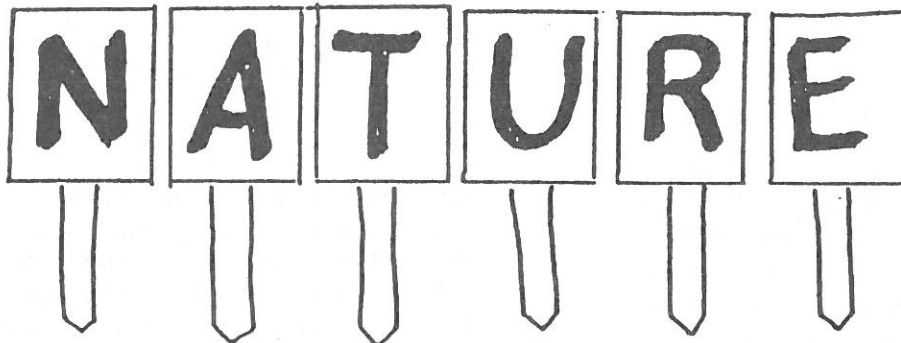
#### CUB SCOUT OUTDOOR PROGRAM

Since Cub Scouting is home and family centered, it's outdoor program must be too. The following policies should be adhered to:

## OPENING CEREMONY

Personnel: Cubmaster and 6 dads

Equipment and arrangement: Paint one block letter of word N-A-T-U-R-E on each of 6 cardboard squares. On reverse side of each print meaning. Put letter on stakes behind the speaker's stand.



- 1st Dad: "N" stands for your name - be proud of it. As you advance from Bobcat to Webelos Scout you will add new laurels to your name. Everything you do affects your good name and your family.
- 2nd Dad: "A" if 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 Dad: "T" stands for task. As the beaver works hard at his task, so does each Cub Scout.
- 4th Dad: "U" stands for usefulness. Just as animals and birds are judged by their usefulness, so your place in life depends upon your usefulness.
- 5th Dad: "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 Dad: "E" stands for energy. As the bee is never idle, so you keep busy giving goodwill.
- Cubmaster: The letters on the cards spell "Nature"....God's way of telling us He cares. Let us always be grateful for His guidance and for this great Country of ours, The United States of America. (Cubmaster has everyone stand and repeat The Pledge of Allegiance)
- 

## LITTERBUGS BEWARE - Song

Tune: Auld Lang Syne

We are the folks who hunt the bugs,  
That litter up our streets,  
With papers, bottles, old tin cans,  
And wrappers off their sweets.

### Chorus

No litterbugs, no litterbugs, No litterbugs for us.  
Let's start today to do our share, No litterbugs for us.

We want to keep our playground clean  
Without a lot of fuss,  
Let's start today to do our share  
No litterbugs for us.

### TIN CAN ICE CREAM

1- one pound coffee can  
1- three pound coffee can  
1-3 3/4 oz package instant pudding  
2-6 oz. cans evaporated milk  
1 to 1½ cups of regular milk  
Rock salt  
Crushed ice

Place the pudding and evaporated milk into the 1 pound coffee can and mix well.

Add enough regular milk into this coffee can to fill it 3/4 of the way full.  
Mix very well.

Cover tightly and place it into the 3 pound coffee can.

Fill the 3 pound can with ice and rock salt, making sure that the 1 pound can is surrounded with ice and salt on all sides, cover tightly.

Now for the fun. Have the campers form two lines opposite each other and roll the can back and forth to one another for about 15 to 20 minutes. Scrape the ice cream from the sides of the small can and recover. Check to see if more ice and rock salt are needed in the 3 pound can, cover and continue until the ice cream is set.

ENJOY

Fresh fruit, canned fruit chocolate chips can be added to the ice cream mixture for fun. Vanilla pudding with peaches, strawberry pudding with strawberries, Chocolate or vanilla pudding with choc. chips, butterscotch pudding with butterscotch chips.

---

### BAKED APPLE

1 Apple  
1 Tablespoon brown sugar (approximate)  
pat butter  
cinnamon

Core the apple. Fill the hole with brown sugar butter and cinnamon.  
Wrap in foil and bake in hot coals for 10 minutes.

## OUTDOOR CODE



AS AN AMERICAN, I WILL DO MY BEST TO:

### BE CLEAN IN MY OUTDOOR MANNERS

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

### BE CAREFUL WITH FIRE

I will prevent wild fire. I will build my fire in a safe place, and be sure it is dead out before I leave.

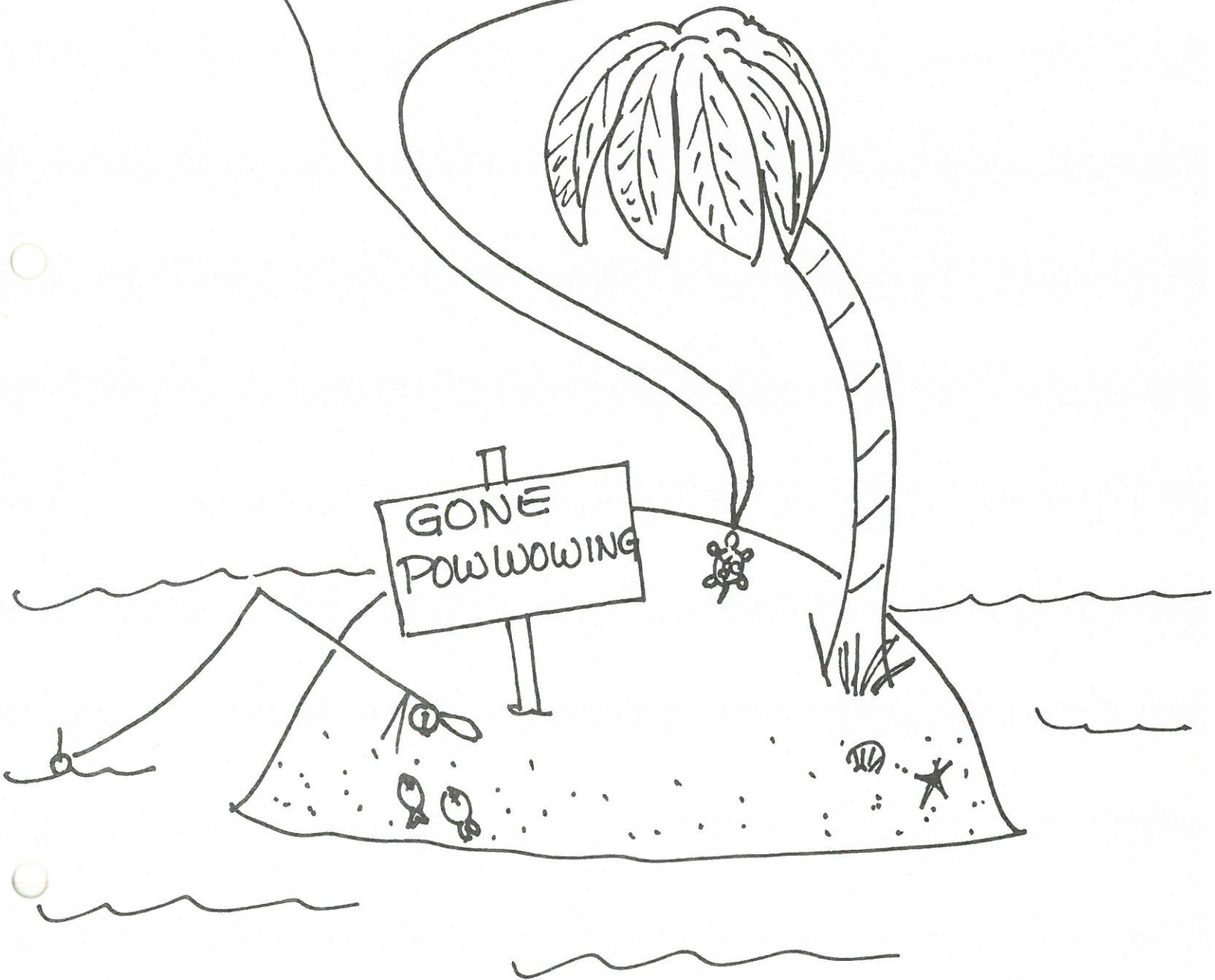
### BE CONSIDERATE IN THE OUTDOORS

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

### BE CONSERVATION-MINDED

I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wild life; and I will urge others to do the same. I will use sportsman-like methods in all my outdoor activities.

DID YOU  
KNOW







## RULES AND REGULATIONS REVIEW

Take time to review these rules and regulations with your Cub Scouts and be sure that they understand them and why such rules are necessary.

Because of our Flag's significance, laws have been enacted to govern its use and to ensure its proper respect. Custom has also decreed certain observances. You will show courtesy and respect by following these rules:

1. The American Flag should be raised and lowered by hand. Do not raise the flag while it is furled. Unfurl, then hoist it quickly to the top of the staff or flagpole. Lower the flag slowly and with dignity.
2. A distinctively American custom is that of folding the American Flag into a triangular shape, stars showing, after it has been taken off the staff. The shape represents the cocked hat of the American Revolution.
3. If the flag is to be flown at half-staff, it should be hoisted to the peak for an instant, and then lowered to the half-staff position. Before lowering the flag, it should be again raised to the peak. Half-staff means hauling down the flag to one half the distance between the top and bottom of the staff. On Memorial Day, display the flag at half staff until noon, then hoist to the top of the staff.



4. The Flag should be dipped to no person or thing, with one exception -- on naval vessels. Upon receiving a salute of this type from a vessel registered by a nation formally recognized by the United States, we must return the compliment.
5. When carried, the flag should always be aloft and full, never flat or horizontal. No flag may be flown above the Stars and Stripes except the flag of the United Nations at U.N. headquarters and the church pennant (a dark blue cross on a white background) during church services conducted at sea by a naval chaplain.
6. During the ceremony of hoisting or lowering the flag or when the flag is passing in a parade or in a review, those present in uniform should render the right-hand salute. A man in civilian clothes should remove his hat with the right hand and hold it at the left shoulder, the hand over the heart. A woman should place her right hand over her heart.

\* \* \* \* \*

As a guide for the proper use and display of the flag, a code was drawn up at a National Flag Conference on June 14/15, 1923, in Washington D.C. This was revised in 1924. Congress, in 1942, adopted a resolution making this code law. It has often been amended. This is its present form. (Public Law 829-77)

A section of the law specifies that, "it is the universal custom to display the flag only from sunrise to sunset...however, the flag may be displayed at night on special occasions when it is desired to produce a patriotic effect." If it is displayed at night the flag should be illuminated.

# SALUTING

WHEN IN UNIFORM,  
WITH YOUR HEAD COVERED OR UNCOVERED,  
EITHER INDOORS OR OUTDOORS, STAND  
AT ATTENTION AND SALUTE WITH YOUR  
RIGHT HAND WHEN:

- ★ THE NATIONAL ANTHEM IS PLAYED



☆  
NOTE:  
EXPLORER  
BLAZER IS  
CONSIDERED  
A  
UNIFORM.

- ★ THE COLORS ARE RAISED OR LOWERED
- ★ DURING RECITATION OF THE PLEDGE OF ALLEGIANCE
- ★ AS THE FLAG PASSES BY IN A PARADE OR REVIEW
- ★ A FLAG-DRAPED COFFIN IS PASSING
- ★ WHEN "TAPS" IS SOUNDED AT A FUNERAL.

## SALUTING



## WHEN NOT IN UNIFORM

DURING THOSE CEREMONIES STAND AT ATTENTION, PLACE YOUR RIGHT HAND OVER YOUR HEART. MEN, IF COVERED, REMOVE HAT, HOLD IT OVER HEART.



IN ATHLETIC  
COSTUME,  
UNCOVER,  
STAND AT  
ATTENTION.  
HOLD HAT  
OR HELMET  
IN RIGHT  
HAND.

# HOISTED SMARTLY!

**I**T TAKES TWO TO HOIST THE FLAG PROPERLY. ONE TO SECURE THE FLAG TO THE HALYARD AND HOIST IT—THE OTHER TO HOLD AND KEEP IT FROM TOUCHING THE GROUND.

**A**T THE FLAGPOLE, NUMBER ONE CONTINUES TO HOLD THE FOLDED FLAG WHILE NUMBER TWO UNFASTENS THE HALYARD FROM THE CLEAT ON THE POLE. HE QUICKLY TESTS THE HALYARD, MAKING SURE IT IS RUNNING FREELY.



**T**HE TWO FLAG-RAISERS MARCH, IN STEP, TO THE FLAGPOLE. NUMBER ONE, ON THE RIGHT, CARRIES THE FOLDED FLAG.

THE FLAG IS ALWAYS KEPT FOLDED WHEN STORED. SEE CHAPTER ON LOWERING THE FLAG FOR FOLDING INSTRUCTIONS.



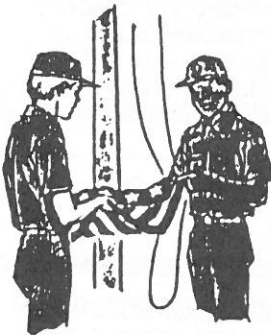
WIND DIRECTION



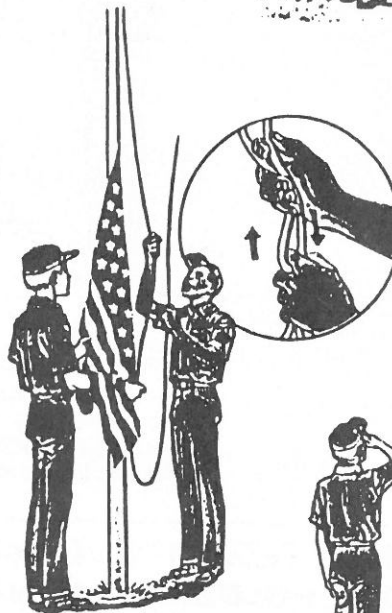
THIS IS VERY IMPORTANT—PARTICULARLY WHEN ICE OR RUST MAY HAVE FORMED ON THE PULLEY AT THE PEAK IN COLD WEATHER OR WHEN THE POLE MAY NOT HAVE BEEN USED FOR A NUMBER OF DAYS.

THE FLAG IS ALWAYS HOISTED FROM THE LEEWARD SIDE OF THE FLAGPOLE.

NUMBER ONE THEN LOOSENS THE FOLDED FLAG AND HANDS THE HOIST END TO NUMBER TWO, UNION FIRST, BEING CAREFUL TO HOLD HIS END OF THE FLAG SO THAT NO PART OF IT TOUCHES THE GROUND...



NUMBER TWO FASTENS THE HALYARD TO BOTH GROMMETS ON THE FLAG'S HOIST.



NUMBER TWO STARTS HOISTING THE FLAG BRISKLY HAND OVER HAND WITHOUT A PAUSE. NUMBER ONE KEEPS IT FROM TOUCHING THE GROUND...

NOTE: NUMBER TWO ALLOWS THE UP HALYARD TO SLIDE THROUGH HIS HANDS AS HE HAULS ON THE DOWN HALYARD TO RAISE THE FLAG.

IF THE BREEZE IS TOO STRONG FOR HIM TO CONTROL THE FLAG, NUMBER ONE HOLDS THE UP HALYARD UNTIL THE FLAG IS AT THE PEAK.



UNTIL THE FLAG IS FLOATING FREE. THEN HE STEPS BACK A PACE AND SALUTES—WHICH HE HOLDS.

AS SOON AS THE FLAG IS RAISED TO THE PEAK, NUMBER TWO SECURES THE HALYARD TO THE POLE, STEPS BACK A PACE AND JOINS NUMBER ONE IN THE SALUTE. THEN BOTH DROP THEIR SALUTES IN UNISON AND MARCH OFF.

HOISTING THE NATIONAL FLAG ROLLED UP AND SECURED BY THE HALYARDS SO IT CAN BE "BROKEN OUT" ON REACHING THE PEAK (LIKE A SIGNAL FLAG) IS NOT PROPER. THE FLAG SHOULD ALWAYS BE HOISTED UNFURLED.



PAGES F8 & F9 REPRODUCED FROM BSA'S YOUR FLAG

THE FLAG SHOULD BE

# LOWERED

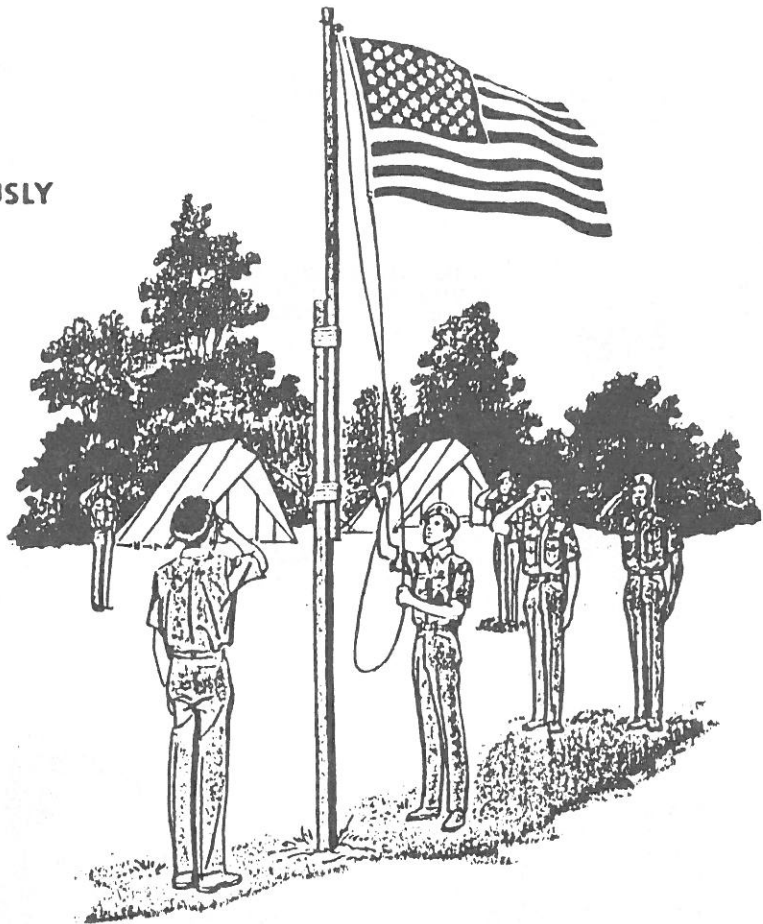
SLOWLY AND CEREMONIOUSLY

**H**AULING DOWN THE COLORS AT SUNDOWN (RETREAT), ON LAND OR AFLOAT, HAS ITS OWN TIME-HONORED PROCEDURES.

**TWO-MAN FLAG DETAIL:** THEY MARCH TO THE FLAGSTAFF, UNFASTEN THE HALYARD, AND WHILE ONE STANDS AT SALLUTE, THE OTHER HAULS THE COLORS DOWN SLOWLY.

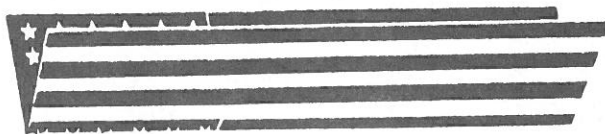
WHEN THE FLAG IS DOWN WITHIN REACHING DISTANCE, THE SALLUTING MAN DROPS HIS SALLUTE AND GATHERS THE FLAG IN HIS ARMS TO PREVENT ITS TOUCHING THE GROUND. THE HALYARD'S ENDS ARE CLIPPED OR TIED TOGETHER AND SECURED TO THE FLAGSTAFF CLEAT.

*IT IS VERY IMPORTANT TO FASTEN THE HALYARD ENDS BACK TOGETHER AFTER REMOVING THE FLAG—OR YOU MAY FIND ONE END OF IT AT THE TOP OF THE POLE THE NEXT TIME THE FLAG IS TO BE RAISED.*

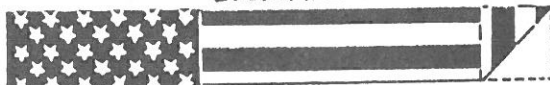


**I**F IT IS NOT A FORMAL RETREAT CEREMONY, THE FLAG DETAIL SHOULDS "COLORS" JUST BEFORE HAULING THE FLAG DOWN. ALL THOSE WITHIN 50 YARDS COME TO ATTENTION AND SALLUTE UNTIL THE FLAG IS GATHERED IN.

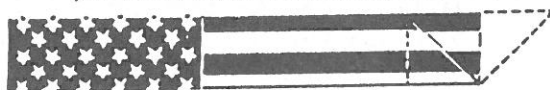
## ON BEING DETACHED FROM THE HALYARD THE FLAG MUST BE FOLDED IMMEDIATELY!



① TO FOLD THE FLAG CORRECTLY—BRING THE STRIPED HALF UP OVER THE BLUE FIELD...



③ BRING THE LOWER STRIPED CORNER TO THE UPPER EDGE FORMING A TRIANGLE...



④ THEN FOLD THE UPPER POINT IN TO FORM ANOTHER TRIANGLE. CONTINUE UNTIL THE ENTIRE LENGTH OF THE FLAG IS FOLDED.



② THEN FOLD IT IN HALF AGAIN.



⑤ WHEN YOU GET ALMOST TO THE END, NOTHING BUT THE BLUE FIELD SHOWING—TUCK THE LAST BIT INTO THE OTHER FOLDS TO SECURE IT.



⑥ THE FINAL FOLDED FLAG RESEMBLES A COCKED HAT WITH ONLY THE WHITE STARS ON A BLUE-FIELD SHOWING.

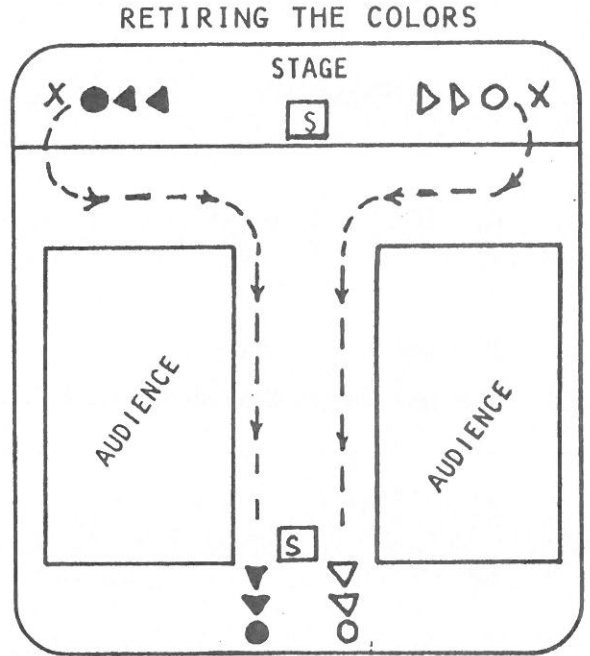
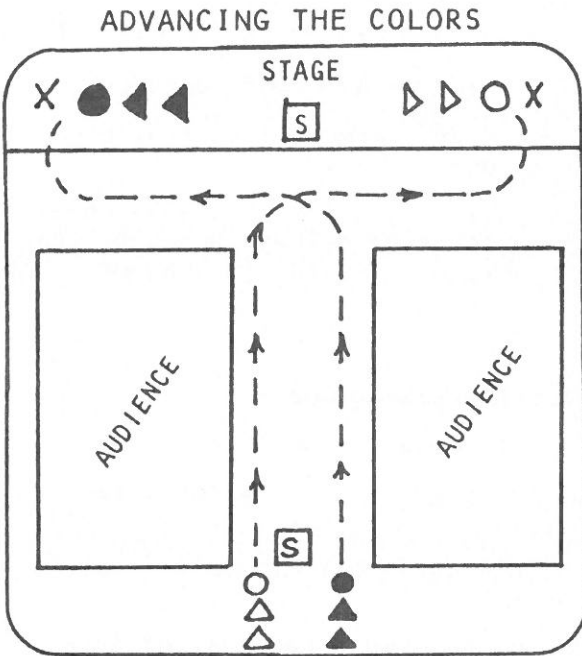
A PERSON LOWERING THE FLAG ALONE NEED NOT TRY TO FOLD IT. GATHERING IT INTO HIS ARMS SO THAT IT DOES NOT TOUCH THE GROUND IS SUFFICIENT.

## ARRANGEMENT FOR FLAG CEREMONY

- X FLAG STAND
- AMERICAN FLAG BEARER
- ▲ AMERICAN FLAG GUARD

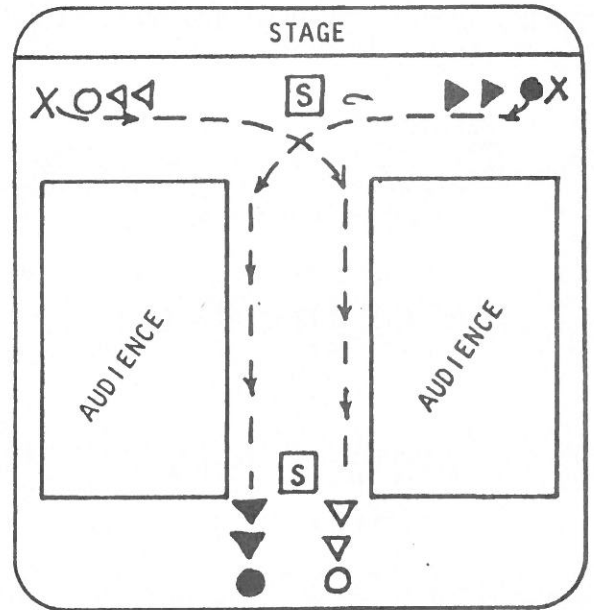
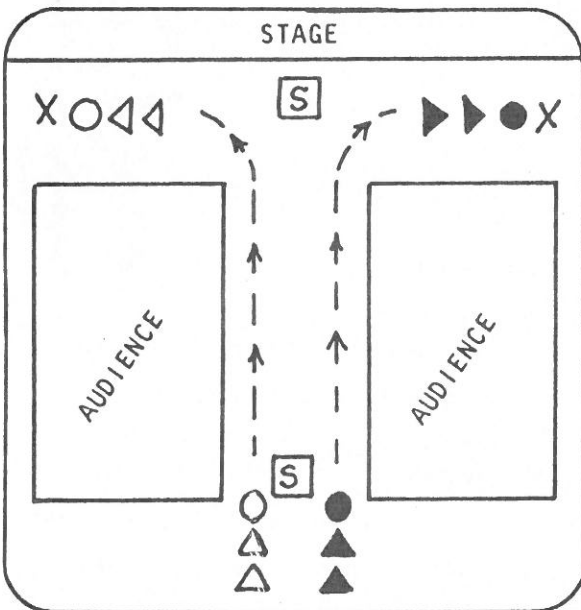
### FLAGS ON STAGE

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



### FLAGS BELOW STAGE

If flags are posted on the 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, except in reverse order. (See diagram)

TWO INTERPRETATIONS OF THE PLEDGE OF ALLEGIANCE

MAY BE PRESENTED DURING A COLOR CEREMONY. HAVE A DEN SAY PART 1, THE PART 2 DONE BY ONE PERSON

VERSION 1 (Red Skelton's interpretation)

Part 1

Part 2

I .....	me, an individual, a committee of one
PLEDGE .....	my love and devotion
TO THE FLAG .....	our standard, "Old Glory", a symbol of freedom
OF THE UNITED .....	together -- we have all come together
STATES OF AMERICA .....	state...individual communities that have united into one country
AND TO THE REPUBLIC .....	republic...state in which sovereign power is invested in representatives chosen by the people to govern...and the government is the people.
FOR WHICH IT STANDS.	
ONE NATION UNDER GOD .....	meaning so blessed by God
INDIVISIBLE .....	incapable of being divided
WITH LIBERTY .....	freedom, the right to live without fear or threats
AND JUSTICE .....	the principle qualities of dealing fairly with others
FOR ALL. ....	everyone is included regardless of race, creed or color.

VERSION 2

Part 1

Part 2

I PLEDGE ALLEGIANCE .....	I promise to be true
TO THE FLAG .....	the emblem of our country;
OF THE UNITED STATES	
OF AMERICA .....	a great nation made up of 50 sovereign states;
AND TO THE REPUBLIC ....	a nation where the people elect others to represent them.
FOR WHICH IT STANDS .....	Our flag is the symbol of our country.
ONE NATION UNDER GOD ....	A nation whose people believe in a Supreme Being;
INDIVISIBLE .....	a perfect union which cannot be divided into parts;
WITH LIBERTY AND JUSTICE ..	with freedom and fairness;
FOR ALL. ....	for every person in our country -- you and me.



How much do you know about our flag?

What virtues do the colors of the flag represents?

Blue is for justice; white is for purity; and red is for the blood of those ready to die or live worthily for their country.

When is Flag Day?

Flag Day is June 14th.

How many white stripes are in the flag?

There are six white strips.

What shape should the flag be folded to form?

It should be folded to form a triangle.

The flag is raised (a)slowly,(b)briskly,(c)at any speed that is comfortable.

Briskly, it's a happy occasion.

If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him. True or false?

False, the flag is never dipped to anyone.

If you are a Cub Scout you always give the Cub salute to the flag whether or not you are in uniform. True or false? (False, when you are in civilian clothes you remove your hat and place your right hand over your heart when the flag passes.)

### A Flag Trick

Of the thirteen stripes in our flag overhead,

How many white ones, how many red?

If your memory ever plays you tricks,

You may forget which is seven--which six.

Watch for the letter "i" and find

The words six and white linked in your mind.

Or watch for the letter "e" instead,

And link the word seven in your mind with red.

If your memory's tricky, don't mind a bit

To play this neat little trick on IT!

### This Old Flag

(Tune "This Old House")

This old flag is my protection,  
This old flag is my birthright,  
This old flag is full of beauty,  
May it fly both day and night,  
It's an honor to salute it,  
And with pride we hold it high,  
We will keep it flying o'er us  
Like a symbol in the sky.

Hain't gonna allow no one to tramp it  
Hain't gonna allow no one to 'buse,  
Hain't gonna allow no one to shun it  
Hain't gonna allow no one to use  
Hain't gonna allow no one to down it  
For some other flag to use,  
Going to keep that old flag flying  
And we dare you to refuse.

Mrs. Margaret Davison

THE STORY OF OUR FLAG Accurate information about our national flag.

During the time when Great Britain ruled the American colonies, the flag that was flown for our country was, of course British. It was called the Union Flag and looked like illustration 1.

Another flag that was used by the British was called the Meteor Flag or Red Ensign. It had the same design of the Union Flag, only reduced and placed in the corner of a solid red, flag, like illustration 2.

But as American colonists began to develop local pride, they wanted flags of their own. A variety of new banners were designed and flown in different localities. Among the most popular symbols for such flags were the pine tree and rattlesnake. The pine tree symbol was popular in the New England colonies, where groups of patriots were accustomed to using a large tree as a village meeting place. The rattlesnake symbol was popular in Pennsylvania and the southern colonies. The rattler symbolized watchfulness and power. See illustrations 3 & 4.

When the time came to adopt one symbol for all the colonies none of these flags was acceptable because each seemed to be as closely identified with a particular area.

By 1776 the American colonies were moving toward independence. The Continental Army came into being, and on January 1, 1776 on Prospect Hill near Boston the new flag was flown. It was similar to the Meteor Flag, but the red area was divided by six horizontal white bars. The thirteen alternating red and white stripes thus formed represented the thirteen original colonies. See illustration 5.

Although the Declaration of Independence was signed in 1776, no official flag was adopted for the new nation until June 14, 1777. On that day, the Continental Congress acted to adopt a national flag: "The flag of the United States shall be thirteen stripes, alternating red and white, with a union of thirteen stars of white on a blue field, representing a new constellation."

Because the Continental Congress had not stated exactly how the stars should be arranged, flags were made with many different arrangements. See illustrations 6, 7, and 8.

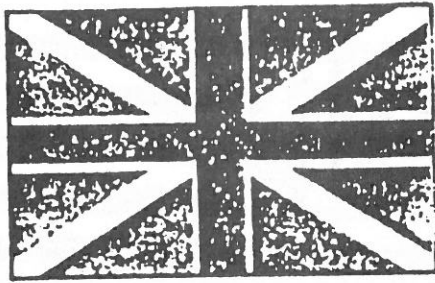
The American flag was not changed again until January 13, 1794, when two stripes and two stars were added to symbolize the new states of Kentucky and Vermont. See illustration 9.

On April 4, 1818, the flag was altered again. This time the stripes were returned to the original number of thirteen to represent the original thirteen colonies. Stars were added for the new states of Tennessee, Ohio, Louisiana, Indiana, and Mississippi, bringing the total number to twenty. See illustration 10.

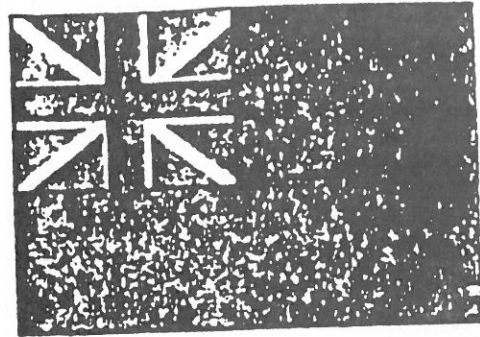
Since 1818 a new star has been added to the flag on the Fourth of July following the admission of each new state. The last time the flag was changed was July 4, 1960, when the fiftieth star was added, representing the State of Hawaii.



THE STORY OF OUR FLAG (illustrations)



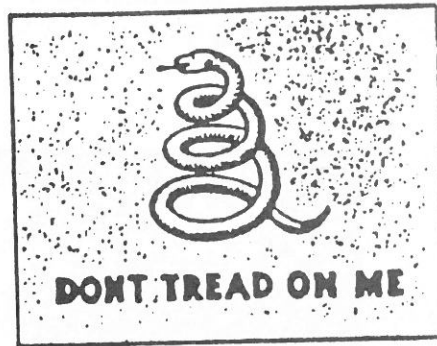
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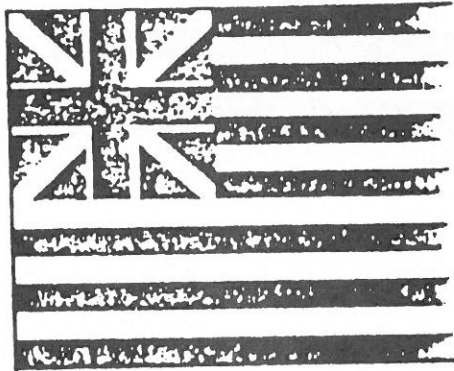
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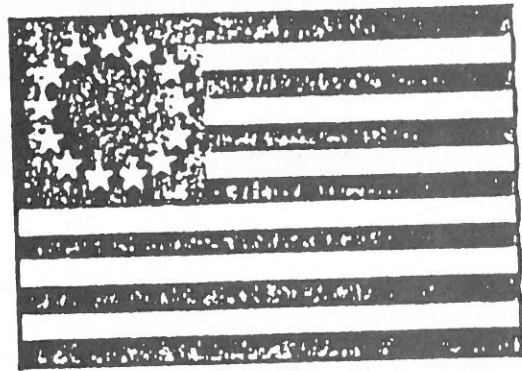
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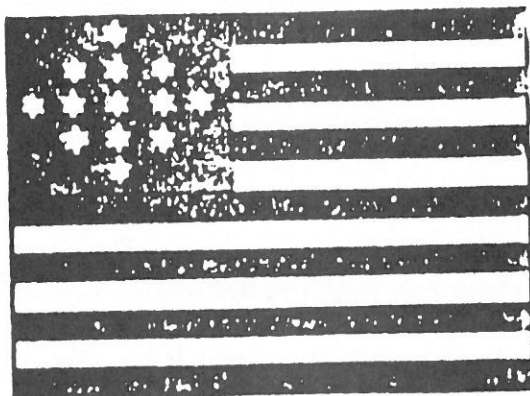
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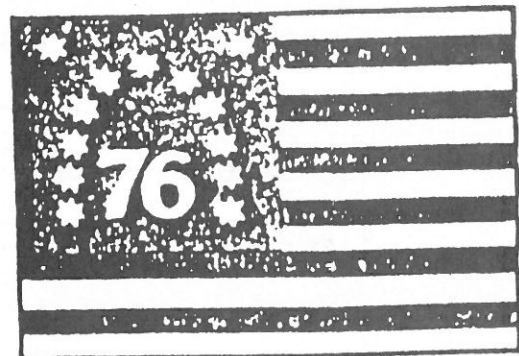
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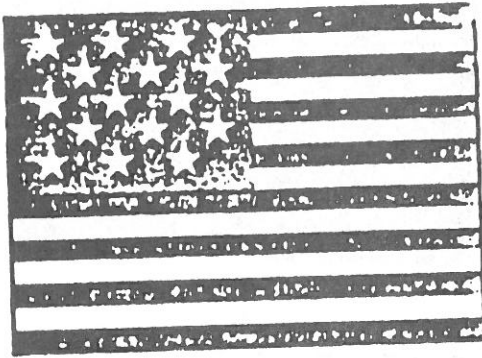


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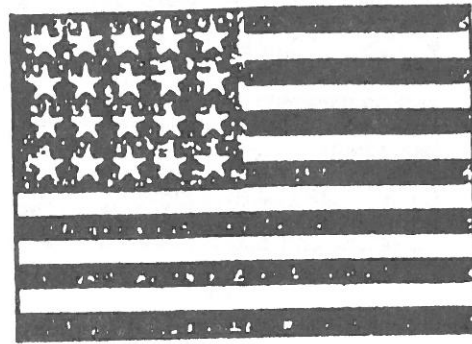


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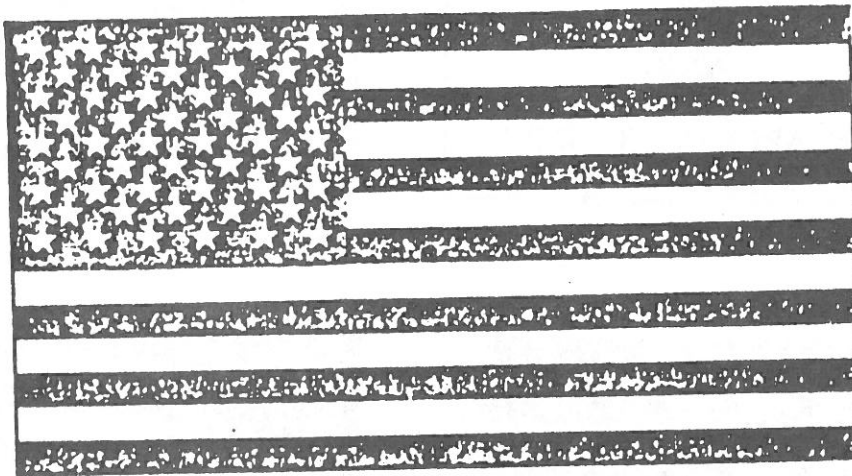
THE STORY OF OUR FLAG (illustrations)



9.



10.



11.

PACK CLOSING

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

Freedom to think and to say what I think - - - -

Freedom to Worship - - - -

Freedom to move about - - - -

Freedom to try, and freedom to fail - - - -

Freedom to stand up straight and look the World in the eye - - - -

These freedoms were not of my doing. They were here long before I was born. My forefathers, and yours, fought to win them. I have four guarantees they will remain: THE DECLARATION OF INDEPENDENCE, THE CONSTITUTION, MY FELLOW AMERICANS AND MYSELF. No man could ask for more.

## THE DAY THE U.S.A. WAS MADE

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

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

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

God started the great Mississippi from a little spring,  
And sent it flowing down the map clear to New Orleans;  
You can float on a barge and see white heron flying,  
Or catch twenty-pound catfish just ready for frying.

On each side of the country He set an ocean with beaches of sand,  
And winds full of salt spray like giant fans.  
He put whales and fishes along each coast,  
And notched deep harbors for huge sailing boats.

God looked at His work and said, "That's Grand",  
But I need a border of gardens around this land;  
Where it's never cold, but not too hot;  
I want to plant oranges and grapefruit, and lots of kumquat."

So He made the South full of fruit and flowers,  
And told the Sun, "Shine right there for hours and hours."  
He made dark cyprus swamps, mysterious and calm,  
Hung Spanish moss on the trees and planted coconut palms.

Out West, He grew forests and liked them so much,  
He turned some to stone so they'd never be cut.  
Planted dates and grapes and roses for miles;  
Then added the deserts for a giant sandpile.

In the north he sent snowy winters across the map,  
With skating and sledding and maple syrup to tap;  
He added hundreds of dairy cows, giving milk and cheese,  
And for juicy pies, planted the cherry and apple trees.

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

FOOD FOR THOUGHT



Hope for the best. Be prepared for the worst. Take whatever comes with a smile.

Keep your eye on the ball, your shoulder to the wheel, your nose to the grindstone, your feet on the ground, your head on your shoulders - now - try to get something done.

Don't walk in front of me - I may not follow.  
Don't walk behind me - I may not lead.  
Just walk beside me and be my friend.

No opportunity is ever lost - someone else picks up those you missed.

Example is not the main thing in influencing others. It is the only thing.

You can give your child too much of everything except yourself.

If you ask enough people, you can usually find someone who'll advise you to do what you were going to do anyway.

The reason many people don't see things in the right perspective is that they are always looking for an angle.

It takes two to speak truth - one to speak and another to hear.

To know things as they are is better than to believe things as they seem to be.

A tactful person is like a pin - his head prevents him from going too far.

I know you believe you understand what you think I said - but I am not sure you realize that what you heard is not what I meant.

There is no end to the good we can do if we don't care who gets the credit.

Do not condemn the judgment of another because it differs from your own. You may both be wrong.

The world is full of willing people - some willing to lead and the rest willing to let them.

Character is what you do when no one is looking.

If you can't think of nice things to say about your friends, you have the wrong friends.

There is no failure until you fail to keep trying.

Ideas are funny little things - they won't work unless you do.

Who tells me old riddles I've heard since a child,  
Then rolls on the rug like a clown that's gone wild?

Who makes toys for the orphans and gifts for his mom,  
And never gets that desired tom-tom?

Who divots my lawn, but loves to plant trees,  
Makes great flowers from Kleenex, but doesn't use them to sneeze?

Who whines and complains that we never do nuttin',  
But has arrow points down to his very last button?

Who knows every rule, and when we goof how it frets him,  
But who is the guy that always forgets 'em?

Who has creases and starch and his hair slicked to the roots,  
But walks into pack meeting in red cowboy boots?

Who jaws are a-flapping when I'm instructing a bit,  
But freezes on cue when our den has a skit?

Who pops up with answers as wise as Aristotle,  
And would go to the moon in a jazzed-up bleach bottle?

Who would build a new world without plans, without tools,  
Using a tin can, chicken pie plates, and empty spools?

Who can scrounge up the plywood, copper wire, gold paint,  
When everyone I ask says, "No Ma'm, there just ain't"?

Who will dissect a frog, or lasso a moose,  
But runs home to Mom when that first tooth is loose?

Who's a pain in the neck, but a real thoughtful guy,  
A mean little runt, but a growing up guy?

A bubble-gum popper, a soldier so tall,  
A pusher and shover, a helper on call?

A noisy little monkey, but so hushed when he pledges:  
Says he's too busy for others, but when asked, never hedges?

A herd of wild horses, who are growing me old?  
Of course, it's my cub scouts, who wear blue and gold.

You don't hear of men, 8, 9 and 10  
But I'll have you know - they're all in my den.

OPENING

"WHY I LOVE HER" BY JOHN WAYNE

YOU ASK ME WHY I LOVE HER?  
WELL, GIVE ME TIME AND I'LL EXPLAIN.

HAVE YOU SEEN A KANSAS SUNSET OR AN ARIZONA RAIN?

HAVE YOU DRIFTED ON A BAYOU DOWN LOUISIANA WAY?

HAVE YOU WATCHED THE COLD FOG DRIFTING OVER SAN FRANCISCO BAY?

HAVE YOU HEARD A BOBWHITE CALLING IN THE CAROLINA PINES OR HEARD THE  
BELLOW OF A DIESEL AT THE APPALACHIAN MINES?

DOES THE CALL OF THE NIAGARA THRILL YOU WHEN YOU HEAR HER WATERS ROAR?

DO YOU LOOK WITH AWE AND WONDER AT A MASSACHUSETTS SHORE WHERE MEN WHO  
BRAVED A HARD NEW WORLD FIRST STEPPED ON PLYMOUTH ROCK?

DO YOU THINK OF THEM WHEN YOU STROLL ALONG A NEW YORK CITY BLOCK?

HAVE YOU SEEN A SNOWFLAKE DRIFTING IN THE ROCKIES WAY UP HIGH?

HAVE YOU SEEN THE SUN COME BLAZING DOWN FROM A BRIGHT NEVADA SKY?

DO YOU HAIL TO THE COLUMBIA AS SHE RUSHES TO THE SEA OR BOW YOUR HEAD  
AT GETTYSBURG IN OUR STRUGGLE TO BE FREE?

HAVE YOU SEEN THE MIGHTY TETONS OR WATCHED AN EAGLE SOAR?

HAVE YOU SEEN THE MISSISSIPPI ROLL ALONG MISSOURI'S SHORE?

HAVE YOU FELT A CHILL AT MICHIGAN WHEN ON A WINTER'S DAY, HER WATERS  
RAGE ALONG THE SHORE IN THUNDEROUS DISPLAY?

DOES THE WORD ALOHA MAKE YOU WARM?

DO YOU STARE IN DISBELIEF WHEN YOU SEE THE SURF COME ROARING IN AT  
WAIMEA REEF?

FROM ALASKA'S COLD TO THE EVERGLADES--  
FROM THE RIO GRANDE TO MAINE--  
MY HEART CRIES OUT, MY PULSE RUNS FAST--  
THE MIGHT OF HER DOMAIN.

YOU ASK MY WHY I LOVE HER?  
I'VE A MILLION REASONS WHY--

MY BEAUTIFUL AMERICA -- BENEATH GOD'S WIDE, WIDE SKY!

(IF YOU DON'T HAVE A RECORD OF THIS, READ WHILE PLAYING "AMERICA THE  
BEAUTIFUL" FOR A BACKGROUND.)

I AM AMERICA'S HERITAGE  
(Opening Ceremony)

**Setting:** Room is darkened. Pack flag and American flag are spotlighted. Patriotic background music is played.

**Narrator:** There it is. It's still flying. It has been a long night and as the dawn appears and the smoke clears, it is fluttering in the breeze.

I am the American Revolution and the valiant patriots who lost their lives that this nation might live.

I am Paul Revere and his midnight ride.

I am Nathan Hale and his stand for freedom.

I am George Washington crossing the Delaware.

I am the Boston Tea Party and Bunker Hill.

I am Kings Mountain and Guilford Courthouse.

I am the Constitution of the United States, the Bill of Rights, and the symbol of religious freedom.

I am the War of 1812 and the Mexican War.

I am the Alamo and the Battle of Bull Run.

I am the Battle of Vicksburg and the blood and torment of the Civil War.

I am the Monroe Doctrine and the Spanish American War.

I am World War I and the depression of 1929.

I am Pearl Harbor, World War II, the Korean conflict and Vietnam.

I am the pain and sorrow, the happiness and joy of bygone days.

I have seen poverty and wealth, dread and anticipation, hate and love.

I have seen America through all her history.

I am America's heritage.

(As narrator finishes, volume of background music is turned up.)

OPENING

AMERICAN SPIRIT

I am an American.  
I have come from the four corners of the earth ... in flight  
from the old and the ruined and the oppressive.  
I have come to the Golden Door ... in search of Freedom.

I am an American.  
I am many different things ... but in these differences there  
is a sameness of belief.  
For I believe in myself ... in the destiny of this land.

I believe ... that all men are created equal, that they are  
endowed by their Creator with certain inalienable rights, that  
among these are life, liberty and the pursuit of happiness.

I am an American.  
I have crossed the prairies and the mountains in covered wagons  
... living mostly on hope ... charting the unknown ... sleeping  
under the stars. I have followed the sun in search of gold ...  
and found a greater prize in new lands ... in the brave hearts  
of my fellows.

I have lived in a house divided by war ... and in honoring my  
fallen brothers I have spoken from my heart ... that these dead  
shall not have died in vain; that this nation, under God, shall  
have a new birth of freedom; and that government of the people,  
by the people, for the people, shall not perish from the earth.

I am an American.  
I speak in diverse accents.  
My skin has many hues.  
I worship in churches, cathedrals, synagogues, temples, rude  
tents and wild forests.

I have given my life so many times for my country ... at Valley  
Forge ... Appomattox ... Velleau Wood ... Iwo Jima ... Da Nang.  
But there is in me a thing that knows no death, and my spirit  
is living still in the land of the free and the home of the  
brave.

I am an American.  
I have sold men into slavery and I have been a slave.  
I have lived in the darkness of the ghetto where the sun never  
shines and I have lived in greater luxury than any man before me.

I am an American.  
There are moments in my past I view with great pride ... and  
there are scenes that cry out in my memory.  
But only in realizing the good and the bad that has gone before  
can I become the American I must be in the days ahead.



## OPENING CEREMONY

Personnel: 6 Cub Scouts in uniform

- 1st Cub: If you were to make a trip to Washington D.C., you would be almost sure to visit the White House. It would look much as it has for more than 150 years. Yet in those years much has happened to it as well as to the lives of its thirty-seven Presidents who have lived there.
- 2nd Cub: Although he was our only President never to live in the White House, George Washington picked out the present location for the house.
- 3rd Cub: Industrial progress made its mark on the White House. President Polk added gas lights and President Fillmore added the gas stove. Telephone lines were added by President Hayes and President Harrison added electric lights.
- 4th Cub: Theodore Roosevelt added the large wings we see today, and had Congress make the 'White House' name official.
- 5th Cub: President Truman completely rebuilt the house, using most of the original material.
- 6th Cub: When you make your visit to the White House, perhaps you will hear echoes from the lives of its past occupants and learn the prayer spoken by the first President to live there, John Adams, who said: 'Heaven bestow the best of blessings on this house and all that shall hereafter inhabit it. May none but honest and wise men ever rule under this roof'.

## CLOSING THOUGHT:

Cubmaster: When you think of Valley Forge, you can't help but think of the ragged army of George Washington. This group of men was faced with death from starvation, from freezing and from the enemy. Each man had a comfortable home somewhere in the colonies. Many had wives and families waiting for them in these homes, and yet they chose to remain at Valley Forge in spite of almost intolerable conditions that prevailed. Why? Because these pioneers had a cause. The cause was freedom. Their families had been subjected to such stringent laws under British rule that they decided it was better to fight and die, if necessary, rather than continue to live under those laws. They chose to put up with deplorable conditions at Valley Forge rather than move back to the comfort of their homes where they would have to accept the loss of freedom. Some day, you too, may be face with such a choice. Remember that the actions of those men at Valley Forge made possible the life that we live today. We must be prepared to do our part if the freedom they gave us is ever threatened.

## RURAL AMERICA

### OPENING CEREMONY

Arrangement: Cub Scouts in farm work clothing parade into meeting room by dens to recorded farm music. Extinguish lights and shine spotlight on U.S. flag. A narrator speaks from behind the curtain.

Narrator: Agriculture, the oldest work done by man, means 'taking care of the fields'. It is the work and science of using the earth to produce food. Farming means about the same thing, but we generally use the term when referring to a particular branch, such as dairy farming, chicken farming, cotton farming, wheat or vegetable farming. There have been farmers since history began. Cain, the first man born on earth, the son of Adam and Eve, was a tiller of the soil.

Farm life, was quite different in days past. Entire families including children, had to carry their share of the load in order to raise enough food for themselves. The family did not have much time for comfortable living.

Crowing roosters still announce dawn on many American farms. In the early morning fresh odors of growing crops and blooming flowers fill the air. Even before daybreak, in farm country, lights begin to twinkle as folks rise early to feed the animals and do the chores.

(If you have a pianist, have him play a short introduction to 'America the Beautiful')

Now may we all stand and sing 'America the Beautiful'.

### CLOSING CEREMONY

Ask audience to join in singing first stanza of 'America'. Then ask parents to hum another stanza of the song as all Cub Scouts read in unison the Conservation Pledge from a large chart:

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

## CLOSING THOUGHT

**CUBMASTER:** Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust, and the working parts are in good condition. But if it is neglected and becomes dull and rusty, it can be dangerous. The same principle will serve as well for us. We have a body, which when kept in good condition will work well for us. But if we fail to take care of ourselves, we can become rusty and dull like a neglected knife. Do your best to keep fit!

## CLOSING CAMPFIRE CEREMONY

The light of day has left us. Our campfire burns low. A good day of Scouting done, we can sit back and consider our rewards. The whole of nature surrounds us: towering trees, running water, green grass, hills and valleys, the animals of the forest and field, the stars, and especially good friends. Our fire still warms us against the chill night air. The fire focuses our attention, embers glowing, giving a soft light to silhouettes moving slowly around the camp. We treasure these friendly hours of team work, as we become a close knit Scouting family. While the fire becomes only ashes, only a memory, our friendship, and our Scouting traditions go on forever.

## INDIAN CLOSING CEREMONY

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

## THE VALUE OF A BADGE

(closing thought)

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

**"UNCLE SAM NEEDS YOUR VOTE!"**

(Puppet Skit In One Scene)

**CAST:**

Announcer	Mule
Democrat	Elephant
Concerned Citizen	Uncle Sam
Republican	

Scene I. Puppet Stage - Red, White and Blue Stripes and Stars. Poster "UNCLE SAM NEEDS YOUR VOTE!" (Announcer holds placard)

**ANNOUNCER:** "Good evening Ladies and Gentlemen. Den I would like to present: "UNCLE SAM NEEDS YOUR VOTE!"

**ALL CHARACTERS:** Puppets parade across the stage singing to the tune of "Hail, Hail, the Gangs All Here."  
"Hail, hail, the gangs all here!  
Republicans for \_\_\_\_\_,  
Democrats for \_\_\_\_\_,  
Hail, hail, the gangs all here!  
Vote your choice for President!"

**DEMOCRAT:** "Hello, folks! Are you registered to vote? There's an important election coming up!"

**CONCERNED CITIZEN:** "Election! What election?"

**DEMOCRAT:** "The election for the new President of the United States!"

**CONCERNED CITIZEN:** "Oh, I see. That's why you're carrying those signs. But what's a Democrat and what's a Republican?"

**DEMOCRAT:** "Democrats and Republicans are two different political parties."

**CONCERNED CITIZEN:** "Political Parties! Do you mean like birthday parties -- with ice cream and cake?"

**DEMOCRAT:** "No! No! Political Parties are different groups of people who have different ideas about how our government should be run."

**REPUBLICAN:** "That's right! I belong to the Republican Party. Our group wants to elect \_\_\_\_\_ for President. We think he's the best for the job."

**ELEPHANT:** "Listen folks, vote \_\_\_\_\_ for President. We elephants are all Republicans and we carry a lot of weight! That's why folks use us to represent the Republican Party!"

REPUBLICAN: "See our signs! Elephants for \_\_\_\_\_! Vote for him on election day!"

DEMOCRAT: "Wait a minute! Don't be so hasty. I'm a Democrat. Our Party thinks our man is the best. He's got experience! Cast your vote for \_\_\_\_\_ - you won't be sorry!"

MULE: "Hee, Haw! Hee, Haw! Mules stand up for Democrats and don't back down! Some folks say we're stubborn, but we're just plain determined our man will win!"

CONCERNED CITIZEN: "How can I make up my mind? Elephants! Mules! Both parties say their man's the best!"

UNCLE SAM: "That's a good question, and I'm just the one to help you answer it. I'm Uncle Sam. I represent America. Here in America citizens have a right to read and learn all they can about the candidates for office. After doing that, they can make up their own mind about the best man for the job!"

CONCERNED CITIZEN: "I see! I need to be an informed citizen! Then when I vote, it can really count!"

UNCLE SAM: "That's right. In America, it's not what party you belong to that makes the difference! It's taking the responsibility to vote! America needs you vote!"

## GAMES



### INDEPENDENCE TAG

As in all tag games, "it" pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places - on the ankle, knee, elbow, etc.

### SALUTE RELAY

The dens stand in file formation with den leaders standing by the den flags, about 10 paces in front of the dens. On the signal, the first boy in each line runs to the den leader, comes to attention, gives the Cub Scout salute smartly. If the salute is good, the den leader returns the salute. If the salute is done poorly, the salute is not returned and the boy must continue to salute until the salute is acceptable and returned by the den leader. Then he runs back to his den team and tags the next Cub Scout in line. The team finishing first wins.

### FLAGS

The den leader begins by naming a state or one of the 13 original colonies. The boys must answer either 'star' or 'stripe', whichever represents the state or colony on the U. S. flag. Boys take turns answering. Anyone who gives an incorrect answer is out of the game. This will help teach the boys the names of the 13 original colonies.

### FLAG HUNT

Send the den on a scavenger hunt to see which pair of boys can collect the most U.S. Flags in an allotted time. These can be pictures, lapel pins, stamps, or anything else. Duplicates are not counted.

### FLAG JIGSAW

Prior to den meeting, make a set of three historic flag jigsaw puzzles for each boy. To make each puzzle, draw the historic flag about 9" x 12" on heavy paper. Glue the paper to lightweight cardboard. Then cut the flag into at least nine irregular pieces. Place the pieces for all three flags in an envelope and give an envelope to each player. The boy who assembles his three flags first is the winner.

FOLK MUSIC is as old as man himself. Adam may have sung folk songs to Eve. And primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek a fortune in the new world. Black slaves from West Africa supplied a rhythm, a beat and the relaxed and happy sound which are present in today's folk music as well as jazz. Black singers also gave us the 'blues' which is an important part of both folk and jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which were written down or recorded are not 'folk' tunes.

Just as the folk singer comes from many different backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow the Man Down", the French Canadian tune "Alouette", a railroading song "I've Been Working on the Railroad" and a Negro spiritual "When the Saints Go Marchin' In". Folk songs can be as old as "Greensleeves", a 400 year old English ballad - or as new as today's folk singers.

The unamplified guitar is to the folk singer what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute, mandolin or dulcimer.

We all sing folk songs, but if you want to be a folk singer, entertaining your friends, or even making it a profession someday, listen to other folk singers. Copy their styles, learn their songs, and soon your own style will come out.

PRODUCE A FILM - Ideas from the plot will come easy, but the boys will need help in the mechanics of making the film.

1. The type of camera does not matter. Film can be brought from home with the boys paying the cost for film and developing.
2. A 50' reel of film will run about 3½ minutes, so it is important for the boys to have a script. Determine the approximate length of the film to see how many reels will be needed.  
  
Five seconds is the shortest time for any one scene. This will allow the audience time to read it or see what's going on.
3. The script should contain a plot outline to tell the story, and a detailed scene-by-scene outline describing the action of the scene and the time that has elapsed.
4. Have a run through where boys learn what they are to do and practice.
5. Next comes a dress rehearsal with an unloaded camera to check-out film angles and let the actors get used to their costumes. Make any needed changes in the script.
6. After a final dress rehearsal, shoot the film. It is best to shoot in the proper sequence so editing will not be necessary.
7. Develop the film and show at pack meeting.

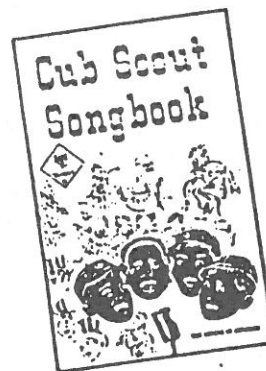
### Things to do with songs:

- \* Add motions that will fit the words
- \* Divide the audience into two groups and have one group sing one line and the other sing the next line.
- \* Sing familiar words of one song to the tune of another, for example, sing Clementine to the tune of Beer Barrel Polka.
- \* Make some of your own songs up for den songs, pack songs, or any special occasion. Use well known tunes like Yankee Doodle or Home on the Range for the melody. Boys do a better job of singing if they practice songs at their den meetings.
- \* Leave words out and use handclaps in the space, for example, "The More We Get Together" - clap every time the word 'together' should be sung.
- \* Add musical instruments or rhythm instruments.
- \* Sing 'contra songs' - two or more different melodies can be sung together at times with a pleasing effect. You'll find some contra songs listed in this section. (pg-21)

If you're not using songs and lots of them in your den and pack program you are missing an important part of the Cub Scout program. A wise man once said that 'people sing to become happy, not because they are happy'. We don't know whether we agree fully with that, however, we do know that songs can be an important morale builder and provide a lot of fun for all involved.



For stunts, tricks,  
and puzzles see the  
*Den Chief Handbook*  
*Group Meeting Sparklers*,  
*Cub Scout Magic*  
*Cub Scout Program Helps*, and  
*Cub Scout Leader How-To Book*



Use the *Cub Scout Songbook*.



### Patriotic Applause

Shout "U.S.A." and thrust hand  
with doubled fist skyward; then  
shout "Hooray, onward and up-  
ward!"

### Riddle

Why does the Statue of Liberty  
stand in New York Harbor?

Because it can't sit down.

### This Land is my Land

This land is your land  
This land is my land  
From California to the New York  
Island,  
This land was made for you and me.

As I went walking that ribbon of  
highway  
I saw above me that endless sky-  
way,  
I saw below me that golden valley,  
This land was made for you and me.

I roamed and rambled, and I fol-  
lowed my footsteps,  
To the sparkling sands of her  
diamond deserts,  
All around me a voice was sound-  
ing,  
This land was made for you and me.

When the sun came shining, then  
I was strolling,  
And the wheat fields waving, and  
the dust clouds rolling,  
A voice was chanting as the fog  
was lifting,  
This land was made for you and me.

### Fly Your Flag

(Tune: "Row, Row, Row Your Boat")

Fly, fly, fly your flag  
On our holidays.  
Be a loyal citizen  
In this and other ways.

### Hail to our Flag

(Tune: "Home on the Range")

Just see our Old Glory,  
A flag with a story,  
With its colors of Red, White,  
and Blue.  
Of our flag we are proud;  
We'll proclaim it so loud,  
And to our country we'll ever  
be true!

### Chorus

High, high waves our flag,  
O'er the land of the free and  
the brave.  
As we pledge in our heart to e'er  
do our part  
The freedom of our country to  
save.

Here, here waves the flag  
Of the state that we all call  
home.  
Long will it fly, up in the sky,  
Though from our state we may  
someday roam.

### Chorus

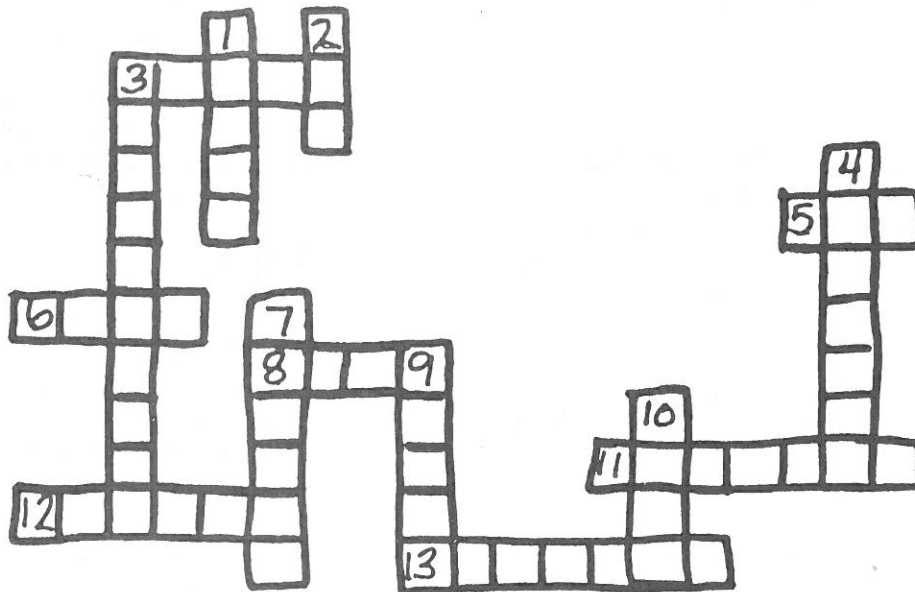
### This Old Flag

(Tune: "This Old House")

This old flag is my protection;  
This old flag is my birthright.  
This old flag is full of beauty  
May it fly both day and night.  
It's an honor to salute it,  
And, with pride, we hold it high.  
We will keep it flying o'er us,  
Like a symbol in the sky.

Ain't gonna allow no one to tramp it,  
Ain't gonna allow no one to 'buse it,  
Ain't gonna allow no one to shun it,  
Ain't gonna allow no one to use it,  
Ain't gonna allow no one to down it  
For some other flag to use.  
Going to keep that old flag flying,  
And we dare you to refuse!

FLAG CROSSWORD PUZZLE



ACROSS:

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

DOWN:

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

ANSWERS

ACROSS

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

12. Canton
13. Stripes

DOWN

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

PRE-OPENERS

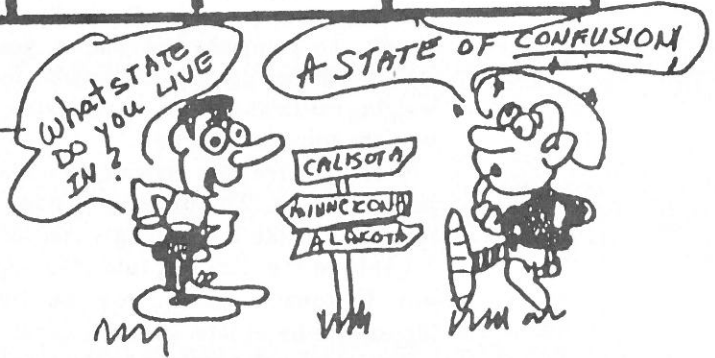
"FLAGS OF AMERICA"

STATE SCRAMBLE

AFTER YOU CROSS OUT EVERY SQUARE IN WHICH THE ANSWER IS 8, UNSCRAMBLE THE LETTERS IN THE SQUARES THAT ARE LEFT, TO FIND THE NAME OF A STATE IN THE U.S.A.

6 + 1 I	4 + 4 A	5 + 5 N	3 + 5 R	3 + 8 I	2 + 6 N
1 + 7 E	8 - 4 A	12 - 4 W	4 + 9 G	13 - 5 M	14 - 6 E
6 + 2 P	18 - 10 S	10 - 2 H	8 + 7 N	7 + 1 M	6 + 5 M
5 - 5 C	8 - 0 B	5 + 3 R	1 - 1 A	17 - 9 X	9 - 1 L

ANSWER: \_\_\_\_\_



SEE IF YOU CAN GET FROM THE RED LIGHT TO THE YELLOW LIGHT AND FINALLY THE GREEN LIGHT!

TRAFFIC LIGHT MAZE

RED - START

RED

YELLOW

GREEN

GREEN - END

UNSCRAMBLE THE WORDS THAT ARE FOUND IN YOUR TOWN .

RE I F T T O A S N I

C L E O P I T N S O A I T

O L C O H S

S R K P A

C H U H R C

C Y I T L A H L

S R T E O S

E V M S O I

# Statue of Liberty from Foil

*If you can draw lines, you can make this fascinating Statue of Liberty plaque to decorate your home*

Amazing results are achieved with a foil oven liner (at least 9" x 18") and a pencil. To complete the plaque, you'll also need corrugated cardboard, light weight cardboard and black paint, if you are going to antique it.

First, enlarge the drawing to make a paper pattern. The drawing is done in reverse to make the tooling easier later. To enlarge the drawing, rule off a paper into 1" squares. Then, copy the drawing, square by square, onto the paper.

To transfer the pattern to the foil, lay the foil on several layers of newspaper. Tape the paper pattern on top of the foil, leaving it reversed. With a pointed pencil, trace all the lines on the pattern; this should make an indentation on the foil that can be seen on both sides. Remove the pattern.

For all tooling (retracing the lines with more pressure), use a pencil with a blunt point. The broader the point and the harder you push, the more depth your tooling will have.

Tool the outline of the figure on the wrong side. Turn the foil figure over. Re-outline the figure, tooling just outside the original line. Tool the eyes.

Turn the foil over to the wrong side again and tool the remaining lines. When all the tooling is done, turn the foil right side up and go over the lines on this side



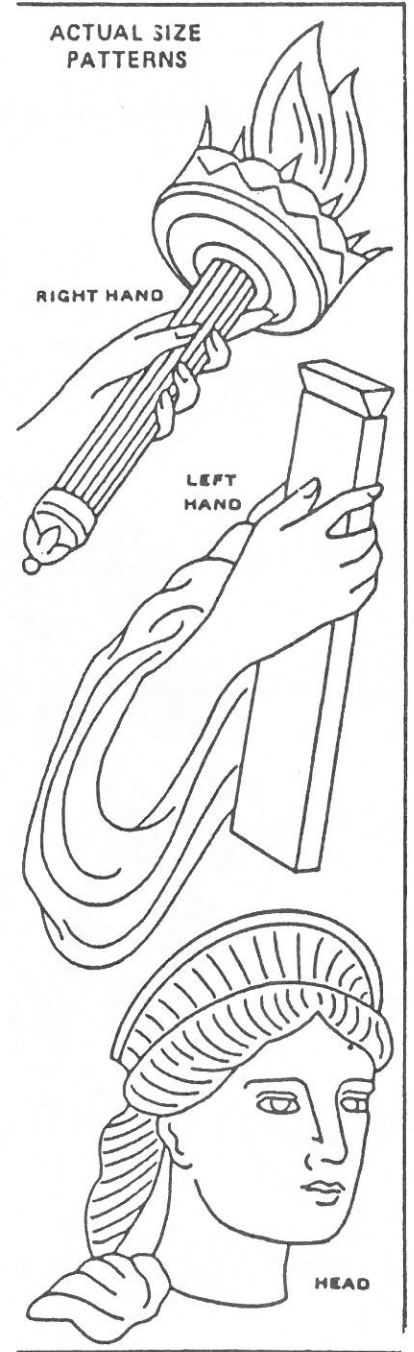
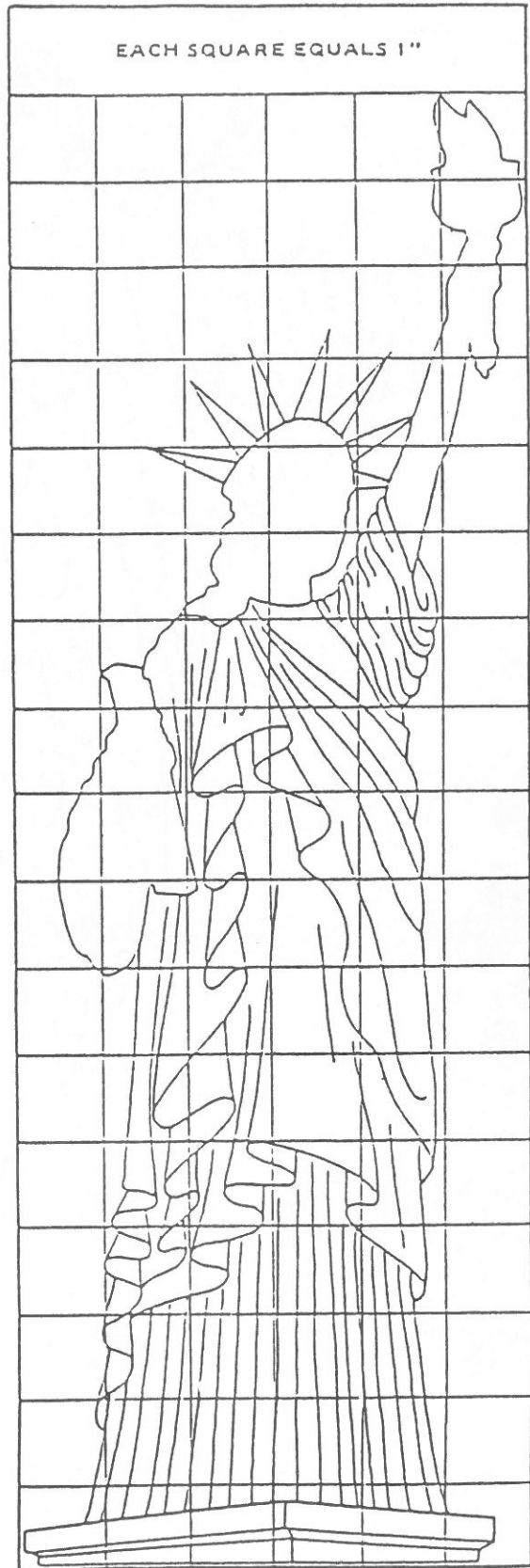
DRAWING LINES is all that's required!

again. To smooth out the background, rub it with the back of a spoon.

If you want to make a design on the background, tool diagonal lines, about ¼" apart, on the front in both directions, making a diamond-like design. Then, turn the foil over and tool between the other lines in both directions.

If you want to antique the plaque, brush black paint across the entire surface; then wipe it off immediately with a soft cloth. Enough paint will stay in the grooves to give an antiqued look.

Glue the tooled picture to a piece of corrugated cardboard, ¼" larger all around, for a backing. Make a frame, 1" wide, from light weight cardboard. Paint the frame and glue it to the backing. Add a hanger to the back.

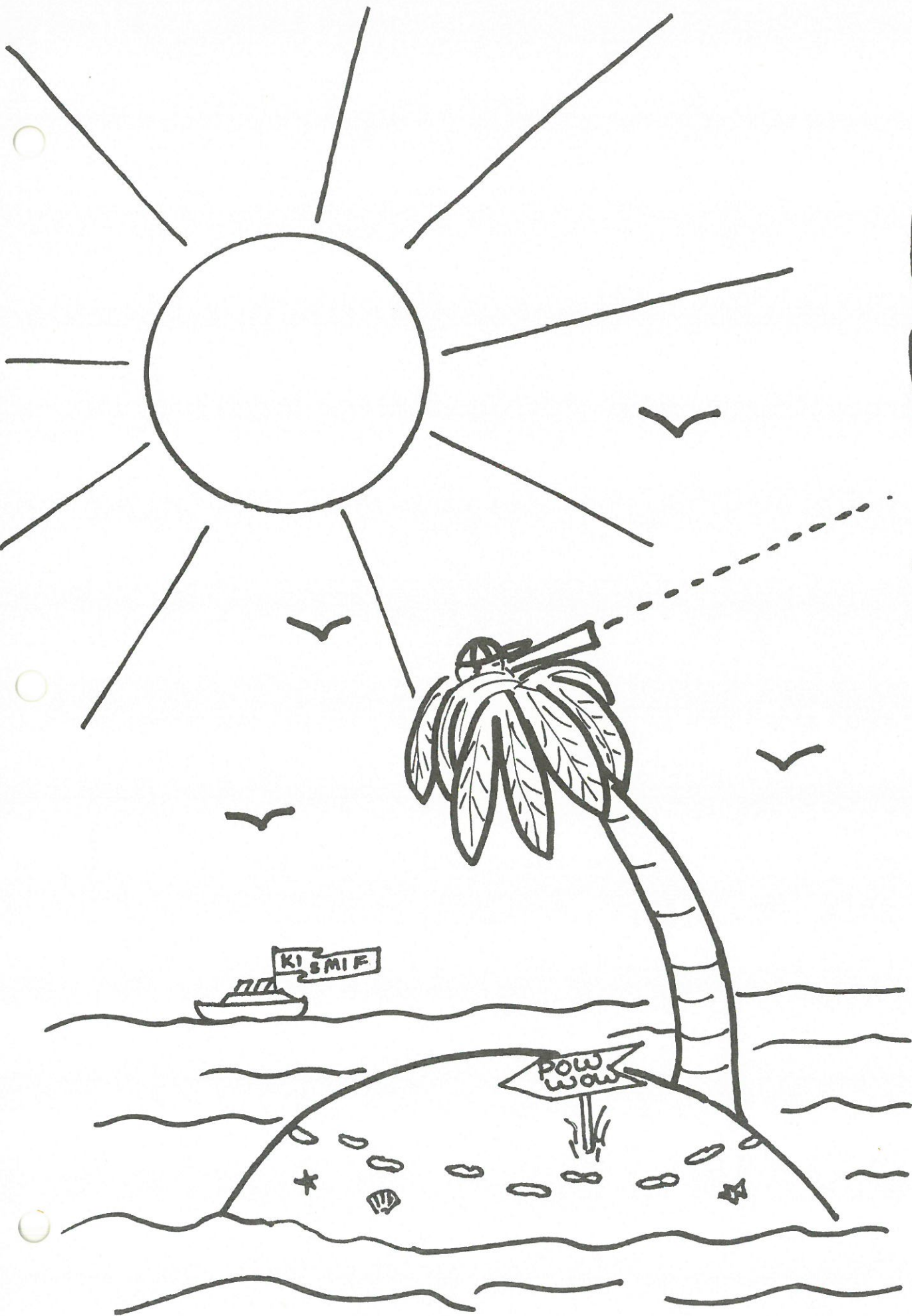


## PATTERN FOR FOIL EAGLE

Use heavy foil. Trace the pattern. Be sure to turn the wing over to make the left wing. On top side, tool straight lines and darken the areas. Turn over and tool on the dotted lines. Be sure to work from the inside out.



# SMY AZA OZO OOH TH









GUIDING STARS

The Cubmaster Speaks:

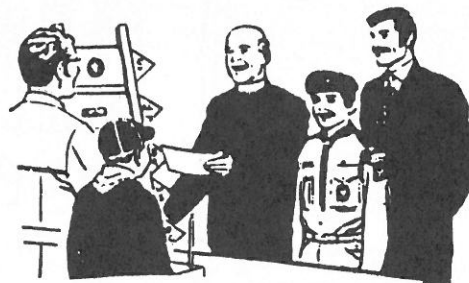
For thousands of years people have grouped the stars together as figures or constellations. This was probably done by the shepherds as they lay on the grass and looked up at the sky while tending their sheep. They could visualize stars forming pictures of heroes, kings, queens, men, maidens, and monsters.



The best known constellation is the Big Dipper. Beginning with stars forming the lower side of the Big Dipper, sight upward. The brightest star you will find is the North Star, which for centuries was the guiding star of travelers. It remains in the same place all the time. Be like the North Star. Let your light shine to help others find the way.

Now, what - or who - can be your guiding stars every day?

- Cub Scout #1: The Cub Scout Promise
- Cub Scout #2: The Law of the Pack
- Cub Scout #3: The Bible.
- Cub Scout #4: My minister, priest, or rabbi.
- Cub Scout #5: My teacher.
- Cub Scout #6: My mother and dad.



Cubmaster:

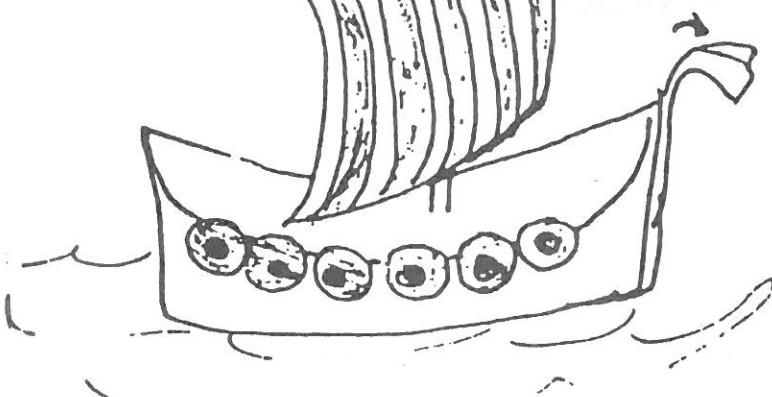
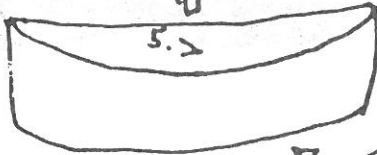
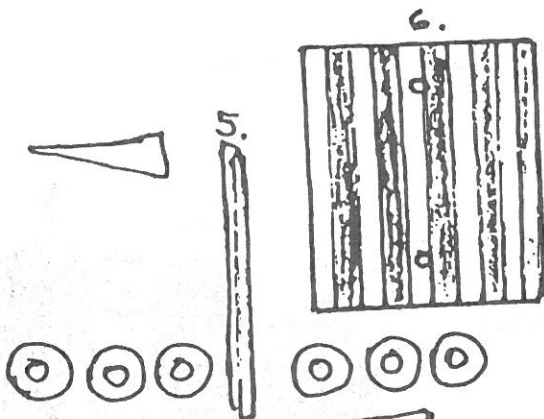
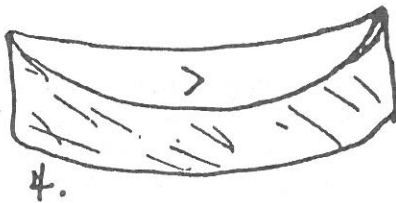
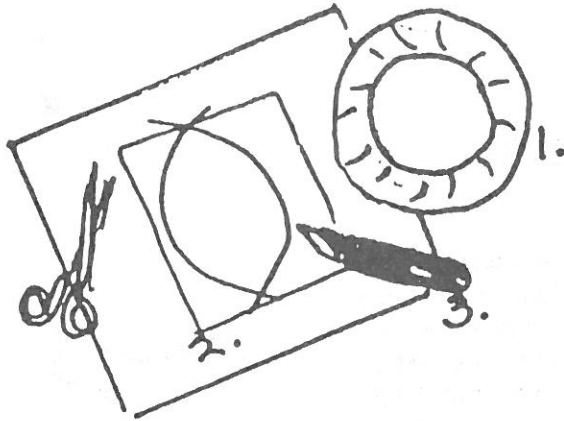
Will the parents of \_\_\_\_\_ please bring him forward.

We would like to present you with his badge, Mr. and Mrs. \_\_\_\_\_.  
We would like to give you the honor of presenting this badge to your son, since you have guided him along his advancement trail.

Congratulations, and happy Scouting!

# Vikingaskepp

(VIKING SHIP)



**MATERIALS NEEDED:** a large sheet of cardboard; a piece of white construction paper; white glue or paste; scissors; a craft knife; tape; a round plate about 6 inches in diameter; poster paints; colored markers.

1. Using the plate draw two half circles on the cardboard, forming an ellipse that measures about 2 inches at the widest point.

2. Draw a rectangle, about 4 by 5 1/2 inches, around the ellipse leaving 1 in. on either side, as shown, and cut out the rectangle, using your scissors.

3. With the craft knife cut along the curved lines, without cutting all the way through the cardboard. This is called "scoring" the cardboard.

4. Bend the cardboard to make the shape of the boat by pulling together the shorter ends of the rectangle and taping them. Paint the boat a bright color.

5. Cut a small V-shaped angle in the boat as shown. Make a Mast by cutting a 7" by 1/2" strip of cardboard. Score the cardboard, as you did the curved lines of the boat, down the center of the mast. Fold along the scored line and insert the mast into the V-shaped cut you made. Secure the mast to the boat with a drop of glue.

6. Cut a 4" by 5" piece of white paper for a sail. Paint red stripes, make two holes 1/2" from the top and the bottom, slide the sail onto the mast. Secure with glue.

7. Make a dragon figurehead by cutting a 4 1/2" strip of cardboard in the shape shown here. Draw eyes, nose, teeth; and paint bright colors. Score center line as shown; glue to ship as shown.

8. Decorate your Viking Ship with shields and a streamer, as shown. Secure in place with glue.

## VIKING BOWLING

For the body of each Viking, use a quart-size plastic bottle. For each head, use a 3" plastic foam ball. Make a hole in the bottom of the head and glue over the neck of the bottle. From cardboard, cut horns. Cut slits in the head to insert, and glue the horns. Make six Vikings and paint them.

Line the Vikings up, tenpin style, 2" apart. The player stands about 10 feet away and with a tennis ball, "bowls" the Vikings over. Score a point for each Viking knocked down, scoring double if all six go down. The player with the most points in 10 tries wins.

## VIKING DISC THROW

From corrugated cardboard, cut a Viking head, cutting openings for the eyes, nose and mouth and a circle in the helmet as shown. Also from cardboard, cut two easel stands, cutting the bottom at an angle (dotted line); glue the stands to the back of the head. Paint the head, adding numbers for point values below the openings--such as 1 for each eye, 2 for the circle, 3 for nose, and 4 for the mouth.

The player stands about five feet from the head and tosses five metal washers (or other similar discs), trying to get them through the openings. The player with the most points wins.



## THE WORLD AROUND US

### The North Wind

**SETTING:** Place the trees in rows with their arms folded toward their heads. Put a flower standing right in front of each tree, in a squatting position.

Instructions to your trees, flowers and winds: Instruct the two winds to slowly run between the trees making a noise like wind, the wouth wind blowing gently in the spring and summer and the North wind harshly in the fall and winter. Example: winds running through the trees with hands extended going, "whoosh,whoosh" the north wind being a little more harsh, "Brrrr,Brrrrr."

The flowers will slowly rise when the narrator reads, "they begin to grow", and the boys extend their hands up, fingers out when "the flowers are in bloom." When the narrator reads "their limbs unfold to a new life and new leaves..." the adults spread out their arms like branches and spread their fingers like leaves.

When the flowers die, the boys pull down their hands and return slowly to the squat position. The trees in turn close their hands and fold their arms up ro-ward their heads. Now, we are ready!

**NARRATOR:** It is a wonderful sight to watch nature at work. In the winter the flowers are dead and the trees have no leave. But then comes spring and the

**NARRATOR:** gentle, warm south wind starts embracing the land, blowing life back into all of natures living things.

As the South Wind blows through the trees, their limb unfold to a new life and new leaves enrich their branches. The flowers sprout from the ground and begin to grow. Soon the flowers are in bloom. and beauty covers the land. The south wind blows through spring and on through summer and the flowers and leaves shimmer in its warm embrace.

But soon fall is to come and with fall comes the cold North Wind, chilling every-thing in its path. First the blooms on the flowers wither and die, and then the flowers themselves disappear back into the earth from where they came. Next the trees lose their leaves and the limbs shrival back from the bitter cold of the north wind. From all appearances the trees also appear dead. But look! They are not dead...the SAP is still running through them!

### THE VIKINGS SONG

Tune: A-Hunting We Will Go

Fierce Viking men are we,  
We sail the deep blue sea,  
We're brave and strong  
As we sail along;  
New continents to see.

We sailed to cold Ice-land,  
We were a jolly band,  
We settled there  
Without a care,  
With Eric in command.

## Songs

### BLOW THE MAN DOWN

I'll sing you a song  
a good song of the sea;  
Way, hey, blow the man down.  
And trust that you'll join  
In the chorus with me,  
Give me some time to  
Blow the man down.

Come, all ye young fellows  
That follow th sea,  
Yo-ho, blow the man down!  
And please pay attention  
And listen to me,  
Give me some time to  
Blow the man down!

### THE SEAMEN SAILED OUT TO SEA

(Tune: "The Bear Went Over The Mountain")

The seamen sailed out to sea,  
The seamen sailed out to sea,  
The seamen sailed out to sea,  
To see what they could see.

To see what they could see,  
TO see what they could see,  
The seamen sailed out to sea,  
To see what they could see.

Sea is all they saw,  
Sea is all they saw,  
Sea is all they saw,  
See, all they saw was sea.

The sea surged over the seamen,  
The sea surged over the seamen,  
The sea surged over the seamen,  
So all they saw was sea.

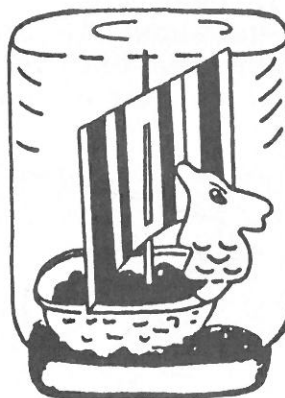
So all they saw was sea,  
So all they saw was sea,  
Since the sea surged over the seamen,  
All they saw was sea.

See sawing on the sea,  
See sawing on the sea,  
See sawing on the sea,  
See SEAsick seamen,

See seasick seamen,  
See seasick seamen  
WE saw the seasick seamen,  
See sawing on the sea.

## FINNISH

Model ship building, an old American hobby, is especially popular with men in New England. The Finns are also expert model ship builders. Their particular craft has puzzled and astounded people all over the world, because they build tiny replicas of sailing vessels, complete in every detail, inside a bottle. The model is actually assembled outside the bottle. Sails, masts and other parts are collapsed and then the ship is slipped inside the bottle. By means of attached strings, the collapsed sections are pulled into place. However, this last step is not an easy operation; it takes patience and many hours of careful work.



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*Viking Ship in a Bottle*

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**MATERIALS:** small clean jar with lid (baby-food and jam jars are perfect), half-walnut shell, clay, white stiff paper, felt markers, round toothpick, glue.

### Frogs In the Sea

This is a good game which can be played at a den meeting or in shallow water. Players form a circle around one or more players who sit with their feet crossed. The players in a circle skip (if on land) or walk (if in water) close to the frogs and try to tap them on the head as they repeat the words, "Frog in the sea, can't catch me." The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog that tagged him.

### Box Boat

Need:

- 1 tissue box
- 1 tooth paste box
- construction paper 6 corks
- 6 white spoons
- 4 popsicle sticks

For bow of boat cut one end into a "V" and reglue. Cover boat with construction paper. Paint faces on backs of spoons and stick into cork bases. With a sharp knife whittle popsicle sticks into the shape of oars.



### Water Safety

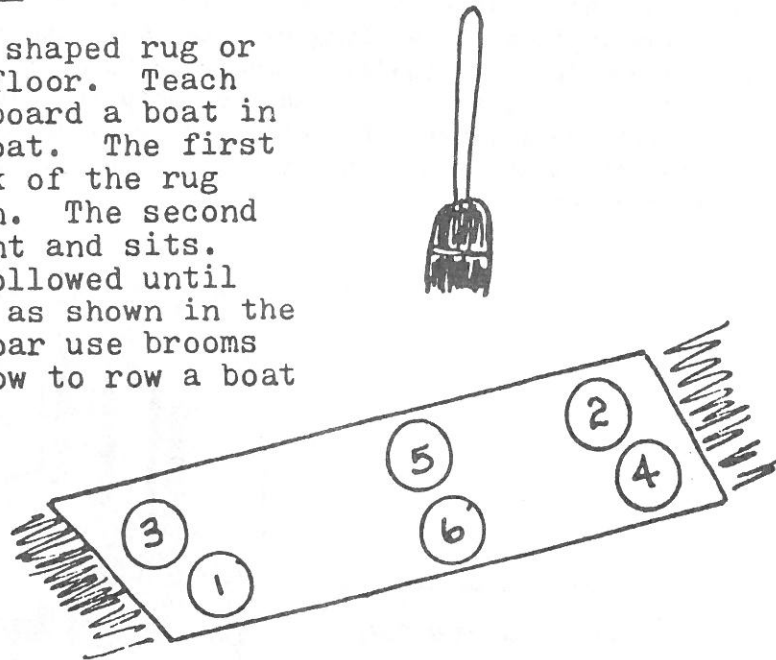
#### Boat Safety Rules

1. No horseplay.
2. No standing when moving.
3. Yield to the right.

4. No boating in stormy or windy weather.
5. If capsized, stay with the boat.

### Rug or blanket method

Place a rectangular shaped rug or old blanket on the floor. Teach the boys that they board a boat in the center of the boat. The first boy goes to the back of the rug (boat) and sits down. The second boy goes to the front and sits. This procedure is followed until each seat is filled as shown in the illustration...For oar use brooms to teach the boys how to row a boat.





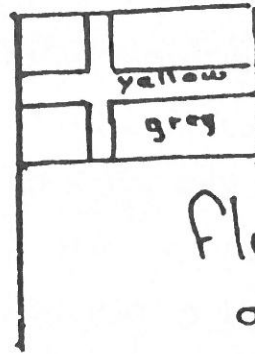
Traditional Swedish Handcrafts

TROLL HANGER

MATERIALS NEEDED: two pieces of heavy cardboard. 12 by 24 inches; a coat hanger; enamel or poster paints.

Perhaps you have heard of the mischievous trolls which, it's said, live in the forests of Sweden. They are funny-looking creatures with big warty noses and long tails. Some are goodnatured and some are mean, but when you make your own, they are always fun to have around.

To make troll clothes hanger, trace a hanger shape onto heavy cardboard and cut it out. Two thicknesses of cardboard glued together make a sturdier hanger. Paint the funniest, ugliest face you can think of on it. Be sure to let the paint dry well.



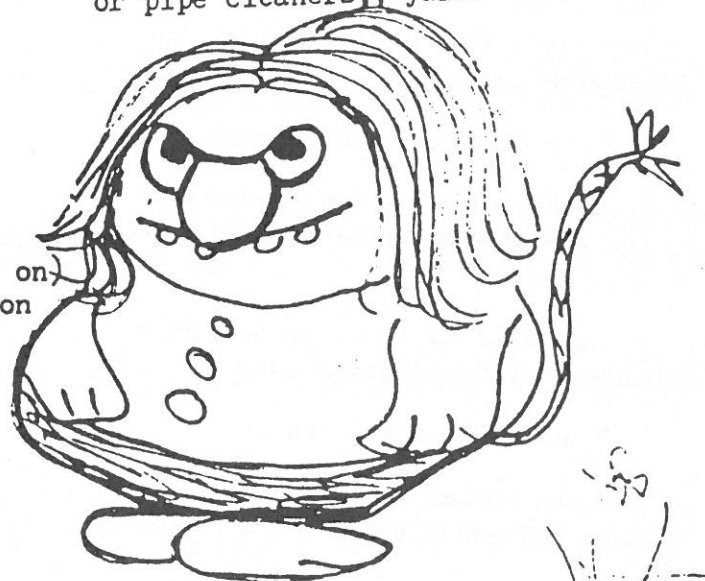
Flag of Sweden



TROLL SCULPTURES

MATERIALS NEEDED: rocks of all sizes; strong glue; enamel paints; wire or pipe cleaners; yarn.

Make a troll sculpture from rocks you find outside. Use the big one for the body and a smaller one for the head; very small ones for the nose, arms, feet (arms can be painted on). Glue rocks together and paint an ugly face on the head. Glue yarn on head for hair. Braid some yarn on a piece of wire or pipe cleaner for a curving tail, glue on by wedging between body rock and feet rock. Paint on pants.



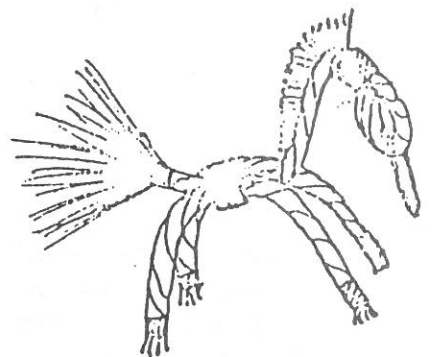
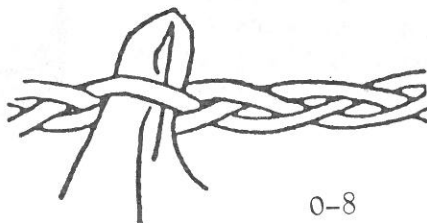
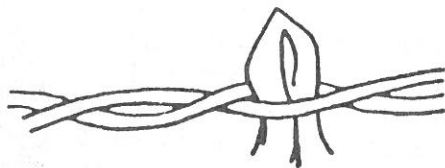
# ROPE HORSE

For the body of the horse cut a piece of rope 14" long. Tie a piece of heavy thread 4" from one end, marking off the tail. Work white glue into the rope, except for the tail area. When the glue is nearly dry, bend the end of the rope up, shaping the head. Tie to hold. Bend the rope to shape the neck and hold or tie until thoroughly dry. For the horse's legs, cut 2 pieces of rope about 8" long. Work white glue well into each piece and shape into an arched curve. After the body of the horse has dried completely, separate the strands of the tail by combing with a coarse comb. For the mane, use 1/2" cut from the combed tail; stitch on the sewing machine to form a fringe. Trim to resemble a mane. To assemble the horse, glue the body between 2 pairs of arched legs, tying at the center where all three pieces of rope meet. Glue the mane to the neck and paint hooves. Glue narrow ribbon around each ankle and around tail and stomach. Also use ribbon for eyes, ears, and bridle.

## CLOTHESLINE WITHOUT CLOTHESPINS/

**You need:** Two or three ropes, one longer than the others.

1. Lay ropes together as in picture.
2. Hold the ropes as if they were one rope and tie one end together with an overhand knot.
3. Now braid the ropes if you have three ropes. Twist them if you have two.
4. Finish with an overhand knot.
5. Attach clothesline to trees or posts with clove hitches or bowlines.
6. Hang things on the line by catching them between the twisted or braided

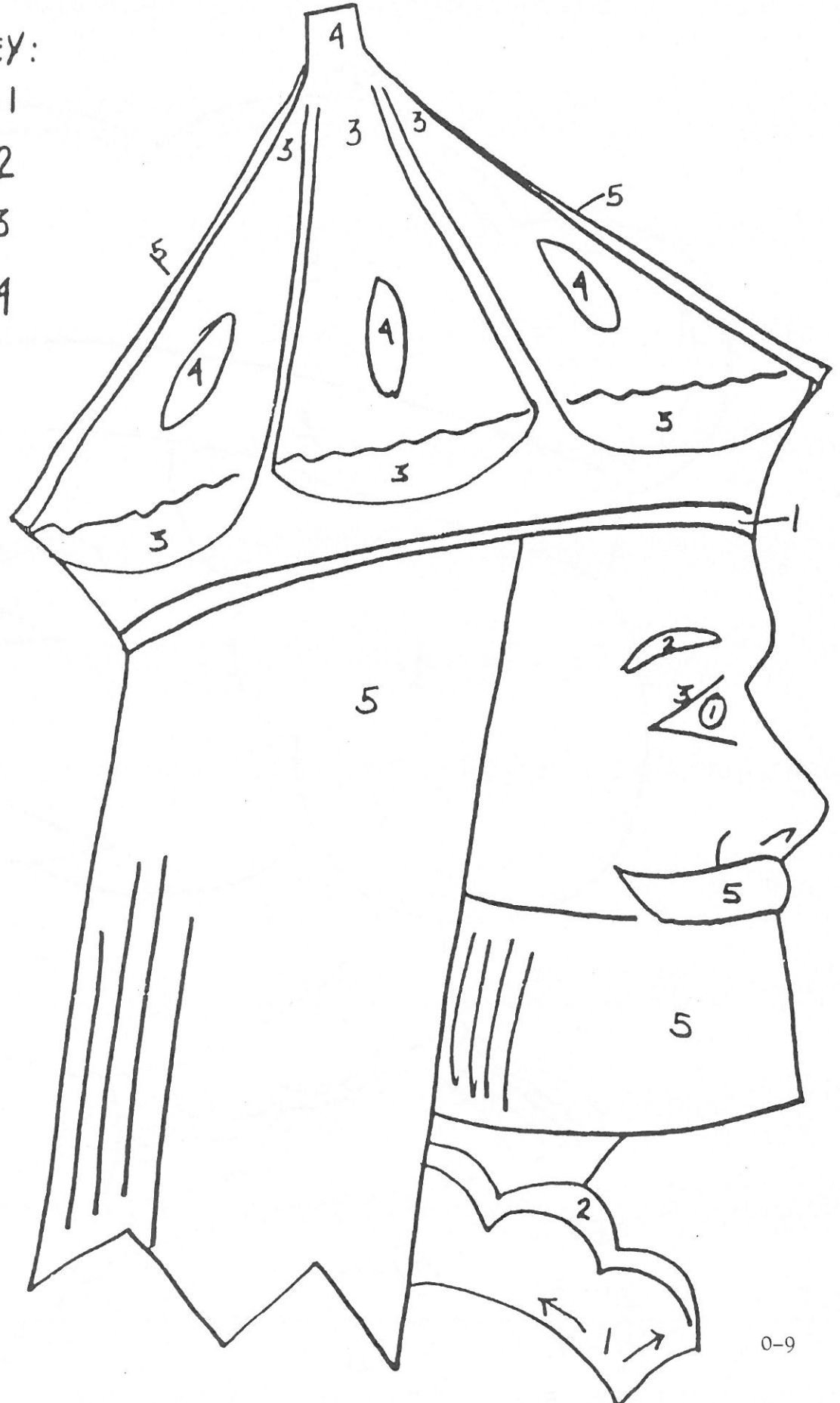




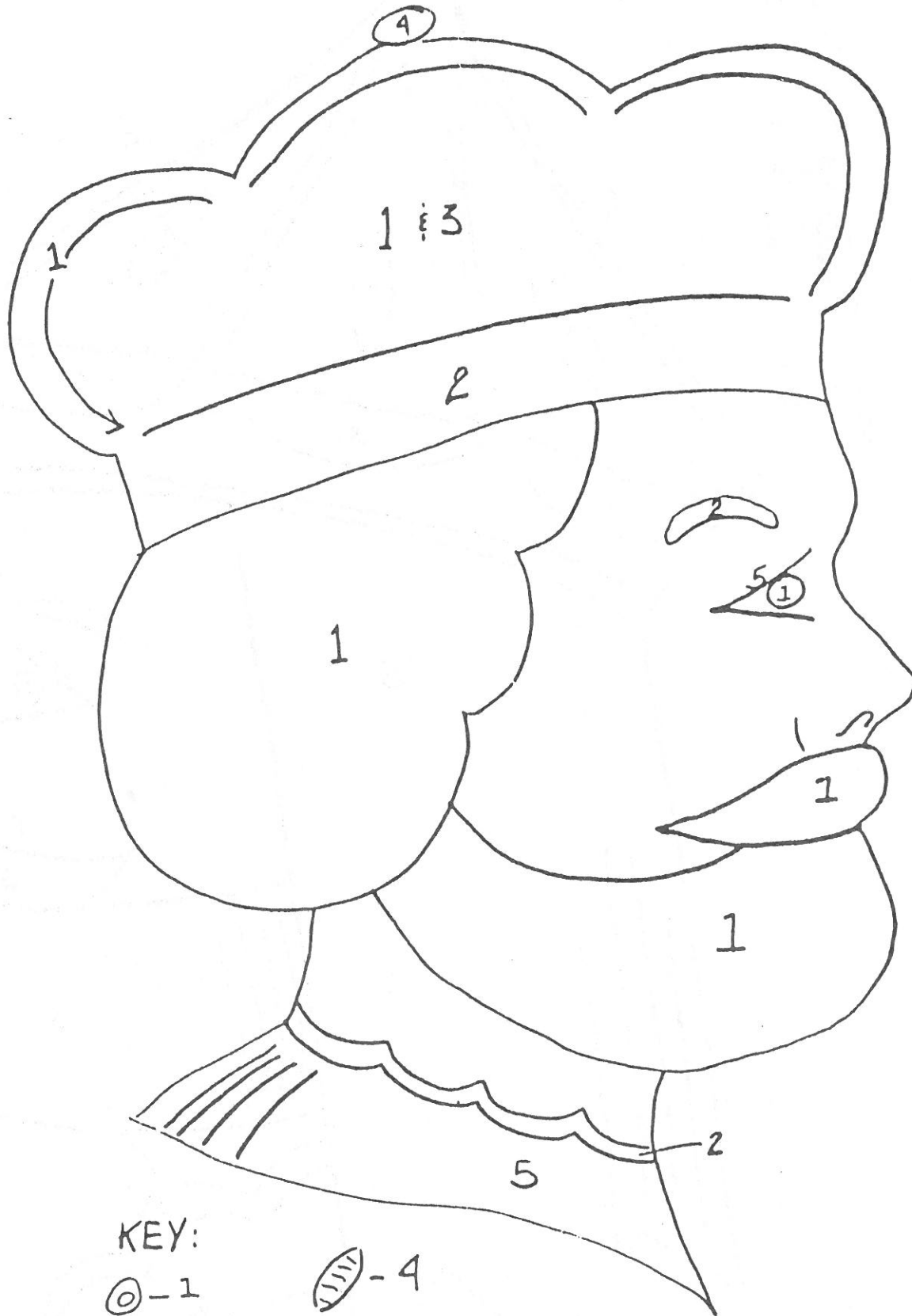
# MACARONI PLAQUES

KEY:

- ⊙ - 1
- ☾ - 2
- ☾ - 3
- ☾ - 4
- ∥ - 5



# MACARONI PLAQUES



KEY:

⊙ - 1

⌒ - 2

A - x

⌒ - 4

∥ - 5

0-10

ETC.





## OPENING CEREMONY

**Personnel:** Narrator, a boy dressed as George Washington and another dressed similarly, a Cub in uniform carrying replica of President's flag, any number of other Cubs in uniform.

**Narrator:** Tonight we honor America's Outstanding Presidents. Since our nation was founded we have had 38 presidents. Our current president, Gerald R. Ford is proud of the fact that he was an Eagle Scout.

When a person becomes President of the United States, he takes the oath of office. (boy dressed as George Washington places left hand on Bible, raises his right hand; other similarly dressed boy pretends to repeat oath of office while narrator reads aloud:)

"I do solemnly swear that I will faithfully execute the Office of the President of the United States, and will to the best of my ability, preserve, protect, and defend the Constitution of the United States".

(these boys exit as uniformed Cub carrying President's flag enters)

The flag of the President of the United States consists of the President's seal and coat of arms in color upon a blue background with the heraldry encircled by 50 stars. By an executive order of October 25, 1945, the President's flag was changed by removing the four stars - one in each corner - adding one star for each state, and changing the eagle in the heraldry to face the olive branch of peace rather than the arrows of war.

(boy carrying flag exits, as other uniformed boys enter and line up at attention)

The American's Creed was accepted by the U.S. House of Representatives on behalf of the American People on April 3, 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 it, to support its Constitution, to obey its laws, to respect its flag, and to defend it against all enemies".

Will the audience now please join us in showing respect for our flag by repeating the Pledge of Allegiance.

## OPENING CEREMONY - LINCOLN

Arrangement: Five Cub Scouts repeat lines of poem below. If they are uniformed, a large Lincoln silhouette can be used as backdrop on stage. Or the boys can all be dressed in Lincoln costumes.

- 1st Cub: Lincoln was a long man. He liked the out of doors.  
He liked the wind blowing and the talk in country stores.  
He liked telling stories. He liked telling jokes.  
"Abe's quite a character", said quite a lot of folks.
- 2nd Cub: Lots of folks in Springfield saw him every day,  
Walking down the street in his gaunt, long way.  
Shawl around his shoulders, letters in his hat,  
"That's Abe Lincoln." They thought no more than that.
- 3rd Cub: Knew that he was honest; guessed that he was odd;  
Knew he had a cross wife though she was a Todd.  
Knew he had three little boys who liked to shout and play;  
Knew he had a lot of debts it took him years to pay.
- 4th Cub: Knew his clothes and knew his house; "That's his office, here,  
Blame good lawyer, on the whole; though he's sort of queer."  
"Sure, he went to Congress once. But he didn't stay.  
Can't expect us all to be smart as Henry Clay".
- 5th Cub: "Need a man for troubled times? Well, I guess we do.  
Wonder who we'll ever find? Yes ... I wonder who."  
That is how they met and talked; knowing and unknowing.  
Lincoln was the green pine. Lincoln kept on growing.

See "Staging Den & Pack Ceremonies" book for  
'Get-Out-The-Vote' closing ceremony.

## OPENING CEREMONY

Arrangement: Honor guard forms two lines and the American flag is brought forward between the lines. Speaker leads Pledge of Allegiance while all salute. Speaker then says:

SPEAKER: This flag is a piece of cloth worth perhaps \$2.00. Why then, do we honor it? Let us hear what President Eisenhower, one of a long line of patriots stretching back nearly 200 years, had to say about it:

"To tell you why I love and respect our flag so much would take a book, for it would be the long, brave story of America. Briefly, I love our flag because it is the most beautiful national banner of all, and because it stands today and always, for the finest nation on earth. Today we urgently need a new commitment to the basic principles that made our nation great. Our flag is the symbol of these principles, and I would hope that all of us might find some way to display it, not merely on patriotic holidays, but every day of the year. Such a visible upsurge of respect for flag and country will do much to help bring about a new national solidarity, a renewed pride and faith in America."

Let's remember President Eisenhower's words whenever we see this piece of cloth. It stands for America...and therefore, it stands for you and me!

## OPENING CEREMONY

Arrangement: Flags are advanced in usual manner. Audience repeats Pledge of Allegiance. Flags are posted.

Patriotic background music is played while narrator reads the following:

"Not gold, but only men can make  
A nation great and strong.  
Men who for truth and honor's sake,  
Stand fast and suffer long.  
Brave men who work while others sleep,  
Who dare while others shy  
They build a nation's pillars deep,  
And lift them to the sky."

- Ralph Waldo Emerson

## OUTSTANDING PRESIDENTS

### OPENING CEREMONY

- Personnel: 6 boys in appropriate costumes
- Arrangement: George Washington is seated in middle of stage with the other boys around him.
- Announcer: George, THIS IS YOUR LIFE! You were born in Virginia on February 22, 1732 and enjoyed a very pleasant childhood on your father's plantation
- Father: When George was about your age, I gave him a present. It was a hatchet. Son, I am proud of you. It was worth losing the cherry tree to know that you have been truthful all your life.
- Fairfax: I am George Fairfax and I taught Geroge all he knows about surveying and the wilderness. When we returned, he was commissioned a public surveyor at the age of 16. (Fairfax wears frontier clothing)
- Soldier: On June 15, 1775 Mr. Washington was sworn in as Commander in Chief of the Continental Army. We spent a very cold and bitter winter at Valley Forge (wars blanket around shoulders, bandages and rags around feet)
- Ben Franklin: Yes, George, you well deserve the title Father of Our Country. In New York on April 30, 1789, you became our first President of the United States. May we always preserve the liberties that you and others worked so hard to obtain.
- George: Will you please rise and face the flag which I had Betsy Ross make. It has changed over the many years but one thing is assured. The flag still stands for the same ideals.
- (leads pledge of allegiance)

### CLOSING THOUGHT

- Cubmaster: Many famous Presidents have taken this oath office of President of the United States and will to the best of my ability preserve, protect and defend the Constitution of the United States". We as Cub Scouts and parents can to the best of our ability live up to this oath also.



## OUTSTANDING PRESIDENTS

### ADVANCEMENT CEREMONY

**Equipment:** If desired, use a flannel board with silhouettes of Presidents as they are mentioned in ceremony.

**Cubmaster:** We are proud of the outstanding Presidents to whom we are paying tribute tonight. We are equally proud of our Cub Scouts and Webelos Scouts who are learning new skills and ideals which will help them later in life. It's very likely that some of these boys will become outstanding in American history some day. Many of our well known American figures were Scouts when they were young.

The first rank in Cub Scouting is Bobcat. We will portray this rank with a silhouette of our first President, George Washington. (place silhouette on flannel board) Just as the Bobcat rank is important in getting a boy started on the Cub Scouting trail, our first President was important in getting our country started of right. (Call forward Bobcat candidates and their parents. Ask them to repeat Cub Scout Promise. Present badges and cards) Congratulations!

Next is the rank of Wolf. We will symbolize this rank with a silhouette of Thomas Jefferson, the author of the Declaration of Endependence. When a boy becomes a Wolf he has learned a little more independence than when he was a Bobcat. He demonstrates this by working on his own outside the den on achievements and electives. (Call names of boys to receive Wolf Badge. Present badges to their parents) Congratulations!

When a Cub Scout reaches Bear rank, he has learned much from the challenging projects he completes. To symbolize the Bear rank, we will use a silhouette of Teddy Roosevelt, another outstanding President. Roosevelt accepted many challenges during his life. (Call names of boys to receive Bear badge. Present badge and card to parents) Congratulations!

When a boy reaches 10 years of age, he is ready to move into a Webelos den and work on activity badges which are even more challenging than achievements and electives. We will symbolize this with the silhouette of another outstanding President, Abraham Lincoln, who worked his way up from a poor lad in a log cabin to become the 16th President of the United States. These are the boys who have worked their way from Bobcat to the Webelos den. (Call names of boys and Webelos leader. Present Webelos neckerchiefs and handbook) Congratulations!

Webelos Scouts work on activity badges which help them learn about many things and pave the way for future Scouting. Webelos Scouts learn more about the outdoors and go on overnight campouts with their dads. We will symbolize all the activity badges with a silhouette of John F. Kennedy who believed in physical fitness and loved the outdoors. (Call names of boys who have earned activity badges. Make presentations)

### MATCH THE PRESIDENTS

Thumbtack a list of the best-known Presidents to a board. Around the names, place pictures related to each man. Give each item a number and provide a checklist card to match them. These are some suggestions:

George Washington	Mount Vernon, Valley Forge
Thomas Jefferson	Monticello, Declaration of Independence
James Monroe	Monroe Doctrine
Andrew Jackson	Hermitage, Battle of New Orleans
Abraham Lincoln	Gettysburg Address, log cabin
Ulysses S. Grant	Grant's tomb, Civil War General
Theodore Roosevelt	Panama Canal, Rough Riders
Woodrow Wilson	League of Nations
Franklin D. Roosevelt	Pearl Harbor Attack, wheel chair
Dwight D. Eisenhower	General
John F. Kennedy	Youngest President, PT boat
Lyndon Johnson	Moon landing, 10-gallon hat

### SCRAMBLED PRESIDENTS

Each player is given a list of about ten names of presidents, with letters scrambled. Allow about 15 min. to unscramble names.

### LOGROLLING CONTEST (Lincoln)

Make logs from 4-inch cardboard cylinders. Paint. This can be a relay with each boy rolling a log with a dowel or stick to a given point and back to the next person in line. (To add to the fun, have each boy during his turn wear tall hat and beard.)

### PENNY TOSS

Have boys form two lines facing each other. Give each boy on one side a penny in a paper cup, and the boys on the other side only paper cups. Have the boys with the pennies toss the penny to the boy opposite him and he catches it in his paper cup. The tossing continues back and forth with each side stepping back one step further apart until only two boys have not missed. Elimination occurs upon missing the cup with the penny.

### LOG CABIN IN A POP BOTTLE

Divide the den into two groups. Give each boy 10 toothpicks. The object is for each player to alternately place a toothpick across the top of the pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first side to get rid of all their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick.

### GEORGE'S CHERRY TREE

See December game "Tree Decorating" and substitute items appropriate for a cherry tree...leaves, cherries, birds, trunk, and "George" at the bottom.

#### COIN ON THE PLATE (Penny for Lincoln, Quarter for Washington)

Each player is provided with five coins and in turn stands about six feet away from an aluminum plate. The player who manages to throw the most coins so that they land on the plate...and don't bounce off...is the winner. An extra bonus might be given each time the face of a president lands face up.

#### CORNCOB DARTS

Corncobs can become colorful, harmless darts for games and contests. Take a 3 or 4-inch section of corncob and bore a hole through one end. Cut different colored crepe paper ribbons and put them through the hole in the side of the cob so they trail 12 to 15-inches on each side. The darts are ready to be thrown at a target.

#### FEED THE PUMPKIN

Place a miniature pumpkin (artificial) on the floor in the corner of the room. Give each boy five nuts, such as walnuts or acorns. From a predetermined distance, the boys toss nuts underhand into the pumpkin. High scorer is presented with a chocolate turkey.

#### CORN-SHELLING CONTEST

Give each boy an ear of hard field corn and a sack or bowl. At signal, the boys begin shelling their ears of corn. Boy to finish first is the winner.

#### TURKEY-FEATHER RELAY

Divide group into teams, relay style. First player in each team holds a long turkey feather. At signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up and runs back, hands the feather to his next teammate. Each team uses different colored feathers. First team to finish flaps arms and gobbles like triumphant turkeys.

#### CHURNING BUTTER

Put a small amount of half-and-half or cream into a jar and screw the lid on tightly. Boys shake jars until butter is formed. (try this in advance to determine how long it will take). Boy who finishes first is winner.

#### PLATE AND TURKEY FEATHER RACE

Players line up in teams at one end of the room and each is given a feather on a paper plate. Carrying their plates, the first two on each team race to the other end of the room and back again tagging the next player on their team. If the feather comes off his plate a player must stop and put it back on his plate. First team to run through each player wins.



THE LINCOLN PENNY  
(A Skit)

Characters: A Cub Scout in uniform. 15 boys wearing large cardboard Lincoln Penny costumes. (or boys can as more than one part).

CUB SCOUT: I am trying to learn to be a good citizen. I think Abraham Lincoln would be a good example for me to follow. (Looks at coins in his hand.) He must have been important too - his face is on these pennies. (He sits down, pretends to fall asleep.)

(Enter pennies, one at a time. Each says his part and the next one enters, until all 15 are on stage.)

1st PENNY: Lincoln was a poor boy, but in the American way,  
He rose to be our President--the greatest some folks say.

2nd PENNY: He was born in a log cabin, surrounded by thick woods;  
And his family had little of what we call worldly goods.

3rd PENNY: Lincoln didn't have fine schools like children of today,  
But with his mother's help he learned to study, anyway.

4th PENNY: He learned to do his sums at night by light of a fire,  
Writing with charcoal on a board, he never seemed to tire.

5th PENNY: He taught himself his ABC's and how to read and write,  
And he borrowed all the books he could and read them late  
at night.

6th PENNY: Lincoln grew to be a strong man; he split logs to make  
fence rails;  
And helped to build log cabins with wood pegs instead of  
nails.

7th PENNY: Lincoln was a tall man, his height was six feet four,  
And he could wrestle anyone, and pin him to the floor.

8th PENNY: Lincoln was a friendly man, he liked to talk to folks;  
And he had a sense of humor, and told a lot of jokes.

9th PENNY: Lincoln was a kind man, the kindest you could meet,  
He saw a turtle on its back and set it on its feet.

10th PENNY: Lincoln was an honest man, he walked for miles to take  
Some money to a lady he had shortchanged by mistake.

11th PENNY: Lincoln was a brave man, and not afraid to fight,  
For what he thought was just and true, when he knew that  
he was right.

12th PENNY: Lincoln ran a country store and was postmaster, too;  
And in between his other work he read law books through  
and through.

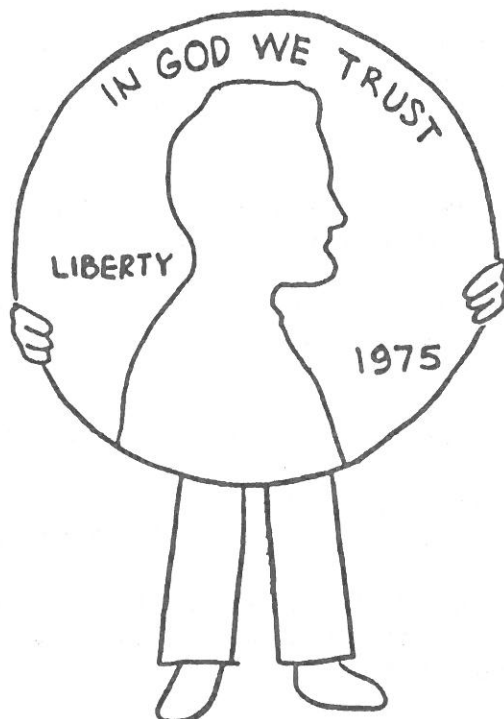
13th PENNY: Lincoln made great speeches, and the things he had to say  
About freedom for our country are quoted to this day.

14th PENNY: He believed in justice for all men, and said all men are  
free;  
And he worked to make this dream come true for all the  
world to see.

15th PENNY: That's why they put his picture on us pennies, to remind  
All people that Abe Lincoln was great and good and kind.

(Cub Scout stirs, begins to awaken. Pennies hurry off  
stage.)

CUB SCOUT: (Standing and rubbing his eyes.) I just had a dream  
that reminded me of many good things about Lincoln.  
(Looking at coins in his hand) You Lincoln pennies  
will be good reminders for me. You ought to be  
proud of being Lincoln pennies...most people have  
more pennies than they do any other coins...so there  
are more pictures of Lincoln than anyone else.



THE SHAME OF CITIZEN HORACE  
(An Election Skit)

Setting: A modern courtroom

Characters: Citizen Horace, Judge, Clerk, Prosecuting Attorney, and the witnesses; Pilgrims, Jefferson, Lincoln, Andrew Johnson, Children of Today. (If witnesses exit after giving testimony, each witness can play more than one part. Costumes can be signs around the neck identifying each and appropriate hats. Judge could wear choir robe and carry gavel.)

(As the curtain opens, Judge, Citizen Horace, Clerk, and Prosecuting Attorney are on stage. Offstage voices chant:)

VOICES: Hear Ye, Hear Ye, Hear our chorus!  
Today's the trial of Citizen Horace.  
A traitor to freedom, he stayed away  
From the polls on Election Day.

CITIZEN HORACE: I object, your Honor, this charge withdraw!  
Our country's free - I've broken no law.  
I was very, very busy that day, I insist  
And I'm sure my vote was never missed.

PROSEC. ATTORNEY: It's your vote KEEPS this country free,  
For voting is the basis of democracy.  
Start the trial, Judge, rap your mallet  
And declare this fellow in contempt of the ballot.

JUDGE: Enough of this, bring the evidence here;  
The Court's in session - let the witnesses appear.

CLERK: Pilgrims of Plymouth Colony! (They enter)  
(calling)

PILGRIMS: We traveled long across the sea  
And found a land where we were free  
For this, far more than ample living  
We gave praise that first Thanksgiving.

CLERK: Thomas Jefferson, 3rd President of the United States  
(calling)

JEFFERSON: Tho oft opposed my life I spent,  
Fighting for popular government.  
First, freedom for our colonies,  
Then voting rights for all to seize.

CLERK: Abraham Lincoln, 16th President of the United States

LINCOLN: The "common man" holds in his hand  
The destiny of our fair land,  
"Government of the people," I quote,  
Cannot endure if folks won't vote.

CLERK: Andrew Johnson, 17th President of the United States

JOHNSON: You think one vote of no account?  
Why, men have won by this amount.  
How well I understand such preachment -  
one vote saved ME from impeachment!

CLERK: Children (or child) of Today (they enter)

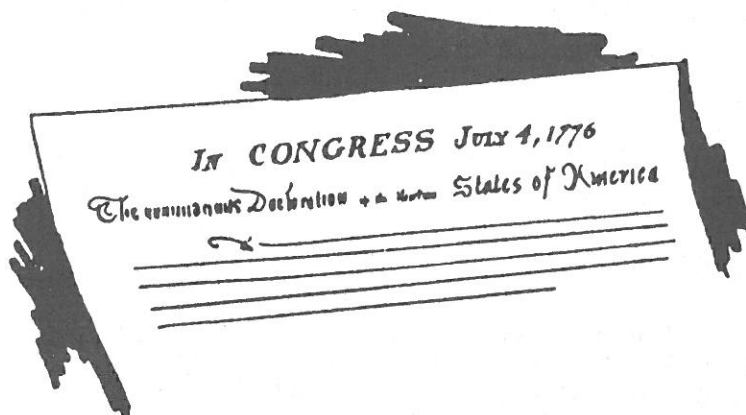
CHILDREN: We're taught our government's designed  
To represent the people's mind,  
But one in three, we're also told  
Won't even bother to be polled.

JUDGE: The evidence is in-here's the ruling of the court;  
It's true you've committed no legal tort;  
But in my opinion you're guilty as can be  
Of a crime against the spirit of democracy!

CITIZEN HORACE: I know my shame: I threw away  
The greatest privilege I have today  
I'll give the issues earnest reflection  
And I'll never sit out another election!

ALL: Hear ye, Hear ye, Hear our chorus,  
Let's all cheer for CITIZEN HORACE!

HIP, HIP, HOORAY!





FAMOUS AMERICANS (a puppet skit)

The cast includes a narrator and six operators. The narrator reads the verses, the operators make the puppets perform. On the last verse all perform together.

NARRATOR: We thought that you would like to see  
Some folks from out of history,  
And see them in a different light.  
Now, don't go 'way - you just sit tight.

GEORGE

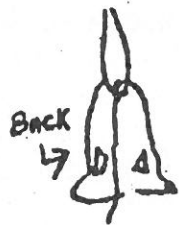
WASHINGTON: We bet you've always wondered why,  
George never, never told a lie.  
Well, he was proud and did it so  
He's not look like Pinocchio.  
(Operator lengthens George's nose)

ABRAHAM  
LINCOLN:

Here's Honest Abe, so calm and cool,  
So poised, serene, nobody's fool  
That's why, upon election night,  
The crowds were startled at this sight!  
(Operator raises Lincoln's hat and twirls it)

POCHONTAS:

Fair Pochahontas, Indian maid  
Entranced John Rolfe, a planter staid.  
Although they had no common ground,  
She found this way to bring John 'round.  
(Operator curls and uncurls Pochahontas' feater)



DANIEL  
BOONE:

Daniel Boone, a fearless man,  
Afraid of none was good old Dan.  
Or, so most thought, but those who knew  
Could tell when Dan was scared clear through!  
(Operator raises the tail of the coon skin cap)

BENJAMIN  
FRANKLIN:

Ben Franklin who, the books all tell  
Did many things and did them well.  
But here's a piece of data rare:  
Here's why his glasses were so square!  
(operator swings the glasses open)



BETSY ROSS:

Now, Betsy Ross, the legend goes  
Made the first flag, but no one knows.  
We doubt she did, 'cause here's a blow  
This happened when she'd start to sew.  
(Operator lowers Betsy's hat over her face)

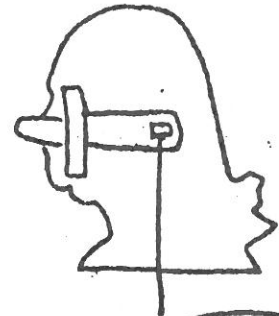
ALL:

We hope you liked these glimpses of  
Americans you've grown to love.  
It's all in fun, we hope you won't  
Mind what we've said - we know they don't!

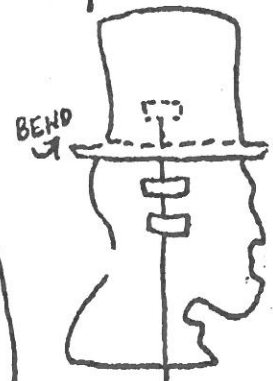
## PUPPETS

These puppets are easy to make from cardboard with the moving parts (cut separately from cardboard) attached at the back of the head. To make each puppet, cut the outline shape of the head, neck and shoulders with an overall height of about 11" (the head portion is about 7") Draw on all features and paint as desired, but be sure to give Ben Franklin square eyes. After making the head, add the moving parts for each individual puppet as specified. When taping, use masking tape. To operate the puppets, hold the bottom of the head with one hand and move the wire or string with the other.

George Washington - Would you believe - his nose grows! Cut his profile from cardboard. Then cut a piece for his nose about 6 1/2" long. To the back end of the nose, tape a piece of coat hanger wire, 12" long. Place nose on back of head and glue or tape a strip of cardboard over it near the front edge as shown. Move wire back and forth to shorten or lengthen nose.



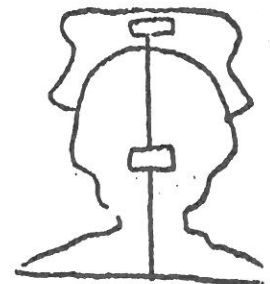
Abe Lincoln - His hat pops up and twirls around. Cut his profile from cardboard. Also cut two stovepipe hats from cardboard. About 2" from bottom of back of one hat, tape one end of a piece of coat hanger wire about 23" long. Glue the second hat over the first, leaving the bottom of hat and brim unglued so head will fit between. Bend both brims out. Tape cardboard strips over wire on back of head. Move wire up and down to raise hat, spin the bottom to twirl hat.



Pocahontas - Cut out head facing full front. Cut feather 10" from cardboard. Tape bottom of feather to back of head as shown. Punch hole through bottom of feather and head, and another hole at the top of the feather. Tie string about 2 1/2' long, through top hole. Bring string down front of feather, through hole in head and out back of feather. Pull string to curl feather.



Betsy Ross - Betsy's cap falls down over her eyes. Cut her head from cardboard. Then cut a piece about 5" x 9 1/2" for cap. Bend ruffle of cap out. Tape one end of coat hanger wire 18" long to back of cap near top. Place wire on back of head and cover it with cardboard strip. Move wire up and down.



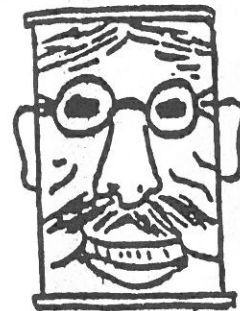
Daniel Boone - Coonskin cap tail raises up! Cut profile with cap (except tail) from cardboard. Cut tail about 9" long. Tail is attached to back of cap with paper fastener, loose enough to allow tail to move freely. Make cardboard pocket 1 1/2" x 2 1/2" for underside of tail. Tape three sides of cardboard to tail. Place one end of coat hanger wire, 13" long, in pocket. Wire wire at an angle, glue cardboard strip over wire at neck. Slide wire up and down carefully so it won't come out of pocket.



Ben Franklin - Ben's glasses swing out revealing square eyes. Cut glasses from cardboard adding a strip to one side 3/4" x 2 1/2". Cut slit in head to slide strip through. Tape 15" wire to strip. Move wire back and forth.

## TIN TYPE PRESIDENTS

Using imagination, plus round cans, and all kinds of scraps, you can make presidents such as Abe Lincoln, Teddy Roosevelt, and George Washington. Use bent wire to form glasses, black construction paper around a smaller can glued to a cardboard circle for Lincoln's hat, cotton batting for Washington's hair, etc. Let your imagination soar.



## COLLECTION OF PRESIDENTS

You'll need a thoroughly washed sardine can, string, fabric scraps, a penny, nickle, dime, quarter, Kennedy half-dollar, and glue.

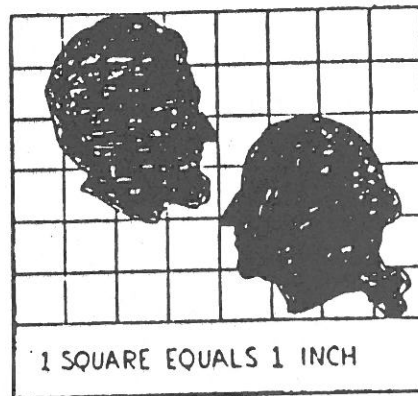
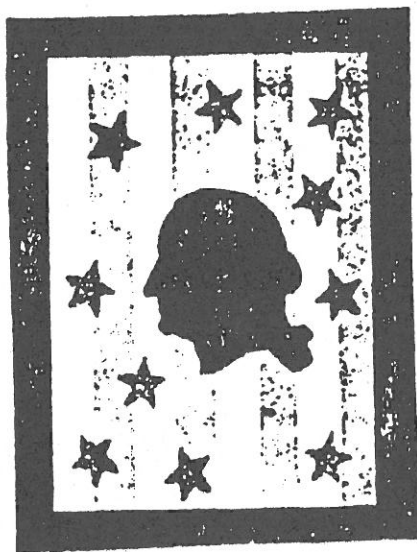
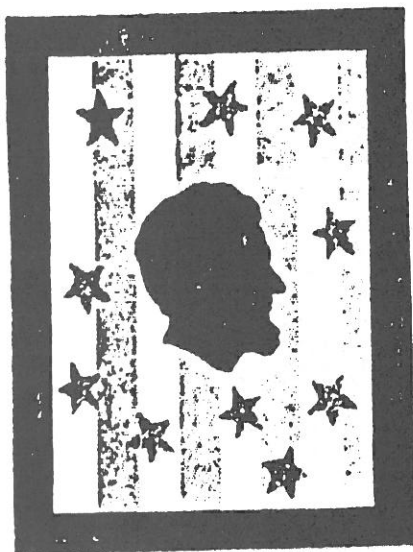
Make two small holes in the bottom of the can. Thread with string and tie. Use this to hang the collection when you are through. Trace the can onto the fabric. Cut out the fabric and glue it inside the can.

Arrange the coins in the can anyway you wish. Glue the side of the coin with out the face. Press on the fabric and put a heavy object on top of the coins until the glue has dried.

If possible, find coins that have the same year the scout was born in. He will have a very personal coin collection.

## PRESIDENTIAL SILHOUETTES

Use a sheet of white poster board 9" x 12" for background. Cut stars and stripes from vinyl and glue to the background. From black vinyl cut silhouettes of your favorite Presidents. Glue at center of picture. Mat the picture by gluing it to an 11" x 14" piece of black poster board. Add hanger on back.

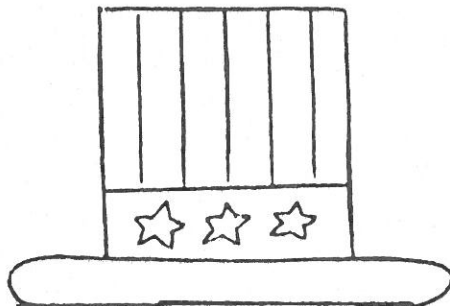


## UNCLE SAM'S HAT TIE SLIDE

Cut 1 1/4" wood dowel 1 1/4" long with a coping saw. Cut a 2 1/2" diameter circle from 1/4" plywood or panneling. Sand smooth. Center dowel over circle and glue. With 5/8" drill bit, drill a hole through top of wood dowel, and through plywood to make tie slide. Paint red, white and blue.

OR

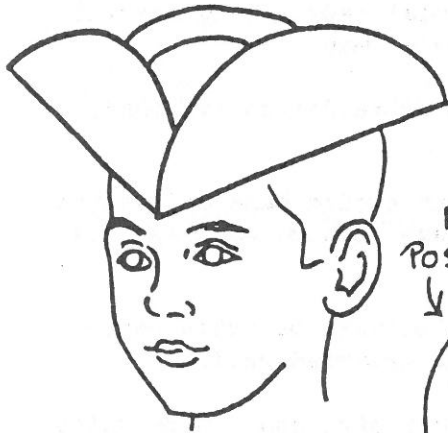
Trace pattern on thin piece of wood and whittle. Fasten a 3" piece of pipe cleaner to back for tie slide. Paint red, white and blue.



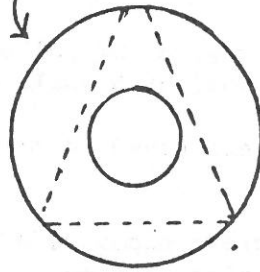
COSTUMES

Colonial Wig -

As a base for the wig, use the top of a nylon stocking, gathered along the cut edge to form a skullcap. Wrap and sew cotton batting around skullcap to form a puffed hairdo. Long batting curl, tied in back with black ribbon, makes wig for a colonial man.



BLACK  
POSTER BOARD



12"

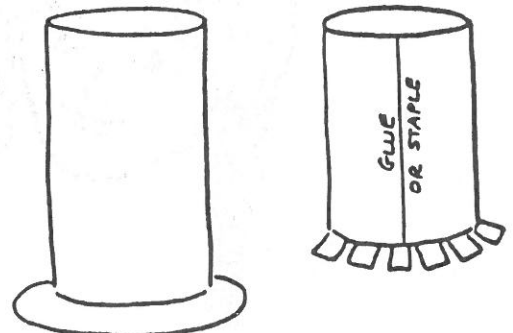
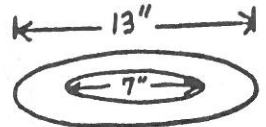
BEND UP ON  
FOLD

COLONIAL HAT

Cut a 12" circle from black poster board. Cut small circle from inside as shown. Bend up on three-sides like picture.

LINCOLN HAT

Cut a 13" circle from black poster board. From the center of this circle, cut a 7"-inch circle. Cut a 22" x 10 1/2" strip of black mat paper. Form into tube. Overlap edges and glue. Cut 1/2" tabs around bottom. Slip brim down over tube and glue tabs to underside of brim.



### QUICK WIGS

These easily assembled wigs are just the thing for Cub Scout skits, masquerades or Halloween 'trick-or-treating'. As a base for the wig, use the top of a nylon stocking, gathered along the cut edge to form a skullcap. Or, cut and use the crown from an old felt hat. For hair use cotton yarn, untwisted rope or strips of crepe paper 1/2" wide.

Curly Locks - For short or long curly hair, curl narrow gift wrapping ribbon and sew to stocking base. (Cotton stocking could also be used)

Bald Headed Man - Use old bathing cap (white or flesh colored) for base. Paint or glue a fringe of yarn hair around edge.

Colonial - Wrap and sew cotton batting around skullcap to form a puffed hairdo. Batting rolls for curls added to sides make wig for Colonial lady. Long batting curl, tied in back with black ribbon, makes wig for Colonial man.

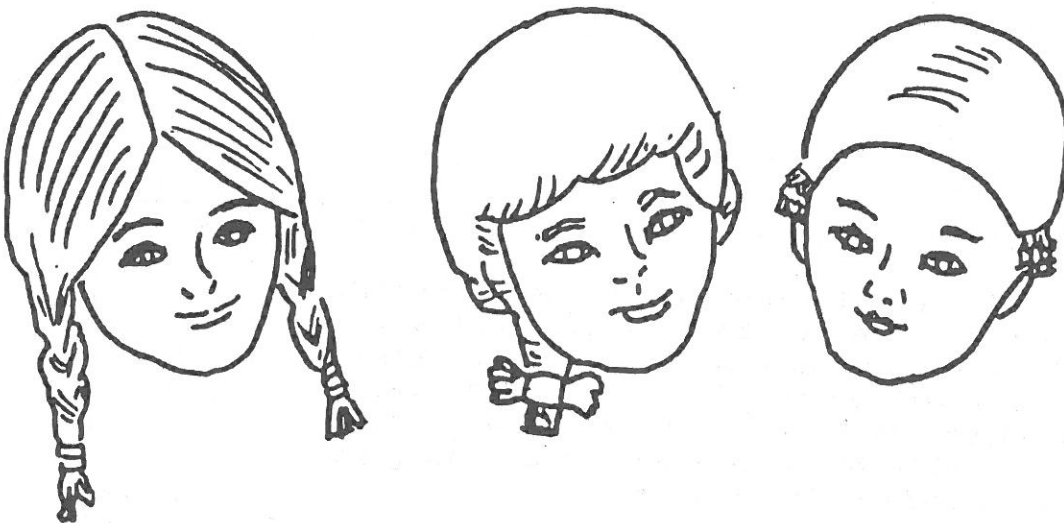
Scarecrow - Sew uneven lengths of heavy cotton rug yarn or raffia to cap base, or to a band which can be sewed inside old hat.

Indian - Arrange black yarn or crepe paper strips across entire base and stitch through center to make 'part'. Bring strands down to ears, braid, wrap and tie with bright cloth.

Princess - Follow directions for Indian wig, using yellow yarn or crepe paper strips. Do not braid. Add conical paper hat, with small attached veil.

Old Man - Use white cotton stocking cut and sewed to form skullcap. Glue white cotton balls all over skullcap.

Braids - Stretch about three strips of crepe paper, 3/4" wide. Twist each strip around and around. Now braid the three strips together.



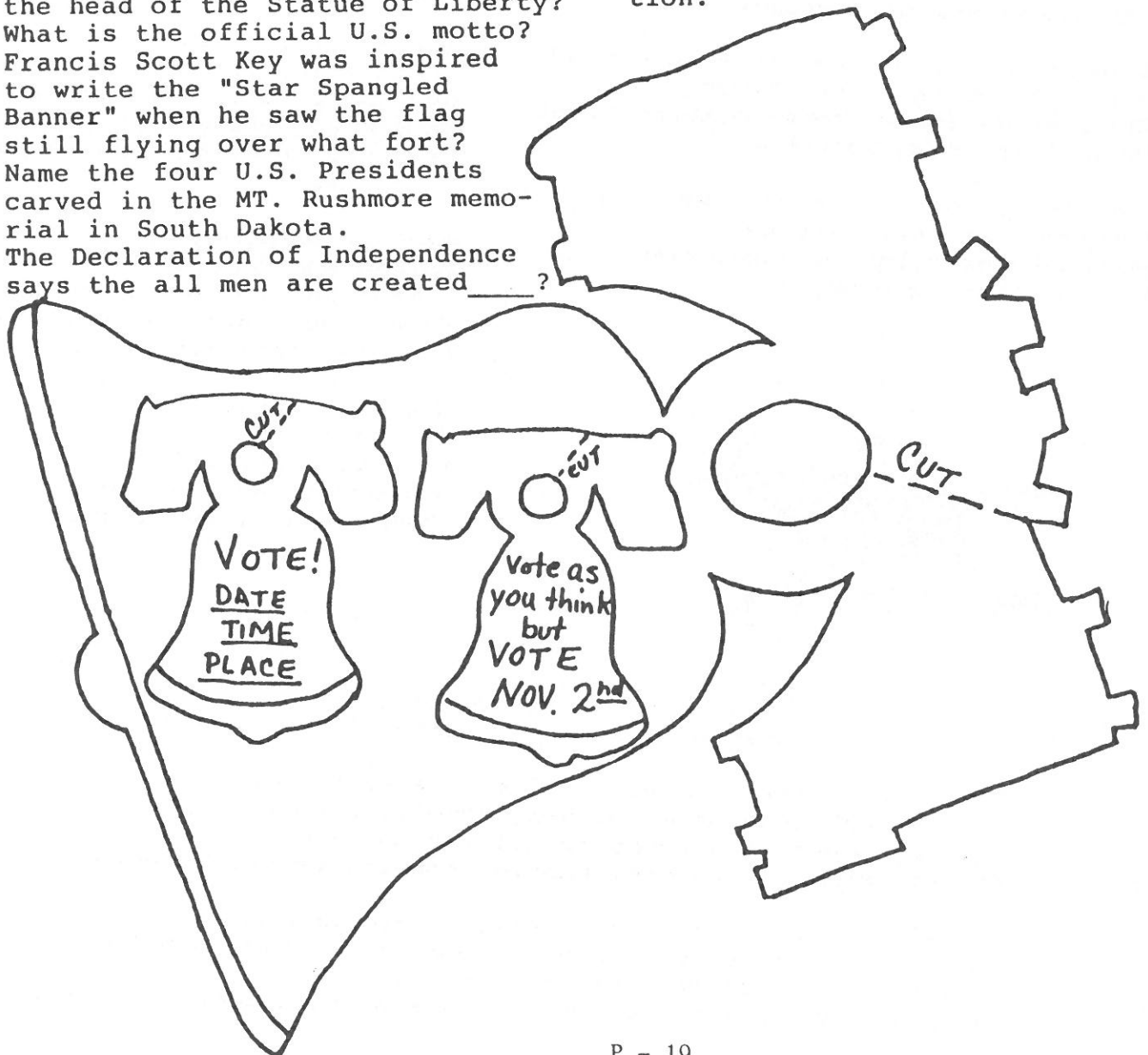
AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty holds a torch. What does the left hand hold?
2. Which is taller-the Statue of Liberty or the Washington monument?
3. What words are inscribed on the ribbon held in the mouth of the eagle on the Great Seal of the United States?
4. In the Great Seal, what is the bald eagle carrying in its talons?
5. What denomination of currency has the Great Seal printed on it?
6. How many people can fit inside the head of the Statue of Liberty?
7. What is the official U.S. motto?
8. Francis Scott Key was inspired to write the "Star Spangled Banner" when he saw the flag still flying over what fort?
9. Name the four U.S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says the all men are created \_\_\_\_\_ ?

ANSWERS-1.book,2.the Washington monument,3."E pluribus unum" (one out of many),4.arrow symbolizing war and an olive branch of peace,5.the \$1 bill, 6. 40, 7.In God We Trust, 8.Ft. McHenry, 9.George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt, 10. equal.

Good Turn Service Project

Make these door hangers so that each Webelos can hang one on each house on his block. Cut from construction paper and let him print in the information.



SONGS

THE PILGRIMS CAME  
(Tune: Yankee Doodle)

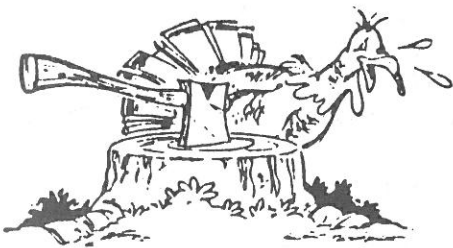
The Pilgrims came across the sea  
From England far away;  
And now we think of them  
When it's Thanksgiving Day.

The Mayflower was their sailing ship  
Across the waves and foam;  
They landed here on Plymouth Rock,  
And this was their new home.

The bitter winter was so hard  
That many Pilgrims died;  
By spring they had some growing crops,  
And Indian friends besides.

When harvest time came they were glad;  
They had learned many things,  
The Indians joined them in their feast,  
Their first Thanksgiving.

Some folks think that they were sad.  
I think that they were gay,  
We thank the Pilgrims every one,  
For our Thanksgiving Day.



I'M A VERY FINE TURKEY  
(Tune: Turkey in the Straw)

I'm a very fine turkey, and I sing a fine song,  
Gobble, gobble, gobble, gobble, gobble, gobble,  
I strut around the barnyard all the day long,  
And my head goes bobble, bobble, bobble, bobble, bobble.

And when Thanksgiving Day finally comes around,  
Gobble, gobble, gobble, gobble, gobble, gobble, gobble,  
I'll go and hide so I can't be found,  
Then my head will still bobble, as I gobble, gobble, gobble.



LINCOLN SONG  
(Tune: Found a Peanut)

Found a poor boy,  
Found an honest boy,  
And Abe Lincoln was his name,  
He worked hard and studied law,  
It's how he earned his claim  
to fame.

Went to Washington,  
Became our President;  
Honest Abe so strong and tall;  
Freed the slaves as we all know,  
Won the peace for one and all.

When he died,  
It was so sad,  
But his bravery lives on;  
A memorial we can see,  
When we visit Washington.



## YANKEE DOODLE

Father and I went down to camp,  
Along with Captain Goodin,  
And there we saw the men and boys  
as thick as hasty puddin.

CHORUS:

Yankee Doodle keep it up  
Yankee Doodle dandy  
Mind the music and the step,  
And with the girls be handy.

And there we saw a thousand men,  
As rich as Squire David,  
And what they wasted every day  
I wished it could be saved.

CHORUS

And there was Cap't Washington,  
Upon a slapping stallion  
A giving orders to his men,  
I guess there was a million.

CHORUS

And there I see a swamping gun,  
Large as a log of maple,  
Upon a mighty little cart,  
A load for father's cattle.

CHORUS

And every time they fired it,  
It took a horn of powder,  
It made a noise like father's gun,  
Only a nation louder.

CHORUS

## MY DARLING CLEMENTINE

In a cavern, in a canyon,  
Excavating for a mine,  
Dwelt a miner, forty niner,  
and His daughter, Clementine.

CHORUS:

Oh my darling, oh my darling,  
Oh my darling, Clementine,  
You are lost and gone forever,  
Dreadful sorry Clementine.

She drove the ducklings to the  
water,  
Every mornning just at nine,  
Hit her big toe gainst a splinter,  
Fell into the foaming brine.

CHORUS

Ruby lips above the water  
Blowing bubbles soft and fine,  
But alas! I was no swimmer,  
So I lost my Clementine.

CHORUS

CUB SCOUT SONG PARODIES

SILVER ARROW

(TUNE: Children Marching Song)  
(This Old Man)

This cub scout he earned one  
He has all his projects done  
CHORUS - With a tweet tweet, toot toot on a  
flutaphone  
This cub scout came skipping home

This cub scout, he earned two  
He made boats and airplanes too  
CHORUS - Repeat

This cub scout, he earned three  
He earned 30 points you see  
CHORUS - Repeat

This cub scout he earned four  
Here's a cub that knows the score  
CHORUS - Repeat

This cub scout he earned five  
Here's a cub that sure alive  
CHORUS - Repeat

This cub scout, he earned six  
Here's a cub that is full of tricks  
CHORUS - Repeat

This cub scout, he earned seven  
He is way up in cub scout heaven.  
CHORUS - Repeat

This cub scout, he earned eight  
Here's a cub that really great  
CHORUS - Repeat

This cub scout, he earned nine  
Here's a cub thats doing fine  
CHORUS - Repeat

This cub scout, he earned ten  
He just joined the Webelos Den  
CHORUS - Repeat

This cub scout he's eleven  
He's a Boy Scout - Thank you - Heaven!  
CHORUS - Repeat

IN STEP AT THE CUB POW WOW

(TUNE: He's Got the Whole World In His Hands)

He's a snappy happy Cubber at this show  
He's a snappy happy Cubber watch him go  
He's a snappy happy Cubber let all of them  
know  
He's in step at the Cub Pow Wow.

She's a snappy happy den mom - She's  
all right.  
She's a snappy happy den mom - Smiling  
bright.  
She's a snappy happy den mom - Lets  
treat her right.  
She's in step at the Cub Pow Wow

You're the snappy happy leaders - glad  
you're here.  
You're the snappy happy leaders - shout  
it clear  
You're the snappy happy leaders - All  
in gear.  
You're in step at the Cub Pow Wow.

HERE AT THE CUB SCOUT POW WOW

(TUNE: Deep In the Heart of Texas)

The gang is here  
Let's give a cheer (Clap your hands)  
Here at the Cub Scout Pow Wow  
With lots of pep  
The gang is hep (Clap your hands)  
Here at the Cub Scout Pow Wow

The gals in blue  
and you guys, too (Clap hands)  
Here at the Cub Scout Pow Wow  
We promise you  
A gay time too (Clap hands)  
Here at the Cub Scout Pow Wow

Let's sound the call  
Around the hall (Clap hands)  
Here at the Cub Scout Pow Wow  
Let's hear a Pow  
And then a Wow (Clap hands)  
Here at the Cub Scout Pow Wow

CUBBING IS FUN

(Tune: On Top of Old Smokey)

We're hep at the Pow Wow  
And filled full of fun  
We hope that you came here  
to meet everyone  
And have a good time folks (over)

And learn something too.  
To take home to your pack some things that  
are new.

And while you are learning, You'll see the  
right way  
Of helping your Cub Scouts on their rugged  
way.  
And soon they will grow up, and you will  
be glad.  
That you were a Cubber when he was a lad,  
For Cubbing's a pleasure, and fun it should  
be  
For Cubbing ain't Cubbing if it's misery.  
So light up your face folks  
And let's have some fun  
For you are in Cubbing  
And Cubbing is fun.

I'VE BEEN WOVING AT THE POW WOW

(TUNE: I've Been Working on the Railroad)

I've been wowing at the Pow Wow  
All the live long day  
I've been powing at the Pow Wow  
Just to pow that wow away  
Can't you hear the leader powing  
And you wow right now  
For a pow without a wow, dear  
is a wow without a pow.

Pow without a Wow  
Wow without a Pow  
Pow without a Wow - not now, not now

Pow without a Wow  
Wow without a Pow  
Will never do at our Pow Wow

Someone's up there a Powing  
Someone's up there a Wowing, too.  
Someone's up there Pow Wowing  
Wowing for the Gold and Blue.

And singing  
We're from Cadillac Square  
We're from Cadillac Square, Square, Square,  
Square  
We're from Cadillac Square  
Engineers from Cadillac Square

WHEN IT'S POW WOW TIME IN SCOUTING

(TUNE: When it's Springtime in the Rockies)

When it's Pow Wow time in Scouting  
And those gals in gold and blue  
Little sweethearts called Den Mothers  
Come to learn of something new  
Once again they shout - Hi Scouter  
In that good ole Scouting way  
When It's Pow Wow time in Scouting  
It is Cubbing's Greatest Day.

IN THE GOOD 'OLE CUB SCOUT TIME

(TUNE: Good Old Summertime)

In that good 'ole Cub Scout Time  
In that food 'ole Cub Scout Time  
Hustling down that Rugged Road  
With the boys in line

They're Scouting right and Scouting  
left  
And having a very good time

For they're the Boys in Gold and Blue  
In that good 'old Cub Scout Time.

POW WOW POW WOW

(TUNE: East Side - West Side)

Pow Wow, Pow Wow  
That's the call today  
The Scouts are having a Pow Wow  
For to chase their cares away  
Guys and gals together  
Dressed in gold and blue  
Are meeting here for the Cub Scouts  
Come along and join us too,

Pow Wow, Pow Wow  
Let's give with a shout  
For you're another Scouter  
On the trail wawks with the Scouts  
When the leader gives out a shout  
he calls a Pow  
You should answer to him with a  
shout we call a Wow.

A GRAND TIME IN CUBBING  
(Tune: "Tipperary")

It's a grand time we have in cubbing,  
Let us laugh while we may,  
With a song for every moment  
Of the whole bright cheery day.  
Who cares for being gloomy?  
Or what's the use of tears?  
When we know that Cubbing leads to Scouting,  
And that lasts for years!

IF YOU KNEW CUBBING  
(Tune: "If You Knew Susie")

If you knew Cubbing, like I know Cubbing;  
Oh, oh, oh, what a game. And if you're willing, there's none so filling  
Oh, oh, there's lots of fun; and its so thrilling.  
So, if you're eight, nine, or ten, come join us; get into a den  
Cause, if you knew Cubbing, like we know Cubbing; oh, oh, what a game!

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 Webelos,  
As into good Cub Scouts we grow.  
Every Cub is true to the Gold and the Blue,  
And he never forgets the fact  
That all the fun a boy could want  
He can find in a Cub Scout Pack.

CUB SCOUTING SONG  
(Tune: "Sidewalks of New York")

Cub Scouts, Cub Scouts, help the pack go,  
And then the Cub pack in its turn  
Will help Cub Scouts to grow.  
Following Akela, the Cub Scouts give goodwill.  
And that's why we're with them still.

# STAFF





## ACKNOWLEDGEMENTS

### STEERING COMMITTEE

Calvin C. Jack  
Joe Farrell  
Diane DeLong  
Dave Meditz  
Jane Napier  
Cecil O'Dell  
Ken Naylor  
Joe Schmidt  
Pat Saviano

Pow Wow Director  
Council Training Director  
Program Director  
Book Chairman  
Midway Chairman  
Physical Arrangement  
Support Chairman  
Recognition Chairman  
Promotion Chairman

### MIDWAY STAFF

Loretta Bunce  
Mary Wojtkiewicz  
Judy McBurney  
John McBurney  
Judy Kizzire  
Carolyn Bogart  
Linda Wattenbarger  
Karol Cipra  
Pam Bilyeu  
Betty Crane  
Sandy Donnelly  
John Donnelly  
Dorothy Lackland  
Belinda Dolt  
Gene Dolt  
Jody Kapone  
Francis Kapone  
Clay Kapone  
Lawrence Napier  
Rachie Giese

### PROGRAM

#### AREA CHAIRPERSONS

Diane DeLong  
Donna Holland  
Jim DeLong  
JoAnn Lile  
Judy McBurney  
Charlene Naylor  
Kay Duncan  
Pat Miller  
Ivy Lang  
Vicki Auld  
Bill Price  
Jan Baxendale

Program Chairman  
Asst. Program Chairman  
Asst. Program Chairman  
Staff Trainer  
Area Chairman  
Area Chairman  
Area Chairman  
Area Chairman  
Resource Chairman  
Area Chairman  
Area Chairman  
Den Leader Coach Trainer

PROGRAM

PACK ADMINISTRATION

Pat Miller  
Steve Roberts  
Ron Johnson  
Mary Smith  
Mickie Hodapp  
Melvin Reece  
Teri Gregory  
Mary Wojtkiewicz

Pack Activities  
Program Updates  
Pack Ceremonies  
Blue & Gold Organization  
Cub Scout Sports Program  
Pack Activities  
Pack Activities  
Pack Activities

PROGRAM

CRAFTS

Merle Hess  
Kay Duncan  
Susie Hill  
Marcie Brittian  
Helen Stoskopf  
Sherry Osiek  
Linda Perry  
Theresa Streitenberger  
Doc Streitenberger  
John Blakenship  
Susie Draper  
Ivy Lang  
Diane Keane  
Brian Osiek  
Donna Amis

Neckerchief Tie Slides  
Pantry Painting  
Pantry Painting  
Electricity  
Blue & Gold Crafts  
Holiday Craft  
Hand Puppets  
Woodworking  
Woodworking  
Woodworking  
Scrap Craft  
Scrap Craft  
Neckerchief Tie Slides  
Holiday Crafts  
Blue & Gold Crafts

PROGRAM

DEN BASICS

Vicki Auld  
Dr. Jerry Wycoff  
Roy Thomas  
Diane Thomas  
Judy Yeager

Alternative Resources  
Boy Behavior  
Junior Leader Utilization  
Field Trips  
Creative Communications

PROGRAM

MISCELLANEOUS

Jan Baxendale  
Lou Sprague  
Shirley Wheeler  
Joan Williams  
Ardie Ferrin  
Jack Bittman  
  
Gayle Davidson  
Jack Bittman  
Shirley Wheeler  
Carmen King  
Margaret Showalter

Den Leader Coach Seminar  
Den Leader Coach Seminar  
Den Leader Coach Seminar  
Den Leader Coach Seminar  
DL Rap Session & Staff Trn.  
Cubmaster Rap Session &  
Committee Member Session  
Day Camp Rap Session  
Den Leader Coach Rap Session  
Day Camp Session  
Day Camp Session  
Day Camp Session & Assistant  
Training Chairman  
Staff Trainer  
Staff Trainer

Diane Mackay  
Joe Dekat



PROGRAM

PROGRAM ENRICHMENT

Judy McBurney  
Jane Ann Gorsky-Goodwin  
JoAnn Lile

Gerry Allen  
Linda Davis-Blissing  
Chris Krogh

Mike Bonfiglio  
Donna Bonfiglio  
David Moffet

PROGRAM

PROGRAM PIZZAZZ

Carol Cox  
Gary Cox  
Nicole Cox  
Vicki Saviano  
Annette Williams  
Kathy Smith  
Mike Smith  
Rebecca Bowen  
Emitt Bowen

PROGRAM

THEME ROOM

Peggy Danahy  
Wanda Dahnke  
Nancy Gay  
Diane Hall  
Dee Dee Elkins  
Penny Bailey  
Phil Bailey  
Charlene Naylor  
Eric Elkins

PROGRAM

WEBELOS

Bill Price  
Wayne Lile  
Kelsie Clark

David Stuppy  
Steve Matthew  
Marv Goldberg

Ken Gerald

Jim Thomapson

Bob Gribble  
Rodney Parr

Area Chairman  
Parent Involvement  
Uniforming & Staff  
Trainer Chairman  
Uniforming  
Handicapped Scouting  
Duty to God, Country &  
Community  
Motivation  
Motivation  
Family Camping

Games  
Games  
Games  
Songs  
Skits & Costumes  
Stunts, Tricks, Puzzles  
Stunts, Tricks, Puzzles  
Indian Heritage  
Indian Heritage

Our American Heritage  
Exploring Alaska  
Exploring Alaska  
Exploring Alaska  
Knight in Armour  
Viking Discoveries  
Viking Discoveries  
Area Chm. & Staff Trn.  
Knight in Armour

Webelos Area Chm.  
Webelos to Scout Transition  
Webelos I-Aquonaut & Sportman  
Webelos I-Athlete & Fitness  
Webelos II-Artist & Scholar  
Webelos II-Showman & Traveler  
Webelos III-Citizen &  
Communicator  
Webelos III-Readyman & Family  
Member  
Webelos IV-A.Craftsman  
Webelos IV-A.Handyman  
Webelos IV-B.Engineer  
Webelos IV-B.Scientist

PROGRAM

WEBELOS (con'd)

Ron Jenness

Gary Wolz

Webelos V-Forester &  
Naturalist  
Webelos V-Geologist &  
Outdoors

POW WOW BOOK

Leona Dekat  
Joe Dekat  
Charlene Naylor  
Ken Naylor  
Becky Schmidt  
Joe Schmidt  
Sandy Meditz  
David Meditz

Book Staff  
Book Staff  
Book Staff  
Book Staff  
Book Staff  
Book Staff  
Book Staff  
Book Staff

PROMOTION

Robin Musgrave  
Crystal & Jay Fahnestock  
Nancy Gay  
Marcie Benz  
Kay Duncan  
Pat Ranfro  
Kenny Beers

North Star  
Lone Bear  
Kaw  
Blue Elk  
Thunderbird  
Thunderbird  
Twin Rivers

RECOGNITION

Teri L. Price  
Becky Schmidt  
Joe Schmidt

Social Chairman  
Social Chm. Ast.  
Recognition Chairman

REGISTRATION

Fern Lamberd

Registration Assignments

SUPPORT

May Fain  
Ruth Duvall  
Helen Buck  
Mike Stock  
Jewel Aubuchon  
Joe Schmidt

kat  
10/18/88

