

United Way

INDIANHEAD COUNCIL
St. Paul, Minnesota



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St. Paul, Minnesota



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SCOUTING/USA

A program for Tiger Cubs, Cub Scouts, Boy Scouts, Varsity Scouts, Explorers, and Career Awareness Explorers.

**INDIANHEAD COUNCIL
BOY SCOUTS OF AMERICA, INC.**

Charles L. Sommers Scout Service Center
393 Marshall Avenue, St. Paul, Minnesota 55102
Telephone: Area Code (612) 224-1891

Dear Cub Scout Leader:

Congratulations! You are attending Cub Pow Wow. As Pow Wow Chairpersons, it is our hope that you will find this to be a fun-filled experience. A chance to increase your knowledge, improve your skills and gain enthusiastic attitudes about Cub Scouting - a virtual learning extravaganza. We are sure you will find this a great place to meet old friends and make a few new ones. We hope, too, that everyone, both experienced and new, will come away with your batteries recharged and a willingness to renew your commitment to the purposes of Cub Scouting.

It has been both an honor and a privilege to have worked with such an outstanding staff as we have assembled for this year's Pow Wow. Indeed, it is their willingness to serve, and their dedication to the Cub Scout program that will make this a truly memorable day for all of us.

Yours In Cub Scouting,

Joan and Dan Beaudoin
Pow Wow Chairpersons

*Serving MINNESOTA counties of Ramsey, Washington, Chisago, Rice, Scott, Dakota, LeSueur, and Anoka;
WISCONSIN counties of Pierce, St. Croix, Polk, and Burnett.
Supported by "Friends of Scouting" and the general public
through the UNITED WAY.*

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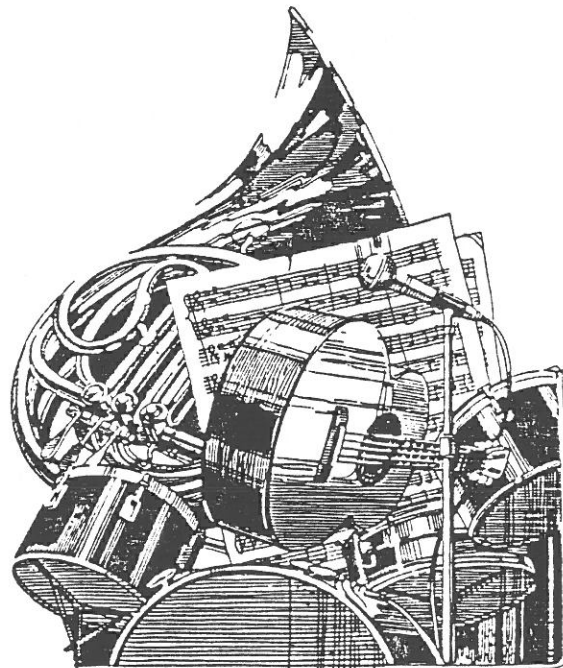
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Editor's Note:

Nearly all of the items in this POW WOW book have appeared in other BSA literature or common reference helps and it has been compiled to aid Cub Scout Leaders in providing a varied program.

Special thanks go to Carol Forrest for aiding in the retrieval of the computerized information, and to Susan Reese for being a willing sounding board.

Strike Up the Band for Good Cubbing,
Linda Rawlings
1988 POW WOW book editor



Composer's
Notes

"Leaders Helps"

CUB LEADER HELPS

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PURPOSES OF CUB SCOUTING

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

In 1930, the Boy Scouts of America designed a new program for boys younger than Scout age. It was called Cub Scouting. Since then, it has grown to be the largest of the BSA programs. Cub Scouting is a year-round, home-centered program emphasizing involvement between boys and their parents, boys and their leaders, boys and their friends.

In Cub Scouting boys, families, leaders, and chartered organizations work together to achieve the following objectives:

Influence a boy's character development and spiritual growth.

Develop habits and attitudes of good citizenship.

Encourage good sportmanship and pride in growing strong in mind and body.

Improve understanding within the family.

Strengthen a boy's ability to get along with others.

Foster a sense of personal achievement by developing new interests and skills.

Provide fun and exciting new things to do.

Show a boy how to be helpful and do his best.

Prepare him to be a Boy Scout.

WHAT CUB SCOUTING DOES FOR BOYS

Cub Scouting gives boys a lot of fun and enjoyment. Singing, hiking, playing games, yelling, making things, and of course eating are some of the activities. Happy boys are usually healthy boys.

Cub Scouting enables boys to learn many new skills. They learn to do things and to take care themselves. They become skillful with some of the tools of this technological age.

Cub Scouting gives a boy a chance to live, dramatize and capture a sense of history. By participating in den skits at pack meetings, they have an opportunity to learn about and re-enact important events in their American heritage.

Cub Scouts learn some of the fundamental elements of teamwork as they share with one another. Self discipline and self-control make it possible for everyone to have a better time. Team play is more fun than disorganized individual play.

Cub Scouting gives boys a chance for new experiences; an opportunity to visit businesses and organizations in the community and expand their understanding of how their community works.

Cub Scouts learn something about how to take responsibility for their appearance, for their conduct and for their own achievement. When such habits and patterns are set early in life, the boys continue to behave responsibly.

Cub Scouts develop feelings for belonging to a larger group than just their family,, school, or community. They are part of the World Brotherhood of Scouting.



ORGANIZATIONAL STRUCTURE

NATIONAL HEADQUARTERS

1325 Hill Lane
Irving, Texas 75002-1296

The Chief Scout Executive is James L. Tarr.

The Boy Scouts of America is divided into six regions; Northeast; North Central; Southeast; South Central; East Central; Western.

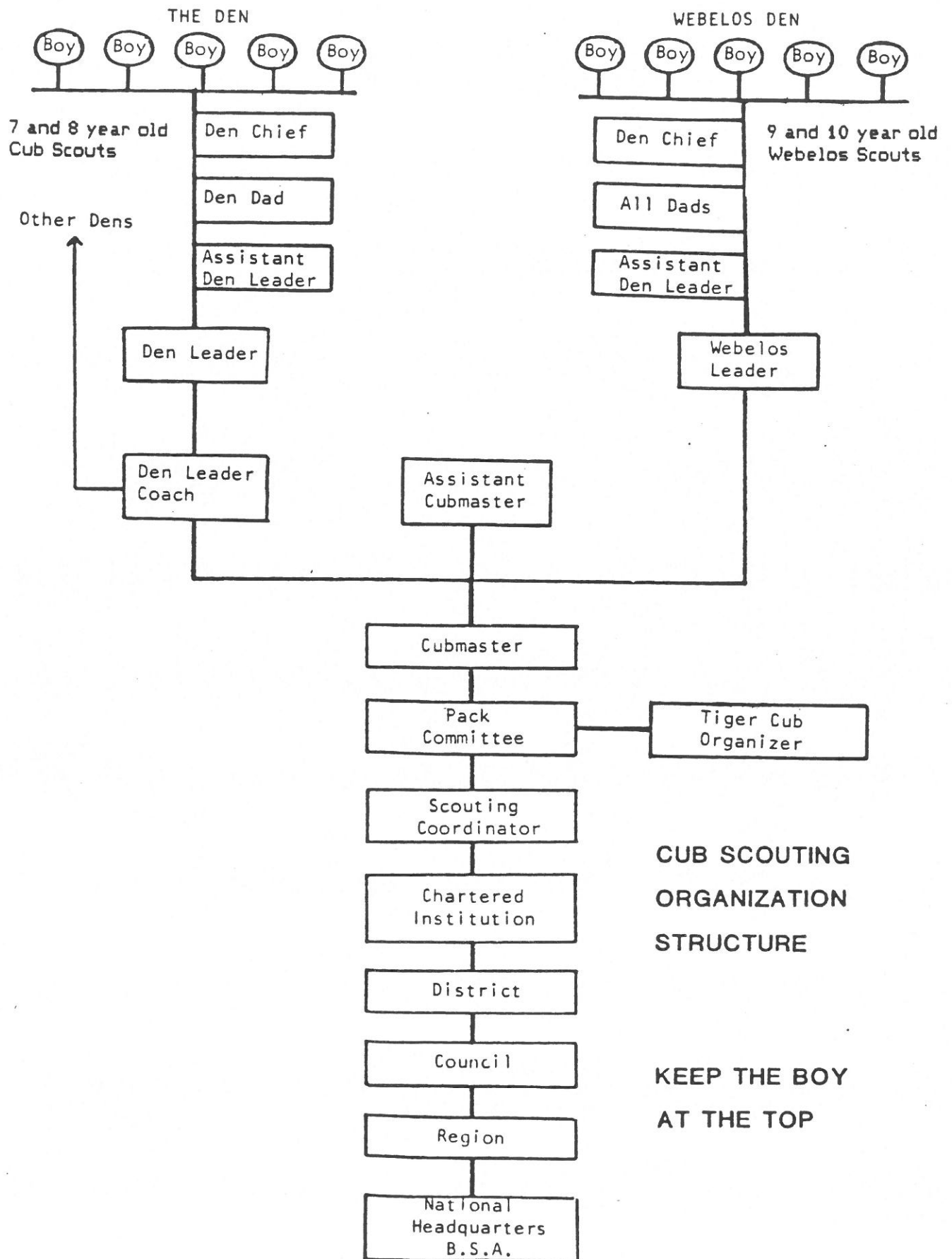


REGION

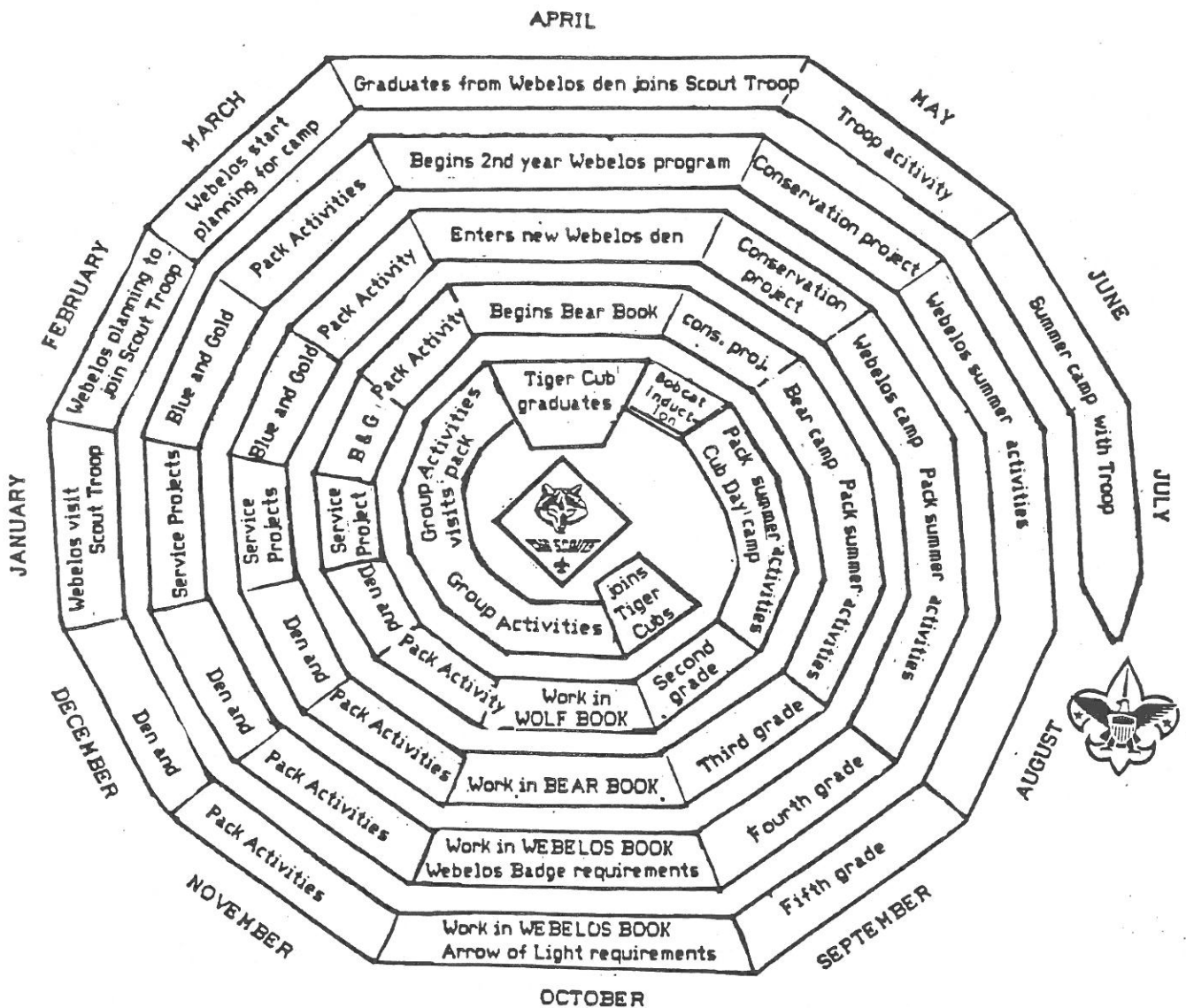
INDIANHEAD COUNCIL

is a part of the North Central region.
The North Central region consists of 12 states represented by 43 councils.





THE CUB SCOUT CYCLE



The diagram shows the path and schedule that a boy takes through the Cub Scout program and into Boy Scouting. To follow his course, start in the center as a first-grade Tiger Cub. Whenever a boy joins Cub Scouting he earns the Bobcat badge first, then starts on the path at the point that corresponds with his standing in school.

THE CUB SCOUT PATH

First Grade TIGERS

September Joins with an adult at Round Up for Scouting
Sept-April Works on Tiger group activities. Meets with Pack once or twice during the year.
April Works on Bobcat requirements
May Graduated into the pack, his Tiger group may form a new den and starts meeting weekly.
June-August Participates in summer activities. Attends Cub Day Camp.

Second Grade WOLF CUB SCOUT

Sept-April Den meets weekly, prepares for monthly pack meeting. Completes Wolf requirements with parents, works on arrow point electives through April.
April His den receives Bear scarves at pack meeting.
May Den begins working in Big Bear Book.
June-August Participates in summer activities. Attends Cub Day Camp and/or resident Bear Camp.

Third Grade BEAR CUB SCOUT

Sept-April Den meets weekly. Completes Bear requirements with parents, works on arrow point electives through April.
May Den forms boys into first year Webelos den. Webelos den holds weekly meetings and plans for summer activities.
June-August Participates in summer activities. Attends Cub Day Camp and/or resident Webelos Camp.

Fourth Grade WEBELOS FIRST YEAR

Sept-April Weekly meetings with outdoor emphasis. Completes Webelos Award requirements with activity badge counselors at den meetings.
May Upon completion of fourth grade, boys begin work on Arrow of Light requirements.
June-August Participates in summertime activities. His Webelos den has occasional outdoor meetings.

Fifth Grade WEBELOS SECOND YEAR

Sept-April Weekly meetings to complete Arrow of Light requirements. During this time he and his den will visit local Boy Scout Troops and participate in some joint activities and learn about Scout Summer Camp.
April Graduated out of the pack in an impressive ceremony. Welcomed into Scouting by Scoutmaster of the troop he is joining.
May Starts attending troop meetings.
June-August Attends Summer Camp with his new Scout Troop.

DIFFERENCES BETWEEN BOY SCOUTS/CUB SCOUTS

The first streaks of the sun slant down over the ridge and rouse you from deep sleep to greet a new day. You stretch and worm out of your sleeping bed to dress. Outside your tent you pause to drink in the glory of the sunrise, and fill your lungs deep with the clean morning air.

Suddenly you notice a slight movement in an upwind thicket. Gradually you make out a young deer grazing peacefully. Why, with all its sharp sense of smell and hearing, has it not noticed you? You know -- because you're a Boy Scout.

It has rained during the night, but inside your tent you have been dry and comfortable. The rivulets racing down the hillside have failed to get in under your shelter. How did you protect yourself? You knew how -- because you're a Boy Scout.

Breakfast time. How do you get dry wood? How do you build your fire? How do you fry bacon and flip your flapjacks? You know -- because you're a Boy Scout.

Camp cleaned up, you and your buddies hit the trail with a light pack and a silent step. You see birds and animals, insects and fish, at home in their natural haunts. Are those raccoon or mink tracks in the muddy trail? Why is this tree trunk badly scarred, that one full of tufts of animal hair? Is that a teal, a mallard or a loon? You leave the trail behind you. You chuckle together as you recall the lost Indian who, when found by his friends, said: "Ugh! Me no lost. Wigwam lost!" You're not lost either. You can find your way with map and compass, and by reading the signs of the woods. Evening falls, and you sit around the campfire with the other fellows. You spin yarns, sing old favorite songs, plan big things for tomorrow. Perhaps you don't know why you feel so good all over. But you do -- because you're a Boy Scout.

It is fun to be a Boy Scout -- to hike, to camp, to live in the open...to swim and paddle a canoe...to follow in the footsteps of pioneers who led the way into the wilderness...to look up at the stars and dream.

PROGRESSION INTO SCOUTING

Before we get into the actual differences of the Scouting programs it might be enlightening to understand how the progression of scouting takes place. As a very young boy (now in the first grade) a boy can join Tiger Cubs. As a Tiger Cub the boy starts to learn about the scouting program but primarily by working as a team

with his parents and accomplishing his tasks in this manner throughout his first year. Hopefully he will be invited to his pack meetings during the year to get to know about Cub Scouting.

From being a Tiger Cub and working with his parents he will become a Cub Scout where he is a member of a small group called a Den and a larger group of several Dens called a Pack. As a Cub Scout he will understand how to work with other adults such as his Den Leader but also be part of the Pack and learn to advance in ranks and achievements with family support and approval.

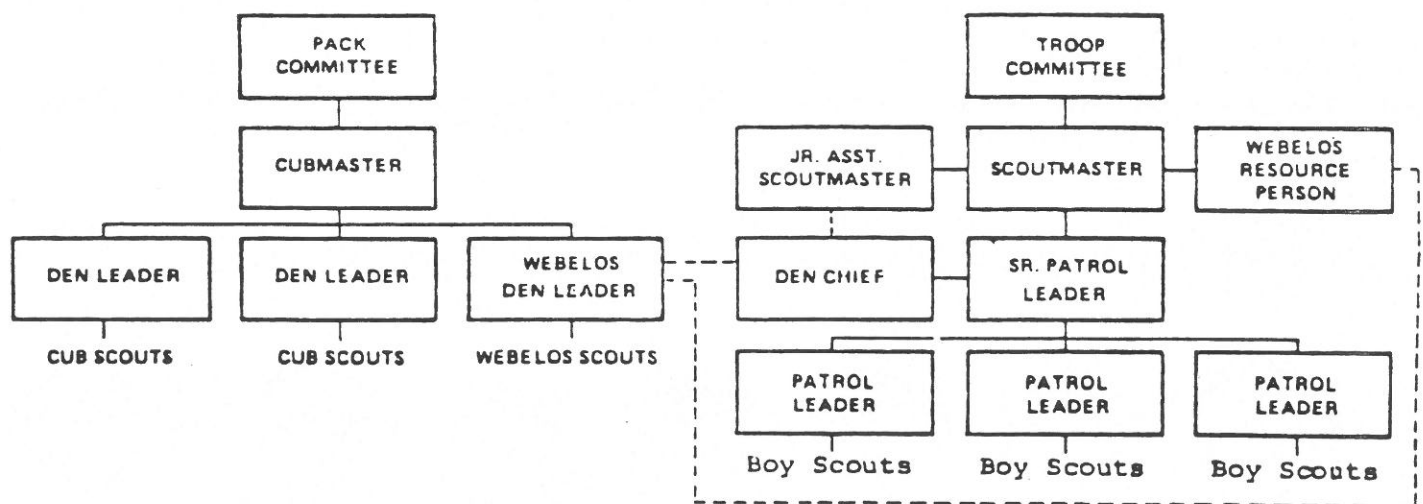
The Cubs fourth and fifth school years he will transition into the Webelos where he works not only with a Webelos Den Leader but with the help of a Den Chief who brings some of the Boy Scout environment into the Webelos training.

From being a Cub Scout and Webelos Scout who are helped at every level by an adult the scout will transition into the Boy Scouts and will primarily work on his advancement on his own but still being part of a group.

THE BOY SCOUT PROGRAM

When a boy joins the Boy Scouts he will be part of a group of approximately 8 boys called a patrol which is much like a Den except that instead of having a Den Leader as an adult the patrol has a patrol leader that is one of the boys. Several of these patrols make up a troop (Pack) that is headed up by a Scoutmaster and his Assistant Scoutmasters. (See troop organizational chart below)

PACK-TROOP ORGANIZATION CHART



The troop is run by the same kind of ideals such as:

SCOUT OATH OR PROMISE

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

SCOUT LAW

As a scout I will be: Trustworthy, Loyal, Helpful, Friendly,
Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and
Reverent.

SCOUT MOTTO

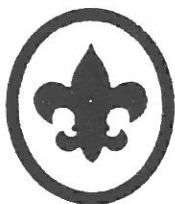
Be Prepared

SCOUT SLOGAN

Do a Good Turn Daily

ADVANCEMENT IN BOY SCOUTING

The advancement program of Scouting provides a forward-moving series of tests. It sets standards for passing them. It offers awards to the Scout who meets the tests, in the form of special badges. As you study the tests for each major step forward, for each rank in Scouting, you will see that there is a certain pattern to them. For all ranks, you are required to show active Scout participation in your troop and your patrol. You are required to master certain Scout skills. You must show Scout spirit: you must show that you know the ideals of Scouting and are trying to live up to them.



Boy Scout badge



Tenderfoot



Second Class



First Class



Star



Life



Eagle

There are seven ranks in the Boy Scouts: Scout, Tenderfoot, Second Class, First Class, Star, Life and Eagle. The basic scout skills are learned starting with the Scout rank through the First Class Rank. Primarily these ranks are attained by passing skills approved by his leaders which lead to awards called Skill Awards (much like activity badges but more intense). When the scout has achieved the requirements for each rank he must attend a Scoutmasters Conference where the boy sits down one-on-one with the Scoutmaster and talks about his achievements. Once the Scoutmaster has approved his achievements the boy then goes through a Board of Review where there will be at least one adult leader and probably two other senior scouts that will take the boy through a review of his accomplishments. When he is approved for his rank he is usually presented the badge of rank immediately and is recognized formally at a Court of Honor.

From the First Class rank through Eagle the boy transitions Skill Awards and just knowing an overview of a subject to a more intense form of achievement called the merit badge and working on a subject with an adult that is a professional in the field. Merit badges are used to encourage the boy to increase his skill in things he likes to do and to challenge him to try out new activities that may result in new interests or hobbies. These may even start him on his life's work. At each of the higher ranks he has to attain more merit badges and by the time he reaches Eagle he will have at least 21 merit badges of which 11 are required. (There are well over 100 different merit badges to choose from)

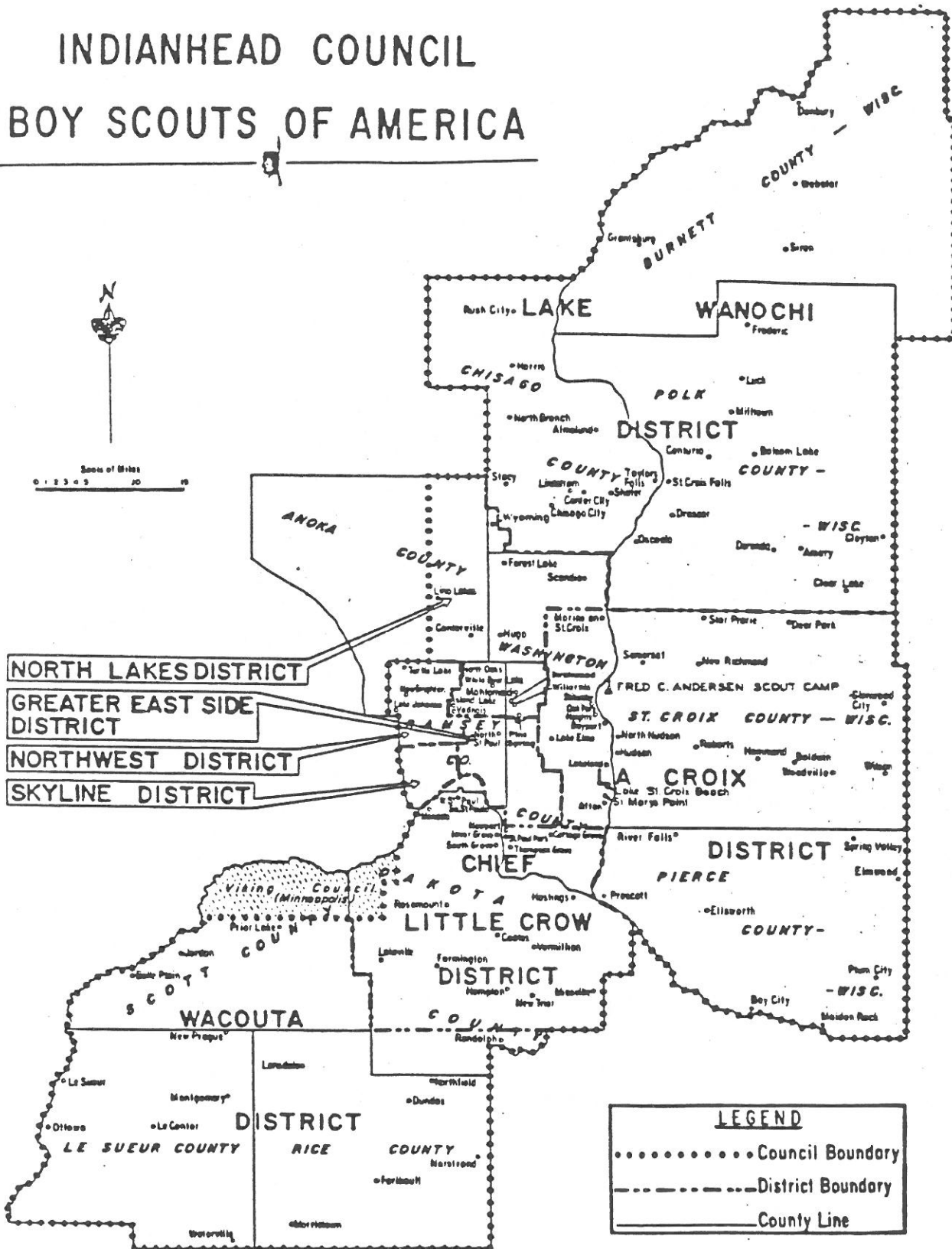
To attain the Eagle rank the scout must do all of the above plus show that he can use the leadership skills he has learned the past years in an Eagle Project where he will plan, and recruit others to actually do a project for others. He is recognized nationally and is recognized at a special Eagle Court of Honor.



Eagle Award

That's the basics of Boy Scouting...to learn more and have fun at the same time.....GET INVOLVED!! YOUR BOY AND OTHER BOYS WILL APPRECIATE IT!

INDIANHEAD COUNCIL BOY SCOUTS OF AMERICA



THE ORGANIZATION OF THE DISTRICT

There is something to remember about organizational machinery. If we have just the right amount of it, and if it is kept as simple as possible, it will work for us. If we have too much, and it is too complicated, we will work for it.

A well-organized district focuses upon the work to be done, not upon complicated charts with too many slots to fill. The clearer and simpler the plan, the easier it is for volunteers to understand how they fit in. Community resources such as key personnel, organizations, and financial leaders are to be noted and invited to participate in the support of district operation.

All district, no matter their size, carry out the same standard functions. The exact method of organizing to carry out the functions is left more flexible. A very small district may find the district committee working as a committee of the whole. Another small district may find it adequate to have one or two volunteers assigned to each function. A low-income district may organize its functions around the neighborhood. But most districts need more organization and more people than that.

Low-income, inner-city, and rural districts may organize their functions around neighborhoods or on a decentralized small-area basis. In these districts, major variations in structure and operation are necessary to fit the needs of inner-city and rural communities. Formal long-term structure on a district level is minimal. The plan relies heavily on the short term, task-oriented work of volunteers in contrast to year long formal assignments.

The key meeting for unit volunteers

is the neighborhood planning and training meeting. In this meeting, the three elements of training, providing (roundtable) program resources, and helping with actual unit program planning all occur at the same time, in the same place, and under the leadership of the same unit service persons.

Each district, regardless of size, has a district committee to coordinate the work of the district. Beyond that, the typical district would usually have a committee for each of the functions. How large should the committees be, and how many subcommittees? Here is the criterion: enough committees with enough members to accomplish the standard district functions effectively. It is as bad to be underorganized as overorganized.

The District Committee

This committee coordinates all the functions of the district for the purposes of:

- a. organizing and supporting quality-program units
- b. carrying out the policies and objectives of the council
- c. extending the program to the greatest number of youth.

District committee members are elected annually in the district annual meeting. All Scouting coordinators (selected by community organizations operating units) are automatically members of the council and of their district committee, thus providing close tie-in with chartered organizations.

The district chairman should be a person who is universally recognized in the community as outstanding because of his character and achieve-

ments as a leader with executive ability. He has a positive personality and organization experience that inspire confidence and that will win support for Scouting. Because of his business and social relationships, he should be able to help the council in securing adequate financial support from his district.

The role of the district chairman includes the following points:

1. He is strong in his belief in Scouting and is the caliber of person who can organize the actions of others.
2. Knows what he wants to achieve, where he wants to go and how to get there.
3. Associates himself with enough of the right kind of people to help him do the various jobs that have to be done.
4. In brief, he does three things--
 - a. Plans clear goals and objectives with completion dates and deadlines.
 - b. Recruits the proper personnel.
 - c. Gets results.

The district chairman, and vice-chairman as needed, are the elected officers of the district. They are nominated by the district nominating committee after clearing through the council nominating committee. The district chairman serves as a member of the council executive board for purposes of two-way communication and coordination between the council and the district. The district chairman, after consultation with the district Scout executive, recommends a district commissioner to the executive board for appointment and commissioning. (In some councils the district nominating committee is also involved in this process.)

Committees of the District

The committees of the district have the responsibility to carry out the four functions on behalf of the Cub Scout, Boy Scout, Explorer, and Varsity Scout programs. If there is an Exploring division in the council, it serves the needs of organizing and supporting posts. Since some district functions are more technical in nature, specialists in each phase of the program are included as members.

The chairman of each district function is a member of the like council function (except for finance and camp promotion which are options of the council).

The Membership Committee

This committee may work as a committee of the whole or form itself into subcommittees. These subcommittees have been found effective:

1. Planning and information gathering. This group keeps the membership committee informed of conditions and needs of the district, conducts boy-fact surveys, and recommends district membership goals.
2. Relationships with community organization. Helps establish and maintain healthy relations with community organizations and conducts such events as district relationship conferences.
3. Unit organization and reorganization. Schedules units to be organized or reorganized each year and carries out the schedule. In some districts this subcommittee is composed of one to three specialists for each phase of Scouting, each group recruiting and training a volunteer for organizing each scheduled new unit.

The Finance Committee

The council finance committee carries the major responsibility for finance. Some districts use district finance committees, and some use only a district task force for planning and conducting the annual sustaining membership enrollment. Where a district finance committee is used, its chairman usually serves on the council finance committee and the district committee.

Councils raise their operating budgets in a variety of ways. Included in most are the United Way, Friends of Scouting, and the council fundraising project. Therefore, the structure of the district finance committee depends on local circumstances.

The Program Committees

The program function deals with the Cub Scout and Boy Scout programs and with Exploring, as well, if there is no Exploring division. The program functions are so varied, and so large in scope, that most districts will require a committee for each function.

Camp Promotion / Outdoor Activities

The camping and outdoor activities of the Cub Scout, Boy Scout, and Explorer programs differ so fundamentally that program specialists are usually needed for each program.

1. Cub Scout outdoor activities. This group plans and carries out the district's share of Webelos dad-and-son overnights, resident Bear camps and Cub Scout day camps. They help Cubmasters schedule a balanced plan for each year.

2. Boy Scout camping. This group interprets the place of camping in the Boy Scout program and promotes troop participation in the council camp and

high-adventure activities.

3. Explorer outdoor activities. Exploring specialists work with Advisors and Explorers to select and conduct outdoor events.

All groups join in functions such as planning the district's outdoor and camping approach, and goal setting and achievement.

Activities and Civic Service Committee

This committee serves packs and troops, and post also if there is no Exploring division. The committee can be divided into service and activities sections as conditions require. Members who are familiar with each phase of Scouting are needed for program-related activities.

The Training Committee

The committee serves all phases of Scouting. The nine functions of the committee can be handled by the committee as a whole. However, a small group of specialists for each program is needed to recruit, train, and supervise the work of Cub Scout, Boy Scout, and Explorer trainers.

Advancement and Recognition

This committee serves the Cub Scout and Boy Scout programs. Since the committee must visit all units at least annually to interpret advancement and evaluate progress, specialists for each program are usually needed. The number needed will depend upon the number of packs and troops in the district. The district is responsible to see that an up-to-date merit badge counselor directory is available.

THE COMMISSIONER STAFF

The district commissioner staff is composed of the district commissioner, assistant district commissioners as needed, roundtable commissioners, and unit commissioners.

The district chairman, after consultation with the district executive, recommends a district commissioner to the executive board for appointment and commissioning. (In some councils the district nominating committee is also involved in this process).

The district commissioner works closely with the district chairman and the district executive; these are the "key three" of the district. They meet frequently to coordinate the work of the district and assess its progress.

The district commissioner has the following additional responsibilities:

1. Recruits, appoints, trains, supervises, and motivates the commissioner staff so that all units in district receive regular helpful service.
2. Conducts regular meetings of the district commissioner staff for purposes of coordination and morale.
3. Stimulates commissioner to establish and maintain a system of frequent visits to each unit, feed back problems through regular meetings of the district commissioner's staff and review the organization of plans to solve such problems.
4. Oversee the charter renewal procedures and systems to assure that each unit reregisters on time at its optimum strength.
5. Attends district meetings and reports on the condition and needs of units. Keeps current on all develop-

ments and new ideas, including the use of program planning tools, and sees that units are informed.

6. Serve as a member of the district Key Three and meet weekly with the district chairman and district executive to secure the help of functional committee in meeting specific unit needs.

7. Works closely with roundtable commissioners to ensure quality results and sees that roundtables are well attended.

8. Encourages his staff to have all units on the pack and troop budget plan, thus encouraging all units to subscribe 100 percent to Boys' Life.

9. Cooperates with the district chairman and district executive in appraising the district's progress against the 10 Tests of Successful Scouting.

10. Friends of Scouting enrollment. Encourages all units to participate in this fund raising drive.

11. Participates in the council's commissioners conferences under the leadership of the council commissioner.

Roundtable commissioners are responsible to the district commissioner for planning and operating successful Cub Scout and Boy Scout Leader roundtables each month. Roundtable commissioners, assistant district commissioners, and unit commissioners are appointed by the council executive board on the recommendation of the district commissioner, district committee, and the Scout executive.

How Large a Commissioner Staff?

This is determined by the number of units in the district. No unit commissioner can function at his/her best when serving more than three units. Therefore a good rule of thumb is to divide the number of units by three, then recruit that number of unit commissioners. Far too many unit commissioners are serving too many units. It is a full-time volunteer job to be responsible for the success and well-being of three units and their leaders. For every five unit commissioners there should be an assistant district commissioner.

The Nature of Unit Service

The most important thing a commissioner or service team member does for a unit leader is to prove that somebody cares about him. This person is the connecting link between the Boy Scouts of America and the unit leader. When the relationships with the chartered organization are not strong, it is this person who tries to strengthen them. When the unit leader is discouraged, it is this person who encourages. When the troop committee is not helping enough, it is the commissioner who meets with it on behalf of the Scoutmaster. Even when there are no problems, it is the commissioner who works closely enough with the unit leader to prevent future ones, and to prove the district cares.

There is a simple formula for success: The commissioner is assigned not more than three units and is responsible for their success and the well-being of their leaders. This person does at least two things each month for each unit:

1. He or she visits a unit meeting and stays long enough to evaluate how things are going and to talk with the unit leader. The theme of the con-

versation is: "How are things going, and how can I help?"

2. He or she phones each unit leader between unit-meeting visits to see if help is needed.

These two simple acts can lift a leader's spirit. Even if no help is needed it is reassuring to know it is available. Regular contacts twice each month create a positive feeling about the district and council. This is essential if a unit leader is to feel good about the job. Of course, if there is a specific problem, the commissioner meets more often until it is resolved.

Should the unit commissioner know all about unit operation? Well, it would be nice, but is not necessary. It is important, however, to know how to deal with common problems, and absolutely necessary to know where to get help with the special problems. He or she must care enough never to let a question go unanswered or a problem unresolved. That is the final test of a good commissioner.

How the Commissioner Works with Other District Volunteers

The wise commissioner is never reluctant to call other district volunteers into unit situations to help meet special needs. It is encouraging to unit leaders to discover there are people besides the commissioner who are ready and able to help. It increases the reputation of the commissioner with unit leaders and helps keep all district volunteers aware that their first responsibility is toward unit leaders. The effective commissioner also keeps in touch with all of the key people within the chartered organization. He or she makes sure that there is harmony between the unit and members of the organization. Problems are not allowed to fester.

UNIFORMS AND INSIGNIA

The Boy Scouts of America has always been a uniformed movement. Its uniforms help create a sense of belonging to the largest organization of this type in the world. Uniforms symbolize character development, citizenship training, and personal fitness.

Wearing a uniform gives youth and adult members a feeling of:

Personal Equality - The uniform represents a democratic idea of equality, bringing racial, economic, religious, national, ethnic, political, and geographical differences together in the Scouting tradition.

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

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

Personal Commitment - It is a constant reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purposes of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.

Pride - A Cub Scout doesn't become uniform conscious overnight. Leaders and parents must recognize the importance of wearing the uniform correctly and set a good example which will influence the boys. All leaders should promote the wearing of the correct, complete uniform on all Scouting occasions.

UNIFORM POLICY

The official uniforms are intended primarily for use in connection with activities of the Scouting movement. The uniforms shall not be used:

- When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating, in uniform, in local council-approved money earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout Show tickets or Pearsons Nut Rolls but may not be worn for unit fundraising projects of selling candy or light bulbs.

- When engaging in a distinctly political endeavor.

- When appearing professionally in any entertainment medium without the specific authority of the executive board.

CUB SCOUT UNIFORM

What is the first thing a boy wants when he becomes a Cub Scout? The uniform, of course. The distinctive blue and gold uniform is undoubtedly one of the major incentives for young boys to become Cub Scouts. It is graphic evidence that they belong, that they are members of the world's largest boys' organization - The Boy Scouts of America.

The uniform also does these things for a boy:

- It reminds him to live up to the Cub Scout Promise, Law of the Pack, and motto: "Do Your Best."

- It encourages neat, correct appearance as well as proper behavior.

- It provides the only place for proper display of his badges and

awards.

- It reminds him of the steps along the Scouting trail and encourages him to continue into Boy Scouting.

UNIFORM INSPECTION

Dens and packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. A pack uniform inspection is necessary for charter renewal and to earn the Quality Unit Award. The unit commissioner will be glad to assist with the inspection. The following materials are available at the Scout Service Center:

- Lady Scouter Uniform Inspection Sheet #70-012
- Cub Scout Uniform Inspection in den and pack (information) #70-045
- Cub Scout/Webelos Scout Uniform Inspection Sheet #70-275
- Scouter Uniform Inspection Sheet #70-277
- Uniform Inspection Unit Award (certificate) #70-567
- Uniform Inspection Award Pocket Certificate #70-568

SQUARE KNOTS

Embroidered knots, representing medals with pendants and certificate awards earned, are worn on the field uniform centered above the left pocket, in rows of three, with distinguishing color (not white) to the wearer's right. There is no order of precedence for square knots. (Medals are worn for ceremonial occasions only, such as Blue and Gold banquet, district and council dinners, troop court of honor, etc.)

Men who earned the Arrow of Light

Award or the Eagle Scout Award as a youth are entitled to wear the appropriate square knot.

INSIGNIA FOR RED JACKET

The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their leadership corps patch centered on the right pocket. On all jackets, the Philmont or other high-adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket. Members of the National Eagle Scout Association and Order of Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

RED PATCH VEST

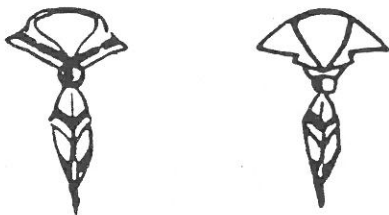
The red patch vest is now considered part of the uniform for Cub Scouts, adult leaders and Boy Scouts with two restrictions. The vests are not to be worn at uniform inspection or on formal occasions, and no badges of rank are to be put on them.

WEARING THE NECKERCHIEF

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



2. Place the neckerchief around the neck of the shirt, either with the collar turned under, or with the neckerchief worn under the collar.



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



4. The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.

The following neckerchiefs are approved for wear in Cub Scouting:

For Boys -

- Wolf - Gold Neckerchief
- Bear - Light Blue Neckerchief
- Webelos - Plaid Neckerchief

For Adults -

- Cub Scout Leader Neckerchief (dark blue with gold trim)
- Webelos Den Leader Neckerchief (plaid, similar to boys')
- Dark blue Cub Scout Trainers
- Wood Badge Training Neckerchief (if earned)
- District or roundtable neckerchiefs (but only worn at that special event)

HOW TO UNIFORM A PACK

Since the uniform helps achieve the

purposes of Cub Scouting, leaders will want to make sure all of the boys and adult leaders in the pack are completely and correctly uniformed. Leaders' attitudes toward uniforming are important and necessary. When leaders wear badges and insignia incorrectly, the boys get the impression that proper uniforming isn't required.

When a boy joins the pack, be sure to impress on his family the importance of the uniform, both to the boy and to the pack. Suggest that the boy begin his Cub Scout experience by helping to earn part of the cost of his uniform.

Once the pack committee has set a goal of 100 per cent boy and adult leader uniforming, there are many ways it can be accomplished. Here are some suggestions: Establish a pack uniform exchange. Boys graduating from Cub Scouting donate their "experienced" uniforms to the pack. Distribution is as needed. Emphasize the fact that "used" uniforms are "experienced" uniforms -- this adds some appeal from the boys' point of view.

Make arrangements with such agencies as Goodwill Industries, The Salvation Army and Volunteers of America to get Cub Scout and Leader uniforms which may be donated to them. Some packs aid these agencies in collecting used clothing and furniture in return for the uniforms.

Watch for garage sales and rummage sales. Schedule pack money-earning projects to earn funds to buy uniforms.

Encourage families and friends to give uniforms as gifts at Christmas and on birthdays. Some packs encourage proper uniforming by giving a new Cub Scout his pack and den numerals. These are bought regularly with funds from the pack treasury.

UNIFORM CHANGES FOR CUB SCOUTS

Coinciding with the launch of the new two-year Webelos program, changes are being made to the Cub Scout uniform.

The Webelos colors have been eliminated, although packs may continue to use them as long as they are available. The metal Webelos den numerals have also been dropped.

The U.S. flag insignia moves to the right sleeve of the uniform shirt at the shoulder seam for Cub Scouts and Webelos Scouts. The flag insignia will now be worn in the same position by all members of the BSA, youth and adults. Webelos Scouts with the khaki uniform will no longer have to move the flag when they become Boy Scouts.

Webelos Scouts will now use the same den numerals, worn in the same place on the right sleeve, as Cub Scouts. However, Webelos dens will also have the option of selecting a name, instead of or in addition to a number, and wearing the appropriate round "patrol" emblem on the right sleeve instead of the den numeral. (They may not wear both.)

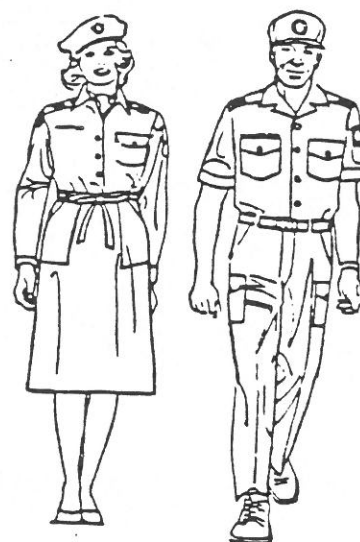
Webelos activity badges will be worn on the light blue front panel of the Webelos cap. New caps will have a fold-down plastic mesh shield inside which will prevent the activity badge backings from touching the boy's head.

As current supplies of activity badges are depleted, new full-color epoxy pins - slightly smaller and much more colorful than the current badges - will take their place.

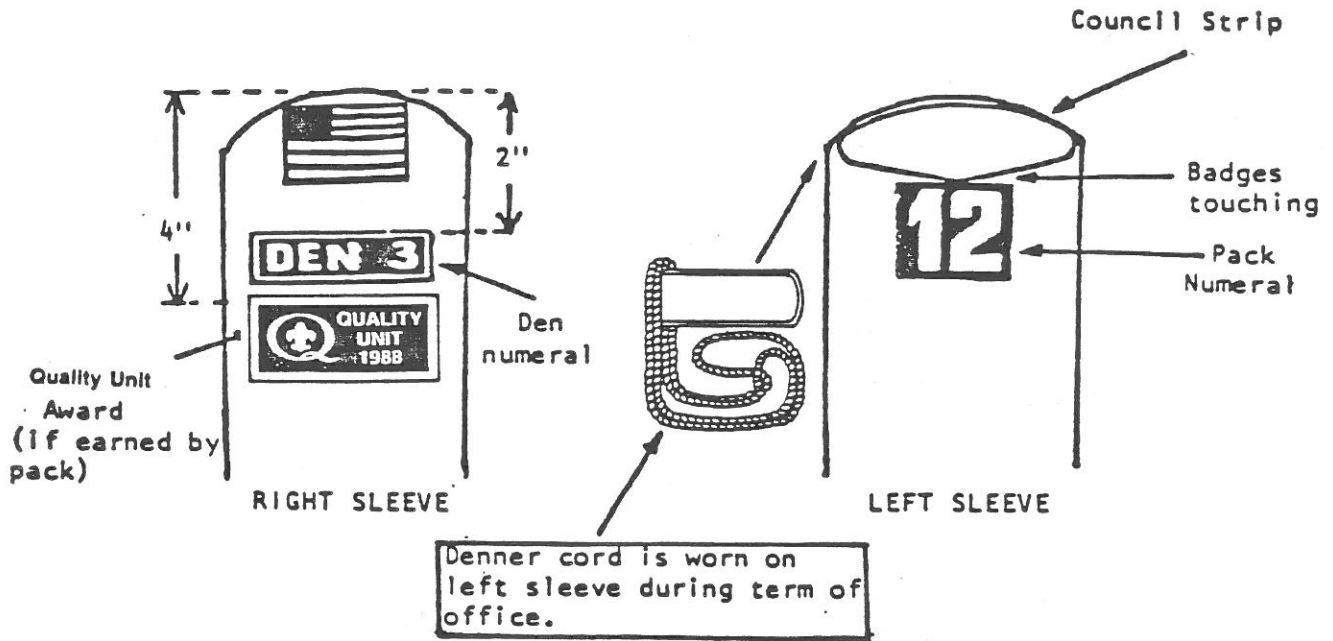
Finally, there is also a uniform change for adults. The blue and gold visored cap becomes the official headgear for all Cub Scout adult leaders - both male and female - with the exception of Webelos leaders, as-

sistant Webelos leaders, and Webelos den leader coaches, who will wear the Webelos visored cap.

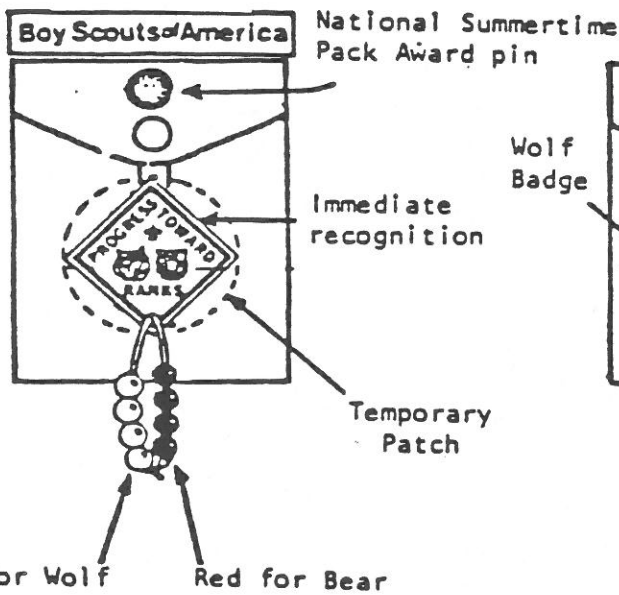
Headgear for female leaders is optional. Any of the old style caps and hats, including the blue "floppy brim" hat and blue beret for women and the khaki and red visored cap for men, may continue to be worn as long as they are serviceable.



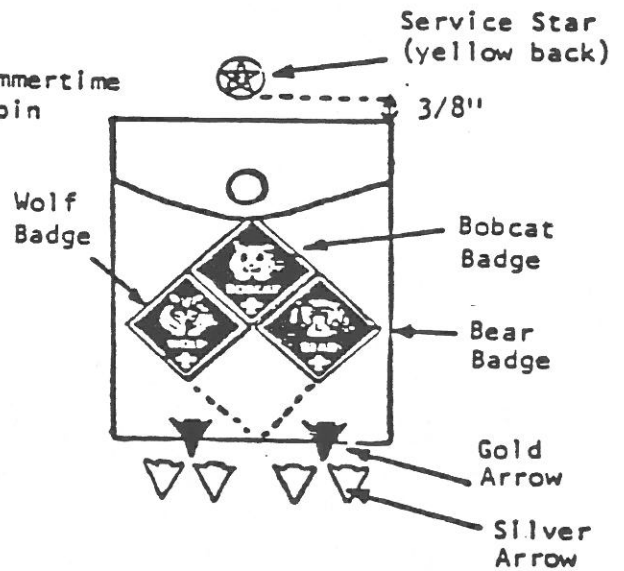
CUB SCOUT INSIGNIA



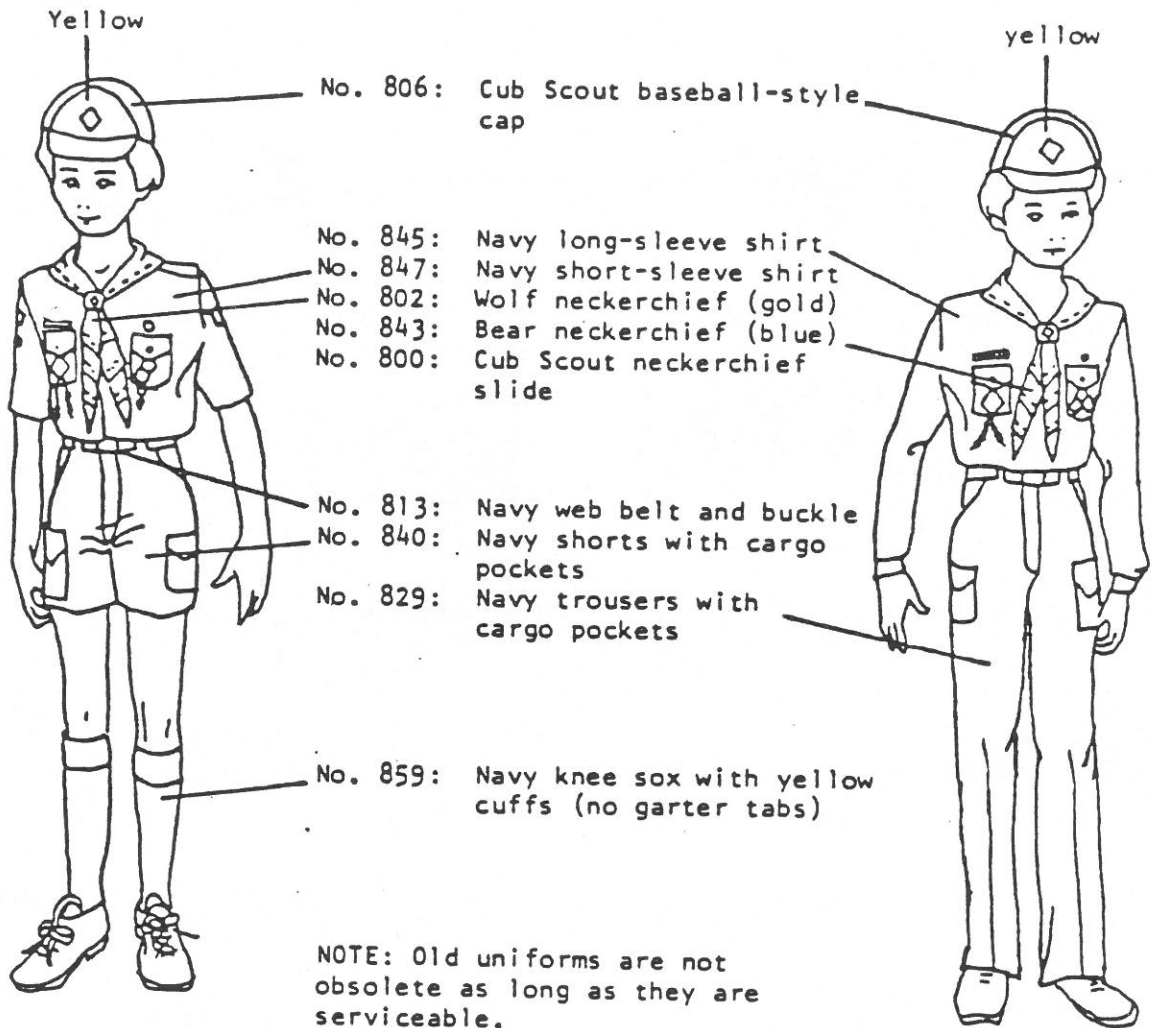
RIGHT POCKET



LEFT POCKET



CUB SCOUT UNIFORM



Warm-weather uniform

Year-round uniform

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



Cub Scout Slide

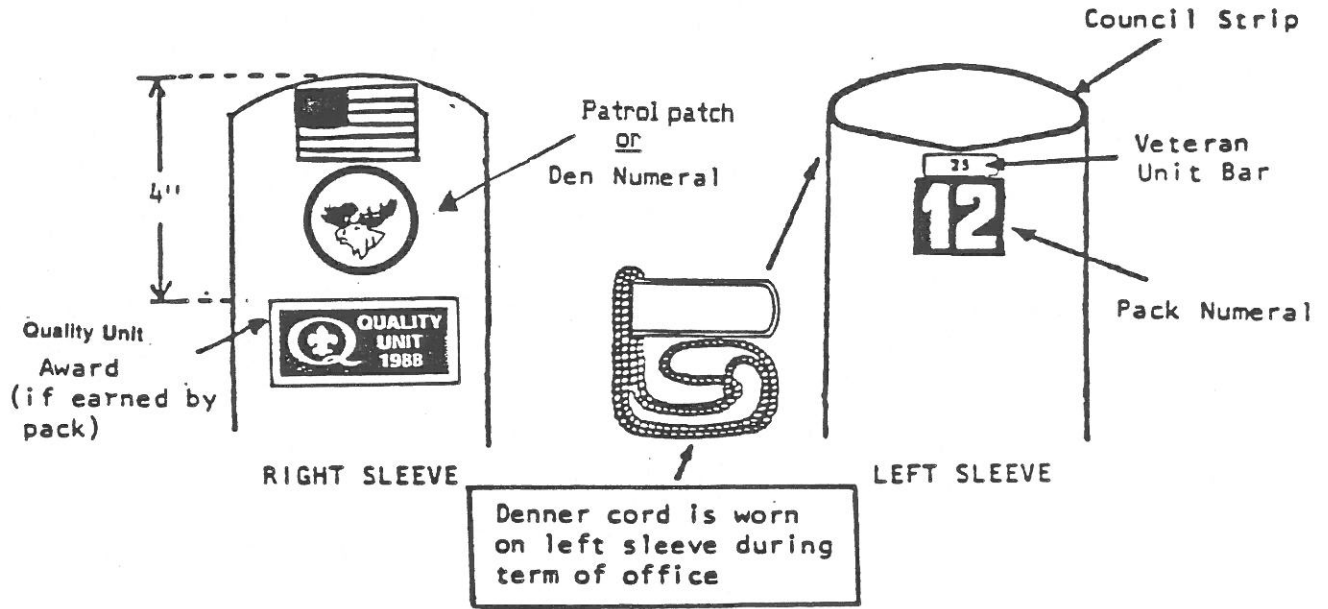


Webelos Slide

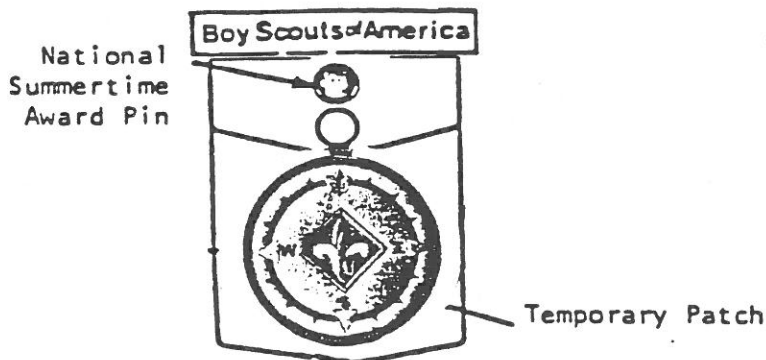


Boy Scout Slide

WEBELOS SCOUT INSIGNIA



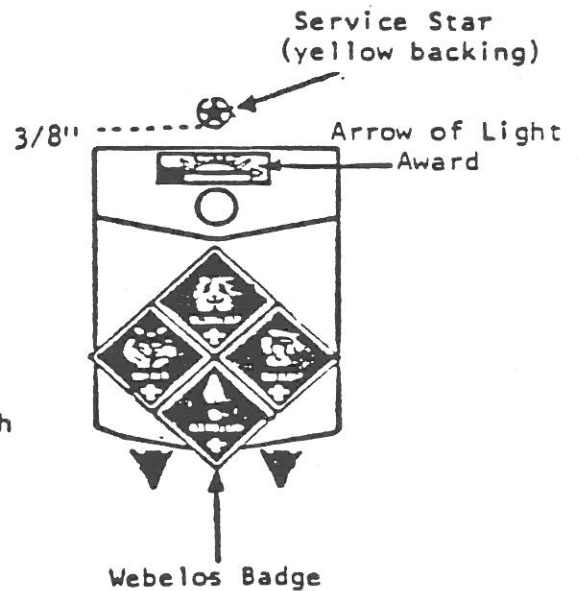
RIGHT POCKET



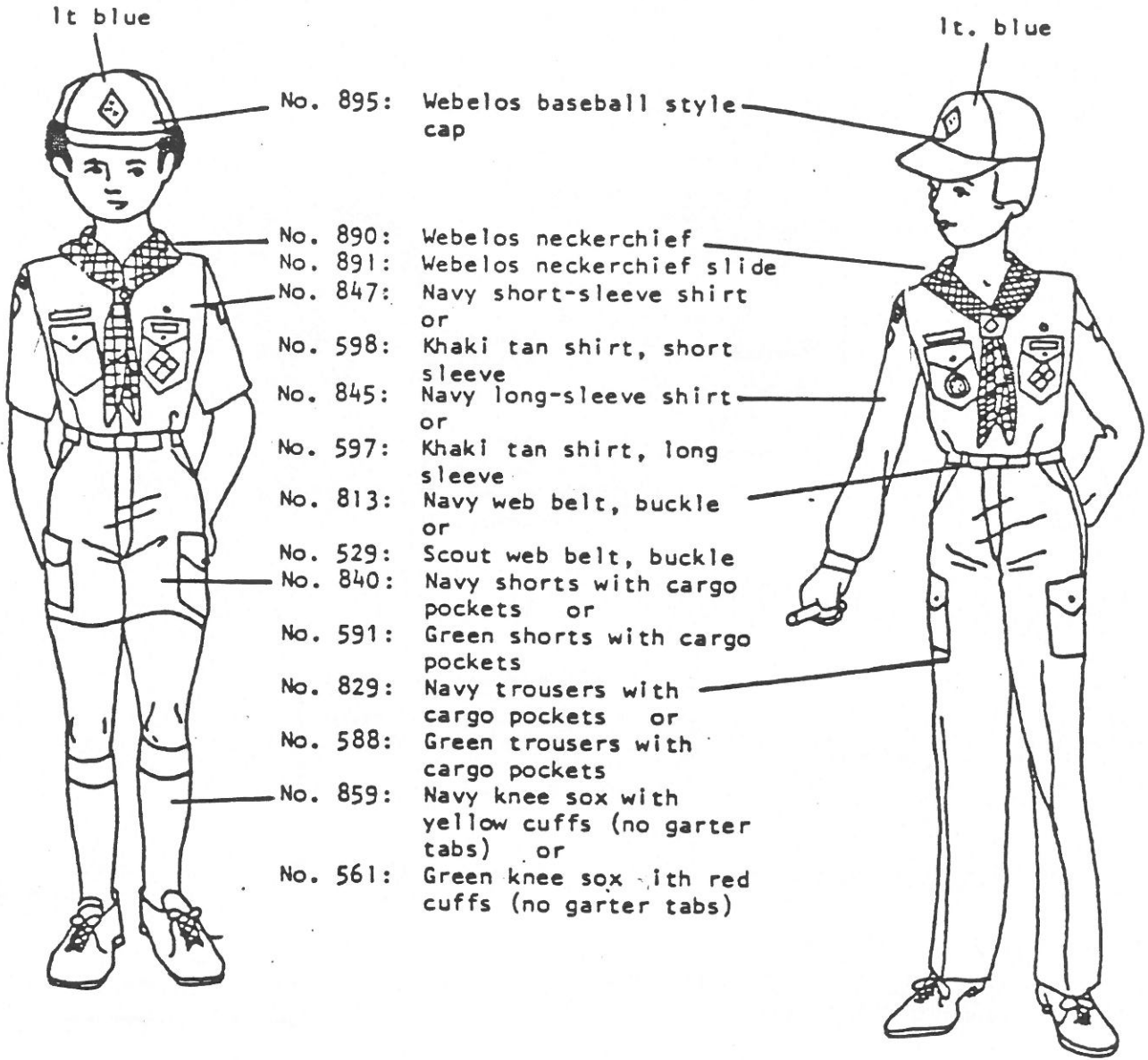
Compass Points

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

LEFT POCKET



WEBELOS SCOUT UNIFORM



lt. blue

lt. blue

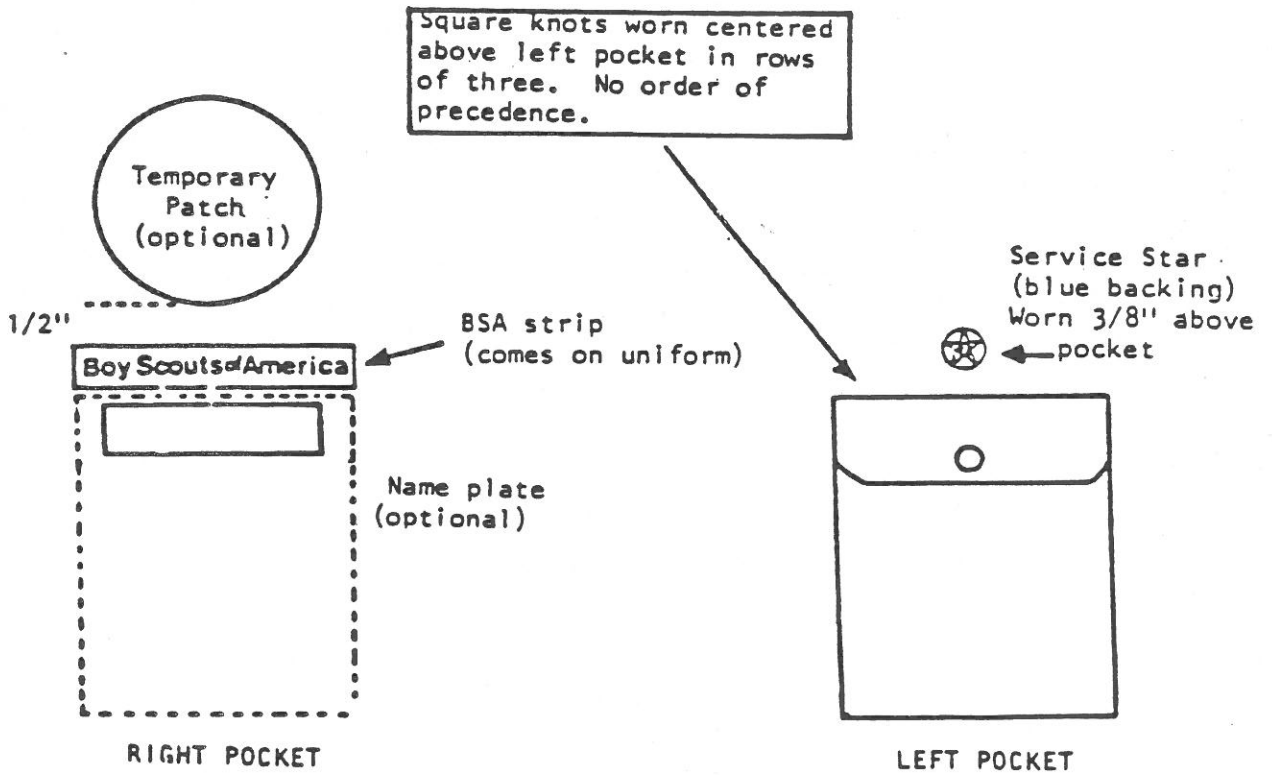
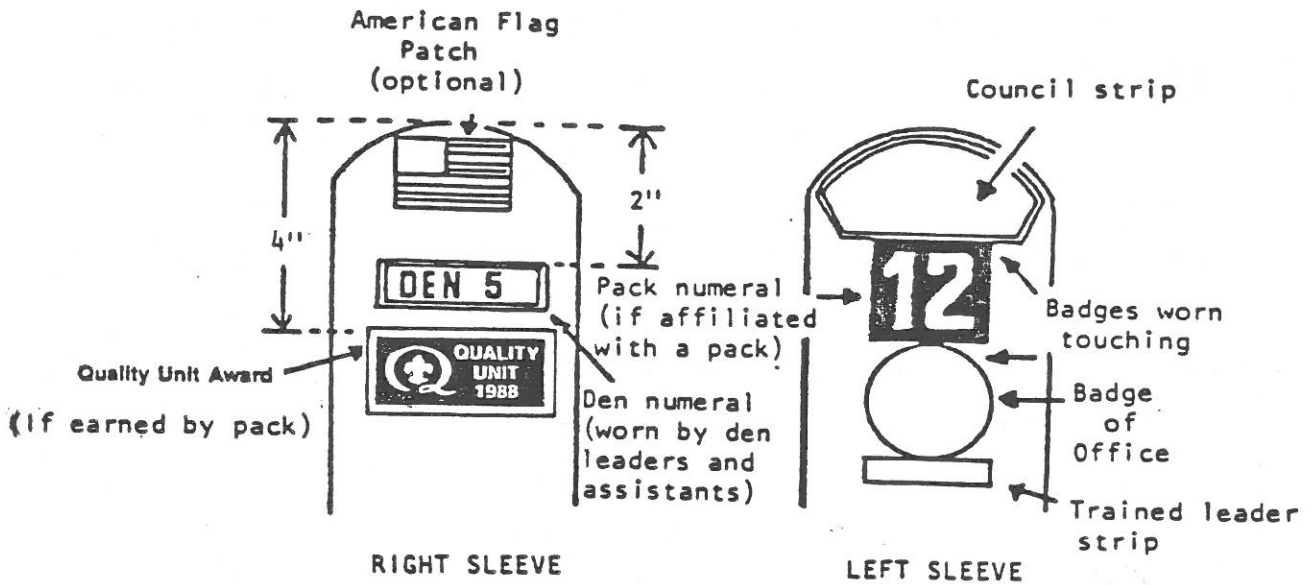
- No. 895: Webelos baseball style cap
- No. 890: Webelos neckerchief
- No. 891: Webelos neckerchief slide
- No. 847: Navy short-sleeve shirt or
- No. 598: Khaki tan shirt, short sleeve
- No. 845: Navy long-sleeve shirt or
- No. 597: Khaki tan shirt, long sleeve
- No. 813: Navy web belt, buckle or
- No. 529: Scout web belt, buckle
- No. 840: Navy shorts with cargo pockets or
- No. 591: Green shorts with cargo pockets
- No. 829: Navy trousers with cargo pockets or
- No. 588: Green trousers with cargo pockets
- No. 859: Navy knee sox with yellow cuffs (no garter tabs) or
- No. 561: Green knee sox with red cuffs (no garter tabs)

WARM WEATHER UNIFORM

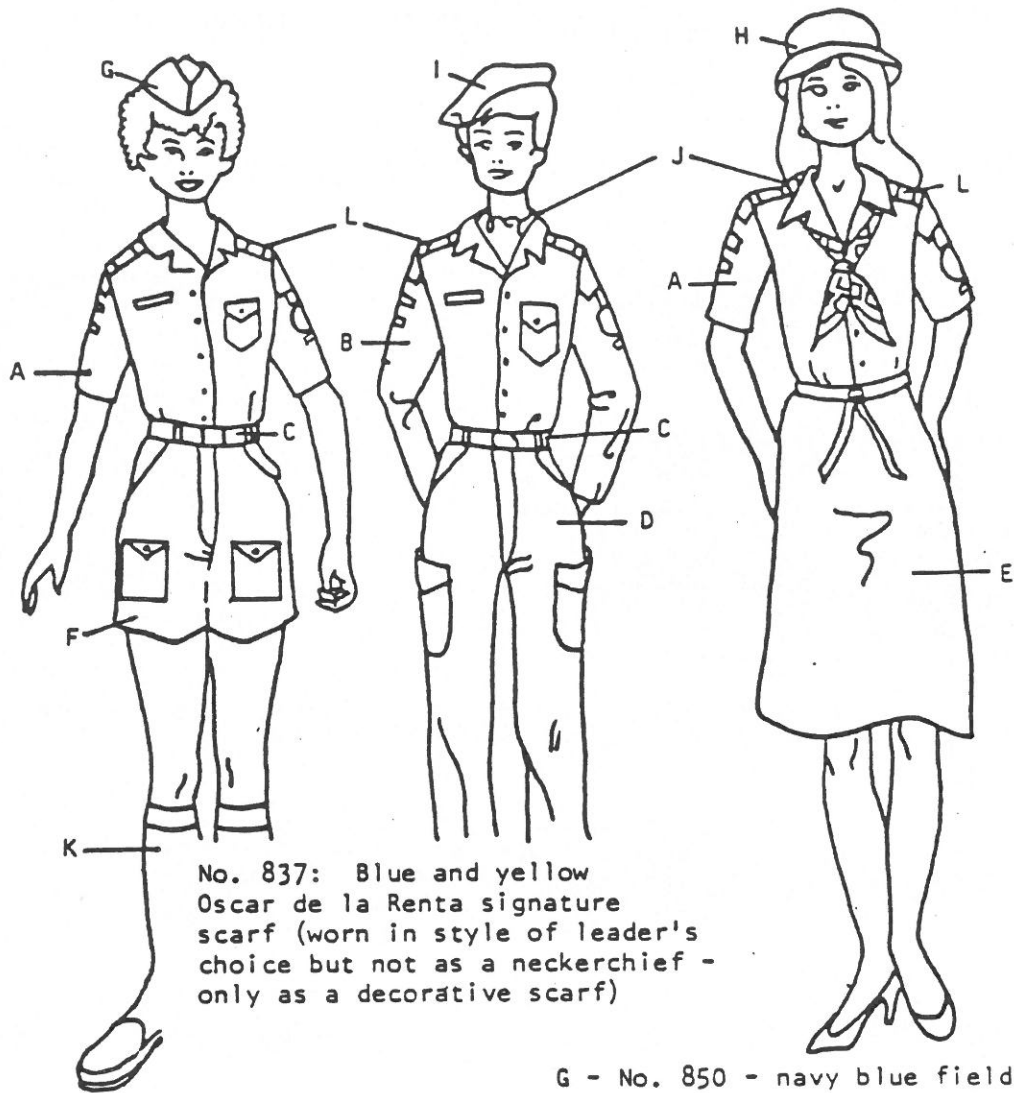
YEAR-ROUND UNIFORM

Note: Old uniforms are not obsolete as long as they are serviceable.

LADY CUB SCOUTER INSIGNIA



LADY CUB SCOUTER UNIFORM



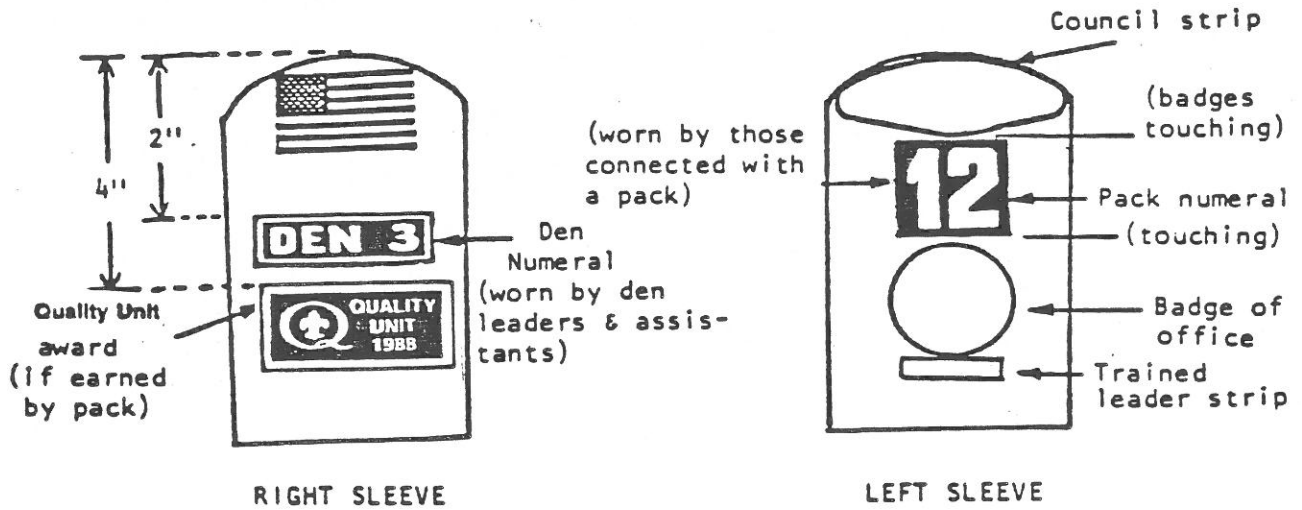
No. 837: Blue and yellow Oscar de la Renta signature scarf (worn in style of leader's choice but not as a neckerchief - only as a decorative scarf)

- A - No. 862 - short sleeve pale yellow blouse, 1 button flap pocket
- B - No. 866 - long sleeve pale yellow blouse, 1 button flap pocket
- C - No. 813 - Blue Web Belt
- D - No. 912 - navy blue slacks with button-flap pocket, front fly
- E - No. 916 - navy blue wrap-around skirt
- F - No. 913 - navy blue shorts with button-flap pocket, front fly

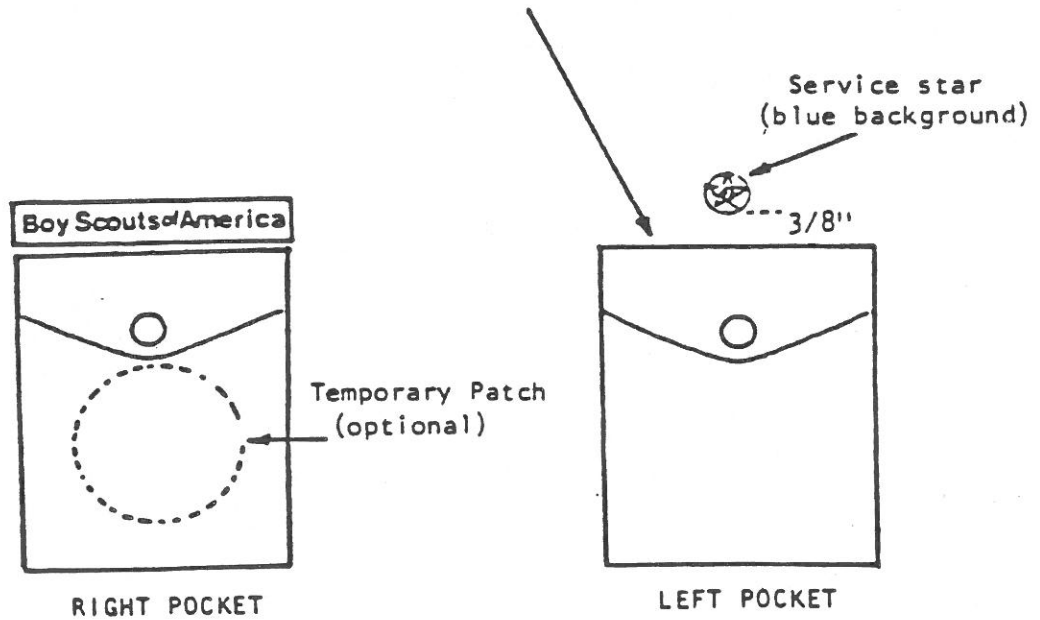
- G - No. 850 - navy blue field hat with Cub emblem
 - H - No. 849 - navy blue casual hat with Cub emblem
 - I - No. 851 - navy blue beret with Cub emblem
 - J - No. 837 - blue and yellow Oscar de la Renta signature scarf (worn in style of leader's choice)
 - K - No. 859 - navy knee socks with yellow cuff.
 - L - Epaulets with colored tabs
- No. 29C navy Cub Scout
29E silver council, district.

*BSA strip comes on blouses

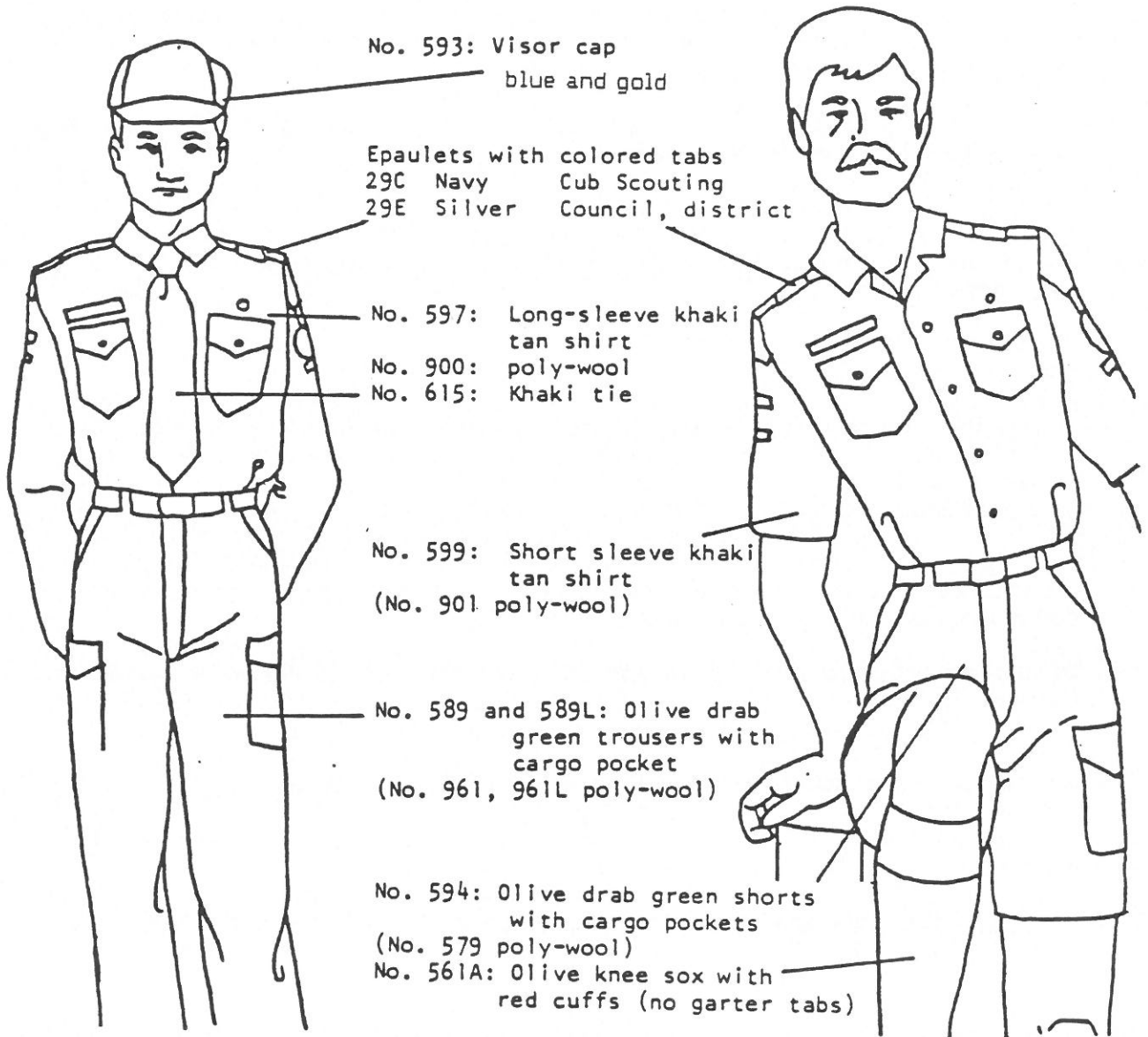
MALE CUB SCOUTER INSIGNIA



Square knots worn centered above left pocket in rows of three. No order of precedence.



MALE CUB SCOUTER UNIFORM



BSA strip comes on uniform

Note: Old uniforms
are not obsolete
as long as they are
serviceable.

The Legend

OF THE INDIANHEAD INDIAN



The area known as the Indianhead dates from the time the early native settlers came to the headwaters of the St. Croix River. A section of the eastern bank describes an Indian brave's facial profile and hence the name - Indianhead.

Today, the River's artistry is represented by the two sides of the Indian's face in the logo for the Indianhead Council.

The light side of his face signifies the Wisconsin portion of our Council, and the dark area Minnesota. The head of the brave crosses both sides of the River's line and serves to remind us the history of our Council is one of fellowship and unity in all endeavors.

The six bones of the brave's breastplate are marks of achievement he has won for himself and his tribe.

Today, they mark the six levels of advancement in the Scouting program. Each task is more difficult than the one before, and the corresponding bone is from a larger animal at each step. The last rank in Scouting is the Eagle and signifies a dedicated Scout who has finished all the tasks. His is a life of cheerful service.

An Eagle feather may only be worn by those who have challenged and proven themselves. The Indianhead Scouter earns the symbolic feather for his effort to do his best and help others in his daily life.

Behind the brave is a symbol of special meaning. Each person must decide for themselves what Scouting means to them. No two Scouts feel the same way and no two symbols will have the same meaning to its owners.

The colors of the emblem are also significant to today's Scouts:

ORANGE symbolizes a sense of pride and self-respect. Every Scout must have a strong sense of self-worth in the background of his experience.

DARK BLUE is a spiritual color in contrast to its use as shadow. Each Scout pledges allegiance to God in the Scout Oath and Law and in his daily life.

RUBY RED is a combination of two colors, RED, which is power, and VIOLET, which represents virtue or love. Each Scout understands the need for both strength and love in dealing with others.

WHITE is a symbol of piety, to show that each Scout is honest and true at all times - in his work, school or play.

And so today, the Indianhead Indian symbolizes the qualities in men and women that Scouting strives to develop in its youth members. The spirit of the young brave who sought so valiantly to protect and defend his family 100 years ago, today is found in the Scouters of Indianhead Council who live and teach the Scout Oath and Law.

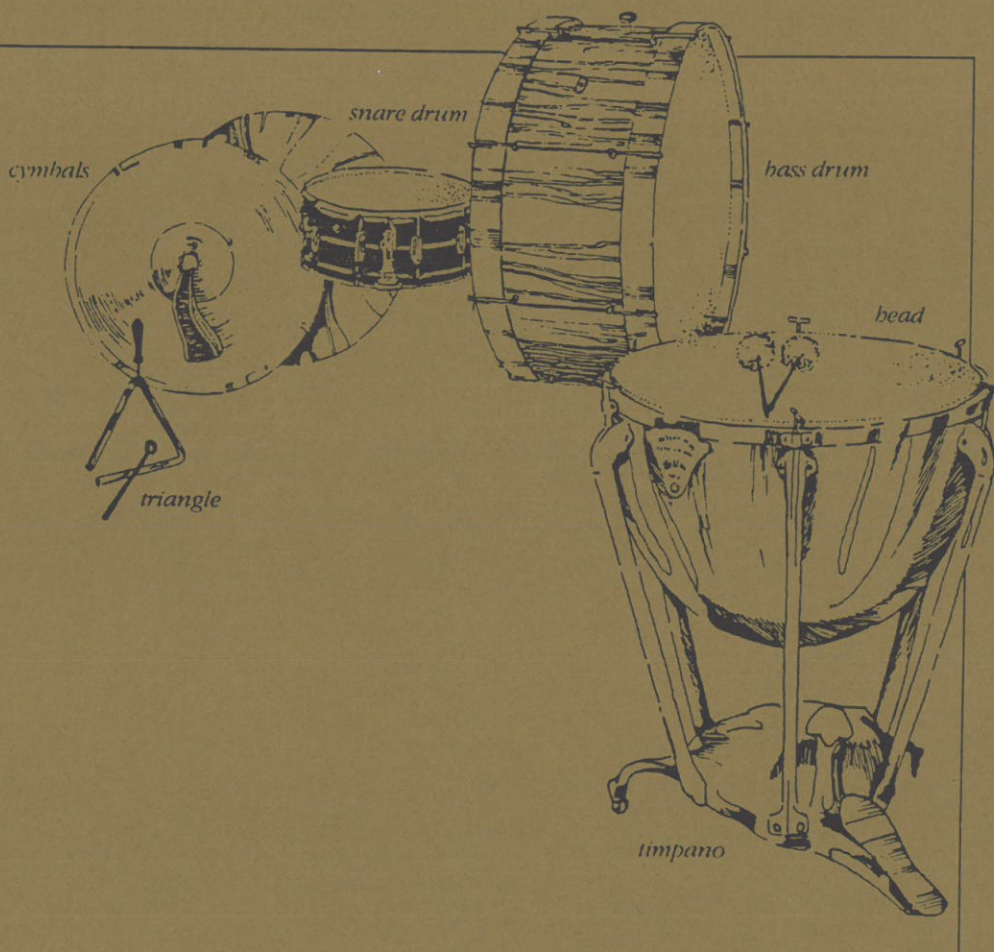
Keeping the

Band in Step ~

"Pack Management"

PACK MANAGEMENT

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PROGRAM PLANNING

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

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

There are some basic concepts to understand before planning is started. Cub Scouting is a year long, 12-month proposition. It has enough variables to meet the needs and desires of any boy, any place. The program is built around a monthly theme for 7 and 8 year old boys, while the Webelos dens with the 9 and 10-year olds use activity badge areas for each monthly program. The Cub Scout program should have variety, action and purpose. The program must be FUN for the boys and their families.

There are many places a Cub Leader may turn for specific ideas to help plan the program. Scouting Magazine and Cub Scout Program Helps should be consulted first. Do not forget Boys' Life and other Cub Scout literature. There are the boys' handbooks, Pow Wow books, Cub Leader Roundtables and local libraries. One thing is for sure: The Boy Scouts of America provide plenty of literature, etc., to help in this important planning task.

ELEMENTS OF PLANNING

The Cub Scout program should include:

1. **An Objective.** Program activities should meet the purposes of Cub Scouting and provide opportunities for physical, spiritual, mental and social growth. These are the lasting values.

2. **Theme** continuity from meeting to meeting, so things do not "just happen" for the sake of filling time. The monthly theme helps provide this continuity and is the focal point for all activities.

3. **Fun.** This is the reason the boys are there and why they will come back. Cub Scouting must be fun, not only for the boys, but for the whole family.

4. **Variety** in the activities used to achieve the purposes of Cub Scouting. Boys like to sample many different things. Include games, crafts, skits, songs, stunts, ceremonies, trips, and outdoor activities for a well-rounded program.

5. **Action.** Action songs, active games, skits, running, jumping, hiking, playing -- things that help the boys let off excess energy and benefit them physically and mentally. Boys need to "do" and not just watch.

6. **Boy Appeal.** Action, noise, hammering, sawing, playacting, experimenting, mystery, excitement -- types of activities that appeal to boys.

7. **Family Appeal.** Cub Scouting is a family program with families working and playing together. Activities should help strengthen and enrich families.

8. **Achievement.** Boys need recognition so they will feel a sense of achievement, while they are having

fun.

MEMBERSHIP

9. **Resources.** Make good use of all people, facilities, materials, and equipment available. Use the talents and skills of leaders, families, boys and neighborhood friends.

10. **Flexibility.** Have a backup plan. A change in weather may necessitate a change in program activities. Don't be tied to a program planned several months ago. If the circus comes to town; if schools are closed unexpectedly for an extra day; or if something special happens of a national or local nature, make use of that surprise item or time. Try something new.



The Boy Scouts of America is a membership organization. Its charter from Congress charges it to make its program available to all eligible youth. However, before a boy can derive the benefits of the Boy Scouts he must become a member.

Those who administer the Cub Scout program must serve the membership and actively seek and recruit youth members.

How to get Membership - Actually, the Cub Scout program is almost self-activation from the sense of sparking the interest of boys. However, it is important to communicate the basics of the program to the right people (parents - sponsors) at the right time (boys, ages 7-10) to start the membership-ball rolling. What do we need?

1. **Sponsoring or chartered organization** - The Boy Scouts of America does not actively operate the Cub Scout packs. These are units through which youth members receive the program and training offered by the Boy Scouts. The Scouting movement charters community organizations to use the program as a resource to serve their youth and families. The units belong to their chartered organization. The success of Scouting's impact on youth can only be assured when both the chartered organization and the Boy Scouts of America cooperate and each meets its obligations.

2. **Recruitment** - School Night for Scouting is a concerted effort, usually in the early fall in the school systems. One evening is designated for all parents to gather at the school and join with the pack in that school. Use of an annual round-up technique is recommended to bring new boys and leaders to the program. These techniques may also be used during the school year to

pick up new boys who have turned Scouting age or who finally decide they want to join also.

3. **Uniforming** - If your Scouts wear their uniforms to school activities, interest to join will be created in other boys. A happy Cub Scout in uniform is an effective recruiter among his peers.

How to Keep Membership - We cannot do much to affect the character and fitness of our Cub Scouts if they leave the program too soon. A survey a few years ago indicated that most American boys wanted to be Cub Scouts. However, despite the attraction to Scouting, more than one half of the boys drop out in their first year.

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

1. **Have Quality Leaders** - What is a "quality leader"? Obviously one who is trained to do his or her job; one who knows what programs adhere to the aims of the Boy Scouts of America and the purpose of Cub Scouting. Such a leader is knowledgeable, confident, uniformed, sets a good example, gives guidance, is firm but also fun, and lives by the Promise, Law of the Pack and Motto. Such a leader has a good attitude, is dependable and can make the purposes of Cub Scouting live in the life of a boy.

2. **Have a Strong Program** - A strong program is one built on the nine Purposes of Cub Scouting. It should be well planned, challenging to the boys and have plenty of active play and work. Most of all though, it must be FUN! Unless a Cub Scout finds the program fun, he becomes a probable drop-out. Year-round den and pack

activities are recommended to raise boy retention rates.

3. **Utilize Recognition and Advancement** - One of the results of a good program is advancement. Earning badges and other awards is very important to the Cub Scout age boys. Receiving their awards in special ceremonies is also important. So, regular advancement and recognition in ceremonies are vital to Cub Scout tenure.

4. **Get Parents Involved** - Packs with longest boy tenure are those which have parents who come to Pack meetings, take an interest in their son's advancement, help with special activities when asked and provide other assistance to the den and pack. Induct parents early...keep them longer. Parents need training too...so start off with Basic Orientation, use Parent-Talent Survey forms and involve them in the advancement ceremonies.

5. **Have Good Communication** - Boys, parents and leaders need to know what is happening in the pack and what is going to happen. Good communication is essential.

6. **Participate in District & Council Activities** - A pack should take part in district and council events such as Scout-O-Rama, Camporees, Physical Fitness, Cub Day Camps, and Webelos/father activities.

7. **Work with Chartered Organization** The pack committee must work closely with the Pack's sponsor. Such cooperation strengthens the leadership and resources of the pack and lengthens tenure of the boys.

8. **Practice Good Uniforming** - Cub Scouting is a uniformed organization. Most boys like to wear the uniforms. The largest and strongest packs are fully and correctly uniformed. It is important that the leaders set the

proper example and always appear in correct uniform at Scouting functions.

9. **Be Proud to be in Scouting** - A strong pack, with a strong program and committed leaders, develops pride in its members and this pride translates into tenure. Scouting is an organization equaled by none: Be proud to be a part of it!

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

MEMBERSHIP IN THE PACK COMMITTEE

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

1. **Know Your Parents** - As soon as a new family joins your unit, introduce them to the committee members. Use the Parent-Talent Survey sheet (available from the Scout Service Center) to find out about employment, hobbies, Scouting background, camping equipment and other resources. Have every parent complete one. Keep them available and refer to them frequently.

2. **Find the Best Recruiter in the Unit** - Find the person who knows many of the parents. Let him convince other people they are needed.

3. **Get Everyone Involved** - Give each committee member a job. This will dramatically increase their interest in the unit. However, continue recruiting even though the key jobs are filled.

4. **Make Sure Each Person Knows His Job** - This requires training, by

whatever method. The Boy Scouts of America has publications covering almost every job.

5. **Recruit Two-Deep Leadership** - Help every leader find an assistant, preferably someone whose son is younger than his own.

6. **Hold Regular Meetings** - Check your unit, district and council calendars for possible conflicts. Then set up a regular monthly committee meeting...same day, same time, same place.

7. **Appreciate the Value of Everyone's Time** - Be prepared! Have a printed agenda for every meeting. Dispense with unnecessary reports.

8. **Communicate** - Try to call each member once a month to see how things are going. This is a built-in early warning system for problems which need attention. Send a reminder of each committee meeting.

9. **Create a Friendly Atmosphere** - Treat each person on the committee as if he were a good friend, and soon he will be.

10. **Appreciate a Job Well Done** - It is impossible to wear out the phrase, "Thank You". Use it often. Come up with special awards for special occasions.

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



CUBMASTER'S CHECKLIST

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

1. Maintain a roster of the Chartered Organization leaders. Know their names and phone numbers, for example the PTA President, School Principal, Pastor, etc. Call on them for membership help.
2. Work with the Pack Committee Chairman in calling annual and monthly planning meetings. Pre-plan these meetings with the chairman.
3. Be sure the Scouting Coordinator actually conducts a liaison with your Chartered Organization. Also, be sure the Scouting Coordinator attends monthly District meetings and periodic Council meetings. He is your representative to those groups.
4. Conduct frequent visits with the Den Leader Coach. Watch for signs of faltering membership or lack of interest in the dens. Work with the DLC when necessary to replace a Den Leader.
5. Constantly recruit Committee Members. Look for "two-deep" leadership in all positions.
6. Stay in touch with your Chartered Organization. Even if you have an active Scouting Coordinator, try to visit your sponsor a least semi-annually and report on the status of the Pack.
7. Conduct monthly Committee meetings with the Chairman. Receive and review reports from all Committee Members especially those dealing with

membership, advancement, and program.

8. Observe all aspects of Pack activities and involvement to make sure the policies of the Boy Scouts of America are observed. Refresh your recollection of the policies periodically. (See Cub Scout Leader Book)
9. Help the Treasurer with the books and finances. Be sure you co-sign all checks.
10. Develop a list of Boy Scout troops in your area with the names and phone numbers of the Scoutmasters and Committee Chairman. Call on them for assistance in advancement ceremonies. They will also supply you with Den Chiefs. Encourage troop visitation by your Webelos.
11. Review your parent roster. Know their interests and resources. Use the Parent-Talent Survey Sheet. Try to visit with parents personally. You can talk with them before and after pack meetings or call them from time to time.
12. Know the name, address and phone number of your District Chairman, District Commissioner, and District Executive. They are the "Key Three" administering to your District. Also know who your Unit Commissioner is. Call on these people for help about any problem you have. If they cannot solve it, they will know where to go for the solution.
13. Keep an eye out for your successor. Train that person for your job approximately one year before needed.
14. Stress proper uniforming ... boys and leaders, too!
15. Remember, keep it FUN!!!!

RECRUITING

RECRUITING CUB SCOUTS

Recruiting is always a part of the activity of a Cub Scout pack. For an active, healthy pack recruiting is automatic. Cub Scouts tell their friends, parents talk of the good times in the pack and the public see the pack as it participates in community, district and council activities. Publicity in the papers draws members. People want to belong to an active, interesting group.

To ensure adequate membership, a pack should take a membership inventory at least once a year (probably during annual planning in July and August, but it can be done at any time) to find out the following:

Present number of dens:

Cub Scouts _____
Webelos _____

Present number of boys:

Cub Scouts _____
Webelos _____

Number of boys needed to bring dens up to full strength:

Cub Scouts _____
Webelos _____

Number of additional dens desired:

Cub Scouts _____
Webelos _____

Total number of boys to be recruited:

Cub Scouts _____
Webelos _____

Number of pack leaders to be recruited:

Den Leaders _____
Webelos Den Leaders _____
Cubmaster _____
Assistant Cubmaster _____
Pack Committee Members _____
Den Leader Coach _____
Den Chiefs _____

A brief review of membership at each monthly pack leaders' meeting will point out vacancies in dens and opportunities for boys to join.

After determining the pack's membership needs there are several ways in which to satisfy them.

Send news articles on the pack activities to the local newspapers and to the chartered organization's newsletter if there is one. If the activity is earned, such as attending the baseball game, state that fact. It is important to many prospective members to know that there are activities for all pocketbooks.

Take part in School Night for Cub Scouting. This is a concerted effort through the Indianhead Council and in cooperation with the various school systems, to inform parents and boys of the location of nearby packs and dens. One evening in September is designated for parents to gather at the schools to learn about and, hopefully, join Cub Scouting. Pack leaders and commissioners are present to tell the Scouting story. Packs can use this opportunity to have displays of activities, film or whatever means to make their program attractive to the prospective Scouts and Scouters.

Conduct an annual census of the chartered organization and neighborhood to locate eligible boys.

Use the Boy-Fact Survey Card, #3712.

Ask Cub Scouts and Webelos Scouts to invite these and other prospects to visit a den meeting.

Invite families to the next pack meeting, or to attend a roundup meeting.

Using the information from the annual census, keep a list of prospects and birthdays. Send the "Be a Cub Scout" postcard, #3860, to 7 year olds, 8 year olds, 9 year olds, and 10 year olds who are not Cub Scouts, inviting their families to a pack meeting. Keep a "Join Us" poster, #7121, on the bulletin board at school and/or the chartered organization.

As a boy reaches the age of eligibility, if possible, someone should visit his family in their home and tell them about Cub Scouting. Invite them to the pack meeting. This type of recruiting goes on all year long and ensures that no boy is overlooked and that the pack maintains a stable membership.

RECRUITING LEADERS

Most leaders are involved in the pack primarily because they have sons in it. It is almost inevitable that when their sons graduate from the pack, the leaders will, too. This will leave gaps in the pack leadership, and recruiting will be necessary.

Recruiting will be less difficult if every leader has one or more assistants who have received the Basic Cub Leader Training offered in each district. These assistants frequently move to the position of Cubmaster, Den Leader, or other leadership position. Use of the Parent Talent Survey sheet will often provide information helpful in recruiting the people best suited to become assistants to the new leaders.

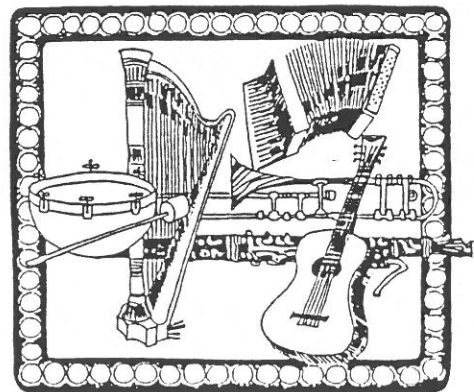
Leaders will generally be parents of the boys but this is not a prerequisite. Many times a former leader or a member of the National Eagle Scout Association is willing to help. Grandparents or other relatives make good leaders, too. There are many Cub Scout leaders who don't even have

sons. There are senior citizens and retired persons who would be glad to help. Consider all possibilities. Once new leaders have been recruited, do not leave them high and dry. Actively help get them started. Available at the Service Center are Fast Start Outlines and VHS Video cassettes. So You're a New Cubmaster, #3864; A New Den Leader, #3863; A New Webelos Leader, #3866; A New Pack Committee Member, #3865 are the topics available. These publications and videos might also be used to recruit new leaders.

RECRUITING MATERIALS

The following is a list of some of the resource material of the Boy Scouts of America to assist in recruiting:

Adult Registration Application, #28-501
Be a Cub Scout (postcard), # 3860
Boy-Fact Survey Card, # 3712
Building Parent Participation, # 7362
Cub Scout Application # 28-109
Cub Scouting and a Boy, # 3829
Gold Mine Prospect Sheet, # 3862
Join Us (poster), # 7121
Membership in the Pack, # 13-505
My Buddy List, # 3861
Pack New-Unit Kit, # 6406
Packs's First 2 Months, # 6410
Parent-Talent Survey, # 7362
Securing a Cubmaster, # 3071
Transfer Application, # 28-401
When You Need Den Leaders, # 4806



HOSTING A SCHOOL NIGHT

SCHOOL NIGHT FOR SCOUTING is the annual district- or council-wide event held to recruit and sign up new boys into Cub Scouting. By tying into this event local units receive the benefits of area wide promotional and advertising campaigns.

Setting the Date

Careful early planning helps lead to a successful school night. Most packs hold their school nights on a date chosen by the council, generally the third Thursday in September.

Some packs find this date does not work for their purposes and choose an alternate date. If this is the case the date should be set by the previous spring. No matter what date you choose, be sure to reserve your school for this date. Do it early.

If you have chosen an alternate date, be sure to notify your unit commissioner and district school night chairman. In late summer arrange for your unit to pick up fliers, posters and other information from your district school night co-ordinator. Be sure you read the material thoroughly.

The Council Close-ups generally has information helpful to you in conducting the School Night. If your district has a meeting about School Night be sure your unit attends.

School Preparation

About two weeks before your School Night put council posters up in your school. Be sure to check with the school administrators before posting anything, some do not allow any outside organizations to advertise.

About two or three days before the School Night a uniformed leader from your pack should go to the classrooms and hand out council provided fliers to each eligible boy. These give the time and date for parents/guardians to come

to the school to sign up their boys. This personal uniformed contact promotes enthusiasm. Advance contact with the school is necessary.

Confirm with the building administrator which rooms you will be able to use in the school. Know who will be there to open the doors and turn on the lights. Always be sure to work with your school.

Pack Leader Preparation

Pack leaders should meet as soon as material is available to finalize plans for the actual school night.

- * Who will set up posters and displays?
- * Who will greet the new boys and their parents?
- * Who will give the informational presentation?
- * Who will collect fees?
- * Who will entertain the boys while the parents are meeting?

The pack committee and previous den leaders are logical choices for helpers. Some units find it helpful to recruit Boy Scouts to supervise the prospective Cub Scouts in another room or on the playground. Minimal adult supervision is necessary.

Sample School Night Agenda

- * Uniformed Cubs greet guests and direct them to the area for their age group. Have them sign an attendance roster.
- * Open the meeting with a formal flag ceremony (use the Cubs that were greeters).
- * Welcome parents and boys.
- * Explain the Cub Scout and/or Tiger programs. Answer questions.
- * Show uniforms and books and tell parents where they may purchase them, (some rural units may have books for parents to purchase at this time).
- * You may wish to divide your prospective Cubs into dens and recruit den leaders at this time.
- * Show and thoroughly explain the registration form and have parents fill

it out and collect fees (be sure to have current accurate information).

* Announce date of next pack meeting and invited Cubs and parents to this meeting.

Helpful Hints

1) Work with your school. Reserve the date early and reconfirm this date in the fall. Ask for permission to hand out fliers in the classrooms.

2) Be sensitive to new parents. Try to remember the questions you had when you and your son first entered the program.

3) Keep accurate records. Have someone designated to collect fees (have change available) and keep records of all in attendance.

4) Be sure to have plenty of registration forms and pens available.

5) Be calm. Treat all questions asked as important.

6) Turn in your applications and fees to your district school night co-ordinator that night.



TWO-DEEP LEADERSHIP

Everything is more fun with a friend in Scouting. That is why we try to recruit in pairs so new leaders have someone to share the joys and burdens.

There are a number of phrases that cover this philosophy:

- * there's safety in numbers
- * misery loves company
- * the more the merrier
- * it takes two to tango
- * many hands make light work
- * you can't have too many friends

At the nuts and bolts level of running a den meeting the energy produced by seven or eight or nine Cub Scouts is more easily channeled by two adults than just one. For special craft or skit projects den leaders may even need to recruit extra help from parents.

One area where two registered leaders is mandatory is on trips away from the regular den meeting place. These may be walking tours of your community, driving to a special activity, weekend camping, or long term summer camping.

Common sense tells us that with a group of active youngsters at least two adults need to be present in case of an emergency. One to stay with the group and the other to handle the emergency situation.

So when you hear "I'll help if you will" grab that duo and sign them up as co-leaders. They'll thank you, may be not today or tomorrow but sometime when Cub Scouting is a pleasant memory. They'll remember the fellowship that came with the two-deep leadership concept.

THE TIGER CUB PROGRAM MAKING IT WORK

The Tiger Cub Program is designed for 1st grade boys and their adult partner. It is an easy way to introduce Scouting to boys and their families and provides a program that allows families to spend quality time together while the boy learns and grows.

Packs that have strong Tiger Cub programs have found that the following year they have an easier time getting new leadership. Each Tiger Cub and his partner take a turn at being the host/hostess (leader) for the Group at least once during the year. The program also provides a Pack with an opportunity to get to know the adults and select the best possible leadership for the next year. Packs that actively attempt to recruit Tiger Cubs will find that eventually on School Night they will be picking up mainly Tiger Cubs.

How do you make it work? First, by recruiting a Tiger Cub Group Organizer who is then trained and secondly by following the Time Line for Tiger Cubs. Both of these items follow this page.

When you invite the Tiger Cubs to your Pack meeting, make them feel welcome. Include them in the group by having one of the Dens adopt the group for the evening. The older boys will help to make the Tiger Cubs feel important and wanted and give the partners a chance to meet the other parents. Invite the Tiger Groups to two fun Pack meetings during the year. Inviting them to more than one or allowing them to participate in such activities as the Pine Wood Derby could burn them out of Scouting before they even reach the Webelos program. Remember they have 4 years of Pine Wood Derbies to look forward to, don't hurry things.

Remember to register the Tiger Cubs when the Pack recharter as Cub Scouts. This makes them eligible to attend Day Camp during the summer. Lastly to make it work have a Pack Graduation in May and include the Tiger Cubs.

New this year for the Pack Group Organizers is the opportunity to win a T-Shirt iron-on that has a picture of a Tiger with the inscription I am a 100% Tiger Cub Group Organizer. Each Group Organizer who transfers 100% of their Tiger Cubs into Cub Scouting will receive the iron-on.

There are many tools provided by the Scout Service Center to help make the Tiger Cub Group go. They may be obtained through each District Executive. Below is a list of those items:

- Tiger Cub Group Organizer Booklet
- Tiger Cub Family Activity Book
- Tiger Cub Application Forms
- Supplemental Activities for:

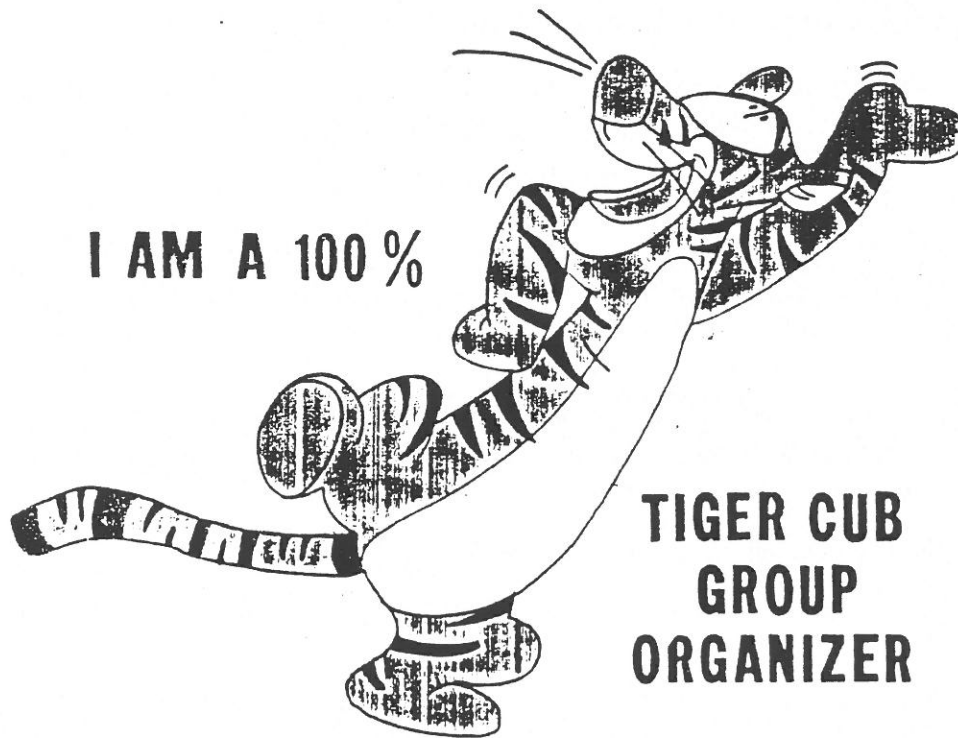
- Big Idea #1 - Getting to Know You
- Big Idea #2 - Family Entertainment
- Big Idea #3 - Discover Nature & Energy
- Big Idea #4 - Prepare for Emergencies

The Tiger Cub Program (continued)

- Big Idea #5 - Know Your Family
- Big Idea #9 - Getting There
- Big Idea #12 - Make Your Own
- Big Idea #13 - Caring for Your Home and Household
- Big Idea #14 - Family Games, Tricks, Puzzles
- Big Idea #15 - Fitness and Sports
- Big Idea #17 - Cub Scouts Here We Come

Parents - Cub Scouts Here We Come - letter to Tiger parents
Cubmasters and Tiger Cubs - Responsibilities of Cubmaster to Tiger Cubs
Tiger Cub Ceremony
Total Pack Transition/Graduation
Pack Invitations
Graduation Certificates
Pack Ribbons (80% Tiger Transfer)
Tiger Cub Patches (temporary patch available free from Council)
Tiger Cub backing for service star to designate one year in Tiger Cubs
Cub Day Camp for those who graduate into the pack.

Big Idea Supplements #1, 4, 5, 9, 13-15 are activity pages for the boys.
Big Idea Supplements #2, 3 and 12 are ideas for the parents to use for developing ideas presented in the Family Activity Book (ex. instructions for making a salt garden). Big Idea Supplement #17 contains all the requirements for the Bobcat award. This allows the Tiger Cubs to work on their Bobcat before purchasing their Wolf book.



TIGER CUB TIME LINE

June - Train District Tiger Cub Coordinators

July - August - Identify and train Pack Group Organizers. Ideally, Tiger Cub Group Organizers should be identified when the Tiger Cubs graduate in May.

Commissioners make sure Pack has a registered Tiger Cub Group Organizer TO.

September - School Night - Organize Tiger Cub Groups and set date for 1st meeting.

- 1st meeting - Group Organizer has Group bring calendars, sets up dates and hosts for remainder of year. Work on Big Idea #1.

October - Commissioners visit Pack Meeting and make sure the Tiger Cubs are meeting.

Monthly - Tiger Cub Group Organizer contacts Tiger Cub Group Host two weeks prior to Group Meeting to see if there are any problems. If there are, an effort should be made to switch the meeting with another host.

November - Tiger Cub Group Organizer see that Pack invites Tiger Cubs to two "fun" Pack meetings.

Tiger Cub Group Organizers attend Roundtable.

December - Commissioner checks to see if invitations have been issued to the Tiger Cubs.

January - Tiger Cub Group Organizers attend Roundtables

February - Tiger Cub District Coordinator receive their graduation packets.

March - Tiger Cub Group Organizer meets with the Cubmaster at Roundtable to make sure he/she makes an appointment to meet with the Tiger Cub Group in April to invite them to join the Pack and help them work on Big Idea #17 - Cub Scouts Here We Come.

Tiger Cub Graduation Kits handed out to Cubmasters and Group Organizers at the Roundtable.

April - Cubmaster meets with Tiger Cubs.

Commissioner makes sure that graduation is scheduled for May.

May - Tiger Cubs graduate into Scouting at Pack Meeting.

Unit Commissioner check with Pack to see if follow-up takes places on those Tiger Cubs who do not graduate and/or register with the Pack.

TIGER CUB GROUP ORGANIZERS

The Tiger Cub Group Organizer is selected by the Pack Committee.

1. Attend district Tiger Cub Group Organizer/School Night Training.
2. Organize a Tiger Cub Group(s) by orienting the families; collect registration fees and supply each family with a Tiger Cub Family Activities book.
3. Attend the group's first meeting to assist the group to get started (Big Idea #1). (Remind the adults to bring their calendars.
4. Maintain a monthly contact to be sure the group is active. Follow up with the parent responsible for the group's "Big Idea" monthly, to make sure the meeting will happen. If there is a problem with the program, be prepared to switch monthly programs around to insure continuity. (If the plan an outdoor activity make sure they have a plan "B")
- *5. Recharter all Tiger Cubs with the pack during pack recharter month. All Tiger Cubs must recharter as Cub Scouts. They remain Tiger Cubs until graduation in May.
- *6. Invite the group to one or two "fun" pack meetings or pack activities (i.e., Pinewood Derby or other pack activity). Make them feel a part of the Pack by having one of the Dens adopt the group for the evening, acting as big brothers and having them sit with the Den.
7. Attend Roundtable sessions in November and January for District Tiger Cub Group Organizers to learn of activities and discuss any problems the groups may be having. These are sharing sessions.
- *8. In March, meet with your District Tiger Cub Coordinator, other Tiger Cub Group Organizers and the Cub Masters at Roundtable to learn the Cub Master's responsibilities as it pertains to transition and to facilitate the Cub Masters meeting with the various Tiger Cub groups to invite them to join the pack.
- *9. Arrange with the group and the pack for a graduation ceremony in May, culminating with the induction of the Tiger Cubs into the pack. (See graduation ceremony in Tiger Cub Group Organizer's manual and council transition ceremony.
10. Be a registered member of the Pack Committee and attend Pack Committee meetings.

NOTE: Turn in your Tiger Cub Organizer report envelope with applications and fees collected before leaving the school on School Night, September 15th.

*Cubmasters: Please note that stated items involve you, personally. Please make sure these steps are followed to successfully move your Tiger Cubs and their parents from their group to your pack.

LEADERSHIP TRAINING

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

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

The following training is available for leaders:

ORIENTATION: A short training session which may be conducted at School Night for Cub Scouting, or at a parents' pack meeting. It introduces parents and new leaders to the total BSA program, with emphasis on Cub Scouting. It is a foundation for further training.

FAST START TRAINING: A series of videos and pamphlets available for use by experienced leaders in coaching new leaders. Provides temporary help until new leaders can attend training sessions. These materials are available free at the Council Service Center.

BASIC TRAINING: Job-oriented training. Each leader attends those sessions which relate to his/her job. Group training dates are listed in district bulletins. Leaders are encouraged to attend basic training before assuming job responsibilities so they will be qualified and confident in conducting the program.

ROUNDTABLE: A monthly district meeting of leaders, to provide ideas on the next month's theme which can be used in den and pack meetings. It is also an informal sharing of leadership experiences and ideas.

POW-WOW: An annual, all-day councilwide training event for Cub Scout leaders, offering training in a variety of different areas. All leaders are encouraged to attend this exciting, fun-filled, informative event.

PHILMONT CONFERENCES: Weeklong training courses under the direction of the National Volunteer Training Committee are offered during the summer at Philmont Scout Ranch, Cimarron, New Mexico. Special programs for family members make this a great family vacation with the added attraction of training, and an opportunity to get acquainted with Cub Scouters from all around the nation.

WORKSHOPS: Den leader workshops are conducted on a district and council basis, as needed, in areas of crafts, themes, outdoor program, and Webelos activity badges.

The most successful leaders not only attend basic training, but take advantage of continuing training opportunities such as regular monthly roundtables, pow wows, etc. For additional training, talk to the district Scout Executive, unit commissioner, or district training team members.

NEW CUB SCOUT LEADER BASIC TRAINING PROGRAM

Trained leaders have a positive influence on the lives of boys. At the same time, they enjoy the feeling of self-satisfaction that comes from knowing that their efforts are truly worthwhile. How well the BSA influences the lives of youth depends on leaders' understanding of the programs and of their responsibilities.

The new Cub Scout Leader Basic Training Program, which goes into effect September 1, 1988, offers three separate training alternatives designed to give job-related information to Cub Scout leaders. The training alternatives offered are:

One-day Course- approximately 6 hours of group training. All subjects are covered in 1 day. This is the primary course for all Cub Scout leaders.

Three-step course- two 2-hour sessions and completion of a workbook. This course is for leaders who cannot attend the one-day primary group training course.

Self-study course- individual pursues training on his/her own. This is for leaders who cannot attend the one-day primary group training course or the three-step group training course.

Subjects covered in this new training program include pack organization and leadership, uniforming, program planning, outdoor program, activities and resources, understanding Cub Scouts, advancement, family involvement, youth protection, and a host of others. Because of time, basic training covers few topics in detail. It introduces some skills but leaders really develop their skills by practice over a longer period of time.

TRAINED LEADER EMBLEM

A trained leader emblem (No. 280) is available for all leaders who complete the basic training program appropriate to their positions. The emblem is worn immediately below and touching the badge of office for which it was earned. In the case of commissioners, it is worn between the badge of office and the Arrowhead Honor.

The trained leader emblem may only be worn in connection with the office for which basic training has been completed.



Trained Leader Emblem



Arrowhead Honor
For wear by
commissioners
only.

**NEW RECOGNITION AWARDS
FOR TRAINED CUB LEADERS**

A new Cub Scout Leader recognition program is also being introduced for Cub Leaders who complete training, tenure, and performance requirements in support of Quality Cub Scout packs.

Training, tenure, and performance completed prior to the introduction of this new program may be applied to the new awards if requirements as outlined on the new progress cards are met. Those who qualify may apply for the awards and certificates any time after September 1, 1988.

These new awards will replace the following Cub Scout recognitions: Scouter's Key, Den Leader's Training Award, Den Leader Coach's Training Award, and the Scouter's Training Award. However, individuals will still be able to earn these discontinued awards through December 31, 1988.

The progress cards for the new recognitions are presented here along with a description of the knot that is worn above the left pocket after presentation of the award.

Cubmaster Award replaces Scouter's Key. New knot is blue on a yellow field.

**PROGRESS RECORD
FOR THE
CUBMASTER AWARD**



Name _____
Address _____
City _____
Pack No. _____ District _____
Council _____

BOY SCOUTS OF AMERICA

TRAINING

- Complete "The New Cubmaster" Fast Start training.
- Complete Cub Scout Leader Basic Training.
- Participate in a Cub Scout leader pow wow.

Approved by _____
Pack committee chairman or commissioner Date

TENURE

Complete 3 years as a registered Cubmaster or as a registered assistant Cubmaster for 1 year and a Cubmaster for 2 years.

Dates of Service
From _____ To _____
From _____ To _____
From _____ To _____

Approved by _____
Pack committee chairman or commissioner Date

PERFORMANCE

- As a Cubmaster or assistant Cubmaster in a pack, earn the National Quality Unit Award at least twice.
- At least once, earn the National Summertime Pack Award.

Approved by _____
Pack committee chairman or commissioner Date

DISTRICT ACTION

This progress record has been reviewed and the candidate has met the standards for the Cubmaster Award. The award is approved.

Approved by _____
For the district Date

The training awards for the Cub Scout Den Leaders and Webelos Scout Den Leaders have been separated and the performance requirements have changed.

Den Leader Award replaces the Den Leader's Training Award. The knot is the same: yellow on a blue field.

**PROGRESS RECORD
FOR THE
DEN LEADER AWARD**



Name _____
Address _____
City _____
Pack No. _____ District _____
Council _____

BOY SCOUTS OF AMERICA

TRAINING

- Complete "The New Den Leader" Fast Start training.
- Complete Cub Scout Leader Basic Training.
- Participate in a Cub Scout leader pow wow.

Approved by _____
Pack committee chairman or Cubmaster Date

TENURE

Complete 2 years as a registered den leader, or 1 year as an assistant den leader and 1 year as a den leader.

Dates of Service
From _____ To _____
From _____ To _____

Approved by _____
Pack committee chairman or Cubmaster Date

PERFORMANCE

Do five of the following:

- During at least one program year, have a minimum of 50 percent of the Cub Scouts in your den earn the rank for their grade or age (Wolf or Bear).
- At least once, reregister a minimum of 75 percent of the eligible members of your den as a part of pack rechartering.
- Graduate a minimum of 60 percent of the eligible members of your den into Webelos Scouting.
- Have an assistant den leader, den chief, or den aide who meets regularly with your den.
- Have 50 percent or more of your den members subscribe to *Boys' Life* magazine.
- Take leadership in planning and conducting a den service project.

- Conduct at least three den meetings per month, 9 months per year or an optional meeting plan approved by the pack.
- Participate with your den in a Cub Scout day camp or Cub Scout resident camp experience.

Approved by _____
Pack committee chairman or Cubmaster Date

DISTRICT ACTION

This progress record has been reviewed and the candidate has met the standards for the Den Leader Award. The award is approved.

Approved by _____
For the district Date

Webelos Den Leader Award replaces the Den Leader's Training Award. The new knot is yellow on a yellow field.

**PROGRESS RECORD
FOR THE
WEBELOS DEN LEADER
AWARD**



Name _____
Address _____
City _____
Pack No. _____ District _____
Council _____

BOY SCOUTS OF AMERICA

TRAINING

- Complete "The New Webelos Den Leader" Fast Start training.
- Complete Cub Scout Leader Basic Training, including "Webelos Leader Outdoor Training."
- Participate in a Cub Scout leader pow wow.

Approved by _____
Pack committee chairman or Cubmaster Date

TENURE

Complete 2 years as a registered Webelos den leader, or 1 year as an assistant Webelos den leader and 1 year as a Webelos den leader.

Dates of Service
From _____ To _____
From _____ To _____

Approved by _____
Pack committee chairman or Cubmaster Date

PERFORMANCE

Do seven of the following:

- During at least one program year, have a minimum of 50 percent of the Webelos Scouts in your den advance in rank (Webelos Badge or Arrow of Light Award).
- At least once, reregister a minimum of 75 percent of the eligible members of your den as a part of pack rechartering.
- Graduate a minimum of 60 percent of the eligible members of your Webelos den into Boy Scouting.
- Have an assistant Webelos den leader, den chief, or den aide who meets regularly with your Webelos den.
- Have 50 percent or more of your Webelos den members subscribe to *Boys' Life* magazine.
- Take leadership in planning and conducting two Webelos overnight campouts or other outdoor den activities each year.

- Assist in planning and conducting a Webelos den/Boy Scout troop joint activity.
- Take leadership in planning and conducting a Webelos den service project.
- Conduct at least three Webelos den meetings per month, 9 months per year or an optional meeting plan approved by the pack.
- Participate with your den in a Webelos day camp or resident camp experience.

Approved by _____
Pack committee chairman or Cubmaster Date

DISTRICT ACTION

This progress record has been reviewed and the candidate has met the standards for the Webelos Den Leader Award. The award is approved.

Approved by _____
For the district Date

Den Leader Coach Award replaces the Den Leader Coach Training Award. The new knot is blue on a blue field.

**PROGRESS RECORD
FOR THE
DEN LEADER COACH
AWARD**



Name _____
Address _____
City _____
Pack No. _____ District _____
Council _____

BOY SCOUTS OF AMERICA

TRAINING

- Complete "The New Den Leader" or "The New Webelos Den Leader" Fast Start training.
- Complete Cub Scout Leader Basic Training, including "Den Leader Coach Seminar."
- Participate in a Cub Scout leader pow wow.

Approved by _____
Pack committee chairman or Cubmaster Date _____

TENURE

Complete 2 years as a registered den leader coach.

Dates of Service
From _____ To _____
From _____ To _____

Approved by _____
Pack committee chairman or Cubmaster Date _____

PERFORMANCE

Do three of the following:

- At least once, serve as den leader coach in a pack that earns the National Quality Unit Award.
- Ensure that 100 percent of your active den leaders have completed Fast Start training.
- Ensure that 75 percent of your active den leaders have completed Cub Scout Leader Basic Training.
- Conduct a planning workshop meeting of your den leaders, either separately or in conjunction with pack leader planning meeting.

Approved by _____
Pack committee chairman or Cubmaster Date _____

DISTRICT ACTION

This progress record has been reviewed and the candidate has met the standards for the Den Leader Coach Award. The award is approved.

Approved by _____
For the district _____ Date _____

Cub Scouter Award replaces the Scouter's Training Award and can be earned by a registered adult leader in Cub Scouting in a pack, district, or council Cub Scout position. The new knot is yellow and blue on a blue field.

**PROGRESS RECORD
FOR THE
CUB SCOUTER AWARD**



Name _____
Address _____
City _____
Pack No. _____ District _____
Council _____

BOY SCOUTS OF AMERICA

TRAINING

- Complete Fast Start training, if available for your position.
- Complete Cub Scout Leader Basic Training.
- Participate in a Cub Scout leader pow wow.

Approved by _____
Pack committee chairman, Cubmaster, Date _____
commissioner, or other appropriate person

TENURE

Complete 2 years as a registered adult leader in Cub Scouting in a pack, or in a district or council Cub Scout position.

Dates of Service
From _____ To _____
From _____ To _____

Approved by _____
Pack committee chairman, Cubmaster, Date _____
commissioner, or other appropriate person

PERFORMANCE

Do five of the following:

- Assist in planning a pack program that results in advancement in rank by a minimum of 50 percent of pack members each year.
- Serve as an adult leader related to a pack that earns the National Quality Unit Award.
- Serve for at least 1 year as a Tiger Cub organizer and graduate a minimum of 60 percent of eligible Tiger Cubs into Cub Scouting.
- Serve as leader of a blue and gold dinner, pinewood derby, space derby, raingutter regatta, field day, picnic, or other Cub Scout activity.

- Give leadership to a promotional effort that results in at least 60 percent of pack members subscribing to *Boys' Life* magazine.

- Give leadership to planning and conducting a pack service project.
- Organize participation of a pack in the Cub Scout Sports program.
- Help with two annual unit or district sustaining membership enrollments.
- Help organize or reorganize a Cub Scout pack.
- Serve as a district or council Cub Scout leader trainer.
- Serve as a leader of a Cub Scout day camp or resident camp.

Approved by _____
Pack committee chairman, Cubmaster, Date _____
commissioner, or other appropriate person

DISTRICT ACTION

This progress record has been reviewed and the candidate has met the standards for the Cub Scouter Award. The award is approved.

Approved by _____
For the district _____ Date _____

RECOGNITION

In Cub Leader Training, we stress recognition: early and often. It should be substantive, not superficial. Boy achievement can be recognized with the bronze, silver or gold medals, with special patches, or with special treats or privileges. Boy advancement has den doodles, beads, arrows, and badges of rank. We also have certificates and medals we can use for meritorious work by boys. What about adults?

Training is recognized by the trained strip and certificates, training awards (Den Leader, Webelos Den Leader, Den Leader Coach, Cub Scouter and Cubmaster [training] Awards -- the old awards are still available through 31 Dec., 1988), service certificates, and special plaques and "fun" recognitions like the "Sparkplug" award. However, there are relatively few readily available ways of recognizing adult meritorious achievement, or service. What is needed is a way to recognize service and merit that exceeds the pre-printed certificates at the Scout Store (those can't be used too often or they lose their flavor) and is not sufficient for a plaque.

Computer generation of awards is common-place in schools. Two readily available programs are:

Certificate Maker (Springboard - maker of the "Newsroom" program, ideal for unit newsletters); and

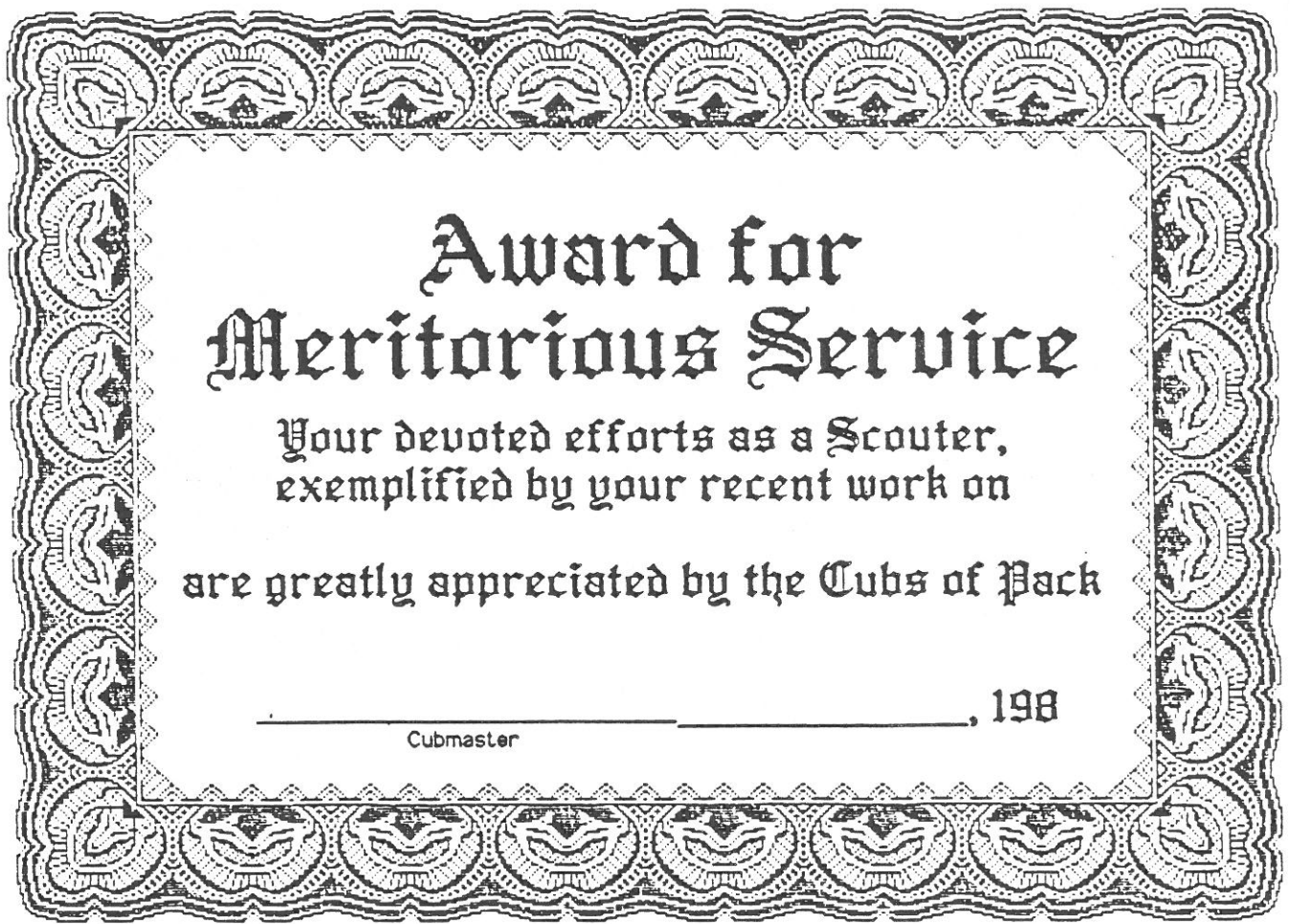
Award Maker (Baudville).

These are "menu-driven" programs, and the manual is needed only to select award styles, type styles, etc. Importing high resolution images produced by other graphics packages can be done with Award Maker, which is the one I have used. (That should not mean I don't like Certificate Maker. I haven't had a chance to try that one.) The original images do not include Cub/Boy Scout emblems.

These certificates, depending on the paper they are printed on, and the color of ink used, can be quite impressive. Plain white paper, simple border and plain (or funny) type yields an ordinary (or funny) award. A parchment paper and suitably somber type carries a very dignified image indeed. Put a frame around it, add some ceremony, and you have a superb award.

As you look for awards for your Scouters, your Den Chiefs, and your parents and boys, think of "home made" certificates. All you need is a personal computer (definitely Commodore, Apple, and IBM or clones, probably Tandy, possibly Atari), a dot-matrix printer, fancy paper or a photocopy machine, and some people who need recognition.

(A different need, a distinct "hole," is the absence of awards of merit for unit service which could be given outstanding unit leaders. This could be done without disturbing either the current training or merit awards. The development of a set of general standards and a method of evaluating committee nominations to ensure that the standards were met should not be difficult. This type of award should not - initially, at least - be limited to one per 20 or 25 units.)



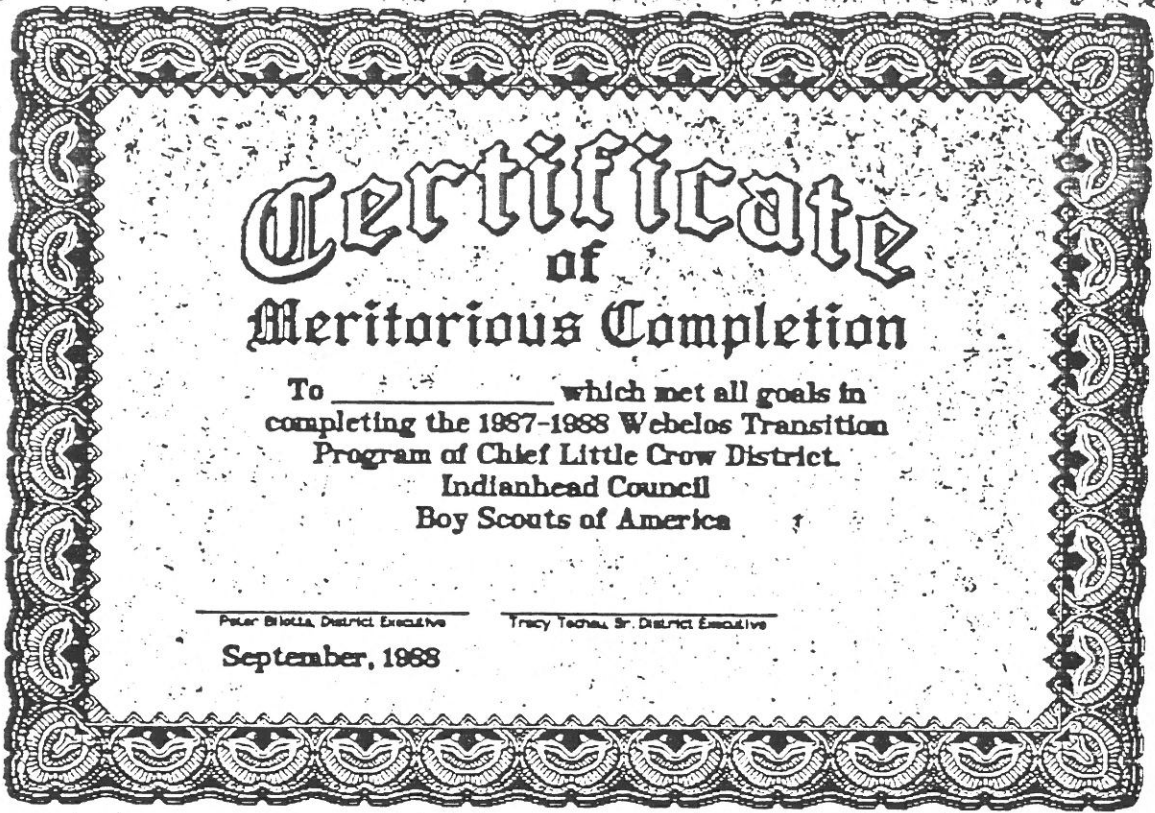
Award for Meritorious Service

Your devoted efforts as a Scouter,
exemplified by your recent work on

are greatly appreciated by the Cubs of Pack

_____, 198
Cubmaster

These are examples of computer generated award certificates. Check with people in your pack as who has access to a personal computer and would be willing to make certificates. This is another opportunity to involve new parents in pack activities.



Certificate of Meritorious Completion

To _____ which met all goals in
completing the 1987-1988 Webelos Transition
Program of Chief Little Crow District,
Indianhead Council
Boy Scouts of America

Peter Bilotta, District Executive

Tracy Tschau, Sr. District Executive

September, 1988

SERVICE AWARD

Who provided Webelos Scouts with a great
Webelos Weekend of Boy Scouting as he
showed Scout Spirit.

Dennis Billings, Chair, Webelos Weekend

Tracy Tschau, Sr. District Executive

4 June 1988

Attendance Award

For regular attendance at Den and Pack Meetings and Events during the year.

Cubmaster

Den Leader

_____, 198

IT'S EASY TO PUBLISH A PACK NEWSLETTER

NEWSLETTERS SUIT TODAY'S LIFESTYLE. In a few pages, they provide useful information that busy readers can absorb quickly. Best of all, for both their readers and their producers, they are an easy and inexpensive form of communication. Here are some tips on publishing a pack newsletter.

Why are newsletters an easy form of communication? Primarily because newsletters are easy to read. By definition, a newsletter is only two to eight pages and the articles in it are generally less than one page long. Not only can an individual article be read in one sitting, but most newsletters can be read in their entirety in one sitting. People read them at their desks, on buses, in waiting rooms, etc. If they can't be read essentially in one sitting, they are not serving their primary purpose, which is to provide a quick source of information.

Why else are newsletters easy communication? Because they are easy to produce.

First, the writing style is uncomplicated. Newsletter articles are short and generally are expressed in everyday expository writing - for the most part in simple, declarative sentences. Compared with reports and books, for example, newsletters are indeed easy to write and edit.

Further, because the readers want information and nothing more, newsletters don't require sophisticated, expensive graphics. A neatly typewritten newsletter informs as effectively as a typeset newsletter. In fact, when a sense of immediacy is important to a newsletter, a typed format is even more effective than a typeset format. And if word-processing equipment is used, neat and error free copy can be produced

with a minimum of strain on the typist and the proofreader. Whether a newsletter is typed or typeset, a modest layout suffices, because the primary requirement of the format, like the primary requirement of the writing, is to make the newsletter as readable as possible.

Beyond all this, newsletters are easy to print. In their simplest form, they can be printed on a copy machine and stapled at the top or down the side. In a dressier form, they can be printed on folded forms and for eight-page newsletters, saddle-stitched if desired. For convenience, they can be three-hole punched for easy filing.

Last, newsletters can be adapted to the mailing capabilities of the pack. They can be folded in standard number 10 envelopes, or they can be self-mailers that are folded and stapled or folded and sealed. Unlike other printed materials, they do not require unusual envelope sizes or special packaging.

Quick turnaround time is another feature that makes newsletters an easy form of communication. The complete cycle of research (gathering the content), writing, editing, typing or typesetting, layout, and printing is short - from as brief as several days to no longer than two months, depending on the size of the staff, the availability of equipment, and the length and complexity of the newsletter.

And certainly the low cost of publishing helps to make newsletters an easy form of communication. Both the initial investment and the ongoing expenses are modest. Newsletters have no minimum or maximum print runs, and they can be printed on various types of copy machines. Also, the manpower requirement is small. Because the financial commitment is relatively small, even the

consequences of failure are less serious than for other projects.

SOME TIPS

Plan Ahead

So, if you are considering publishing a pack newsletter, here are a few tips you may find helpful.

As with any project, start by assessing the need. What purpose will the newsletter serve? Who will the readers be? What will the scope of the content be, i.e., what subjects will be covered and what percentage of the total space will each subject receive?

Assuming that you elect to go ahead with the project, select a name for the newsletter - a short and meaningful name. Forget about picking a catchy phrase that doesn't tell what the newsletter is about or whom it is for. Be specific, not general. The more accurately the name describes the newsletter, the greater the chance of attracting the readers the newsletter is targeted for. For example, Purr leaves one guessing, but How to Care for Your Cat leaves little doubt. In this era of specialization, people devote time only to items of interest. You, therefore, need to catch their interest immediately by telling them directly what your newsletter is about.

Next, considering your packs capabilities and budget, decide how often the newsletter will be issued and the number of pages per issue. Establish the graphics: the design of the flag (i.e., the design of the title on the first page), the number of columns and their width, the typeface, etc. Decide on the wording of the masthead and select its placement, which should be the same in each issue. If you plan any regular,

recurring columns, design individual logos for them.

Last, set up the publishing schedule. If your newsletter will contain articles from contributors, as many newsletters do, these articles can play havoc with your schedule, unless you plan realistically. For example, although you can figure approximately which issue will contain specific contributed articles, you should not - if you want to meet your deadlines - schedule specific articles until after they have been received. In some cases, you may be well advised to delay scheduling an article not only until it has been received, but also until it has been edited.

Along the same lines, here's another word of caution: don't make unnecessary promises to your readers. For example, don't state that the next issue will feature an article on camping until you have the finished article in hand, for you may find yourself in the position of having to write the copy to fill the column.

Work Efficiently

Make the writing job easier by not saving all the work for one long push. Instead, collect source material regularly and write up each article as soon as all the information is available. There is no advantage to writing all the articles at once. Try not to waste readers' time; as in newspaper writing, give the important facts first. Write headlines that describe the articles, so that readers can rapidly spot which articles they want to read and which they want to bypass.

To accomplish the editing efficiently, treat each issue as an entity. By seeing all of the issue's articles together, you can eliminate overlap and ensure consistency.

To do the layout, arrange the articles in order of importance. Put the lead article on the first page, of course. Put the secondary article on the last page, which, typically being an outside page, gets more attention than the inside pages. If feasible, use a ragged-bottom format (columns of uneven length), so that you won't need to spend hours cutting or adding material in order to make the columns align.

Since the articles are short, they rarely require subheads. However, subheads are convenient to use - and easy to add even at the layout stage - if a page needs some white space or if a column needs lengthening. Conversely, subheads are easy to remove if space is at a premium.

To give the newsletter its own distinctive image, keep the format and overall look the same from issue to issue. For example, a regular-column should preferably be placed in the same location in each issue. In this way, interested readers can find the column immediately without losing any time searching for it, and those not interested won't waste their time starting the article only to find it's the same old column dressed up to look like something else.

Creating Eye-Catching Pages

If you've never so much as drawn a square box, you may feel hopelessly overwhelmed by the task of designing a page. It's so easy to get carried away by the choices of typefaces, type sizes, graphics, formatting. And too much of a good thing means confusion for you and for your readers.

Avoid the pitfalls by using some simple design rules. Far from limiting you, a design system liberates you from endless decision making and error correcting. The examples

described here can be adapted to almost any printed material.

Analyze the content. This involves more than merely reading the story - it means looking at it critically to decide which of its elements are more important than others. After you've determined your priorities, assign type sizes and styles to convey to the readers the levels of importance.

In most newsletter articles, the most important element is the headline, which distills the article's message into a few words. The headline should be the first and largest element. Next in importance is the subtitle, which supplements the headline; it's smaller and is the second element on the page. Subheads (short headlines that break up columns of text and signal a change in topic) are often the same type size as the text itself, with emphasis provided by boldface type.

Warning: Keep it simple. For example, if subheads are all different sizes, the reader won't know where to start.

Develop a grid, that is, a standard page structure. It helps you organize text and art on all your pages with consistency.

In page composition programs the basic grid is often referred to as the master page. It's made up of top, bottom, and side margins; columns; and the space between the columns. Once you've established a master page format, you'll never have to "eyeball" elements on the screen (place them according to how they look rather than according to a measured format).

Perhaps the most important element in your grid or master page is white space, or empty space. White space creates a viewing ground for the information and adds visual interest.

It also conveys information itself. If the amount or positioning of white space changes, readers expect a change in content.

Start defining your grid by standardizing your margins. On a typical newsletter page measuring 8-1/2 by 11 inches, the right and left margins should be equal - usually at least 3/4 inch wide. Top and bottom margins shouldn't be equal - the top is usually smaller than the bottom and they must be consistent from page to page. An example for newsletters is 3/4 inch for the top margin and one inch for the bottom. Smaller margins make the page look crowded and uninviting.

Next, determine the column width. Generally, a newsletter page contains either two or three columns separated by 1/8 inch of white page. Use your column measure to size artwork and text. For example, in a three-column grid, graphics can be one, two, or three columns wide - not an arbitrary measure but one related directly to the grid.

Finally, decide on a type size for the text. Generally, one of the most readable type sizes is 10 points. The standard typewriter character is 10 points high. Simplifying the number type styles and sizes reduces the number of design decisions you have to make, creates a stronger page, and leaves you free to experiment with your page layout.

Check on Your Efforts

Once you've got your newsletter going, take steps to get feedback from your readers. You can enclose a brief questionnaire in one of the issues, or publish a Letters-to-the-Editor column.

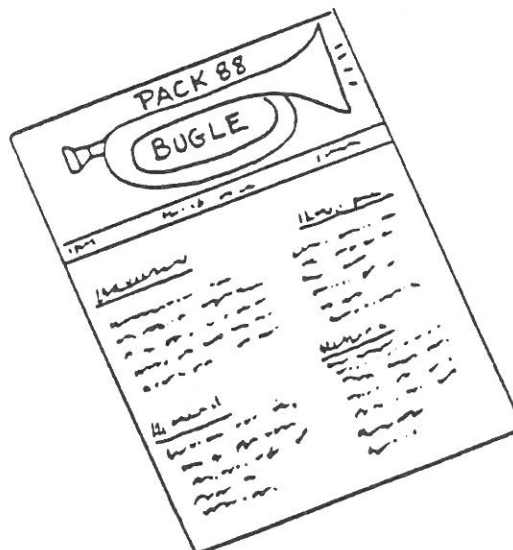
Pay close attention to what the readers tell you. Their responses can

help you to keep the newsletter content in time with their needs, and their ideas and suggestions can be the catalyst for many articles.

Also, keep track of the content of the issues. Does the content match the plans you made at the outset? If not, should you modify your objectives, or should you publish more news about people?

Try It - You'll Like It

Newsletters can be exciting projects for any pack. There's no limit to their variation and subject matter. They don't take long to produce, and visible evidence of a finished product published regularly provides much satisfaction. So if a newsletter can serve a communication function for you, don't be hesitant to produce one. Remember, it's an easy, inexpensive, and versatile form of communication.



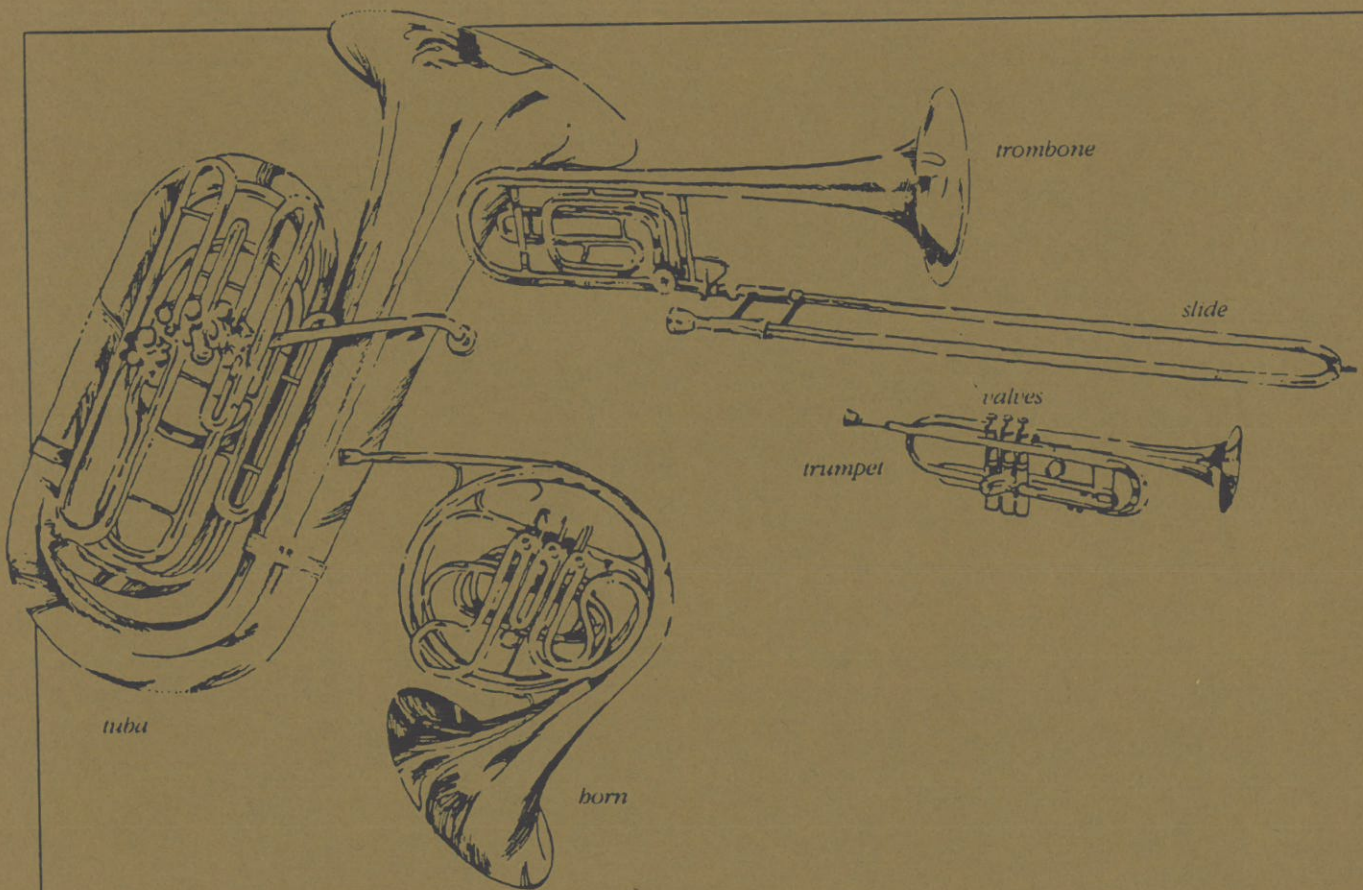
Special

Performances

"Pack Activities"

PACK ACTIVITIES

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THE PACK MEETING

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

Planning
Timing
Participation
Fellowship
Recognition
Spirit
FUN!!!

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

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

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

Prepare a written agenda for the pack meeting and be sure to use it. See that all leaders have copies before the meeting starts. Stay with the written game plan unless something

drastic makes you change. The use of the written plan will make the meeting move smoothly and permit it to end on time.

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

ELEMENTS OF A GOOD PACK MEETING

1. Meeting lasts no longer than 1 1/2 hours.
2. Meeting includes all of the elements of planning.
3. Conducted by Cubmaster, with responsibilities delegated to other leaders.
4. Welcoming committee to greet people as they arrive.
5. Good seating arrangement.
6. Exhibits and displays by dens.
7. All equipment and materials on hand before the meeting begins.
8. Cub Scouts, Webelos Scouts, and leaders in clean, neat uniforms with proper insignia.
9. Detailed, well-planned, written program conducted without delays. Copies of the agenda in the hands of all people on the program.
10. An orderly meeting, opened and closed on time.
11. Meeting planned to climax den preparation and include each Cub Scout and Webelos den participating in some way.

12. Advancement awards presented to parents or other family members who in turn, present them to the boys.

13. Impressive induction, advancement and graduation ceremonies.

14. Family involvement in meeting activities such as games, songs, stunts.

15. No excessive speechmaking or lengthy announcements on the program.

16. Adequate, safe, clean place to meet.

A SAMPLE PACK MEETING AGENDA

Before the Meeting

1. Room Arrangement

- Are the chairs in place? Are den sections marked?
- Are the U.S. flag and pack flag properly displayed?
- Is the head table in place?
- Are tables set up for den exhibits? Are they marked with den numbers?
- Is the door unlocked, lights on, restrooms open? Is ventilation and lighting good?

2. Materials and Equipment

- Are badges, pins, and other awards ready?
- Is ceremony equipment or props ready?
- Is preopening activity equipment or material ready?
- Are game equipment and prizes ready?
- Have you decided who does what and when?

The Gathering Period

People never arrive at meetings all at one time. Usually it takes 15 to 20 minutes for a group to gather. At

the pack meeting we do not waste this time, but provide interesting things for boys and families to do. This is important not only from the standpoint of making good use of time, but it helps prevent confusion and noise.

- Greeters welcome people as they arrive.

- Den Leaders act as den hosts or hostesses in welcoming den families and making them feel at ease. They make introductions of new people and see that everyone knows where to sit. They encourage family members to see the exhibits.

- Cub Scouts and Webelos Scouts take their exhibits to the Den Chief, Assistant Den Leader, or whoever is setting up the exhibit table.

- A preopening game, stunt, or trick is good to help people feel welcome and keep the boys occupied until the meeting begins.

- The Den Leader may need to meet briefly with the den to cover last minute details of the den's part in the pack meeting.

Main Part of the Pack Meeting

1. **Opening Ceremony** - The opening can be led by the Cubmaster, other Pack Leader or a den may be assigned the responsibility. It could include a patriotic song or the Pledge of Allegiance to the flag. Or it could be a ceremony related to the monthly theme.

2. **Song** - If a song is not used in the opening, now is a good time for a Cub Scout song. Ask everyone to stand. Be sure all know the song, have a copy of the words, or print the words on a chalkboard or large piece of paper.

3. **Welcome and Introductions** - The Cubmaster introduces and recognizes visitors and makes them feel welcome. This would include new families, head of the Chartered Organization, Unit

Commissioner, Scoutmaster, or other visitors in attendance. Pack leaders can also be introduced at this time.

4. **Audience Participation Stunt** - An icebreaker or stunt will help get the meeting into high gear. Involve the entire audience. The Cubmaster can lead this stunt or the responsibility may be assigned to another leader or parent.

5. **Den Stunts and Skits** - Usually stunts and skits are related to the monthly theme. There may not be time for all dens to perform at every pack meeting, so they can take turns. Boys will have been preparing for this activity during the month so parents will have a hint of what is to come.

6. **Recognition Period** - At most pack meetings there will be Bobcat, Wolf, Bear and Webelos badges, arrow points, and Webelos activity badges to be presented. At some pack meetings there will be new family inductions, Arrow of Light Award presentations, graduations from Cub Scout den to the Webelos den, graduation into the troop, and other recognitions to be given to the boys and leaders. Each one represents a great deal of time and effort on the part of the boys, family, and leaders, and should be presented in a special ceremony. The presentation should be worthy of the award and the work that went into it. It is important that the boy's family take part. They are called forward with the boy, and a parent or other family member receives the badge to be pinned on the boy's uniform.

7. **Webelos Den Demonstration** - The Webelos den gives a demonstration of things learned during the month on the activity badge area. Be sure they are located where everyone can see and hear.

8. **Games** - Games provide most of the action in pack meetings. Relay races between dens, parent-son competitions, or skill competitions are good for pack meetings. Boys usually enjoy games in which their families take part. Simple homemade prizes can be awarded to winners, if desired.

9. **Announcements** - These should be brief and to the point - written, if possible. No long, drawn-out talks. Mention any special events or activities, the theme for the next month, and the date of the next pack meeting.

10. **Attendance Award** - Most packs give an attendance award. Some use the Parent Attendance Ribbon; some use a simple trophy like "Cubby" or other type of award to the den having the best parent attendance at each pack meeting. This is an incentive to the other dens to get their parents to come.

11. **Closing** - A den may be assigned the responsibility of a closing ceremony or the Cubmaster may give an inspirational closing thought. Whatever type of closing is used, it should be short.

After the Meeting

Many packs like to serve refreshments which can be furnished by a parents' committee or brought by assigned dens.

It is important that sufficient help be recruited to put the meeting room back in order. Scouts always leave a place as good or better than they found it.

HINT -- This plan can be changed to suit the needs of your unit. These are the important parts of a pack meetings but you may want them in a different order.

PURPOSE OF A "THANK YOU"

Within the Cub Scout Pack there are many individuals who work toward attaining the purposes of the Cub Scout program. Besides the responsibilities of carrying out an effective Cub Scout program, the pack leaders must also consider appropriate ways to show appreciation to the volunteers who provide support to the Cub Scout programs through their service, their time, or their donations.

Adults need recognition as well as the boys. This is especially true for an "all volunteer" organization such as Cub Scouts. True, we do feel a sense of accomplishment from our volunteering, but being recognized "formally" is icing on the cake.

The important thing to remember is to say "THANK YOU" in an appropriate way. Recognizing those who serve our Cub Scout program is a method of personal support and reinforcement which we all need from time to time. Another spin-off from our "thank you" is usually a willing readiness for that person to offer help again, as well as other parents identifying with this show of appreciation in their willingness to "get involved", next time.

WHO'S IN CHARGE OF THANK YOUS?

IN THE DEN: Naturally, the Den Leader and the Assistant or Co-Leader would have the best knowledge of who to thank for helping his/her den.

IN THE PACK: The Cubmaster, Assistant Cubmaster, Committee Chairman, Awards Chairman, and the Den Leader Coach...one or any combination could serve to make sure that no one is missed when thank yous are due for the pack.

Typically, the Cubmaster and Committee Chairman should be aware of

the Chairmen heading special committees for the pack throughout the year. Their input should supply the names to be recognized each month. Keep current with the pack Thank You --Do not rely on memory at the end of the year, as your ENTHUSIASM and CREATIVITY for the show of appreciation is GREATER and has more of an IMPACT at the time of, or just after the service given.

The Awards Chairman probably is the person in the Pack who shops for the Cub Scout awards monthly, and would be able to have knowledge of what items are carried at the Scout Shop.

Your pack may have a talented "crafty" person who could make thank you items from their specialized talents or hobbies. You should learn the interests (Parent Talent Survey Sheet) and utilize and involve them.. Perhaps this is the only service that they could give to the Pack.

SPECIFIC THANK YOU IDEAS

1. Look for Thank you ideas using "miniatures" from craft and hobby shops, as well as small toy items. These items could be hot glued to a felt backing and glued to a wooden curtain ring with a magnet on the back; made into a neckerchief slide; or glued to a small piece of pretty paneling as a plaque. Try to find a small item symbolic of the occasion.

2. Consider the following: Most of these ideas can be used in many ways - for thank yous to Scouters as well as non-Scouters. Be adaptable in your plans...

Neckerchief slides
Bookend
Refrigerator magnet
Paperweight
Wallhanging
Statuette

3. Visit your local trophy shop -

some have a stamping (inked) process and can stamp the Cub Scout logo on a bookmark, or plate to be mounted on a wooden plaque. Try making your own plaque by woodburning a design, then to dress it up purchase a brass plate and have it engraved.

4. Watch for unique items, such as the I SCOUTING bumper stickers.

5. Use candy molds to make plaster of paris forms to spray gold and hot glue to a finished plaque. Look for molds to suit your needs - like a "ribbon type badge" with #1 on it.

6. A warm fuzzie made from a large blue pompom. Glue on wiggle eyes; make Cub Scout a hat from yellow and blue felt and glue it on. Glue blue pompom to poster board feet.

7. Ceramic tile - Clean a 4" tile with Windex. Rub on a decal - picture and/or lettering for your message. Use permanent markers for a message.

8. Frame a group picture of the den with contac paper, picture matting scraps or a purchased greeting card with a border to fit the size of the picture.

9. Present a helium-filled balloon with the message THANK YOU.

10. "PAT ON THE BACK": Use Cub Scout's hand for pattern; cut from plywood; paneling; heavy cardboard. Paint or stain. Print "A Pat on the Back" on the front side of the hand. When presenting it, hang it from a cord on recipient's back.

11. "THANKS A WHOLE LOT": Cut a shoe sole from old shoe, from leather, or from cardboard. Cut or drill hole in bottom and print "Thanks a Whole Lot".

12. "OFFICIAL BSA 13 HOUR CLOCK":

Clock face with 13 hours: print "Official BSA" under pin for hands of the clock. Message on the back of the clock ... "For the person who is very busy and still finds an extra hour to get the job done."

13. THE BIG NUT AWARD: Use a real peanut. Drill holes in the back and run pipe cleaner or twist tie through to form tie slide. Glue on wiggle eyes and a shock of fake fur hair on top. You can also glue a large nut to a plaque or piece of 2 X 3 as a paperweight.

14. NUTS ABOUT SCOUTING: Do the same as for the above award.

16. THANKS FOR KICKIN' IN: A doll's cowboy boot or a boot cut from plywood or cardboard. Glue to loop of leather as a tie slide or glue a magnet to the back or it can be made larger and used as a plaque.

17. SPARK PLUG: Paint an old spark plug gold and glue to a paneling plaque for anyone who "SPARKS" up your meetings.

18. HELPING HAND: See "A pat on the back". For anyone who helps or the person whose hand is always in the air volunteering to help.

19. LINK TO SCOUTING: A few chain links on a plaque for the Webelos Leader or Scoutmaster who did the most to keep the boys interested in Scouting.

20. LIFE SAVER: Roll of Life Savers on a plaque for the person who saved the program.

21. GOLDEN PEAR AWARD: Plastic fruit (pear) sprayed gold on plaque for the couple who did much for the pack or den. couple who did much for the pack or den.

22. WET SPONGE AWARD: This is good for the NEW LEADER to soak up all the

ideas and energies of other leaders.

23. GOLDEN SPONGE AWARD: Spray sponge gold and glue to paneling plaque for anyone who was "absorbed" in his/her role.

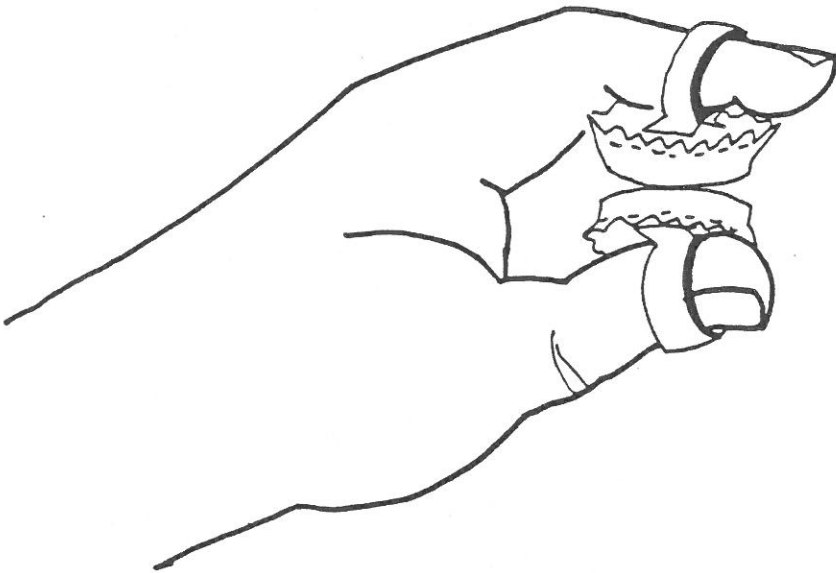
24. GOOD EGG AWARD: Cut the white of the egg from white felt and the yolk from yellow felt; glue to paneling plaque. Give a double yolk if it was a couple working together. The award is for someone who is always helping.

25. BOUNCE AWARD: "Bounce" fabric softener for the Den Leaders - to give them bounce and soften their hearts.

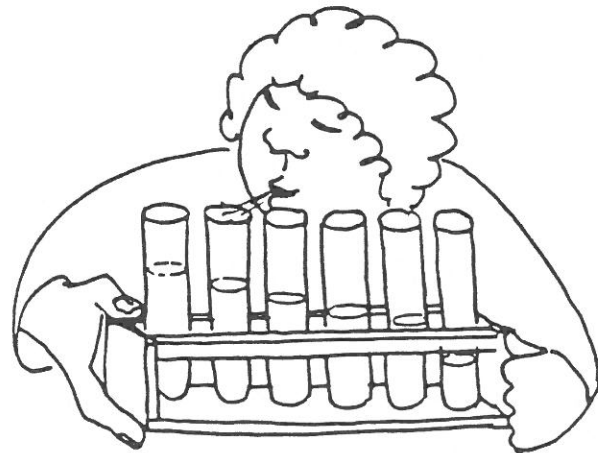
26. PURPLE HEART: Give to someone who sustained injuries.

27. SUNBURN AWARD: Use yellow poster board to make a big bright sun, perhaps with sunglasses; for someone who endured the out-of-doors too long.

28. GOLDEN KNOT AWARD: Using sizable cord or rope, tie a square knot loosely; hot glue it to a board and spray it gold. This is for someone like the Cubmaster, who tied it all together.



Do (C) = 6 3/4"
Re (D) = 6"
Mi (E) = 5 1/4"
Fa (F) = 4 3/4"
So (G) = 4 1/4"
La (A) = 3 3/4"
Ti (B) = 3 1/2"
Do (C) = 3 1/4"



Blue and Gold Banquet

On February 8, 1910, Boy Scouts of America was founded by Robert Stephenson Smyth.

By 1930, 20 years later, there were 650,000 Boy Scouts in our country. That year the Cub Scouting program was started.

Each February, Cub Scouting celebrates its birthday at Blue and Gold Banquets across the nation. These are family affairs, usually held on the regular pack meeting night. Blue and Gold banquets combine the principles of Scouting and total family participation in the celebration. Dens are seated together to encourage strengthening of den spirit and family relationships. February is also the birthday of Scouting's founder Lord Baden-Powell. (Feb. 22)

There are three important things to remember:

1. Be sure that pack leaders, boys and parents know that the Blue and Gold Banquet is Cub Scouting's birthday celebration. We are 59 years old in 1989.
2. Begin planning at least two months ahead. Especially to find an adequate facility to have the banquet.
3. "Keep it Simple, Make it Fun". Share the responsibility with parents and pack leaders and let the boys help plan and make decorations.

PLANNING THE BANQUET

To be successful, the banquet must be planned well in advance. The banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed below. The general outline will help make planning easier. Try to involve as many people as possible and avoid giving den leaders any additional responsibilities - they will be working with their dens on decorations and skits.

Banquet Committee responsibilities are outlined in the Cub Scout Program Helps 1988-89 pages CUB 1 FEB 89 thru CUB 4 FEB 89 and the Cub Scout Leader How-To Book, pages 9-52 thru 9-55. Here is an outline of what you can find in those books.

TWO MONTHS BEFORE: Set date, time and place.

Usually held on regular pack meeting night. Time and date may be determined by the availability of a facility to have the dinner. If your regular meeting place will not be suitable then you will have to find another place such as: school cafeteria, church meeting room, civic center, town hall or restaurants.

Consider these things:

- * Rental fee, if any.
- * Seating capacity and number of tables.
- * Kitchen availability, if needed.
- * Adequate parking space.
- * Convenient rest rooms.

Secure permission to use special equipment- PA system, speaker's stand etc.

- * Confirm reservations a least a month in advance.

Meal Serving Plan. Decide how dinner will be served.

Pot Luck- Each family brings a dish to share with the pack or den group. Families furnish their own utensils, plates and cups.

Food Committee - If a kitchen is available, the pack may wish to buy the food, prepare it, and prorate the cost among families.

Catered - Where the caterer brings the food already prepared, or pack goes to a cafeteria or restaurant.

Let parents know well in advance how the dinner will be provided. Meal planning helps are in the Cub Scout Leader How to Book, page 9-53 thru 9-55.

ONE MONTH BEFORE: Invitations are usually sent to every pack family and special guests. Boys can make invitations in den meetings for their own families. Invitations to special guest and their spouses can be mailed. If your pack has an affiliated Tiger Cub group, invite them and their parents also. Special guests can be seated at a head table or have them seated with various dens. Let den leaders know about extra people at their table. Ideas for invitations are in CS Leader How to Book and other Pow Wow books as well as later in this section. Special guest might include: the head of your pack's chartered organization; Scouting coordinator; unit commissioner; district Scout executive; church

minister or rabbi; Scoutmaster of nearby troop; former Cubmaster and spouse; pack alumni; school principal; roundtable commissioner; and other district personnel who have been helpful to the pack.

DECIDE ON A THEME: 1988-89 Program Helps have the theme for the month of February as "Strong for America". The banquet invitations, decorations and program can use this theme or a birthday theme or general scouting theme could be used. Let all den leaders know of this theme or the committee could give the dens the option of picking their own theme. Other themes for Blue and Gold could be: C.S. promise, Law of the Pack, Wolf and Bear Symbols, Scouting history, Cub Scouts at work and at play, Hail to our leader, Trail of the Eagle.

BANQUET PROGRAM

The banquet committee should work with the Cubmaster to select a master of ceremonies, plan the program and recruit a person to handle each item on the agenda. Plan the general room decoration and head table decoration. Include in the program all of the regular pack meeting activities, such as songs, skits, stunts, awards, and ceremonies. Something different and special can be added. Most packs prefer to use entertainment from within their own group. The entertainment may include den skits and stunts, a short slide presentation of pack activities during the past year, or den chiefs and leaders performing songs, skits or stunts, as a change from the usual. Avoid long speeches.

Some packs have visiting entertainers, magicians, clowns, puppet shows, or singing groups are frequently used. Be aware of cost to hire these people or groups.

Following is a suggested agenda for the banquet program. It can be adjusted to fit your pack's needs. Try to limit the total program time to a maximum of 1 1/2 hours (not including meal). Keep the program moving and interesting.

Gathering Period. Have a welcoming committee to greet people as they arrive, give the nametags (if you have a large pack and people don't know each other). Tell people how everyone will be seated (by den etc.) Have displays and exhibits. Also have games or some activity to

keep the younger children occupied until the meal is served.

Opening Ceremony. This need not be lengthy or elaborate. A flag ceremony is always good. Remember to involve the boys.

Invocation. This may be given by a pack leader, a Cub Scout, or clergyman.

Dinner.

Welcome and Introductions. Recognize pack leaders, special guests, and Tiger Cub group if they are there. Keep comments short, with plenty of applause.

Greeting from Head of Chartered Organization. Use song sheets or have songs printed in souvenir program so everyone will join in. Include "Happy Birthday to Cub Scouting".

Songs or Entertainment. Den may perform skits or stunts. These should be short. Leaders may want to do a skit together as a change.

Webelos demonstration.

Advancement Awards Ceremony. Make this memorable. It should be impressive and well executed. This is the part most boys and parents have been waiting for.

Closing Ceremony. At this point in the program, the "tone" should be more serious. Close with something inspirational or patriotic.

See "Program Helps", "C.S. Leader How to Book", & old "Pow Wow Books or "Stadging Den and Pack Ceremonies" for ideas.

RESOURCES FOR BANQUET PROGRAM IDEAS

Blue and Gold Ceremonies for God and Country (opening ceremony)

Arrangement. A Cub Scout stands blindfolded, gagged and bound.

Cubmaster: This is an American boy.
The American Revolution
won his freedom.

The Constitution guaran-
tees him freedom of
speech.

(remove gag.)
A free education gives
him the ability to see
and to understand.

(remove blindfold)

Help Cub Scouting teach
him to preserve and to
enjoy his glorious heritage
and to become a good
citizen.

Turn out lights, spotlight on the American Flag,
and lead in the Pledge of Allegiance.

Blue and Gold Closing Thought

Narrator: Lord Baden-Powell, the founder of Scouting, said: "I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds, but they have made their hole in the blanket by doing good before they went to heaven. Try and make your hold in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good." Think of Baden-Powell's words when you promise to help other people.

Blue and Gold Flag Ceremony

Narrator: I represent the Spirit
of Lord Baden-Powell, the
founder of Boy Scouting.
I am also the Spirit of
Scouting Past and Present.
Here is our future—Cub
Scouts of America.

1st BOY: (carrying Bible) In the
Cub Scout Promise, we
say, "I promise to do my
duty to God", and reli-
gious activities are part
of our rank advancement
program. I like to wear
my uniform to church on
Scout Sunday. Nearly
half of all Cub Scout
packs are sponsored by
churches.

2nd BOY: (in complete uniform)
I wear my uniform with
pride. People know I am
a Cub Scout, growing
straight and strong
through Cub Scouting.
There is only one official
uniform. The colors of
the uniform have mean-
ing. Blue stands for
truth and loyalty; gold,
for good cheer and hap-
piness.

3rd BOY: (carrying Indian head-
dress) Early Cub Scout
ceremonies were based on
Kipling's jungle tales.
When Cub Scouting was
established in America in
1930, Indian themes were
used. Akela was the big
Chief of the Webelos
tribe - to which all Cub
Scouts belong. Chief
Akela's father, Arrow of
Light, stated that all
men were brothers, and a
tribe could be no greater
than its boys.

4th BOY: (carrying wood project)
Cub Scouting means FUN!
We have lots of fun, but
I like making things -
real boy projects - things
we can play with or that
follow our theme. Cub
Scout arrow points and
Webelos activity badges
give us many different
projects to work on so
we make useful things
and learn new skills
while we progress.

5th BOY: (carrying a collection)
I like to go on hikes and
collect things for my
nature collection. Hikes
help us to appreciate the
outdoors and help us grow
physically.

6th BOY: (carring American flag)
I am proud to be an Amer-
ican so I can salute our

flag. I also like to see our pack flag (points to it) because then I know I am part of 79 years of Scouting. I belong! When you salute the U.S. flag, you salute a lot of other things too. You salute your family, your home, your friends, your Cub Scout den, your fellow Americans, and this land of freedom - Because they are America!

NARRATOR: Yes, I represent the Past and the Present. These boys - Cub Scouts now - are the men of Tomorrow. They will be the preservers of our American heritage. (Pause) Please stand and join us in the Pledge of Alligiance.

BANQUET DECORATIONS

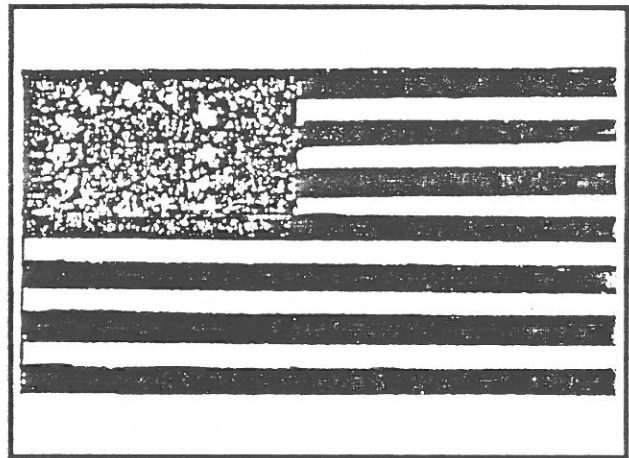
Dens usually provide their own table decorations. They might include a centerpiece, place mats, napkins, place cards, napkin rings, nut cups, corsages for mothers, boutonnieres for fathers, favors for children. Your local Scout distributor has many of these items, or they can be made in den meetings from scrape materials. Although den table decorations will vary, it is best if each den makes essentially the same number, so there are no hard feelings.

The program team can add a festive note by decorating the room with valloons, streamers, pennants, and a photo display of pack activities. Lively recorded music will add to the gala atmosphere.

Since the theme for February `1989 is "Strong for America" you may want to use a Patriotic theme and decorations. Here are a few ideas.

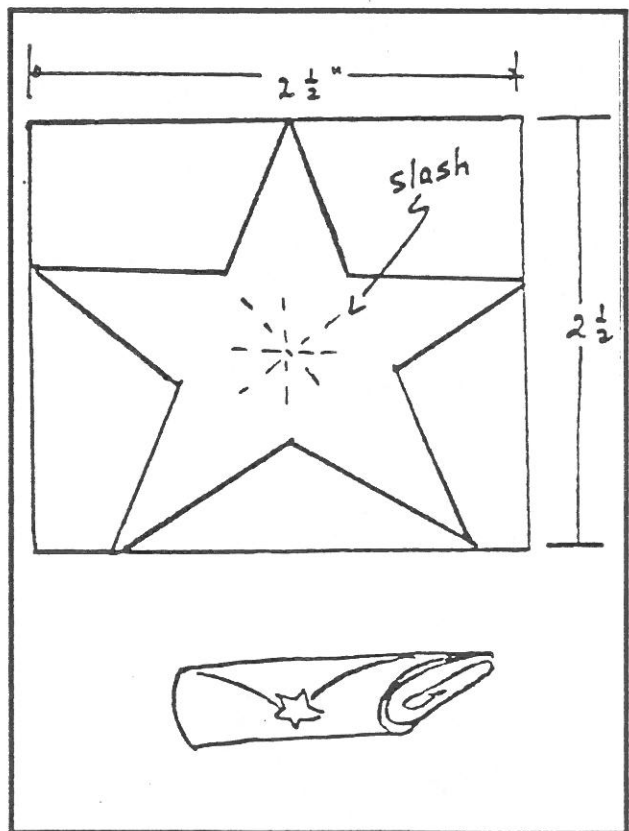
For a "Flag" placemat, use a 13" x 18" piece of white construction paper. Glue seven 1" wide strips of red paper, three 12" long, and four 18" long, to the white base.

Glue a 4" x 6" piece of blue construction paper to the left hand corner of the mat. Use foil stick-on stars. Clear contact paper could be put on top so that the boys could wipe them clean and save them.



For candle holders, cut out foil stars and glue them onto cardboard. Slash at centers, and place over candles, two or three at a time, as shown.

Roll your napkins and stick them closed with a stick-on foil star.



Uncle Sam Centerpiece

Uncle Sam himself can play host in the form of a clever centerpiece. Just round up a 2 or 3-pound coffee can with a plastic lid, colored paper, cotton and a shoe box.

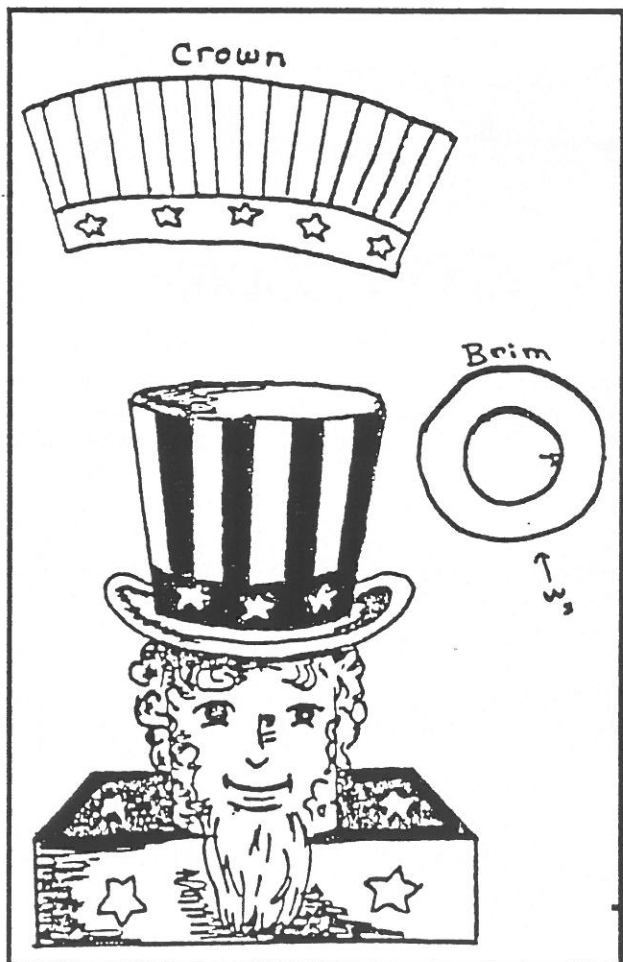
For his face cover the can with paper and draw on features. Glue on cotton for hair, eyebrows and goatee.

For a base, invert a shoe box and cover with paper; glue on yellow stars. Set the can near the edge of the box so that his goatee can hang down.

To make the brim of his hat, trace around the plastic lid on heavy paper. Then draw a second circle three inches larger all around than the first circle. Cut out the brim, as shown.

For the tall crown, cut a paper strip at least nine inches wide and slightly curved, as shown, to form the flare of the crown. Add paper stars and stripes. Glue the crown into a tube to fit around the rim of the plastic lid; then glue it on top of the lid.

Roll the brim slightly on the sides, and glue the crown to the brim. Place the hat on Uncle Sam's head.



CUB SCOUTS HELP OTHERS CENTERPIECE

Cut Cub scout from large piece of cardboard. Since it is to be a centerpiece on the table, don't make it too large.

Cut pieces from white paper to cover the head, neck, and also his hands.

Cut pieces to cover his uniform and hat from blue paper.

Glue all pieces in place.

For the neckerchief, tie a triangle of yellow crepe paper around the neck, use blue yarn for the slide.

Diamonds: From yellow construction paper. Cut three connecting diamonds each 3" x 5". Print on them the places where Cub Scouts can help others: "In the den - At home - In the community". Glue the diamonds between hands.

Base: Cut a three gallon cardboard ice cream container down to 4" and invert. Cover sides and bottom with blue construction paper. Glue on yellow streamer with the motto: "HELP OTHERS".

Place Cub Scout on the base, supporting him with a cardboard easel at the back. Paint or cover back of Cub Scout with blue. Add a twist of yellow and blue crepe paper, glue around top edge of the base for a cloud affect.



Napkin Ring: Cut a diamond from yellow construction paper and paint "Help Others" across

the center. Add guest name if you like. Glue diamond to a ring of cardboard, covered with blue. Bathroom tissue and waxed paper tubes can be used for the rings.

Nut Cups: Use large nut cups. Let each boy trace around his hand on yellow construction paper. Print names of guests on each and glue to the cups.

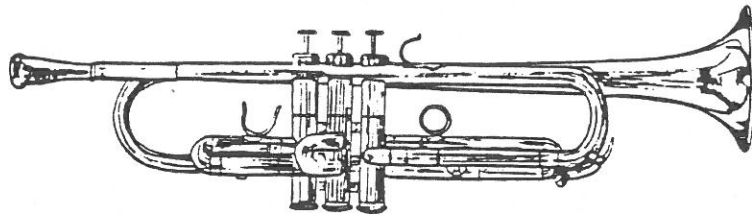
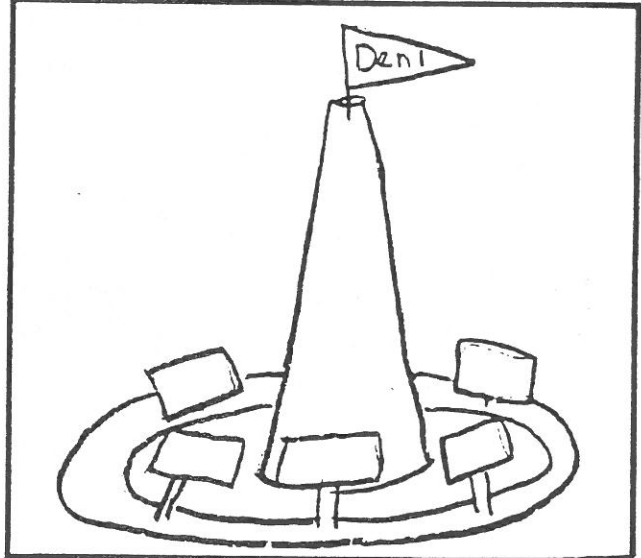
Tablecloth Printing: On a yellow or white plastic tablecloths, have the Cub Scouts draw Indian signs with blue permanent markers.

Cub Scout Photo Centerpiece

Materials: large styrofoam cone, 16" styrofoam ring, blue or yellow spray paint (safe for use on styrofoam), yellow or blue ribbon, picture of each Cub Scout in uniform standing in front of an American flag, 1 popcicle stick for each boy.

Spray paint the cone and the ring blue (or yellow) and let it dry from one meeting to the next or at least overnight.

Divide the area on the ring so that each Cub Scouts picture will have equal space. The pictures are glued to the popcicle sticks and pressed into the ring. The ring can be divided by the yellow(or blue) ribbon and some ribbon can be put on the cone for color. Pictures of the Den Leaders and the Den Chief can also be on the centerpiece (possibly on the cone).



Quantities to Serve 100 People

Baked beans	.5 gallons	Loaf sugar	3 pounds
Beef	40 pounds	Meat loaf	24 pounds
Beets	30 pounds	Milk	6 gallons
Bread	10 loaves	Nuts	3 pounds
Butter	3 pounds	Olives	1 3/4 pounds
Cabbage for slaw	20 pounds	Oysters	18 quarts
Cakes	8 cakes	Pickles	2 quarts
Carrots	33 pounds	Pies	18 pies
Cauliflower	18 pounds	Potatoes	35 pounds
Cheese	3 pounds	Potato salad	12 quarts
Chicken for chicken pie	40 pounds	Roast pork	40 pounds
Coffee	3 pounds	Rolls	200 rolls
Cream	3 quarts	Salad dressing	3 quarts
Fruit cocktail	1 gallon	Scalloped potatoes	5 gallons
Fruit juice	4 No. 10 cans	Soup	5 gallons
Fruit salad	20 quarts	Tomato juice	4 No. 10 cans
Ham	40 pounds	Vegetables	4 No. 10 cans
Hamburger	30 to 36 pounds	Vegetable salad	20 quarts
Ice Cream	4 gallons	Whipping cream	4 pints
Lettuce	20 heads	Wieners	25 pounds

BANQUET PROGRAM COVERS

PACK 86
BLUE AND GOLD
BANQUET



February 21


Pack 312



BLUE and GOLD
BANQUET

February 26, 1982


BLUE AND GOLD
BANQUET



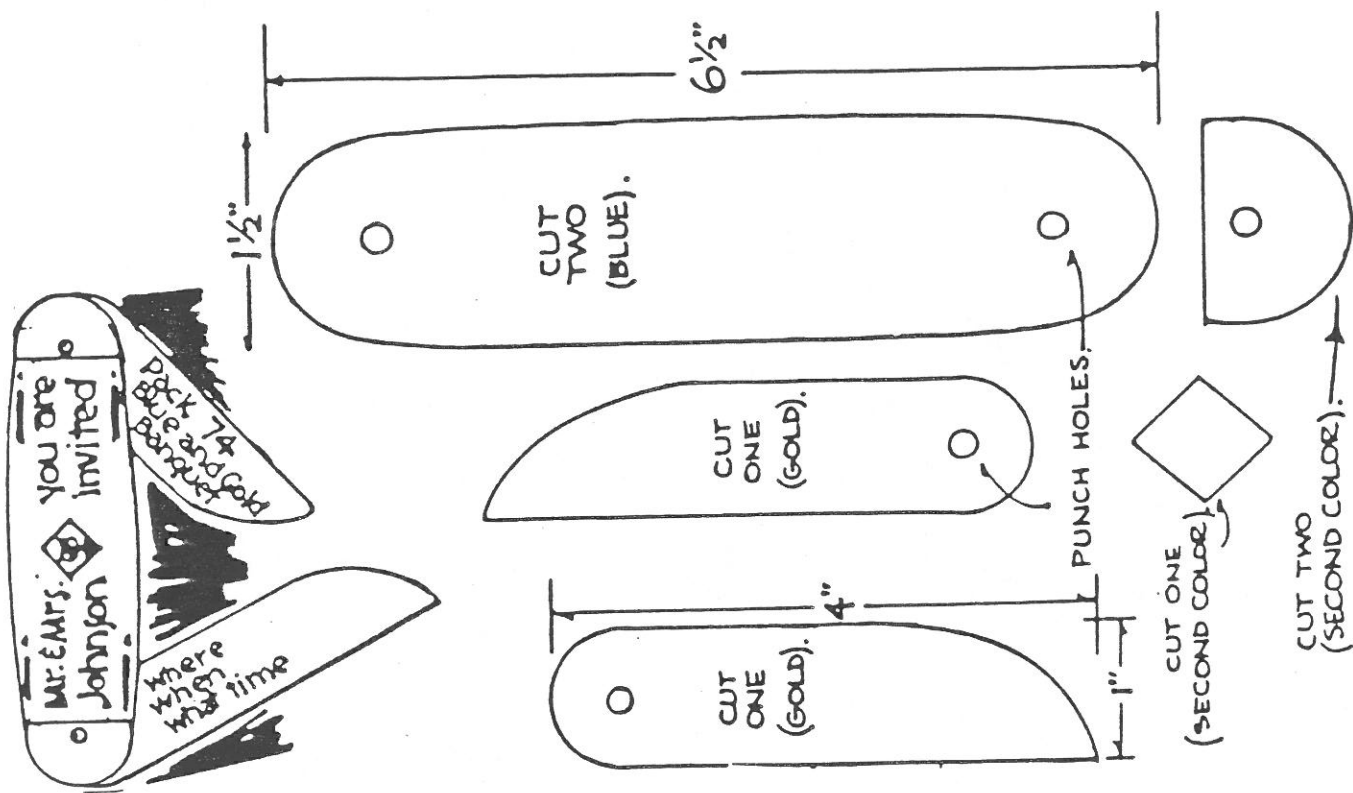
Pack 6
Boy Scouts of America
1930-1982

PACK 54

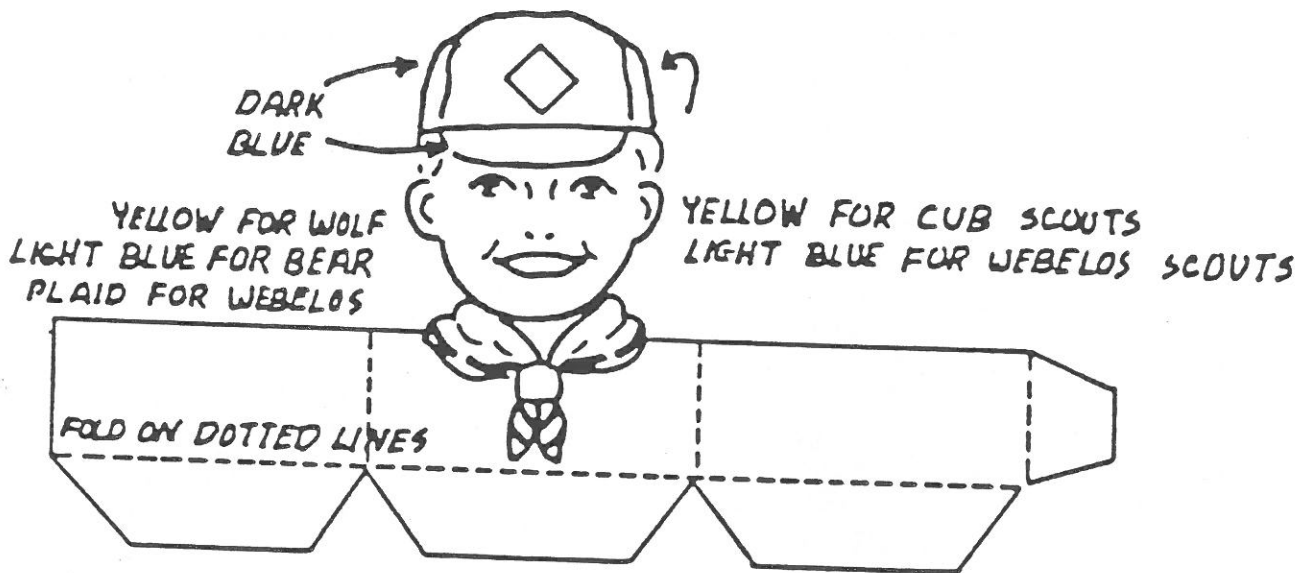
BLUE AND GOLD BANQUET



February 26, 1982
PARKVIEW GRADE SCHOOL
Tulsa, Oklahoma



PAPER KNIFE INVITATIONS

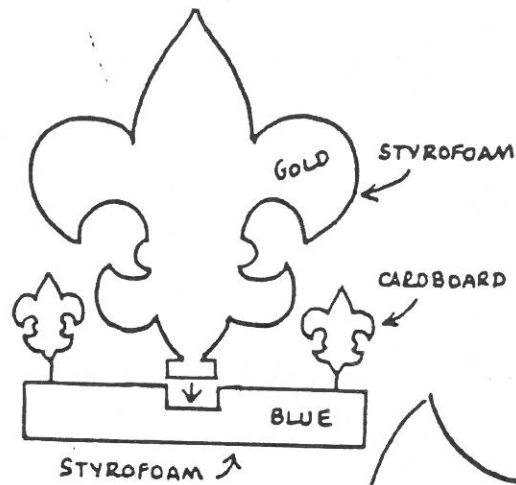


CUB SCOUT NUTCUP

USING PATTERN SHOWN, TRACE ONTO CONSTRUCTION PAPER AND CUT OUT. FOLD LOWER TABS UNDER AND FOLD ON UPRIGHT DOTTED LINES TO FORM A THREE-SIDED NUTCUP. GLUE ALL EDGES TOGETHER.

IF YOU HAVE LOTS TO MAKE SOME COPIERS WILL ENLARGE AND USE HEAVIER PAPER. THEN JUST GLUE THEM TOGETHER.

CENTERPIECE



Small fleur-de-lis are cut from pattern at left. Cut from cardboard and glue on a toothpick to insert in styrofoam base.

Additional fleur-de-lis can be cut for place cards. Insert in small styrofoam pieces and write a name on each.

$\frac{1}{4}$ PATTERN
(LOWER)

$\frac{1}{4}$ PATTERN
(UPPER)

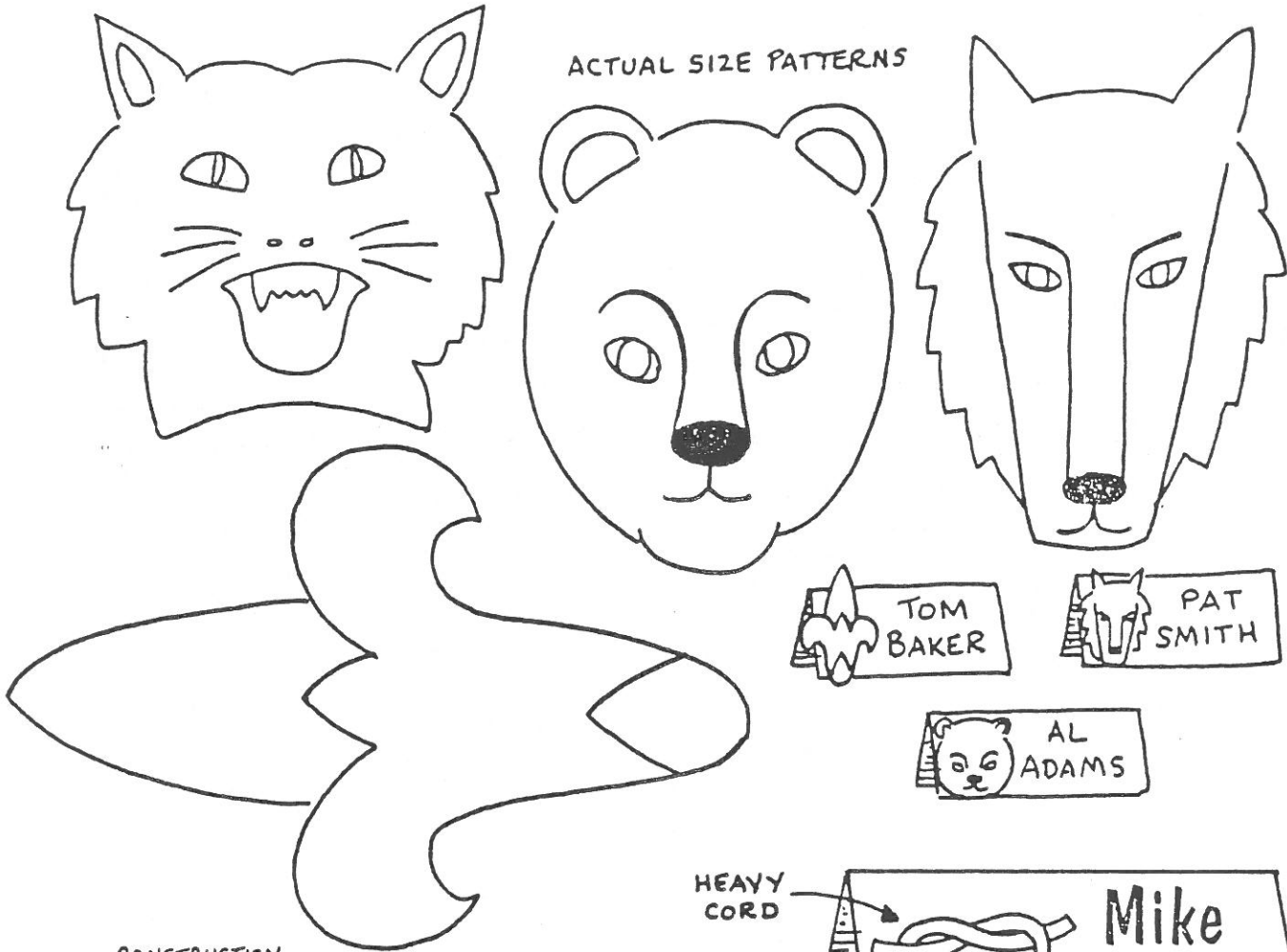
Cut out two large pattern pieces. Tape together and place on fold of newspaper. Cut full pattern from newspaper.

Lay pattern on thin styrofoam and cut with styrofoam cutter or serrated edge knife. Spray paint gold (with styrofoam paint)

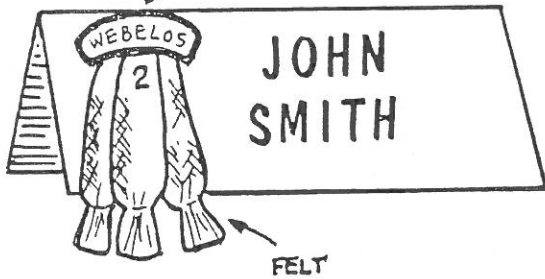
Base is a rectangular piece of styrofoam sprayed blue.

PLACE CARDS

ACTUAL SIZE PATTERNS



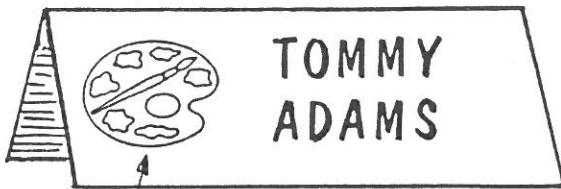
CONSTRUCTION PAPER



HEAVY CORD



4" x 5" CARDS FOLDED

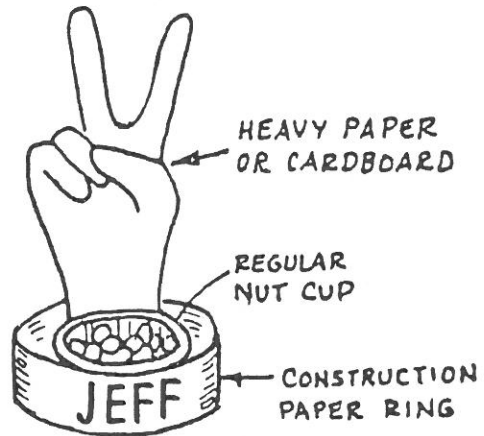


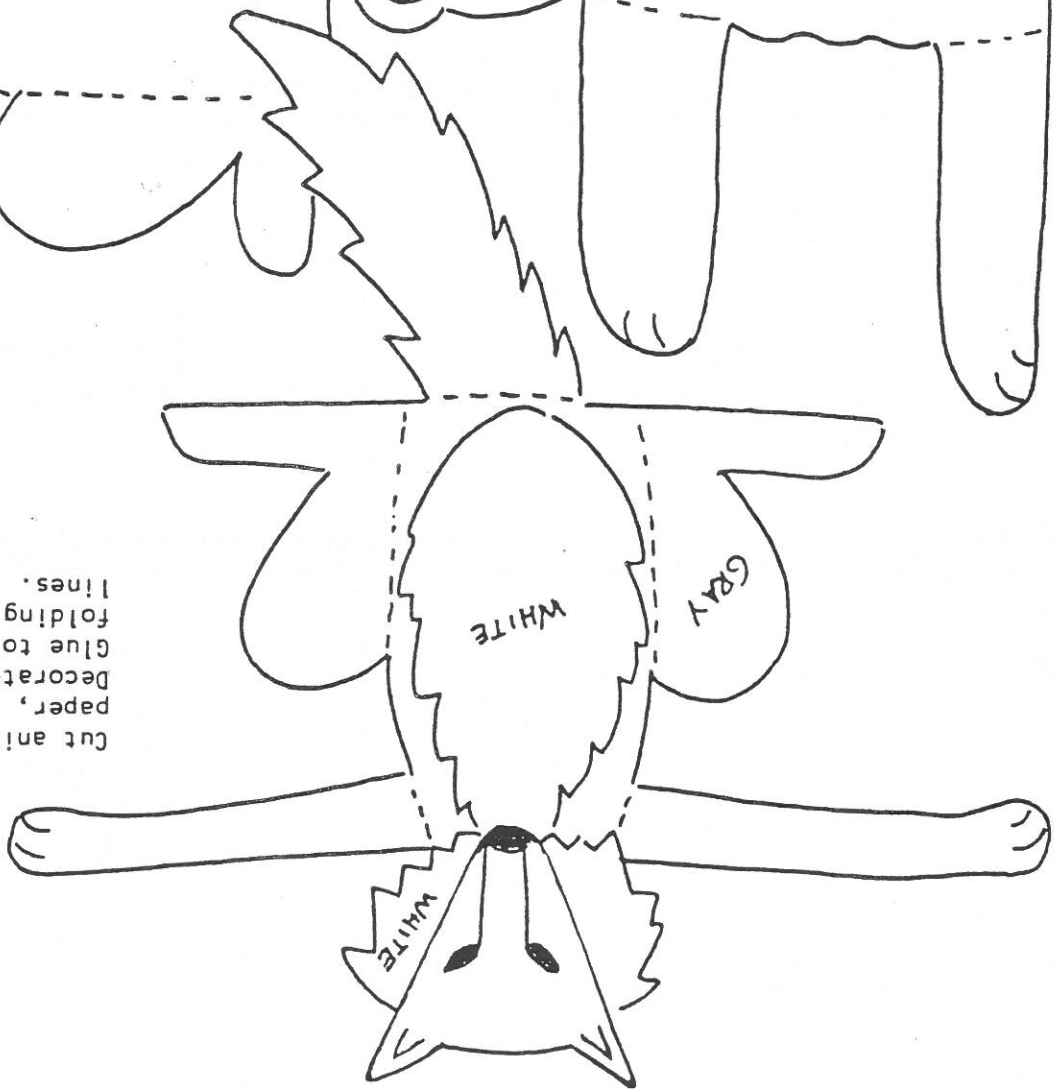
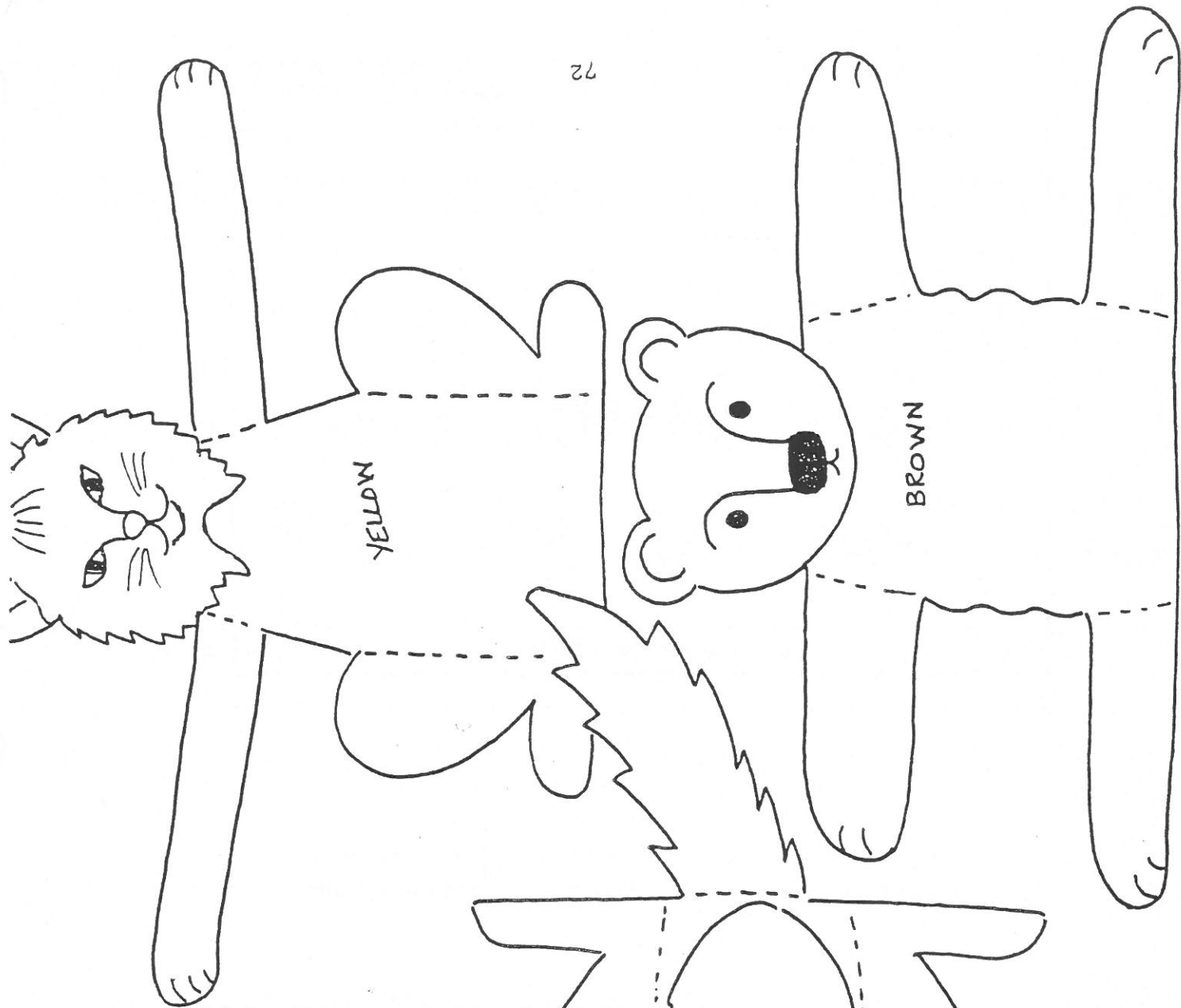
CONSTRUCTION PAPER CUT-OUT

HEAVY PAPER OR CARDBOARD

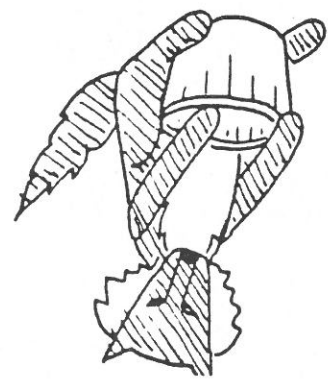
REGULAR NUT CUP

CONSTRUCTION PAPER RING



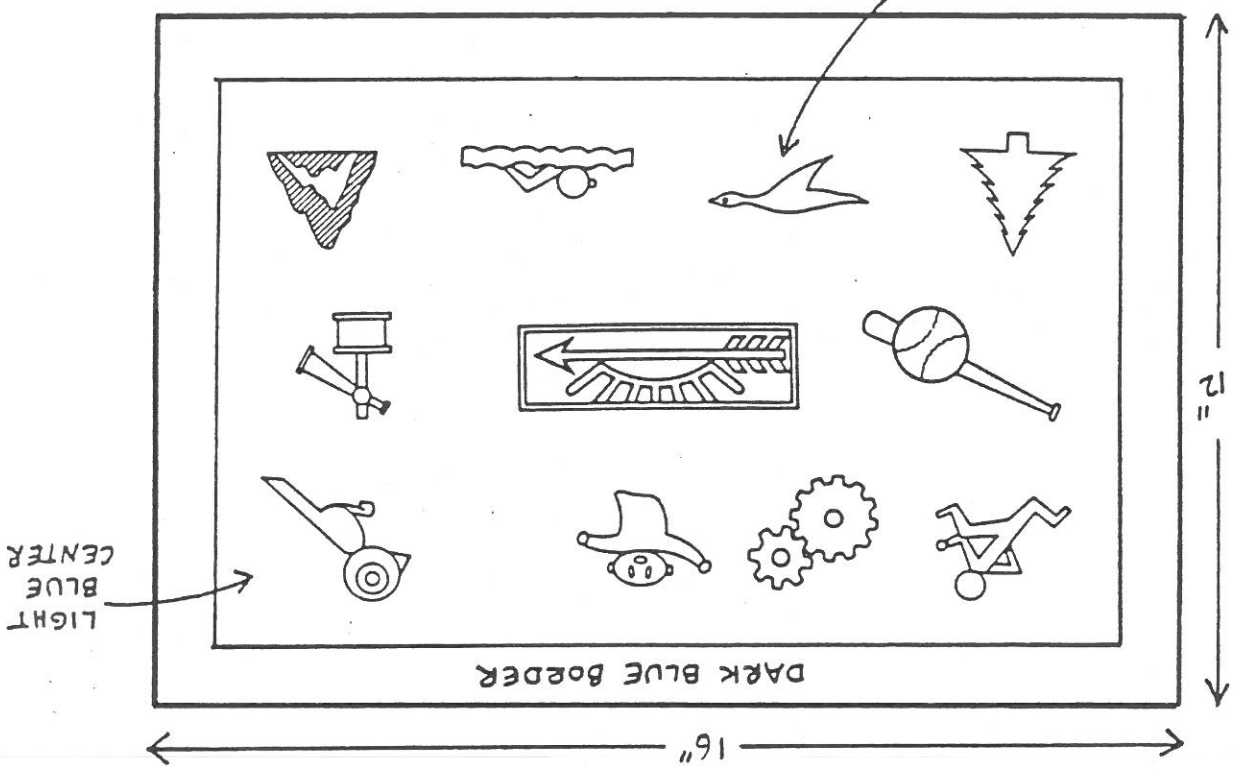


Cut animals from construction paper, using the patterns shown. Decorate with colored markers. Glue to regular nut cups by folding arms and legs on dotted lines.

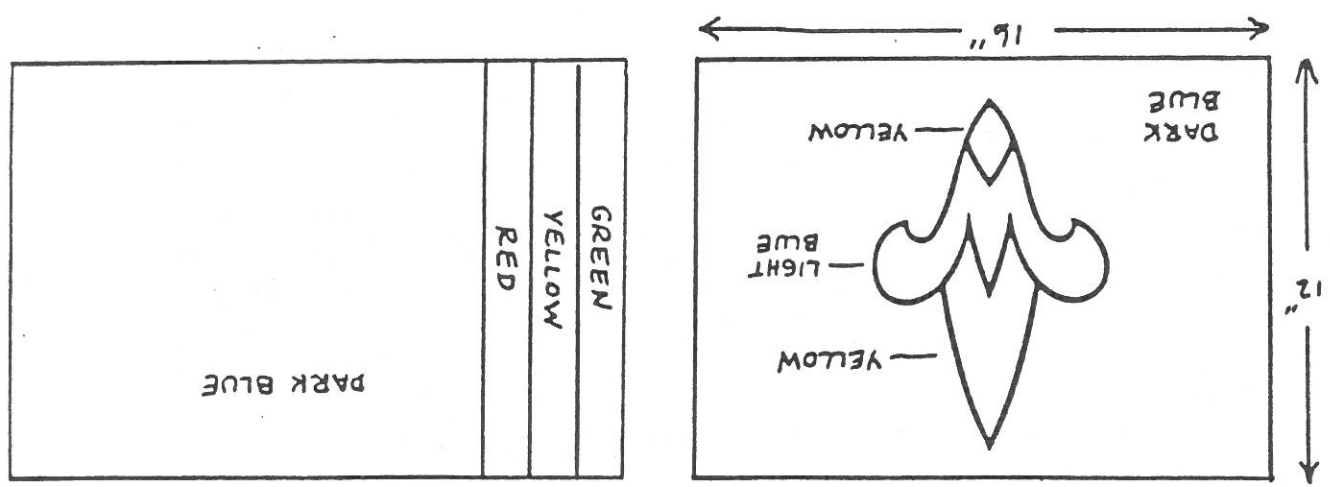


NUT CUPS

CUT ACTIVITY BADGES FROM
GREY OR SILVER PAPER AND
GLUE ON

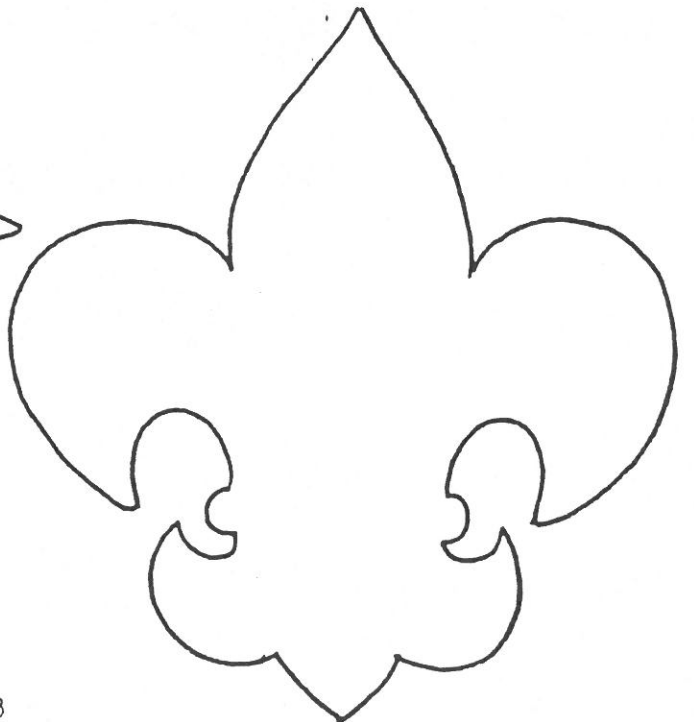
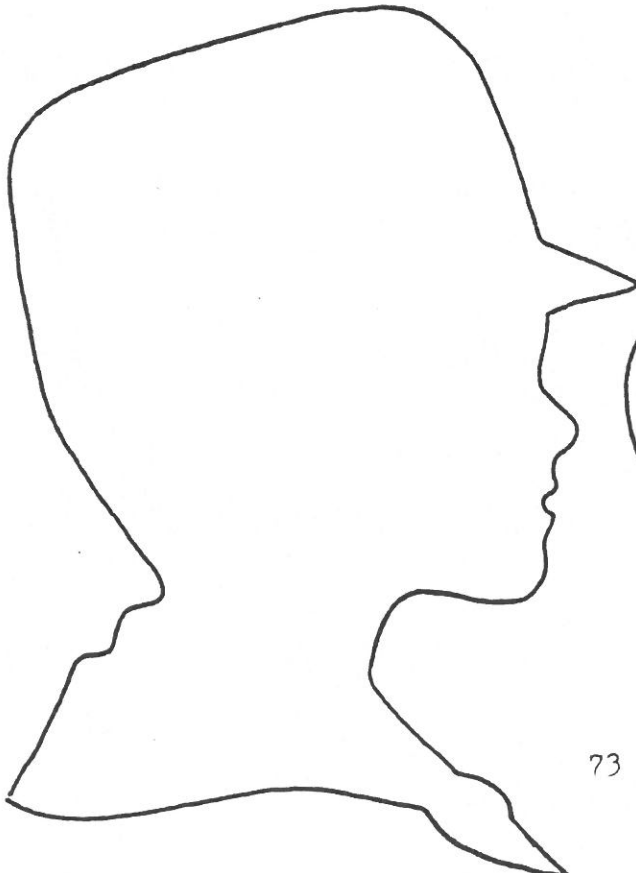
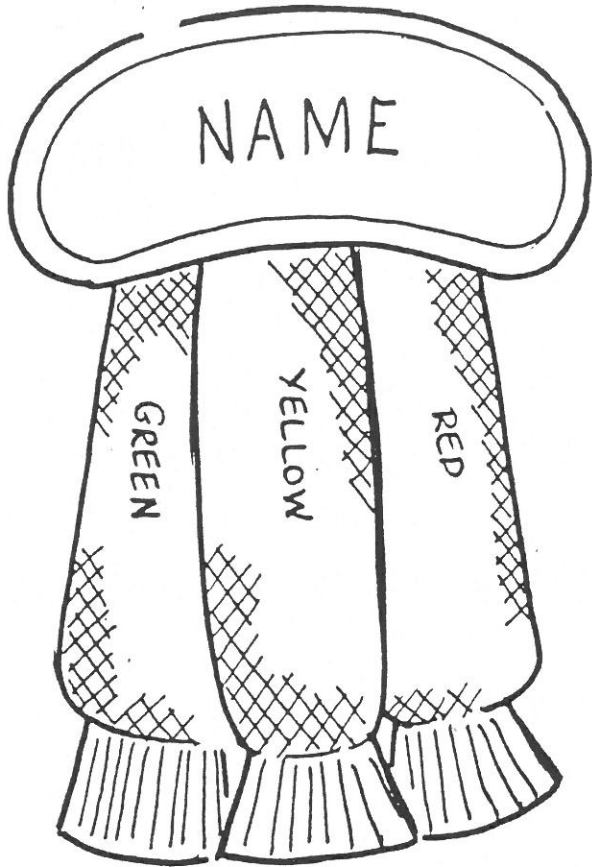
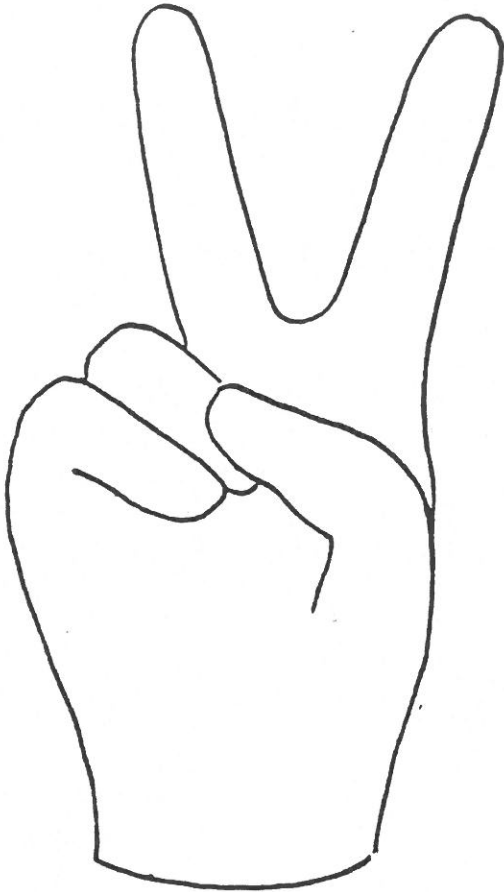


Cut place mats from mat paper or construction paper.
Decorate with contrasting colors of construction paper.



PLACE MATS

NAME TAGS





BOBCAT PLACEMAT
1/2 PATTERN

Cut from yellow construction paper
or mat paper.

Eye may be cut out or colored in.

Pinewood Derby

The Pinewood Derby is probably the most universally popular and successful family project in the Cub Scouting program. The Pinewood Derby requires planning and work by the pack committee and other parents, but its value in fun and close family relationships has been proven over many years.

The Pinewood Derby cars are small models, of specified dimensions, created and built by boys, under the guidance of their parents. They are gravity powered and run down a regulation track. The races are run in heats with the cars starting from a standstill and running unaided down the ramp to the finish line.

Pinewood Derby kits with building instructions can be purchased individually or in packs of eight at your local Scout distributor. It works best for the derby committee to purchase the kits in quantity and distribute them to the Den Leaders. Extra wheels, axles, and Pinewood Derby trophies, plaster casting molds, and ribbons are also available.

Planning Tips

The following information will help in planning the pack's Pinewood Derby.

- Determine the work assignments and hold special meetings prior to the day of the race to orient everyone to their jobs.
- Consider using some type of display board to post the progress of the race. Tags on hooks could be used to inform spectators of the progress of the race.
- The use of an overhead projector and acetate sheets with the brackets and race parings depicted is another method of keeping spectators informed of the progress of the race and the current standing of their favorite Pinewood Derby car.
- All participants in the race should be informed of the legality of using powdered graphite as a lubricant on the wheels of the Pinewood Derby cars.
- If the winner of each race heat is determined by visual observation of the judges at the finish line, try to arrange for judges from outside of the pack to prevent parent problems when a boy doesn't win. The use of a track with electronic judging devices will eliminate any controversy that may occur and avoid any unnecessary disappointments on the part of the boys or parents.
- The use of a 4-lane track is best when there is a need to compromise between a time problem and the number of required races per boy.
- Ensure that all families in the pack are informed about building rules, inspection rules, the race procedure, and the method to be used in judging the races. This will help prevent any

misunderstandings and disappointments should questions occur.

Sample Pinewood Derby Rules

The following rules can be used as a guide when conducting your Pinewood Derby.

- All cars must pass inspection to qualify for the race.
- Once a car has been inspected and has passed, the car will be placed in the designated area until it is ready to race.
- As each heat is announced, the boys will report to the starting line and draw lane numbers prior to placing their cars on the track. All other spectators should remain behind a barrier.
- The starter will ensure that all cars are positioned properly on the track and then start the race.
- The car whose nose crosses the finish line first is the winner. Position spotters will pick first, second, third and fourth places.
- If a car leaves the track, runs out of its lane, interferes with another car, loses a wheel, etc., the heat will be run over. If the same car experiences a problem on the second run, that contestant automatically loses the race.
- When the results of each heat have been recorded, the cars will be returned to the designated location

until the conclusion of all heats and a winner has been determined.

- The announcement and presentation of awards will be made after the conclusion of the heat races. Boys and their parents will come forward for the awards.
- There are a total of ____ heats and ____ awards to be presented. Den winners will be determined first. The first four winners in each den will advance to the pack championship race. The remaining cars will take part in consolation heats.

Inspection Team

It is important that the rules by which cars are inspected at the pack Pinewood Derby are the same as those used by the district. Each pack winner will advance to the next level of competition at the district level and it would be unfortunate if a car was disqualified because it did not meet inspection requirements. The best guide is to follow the rules in the Pinewood Derby kit.

- Weigh cars, using a small scale. The cars must not exceed 5 ounces (140 grams). Postal scales or weight-watcher scales work fine for weighing the cars.
- Using a jig made of cardboard or wood, check the overall dimensions of the cars. A simple method is to build a box measuring 2-3/4 inches wide by 7-3/8 inches long by 1-1/2 inches. If the car fits in this box, it passes that part of the inspection.

- Axles, wheels and body shall be from the materials provided in the kit.
- Wheel bearings, washers, and bushings are prohibited.
- No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.
- The car shall not ride on any kind of spring.
- The car must be free-wheeling, with no starting devices.
- No loose material of any kind are allowed on the car.
- Apply three stickers to the underside of each car.
- Race as many heats as necessary to include all cars in a division one time.
- Remove one sticker from the second, third, and fourth place cars at the end of each race.
- All cars will be run at least three times with this method.
- The last car with a sticker remaining is the division winner.
- Once the above races are completed, race the division winners for the pack championship.

Suggestions

Packs with large numbers of boys may use the following method:

- As the cars arrive at the inspection station, weigh and segregate them into age or rank divisions.

For additional information on conducting a Pinewood Derby in your pack and the construction of a track, refer to "The Cub Scout Leader How-To Book", pages 9-39 thru 9-45.

Space Derby

Cub Scouts will find the Space Derby exciting. Join in the fun as the countdown begins for the space race of the century!

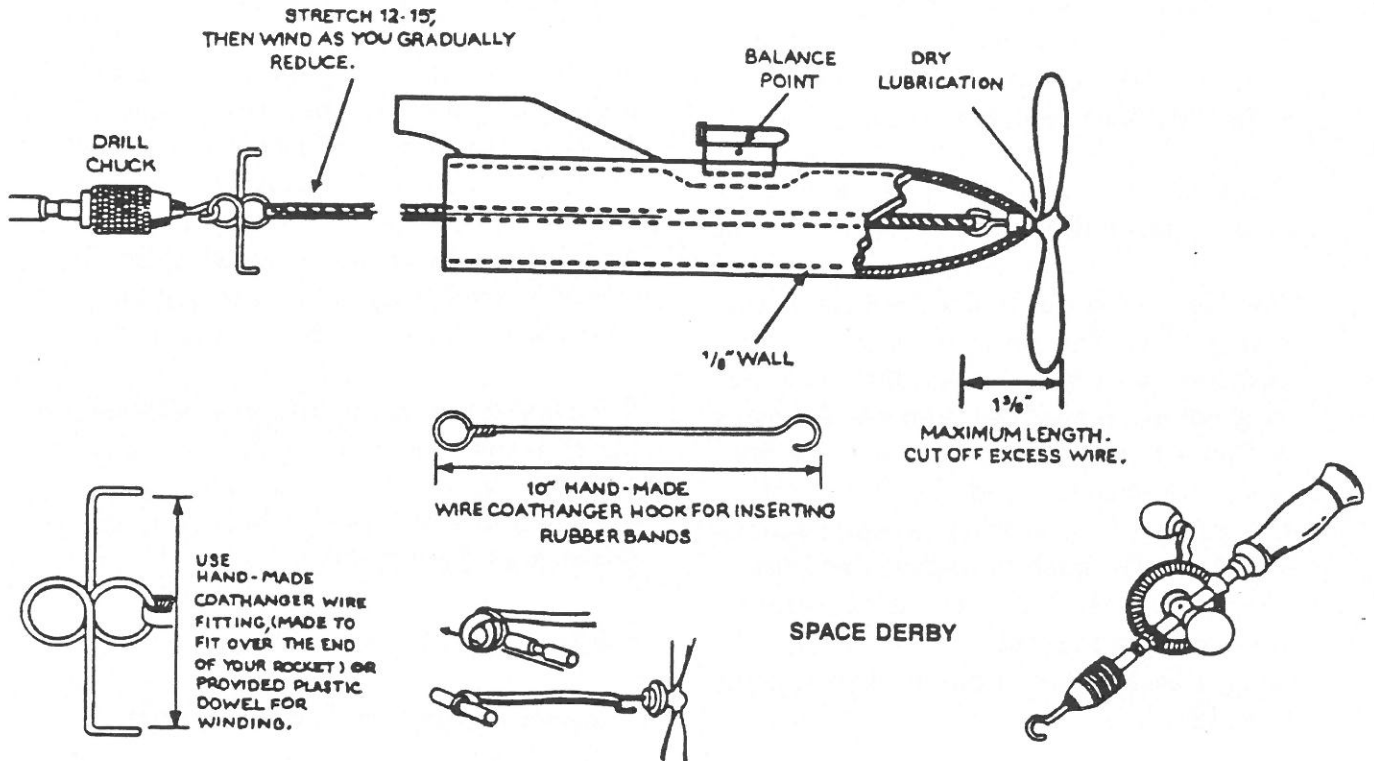
Race Suggestions

- To stage the race, the boys wind up their rubber band propelled rocket motors. The rockets are hooked over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown, and fire at "zero" by lifting the rear of the starting gate frame which releases the rockets.
- Run the race in heats, up to four contestants at a time. The boys work hard on their rockets, so each boy should get to try at least twice instead of being eliminated from the competition after the first race. For example, in a six boy den, try heats of three boys each. The winner of each heat goes into the den finals. Race the other four again with the race winner competing with the other heat winners for the den championship and entry into the finals.
- Recruit dads as the flight operations team - two as starters with green flags, two as judges with checkered flags, and two as gate keepers and announcers.
- Experienced rocket racers "warm-up" their ships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200, and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.
- Soak the rubber bands in castor oil for several days prior to the Space Derby. This will prolong the life of the rubber-band and power and will help eliminate breaking during competition. The leaders should have boxes of extra rubber bands and propellers handy for emergencies. Remember, it takes three rubber bands to fly each rocket properly.
- To save time, whenever a rocket ship gives any trouble, pull it off the line and run it with the last heat. Allow the boys to wind the propellers before coming to the starting gate. Turn on a spotlight on each heat winner as his name is announced.

If a pack desires, rocket ship kits with instructions are available for purchase individually or in packs of eight at your local Scout distributor. It works best for the Space Derby committee to purchase the kits and distribute them to the Den Leaders. Space Derby trophies, plaster casting molds, and ribbons are also available.

For additional information on conducting a Space Derby in your pack and the construction of a track, refer to "The

Cub Scout Leader How-To Book", pages 9-45 thru 9-47.



Raingutter Regatta

Racing Course

The Raingutter Regatta course must be determined by the facilities available for the event. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rain storm can be used for racing.

If racing is on a calm day or indoors, an electric fan will keep the boats moving.

The most commonly used course is the raingutter. The course is made of standard rain gutters ten feet long, set in grooves on two saw horses. Allow sufficient space around the course for both participants and spectators. With the gutters in place, put a small amount of water into each to make sure that they are level. Make any adjustments that may be required. Once level, fill the gutters to about one half inch from the top.

Racing Procedure

The boats are propelled by the boys blowing into the sails. Start with the boats' stern touching the end of the raingutter. The starter stands at the opposite end with his hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner.

All races are run on an elimination system, by heats. Timing of the boats

has no bearing on determining heat or final winner. Winners of the first heats will compete against each other in the second heat, and third, etc., until the final winner is determined.

On courses other than the Raingutter Regatta, boats must be held by the pilots at the starting line and released at a predetermined signal. No pushing is allowed. The boat crossing the finish line first is the winner of that heat. If two or more boats should run afoul, there is no contest. The race is rerun.

For additional information on conducting a Raingutter Regatta in your pack and the construction of a track, refer to "The Cub Scout Leader How-To Book", pages 9-47 thru 9-49.

Regatta Kit Sailboats

If a pack desires, sailboat kits with instructions are available for purchase individually or in packs of eight at your local Scout distributor. It works best for the regatta committee to purchase the kits and distribute them to the Den Leaders. Raingutter Regatta trophies, plaster casting molds, and ribbons are also available.

Boat Specifications

The following specifications should be used as a guideline when inspecting the boats prior to racing.

- Hull - No longer than 7 inches nor

shorter than 6-1/2 inches.

- Mast - 6-1/2 inches from deck to top.
- Keel - Supplied in the kit. No alterations permitted.
- Rudder - Supplied in the kit. No alterations permitted.
- Sail - No larger than the material supplied in the the kit.

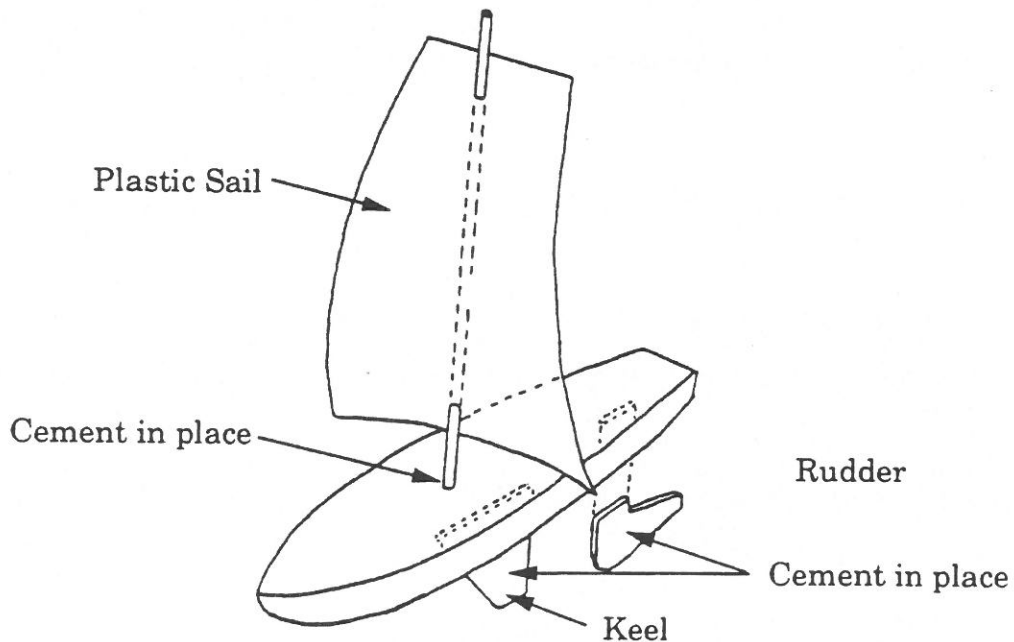
Building Instructions

The following instructions will help you when constructing a sailboat.

- Shape the balsa hull to the desired shape using sandpaper. Keep the size of the hull within the permitted

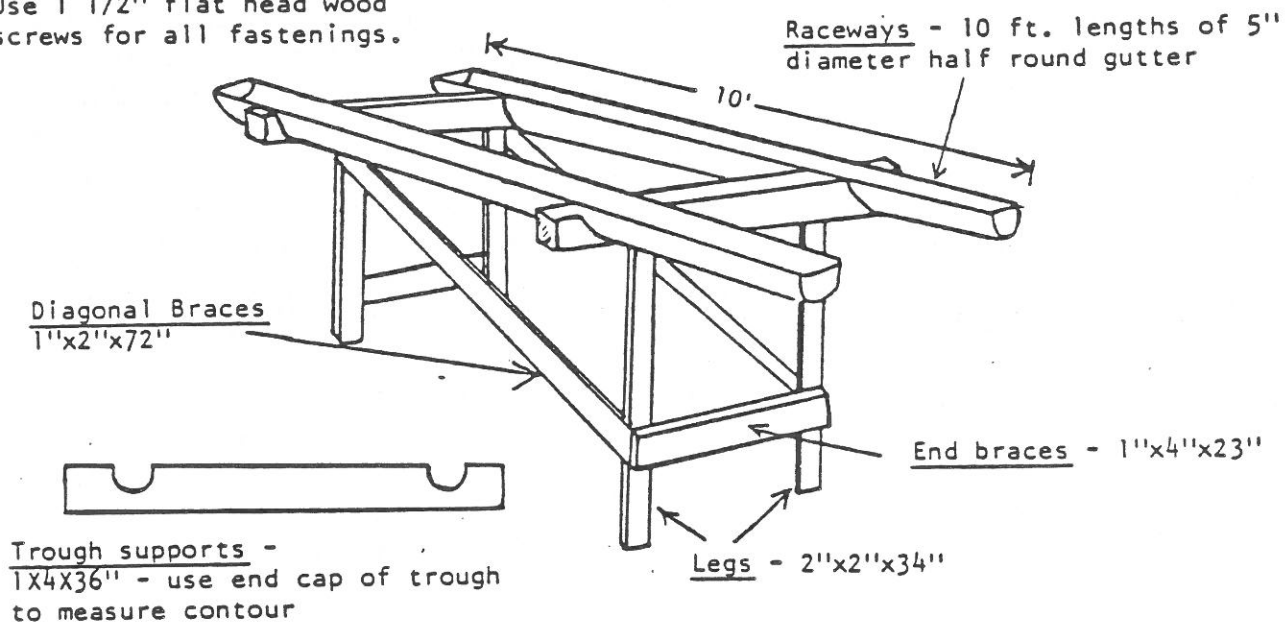
specifications. Use a medium grade sandpaper to do initial sanding and shaping. Finish with a fine grade sandpaper.

- Apply two coats of sanding sealer to the hull to seal the grain in the balsa wood. Sanding sealer is available at any craft or hobby store.
- The mast can be tapered by chucking the mast into a hand or electric drill. While turning the mast, use a piece of sandpaper to shape the mast to the desired shape.
- Apply two coats of lacquer to the hull and mast.
- Apply the official number at the top of the sail.



RAINGUTTER COURSE

Use 1 1/2" flat head wood screws for all fastenings.



Use 1/2" rivets or bolts to fasten end caps to trough, then seal joints inside with silicone bathtub sealing compound.

OTHER SPECIAL ACTIVITIES

The Cub Scout Leader How To Book covers how to hold Pack picnic, Pack treasure hunt, pirate picnic, a field day, Cub Scout Fitness day, water carnival, fishing derby, glider or plane derby, gold rush, Cub Scout golf tournament, obstacle course, fall farm frolic, western festival, top spinning tournament, Cub Scout midway, rainy day field day, and anniversary week activities. Be sure to use this book for your reference.

PLANNING SUMMERTIME ACTIVITIES

TO: THE PACK COMMITTEE

Plan to give the members of your pack a quality Cub Scout program in the summer months and earn the National Summertime Pack Award, too. A boy registers for a year and deserves a full year of Cub Scout fun and activities. Having a summer program keeps a pack healthy, parents interested, and Cub Scouts eager to reregister for another year. *Your pack must qualify before dens and individual Cub Scouts may be recognized.*

The Requirements

All the pack has to do is plan and conduct a monthly pack activity for June, July, and August. The whole idea is to keep your pack together and doing things during the summer when boys have the most free time.

Recognition

A pack committee member should keep the record of activities, participation of dens, and attendance of Cub Scouts. Submit the application form to the local council service center as soon after the end of August as possible. An appropriate pack-meeting ceremony should be planned for the presentation of the awards, which are:

For the pack

A full-color certificate suitable for framing and an attractive streamer for the pack flag.

For the dens of the award-earning pack

A den ribbon for each den that has 50 percent or more of its boys participating in each of the three activities.

For the boys of the award-earning pack

A pin for each boy who takes part in all of the summer months' activities.

HOW TO PLAN

- Use the planning chart as a place to record your proposed and completed pack's activities.
- Planning for summertime activities should be a part of the annual program planning conference. At that conference, leaders accept the challenge to earn the National Summertime Pack Award. The pack committee should make suggestions for activities. Check themes in *Cub Scout Program Helps*, and, if desired, appoint a task force to give leadership to the summer program.
- At the April pack leader meeting, this task force should have specific recommendations to make. Parents and families should be involved from the beginning, but make this an item on the agenda for the April pack meeting.
- Schedule your plans around family vacation times. Show the *Cub Scout Summer Program* filmstrip, AV-506; with tape, AV-406C. Get ideas at roundtables. Secure a list of community events as well as district and council events in which your pack can participate. Avoid date conflicts. Do not schedule a pack activity at the same time as a major community event that the families may want to take part in. However, some pack meetings may coincide with and be a part of some major events.
- Check with members of your chartered organization to get their full support for your plans and to be sure that there is no conflict with events they have scheduled.

- Use the summertime program as a way to bring more boys into the Cub Scout family. Invite Cub Scout-age boys and their families to take part as guests. It is a great opportunity for them to see firsthand the fun of Cub Scouting. Form new dens as needed.

- Webelos den leaders can use summertime activities to support activity badges. Plan trips, tours, and sports events around the badges on which the boys are working.

Use parents as organizers and leaders of activities. Involve all family members—grandparents, brothers, sisters. Any family member who may have been too busy to be active during fall and spring should be asked to help with the summer program.

- Promote the summertime program as being great for those families who will not be going away on vacation. Make your plans sound like an at-home vacation.

Where To Go and What To Do

Summertime is definitely a time when Cub Scouts want to have fun, fun, fun! It is also a good time for leisure family activities. Use your *Cub Scout Leader How-To Book* for ideas. Here are some suggestions:

Seeing Things Made

Manufacturing plants such as aircraft, automotive, appliance, or electronics; chemical, paper, plastic, paint, furniture, or toy plants; handicrafts, or other small industries.

How Your City Runs

Power, light, water, gas, sewage treatment plants; police and fire stations, city hall, courthouse, telephone building, post office, hospitals; newspaper publisher, and radio and television stations.

How Your City Is Fed

Truck farms and dairy farms; dairies, flour mills, bakeries; food processing, canning, and bottling plants; stockyards and meat or poultry-packing houses; beverage, candy, and ice-cream firms; city markets; restaurants and pizzerias; food distributors.

How Your City Travels

Bus, boat, truck, railroad, subway, airplane, ferry, and shipping terminals and facilities.

Learn About Your Heritage

Art galleries, museums, and memorials; celebrated old homes, forts, historic areas, monuments, and other historical sites; houses of worship, civic centers, important local buildings; summer theaters and band concerts; special local historical celebrations; and local activities.

Let's Go Outdoors

Parks, forests, arboretums, botanical gardens, cemeteries, fish hatcheries, game preserves, or wild-bird sanctuaries; hiking and nature trails; ball games, field meets, and other athletic events; pools, lakes, rivers, and beaches for swimming, fishing, and boating; zoos, circuses, and amusement parks; special outdoor displays and exhibits; nearby military installations; and recreational areas suitable for family picnics, cookouts, and games.

Use the Yellow Pages in your telephone directory or call the tourist information person at your chamber of commerce office for information.

SUMMERTIME ACTIVITIES PLANNING CHART

JUNE

Task force members _____

June theme _____ June Webelos Activity Badge _____

Pack activity decided upon _____

Location _____ Date _____ Time _____

Number of dens that participated _____ Number of dens with at least 50 percent of members present _____

Number of Cub Scouts participating _____ Number of Webelos Scouts participating _____

Number of parents/family members participating _____

COMMENTS _____

JULY

Task force members _____

July theme _____ July Webelos Activity Badge _____

Pack activity decided upon _____

Location _____ Date _____ Time _____

Number of dens that participated _____ Number of dens with at least 50 percent of members present _____

Number of Cub Scouts participating _____ Number of Webelos Scouts participating _____

Number of parents/family members participating _____

COMMENTS _____

AUGUST

Task force members _____

August theme _____ August Webelos Activity Badge _____

Pack activity decided upon _____

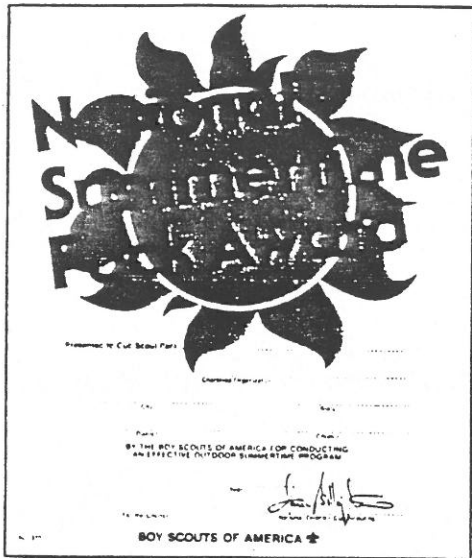
Location _____ Date _____ Time _____

Number of dens that participated _____ Number of dens that qualified for den participation ribbon _____

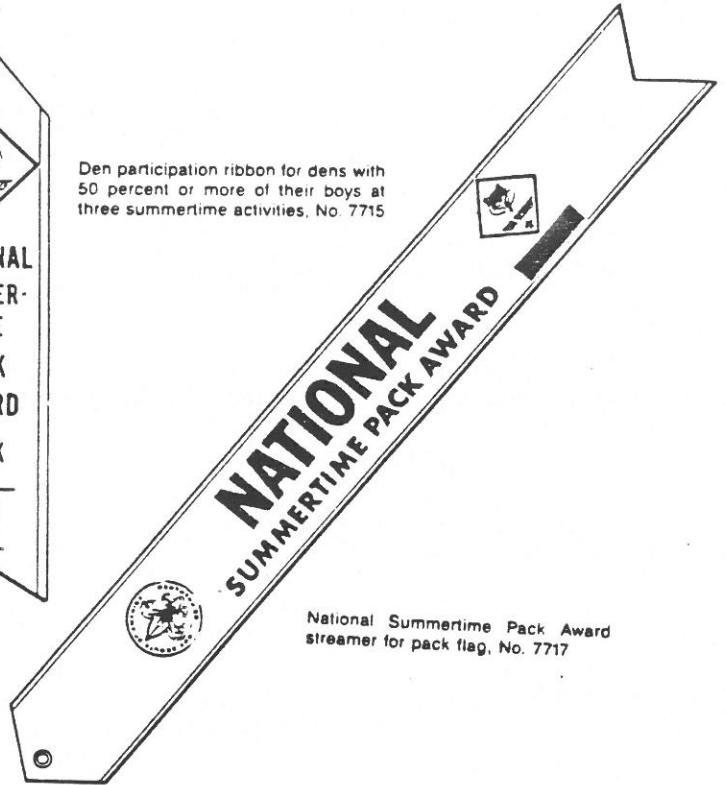
Number of Cub Scouts participating _____ Number of Webelos Scouts participating _____

Number of parents/family members participating _____

COMMENTS _____



Den participation ribbon for dens with 50 percent or more of their boys at three summertime activities, No. 7715



National Summertime Pack Award streamer for pack flag, No. 7717



National Summertime Award pin for boys who attend all three summertime pack activities, No. 464

APPLICATION FOR NATIONAL SUMMERTIME PACK AWARD

Date _____

This is to certify that:

Cub Scout Pack No. _____ of Chartered Organization _____ (name)

has qualified for this award by conducting a pack activity in the summer months of 19 _____

	JUNE	JULY	AUGUST
Type of pack activity	_____	_____	_____
Number of dens participating	_____	_____	_____
Number of dens qualifying (50 percent of Cub Scouts participating)	_____	_____	_____
Number of Cub Scouts participating	_____	_____	_____
Number of Webelos Scouts participating	_____	_____	_____
Number of parents/family members participating	_____	_____	_____

Please send us the following National Summertime Pack Award items:

one Pack Award Certificate, No. 3731

_____ Den participation ribbons, No. 7715

one Pack Award Streamer, No. 7717

_____ Cub Scout Summertime Award pins, No. 464

Date needed _____

Cubmaster _____

Please print

For Pack Committee _____

Send to _____ 85 _____ (name) (street, city, ZIP)

TO ASSURE PROMPT RECOGNITION, SUBMIT APPLICATION TO LOCAL COUNCIL SERVICE CENTER AS SOON AS POSSIBLE AFTER YOUR AUGUST ACTIVITY.

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-pound 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.

Band Boosters

"Family Interaction"

BOY BEHAVIOR

One of the first things a den leader needs to learn is that even though all boys of this age may share some similar behavior characteristics, they are all still very different from one another and need to be treated as the unique individuals they are.

To appropriately deal with children's behavior there are several concepts that adults need to understand. One of the most important is to actively try to interact with the children when their behavior is positive as well as when it is undesirable. To help do this the leader should remember the four basic ingredients for building positive relationships (with anyone, not only children!):

1. Mutual respect - realize that respect is earned and not automatic because of size or age.
2. Take time for fun - qualitative not just quantitative.
3. Encouragement - a cooperative relationship depends on how children feel about themselves and how they feel about their leader.
4. Communicate love - everyone needs to be loved.

REASONS FOR MISBEHAVIOR

The next important fact to remember when dealing with behavior is that all behavior occurs for a social purpose; it is goal directed and usually the main goal is to belong. Children who misbehave are generally children who are discouraged. They do not believe they can belong in useful ways so they seek to belong through misbehavior. Since misbehavior serves a purpose, it is best understood by observing its consequences. Observe adult reactions to the child's misbehavior. Their

feelings point to the child's goals. The following categories are called "goals" in the sense that the misbehavior achieved something for the child:

1. Attention - children prefer negative attention to being ignored. The leader will feel annoyed.
2. Power - some children feel they are significant only when they are boss. The leader will feel angry or provoked. Withdraw from the conflict.
3. Revenge - Some children are convinced they are not lovable and find their place by being cruel and disliked. The leader will feel deeply hurt. Do not retaliate. Try to be more encouraging.
4. Display of inadequacy - some children are deeply discouraged and have given up hope and attempt to keep others from expecting anything of them. The leader will feel despair. Eliminate all criticism, and focus on the child's strengths and assets.

In summary, remember much misbehavior stems from discouragement. Therefore, the leader must attempt to help a child develop a positive belief system about himself.

DISCIPLINE

A brief word about discipline. It is important to realize that attitudes and beliefs about discipline affect the way leaders respond to problems with children. Most of these attitudes come from the leader's past experiences with their parents. Discipline is not the same thing as punishment. Effective discipline is a problem-solving response used by parents to help their child learn how to respond to a problem situation. In order to be effective, discipline must teach something to the child.

Whenever leaders are interacting with children, always remember the value of encouragement is to increase the individual's confidence in himself and be able to convey to them that they are good enough as they are, not as they might be. It is an effort to build self-esteem in the child.

GETTING THE MOST OUT OF BOYS

Few Cub Scout leaders would be involved in Scouting if it were not an enjoyable experience. However, getting the most from the boys and having a well-disciplined den in keeping with their age and development, can be difficult.

There are several tried and true methods:

- * Discuss the ground rules at the very beginning. The boys need to know that there is a time to be serious, that Scouting has its solemn moments, too.
- * Deal with problems as they happen and be ready to step in when things appear to be getting out of control.
- * Use the Cub Scout sign to get attention and/or a signal for quiet.
- * Never shout to get attention. Speak softly and the boys will need to be quiet to hear.
- * Use a den code of conduct. Let the boys help establish the rules. Make the rules fit the den. They should be simple, clear and concise. Remember a good rule should be reasonable, definable and enforceable.
- * Plan ahead. Plan meetings so the boys know what to expect. Tell them the plans, i.e. opening, song, snacks, craft, play football, closing. This excludes the question: "What are we going to do next?"

* Keep den and pack meetings going as a fast pace.

* Give the boys responsibility and let them know it is expected that they meet it.

* Get the boys into uniform. Be a good example.

* Try to see things through the boys' eyes.

* Get to know each boy and something of his home situation. This knowledge can make a great deal of difference in how a leader deals with unusual situations involving the boys.

* Never discipline under the influence of anger.

* Do not create impossible goals for the boys.

* Be totally fair. Do not "pick out" or "pick on" any boy.

* Always be ready to listen to a boy's complaint.

* Listen to understand.

* Give the boys the opportunity to make choices in the den activities.

* Be positive and optimistic.

* Use a Good Conduct candle.

SAMPLE CODE OF CONDUCT

Leave books and coats in front hall.
Go directly to den meeting room.
No running or wrestling indoors.
Bring dues and handbook to each meeting.
When riding in car, show courtesy towards driver and observe safety rules.
If a boy misbehaves more than three times in a meeting, he will phone his parents to pick him up immediately.

PARENT INVOLVEMENT

One of the major lasting benefits of the Cub Scout program to the boy and his family is establishing a strong family relationship.

When family members work with the boy and take an active part in the Cub Scout program, they get to know each other better. By doing things together, family relationships are strengthened.

Since Cub Scouting is a family program, the family has certain responsibilities. It isn't fair for leaders to expect cooperation unless they have made it clear just what is expected. Families should know about these responsibilities before, not after, the boy's application has been accepted.

Someone from the pack should visit the home, get to know the family, and discuss the Cub Scout program and purposes with them. Don't assume they know them.

Bring families fully into the Cub Scout program. Here are some ways:

- * Be sure parents are trained as soon as they join the pack.
- * Keep the lines of communication open.
- * Use Parent Talent Survey sheet #7362.
- * Give parents a pack calendar.
- * Give parents a specific job in the den and pack. A request to do a specific job will get better results than a vague: "I'll be needing your help sometime."
- * When the boy is inducted into the pack, use the "parents' agreement" in the ceremony. This will impress the parents with their part in their son's Scouting progress. This agreement is found inside the front cover of the Cub Scout application. It reads: "We have read the Cub Scout

Promise and Law of the Pack, and we want our son to become a Cub Scout. We will try to assist him in observing the rules of the Boy Scouts of America and chartered organization by (a) Helping him in the Cub Scout advancement, (b) Attending monthly pack meetings and by taking part in other den and pack activities, (c) Assisting den and pack leaders.

* Promote Cub Scout/parent outings - A group that plays together stays together - an old cliché, but it really works.

* Have parent attendance award at pack meeting - Each den counts percentage of parents attending (figured on actual number of parents per boy). The den with the highest percentage wins the traveling trophy for that month.

* Require parents' presence when awards are presented - Make this clear at the beginning. The den leader should call the parent(s) to remind them that the boy is receiving an award at the next pack meeting, and their presence is required for the boy to receive the award.

* Hold a coffee for the dads - not to plan or raise money, but to generate some down-to-earth talk about what the boys are going to get out of Scouting.

* Hold a coffee for moms - let them know what the Cub Scout program has to offer. Generate some excitement about working with their sons in the program.

* Don't be afraid to tell the parents they are needed. Tell them it's the boy that benefits. He is what the Cub Scout program is all about!

TRAINING PARENTS/GUARDIANS

- * Review the parent agreement on the Cub Scout application.
- * Review the parents' supplement in the boy's book.
- * Ask them to fill out a copy of the Parent Talent Survey sheet. Some packs furnish a copy of Cub Scout Family Book to each new family.

FAMILIES CAN HELP

There are many different ways parents can help. A few of these are listed below:

Den Meetings

- * Furnish refreshments
- * Transportation for field trips
- * Help on den projects
- * Leadership for special activities

Pack Meetings

- * Attendance at meetings
- * Serve on pack committee
- * Lead a special activity
- * Provide transportation for pack trips
- * Support pack money-earning projects

PACK RESPONSIBILITIES

The pack also has responsibilities to the parents:

- * To provide a well-planned, year-round program of activities in the den and pack, which meets the aims of Scouting, and more specifically, the purposes of Cub Scouting.
- * To provide trained, qualified, and enthusiastic leadership for all activities.
- * To provide training for parents and keep them informed.
- * To provide activities which strengthen the family and give them opportunities to work and play together.

PARENT ATTENDANCE AWARD

An incentive award offered to a Cub Scout's parents can be used to encourage attendance at a pack meeting. This can take the form of a ribbon for the den flag (available through BSA supply), a jar of cookies or candy for the winning den, or it can be a "Cubby" award of some type.

A Cubby award can be made out of many things. It could be an old bowling

pin stripped and painted to look like a Cub Scout and each winning den will add something to the pin. A teddy bear with a Cub Scout neckerchief or a complete uniform can be used.

No matter what form the parent attendance award takes, it will encourage parents to attend. The boys will be excited about it and encourage their parents to attend.

See the Cub Scout Leader Book for other "Cubby" ideas and a calculator to help figure percentage of parents attending.

CUB SCOUT FAMILY AWARD

An incentive award offered to Cub Scout families to encourage parent participation. Requirements to be completed are:

- * The family attended all monthly pack meetings during the year and had a boy in the pack who advanced one rank during the year.
- * The family served on at least one pack committee project during the year.
- * The family recruited another family into Cub Scouting.
- * The family attended religious services of its choice at least once a month.
- * The family assisted in one pack-sponsored community activity.
- * The family assisted the Cub Scout in his required advancement to earn the Cub Scout/Webelos Scout Award.
- * The family assisted their son in planning his outdoor project for the Cub Scout/Webelos Scout Award.

This award is presented by the pack at the completion of the requirements. Certificates may be purchased at the Scout Service Center.

SINGLE PARENT SCOUTING

Since its beginning, Scouting has changed and yet remained the same. The ideas and goals of family Scouting have not changed, but some of the methods of achieving these goals have changed. Single parent families are among some of the changes in today's society that Scouting has adapted to. In order to better serve the aims and goals of Scouting each pack should be realistic and knowledgeable about the various families they are reaching.

Approximately 50 per cent of today's youth will spend some time in a single parent family. Most single parent families are headed by women, but more males are heading single parent households. Single parent households are from death, divorce, separation, desertion or choice. Sometimes one or both parents remarry, so the children have to divide their time with two families. More often than not, single parents don't choose to be that way. Just as traditional families, each single parent family is different and will have a varying set of morals and values.

Usually financial need is the greatest problem for one parent families. The cost of Cub Scouting is not excessive but some families must watch every dime. Try not to embarrass anyone because of lack of funds for den or pack activities. The pack budget can aid families with special money problems.

In single parent families, parental responsibilities are often carried alone. Decision making can be more difficult without another adult's assistance. Time scheduling might be more difficult also, and a parent can develop a "super parent" complex from trying to do too much and not saving time for him/herself. With work

schedules and time needed for self, there often is not as much interaction and activity with the children. Cub Scouting can provide opportunities for fellowship with other adults and family activities which some single parents can't provide.

Many one-parent families are more effective because they work harder at being a family. They communicate and don't take as much for granted. Because they must organize and structure their time better, children are given more or different responsibilities.

When giving these responsibilities it is important to give them all needed information with a hefty dose of encouragement. Sharing the responsibilities of the household chores involves planning, talking, scheduling and decision making by all concerned. By taking an active role in their home life, children can learn the satisfaction of working and giving to other people.

Cub Scouts can learn to be more independent and responsible when adjusted to their family relationship. A parent needs to learn to allow the children to do those things they are capable of doing. By raising his self esteem when a child accomplishes a simple task, the child will become more self reliant and helpful. The "Prepared for Today" workbook is an excellent opportunity for parents and children to develop trust in the child's ability to handle various situations.

Some of the family needs can be met in Scouting. The pack is like a big family where boys learn trust and respect for each other and for adults. They also turn to the adults for role models. The aims and methods of Scouting emphasize and support the basics that comprise a successful family. Since all families need community support systems,

Scouting fulfills that need to all boys and families. Even though today's family moves every three years on the average, Scouting provides security and stability. Scouting is everywhere.

Here are a few practical suggestions to help leaders deal with single parent families:

-- Get to know the family situation of each Cub Scout. Discuss this privately and tactfully. Let them know the leadership cares but will also respect their privacy.

-- Let the boy know the leaders understand the family situation and that it's O.K. Don't single him out. Treat him like the others.

-- Let the parents know the pack is willing to work with them on scheduling activities.

-- Be aware of whom has custody when. Webelos sponsored boy activities may at times cause discomfort or embarrassment in a one parent family.

-- Involve the parent in den and pack activities. Encourage, but don't insist on, their participation beyond reasonable limits.

Scouting can enrich the lives of the members of single parent families just as it enriches the lives of all Cub Scout families.



CAMPING FOR CUB SCOUTS

The following three suggestions for introducing Cub Scouts to camping are taken from two booklets: "Webelos go Camping", and "Cub Scouts go Camping". Copies of both are available at the Indianhead Council Service Center, free of charge.

Great care must be exercised when camping with Cub Scouts. They are not experienced campers, and as regards to their future in Scouting, it may be better not to give them any camping experience than to give them a bad one. It is therefore essential that much planning and care be devoted even to the simplest outdoor event.

These three steps will lead your boys through a graded series of events, each one a little more demanding than the last, to an easy acceptance of the responsibilities that go with meeting nature face-to-face.

SLEEP-OVER, THE FIRST "CAMPOUT"

Boy Scout leaders sometimes find eleven year olds who cannot face being away from home. Campouts are not for them. You may expect to find some Cub Scouts who have similar problems. The best and safest way to discover these tendencies is to have a simple sleep-over. Any Cub Scout showing high anxiety can be taken home easily. (To most small boys, a night away from home is high adventure indeed.)

A sleep-over is really just a late den meeting with sleeping bags and breakfast. You should run a meeting in your home, from 8 p.m., and at 9:30, announce "get ready to sack out". Teeth should be cleaned, PJs prepared, and at about 10 p.m. you should put out most of the lights. The boys will not go to sleep, except for the ones who are absolutely exhausted. They will continue to fool

around until midnight. You should be close-by during the night. Sleep in a warm-up suit so you can move around immediately.

It is essential that there are two adults present (referred to as "Two deep leadership"). In an emergency, you have an instant back-up.

Breakfast should be served around 7 a.m. (the boys will wake up when it becomes light). TV will anchor them in one place while you prepare the meal. The latter should be simple and quick - juice, cereal, waffles, milk etc., unless you like to make elaborate breakfasts. They clear up and pack, then depart.

Some Cub Scouts will not expect the high standards that you set. If they are in your home, they obey your rules, or leave. Do not accept less than you expect of your own son. This is part of growing up and learning to live with others.

THE BACKYARD CAMPOUT

If you have organized a successful sleep-over, there will be a demand for more overnights. This can be used constructively to keep wilder members of the den in line. ("How can you expect me to let you come on a campout, when you can't even behave in a simple den meeting?") It can also be used as the reason for teaching some basic campcraft. This is nothing elaborate, just learning to put up a tent, get into a sleeping bag and pack sensibly. Basically you are teaching them the skills that will make the backyard event go smoothly.

The leader needs a yard away from traffic, with a grass patch, and free from obvious hazards, like deep holes etc. Sufficient equipment must then be obtained. You will need one tent for every two boys, and the pup tents sold in many stores are quite

adequate. Many families will have such tents. Large tents to contain the entire den are not recommended. Sleeping bags or a blanket will also be needed. You should not expect to be out in cold weather. (For Minnesota, this means below 40 degrees.) If the tent does not have a built-in floor, a ground sheet will be needed. This can be a sheet of plastic big enough to cover the area inside the tent. It must not go beyond the edges- otherwise if it rains, the water will run down the walls and into the tent. For those leaders unfamiliar with camping, I suggest you try to get help from an experienced person. There isn't room here to give more than an outline on the subject. If you wish to read on the subject, two resources are the Boy Scout Handbook and the BSA Fieldbook. Your local library will also have material on the subject. Most outdoor stores carry books and are very helpful with advice. (More campers need more equipment.) You should check carefully as to what your Cub Scouts have available, and have rehearsals at den meetings prior to the campout.

At the actual event, any previous instruction will pay off. You can concentrate on program. This need not be elaborate. The Cub Scouts should arrive before sundown so as to set their tents up in the light. A campfire is a good way to keep the boys in one place, once darkness arrives. A story, told or read, will provide entertainment - perhaps a slightly creepy story would be in order. (Be careful! A story that delights 14 year olds will scare younger Cub Scouts quite silly.) At 9:30 or 10:00 p.m. have lights out, before which all boys should have visited the bathroom and brushed their teeth. At lights out, all should be in their tents. You check the area for stragglers and generally look things over. Then you get into your tent with a light and a magazine

(this is your privilege, because you are "on guard".) The Cub Scouts will go to sleep eventually, but don't be surprised if it takes until after midnight. The entire event is very exciting for a Cub Scout.

In the morning serve breakfast to those who have clean hands and faces, break camp, and send them home. Note that tents will not be dry by the time the boys leave. Tell them to put up the tents again at home to air. Even when used in dry weather, tents need airing, or they will develop mold, and stink. The same rule applies to sleeping bags. You want next time to be even better.

DEN AND PACK CAMPOUTS

Half the work must be done beforehand, so plan, plan, and plan!

Use a Council camp, and rent a shelter: It will serve as a base, it has some cooking facilities, and will be useful in an emergency. If no one in your unit has visited the camp, a trip there one weekend will be useful to learn the lay of the land. If you take a few Cub Scouts along they will be impressed by the camp, and talk it up to the others.

No more than one adult should go for each Cub Scout and certainly no less. This is not a family campout where each family camps and cooks as a unit, and pack ties are loose. You should file tour permits, arrange transportation, set up a menu and cooking staff. The presence of enough camping equipment must be checked. The camp can rent you this, but you must reserve it beforehand. The best way to do all of this is to have two or three people responsible for each bit of organization. The load is well spread, and if one person drops out, the program is not endangered. The cooking staff may well involve every adult.

What can you do once you reach the camp and are set up? There are plenty of possibilities. You can have a campfire each evening. One campfire can be a simple cozy event with a talk from the Camp Ranger to let you know the do's and don'ts of the camp, and a few marshmallows or S'mores to end it. Another can be more like a pack meeting with songs, skits and awards.

During the day, organize team games, treasure hunts, nature study hikes, etc. There is no objection to a den working on some aspects of advancement or doing some activity in which it has a special interest. Some free time is desirable, but not too much.

MENU AND FOOD

Boys go through a huge amount of food, and you will find that the outdoors will increase the appetite of the adults also. Try to keep materials that need refrigeration to a minimum. Agree on a menu beforehand that all will eat, and discourage private stocks. Candy can be obtained at the camp Trading Post as a special privilege. Don't bring cans of pop. My son brought a can and it split open in his pack. This wasn't too bad for me, except that he wiped it out with my towel.

An easy to fix and clean up menu is as follows:

Friday evening: Sack dinner, plus juice, cookies and cocoa just before bedtime. Keep the cookies out of sight or they may vanish.

Saturday breakfast: Orange juice, cold cereal, milk and coffee. If you are eager to cook, prepare pancakes and syrup. Boys don't uniformly like hot cereal, but it only needs boiling water and cups, so it is worth checking.

Saturday lunch: Definitely best if

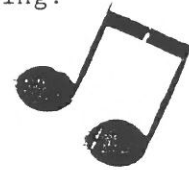
made by the boys themselves. Hot dogs cooked on sticks over an open fire are a great delicacy. Small tomatoes, onions and bits of green pepper can also be cooked the same way. Buns, mustard, and ketchup are also needed. For dessert, fresh fruit is best.

Saturday dinner: The foil dinner is a standard for new campers. It is difficult to ruin one completely, and not quite so difficult to make an excellent meal. Heavy duty foil is needed, plus hamburger patties, onions, potatoes, salt, pepper and anything left over from lunch. Wrap everything together in foil and then wrap it in foil again and place it into the coals of a fire for approximately 20 minutes. Turn the dinners over after about 10 minutes cooking time. A pair of heavy gloves is useful for moving the dinners around when they are hot. Apples baked in foil serve as the dessert. For drinks, serve koolaid and coffee.

Saturday evening: A campfire with marshmallows is a great way to serve an evening snack, otherwise, same as Friday night. Don't forget the trip to the latrine, wash-up and teeth clean.

Sunday breakfast: Try to preserve some cake donuts for a rapid, easy meal, followed by oranges and a drink. This is your last meal in camp. Now comes total clean up.

This short account is only a brief outline of a subject on which many books have been written. Remember that it is possible to starve to death no matter how many cookbooks you have, so get out there and actually try some camping.



THE CUB SCOUT SPORTS PROGRAM

Today's busy world often compels families to make many choices regarding how to best spend their valuable time. Often young boys are forced to select between organized sports and Cub Scouting. It is for this reason that the Boy Scouts of America introduced the Cub Scout Sports Program.

Cub Scout aged boys gravitate to activities where they can run, jump, throw and compete. Now they can participate in their favorite sports as part of the Pack's program, or gain recognition in Cub Scouting for their participation in community programs.

There are now 18 sports included in the Cub Scout Sports Program. These are:

Archery	Skating
Badminton	Skiing
Baseball	Soccer
Basketball	Softball
Bicycling	Swimming
Bowling	Table tennis
Golf	Tennis
Marbles	Ultimate*
Physical Fitness	Volleyball

*"Ultimate" refers to play with Frisbees. Since Frisbee is a registered trademark, the sport is referred to as "Ultimate" in the Cub Scout Sports Program.

Packs who wish to get involved in the sports program are encouraged to try two sports a year -- perhaps one team and one individual sport. Why, in the four years a boy can be in the Cub Scout Program, he could be exposed to eight different sports!

Dens make good teams for many of the sports, but if more players are needed, dens could be combined to make a team. Or, how about a parent-son team for sports like soccer and softball?

BACKGROUND

In the Cub Scout Sports Program the emphasis is placed on participation, learning new skills, sportsmanship, family involvement, and of course, FUN!

The 18 sports included in the program help to introduce Cub Scouts to a variety of recreational activities to which they might otherwise have no exposure. The program includes winter and summer sports, indoor and outdoor sports, individual and team sports, and active and less active sports.

As in all programs of the Boy Scouts of America, sportsmanship is continually stressed. Adult examples of honesty, fair play, and respect for others will do more to encourage good sportsmanship on the part of the boys than any other means of education. Parents, leaders and coaches can all have a part in reinforcing these facets of sportsmanship and help the boys to HAVE FUN by following these simple rules:

1. Be a voice of encouragement. Show the boys you care for them no matter how well they play.
2. Be there to watch them play. Be available to help when a boy asks for assistance.
3. Don't shout advice or criticism to anyone during a game.
4. Don't interfere with coaches or officials.
5. Don't enter the playing area (unless allowed to as a coach).
6. Don't push a boy into a sport he doesn't like or isn't qualified to play.

SAFETY FIRST

Cub Scouts will appreciate and parents will insist on a safe and healthy environment in which play takes place. The following are some tips that will help you to keep accidents and injuries at a minimum.

1. Check out in advance the condition of the playing field, facilities and equipment.
2. Consider the effects of weather and terrain on your players.
3. Be sure that there is plenty of adult supervision and that the adults know what their responsibilities are.
4. Provide all necessary protective equipment, such as helmets, shin guards, knee pads, etc.
5. Teach the proper use of all equipment and the dangers of swinging bats, flying balls and improper technique.
6. Designate safety areas for observers. For example -- behind the backstop, in the bleachers, etc.
7. Proper exercise and conditioning will help prevent tendonitis and stress fractures.
8. Make sure any injuries have completely healed before a boy again starts strenuous play. This will help prevent reinjuries, especially muscle pulls and ankle sprains.



Cub Scout Sports emblem, cloth, No. 2169,
Cub Scout, Cub Scout leader, worn by participant in program on right pocket.

COACHES

Den Leaders, den dads, parents, grandparents, high school coaches, physical education teachers and community sports program volunteers are all good resources for team coaches and instructors. Choose your coaches carefully. They will have a big impact on the Cub Scouts and their future enjoyment of sports.

The following is a list of suggested qualifications for your coaches:

1. He should be familiar with and like working with young boys.
2. He should know the rules, strategies and skills of the game.
3. He should know how to teach enjoyment of the sport.
4. He should be able to spot problems and correct them.
5. He should know when NOT to play a boy who is ill or injured.
6. He must be able to keep his ego and his temper under control.
7. He must be able to keep open communications with players and parents.

YOUNG ATHLETES BILL OF RIGHTS

Cub Scout athletes are all protected by a bill of rights. These have been prepared by physical education experts and should be an integral part of your pack program.

The ten points of this bill of rights are listed below. Each Cub Scout has:

1. The right to participate in sports.
2. The right to participate at his own ability level.

3. The right to qualified adult leadership.
4. the right to a safe and healthy environment.
5. The right to share in leadership and decision making.
6. The right to play as a child, not as an adult.
7. The right to proper preparation.
8. The right to equal opportunity to strive for success.
9. The right to be treated with dignity.
- 10 The right to have fun.

The Young Athletes Bill of Rights was created to insure that all Cub Scout Athletes would have a positive experience while learning new skills and doing their best in some of our nation's favorite sports activities. For more information you may want to refer to the Cub Scout Sports Leader Guide.

BUILDING A PACK PROGRAM

If your Pack Committee chooses to incorporate Cub Scout Sports as a part of its program, you'll want to choose sports that will enhance the Pack. Which sports will have the best opportunity to get and keep Cub Scouts and their parents involved? Which ones might help in your recruiting efforts?

It would probably be a good idea not to choose sports that would put the pack in direct competition with well-established community programs. Remember, the boys can earn recognition in both a pack tournament or for their play in a community league. You will also need to consider the

availability of facilities or playing fields in your area and whether or not you will be able to find enough qualified coaches for the sports you are considering.

Pack finances may have to be considered in the decision making process. Besides the awards for the participants in the Cub Scout Sports Program, the pack may be responsible for purchasing equipment necessary for particular sports. Is there enough in the treasury to buy bases, balls and helmets or bows, arrows, targets and arm guards? Maybe a special fundraiser could be arranged to purchase the necessary equipment. Or, maybe it would be possible to borrow some of the equipment from teams or schools in the neighborhood.

Once you have decided on what sports you want to do in the pack, you'll need to decide how you want to organize your tournament. Develop your event to fit the needs of your pack, community and the individual boys. You'll want to pay particular attention to competitions in individual sports. Consider arranging these contests by age or skill level. With team sports, each den may become a team. You'll then need to decide whether you want to have a single elimination, double elimination or round robin tournament. The time you have for the program will be a big factor in planning this element.

Your Pack Committee may find it beneficial to appoint a Sports Program Chairman to help coordinate all the details of your own Cub Scout Sports Program. Working with other members of the committee on financing, procurement and scheduling, the Sports Program Chairman can help ensure a successful program for your Pack.

AWARDS

There are three levels of awards and recognition in the Cub Scouts Sports Program: Belt loops, physical fitness pins and a Cub Scout Sports Letter.

A belt loop is awarded to any Cub Scout who participates in the sport of his choice either in a Pack tournament or in a program in his community. This is the first level of award and is presented for participation. The belt loops are designed to be worn on the official Cub Scout uniform belt only.



A boy can also earn a physical fitness pin by accumulating points for exercise and practice in his sport. He is awarded one point for every 15 minutes he spends in practice or conditioning with a daily limit of 5 possible points. If he earns 75 points in a three month period, he can then be presented a physical fitness pin imprinted with the symbol of his sport.



In order for a Cub Scout to earn a Sports Letter he must involve an adult teammate. The teammate must also earn a physical fitness pin in a sport of his choice. To do this, the adult also earns 75 points in a three month period. For an adult, however, one point is awarded for every 30 minutes of exercise or practice.

The sport in which the adult participates does not have to be the same sport in which the Cub Scout is working. For example, the Cub Scout may be playing basketball in a community sports program, but his adult teammate may be earning points while participating in a bowling league. The Cub Scout could earn a physical fitness pin then in basketball and his adult partner could earn a pin for bowling.

For both the Cub Scout and his adult partner, no more than five points may be tallied in one day. This means the boy would get credit only for 1 hour and 15 minutes of exercise in a single day and an adult would get credit for only 2 hours and 30 minutes of conditioning in a single day.

If the Cub Scout earns his participation belt loop and a physical fitness pin, and his adult teammate also earns a physical fitness pin, then the boy can be presented his Cub Scout Sports Letter. The physical fitness pins earned by the boys are designed to be worn on their Sports Letter and the adults' pins should be worn on civilian clothes. The letters can be worn on the Scout's brag vest or on his warm-up jacket. In this way he could interest other boys in the Cub Scout Sports Program and perhaps be a recruiter for new Cub Scouts.



Sports program letter, cloth, blue and gold, No. 2170, Cub Scout, worn on sweater or jacket.

There is no limit to the number of Cub Scout Sports Letters a boy can earn. Every time he earns a belt loop and physical fitness pin and his adult partner also earns a physical fitness pin, he can be awarded a Sports Letter.

Any pack sponsoring a Cub Scout Sports Program can present to the boys who participate in the program a special Cub Scout Sports Patch. This is designed as a temporary patch, and, as such, is regulated by the policies regarding temporary patch wear.

If your pack is sponsoring a tournament you might want to check for special awards available from the Local Scout Shop. These include first, second and third place ribbons decorated with the Cub Scout emblem and also gold, silver, and bronze medals that boys can wear on their uniforms.

RESOURCES

For more information on setting up the Cub Scout Sports Program in your pack, the Cub Scout Sports Leader Guide, a Boy Scouts of America publication available from the Scout Shop, offers greater detail on many of the things discussed here. There are also individual books on each of the 18 sports in the program. These books have the rules of the games, how to score, strategies and courtesies, and many include specific exercises and drills to help in preparing for the sport.

Several organizations helped to develop the Cub Scout Sports Program, including the President's Council on Physical Fitness and Sports, YMCA, and the United States Olympic Committee. You may wish to contact them for further information.

For more information on specific

sports, contact the following organizations:

U.S. Tennis Association, Inc.
Education and Research Center
729 Alexander Road
Princeton, NJ 08540

U.S. Soccer Federation
350 Fifth Ave., Suite 4010
New York, NY 10118

National Golf Foundation
200 Castewood Drive
North Palm Beach, FL 33408

U.S. Baseball Federation
4 Gregory Drive
Hamilton Square, NJ 08690

Amateur Softball Association of America
2801 NE 50th Street
RR 4 Box 385
Oklahoma City, OK 73111

Further information on Table Tennis, Swimming, Archery, Volleyball and Skiing can be obtained by writing to:

1750 E. Boulder
Colorado Springs, CO 80909

Address your letter directly to the sport you are wanting information about.



DUTY TO GOD

The "Charter and Bylaws of the Boy Scouts of America" maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God. Scouting is absolutely nonsectarian in its attitude toward that religious training. BSA does not define what constitutes belief in God or the practice of religion. Membership in a religious organization is not required. However membership and participation in the religious programs and activities of a church, synagogue or other religious association is strongly encouraged. The convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in organized religious institutions is respected. Religious instruction is the function of the parents and the religious institution to which the boy belongs. It is BSA policy that the organization or institution with which a Cub Scout is connected shall give definite attention to his religious life.

A "well-rounded" person is generally thought of as one who is well liked by others, successful in their job, obeys the laws and rules of society, a church worker and perhaps a civic worker in some organization. This could apply to our youth of today just as well. A "well rounded out" Cub Scout is well liked by other Cub Scouts and school friends. He obeys the code of home, school, and other people. He works hard in school to make good grades and is willing and eager to learn. He attends church and religious instruction regularly, with his parents and takes an active part in extracurricular church activities. Perhaps he runs for an office in his grade at school or even has outside activities such as soccer, baseball, etc. where he can exhibit leadership abilities. This is

an example of a "well-rounded" young man.

The principles of the Cub Scout program are often summed up in the words "Cub Scout spirit". Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad: "What is the wind?" The old sailor replied: "I don't know what the wind is, but I know how to set the sail". In Cub Scouting, a leader tries to help a boy to set the sail of his life to capture the spirit of the Cub Scout promise. As he experiences the warm feeling of citizenship through service as he does a good turn, he can also be made aware that he is helping to fulfill his duty to God in the spirit of the Good Samaritan.

Even though Cub Scout leaders are not responsible for giving religious instruction, they do have an important responsibility in this area. It must be impressed on Cub Scouts that living the Cub Scout promise is as much a requirement as earning badges. For a boy to be a good Cub Scout and to advance, he must recognize his duty to God and do something about it. How does a leader help?

One easy way to acknowledge a supreme being is to take a hike with the boys. Talk about the trees, how they grow from a tiny seed, the grass and even the weeds - how they flower and mature. If the group happens on a nest of young animals or bird eggs, explanations may be very simple - With God's help the adults care for the young just as in human families. Another way to teach compassion is to have an outing to a nursing home or children's ward in a hospital to sing or take gifts.

Leaders and assistants are role models for the boys. There is no place in Scouting for double stand-

ards. Respect for leadership and teachings may be lost if ideals are not adhered to.

On picnics or hikes, call attention to how litter makes an area look soiled just like dirty clothes make a boy look soiled. Show the boys how to clean up an area after a picnic and be sure adults do a fair share. Teach the boys to put candy and gum wrappers into their pockets and do the same. Step on a cigarette, pick it up and pocket it. Don't leave it on the ground to litter. Cub Scouts can be taught to dislike litter.

When driving, always obey the signs and speed laws; then when driving young people it will come naturally to you. When walking, obey walking regulations -- walk on the correct side of the street (toward oncoming traffic), cross at intersections, stay close to the curb, walk, don't run at the corners, look both ways for cars and no horseplay -- leave that for the parks and open country.

Take the den or pack on a bicycle ride. Teach then the safety rules - always ride with traffic single file, no jumping curbs, sudden swerves, etc. If the boys learn the proper way to handle a bike, parents can feel safer when they are out alone.

This is all part of learning to live in the community and being a better citizen. Learning to have respect for other people's property is a tough lesson to learn. Teaching can start in den meetings in the home. Have ground rules and expect them to be obeyed. Respect for other people's property is a continuing learning experience. "Property" can extend to other people's privacy, money, time and help.

Cub Scouts can work on a badge for their interest in their church and their community. They can learn more about their church - its inner work-

ings, etc. This is done with the pastor or a representative appointed by him. Requirements for different religions vary in time and some in depth. It is an extracurricular activity for the Cub Scout and an experience he will never forget.

CUB SCOUT RELIGIOUS EMBLEMS PROGRAM

From the beginning, the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout promise, Scout oath and Explorer code all call upon boys to pledge themselves to do their duty to God. Scouting does not favor any faith over another. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious bodies are the single largest category of chartered partners for packs, troops and posts.

All of the major churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts and Explorers who demonstrate faith, observe their creeds or principles and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys who work with their religious leader or a counselor on a fairly demanding program of requirements which often takes a year or more to complete.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that he achieve a certain rank or progress awarded, or have been in the unit for a minimum period, before he can receive the emblem.

A summary of the requirements for each emblem and the address to write for more information are given here. Many of the booklets are available at the Scout Service Center. Additional

information can also be obtained from Religious Relationships Service, Boy Scouts of America, P.O. Box 61030, Dallas/Ft. Worth Airport, Texas 75261

BAPTIST... (General Protestant)
God and Family

For 9 and 10 year old Cub Scouts, under supervision of pastor, with parents or guardians involved in the home as counselors. Basic thrust is to help boys understand more deeply their faith as it relates to their home and family relationships as they relate to the church.

BUDDHIST
Metta Award

Information folder and applications available from:

Buddhist Churches of America
National Headquarters
1710 Octavia Street
San Francisco, California 94109

It is earned by Cub Scouts with at least three months of service. It provides a deeper enrichment of the Buddhist shrine, Buddhist holidays and the childhood teaching of Buddha.

EASTERN RITE CATHOLIC
Parvuli Dei

For materials and information please contact:

Catholic Relationships
BSA P.O. Box 61030
Dallas/Ft. Worth Airport
Texas 75261

You can also get the booklet from your local Scout Shop.

EASTERN ORTHODOX
Chi Rho

To help a boy become more aware of

God's presence in his daily life, especially through things he does in his home and church. There is close cooperation between family and church by using parents or guardians and parish priests as counselors.

EPISCOPAL
God and Family

GENERAL PROTESTANT
God and Family

For 9 and 10 year old Cub Scouts, under supervision of pastor, with parents or guardians involved in the home as counselors. Help boys understand more deeply their faith as it relates to their home, and family relationships as they relate to the church.

Information:

P.R.A.Y.
P.O. Box 179
St. Louis, MO 63166

HINDU
Dharma

For Cub Scouts and Webelos Scouts ages 8 through 10. Program is designed to help a Cub Scout become more aware of God's presence in his daily life, especially within his home and community.

JEWISH
Aleph

For Cub Scouts and Webelos Scouts who have earned the Bear rank or five activity badges and have been registered for at least six months. The Aleph workbook covers knowledge of Torah, prayers, religious holidays, the synagogue, Bible heroes and American heritage. The Aleph medal is presented at a Scout Sabbath program in February or on Hanukkah or at some other appropriate occasion.

* #15-105 free pamphlets - Hanukkah Program Suggestions for Cub Scout leaders - a 17 page brochure containing program suggestions for the observance of Hanukkah by a Cub Scout pack. Skits, games, and arts and crafts are included.

CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS

Faith in God

For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible stories, genealogical chart, leadership and service. Information from:

Church Distribution Center
1999 West 1700 South
Salt Lake City, Utah 84104

LUTHERAN

God and Family (Pro Deo Et Patria)

The requirements cover projects of the boy's faith, worship, witness, the church ministry and service. It's for 9 and 10 year old Cub Scouts. The work program is prescribed by the church's ministry and is found in most council offices. It is a workbook which enables a boy to discover himself in relationship to God, home and community.

REORGANIZED CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS

Light of the World

World Community Program

For boys between the ages of 8 and 11. Emphasis is on personal, family and church relationships in activity-centered requirements. Information:

Reorganized Church of Jesus Christ of Latter Day Saints
The Auditorium
Independence, MO 64501

ROMAN CATHOLIC

Parvuli Dei (Little Children of God)

The Parvuli Dei emblem is for registered Cub Scouts of Roman Catholic faith. This emblem is a recognition the church gives Cub Scouts for advancement in religious knowledge, spiritual formation and awareness of God's presence in their daily lives. Non-Catholic Cub Scouts may take part in the program with parental permission.

SALVATION ARMY

Silver Crest

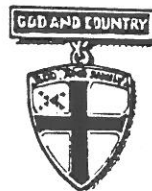
This emblem is awarded in recognition of advancement in religious knowledge and service. Any boy can work for the Silver Crest emblem if he is a Salvation Army junior soldier and is registered with a Cub Scout pack. However, to receive the emblem, he must have been a junior soldier and a Cub Scout for at least six months, and be at least in the fourth grade.



Metta—Buddhist



Silver Crest
Salvation Army



God and Country
God and Family
Episcopal



Lutheran
God and Family



God and Country
God and Family
Protestant



Parvuli Dei
Roman Catholic



Chi Rho
Eastern Orthodox



Aleph
Jewish

RANK REQUIREMENTS

Cub Scouting is a family centered activity, and it is in this manner that the religious element is included in the rank requirements for Wolf, Bear, and Webelos. In the Wolf book, to fulfill achievement 11, the Cub talks with his parents about the family's beliefs. The Religious Emblems program is presented to let parents know it is available. In the Bear book, the Cub has the choice of achievement #1: to practice his religion as taught at home; or achievement #2: to earn the religious emblem of his faith. The Webelos badge requirement is to earn (or have earned) the religious emblem or do two of six related activities with his family.

RELIGIOUS EMBLEMS DEVICES



Youth religious emblems square knot. Cloth, silver knot on purple, # 5014 for Cub Scouts, Boy Scouts, Explorers or Scouters. Adults may also wear this knot if they received an emblem(s) as a youth. The devices indicate which emblems were earned.

Religious emblems medals are worn on formal occasions only.

PRAYERS FOR CUB SCOUTING

Sometimes it is difficult for us to offer up a prayer that fits Cub Scout situations that can be understood by both the boys and adults. Here are a few suggestions that can be used for various occasions and also learned by Cub Scout age boys. Perhaps they will help when occasions call for a prayer.

O God, the Giver of all good things, grant that we may be good Cub Scouts this day; not only to be good but also to do good by helping other people. Help us to do our best to

live up to the Cub Scout Promise. We pray these things in Thy holy name. Amen.

We thank you, God, for our pack; and for all the boys and families who are touched by Scouting. Make us strong as we work together to help other people, and as we do our duty to You and to our country. Help us remember to live by the Law of the Pack and the Cub Scout Promise. Amen.

Dear God, bless all the Scouts around the world. Help us to remember that many of us are working together to help make the world a better place. Guide our words and our actions so that we set the kind of example you want us to. Amen.

We thank You, O God, for all the loveliness of nature, which is Your special handiwork. Everything is wonderfully made with such care. Help us to understand our world more and more and to know how we can help take care of the things which You have made, and keep them beautiful as You meant for them to be. Amen.

GRACES

We thank Thee for the morning light, for rest and shelter of the night; for health and food, for love and friends; for everything Thy goodness sends. Amen.

O God, who gives all things good, we pray Thee now to bless our food. Amen



The Light of
the World

Reorganized Church
of Jesus Christ of
Latter Day Saints



Faith in God
Church of Jesus Christ
of Latter-day Saints

DUTY TO COUNTRY

Ways to help Cub Scouts learn to appreciate their country and to place it and others before themselves:

1. Den and Pack Elections

Whenever a Cub Scout is needed to fulfill a role within the den or pack, hold a simple election. Receive nominations from the Cub Scouts. Explain what "nomination" means. Hold a simple election, (hand vote, secret ballot) Make a simple statement to tie in what they have done to local government, etc.

2. Decision Making Within the Den

Whenever possible, let the boys make the decision regarding trips, hikes, tours, etc. A simple vote (under your guidance). Fully explain the event, etc., then let Cub Scouts decide (majority wins). A short discussion here about the responsibilities of the majority toward the minority may be necessary. Always remember YOU are the mature person here, guide carefully and artfully.

3. Cub Scout Service Projects

Seek out single projects Cub Scouts can do to benefit the community, a school, or a church. Work with a Scout Troop if possible. Explain the project: Why it is fun. How it helps others. When? Where? Why? Include some sort of reward incentive. ALWAYS obtain permission and help of the Scouts parents. Cub Scouts vote to do or not to do the project. This will depend on how well you, as the leader, present the project.

4. Displays and Activities Around National Holidays:

Birthdays - Washington, Lincoln, Martin Luther King, etc. Show a picture, tell about who the person was and some of the things they are

famous for.

National Holidays, etc. - Labor Day, Columbus Day, July 4th, Election Day, etc. The explanation should be quite brief but should be touched on during a meeting to help the boys learn about the importance of their country and its history.

5. Visit to Historical and Community Locations:

Special historical places near you - visit if you feel Cub Scouts will understand and begin to appreciate it.

Visit Community Service Locations: Fire Station, Police Station, Salvation Army, Goodwill, Local National Guard or Reserve Unit.

6. Conduct a Flag Ceremony at the Beginning of each Den Meeting.

CUB SCOUT WORLD CONSERVATION AWARD

Cub Scouts can earn the World Conservation Award which has been developed in cooperation with the World Wildlife Fund and World Scouting Bureau. A distinctive patch is available.

This award can be earned only once. However, Cub Scouts should be encouraged to repeat conservation good turns, since tomorrow's world depends on what we do today in caring for our land. Further information and applications may be obtained from the Scout Service Center.

PROJECT S.O.A.R.

PROJECT S.O.A.R. (Save Our American Resources) is a national conservation award which may be earned by Cub Scouts by participating in nature and conservation activities. Boys, dens, and packs are encouraged to participate in conservation projects for it is only through their efforts that our world is preserved.

BOY SCOUTS OF AMERICA



CUB SCOUT WORLD CONSERVATION AWARD

Application

NAME _____

ADDRESS _____

AGE _____

This is to certify that Cub Scout _____ is a registered member of Pack _____ (no.) _____ (district) _____ (city) and has completed the following requirements for his age and badge.

Wolf

Bear

Webeles

___ Complete-Achievement #7
Complete all Arrowpoints
in 2 of the Following 3
Electives:
___ #13-Birds
___ #15- Grow Something
___ #19-Fishing

___ Complete-Achievement #5
Complete all Arrowpoints
in 2 of the Following 3
Electives:
___ #2-Weather
___ #12-Nature Craft
___ #15-Water and Soil
Conservation

Complete the Following
Activity Badges:
___ Forester
___ Naturalist
___ Outdoorsman

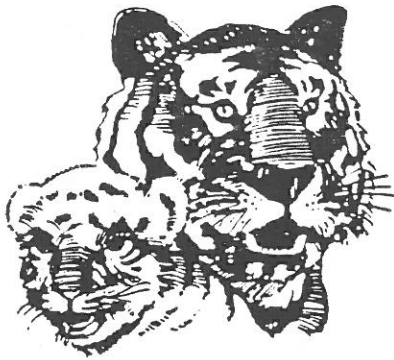
Participate in a Den or Pack conservation project in addition to the above.

DATE _____ PROJECT _____

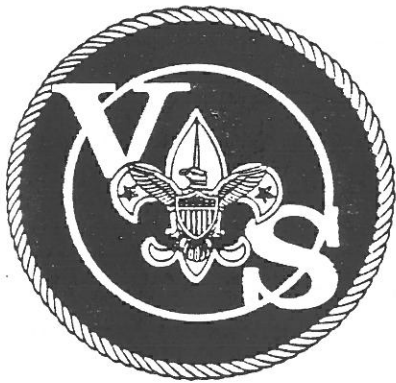
He is now qualified to receive the World Conservation Award.

DATE _____ APPROVED _____
(Cubmaster's signature)

NOTE: The award is only earned once.



Tiger Cubs, BSA



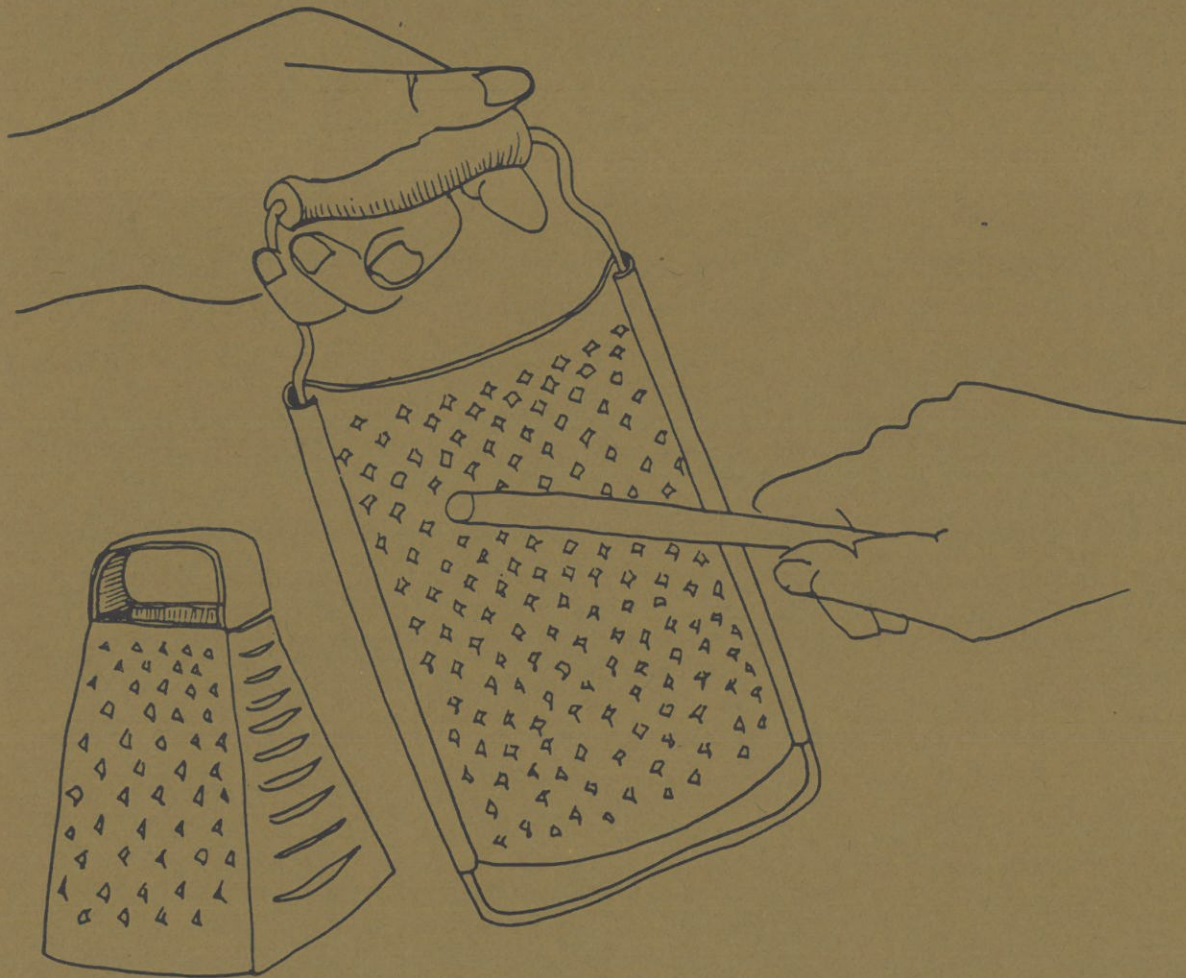
Parade

Schedule

"Den Enrichment"

DEN ENRICHMENT

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DEN MEETINGS

Cub Scout den meetings are held once a week. A regularly scheduled meeting day and time will result in better attendance. Some dens meet after school, some meet in the early evening, and others meet on Saturday.

Most den meetings do not last longer than 1 or 1 1/4 hours. It is a lot better to have a short meeting and keep it moving than to have a longer meeting and let it drag.

SEVEN STEPS TO A FUN DEN MEETING

1. BEFORE THE MEETING STARTS:

Prepare refreshments
Gather material for craft project
Set-up items for game
Have record book and resource books available
Set out American and den flags

2. AS THE BOYS GATHER: 5 minutes

Have a regular place for boys' books, coats, and boots.
Denner and/or Assistant Denner start the opening game and keep order until all boys arrive for the meeting.

3. OPENING CEREMONY: 1 - 5 minutes

Regular - Flag with the Pledge of Allegiance or patriotic song
Cub Scout Promise (especially for boys working on the Bobcat Badge - helps with learning)
Den cheer or yell - forming living circle

Special - Birthday (sing Happy Birthday to the lucky boy)
Earning a bead for the den doodle or Progress toward Rank (sing "For He's a Jolly Good Cub Scout")
Completed requirements for Rank or Arrow (sing same as above)

Optional Light the Behavior Candle

4. REFRESHMENTS/BUSINESS : (with their little mouths full of treats, they are less likely to interrupt you) 10 - 15 minutes.

Collect Dues

Check books for completed achievements/arrow points
Hand out den newsletter to take home
Any explanation or planning for Den or Pack activity.

5. ACTIVITY TIME: Indoor or Outdoor
10 - 20 minutes

Less active achievement/arrow points or guest speaker
Safety - game - sport rules
Skit - demonstration rehearsal for Pack meeting
Outdoor activity (nature hikes, books from the library)

6. CRAFT TIME: 20 - 30 minutes
(second activity time)

Make and play games
Make skit/demonstration items
Making gifts or other items
Active time - sports - games - other outdoor activity

7. CLOSING: 1 - 5 minutes

Clean-up and gather belongings
Reminders for next meeting/Pack meeting
Den Cheer
Den Prayer
Den or Cub Scout Song - serious or fun
Blow out the Behavior Candle

HOW TO PLAN A FUN DEN MEETING

GAMES: for "As the Boys Gather" part of the Den Meeting:

* page per boy from maze/crossword puzzle/word search book
* play the games made for rank badges/arrow points.

For "Activity time" part of the Den Meeting (first one or both)

* show how to play + rules for board games and then play the game - Cribbage, Checkers, Sorry, Parcheesie, Uno.

* show how to play + rules for sport pin record sheet and then play one: indoors: marbles, physical fitness, catch + football pass

outdoors: fresbie toss or golf, kick - punt - pass football.

party games: "Buzz", "Leader Says", "Musical Hat/Ball" (see Games section for the instructions on how to play.)

SKITS: Use Pow Wow Book, Wolf, Bear, and Webelos Books, and Program Helps for ideas. For "Activity Time", first part of Den Meeting -

* Find and plan skit idea and what costumes and props to make. When will it be presented?

* List materials needed and who will supply them

* Choose parts and who will do what props

* Plan a demonstration for rank and arrow items at the Pack Meeting

For "Activity Time", second part of Den Meeting -

* Make scenery, puppets, props, costumes, poster - story board and invitations for the parents.

* Make demonstration items for rank and arrow items.

Example - Wolf - Achievement 12 act out one of the choices

Bear - Achievement 4 act out the story of a Folk Lore Hero

CRAFTS: Use Cub Scout Fun Book, Pow Wow Books, Wolf, Bear, and Webelos Books, Program Helps, and Roundtable handouts are a great help.

Example - Wolf - Achievement 5e Make oven tool rack

Bear - Achievement 20b Early

American stool

Bear - Achievement 8c Family tree poster or papier mache tree with one leaf for each member of the family.

PLANNING: Group similar achievements and electives together for theme Den meetings.

NEEDED ITEMS FOR A SUCCESSFUL AND FUN DEN MEETING

* Official BSA materials

* Cub Scout Leaders Book - the Den Leaders bible - everything you ever wanted to know is in this book.

* Rank Books - Wolf, Bear and Webelos - for planning Den and Pack Activities and projects.

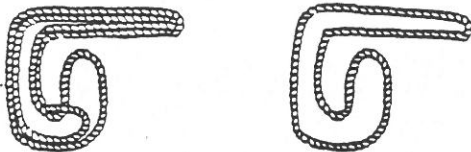
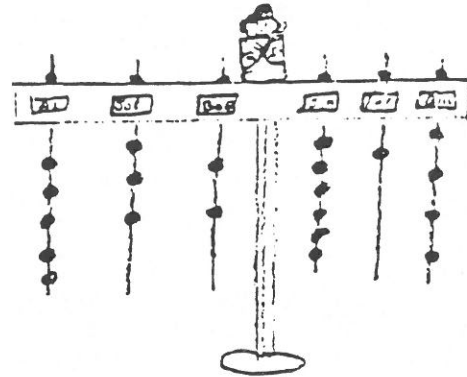
* Miscellaneous Resources - Additional information sources for ideas, know-how, and projects; Pow Wow Books; Scouting magazine; the yearly Program Helps; Sports Program booklets; U.S. Flag booklet; Boys Life magazine; Cub Scout Song Book; Group Meeting Sparklers. Check the National Scout Shop catalog for additional ideas but also check with your pack to see if they have a library.

* Table Flags set - 1 den flag and 1 American flag. You can make your own standards if they don't have any.

* Advancement Chart - to mark off each boy's progress to date (doesn't include Bobcat and only room for 2 silver arrows) Use with or in place of Den Doodle - Use for display at Pack Meetings, Scout Week window display and the Blue and Gold banquet.

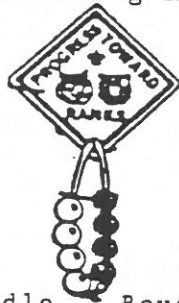
Record Book - Use the official one or your own sheets to record each boy's: attendance, dues paid, advancements, awards and pins earned.

* Denner cord - Double yellow strand cord for Leader's helper. How do you pick a denner? The denner is picked by the Den Leader during the Wolf year. The term is determined by the number of boys because the boys will all want the chance to be the denner. If you will have them for a period of one year and you have six boys, then the office is held for a period of 2 months by each boy. During the Bear year the boys should choose who the denner should be. The length of time is determined the same way as during the Wolf year.



* Assistant Denner cord - Single strand of yellow cord - Denner's helper. He should be picked the same as the denner and for the same amount of time.

* Progress Toward Rank Pocket Badge - The badge hangs on the right shirt pocket, beads are added for each 3 achievements during the wolf and bear years.

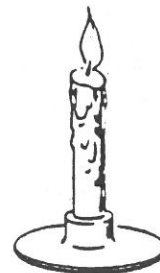


* Den Doodle - Boys like to earn rewards for a good job. This is a homemade stand or wall hanging with one string (craft strip or cord) for each boy to string reward beads onto for achievements and arrow points he has earned during his wolf and bear years. Use it for display at Blue and Gold banquet, Pack Meetings, Expo booths, Scout Week window, etc. (Use beads or any other objects that can be strung)

Snack Can - decorated large coffee can or ice cream pail to bring treats to meeting from home. Each boy takes a turn for bringing snacks to meeting. To avoid mess and lack of space the Leader might want to provide a drink at each meeting.



Behavior Candle - 1 large candle, out of reach but not out of sight. Helps to keep meeting from getting out of hand. Light the candle at the opening and blow it out at the closing or whenever the boys are not behaving. The faster the candle burns down the sooner the den will be allowed some special treat that they should be allowed to help choose (bowling, field trip, pizza, ice cream, play games all meeting long, etc.)



Craft Box - Leader's - In den area have a box available to store household clean and reusable items that can be or need to be used for projects. Example - pizza rounds, egg cartons, 1/2 gal. paper milk cartons, pie tins, blue jean legs, etc.

Note: these are larger items that might be hard for a boy to carry to school and then to the den meeting. One per boy should be collected. Poster board, markers, paints, brushes, and other items that are store bought. Beads, feathers, yarn, etc. that are needed for projects are cheaper to buy in bulk. Share these with other den leaders or ask other leaders if you can buy their extra left overs if they buy bulk. Store bought craft items are paid for from den dues.

Craft Box - Cub Scouts' - personal scrap box at home for smaller needed items - scrap material, bottle caps, jingle bells, string, scrap pieces of wood, etc.

Note - Let the boys know what to save and when to bring it to the meeting by publishing the information in the den newsletter. This also keeps the parents informed.

Individual Den Craft Box - Decorate a large oatmeal box. It will be the storage place for scissors, pencils, crayons, glue, ruler 6 & 12 inch. These items are to be kept at the den meeting place for the year and then can be taken home.

Game Box - a den area storage box for indoor and outdoor fun items that boys like to do. Ideas of things to include:

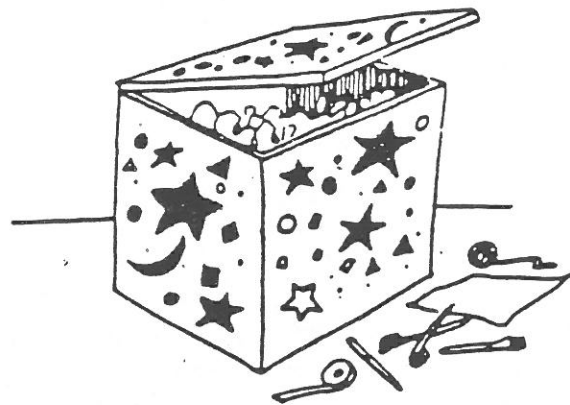
- 1 Nerf football/baseball (for inside)
- 1 real football (for outside)
- 1 real ball (for outside)

- 3 frisbees (1 per team of 2 boys)
- 1 floppy/large hat (musical hat game)
- 1 large bag of marbles
- ? word search/crossword/maze puzzel books
- 2 board games - Checkers, Sorry, Parchese
- 1 ping pong set
- and any other games that the den may choose.

Den Newsletter - Send home with the boys once a month or every other month.

Information to help parents know what is going on in Den meetings and with the dens participation in pack meetings. Also craft materials that may be needed from home and when to bring them to the meeting. Information of upcoming field trips and an individual slip can be attached if the boy owes any dues or needs any extra help with advancement.

The more you keep the parents informed the more help and cooperation you and the boys will get toward earning their advancement.



THE HOW AND WHY OF RECORD SHEETS

WHY: - It gives complete information on each boy.

- Take it to Pack Meetings and show parents how the boys have progressed. It's real helpful in answering the question: "Why didn't Johnny get anything at the Pack Meeting?" - show the parents the records.

- Pass the record sheets on to the next Den Leader. These sheets also help the new leader to get to know the boys.

- These record sheets make it easy to keep track of started and completed advancements.

- It keeps all information in one handy file or notebook for the leaders.

HOW: - Keep all information in a notebook with dividers for each boy.

- You will have complete records for attendance and dues paid and owed, plus advancements right in one handy place.

DEN MEETING PLANNING RECORD SHEETS:

WHY: - Easier for letting boys know what not to work on at home.

- Information is handy for preparing for Den Meetings and Den Newsletters.

HOW: - Go through the Advancement sheets and pick out topic items pertaining to boys interest, Leaders ability, time permitting, and themes.

- Write in Achievement # and item letters for Electives for the entire year.

- Each month use outline plan

for planning a month's worth of meetings: plan for 3 theme meetings (no matter how long each will take to complete one at a time.)

- Using these sheets and planning ahead will give the leader more time in a smooth running den and less time working on Cub Scout plans.

The image shows three overlapping forms used for Cub Scout record keeping. The top form is the 'INDIVIDUAL CUB SCOUT RECORD', which includes a section for 'PERSONAL DATA' and a grid for tracking various activities. The middle form is the 'ADVANCEMENT RECORD', which features a grid for recording advancement progress and includes a section for 'ATTENDANCE AND DUES'. The bottom form is the 'DEN ADVANCEMENT REPORT', which is a large table with multiple columns and rows for reporting on den activities and advancements.

DEN PARENTS' MEETING

As a Cub Scout leader you will have many responsibilities. One, important to the success of your den and pack, will be the need for communication with the parents. One major means of accomplishing this is through a "parents' meeting."

A parents' meeting is held with the parents or guardians only. If the parents can attend only if accompanied by children, then arrangements should be made for another person (den chief or assistant den leader) to occupy the children while you conduct the meeting with the parents.

Notify the parents in advance so conflicts can be minimized. A phone call may be sufficient, but a post card is a good idea. When it's written there's no misunderstanding and less "forgetting." Do not give the responsibility of delivering the message to the cub scout.

The parents' meeting should be held early in the fall. This gives you and all the parents a chance to meet face to face and become better acquainted. Items to be covered include:

- * an outline of the Cub Scout program and its objectives,
- * review of boys' book (Wolf, Bear, or Webelos),
- * the parents' role in advancement
- * information specific to your den

- meeting time and place
- field trips
- dues
- special interests
- rules of the house

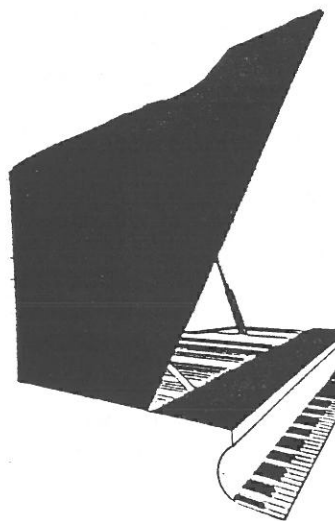
This is the best time to outline the needs of the group and ask how each parent can best help out. Be specific. Parents have a chance to become informed, ask questions and recognize how important their participation is to the den and pack. The parent/guardian is a part of the whole.

Finally, "be prepared." Review the points you want to communicate. List the responsibilities you'll be needing help with such as

- drivers
- phone caller
- mini-newsletters
- back-up
- assistant den leader
- skit director

and then get commitments from your boys' parents. A little organization and help from each family will go a long way to assuring a successful year in scouting for all.

For additional information see Chapter 9, Family Involvement, of the Cub Scout Leader Book.



PERMISSION SLIP FOR FIELD TRIP

Den # _____, Pack # _____ is planning a field trip.

Plans have been approved by: _____
(Pack Committee)

_____ is directly responsible for this trip. He/She will be glad to have you call if you have any questions. Phone Number is _____.

The group will leave from _____ on _____
(place) (date)

at _____ and return to _____ at _____
(time) (place) (time)

The cost (if any) for each boy will be \$ _____.

This is to be paid by _____

Each boy will bring _____
(list the necessary items)

In case of an emergency, the leaders will call _____

who will immediately get in touch with the parents.

(Leader)

TEAR OFF AND RETURN TO PACK LEADER

My son, _____, is in good physical condition at present and has had no serious illness or operation recently. I shall make sure that he does not attend if he is not feeling well. I understand the cost will be _____. During the trip period, I may be reached at _____.

A n Y
remarks _____

Signed: _____
(Parent of guardian)

(This is a sample of a permission slip you may use for trips.)

IDEAS FOR DEN MEETINGS

Boys put on sample den meeting for parents.

Visit newspaper office

Picnic or tour of lake or park

Visit a farm or dairy

Dads take den to sports event

Dad with special hobby tells about it with displays

Backyard breakfast cookout

Treasure hunt

Marble shooting contest

Pet exhibit

Game making day (ring toss)

Use pinewood derby cars on concrete (score like shuffle board)

Fishing trip to lake or pond

Kite flying contest

Have Boy Scout or Explorer tell about Philmont

Go swimming

Visit utilities companies

Hike in woods for nature collection

Visit fire station

Science teacher presents a project

Night meeting to study stars

Visit hobby shop

Indoor track meet (feather toss, straw throw, balloon heaves)

Visit area factory

Kickball game using ball, rags or feathers.

Den bowling tournament

Roller skating or ice skating

Dad with interesting occupation tells about it

Work on achievement that everyone needs

Scavenger hunt

Safety inspection of bikes

Boy's collections

Archery lesson and shooting

Invite star high school or college athlete to tell about his sport

Visit historical spot in area

Visit principle civic buildings

Have Boy Scout talk about National Jamboree

Visit state/federal offices

Visit zoo

Person with unusual education experience tells about it

Visit police station

Dinosaur day (each boy brings a model)

Model day (cars, planes etc.)

Visit telephone company

Den Uniform inspection

Hold Easter egg hunt

Take a hike

Make Mother's Day gifts

Tall tale contest
 Paper airplane contest
 Go bird watching
 Boys mix, bake and eat cookies or cupcakes
 Build den equipment box
 First aid study
 Bait casting practice with Dads helping
 Catch butterflies
 Invite coin collector to show his coins
 Visit local art exhibits
 Go rock collecting
 Plant a vegetable garden
 Service project for school or church
 Lifeguard or Boy Scout teaches water safety.
 Go play miniature golf
 Visit local Boy Scout office (address - 393 Marshall Ave. St. Paul, MN)
 Have snow ball fight
 Make homemade ice cream
 Visit radio/TV stations
 Yo-Yo contest
 Visit the airport
 Without a watch, each boy tries to walk around the block in an exact number of minutes.
 Make Father's Day gifts
 Visit the library
 Visit carpenter shop
 Make birdhouses
 Magic day, each do tricks
 Science day with microscope
 Have a swap day
 Build window display for Scout week
 Play charades
 Watermelon feed
 Build paper mache town, fort or Indian village
 Joke telling contest
 Plant flowers
 Visit Nursing home with songs, skits and maybe some homemade cookies or fruit
 Make neckerchief slides and slide holder
 Make Halloween costumes
 Visit Boy Scout camps
 Learn to tie knots
 Have Den Olympics
 Visit Military Installation
 Visit Fort Snelling
 Top spinning contest
 Decorate cookies for the Holidays and give them to shut - ins.

STRESS MANAGEMENT

Stress is a normal part of life. Stress reaction functions to help us cope with and maybe even survive the alarms of living. It increases strength, improves concentration, awakens mental processes, dilates eyes, quickens breath, and generally, within limits, increases efficiency.

The very factors that make stress a desirable element of life, if taken to excess, cause it to be destructive. Imagine being in a state of readiness with muscles tensed for work for a long period of time. After a while, the highly efficient state of readiness degrades to fatigue and, if continued, to exhaustion.

In between normal stress and life threatening stress lies the area in which the individual can and should manage.

PREVENTING STRESS

Cub Scout volunteers are doing something recommended by almost all authorities to manage stress; giving of themselves to a volunteer organization with the absolute right to do as much or as little as desired.

The following are suggestions for preventing stress:

- * Live within self-imposed limits.
- * Don't stretch these limits by volunteering too often.
- * Set personal goals. Be wary of trying to meet someone else's expectations.
- * Practice altruistic egoism. Give a little to get a little.
- * Maintain good health through diet, exercise and proper rest.
- * Improve spiritual health by strengthening relationships with God.

There are simple anti-stress strategies which are applicable to work, social and family relationships.

Apply these techniques:

- * Deliberately cultivate and deepen the relationships with the significant people in life.
- * Try to be open and honest and share feelings with others honestly; even anger.
- * Use the gestures of affection. Speak first, be attentive, show interest in the other person.
- * Allow space for other people. Give them room and time and privacy.
- * Be very cautious about judgment and criticisms. Try to understand. Have empathy.
- * Listen actively. Flatter others by listening to them rather than have them listen.
- * Be willing to apologize and acknowledge mistakes.

There are several simple methods that can be employed at any given time to help relieve stress. They are:

- * Massage
- * Catnap
- * Daydream
- * Controlled breathing
- * Do something different
- * Sing in the shower or tub
- * Start a hobby
- * Stretch the entire body

Practice any one or several of these and feel the tension melt away.

Someone has said: "Life is what happens to you when you have other plans." Remember it to help maintain a realistic sense of balance.

STRESS AND CUB SCOUTING

The following topics are relevant to some Cub Scouting situations, some of the time. In general they represent problems at a pack or district level

which start small and get increasingly worse. The result of these and similar problems, if they are not dealt with, is what is called "the burned out leader". Actually, they are just sources of stress.

Lack of parental support:

When parents register their son as a Cub Scout, they sign an agreement to support the pack and the volunteer leaders. They must understand that their part of the contract calls for active support.

No recognition:

Adults need recognition too. Block out a bit of time at each pack meeting, pack committee meeting, or other meeting to recognize the contributions of adult Cub Scout leaders.

Untrained leaders:

The Boy Scouts of America has the best training resource system of any volunteer organization in the world. Take a firm stand and insist that peer leaders make use of the basic and supplemental training available.

Poor program:

There are two simple keys to good program; use of themes and program planning. Resources include roundtables for thematic examples and Program Planning Helps. Use them.

Scant committee:

Accept the notion of a community of purpose among the parents of Cub Scouts. Recruitment is merely the matching of skills with tasks. If everyone does something, a few can do a little more.

No money:

One of the major premises of Cub Scouting is that the boys should help support the program. Accepting that premise leads to the conclusion that the boys should accept the burden of helping raise money. Within certain sensible and logical restrictions, money can be raised, the boys will

love it and the aims of Cub Scouting will be furthered.

Serious business:

When plans go awry, some of the best possible Cub Scouting happens. By the way, if the leaders stay cool and relaxed, everyone will think it was planned that way. The boys will note the relaxed atmosphere and be happy and have fun. Not bad!

No fun:

One of the best paybacks for investing time as a Cub Scout leader can be having fun. Loosen up and try to have fun. It works and it infects others. Fun is contagious!

Bureaucracy:

Some people in pack organizations function as if a crown comes with the title. We are all volunteers, we all have one vote on the committee and all ideas are worth hearing. If help is needed, ask the unit commissioner.

Bad communication:

The transmission of an idea from one mind to another, more or less undistorted, is the most difficult thing humans attempt. Give this process the time and attention it deserves. Good intentions are no substitute for accepting the responsibility for good communications.

Summary

Stress is a necessary and normal part of life. If carried to an extreme, stress can be life-threatening. Learn to recognize some warning signs --disillusionment, depression, alienation, unhappiness. Seek to eliminate the chronic causes of stress or cope with it as it occurs. Change the things that can be changed, accept those which cannot. Enjoy Cub Scouting and the boys.



DEN CHIEF

WHAT IS A DEN CHIEF?

The den chief is a member of a den leadership team which includes the den leader, assistant den leader and the denner. The den chief is already what every Cub Scout and Webelos Scout would like to be...a Boy Scout. As far as the younger boys are concerned, he is the person they would most like to follow, and that makes him a natural leader for them.

To a den leader, a den chief is an assistant playing rough and tumble games with the Cub Scouts while the leader tries to maintain his/her dignity, sets a good example, teaches the younger boys to do things, always predictable and yet a constant surprise.

To the Cub Scouts, he IS Scouting. A peek into the future, a hero to worship, a fellow with all the answers, someone to imitate and admire.

Den chiefs are found in most successful dens; in the middle of a game, helping with a ceremony, answering questions, showing how to do a craft project, encouraging discipline and in general being very useful to the den leader.

A den chief is HELPFULNESS with a boyish smile, DISCIPLINE with a little impatience, COURTESY with youthful fun all wrapped up in one young man. Den leaders need them, younger boys respect them, Scoutmasters teach them and parents support them.

A den chief is an amazing creature. He can be exasperating at times when he doesn't act like an adult, but then remember - he is just a boy. A meeting can be run without him, but it's a lot easier when he is there.

The den chief is an older Boy Scout,

selected by the Scoutmaster in cooperation with the Cubmaster. He may be of any age or rank, but he can be the greatest help if he is a former Cub Scout, and if he is mature enough to assume this important responsibility.

The Cub Scout Leader Book outlines the qualifications and responsibilities of the Cub Scout den chief and Webelos den chief.

Den chiefs need training, just like all other leaders in the Cub Scout program. The Cubmaster and the Den Leader have the primary responsibility of training den chiefs. In addition, every den chief should attend a Den Chief Training Conference held in the district or council. This is basic training for den chiefs, and is full of fun, excitement and information to help den chiefs do a good job. If a Den Chief Training Conference is not scheduled, the pack may wish to join with other packs in putting one on. See Den Chief Training Conference, # 6450.

Den chiefs who complete certain tenure, training and service requirements are eligible to receive the Den Chief Service Award. This award is presented with the approval of the Cubmaster and Scoutmaster. It is a distinctive red, white, and blue shoulder cord which replaces the regular blue and gold cord worn by Cub Scout den chiefs or the red, blue and gold cord worn by Webelos den chiefs. It is worn on the left shoulder of the Scout uniform.

HOW TO HELP THE DEN CHIEF "DO HIS BEST"

1. Use him. Include him in planning meetings. Assign him specific responsibilities for den and pack meetings. Give him a copy of the schedule to be followed. He can be an important help to a den leader,

- but only if given the opportunity.
2. Let him know what is expected, but let him use his own resourcefulness.
 3. Give him responsibility and authority according to his position. He will show how well he can handle it.
 4. Remember that the den leader takes the lead, but the den chief is a part of the leadership team. Train him as a team member.
 5. The den chief should be encouraged to think, talk and act as a Boy Scout, in order to set a good example. But he should be reminded to lead Cub Scout not Boy Scout activities.
 6. Encourage the den chief to help Cub Scouts with craft projects, but he should not do one of his own.
 7. Encourage the den chief to talk about Boy Scouting. It could make the difference in motivating younger boys to join.
 8. Avoid placing too much responsibility on the den chief. This is as bad as giving him too little responsibility. Remember his patrol and troop obligations.
 9. Get to know the den chief and understand his problems. He will appreciate the support and interest.
 10. Treat the den chief with respect. Cooperate with him and he will most likely cooperate in return.
 11. Give recognition to the den chief at special times of the year and on those occasions when he has done a job well.
 12. Build up the den chief in the eyes of the Cub Scouts so they will respect him. Praise publicly. Criticize privately.
 13. Four important words to remember: OBTAIN, TRAIN, USE, PRAISE.

DEN AIDES

The den aide is a teenage boy or girl, ages 14 through 17, who helps a den leader succeed in bringing the benefits of Cub Scouting to the members of the den. This new leadership

role was approved by the Boy Scouts of America in June, 1983.

Den aide leadership is optional with packs and used where needed and wanted. This is a nonregistered, nonmembership position to be considered as a supporting role.

The den aide is a substitute for den chief and assistant den leader where neither den chief nor assistant den leader are available.

While the den aide position is now available for packs anywhere, it is designed principally to strengthen Cub Scouting in rural and inner-city communities. The den chief method of operation will still be used in most other packs.

The den aide works under the direction of the den leader, assisting the leader in most aspects of successful den operation. Packs that have den aides usually do not find it possible to recruit den chiefs. In dens that have both a den aide and den chief, the den leader defines the duties of each. The den leader, den chief and den aide work as a leadership team.

DENNER/ASSISTANT DENNER

The Cub Scout denner is a den member, elected by the den for a short period, usually 1 or 2 months. His responsibilities are determined by the Den Leader and Den Chief. This might include helping to set up the den meeting place and cleanup; helping with games, ceremonies, tricks, and puzzles; leading a song; or acting as den cheerleader. He should be given meaningful responsibilities and recognition to help him learn how to be a leader, so all boys will look forward to their turn. The assistant denner assists the denner and usually becomes denner for the next term. The short term of office allows all boys to serve in these positions.

DEN LEADER COACH.

A Den Leader Coach is a valuable asset to a well functioning pack. The DLC is an experienced den leader who no longer is leading a den of Cub Scouts but is guiding current Den Leaders.

In the pack committee the DLC works closely with the Cubmaster and Committee Chairperson to inform the Den Leaders of program activities, training opportunities, community resources and special district and council events. With the expanded Webelos program many units will find it helpful to have separate DLCs for Webelos leaders and Cub leaders.

The DLC is the logical person to conduct the Fast Start training for the new den leaders. This should be done individually or in small groups very soon after the new leaders have joined. The DLC will anticipate their questions and have available resources for enhancing their initial den meetings.

Without the responsibilities of weekly den meetings the DLC can use his/her experience to provide practical suggestions to current leaders of dens. The DLC can also be a conduit by which all the leaders can receive current Roundtable literature. For units that publish regular newsletters for the pack families the DLC can provide up to date data to the volunteer editor.

A Den Leader Coach is

KNOWING

Explore and learn. Strive to be a storehouse of knowledge and skills. Be familiar with program and resources.

COACHING

Inform, encourage, guide and listen to help den leaders solve their own problems and develop their own abilities.

MOTIVATING

Influence other people to cooperate towards Cub Scouting's goals. Set a good example. Inspire.

TEACHING

Provide continuous learning experiences for new skills, techniques, and values to enrich and stimulate den and pack program.

BELONGING

Contribute to pack and den by listening, suggesting and supporting. Stand by. . . in good times and bad. Be dependable and available.

COMMUNICATING

Help keep the lines of communication open between dens, pack committee and cubmaster. The success of any pack depends to a great extent on clear communications.

EVALUATING

Determine whether den leaders have gained knowledge and acquired skills to help the boys, and determine personal effectiveness in the job.



WHY SCOUTING FOR BOYS WITH SPECIAL NEEDS?

Answer: Because it works! Scouting has been 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. Scouting can fulfill these needs.

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 them many excellent group experiences enabling them not only to develop sound character and good citizenship, but an opportunity 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 a craft is finished, or a new song learned, the boy will get a better awareness of himself through the ability of finishing a task. This gives him a self-confidence so many times found lacking.

Lastly, Scouting provides social activity or fun with others which is necessary. 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 Scout program used by millions of 7 - 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 benefited greatly. A concerned leader **CAN** make the difference! Help recruit, accept and make Cub Scouting happen for the handicapped.



UNIQUE WAYS CUB SCOUTING CAN HELP THE BOY WITH SPECIAL NEEDS

- * The Cub Scout program can change a "can't" attitude to a "can do" attitude when he achieves.
- * He can develop through achievement and activity award methods.
- * He can enter competition.
- * He can start, lead or help with den projects.
- * 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 an opportunity to "Do His Best".
- * He will have the chance to be with other boys.
- * He can gain a sense of accomplishment.
- * He may be helped to build self confidence.
- * He will see he can do the activities that other Scouts do.
- * He may inspire other boys to do better.
- * He may motivate the 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 Scouts.

MEMBERSHIP

Some handicapped boys over the chronological age of 11 may be registered as a Cub Scout. This is provided in Clause 19 of Article I, 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 the 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 units charter renewal application certifies the approval of the chartered organization.

THERE IS A PLACE

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 the

handicapped boy has considerable skills, abilities, and moral strength.

Accept the challenge by offering membership to handicapped boys!

Wise leaders expect problems but do not consider them overwhelming. The handicapped boy is seen as a boy with an individual difference. There are other individual differences between boys: one boy is too fat, another is too skinny, one had bad teeth. The handicap is not as important as the leader's will and the boys willingness. Working with these boys teaches the value of patience, understanding and friendship.

Success with the handicapped is attributed to many things. Those mentioned most frequently are patience, planning programs to meet the needs of the boys, finding out where the individual boy does his best and working from there to other areas of success, enlisting the help of parents and community organizations, and finally keeping the program within the range of the group with which one is working. Some hand-

icapped boys may attempt to "be like the others" which could harm them. Try to ascertain whether he knows any of the boys in the den.

WORKING WITH THE SPECIAL NEEDS BOY

There is a great danger in pigeon-holing 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, while the other question implies no advancement. There are three key words which, if kept in mind, will enable a leader to give the boys the kind of program they need and deserve: PATIENCE, FLEXIBILITY, AND EMPATHY, not sympathy.

Praise and encouragement are indispensable. Even when a boy does not succeed, he should be praised for trying. Praise him when he exerts a real effort or has improved a previous performance. But don't praise falsely.

If a handicapped Scout tends to blame others for his failures or poor performance, do not accept this type of behavior. Make it clear that he is expected to answer for his own behavior. Clearly, some allowances must be made for handicapped boys. Plan the den and pack program to fit the needs and abilities of the boys, whether or not they are handicapped.

Immediate recognition of advancement is important for ALL boys. The Immediate Recognition Kit, the den doodle, and the Cub Scout Advancement Chart 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.

MAINSTREAMING HANDICAPPED CUB SCOUTS

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

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, he 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.

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 through Cub Scout activities.
- Be accepted more readily in school by regular students after interacting together in Cub Scouts.
- Develop friendships with non-handicapped boys whom he might not have met otherwise.
- 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 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.
- Appreciate that their son is involved in worthwhile activities outside the home.
- 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 the 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 adjustments 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.

In closing, with a little patience, flexibility, and empathy; youth with special needs can reap the benefits of the Scouting program they need and deserve.

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 Cub Scout Leaders Book or Staging Den and Pack Activities. However, if this has not been done in the case of the other boys joining the den, don't single out this boy. Use any favorite opening.

Icebreaker: Choose a simple one from the Group Meeting Sparklers. This choice could depend upon 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 (list favorite stars in those sports); hobbies, such as collecting baseball cards or making models; favorite TV shows and school subjects (or maybe the subjects they most dislike!) This is a good way to show boys how much they all have in common.

Game: See Cub Scout Leader How To Book for a game in which the new boy can participate. One simple game that most boys will be able to manage is: Line up boys in two facing rows about 6 feet apart. Have the boys count off. Using a large light ball, such as a beach ball, 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): The Den

Chief or Assistant Den Leader should be assigned the specific task of helping the handicapped boy with his project.

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 Cub Scouts 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.

PROGRAM FOR THE SPECIAL NEEDS 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 and enjoyment.

Because Cub Scouting is a flexible program, many of the requirements can be fulfilled by all the boys. By implementing the program, every boy in the den will have fun and receive a

great deal from it. The family will be better off because they participated in the activities of the pack.

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 available, go through the achievements, allow substitutions only where absolutely necessary. This approach offers the boys real Scouting.

There are two very important factors involved in planning a program and they are "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, and 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?"

Crafts: Through crafts, a boy's sense of touch can be used as a learning tool. He learns things like 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 things? 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 they will do with crafts from meeting to meeting.

Songs: Music is important. Very often it is the first means of communication they are aware of from the time they were in their mother's arms. Singing is also an expressive experience. Many people will express themselves through songs. Songs are happy, silly, sad, and solemn.

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.

In the application of this policy reasonable accommodation in the performance of the 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. It is urged that common sense be employed.

Den Leaders and Cubmasters should try to help parents in drawing the line between expecting too much and too little. Some parents of the 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 the parents are convinced that their son has done his level best, they should approve his work and sign his book - but not before then.

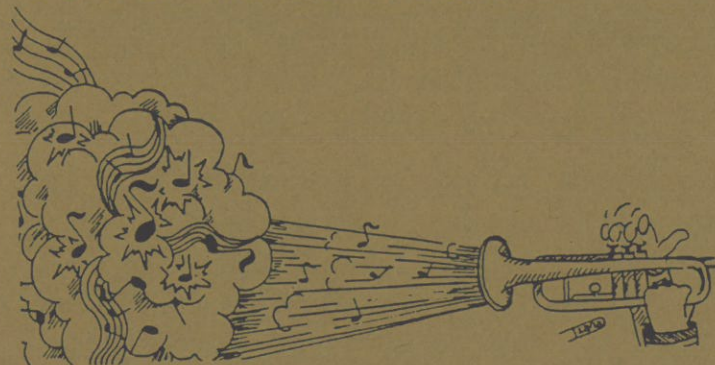
Variations

on a Theme ~

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Rather than listing the ceremonies, games and songs for the monthly themes in a twelve month section these items have been gathered into major sections. At planning sessions for your month's activities you can choose from the whole range of the items. And at times when you are caught short of time and need a song or game quickly they are all together to better aid your search.



DEN AND PACK ACTIVITIES

A successful activities program depends on all den and pack leaders and families working together. The single most important work for a smoothly-run activities program is PLANNING. The quality of the Cub Scout program in the den and pack depends on how well leaders carry out the planning and preparation phase.

Keep these things in mind:

- Cub Scouting is a year-round, 12 month program.
- Cub Scouting has enough variables to meet the needs and desires of all boys.
- The Cub Scout program is built around a monthly theme for 7 and 8 year old boys. The Webelos den program, for 9 and 10 year olds, is built around a monthly activity badge.
- The program must be FUN for both boys and their families.

THEMES AND HOW THEY WORK

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

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

the dens have done.

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

Webelos den do not use the pack's monthly theme. Instead, their emphasis is on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Cub Scout Circus" and "Showman"... or "Going Places" and "Traveler".

The aim of the theme idea is to open the door to fun and adventure by providing a different kind of experience for each month of the year. The theme must have a broad appeal for boys. It should give each Cub Scout a chance to express his own interests and use his own abilities. Your themes should steer boys toward new fields, interests and hobbies they might not otherwise discover for themselves.

Each year, "Cub Scout Program Helps" suggests 12 monthly themes for Cub Scouts and provides program ideas on those themes. "Boys' Life" magazine also features program ideas each month on the recommended theme and the district roundtable meetings provide program ideas on these same themes.

Pack are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the purposes of Cub Scouting. They are the subjects on which the most program material will be available.

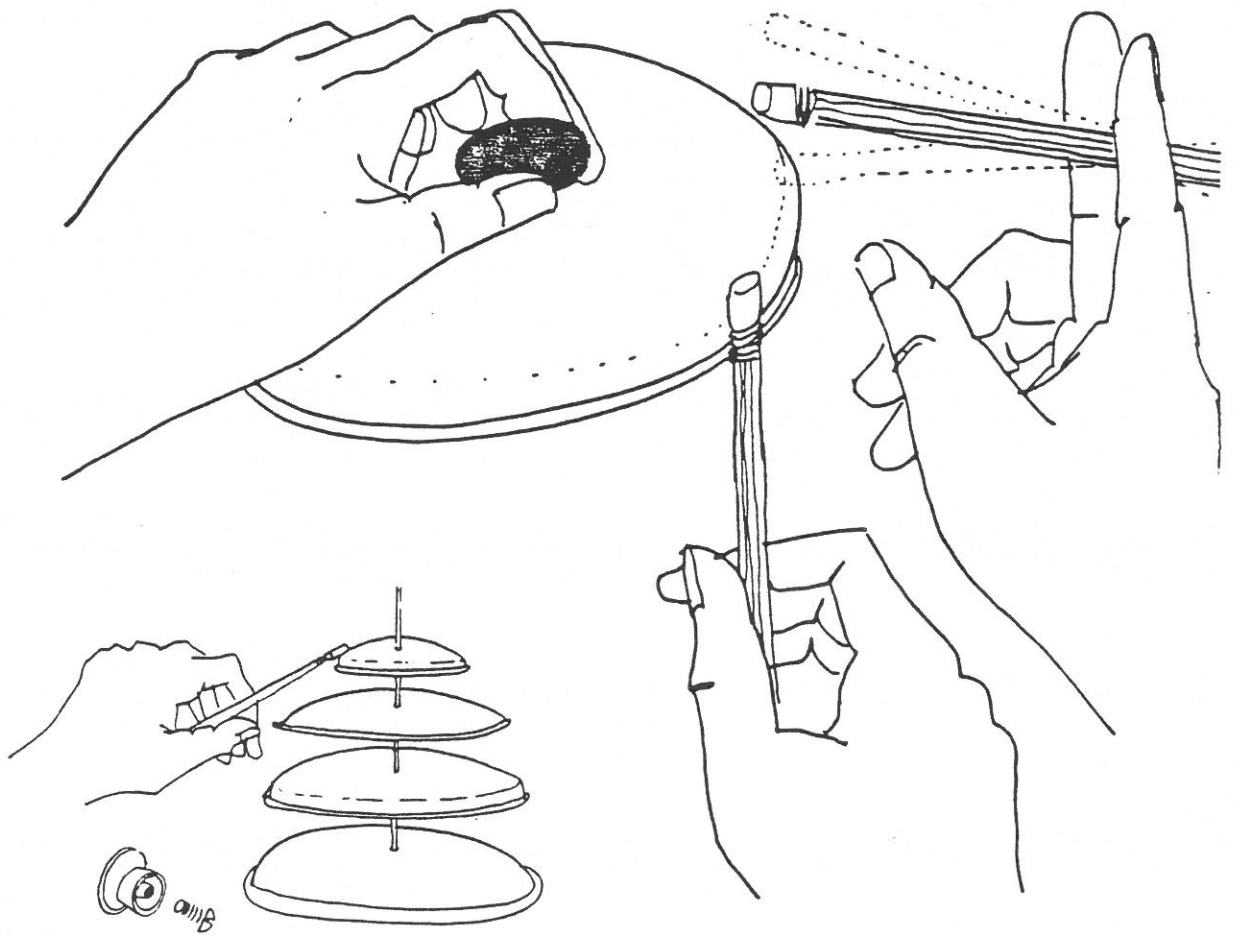
But, the Cub Scout program is flexible, and if another theme better suits your pack, you may wish to make an exception.

THEME ACTIVITIES FROM WOLF AND BEAR BOOKS

The rank books for the Wolf and Bear Cub Scouts have many activities that lend themselves to monthly themes. This chart is offered as a suggestion for incorporating some of the rank requirements into den meeting activities.

MONTH/THEME	WOLF BOOK	BEAR BOOK
January 89 Knights in Armor	Elct 2 Be an Actor	Elct 9 Art Elct 10 Masks
February 89 Strong for America	Ach 1 Feats of Skill Elct 20 Sports	Ach 16 Bldg Muscles Ach 23 Sports
March 89 Explore Alaska	Elct 2 Be an Actor	Elct 23 Maps
April 89 Cub Scout Handiman	Ach 5 Tools...Bldg	Ach 19 Shavings & Chips Ach 20 Sawdust & Nails Ach 21 Build a Model
May 89 Wheels, Wings, Rudders	Elct 5 Sparetime Fun	Ach 14 Ride Right Elct 7 Things that Go
June 89 Akela's Council	Ach 7 Your living World Ach 9 Be Safe Ach 12 Making Choices	Ach 5 Sharing...Wildlife Ach 6 Take Care...Planet Elct 15 Water-Soil Consrv
July 89 Trails, Treks, Trips	Ach 10 Family Fun Elct 18 Outdoor Adventure	Ach 10 Family Fun
August 89 Outdoor Festival	Elct 18 Outdoor Adventure Elct 7 Foot Power	Ach 12 Family Outdoor Adv
September 89 American Heritage	Ach 2 Your Flag Elct 10 Am. Indian Lore Elct 11 Sing Along	Ach 3 What makes Am. Special Ach 4 Tall Tales
October 89 Viking Discoveries	Elct 17 Tie it Right	Ach 8 The Past...Important
November 89 Parade of Presidents	Elct 6 Books	Ach 3 What makes Am. Spcl.
December 89 Customs of Countries	Elct 22 Say it Right	Ach 9 What's Cooking

Ceremonies



CEREMONIES

Generally defined, a ceremony is a form of ritual, that makes more impressive the recognition in public, of some work accomplished or the presentation of an award earned. It is also used to formally acknowledge an event such as the opening of a meeting or its closing thought.

WHY ARE CEREMONIES HELD?

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To encourage parent involvement by permitting parents to present badges to their sons.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of boys, leaders, and parents for achievement, recruiting, service projects and special activities.
- To mark the beginning and end of den and pack meetings.
- To honor leaders.
- To help develop the monthly theme.

One of the most important reasons for ceremonies is to provide meaningful and memorable highlights in a boy's Cub Scouting experience. Many men can remember the day they received their Wolf badge or Arrow of Light Award. Never underestimate the power of a simple, but impressive, ceremony.

TIPS FOR SUCCESSFUL CEREMONIES

Plan - An otherwise excellent ceremony can lose its entire meaning if the speaker has to fumble through it or attempt to read every word in a dark room. Be sure everyone involved knows what is expected. Practice.

Use the Monthly Theme - Theme-related ceremonies provide continuity and

will ensure variety. Ceremonies repeated over and over can become very dull, no matter how impressive they were the first time.

Location - Consider where the ceremony is to take place. Ceremonies can be changed to fit the location, but often the location cannot be changed.

Props - The effective use of simple props can enhance any ceremony. Let the Cub Scouts help make them.

Atmosphere - Set the appropriate mood. The use of candlelight, campfires (artificial indoors or real outdoors), Cub Scout emblems, homemade costumes, recordings, all can make a simple ceremony more meaningful.

Staging - Keep it simple, but not too simple. A handshake and congratulations means a lot to an adult, but is not long remembered by a boy. Maintain a good balance of dignity and fun. Rule out horseplay. If specific speaking parts are required, have narrator read script out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can't be heard.

Cub Scout Ideals - Ceremonies should directly or symbolically reflect the Cub Scout Promise, Law of the Pack, Cub Scout Motto, etc.

Resources - Books, props, atmosphere are all important, but don't forget the number one resource - people. Draw on the imaginations of pack leaders and parents, and use Cub Scouts, as appropriate.

Presentations - Pronounce names distinctly and correctly. Have awards readily available and in proper order. Pin on the pin-type awards. Present badges. Hold up plaques so audience can see, while the inscription is read. Avoid mass presenta-

tions of awards. Each person is an individual and should be recognized as such, if at all possible. If the den is receiving an award, announce the name of each den member.

Action - Emphasize action rather than words. Keep speaking parts to a minimum. Use as many people as possible. Use showmanship.

Improvisation - Use easily found materials. Use low cost, scrap materials whenever possible. Recycle castoffs for ceremony props and costumes.

Participation - Get the parents involved with their sons; den leaders with their dens; or outside persons to compliment the theme. It is through participation that boys develop poise, self-reliance and confidence. Don't try to do it all alone. Get help.

CEREMONIAL PROPS

A few attractive props help set the scene for an impressive pack meeting. A little 'showmanship' along this line shows the boys and their parents that the pack really cares that they came to the meeting, and that there was advance planning and preparation.

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

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

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

Candles - Candle ceremonies are impressive. The color of the candles can have special significance. Logs, log slices or pieces can be used as candleholders, as well as holders made from wood, plaster, metal, etc.

Indian headdress - These are sometimes difficult and time-consuming to make, but most Cubmasters think it is well worth the effort. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform is adequate. However, some leaders may wish to wear full costumes.

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

Bridge to Scouting - A bridge can be built from logs or scrap lumber using doweling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge and being met by the Scoutmaster of the troop they are joining. It is a good idea to build the bridge so that the poles can be removed for easy storage.

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

Costumes - It is effective for the Cubmaster to wear a costume fitting the monthly theme. This should not be done every month, of course, but on special occasions such as Christmas, or themes such as tournament or trailblazers. Cub Scouts will enjoy receiving their awards from Santa Claus, King Arthur or an old witch.

CREATING YOUR OWN CEREMONIES

There may be times when there is no appropriate ready-made ceremony or you may want a ceremony that is more relevant to your Pack or Den or to fit a particular theme. Then you may make your own. (These are often the best ones.) Just be sure to include the following:

Action - Keep the ceremony alive and moving. Use visual props that are colorful and easy to use.

Coordination - Be sure to plan ahead! Plan out every step. Anticipate and make sure that everyone knows what they are doing and when.

Delegate Responsibility - Don't try to do everything yourself. Rely on assistants.

Dignity - Is important. Avoid horse-play.

Inspiration and Ideals - Use the ceremony to show and help encourage the Cub Scout ideal and spirit.

Participation - There should be a place for everyone to participate -- the Cub Scouts, Cubmaster, parents, everyone!!!!

Simplicity - "KEEP IT SIMPLE, MAKE IT FUN."

Symbolism - Symbols are important. They will help get across ideal in a

manner that makes an impression.

Using these suggestions and your own imagination you should be able to put together a ceremony that will be informative and fun. Remember to base your ceremony on subjects that will appeal to the boys. You may even want to have them help you create a ceremony. When planning your ceremony, be sure to keep in mind where you are holding the ceremony. Space, arrangement and visibility must all be considered. Have all participants pronounce words clearly and correctly. If you are handing out awards, make sure that the presenter knows the correct pronunciation of the boys names. Have all materials and information readily available during the ceremony so as not to break the flow and lose the attention of the group. Keep speaking parts short. It might help to have the boys carry cue cards. But remember -- make it interesting and fun! You may want to use one of the standard ceremonies using candles. Before doing so in a public place, (like a church or school) be sure to check out the fire code.

ADVANCEMENT CEREMONIES

Pocket Advancement Ceremony

Materials: A piece of tag board is cut in the shape of a pocket and covered with blue felt, including a pocket flap and button. The Cub Scout insignia stickers which are attached are available at the Scout Office (#4650) or could easily be made out of cardboard. They are attached with masking tape or velcro strips. The arrows are made of cardboard and covered with gold and gray felt.

Narrator: This is a pocket - a very plain pocket - not very interesting, and it could belong to anyone. But wait, let's give this pocket to a Cub Scout.

(Narrator places Bobcat badge on pocket) Our pocket is turning into something with meaning. It represents a sense of belonging and will soon bring our Cub Scout knowledge, skills, enjoyment and good fellowship. We would like to present the following boys and parents their Bobcat badge. (Narrator calls boys forward that have earned their Bobcat badge and present them at this time.)

(Narrator places Wolf and arrows on pocket) With the Wolf rank our pocket turns into something more special. It proudly displays the first symbol of new-found knowledge of the flag, of keeping strong, of tools, of knots, of safety, of books and reading. It means our Cub Scout has mastered feats of skill and has shown his willingness to help in his home and take part in family fun. Tonight we are privileged to recognize the following Cub Scouts who have achieved the rank of Wolf. Would the following Wolf candidates and their parents please come forward. (Narrator names boys and presents their awards at this time.)

(Narrator places Bear and arrows on pocket) Adding the Bear badge has increased our pocket's meaning even more. It shows our Cub Scout is completing increasingly difficult achievements which show he is growing in knowledge and skill. Would the following Bear candidates and their parents please come forward. (Narrator names boys and presents their awards at this time.)

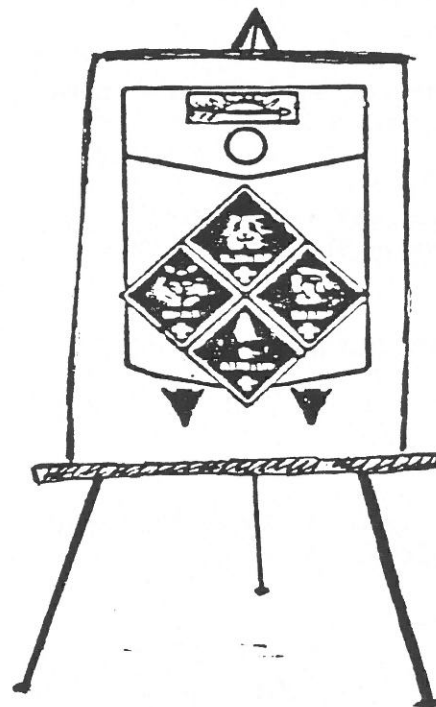
(Narrator places Webelos and Arrow of Light on pocket) Our pocket has now had placed upon it the Webelos badge and Arrow of Light, the highest award which our Cub Scouts can achieve. To receive these awards, our Cub Scouts must dedicate themselves to the hard work necessary in completing the required number of activity badges and prove themselves ready to join the ranks of Scouting. Tonight we

wish to recognize those boys who have completed activity areas within the Webelos program. Will the following boys and their parents please come forward. (Narrator calls boys names and presents their awards at this time)

(With the Webelos Scouts together, a candle ceremony may be added at this time)

Our pocket is very special now. It is very rich in new possibilities. It opens up a whole new world of challenges. Cub Scouting has taken our plain pocket and turned it into a pocketful of adventure, fun and excitement.

Congratulations to all you boys and your parents on your achievements.



General Awards Ceremony

Participants: Cubmaster and others as needed.

Equipment: badges, awards, and stick pins to pin badges on.

Arrangement: Presentation should be made where all can see; on stage or in front of the room.

Cubmaster calls the boy(s) and parents, to the front of the room or stage, that will be receiving awards.

Cubmaster: We would like to recognize those boys who have made advancements in rank this last month. The following boys have attained the rank of _____ by completing 12 achievements. _____ (Name) will you and your parents come forward. (Cubmaster presents badges to parents to give to son and shakes hand of Cub Scout)

Our Webelos Scouts have earned the following activity badges this past month: _____ (Name and badge) will you and your parents come forward. (Cubmaster presents badges to parents and shakes had of Webelos Scout.)

Advancement Chart Ceremony

Participants: Cub Scouts to be recognized, parents, Cubmaster, Pack Committee Chairman.

Equipment: Cub Den Advancement Chart (on easel or wall) for each den; two crayons (each a different color for marking the ranks on the charts); U.S. Flag, Pack Flag, Den Flag and stands; badges.

Arrangement: Cub Den Advancement Charts firmly set on easels in front of room or mounted on wall

Cubmaster: There are four ranks in Cub Scouting. On entering the pack,

a boy becomes a Bobcat. He then starts to earn his Wolf, Bear and activity badges as a Webelos, followed by the Arrow of Light and working toward the Scout joining requirements. The work becomes increasingly difficult, so that the Cub Scout and Webelos Scout do things that require a little more skill, a little greater responsibility than was expected in the preceding rank. Then there are electives: In the Wolf and Bear ranks, a boy may earn a Gold Arrow Point for the first 10 elective credits and a Silver Arrow Point for each additional 10 elective credits he completes. Several of our Cub Scouts have advanced in rank during the last month. Our Pack committee chairman will take charge of the awards.

Chairman: The pack helps the Cub Scout grow. This is a part of the Law of the Pack. Tonight we honor those Cub Scouts who have grown in knowledge and advance to a higher rank in Cub Scouting. The following Cub Scouts have advanced to Wolf rank. Will they please come forward as I call their names.

(Name) tell us one of the things you did to become a Wolf Cub Scout. (Cub Scout tells in his own words about one of the achievements he completed for Wolf rank. Thirty seconds is long enough)

At this point Bear awards are presented in the some manner as the Wolf awards.

Then the Webelos Scout awards are presented

Cubmaster: Each den in Pack (number) has an advancement chart showing the progress of each Cub Scout in advancements and electives. I would like each new Wolf to take a crayon and color in the Wolf's head outlines opposite his name. Now I would like each new Bear to take a crayon and

color in the Bear's head outlines opposite his name.

Your parents have helped you to complete the achievements which led to your awards. Therefore, will the parents of each of these boys come forward and present his award to him.

OPENING CEREMONIES

Lights Out Ceremony - A Cub Scout stands blindfolded, gagged and bound at the wrists. This ceremony is effective if the lights are out and a spotlight is on the Cub Scout. A Den Leader or Den Chief unbinds the boy while the Cubmaster, standing in the back of the room, reads the script.

Cubmaster: This is an American boy. The American Revolution won him his freedom. (unbind wrists)

The Constitution guarantees him freedom of speech. (remove gag)

A free education has given him the ability to see and understand. (remove blindfold)

Help Cub Scouting teach him to preserve and to enjoy his glorious heritage, and to become a better citizen.

(This could also be used as a closing ceremony.)

Explaining the Promise -
Participants: Leader and Cub Scouts

Equipment: None

Leader: Will all Cub Scouts please stand, give the Cub Scout sign, and repeat the correct phrase of the Cub Scout Promise each time I pause in reading.

Leader: I, (name) promise. (pause)

Cub Scouts: I, (name), promise

Leader: An assurance I make, a pledge to do right, I keep it before me, a bright shining light. (pause)

Cub Scouts: To do my best

Leader: I'll try my best to do it, through difficult it may be, and if I keep my promise, then people will believe in me. (pause)

Cub Scouts: To do my duty to God

Leader: To God, the Creator, the Maker of all, if weakness over takes us, on Him we may call. (pause)

Cub Scouts: and my Country

Leader: A wonderful country, I'm sure you'll agree, so let's keep it always the land of the free. (pause)

Cub Scouts: To help other people

Leader: When I help other people, I am being considerate of them and not just thinking about myself. (pause)

Cub Scouts: And to obey the Law of the Pack.

Leader: A guide for each day, as we go on our way, a good one to know, as we follow to grow.

U.S. Flag Ceremony - A U.S. Flag is held by Webelos honor guard. Cubmaster has scraps of red, white, and blue cloth.

Cub master: Cub Scouts, what is our Flag? You could say it is just a few pieces of red, white and blue cloth like these in my hand. That would be true. Our Flag is really much more than that. We all recognize the Flag as the banner of our country. In other words, it stands for our country. And so, we should respect it and treat it as we would want to be treated -- with care and love. Let us show our respect by pledging allegiance to the flag. --- After

the pledge, honor guard posts colors.

CLOSING CEREMONIES

Recipe Closing - At the close of our happy event, I'd like you to keep in mind the recipe for a wonderful day - it works all year through.

- 1 cup friendly words
- 2 heaping cups understanding
- 2 cups milk of human kindness
- 2 heaping tablespoon of time and patience
- 1 dash gentle humor
- 1 pinch spice of life
- 1 drop warm personality

Measure words carefully; add cup of understanding to milk of human kindness. Sift together 3 times. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. Works best with good mixer

Simple Closing - May the Spirit of Scouting and the light of Akela be with you and me until our paths cross again.

This is a Parent Cub Scout Closing -
Participants: Six Cub Scout Parents and 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, are on the 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 whole 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. The Cub Scout advancement program ensures a closer boy-parent relationship.

Parent 3: Cub Scouts are considerate of others. They promise "to help other people" and to do their best. When parents sign their boy's membership application, which is also a family contract, they take as their motto, "We will help our son do his best."

Parent 4: Cub Scouting is the basic part of the three-phased Scout program that reaches, through Scouting, to the Exploring program for boys and girls of high school age. Each part is packed with challenges most appropriate to the age involved and leads to the next phase. Thus, when our Cub Scouts join the Webelos den and earn the Arrow of Light award they are prepared to enter Scouting with their joining requirements.

Parent 5: Cub Scouting in all its phases operates to strengthen your home only by living, playing and growing in it together.

Parent 6: Your son has only a few more years of boyhood left before he looks away from home for his principal interests. What you do together today is important. Tomorrow will be too late.

Cubmaster: Will all parents pledge their support to Cub Scouting? Now join with the Cub Scouts in the Cub Scout sign and repeat the Cub Scout Promise with me.

INDUCTION CEREMONIES

Bobcat Induction -

Participants: Cubmaster, four Cub

Scouts, Bobcat Candidates and Parents

Equipment: Four cards each having one letter of the word CUBS; Bobcat Badges

Arrangement: Have each Cub Scout hold up his letter while speaking.

Cubmaster: Friends, we welcome you to our ceremony for new Cub Scout families. On the table are the letters C-U-B-S which spell Cubs. Each letter by itself stands for something special.

1st Cub Scout: C stands for courtesy, A Cub Scout is courteous. He is courteous to his elders, his friends, his teachers and especially his parents. He is courteous in all that he says and does.

2nd Cub Scout: U stands for unity. When a boy joins a pack he becomes a member of a den too. He does not work alone but with other boys. He learns to get along with others.

3rd Cub Scout: B stands for bravery. The Cub Scout is courageous enough to stand up for the things that he thinks are right, honest and fair play, thereby making the world a better place in which to live.

4th Cub Scout: S stands for service. A boy not only does service to himself while he is a Cub Scout but he also serves others. He helps spread goodwill.

Cubmaster: You have started up the Cub Scout trail. You are now a Bobcat candidate. There are three other ranks to be earned before you reach 11 and are eligible to become a Scout. There's Wolf, Bear, The Webelos Scout Activity badges and you're eligible to start immediately on the Arrow of Light award and to begin work on the joining requirements for Scouting. You have come here tonight seeking admission to the

friendship and fun of Cub Scouting. You have learned, along with your parents who are here with you, those things necessary to become a Bobcat. Will you give the Cub Scout sign and repeat the Cub Scout Promise. (Cubmaster may lead this) Parents we welcome you. Cub Scouting is for the whole family. (Will everyone please form a circle and join hands) Fun and friendship are found within this circle, because we have all joined hands to make it so. As parents, you have certain responsibilities in Cub Scouting. We expect you to attend the monthly pack meetings and work with your son on his achievements, helping him to pass. Will you accept this responsibility?

Parents: We will

Cubmaster: Will you pin the Bobcat Badge on you son, making him an official Cub Scout. We expect that you will work just as hard as he does on his projects. You start together up the Cub Scout trail. Remember the Cub Scout Motto -- Do your best.

Denner Installation Ceremony - This ceremony should be held at the Den Meeting, as soon as the Denner is elected.

Equipment: Table, Den DAiry (if desired), Candle in holder, Denner Cord.

Staging: Den Leader or Den Chief can perform installation. Assistant Denner could be installed at the same time.

Den Leader: (name) please step forward. (lights Candle) Before you burns a white candle which represents the Spirit of Cub Scouting. It takes a team to keep the spirit alive...to keep the candle burning. You have just been elected to be a member of the team. As Denner, your duties are to assist me and our Den Chief. You will keep the Den Diary, help take

attendance and collect Den Dues. (this may be varied depending on responsibilities which Den Leaders wish the Denner to have) During the week, you will set a good example for other members of our Den, by being honest, fair, and showing true Cub Scout spirit. Do you accept these responsibilities which will help us keep the Spirit of Cub Scouting alive and the candle burning?

Denner: I do

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

GRADUATION CEREMONIES

Tiger Cub Graduation -

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

Participants: Tiger Cub Coordinator, Cubmaster, Tiger Cubs and Tiger Cub Parents

Material needed: wooden bridle, Neckerchiefs for each Tiger Cub, with slide, and Bobcat badge for each Tiger Cub

Boys come to ceremony dressed in their Cub Scout uniform only without the Scarf.

Tiger Cub Coordinator stands on one side of the bridge with neckerchiefs and slides and the Cubmaster stands on the other side of the bridge with Bobcat badges.

Tiger Cub Coordinator: (Ask Tiger Cubs and their parents to come forward with the Boys standing by her and their parents standing by the Cubmaster)

Tiger Cub Coordinator: All of you

Tiger Cubs have worked very hard this past year on your Tiger Cub requirements. I'm so very proud of all of you. Your hardest and most time consuming project was to learn your Bobcat requirements for Cub Scouting so that you might graduate tonight. Now I am going to present each of you with your official Cub Scout neckerchief and slide. You all have earned these and I'm sure that after crossing the bridge to become a Cub Scout that you will all work hard to earn even more awards in Cub Scouting. (Call each boy by name at this time and present him with his neckerchief and slide - then have him cross over the bridge to the Cubmaster)

Cubmaster: Congratulations on your achievements. I will present your parents with your Bobcat Badge at this time and ask them to pin it on you upside down. The Bobcat Badge will be turned right side up after you have done a good deed and then it will be sewn on. (Present badge to parents and ask them to pin on boy - Give boy Cub Scout hand shake)

After all Tiger Cubs have received their Bobcat Badges have the audience give them a big round of applause.

Troop-Webelos Graduation

Participants: Boy Scout Troop and Webelos

Equipment: Indian head dress and loin cloth; tom tom; ceremonial candles

Arrangement: Webelos are out in the hall. Ceremonial candles are set up on a table with most of Scout troop beside table. One Boy Scout is dressed up like Akela. One Boy Scout plays tom toms. Lights are turned out.

Boy Scout light candles. As the candles are lit, there is a few moments of silence and then the Scout-

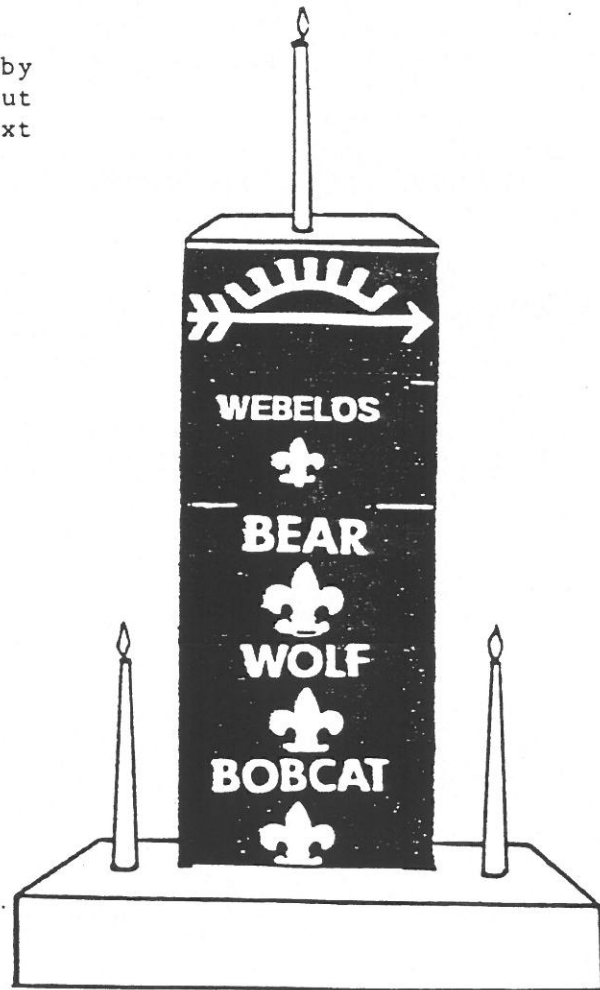
master yells "Where is Akela?" (SM is in the back of the room)

Tom toms are beaten as Akela comes through the crowd and stands by the table.

A Boy Scout: (By name, calls in a Webelos Scout and says to him)..You have come to join our Scout Troop. Akela wishes to welcome you. Stand in front of Akela. (Webelos stands in front of Akela and faces him. The tom toms start to beat)

Akela: (While patting right hand on left shoulder of Webelos) Heh Akela! Heh Scout! Heh Akela!

(Webelos then moves and stands by fellow Scouts - and another Boy Scout takes a turn at calling in the next Webelos)



FLAG CEREMONIES

USING THE AMERICAN FLAG IN AN OPENING

If the colors are presented as the opening or as a part of it, it should be done properly. These are a few points to remember:

1. Whenever the pledge to the flag is being given or the national anthem sung, the pack flag is dipped while the American flag holds its position.

2. In giving the pledge of allegiance to the flag, as in all flag ceremonies, indoors or outdoors, Cub Scouts and leaders in uniform who are members of the ceremony group should wear their caps unless there is a local reason for not doing so. Following the ceremony, they will remove their hats.

3. To avoid embarrassment, the leader should explain to parents, visitors and Cub Scouts not in uniform that they should salute, on command, by placing their right hands over their hearts. Cub Scouts and leaders in uniforms use the Cub Scout salute.

4. When bringing the American flag and the pack flag in, the American flag comes up the right-hand aisle. If there is only one aisle, the American flag is to the right of the pack flag or preceding the pack flag if they must come in single file because the aisle is narrow.

5. If there is a platform where activities will take place that evening, post the American flag on the speakers right. It must cross over at the front of the audience in front of the pack flag to get to that location.

6. If there is no platform in use, the American flag will be posted to the right of the audience. The flags

won't cross to go to their positions. 7. If the flags are retired from the platform, they do not pass one another. Each flag is carried out the aisle facing it. The American flag is always on the right. To retire the flags from the floor, they must cross.

8. Stands should be in position before the ceremony begins.

FLAG PRESENTATION

The ceremony leader comes to the front of the platform and says, "Attention. Will the audience please rise." He explains what is to follow and how salute will be given, then gives the command, "Color guards, present the colors." Flags move forward. (Flags should be unfurled - not held with the hand - unless the ceiling is so low that the flag must be lowered.) As the flags move forward, the leader gives the command, "Hand salute."

When the flags are near the flag stands, they form a well-balanced front, facing the audience. There will be a guard to the right of the American flag and its bearer, then the pack flag and its bearer, with the color guard on the other end. The leader now says, "Pledge of allegiance, repeat." The bearer of the American flag stands at attention holding the flag but does not repeat the pledge, the bearer of the pack flag dips his flag in salute but does not repeat the pledge. (Other sources indicate the color guards stand at attention, but do not salute or pledge.)

At the close, the leader drops his hand and says, "Two," the command for all to end the salute. The leader then says, "Post the colors." The flags are then taken to stands by bearer and guard and placed in

stands. The bearers and guards, after posting the flags, salute the one they have escorted and return to their dens.

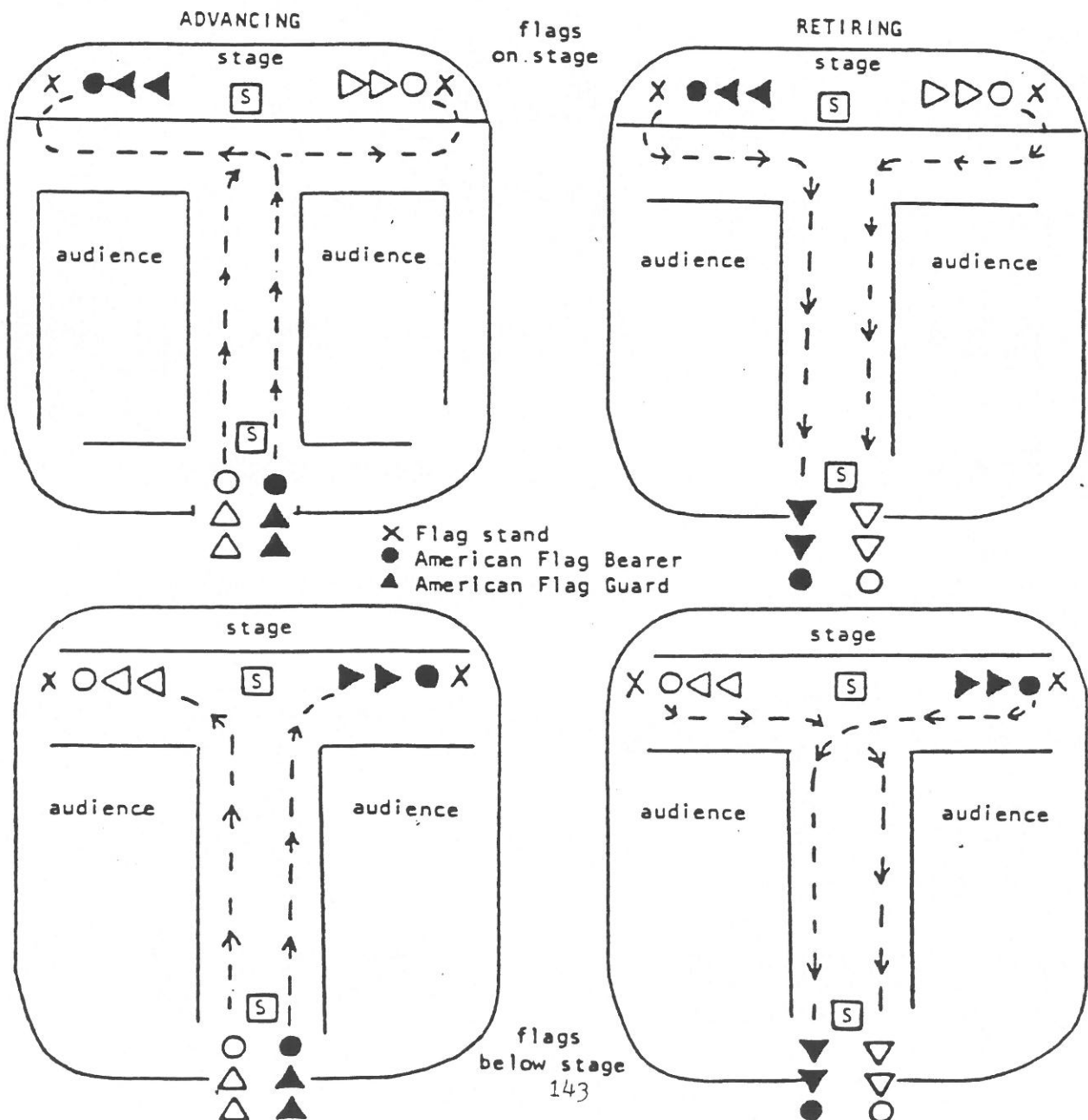
the procession, it will be necessary for the flags to cross in the front of the room. The American flag crosses in front of the pack flag.

ARRANGEMENT FOR FLAG CEREMONY

If flags are to be posted on the stage, the American flag will be posted on the audience's left. Since it should be on the marching right in

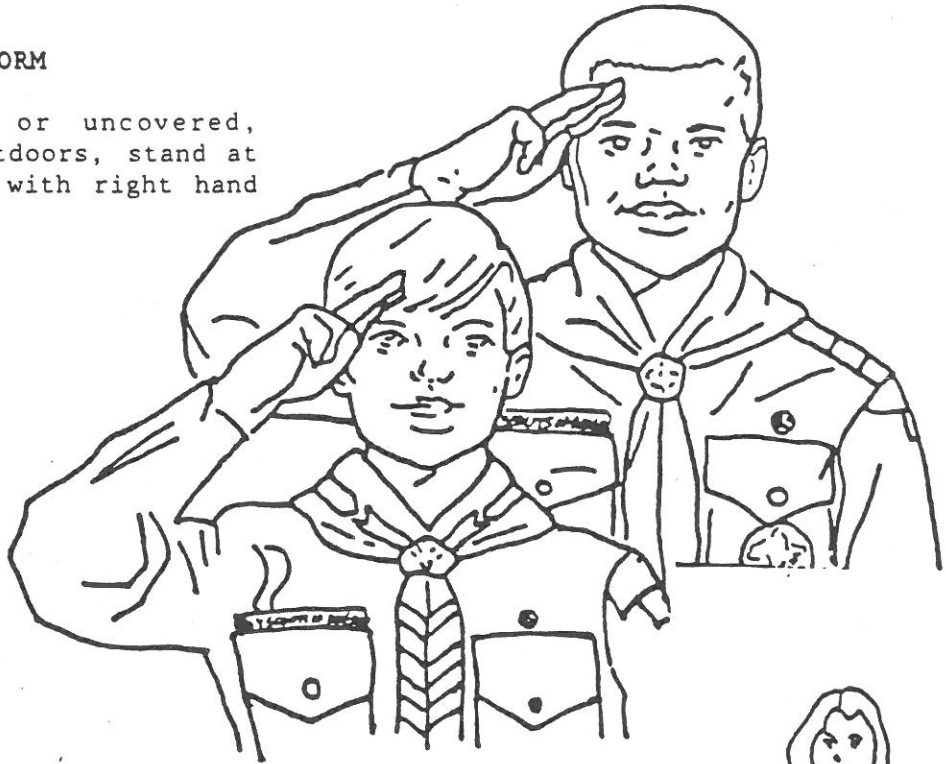
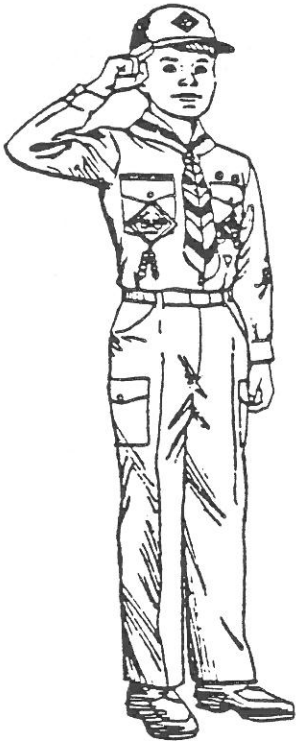
If flags are posted on audience level, the American flag will be placed on the audience's right. In this case, the flags do not cross.

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



SALUTING WHEN IN UNIFORM

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



SALUTING



WHEN NOT IN UNIFORM

*During those ceremonies: stand at attention, place hand over heart. Men, if covered, remove hat, hold it over heart.

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

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



FLAG ETIQUETTE

The flag of the United States of America is the living symbol of our country. It represents our nation's unity, its hopes, achievements, glory and high resolve and is therefore accorded our respect and admiration.

As leaders we have many opportunities to teach Cub Scouts proper flag etiquette and to reinforce the fundamental principle of respect for the flag, basic to the purposes of the Boy Scouts of America. We can set the example for good citizenship at den and pack meetings and activities and at various district and council activities such as Cub Scout Day Camp, Webelos Woods, Klondike Derby and Camporees.

U.S. FLAG CODE

A code of etiquette was drafted in 1923 by leaders of the American Legion, D.A.R. and VFW at a National Flag Conference as a set of suggestions for the proper display of the flag. These were adopted by Congress in 1942 as the U.S. Flag Code and it has been revised and amended several times since. Its present form is Public Law 94-344.

The purpose of the flag etiquette code is to maintain dignity and respect without hindering extensive use of flags. It is not always very specific, but coupled with our common sense, provides good guidelines for us to follow.

Section 2a of the code states, "It is the universal custom to display the flag only from sunrise to sunset... in the open. However, when a patriotic effect is desired, the flag may be displayed twenty-four hours a day if properly illuminated during the hours of darkness."

Section 2c states that the flag should not be displayed on days when the weather is inclement, except when an all-weather flag is displayed. Even then, the flag should not be flown outside if gale conditions exist.

The flag code is specific about places where the flag is required to be flown. Examples are:

1. Public institutions
2. School houses on school days
3. Polling places on election days

These are not meant to exclude other places. Any private citizen or business owner may fly the flag at their own discretion.

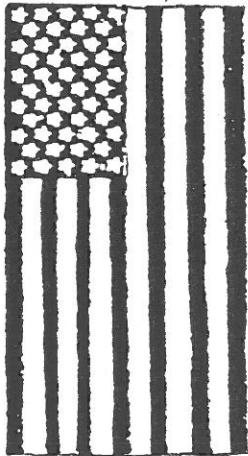
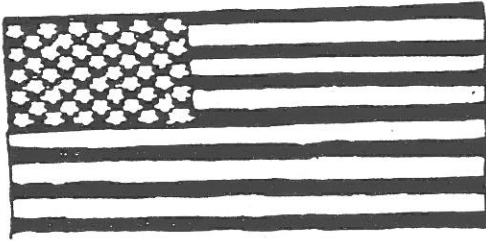
The code also lists several special days when the flag should be flown, including:

New Year's Day
Flag Day
Inauguration Day
Independence Day
Lincoln's Birthday
Washington's Birthday
Labor Day
Veterans Day
Easter
Thanksgiving Day
Mother's Day
Christmas
Memorial Day
State Holidays (especially
dates of admission)



DISPLAYING THE FLAG

When the national flag is displayed flat against a wall, either horizontally or vertically, the union (which is the blue field) should be at the top and to the flag's own right.



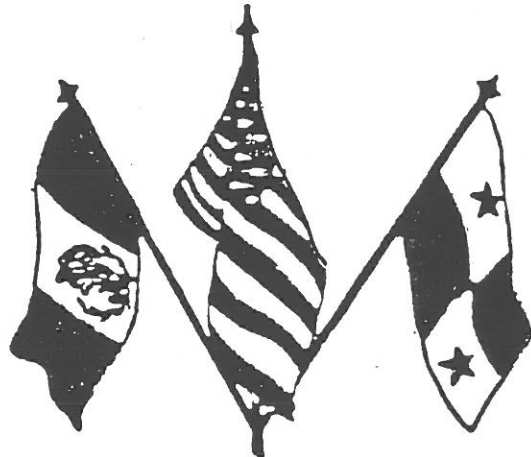
If the flag is to be displayed flat behind a speaker's platform, it should be placed above and behind the speaker. The flag should never be hung on the front of a raised platform below the level of the seats or podium on the platform.

The flag should never be draped, nor drawn back or up in folds, but should always be allowed to fall free. It should never be used for a table cover nor as a receptacle for holding or carrying anything.

When displayed with another flag in a crossed-staff formation, the American flag should be on its own right and its staff should be in front of the other flag's staff.



When a number of flags of states, cities, or organizations are displayed with the U.S. flag, the national flag should be at the center and at the highest point of the group.



When the federal flag is flown from a fixed staff, or flagpole, the union must be at the peak. Only to signal dire distress may it be flown with the union down.

When a state, city or organizational flag is flown on the same halyard as the United States flag, the national colors must be above the other flag. When other flags are flown from adjacent staffs, the national flag should be on its own right.

Right is the position of honor for the U.S. flag. When it is on display with flags of other nations, all staffs should be of equal height and our nation's flag should be on its own right.

In a classroom, auditorium, church, etc., the flag should be placed either to the speaker's right or to the right of the audience.

When carried in a parade with other flags, the national colors should be on the right. (If the American flag is carried alone it should be in the center front of the marching column. If there is a long row of other flags being carried, the national colors are carried alone, centered at a few paces in front of the row.)

Other flags follow the lead of the national flag in all maneuvers. It is hoisted first and lowered last.

FLYING THE FLAG AT HALF MAST

On Memorial Day the flag is traditionally displayed at half-staff until noon and at full staff from noon to sunset. (Half-staff is to honor the heroic dead while full-staff shows the nation lives.) The flag can be ordered at half-staff on other days by Presidential proclamation.

There is nothing in the flag code, however, that prohibits local offi-

cial or private citizens from flying the flag at half-staff on appropriate occasions at their own option. It should not be flown at half-staff on Veterans Day, however, because that was originally Armistice Day -- a day of celebration.

When flown at half - mast, the flag is hoisted to the peak for an instant, then lowered to a point half the distance from the top and the bottom of the staff. Before lowering the flag for the day, it is raised again to the top, then lowered.

The flag should always be hoisted briskly and lowered ceremoniously.

HOISTING THE FLAG

It takes at least two to hoist the flag properly -- one to secure it to the halyard and hoist it, and one to hold the flag and keep it from touching the ground.

The two flag raisers (and any accompanying color guards) should march in step to the flagpole. The one on the right (No. 1) carries the folded flag.

At the flagpole, No. 1 continues to hold the flag while No. 2 unfastens the halyard from the cleat on the pole. He quickly tests the halyard, making sure it is running freely.

No. 1 then loosens the folded flag and hands the hoist end to No. 2, union first. No. 1 should be careful to hold his end so that no part of the flag touches the ground.

No. 2 fastens the flag to the halyard and starts hoisting the flag briskly, hand over hand without a pause. No. 1 keeps the flag from touching the ground until it is floating free.

When the flag has left the hands of No. 1, he steps back a pace, salutes,

and holds his salute. As soon as the flag is raised to the peak, No. 2 secures the halyard to the pole, steps back a pace and joins No. 1 in the salute. They both drop their salute in unison and march off together.

When voice commands are used, it is usually the responsibility of the lead color bearer (the one carrying the national flag) to give the commands. However, if you have a Den Chief, you may want to utilize him for this. When all are assembled for the flag raising ceremony, he would give the command, "Color Guard, Advance!" for the flag raisers to march to the staff. At the appropriate moment he would give the command, "Salute!" When it is time to drop the salute, he would use the command, "Two".

LOWERING THE COLORS

Hauling down the colors at sundown is often a formal ceremony and as such, should be assigned a three man detail. The man who will carry the folded flag from the field (No. 1) gives any voice commands.

The detail marches in unison to the pole. No. 1 loosens the halyard. All stand at attention. If there is a band to play the National Anthem or a bugler to sound Retreat, No. 2 would begin to lower the flag slowly at the first note of the music. (This is also when everyone should salute.) The lowering should be timed so that No. 3 gathers in the flag just as the music ends. This is when the command "Two!" would be given and everyone drops their salutes.

No. 1 and No. 3 would then fold the flag while No. 2 secures the halyard to the pole. All march off the field together. The flag could then be presented to the highest ranking of-

ficial in attendance.

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

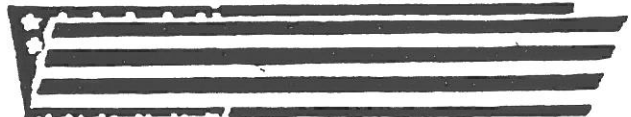
A person lowering the flag alone need not try to fold it. He should gather it into his arms so that it does not touch the ground.

FOLDING THE FLAG

Below are step by step instructions for the proper folding of the American and state flags.

1. To fold the flag correctly, two persons face each other with the flag held horizontally between them, waist high.

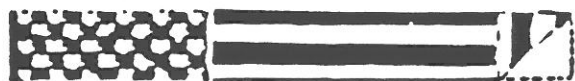
2. They fold the lower striped section lengthwise over the blue field, taking care that edges and corners meet.



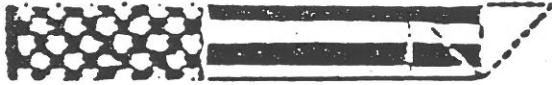
3. Then fold the flag again, lengthwise.



4. A triangular fold is started along the length of the flag by bringing the striped corner of the folded edge to meet the open edge.



5. Turn the outer point inward, parallel with the open edge.



6. Repeat the triangular folding until you reach just short of the other end with nothing but blue field showing.



7. Tuck the last piece into the other folds to secure it.



SOME DO'S AND DON'TS

There are some important don'ts to remember in the proper care and respect of the flag. Do you remember (from the Wolf Book):

DO NOT LET THE FLAG GET DIRTY
DO NOT LET THE FLAG GET TORN
DO NOT LET THE FLAG TOUCH THE GROUND?

Those are all in the federal flag code. If your flag does get soiled or slightly torn, however, it is permissible to wash and mend it. In fact, some dry cleaners will clean your flag free if you promise to fly it on Flag Day, June 14th.

When the flag is so badly torn, soiled or faded that it is no longer a fitting emblem for display, it should be destroyed. This is done preferably by burning and without ceremony.

The U.S. flag should never have placed upon it, nor attached to it, any mark, letter, word, design, insignia or picture of any nature.

The flag should never be used for advertising purposes.

The flag should not be embroidered on such articles as cushions or handkerchiefs.

The flag should not be printed on paper napkins, boxes or anything designed for temporary use that is to be discarded.

Never carry the flag horizontally.

The national flag is never dipped to any person, flag, or thing.



JANUARY 1989 Knights in Armor

Opening Ceremony

Narrator (Cubmaster) should be dressed as King Arthur.
Open with a fanfare of trumpets with house lights dimmed.

Narrator: Early in medieval times there rode through the forest, in what is now a corner of London, a powerful knight, clad in shining armor with lance and plumes and helmet. Like his master, the great war horse was also protected by armored trappings. At the knight's side rode his squire, a young knight in training, and behind him came his picked patrol of men at arms. . . strong, brave and armed to the teeth. A gallant band, alert and ready to help the poor and defend the weak.

As house lights come on, martial music such as "Pomp and Circumstances" is played. The Cub Scouts dressed in costume parade in and remain standing inside the Round Table as the narrator introduces them by saying, "Such were these knights of old who lived by a simple but majestic code."

(The knights raise their swords and the narrator continues.)

- * 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 of honesty.
- * Never break your promise.
- * Maintain the honor of your country with your life.
- * Rather die honestly than live shamelessly.
- * Chivalry requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others.

Men of such timbre and vows were the ones that King Arthur gathered about his famed Round Table. History and song are full of their deeds. These knights of high ideals made the first steps toward freedom. Their descendants were the religious, law-abiding and industrious pioneers who laid the foundation of our nation.

Let's now stand and pledge allegiance to our flag.

Closing Ceremony

Knights form a closed circle around Cubmaster. They hold their shields in front of them and face out from the circle with their backs to him as he says:
"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, with your left hands on your swords, give the sign of knighthood (they give the Cub Scout sign). May the spirit of Cub Scouting and the meaning of Liberty, Freedom, and Honor be demonstrated by you for all to see each day of your life."
Cub Scouts repeat the Cub Scout promise.

FEBRUARY 1989 Strong for America

Opening Ceremony

February's pack meeting is traditionally a Blue and Gold Banquet. Its focus could just as well be this month's theme of Keeping physically fit.

Use pairs of Cubs of different age and rank to present this opening.

Tiger Cub and his adult partner enter and play a modified game of tag.

Narrator: First grade tigers grow strong playing with their friends and family.

Tiger pair continues to play at the side of stage.

Two Cub Scouts of Bobcat or Wolf rank enter and walk an imaginary line balancing so as not to fall off.

Narrator: Wolf Cubs are getting stronger and to test their balance, skill and strength they complete achievement 1.

Cub pair continue next to Tiger pair.

Two Cubs of Bear rank enter and demonstrate two-person contests as shown in Achievement 16, foot push, one legged hand wrestle, stand up back to back, etc.

Narrator: As Third graders, the Bear Cub Scouts Keep fit by challenging each other in dual contests.

Bear pair continues next to others.

Two first-year Webelos enter and do sit ups.

Narrator: The fitness activity badge is a requirement for the Webelos badge, these boys are practicing their daily exercise routine.

Boys alternate holding each other's feet.

Two second-year Webelos enter and show basic water rescue techniques of reaching and throwing (rope or towel).

Narrator: As second year Webelos these Cubs are practicing their Aquanaut knowledge of basic rescue which is also a requirement for a future Boy Scout skill award.

All boys stand in semi-circle behind Narrator.

Narrator: These Tiger, Cub and Webelos Scouts have shown us some of their activities that keep them strong for America, they will now lead us in the Pledge of Allegiance.

Closing Ceremony

Boys are on stage holding large cardboard feet with cuts, scratches, band-aids. When narration is finished, the boys turn feet over to reveal message such as "Good Night" or "The End" etc.

Our Strong for America pack meeting
Has come to an end.
We now have a message
to leave with you, dear friend.

Our many achievements in life
Make feet tired and weary,
But if there was nothing to do,
Our life would be dreary!

So forget the knocks and scratches,
And the blisters and aches.
Doing your best in all you do
Is all that success takes!

MARCH 1989 Exploring Alaska

Opening Ceremony

If American flag and pack flag are regularly presented by being escorted in, another Cub with a replica of the flag of Alaska should join following the pack flag. If flags are already at front of room when pack meeting is opened, then Cub enters with another acting as honor guard and stand in front of group.

First Cub: I represent the flag of Alaska. My design resulted from a public school contest conducted by the American Legion. I was designed by a 13 year-old boy. I have flown over Alaska since 1927. My design represents the constellation of the Great Bear and the North Star.

Second Cub: Please stand and pledge allegiance to the American flag that unites all our 50 states.

Closing Thought

Even though Alaska is not directly connected to the rest of the United States, it is as much a part of America as we are in Minnesota and Wisconsin. The hands of friendship, culture, and natural resources keep us as one unit. Cub Scouting keeps us together in one unit, regardless of whether we are in Alaska, Minnesota or Wisconsin. Just as our states are part of the United States of America, our packs and dens are part of the whole Scouting program.

APRIL 1989 Cub Scout Handiman

Opening Ceremony

Equipment: American Flag, one red, one blue, and one white candle in holders

Personnel: 4 Cub Scouts, Den Chief

Staging: After flags are advanced in usual manner and before they are posted, the 4 Cub Scouts and Den Chief read these lines.

Den Chief: Practically from the beginning of time, man has used symbols to express hope, ideals and love of his own nation. Our flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home, and everything and everyone you hold dear.

1st Cub Scout: I light the red candle which is the symbol of the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.

2nd Cub Scout: I light the white candle which is the symbol of purity and innocence and symbolizes the white of our flag.

3rd Cub Scout: I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens.

4th Cub Scout: The stars in our flag represent states. They indicate that the heights of achievement for our nation are limitless as the heavens above us.

Den Chief: Please stand and join us in the Pledge of Allegiance to our flag.

(Audience stands, salutes and repeats pledge. Flags are posted. Color guard retires.)

Advancement Ceremony

Equipment: large appliance box decorated to look like a computer, large cards with Bobcat, Wolf etc on them, actual awards.

Cubmaster: In keeping with our Handiman theme, I would like to unveil my latest building project. (Uncover or bring in "computer") This amazing device is able to collate all the information that comes in from our pack committee members, den leaders, Webelos leaders, pack leaders, and parents. It then can determine which Cub and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

(Show Bobcat card and insert into slot in machine. Pick up prepositioned awards from rear of box) Will (read names) please come forward? (Present awards and give congratulations.)

(Follow similar procedures for Wolf and Bear badges, arrow points, activity pins, and Webelos badges.)

(Cubmaster calls Arrow of Light recipients and parents forward.)

These young men may or may not be handimen but they have shown the truth of the old saying that ninety percent of success is perspiration. They have worked long and hard - some as long as four years - to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today - a better young man. In recognition of this achievement, we can't give them a patent, but we can present them with an award that is so highly thought of that it is the only badge in the Cub Scout program that can be worn on all other Scout and Scouter uniforms. Of course, I mean the Arrow of Light. (Present awards) I want to congratulate you and your parents. The whole pack is proud of your accomplishment, and we're sure you will continue to Do Your Best.

Closing Ceremony

America promises us freedom to worship, to learn, to assemble and debate any issue. It is a land where people from other countries can find a home, where there is work to do, where we can express our opinions and where we are free to come and go as we please. Our wonderful heritage, earned for us by our forefathers, is sometimes taken for granted. Unless we cherish this legacy and use it wisely, it may be lost to future generations. People working together with imagination, vitality, and persistence have produced marvelous inventions and wonders of technology beyond anything that our forefathers might have dreamed of. Working together, we can preserve and protect our beautiful land for future generations.

MAY 1989 Wheels, Wings, Rudders

Opening Ceremony

When ceremony is presented, Cub Scouts come on stage each holding a large cardboard picture of appropriate train car. 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.

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 into 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. Please stand and join me in the Pledge of Allegiance.

Advancement Ceremony

If this pack meeting has had a pinewood derby, raingutter regatta, or space derby, the awards for those races should be presented before the advancements.

Cubmaster: In competitions like our pinewood derby (or other event), 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.

(Boys earning advancement are called forward in their rank groups to be presented their badges by their parents.)

Closing Thought

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.

A special THANK YOU to all the parents who helped make our pack meeting a success and sharing their time and talents with the Cub Scouts.

JUNE 1989

Akela's Council

Opening Ceremony

Litter Bug Lou (an anti littering opening)

Props: Two boys dressed in paper sack costumes as Litter Bug Lou and Tidy Bug Ted and the other boys used as color bearers for the flag. Or you might dress all of the den, half as litterbugs and the other half as Tidy Bugs, then change the beginning pronoun to 'our' and in second verse 'we're'.

My name is Litter Bug Lou,
And, Oh what us litterbugs do!
We clutter the country with paper and trash,
At making a mess we're really a smash.
The roadsides and parks are scenes of our folly,
We really enjoy it and think it quite jolly
To leave behind garbage, bottles and paper,
As little momentos of our daily labor.

I'm Tidy Bug Ted of the Tidy Bug clan,
We work to keep things spic and span.
We pick up the litter together we are,
And always carry litter bags in our car.
We'll K.O. Lou and all of the band,
And make America a beautiful land,
Free of litter, trash and clutter,
Won't you help us, dear Fadder and Mutter?

Advancement Ceremoy

For outdoor campfire

Preparation: Set up a council-fire: build a hollow square of logs in a log cabin manner. Put kindling and tinder on the second or third 'floor' where they will be ignited by torches inserted into the lowest space between the logs. Prepare torches: wrap several long sticks with 2" wide strips of cardboard. Tie cardboard to sticks with heavy twine. Dip cardboard ends into parafin and dry. Have available a dependable fire source to light torches. Have on hand water buckets for safety.

Akela: I am pleased that you parents and Cub Scouts have shared this summer activity of Cub Scout pack _____. The success of Cub Scouting depends upon the boy's family relationships. As we light this council fire, we offer a challenge to all you parents. As each member of our pack committee helps to light this fire, listen well to his challenge.

Committee member 1: (brings forward his lighted torch and inserts it into one side of the firelay.) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him advance regularly through Cub Scouting.

Committee member 2: (brings lighted torch forward, inserts it on other side) Learn to live together better -- as Cub Scouts in a den, as families, as neighborhoods, and as a nation.

Committee member 3: (adds his lighted torch to third side) Become better parents by practicing the Cub Scout principles of affection, participation, recognition, and security, moving with your son through Cub Scouts and on into Boy Scouts upon his graduation.

Committee member 4: (adds his lighted torch) Strengthen the influence of this pack and its sponsoring institution on boys, parents and the community.

Akela: Cub Scouts and parents, you are all part of our "pack family." Parents, there is a place for you on our pack committee and we urge you to lend your help. To all of you good luck and good Cub Scouting with your son.

(Call new Bobcats and their parents forward around the campfire. Introduce each boy and his parents. Read the statement from the Cub Scout application.)

Will you parents publicly accept these statements from the application to become a Cub Scout which you signed?

(Answer: Akela, we will.)

(Have Bobcats give the Cub Scout promise, award badges, then take their places with their dens.)

(Proceed with the other awards of rank and arrow points, emphasizing the importance of parents in helping the boys advance.)

Closing Ceremony

At campfire outdoors

The spirit of Cub Scouting burns brightly here, just like this campfire, and it also burns brightly in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your heart throughout this busy summer, wherever you go and whatever you do, and may its light bring you to our next pack activity of the summer.

Opening Ceremony

God created families. He also created our beautiful world for us to enjoy and care for. We have fun doing things together as families and in Cub Scouting. We have many opportunities to work and play together. Today as we salute the US flag which represents millions of American families, let us be thankful for our own families and God's beautiful world in which we live. Please join me in the pledge of allegiance.

Advancement Ceremony

To be use at a picnic

Cubmaster: We have several Cub Scouts to honor today for the hard work they have done since our last meeting. With the paper plates, we have Bobcats. (Call boys and parents forward. Pull Bobcat pin/badge attached to a paper plate from a picnic basket. Present awards and give congratulations.)

(Present other badges in similar manner: Wolf badges on napkins; Bear badges on paper cups; Webelos badges and activity pins on plastic forks; arrow points on plastic spoons.)

Cubmaster: You have seen all of the things that help make a picnic meal fun--except the food. These young men and their parents represent the thing that makes the pack grow and thrive. They are as important to a pack as food is to a picnic. Let's wish them well as they continue on their trail to Boy Scouting.

Closing Ceremony

Many of us will be on vacation trips this summer; others will take short treks. Every time I travel to other parts of our great land I think of the words of the song "America the Beautiful." -- 'O beautiful for spacious skies, for amber waves of grain; for purple mountains' majesty above the fruited plain.'

Yes, our country is indeed beautiful: from the charm of New England on the eastern coast to the deep blue lakes of our area, the towering mountains, the golden wheat fields, the roaring rivers, the majestic Grand Canyon, the expansive deserts, to the giant redwoods of California of the western coast. There is beauty in each of our 50 states. We are proud of our beautiful America and pledge ourselves to keep her beautiful.

AUGUST 1989 Outdoor Festival

Opening Ceremony

Today (tonight) we gather for fun with our families and Cub Scout friends to enjoy the great outdoors. Let's remember our conservation training and leave this place in better shape than when we came. Watch for the young trees and flowers so that we don't injure them just as each of us watches out for the younger Cub Scouts among us. Now will you all stand, give the Cub Scout sign, and repeat the Cub Scout promise.

Advancement Ceremony

Equipment: 3 ft tree limb with several branches, set in can of plaster (or real tree if it is handy). Green paper leaves made of thin wire with Cub Scouts' names and awards stuck to them.

Cubmaster: This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting. It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancing from rank to rank. So do his parents who help him. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents.

(Call forward boys receiving Wolf badges and arrow points as well as their parents. Give them awards and have them put a leaf on the tree for each award. Then award the Bear badges and arrow points likewise. Webelos leader calls forward boys who have earned activity badges and they add their leaves.)

Cubmaster: Each of you has helped to nurture this tree. Just as trees endure for many years, so the values you have gained from working on achievements, electives and Webelos badges will last a lifetime. May you always stand strong and tall like a tree, and be a beautiful resource for our land.

Closing Ceremony

Have all stand in a double circle with boys on the inside, parents outside. Raise and focus light on flag in center of circle.

Narrator: This flag stands for all the wonderful things we enjoy as Americans. The appreciation we feel we can return only by demonstrating a real love for our country. We have seen the greatness of the outdoors and begin to understand that it is ours only as long as we are willing to protect and conserve it. Good night and good Cubbing.

SEPTEMBER 1989 Our American Heritage

Opening Ceremoy

Arrangement: Boys come on stage dressed as pioneers with coonskin caps, carry muskets and powder horns.

Narrator: They were clothed in buckskin and homespun. They had lots of strength, courage, and patience. Mile upon mile they pressed westward. They crossed rivers, prairies and mountains, carrying rifles, kettles, and faith. Many had left family and comfort far behind them for a future they thought would be good. They took little money and lots of faith along with their courage, patience and vision. These were the things that really mattered. They were the pioneers. Please stand and join us in the pledge of allegiance.

Advancement Ceremony

Grandmother's Trunk

Equipment: Old steamer trunk, rocking chair, braid rug, kerosene lamp; small items for inside trunk such as wooden spoon, rag doll, cloth ball, etc. Awards person dressed as pioneer grandmother with shawl sitting in rocking chair next to trunk which contains awards.

Narrator: We owe many things to our pioneer ancestors. One of these was perseverance to get a job done. (Grandmother shows braid rug) They also had faith to see the future in our great land. (Grandmother raises kerosene lamp.) Our Cub Scouts have inherited many of these characteristics and we will award their badges tonight from this heritage.

(Grandmother rummages in trunk and withdraws the small items and lays them in the rocking chair, then brings out the badges as the narrator calls the recipients and their parents forward.)

Closing Ceremony

We are America today! As we look back down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they built, the bridges they crossed, the mountains they climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The pioneers worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday - but it is up to us to make it today. This is our land. Here men and women of the past lived and worked and died serving great ideals. These ideals were freedom and democracy and justice. None of us here tonight can fail to carry his part of this great dream to his children and to his children's children.

Our land is rich, not only in material goods, but in history -- in living legends of the people who left their mark on America. Our own past speaks to us, and as we listen we hear the voice of the past saying "Hear me now, America was built by courage, endurance, and faith, and what was built was good. If you build the same way, the future will also be good."

If October is the first major pack meeting for the fall you may want to emphasize the need for parental help. The following program can be presented by representatives from all your dens.

Welcoming Program

A simple program for the opening meeting of the year.

No scenery is required for this program. There are no costumes, unless the organization sponsoring the program has a uniform. The verses may be said by individual performers or by groups of children. Have the performers line up on stage. Let each performer (or performers) step forward as he gives his verse. The final two verses are given by all. Insert the name of your group where indicated. In the seventh verse, have the performers point at the audience on the last line.

- 1st SPEAKER: Another year is starting,
And we'd like to welcome you.
And tell you what our purpose is,
And what we hope to do.
- 2nd SPEAKER: The (name of group) is a group of boys (girls);
It helps us grow up strong,
And teaches us to do what's right
And fight against what's wrong.
- 3rd SPEAKER: It shows us how much we can do,
If we work as a team;
Then we'll have fun and jobs won't be
As hard as they first seem.
- 4th SPEAKER: We'll go on hikes and field trips,
To learn of nature's wonders,
So we'll respect her when we're grown
And not make any blunders.
- 5th SPEAKER: And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
In helping one another.
- 6th SPEAKER: We'll learn to be good citizens
And, hopefully, we'll see —
That laws are made for all the men
So each man can be free.
- ALL: To do all this, the (name of group) need
Good leaders — this is true —
That means we need the help of all
Of you — and You — and YOU!!!
- ALL (OR ONE): And now, to start the year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star-Spangled Banner."
(All rise and sing)

NOVEMBER 1989

Parade of Presidents

Opening Ceremony

US and pack flags are posted to the front of the room.

Cubmaster welcomes audience and leads Pledge of Allegiance. He then leads audience by repeat-after-me method The American's Creed. (Adopted by the US House of Representative 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 enemies.

Advancement Ceremony

Equipment: flannel board to hold silhouettes of presidents as they are mentioned in ceremony. Washington, Jefferson, Teddy Roosevelt, Lincoln, Kennedy.

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 is 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 Scout trail, our first president was important in getting our country started off right. (Call forward Bobcat candidates and their parents. Ask them to say Cub Scout Promise, present badges.) Congratulations.

Next is the rank of Wolf. We will symbolize this rank with Thomas Jefferson, the author of the Declaration of Independence. 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. (Call forward boys and parents receiving Wolf badge.) Congratulations.

When a Cub Scout reaches Bear rank he has learned much from the challenging projects he completes. To symbolize the Bear rank we use Teddy Roosevelt, another outstanding president. Roosevelt accepted many challenges during his life. (Call forward boys and parents to receive Bear badges.) Congratulations.

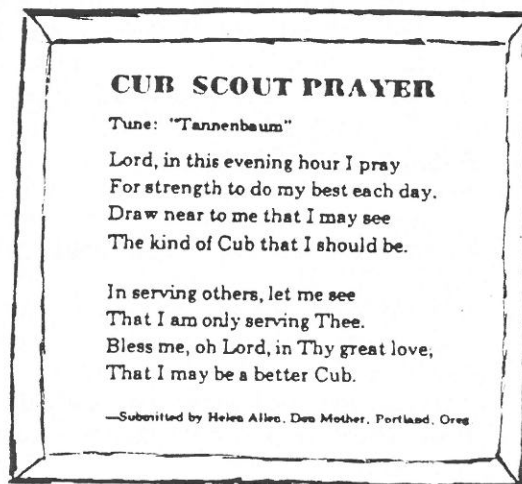
When a boy reaches the fourth grade he is ready to move into a Webelos den and work on activity badges which are even more challenging than achievements and electives. We will symbolize this with another outstanding president, Abraham Lincoln, who worked his way up from a poor lad in a log cabin to become the 16th president of the United States. These are the boys who have worked their way up from Bobcat to the Webelos den. (Introduce Webelos leader and he presents badges to boys) Congratulations

Webelos Scouts work on activity badges which help them learn about many things and pave the way for future Scouting. Fifth grade Webelos scouts learn more about the outdoors and go on overnight campouts with their dads. We will symbolize all the activity badges with the silhouette of John Kennedy who believed in physical fitness and loved the outdoors. (Call names of boys who have earned activity badges. Make presentations.) Congratulations to all our advancing Cub and Webelos Scouts.

Closing Ceremony

Read by a narrator or divided into parts and read by a den of boys.

I would give thanks for many things
 On this Thanksgiving Day.
 Thanks for all the blessings
 Life brings each day along the way.
 I would give thanks for life and health,
 For home, for food, and too,
 All that I count my greatest wealth-
 Family and friendship true.
 I give thanks for my native land,
 For freedom on this day;
 Where we worship and understand
 Our privilege to pray.
 I would give thanks for many things
 And do the best I can,
 To be worthy of all life brings
 And serve my fellow man.



DECEMBER 1989

Customs of Countries

Opening Ceremony

After flags are posted, Cubs enter carrying flags of the represented countries. Each boy gives the appropriate greeting of his country.

English	Good Day	Good Evening	Good Bye
French	Bon Jour (bawng zhoor)	Bon Soir (bawng swar)	Au Revoir (o rerwar)
Italian	Buon Giorno (bwawn jorrno)	Buona Sera (bwawna saira)	Arrivederci (ah-ree-va-dare-chee)

Spanish	Buenos Dias	Buenas Tardes	Adios
German	Guten Tag	Guten Abend	Auf Wiedersehen
Swedish	God Dag (goodan)	God Afton (good ufton)	Adjoo (ahd yur)
Polish	Dziendobry (d-jen-do-bry)	Dobry Wieczor (dobry vyetcheer)	Do Widzenia (do vidzennya)

Narrator: Alike in so many ways, different in many others. But here! now! we share a common bond - Cub Scouting. And so it is with the many nations that form the World Scout Conference; alike in many ways, different in many ways, sharing a common bond - Cub Scouting. In 1920 Scouts from 32 countries gathered in Great Britian for the first World Scout Conference. This conference meets every two years. During the intervening time the World Scout Bureau, consisting of 12 members elected at the previous World Scout Conference, meets to carry on the work of the Conference. The Bureau is headquartered in Geneva, Switzerland. We as Cub Scouts are not only members of pack _____, but we are members of the National organization and members of a World Organization. Please stand and join us in repeating the Cub Scout Promise.

Advancement Ceremony

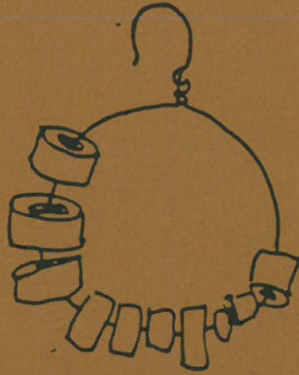
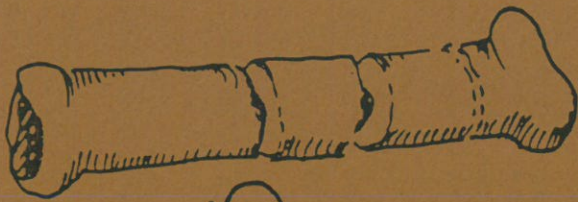
Arrangement: Room is decorated with Christmas tree and other decorations. Cubmaster or advancement chairman is dressed as Santa Claus. Badges and awards are gift wrapped, under the tree.

Cubmaster: Learning about the Customs of other Countries can give us an appreciation for our deverse heritage. We owe a lot to the many peoples who have come to this country to build their lives and homes in this vast land. Tonight our advancement awards are wrapped as presents under our Christmans tree which is a tradition that comes from middle Europe. Many of our caroles are traditional songs also. As Cub Scouts advancing and earning awards you are carrying on our tradition of doing your best. So when you wear the badge on your uniform, we know that you did your best in earning it . . . that it wasn't just a present.

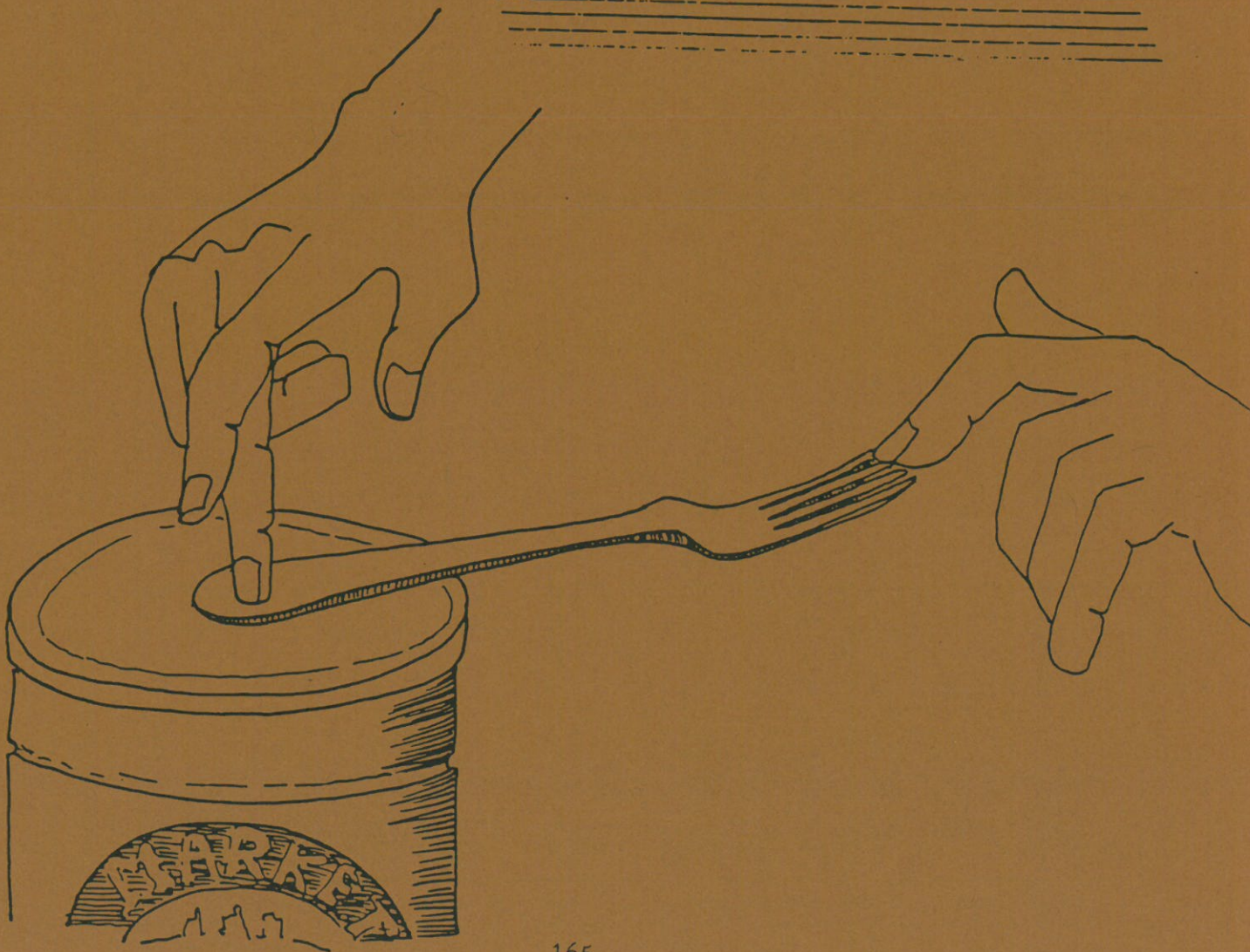
(Call names of boys who have earned badges and ask their parent to come forward to accept the awards for them.)

Closing Thought

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



Games



GAMES

Everyone likes to have fun! The playing of games is an easy and fulfilling way to have fun.

Cub scouting is fun. It is the one endless game where the Cub Scout learns new skills and can see more clearly his place in the world around him. Games can accomplish a large scale of activities and convey more than skill improvement. They can encourage thought, promote team spirit, build citizenship, develop one's own mind and body and be an outlet for excess energy. Games teach the Cub Scout to follow the rules, wait his turn, to respect the rights of others, to give and take, and to play fair.

Play is unrestricted but games have rules. In each game there is a contest. Cubs like games in which there is a sizeable element of luck. They do not require prizes, nor do they seem to worry if the game is not finished. They like games which restart almost automatically, so that everyone is given a new chance. Cubs like games where-by they gain the reassurance that comes with repetition.

Playing games should be an experience shared by all Cub Scouts.

GAMES CUB SCOUTS PLAY

Games are
Lessons without teachers
Body builders
Mind stretchers
Friend makers
Building blocks

Most of all games are fun.
Through games, a Cub Scout:
learns new skills, develops new interests, learns fair play and is taught respect for the rights of others.

Remember, the success of a game period depends greatly upon leadership. When someone says: "Games? They're for the birds. Kid stuff. I don't want to play." What he is really saying is: "I don't know how or I'm scared to try because I might not be any good."

A leader can challenge and persuade the shy Cub Scout and channel the energy of the "showoff", making den and pack games fun for all.

SUGGESTIONS FOR CONDUCTING GAMES

- 1 Know the game well and the area needed before trying to teach it. Have all the necessary equipment on hand.
- 2 Remove all possible hazards from the game area.
- 3 Have the full attention of the group before trying to explain the rules.
- 4 To introduce the game, name it, demonstrate it, ask for questions, then start it.
- 5 Always insist on fair play.
- 6 If a game is going badly, stop it, explain again, they try the game once more.
- 7 Play, but don't overplay the game. A successful game will be more in demand if it is stopped while it is still being enjoyed.
- 8 Be alert to overexertion, breathlessness, quick, shallow breathing, pain in the heart area, seeing spots or throbbing in the eyes or ears.

GAME CHEST

DEN GAME CHEST

This chest is filled with fun games, made from materials found around the home. Each den should make its own, decorating it with its own designs.

The chest should be kept at the den meeting place. All material should be replaced after using. With proper care the Den Mother and den chief will never be without needed game material.

From time to time leaders and Cub Scouts will develop new ideas and additional equipment will be added.

We have made a list of games which can be played with the materials shown. You'll be wise if you make a game card file complete with playing rules and keep it in the chest where it will be handy.

Funny thing how your mind goes blank when you are suddenly called on to run a game or lead a song.

BLOCKS OF WOOD

- Bowling
- Skittles
- Throwing Games

CLOTHES PINS

- Drop in Bottle
- Pitch at Targets
- Wrestlers
- Clothesline Relay

CURTAIN ROD

- RINGS
- Tossing Games
- Bottle Games

SODA STRAWS

- Bottle Pickup
- Bean Relay
- Ping Pong Blow

TOOTH PICKS

- Lifesaver Pass
- Stack on Milk Bottle
- Pick Up Sticks

SPOONS

- Carry Ping Pong Ball
- Snap Ping Pong Ball
- At Target

PAPER CUPS

- For Tossing Games
- For Blowing Relay

TIN PLATE

- Spin the Plate
- Toss Cards into Plate
- Toss Washers into Plate

RUBBER BALL

- Throw and Catch
- Ball Tossing Games
- Spud Ball
- Captain Ball
- Pass Ball

JAR RUBBERS

- Ring Quoits
- Toss and Count Games
- Ring Baseball

ROPES

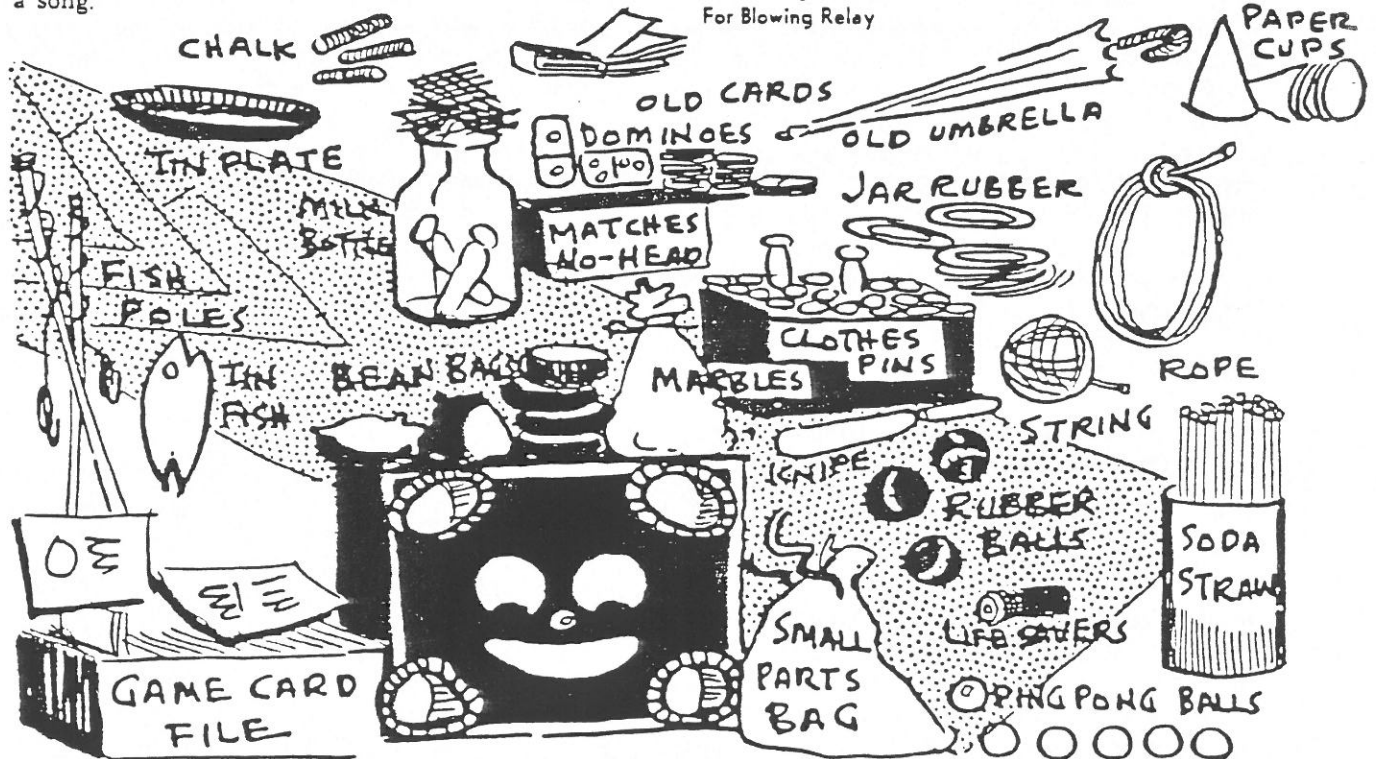
- Champ Nit Games
- Playway Games
- Quoits

BEAN BAGS

- Duck on Rock
- Bean Bag Board Games
- Hot Potato

MARBLES

- Rolling Games
- Tossing Games
- Pop Marbles
- Pop Bottle Roll



ADAPTING GAMES

Games can be quiet or they can be active. They can depend on chance or they can take skill, speed or strength.

There are games for one or two persons, and games for groups of any size. Some games provide relation and amusement and some stimulation through physical or mental exercise.

There are many different categories of games such as:

- Active games
- Quiet games
- Throwing games
- Target games
- Goal games
- Board games
- Relay games

All of these can be adapted to any monthly theme by renaming the game or giving the objective of the game an appropriate name. Take the familiar game of capture the flag, as a Pirate theme the two ships' crews are looking for buried treasure. As a Wild West theme, the pioneers are seeking a gold mine. As a Space Age theme the astronauts are trying to recover moon rock samples.

DEN GAMES

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activities. Den games can be relays or can be played by individual boys.

An active den game is a helpful start at den meetings to "get the kinks out." Remember, most den meetings are held immediately after school, when boys have been cooped up for several hours. A den game can provide an outlet for letting off steam and may make the

group easier to handle for the quieter activities in the meeting.

Choosing up sides among the boys is not always easy. If there is a problem boy who is not as well liked by all the members, drawing straws, going in alphabetical order, or selecting two captains to choose alternately may be fair ways to select teams.

Remember, games can be used to teach fair play, promote good sportsmanship and build character. . . but most of all they should be FUN.

PACK GAMES

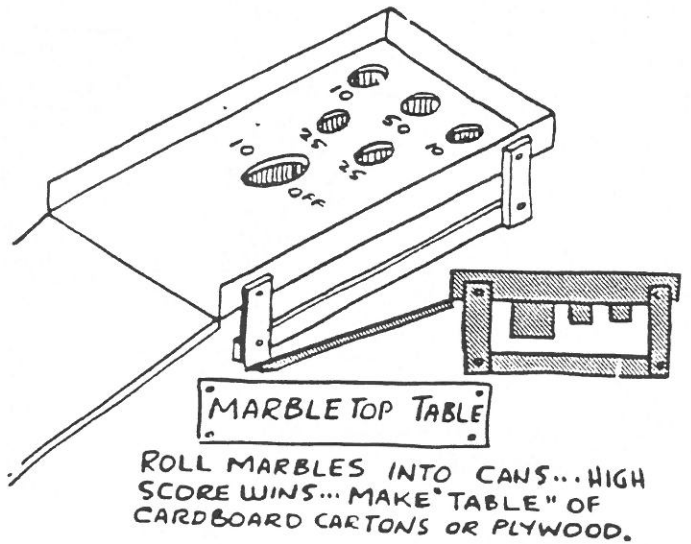
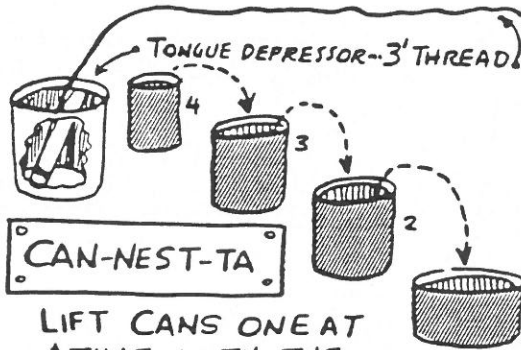
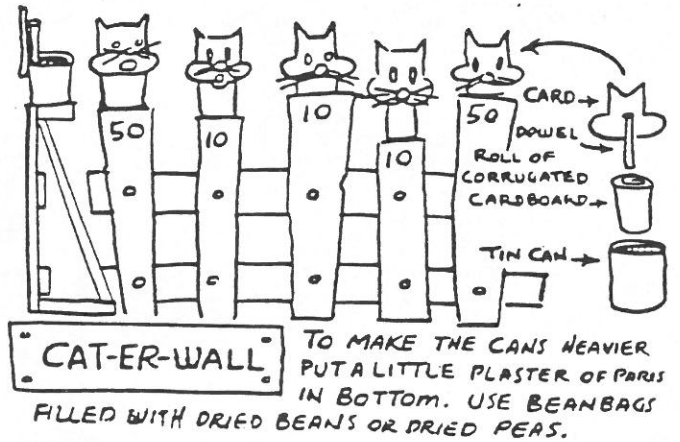
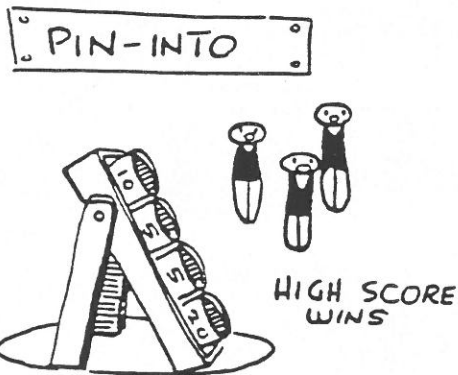
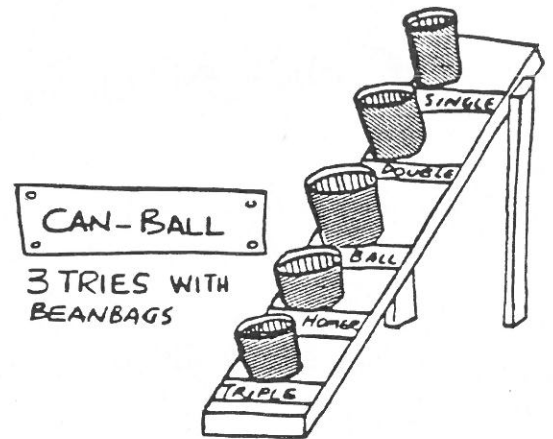
Pack games are played with large groups of boys and adults at monthly pack meetings. As a general rule, relay games seem to work best for groups of this size. But don't limit ideas or imagination.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each den. If prizes are given, a simple den prize (suckers, bubble gum) is a nice gesture which can be given to the whole den.

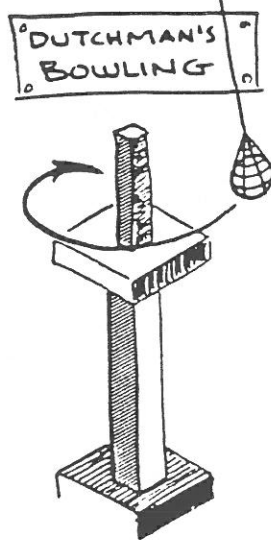
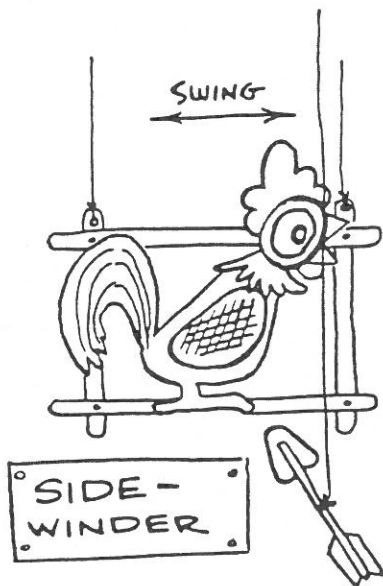
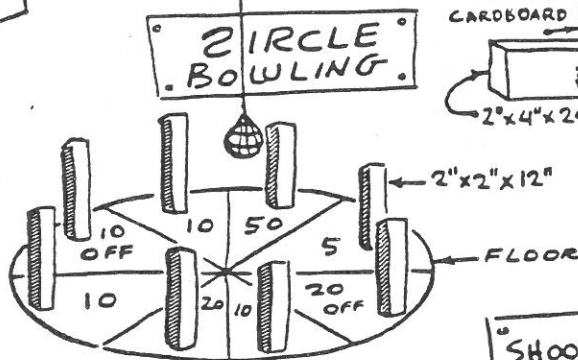
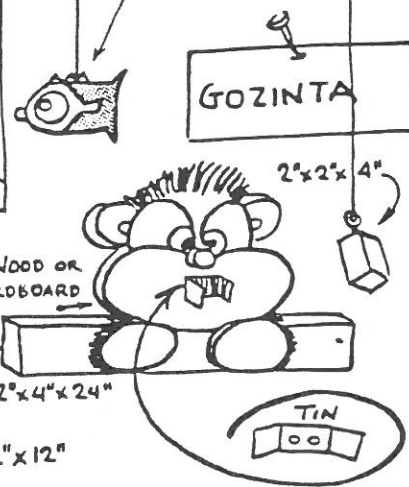
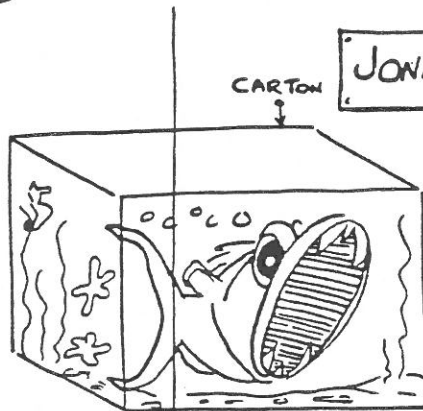
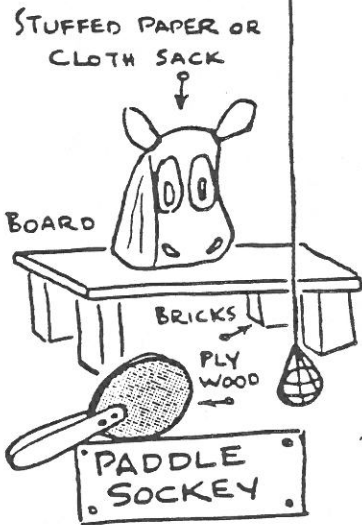
Involve parents and leaders in pack games whenever possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for large group games. It's better to be safe than sorry.



TIN CAN GAMES

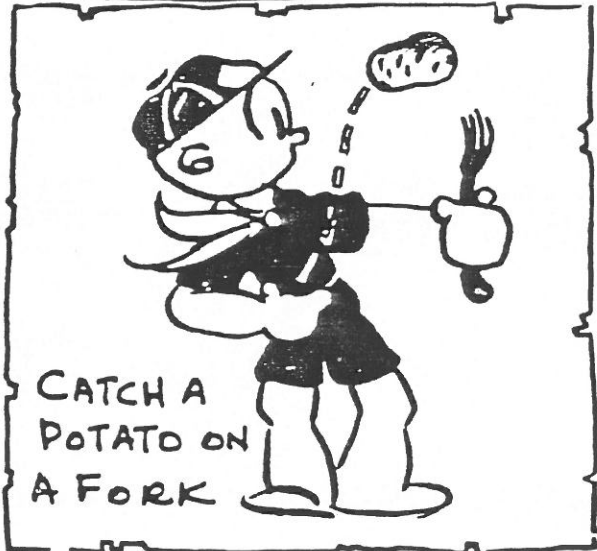
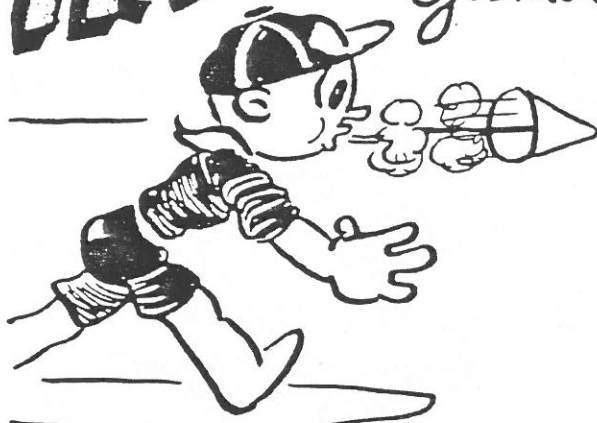


SWINGING GAMES



MORE INDOOR GAMES

STRING PAPER CONES ON CORDS STRETCHED BETWEEN CHAIRS. FIRST ONE TO BLOW CUP ACROSS WINS.



CATCH A POTATO ON A FORK

THE ONE KEEPING THE FEATHER IN THE AIR THE LONGEST TIME WINS —



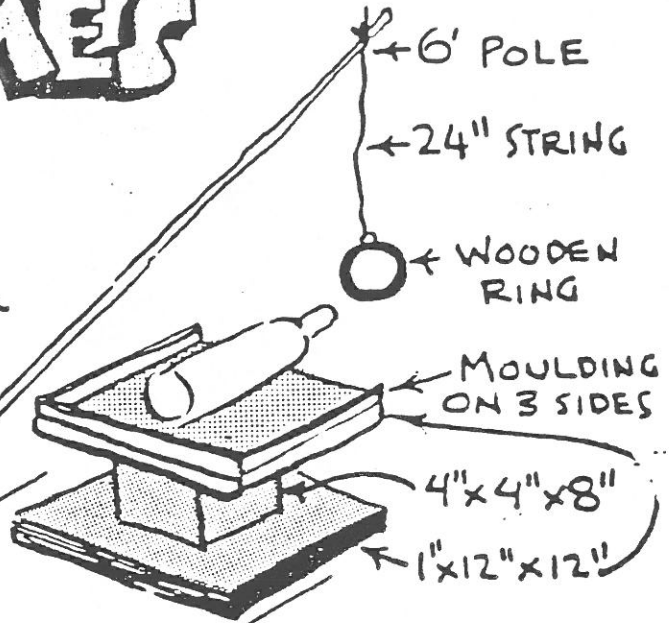
STOCK CAR RACE — "PUSH POWER MODELS!" HIGH SCORE WINS...

BUD BENNETT

BOTTLE GAMES



SIT ON A BOTTLE
PLACE FEET
AS SHOWN -
THREAD
NEEDLE OR
WRITE YOUR
NAME IN A
STRAIGHT
LINE.



LOOP RING
OVER NECK
OF BOTTLE
AND STAND
IT UP -



LOOP RING OVER BOTTLE
NECK - JUST DROP IT ON -



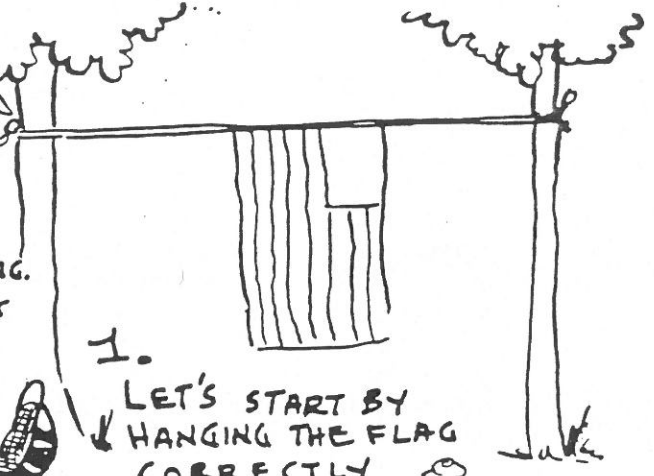
BOUNCE STICK ON FLOOR
DROP ONE END IN BOTTLE
WORKS FINE - SOMETIMES -



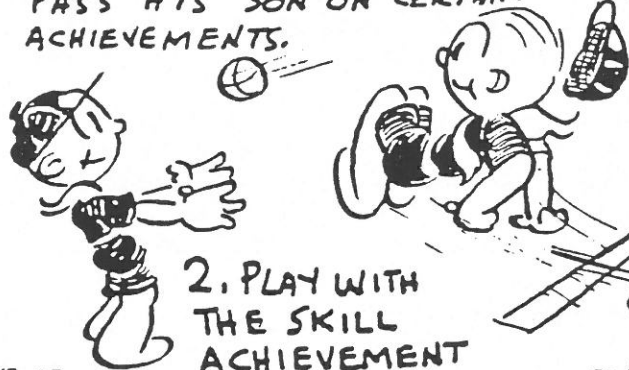
BEAN-STRAW RELAY.
CARRY BEAN ACROSS ROOM DROP
IN BOTTLE OR JAR.

ADVENTURE trail

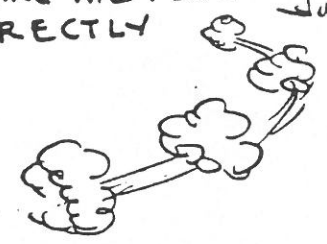
IF DAD RUNS HIS OWN SON THROUGH THAT'S GOOD CUB SCOUTING. IT'S FUN- IT'S A GAME. IT GIVES DAD A CHANCE TO INSTRUCT OR PASS HIS SON ON CERTAIN ACHIEVEMENTS.



1. LET'S START BY HANGING THE FLAG CORRECTLY



2. PLAY WITH THE SKILL ACHIEVEMENT



3. THE CUB SCOUT MAKES THINGS. TRY A CATAPULT, A RAFT OR BOAT- MAKE FROM MATERIALS FOUND ON GROUND.



4. COIL AND THROW A ROPE HIT A 2' MARK 20' AWAY.



5. A CUB SCOUT COLLECTS THINGS.



6. A CUB SCOUT HELPS. GATHER FIREWOOD OR PICK UP PAPERS ON THE GROUND.

7. A CUB SCOUT IS CLEAN SHOW THE PROPER WAY TO WASH



8. OUTDOOR CHEF.

YOU DON'T LOOK SO HOT!

When knights of old, within the castle gathered for some fun, they ran races and played their games until the night was done. Tonight we gather, as they did, to hold a tournament. Please form teams and select a knight to try each event.

Endurance Race: On the night before he was knighted, a young man placed his armor on an alter and guarded it until morning. Time probably passed very slowly. With no watches or clocks, he may have wondered how much time had actually passed. At a signal, guess how long one minute really is. When you think a minutes is up, stand at attention and salute. Player coming closest to the right time wins.

Grand Slam: Fighting for right played an important part in a knight's life. He began early to learn skills that would make him a better fighter. Stand facing your opponent with tips of right toes touching. Place left toe at back of right heel. Hold your left hand behind your back and, at a signal, slap right hands together and push. Player loosing his balance first is the loser.

Spear Throw: Throwing spears was an important skill event of every tournament. Stand behind a line and throw three straws. Each player counts only one straw, the one going the farthest. Player with the greatest distance wins.

Traveling Race: Travel was important, because knights frequently visited other castles. In the traveling race, give a player from each team an envelope containing cut apart letters. At a signal, each player opens his envelope, pouring out the letters. He must arrange the letters into three words, describing ways knights traveled from castle to castle. Letters in envelope form: foot, horse, boat. Winner is the first player to form all three words.

Shot Put: In this event, player from each team has a balloon. Standing behind a designated line, he holds the balloon high above his head. At a signal, he lets go of the balloon and blows the balloon to keep it up in the air. Player crossing the finish line first or traveling the farthest before his balloon touches the ground wins.

Twenty Yard Dash: Speed was also important in the days of dashing charges. Each player has a five-foot length of string. At a signal, he starts tying knots in the string. First player to tie 20 knots in his string is declared the winner of the dash.

Keeping physically fit is a life long activity. To get the Cub Scouts into this healthy habit requires making it fun. Try these games at den meetings or as pack events.

Fitness Circle Game: Cub Scouts form a circle as large as room permits. All face the same direction. Leader calls out various activities for Cubs to perform.

- * Start walking (Cubs walk between all activities, never stopping completely until end of game.)
- * Start hopping
- * Make yourself as small as possible and continue walking.
- * Make yourself as tall as possible.
- * Bend knees slightly, grasp ankles.
- * Walk as if the heel of one foot and the toes of the other foot were sore.
- * Walk with stiff knees.
- * Squat down and jump forward
- * Walk on hands and one foot with the other leg held high, like a dog with a lame foot.
- * Take giant steps, making each step as long as possible.
- * Walk at a rapid pace (don't run) swinging arms vigorously.
- * Walk raising bent knees as high as possible.
- * Run lifting legs high.
- * Do all-fours walk, walking on hands and feet, not knees.

Physical Fitness Activities: These can be self-testing stunts, dual events, or even used as races.

Knee Jump Jump to feet from kneeling position.

Pepper Grinder From sitting position support body with one hand and walk in a circle about it.

Thread the Needle Form a loop with arms and step into and out of it.

Wriggle Walk Travel sideways by placing toes together and heels outward; then heels together and toes turned out.

Lie and Stand Player lies flat on floor on his back. He tries to stand up without using his hands.

MARCH 1989 Exploring Alaska

Alaska became the 49th state in 1959 and has drawn many visitors to see its vastness. In learning about this frontier Cubs can play many games enjoyed by the Eskimos and other native northern Americans.

Snowshoe Game: Equipment needed: 2 sheets of typing paper for each team, a start and finish line across from each other. If a large number is playing or time is a problem, divide teams in half with half at each line so that when first teammate reaches line on other end, second teammate is ready to start there.

Speaker: It's really cold; the snow is vey deep, but you have to get to town for supplies so get out your snowshoes. Uh, oh, the straps are broken so you're just going to have to do the best you can. Place the snowshoes (papers) down on the snow (floor), place your feet one on each snowshoe. Now lift your foot, move one snowshoe forward with your hand, place your foot on it and move the other the same way.

Continue until you have reached town (the opposite line). The winner is the team who gets all its members to town first.

Prizes could be bubble gum wrapped in paper and marked "blubber."

Tug-a-rope: A popular Eskimo game, can be used in den or pack meetings. Use a heavy rope, divide Cubs evenly, tie a neckerchief mid-way along the rope so it hangs over a line on the floor. On a signal the two teams try to pull the opposition across the line.

Iceberg Melt: Each player receives an ice cube. The object is to melt the ice first. Players may do anything to the ice except eat or suck on it. Let the Cubs figure their own ways of melting it such as blowing on it, smashing it and holding pieces in their hands, sitting on it, or holding it near a light bulb. Have towels handy for clean up.

Indian Wrestle: Opponents lie on their backs with feet in opposite directions. Lock arms at elbows. Swing inside leg over head three times on command of leader. Lock legs at the knee on third count and try to roll opponent over.

APRIL 1989 Cub Scout Handiman

These games may lend themselves to den activities better than pack meetings since they tend to be very noisy or contain many small pieces.

Nail Driving Contest: Each Cub needs a hammer, two pieces of 2 by 4 lumber, and three large headed nails. The object is to nail the two pieces of wood together using the three nails. Nails must go into the second piece of wood, and only one nail is permitted to be bent sideways. The winner is the first boy with all three nails flush into the top board. Have extra nails for those that bend their first tries.

Nuts-Washers-Bolts: A large assortment of nuts, washers, and bolts is needed. The goal is to match the right size nuts and bolts with one washer in between. Cubs sit around a table or on the floor with equal access to the pile of hardware. Cubs may have no more than six unmatched pieces in their possession at a time, as they make matches they thread the nut to the bolt being sure to have a washer that will stay between them. Either set a time limit and count completed sets, or first one to a certain number of sets is the winner.

MAY 1989 Wheels, Wings and Rudders

Transportation Words: Each boy or team needs a pencil and paper. Make as many different words from "transportation" as you can in a set time limit. Count 2 points for two letter words, 3 points for three letter words, 4 points for four letter word, etc. Give 10 bonus points for each word that relates to a vehicle.

Paper Plane Race: Each boy makes a paper airplane out of a sheet of typing paper. The object is to get from start to finish in the least number of plane tosses. From a starting point, each boy tosses his plane toward the finish line. If the plane does not cross the finish line, boy goes to where it landed and throws it again from there. This continues until the plane lands across the finish line. Winner is the boy that made the least number of tosses. This game can also be run as a relay, one boy per team at a time tosses his plane, next team member starts after preceding boy and plane cross finish line. First team with all members across finish is the winner.

JUNE 1989 Akela's Council

Akela is the wise leader of the wolf pack in Rudyard Kipling's Jungle Book Stories. The Cub Wolf book has a good narrative of this story with the animal characters that have many symbolic faces for our time. Cubs and their families should be familiar with these animals and why the founder of Boy Scouts, Baden-Powell, thought them appropriate to use for the younger brothers of his Scouts. See the Cub Leader Handbook for background.

Shere Kahn: Play outside or in a large room. Have goal lines on opposite sides of the playing area. One of the players is Shere Kahn, the tiger. He and all other players stand at one goal line. Shere Kahn calls, "Who's afraid of Shere Kahn?" The other players shout, "No one" and race for the other goal line. If Shere Kahn tags any, they join him as tigers. Continue until all are caught.

Crocodile: Half of the den is on each side of the river, in which the crocodile lurks. The crocodile calls for one particular player to try to cross the river. That player then calls for another on the other side to change places with him. While they run across, the crocodile tries to tag one. If he succeeds, the tagged player becomes the crocodile, and the game continues.

Jungle Animals: Players form a circle around the trainer and all are to perform the tricks that he calls out. For example the trainer might say "Walk like an elephant" or "Jump like a monkey in a tree", or "Run like a wild boar." Have the circle change directions as each different order is given.

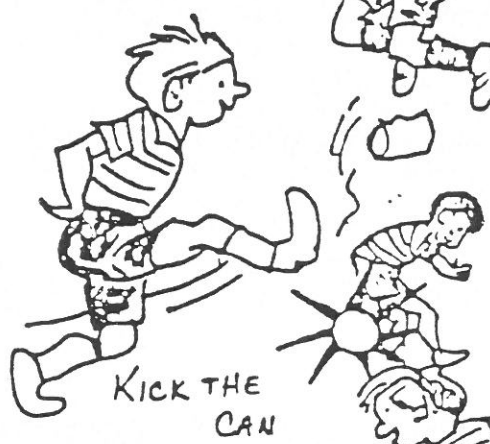
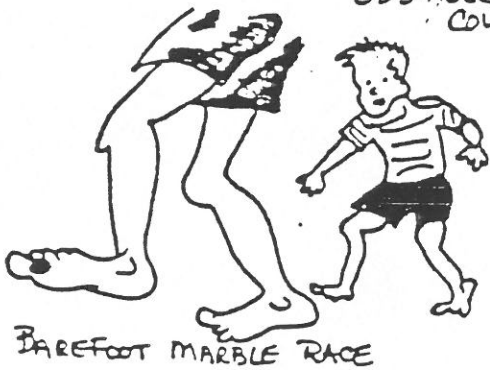
JULY 1989 Trails, Treks, and Trips

City to City: You need a road map, dice, and small markers, one for each player. Choose two cities, several hundred miles apart. Each player rolls the dice in turn. He moves his marker from the starting city toward the destination city by the appropriate number of towns on the map. Players may take any route they wish. First to arrive wins.

Sightless Hike: Cubs tie their neckerchiefs over their eyes and walk single file each holding onto a long rope with their left hands. The leader remains sighted and alerts the next Cub to any obstacles; each Cub passes the information to the one behind him. The object is to develop trust in others and confidence in oneself. Start with relatively unobstructed hiking areas. Cubs generally enjoy this and will progress to more difficult situations. The leader must always be alert to unexpected dangers such as low branches, steep hillsides, or loose gravel.

AUGUST 1989 Outdoor Festival

August is a great time to get the pack families together for outdoor fun. After a potluck picnic the Tigers, Cubs, and Webelos can team up against the parents for a variety of relay games.

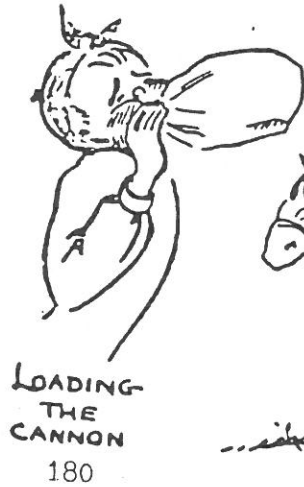
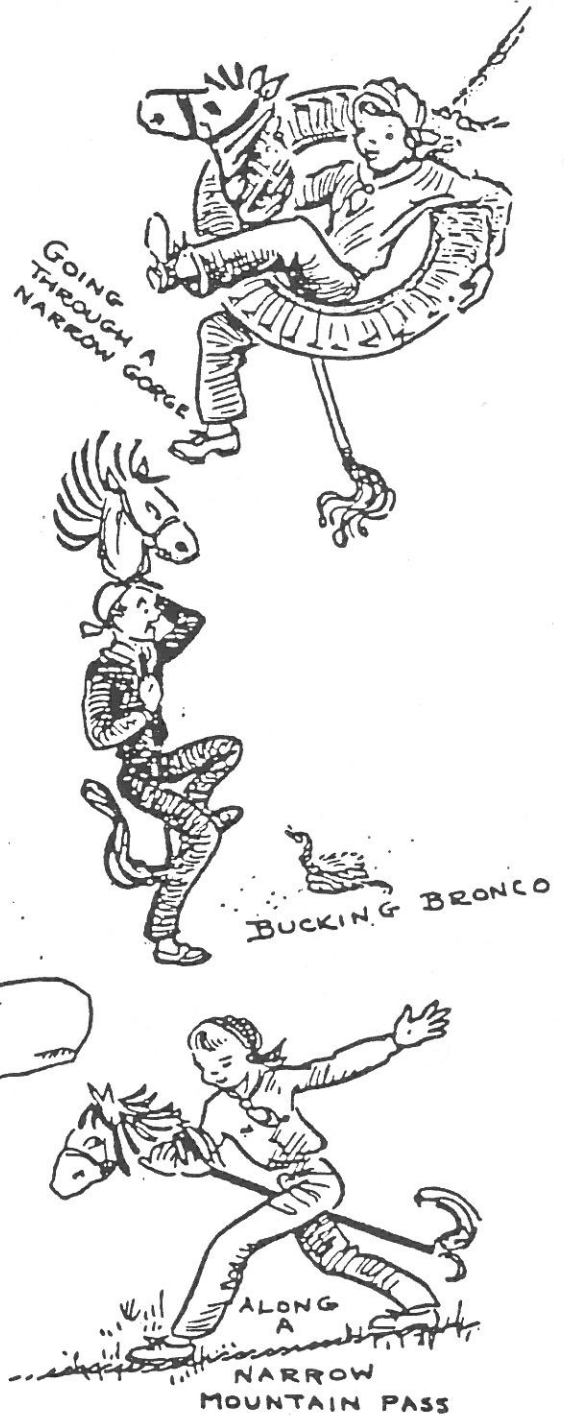


September is traditionally the time when new boys are added to the packs at School Sign Up Night. The following relay game could be adapted to be used with new boys being guided by returning Cub Scouts. The materials would have to be made ahead by several dens, and Den Chiefs should be used to supervise the various stations. This should be played in a gym or outside area while the new parents are receiving an introduction to the Cub Scout program in another area.

PONY EXPRESS TRAIL RELAY

The Pony Express is an exciting relay race for daring young men and fast horses.

The course is laid out (in the backyard or park) between St. Joseph, Missouri and Sacramento, Ca. Along the way are many of the hazards encountered on cross country travel in the year 1860. Divide the group into two teams and each team into pairs of riders (one to start and the other to relieve at South Pass, Wyoming, the halfway station). To give everybody a chance to carry the mail, you may want to change riders more often or run the race as many times as necessary to use up all the players. Like any obstacle race or treasure hunt, this is a little of both, the route must be laid out in advance of the race. Lay the course over as large an area as possible.



Directions for Riders

The two teams of riders start from opposite ends of the route, one team at the eastern end in Missouri and the other at the western end in California. Each rider starts wearing a vest and red or blue bandana.

When the riders meet on the trail, the one who reaches the station between them first has the right of way. The other rider must wait for him to pass through the obstacle to the next station before continuing.

Each station should be marked with a sign indicating its location and name. Since the team riding east-to-west will wear red bandanas, their direction cards should be marked with a Red Signal Dot. Mark the west-to-east team's cards with Blue Signal Dots to match their bandanas. West to East the course is run in reverse with the directions changed accordingly.

Measure all ponies' tails before the start of the race. Since the tails are not allowed to touch the ground, it is important that all tails be exactly the same length. If they are not, a little barbering is in order. All instruction cards should be followed exactly. Of course you can make up your own rules and vary the obstacles to suit your situation. The important thing is to see that the mail goes through (and that the boys have FUN.)

East to West Route Directions for Red Signal Cards

Start at St. Joseph Post Office at the sound of the cannon. On the signal, blow up a paper bag. Break it. Mount horse and proceed at a trot to the ferry. Dismount. Remove vest carefully and hang it up. Hop to the next station.

Rock Creek: Dismount. Remove shoes and socks and hold them in your hand. Carry horse over your shoulder while you "ford the creek" by walking through the pans of water. Once across the creek, dry your feet on a paper towel. Throw towel in wastebasket. Put on socks and shoes. Mount horse and take giant steps to next station.

Fort Kearny: You are attacked by Indians and must circle around to avoid them. Turn around and around all the way to the next station.

Julesburg: You must follow a narrow mountain pass. Walk on the rope without falling off, all the way to the next station.

Fort Laramie: Go through narrow gorge by wriggling through the tire while on your horse. Walk to the next station.

South Pass: Change horses and riders. Proceed to next station at top speed.

Fort Bridger: Dismount. Sit down and eat a cracker. While the cracker is still in your mouth, whistle for your horse. Mount and continue at a gallop to next station.

Salt Lake City: Pick up a new saddle (pillow) and put it on horse. Continue on to next station, skipping all the way.

Ruby: Dismount. Remove saddle (leave pillow at station) and walk horse to next station.

Cold Springs: Remount. Horse sees a rattlesnake. Rear up and buck to the next station.

Carson City: Dismount and put on vest left by other rider. Very rough terrain between this station and the next. Take 2 steps forward and 1 step back all the way.

Sacramento: (YOU MADE IT) Dismount. Blow up your paper bag and break it to signal your safe arrival.

%%

West to East Route Directions for Blue Signal Cards

Start at Sacramento at the sound of the cannon. On signal blow up a paper bag. Break it. Mount horse and proceed to next station.

Carson City: Dismount. Take off vest. Proceed over rough terrain, 2 steps forward and 1 step backward all the way to next station.

Continue the directions in the reverse order being sure appropriate actions are taken by the riders.

%%

EQUIP THE STATIONS

St. Joseph, Mo and Sacramento, Ca: Have supply of paper bags for starting ceremonies.

Half way between first two and last two stations, hang a coat hanger on a bush, clothesline or whatever is handy.

Rock Creek: Arrange several pans of water in two parallel rows with a good supply of paper towels and a wastebasket at both ends.

Between Julesburg and Fort Laramie lay a rope on the ground in a straight line from one station to the other.

Fort Laramie: suspend a tire from a tree or post.

Fort Bridger: Place a plate of crackers at the station.

Salt Lake City and Ruby: Have a supply of pillows at the stations.

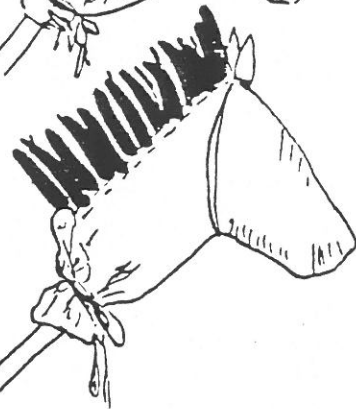
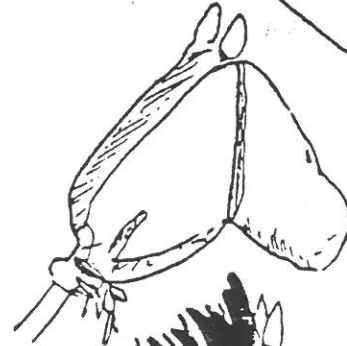
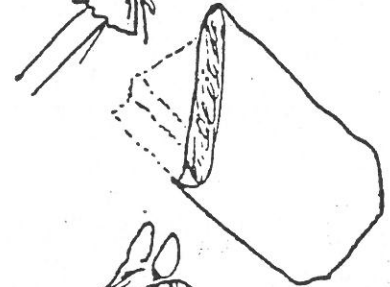
Ponies (2 for each team) Each team should make their own. Materials for each pony: 2 brown paper bags, 2 rubber bands, 10" strip of brown crepe paper cut across the fold, 1 1/2 yards of black crepe streamer, 2 large gold notarial seals, 4" square of pink and black gummed crepe, a short piece of string, a bit of masking tape and access to a stapler.

Slip one of the paper bags over the "business end" of a broom and gather together at the base of the handle with short piece of string. Slit the other bag half way down one side and fold under in a curve to the top of the opposite edge to make a jaw line. Slip over the first bag at an angle to form the head. Slit the top (uncut) side of the head bag about 6" and gather each side into an elastic band to form the ears.

Staple head bag to neck bag at the base of the ears which you will trim to their proper shape. Push in the bottom of the head bag slightly like the blunt nose of a horse. Cut eyes from black gummed crepe, nostrils from pink and stick in place. Add a bridle made of the black streamer folded in half lengthwise and decorate with gold notarial seals.

Mane: Cut off a 48" length of the brown crepe and fold it into thirds, lengthwise. Slash a coarse fringe along one edge, cutting with the grain to within 1" of opposite edge. Staple the uncut edge into the pleat of the bag that forms the neck. Pull a few strands forward and staple to hold.

Tail: Fold the remaining brown crepe to make a piece 16" long. Fold over several times to within 1" of the edge and slash a coarse fringe. Shake out the tail and wind it around the broom handle. Fasten with masking tape.



It's fall and we live with football at all levels: squirt leagues, junior varsity, high school, college and professional games. This wordfind could be used at den or pack meetings as a pre-opening activity.

VIKING DISCOVERIES

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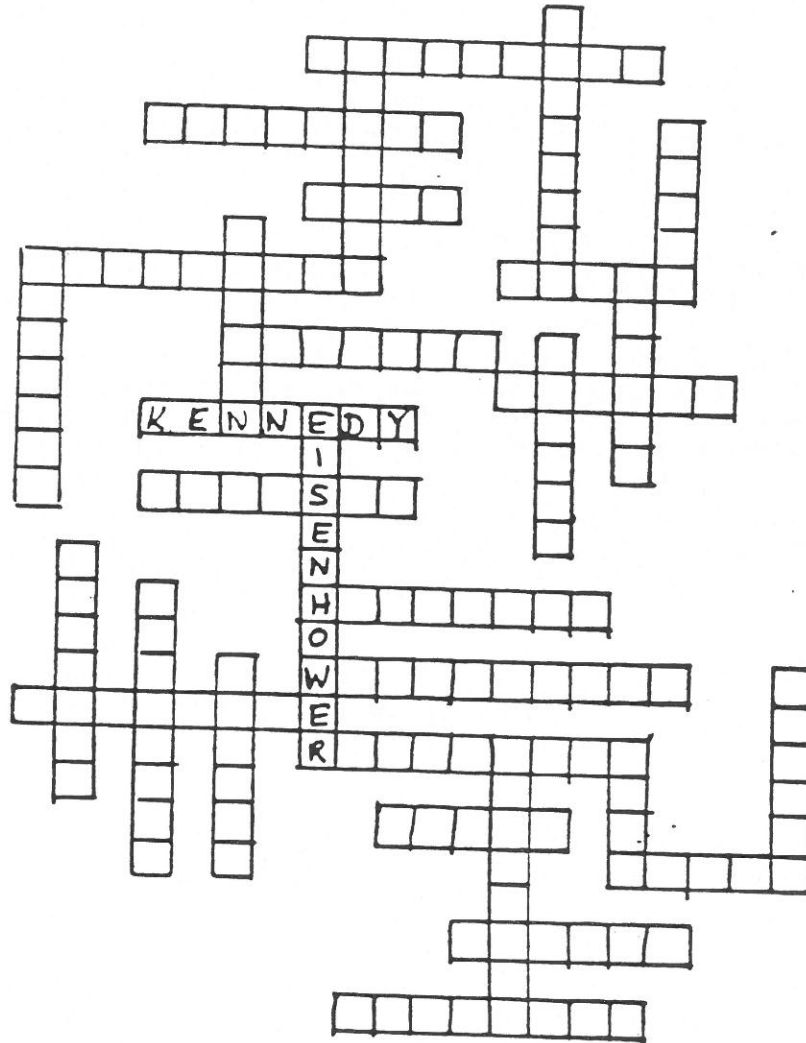


Hidden Words

- | | | |
|----------------|--------------|---------------|
| BLACK SEA | FLEET | SEAMEN |
| BRITISH ISLES | LEIF ERICSON | SEA ROVER |
| CONQUER | NORDIC | SEINE (River) |
| CONSTANTINOPLE | NORMANDY | SHIPS |
| DARING | NORSE | SKILLFUL |
| DENMARK | NORTHMAN | SWEDEN |
| ERIC (the Red) | NORWAY | VIKING |
| EUROPEAN | RUSSIA | VINLAND |
| EXPLORER | SAILED | WARRIORS |

NOVEMBER 1989 Parade of Presidents

Here is a puzzle maze to sharpen your historical wits. The object is to fit the names of all the presidents into the squares with the names given as a starter. Notice that the "E" in Kennedy gives you the first letter in Eisenhower. Then the "S" in Eisenhower can be used for the "S" in Johnson. Continue in this way, consulting the list below if needed. Where more than one president has the same name, like Adams, use the name only once.



- | | | | | | |
|------------|-----------|----------|-----------|----------|------------|
| Washington | Van Buren | Pierce | Hayes | McKinley | Hoover |
| Adams | Tyler | Buchanan | Garfield | Taft | Roosevelt |
| Jefferson | Polk | Lincoln | Arthur | Wilson | Truman |
| Madison | Taylor | Johnson | Cleveland | Harding | Eisenhower |
| Monroe | Filmore | Grant | Harrison | Coolidge | Kennedy |
| Jackson | | | | | |

DECEMBER 1989 Customs of Many Countries

December is a great month to learn of different ethnic customs associated with the holiday celebrations.

I SPY SANTA: Before the group arrives, hide a small figure or picture of Santa in the room. Announce that Santa is in the room and each Cub is asked to look for him. When a boy spots Santa, he doesn't give away the location but whispers it to the leader and is then seated. After 5 minutes the location of Santa should be revealed and the game ended.

HANUKKAH PEANUT HUNT: Use unshelled peanuts. Divide 50 of them into 5 groups of 10, marking on each with a marker one of these letters: H, A, N, U, K. Hide the lettered peanuts together with some unlettered ones in the play area. On signal, the boys begin searching for the peanuts. End the game after 10 minutes. Score as follows: 10 points for the most peanuts, 5 for each lettered peanut; and 20 for anyone who can spell Hanukkah.

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 the starting point, where the next boy takes over.

Songs



SONGS

Leading Cub Scouts in songs is not as hard as one might think. Voice? Don't worry about it. A trained voice is not necessary. Never apologize. It's easy and it's fun to lead songs. Just follow these tips and see how much fun everyone has.

1. Begin with a song that everyone knows. Announce the name and the tune (if it isn't an original song).

2. Sing the first few bars, or sing the entire song. This will give the pitch and the proper tempo. If there is a piano and a pianist or a recording of the song, they can be used to teach the song.

3. Start the song. Tell the group to begin singing after the first few words, when a signal, such as a simple down motion with the hands, is given.

4. What about hand motions? Start with simple up and down motions. Then use these motions to keep time with the rhythm and the syllables of the words as they are sung. The movement of the hands should indicate those notes that are prolonged or quickened. In the same way, raise or lower the hands to regulate the volume. Get into the proper swing and rhythm. Put some personality and pep into it. Put the entire body into song leading.

5. Insist on quality, not volume. Expect everybody to sing.

6. Use songs that fit the occasion. Start with lively songs and end the program with something inspirational.

7. Songs should be taught in the weekly den meeting, using songbooks only until the words are learned. Everybody should be ready for some singing at the monthly pack meeting.

8. If the first song doesn't measure up to the expectations, "kid" the group along. Don't reprimand! For instance, try some competition. Put dens one and two against dens three and four - or boys against parents - or moms against dads. Use only one song in this competition. It should be short. Then, when everyone is in proper spirit, have them sing the song together again.

9. In small groups, a formal leadership is not always necessary. Someone must start a song and everyone joins in naturally. This method is often desirable and very enjoyable.

How Peculiar

(Tune: Battle Hymn of the Republic)

When one sly snake slid up the slide
The other sly snake slid down,
When one sly snake slid up the slide
The other sly snake slid down.
When one sly snake slid up the slide,
The other sly snake slid down,
When one sly snake slid up the slide,
The other sly snake slid down.

Chorus

Glory, glory, how peculiar,
Glory, glory, how peculiar,
Glory, glory, how peculiar,
When one sly snake slid up the slide,
The other sly snake slid down.

When one dumb duck dropped in the ditch
The other dumb duck dropped dead
(etc.)

When one hedgehog edged up the hedge
The other hedgehog edged down (etc.)

When one flea fly flew up the flue
The other flea fly flew down (etc)

A spider spied a spider on another
spider's back (etc.)

One photographer photographed another
photographer's back (etc.)

When one black bug bled blue-black
blood,
The other black bug bled blue (etc.)

Pink Pajamas

(Tune: Battle Hymn of the Republic)

I wear by pink pajamas in the summer
when it's hot,
I wear my flannel nighties in the
winter when it's not.
And sometimes in the springtime and
sometimes in the fall,
I jump right in between the sheets
with nothing on at all.

Glory, glory, hallelujah;
Glory, glory, what's it to you,
Balmy breezes blowing through you,
With nothing on at all.

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?



Little Bar of Soap

(Tune: If You're Happy and You Know
It)

I wish I was a little bar of soap
(repeat)
I'd slippy and I'd slidy
Over everybody's hidey
Oh, I wish I was a little bar of
soap.

I wish I was a little hunk of mud
(repeat)
I'd ooey and I'd gooey
Under everybody's shoe
Oh, I wish I was a little hunk of
mud.

I wish I was a little onion
(repeat)
I'd yelly and I'd yummy
Inside everybody's tummy
Oh, I wish I was a little onion.

I wish I was a little mosquito
(repeat)
I'd nippy and I'd bity
Inside everybody's nitey
Oh, I wish I was a little mosquito.

I wish I was a little turtle dove
(repeat)
I'd sit upon the steeple
And laugh at all the people
Oh, I wish I was a little turtle
dove.

Adventure Song

(Tune: Dixie Land)

Oh! I stuck my head
In a little skunks hole
And the little skunk said:
Well, bless my soul.
Take it out! Take it out!
Take it out -- Remove it.

Well, I didn't take it out
And the little skunk said:
If you don't take it out
You'll wish you had.
Take it out! Take it out!
Spshh!!! I removed it.

Do Your Ears Hang Low?

Do your ears hang low?
Do they wobble to and fro?
Can you tie them in a knot?
Can you tie them in a bow?
Can you throw them over your shoulder
Like a continental soldier?
Do your ears hang low?

Do your ears stand high?
Do they reach up to the sky?
Do they fall down when they're wet?
Do they stand up when they're dry?
Can you signal to your neighbor
With a minimum of labor?
Do your ears stand high?

Mule Song

(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.

Junior Birdman

Up in the air, junior birdman.
Up in the air, upside down.
Up in the air, junior birdman,
And keep your feet right off the
ground,
Right off the ground.

And when you hear that grand an-
nouncement
That you have won your wings of tin,
You'll know that junior birdman
Has sent his box-tops in.

Just 5 box-tops, 4 bottle bottoms, 3
labels, 2 wrappers, and one thin
dime!

John Jacob Jingleheimer Schmidt

John Jacob Jingleheimer Schmidt
That's my name, too.
Whenever I go out,
The people always shout,
There goes John Jacob Jingleheimer
Schmidt.
Da Da Da Da Da Da Da (repeat)

Head, Shoulders, Knees, and Toes

Head, shoulders, knees and toes,
knees and toes,
Head, shoulders, knees and toes,
knees and toes, Oh--
Ears and eyes and give your chin a
pat,
Head and shoulders, knees and toes,
knees and toes.

Let There Be Peace on Earth

Let there be peace on earth, and let
it begin with me.
Let there be peace on earth, the
peace that was meant to be.
With God as our Father, brothers all
are we.
Let me walk with my brother, in per-
fect harmony.
Let peace begin with me. Let this be
the moment now.
With every step I take, let this be
my solemn vow,
To take each moment, and live each
moment, in peace eternally.
Let there be peace on earth, and let
it begin with me.



January 1989 Knights in Armor

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 steps forward and repeats the
Cub Scout Promise.

2nd Cub reads the Knights' Code from
a scroll. (see January's ceremonies for Code)

3rd Cub 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.

The Grand Old Duke of York tune "A Hunting We Will Go"

The grand old Duke of York,
He had ten thousand men.
He marched them up the hill, (everyone stands up)
And marched them down again. (everyone sits down)
And when you're up, you're up (everyone stands up)
And when you're down, you're down. (everyone sits down)
And when you're only half way up (everyone half way up)
You're neither up (all up) nor down. (all down)

(Repeat Chorus.)

Laff Song

Here's an idea to exercise those laugh muscles. Instead of singing words to your favorite song, switch to "ha-ha," "hee-hee" and "ho-ho". Divide into three groups: one sings ha-ha, another sings hee-hee, and the third sings ho-ho. First altogether, then one at a time, as leader suddenly points to them in the middle of the song. Or use a favorite round song such as Row, Row, Row your Boat. The results should be fun and confusing.

A STRETCHING WE WILL GO

tune: "A Hunting We Will Go"

A stretching we will go,
Moving to and fro,
And when we're done
We've have some fun,
And relaxed our muscles too.

Come on folks let's stand,
And raise up high each hand,
Then spread them wide
Now to your side,
As your muscles you relax.

Now let us stomp our feet,
But please don't take your seat
Before you're done
Please turn around
And then you'll take your seat.

WHEW-W-W-W

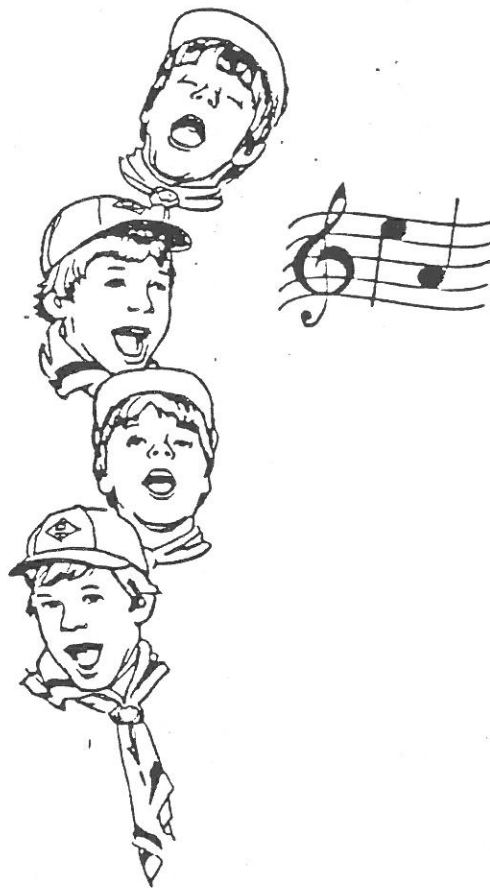
tune " Jingle Bells"

Clap your hand, stamp your feet
Let's all stand up please.
Face to the left, face to the right,
Now hands upon your knees.
Sit down now, stand back up,
Clap your hands two beats.
Now we'll all wipe our brows
And collapse into our seats.

GET IN SHAPE

tune "Row, Row, Row Your Boat"

Throw the ball to others,
Kick it to the sky,
Get in shape for sports and games,
We'll win more if we try.



THE STATE SONG

tune: "Our Boys Will Shine Tonight"

Dedicated to the Roundtable song leaders who have shown Cub Scouters how to have fun by trying something new.

//Oh, what did Tenna-see, boys
Oh, what did Tenna-see?// repeat three times
I ask you now, as a personal friend
What did Tenna-see?

//She saw what Arkan-saw, boys,
She saw what Arkan-saw.// repeat three times
I'll tell you then as a personal friend,
She saw what Arkan-saw.

Other verses sung similarly:

Where has Ora-gone, boys?
She's taking OKla-home.

How did Wiscon-sin, boys/
She stole a New-brass-key.

What did Dela-ware, boys?
She wore a New Jersey.

What did Io-weigh, boys?
She weighed a Washing-ton.

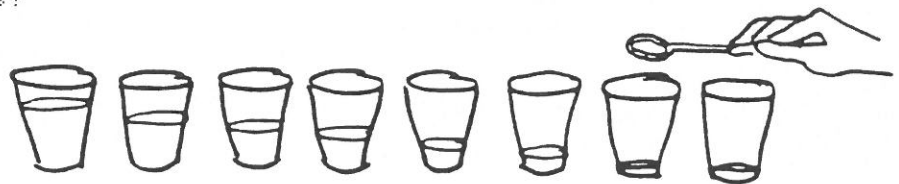
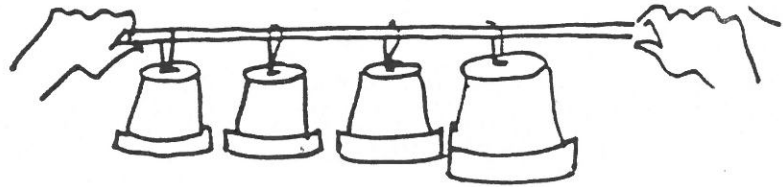
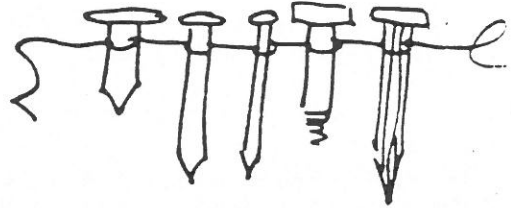
Where did Ida-hoe, boys?
She hoed in Mary-land.

What did Missi-sip, boys?
She sipped her Minne-soda.

What did Connie-cut, boys?
She cut her shaggy Maine.

What did Ohi-owe, boys?
She owed her taxes.

How did Flori-die, boys?
She died of misery.



April 1989 Cub Scout Handiman

CUBS WHISTLE WHILE THEY WORK

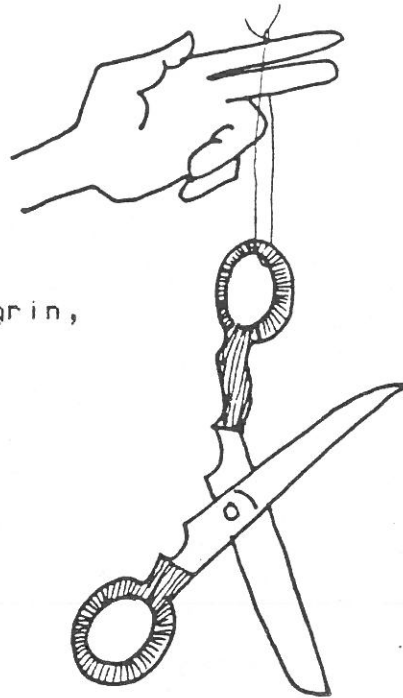
tune: "Whistle While You Work"

Cubs whistle while they work!
(whistle)
They pitch right in, and laugh, and grin,
And whistle while they work.

Cubs hum a merry tune!
(hum)
They hum all day at work and play,
They hum a merry tune.

Before they join the Scouts,
They have to know the rule
Of being courteous and kind
In both their home and school.

Cubs whistle while they work!
(whistle)
They do their bit, they never quit,
Cubs whistle while they work.



ONE FINGER, ONE THUMB

One fin - ger, one thumb, one hand, Keep
mov - ing, One fin - ger, one thumb, one hand, Keep
mov - ing, One fin - ger, one thumb, one hand, Keep
mov - ing, And we'll all be hap - py and gay. —

2. One finger, one thumb, one hand, two hands;
Keep moving.
Repeat three times
And we'll all be happy and gay.

Add in turn:

3. One arm
4. Two arms
5. One leg
6. Two legs
7. Stand up—sit down

NOTE

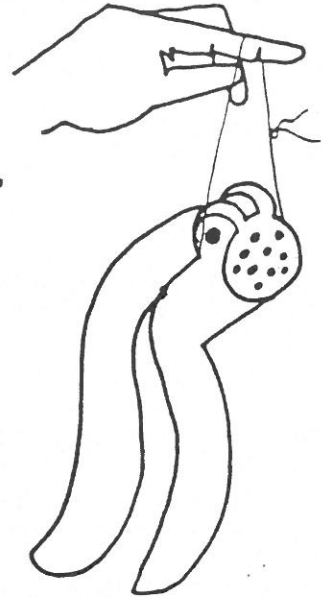
Words are accompanied by motions with finger, thumb, hand, raising arms, stamping foot, standing-up and sitting-down actions.

May 1989 Wheels, Wings, Rudders

DOWN BY THE STATION

traditional four part round

Down by the station early in the morning,
See the little puffer billies all in a row.
See the engine driver turn the little handle,
Chug! Chug! Whoo! Whoo! Off they go!



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.

Bring back, bring back
Oh bring back my car to me, to me,
Bring back, bring back,
The race, cause next time I'll win.

SPACE DERBY SONG

tune "Camptown Races"

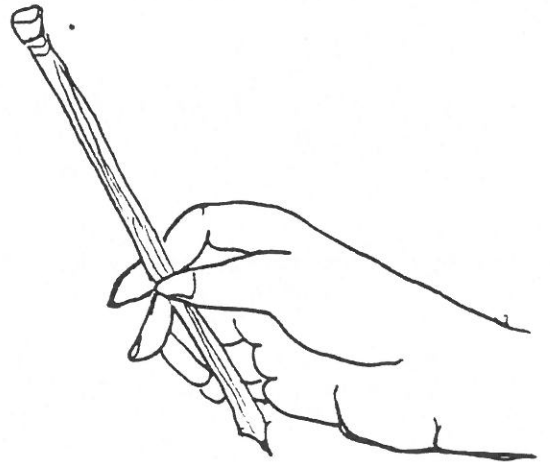
Cub Scouts all join in the song,
Doo-dah, doo-dah!
Spaceship wire is mighty long,
Oh, doo-dah day!

Chorus
Going to fly so fast,
Going to get ahead,
Bet my money on a blue spaceship,
Somebody be on the red.

Spaceships - red, blue, green and gray,
Doo-dah, doo-dah!
Running on the wire today,
Oh, doo-dah-day!
(Chorus)

Spaceships have a lot of speed,
Doo-dah, doo-dah!
Rubber bands are all they need,
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)

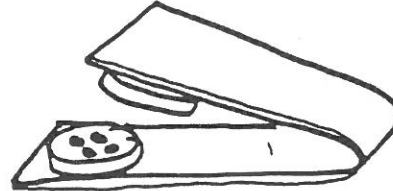


June 1989 Akela's Council

LITTERBUGS BEWARE! tune "Auld Lang Syne"

We are the folks who hunt the bugs
That litter up our streets
With papers, bottles, old tin cans ,
An wrappers off their sweets.

We want to keep our playgrounds clean
Without a lot of fuss.
Let's start to do our share today
No litterbugs for us.



No litterbugs, no litterbugs,
No litterbugs for us
Let's start to do our share today
No litterbugs for us!

OLD AKELA HAD A PACK tune "Old MacDonald Had a Farm"

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

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

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

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

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

July 1989 Trails, Treks, and Trips

OVER HILL, OVER DALE tune "The Caissons Song"

Over hill, over dale
As we hit the greenwood trail
As the Cub Scouts go hiking along.

In and out, all around,
You will never see us frown,
As the Cub Scouts go hiking along.

And it's hi, hi, hee,
The Cub Scouts are for me
Shout out our name and shout it strong;

For where e'er we go,
You will always know
That the Cub Scouts
Are hiking along.

OLD MA NATURE tune "Auld Lang Syne"

From east to west,
From north to south,
Ma Nature's backyard lies,
Discover things you've read about
Just use your ears and eyes.

August 1989 Outdoor Festival

I'VE GOT THAT CUB SCOUT SPIRIT traditional tune

I've got that Cub Scout spirit up in my head,
Up in my head, up in my head, up in my head.
I've got that Cub Scout spirit up in my head,
Up in my head to stay.

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

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

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

I've got that Cub Scout spirit
Up in my head
Deep in my heart
Down in my feet
I've got that Cub Scout spirit
All over me,
All over me, to stay.



BRAVE PIONEERS tune "Battle Hymn of the Republic"

Who were the fearless pioneers
Who helped carve out our land?
Who traveled down the rugged trails,
They were a fearless band.
They braved the weather and the wilds,
Those men and women bold,
Their story should be told.

(Chorus)

Traveling to an unknown land,
A very brave and daring band,
Pioneers, we think you're grand,
For lending us a hand.

Buffalo Bill and Daniel Boone
Two of the very best
Zebulon Pike, Kit Carson,
And Jim Bridger and the rest.
Brave pioneers who risked their lives
To make this country grand,
We thank you for our land.

(Chorus)



THIS LAND IS YOUR LAND by Woody Guthrie

This land is your land, this land is my land,
From California, to the New York island,
From the redwood forest, to the gulf stream waters,
This land was made for you and me.

As I went walking that ribbon of highway
I saw above me that endless skyway,
I saw below me that golden valley,
This land was made for you and me.

I roamed and rambled, and followed my footsteps,
To the sparkling sands and her diamond deserts,
All around me a voice was sounding,
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.

The Vikings Sailed over the Ocean
tune "My Bonnie"

The Vikings sailed over the ocean
The Vikings sailed over the sea
The Vikings from Norway and Denmark
In 915 conquered Parree.

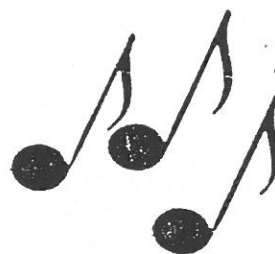
The Nor-sky ex-plorers, were daring & skillful and
conquered all.
The Vi-kings were wann-ions, before their feet countires
would fall.

Faith of Our Fathers traditional tune

Faith of our fathers, living still,
Inspite of dungeon, fire and sword,
O how our hearts beat high with joy,
When e'er we hear that glorious word.

Chorus:
Faith of our fathers, holy faith,
We will be true to thee till death.

Faith of our fathers, we will strive,
To win all nations unto thee;
And through the truth that comes from God,
Mankind shall then indeed be free.
(Chorus)



The More We Get Together tune "Ach Du Lieber Augustine"

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

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

NOVEMBER 1989

Parade of Presidents

Yankee Doodle traditional tune

These verses were written by an English army surgeon in 1755 to make fun of the untrained American troops during the French and Indian War. But the American troops liked the song and it soon became known throughout the colonies and was sung and whistled to taunt the British during the Revolutionary War.

Father and I went down to camp,
Along with Captain Good'in,
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 was Captain Washington
Upon a slapping stallion
Giving orders to his men
I guess there were a million.
(Chorus)

And then the feathers on his hat,
They looked so 'tarnal finy
I wanted peskely to get,
To give to my Jemina.
(Chorus)

And then they had a swamping gun,
As big as a log of maple,
On a dueced little cart,
A load for father's cattle.
(Chorus)

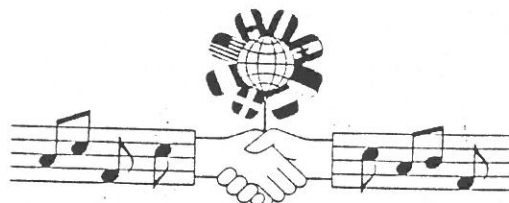


IT'S A SMALL WORLD

It's a world of laughter, a world of tears;
It's a world of hopes and a world of fears.
There's so much that we share that it's time we're aware.
It's a small world after all.

(Chorus)

It's a small world after all,
It's a small world after all.
It's a small world after all,
It's a small, small world.



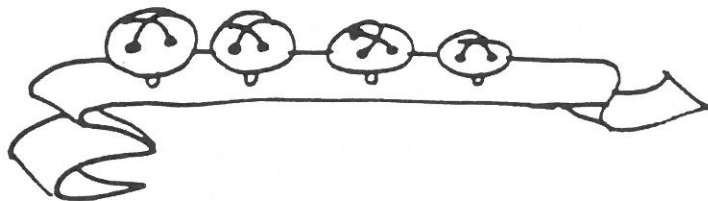
There is just one moon and one golden sun
And a smile means friendship to ev'ry one.
Though the mountains divide and the oceans are wide,
It's a small world after all.

(Chorus)

O Tannenbaum (Oh Christmas Tree)

O Tannenbaum, O Tannenbaum,
wie treu sind deine Blater.
O Tannenbaum, O Tannenbaum,
wie treu sind deine Blater.
Du grunst nicht nur zur Sommerzeit,
nein auch im Winter wenn es schneit.
O Tannenbaum, O Tannenbaum,
wie treu sind deine Blater.

O Christmas tree, O Christmas tree,
thy leaves are so unchanging.
O Christmas tree, O Christmas tree,
thy leaves are so unchanging.
Not only green when summer's here,
but also when 'tis cold and drear.
O Christmas tree, O Christmas tree,
thy leaves are so unchanging.



Monthly Theme Suggestions

	85/86	86/87	87/88	88/89	89/90	90/91
SEPTEMBER	Science Fair	Weather Observations	Flags of America	Cub Scout Corral	Our American Heritage	Explore Your Neighborhood
OCTOBER	Pirate Waters	Advance in Rank	Fire Detectives	Cub Scout Citizen	Viking Discoveries	Land of Make Believe
NOVEMBER	Parade of Presidents	What Will I Be	Communications	See-and-Do-It Show	Parade of Presidents	Heroes in Books
DECEMBER	Follows, Helps, Gives	The Golden Rule	Happy Holidays	Holiday Magic	Customs of Countries	Giving Gifts
JANUARY	Knights of the Roundtable	Pinewood Derby	American Folklore	Knights in Armor	Invention Convention	Fiesta
FEBRUARY	The Blue and Gold	Blue and Gold	Great Events in Scouting	Strong for America	Mardi Gras	Blue and Gold Traditions
MARCH	Mardi Gras	Tied up in Knots	Living in AD 2030	Exploring Alaska	Achievement Parade	Sea Adventures
APRIL	The First Americans	Family Showtime	Cub Scout Birdwatcher	Cub Scout Handiman	Mountains of America	Canada, Our Neighbor
MAY	Cub Scout Birdwatcher	Genius Night	Outdoor Adventure	Wheels, Wings, Rudders	Under the Big Top	Working With Wood
JUNE	Inside Noah's Ark	Come and Get It	Genius Night	Akela's Council	Sports Arena	Backyard Fun
JULY	Strength and Skill	America the Beautiful	The World Around Us	Trails, Treks Trips	Buckskin Pioneers	High Country, USA
AUGUST	The World Around Us	Back to Nature	Physical Fitness	Outdoor Festival	Harbors, Stations, Airports	Cub Scout Magic

Sectional

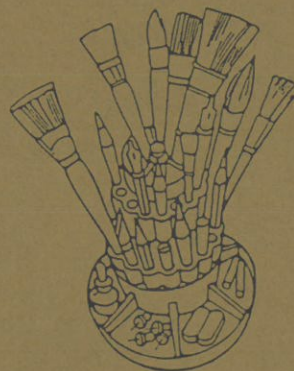
Practice

"Crafts"

CRAFT IDEAS FOR DEN AND PACK ACTIVITIES

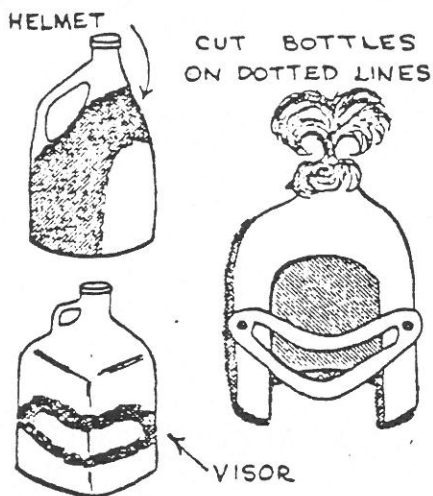
Theme Crafts for 12 months	203-226
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In looking for ideas for fun craft items to use with the Cub Scouts check the monthly Program Helps first. Then the public library has a variety of books such as Snips & Snails & Walnut Whales by Phyllis Fiarotta, Big Book of Fun by Carolyn Haas, and Holiday Crafts by Joseph Leeming.



Every Cub Scout can realize his dream of becoming a knight. Here are some simple accessories to make, and when he's all dressed up, he can join in the games for your Knights in Armor Tournament.

Knights' Helmet:

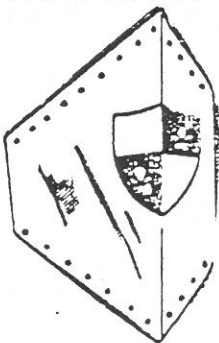


A round gallon plastic bleach bottle and a square gallon plastic bottle, like that used for distilled water, make a very usable helmet.

For the helmet itself, remove the neck, handle and bottom from the round bottle. Cut away an arch shaped section from the side opposite the handle. Make it big enough so the face can be seen. Cover helmet with foil. Use tape to hold in place.

For the visor, cut two sides from the square bottle. The corner of the bottle gives your visor a perfect shape to permit lifting when the visor is attached to the helmet.

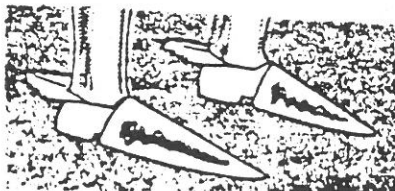
Breastplate:



Punch holes in ends of visor and helmet. Fasten together with paper fasteners. Add plume of feathers or cotton fluff top.

To make a breastplate, use a large piece of plain or corrugated cardboard. Fold the cardboard in the center and cut a diamond shaped piece with sides reaching from under arms to above hips and ends almost meeting at back. Attach ties at the back. Decorate, adding a Coat of Arms.

Footplates and Spurs:

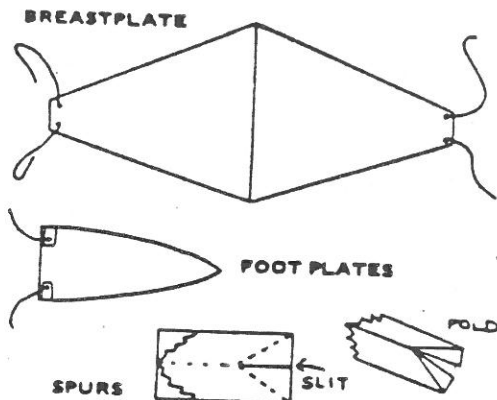


For each footplate, cut a triangular piece from cardboard to fit over the child's shoe with pointed end going beyond toe. Reinforce the corners with tape and add ties to wide end for tying around shoe and under the arch. For each spur, cut cardboard $3\frac{1}{2} \times 5$. Fold in half, lengthwise and slit 2" from one end on the fold line. Fold diagonally on dotted line. Cut opposite end into jagged points. Place spur around ankle and put folded sections into shoe.

Here are the directions for the Breastplate and Footplates:

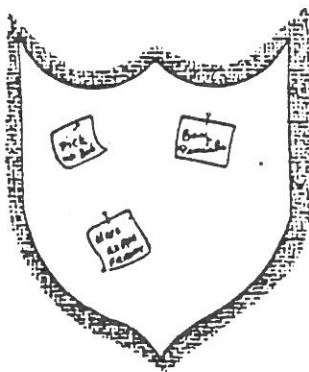
Mace Weapon:

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.



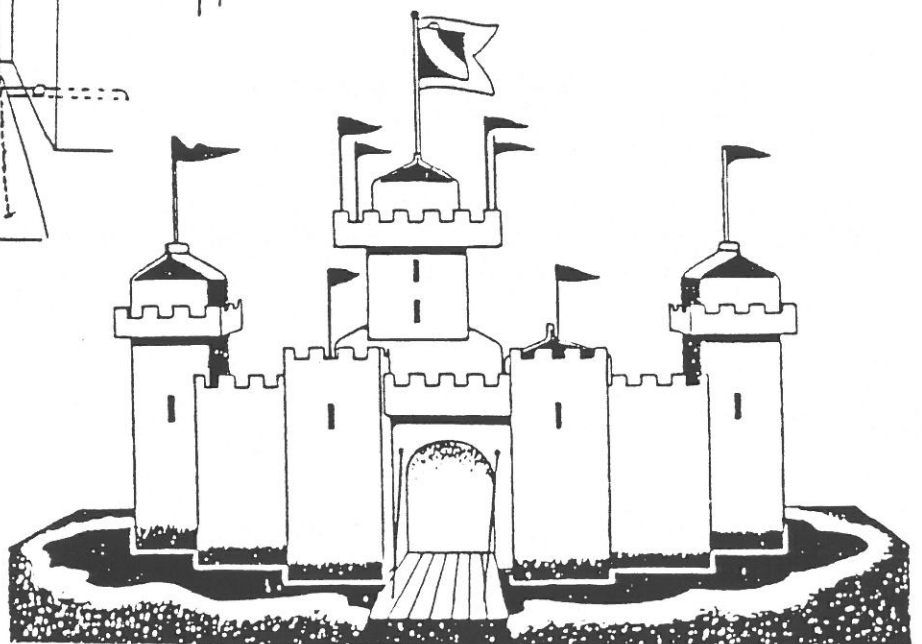
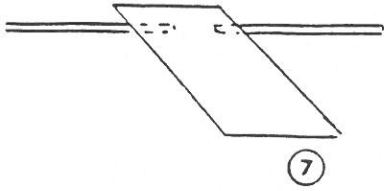
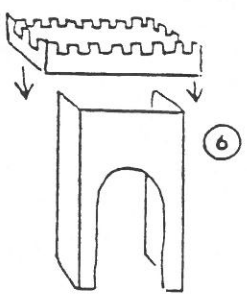
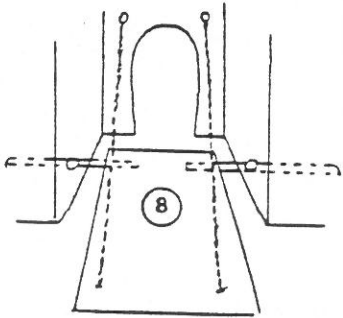
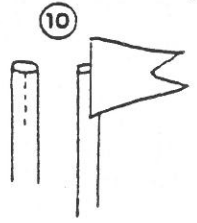
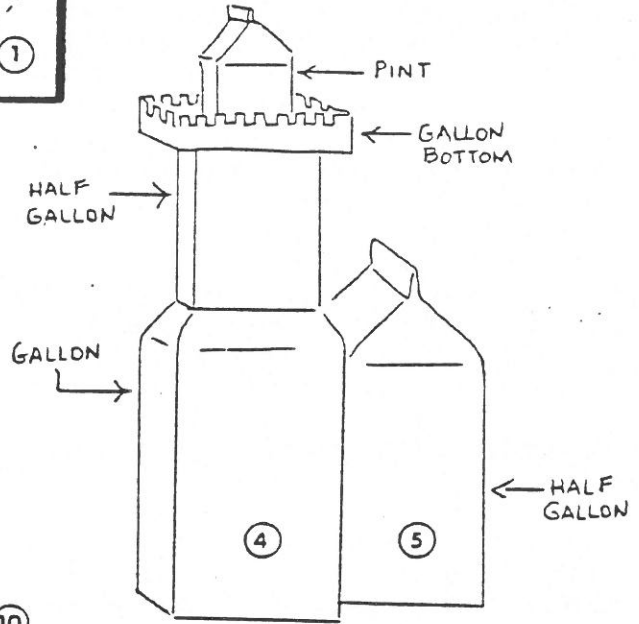
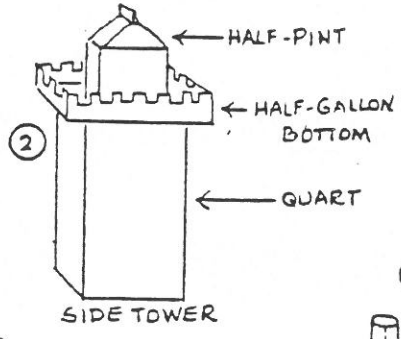
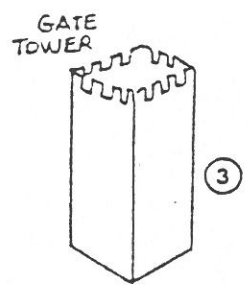
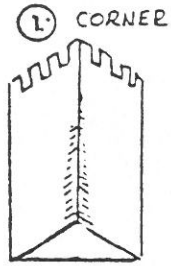
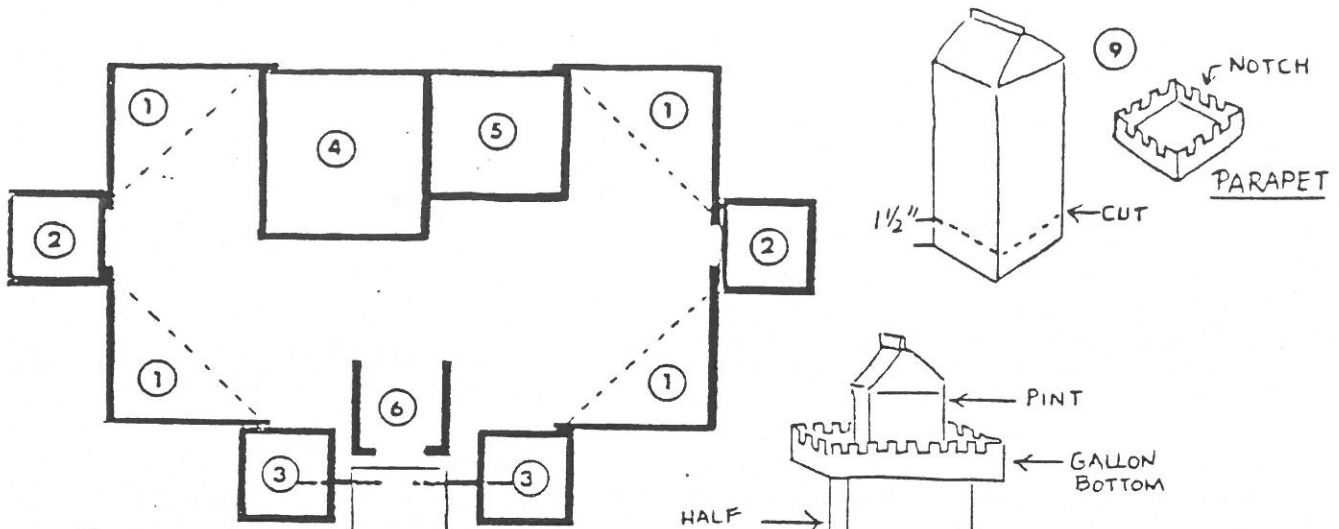
Sword Weapon:

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.



FEBRUARY 1989
Strong for America

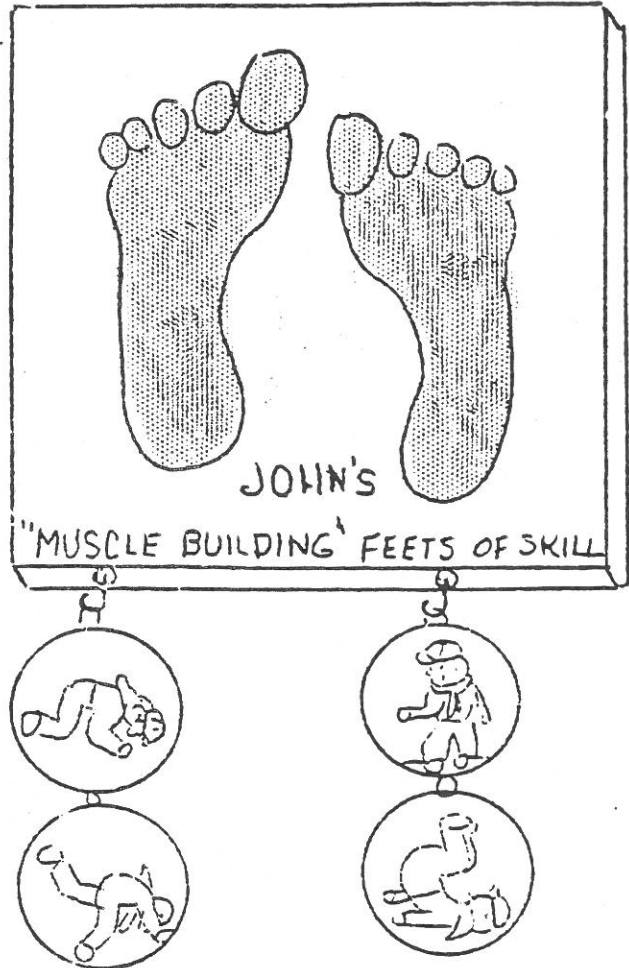
Personal Scoreboard

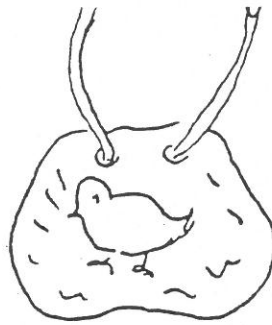
Physical fitness is something that everyone can improve upon. To provide some incentive for the Cubs, make personal scoreboards and medalians using the "feets of skill" pattern. As the Cub reaches a goal award the appropriate "medal".

Each Cub will trace his own feet directly on a sanded board and paint the results, adding his name and den number. Attach two screw eyes to the lower edge of the board by which the medals will be hung.

Using permanent markers on canning jar lids, the medals can be designed to represent any number of activities: skating, biking, walking, swimming, ping-pong, marbles, or anything the Cubs do. Make a hole near the edge with a nail and insert a paperclip to use as a hanger.

Each Cub should set goals for himself for the month and work out a "schedule" of activities. When he has accomplished his goal, the den leader can award him the medal to hang on his scoreboard.





Imitation Scrimshaw

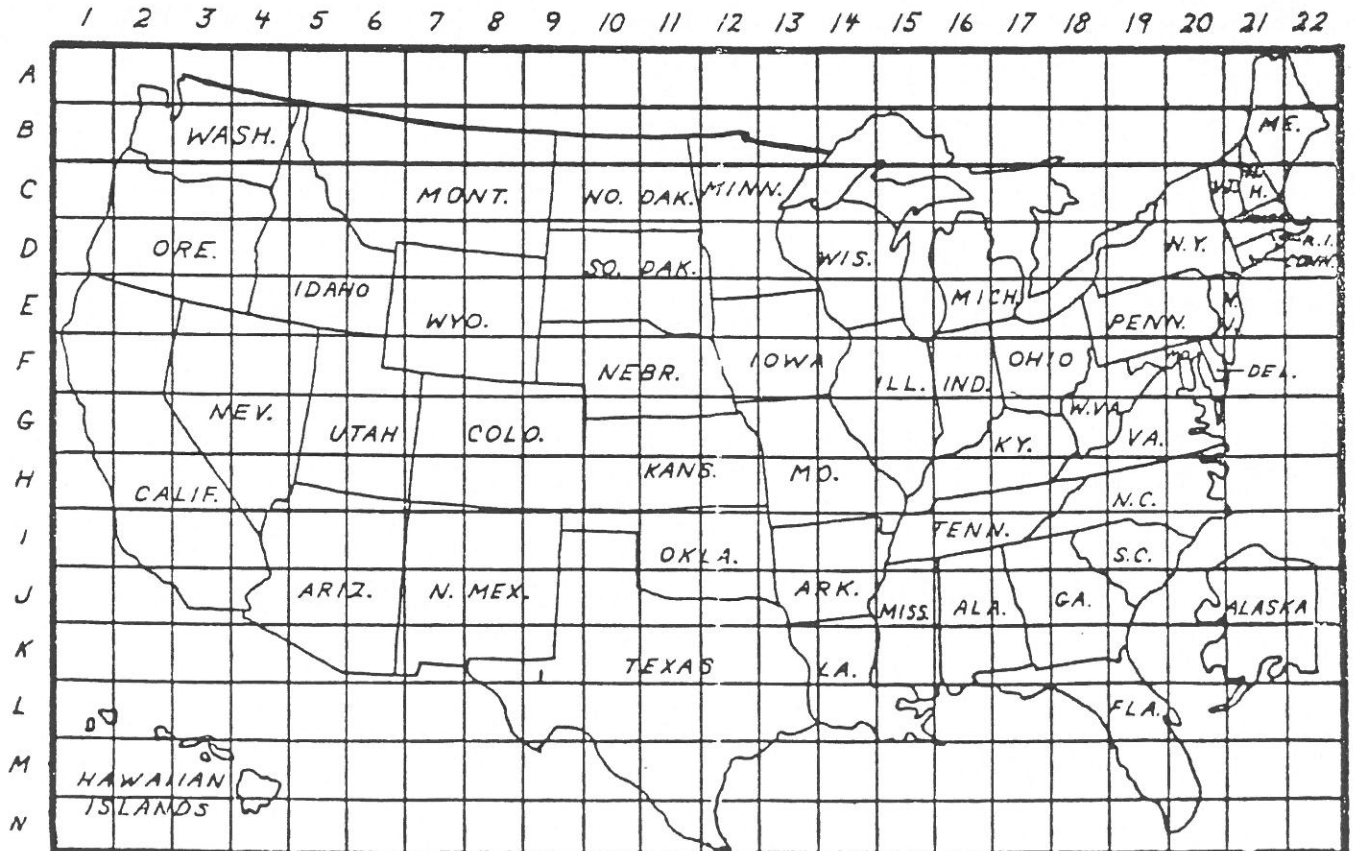
Scrimshaw is a craft of the old whalers of the north sea and of the Eskimo people. They used whale teeth and animal horns. The imitation ones are made of casting plaster. Here's how:

Pour a blob of fresh plaster on wax paper. Flatten out slightly or leave in a smooth rounded lump. The plaster must be thick enough to hold its shape but not too runny. With a pencil or dowel make a hole for the leather thong. Let dry, but don't let it get "brittle" dry. With a nail, scratch a design on it. Darken lines with a felt marker, a brown is good, then varnish for a shiny, bone-like look.



U.S.A. PATTERN

The pattern below can be enlarged for use in making displays or games. Because of space limitations, Alaska is not in proportion with the rest of the map. It should be enlarged 4 times the scale used for the rest of the map.

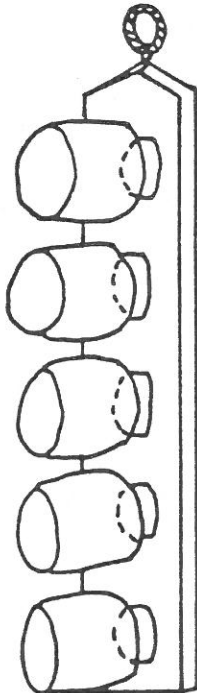
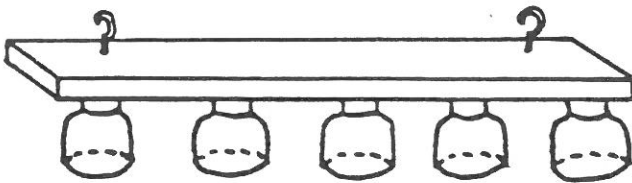


Jar Holder

Materials:

- 3/4" board, about 4"x15"
- 5 baby food jars
- 10 small nails
- Decorative ring or cup hooks
- Paint or stain

Sand the board then paint or stain desired color. Be sure jars are clean and dry. Arrange jar caps on wood, with top side of cap against wood. Nail caps to wood. (Use two nails per lid.) Add cup hooks or decorative ring at top and screw jars into caps. This can be made to hang either horizontally or vertically. If desired, the jar caps may be spray painted before attaching them to the wood.



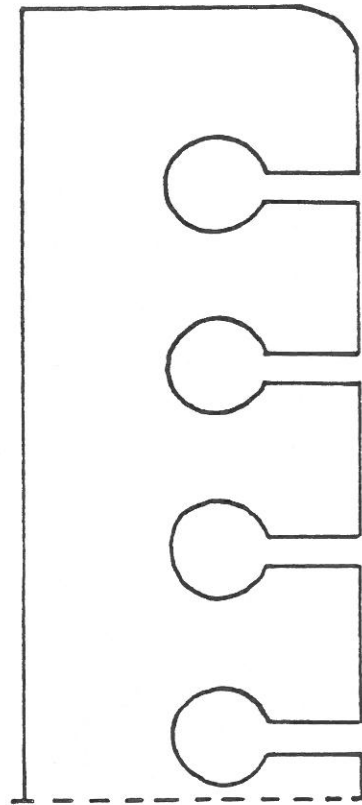
Tool Rack

Materials:

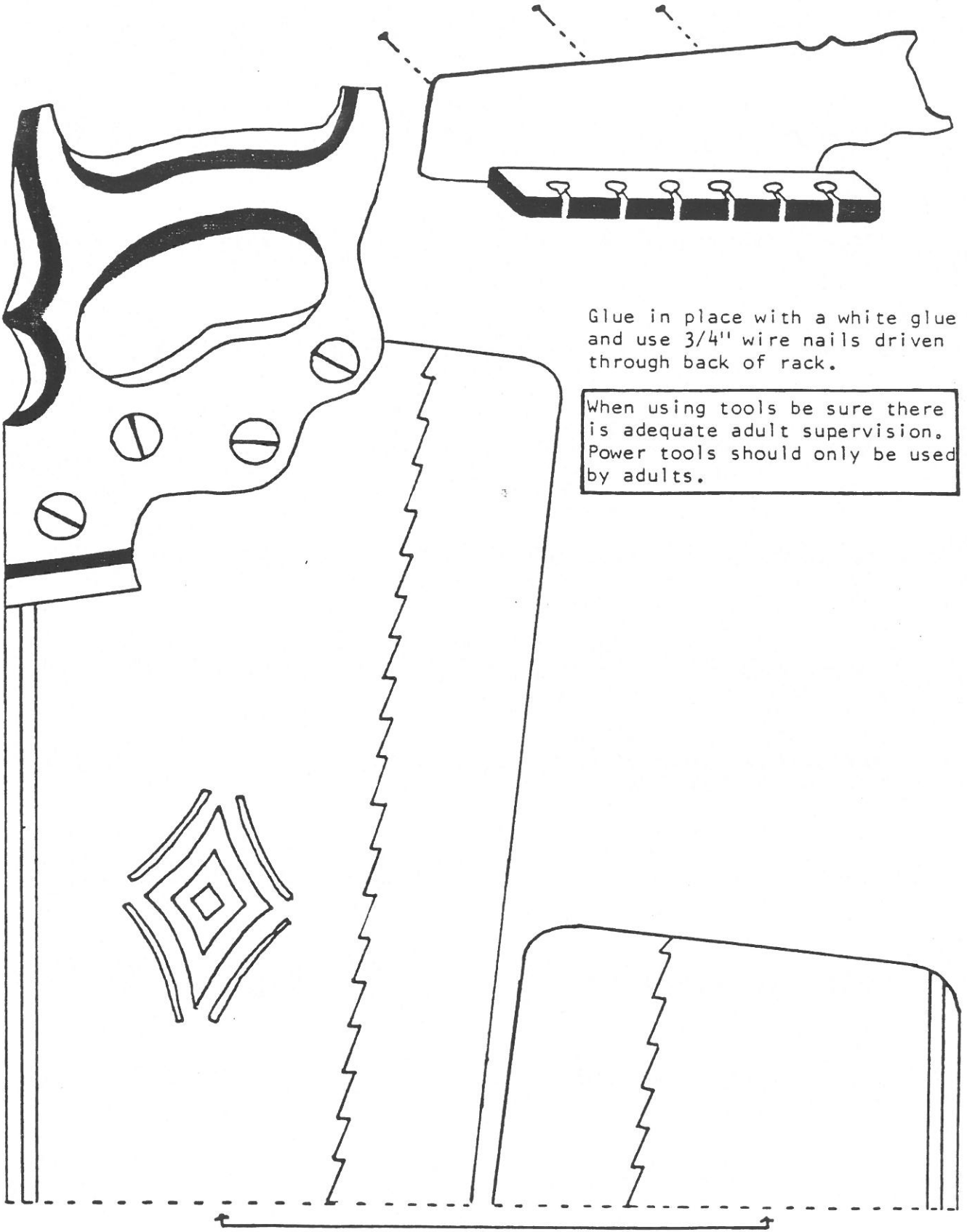
- 3/16" or 1/4" Plywood
- Stain or paint
- Coping saw
- Hand drill
- 1/2" pine board
- Glue
- 3/4" wire nails
- Hammer

Trace design on thin sheet of paper. Use carbon paper to transfer design to 3/16" or 1/4" plywood.

Decorate with stain or paint



Half pattern - tool rack - trace on piece of 1/2" lumber and cut out. Drill 1/2" diameter holes where shown and cut slots with jug saw or coping saw.



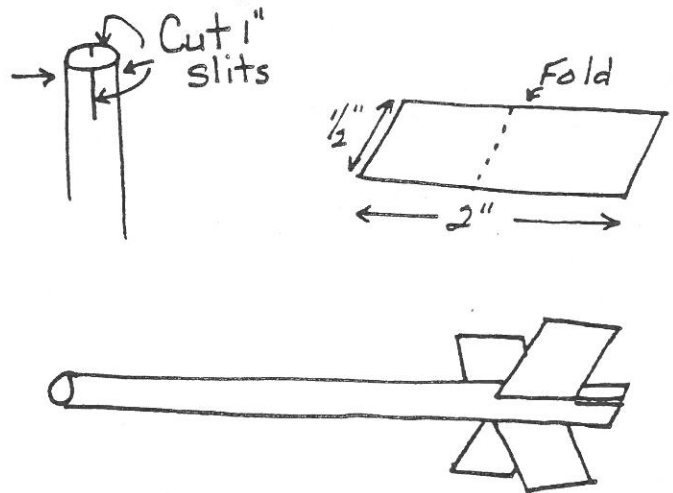
Glue in place with a white glue and use 3/4" wire nails driven through back of rack.

When using tools be sure there is adequate adult supervision. Power tools should only be used by adults.

Scooters, wagons, model airplanes, model boats, boomerangs, stilts, windmills--all of these, and many more are handicraft possibilities for "Wheels, Wings, and Rudders."

Soda-Straw Airplane

Cut a straw down to 5" length. Throw it through the air like a dart. It will probably wobble from side to side or flip end over end. Now cut four slits (1" long) at right angles to each other at one end of the straw. From stiff paper cut out two 2"x1/2" strips. Fold each strip in half crosswise. Insert the two strips into the slits so that you get four fins at right angles to each other.

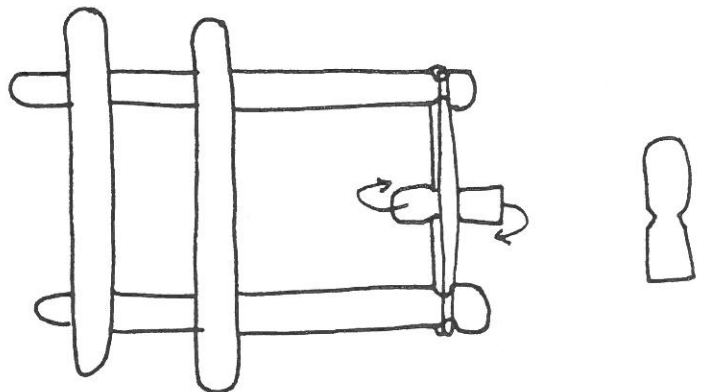


Now throw the straw again and compare the way it moves through the air with and without stabilizing fins.

Paddle Boat

Glue four popsicle sticks together as shown. Cut paddle from half a stick. Notch the paddle and lower part of boat (at arrows). When glue is thoroughly dry, stretch a rubber band over the lower end of the boat, resting it in the notches.

Now slip the paddle between the rubber band and turn it end over end toward the two cross sticks of the boat, until it feels taut. Holding the paddle so it does not unwind, place your boat in the water, making the paddle face the direction you want it to go. Release the paddle, watch it chug ahead.



Le Mouse 500
(Mousetrap Car)

This is a mousetrap on wheels with built-in propulsion - something so simple and inexpensive that every Cub Scout will want to make one.

The simplicity of this racer fires the imagination. The greatest momentum can be obtained from 2-4" diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble. Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind the cord the opposite direction for front-wheel drive.

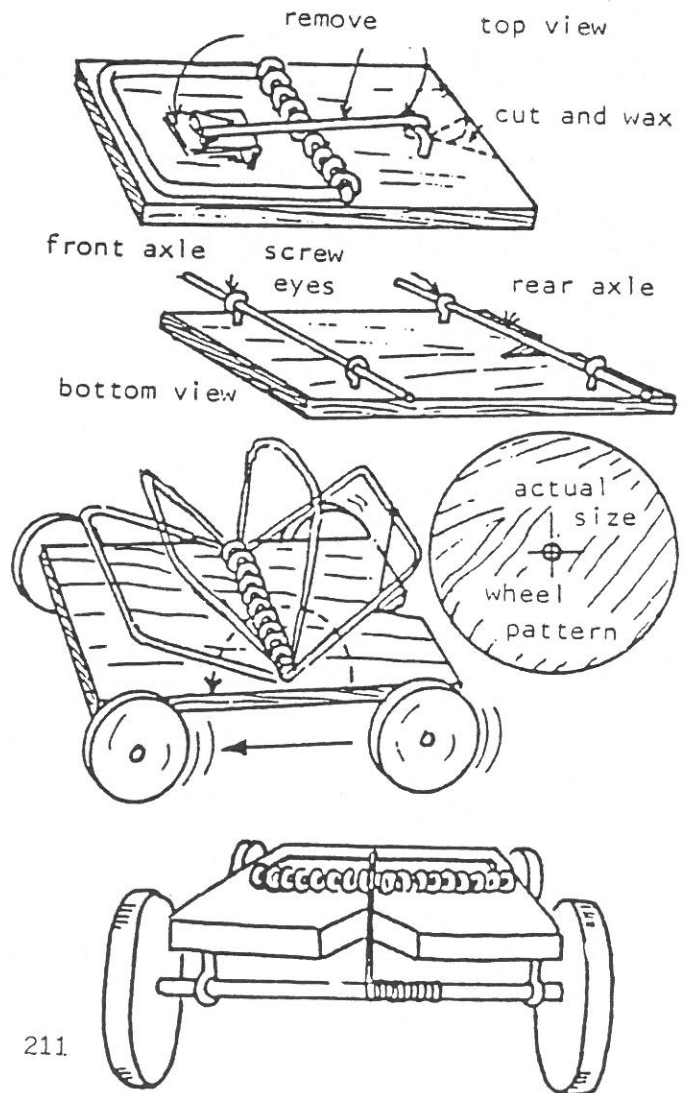
Materials:

- Mousetrap
- Coping saw
- 4 screw eyelets
- Coathanger wire
- Wire Cutters
- 3/16" thick wood or a 1 1/4" diameter dowel
- Hand drill
- String or nylon cording

- 1 Remove bait pan and hook arm from mousetrap.
- 2 Cut a 1/2" deep notch at the rear axle line for easy winding of the string. (This will be at the opposite end of the snapper, and the slot should be rounded slightly and waxed or soaped.)
- 3 Carefully measure 1/2" in from each end for eyelets. The wood splits easily, so screw the eyelets in carefully.
- 4 Insert wire axles through eyelets. Coathanger wire may be used. Sand wire if necessary for easy turning in eyelets. Be sure to roughen the axle where the cord will be wound to give it grip.
- 5 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 the racer will run.

- 6 Knot string onto snapper. Do not tie string to axle.
- 7 Pull snapper back to its full extent and hold with thumb.
- 8 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.)
- 9 Set the racer on a rough surface (not a waxed floor) and release.
- 10 Racer should go over 8 feet. Perfect it until it does. Try winding cord backwards for front wheel drive.

Mark off a board for a race track and let the boys have a race. Do not paint the track, as this will make it too slick.

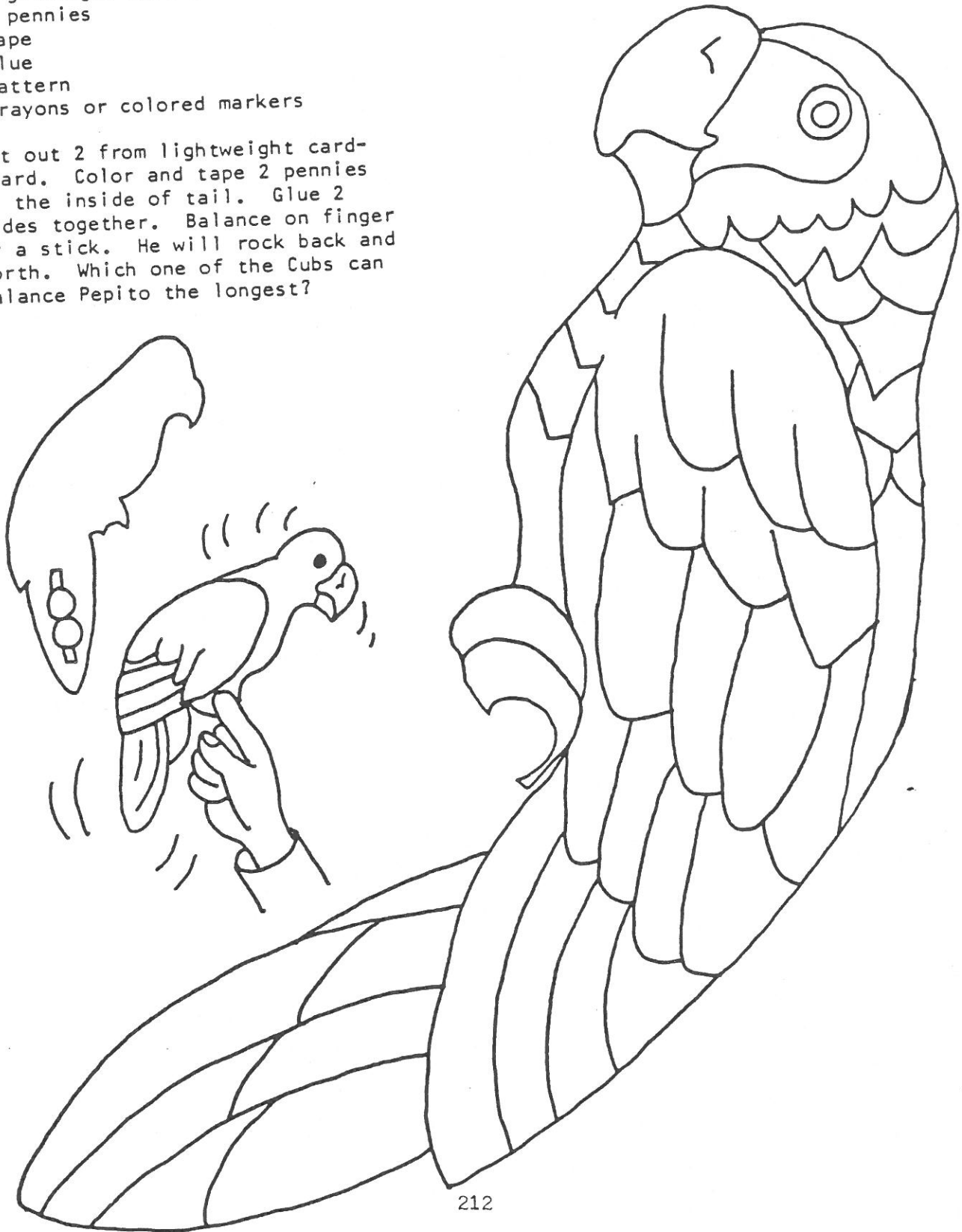


Pepito The Well-Balanced Parrot

Materials:

- Lightweight cardboard
- 2 pennies
- Tape
- Glue
- Pattern
- Crayons or colored markers

Cut out 2 from lightweight cardboard. Color and tape 2 pennies to the inside of tail. Glue 2 sides together. Balance on finger or a stick. He will rock back and forth. Which one of the Cubs can balance Pepito the longest?



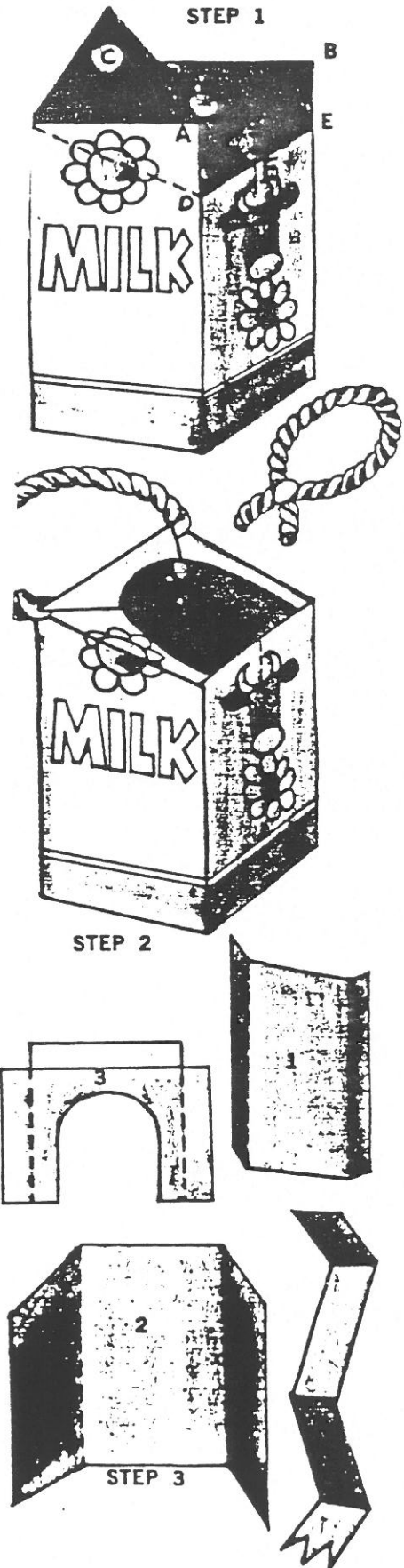


Make A Litterbox

To make the Froggy litter-eater

1. Open up top of a half-gallon milk carton. Cut off top along top edge, leaving *only* the triangular front of the pouring spout (flap C). Cut down 2½" from corners A and B, then *across* box from D to E. Make ½" cut at center (F) and push carton out gently from inside to form the frog's throat sac. Fold down flap C and corners A and B along dotted lines.
2. For your handle, make a loop of yarn (or string) and slip it under flap C. Tape the three turned down flaps together and cut out a round "mouth."
3. To cover carton, measure box and cut out patterns 1, 2 and 3 to fit. Fold along dotted lines, and glue them onto carton *in order*. For eyes, cut out two sections of cardboard egg carton, trim evenly, and glue to top of carton. Cut and fold legs according to pattern and glue onto bottom. Cut out and glue on tongue.

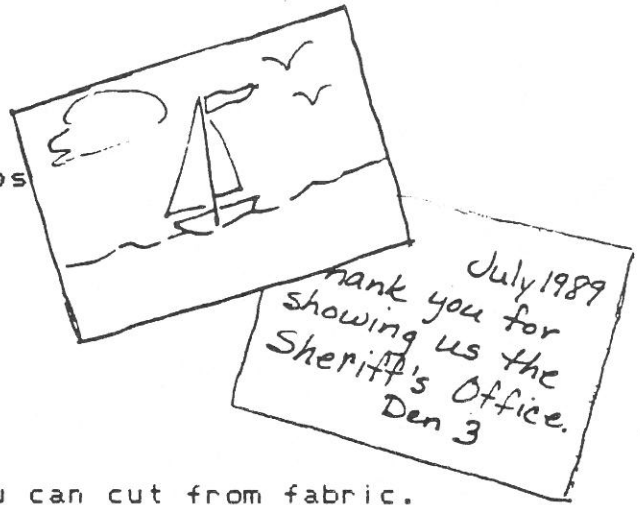
Use different boxes, materials and ideas to see what other litter-eaters you can create. How about a pelican, an alligator or a lion? Let everyone in the club come up with his own invention.



JULY 1989 Trails, Treks, and Trips

Picture Note Cards, Thank You

Supplies: 5x7 index cards
glue
felt or other fabric
scissors
felt tip markers



Make sketches of simple designs you can cut from fabric. Flowers, birds, trees, animals, butterflies, and fruit are some ideas. Paint sky or grass as background on the unlined side of the cards. Cut desired designs from the fabric, glue using small amounts of adhesive keeping your card flat.

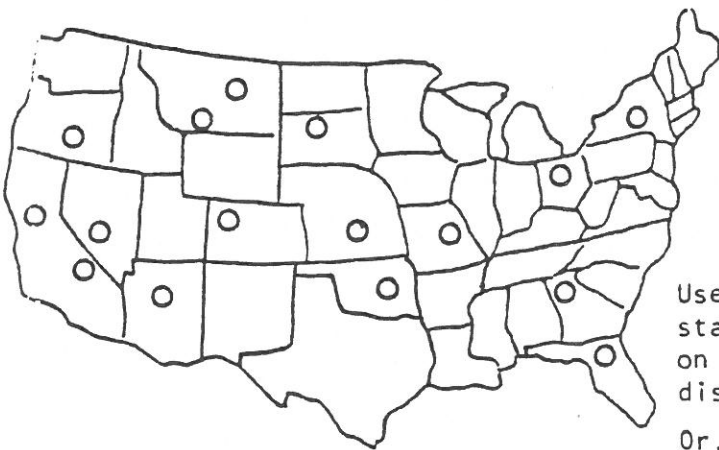
On the lined side of the cards, the cubs can letter predetermined messages such as Thank Yous or Invitations or leave them blank for future needs. Obtain envelopes for mailing.

POSTMARK DISPLAY

Have the boys bring from home as many envelopes with postmarks showing cities and states as they can find.

Put a large U.S. map on the wall, and let them cut out and stick on the postmarks in the proper place. Use rubber cement.

This will make a nice display for pack meeting.



MORE MAP FUN

Use map pins to locate on a city or state map the places the den has visited on den trips. Take to pack meeting for display.

Or, on a U.S. (or even world) map, use map pins with flags to identify the places all the boys in the den have visited.

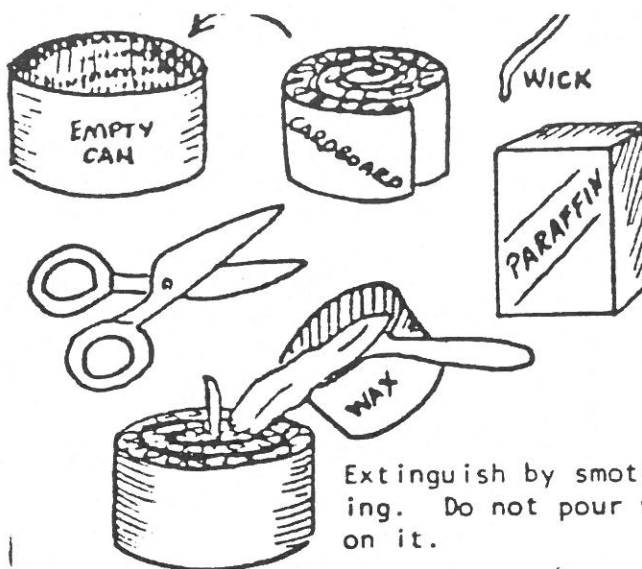
BUDDY BURNER

Materials

- Tuna or cat food can
- Strips of corrugated cardboard
- Paraffin
- Double boiler
- String for wick

Directions

1. Cut cardboard into strips the same height as can. Cut the string a little longer than height of can.
2. Roll cardboard strips and put into can. Put the wick in the center. Fit cardboard tightly into can.
3. Melt paraffin in double boiler. Slowly pour it over cardboard. Be sure the can is full and the wick is sticking up.
4. Let wax harden completely before using buddy burner.



Extinguish by smothering. Do not pour water on it.

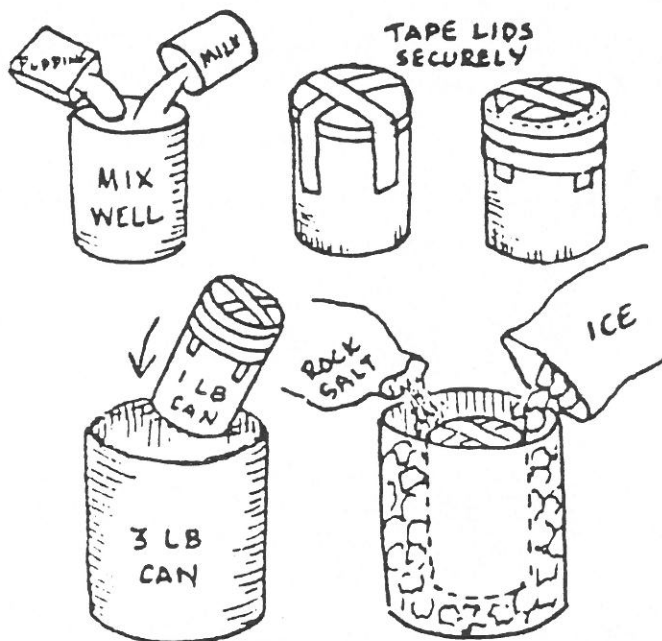
TIN CAN ICE CREAM

Materials

- One 1-lb. coffee can with plastic lid
- One 3-lb. coffee can with plastic lid
- One 3 3/4 oz. pkg. instant pudding
- Two 6 oz. cans evaporated milk
- 1 to 1 1/2 cups regular milk
- Rock salt, crushed ice, duct tape

Directions

1. Place pudding mix and evaporated milk into clean 1 lb. can and stir well. Add enough regular milk to fill can 3/4 full. Mix well.
2. Cover with lid. Tape lid on securely so can is airtight.
3. Place 1 lb. can in 3 lb. can.
4. Add layers of crushed ice and rock salt, making sure smaller can is surrounded with ice and salt on all sides.
5. Put lid on larger can. Tape as shown in illustration.
6. Have boys form two lines. They roll can back and forth on table or ground for 15-20 minutes.
7. At this point, carefully untape large can and remove smaller one to check ice cream. Wipe off all salt before removing lid from smaller can.



8. Scrape ice cream from insides of can. Put lid back on and tape securely.
9. Place smaller can back in large can and add more ice and salt. Tape lid on larger can and continue to roll about 5-10 more minutes.

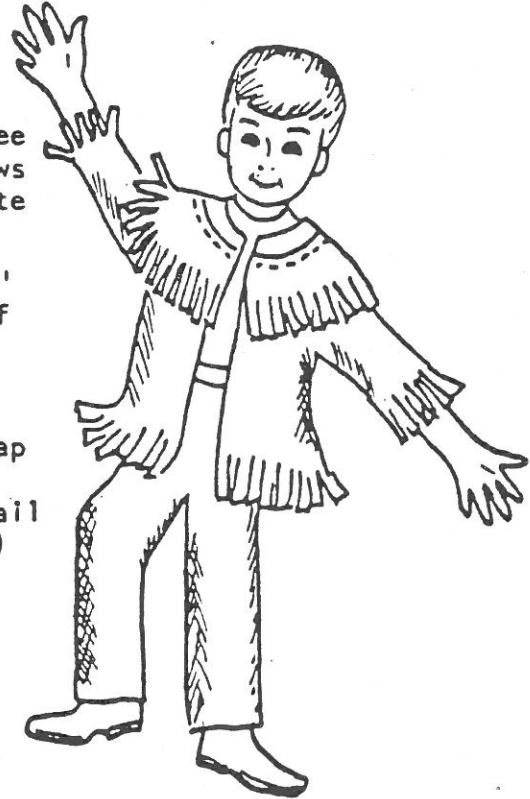
Coonskin Cap - Can be made from old fur pieces or crepe paper. For crepe paper hat, cut a 4" band of brown mat paper long enough to go around boy's head. Overlap one inch. Cut 2" wide strips of brown, grey and beige crepe paper across fold. Slash one edge into a 1½" deep fringe. Paste alternate rows of three colors across band, starting at top. Keep rows close together. Overlap ends of band and paste to form cap.

For tail, cut off 8" length of brown crepe 10" wide. Twist into rope. Cut 2" wide strips of brown, grey and beige crepe. Cut into fringe as for cap. Put a little glue on tip of rope and wind with brown fringe for about an inch. Then switch to grey and beige together and wrap another inch, gluing as you wrap. Continue alternating colors to end of strip. Staple tail to back of cap. (See p. 1-41 for another idea)

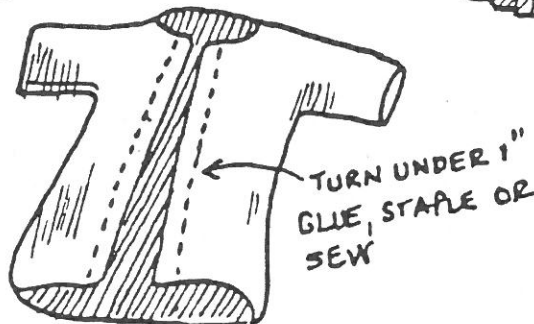
Shirt - Use an old shirt dyed brown. Sew or glue on yarn or fabric fringe as shown in illustration.

Pants - Use old brown slacks. They can be worn plain, or a fringe added down legs.

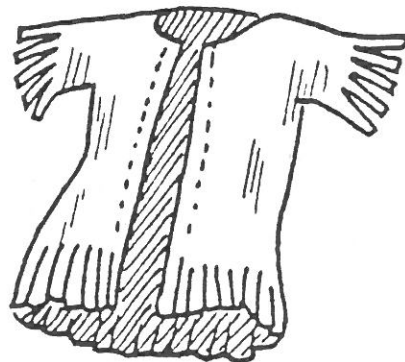
Musket - Musket is a broomstick, nailed to a handle which has been cut from 1/2" plywood.



OLD SHIRT
CUT DOWN
CENTER FRONT

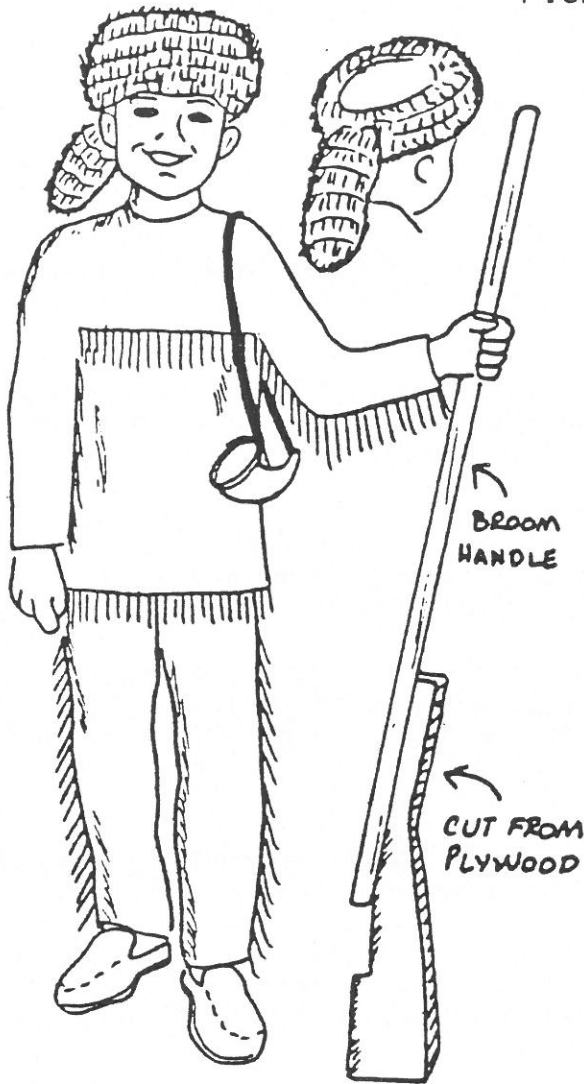


TURN UNDER 1"
GLUE, STAPLE OR
SEW



FRINGE SLEEVES
AND BOTTOM

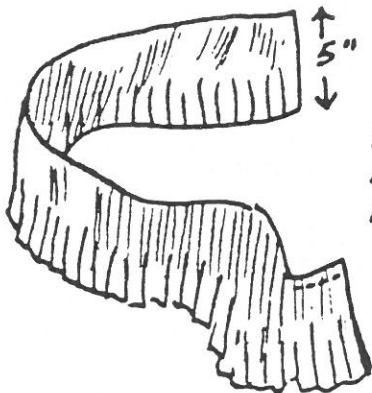
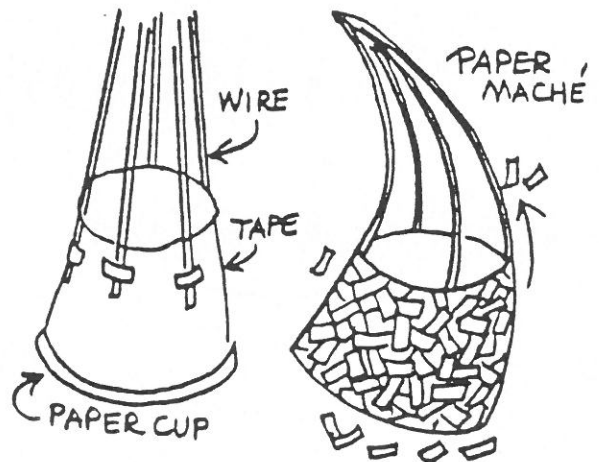
PIONEER COSTUME



Powder Horn

Tape six wires around a paper cup as shown in illustration. Cover with strip paper mache. Let dry. Paint brown.

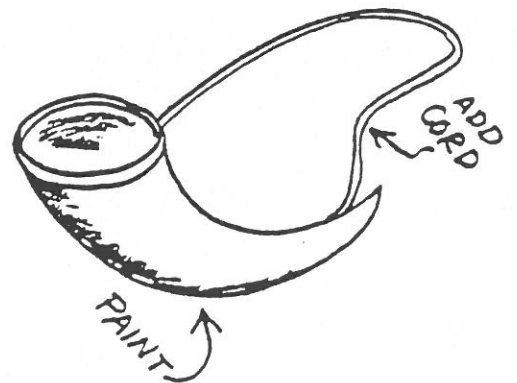
Add a cord or thong so it can be hung around the neck.

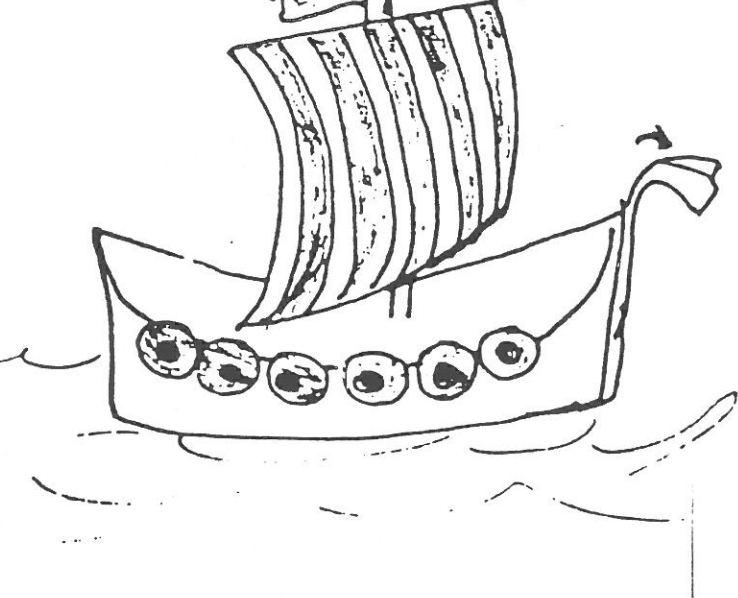
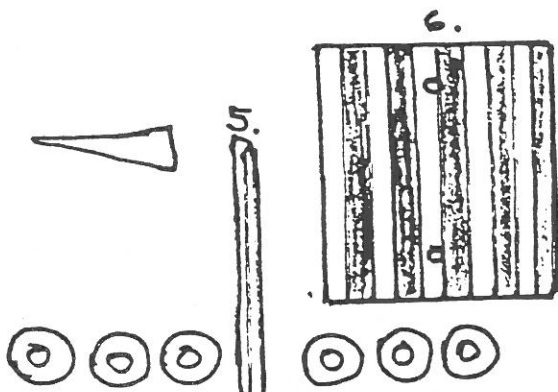
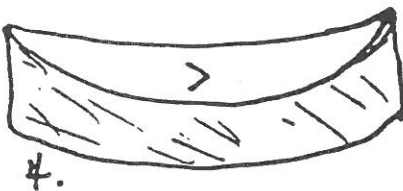
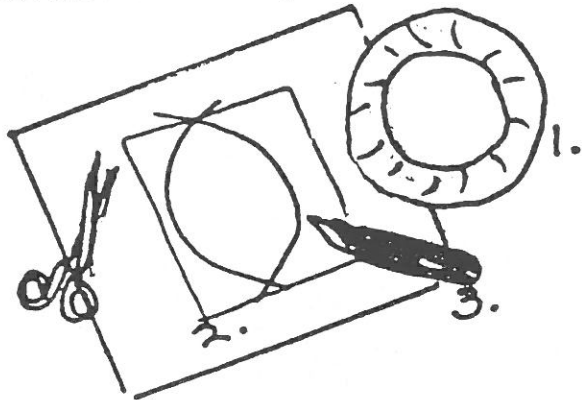


CUT STRIP OF FABRIC LONG ENOUGH TO GO AROUND SHOULDERS AND 5" WIDE.

FRINGE. TURN UNDER

GLUE OR SEW TO SHIRT





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.

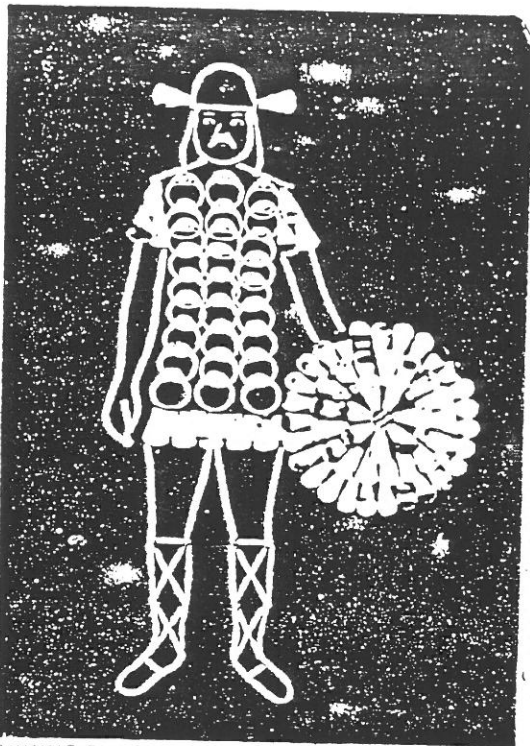
5. Cut a small V-shaped angle in the boat as shown. Make a Mast by cutting a 7" by 1/2" strip of cardboard. Score the cardboard, as you did the curved lines of the boat, down the center of the mast. Fold along the scored line and insert the mast into the V-shaped cut you made. Secure the mast to the 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.

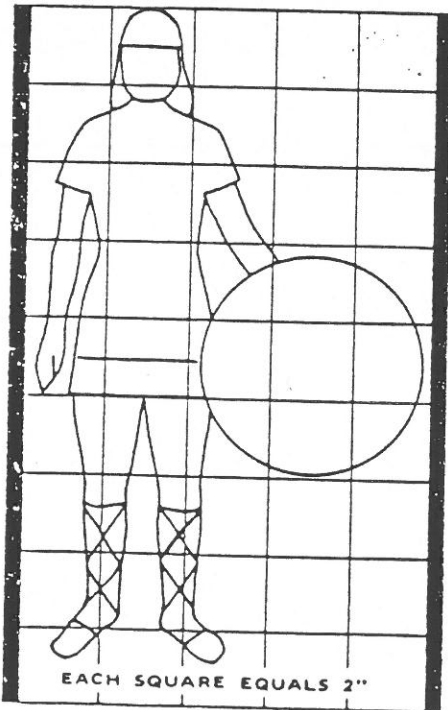
7. Make a dragon figurehead by cutting a 4 1/2" strip of cardboard in the shape shown here. Draw eyes, nose, teeth; and paint bright colors. Score center line as shown; glue to ship as shown.

8. Decorate your Viking Ship with shields and a streamer, as shown. Secure in place with glue.

Plaques



VIKING PLAQUE



Bright pop top rings make striking plaques against a dark background.

General Instructions

To make any of the plaques shown, you'll need corrugated cardboard, paint, chalk, pop top rings, cotton, and a hanger for the back, in addition to other materials specified for each plaque.

Cut the cardboard as specified, and paint it a dark color.

Enlarge the pattern for the Viking as follows: Rule off a sheet of paper into 2" squares for the Viking.

Then copy the pattern onto the paper, copying one square at a time.

When gluing overlapping rows of pop top rings, place a few wisps of cotton between the pieces to be glued, as they will adhere better.

Viking

In addition to the materials listed above, you'll also need string or silver cord for outlining.

Paint a cardboard backing, 14" x 22". Using carbon paper, trace the enlarged pattern onto the background.

Fill in the tunic on the Viking with overlapping rows of rings. Add overlapping tabs for the sleeves and bottom of the tunic. To cover his shield, glue on overlapping rows of tabs, starting at the outer edge. For the very center, curl two tabs with long-nosed pliers; glue the tabs to the center.

To outline the Viking's face, helmet, hair, shoulders, arms and legs, use string or cord. Also use the string for the crisscrossed lacing on his legs. To apply the string, run a line of glue along the outline, about 4" at a time, and simply press the cord in place.

Finally, add tabs for horns at the sides of the helmet, and paint on features, adding a distinctive mustache. Add a picture hanger on the back of the plaque to hang the Viking.

A Halloween Activity

This messy, fun activity can be something the boys can enjoy in a den meeting and then host at a pack meeting. Be sure to have plenty of paper towels. The items should be in containers hidged by toweling, let the participants reach under the toweling without seeing the items.

THE DEAD MAN'S BRAINS

Once in this town there lived a man named Brown. It was years ago, on this night, that he was murdered out of spite. We have here his remains.

First, let's feel his brains. (a wet squishy tomato)

Now here are his eyes, still frozen with surprise. (two peeled grapes)

This is his nose. (a chicken bone)

Here is his ear. (a dried apricot)

And here is his hand, rotting flesh and bone. (rubber glove filled with mud or ice)

But his hair still grows. (a handful of corn silk or wet fur or yarn)

And his heart still beats now and then. (a piece of raw liver)

And his blood still flows. Dip your fingers in it. It's nice and warm. (a bowl of catsup thinned with warm water)

That's all there is, except these worms. They are the ones that ate the rest of him. (a handfull of wet cooked spaghetti)

Activities this month can center on home crafts of days past. While we go to a convenience store or super market for essentials like lights, soap, and candy, youngsters of days past would be making these as part of their home duties.

Candle Dipping

Double boiler
tennis ball container
paraffin
twine

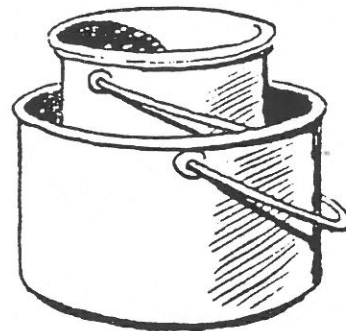
small nails
dowel or straightened hanger
clothes pins
crayon pieces

Use the double boiler to melt paraffin in the tennis ball can. Never melt wax directly over burner. Pieces of old crayon can be added for color.

Pioneers used wicks made of rolled cotton, silky down from milkweed, or tow string. You can use heavy cotton twine, cut to desired length. Be sure to allow extra for tying the wick to a dowel for dipping.

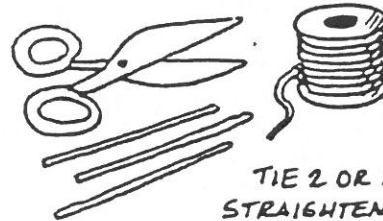
Tie a nail (for weight) on the end of the twine where the base of the candle is to be and dip the string into melted paraffin. Continue dipping and cooling until candle builds up to desired thickness.

After several dippings, roll candles on hard surface while still warm to remove uneven places. Hang to dry.



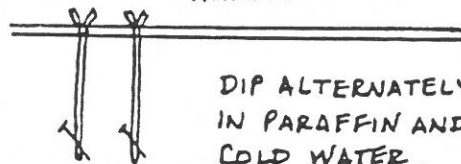
MELT PARAFFIN IN DOUBLE BOILER OVER LOW HEAT

ADD CRAYON SHAVINGS TO COLOR WAX



CUT WICKS FROM HEAVY TWINE.

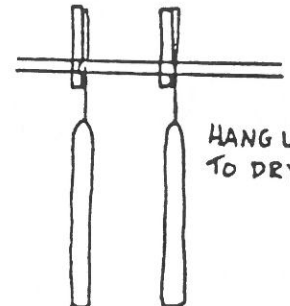
TIE 2 OR 3 WICKS TO STRAIGHTENED CLOTHES HANGER



DIP ALTERNATELY IN PARAFFIN AND COLD WATER.



ROLL TO REMOVE ANY UNEVEN PLACES



HANG UP TO DRY

Soap Making

Long ago, making soap took a long time. Tallow or lard was boiled and mixed with resin and wood ashes or lye to make a crude yellow soap.

Today with a few short cuts you can have the satisfaction of making your own soap.

Save and have the boys save all their small pieces of soap. After you have enough, break the pieces into still smaller bits and soak in a container of very hot water. Use just enough water to cover the soap.

After 10-15 minutes, pour off the water. Mold the soap around a piece of heavy twine, and hang this ball of soap in the shower. Or mold the soap into a bar or animal shape. The soap takes a few hours to dry.

For special soap, add some present day products such as oatmeal, lemon peel, or strawberry extract to the soap before you form it. This will make the finished soap feel and smell especially good.

OLD-FASHIONED TAFFY

This recipe will make about 1/2 lb. of taffy - enough for each den member to have 3-4 pieces.

First, butter a platter. Then stir together in a saucepan:

1 cup sugar	1/4 cup light corn
1/2 cup water	syrup
1/8 t. salt.	

Heat slowly until all sugar is dissolved. Then bring to a boil, stirring constantly. Have a cup of ice water handy to test candy. Candy is done when a small amount forms a hard ball when dropped into ice water.

Immediately pour candy onto buttered platter. When it is cool enough to handle, gather it into a ball and pull until it is white and firm. Butter or oil hands lightly for this operation. Pull taffy into a rope, twist it, and cut it into pieces with scissors.

The taffy can be flavored by adding a few drops of peppermint flavoring, or 1 teaspoon vanilla, or 2 tablespoons of cocoa just before you start to pull it.

DECEMBER 1989 CUSTOM OF COUNTRIES

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

1. List the different nationality and racial groups living in your neighborhood. Learn some things about each group like: the place they originally came from, songs, costumes, language, flags, holidays they celebrate, special food, things people of this group have given to America. Make displays of things your den learns about. Have the den visit people from these groups who live in your neighborhood. Invite them to your pack meeting. Learn a few words of another language.

2. Have each Cub Scout talk to his parents and others to learn about his own nationality or racial group. Have boys do some of the ideas in number 1. Have each Cub Scout draw a Family Chart consisting of his own family. Include all people living in the family. (Grandparents, cousins, aunts, uncles).

3. Have each Cub Scout list the names, nationalities, background and place of worship of six families living near him. Have the den make a large map which shows where all the families' ancestors came from. Draw pictures of the flags of each country they came from. Find out what foods we eat that came from those countries, or special clothing styles.

4. Find out what "anthropology" means. Visit a museum that has anthropological displays, if one is near your home. Discuss things you saw. Your den may want to visit the museum more than once.

5. Make a skit (play) about how America was settled and some of the foreign groups which settled in your area.

6. Check with the nearest US District Court to make arrangements to have your den observe the swearing-in of new American citizens. Obtain a copy of "Citizenship For the Alien" from your congressman.

BIRD TREE

A custom of northern European countries which give great charm to Christmas is the special attention to animals and birds. This act is one of veneration for the creatures who were present at the birth of Christ.

In Sweden, Christmas Eve was the morning when the sheaf for birds was put out. The tradition is still observed, but a bit differently from older days when each household tried to set its sheaf a little higher than the neighbor's. The ancient belief was that the family which could set its sheaf the highest would be the luckiest during the coming year, so farm families raised the sheaves on long poles high in the air. Later no competition was involved, and the sheaf went up outside the window where the pleasure of watching the birds could be enjoyed.

In Norway the best sheaves selected at threshing time were put on poles in the yard and on top of the barn. After preparations were finished on Christmas Eve, the head of the household would go out to see if there were many sparrows on the Christmas sheaf. If there were many, a good corn year was indicated. If a sparrow lighted before the work of putting up the sheaf was finished, it foretold death in the family.

In Denmark all nature is glorified at the Christmas season. For the birds bits of suet and bread are hung on trees, and the best sheaves of the harvest are put out in many locations around the farm and home grounds. When the birds come to eat in great numbers, a year of good crops is foretold. The farm animals receive extra portions of food with the wish "Eat well, this is Christmas Eve."

In Poland sheaves of wheat are used to decorate the house and are later scattered in the orchards for the birds. In some parts of Hungary it was the custom to reserve the sheaf for a bird feast on New Year's Day, and in south Germany corn was strewn on the housetops.

The custom of caring for the birds is still observed in Scandinavian countries, and is one of the cherished links with the past for these people who value so highly their old traditions. Even in the cities the sheaf of oats or wheat hangs on apartment balcony or terrace for the wintering birds. Boxes of suet invite the birds to join the Christmas feast. In the United States bird sheaves may be seen in midwestern states (Wisconsin and Minnesota included) where the Scandinavians have brought Old World customs to a new home.

Many Americans, prompted by kindness, love of nature, and an interest in conservation provide feeding stations and a planting of natural foods for birds throughout the year. Perhaps a discarded Christmas tree with remnants of cranberry and popcorn strings inspired the idea of a special treat at Christmas time.

Popcorn Strings With heavy-duty thread of twing, string popcorn in 24" lengths and hang vertically in 12" loops.

Marshmallow Stick String 6 large marshmallows on a small sized wire. Tie a bow of red ribbon at bottom and hang on tree.

Doughnuts Decorate doughnut with a sprig of red-berried holly. Loop a red ribbon through hole in doughnut.

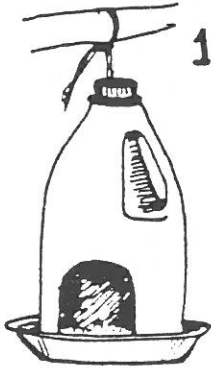
Cranberry Rings String cranberries on wire strong enough to hold its shape when drawn into a circle. Tie cranberries into a 4" circle, leave enough wire for hanging.

Orange Basket Make three holes equidistant around the edge of half an orange shell. Push ends of 12" pipe cleaner through two holes; push the end of another pipe cleaner through third hole and twist it around center of the first. Leave remaining 6" for hanger. Fill with nut meats and cranberries, or suet.

Pine Cones Twist florist wire around pine cone and fasten, leaving a length for hanging. Spread peanut butter on crevices of pine cone, press bird seed into the peanut butter (or suet).

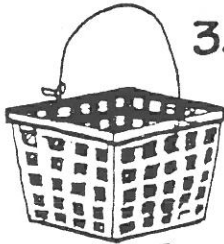
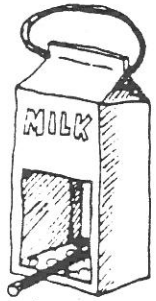
BIRDFEEDERS

Make a birdfeeder using a variety of scrap materials; then fill with bird "treats." *



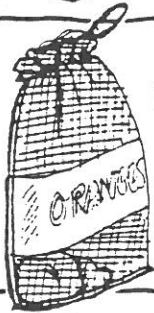
1. Cut an arch in the side of a plastic BLEACH BOTTLE. Then glue it securely onto an aluminum pie tin. Let dry before hanging up.

2. Cut an opening in opposite sides of a MILK CARTON; then put a dowel across the bottom and secure with tape or glue. Attach a handle for hanging.



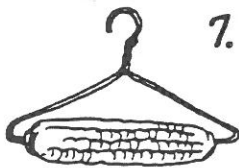
3. Tie a handle onto a plastic BERRY BASKET, decorate and hang from a tree branch.

4. Use a scooped-out ORANGE or GRAPEFRUIT rind with a handle of nylon thread.



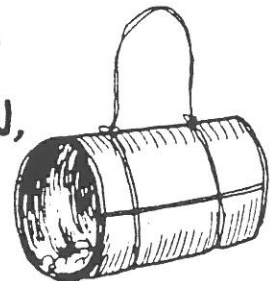
5. Use a MESH BAG from potatoes or oranges to hold the treats.

6. "Stuff" a PINECONE with peanut butter and roll it in some seeds.



7. Use a leftover CORNCOB by inserting the wire ends of a coat hanger (without its tube).

8. Remove BOTH ends from a large TIN CAN, being sure there are no sharp edges. Hang up with a rope.



* Bird Treats: seeds, suet, raisins, crumbs, etc.

TIE SLIDES

Tie slides can be fun and simple. You can use different materials and let your imagination go wild. Also the boys would be able to display something they made every time they wear their uniforms. You can use materials as hard to find as old antlers to things as easy to find as rope or plaster of paris.

Plaster of paris tie slides

Take two parts plaster to one part water, mix till it is smooth. Put in plastic spoon, add a pipe cleaner, pop top ring, or something that has been formed into a circle to use for the ring to hold the neckerchief on. Let it sit for 20 minutes. Slip out of the spoon and decorate the front any way you may wish using felt tip pens, paints, or colored pencils. (Note - the plaster will still be damp and the felt tip pens will bleed. It is best to let the slide dry for a day or two before painting or coloring.)

NECKERCHIEF SLIDE HOLDER

Neckerchief slide holders are usually made from wood, but other materials can be used.

The boards shown are cut from 1/4" plywood, pegboard, or other similar wood. A 12" - 14" square is a good size for a beginner. Finish wood with stain, paint, or varnish.

Use metal cup hooks or snap-type clothespins to hold the slides. Cup hooks are screwed in wood. Clothespins are glued on. Add a picture hanger on back so board can be hung on the wall.

Square Knot Tie Slides

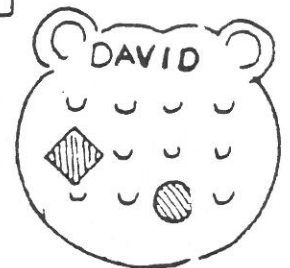
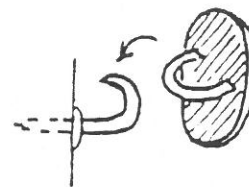
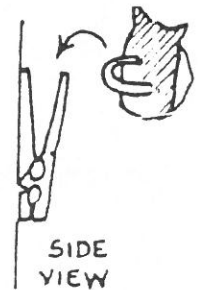
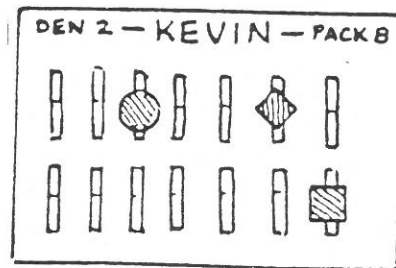
Use a 25" piece of rope and tie four square knots one on top of another. Tie off with loop on top. Be sure to leave a loop on the bottom.

Antler Tie Slides

Go into the woods on a hike with your boys, to help keep the outing in Scouting, and look for antlers. Cut antlers into lengths and decorate.

Ruler Tie Slide

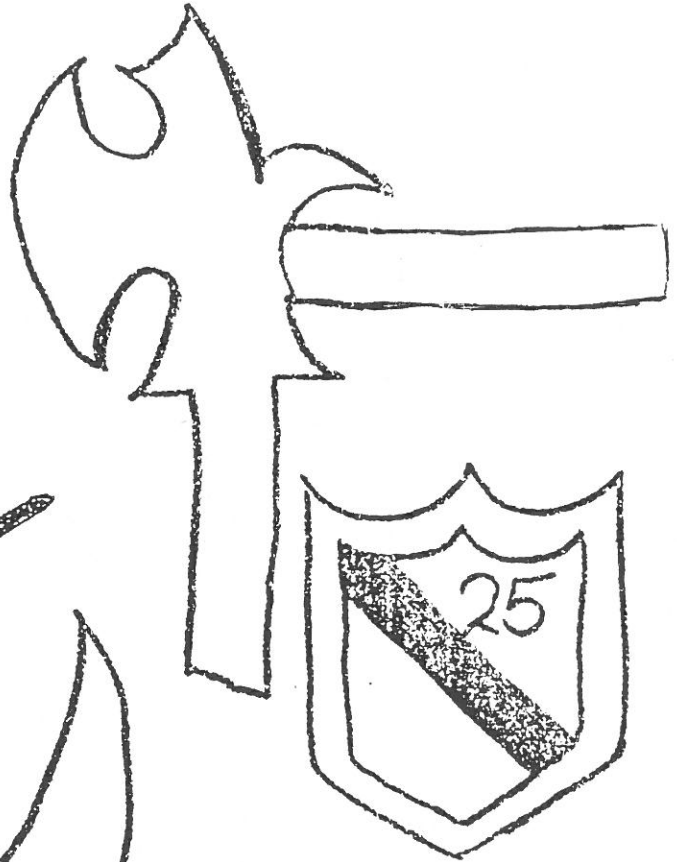
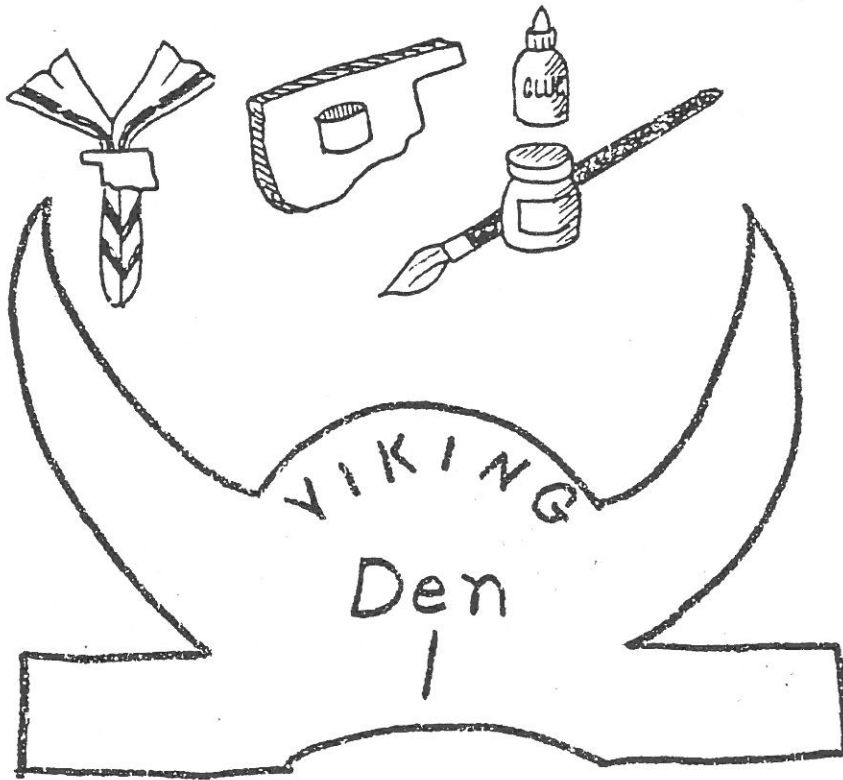
Cut 3/8" scrap wood to desired ruler shape. Add details with ink. Make a loop of jute and glue on the back of the ruler. To reinforce, staple jute to ruler, pressing gently so staple won't go through.



STATE NECKERCHIEF SLIDES

Trace the outline of a state on plywood or masonite. Cut out with a coping saw and paint. Glue on a leather loop.

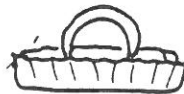
The boys may want to make a slide of their birth state, or they may wish to make several different ones.



Use these patterns to trace onto vinyl or soft leather. the Viking horns and hatch have self-loops. The shield needs a leather loop attached to the back with craft cement or hot glue.

Eskimo Tie Slide

Use a bottle cap as the base. Pour plaster in the back and insert a pop-top ring. Let dry. Paint the face and after it is dry, add the features. Apply glue around the outer edge and down the sides, press on cotton or fake fur for a parka.



PUPPETS

Puppets are for all ages. For young people, they are of particular fun since they stimulate the imagination and teach all at the same time. This is not only fun for the puppeteers, but for the audience as well. A shy Cub Scout can be a master speaker just as much as the den clown. Since no one can see who is working which puppet, there is no problem in speaking the lines.

KINDS OF PUPPETS

There are many types of puppets - each one as simple or as complicated as you wish. There is no such thing as a wrong way to make a puppet. The following is a starting point for further exploration and discovery:

FINGER PUPPETS: Heads and/or bodies can be made of strips of paper or felt that will fit around a finger. Only the one finger is used to work the puppet. For a group effect, you can make a puppet for each finger, then you bend the individual forward to show which is doing the talking.

BOX PUPPETS: Depending on the size of the puppet, you can make excellent puppets out of match, cereal, jello, and other small boxes. These can be the head, or just the mouth, and then a sock can be used for the body over your sleeve.

PAPER PLATES: With one fold, a paper plate becomes a giant mouth. A piece of paper or cloth attached to the back of the plate holds the fingers and an old sock or sleeve makes up the body.

SHADOW PUPPETS: They are flat figures on a stick, moved behind a screen with a light used to cast a shadow. These work great to act out a song on a record.

PAPER BAGS: The bottom is the head of the puppet. The fold can be used as the top of the mount with the underside drawn on the bag itself. The features can be made with crayon or by using scraps of construction paper or cloth.

SOCK PUPPETS: The sock serves as both the body and the head of this puppet. The features may be added by using felt, fabric, or paints. Since these are very easy to operate, they are the most popular.

GLOVE/MITTEN PUPPETS: The fingers of gloves quite naturally work as bodies for puppets. The heads and bodies or clothes can be made of paper fabric, or felt and glued to the fingers, or felt-tip pens can be used to draw on the features.

PAPIER MACHE: The head of the puppet can be made of this substance, or a styrofoam ball can be hollowed out for a finger and then costumes are fitted to the character of the play. In this manner, one head can serve many puppets.

STICK PUPPETS: A picture can be drawn or cut out and attached to a stick and moved across the stage. You could also use vegetables, rubber balls, stuffed toys or dolls, attach them to sticks and use for a quick easy puppet.

MARIONETTES: These can be simple or extremely complex. It is a jointed puppet controlled by strings. This takes much practice and an extreme amount of patience.

Now let's look at each of the above - mentioned puppets with a little more detail and insight.

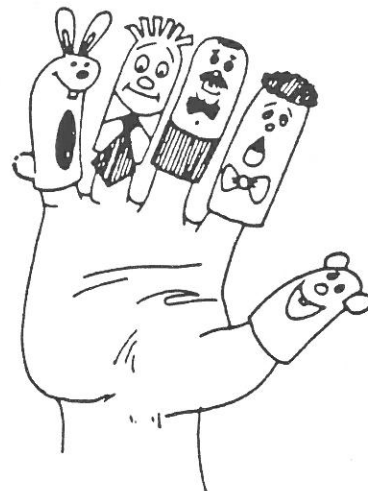
FELT FINGER TIP PUPPETS

GRADES: K-3, 4-8

MATERIALS: Felt
Various trims
White glue

PROCEDURE:

1. Cut 3" squares of felt, roll and glue to fit the finger.
2. Animal ears are best cut as part of the original square.
3. Beads, sequins and decorator braid can be used with imagination.



BARE HAND PUPPETS

GRADES: K-3, 4-8

MATERIALS: Water based magic markers
Tempra paint
Water soluble glue
Scraps of felt and/or ribbon

PROCEDURE:

1. Draw faces on hands using water soluble materials.
2. Use felt or ribbon as trim.
3. By moving the hand, one can create amusing expressions.

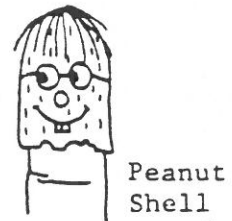
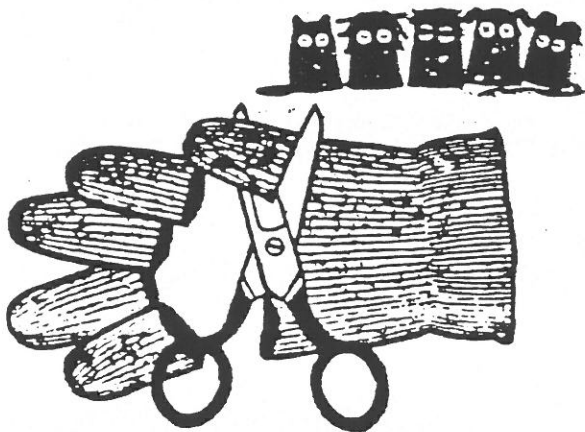
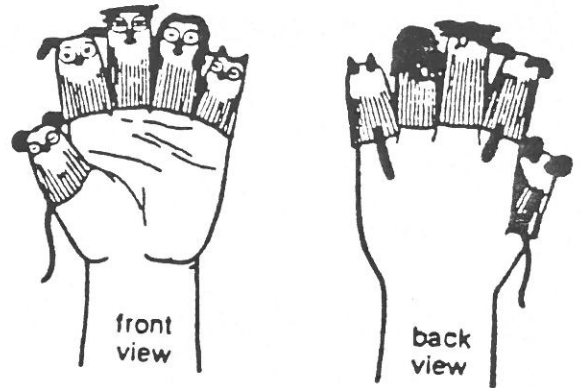


FINGER PUPPETS

GRADES: K-3, 4-8

MATERIAL: Old glove and/or peanut shells
Scraps of felt, sequins, yarn
Black marker
Needle and thread

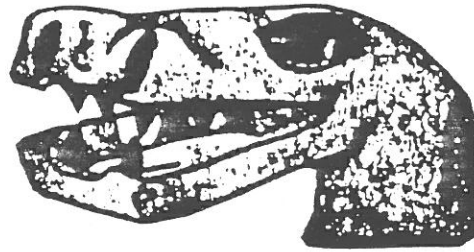
PROCEDURE: 1. Cut the fingers off an old glove.
2. Use felt, yarn and sequins to make faces of animals or people.
3. Decorate peanut shells using black marker.



EGG CARTON DRAGON

GRADES: 4-8

MATERIALS: Egg carton
Sleeve of old sweater
White tagboard
Felt
Glue
Stapler
4 paper fasteners
Masking tape
Scissors

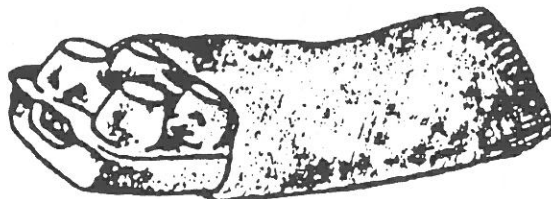


PROCEDURE:

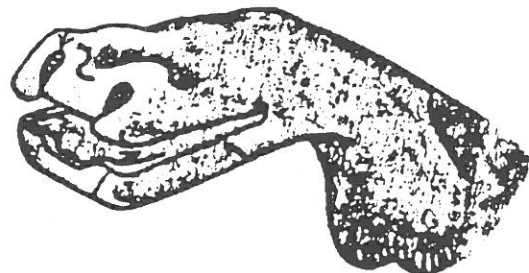
1. Cut the attached side of the egg carton so you have two separate rectangular pieces. Hinge the pieces together on a short end with masking tape.
2. Make two finger bands (about 1" x 5") from tagboard and with paper fasteners attach to the top and bottom of the hinged side of the egg carton. You place your hands in these to move the puppet's mouth. (See 1)
3. Pull old sleeve over egg carton until it is completely covered, leaving length on hinged side to cover part of your arm. Cut sleeve around sides and top to allow mouth to open. Staple cut sleeve securely around mouth. (See 2 and 3)
4. Cut out two rows of teeth from tagboard for upper jaw and two tusks for lower jaw. Staple to carton.
5. Glue red felt to inside of mouth. Try to conceal edges of stapled sweater.
6. Create eyes and nostrils out of felt and glue on to puppet.



1



2



3

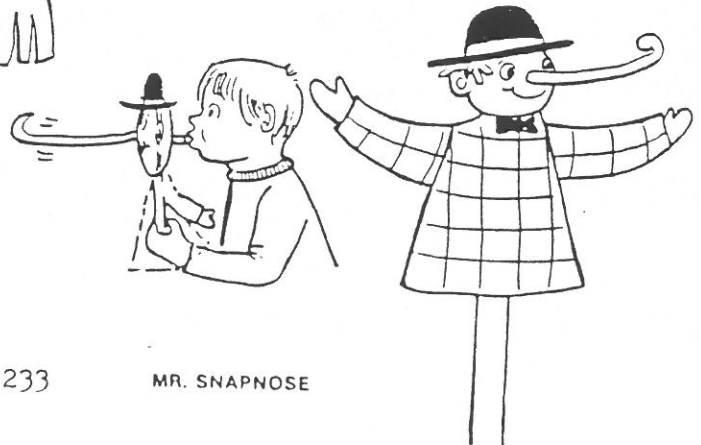
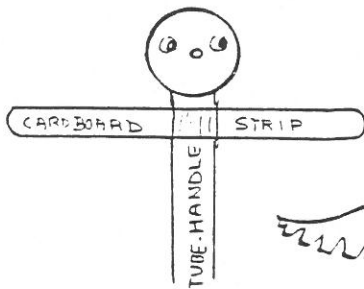
MR. HORNBIRD

GRADES: K-3, 4-8

MATERIALS: Two 6" paper plates
1/2 roll yellow crepe paper 2" wide
15" tube from wrapping paper
White glue
Yellow tempera paint
Party horn
Cardboard - 20 x 1 1/4"



- PROCEDURE:
1. Staple two paper plates around rim with bottom facing out. Leave a space to slip in tube.
 2. Paint plates yellow. Add eyes.
 3. Make hole through both plates to push a toy horn through for nose.
 4. Cut 2 slits in tube for a strip of cardboard 20" long to go through as wings. Push cardboard through and cover with crepe paper.
 5. Tape 10 lengths of crepe paper around top of tube for body.
 6. Cut out feathers of crepe paper and glue on wings and body.
 7. Slip tube into head and glue on feathers around face.

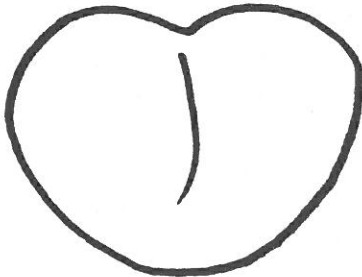
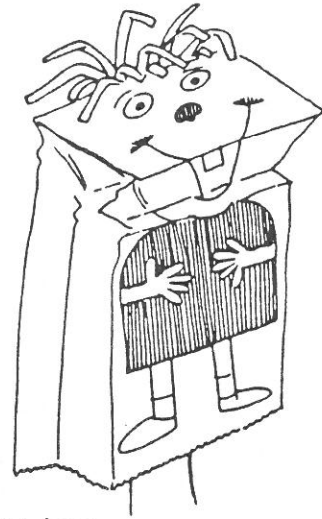


SMILEY PAPER BAG PUPPET

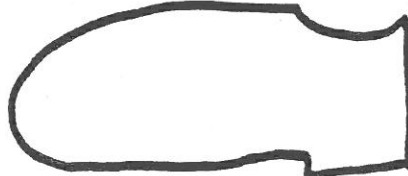
GRADES: K-3

MATERIAL: Paper bag (lunch size)
Construction paper
Glue

PROCEDURE: 1. Cut out patterns and glue to paper bag.
2. The mouth should be pasted in the crease of the bag so when the flap is opened and shut the mouth "speaks".



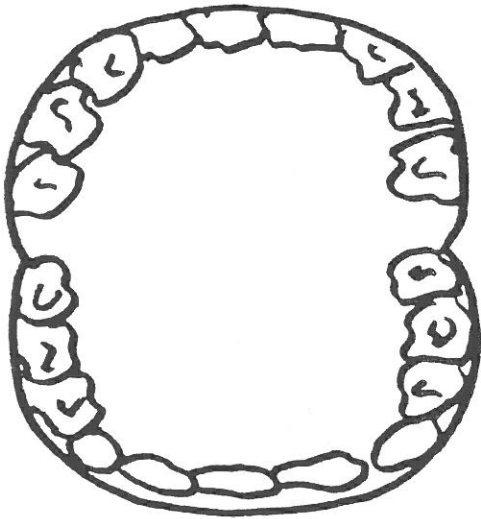
Tongue - Cut 1



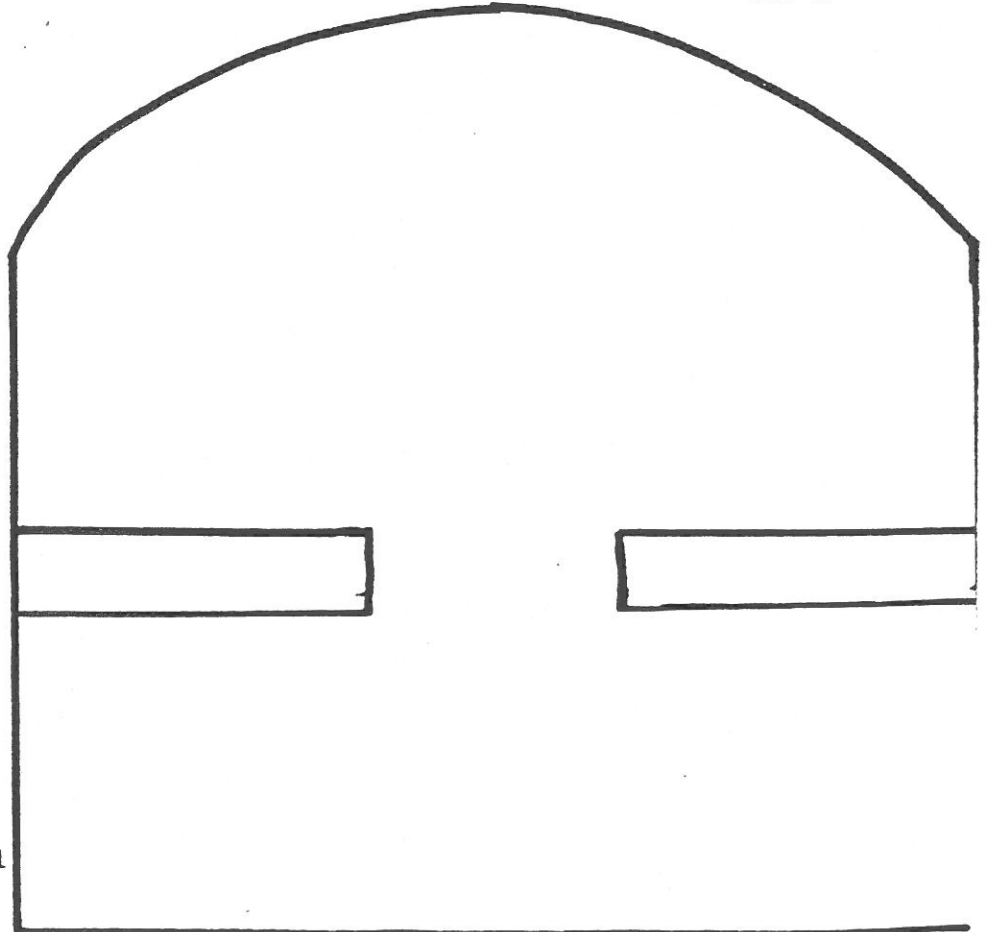
Shoe - Cut 2



Cut 2



Mouth - Cut 1

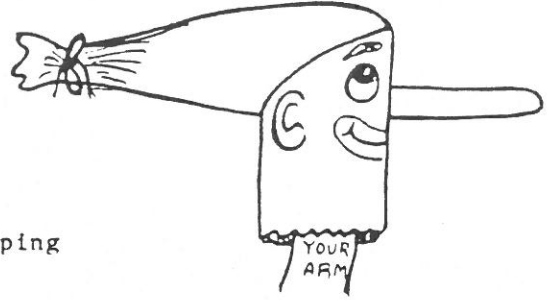


Body-Cut 1

NOSEY PUPPET

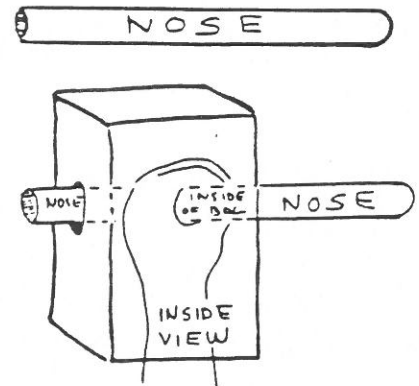
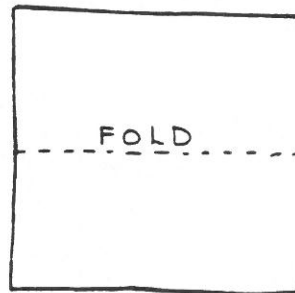
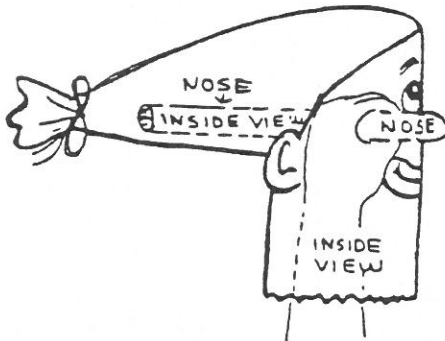
GRADES: K-3, 4-8

MATERIALS: Paper bag (lunch size)
Material
Paint or crayons
Cardboard tube from gift wrapping
Scissor
Glue or stapler
Piece of string or ribbon
Needle and thread



PROCEDURE:

1. HEAD - Cut a hole in center of bag for nose and another directly opposite it in the back of bag. These holes are for the nose to pass through from the front to the back to make it appear longer and shorter.
2. NOSE - The nose is the cardboard tube. Cut the length you need to make a long nose. Round off one end with scissors and staple it shut. Paint nose red.
3. FACE - Paint on eyes, eyebrows and a red mouth. Cut out and glue on paper ears. Push the nose through the two holes. Put your hand through the bottom of the bag. Circle your fingers loosely around the tube. The tube nose can now be pushed back and forth with your other hand outside the head.
4. HAT - Take a rectangular piece of colorful cloth and sew sides together. Glue or staple hat on back of head. The hat will hide back of nose. Tie a ribbon on end to bring it to a point to finish the hat.



SOCK PUPPETS

GRADES:

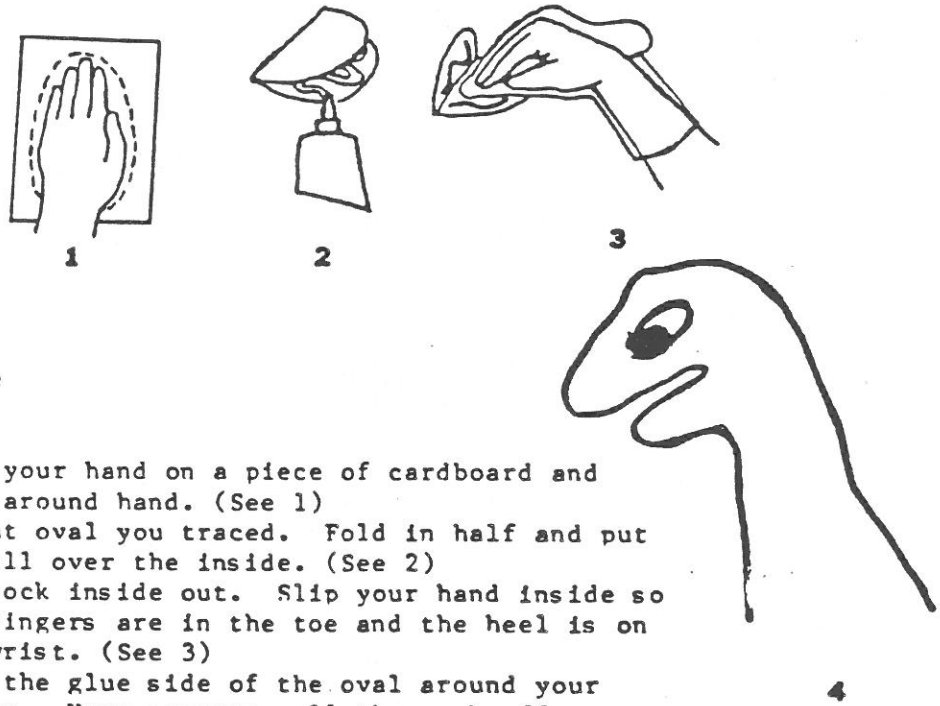
K-3, 4-8

MATERIALS:

Sock
Cardboard
White glue
Yarn

PROCEDURE:

1. Place your hand on a piece of cardboard and trace around hand. (See 1)
2. Cut out oval you traced. Fold in half and put glue all over the inside. (See 2)
3. Turn sock inside out. Slip your hand inside so your fingers are in the toe and the heel is on your wrist. (See 3)
4. Place the glue side of the oval around your fingers. Have someone pull the sock off your arm turning it right side out. (See 4)



GRADES:

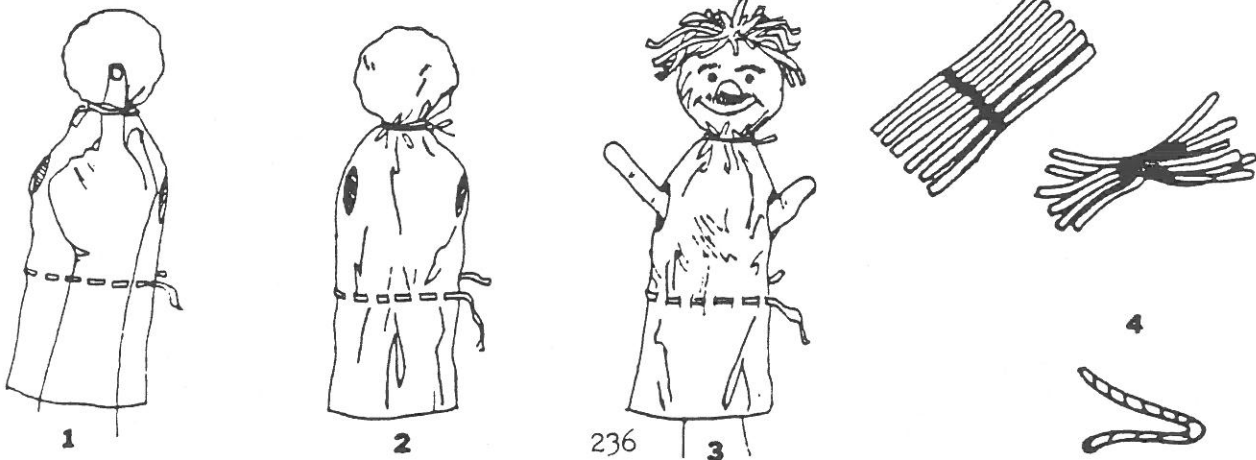
K-3, 4-8

MATERIALS:

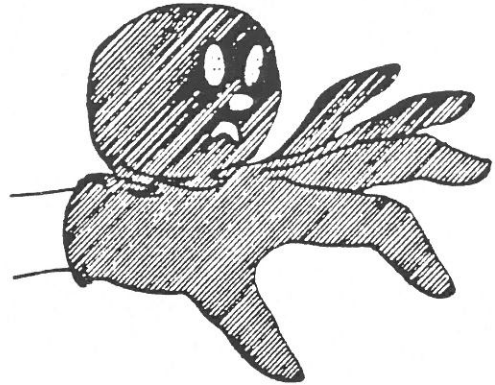
Sock
Cotton
Yarn and felt

PROCEDURE:

1. Stuff toe with soft material or cotton.
2. Tie a string around neck leaving room to insert finger.
3. Slits can be made for armholes and a costume created with fabric scraps.
4. Yarn wigs can be added by sewing individual double strands to head or by tacking on lengths of yarn tied across center.



SPIDER PUPPET



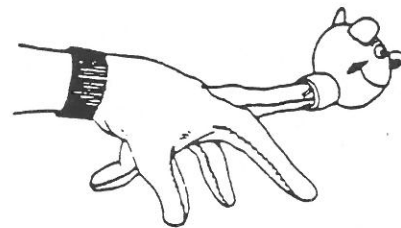
GRADES: K-3, 4-8

MATERIALS: Black glove
Wad of cotton
Rubber band
2 white buttons
Needle and thread

PROCEDURE:

1. Stuff a wad of cotton on back of glove.
2. Secure with a rubber band.
3. Sew on button for eyes.

ANIMAL HEAD PUPPET



GRADES: K-3

MATERIALS: Glove
Discarded toy animal head

PROCEDURE: A regular glove can be used with four fingers as the legs of an animal and the head of the animal attached to the middle finger of the glove.

SANTA CLAUS PUPPET

GRADES: 4-8

MATERIAL: Paper cup
Cardboard tube (approx. 8" long)
Cotton
Crepe paper
Chenille stem
Paint (tempra)
12" dowel

- PROCEDURE:
1. Santa head is a paper or styrofoam cup. Turn it upside down and draw face and glue on cotton beard, mustache and eyebrows.
 2. Punch 2 holes in tube for arms. Fold a long chenille stem in half. Let the 2 ends come out of holes as arms. Fold over the extra chenille stem ends to give thickness to the arms.
 3. Cut out four black gloves and glue over ends of chenille.
 4. Paint body red, boots and belt black.
 5. Cut out a strip of red crepe paper large enough to encircle head. Glue to head and add a cotton ball on top of hat to close it.
 6. Glue on cotton for cuffs and edge of hat.
 6. Push dowel into head and glue.
 7. Students can manipulate head of Santa by holding tube with one hand and moving dowel rod up and down with other hand.



MARIONETTES: As stated before, this is the most difficult puppet to master. Because of the amount of practice needed, many Cub Scouts may lose interest in mastering it. They are usually a full-length puppet operated by strings. Each joint (elbow, hand, knee, foot, waist and head) is separate and has a string attached to it and to the control stick. By pulling on the individual strings you can make the puppet walk, bow, wave, and do just about anything a real person can do.

To make a marionette using three strings, put 3 notches in a stick 6 or 8 inches long. Cut notch 1 in the middle, running it all the way around the stick. The other 2 notches should be cut 1 inch from either end of the stick. Now cut the middle string 3 inches longer than what you will need to reach the head. The other two strings should be 2 inches longer hanging down. Tie the middle string to the middle notch and the two arm strings to the outside two notches. By moving the side strings you can move the puppet arms one at a time.

If you get really good at this, add a second stick with two notches and strings 2 inches longer than the first. By moving those strings you can get your puppet to walk.

SHADOW PUPPETS: These puppets are great for extremely shy Cub Scouts. Since the Cub Scout and his puppet are both behind a screen, he can talk without anyone seeing him. His puppet appears as a black shadow because of the light behind. These are great because a great deal of costuming is not necessary.

PAPER MACHE: This is used primarily for making the heads of hand puppets. By soaking strips of paper in water and gluing them over a ball, light bulb, or some other shape, you can form a puppet head. When the paper has dried, it can be cut in half and the form removed. Then the two halves are glued together and painted to make the face. A styrofoam ball with a hollowed out indentation for your finger can also be used to form a head.

Tissue paper dipped in a flour and water paste about the consistency of cream will make a much finer featured head. By separating the layers of three or four pieces of tissue, soaking them in the mixture, and gently squeezing the excess water out, you can then form it over a cardboard tube. Since the tissue shreds too easily to use strips it can be kneaded and pulled into a round shape. Poke the eyes in by using the eraser end of a pencil, form the nose by building or pulling out the paper. Remember to form a collar at the neck so the costumes will have something to hang from. After it has dried, you can use paint to form the features.



PAPIER MACHE

Papier mache is a simple way of using wet paper and paste to make solid sculpture. It began in France during the 1700s. Papier mache is French for "chewed paper." This form of art is inexpensive, light and easy to work with.

Boxes, trays, decorative pieces, statuettes, animals, pinatas, flowers and puppets are only a few creative ideas that can be made from papier mache.

Boys love the messiness of papier mache and the finished product, so don't be afraid to tackle it. Spread around lots of newspapers or plastic drop and protect the boys' uniforms with old shirts.

MOLDS

Molds or forms can be anything that will hold its shape when wet.

Examples are:

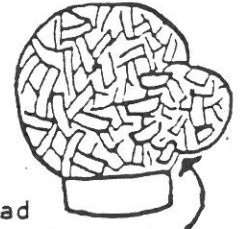
- Balloons - for pinatas, masks
- Oval dishes - for masks, bowls
- Chicken wire or clothes hangers - for pinatas, animals, flowers, statuettes
- Small wood frames - for animals
- Ash trays, bowls - for ash trays or bowls
- Plastic bottles - for vases, people
- Balls or wads of paper - for fruit, eggs, animals
- Cardboard tubes - for bracelets, arms, legs, animals
- Aluminum foil -
- Styrofoam shapes -

large balloon

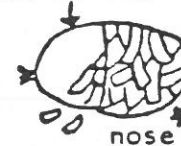


cardboard collar

tape nose to head
and cover with mache strips

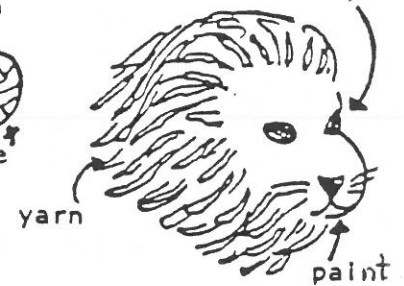


small balloon



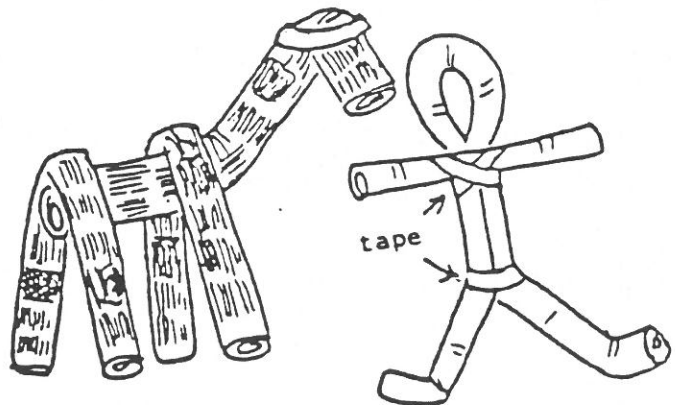
nose

cut out eyes



yarn

paint



DRYING AND FINISHING

- Let papier mache items air dry 2 or more days when possible. Any heat tends to make it shrink and buckle.

- Fans can be used to speed drying.

- Paints dried object with gesso or white latex paint before painting with colored tempera. If using acrylic paint, a base coat is not needed.

- Tempera painted objects should be sprayed with a clear plastic finish or clear varnish for a protective coat.

HINTS FOR ALL METHODS

- When applying mache to an object which needs to be removed (bowl, vase, etc.) first oil or grease the object so papier mache shell will slip off easily. Vaseline works very well.

- One way to see alternate layers is to use colored newspaper (comic section) on one layer and plain on the next.

- Wads of paper can be used to build up eyebrows, noses, lips, cheeks, etc.

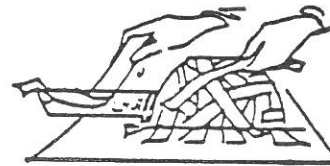
- Rope or yarn can be used for hair, whiskers, etc.

- Count on a mache project to last through several den meetings.



tear, don't
cut strips

oil or
grease bowl



cover bowl with
mache: let dry



cut out eyes
- mouth

Paint on
other features

HOMEMADE PAPIER MACHE

Strip papier mache

This method is good for making large head masks or stage props. It is done by alternately applying 1" strips of torn newspaper dipped in paste.

Other types of paper may be used but newspaper absorbs water and paste more quickly and the torn edges blend more evenly for an over all smooth surface.

In preparing the flour mixture, use one cup flour and enough cold water to form a heavy and thick paste. Slowly add boiling water until the mixture become a creamy paste. Mixing is easier if a wire whip or egg beater is used.

Wallpaper paste added to two cups cold water can also be used. It is also more costly.

Dip newspapers strips into paste and apply in alternating directions. While pasting on the squishy strips, mold the form with fingers.

Let each layer dry before applying another.

To make large head masks, apply mache to a blown-up balloon. When several layers have been applied and are dry, the balloon can be deflated and removed.

For large items, such as stage props, make an armature or foundation from rolls of newspaper tied together, or used a chicken wire frame. Apply the mache on top of this foundation.

Sheet Method

This method is best for modeling small knick knacks and is much like using clay. Spread a full sheet of

newspaper with wallpaper paste, crumple up the paper and proceed with molding to the shape desired. Additional sheets may be used, but should be reinforced with wire where joined.

Layered Method

This method can be used for making jewelry, neckerchief slides, etc. Determine size of object. Cut squares of newspaper, 6 layers thick. Cut out pattern. Glue the 6 layers together and while still damp, shape as desired. Allow to dry and paint.

Napkin Papier Mache

Thoroughly wet a bunch of paper napkins in water. Tear them apart into wads and then into tiny pieces. Place bits in bowl, sift on flour and with hands, mix together into a smooth mass. Add some library paste to mixture which is ready to use when it is as smooth and pliable as clay.

Sawdust Mache

Mix 1 cup very fine sawdust with 1/4 cup plaster of paris and 1/2 cup dry wallpaper paste. Mix well. Add water to make soft putty-like mixture. Squeeze and pat mixture into any greased form or cast.

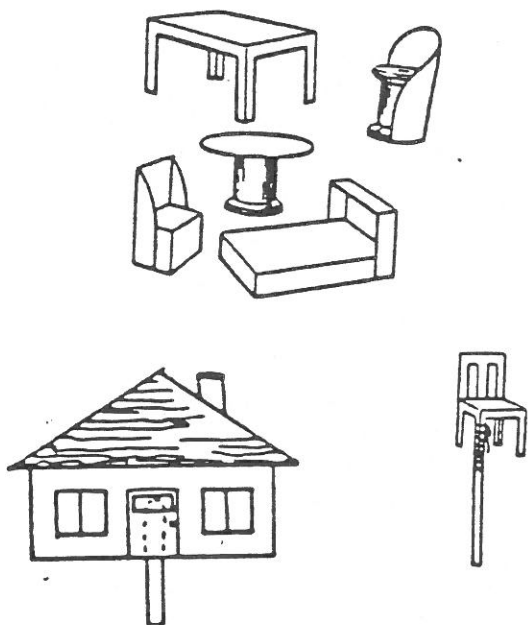
Pulpy Mache

This is an instant type mache that can be made at home. Fill a quart jar with small pieces of newspaper. Cover with water and let soak overnight. Squeeze out the excess water. Fill a blender with two cups of water, 1/2 cup flour, 1 Tbsp. white glue, 1 cup soaked newspaper and a few drops of oil of wintergreen to prevent mold while drying. Blend well and it's ready to use.

STAGING

A bare stage works fine for finger puppets, but with hand puppets you might want to make furniture or staging to make the play more believable. One way of accomplishing this is to put your scenery on sticks. This works well for shadow puppets and will work for others if you have a large number of changes to make. Scenery that has to be changed during a play should be as simple as possible. Do not clutter up the area that you want to work in.

If you need items such as tables, chairs, trees, etc., make them out of modeling clay, cardboard or spools. Doll house furniture can also be used. If your stage has a floor, you will have no problem setting them up. If your stage does not have a floor, place your furniture on a long stick and hold it up to look like scenery.



BRINGING THE PUPPET TO LIFE

As stated for the marionette, practice is necessary to learn how to work (manipulate) the puppets. But how do you take a hand puppet and make your audience believe you?

A puppet can answer questions just by nodding his head yes or shaking it no. By moving one hand up by its face it can whisper, by moving two hands it can shout. It should be remembered that every time the puppet speaks, it should move in some manner, but don't make it flop all over the stage. It can stand still once in a while, but don't forget to move it.

The best way to practice your puppet's lines is to read it in front of a mirror, or tape your part of the play and move your puppet to the lines spoken. (In fact, a good way for Cub Scouts to put on a show is to tape it first, and play the tape during the performance.)

Here are some points to remember:

1. Hold puppet upright.
2. Walk off stage, don't sink out of sight.
3. Think of actions the puppet can do best, but keep them clear and simple.
4. The puppet should speak and act in character.
5. Move the puppet when it speaks so audience knows who to watch.
6. Speak clearly.
7. Do not hide one puppet behind the others.
8. Exaggerate your feelings. An excited puppet should be wildly excited, a tired puppet should groan and sag if weary.
9. Sometimes a puppet must speak out loud when he is thinking. For example "I think I'll look up in the tree for my pet bird."

The following are some hints and how to's about manipulating the hand puppet:

Walking - Move your wrist back and forth. Do not let the puppet pop up out of thin air when it makes its appearance. It should come on stage the same way you would if you were entering the stage.

Talking - If the mouth is movable, be sure to move it. If not, move the head to show who is speaking, but only on certain groups of works. Otherwise your puppet will get a headache from wagging back and forth.

Listening - Puppets, like Cub Scouts, should listen sometimes. When a puppet listens he does not move, and he looks toward the one that is talking.

Sitting - To make it appear your puppet is sitting, lower it gently and insert your index finger of your opposite hand under the garment to make it appear as if there was a knee or lap. As the puppet rises, lower the finger until the lap disappears.

Climbing - Did you know a puppet could climb a tree? By lowering the tree or beanstalk or ladder it will appear as if the puppet is climbing upwards. All the puppet is doing is standing still and reaching for the next branch or step. Remember to reverse the procedure when the puppet climbs back down.

Piano playing - If you have a musical puppet, use a toy piano on which the sound is muffled when the keys are struck. A recording will make the actual sound of the piano selection.

Dancing/Marching - By using the pointer finger of the opposite hand to form kicks under the skirt, it will appear as if the puppet is dancing or marching.

PUPPET ACTIONS

What can you do with the:

Head - nod or thrust forward and back
Hands - clap, hold to head, scratch head, fling to sides, cross in front, point

Waist - (your wrist) bow, twist, sway, sit down

Legs - (your forearm) walk, leap, limp, dance, march

Some things a puppet can do:

March to music	Dance
Lead an orchestra	Fight
Sweep a floor	Dust
Stack blocks	Wash dishes
Play instruments	Write
Play with a balloon	Eat

Show feelings and personality when you are:

Excited - clasp hands, jump up and down

Sad - Hand to face, show movements, bow head

Angry - Beat head, bang hands

Afraid - Tremble, shake

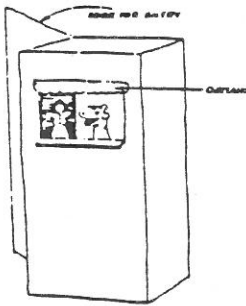
Tired - Slow, droopy movements

Old - Shaky, slow movements

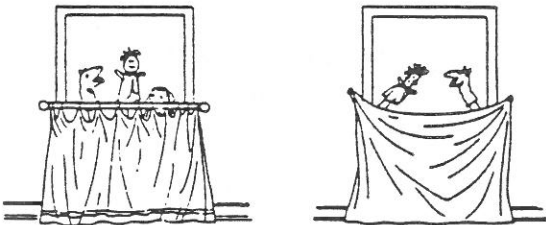


PUPPET STAGES

Now that you have your puppet made, you will need a stage to perform on. Shadow puppets are the easiest, since all that is needed is a screen or sheet, and a bright light. A large cardboard box such as a refrigerator box can be used to make a puppet stage. If you cut the opening at the top of the box, by reversing it you can use it as a stage for marionettes too.



The best way of having a "traveling" stage is by using what is at hand. By this we mean a table turned on its side, a folding screen, a doorway with a blanket or sheet covering the lower portion, or two ladders with a



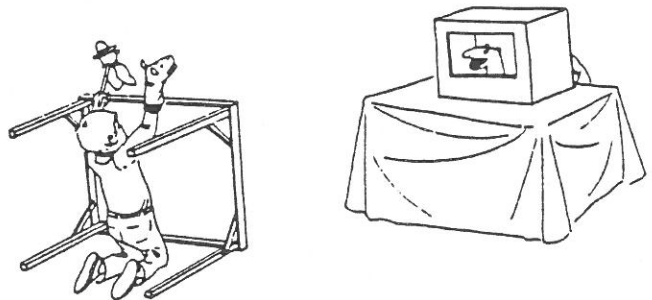
pole strung between and a blanket hung down. If you really become desperate, use two people out of the audience to hold the curtain, and put on your puppet show.

Now if you are using finger-leg puppets, there are many different types of stages. An ice cream carton can be used both for finger puppets and for individual puppet shows just by cutting out a side 2 inches from the top, bottom and sides. Then it can be decorated with contact paper, wall paper or whatever you wish. The top portion of the container is a fine

area for finger-leg puppets to walk upon, while the opening that is cut into the side works well for the other types of finger puppets.



Portable stages can also be made out of boxes with a strap that fits around your neck so your puppet can walk across. Or by cutting two holes you can have two sock puppets to entertain as you walk around. A paper sack could hold an interesting type of puppet.



WRITING THE PUPPET SCRIPT

Now that you have your puppet created, and have learned what it can do and how to do it, it is time to either find a play to do or to write your own.

There are many different ways of putting on a puppet show. You can act out a record, a taped story that everyone knows, a taped story that you all wrote, or write it out and do it live. If you are writing your own script, you must:

1. Decide what it is about
2. Is it for fun or to teach
3. Select your characters
4. How will your characters react
5. Decide what your characters are going to say
6. How long will it be

Since those working the puppets are not seen (unless you do the small individual stages), it is not necessary to memorize the lines of the story. The easiest way of handling the script back stage is:

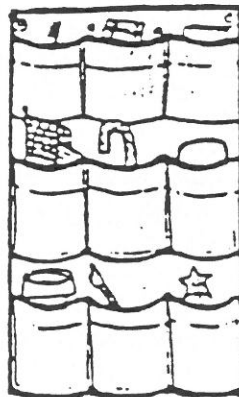
If only one page, tape it to the stage or somewhere it won't be seen, or pin it to your jeans on your knee.

If there is more than one page, staple them together and pin them to your knee so that you won't lose your place, and can turn pages without dropping the script.

Underline the parts in different colors, so the puppeteers will know whose turn is when.

Now that you have your script, you will want to get the materials for staging, and possibly music for background. Perhaps you will want sound effects. Look in the Wolf Book under Elective 2 for ideas on various sounds. Be sure you have everything you need by the time you are ready to practice your script. The way it is much easier and the Cub Scouts will know what is coming and how it sounds.

To keep your props and extra puppets out of the way during the performance, use an old shoebag to hold them. In this way, you have a storage place and your props won't accidentally get stepped on.



THE MAGIC OF PUPPETRY STARTS WITH A STUFF BOX

A permanent box of puppet materials might encourage your Cub Scouts to put on puppet shows. A Cub Scout's imagination has no limits. The box need not be large nor have a tremendous variety of items. Basic items should include: scissors, masking tape, glue, needle and thread, pins (straight and safety), rubber bands, paper fasteners, string, felt pens, crayons, pipe cleaners, and possibly heads from old rubber dolls. If the items are in bags it is easier to work with and will also keep the box neater.

Some examples that can help create magic are:

1. Sticks for stick puppets (straws, tongue depressors, popsicle sticks, chopsticks)
2. Styrofoam balls, balls (rubber and ping pong)
3. Socks, nylon stockings
4. Gloves, mittens, fabric scraps
5. Felt scraps for faces, shirt sleeves for costumes
6. Old handkerchiefs, doll clothes, old doll hats
7. Paper sacks, plates, cardboard
8. Paper cups, envelopes
9. Construction paper, crepe paper, doilies, boxes, egg cartons, paper tubes, plastic bottles
10. Wig materials
11. Buttons, beads, sequins
12. Wooden spoons, spools, sponges, parts of old toys, kitchen utensils, fly swatters, hair brushes, cotton balls.
13. Anything else imaginable - stethoscope, whisk broom, bicycle tire pump.

PUPPET-MAKING CHALLENGES

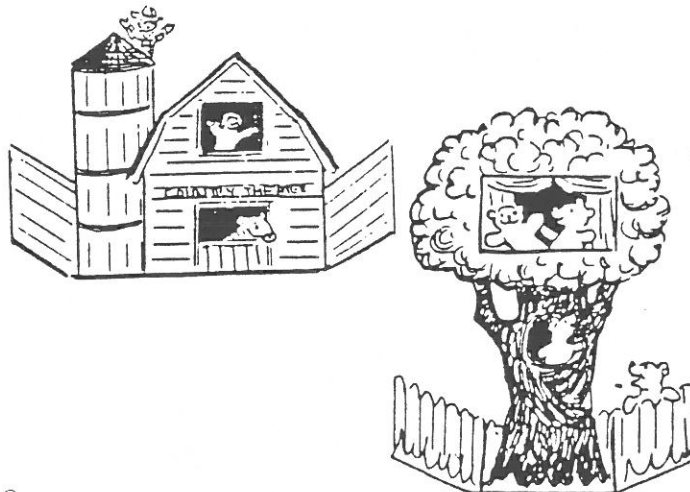
A Ten Minute Puppet - With your scissors, glue, needle, thread, tape and pins gathered before hand, pick a particular room such as the kitchen, and using only the materials found there create a 10 minute puppet.

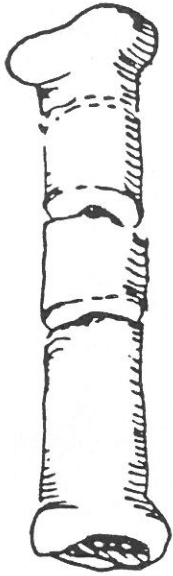
Nature Puppet - Go outside and see what type of puppet you can create out of the materials found out-of-doors.

Common Object Variations - Give everyone a common object such as an apple, potato masher, wooden spoon, mirror or bleach bottle and see what type of a puppet they come up with.

Representation Puppets - A category is suggested and you try to come up with as many variations as possible, such as a spider puppet, a ghost puppet, a space traveler puppet, etc. To make it more difficult, try abstract ideas such as peace, justice, truth or even school subjects of math, sports, or history. Use your imagination on this one.

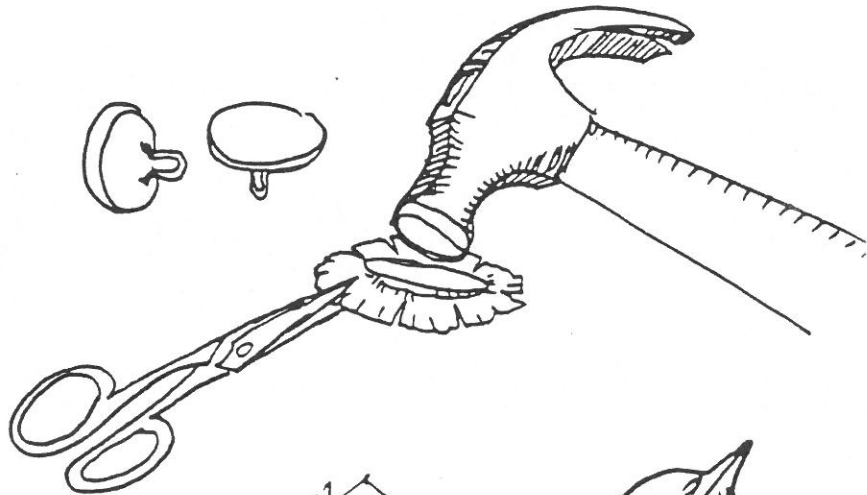
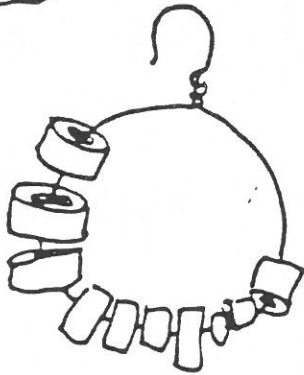
Grab Bag Puppets - Put a variety of puppet stuff into grocery sacks and staple them shut. The challenge is to create a puppet out of what you have. Tape, scissors and pins should be available.



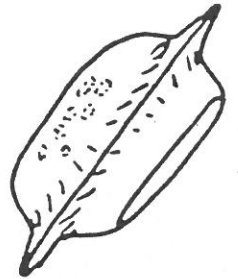
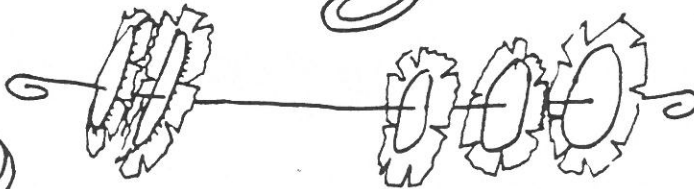
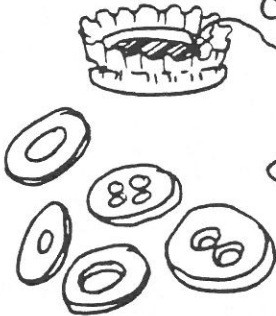


Holiday

Crafts



REMOVE INNER
CORK



Valentine Gift Coupons

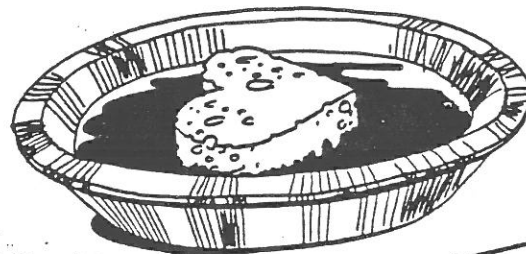
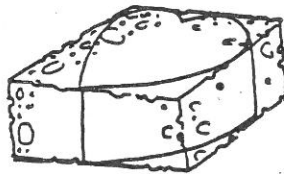
Give your parents a Valentine they will never forget. Make gift coupons for favors or chores you promise to do—whenever your parents redeem the coupons!

What You Need

- 3" × 5" file cards
- envelopes
- red pen or pencil
- small clean sponge
- foil tray (from a frozen dinner)
- scissors
- red poster paint

What You Do

1. Use one file card to make each coupon. On each card, write in red the words: FOR THIS COUPON I WILL
2. Then write the name of one favor or chore on each card. If you run out of ideas, here are a few: CLEAN MY ROOM, CLEAR THE TABLE, SET THE TABLE, SORT THE LAUNDRY, EMPTY THE RUBBISH, SWEEP THE GARAGE, FEED THE PETS. Sign your name on each card.



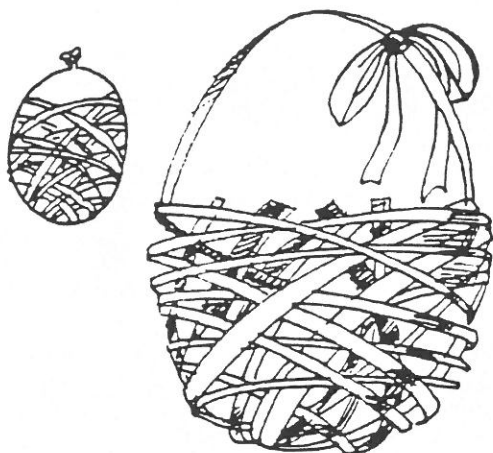
Steps 3 and Step 4

3. Now you can decorate the cards. Cut a 1" square of sponge. Shape it into a heart.
4. Pour some red poster paint into a foil tray. Dip the sponge in the paint and stamp the cards.
5. Put the coupons in an envelope. Decorate the envelope with hearts, too.



NOTE: It's easy to make a decorating stamp out of a piece of sponge. You can decorate cards, packages, and wrapping paper. Design your own sponge-stamp for each holiday.

EASTER BASKETS




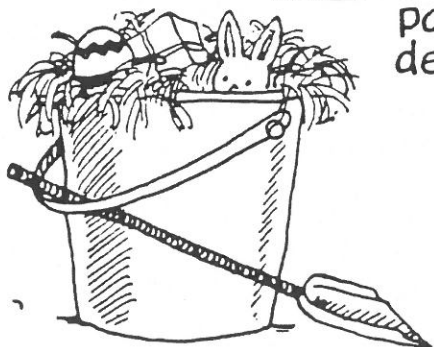
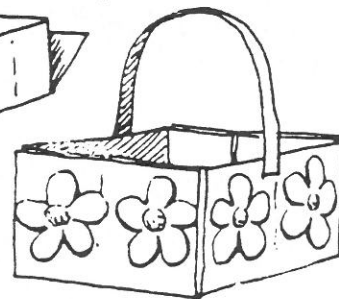
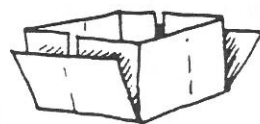
LACY STRING EGG-SHAPES:

1. Blow up a balloon; then wind several layers of **THREAD** or **STRING** around it.
2. Boil 2 cups of sugar in one cup of water; let cool, then roll the balloon in the **SYRUP**.
3. Hang the balloon up to dry over a sink, or an area protected with newspapers. Blot the bottom with paper towels.
4. When the string is dry, pop the balloon, cut across the top for a basket shape and remove the balloon.
5. Add a handle and decorations.



BERRY BASKET: Weave ribbon or strips of construction paper in and out of a berry basket. Add a handle and decorate with cut-out flowers, bows, buttons, etc.

PAPER BASKET: Fold a square of paper in half 4 times. Cut a slit in each corner.  Fold sides up and glue each corner. Add a paper handle and decorations.



SURPRISE SANDPAIL:

Use a plastic sandpail as your "basket" and fill with grass, Easter eggs and special surprises. Tie on the shovel, too, for summertime sand fun!

EASTER AND PASSOVER

Eggshell Flowers

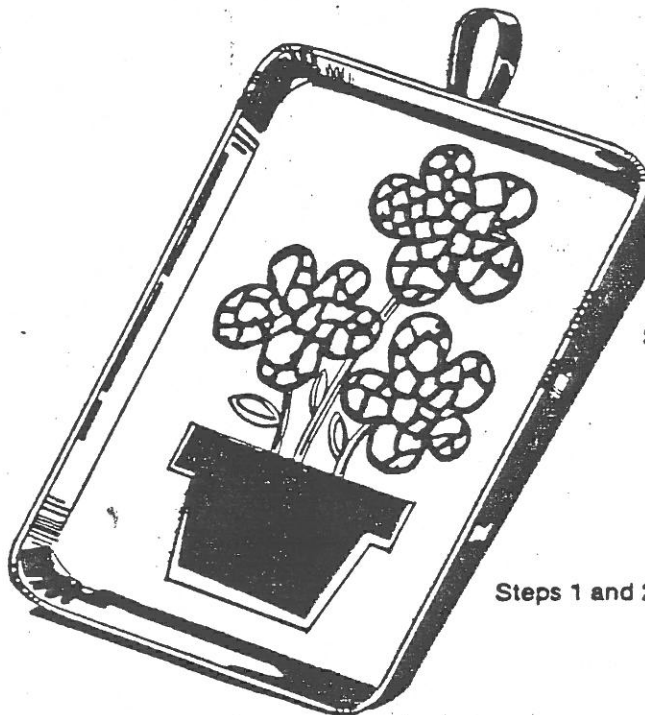
Don't throw away the shells from your colored Easter eggs. Save the broken pieces to make a mosaic picture.

What You Need

bits of dyed eggshell
a large styrofoam tray (a meat tray from the grocery store)
1 sheet each of brown and green construction paper
felt-tip marker
yarn or ribbon
pencil, scissors, glue, tape

What You Do

1. Cut the shape of a flower pot from brown paper. Glue it to the styrofoam tray.
2. Cut 2 or 3 green strips of paper for stems of flowers. Glue them to the tray.
3. With a felt-tip marker, draw outlines of flower blossoms at the end of the paper stems. Glue the bits of eggshell inside the outlines. Arrange the shells in color patterns, if you wish.
4. Make a hanger for your picture. Tape a loop of yarn or ribbon to the back of the tray.



CENTERPIECE WITH EASTER EGG CANDLES

Egg-shaped candles are easy to mold from bits of cold candles, paraffin and crayon stubs.

The mold for the candle is an eggshell. Punch a tiny hole in the pointed end of the egg, large enough for a piece of twine to pass through. Make a large hole at the large end of the egg. Shake the contents out, rinse the inside and let the shell dry. The membrane on the inside of the shell should be left intact.

After the shell is dry, thread a piece of twine for a wick through the small hole and out the large hole. Put the shell in an egg cup or small glass with the large hole up. Then prepare the wax by melting together candle stubs or odd bits of paraffin. Color the wax by melting in a piece of colored wax crayon.

Pour the liquid wax into the eggshell mold and let it cool. As the wax cools it will shrink and the shell will have to be refilled until the wax hardens flush with the top. Be sure to keep the wick straight. When the wax has set, remove the excess wax which may have run out over the shell. Complete the candles by cracking and peeling off the shell and trimming the wick. The candles may be decorated with oil paint to add to their attractiveness.

To form the centerpiece, set three or four egg candles on a dish in the center of the table. Place fresh green leaves around the dish.



APRIL FOOL'S DAY

NONSENSE INVITATIONS

April Fool's Day is the time for all kinds of harmless jokes and nonsense, a perfect day for a party. Start your April Fool's Day fun by sending your friends nonsense invitations that consist of two sheets of paper. On one sheet is written a jumble of words that doesn't seem to make sense. The other sheet has holes cut in it. On the bottom of this sheet write, "Place over the enclosed letter." When this is done, the invitation is easy to read.

You will need two sheets of paper for each invitation. Tear or cut holes in one sheet and place it over the second sheet. Write your invitation in the open spaces. Remove the top sheet and fill in the spaces between the words of the message with any silly words you can think of. This is fun—for your guests as well as for you.

Dear May
 no body is foolin' even if
 you are. 's'd cordially like
 to
 be invited to a tree top or
 ever to an out'nest April fool's party
 is a Day party most at----- fish
 taste good on any day. We might
 even cut a rug Saturday April!
 or have a cup cake at-----o'clock
 Do you know anyone named Mary?
 named

Dear May
 no
 you are

foolin'
 cordially

invited
 to an
 day party
 on

April fool's
 at-----

Saturday April!
 at-----o'clock
 Mary

Place over the
 enclosed
 letter

FATHER'S DAY

STRING HOLDER

A funnel string holder is an unusual and useful gift that you can make to give to your father on Father's Day, which comes on the third Sunday in June. It is very easy to make and, when attractively painted, it is a really good-looking and useful gadget to use in a workshop.

Any funnel large enough to hold a ball of string can be used. Enamel the funnel red, green, blue or any color you choose. Then add a decalcomania of a horse or dog or whatever you wish. Or you can use colored pictures from magazines.

The end of the ball of string hangs down through the funnel.



MAKE A SCARECROW

CENTERPIECE

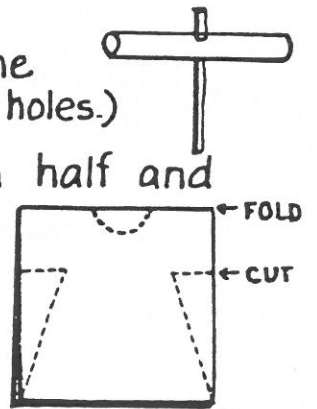


YOU NEED:

- Small paper plate or pie pan
- Cardboard tube from wire hanger
- Long tube from paper towels
- Felt, paper or cloth
- Hay, raffia or strips of crepe paper
- Styrofoam or fun dough (for base)
- Newspapers
- Glue
- Tape
- Scissors
- Stapler
- Crayons or markers

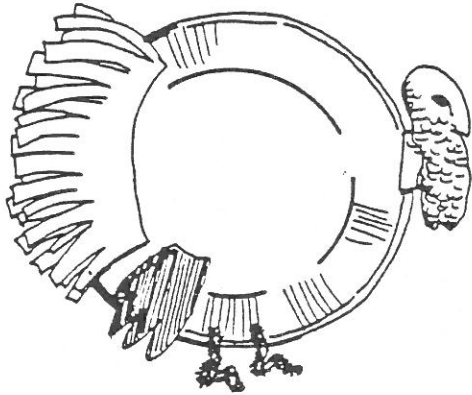
YOU DO:

1. Push the tube from a wire hanger through the paper towel tube. (Ask someone to help poke holes.)
2. Fold a large piece of felt, paper or cloth in half and sketch in CUTTING LINES. Cut out shirt.
3. Spread some GLUE along the top of the horizontal tube (shoulders) and place the shirt over it.
4. STAPLE or GLUE the sides of the shirt together, then STUFF with newspaper.
5. DRAW a FACE on the plate or pie pan, then tape it onto the upright stick.
6. Add hair and DECORATIONS made of hay, raffia or crepe paper strips. Set SCARECROW in styrofoam or clay base.
7. You could also put a GIANT scarecrow in your garden to scare away unwanted "visitors" who like to eat your seeds and plants.

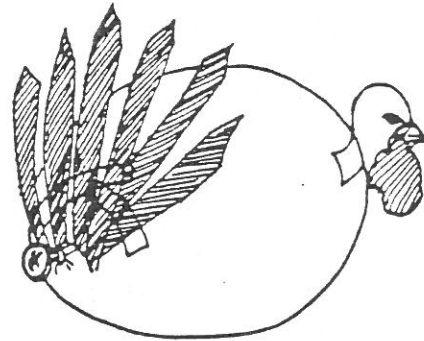


THANKSGIVING TURKEYS

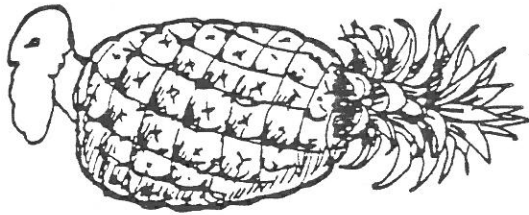
Here are six ideas for making Thanksgiving turkeys to use as centerpieces, place cards or decorations.



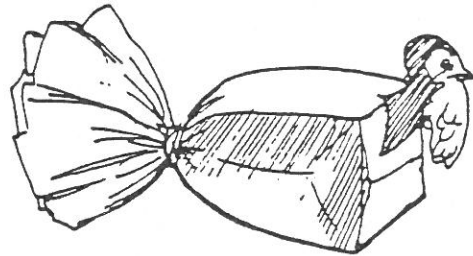
1. Paper plate and fringed tail



2. Balloon, gobbler with colorful paper feathers



3. Pineapple centerpiece



4. Brown paper bag



5. Pinecone with a fan tail



6. Papier mâché

THANKSGIVING

Dried Flowers in a Basket

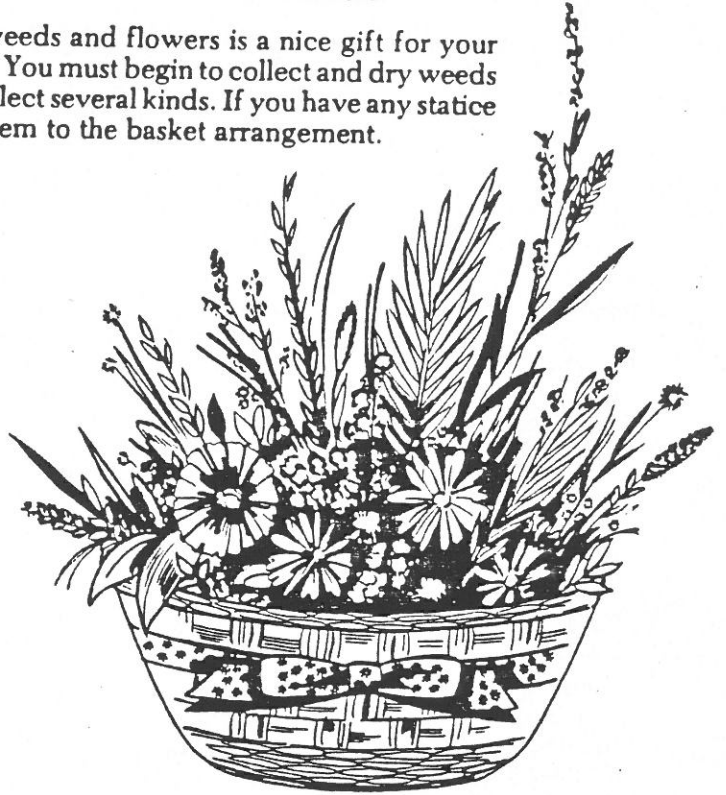
A basket of dried fall weeds and flowers is a nice gift for your mother or grandmother. You must begin to collect and dry weeds before late October. Collect several kinds. If you have any statice or straw flowers, add them to the basket arrangement.

What You Need

a small basket, the size used to serve rolls
dried weeds
statice or straw flowers
molding clay
1 yard of ribbon
hair spray

What You Do

1. Wrap the ribbon around the basket. If you use an open-weave basket, weave the ribbon through the openings in the sides of the basket. Tie the ribbon in a big bow.
2. Spray the dried weeds with hair spray before you begin. This keeps the weeds from shedding and cracking.
3. Put a large mound of clay in the center of the basket. Stick the weeds and flowers into the clay. Put tall ones in the center and shorter ones on the sides.



CHRISTMAS AND HANUKKAH

Candleholder

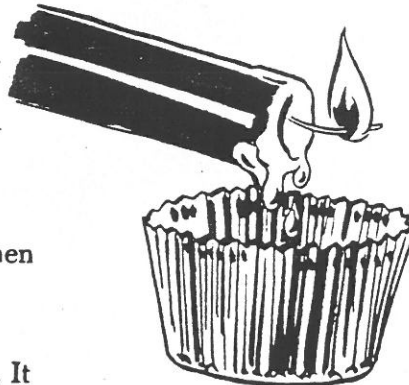
You must have an adult work with you on this activity. You will be using matches and hot wax for a short time. Use care.

What You Need

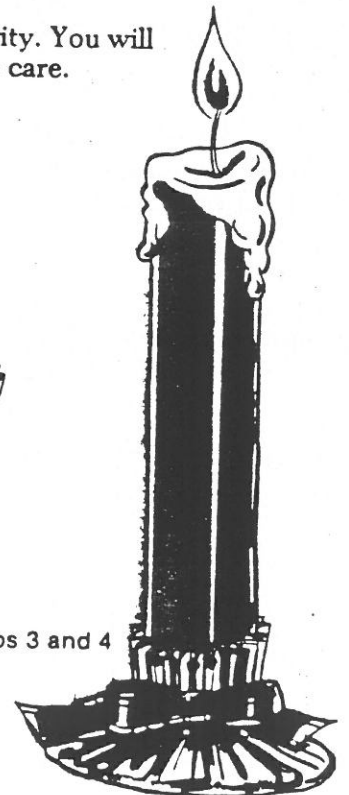
1 foil cupcake liner
1 red candle, 6" tall or shorter
narrow red ribbon
matches

What You Do

1. Light the candle and carefully let the wax drip into the foil cup. When the bottom of the cup is covered with wax, blow out the candle.
2. Place the candle in the cup. Hold the candle while the wax hardens. It takes only a minute.
3. Squeeze the top of the foil cup around the candle. The wax in the cup will keep the bottom of the cup flat.
4. Make a small bow and glue it to the foil.



Step 1



Steps 3 and 4

CHRISTMAS AND HANUKKAH

Bouncy Spiral

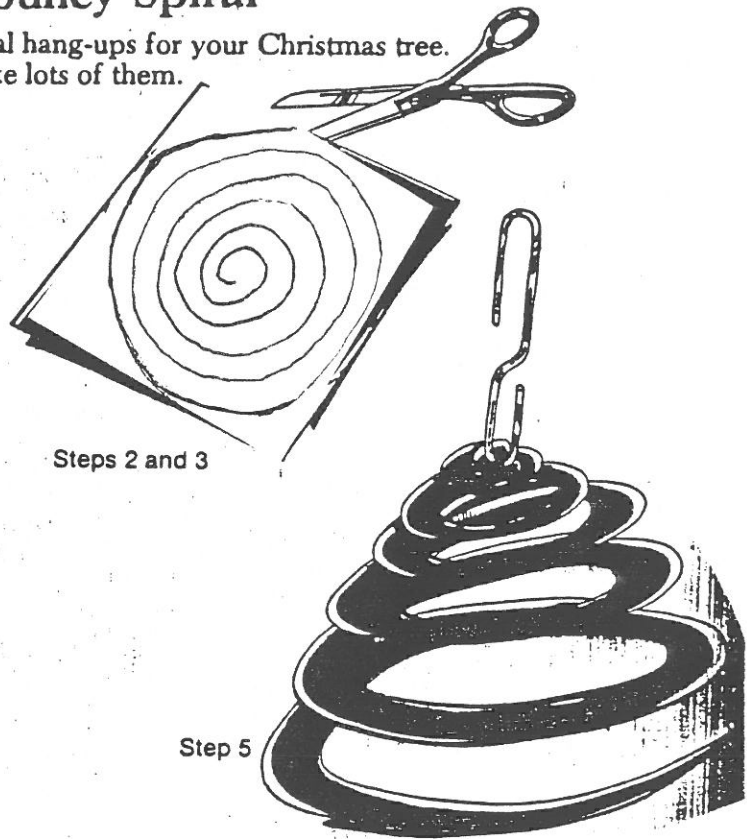
Make some colorful spiral hang-ups for your Christmas tree. This craft is easy, so make lots of them.

What You Need

4" square of colored construction paper
1 paper clip
scissors, pencil

What You Do

1. Round the edges of the 4" square to make a circle.
2. Beginning at the outer edge of the circle, draw a spiral around and around until you reach the center of the circle.
3. Cut along the line you drew.
4. Hold the spiral in the center and watch it bounce.
5. Twist open a paper clip. Push one end through the center of the spiral. Use the other end to hang the spiral on your tree.



CHRISTMAS AND HANUKKAH

Sugarplum Ball

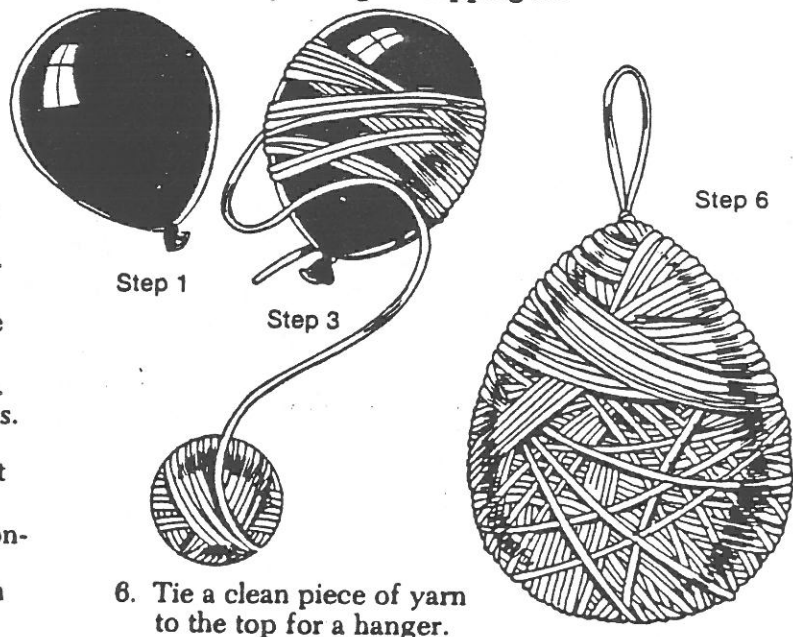
Make a light and airy yarn sugarplum to hang from a high place. This craft is very messy to make, but it is fun. Keep a wet towel nearby as you work, so you can clean your fingers often. Ask another person to hold the balloon when you begin wrapping the yarn.

What You Need

1 balloon
1 ball of yarn
glue or paste

What You Do

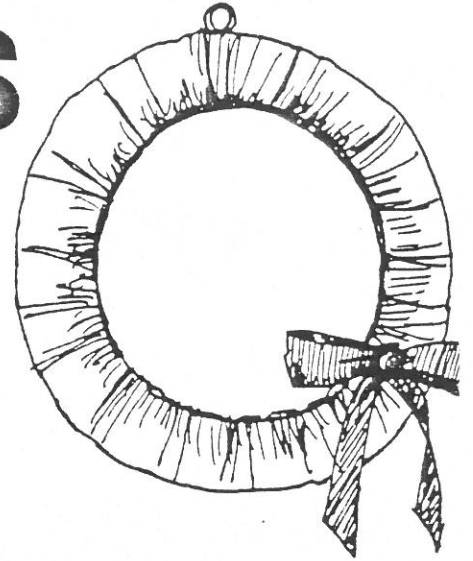
1. Blow up the balloon. Tie it closed.
2. Cover a long section of yarn with glue. *Do not* cut the yarn from the ball.
3. Wrap the yarn around the balloon. Criss-cross the yarn in many places. This is important. Criss-crossing gives the ball its shape and holds it together.
4. Cover more yarn with glue and continue wrapping until the balloon looks like the picture. Cut the yarn from the ball.
5. When the yarn is dry, burst the balloon.



6. Tie a clean piece of yarn to the top for a hanger.

CHRISTMAS ORNAMENTS

Wind strips of green yarn or crepe paper around a wooden curtain ring, plastic ring or cardboard circle. Glue down the end, tie on a perky red ribbon and hang up.



Glue felt or construction paper circles on the inside and back of a jar lid. Decorate the edges with ribbon, felt or crepe paper. Add a Christmas cut-out, or even a picture of each family member.

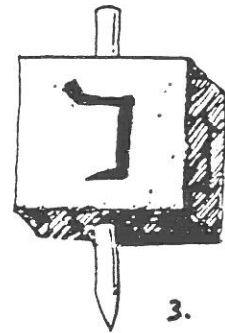
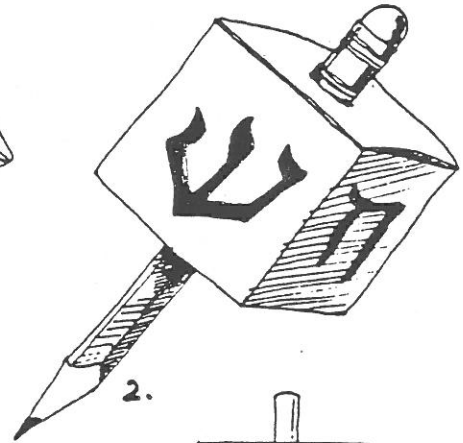
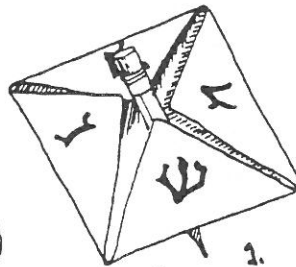


Decorate a plain or painted pinecone with tiny beads, shiny paper cut-outs, glitter, etc. Hang with yarn or ribbon.



Twist red and white pipecleaners together to look like peppermint candy canes.

CHANUKAH DREIDELS



4 WAYS TO MAKE A DREIDEL (a spinning top)

1. Put a dot in the center of a 4" square of CONSTRUCTION PAPER; then fold each corner in to the dot. Push a round toothpick or small pencil through the center.

2. Poke an orange stick, pencil or pointed dowel through a small BOX or styrofoam CUBE.

3. Form one out of CLAY; then insert a stick on top for a handle. Let dry and decorate with bright acrylic paints.

4. Using a penknife, carefully whittle a block of SOFT BALSA WOOD. Insert a sharp dowel through the center.

Whatever kind of dreidel you choose, be sure to put the 4 Hebrew letters on each side. They stand for "A great miracle happened there" (when the oil in the Temple burned for eight days).

- Now play a game by spinning your tops to see which one will spin the longest. Who can guess what letter will land on top the most times?
- Award prizes of Chanukah "gelt" (coins or small presents) to the lucky winners!



Spice Bags

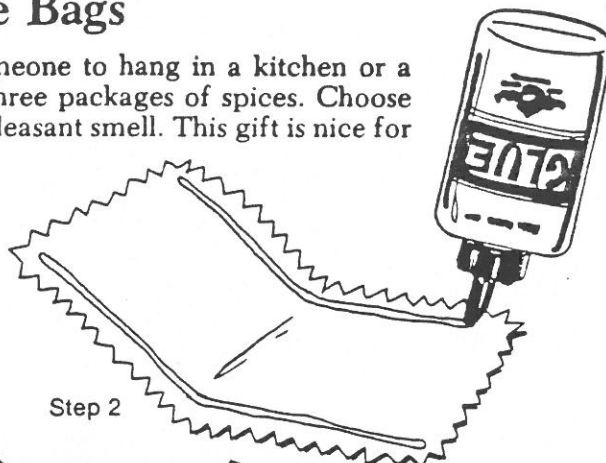
Make this scented gift for someone to hang in a kitchen or a closet. You will need to buy three packages of spices. Choose spices that have a strong and pleasant smell. This gift is nice for any occasion.

What You Need

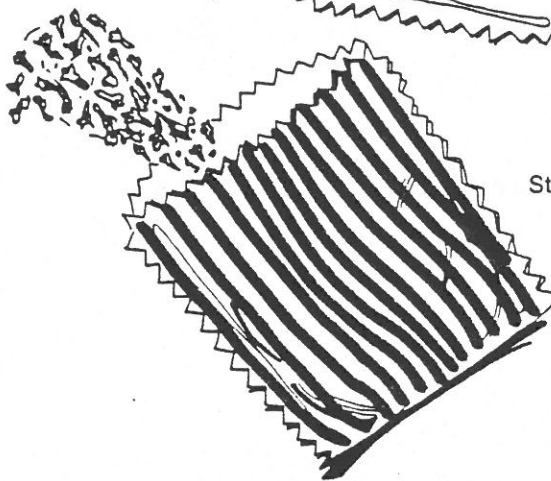
colorful cotton cloth, like calico prints or stripes
about 24" of heavy yarn or twine
3 spices, like whole cloves, cinnamon sticks, anise seed
pinking shears
glue, scissors, ruler

What You Do

1. Cut 3 pieces of cloth, each 3" x 8". Trim all sides with pinking shears.
2. Lay a piece of cloth right side down. Squeeze a line of glue down the long sides. Fold the cloth in half and press the sides together. Let it dry. Do the same with the other pieces of cloth.
3. Fill each bag with a spice.



Step 2



Step 3

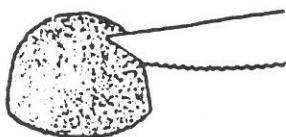


Step 4

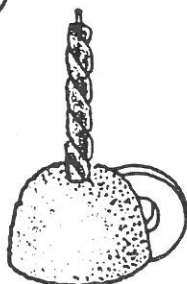
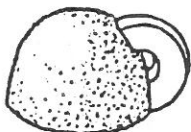
4. Tie the top of one bag with one end of the yarn or twine. Knot tightly. Do not cut the yarn. Leave about 8" of yarn and tie the second bag. Knot tightly. Leave another 8" of yarn and tie the third bag. You should have some yarn left. Make it into a big loose knot for a hanger.

Candy Candleholder

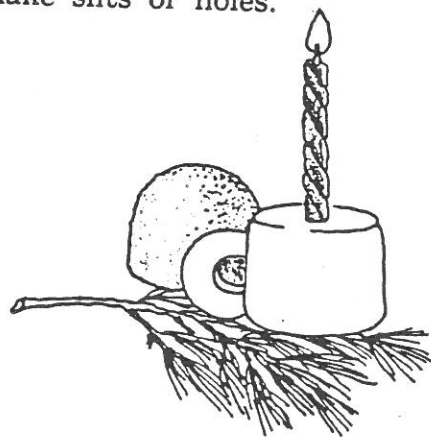
1. Make a slit in one side of a large gumdrop. Press a Life Saver candy in the slit.



2. Make a small hole in the top of the gumdrop. Put a birthday candle in the hole.



3. Or use a marshmallow. Just push in the candy and candle. You need not make slits or holes.

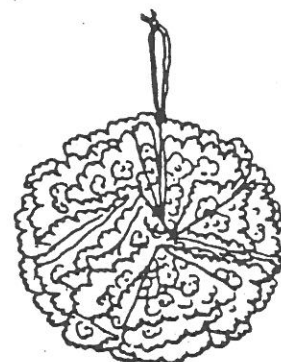
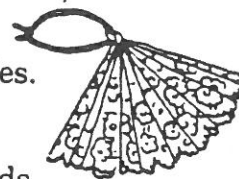


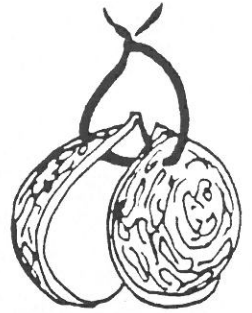
Fluff Ball

1. Use six snowflakes or six paper doilies. Fold each in half. Then fold them in half again and once again. Punch a hole in each.



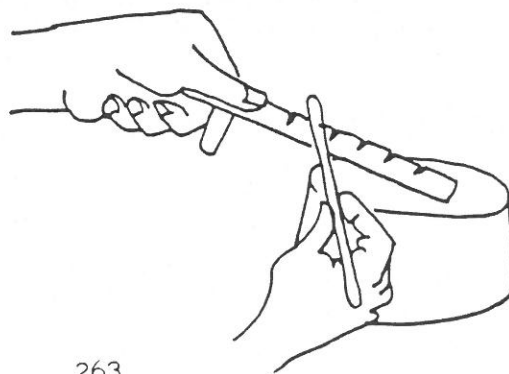
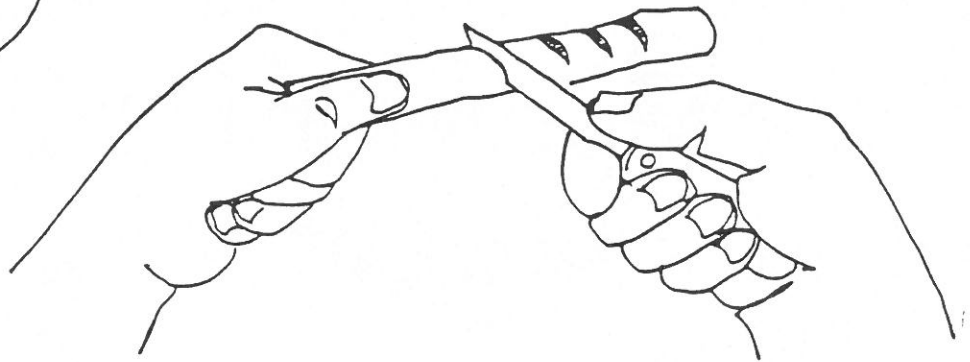
2. Put a string through the holes. Tie it. Then tie the ends to make a loop.
3. Fluff it out to make a ball.



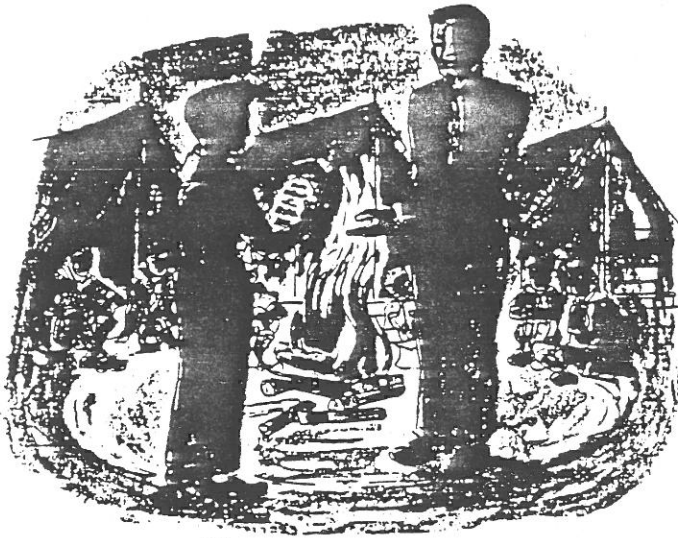


Nature

Crafts



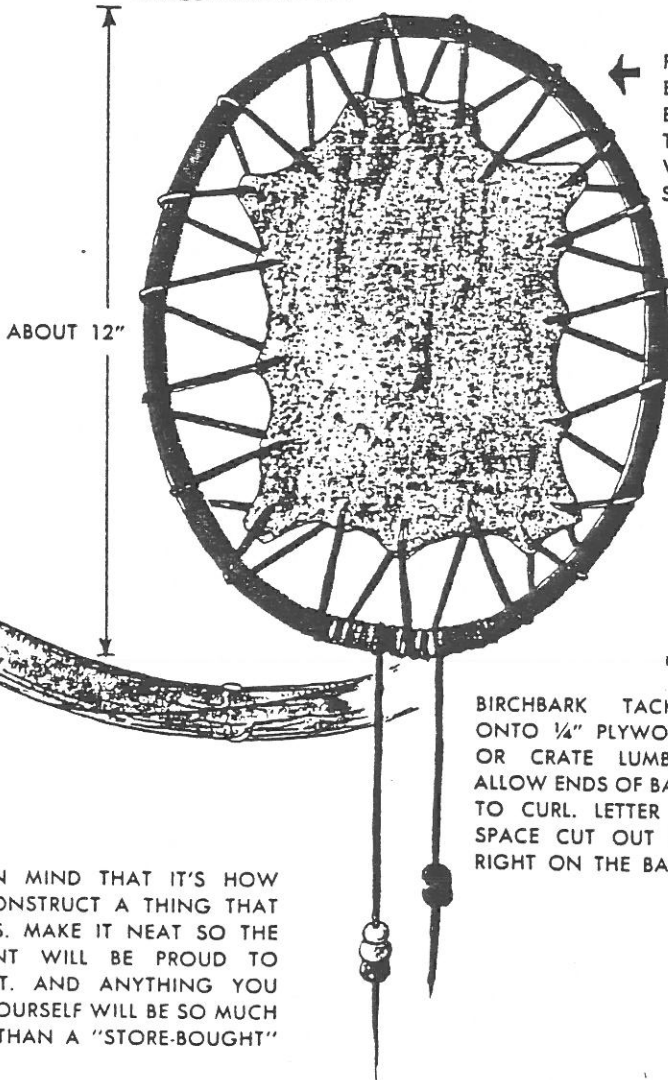
Camp-fire Awards



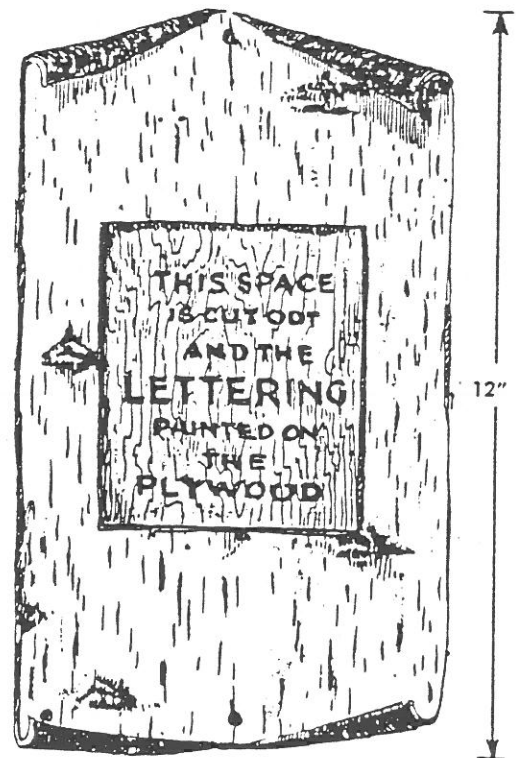
Here are some good ideas for camp-fire awards that can be made out of materials found right in the camp area. These will be never-to-be-forgotten mementos for anyone who receives one.

The lettering on these awards can be painted, carved, or burned in with a hot iron. It is always a good idea to provide space on the back of the award where everyone in the ceremony can sign it. Always be sure to include the date so that in future years there is no argument as to when it was made.

Just remember, at a camp-fire presentation nothing looks quite so inadequate as a "store-bought" award. So go to it and make some striking ones for your ceremonies.



← PEEL A WILLOW SHOOT AND TRIM IT DOWN TO AN EVEN THICKNESS. SPLICE AS SHOWN. USE THIN BUCKSKIN AND LACE IT TO FRAME WITH BUCKSKIN THONGS OR STRONG CORD. LETTERING IS DONE WITH A BALL-POINT PEN AFTER THE SKIN IS STRETCHED IN PLACE.



→ BIRCHBARK TACKED ONTO 1/4" PLYWOOD OR CRATE LUMBER. ALLOW ENDS OF BARK TO CURL. LETTER IN SPACE CUT OUT OR RIGHT ON THE BARK.

BEAR IN MIND THAT IT'S HOW YOU CONSTRUCT A THING THAT COUNTS. MAKE IT NEAT SO THE RECIPIENT WILL BE PROUD TO OWN IT. AND ANYTHING YOU MAKE YOURSELF WILL BE SO MUCH BETTER THAN A "STORE-BOUGHT" AWARD.

Picture Frame

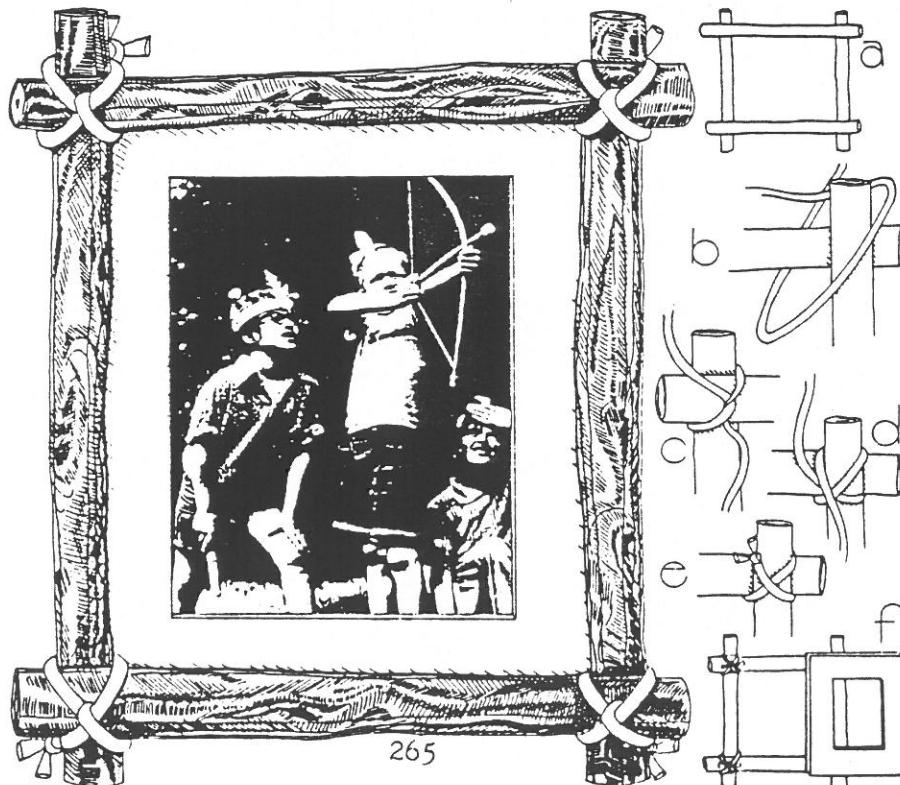
If you would like to bring the adventure of the woods into your room, do it by framing some of your favorite outdoor pictures. If you don't have any, get some from magazines. Cut out pictures that interest you, and make your own frames. All you need is four twigs. No matter how big or how small your picture may be, you can make a frame to fit it.

Things You Need

4 twigs all the same size, or 2 of one size and 2 of another.
waxed paper
liquid white glue
thick cord
scissors
colored construction paper
ruler
pencil
tape

Let's Begin

1. Lay two of the same-sized twigs a distance apart on a sheet of waxed paper.
2. Lay the other two twigs across the first two.
3. Arrange the four twigs so that the ends of each stick out a little from the square, Fig. a.
4. Glue the twigs at the points where they cross, using the liquid white glue.
5. Let the frame dry overnight.
6. Tie an Indian knot around the twigs at each of the four corners of the frame. To make the Indian knot, first run the cord where two twigs meet from corner to opposite corner on what will be the underside of the frame, Fig. b.
7. The two ends of the cord will meet. Twist them around each other as if you were making an everyday knot on the front of the frame, Fig. c.
8. The two ends now go to the back of the frame, each end around one of the untied corners, Fig. d, back view.
9. Tie the ends together in a tight knot, Fig. e.
10. Cut a piece of colored construction paper to fit perfectly in the frame.
11. Use a ruler to draw a window in the center of the paper. There should be an equal amount of paper border on all sides of the window, Fig. f.
12. Cut out the window.
13. Tape a picture into the window. Make sure the picture is centered.
14. Glue the paper with the picture to the back of the frame.



Rock Pendant

Rocks can be found in many different colors. This project asks that you look for the most beautiful rock you can find. Don't just choose any stone. Look for one that is shiny, colorful, or in some way interesting or unusual. If you have a back yard, there is probably a wonderful rock just waiting to be wrapped with yarn and worn as a pendant around your neck.

Things You Need

beautiful rock
colored yarn
scissors
liquid white glue
paper cup
waxed paper
paintbrush

Let's Begin

1. Wash and dry your rock.

2. Place the rock in the center of a length of yarn and wrap the rock by twisting the two ends of yarn in every direction around it, Fig. a.
3. Tie the two ends of the yarn tightly at the top of the rock with a double knot, Fig. a.
4. Make a loop in the yarn by tying the two ends of the yarn into a second double knot a little up from the first knot, Fig. b.
5. Trim the ends of the yarn with scissors.
6. Pour a little liquid white glue into a paper cup.
7. Place the wrapped rock on a sheet of waxed paper.
8. Paint the entire rock and yarn with a thin coating of liquid white glue, Fig. c. Use your paintbrush for this. Be sure the loop at the top remains open.
9. Let the glue dry.
10. When dry, slip a piece of yarn through the yarn loop.
11. Knot the two ends of the yarn to make a necklace that will fit over your head.



Web (Printing) Painting

The spider weaves his web to catch insects for a tasty dinner. The web has a sticky surface which holds a bug entangled in it. Try as it might, the trapped insect must wait for the hungry weaver to claim its catch. Only the spider can climb this circular ladder with a thousand rungs.

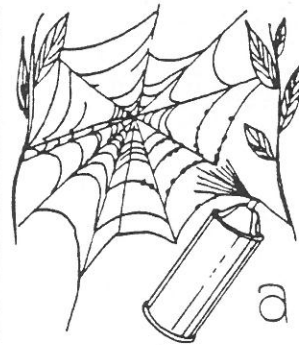
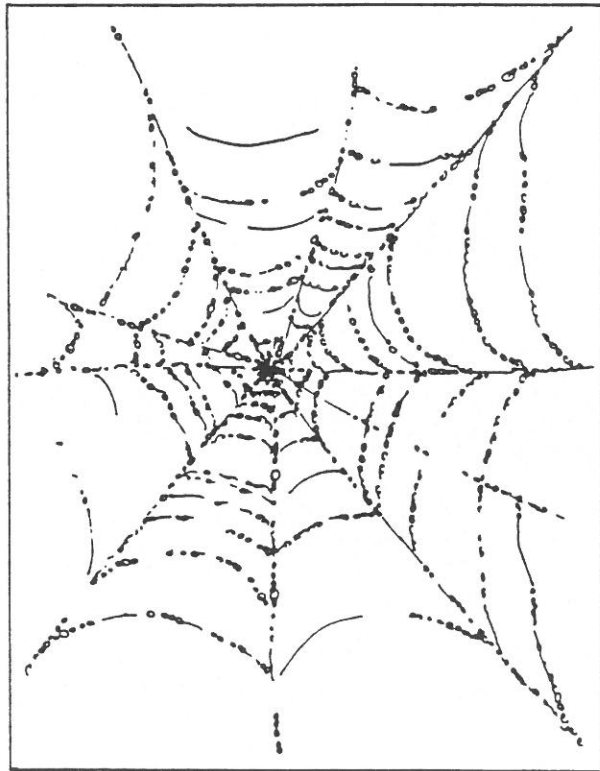
A spider web is very beautiful, but unless moisture or the rays of the sun strike it, you will probably pass it by. Sometimes you walk right into a web, and how uncomfortable it is having those silky strands dance about your face! Webs are so hard to see because they are so thin. On your next trip into the forest, bring a can of spray paint and a piece of paper with you. The following directions will enable you to print some of the most beautiful designs in nature's pattern book.

Things You Need

white drawing paper
paint in spray can
spider web

Let's Begin

1. Take a walk in the forest and bring white paper and a can of spray paint with you. Find a spider web. Webs are usually found between branches of bushes or between two growing things, such as weeds or garden flowers.
- **2. Hold the can of spray paint at arm's length away from the web. Spray quickly with a back and forth motion, Fig. a. Be sure that the wind is blowing away from you when you spray paint so you won't breathe in any of it. Cover the web with a thin coating of paint. The paint will look like tiny beads on the fine strands.
3. Quickly place a piece of paper on the web. It is better if you curve the paper first in the center of the web and straighten it out very carefully along the sides, Fig. b.
4. Let the web dry on the paper. Your finished print will contain some of the web.



Stained Glass Collages

One of the most beautiful of all the art forms is stained glass. Churches all over the world are famous for their stained glass windows, and many old homes have small stained glass windows above their doors or elsewhere around the house. If you like stained glass windows, here is a craft that will give you something of the experience of making them yourself.

You won't be working with real glass, however. Flowers will form the basis of your picture. Waxed paper will seal the flowers down to produce the stained glass effect. You can hang several of these collages on your window or frame them for your bedroom wall.

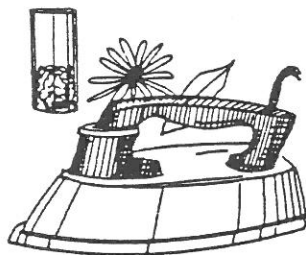
Things You Need

white drawing paper

newspaper
waxed paper
book-dried flowers,
crayons
pencil or crayon sharpener
glitter (available at hobby or art supply stores)
iron

Let's Begin

1. Place a sheet of drawing paper on top of a piece of newspaper.
2. Place a sheet of waxed paper on top of the drawing paper. Arrange book-dried flowers, on the waxed paper.
3. Remove the protective paper covering from old crayons and sharpen them over the flowers. Let the shavings fall evenly over the flowers.
4. Scatter glitter over the flowers and shavings.
5. Place a second sheet of waxed paper over the flowers and the decorations.
- **6. Seal the two sheets together with an iron set at a low temperature.
7. "Hang" the collage in a bright window with tape.



Berry Ink

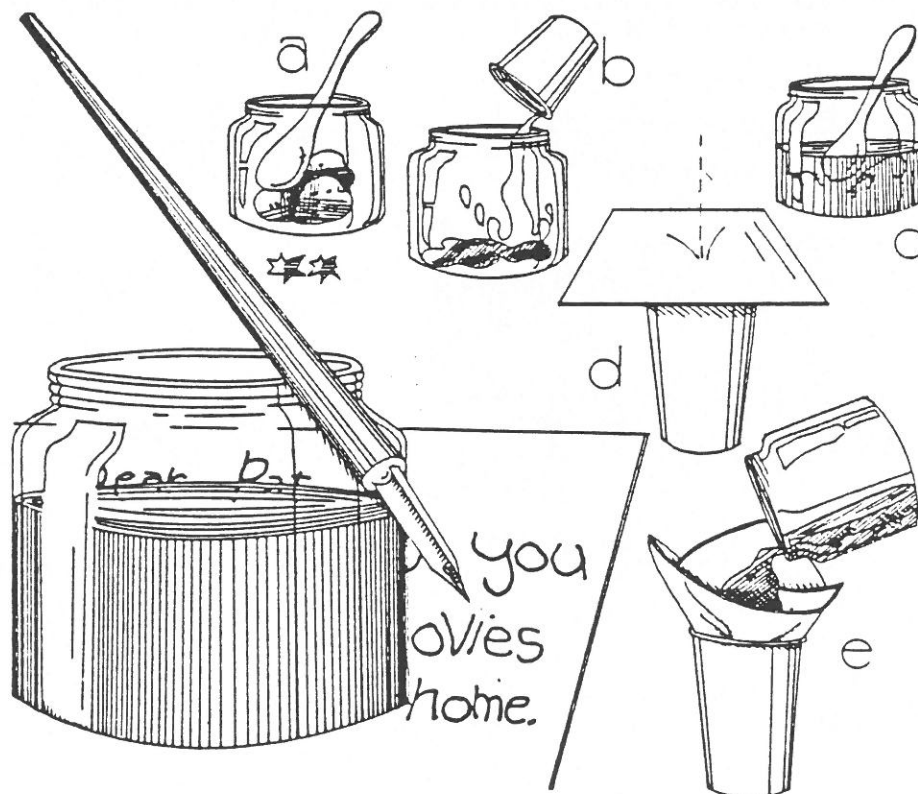
When you write a letter to a friend or to your grandparents, you probably use a ball-point pen. Before the ball-point pen was invented, people used a fountain pen that contained ink or a stick pen that had a point which was dipped in ink. It is very tiresome dipping a pen continuously into ink, but if you've never written in this way it could be fun. You will enjoy writing even more if you make your own ink. All you need is some ripe berries and something to crush them with. Believe it or not, this was one of the ways writing ink was first produced.

Things You Need

ripe cherries, blueberries, blackberries or strawberries
small jars with lids
spoon
paper towels
paper cups

Let's Begin

1. Remove stems and leaves from ripe berries and place them in a small jar.
2. Press the berries to a pulp with the back of a spoon, Fig. a.
3. When the berries are crushed, add a little water. The more water you add, the lighter the color of the finished ink will be, Fig. b.
4. Stir the mixture well, Fig. c.
5. Place a sheet of paper toweling over a paper cup. Push the paper towel down into the cup, Fig. d.
6. Slowly pour the berry mixture through the towel in the cup, Fig. e.
7. Let all of the liquid drain through the towel. Remove the towel and throw it away.
8. Pour the strained ink back into the jar and screw on the lid.
9. Use a straight or fountain pen to write with the berry ink.



Sand Pouring

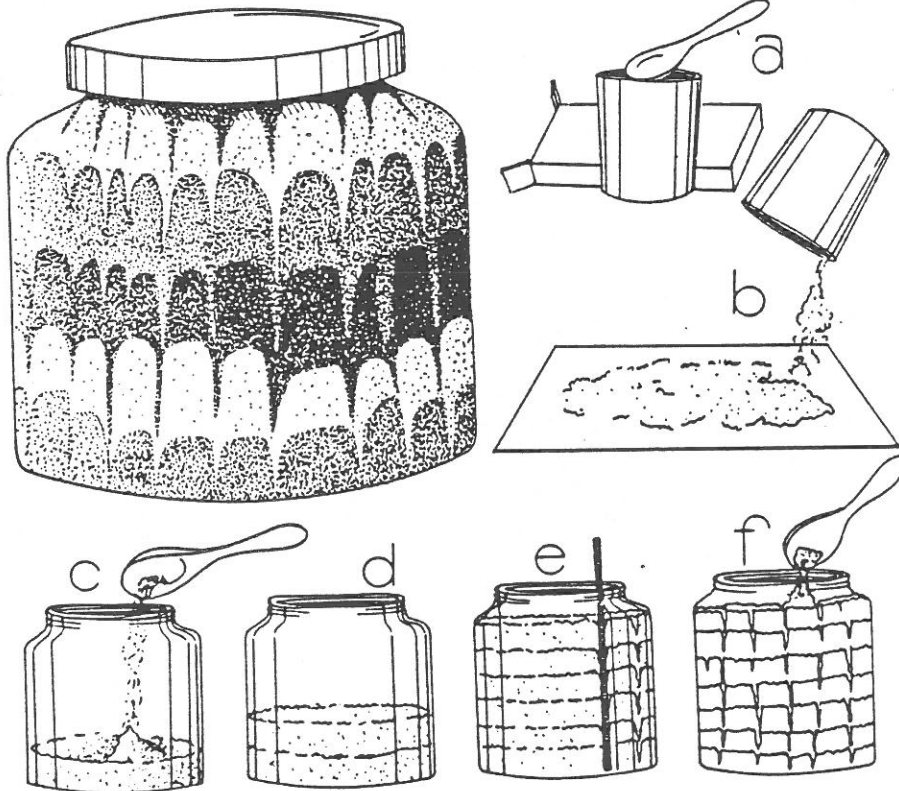
Sand pouring may not sound very interesting to you, but when the sand is colored, you can make many beautiful objects with it. Collect several small jars with lids, and bring home a bag of sand the next time you are at the beach. Once the sand is dyed, start making different colored sand layers in the jars. You can use these sand-poured jars as paper weights or as decorations in your room.

Things You Need

paper cups
fine sand
powdered fabric dyes or food coloring
plastic spoons
paper towels
small jars with lids
paper clip

Let's Begin

1. Fill paper cups half-full with sand.
2. Add water to each cup to cover the sand completely.
3. Add different colors of powdered fabric dye or drops of food coloring to the water and sand. The more coloring you add, the deeper the color of the sand.
4. Stir the sand, water, and dye with a plastic spoon, Fig. a.
5. Let the sand sit in the dye and water for fifteen minutes.
6. Pinch the edge of the cup so you can pour out most of the water without spilling the sand. Pour out the water.
7. Spoon the sand from each cup onto separate sheets of paper toweling, Fig. b. Keep colors separate.
8. Spread out the sand and let it dry.
9. Spoon a layer of colored sand into a small jar which you have washed and dried well, Fig. c.
10. Carefully spoon different layers of colored sand on top of one another into the jar, Fig. d. The last layer should barely come to the neck of the jar.
11. Open a paper clip to form a straight piece of wire.
12. Holding the wire against the inside of the jar, push the wire down through all the layers of sand, Fig. e.
13. Pull the wire out of the jar and you will see how it pulls the different layers into each other.
14. Make these designs around the entire jar.
15. When the design is finished, spoon sand to the top of the jar and screw on the lid, Fig. f.



Walnut Ships

One of the most adventurous journeys you could take would be on a sailing ship. Imagine being the captain of a three-masted clipper riding the waves to unknown places. Very few people are lucky enough to travel this way. If you've always wanted this type of life, start learning all about ships and how they are built. Or make your own fleet with walnut shells, toothpicks, and paper. Now you can be the captain of a sailboat, a three-masted clipper, and a pirate ship. All are seaworthy, and will give you hours of fun on the high seas of your bathtub.

Things You Need

play clay (any non-hardening clay)
walnut-shell halves
scissors
colored construction paper
liquid white glue
toothpicks
colored felt-tipped markers or crayons

Let's Begin

1. Press small balls of clay into walnut-shell halves. Continue by following the directions for one or more of the ships described below.

SAILBOAT

1. Cut a triangular sail from the colored

construction paper. Don't make the sail larger than toothpick size.

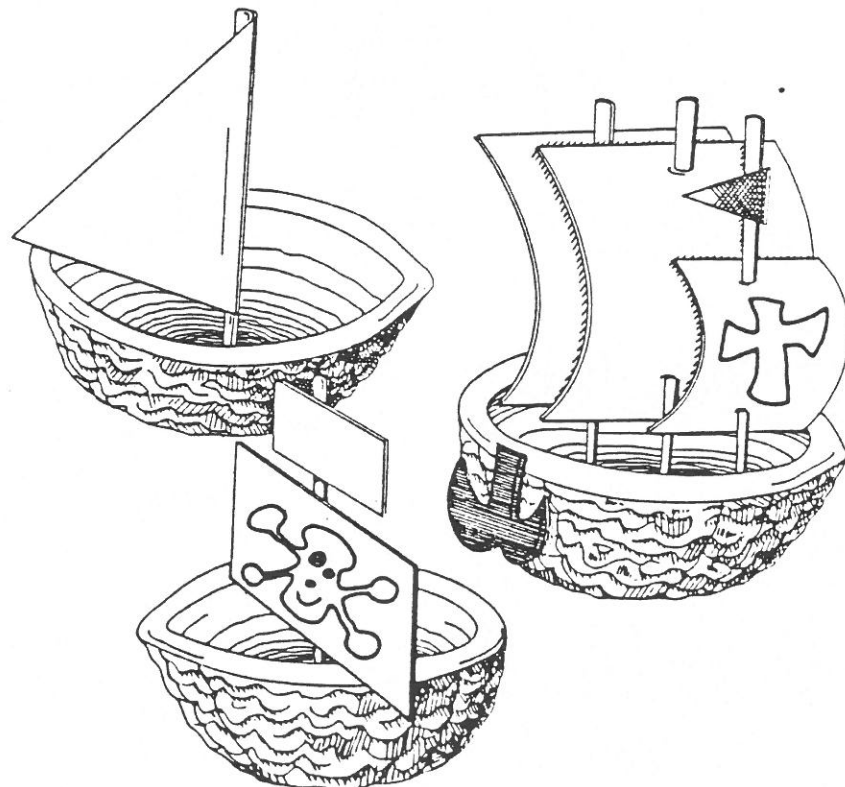
2. Using liquid white glue, glue the sail to a toothpick. Leave enough toothpick at the bottom to push into the clay, see illustration.
3. Let the sail dry.

CLIPPER SHIP

1. Cut three squares from colored construction paper. Make one a little smaller than the other two.
2. Draw a design—like the cross in the illustration—on the smaller square with colored felt-tipped markers or crayons.
3. Push toothpicks through the tops and bottoms of each sail, see illustration. Leave enough toothpick mast at the bottom to push into the clay.
4. Cut an anchor from colored construction paper and glue it to the side of the shell.

PIRATE SHIP

1. Cut two rectangles from the colored construction paper, one larger than the other.
2. Decorate the larger rectangle with a pirate's skull and crossbones, see illustration.
3. Using liquid white glue, glue the sails, with the larger one on the bottom, to the toothpick, see illustration.
4. Let the sails dry. Push toothpick into the shell.



Orange Pomander Ball

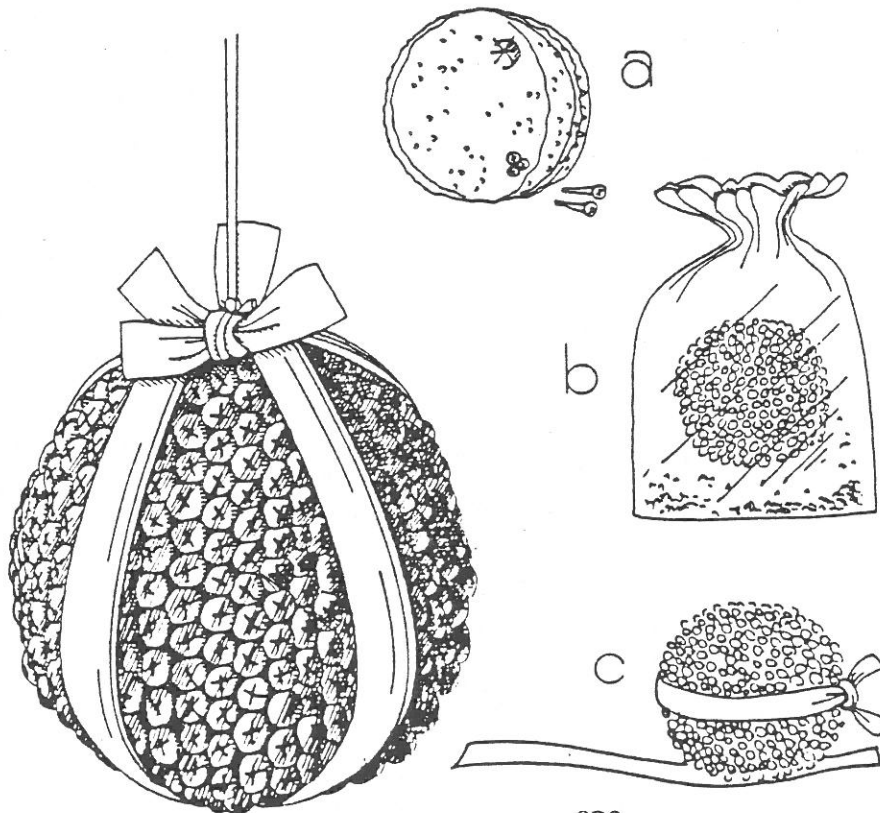
People have always placed sweet-smelling things in their drawers or closets to make them smell especially fresh. The most popular freshener is the sachet bag filled with dried lilac. Another old-fashioned closet sweetener is the orange pomander ball. Pioneer women used this spicy-smelling ball to remove unpleasant odors from the kitchen. You will want to have a pomander ball in your room as Mom or Dad will undoubtedly want one for their closet or dresser drawers.

Things You Need

whole cloves
orange
cinnamon
plastic bag
ribbon or netting
string

Let's Begin

1. Push the pointed stems of whole cloves into the skin of an orange, Fig. a. Cover the entire orange with cloves, see illustration.
2. Sprinkle cinnamon into a plastic bag.
3. Place the orange in the bag, Fig. b.
4. Hold the top of the bag as you shake the orange in the cinnamon.
5. Remove the orange from the bag.
6. Tie a length of ribbon around the orange and knot it, Fig. c.
7. Tie a second ribbon criss-crossing the first ribbon at the bottom, and knot at the top.
8. Tie a length of string around the knotted ribbons.
10. Hang the ball in a special place. The orange will eventually shrink in size and become hard, but should not lose its scent.



Fern in a Candle

Before Thomas Edison perfected the electric light bulb, and before the era of gaslight, people used candles as a source of light. People worked, ate, and read by flickering candles. Today, candles are found on top of birthday cakes, in churches, and as decorations in your home; you may even have one in your room. If you don't, here is a project that combines two of nature's products: wax and ferns.

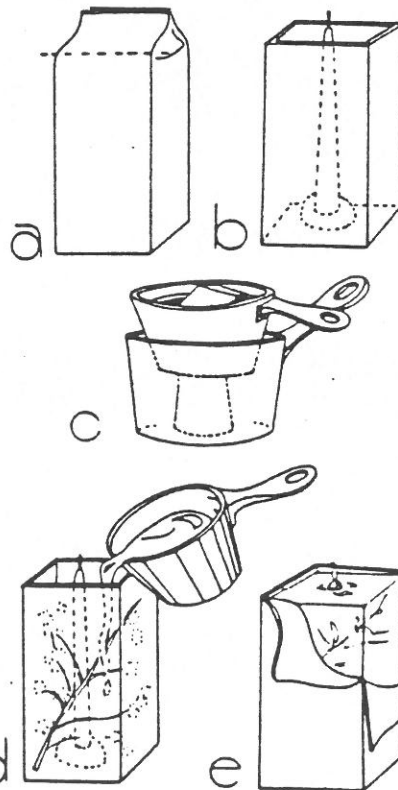
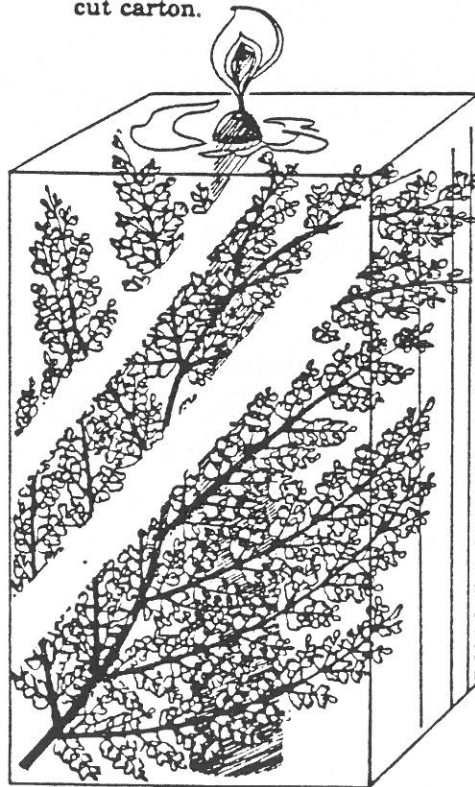
Things You Need

scissors
pint or milk carton
butter
play clay (any non-hardening clay)
candle
2 saucepans, one larger than the other
small tin can
paraffin (canning wax)
fern

Let's Begin

1. Cut off the top part of a pint carton or half a milk carton, Fig. a.
2. Wash and dry the carton and butter the inside.
3. Place a ball of clay in the center of the bottom of the carton.
4. Choose a candle about as high as the cut carton.

5. Push the candle in the ball of clay at the bottom of the carton. The candle should stand up straight, Fig. b.
6. Fill the larger saucepan half full of water, and place on the stove.
7. Put the tin can in the center of the saucepan.
8. Add paraffin to the smaller saucepan.
9. Put the smaller saucepan into the larger. It should rest on the can in the water, Fig. c.
- **10. Put the saucepan arrangement on a top burner of your stove. Turn on the stove carefully to a medium heat. The wax in the upper pot will melt slowly as the water begins to heat. Never take your eyes away from the melting wax.
11. When the wax has just melted, turn off the heat.
12. Put a fern into the carton. Trim the top if it comes above the edge of the carton.
- **13. Carefully pour the melted wax into the carton, and up to the candlewick, Fig. d. Be sure the fern stands up straight.
- **14. If you have not melted enough paraffin to fill the carton, allow the wax to harden in the carton before you melt and then add more wax.
15. When the wax has hardened completely, peel away the carton to unmold your candle, Fig. e.

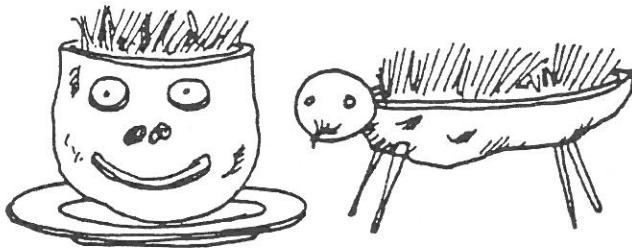


GREEN CREATURES

- Quick-growing seeds : grass, mustard, parsley, etc.
- A large potato
- Raisins, cloves, toothpicks and "face" decorations
- Potting soil
- Egg carton, margarine Tub, milk carton
- Sponges
- Marking pens

POTATO CREATURES

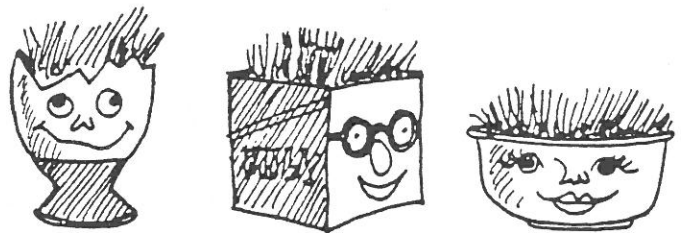
Hollow out part of a large potato. Use toothpicks to attach features - then add soil and seeds.



"HAIRY" CHARACTERS

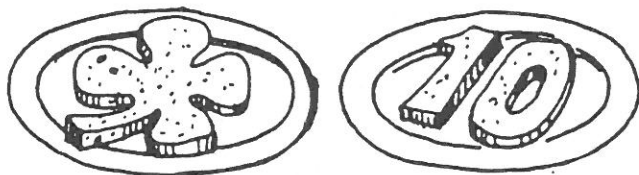
Draw faces on various containers - add soil and lots of seeds for hair.

Try an egg carton DRAGON!



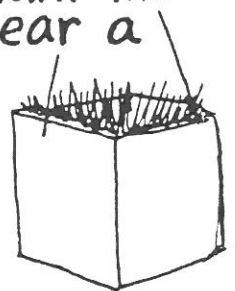
SPONGE SHAPES

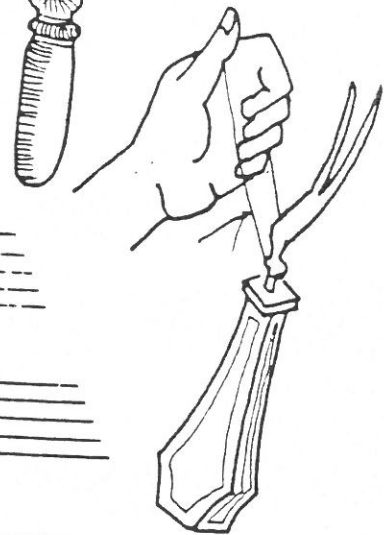
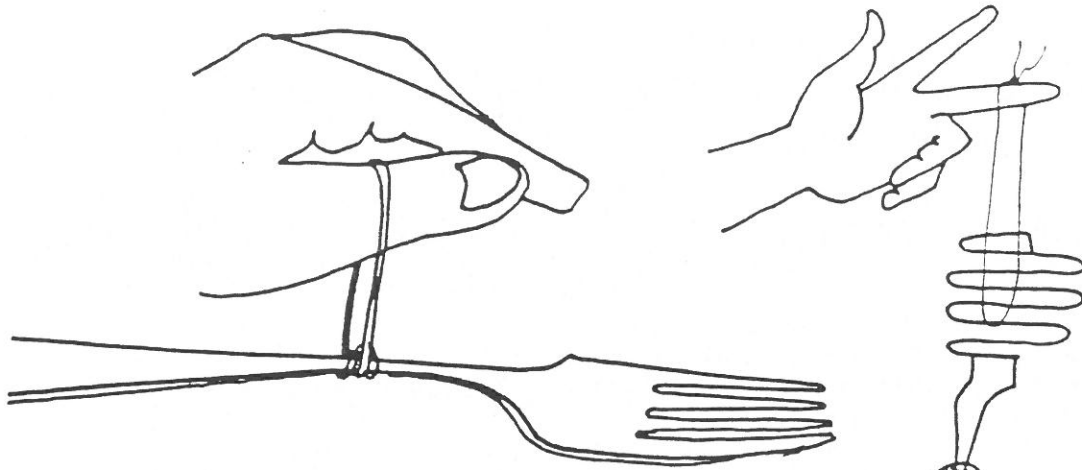
Sprinkle a cut-out sponge with plenty of seeds. Keep moist in a saucer of water.



HANGING GARDENS

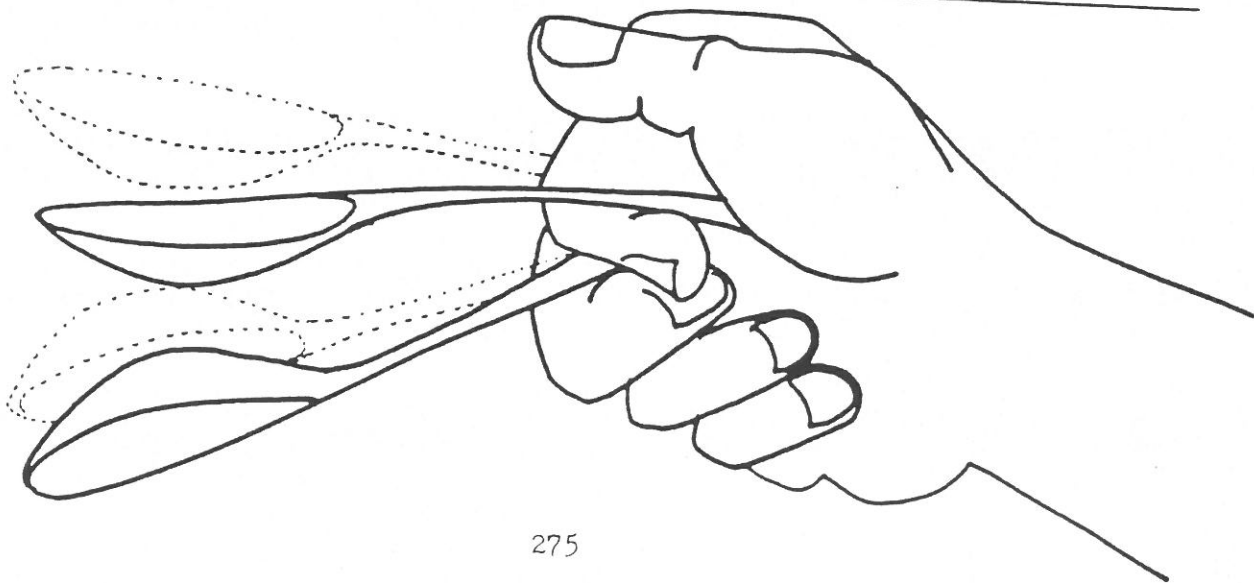
Poke 3 or more holes near the top of your container. Tie with string, plant the seeds and hang near a sunny window.





Recípes

Recípes



RECIPES/RECIPES

MODELING DOUGH RECIPES

The following recipes may be used to make material for modeling objects instead of using clay. Projects will air dry to a hard finish. The length of time for drying depends on the thickness of the object. Punch pin holes in object to speed drying. All recipes may be stored indefinitely in plastic bag in the refrigerator. All may be colored with food coloring or tempera, or painted after model is completely dry.

Salt-Cornstarch Clay - Mix 2 cups table salt and 2/3 cup water in pan. Simmer over medium heat, stirring constantly, until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix vigorously. This will make a thick dough.

Salt-Flour Clay - Combine 1/2 cup salt and 1 cup flour. With hands, mix and knead in enough water to make a stiff dough.

Cornstarch-Baking Soda Clay - Mix 1 cup cornstarch and 2 cups baking soda. Add 1 1/4 cups water and mix. Bring to boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes.

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

Bread Modeling - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until the consistency of clay.

Sawdust Modeling Clay - Mix 4 cups sifted sawdust, 1/4 cup plaster and 1 1/2 cups wheat paste together. Add water until it is the consistency of clay - moist enough to hold and stick together.

Baker's Clay

The following recipe is to be used within 4 hours of mixing. It is baked in a 350 degree oven for 1 hour. Test for doneness with a toothpick. When object is cooled paint with tempera and glaze with a clear plastic spray.

Mix 4 cups flour, 1 cup salt, 1 1/2 cups water together with fingers in a big bowl. This recipe should never be doubled or halved. If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold object. Bake as directed above.

Pillsbury Modeling Mixture - Mix 2 cups salt, 1 cup flour, 1 2/3 cups water. Cook over medium heat, stirring constantly until mixture is hot. (3 - 5 minutes) Spread over can, box, or other item with spatula or knife. Roll or press in macaroni with fingers. Place containers in 200 degree oven for one hour or until mixture hardens. Spray color desired.

Modeling Mixture - 1 gallon can full of sawdust (sift through screening) 2 handfuls wheat flour (used in wallpaper paste). Mix these with water to consistency of dough. Food coloring may be added. Sand and paint when dry. Items are very light weight.

Sand Clay - 2 parts water; 1 part dry wallpaper paste; 2 1/2 parts sand. Mix slowly and thoroughly. The projects will harden after drying a day or two.

FINGER-PAINT RECIPES

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

Finger Paint # 2 - Mix 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Color with tempera or food coloring. Put into small jars.

OTHER CRAFT RECIPES

Inexpensive Carving Material - 4 parts vermiculite; 1 part cement; 1 part sand. Mix together with enough water to make a heavy paste. Pour in a box and let dry. Can be cut and carved with a pen knife. Vermiculite can be found in garden and flower shops and in many variety stores.

Soap Snow - Equal parts - liquid starch and soap flakes (not detergent or granulated soap). Whip with a rotary or electric mixer. Leave white or tint with tempera paint. Spread like snow on Christmas tree or greenery. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze pastry tube or plastic catsup bottle to write messages on glass, mirrors, foil, packages, etc.

Activated Centerpiece - 1/2 water; 1/2 vinegar, tint with food coloring. Fill a glass container about half full of this solution. Slowly add 1/2 tsp. moistened soda for each cupful of solution. Drop a dozen mothballs in the solution and they will rise and fall as if dancing.

Colored Sand - Sand (white preferably), tempera, jar. Mix ingredients and shake well in jar.

Costume Make-up - Liquid deep skin cleanser or solid shortening, powdered sugar, food coloring. Mix together in jar. This will wipe right off.

Blue and Gold Mints - 6 Tbsp. margarine or butter, 2 Tbsp. peppermint or spearmint flavoring, 3 lbs. powdered sugar, 7 Tbsp. water, colored with food coloring. Dash of salt. Cream butter, add flavoring, salt and water. Add 2 lbs. powdered sugar. Blend with mixer and knead mixture with remaining sugar. Cut or shape mints. Spread on cookie sheet and refrigerate. cover any unused portion to keep from drying.

Barometer - 3 oz. water, 1 oz. cobalt chloride, 1/2 oz. table salt, 75 grains calcium chloride, 1/4 oz. gum arabic. These ingredients can be obtained from the local drug store. This mixture when applied to white material, string, etc. tells change in the weather. Blue for sunny. Pink for rain. Lavender for cloudy.

Sugar Crystals - 1 cup water, 2 cups granulated cane sugar. Boil water, then stir in sugar. Cool and add food coloring. Pour into glass jar that has been heated well in hot water. Put in a string that has been weighted down on one end and tied to a pencil on the other end. Now watch crystals form up the string.

Chemical Garden - 1 charcoal briquette, 2 Tbsp. salt, 2 Tbsp. laundry bluing, 2 Tbsp. water, 1 Tbsp. food coloring. Place the briquette in a small dish. Sprinkle on salt, then add the next 3 in-

redients. Place it where it will receive sunshine or warmth. Now watch it grow.

Chemical Garden # 2 - 2 or 3 charcoal briquettes, 6 Tbsp. salt, 6 Tbsp. laundry bluing, 6 Tbsp. water, 1 Tbsp. ammonia, food coloring. Place briquettes in a dish and sprinkle with salt, add liquids. Put a different color food coloring on each brick.

Salt Paint - 2 tsp. salt, 1 tsp. liquid starch, 1 tsp. water, food coloring or tempera paint. Mix the ingredients and use to get a shiny, grainy surface.

PLASTER CASTING

Obtaining a Design

Roll playdough between two boards to obtain uniform thickness. Lay cardboard pattern on the play dough. Cut around the pattern with a knife. Lift off excess playdough and smooth edges of design.

Carve a design from Ivory soap or soft wood. Coat soap with a thin layer of vaseline before coating with rubber.

Use an existing plaster piece or design.

No cost molds can be made from ordinary items found around the house: can lids, candy trays, cookie trays, styrofoam meat trays, Wizard Deodorizer covers.

Rubber candy molds also work.

Plaster molds can also be obtained at some craft and hobby stores.

Making a Rubber Mold

Lay the design on a flat surface and coat with a thin coat of vaseline. Brush on a thin coat of liquid rubber. Let dry. Dab on a heavier coat of liquid rubber. Let dry. Dab on a third thicker coat and let dry. Using enough liquid rubber to coat the piece, mix liquid rubber with cornmeal until quite thick but moldable. Spoon it onto the piece and let dry thoroughly. Remove piece.

Preparing the Mold

It is helpful to prepare the mold by wiping it lightly with a coat of vegetable oil or spraying it with Pam. Another method is to rinse the mold in a weak solution of liquid detergent. This helps the plaster cast slip out easily. Warning: an excess of any of these may cause defects in the plaster cast.

Types of Plaster

Plaster of Paris may be used, but Hydrocal from a lumber yard is less expensive and stronger. Dental or orthopedic plaster is the best quality available, but the cost may be prohibitive.

Mixing Plaster

Fill the mold with water, then pour that water into a disposable container such as a paper cup, small aluminum pan or cut-off bleach bottle. Add enough plaster to water until it stops dissolving and a small peak of dry plaster is showing above the water level. Stir gently to avoid air bubbles. The mixture should resemble heavy cream. Do not mix more plaster than will be used, for it will harden quickly and cannot be thinned.

Pouring Plaster

Pour plaster into mold. Tap or bounce mold against a table so that air bubbles will rise to the surface. Allow the mixture to stand until it is hard. When the casting feels hard to the touch, it may be removed carefully from the mold. Allow it to dry completely (several hours for a small object, several days for the larger ones) before painting. Any rough edges may be sanded after plaster is hard.

Hangers and Rings

If a hanger is desired, place a pop top ring, paper clip, bent wire or hairpin at an angle near the top of the plaster piece. If a slide ring is desired, place a pop top ring in the center.

Hardening Process

To speed up drying of plaster casting, add a few grains of table salt to dry plaster before mixing. (There is also a commercial product available to speed up drying.) To slow down normal hardening process, add powdered borax (in a 1 to 8 proportion to plaster) which will cause it to take twice as long to set.

Cleanup

Never wash left over plaster down a drain! If using an old bleach bottle or plastic bowl, allow the plaster to dry and then crack it out and throw it away.

Painting Plaster

Because plaster is porous, many kinds of paint will soak into it. It is a good idea to seal the plaster with a spray sealer, spray plastic, gesso,

or latex wall paint. After the sealer is dry, any type of paint may be applied. Enamel and lacquer will leave a glossy finish. Water base paints will leave a dull finish. Clear shellac or spray varnish will give a luster to a dull finish.

Antique Finish

Paint the object with blue-green tempera. Allow it to dry. Then coat object with dark brown shoe polish and wipe it with a soft cloth. The shoe polish will give a copper finish. It is possible to purchase commercial antiquing finishes in either spray or paint form.



HEALTHY SNACKS

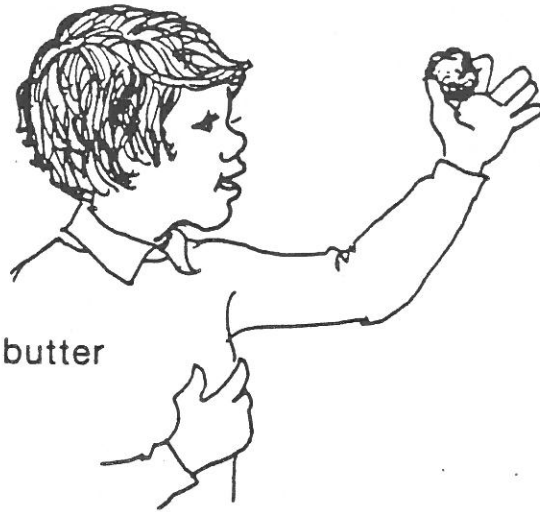
PROTEIN GEMS

You Need:

- ½ cup of crunchy natural peanut butter
- ½ cup of honey
- ½ cup of raw oatmeal
- ½ cup of sesame seeds
- ½ cup of walnuts or almonds
- ¼ cup of wheat germ
- ½ cup of protein (vanilla or chocolate) available at health food stores
- ¼ cup of unsweetened coconut

You Do:

1. Mix all of the ingredients together and shape into balls.
2. Roll in some grated coconut and refrigerate.
A Delicious, Healthy Snack!



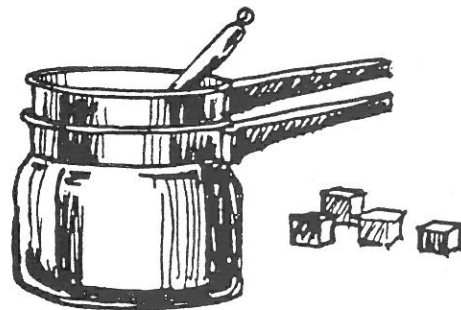
CARAMEL CORN

You Need:

- ½ package (14 oz.) of caramels
- 1/8 cup of light corn syrup
- 1 Tablespoon water
- a quart of popcorn

You Do:

- Melt the caramels, corn syrup and water in the top of a double boiler, stirring occasionally.
- Pour over the popcorn and form into balls.



APPLE SNACKS

Stuffed Apple

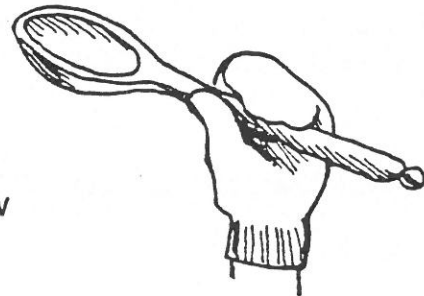
Core, then stuff opening with peanut butter mixed with raisins, wheat germ or granola. Slice in half and wrap in plastic, or store in a sandwich bag.

SNOW ICE CREAM

Have you ever tasted homemade ice cream made with snow?

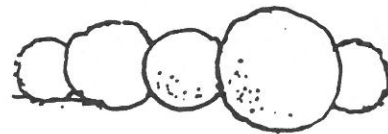
You Need:

- A can of evaporated milk
- ½ cup of sugar
- 1 teaspoon vanilla
- A large amount of freshly fallen snow



You Do:

1. In a large bowl, mix the milk and the sugar until the sugar is dissolved. Then add the vanilla.
2. Stir in the fresh snow. (Add as much snow as you need for the taste and look of vanilla ice cream.)
3. For an added treat, pour a little maple syrup or chocolate sauce over the top.
4. Eat it all up before it melts.!



Pack away a few snowballs in your freezer to use from time to time—or to have a **snowball fight** next summer!

TEACHING AIDS FOR SIMPLE TOOLS

RULES

Make it clear from the start that all tools can be dangerous if the boys do not follow basic safety rules. Safety goggles are recommended.

Also stress the right tool for the job. For example, never use a screw driver as a hammer, chisel or punch. It wasn't built for it and may break or cause an injury.

Pliers are for holding or grabbing, wrenches are for turning nuts and bolts. Using a pliers may ruin the nut or bolt for a wrench by rounding the corners.

Sometimes a leader has to improvise when a tool is not available. Do not allow the boys to do this for liability's sake.

GAMES FOR LEARNING SKILLS

NAIL RACE

With enough hammers, see who can pound 3 nails the fastest. Bent nails do not count.

With only two hammers, a relay race can be done. Have 2 X 4 's to pass down each line of boys. The hammer is then passed like a baton in a relay race. First team to pound all nails in straight wins. (Note - NEVER RUN WITH TOOLS.)

VARIATION

Use screws and a screw driver.

TOM SAWYER PAINTING RACE

Materials include paint brushes (all the same size), cardboard squares, and whitewash or water-soluble paint. We recommend outside use only. This can be some "messy fun".

VARIATION

A running relay (do not carry brush). Each team member runs to Tom's fence and takes one brush stroke, then tags off with another member of his team.

TIPS (Keep it simple make it fun)

PRE-CUT PRE-DRILL

You or a den parent could pre-cut materials to save the precious den meeting time.

Putting nails through a smaller pre-drilled hole will keep the ends of boards from splitting.

FASTENING

The right fasteners are important in holding a craft or project together. They may be used together for a stronger bond such as combining glue with dowel pegs, or nails.

Follow the instructions provided with any plan or kit you use. Practice without the kids first so you can be the expert.

Nails - too large and the wood will crack, too small and it won't hold.

Screws - Use a small drill hole to guide them.

Bolts - Pre-drill the hole.

Glue - Don't use too much.

Other fasteners depend on the project.

Solder for electrical wires

BEAR AND WEBELOS CAMP TOOLS

Teach the safety rules first. Use of these tools are a privilege - not a right.

BASIC SIMPLE TOOLS

PLANNING AHEAD

The right tool for the job is a must for any project, be it paper, metal, plastic, leather craft, or wood working. An important part of planning any project or craft is having the proper tools available. This also means having the right quantity of the right tool. For example, a one hour den meeting may not be enough time for six or eight boys to share one hammer.

MEASURING AND LAYOUT TOOLS:

Tape rule
Bench rule
Zig zag folding rule
Carpenter's square
Tri square
Combination square
Marking gauge
Carpenter's level
Divider, calipers, trammel points
Compass
T-square
Caliper rule
Adjustable T-bevel
French curve, triangle, protractor

FASTENING TOOLS:

Wood handle hammer
All steel hammer with cushion handle
Ball peen hammer
Adjustable wrench
Box wrench
Double-end wrench set
Screwdriver set
Phillips point screwdriver
Rubber mallet
Plastic-faced mallet
Brad driver
Screw starter
Stapler
Rivet tool

HOLE, BORING TOOLS:

Hand drill
Ratchet bit brace
Push drill
Countersink
Auger bit
Spur bit
Twist drills
Screw driving bits
Expansion bit
Screw mate bit

HOLDING TOOLS:

Various woodworking clamps
Double jaw vise
Single jaw vise
Metal vise with adjustable swivel base
Adjustable clamp-on vise with jaws for top and side use
Slip joint pliers
Vise grip plier-wrench
Diagonal cutter
Bench needle-nose
Needle-nose
End cutting nipper
Adjustable pump pliers

CUTTING TOOLS:

Compass saw
Keyhole saw
Hack saw
Back saw
Cross cut saw
Rip saw
Dovetail saw
Miter box
Mini hack saw
Coping saw
Spokeshave
Smooth plane
Block plane
Rabbit plane
Wood chisel, all steel
Carving chisels
Files and rasps

Pocket Knife - Must earn a Whittling Chip. First try a soap carving.

Camp saw

Axe

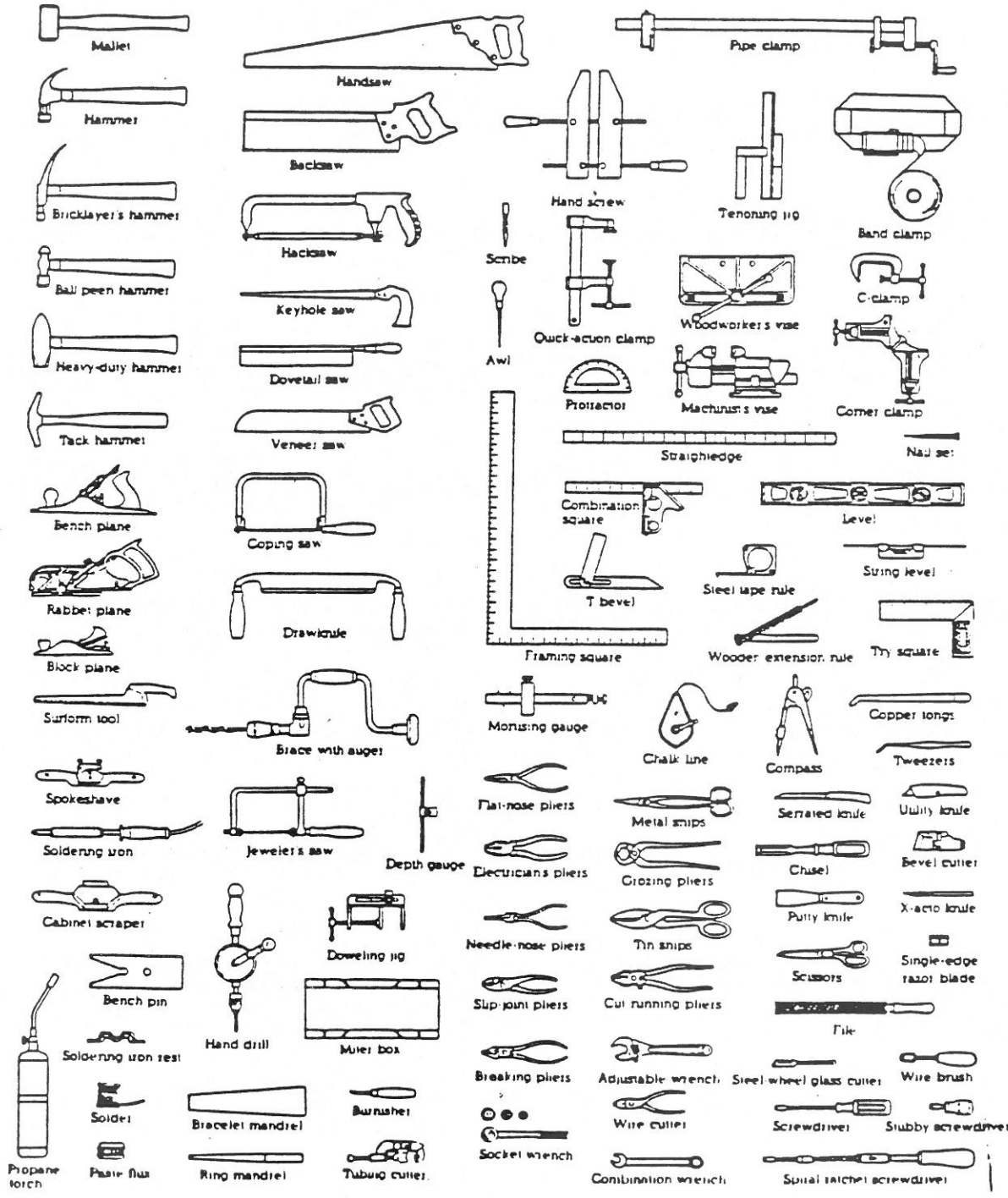
SAFETY RULES

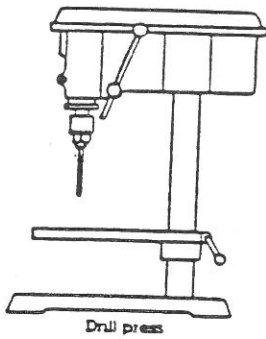
1. Make sure your workshop has adequate lighting; fluorescent lighting is best.
2. Never work when you're tired.
3. Keep a first aid kit handy at all times; also, a fire extinguisher.
4. Don't wear loose clothing that could get caught in moving power tools; don't work barefoot; wear work gloves.
5. Wear safety goggles whenever there's a chance of flying particles.
6. Don't allow children to play in the workshop.
7. If you're working outside in the hot sun, wear a hat.
8. Always wear a protective mask when working with finishing materials and sprays; make sure you have adequate ventilation.
9. Use ear plugs when working with power tools to avoid noise-induced hearing loss.
10. Respect your tools. Read all instructions carefully and thoroughly.
11. Seal all containers as soon as you're finished with them.
12. Make sure the floor of your workshop is dry, clean and skidproof.
13. Store potentially dangerous tools in locked cabinets and flam-

mable liquids in metal cabinets.

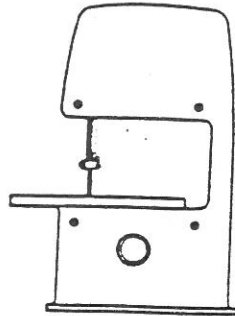
14. Discard oily rags and other flammable trash in metal containers with lids and empty these containers frequently.
15. Keep all tools in proper operating conditions: sharp, clean and lubricated.
16. Be sure all power tools and extension cords are properly grounded.
17. Store sharp tools with the cutting edges shielded.
18. When cutting lumber with a power saw, never push the wood through with your fingers; use a scrap piece of wood.
19. To avoid striking your fingers if the hammer slips, hold a nail as near the head as possible.
20. Always be careful. It's the overconfident worker - not the novice - who is more likely to have accidents.



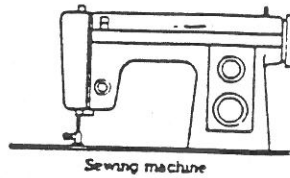




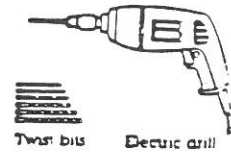
Drill press



Band saw

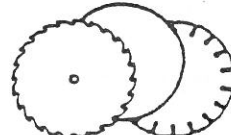


Sewing machine

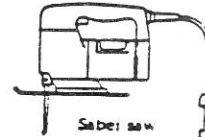


Twist bit

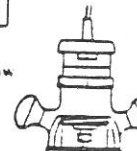
Dectric drill



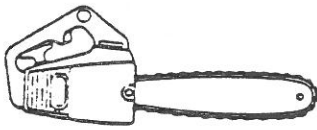
Power saw



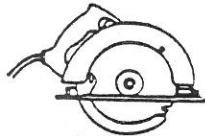
Saber saw



Router



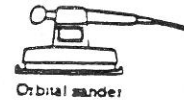
Chain saw



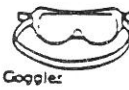
Circular saw



Belt sander



Orbital sander



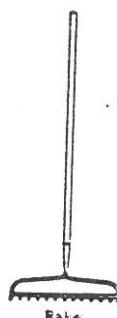
Goggles



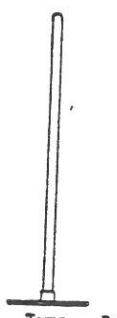
Built planer



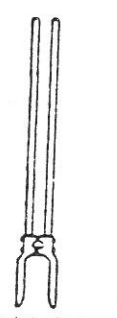
Eroom



Rake



Tamp



Post-hole digger



Hoe



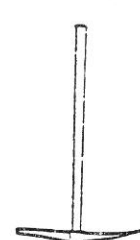
Shovel



Spade



Sledgehammer



Pick



Wheelbarrow



Sawhorse



Work gloves



Staple gun



Sandpaper



Dialy



Stapler



Sanding discs



Steel wool



Cold chisel



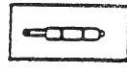
Stonemason's chisel



Plumb line



Garden hose



Saw-tooth trowel



India ink



Sanding drum



Countersink bit



Wooden float



Edger



Mason's trowel



Crowbar



Epoxy glue



Glue



Paint



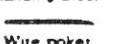
Rubber roller



Paintbrush



Sanding block



Wire poker



Felt-tipped pen



Pencil



Mullerpar bit



Hole saw



Rotary rasp



Spade bit



Tape



Plug cutter



Artist's brushes

POWER TOOLS - FOR WEBELOS ONLY

There are hundreds of power tools available to the home work shop, but these basic tools will serve most purposes in a basic shop.

SABER SAW - Used for cutting irregular shapes. It can be used on wood, plastic or composition, and will cut through wood up to 2 1/2 " thick.

PORTABLE CIRCULAR SAW - It is speedy and accurate. Use it for cabinetry, paneling, and building construction. It's more versatile in some cases than an expensive radial or table saw. One reason is its portability. Although most circular saws are large, they are not heavy since many are now made with lightweight high-impact plastic housings.

POWER BLOCK PLANE - A lightweight tool to be held in one hand for edge planing, surfacing and contour shaping.

PORTABLE ELECTRIC DRILL - The most used tool in your workshop. Besides drilling, with attachments it can sand, buff, grind, drive screws, and do contour shaping.

PORTABLE SANDER - Puts the finishing touch to your important projects. No matter how well-constructed the piece is, the work will be judged by its finish. Wood finishes are easy to apply provided the wood is prepared properly. The job of sanding could take hours if done by hand but only minutes with the electric portable sander.

ROUTER - An easy tool to master, consisting only of a motor with collect chuck, and adjusting ring, a cantilever base and a plastic, non-scratching sub base. It's used for making decorative molded edges for doors, furniture parts and table

tops, as well as many other routing functions.

SIMPLE WOODWORKING

As a rule young boys and sharp knives and saws don't go together. However, with proper practice, training and supervision, whittling and wood working, can be a very enjoyable and rewarding activity for young boys.

Before allowing a boy to use a knife, he should first earn his "whittling chip". By doing this he will learn to use a knife safely. After he has earned his right to carry and use a knife, the first project he attempts should be simple and easy, such as carving a turtle out of soap.

SAFETY TIPS

1. Always cut away from you.
2. Use the smallest blade that will get the job done.
3. Have the boys whittle on their projects at a table. If they rest the project on a leg, they might cut a leg.
4. As a rule, bigger projects require you to cut away from you, smaller projects require you to cut toward you.
5. Reward boys for working safely.
6. Always give close supervision.
7. Knives should not be opened until boys are sitting at the table.
8. Knives are never carried open.

at what is available in the Webelos program.

- A study of Scouting - highlighting the primary goals - duty to God and country (strengthening citizenship); duty to other people (strengthening social and family ties); and , a duty to the boy's well-being (learning to cope with himself); with 12 points for goals of character development.

- Fifteen (15) activity badges for exploration of all facets of adult life.

- A taste of Boy Scouting and learning to be self-sufficient.

- First aid for strengthening his understanding of how to react in a crisis.

- Approval by someone other than "ole familiar Mom and Dad" to help with overcoming a fear of the unknown!

- More involved leadership responsibilities in the pack, setting an example, dealing with personalities, and sharing knowledge.

This is the Webelos program. The key to its success lies in your delivery of the program to the boy! You must aim the bow and deliver the "Arrow of Light". These ideas will help. Keep in mind the powerful words -- coordinate, cooperate and communicate.

Coordinate

- Make sure ceremonies appeal to younger boys watching, so they want to be part of your Webelos and eventually the troop's Scouting programs.

- Develop your activities as part of the pack's activities. You are members of the pack, and the boys need to be involved in this program monthly.

- Work with the troop to insure you mix some of their activities into your program (the boys need to understand the troop workings and make friends so this isn't something else to frighten the boy from making the transition).

- Plan your program to work in concert with the school, sports, and communities activities.

- Work with your troop to obtain a den chief.

Cooperate

- Recognize the transition period, and don't make your program the same as the Boy Scouts. Instead, make it a tasting of the Boy Scout experience.

- Don't go to the other extreme and make your den a Cub Scout den. The program is not designed for this, and the boys won't have fun -- they are looking for new challenges.

- Be aware of the other activities beyond Scouting and tie your program to them. Examples can be given for every activity badge, and all the requirements for Arrow of Light, including the Webelos Badge prerequisite.

- Schedule your activities to include your Den Chief.

Communicate

- Let everyone involved know your den's plans - the parents, the boys, the troop and the pack. Whoever you miss well surely plan something that will cause a conflict, and cause the boy to miss out on the fun!

- Use your resources - involve the parents and they will know what is happening. Use your Den Chief, and

he will help get the word to the troop about your plans.

- Have regular orientations and parents meetings to insure they feel part of the program.

- Tell you new parents the expectations you have of them:

1. Help with activity badges.
2. Transportation
3. Dad and son outings
4. Support for advancement needed at home
5. Special reviews by parents for all advancements, before den reviews put the boy on the spot.
6. Parent involvement in outside assignments for the boy's advancement needs.
7. Differences in Webelos advancement program requirements.
8. Goals of Webelos (what does the word mean?)
9. Goals of the Boy Scouts of America program.

- Include some information on what is required from the boys and the family in your ceremonies -- to let the rest of the pack know about Webelos (this can be done by asking the boy one thing he did to earn the award he's getting at the pack meeting).

- When you induct a boy into Webelos, he is welcomed by your den.

- When you graduate a boy into a troop, emphasize the fact that it's due to an age transition, and the program is one Scouting program not two separate activities available to

the boy.

Communicate, Coordinate, and Cooperate your den program and 100 percent of your boys will not only move into Scouting, but be prepared for and complete their next series of goals in Scouting. It really is easy to provide transition to Scouts, if you remember the three C's and start early:

- Communicating to the pack about your program.

- Coordinating your den as an integral part of the pack and the troop programs.

- Cooperating with the family in everything you do, not just the boys.

PACK/TROOP RELATIONSHIPS

With the help of the Unit Commissioner, make a list of nearby troops with leaders' names and phone numbers. The Unit Commissioner can help bring together the Webelos Den Leader, Cubmaster, and Scoutmaster for the first meeting. If a Unit Commissioner is not available, either the Cubmaster or Webelos Den Leader will need to take the initiative to get things going.

There should be a plan for regular communications between these key leaders to keep everyone interested and informed.

Set up a tentative calendar of joint activities. These are incorporated as part of the pack's and troop's annual plan.

PATTERNS

