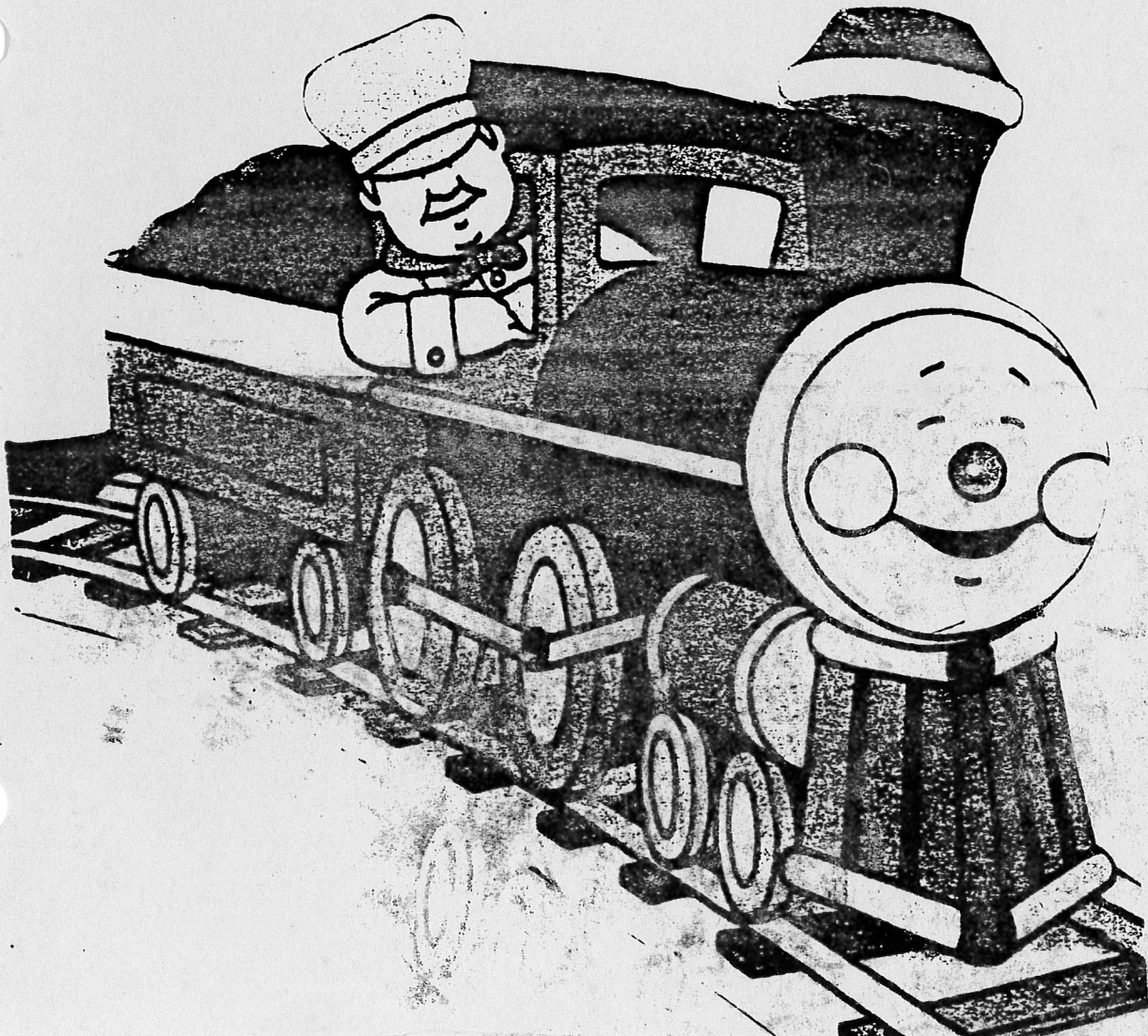


POW-WOW

1989



November, 1989

Dear Cub Scouter,

Our committee has worked hard to develop a Pow Wow book that will help serve as a resource tool. In line with our theme, "keeping on the right track," it is our hope that the book will assist and guide you as you begin another year in working with boys. The talents of many people and sources have been utilized in preparing the handbook. We would like to thank those contributors, both known and unknown, whose material has been compiled to formulate this book. It is really you who have made this work possible.

The excitement of helping a boy be all he can be is our reward in the scouting movement. It is here, then, that we place our mark on the future of our country and our world.

Sincerely,

A handwritten signature in cursive script that reads "Sandy Lee".

Sandy Lee
Pow Wow Chairman

Many, many thanks to the following people and companies who gave of their time and services to make our POW WOW BOOK such a tremendous success.

In the Printing and Paper Department, we would like to recognize Oce' USA, Multiple Impressions (Mundelein), Dr. Robert Sherman, Richard R. Lee Jr., Tom Wyler, Nick Mihael, Bill Mallian, Eva Bair, Pauline Springer, Matt Signs (Glenview), and Bernice Becker.

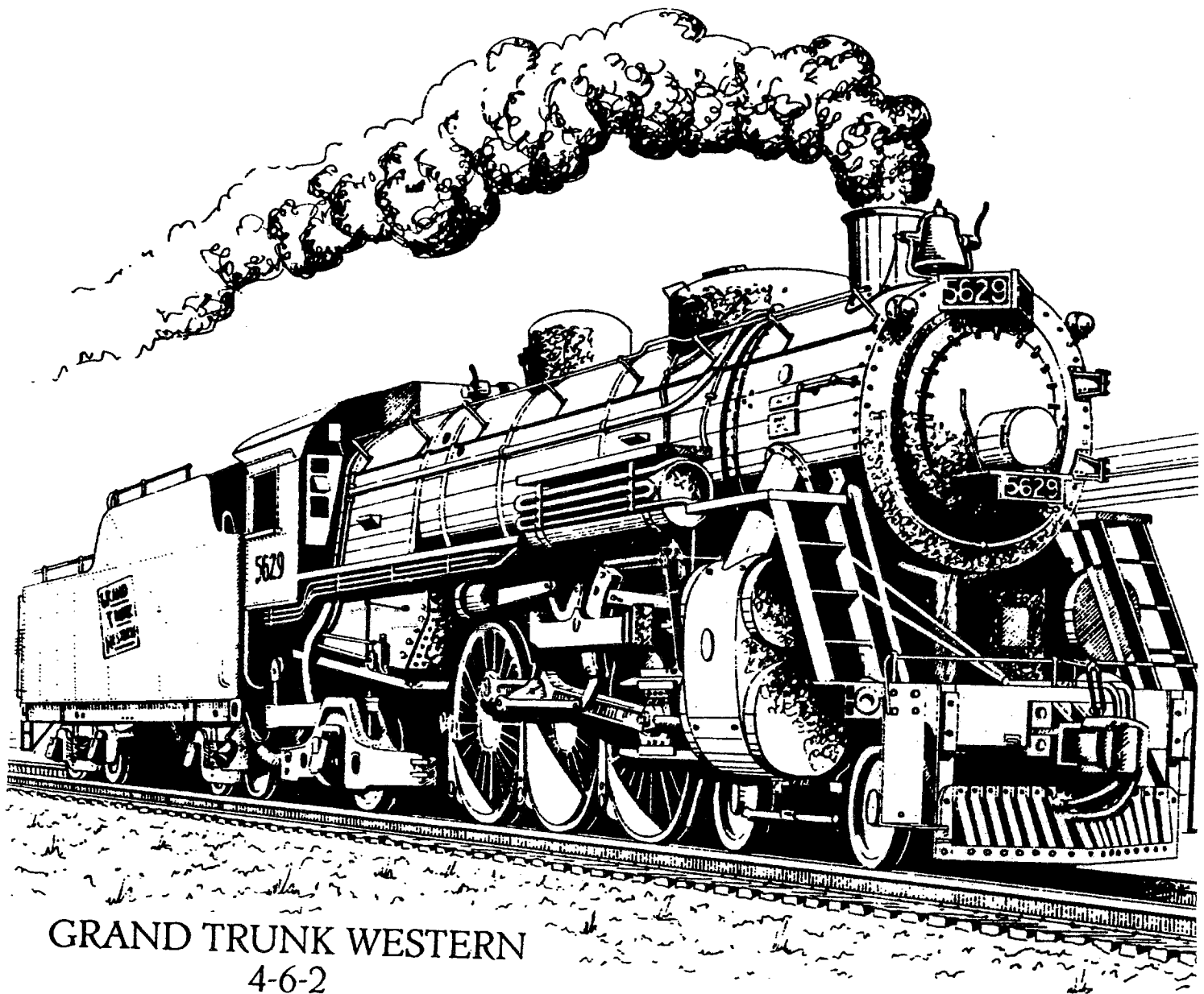
Donations and other Assistance for this book were Burlington Northern Railroad, Amtrack, Office Square, Ace Hardware, McDonald's, Dunkin Donuts, Baxter Foundations, C & C Remodeling (Elmhurst), and Richard R. Lee's Building Maintenance (Wauconda).

Sincere thanks to everyone who helped us make this book a success. If we failed to mention you or your company, we apologize sincerely.

We ask the readers of this book to please trade with the companies which helped us. Show your appreciation.

POW WOW COMMITTEE
Northeast Illinois Council

CEREMONIES



GRAND TRUNK WESTERN

4-6-2

CEREMONIES

PARADE OF PRESIDENTS

NOVEMBER 1989

Presidential Advancement Ceremony

EQUIPMENT: Use a flannel board with silhouettes of Presidents as they are mentioned in the ceremony.

Cubmaster: We are proud of the outstanding Presidents to whom we are paying tribute tonight. We are equally proud of our Cub Scouts and Webelos who are learning new skills and ideals which will help them later in life. It's very likely that some of these boys will become outstanding in American history some day. Many of our well known American figures were scouts when they were young.

The first rank in Cub Scouting is Bobcat. We will portray this rank with the silhouette of our first President, George Washington. Just as 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 Bobcat candidates and their parents forward, and present awards.)

Next is the Wolf rank. We will symbolize this rank with a silhouette of 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 and electives. (Call names of boys to receive Wolf badge. Present badges to parents.)

When a Cub Scout reaches Bear rank, he has learned much from the challenging projects he completes. To symbolize the Bear rank, we use the silhouette of Teddy Roosevelt, another outstanding president. Roosevelt accepted many challenges during his life. (Call names of boys to receive Bear Badge. Present badges to Parents).

When a boy reaches fourth or fifth grade, he is ready to move into a Webelos Den and work on activity badges which are even more of a challenge to him. We will symbolize this with the silhouette of another outstanding President, Abraham Lincoln, who worked his way up from a poor lad in a log cabin to become the 16th President of the United States. These are the boys who have worked their way up from Bobcat to the Webelos Den. (Call names of boys and Webelos Leader. Present Webelos neckerchiefs and handbook.)

Webelos Scouts work on activity badges which help them learn about many things and pave the way for future Scouting. Webelos learn about the outdoors and go on overnight campouts with their dads. We will symbolize all activity badges with a silhouette of John F. Kennedy, who believed in physical fitness and loved the outdoors. (Recognize the boys who earned activity badges.)

CEREMONIES

CUSTOMS OF OTHER COUNTRIES

DECEMBER 1989

Seasons Greetings (Opening Ceremony)

Arrangements: 8 Cub Scouts come on stage, one by one, carrying appropriate props and line up facing the audience. Narrator reads the following poem.

First boy comes on carrying a wreath

Season's Greetings to everyone
We're glad you joined us for fun.
'Tis certainly a happy time of year
With everyone bursting with holiday cheer.

Second Boy comes on carrying a globe with some Christmas Tinsel

To find out about Christmas across the seas
Our theme tonight is Customs of Other Lands
For each country has its own way
Of Celebrating Christmas Day.

Third Boy comes on carrying a candle

On Christmas Eve in Ireland, candles shine so bright
As children place them in windows to shine out into the
night.

Fourth Boy comes on carrying a Pinata

In Mexico the children gather goodies from the floor,
After they break the Pinata, filled with good things galore.

Fifth Boy carries a board on which there is a dish sitting on straw.

In Poland under the table dishes, everybody puts some straw
And they leave a vacant chair for the Holiest child of all.

Sixth Boy carries a wooden shoe filled with candy and gifts

In Holland the children put wooden shoes upon the window
sill.
They get up on Christmas morning to see the shoes all
filled.

Seventh Boy carries a Christmas Stocking filled with goodies

Right here in America, children hang their stockings at
night.
Knowing that Santa will come and fill them with presents
bright.

Eighth Boy carries small manger scene

No matter what land you live in, be the climate cold or mild
We all are celebrating the birthday of the Christ Child.
Let's open our Pack meeting tonight by signing a Christmas
Carol, which is one of the customs of our country.

CEREMONY TIPS

1. Ceremonies are devices designed to lend dignity to an occasion.
2. Keep ceremonies simple. (Handshaking is a ceremony).
3. Den ceremonies are usually less impressive than Pack ceremonies, but, they are just as important.
4. Within reason, the fewer words learned by heart and repeated parrot-like by cubs, the better the ceremony. Be well rehearsed.
5. Ceremonies mean more to Cub Scouts who help make the properties and costumes.
6. Ceremonies are lifeless if the speakers cannot be heard - especially if the ceremonies are long.
7. Give parents a place in the ceremony. They are affected emotionally more than their sons - though the part may be small.
8. Make the people to be recognized, the center of attention.
9. Plan a year's program of the pack ceremonies - avoid repeating one ceremony meeting after meeting. No matter how much adults like it.
10. Don't be afraid to be creative.

CEREMONY "WHYS"

1. To provide high points in the advancement plan.
2. To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest and a desire to help in the planning and staging of ceremonies.
3. To help develop the theme of the month.
4. To provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized, but also to those watching.
5. To give special recognition to Cub Scouts and parents for recruiting, service projects and special activities.
6. To improve the meeting program by marking a beginning and an end to both den and pack, helping provide a change of pace, indicating when something important is coming up, and getting and maintaining control in meetings.

STUMBLING BLOCKS

1. Long Ceremonies soak up time on the program. Don't forget other important elements.
2. Long speeches and fancy languages distract the attention of the audience.
3. Be sure speakers can be heard. You must get the general idea across.
4. Call for adequate rehearsal. The longer the ceremony, the more rehearsal is needed.
5. Variety is essential. A good ceremony turns bad if repeated too often. Plan ceremonies for the year as you plan your themes.
6. Avoid situations that create laughs. Set a serious mood and keep it.
7. If the audience is going to participate by applauding, singing, or responding be sure to cue them in.

PLANNING HOMEMADE CEREMONIES

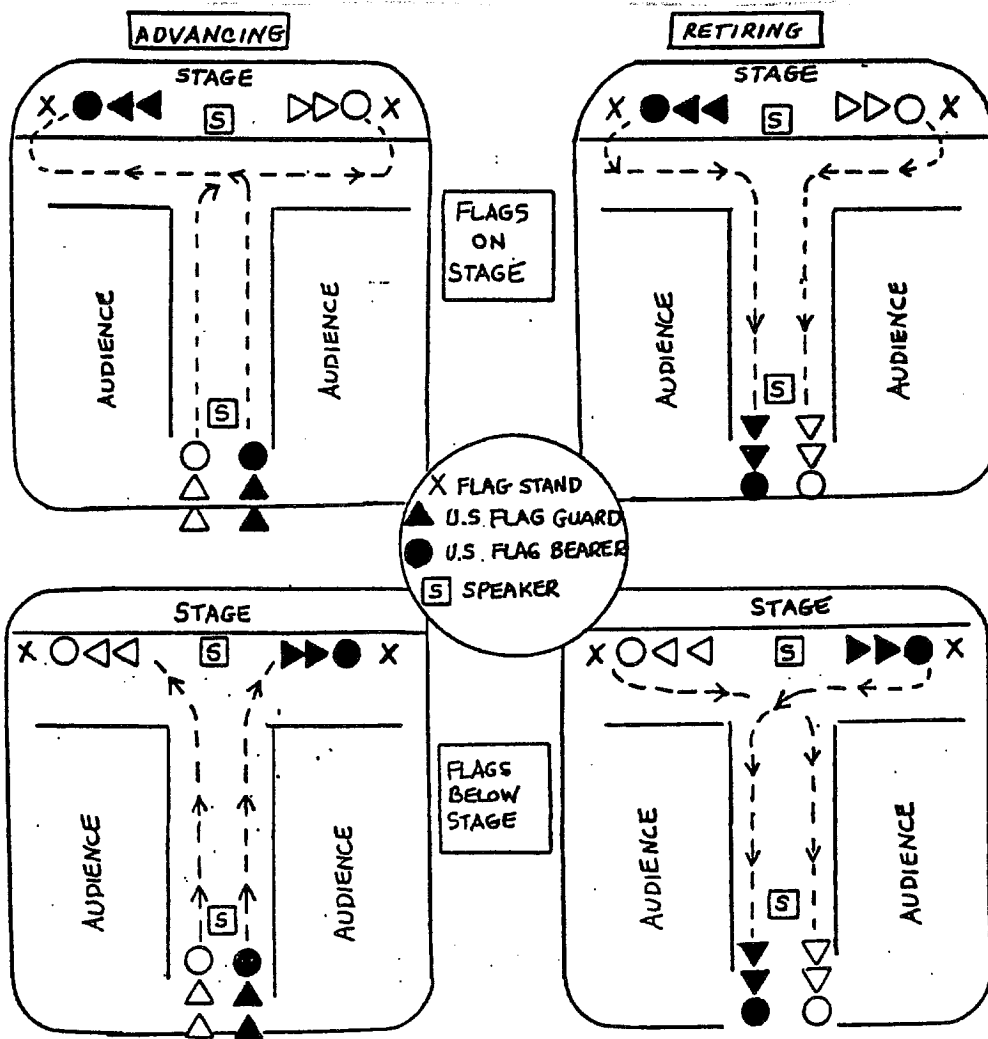
1. Who plans them? The assistant Cubmaster or a special member of the pack committee or ideas committee or a combination should do this job.
2. Start ceremonies with the theme. Select an idea as the basis for a story of Cub Scout ideals or accomplishments. Select something related to the theme for a prop.
3. Determine who will take part--the Assistant Cubmaster, Den Chiefs, Pack Committee, or Den Leaders.
4. Set a time limit and stick to it.
5. Assign parts to each helper.
6. Make sure everyone has an outline of what he says and does. Using your own words as you follow an outline on 3x5 cards may work better than juggling scripts.
7. Practice makes a good ceremony.
8. Knock 'em dead!

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 carried on the marching right in the procession, it will be necessary for the flags to cross in front of the room. (See diagram below) The American Flag crosses in front of the pack flag.

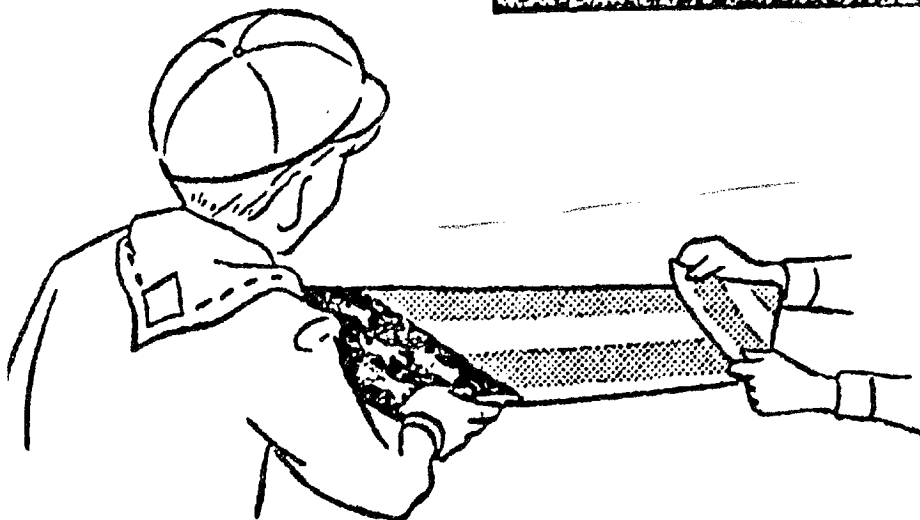
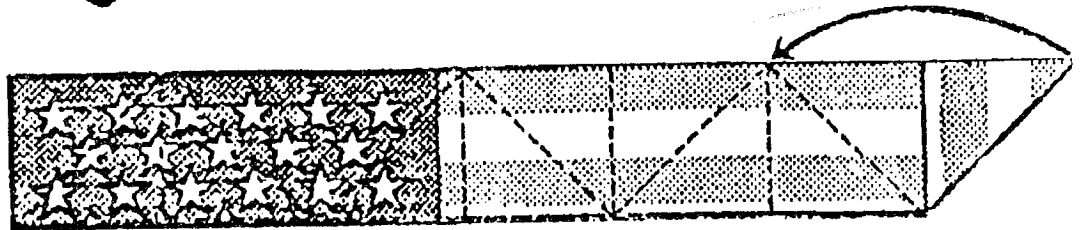
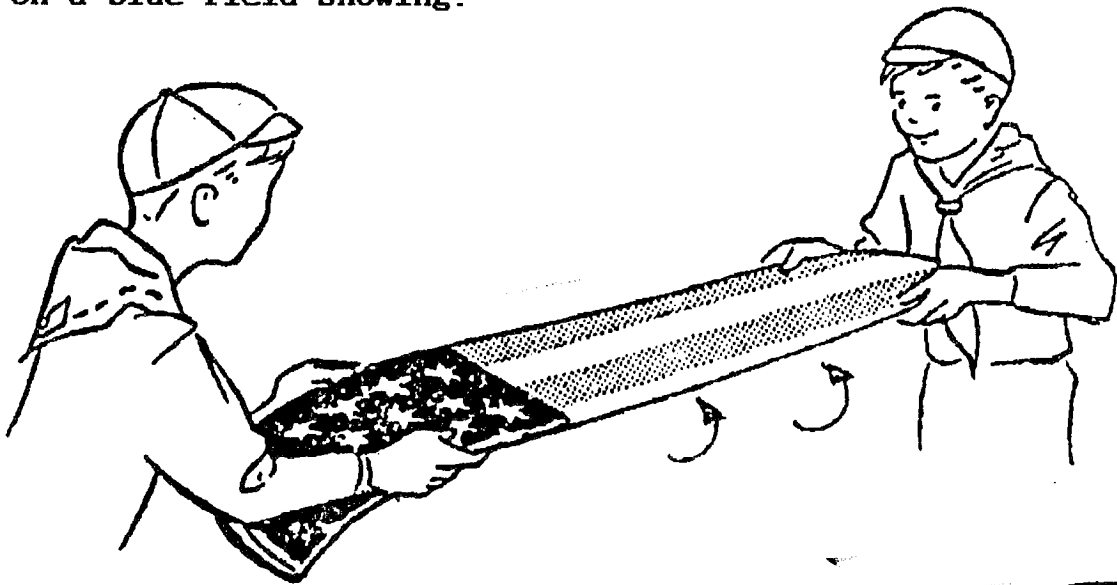
If flags are posted on audience level, the American Flag will be placed on the audience's right. In this case, the flags do not cross.

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



TO FOLD THE FLAG

1. Bring the striped half up over the blue field.
2. Then fold it in half again.
3. Bring the lower striped corner to the upper edge forming a triangle.
4. Then fold the upper point in to form another triangle, continuing until the entire length is folded.
5. When you get almost to the end with nothing but blue field showing, tuck remaining bit into other folds to secure.
6. The final folded flag resembles a cocked hat with only white stars on a blue field showing.



CEREMONIES



Almost all important events in our lives are marked by a ceremony of one type or another. So it should also be in scouting, since achievements are indeed important events to scouts. Ceremonies can range from the somber or solemn to being a joyous and fun occasion. Whatever the ceremony, it should be tailored for and to the boys. Above all else it should showcase the scout and his accomplishments.

Ceremonies should be well planned and rehearsed, reflecting the importance of the occasion. Parent involvement, dignity, and simplicity are ingredients that will make the ceremony one that the boy will remember.

It is our hope that after attending the session that you will have a clearer and better understanding of ceremonies. We hope that you will use the resources that we gave you to devise your own ceremonies for your pack.

HOW TO MAKE CEREMONIES "CLICK"

What about this business of ceremonies in the program of your Pack? Are you one of those Cubmasters or Advancement Chairman who take all ceremonial phases of the program in stride and never bats an eyelash? Or, are you one who breaks out in duckbumps when you even think about anything of this nature. If you are one of the latter, don't feel self-conscious or lonesome for you have company - probably more than you realize.

CEREMONIES

PARADE OF PRESIDENTS

NOVEMBER 1989

George Washington Opening

- Personnel: 6 boys in appropriate costumes
- Arrangements: George Washington is seated in the middle of the stage with the other boys around him.
- Announcer: George, THIS IS YOUR LIFE! You were born in Virginia on February 22, 1732 and enjoyed a very pleasant childhood on your father's plantation.
- Father: When George was about your age, I gave him a present. It was a hatchet. Son, I am proud of you. It was worth losing the cherry tree to know that you have been truthful all your life.
- Fairfax: I am George Fairfax and I taught George all he knows about surveying and the wilderness. When we returned, he was commissioned a public surveyor at the age of 16.
- Soldier: On June 15, 1775, Mr. Washington was sworn in as Commander in Chief of the Continental Army. We spent a very cold and bitter winter at Valley Forge. (wears blanket around shoulders, bandages and rags around feet.)
- Ben Franklin: Yes George, you well deserve the title, Father of our Country. In New York on April 30, 1789, you became our first President of the United States. May we always preserve the liberties that you and others worked so hard to obtain.
- George: Will you please rise and face the flag which I had Betsy Ross make. It has changed over the many years but one thing is assured. The Flag still stands for the same ideals. (Leads Pledge of Allegiance.)

Closing Thought

Cubmaster: Many famous Presidents have taken this Oath of Office: "I do solemnly swear that I will faithfully execute the office of the President of the United States and will to the best of my ability preserve, protect and defend the Constitution of the United States." We as Cub Scouts and parents can to the best of our ability live up to this oath also.

CEREMONIES

CUSTOMS OF OTHER COUNTRIES

DECEMBER 1989

Advancement Ceremony

Equipment: Use decorations from Opening Ceremony.

CUBMASTER: December is a month when people all over the world receive gifts. Tonight our Cub Scouts are going to receive their advancements in gift packages. The adventures we provide our Cubs are our gift to them. Their continued advancement and achievement are their gifts to us. Will the following boys please come forward with their parents.

CEREMONIES

INVENTION CONVENTION

JANUARY 1990

Opening Ceremony

Equipment: Each Boy comes forward in appropriate costume holding a cut out with words on back.

- 1st Cub: (Astronaut carries rocket)
I'll build a rocket in a minute
Ten thousand people will fit in it,
We'll circle the moon on a two hour cruise,
But first I have to clean my shoes.
- 2nd Cub: (Doctor carries a large hypo needle)
I will cure the common cold,
And fix you so you won't grow old,
Each virus I will kill quite dead--
But first I have to make my bed.
- 3rd Cub: (Sailor carries a boat)
I'll dive to the bottom of the sea,
In a special boat designed by me,
All the sunken treasures I'll discover--
But first I have to ask my mother.
- 4th Cub: (Scientist carries test tube or flask)
I'm making a very special glue,
For all the atoms they split in two,
I'll glue them together and use them again--
But I'm late for School so I can't say when.
- 5th Cub: (Architect carries pogo stick)
I'll build a giant pogo stick,
To cross the oceans mighty quick,
Just one jump and there you are--
But first I have to wash the car.
- 6th Cub: (Politician carries piece machine)
I'm going to build a peace machine,
That will shut people up when they get mean,
I'd have it finished but I can't see
How to fix it so it won't catch me.
- 7th Cub: (Engineer carries pencil)
I'd draw you designs for unbreakable eggs,
For biteless dogs, and unscratchable legs,
For unspillable milk and fire without smoke--
But I can't get going cause my pencil broke.

CUBMASTER:

Our Cub Scouts are the future inventors of America.
The foundation we give them in Scouting guides them
toward a promising future for our country, Let us all
Stand and Pledge our Allegiance to the Flag.

CEREMONIES

INVENTION CONVENTION

JANUARY 1990

Advancement Ceremony

The Perpetual Motion Machine

Personnel: Cubmaster. Advancing Scout, and parents

Equipment: The almost perpetual motion machine (found in the new Cub Scout Fun Book, page 26-27)

(Name of Scout), you have demonstrated a great deal of perseverance and foresight in attaining this new rank. You did not go in circles as a nut on the end of this string does. Instead you chose a straight path toward your goal, as represented by the weight on the perpetual motion machine. The weight is symbolic of your motivation, the driving force behind the machine. The string is representative of your parents, connecting your motivation with your goals and always ensuring that the proper direction for further achievement is accomplished. With this motivation and parental support, you too can be a perpetual motion machine.

(From Milwaukee POW WOW 1988)

CEREMONIES

MARDI GRAS

FEBRUARY 1990

Opening Ceremony

CUBMASTER: "In New Orleans, 40 days before the Christian Holiday of Easter, a great party, called Mardi Gras is held. In Rio de Janero, in Brazil, on the same day, another great party, called Carnival is held. During Carnival people dress up in silly costumes, play games, and parade around the town, eating and drinking and having a good time. Cub Scouts like to have a good time too! So tonight we have our Mardi Gras. Please rise for our colors.

Advancement Ceremony

Put awards for each boy inside a balloon and then blow up. Arrange the balloons in a fitting fashion on stage. Make three wooden swords with a small pin on the end. Put Wolf, Bear, and Webelos emblems on appropriate sword and have boy pop his balloon. Awards fall out and are given to boy.

MARCH 1990

ACHIEVEMENT PARADE

OPENING CEREMONY

CUBMASTER: This month's theme of achievement parade centers around our boys' advancement within the Cub Scout program. We illustrate this with our advancement ladder. The basis for all achievement within the pack is represented by this blue Cub Scout candle. The blue stands for truth, loyalty, and the blue sky. When we light the candle, we have the gold of the flame. The gold stands for good cheer, happiness, and warm sunlight. Together this candle represents the blue and the gold of Cub Scouting. We will let it burn throughout the meeting tonight. (Ass't. Cubmaster lights candle.)

CEREMONIES

MARCH 1990

ACHIEVEMENT PARADE

ADVANCEMENT CEREMONY

CUBMASTER: We are here tonight to honor those Cub Scouts who have advanced since last we met as a pack and to present to them their awards.

As a Cub Scout travels up the long advancement path, he achieves many goals while attaining the five ranks of Cub Scouting. At age 11, he reaches his highest goal and can become a Boy Scout. Each step on our ceremonial ladder represents a step in a Cub Scouts' advancement. The lighted candles at each step stand for the help and encouragement given him by his leaders, family, and friends. (Ass't. Cubmaster lights candles on outer edge of ladder)

The first step is taken by the Bobcat, the beginner, who must learn and abide by the Cub Scout motto, promise, and law. Will the following new Bobcats please come up with their parents as their names are called. (Read off names as each boy comes forward and lights a small candle from the larger Bobcat candle and places it on the Bobcat step. Cubmaster continues reading.) These Bobcats stand with much enthusiasm on the first step of the advancement ladder which, as he climbs, will bring to him knowledge, skills, enjoyment, and good fellowship.

I congratulate all of you. Our Ass't. Cubmaster is presenting your parents with the Bobcat badge for them to pin on you. (Parents pin awards on son and then take their seats.)

CUBMASTER: The next step represents the Wolf Cub Scout who in reaching this rank must complete 12 achievements. Will the following new Wolves please come forward with their parents. (Follow same instructions as for Bobcat above.)

Cubmaster continues reading: These Wolf Scouts have taken the next step up the achievement ladder. They have acquired knowledge of the U. S. flag, tools and knots, safety, neighborhood, and physical fitness. They have known a willingness to help at home and take part in family fun. In doing so, they have followed the Cub Scout way. (Ass't. Cubmaster does same as above.)

CUBMASTER: The third step on our achievement ladder is reserved for those who attain the 12 achievements of Bear. (Follow instructions as above.)

Cubmaster continues reading: Just as the climb becomes steeper, so are the challenges of the Bear achievements more difficult. They have mastered skills in family, citizenship, religion, and self esteem. Congratulations to all of you. (Ass't. Cubmaster presents awards as above.)

CUBMASTER: Nearing the top of the climb, the Cub Scout reaches his next achievement step, the Webelos rank. (Call boys forward as above.) During this climb, the Webelos has learned new skills which he will carry with him into adulthood. As a Webelos, the Scouts work on activity pins such as Engineering, Forrester, Geologist, and Scholar. Upon earning his fitness pin and 2 other pins, he must also show that he knows and understands the requirements of Boy Scouts and fulfill his religious requirement. Our Webelos are almost at the top of our ladder. (Ass't. Cubmaster presents awards as above.)

CEREMONIES

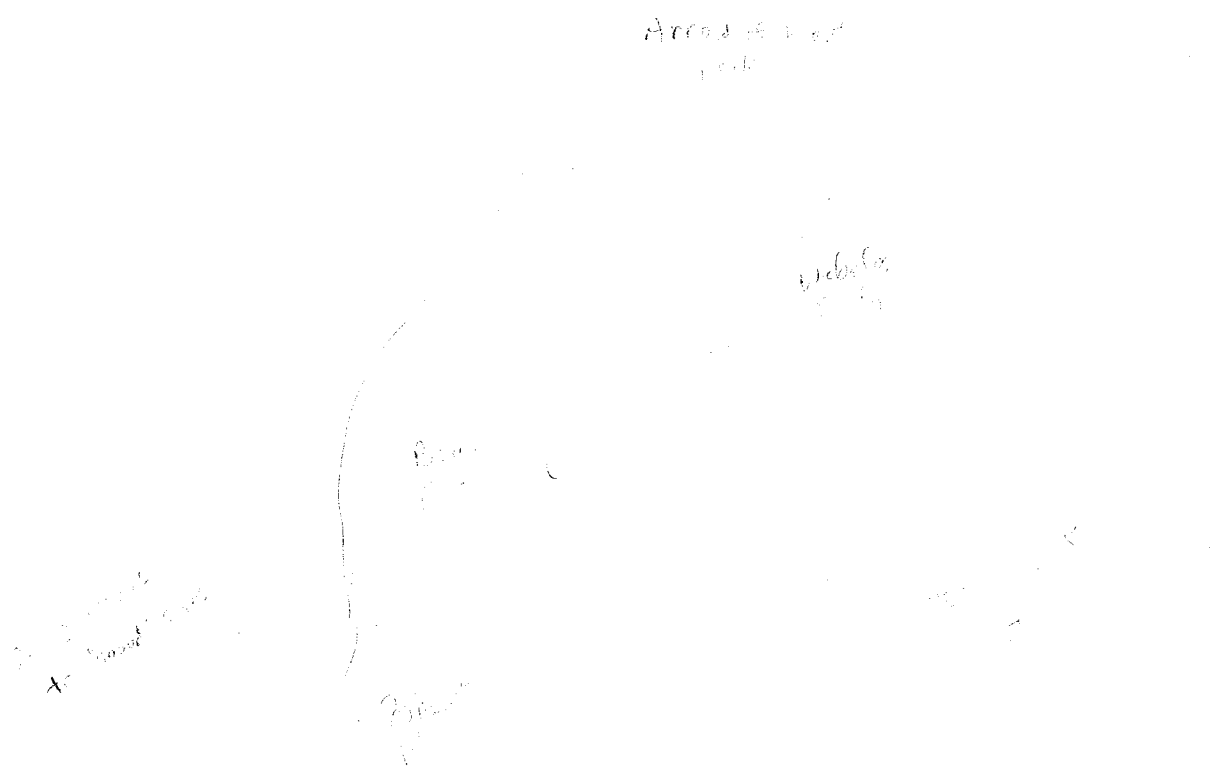
OPENING CEREMONY

Equipment: Poster of mountain

Cubs bring in trail markers for each advancement rank and place them at appropriate levels on the mountain.

CUBMASTER: As we go through life, we travel many trails, over coming many obstacles in trying to achieve our goals. In Cub Scouting, our boys' adventures lead them up Akela's trail in search of the Arrow of Light. The trail begins with Bobcat (boy enters holding Bobcat trailmarker). An exciting new world opens for the New Scout. The upward climb begins toward his Wolf badge (boy enters carrying Wolf trail marker). The next year he ascends to the Bear level. (Boy enters carrying Bear marker). As the climb becomes even steeper, he reaches Webelos (boy enters carrying Webelos trail marker). He is almost at the top now, where he will find the Arrow of Light. (Boy brings in Arrow of Light.)

Let's all sing "This land is your land".



OPENING CEREMONY

Cubmaster (dressed as ringmaster of circus): Ladies and Gentlemen, Come one, come all to the Greatest Show in Scouting. We have thrills, excitement, entertainment, games, and prizes to delight you all. We will begin with our Grand March of wild Bobcats, Wolves, Bears, and Webelos. Strike up the band. (Den kazoo band enters to lead parade playing "Daring Young Man on the Flying Trapeze" or other circus song). (The flag is brought in after all scouts are led to their seats.)

ADVANCEMENT CEREMONY

Equipment: 2 x 4 wood, blocks of wood to support "tightrope"

CUBMASTER: Tonight we have several daredevils who are going to perform new acts for the first time tonight. Our first performer will walk the treacherous Wolf tightrope. His safety net will be his parents and his Den Leader who will guide him across to safety. (Cub walks with umbrella labeled "Wolf" on elevated 2 x 4). Ass't. Cubmaster waits on other side with two clowns. When Cub finishes crossing, the clowns turn him upside down, while Ass't. Cubmaster pins Wolf badge right side up.

(When Scout is righted, badge will be upside down until good deed is performed.)

CUBMASTER: Let's give our Wolf a circus applause (pinch nose twice and say, "Honk, Honk!")

Repeat for Bear and Webelos.

CEREMONY

You need a partially deflated basketball, volleyball, or soccerball and a hand pump with needle.

The Cubmaster calls forward a Cub Scout and asks him to demonstrate dribbling. Naturally the ball won't bounce well. Then call forward another Cub Scout and ask the two boys to inflate the ball with the pump.

CUBMASTER: "That's much better! Now we can play a game after these Cub Scouts have finished their work. There's a lesson for us here. Your bodies are like that ball. If you are not physically fit and pumped up with energy, you are not ready for anything -- not for play, for school, or for work. Like the ball that doesn't have enough air, you don't have enough strength and energy to do anything."

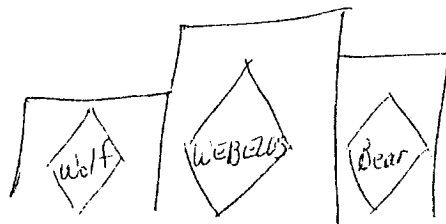
"Let's all remember to keep our bodies, and our mind, pumped up so that we're ready for whatever life brings our way."

End by having your song leader lead "I've Got That Cub Scout Spirit" from Cub Scout Songbook.

ADVANCEMENT

CUBMASTER: Our Cubs have put out great effort on their achievements this past month. In keeping with our sports theme, our advancements in Scouting are the Cubs equivalent to an Olympic medal. Each has trained and worked toward his goal, just as Olympic athlete's train. We award the following Cubs their badges.

(Put Olympic style blocks for the boys to stand on to receive their advancement. Have each receive a "medal" made from cardboard and ribbon.)



CEREMONIES

JULY 1990

BUCKSKIN PIONEERS

*Storage: Bobcat Awards
at Pioneer Scout Council*

BOBCAT INDUCTION

"BRANDING" CEREMONY

EQUIPMENT: Cowboy hat, "branding irons", Bobcat Awards, pins.

CUBMASTER: In keeping with this month's theme, "Our America Heritage", we will be inducting new Bobcats into our Pack in the same way our frontier pioneers rounded up and branded newcomers into the herd. These new Cub Scouts have earned the brand of Bobcat by learning the Cub Scout Promise, sign, law, motto, salute, handshake, and the meaning of "Webelos".

Will their Den Leaders please lasso the following Cubs and bring them up here: (names of boys)

As the Assistant Cubmaster helps the Den Leaders to bring up the boys, the Cubmaster says the following:

These new members of our Pack are here tonight because their parents have guided them like the pioneers led the way to explore our old west. Will these Bobcat parents' please join us here by the campfire.

Parent, please place this brand in an appropriate place on your son. After the "branding", our Ass't. Cubmaster will pin our new Scouts Bobcat awards upside down on each boy in our Pack tradition. When each Bobcat has performed a Good Turn on his own, his parent may turn the award right-side up.

CEREMONIES

CLOSING THOUGHTS FOR DEN OR PACK MEETING

THANK YOU - (Hold up a card with the words THANK YOU printed on it) Two simple words. Two important words that tell someone else that you are appreciative, courteous and thoughtful. We do many good turns for others...but do we always take time to thank others for a good turn done for us? Let's all remember that a sincere "thank you" is your way of expressing gratitude for a good turn received. Remember to say "thank you".

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

THE LAW - Nations states, communities, and even families have laws...rules by which people must live in order to have harmony. Laws are based on your rights and the rights of others. If a law is broken, our freedom can be taken away. Every individual has laws too...his personal moral standards...the laws by which he lives. If those laws are broken, we are unhappy and disappointed in ourselves. You have promised to obey the Law of the Pack. By doing so, you'll have a much happier life and be respected by your fellow Cub Scouts, and be a citizen of whom your community and nation can be proud.

FITNESS - A Cub Scout keeps himself strong and healthy...not just for his own sake, but also so that he can be a more useful citizen. When you are fit physically, you can be more helpful to those around you.

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

FREEDOM - We shouldn't take our freedom for granted. Our right of free speech, to worship as we choose, to enjoy the freedom we have as Americans too often is taken for granted. There was a time in our history when men could only hope for these freedoms...and now they have become a reality. Our freedom is a result of courage and sacrifice of thousands of our forefathers. Let's remember what it cost these men to provide the freedom we have today.

CHEERFUL - We have a choice. We can be pleasant or unpleasant. Which do you choose? You can be grouchy and grumbly or you can be happy and cheerful. Which would you rather be? It's up to you.

ACCOMPLISHMENT - Every Cub Scout should accomplish something worthwhile every day. And each day's accomplishments should be a little better than the previous day. Tonight, stand at your window and look out into the darkness of night, and ask yourself: "Have I done my best today?" Then, each day, promise to do better than the day before. If we all do that, we'll have the best Cub Scout Pack in the city.

CEREMONIES

CLOSING CEREMONY
(Interpretation of the Cub Scout Promise)

Arrangement: 6 Cub Scouts hold cards, on which are printed parts of the Cub Scout Promise as shown below. Each Cub holds up his card in turn and reads the explanation given below.

I, _____, PROMISE

A promise is a solemn vow, where your good reputation is at stake.

TO DO MY DUTY

Your best is giving all you've got when you have something to do...and working on it with all your heart and with all the strength and devotion you have.

TO DO MY DUTY

To do the job; to meet the responsibilities; to do what must be done, not just half-way, but completely and fully so that you're proud of your work.

TO HELP OTHER PEOPLE

To help...it doesn't say how much. It could mean saving a life or changing a tire or carrying a bag of groceries. To help other people...not just your own family. The best time to help is when you have to go out of your way to do it.

TO OBEY THE LAW OF THE PACK

So that we will all remember just what this law includes, will you please stand and repeat it with me?

(Boys lead audience in saying the Law of the Pack, giving Cub Scout sign)

TIGER CUB/BOBCAT INDUCTION CEREMONY

(The Tiger Cub program is fairly new and it has met with a great deal of success in the Northeast Illinois Council. It is a program designed to give Second graders an opportunity to become familiar with the concept of Cub Scouts. It is based on a one-on-one relationship with either parents or another Tiger Cub partner. The key elements to the program are exploring new adventures and sharing those new experiences with other Tiger Cub pairs through informal gatherings or group outings.)

CUEMASTER:

"We are very happy to have with us tonight some Tiger Cubs who have been participating in the Tiger Cub program with their partners. They have explored new territories and shared the new discoveries they have made with others in the Tiger Cub program. Sometimes they have even gone exploring and learning in a large group made up of many sets of Tiger Cub partners.

"Lord Baden Powell, the founder of Scouting, patterned the Cub Scout program after the adventures of Mowgli, a boy who was taken in by a pack of wolves in the jungle and raised by them as though he were a wolf cub. The story was written by Rudyard Kipling and is called The Jungle Books.

"I would like to have our new Cub Scout, _____, his Tiger Cub partner, and his new Den Leader join me in front of the Pack at this time.

"Like Mowgli, _____, it is time that you are now old enough and wise enough to venture out into the Den. There you will meet other Cubs your age who are like you. You will explore, play, compete, and learn new things together under the direction of the Den Leader, _____. You will learn to share your adventures and as a part of Pack _____ you will have a chance to show all the members of the other Dens and the Pack the new things you have learned and skills you have mastered.

"Like the wolf pack in The Jungle Books, now that you belong to a Den, you and your Tiger Cub partner will continue to work on skills together and practice the things you must learn to become Wolf and Bear Cub Scouts. There are many friends to help make your Cub Scouting experience as much of an adventure as Mowgli had growing up in the jungle.

"Pack _____ is very pleased to present your parents with your Bobcat Badge which shows that you have already passed the first requirements of the Pack. We present the award to your parents to show that Cub Scouting is a family activity and because of the help they have given you in achieving this goal, they should have the honor of presenting the Bobcat badge to you. Congratulations and welcome to our Pack."

A BOBCAT INTRODUCTION CEREMONY

This ceremony includes the parents' promise found on page 72 of the 1973 printing of STAGING DEN AND PACK CEREMONIES. It will show the new Bobcat and his parents, some of the people involved in Cub Scouting in the Pack. It is best to have all people specified present; but if this cannot be, use as many as possible; however, if too many are missing, the basic concept will be lost.

The parents' promise should be prepared on a separate sheet and provided to the parents to read during the ceremony...or make arrangements for them to follow the Cubmaster, repeating a phrase or two at a time. No one else need read any lines; just speaking their parts from the heart is usually better.

EQUIPMENT: Parents' promise on a sheet of paper, a white candle to represent the Spirit of Cub Scouting, a small candle for the boy, a Bobcat emblem with a place for inserting the boys' candle by it, the boys' neckerchief. Bobcat badge, and pin for the boys' Mother. (And don't forget a neckerchief slide.)

PERSONNEL: Scouting Coordinator, Pack Committee Chairman, Cubmaster, Den Leader, Parents, new Bobcat candidate.

PROCEDURE: The Scouting Coordinator begins with the white candle, says his words, then passes the candle to the next person in the sequence. That process is repeated until the boy lights his candle from the Spirit of Cub Scouting held by his parents.

At this point, the parents will return the Spirit candle to the Cubmaster and will receive the boys' neckerchief, slide, Bobcat badge, and pin from the Committee Chairman.

SCOUTING COORDINATOR: I represent (name of sponsoring organization), an organization concerned about the youth of our community. We believe that boys can be helped through Cub Scouting. I pass the Spirit of the Cub Scouting to the Committee Chairman of this Pack.

COMMITTEE CHAIRMAN: I represent the Pack Committee, a group of parents and interested adults who provide guidance for the Pack and help keep it going. I pass the Spirit of Cub Scouting to the Cubmaster.

CUBMASTER: I am the program director of the Pack who sees to it that Den Leaders are qualified to work with the Cub Scouts and their parents. I pass the Spirit of Cub Scouting to the Den Leader of Den ____.

DEN LEADER: I am the leader of the Den that (name of boy) will enter. He and I can't do much together without the guidance and help of his parents. I pass the Spirit of Cub Scouting on to them.

PARENTS: We are the parents of this new Cub Scout/Webelos Scout. Together we make this promise: I, (your name), promise to do my best to help my son be a good Cub Scout/Webelos Scout, to encourage him to fulfill the Cub Scout Promise and obey the Law of the Pack. I promise to assist him in his achievements and electives, to cooperate with Den Leader and Cubmaster and Pack Committee members, and participate actively in the Cub Scouting program.

ARROW OF LIGHT CEREMONY

Make up an arrow like the one below to be presented to each boy receiving his ARROW OF LIGHT.

Personnel: Cubmaster as Akela, Boys receiving their Arrow of Light, Boys parents.

Equipment: Candles, stand for candles, one marked arrow for each boy receiving his Arrow of Light.

After all other awards have been given, dim the lights and light the candles on the stand.

*Akela takes out one arrow, explains the markings on it, then asks "Who does this belong to?" The boy's parents stand and say, "Akela, that is my son's arrow. I know because I helped him up the trail to the Arrow of Light."

Akela: "What is your name?"

Parents: "Mr. & Mrs."

Akela: "Who is your son?"

Parents: "....." (Gives son's name)

Akela: "Come forward with your son." (If there is more than one boy receiving an Arrow of Light, repeat from *.)

As they come forward and stand before Akela, he presents the Arrow to each boy, congratulates him and says, (from the back of the Arrow card), "Now, (Cub Scout's name), (give other boys' names also), you hold the highest award in the Cub Scouting Program! You are now ready for a great adventure as a Boy Scout. Hiking, camping, and advancement along the Eagle trail are waiting for you after you join your troop. BE PREPARED!

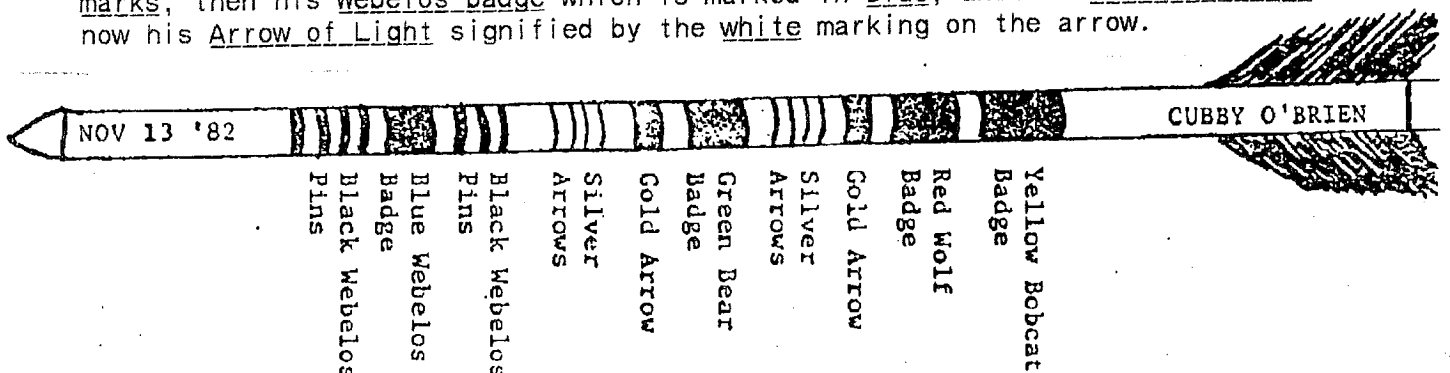
Then shake each boy's hand who has received the Arrow of Light, and congratulate him. Turn to the audience and have them give him (them) a round of applause.

Explanation of markings:

Yellow mark tells me that this boy has completed his Bobcat requirements; Red mark means he completed his Wolf; after that there are a gold and 4 silver marks for the arrow points that he earned.

The green mark shows he gained his Bear achievement, and again he earned a gold and 4 silver arrows.

Next he joined a Webelos Den and earned three Webelos pins shown here by 3 black marks, then his Webelos badge which is marked in blue, another 4 Webelos pins and now his Arrow of Light signified by the white marking on the arrow.



ARROW OF LIGHT CEREMONY

EQUIPMENT: Ladder, enlarged emblems of Cub Scout advancements, and miniature flashlights

PRIOR TO CEREMONY:

1. Arrange to have Den Chiefs help with award presentation.
2. If possible, ask a Boy Scout who is a member of the Order-Of-The-Arrow to assist also.
3. Hang enlarged emblems on ladder rungs with lowest on bottom and highest on top.
4. Have someone to control light switches.

CUEMASTER: Tonight, Pack #___ has (number of boys) Webelos Scouts who have earned the Arrow of Light. This is done by earning various activity badges and learning the laws and meanings of the Boy Scout program. It is a very special night for these Webelos Scouts.

These boys have worked very hard climbing the Cub Scout ladder, advancing to Bobcat (show the enlarged Bobcat emblem) when they joined the Pack. Then from Bobcat to Wolf (show the enlarged Wolf emblem). Then from Wolf to Bear (show the enlarged Bear emblem), then from Bear to Webelos (show the enlarged Webelos emblem), and finally tonight the Arrow of Light (show the enlarged Arrow of Light emblem).

The Arrow of Light is the highest award in Cub Scouting. These boys may wear this award, not only on their Cub Scout uniform, but also on their Boy Scout uniform, and also on their uniform when they are an adult leader in the future. This is the only award in Cub Scouting with which this can be done.

The Arrow in the Arrow of Light represents the bright, straight path of Scouting. The rays from the sun represent the 7 virtues of life.

(Turn off lights.) The two outermost rays from of the sun stand for wisdom and courage (have miniature flashlights attached to each ray, turn on the first two). In wisdom these rays will allow the Scout to put to the right use the knowledge he possesses. In courage, the ray will allow the Scout to meet danger in spite of his own fears.

Next are the rays of self-control and justice (turn on next two outermost rays). In self-control the ray will guide the Scout in not only controlling his temper but also his eating, playing, working, and talking habits. In justice the ray will guide him in dealing fairly with others without prejudice or regard to race, color, or creed.

Next are the rays of faith and hope (turn on next two outermost rays, leaving only the center ray un-lit). In faith he will be lead in the conviction that something totally unproved can be true. In hope he will be lead to expect with confidence and always hope for better things to come.

The middle ray is for love (turn on remaining ray). There are many kinds of love. Love of family, love of fellow man, love of God, love of home, and love of Country. This ray will guide him in knowing that all these loves are necessary for a full life.

Our Arrow of Light is now complete and if tonight's recipients follow all of these guiding rays they will become happy men, and happy men are successful men.

Now for the moment you've been waiting for. Ladies and gentlemen of Pack #____, I take great pride and honor in introducing to you tonight's recipients: (Webelos Scouts have filed in on either side of the ladder during the lighting of the rays, turn on house lights and read off Webelos names with a round of applause after each one.

Would the parents of these Scouts please come forward and stand behind their son (at this time give each of the Webelos Scouts their Mothers' pin).

Parents, you are to be complemented on the success of your son, he could not have accomplished what he has without your support and encouragement. Your sons have a gift for you as a token of their thanks.

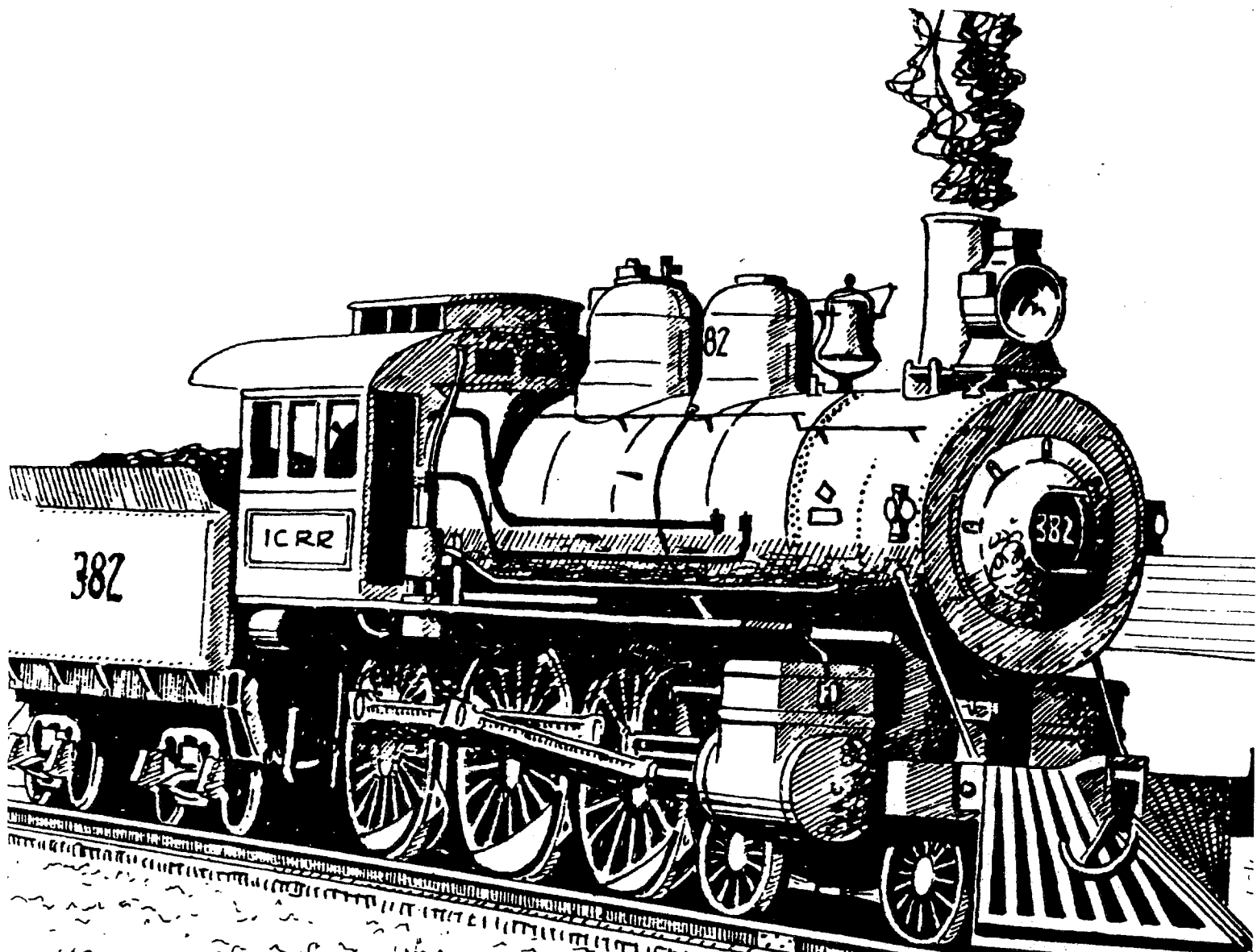
Webelos give your gift, the Arrow of Light pins to your Mothers with a kiss (pause) and shake hands with your Father and tell him thank you.

Boys, you have had many leaders and adults who have helped you along the way. Who among you of this Pack will stand with me for these Webelos Scouts? (At this time will anyone who was a leader at any time for these boys please stand and say "I will".)

Webelos, these people are as proud of you as I am. At this time I will complete the ceremony by giving you your Arrow of Light award and place the ceremonial war paint on your cheek. (Hand out awards, arrows, shake hands, and draw an arrow of light on the Scout's cheek).

How about a hip, hip hooray for the Arrow of Lights: Hip, Hip, etc.

GAMES



ILLINOIS CENTRAL
4-6-0
Casey Jones's Engine

WHY PLAY GAMES?

While playing games, boys are usually most demonstrative and often reveal their real nature. When Cub Scouts are enjoying themselves they are easier to control and when the game is over, more willing to work. Through games, boys learn things, sometimes without them being aware that learning is taking place. The more they enjoy the game, the more they will learn and remember.

While playing games, Cubs are also learning some of the rules of life which they will need to observe later on as adults. They learn to give and take, cooperate and accept defeat without complaint and gain confidence through achievement. Cubs enjoy games because they can become immersed in the thing they are doing and enjoy the physical exhilaration of running, jumping, chasing and generally having a good time.

Games offer opportunities for feelings to be expressed and emotions to be released, thus cutting down on conflicts, tensions and anxieties. In this way, the boys are able to release energy which might otherwise be vented by fighting with other children, being sullen and just plain unhappy.

GAMES are a way of helping boys to:

- learn that rules and self discipline are necessary if games are to be enjoyed.
- learn to do their best, to play by the rules, and the importance of fair play.
- be unselfish and to help the smaller and perhaps less able boy.
- develop their senses through play.
- develop bodily control, and coordination between eye and limbs.

A VALUABLE AID

While observing boys playing games, leaders will come to a better understanding of the difference in boys as individuals. For example:

- tendencies to lead, control, give orders, bully and dominate.
- lack of skills in some areas.
- observe group structure - changes in leadership - where different skills exist.

OTHER POINTS

FUN

All games mean fun to a youngster. Mention the word game to most boys and their eyes light up with anticipation.

LEARNING

Minds are more receptive to learning when there is "fun" involved. Each learning experience in the Cub program can and should be reinforced through games, thus offering opportunities to practice new skills in an enjoyable way while the learning is fresh.

SKILLS

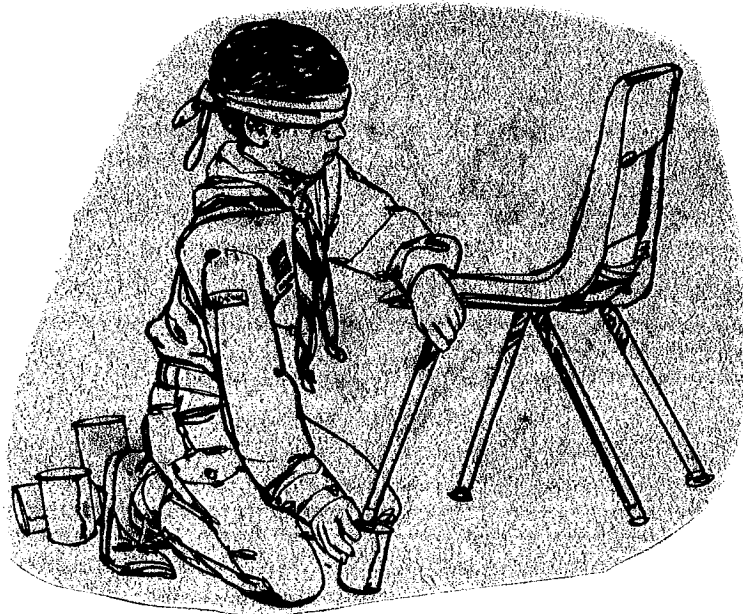
Skill and coordination are developed through games. Cubs often do not realize their capabilities, or are afraid to test them. They are willing however, to work hard for the team while playing games and are often pleasantly surprised at their own abilities and skills. Every success is more encouragement for them.

Games provide opportunities for the boys to develop leadership skills. They should be encouraged to choose games, lead them and to make up new ones.

DISCIPLINE

Cubs realize the necessity for rules and regulations governing games and that if a game is not being played by the rules, it doesn't go as well and the fun is gone. Games should be fully and carefully explained, questions regarding rules answered, and the game stopped if rules are not fully understood.

TIN CAN SHUFFLE



Equipment: You need eight clean tin cans with one end open - two chairs.

Put the cans in the center and place the chairs at opposite ends of the room. Blindfold two contestants.

On signal, each contestant tries to place each leg of his chair inside a can. The boys may take only one can at a time, either from the pile or from their opponents chair. They may even carry their chairs around with them.

(From British Scouting Magazine)

MEASURING WORM RACE

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

BAT THE BALLOON

Divide den into two equal teams. Teams sit on the floor facing each other with soles of feet touching. All players place left hands behind their backs. Leader tosses balloon into the center and players try to bat it behind their opponents so it can't be returned. Score one point against a team which lets balloon touch floor.

MARSHMALLOW RACE

For each two Cub Scouts, have a three foot string or thread with a marshmallow tied in the center. Pair of the boys and have them put the ends of the string in their mouths and place their hands behind their backs. On signal, they begin chewing the string to see who gets the marshmallow first.

SPONGE BALL TAG

Played like regular tag, except that the tag is made by throwing a sponge. Whenever "it" hits another player, the latter becomes "it" and picks up the sponge and tries to hit someone else. (If played outside in the summertime this could be a wet sponge.)

SHADOW TAG

Must be played on a sunny day. A tag is made when "it" jumps on the shadow of another boy. If even one foot touches the shadow, the tag is made and the player tagged becomes the new "it".

SNOW SHOVEL RELAY

Divide den into two teams. Give each team a pie tin, spatula, and large bag of cotton balls. Each team empties bag at their feet and places pie tin 10 feet away. On signal, the first player on each team scoops up as many cotton balls as the spatula will hold, carries them to the pie tin, and drops them in. He then hands the spatula to the second player, and so on. First team with all the cotton balls in its pie tin is the winner.

PINATA

For children's party. Form with strip papier mache around balloon. When thoroughly dry, either cut in half or cut a window in ball. Fill with candy or other treats. Rejoin halves or patch with papier mache. Paint Pinata. Hang it, and let blindfolded children try to break it with a stick. Keep onlookers at a safe distance.

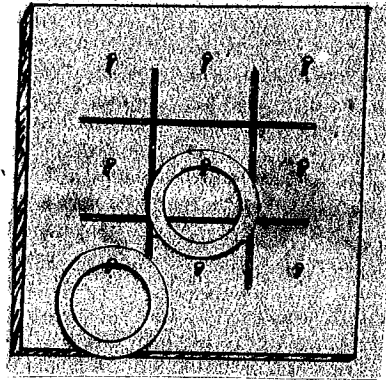
CATERPILLAR RACE

Divide den into two teams and line them up in relay fashion. First boy in each line bends at the waist and places hands on the ground. Each Cub Scout behind him bends forward and grasps the ankles of the boy ahead. On signal, the team tries to move forward, with each boy holding on to the ankles of the one ahead. First team to cross the finish line with their line unbroken is the winner

CATERPILLAR CREEP

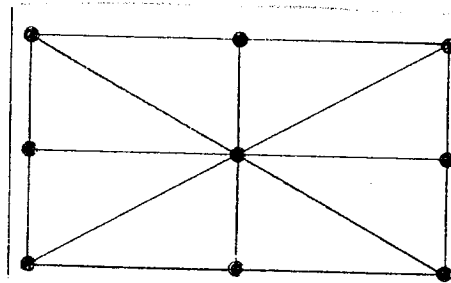
Have boys take off their socks and shoes and try to travel one foot(in distance) by alternately opening and curling toes. Some arts of both feet must always touch the floor or ground.

LONG DISTANCE TICK-TACK-TOE



Tap nine nails at an angle, as shown in a piece of plywood about inches square. Lean the board against a wall. Use about 20 rubber jar or plastic foam rings, or cut rings from the tops of margarine tubs or similar containers. Color half the rings. Players toss rings in turn from a distance of about five feet. The object is to hang three of the same color in a row in any direction.

9-POINT-3-IN-A-LINE



9 POINT 3-IN-A-LINE

Draw the board shown on a piece of paper. Give two players three checkers or other markers each. The game is played like tic-tac-toe: the object is to get three markers in a row in any direction. Players take turns putting their markers on the intersection of lines.

ONE-OF-A-KIND HUNT

Scouts line up five feet apart at edge of a yard or playground. Each is given a small bag or paper cup. On signal they drop to their knees and begin crawling towards the finish line, picking up one of each nature object they see and putting it in their container. This is not a race; the boys are allowed five minutes to reach the finish line, which may be a distance of up to 100 feet. Score one point for each inanimate object (blade of grass, stick, leaf, clover leaf etc.) two points for animal life (worm, ant, etc.) After scoring return all objects to the soil.

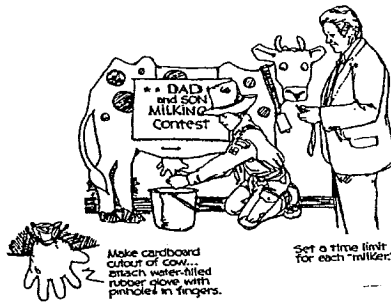
POOR SPUD

Mark large circle on the floor with either chalk or twine. In the circle put potatoes, one fewer than the number of players. Play music on a record player and ask the boys to march around the circle. When the music stops, all players try to grab a potato. The boy who didn't get one either drops out or score one point against him. Continue removing one potato for each removed player until one player remains.

BARNYARD FROLIC

Give each person a piece of paper with the name of a farm animal on it. at a designated time ask everyone to check their paper and begin making the sounds of the animal written thereon. Each tries to locate others who have the same animal and gather in a flock or herd or whatever. When the group is finally collected stop the game. This would be a good way of siding up teams.

DAD AND SON MILKING CONTEST



Use "cow" shown below made from cardboard - attach water-filled rubber glove with pinholes in fingers. Set a time limit of 10 seconds for each milker. Award a Quart of milk to the milker with the best milker

APPLE PARING CONTEST

For mothers - give each mother a paring knife and an apple to see who can make the longest unbroken peel. Award a jar of applesauce to the winner.

FLYING SAUCERS

Staples two paper plates together and try to throw through coathanger wire rings hung from a clothes line.

BUCKET RACE

Set up two teams. Have two buckets containing the same items, such as one glove, hat, bowl and spoon, an old umbrella, one folding chair. For each team, keep the chair folded, on the signal the first person of each team walks to where the equipment is.. unfolds the chair, sits down, puts on the glove, the hat, pretend to beat an egg in bowl with spoon, put up umbrella, put all items back in bucket, take down umbrella fold chair, run back to team. Second person goes. First team finished wins. Make sure each team member uses all items.

LEMON PUSH

Needed: One lemon and one pencil or stick per team.

The object of the game is to push the lemon with the pencil or stick to a marked line or wall about 20 feet away. Then the lemon must be pushed back to the starting line.

The first on each team starts. After he has pushed the lemon to the line and back, he gives the pencil to the next player in line.

The first team finished wins.

NOISES THAT BREAK SILENCE

Needed: Paper and Pencil for each boy

While at park or out enjoying nature, listen quietly for two minutes, then write down all the sounds heard.

CIRCLE SWING

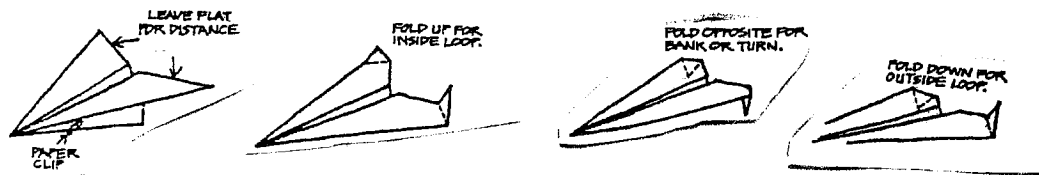
Needed: Rope, padded object tied to end of rope (Stuffed Sock)

Players form a circle with one person in center. The center player is to hold one end of the rope, and swings it about a foot off the ground. Everyone must jump over the object on the end of the rope. The idea is not to be hit by the object. If a person is hit he must drop out. The last person remaining becomes the center player.

WINTER WASHDAY RELAY

Give each team a basket of clothes, mittens and clothes pins. Each player carries basket to washline and puts on mittens to hang clothes. The next player puts mittens on and takes clothes off the line, returns the basket for the next player, who hangs then up etc. First team finished wins.

GLIDERS



Players make gliders out of paper and then fly them for distance or for accuracy, like trying to land one in a wastepaper basket or throw it through a hoola hoop.

BLIND FEED BLIND

Divide den into pairs and blindfold. Give each boy a spoon and small bowl of popcorn. Have each pair feed each other. All are winners as they all get a snack.

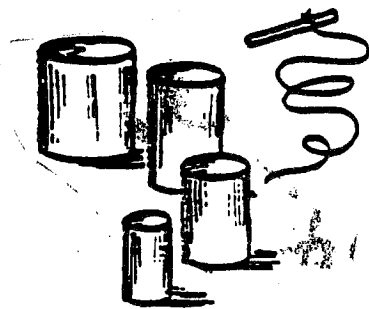
BLOW THE FEATHER

Give each team a feather which is tossed into the air. The boys try to keep it in the air by blowing it. Hands are kept behind the back at all times. The winner is the team who keeps the feather in the air the longest.

CLOTHESPIN FISHERY

Use a pole with five feet of string attached and a metal nut attached. Slide nut into fork of clothespin so nut catches. The clothespins are floating in a container of water.

NEST THE CANS



You'll need four empty cans of different sizes. A popsicle stick (with ends cut square) with a string tied in the middle. The cans must fit inside each other easily. Player holds the string lowering the popsicle stick into can, and when the stick becomes wedged inside, he lifts the can and places it inside the next largest can. Time how long it takes each team member to nest the cans.

WINDSTORM

An equal number of players on each side of the table. Each player kneels so his face is at table top level. A ping-pong ball is placed at center of table. Players try to blow the ball off the opposite edge. Touching the ball is not allowed. This is a fast and funny game.

KRIS KRINGLE RELAY

Boys line up in teams. Each team has two shoe boxes or large brown grocery sacks (representing Kris Kringle 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 start and next boy goes.

CHRISTMAS PRESENT RELAY

Divide into teams. The first runner of each team runs to end of room where he puts on an oversized pair of gloves - he then proceeds to untie a wrapped box. Having done this he returns to team the second player, wearing the gloves then rewraps the box. This continues until all players have had a turn.

BALLOON BATTLE ROYAL

Arrange people in large circle, each with an inflated balloon hanging from a string tied to his ankle. On signal, each player try to break all other balloons by stamping on them. As your balloon is burst you leave the circle. Game continues until only one person has an unpopped balloon.

LEAF HUNT

In a park or in woods give each boy 5 minutes to collect a leaf from as many different trees as possible. Arrange them on the ground and count one point for each different kind. Don't count duplicates.

CHOCOLATE BAR

A hat scarf, gloves, knife and fork are needed to play this game. Also a wrapped bar of chocolate and a pair of dice.

Players take turns throwing dice. When one gets a double, he immediately puts on hat, scarf and gloves and tries to open the chocolate bar using only the knife and fork. In the meantime the other players are throwing the dice, as soon as someone else throw doubles the first player must stop and the second put on the hat, scarf, and gloves and continue where the first player left off. This continues, but remember players can only use the knife and fork both to unwrap the candy and to eat it.

CLOTHESPIN MIXER

Give everyone 3 or 4 clothespins. Tell them the object of the game is to get rid of their clothespins without having anyone pins theirs on them. With everyone trying to get rid of their clothespins at the same time, as fast as possible, this is a rowdy and fun way to start a meeting.

FIND IT ON A MAP

Give each team a United States Map. Have the first boy from each team step up to map and call out a city. Once the boy has found it, he gets one point for his team and the next boy comes up, this continues until one team has 11 points.

PLOT YOUR ROUTE

Give each boy a state map. Tell them you are leaving this city and going to ----- (another city in the state) and have them plot the route. Do several cities and points of interest and let them plan the route.

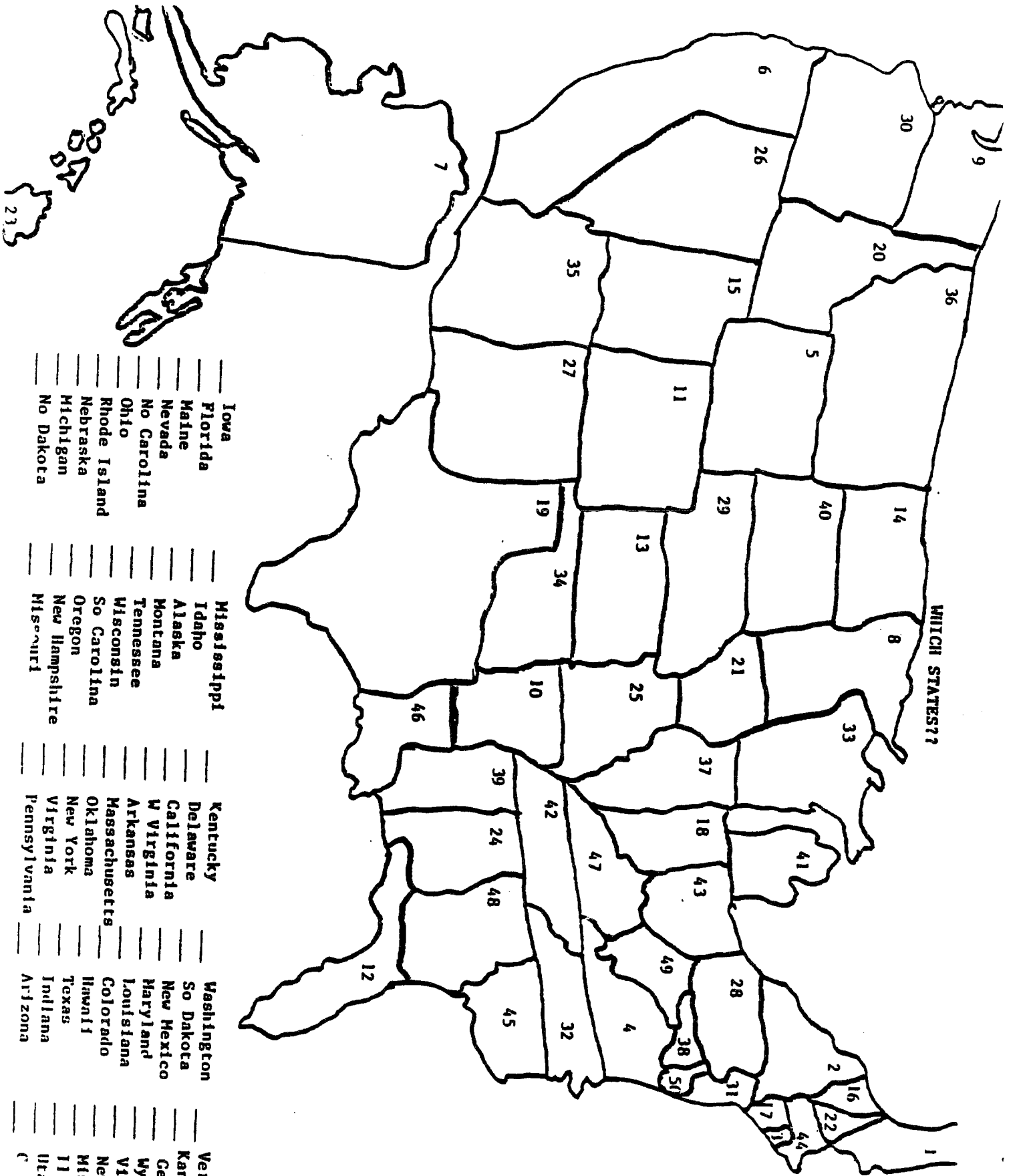
U.S. ALPHABET SOUP

Play U.S. Alphabet Soup by placing a large sheet of paper on the wall with the following information listed:

A-4	I-4	P-1	W-4
C-3	K-2	R-1	
D-1	L-1	S-2	
F-1	M-8	T-2	
G-1	N-8	U-1	
H-1	O-3	V-2	

Give each Cub a piece of paper and tell them that the Alphabet Soup list means that four states begin with the letter "A", three begin with the letter "c" etc. Cubs write down as many states as they can remember. The Cub with the most correct states written down is winner. Can also be used as a group game.

A-Alabama, Arizona, Arkansas, Alaska
C-California, Colorado, Connecticut
D-Delaware
F-Florida
G-Georgia
H-Hawaii
I-Idaho, Illinois, Indiana, Iowa
K-Kansas, Kentucky
L-Louisiana
M-Maine, Maryland, Massachusetts, Michigan, Minnesota, Missouri, Montana
N-Nebraska, Nevada, New Hampshire, New Jersey, New Mexico, New York, North Carolina, North Dakota
O-Ohio, Oklahoma, Oregon
P-Pennsylvania
R-Rhode Island
S-South Carolina, South Dakota
T-Tennessee, Texas
U-Utah
V-Vermont, Virginia
W-Washington, West Virginia, Wisconsin, Wyoming



FRUIT CAKE RELAY

Two Team Relay. Every player has a toothpick. The first player in each line has a small bowl of raisins. On signal he turns and with his toothpick spears three raisins and feeds them to the next player. Then that player takes the bowl and feeds the next player and so on to the end of the line. The last player comes to the front of the line and feeds the first player. The first team finished wins.

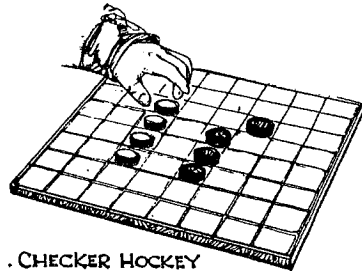
GRASSHOPPER RELAY

Divide group into equal teams. Give first player on each team a beanbag. On signal, he places the bean bag between his knees and hops to the turning line and back. The next player repeats this action. If the player drops his beanbag he must start over.

RAFT RACE

Teams line up relay formation. The first cub in each line is the "Skipper" and he stands with his feet on separate pads of newspaper. The second cub is the passenger and he stands on the same pads with the "Skipper". On signal the "Skipper" bends over and takes hold of the pads, one in each hand. By shifting their weight and sliding the papers forward, the two boys maneuver themselves to the goal line without stepping off the pads. On reaching the goal line the passenger picks up the pads and runs back to the start and brings the next player over. The first team to cross the river is the winner.

GAMES WITH CHECKERS



.CHECKER HOCKEY

Checker Hockey. Each players Hockey Team of four checkers lined up as shown. One red checker carries the puck, a button or other small object that can sit on the checker. A goal is scored by advancing the puck to the opponents back row. The puck carrier may go one square at a time in any direction, and it may jump any piece as in Chinese Checkers. The opponent tries to jump the piece carrying the puck. When he does, he takes over the puck and moves one more space in any direction (but it may not be a jump move.) The puck carrier may not move into any of the four corner spaces.

TREE DECORATING RELAY

Players in teams - Large sheet of paper on wall some distance away. Player 1 runs to wall draws base of tree on paper, runs back - player 2 draws branches of christmas tree, player 3 puts six candles on tree, player 4 draws six ornaments, player 5 puts star on top of tree, player 6 writes merry christmas across bottom.

TURKEY FEATHER RELAY

Divide group into two teams. First player of each team holds long feather. At the signal, each throws his feather javelin style, towards the finish line. As soon as it comes to earth, he picks it up and throws it again from that spot. When it finally crosses the finish line he picks it up and runs back and hands it to next team player. Each team should have different colored feathers. First team to finish return to start line position flap arms and gobble like a triumphant turkey.

NAIL DRIVING CONTEST

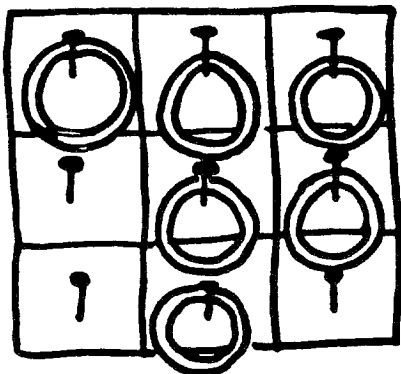
Needed: Two claw hammers, some nails, two pieces of 4x4

Relay race - have hammer, nails and 4x4's at one end teams at other - first player runs to wood and hammers one nail into wood, runs back and so on, first team to have everyone sink a nail in the wood is winner. Make sure that the nails are shorter than the piece of wood is thick - so you don't nail through to the floor.

Could also make it the team with the least bent nails wins.
Good game for Moms and Sons.

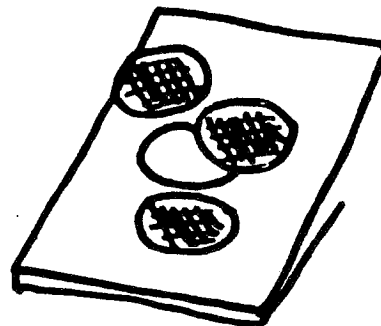
HOMEMADE GAMES

TIC-TAC-TOE



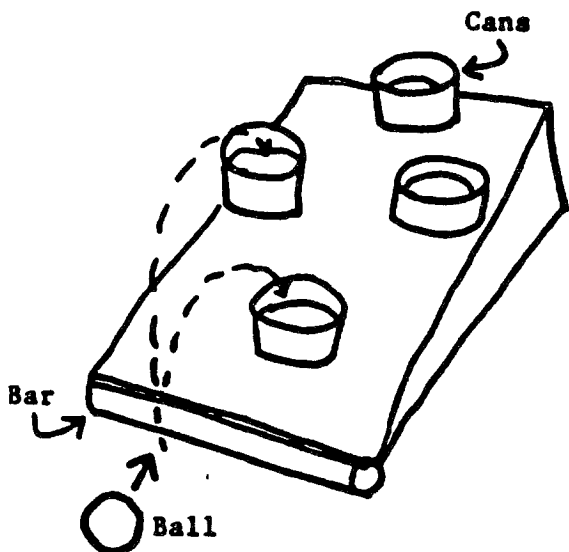
Collect 20 jar rings. Paint 10 White. First person to hang 3 in a row up and down, across or diagonal is winner.

COVER THE TARGET

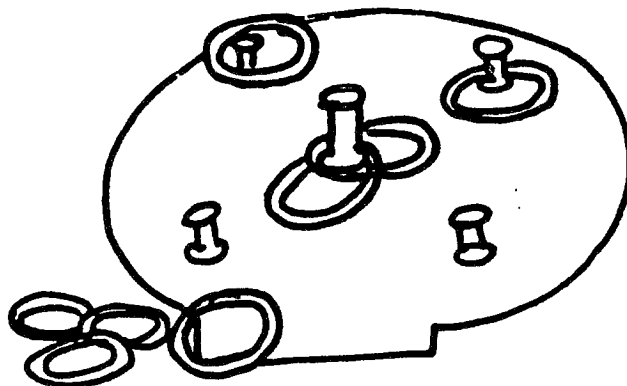


Each player takes turns trying to cover up white circle discs with 5 cardboard or linoleum discs.

SKI SKIP GAME

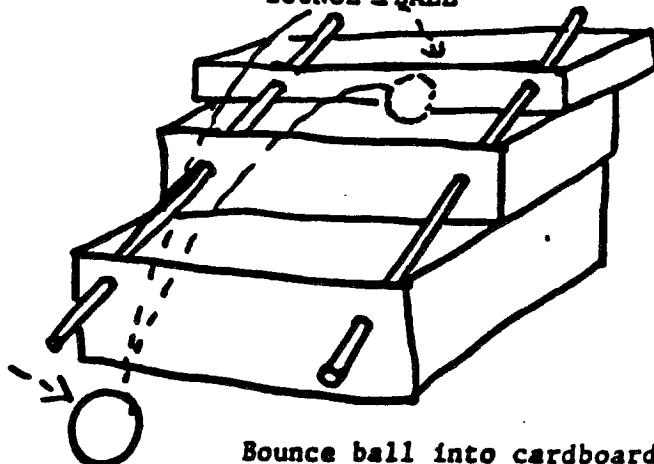


SPOOL RING TOSS



Toss jar rings over spools.

BOUNCE - BALL



Bounce ball into cardboard boxes.

.....
 YOU MAY WISH TO DECORATE THESE GAMES TO MATCH ANY OF THE THEMES.

EXAMPLE: INDIAN SIGNS, ANIMALS, COAT - OF - ARMS, SCOUT EMBLEMS, OR JUST PAINT THEM BLUE & GOLD.



Time Limit: 4 Minutes

To solve maze this Christmas,
Here's how you begin:

Grab a pencil and start
Where the arrow points IN.



Time Limit: 4 Minutes

To solve maze this Christmas,
Here's how you begin:

Grab a pencil and start
Where the arrow points IN.

GAME EQUIPMENT FROM SCRAP

Old bottles cans, tires, and jars are useful for simple game equipment. Here are ideas:

Plastic Detergent Bottles. Use a substitute for Indian clubs and bowling pins. Also as targets for various ball-throwing and rolling games.

Plastic Half-gallon jugs. (with handle) Suspend from tree branch as a target. Partially fill with water or sand for floating target. Cut around bottom, leaving about a half-inch rim, and use as a frisbee.

Tin Cans. Targets for many games with golf balls. Cut out top and bottom for miniature golf hazard lay on side.

Baby Food Jars. Tape several together to make a honeycomb target for ping-pong balls.

Tires. Suspend from a tree branch as target for balls or frisbees. Lay flat on the ground for zigzag obstacle course.

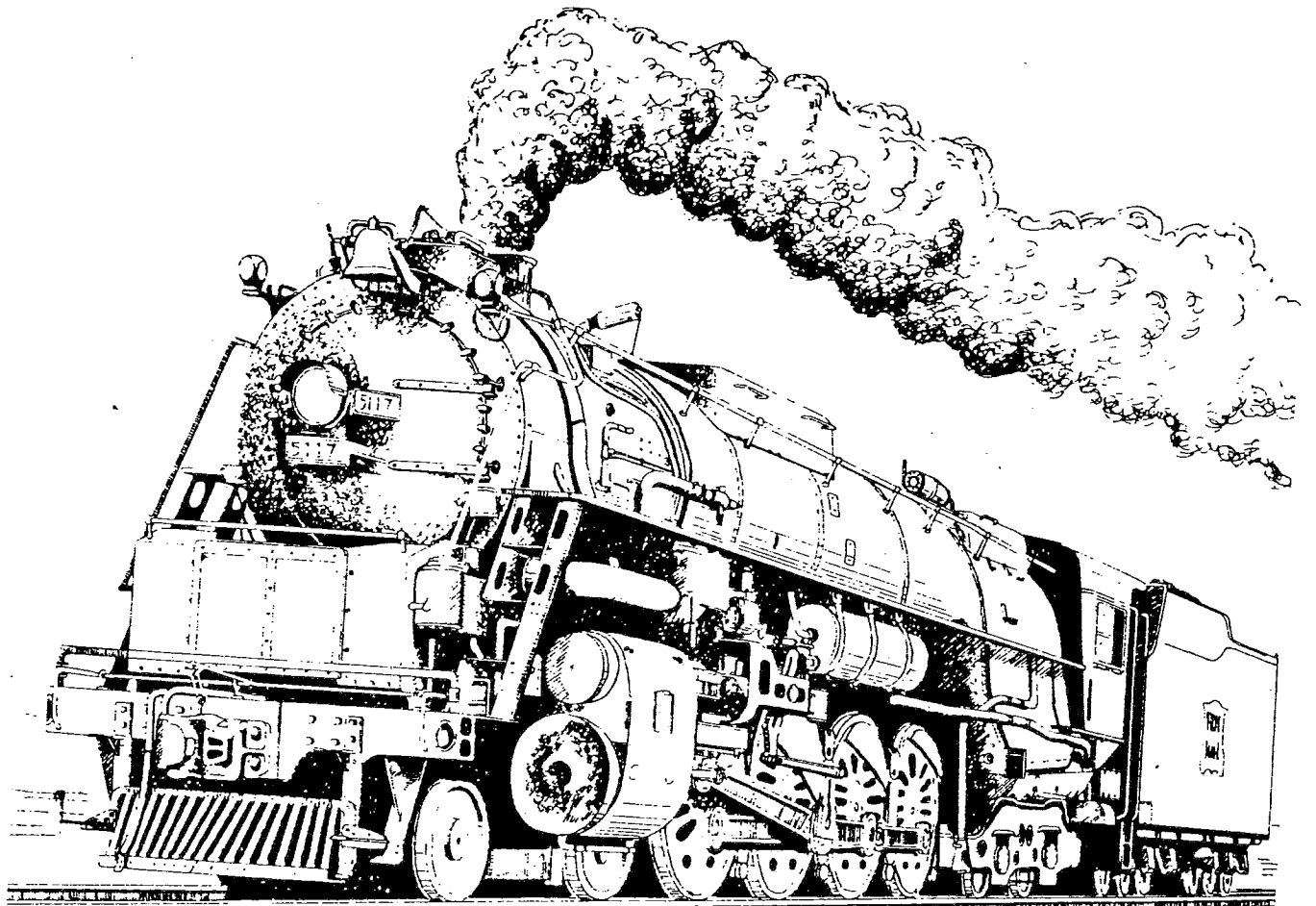
Rubber Jar Rings. Use as rings for quoits-type games.

Rope and Clothesline. For start and finish lines, as obstacle to jump over, crawl under. Also for rope jumping and lariat spinning.

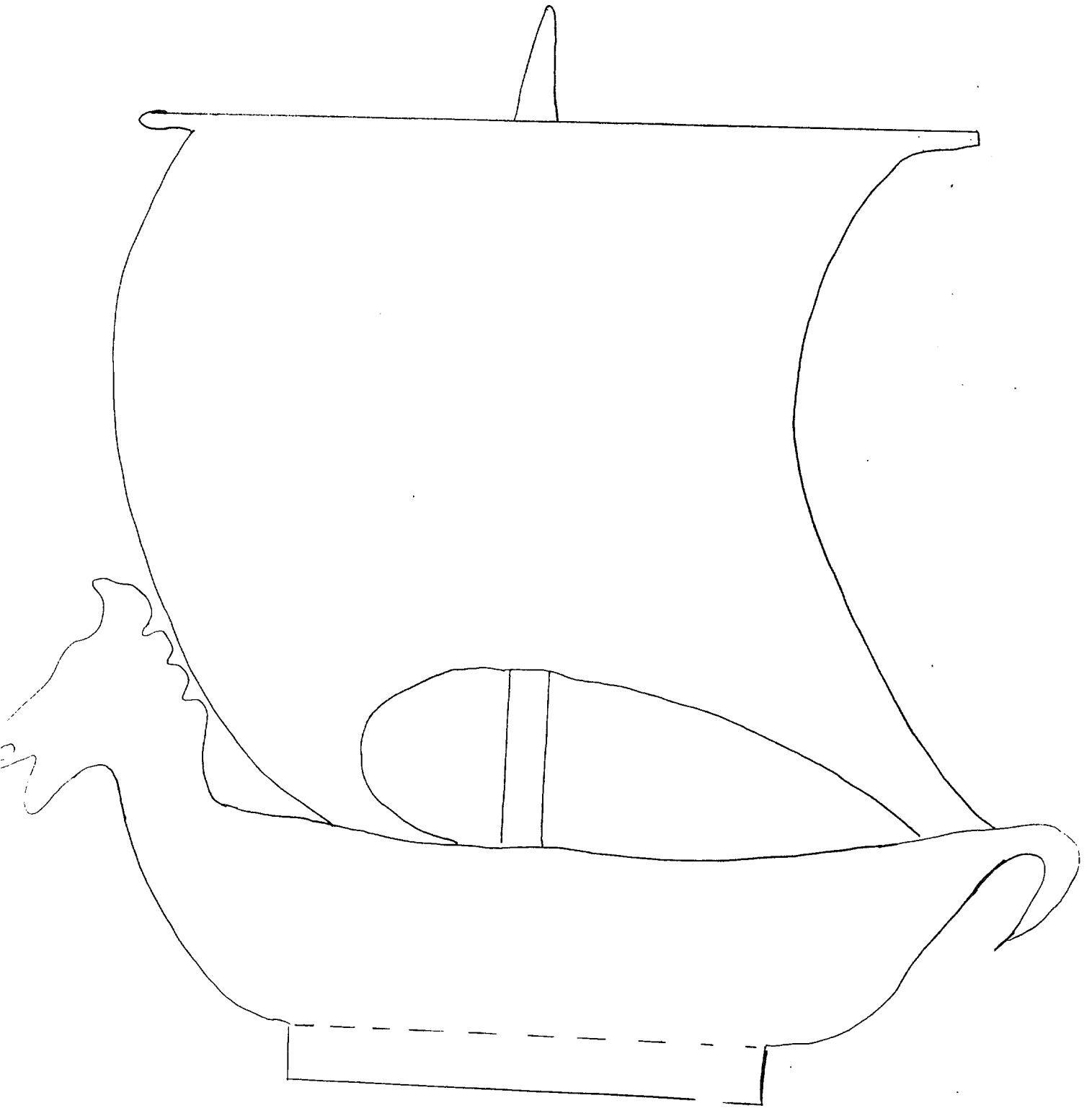
RESOURCES FOR GAMES (only a partial list)

Cub Scout Leader Book, BSA
How-To-Book, BSA
Games for Cub Scouts, BSA
POW WOW Books
"Cub Scout Program Helps, BSA
Cub Scout Handbooks, BSA
Den Chief Handbook, BSA
Group Meeting Sparklers, BSA
Boy's Life Magazine
Roundtables
Public Library
Other Leaders

CRAFTS



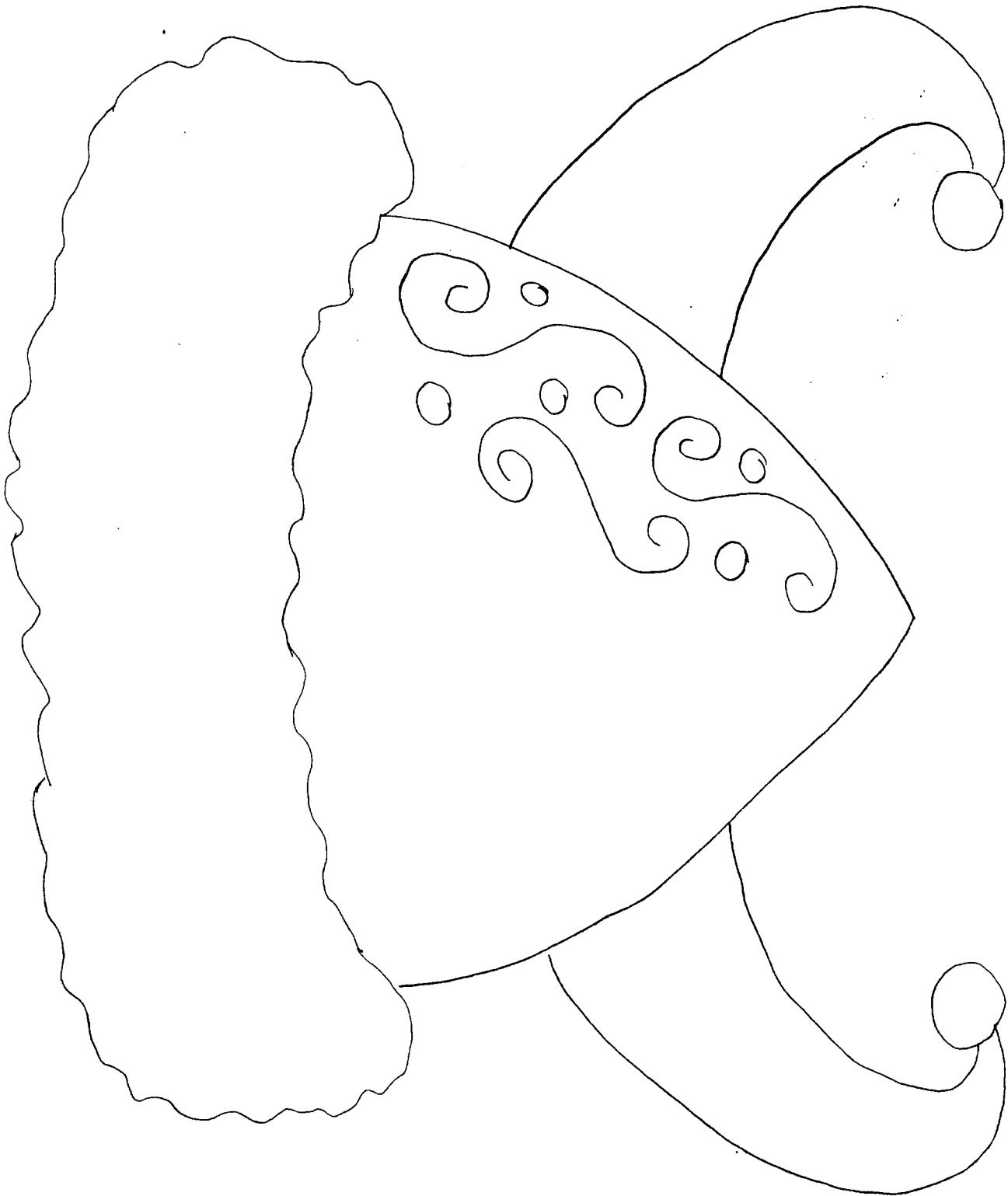
ROCK Island
4-8-4



CR 1

OCTOBER, 1989

VIKING DISCOVERERS



CR 2.

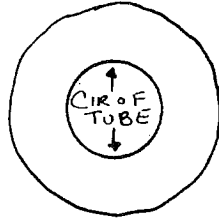
LINCOLN'S HAT

MATERIALS: Black construction paper
Scissors
Paste or tape

DIRECTIONS:

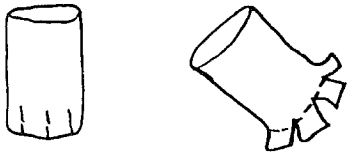
Cut construction paper into 3" x 5" piece. Roll into tube and glue. Trace circumference of open end of tube on construction paper. Draw larger circle around traced circle. Cut out large circle. Cut away small, center circle. This will be hat's brim.

EXAMPLE:



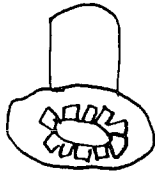
Make 1/2" deep slits around bottom edge of tube. Fold out along cut lines. These are the tabs by which crown and brim will be fastened.

EXAMPLE:



Carefully put brim down over crown. Paste/tape tabs on the crown to the underside of brim.

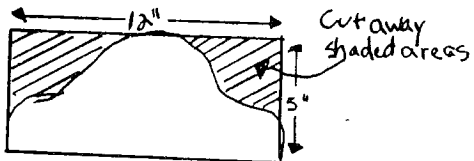
EXAMPLE:



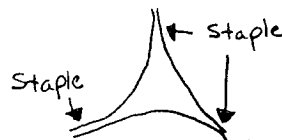
GEORGE WASHINGTON'S HAT

MATERIALS: Black construction paper
ruler
scissors
stapler

Cut three 5" x 12" strips of paper. Cut each strip into pattern shown in A. Staple the three pieces together as shown in top view in B. If hat is too large, staple edges a second time, farther in from the outer edge of joint.



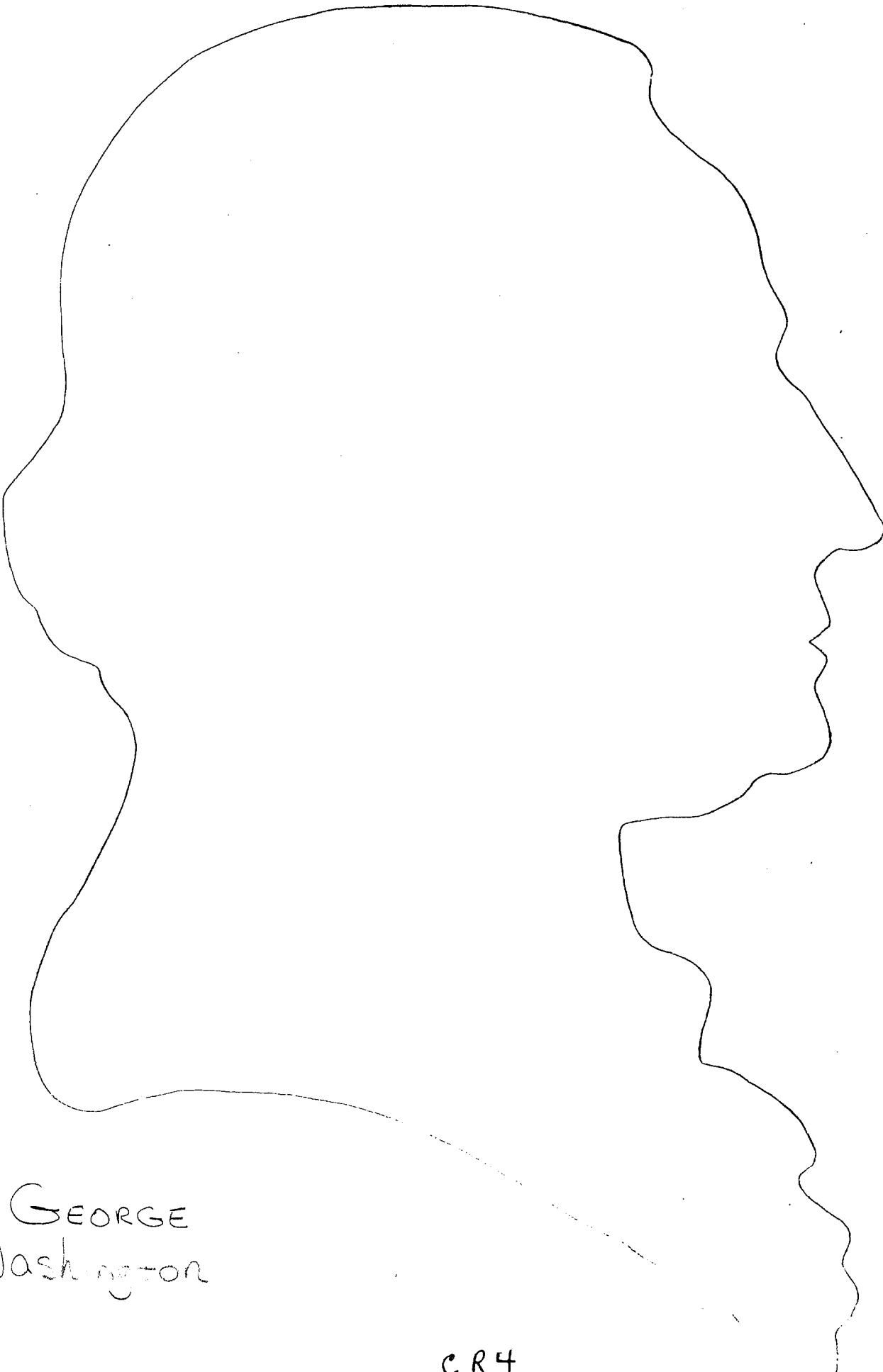
A.



B.

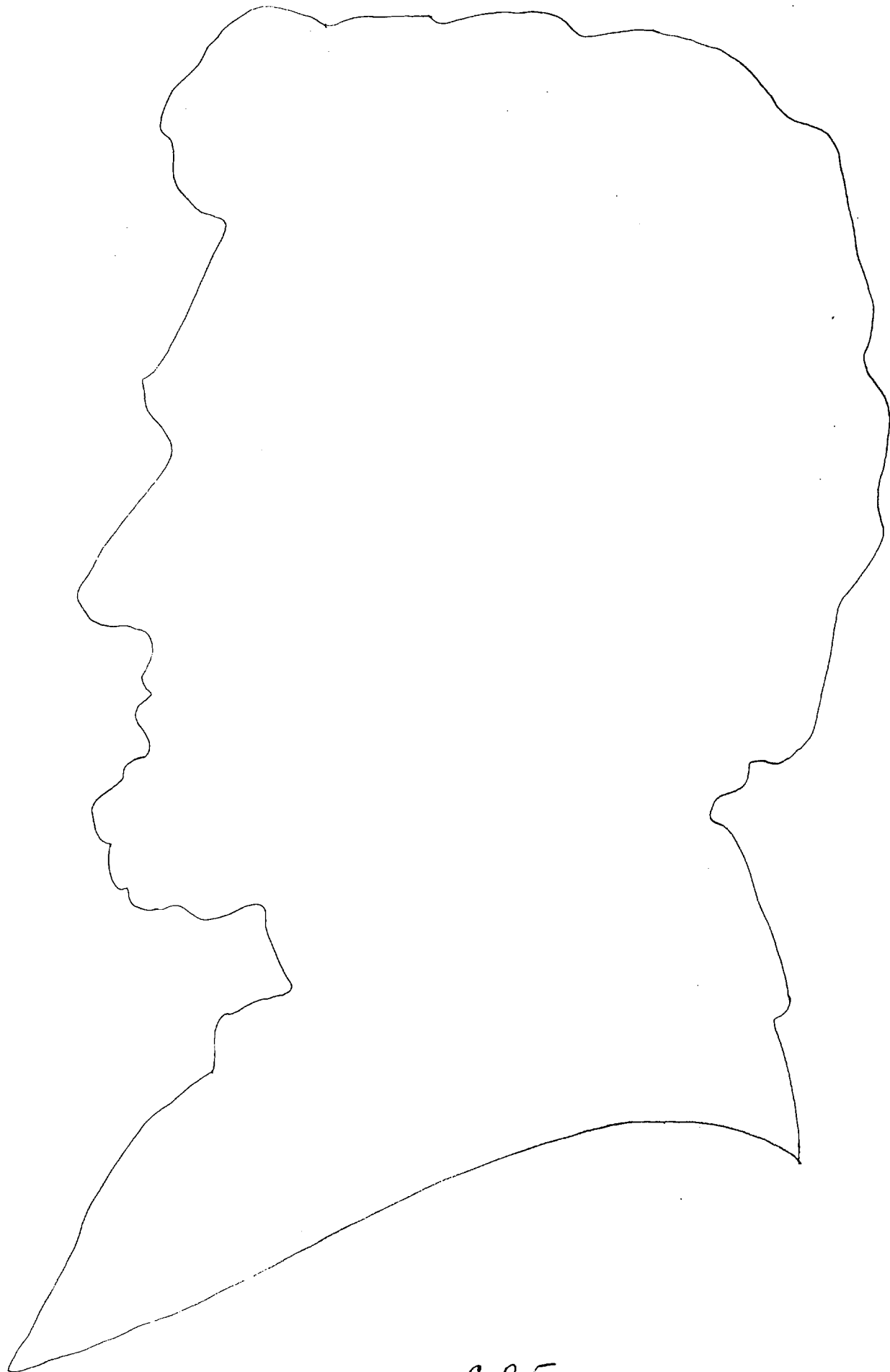
NOVEMBER, 1989

PARADE OF PRESIDENTS



GEORGE
Washington

CR4



CR5

PAPER PLATE DOVE

MATERIALS: 9" Paper plate
scissors, stapler, glue
crayons
carbon paper (optional)

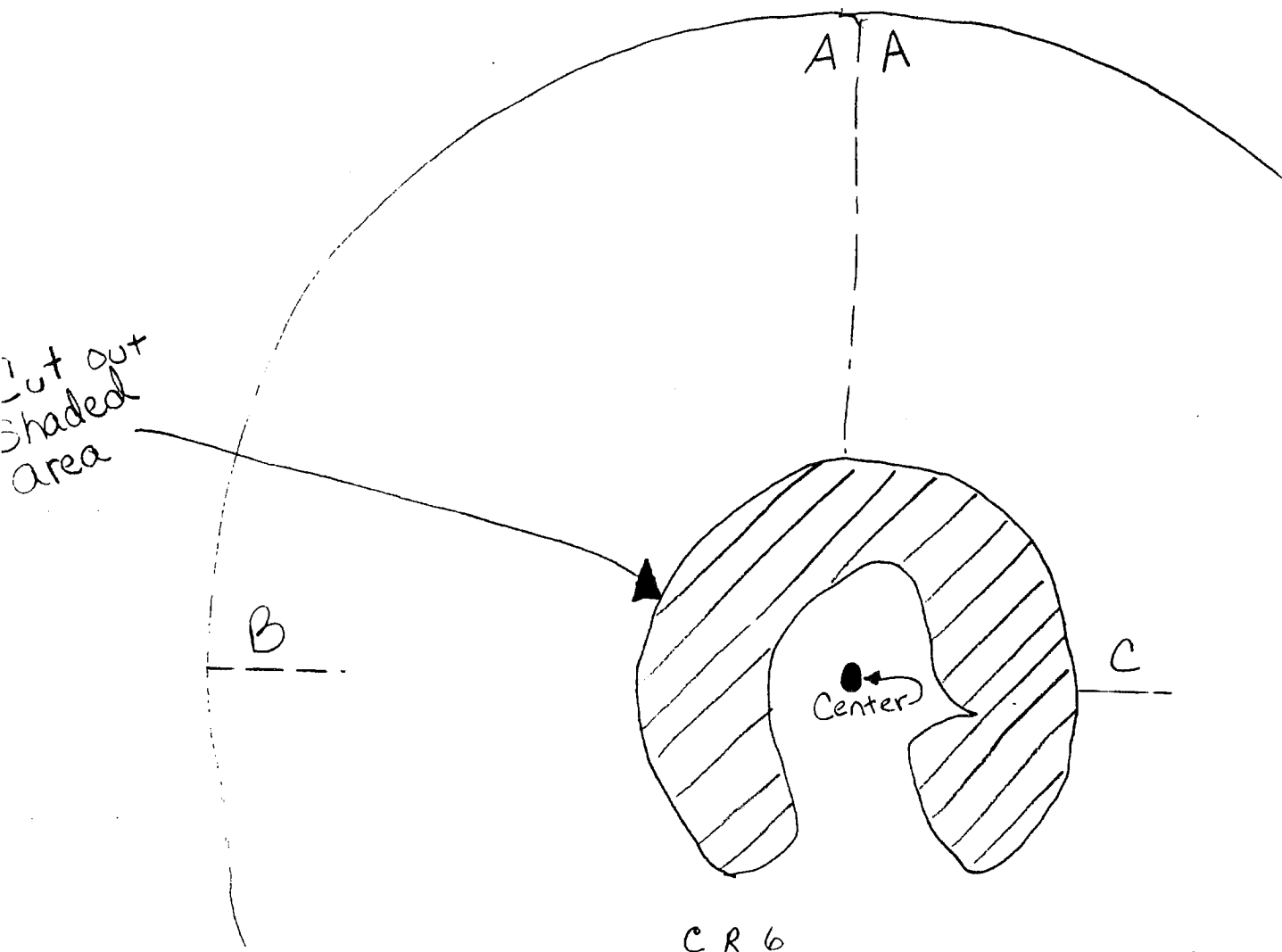
DIRECTIONS:

Make a large crayoned dot in the center of the plate. The dot will serve as the dove's eye. Using the eye as a guide, draw the bird's head. Draw all other lines as shown in example.

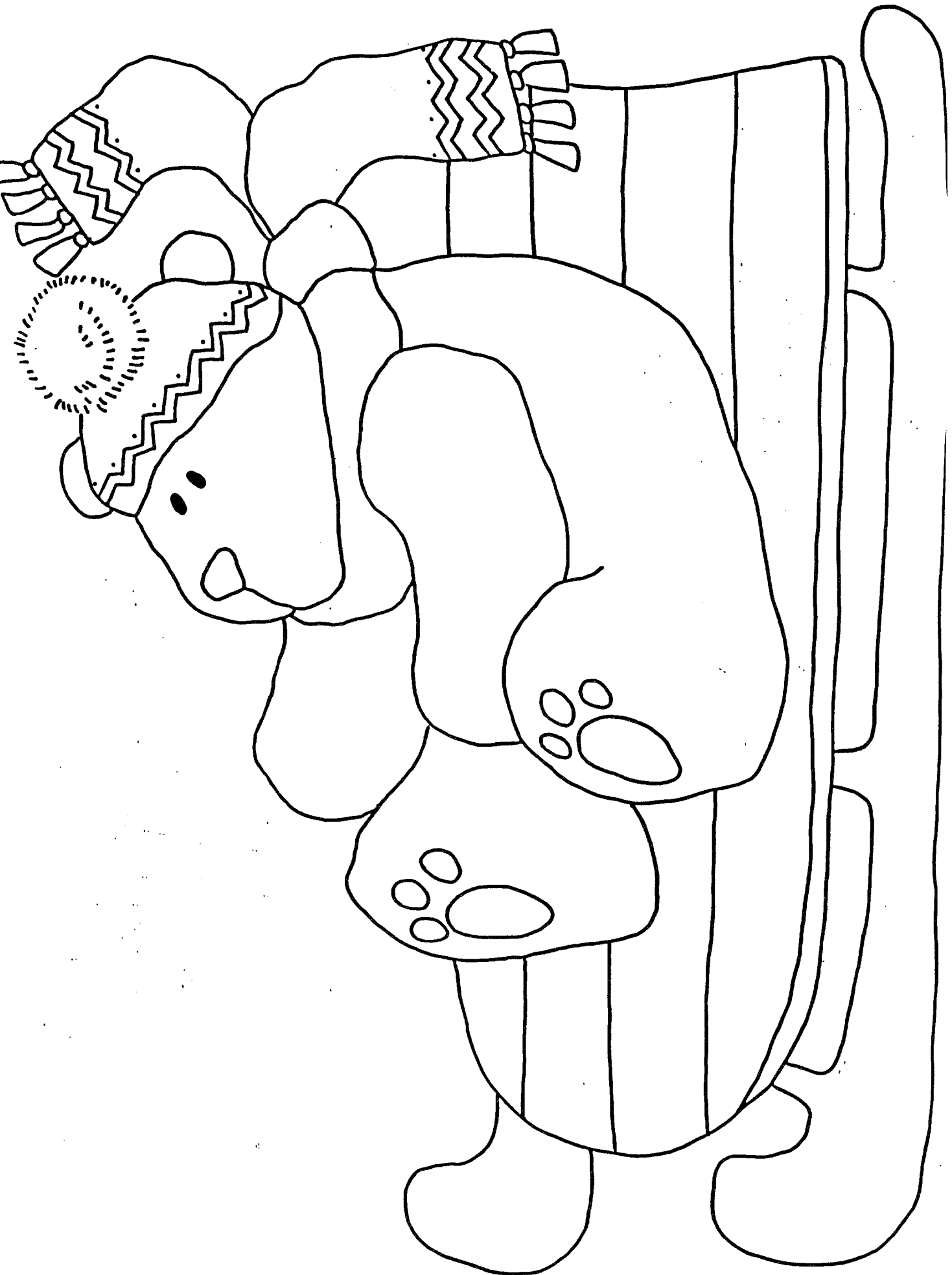
Cut along all dotted lines. Pass ends marked "A" past each other and push slot B into slot C.

You may trace pattern shown below onto paper plate.

EXAMPLE:



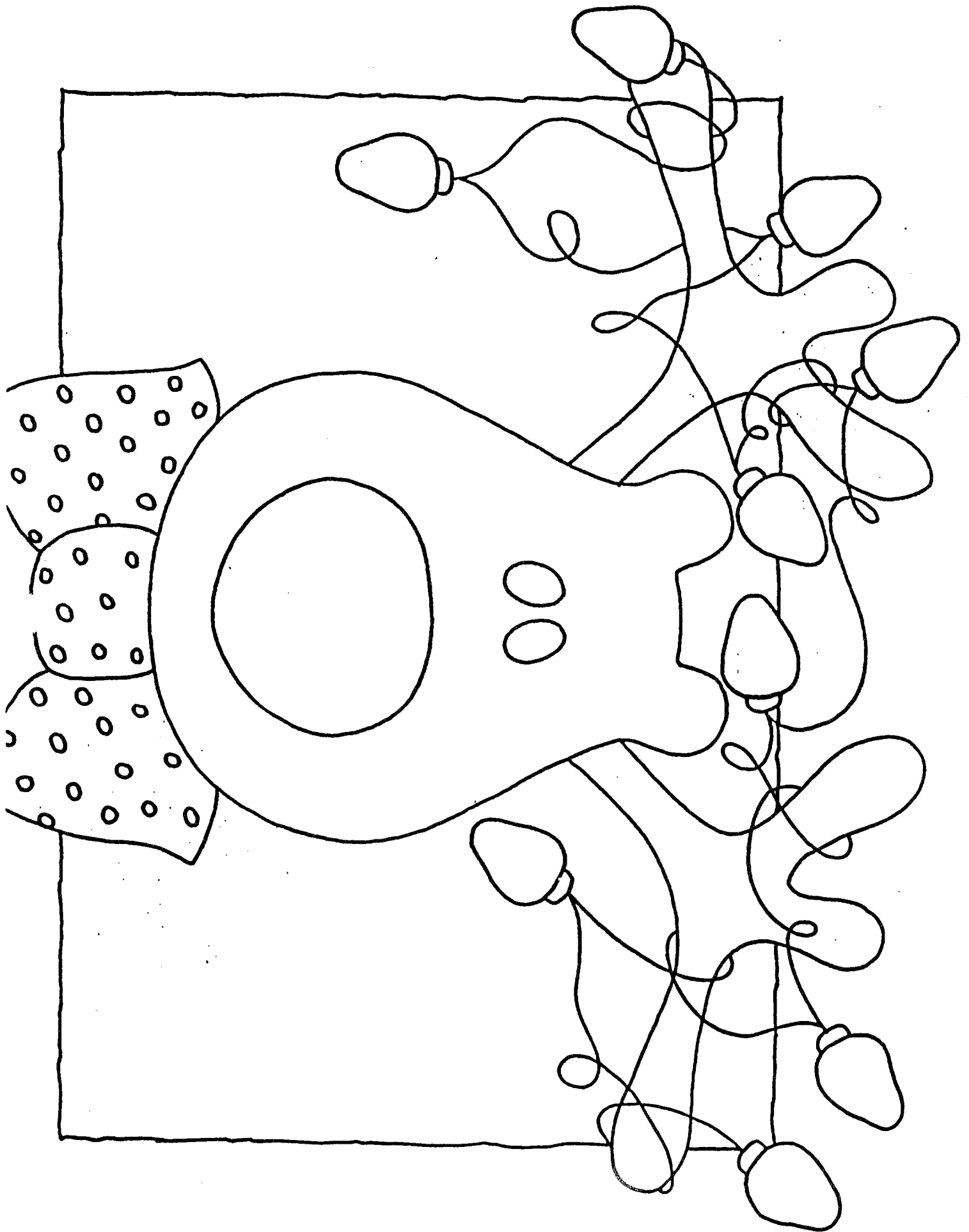




CR 8







BOOK ENDS FROM TIN CANS

- MATERIALS:** 2 Tin fruit cans (with tops removed)
 Enamel paint (green, red or white)
 Glue, Shellac
 Picture
 White sand
 Tiny dime-store evergreen

DIRECTIONS:

1. Remove labels.
2. Wash cans thoroughly.
3. Paint inside and out.
 Let dry thoroughly.
4. Cut out attractive picture from a magazine or old Christmas card.
5. Glue in place.
6. Shellac over the cut-out picture, smoothing it into place. Allow to dry.
7. Fill cans with white sand.
8. Put tiny evergreen tree in cans.

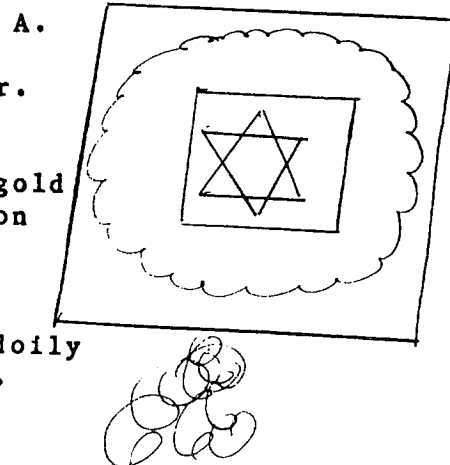


STAR OF DAVID WALL HANGING

- MATERIALS:** Blue construction paper
 White lace doilies (either round or square)
 Yellow construction paper or gold paper medallions
 Gold brain, Blue curling ribbon
 Glue, Scissors

DIRECTIONS:

1. Mount lace doily on blue construction paper.
2. Cut piece of blue paper to fit over center section of doily.
3. Use yellow construction paper, gold foil, gold paper medallions, etc., to make a decoration in the center of the hanging.
4. Cut several lengths of blue ribbon.
5. Curl ribbon.
6. Attach (glue or staple) ribbons under the doily to finish the hanging as shown in figure A.

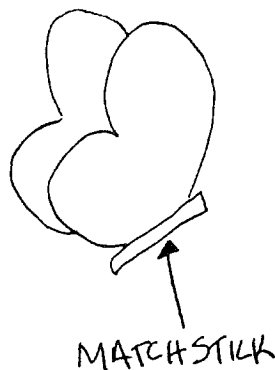


BUTTERFLIES-ON-THE-WINGS

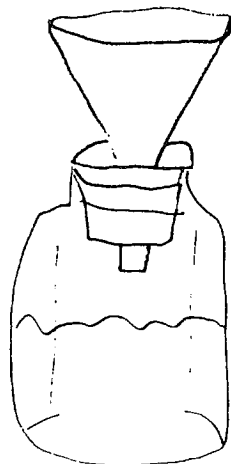
MATERIALS: Glass jar
Large cork (to fit jar opening)
Small funnel
Tissue paper
Butterfly pattern
Crayons/markers
Matchsticks (with head cut off)
Glue
Water
Seidlitz powder

DIRECTIONS:

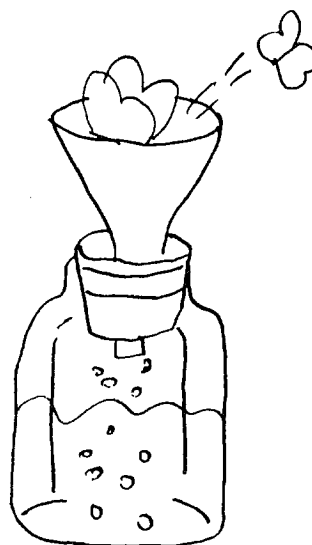
1. Cut several butterflies from tissue paper. Decorate as desired. (See A.)
2. Glue a small bit of matchstick to the center of each butterfly.
3. Fill jar half full of water.
4. Stick funnel through center of cork.
5. Drop package of Seidlitz powder into jar.
6. Close jar with cork. (See B.)
7. Place butterflies inside funnel.
8. Watch what happens when powder begins to effervesce and gas passes through funnel. (See C.)



A.



B.



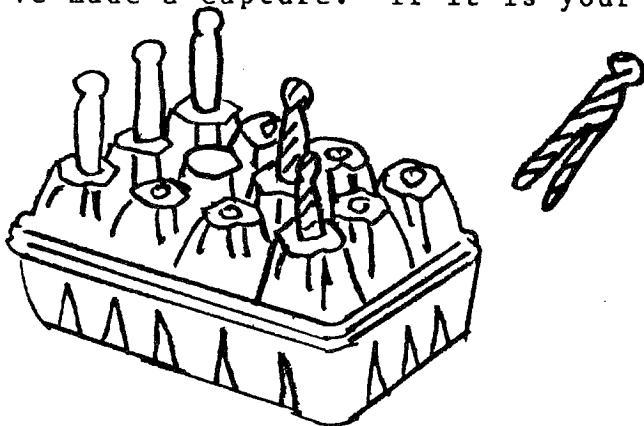
C.

CLOTHESPIN CHECKERS

For the checker board, turn an egg carton upside-down (you'll need two taped together or a double wide carton). Cut four holes in three rows, as pictured, to accommodate the clothespin "checkers". Decorate carton as desired.

Make six clothespin "checkers" -- three one color and three another. (You can make faces on them as well.)

Each player places his three checkers in the three holes at his end of the board. Players take turns moving. You can move your checker forward one space in any direction -- forward, back, sideways, or diagonally. You may also move by jumping a checker that is next to yours if the space beyond is open. The object of the game is to capture all your opponent's checkers. If the checker jumped is your opponent's, you've made a capture. If it is your own, just leave it in place.



WHIRLING DISC

Wrap soft wire (bell wire is fine) around a pencil and pull the ends of wire to make a loose coil.

Cut out a cardboard or heavy paper disc (experiment with different shapes). Punch a hole in the center and insert coil.

Blow to move the disc. Race the clock to see how many times you can whirl it up and down the coil in a minute.



BLUE AND GOLD

NAPKIN RINGS

For napkin rings, cut cardboard tubes to 2". Wrap with tissue (blue and gold) around each and decorate with markers. Decorate to match placemats.

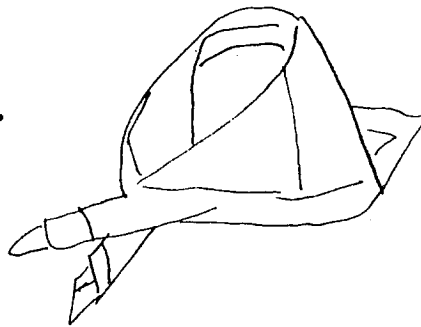
TABLECLOTH

Use a large piece of tissue paper or wrapping paper or an old clean sheet. Cover tablecloth with crayon or marker drawings. Adapt theme of placemats and decorate tablecloth to match or compliment. For variety, drape crepe paper streamers around sides of tablecloth. This is an excellent way to decorate your head table.

PLACE CARDS

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

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



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

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



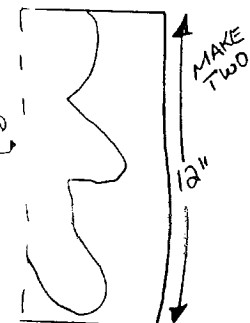
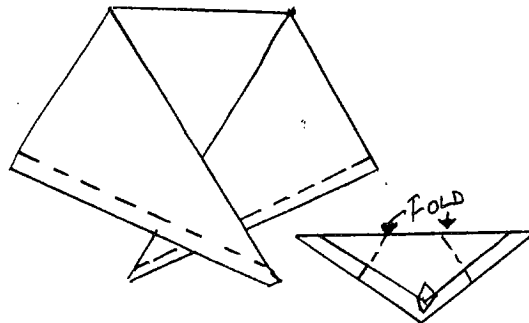
Cut square as shown from yellow construction paper. Make a diagonal fold across one way, open paper back out flat. Make a cut on one fold as shown (make cut only to center). Fold two sides over as shown and glue.

INVITATIONS

Cut yellow construction paper as shown and fold along dotted lines.

Write the following information inside the invitation:

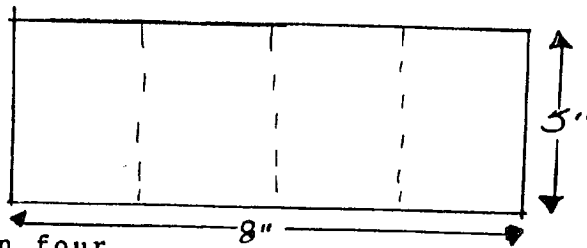
Time, date, place, unit number.



Using enlarged pattern, cut two Cubs from construction paper. Decorate front of one to resemble a Cub Scout in uniform. Use second cut-out to write in the information regarding the banquet. Staple together. You may want to make cardboard patterns for the boys to trace.

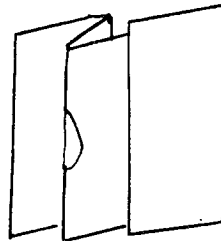
TRAIN WHISTLE

MATERIALS: Paper (5" X 8")
Scissors



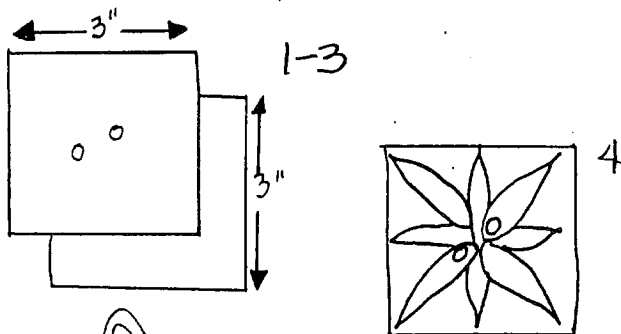
DIRECTIONS:

1. Fold paper accordion style in four equal parts.
2. Cut a hole in center fold.
3. Hold front fold to lips and blow into it.



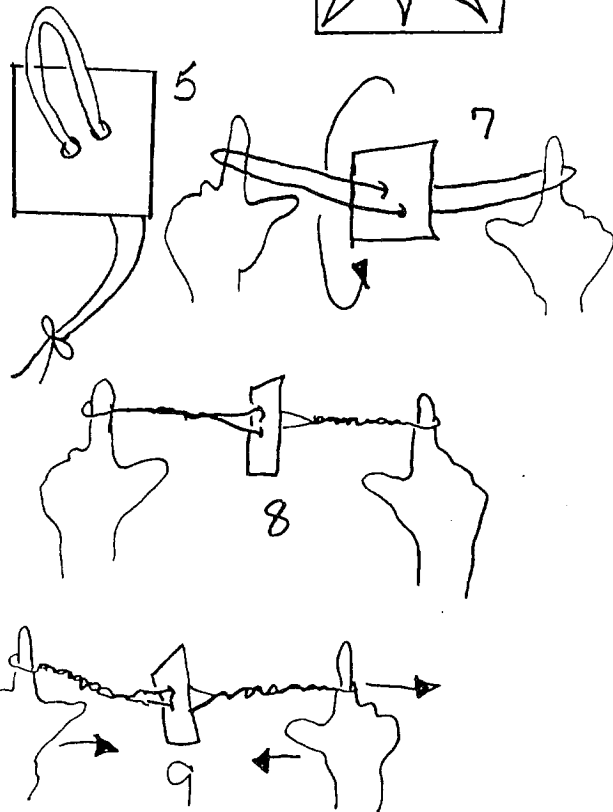
SPIN AND SING

MATERIALS: Crayons
Cardboard pieces 3" square (2 per Scout)
String (48" per Scout)
Glue
Scissors
Hammer and nail



DIRECTIONS:

1. Cut two pieces of cardboard (3" X 3") and glue them together.
2. Let dry.
3. Make two holes in the center of the square with hammer and nail.
4. Decorate as desired with crayons.
5. Pull string (48" long) through both holes and knot ends together.
6. Loop string over index fingers, sliding spinner to center of string.
7. Whirl spinner around until string is twisted tightly.
8. Pull hands quickly apart to straighten out the string and twist it in other direction.
9. By moving hands in and out (as if you were playing the accordion) the spinner will spin and "sing".



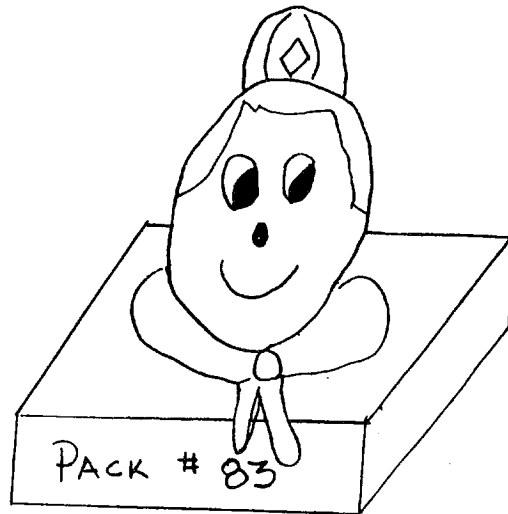
BLUE AND GOLD

CENTERPIECES

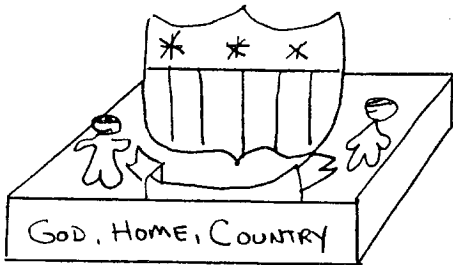
Paper mache a large oval shaped balloon. Paint facial features on the dry paper mache.

Cut a hole in the center of a shoe box. Paint the shoe box blue and decorate as a Cub Scout uniform.

Set the head on the uniform. Add a neckerchief and hat.



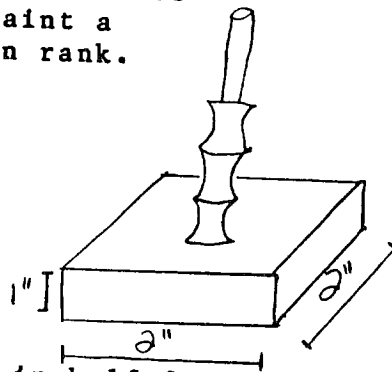
Size of shield is determined by box used for base. Cover dress box 16" to 18" long with suitable paper. With felt tip pen, print appropriate words on strip of paper, glue around the sides of base. On second paper strip, print the word "Responsibility".



Cut shield 10" to 12" across from heavy cardboard. Cut the stars and strips from paper and glue in place. Glue easel at the back. (You can also use glitter and make it a bit sharper.) Attach "Responsibility", by putting thin line of glue along lower edge, then hold in place until glue dries enough to hold it. Make 2 Cub Scouts.

Use 2" block of wood. Drill hole for dowel to fit into and glue. Use sewing spools (wood ones if you can find them work great) and paint a different color for each advancement in rank.

Examples: Tiger Cub - Orange
Bobcat - Light Blue
Wolf - Red
Bear - Green
Webelos - Dark Blue
Arrow of Light - Gold



Fold small pieces of colored cardboard in half for a stand. Glue on boys' drawings.

Prop up Scout-made puppets on cardboard tubes.

Make a mobile centerpiece. Cut out boys' drawings and suspend from inking straws.

BLUE AND GOLD

Placemats and place cards can be made to correspond with any theme that you have worked on or will work on. You can make up your own theme for your Blue & Gold celebration. We have provided some patterns for various themes throughout the craft section.

Following are some additional ideas for your Blue & Gold celebration. We hope that you find them useful.

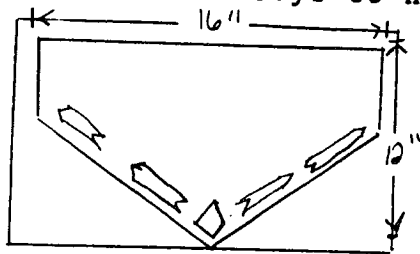
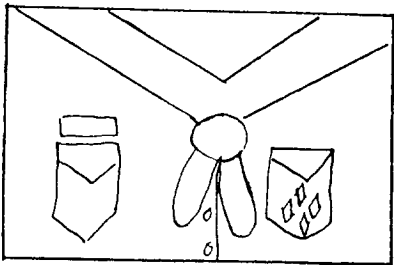
PLACEMATS

Have the boys trace their hands on construction paper and cut out then glue to a larger piece of construction paper. Print the Cub Scout Promise in the center.

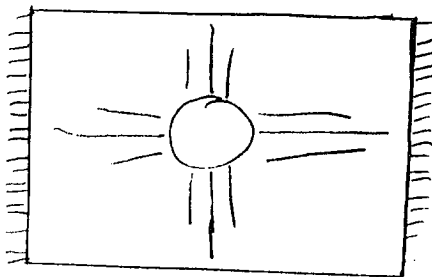
Cut out little stars and have the boys create their favorite star constellation by gluing the stars in place on a large piece of construction paper.

Cut out pictures from sport magazines, old Boys' Life magazines, etc. Make a placemat collage. You may want to waterproof these by using clear contact paper. These make great posters for the boys to hang in their rooms after the banquet.

Use large gold construction paper and cut out a scarf. Draw or cut and glue blue arrows and emblem. Bears may want to use light blue construction paper.



Use large blue construction paper and cut out awards of different colors to look like the front of the uniform.

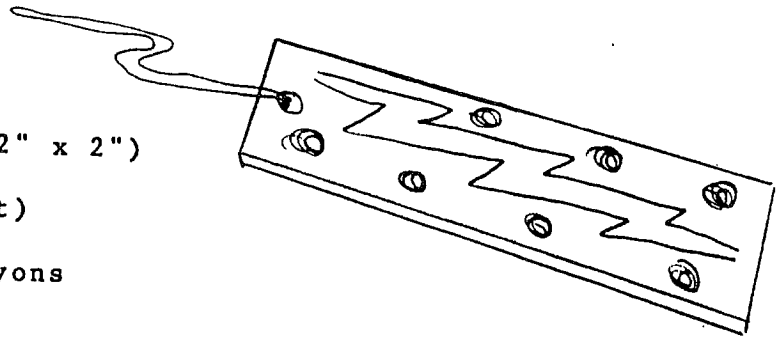


Burlap piece 16"X12". Fray edges. With yarn, sew design into burlap. Indian symbols or initials work well and are simple. Cub may take mat home and hang on wall to put awards and pins on while mom is washing his uniform.

Glue gold arrow to 9"X4" piece of blue construction paper. Then glue onto a large piece of gold construction paper.

ROAR OF THUNDER

- MATERIALS: Thin wood scraps (12" x 2")
 Sandpaper
 Hand Drill (1/8" bit)
 String
 Paint, markers, crayons

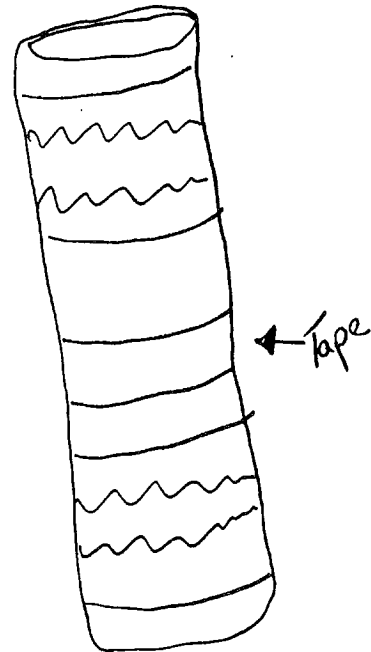


DIRECTIONS:

1. Cut wood scrap or box slate about 12" x 2".
2. Sand the edges.
3. Drill a 1/8" hole about an inch from top.
4. Tie on a piece of string about 36" long.
5. Wind string around first two fingers.
6. Spin instrument in air in front of you.
7. Will make the roar of thunder (almost).
8. Decorate as desired.

TIN CAN SHAKER

- MATERIALS: 2 Tin cans, same size (empty with lids still attached)
 Rice/popcorn kernels, sand, dry cereal
 Paper clips, pebbles, nails, bottle caps
 Duct tape
 Enamel paint

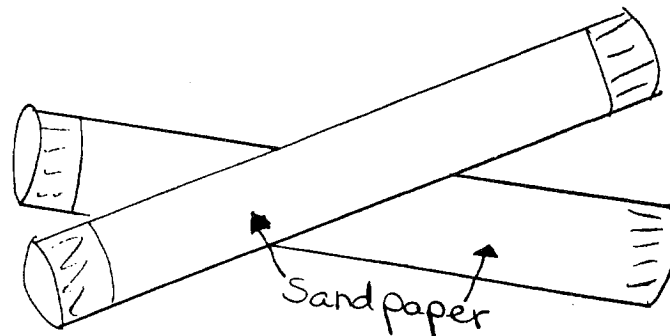


DIRECTIONS:

1. Put a handful of kernels, sand or cereal into one tin can.
2. Place several nails, paper clips, pebbles, etc., into second can. Reseal this can with duct tape.
3. Use tape to attach two cans together.
4. With enamel paint, decorate can and disguise tape as well.
5. Shake or tap with fingers to play.

SANDPAPER STICKS

- MATERIALS: Sandpaper
 2 Wooden dowels
 Glue
 Staple gun



DIRECTIONS:

1. Wrap sandpaper (the rougher the better) around the dowel (12" x 1").
2. Glue or staple sandpaper to dowel.
3. Rub dowels across each other, back and forth to produce sound.

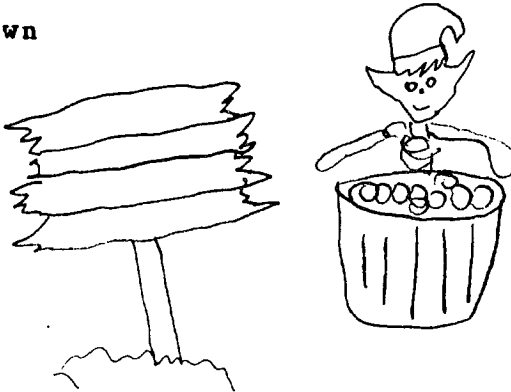
MARCH WIND CHIMES

- MATERIALS:** Old keys
 Metal lids to orange juice cans (use a hammer and nail to poke a hole toward the edge of each lid).
 Screws, nails, metal washers, nuts.
 Old spoons.
 Bottle caps
 Fishing line or thin wire
 Scissors

- DIRECTIONS:**
1. Cut line or wire into various lengths.
 2. Attach collected items - one to a line.
 3. Attach lines to Chime Hanger Base (See 'How to Assemble Wind Chimes').

BLARNEY STONE CENTERPIECE

- MATERIALS:** 6 Sheets newspaper
 Plastic Bag
 Spray paint - gray or brown
 Tape
 Red adhesive-backed paper
 Green pipe cleaners
 Pencil
 7 Popsicle sticks
 Easter grass
 Clay
 Nut cup (optional)
 Scissors
 Glue



- DIRECTIONS:**
1. Wad up 6 sheets of newspaper then wrap it in a plastic bag.
 2. Shape into stone. Tape bag closed on one side.
 3. Spray paint "stone" gray or brown. Allow to dry.
 4. From red adhesive-backed paper cut out lips.
 5. Stick red lips all over dry blarney stone.
 6. Coil pipe cleaner around pencil to form body and neck of leprechauns.
 7. Cut another pipe cleaner in half using half for his arms and half for his legs.
 8. Cut 2 leprechaun heads including hats from paper. Add features and details.
 9. Glue heads together with the neck between.
 10. To make sign, break off ends of six popsicle sticks and glue sticks to cardboard backing.
 11. Paint sign and stick lips on top.
 12. Mount sign on a popsicle stick post and insert in lump of clay.
 13. Surround entire centerpiece with Easter grass.

PLACE CARD: Same as sign, using only four popsicle sticks & adding name of guest.

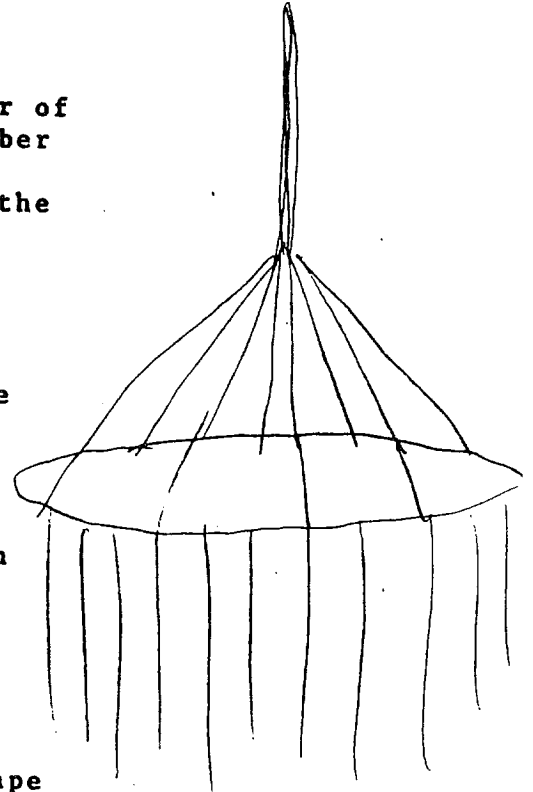
FAVOR: Staple pipe cleaner leprechaun to a nut cup.

DIFFERENT WAY TO ASSEMBLE WIND CHIMES

MATERIALS: Sturdy cardboard circles or pizza wheels
 Scissors
 String
 Nail

DIRECTIONS:

1. The size of cardboard circle and the number of holes punched in it will depend on the number of items to be hung.
2. Punch holes with the nail about 1/2" from the edge of the circle.
3. Put one piece of string through each hole punched and tie it in place on the circle. Leave an ample amount of string both above and below the circle.
4. Trim the strings below the cardboard circle so that they are all different lengths.
5. Knot the strings together above the circle about 6" from the cardboard. Then knot them together again further up and cut off excess string. Hang mobile by this knot on a hook.
6. Add item to be suspended to the varying lengths of string below the circle.

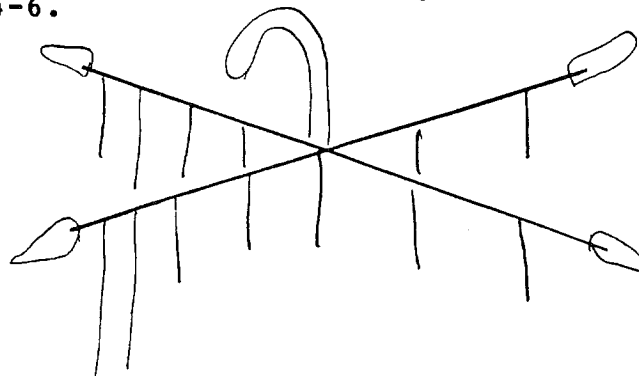


MATERIALS: Wire coat hangers (2 per mobile)
 Black electrical tape or gray duct tape (depending on color of hanger)
 Wire clippers
 String

DIRECTIONS:

1. Snip the bottom half off of each hanger.
2. Cover sharp ends with tape.
3. Bring the sloping wires up so they form a straight line.
4. Using one hanger, slowly turn the hook until it is at a right angle to the wire.
5. Bring the hooks of the two hangers flush and bind them with heavy tape.
6. Add suspended items with string.

NOTE: This can be done with 2 whole hangers by following steps 4-6.



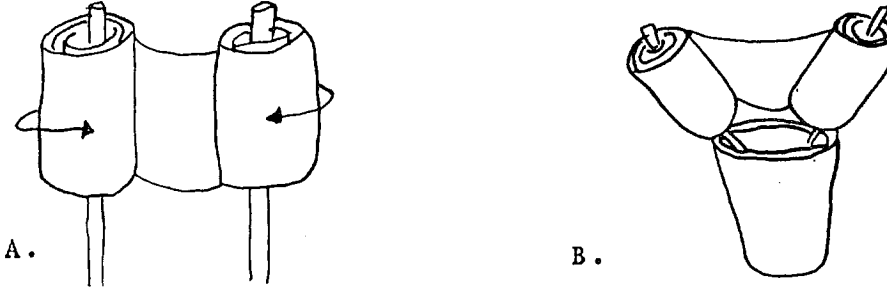
PASSOVER SCROLL PARTY FAVOR

- MATERIALS:** Small paper/styrofoam cup, scissors
 Blue tempera paint, brushes, white glue
 Yellow construction paper
 2 sticks (pencils, lollypop, tree, etc.)
 Filling of choice (candy, flowers, etc.)

DIRECTIONS:

Paint cup blue. (Mix 2 parts paint to 1 part glue and paint will adhere to surface of cup.) Let paint dry thoroughly.
 Cut a 3" x 12" strip of yellow paper. Glue/tape stick to each short edge of strip and roll sticks towards center to form a scroll as shown in A. Write child's name or holiday greeting on scroll.
 Put flowers or candies in cup to use a favor.

EXAMPLE:

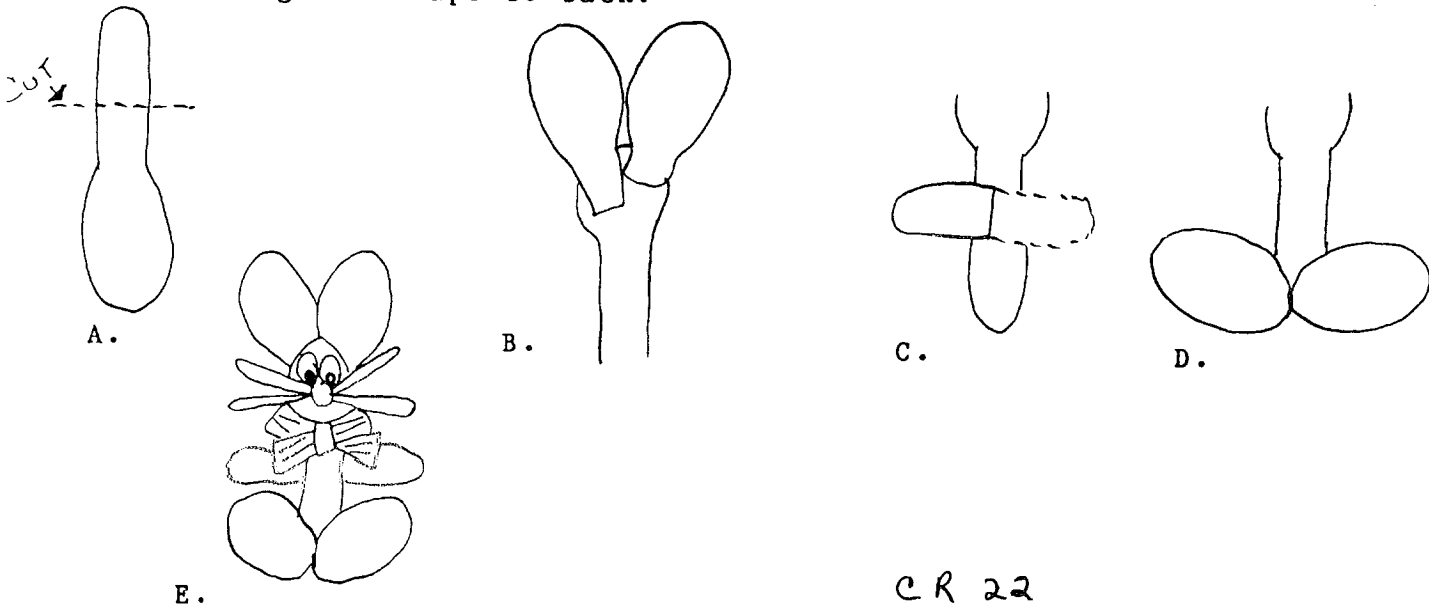


SPOON BUNNY

- MATERIALS:** Several wooden spoons, magnetic tape
 4 - Round wooden toothpicks
 1 - 7mm Pink pom pom
 2 - 7mm Oval wiggle eyes
 8" - Striped ribbon

DIRECTIONS:

1. Cut top of 2 spoons for ears, save straight part for arms.
2. Cut 2 more tops of spoons for feet.
3. Cut 2 toothpicks in half.
4. Glue ears behind the head of whole spoon as shown in B.
5. Glue arms behind straight part just below head as shown in C.
6. Glue on feet as shown in D.
7. Glue the pink pom pom to the center of the face for a nose.
8. Stick the points of cut toothpicks into glue under pink nose.
9. Glue on eyes as shown in E.
10. Tie a bow using striped ribbon and glue it on as shown in E.
11. Glue magnetic tape to back.



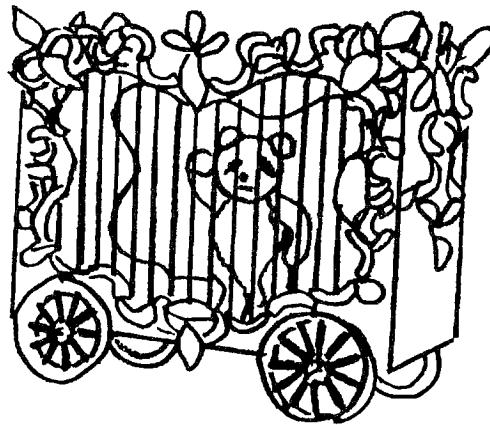
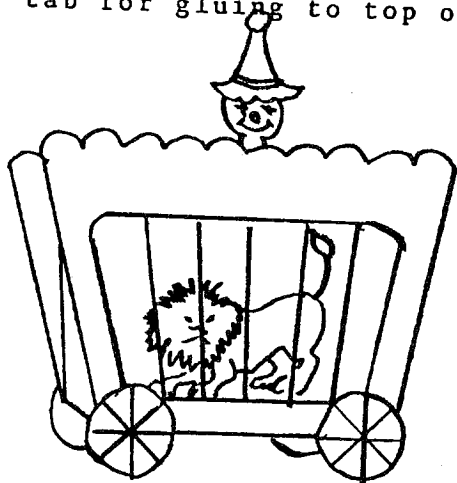
CIRCUS WAGONS

MATERIALS NEEDED:

Large cereal box(es), tape, glue, scissors, spaghetti, macaroni, gold paint, plastic straws, foam drinking cups, cardboard and/or heavy construction paper and small stuffed animals.

PLAIN WAGON:

Tape top shut and cover sides, top and bottom with construction paper. For sides of wagon, cut paper or cardboard in the shape pictured. Draw or paint an animal in a cage. Glue onto box. Glue on cardboard wheels. From cardboard, cut a clown head with a tab for gluing to top of wagon. Paint and glue in place.



FANCY WAGON:

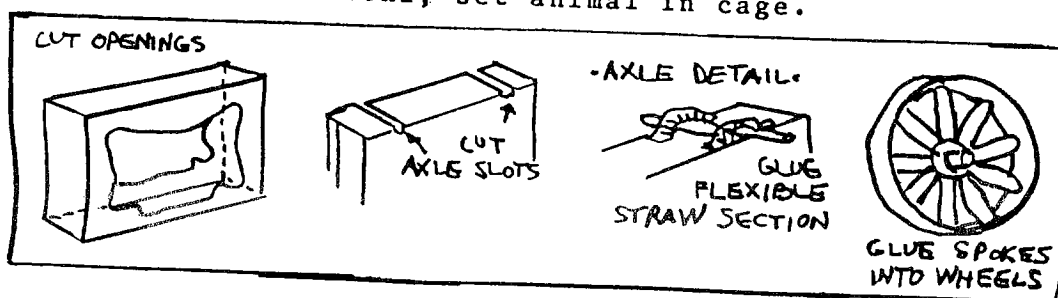
Leave to open. Cut an opening in both sides of the box for the cage.

In the bottom, cut two slots for axels -- plastic straws cut 3" longer than the depth of the wagon. Glue flexible sections from straws to hold axels in place.

Tape spaghetti "bars" inside cage openings and spray paint cage.

For wheels, use the bottom 1/2" from foam drinking cups. Cut holes in center to fit axels snugly. For spokes, glue macaroni inside wheels. Slip wheels onto axels.

Decorate with gold-sprayed macaroni. Before taping shut and covering with macaroni, set animal in cage.



MAY, 1990

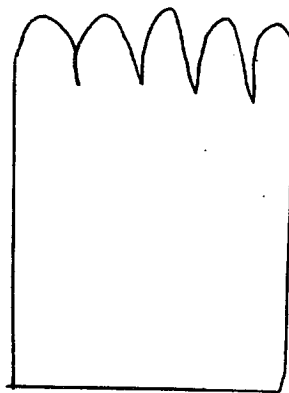
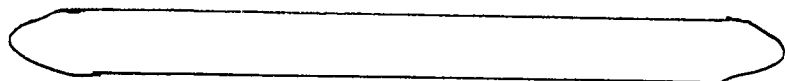
UNDER THE BIG TOP

CARNATIONS FOR MOTHER'S DAY

MATERIALS: Tissue paper (colored)
Green construction paper
Scissors
Green wire

DIRECTIONS:

1. Trace patterns of leaf, petals, and calyx. Cut out. Use for patterns.
2. Gather each circle of petals into a cluster from the center up and twist to hold in place.
3. Use 5 clusters for each carnation.
4. Cover base of petal clusters with green calyx.
5. Insert leaf stem at center so that the 2 ends will come from opposite sides of stems.



WOOD SCRAP TRIVET

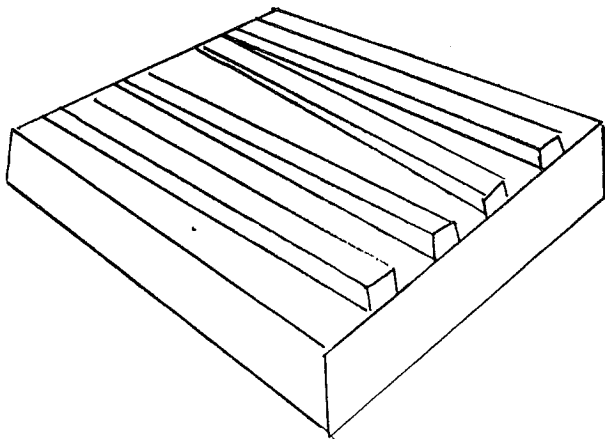
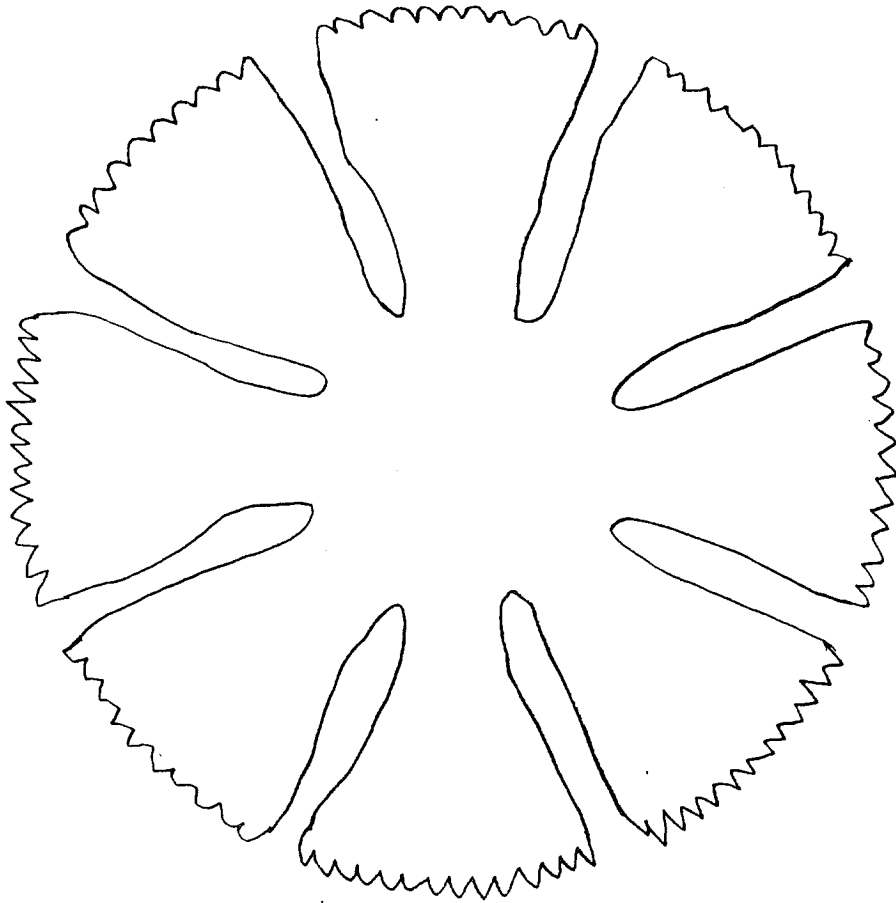
MATERIALS: Wood scraps (about 5" x 5")
Sandpaper
Felt pieces
Glue

DIRECTIONS:

1. Sand all rough edges off the wood scrap.
2. Trace wood scrap on felt and cut a piece to match.
3. Glue felt to bottom of trivet.
4. Glue wood scraps together to make a more decorative trivet.
5. Optional, use wood carving tools to add a design to the wood. You may also use a wood burner to add designs.

MAY, 1990

UNDER THE BIG TOP



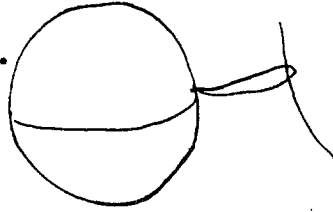
CR 25

FISHING FLOATS

MATERIALS: Small plastic containers (from coin machines)
10" Fishing line
Glue

DIRECTIONS:

1. Glue container shut.
2. Tie loop in one end of line.
3. Wrap and glue remaining line around center of the container.
4. Tie loop to line on fishing pole and you're ready to go.

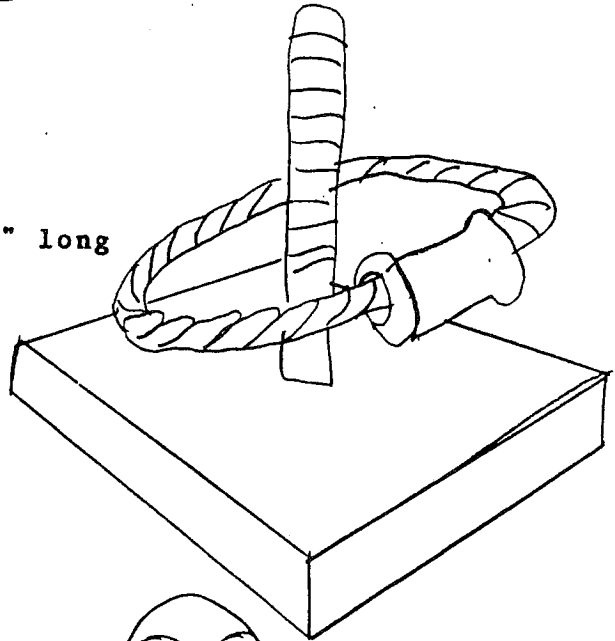


RING TOSS GAME

MATERIALS: Sturdy box or several layers of cardboard (about 12" x 8")
1" x 6" dowel
3 spools
3 pieces of stiff rope (each 15" long and 3/8" diameter)
Glue, acrylic paints, knife

DIRECTIONS:

1. Paint the dowel. This is the stake.
2. Glue enough layers of cardboard together until they're about 1-1/2" high (or use a box this size).
3. Cut or drill a hole in center, large enough so the stake will fit snugly.
4. Put glue on the bottom of stake and put it in the hole.
5. Paint the spools. Allow to dry.
6. Glue the rope ends into the spools.
7. Paint base, let dry, then play.

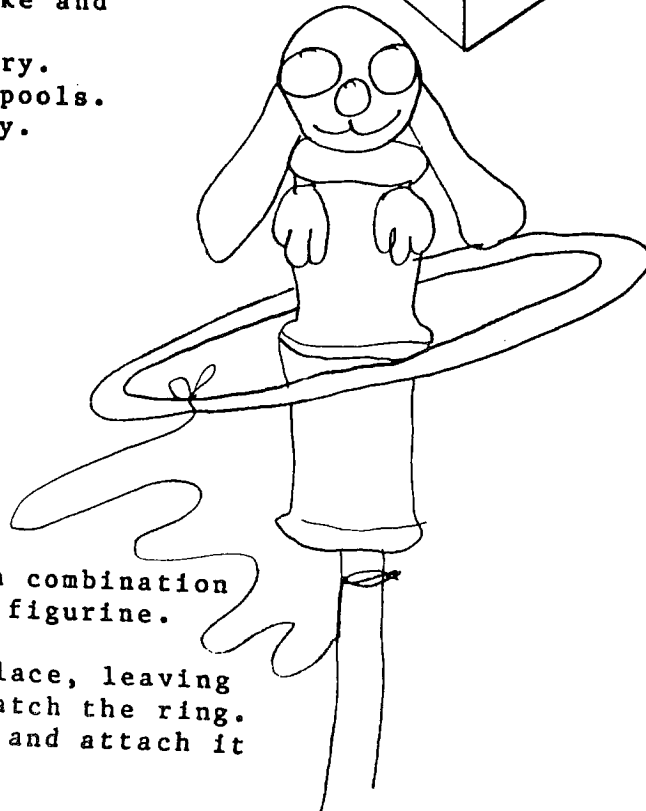


CATCH THE RING

MATERIALS: Spools, wooden beads
Glue, paint, string
Fabric or paper scraps
1/4" dowel rod
3" ring (like a plastic bracelet)

DIRECTIONS:

1. Thread a 1/4" dowel rod with a combination of spools and beads to make a figurine.
2. Glue or paint on the details.
3. Glue the spools or beads in place, leaving about 3" at the top to help catch the ring.
4. Tie a 20" string to the dowel and attach it to a 3" ring.



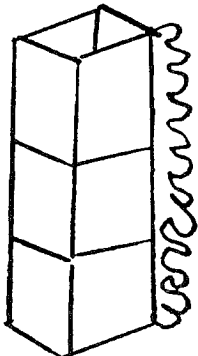
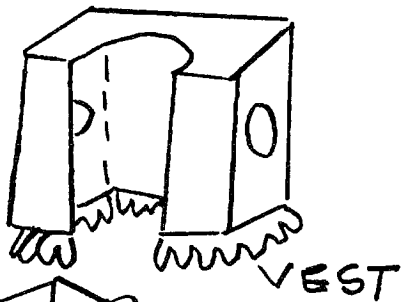
COWBOY & COWGIRL COSTUMES

ITEMS YOU WILL NEED:

SCISSORS, GLUE, YARN, PERMANENT MARKERS OR CRAYONS, BROWN PAPER LUNCH BAGS, AND BROWN PAPER GROCERY BAGS

1. COWBOY

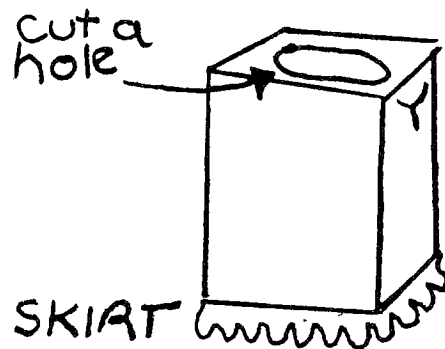
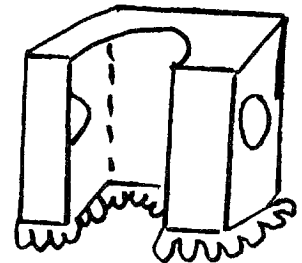
Cut a brown paper grocery bag to make a vest and brown paper lunch bags for leggings. Add fringe from other brown bags.



LEGGINGS
(lunch bags cut open and glued end to end.)

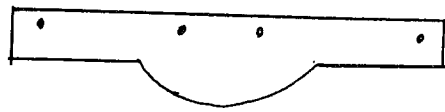
2. COWGIRL

Cut a brown paper grocery bag to make a vest. Cut another paper grocery bag for a skirt. Add fringe ~~from~~ ^{from} other brown bags.

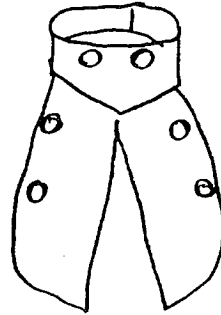
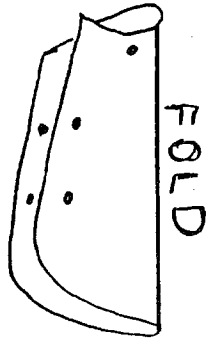


TIE SLIDES

CHAPS: Make a slide that looks like miniature cowboy chaps. For the belt, cut leatherette, as shown. Punch holes in belt.

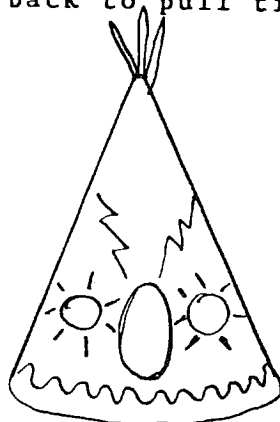


PUNCH HOLES
IN
BELT AND CHAPS

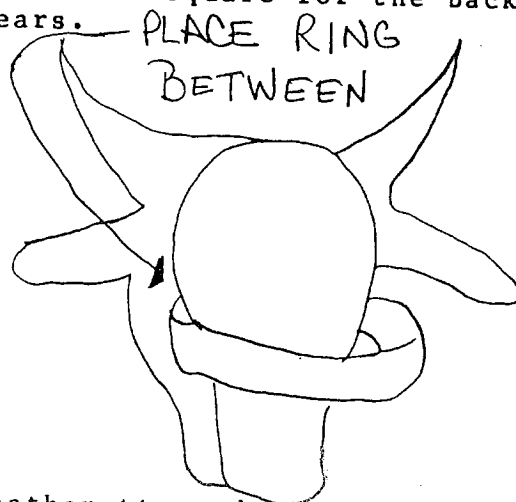
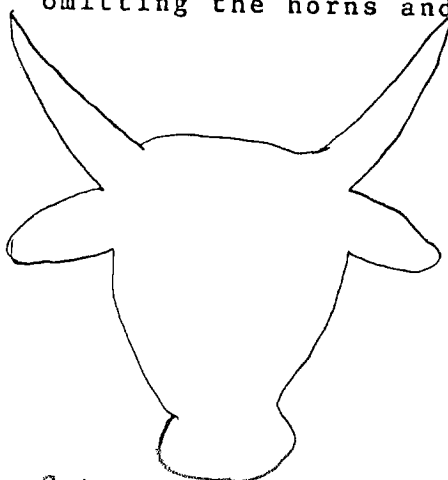


Cut and fold two identical pieces for chaps. Punch holes, as shown, and fasten together with brass paper fasteners. Then, attach to belt with fasteners.

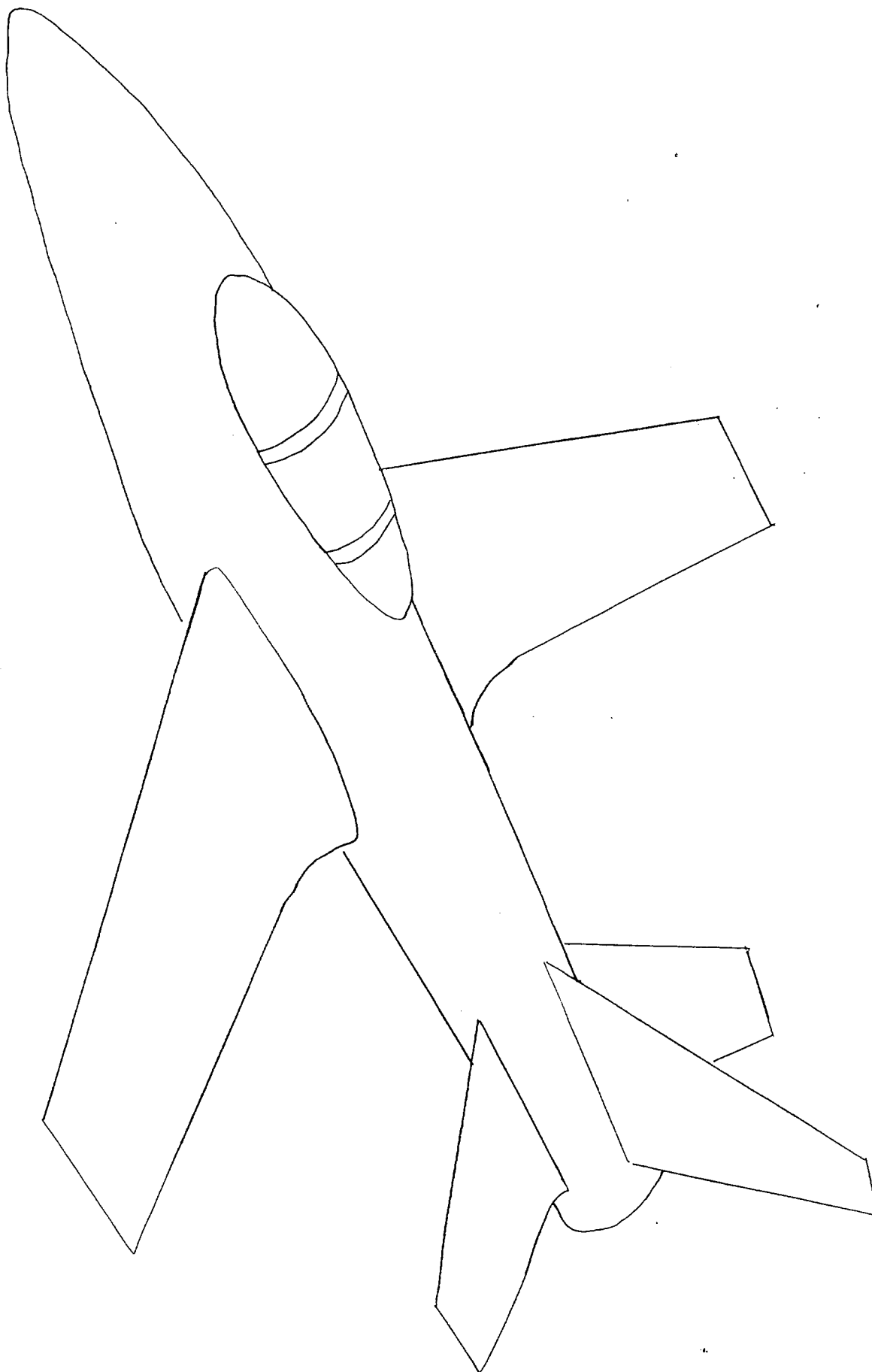
TEPEE: From leatherette, roll half a circle into a cone. Overlap and sew edges together. Insert toothpicks inside at top. Glue in place. Decorate with Indian designs. Make two horizontal slits on back to pull tie through.



STEER'S HEAD: Cut two 2 1/2" squares of leatherette. On one square draw a steer's head, with horns and ears. Cut out, Cut another head from the other square for the back, omitting the horns and ears.



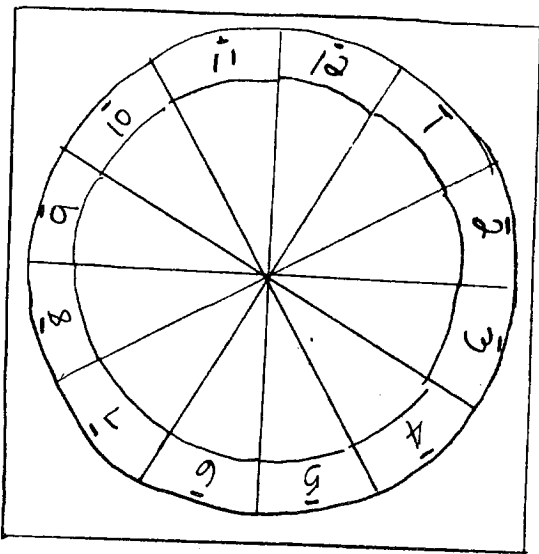
Cut a narrow strip of leatherette and sew ends together to form a ring. Place ring between two head pieces, as shown. Stitch around head, sewing pieces together. Decorate to show eyes and nose. CR 28



CR 29

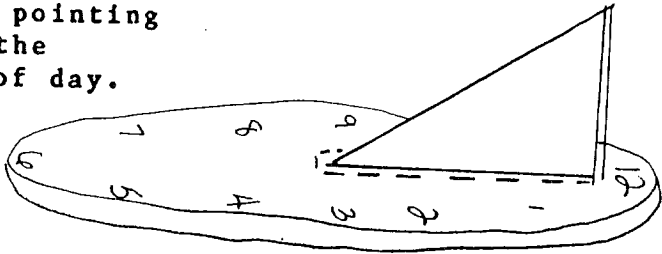
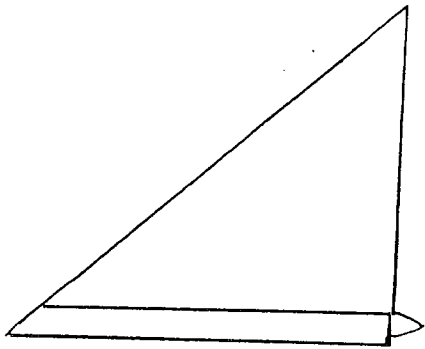
AUTUMN SUNDIAL

- MATERIALS:** Pieces of cardboard
 Compass
 Box cutter
 Glue
 Pencils, marker, paints



DIRECTIONS:

1. Use compass to draw largest possible circle on piece of cardboard (6"x6").
2. Draw another circle 1/2" inside first circle.
3. Equally divide outside circle into twelve sections. Write in number 1-12. Put a mark directly above each number (the marks should be equally spaced). These indicate the points at which the hours change.
4. Use the box cutter to cut a slot from the exact center to a point just below the number 12. This slot must be as wide as the thickness of the cardboard you are working with.
5. Cut a triangular piece of cardboard. Split its thickness in half up about 1" from the bottom.
6. Slip this piece into the slot. Carefully bend the split tabs up, and glue them to the back of the sundial.
7. Place the sundial in the sun. Make sure the back edge of the triangle is pointing north. The shadow will fall on the number which indicates the time of day.



SCRAP COLLAGE

- MATERIALS:** Piece of cardboard
 Glue
 2 Plastic garbage bags
 Miscellaneous items found lying around your neighborhood

DIRECTIONS:

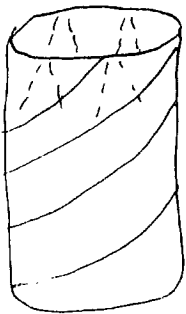
1. Take den on a hike around the neighborhood.
2. Pick-up any/all trash you find. Separate trash into usable and unusable.
3. Throw away unusable materials found.
4. Glue usable trash onto piece of cardboard to form a neighborhood collage.

FALL COLLAGE

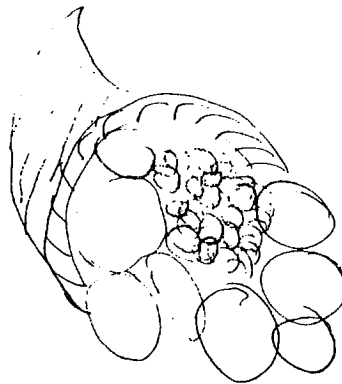
MATERIALS: Poster board/sturdy cardboard
Scissors
Glue or paste
Any scraps that can be glued to cardboard
Crayons, markers or paints

DIRECTIONS:

1. Place scrap materials on cardboard.
2. Arrange them into a picture or design.
3. Glue or paste them on the board.
4. Finish picture with crayons, markers or paint if desired.



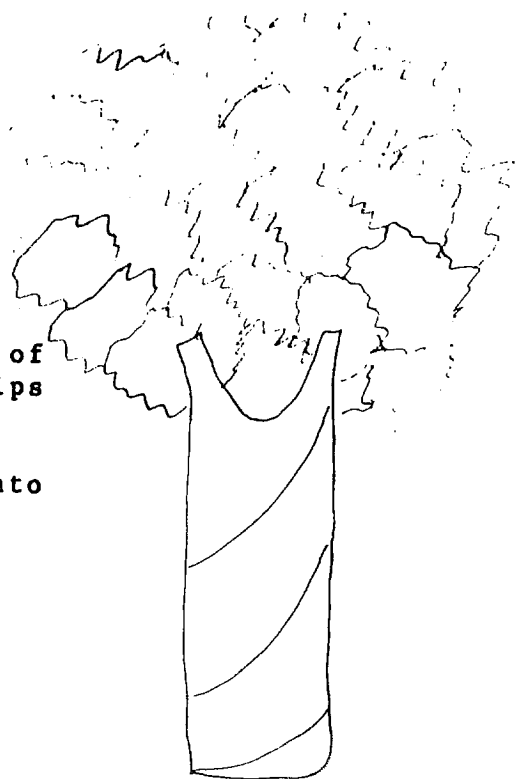
3-D TREE

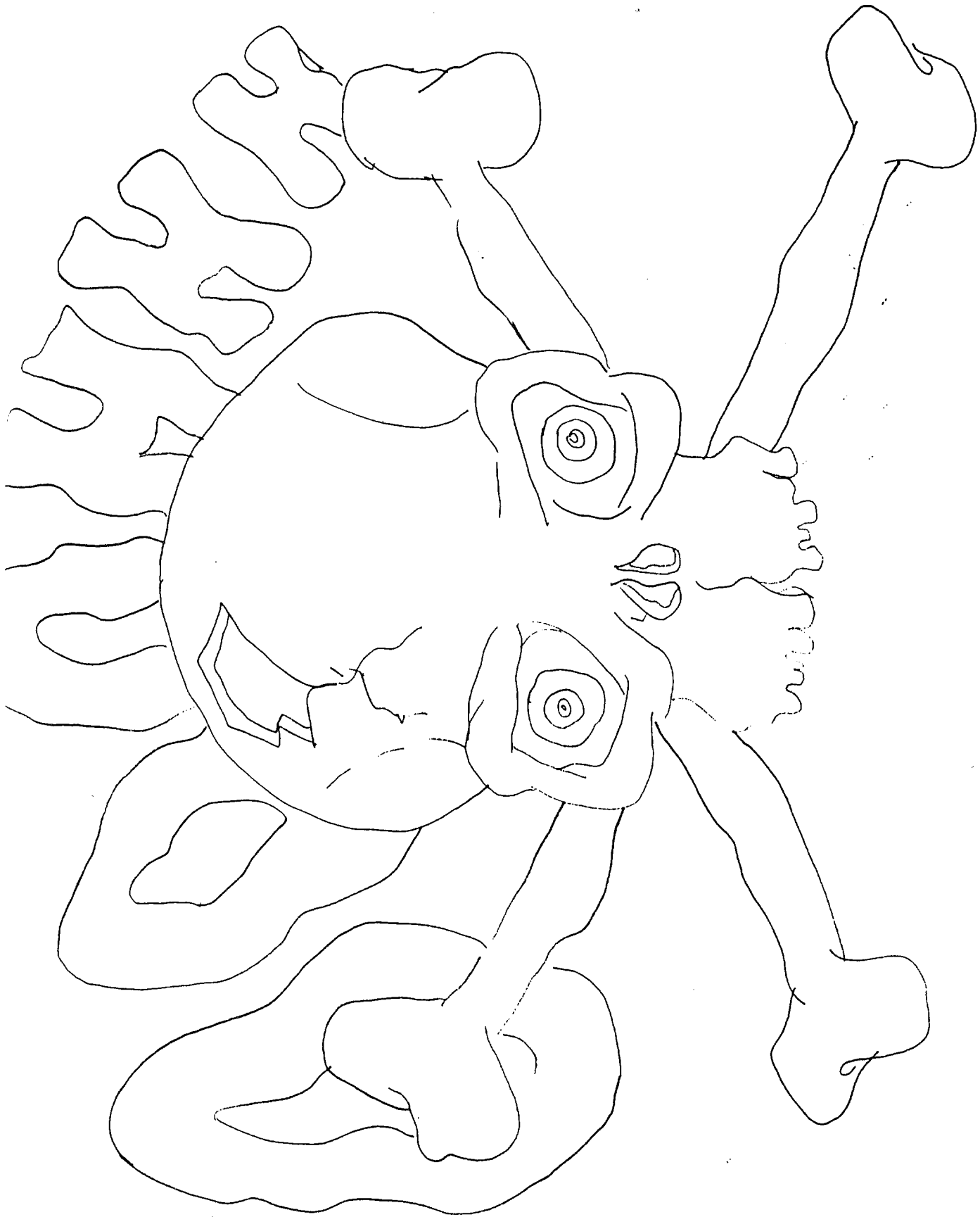


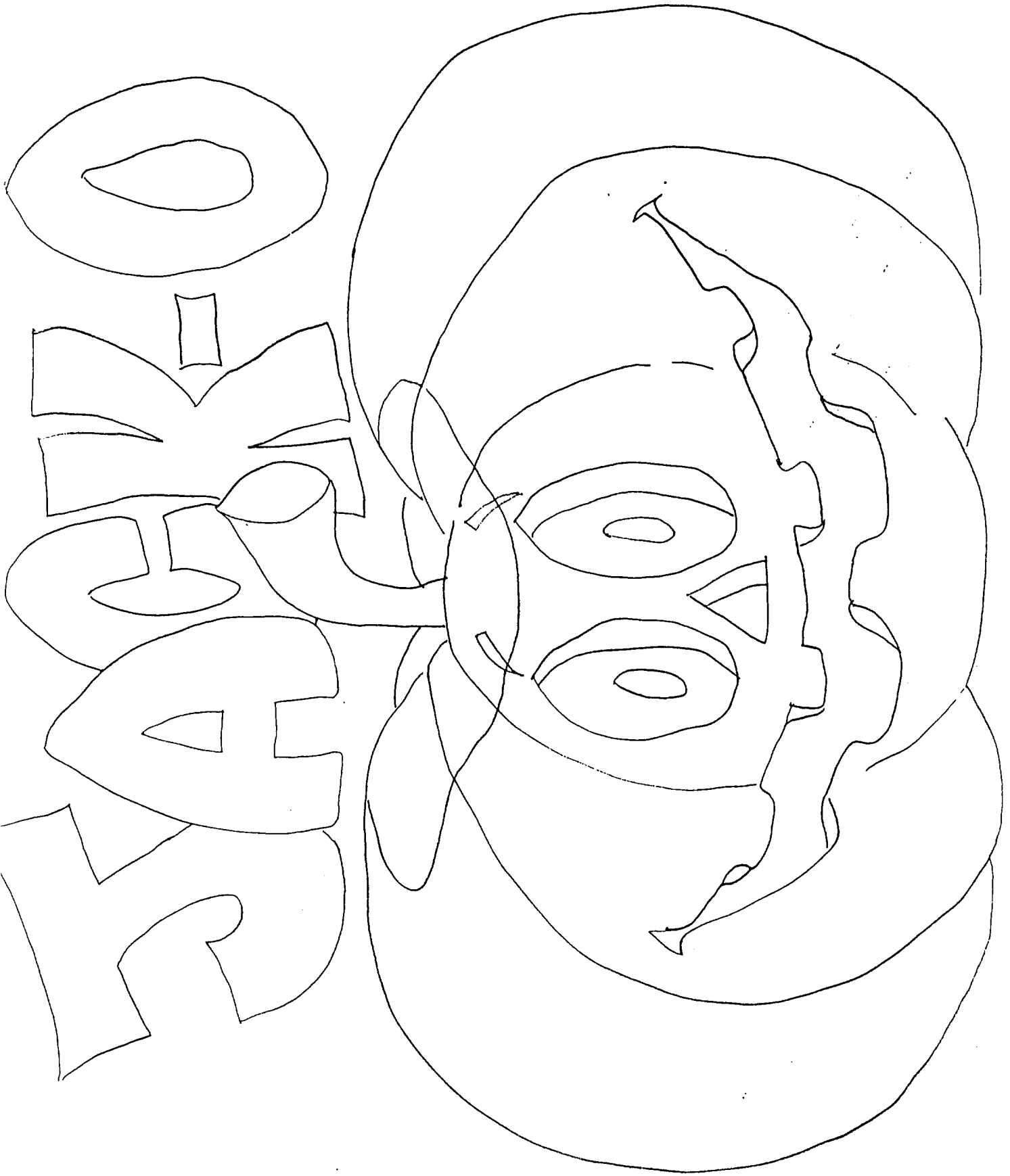
MATERIALS: Cardboard tubes
Tissue or drawing paper
Crayons, markers, paint, etc.
Scissors

DIRECTIONS:

1. Cut four pie-shaped wedges into the top of the cardboard tube. Bend remaining strips out to form the branches.
2. Crumple some tissue paper or colored drawing paper into balls. Glue these into the "fork" of tree to make leaves.
3. Add paper apples, cherries, birds, etc.





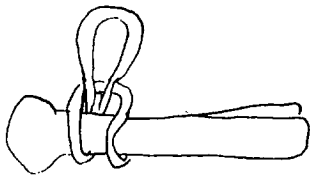


CLOTHESPIN WRESTLERS

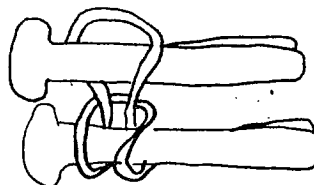
MATERIALS: 2 Clip-type clothespins
 Sturdy rubber band
 Crayons, markers, or paints

DIRECTIONS:
 Draw faces and wrestler's outfits on each of two clothespins. Loop rubber band around one clothespin as shown in A. Slip second clothespin through the open loop of rubber band as shown in B.

EXAMPLE:



A.



B.

Wind up the clothespins until the rubber band is very, very tight. Set wrestlers on floor and watch as they twist, turn and jump. When rubber band unwinds, wrestlers will stop. One (the winner) always ends up on top.

UNCLE SAM'S HAT

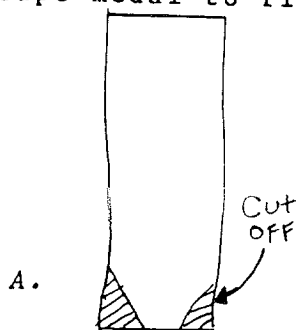
MATERIALS: Red, white and blue construction paper
 scissors
 paste/tape
 gummed stars

DIRECTIONS:
 Cut and assemble pieces for hat as directed for Lincoln's Hat. Use white paper for crown and blue paper for brim. Cut narrow strips of red paper and paste strips to the hat crown. Add gummed stars to hat brim.

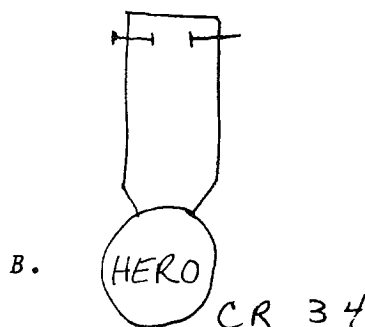
HERO'S MEDAL

MATERIALS: Compass, pencil
 tagboard, colored construction paper
 crayons, aluminum foil
 scissors, tape & straight pins

DIRECTIONS:
 Draw a circle on tagboard about the size of a half dollar. Cut out circle. Cut 2-1/2" square of foil. Lay foil over disc and fold excess to back. Seal with tape. With pencil, press desired message (Hero, 1st Place, etc.) onto the front of foil covered disc. Cut a 3" x 1-1/2" strip of colored paper. Snip corners as in A. Decorate strip with crayons (stripes, etc.). Staple/tape medal to ribbon. Use pin to fasten medal to recipient.



A.



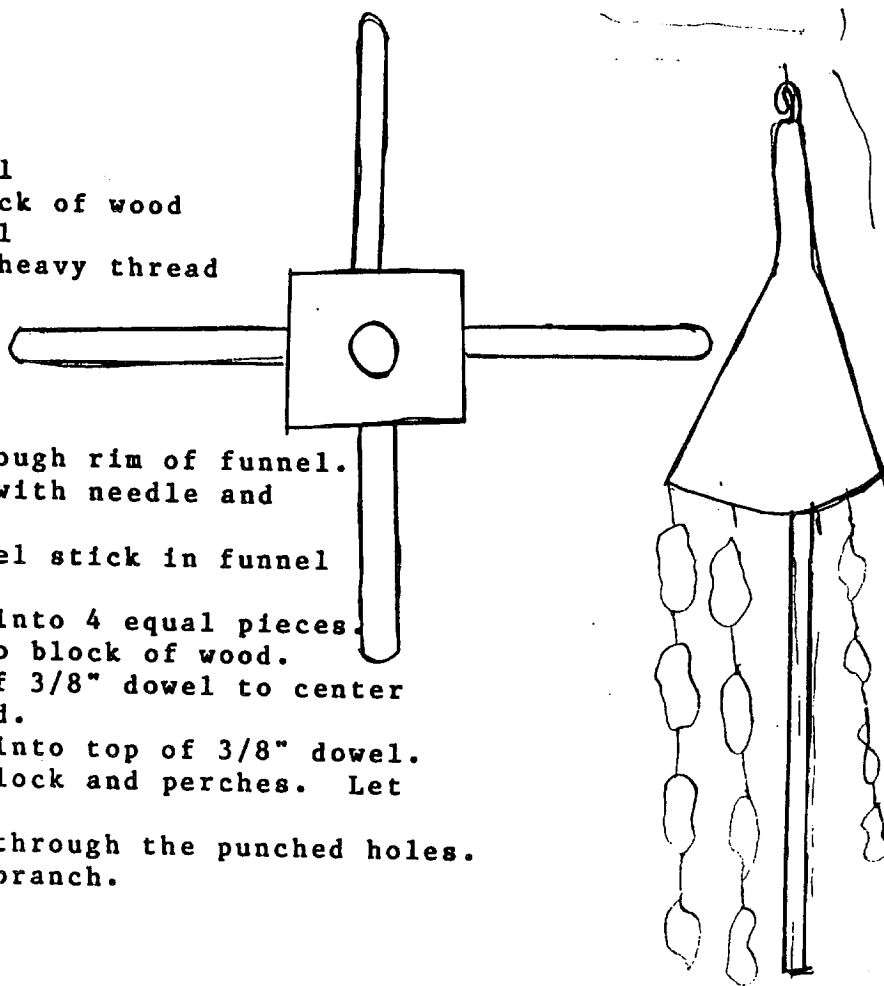
B.

BIRD FEEDER

MATERIALS: Funnel
3/8" dowel
Small block of wood
1/4" dowel
Needle & heavy thread
Cup hook
Peanuts

DIRECTIONS:

1. Punch holes through rim of funnel.
2. String peanuts with needle and heavy thread.
3. Fasten 3/8" dowel stick in funnel spout.
4. Cut 1/4" dowel into 4 equal pieces.
5. Attach pieces to block of wood.
6. Attach bottom of 3/8" dowel to center of block of wood.
7. Screw cup hook into top of 3/8" dowel.
8. Paint funnel, block and perches. Let dry.
9. Attach strings through the punched holes.
10. Hang from tree branch.

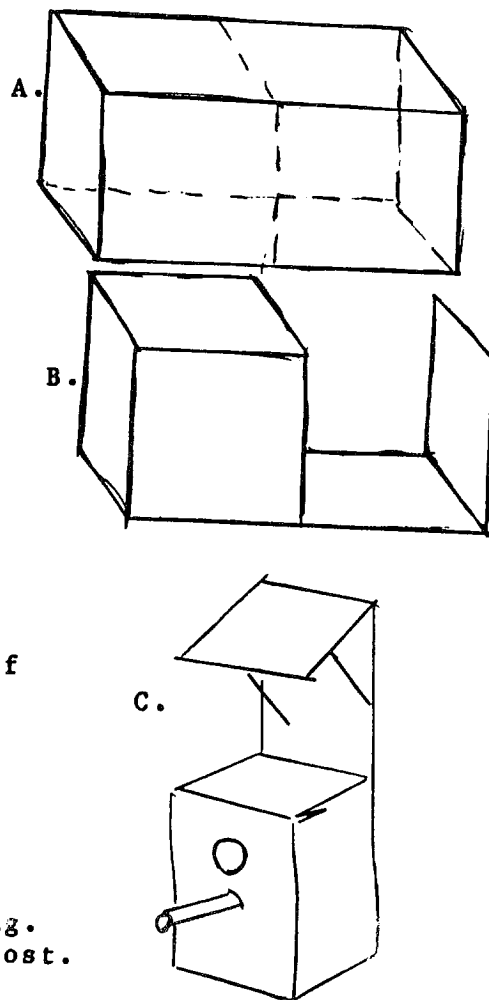


BIRD HOUSE AND FEEDING STATION:

MATERIALS: Grocery box (2' in length)
Square piece of wood
3 small pieces of dowel
6 popsicle sticks
Glue
Nails

DIRECTIONS:

1. Draw 2 lines down the center of box (see A.).
2. Remove 1/2 of each side (see B.).
3. Remove nails fastening the cut-out parts.
4. Use a square piece of wood for roof. Nail in place (see C.).
5. Cut 1" hole (in diameter) in front of house.
6. Beneath entrance fasten a perch.
7. Make a small railing out of popsicle sticks around area under roof. This will prevent seeds from being scattered by the wind.
8. Use roof to hold a suet tree.
9. Place tin drinking cup inside railing.
10. Nail house to a building or onto a post.



CAMPER'S LANTERN

Unhook the bail of a tin pail, such as a discarded syrup pail. (A.)

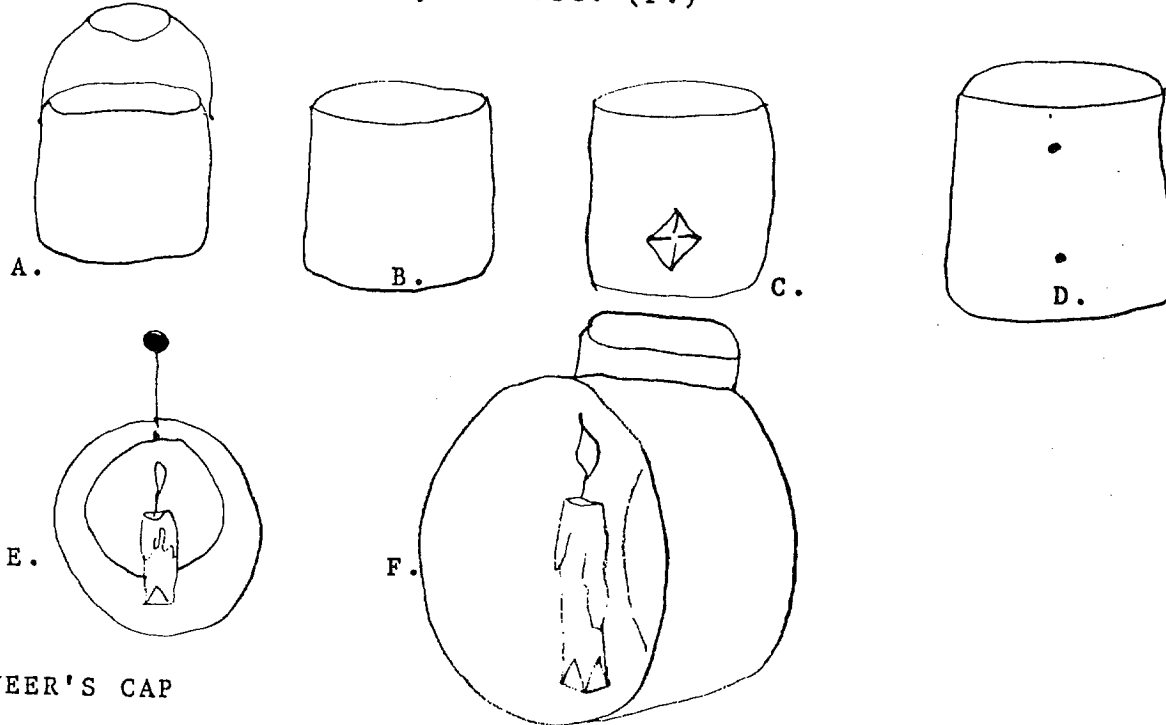
Cut a cross on one side of pail. (B.)

Bend points inside of pail to make a holder for a candle. (C.)

On the opposite side of pail punch two holes. Attach the bail through these holes. (D.)

Place a candle in the candle holderr inside the pail. (E.)

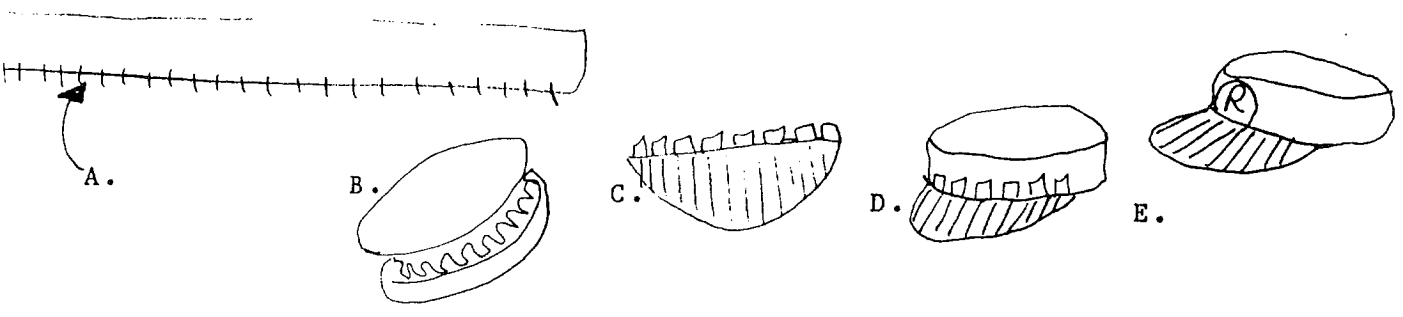
The camp lantern is ready for use. (F.)



ENGINEER'S CAP

MATERIALS: Blue construction paper (2-1/2" x 20")
White paper
Paste

Cut a strip of blue construction paper to measure 2-1/2" wide and 20" long. Make cuts 1/2" deep to form tabs on one side of this strip of paper. (See A.) Cut a circle 6-1/2" in diameter to make the top of the cap. Paste the ends of the 20" strip together, bend its tabs toward the center. Paste them to the top of the cap. (B.) Cut a visor. Cut slits into it to make tabs. (C.) Paste the visor tabs inside the cap band. (D.) To finish the cap cut a small circle of 1-3/4" in diameter from white paper. Write the initials of your railroad on it. Paste in place. (E.)

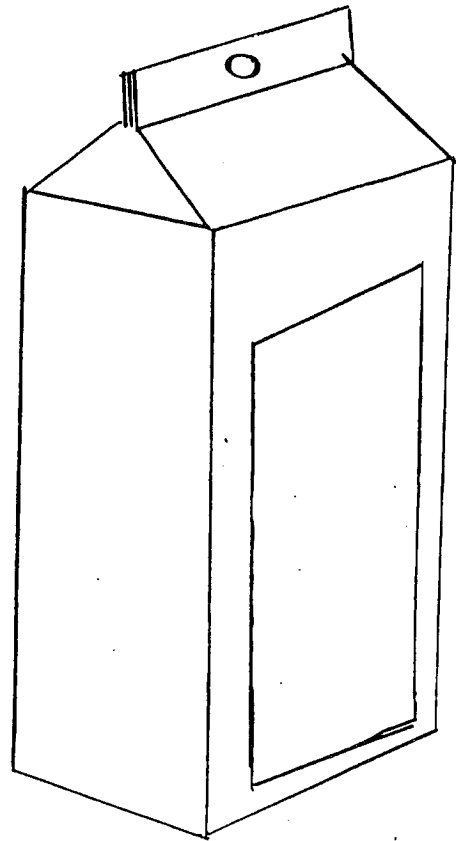


CARDBOARD BIRD FEEDER:

MATERIALS: Quart milk carton
Sharp scissors
Twine
Suet
Birdseed

DIRECTIONS:

1. Cut a large rectangle out of one side of the milk carton.
2. Poke a hole in the peak of the carton. Tie with string for hanging.
3. Roll some suet or fat in the birdseed and put it in the base of the feeder.
4. Hang feeder outside where you can enjoy watching the birds come to feed.

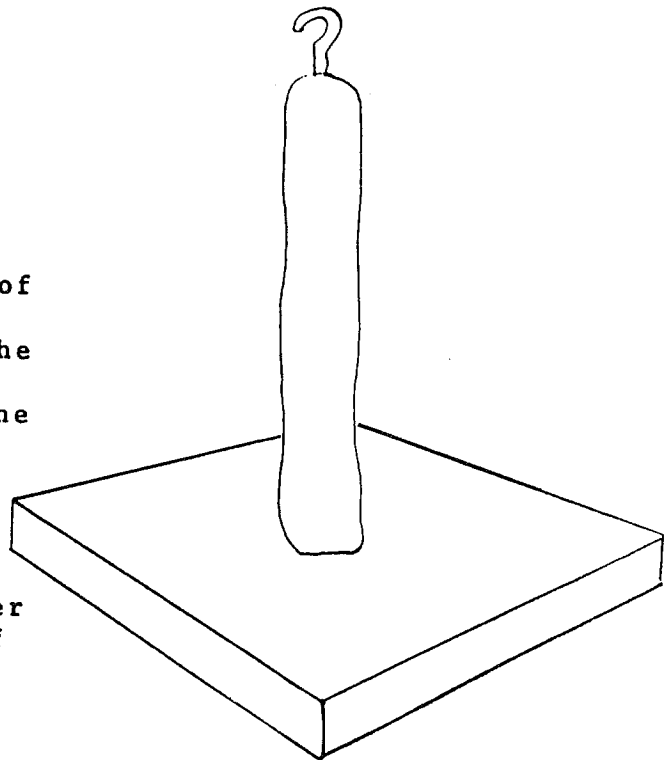


BIRD FEEDER:

MATERIALS: Stick (about 1" in diameter and 10" long)
Wood scrap (about 9" square)
Nail, Cup hook
Hammer, Saw
Pencil, Ruler
Hand drill
String
Birdseed

DIRECTIONS:

1. Hammer a nail through the middle of the scrap of wood.
2. Hammer the nail into the end of the stick.
3. Drill a hole through the top of the stick and screw the cup hook into the stick.
4. Tie some heavy string through the cup hook and your bird feeder is ready to hang.
5. Scatter some birdseed on the feeder and learn to identify the types of birds in your neighborhood.

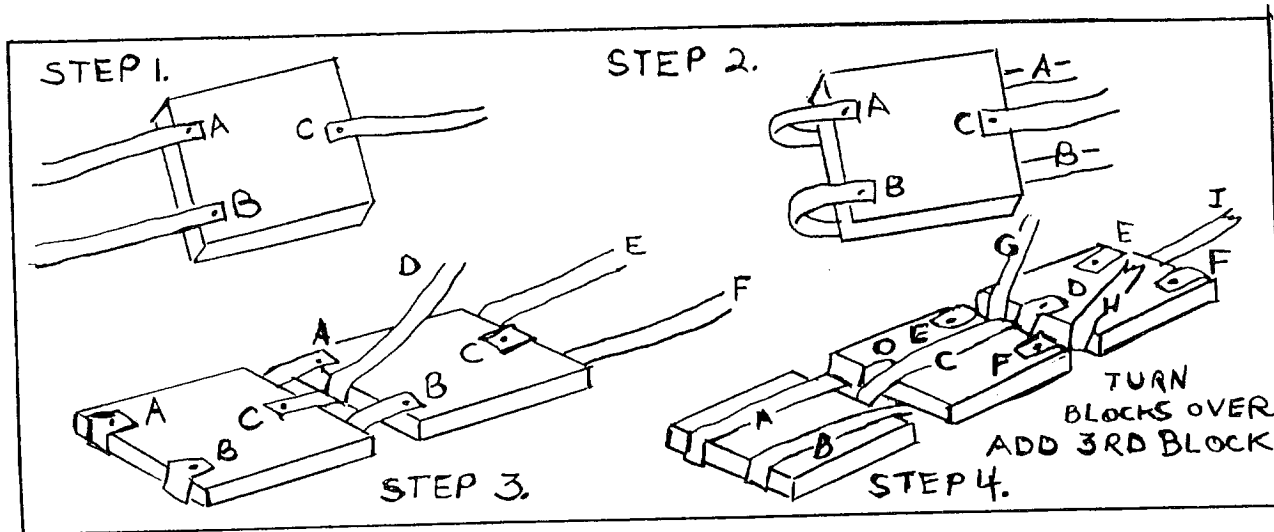


FLIP- FLOP BLOCKS

Blocks flip-flop from top to bottom.

- (1) Cut six blocks, 2" x 2 1/2", and 15 tapes, about 5 1/2" long. Sand and paint blocks. Tack three tapes to each of five blocks, as shown.
- (2) Place first block in position, as shown, with double tapes around and under the block and single tape extended flat on the table.
- (3) Place second block in position with tacked side down, single tape out to the left and double out to the right. Tack ends of tapes A, B, AND C to second block, as shown.
- (4) Turn blocks over. Place third block in position with tacked side down, double tape out to left and single out to right. Tack tapes D, E, and F on third block.

Continue in this manner. Turn assembled blocks over each time; then follow (3) to add fourth block, (4) to add fifth block and (3) for the last block. Blocks may be painted in bright colors or designs and allowed to dry before applying tapes.



BOOK RACK

This book rack requires only four (4) pieces of wood -- two for the ends plus two crossbars.

For ends, use 1" wood, 7" square. For crossbars, use 1/2" wood, 2" wide and as long as you want your rack.

In the ends, cut slots, 1 3/4" deep, to insert crossbars. Angle slot so crossbars are at a right angle to one another when you glue them in place.

POPSICLE STICK RAFT FOR RAFT RACE

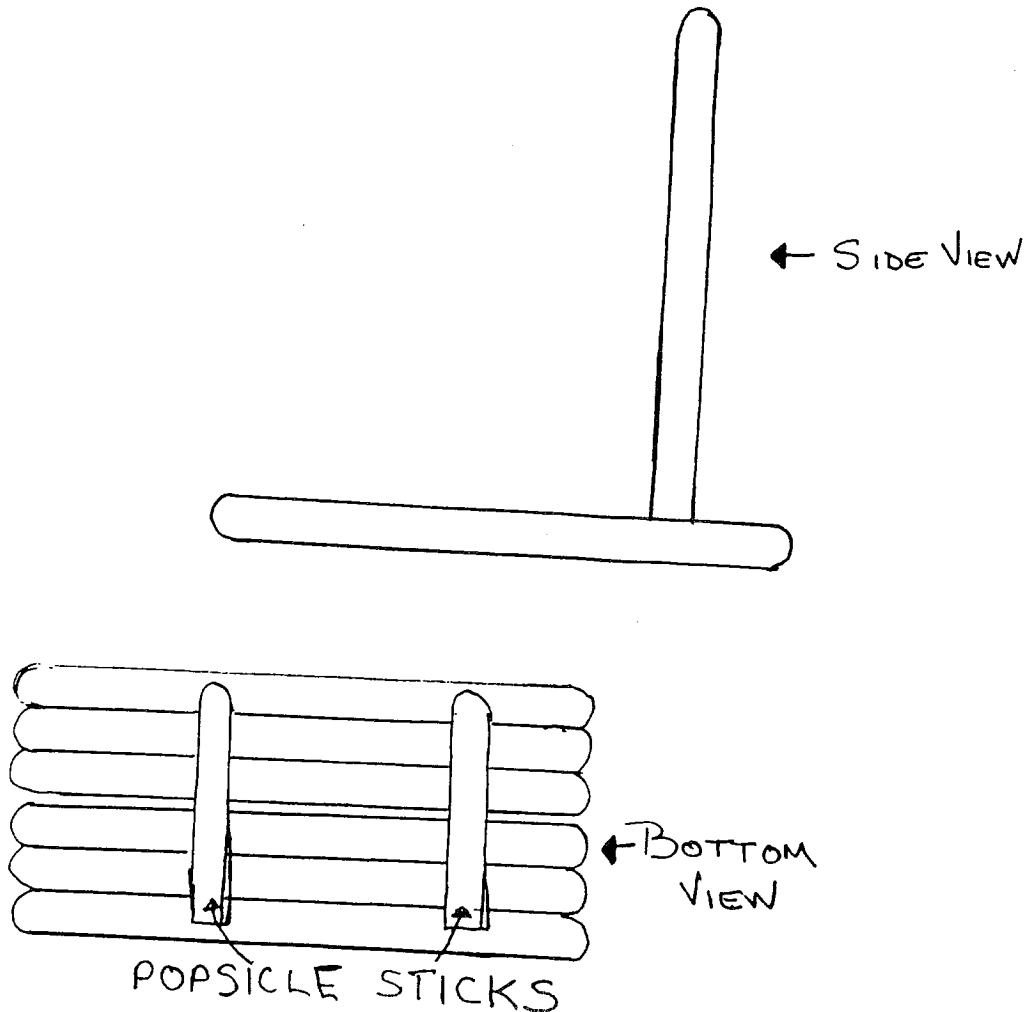
SUPPLIES:

- 8 Popsicle Sticks
- 1 3 X 5 Paper
- Glue, tape and markers

Cut one popsicle stick in half and set aside. Tape together 2 sets of 3 popsicle sticks each. Glue one set onto halved sticks (as shown). Turn over and glue last stick onto side of set and top of halved stick. Hold till set. Attach second set and wedge mast between the two sets.

Make sail. Color/design as desired. Cut slits in sail about 1/4" from top and bottom of sail. Make sure sail does not touch raft (a wet sail will slow down your raft).

(Duct tape works well to hold sets together and will weather a few dunkings well.)

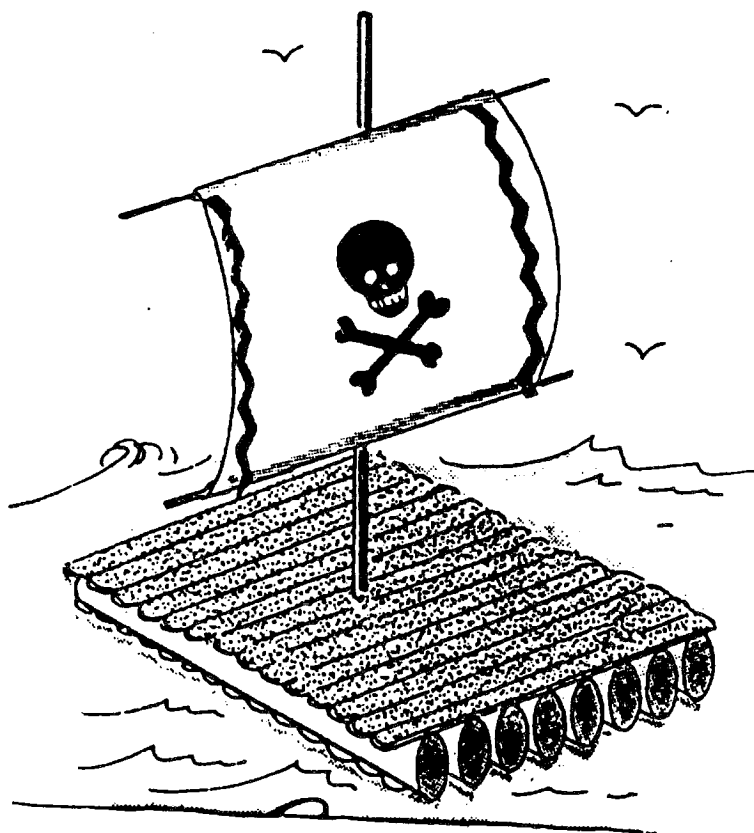


Raft

This sea-worthy raft is made by gluing several thin rolls together, side to side.

Place popsicle sticks on the bottom and top of the raft, across the rolls.

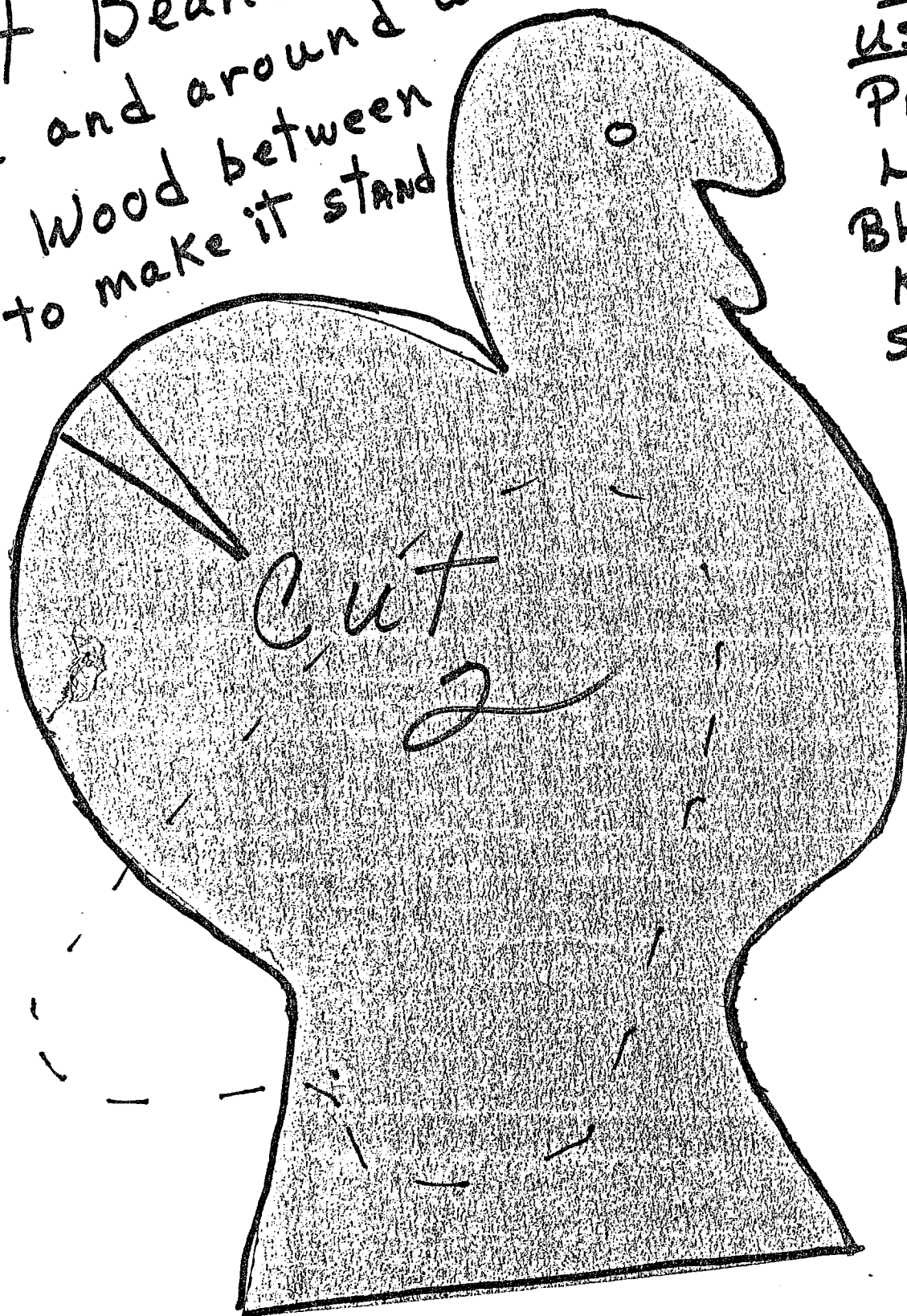
Add a paper mast on a soda straw or thin stick.



Turkey

Put Beans in order around turkey
TAIL and around Wing & Body
Glue wood between
Feet to make it stand

Beans
used
Pinto
Lima
Black eye
Kidney
Split peas

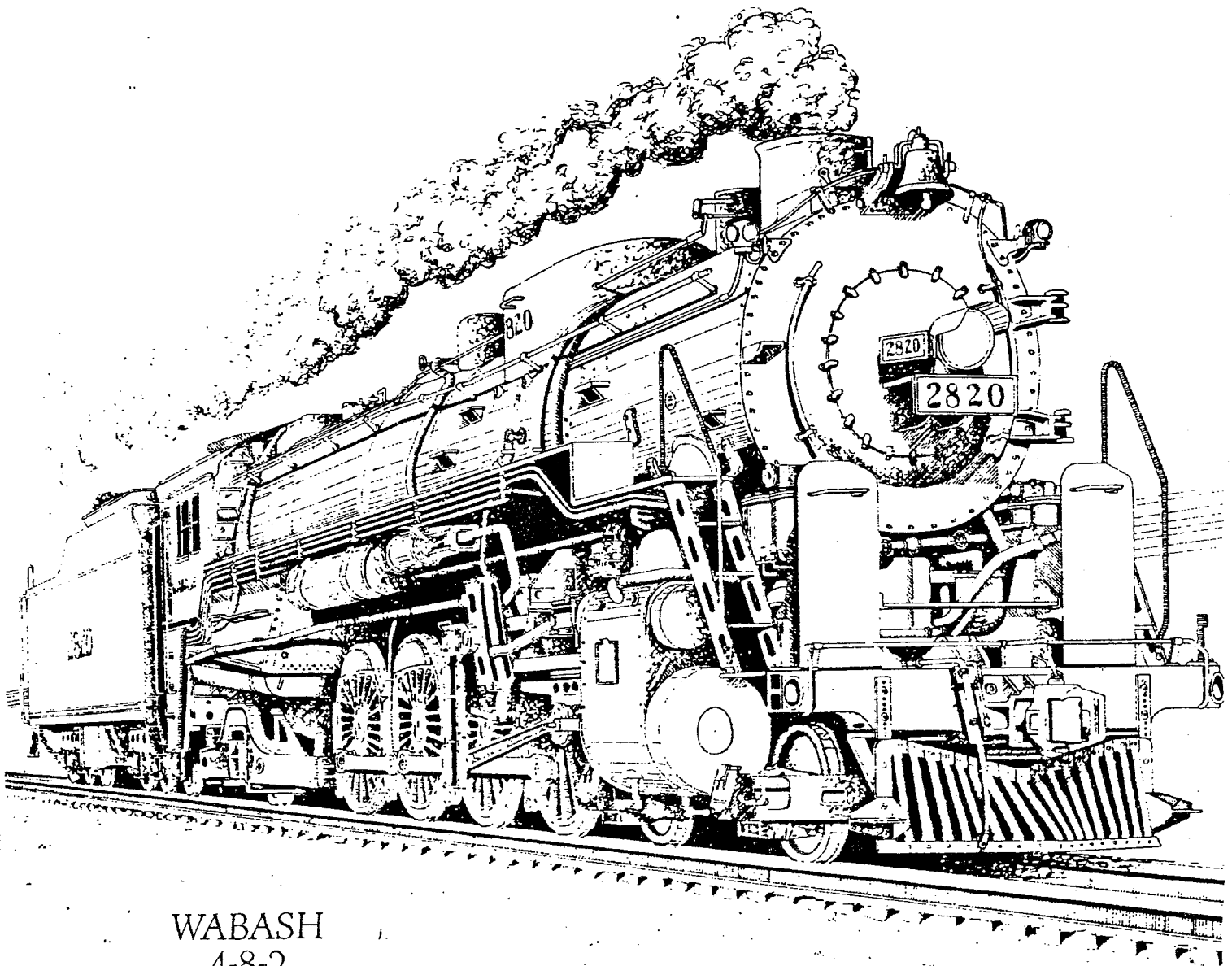




turkey
wing
cut 2

turkey
wing
cut 1

WEBELOS



WABASH
4-8-2

Here Is Advancement News For Webelos

Earning the Citizen and Outdoorsman activity badges and the Arrow of Light Award will help a Webelos Scout pass Boy Scout joining requirements.

EARNING the Arrow of Light Award will prepare a Webelos Scout to pass many of the joining requirements in the new Boy Scout advancement plan.

So will earning the Citizen and Outdoorsman activity badges.

Following are numbers for Webelos advancement requirements (found in the "Webelos Scout Book") and the Boy Scout joining requirements for which they prepare you:

Citizen, No. 4Joining, No. 3
Outdoorsman, No. 1

(square knot).....Joining, No. 5
Arrow of Light,

No. 2Joining, Nos. 4,6,7
Arrow of Light, No. 6...Joining, No. 2

Arrow of Light (all)....Joining, No. 1
Boy Scout joining requirements 8 and 9

are not covered in Webelos advancement. But they can be met easily as a boy joins the troop.

Boy Scout skill awards have been elimi-

nated from the new advancement program. Therefore, Webelos Scouts should ignore all references to skill awards in the current "Webelos Scout Book."

They should also pay no attention to small Scout insignia (which refer to skill awards) printed next to any activity badge requirement in the "Webelos Scout Book."

In addition, "Your Boy Scout Scoreboard" on pages 397-398 in the Webelos book is no longer valid.♣

NEW BOY SCOUT REQUIREMENT CORRECTIONS

Three of the new advancement requirements for Boy Scouting were printed incorrectly in the September 1989 *Boys' Life*. Below are the three correct versions:

Joining Requirements

1. Complete the fifth grade, or be 11 years old, or have earned the Arrow of Light Award, but be younger than 18 years old.

Second Class

2a. Since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings), two of which included camping overnight.

First Class

3. Since joining, have participated in 10 separate troop/patrol activities (other than troop/patrol meetings), three of which included camping overnight.

You will find the complete new requirements in the new edition of the "Boy Scout Handbook." They are also available in the "Boy Scout Handbook Supplement," at your council service center.♣



ILLUSTRATION BY SHERYL REGISTER

REQUIREMENTS

RANK	GRADE OR AGE	TENURE (active participation)	ACTIVITY BADGES	PREREQUISITE	ACHIEVEMENTS	TRANSITION	OTHERS
Bobcat	Earn this badge immediately after joining regardless of age	None	None	None	None	Not applicable	Learn and give the Cub Scout Promise. Say the Law of the Pack and tell what it means. Show the Cub Scout sign and tell what it means. Show the Cub Scout handshake and tell what it means. Give the Cub Scout motto. Give the Cub Scout salute and tell what it means.
Wolf	Second grade (or 8)	None	None	Bobcat	12	Not applicable	
Bear	Third grade (or 9)	None	None	Bobcat	12 of 24 from four groups	Not applicable	
Webelos	Fourth and fifth grades (or 10)	3 months	Fitness and any two others	Bobcat	None	Demonstrate understanding of the requirements for becoming a Boy Scout.	Plan and lead a flag ceremony in your den. Earn the religious emblem of your faith or do two optional (specified) requirements. Point out and explain the various parts of a Webelos Scout uniform. Tell where and when to wear the uniform. Know and explain the meaning of the Webelos Scout badge.
Arrow of Light	Fifth grade	6 months since completing the fourth grade (or becoming 10)	Five more (eight in all) including Fitness, Readyman, and Citizen, plus at least one from each of the outdoor, mental skills, and technology groups.	Webelos	None	Repeat from memory the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced these in your everyday life. Give and explain the Scout motto, slogan, sign, salute, and handclasp. Understand the significance of the Scout badge. Tell how a Boy Scout uniform is different from a Webelos Scout uniform. With your Webelos den, visit at least one troop meeting and one Scout-oriented outdoor activity. After completing all other requirements and after talking with the Webelos leader, attend a meeting of a troop (or troops) you might like to join accompanied by your parent or guardian. Talk with the Scoutmaster. Then get an application to become a Boy Scout, fill it out, have your parent sign it, and show it to your Webelos den leader.	Participate in a Webelos overnighter or day hike.

There is a smooth transition into the troop when there is a mutual and shared effort by key leaders. Some key leaders are:
WEBELOS DEN LEADER: Helps the boys with the requirements for the Webelos Badge and the Arrow of Light. Gives the boys all the opportunities to advance. Attends Scout roundtables to learn Scout requirements.

ASSISTANT WEBELOS DEN LEADER: Helps out where the Webelos leader needs him.

WEBELOS DEN CHIEF: A registered troop member selected by his Scoutmaster to serve with the Webelos. He should guide and influence the Webelos to become Scouts.

CUBMASTER: Attends joint roundtables with the Webelos leader. Helps establish and maintain strong pack-troop relationships. Assists in planning and conducting stimulating graduation ceremonies, involving the parents, Scoutmaster, den chief, Webelos leader, and boy leaders of the troop. Sit down together with your unit commissioner, Scoutmaster and Webelos den leader to determine what needs to be done to improve Webelos graduation.

PACK COMMITTEE MEMBER: At regular monthly meetings keep the committee informed on what the Webelos are doing. Invite families to joint activities. Work closely with the unit commissioner in effecting a smooth flow of boys into the troop.

TROOP ASSISTANT SCOUTMASTER: Be a liaison between the pack and troop. He should help plan joint activities and help with graduation.

WEBELOS DEN LEADER COACH: If a pack has more than one Webelos den, he should coordinate between dens. He should also help the Assistant Scoutmaster with joint activities.

ACTIVITY BADGE COUNSELOR: Helps the Webelos gain self-confidence in dealing with new subjects and adults.

First things that should be done by Webelos den leaders and by Cubmasters is:

- * Get the name, address, and phone number of the leader of a Boy scout troop in your neighborhood.
- * Call the Scoutmaster and arrange for both to sit down together with him to share mutual needs and set up a plan for regular communication through the den chief, troop Webelos resource person, or assistant Scoutmaster regarding Webelos graduation.
- * Secure assistance with equipment and/or leadership from the troop for your next Webelos father/son overnighiter.
- * Be sure to give the Scoutmaster the latest schedule and an invitation to attend the Webelos graduation ceremonies.
- * Ask the Scoutmaster to recruit a Webelos den chief, if none exists.

SUGGESTED JOINT PACK-TROOP HAPPENINGS

- * Invite the Webelos den to attend a troop court of honor.
- * Invite the Scoutmaster and junior leaders to attend a Webelos den meeting.
- * Share an evening campfire.
- * Jointly attend religious services on Scout Sunday or Scout Sabbath.
- * Participate in a joint community pack/troop Good Turn.
- * Jointly do a Good Turn for the chartered organization.
- * Invite the Webelos den to go on a day hike with the Boy Scout troop.
- * Plan joint field trip activities.
- * Together plan parties for the den and troop.
- * Ask troop leaders to help with father/son overnighiters for Webelos den.
- * Plan joint den/troop activities- roller skating, bowling, miniature golf, swim parties, etc.
- * Invite the den to attend a troop skilloree.
- * When the troop hosts a district camporee, invite the Webelos den.
- * Invite the Webelos den to attend a performance of the Order of the Arrow dance team.

WELCOME TO THE WONDERFUL WORLD OF WEBELOS . . .

Many exciting changes have brought the Webelos program to the forefront. Webelos Leaders and Assistants can be either male or female. Training requirements for Webelos Leaders and Assistants is the same. Webelos Leader Fast Start Training tapes, Cub Leader Basic Training and Webelos Leader Outdoor Training is the first and most important requirement for new leaders or leaders who have not received the full training. Supplemental training is offered at monthly Roundtable meetings and Council Pow Wow once a year.

Boys now in fourth grade are part of the new 2-year Webelos program. Boys now in fifth grade remain on the 1-year program. Requirements for both programs are clearly defined in the Webelos Scout Book. It is strongly suggested that these two age groups meet as separate dens as the programs are set up differently. If that is not possible, careful planning is a must so that requirements can be met for both 4th and 5th grade groups.

It is necessary under the Child Protection Guidelines that there be two adults conducting each meeting. If a permanent assistant cannot be recruited, invite a parent to attend each meeting, spreading the responsibility among all the parents of your den group. Having a Den Chief will add to your program and serve as a link between Webelos Scouts and Boy Scouts.

Activity Badge Counselors are parents, friends or relatives with a particular skill relating to the Activity Badges outlines in the Webelos Scout Book. Parents in the pack should fill out the Parent Talent Survey sheet; from these, you can invite a parent to conduct your meetings based on that Activity Badge. The Assistant Scout Master can also be invited to some of your den meetings and may provide program assistance. Your Webelos Den Coach (similar to the Cubs Den Leader Coach) can also be a resource.

Resources in the form of literature are; Cub Leader Book, Webelos Scout Book, Cub and Webelos Program Helps, Boy Scout Program Helps, Den Chief Handbook, Cub Leader How To Book, Webelos Den Activities, Official Boy Scout Handbook, Boys Life Magazine, Cub and/or Boy Scout Song Book, Group Meeting Sparklers and the public library.

The Webelos Program Helps suggests Activity Badges for a 12-month program. You can develop your own 12-month plan, but be sure to include all the required Activity Badges so that the boys are not denied advancement. No matter what grade a boy is in when he first joins Cub Scouts, his first required badge is the Bobcat Badge. The Webelos Badge can be earned in three months; the Fitness Activity Badge must be included as one of the three badges needed to earn the Webelos Badge. Two others must be taken from the three remaining categories: Mental Skills, Community or Technology. Fitness Activity Badge is listed under Physical Skills. Fourth grade Webelos Scouts can continue earning Activity Badges; and the next four badges earned, he can be presented with the Compass Badge. Each four badges earned after that, he is presented with a Compass Point which can be placed on the Compass Badge in either the East, South or West position. The Compass Badge is worn suspended from the button of the right pocket. The Arrow of Light Award is earned during the second year of Webelos, suggested by January.

Boys currently in 5th grade will earn the Webelos Badge and the Arrow of Light Award in the same year using the old requirements found in the Webelos Scout Book.

WEBELOS TO SCOUT TRANSITION

A SOURCE OF NEW BOYS IS VITAL TO THE CONTINUANCE OF THE SCOUT TROOP -- and troop leaders are looking to your Webelos den! The troop is in constant need of new members. Your graduating Webelos Scouts are exactly the kind of prepared, active and interested members they want.

Troop leaders can appreciate that you have needs too. You can use help from troop leaders on father/son overnights, with Webelos badge and Arrow of Light award advancement, for a more active program of joint activities, for outdoor skills, for den chief assistance, etc.

YOU AND THE TROOP LEADERS CAN WORK TOGETHER.....When the Webelos-to Scout Transition program is used, Webelos Scouts want to join Boy Scout Troops. As a part of this program, Boy Scout leaders give you help and support, participate in joint meetings and camp-outs with you, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship on a permanent basis.

THE TRANSITION PLAN utilizes key people in specific roles designed to attract Webelos Scouts into the Scout troop. It creates a team spirit for the Webelos den leader, the Cubmaster and the Scoutmaster -- and enhances the "Scouting family" concept both within and without the chartered organization.

HOW THE TRANSITION PLAN HELPS THE BOY

Many Webelos Scouts will go into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop.

That is really the purpose of the Webelos-to-Scout Transition Plan: to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

It will be the boy's decision (and his family's) so we owe it to them to demonstrate some of the fun experiences and to let him know that he is wanted. Certain key Scouters are better able to show the Webelos Scout the various elements of Scouting. So we need to include everyone, starting with the Webelos Scouts themselves -- and that makes the Transition Plan an unlimited opportunity.

The Webelos badge and Arrow of Light award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader. He becomes more confident and enthusiastic about the patrol method, a district camporee, about summer camp and maybe even a National Jamboree.

In short, the Webelos Scout's desire for troop membership is the result of the gradual change to troop oriented activities.

HOW THE TRANSITION PLAN HELPS LEADERS

For the Webelos leader, it means fulfillment. It means direct help in advancement and on father/son overnights as well as a pleasant association with a

Scout troop. The time spent with a boy is productive, since it develops a desire to continue.

To the Cubmaster it means assurance of a stable Webelos den, more graduations and better ceremonies, a ready source of den chiefs, and Pack meetings that have a lively Webelos den.

For the troop leader, it means more boys -- boys who are already versed in Scout and Tenderfoot requirements -- boys whose families have been active in Pack activities.

POSSIBLE PACK-TROOP ACTIVITIES

1. Webelos den visits a troop Court of Honor
2. Scoutmaster and Junior leaders visit a Webelos den meeting
3. Webelos den and Scout troop share an evening campfire
4. Joint attendance at Scout Sunday or Sabbath services
5. Pack-troop service project
6. Webelos den on a day hike with the Scout troop
7. Webelos den and Scout troop on a field trip
8. Christmas, Halloween, etc. party for the Webelos den and troop
9. Troop leaders assist on a father/son Webelos den overnighiter
10. Troop invite Webelos/Dads to join a winter cabin campout
11. Webelos den invites Troop leaders as guests at Pack Blue and Gold dinner
12. Webelos den visits Klondike Derby with Troop as hosts
13. Webelos den visits or participates in district camporee with troop as host
14. Pack-troop Good Turn for the chartered organization

TRANSITION PLAN CHECKLIST

WEBELOS DEN LEADER & CUBMASTER

The first things to do -----

- ___ Get the name adress and phone number of the leader of a Boy Scout troop in your neighborhood.
- ___ Call the Scoutmaster and arrange for both to sit down together with him to share mutual needs and set up a plan for regular communication through the den chief, Scoutmaster or other resource person.
- ___ Secure assistance from the troop for your next Webelos/Dad overnighiter with equipment or leadership help.
- ___ Ask the Scoutmaster to recruit a Webelos Den Chief.
- ___ Let the Scoutmaster know when your Webelos will graduate and invite him to attend.

Now that things are moving, here are some more things that might be done.

WEBELOS LEADER

- ___ Check the Parent Talent Survey sheets to locate potential Activity Badge Counselors.
- ___ Complete the Webelos Leader training as soon as possible
- ___ Recognize the Webelos Den Chief at the Pack meeting.
- ___ Work with the Cubmaster to conduct effective graduation ceremonies at the Pack meeting.
- ___ Attend Cub Scout Roundtables.

WEBELOS DEN CHIEF

- _____ Receive training from the Webelos Leader. Get the Den Chief Handbook.
- _____ Participate in the yearly Webelos program planning meeting.
- _____ Be familiar with the Webelos badge and Arrow of Light requirements in order to assist Webelos Scouts to advance.
- _____ Attend all Webelos den meetings.
- _____ Assist with all Pack/Troop activities and participate at Pack meetings with Webelos Scouts in skits, songs, demonstrations, etc.
- _____ Assist with Webelos/Dad overnights, showing Webelos the proper use of troop equipment.
- _____ Serve as a communications link between the Pack and Troop.

CUBMASTER

- _____ Complete the basic Cub Leader Training at earliest opportunity.
- _____ Discuss with Webelos leader and Scoutmaster ways to improve Webelos graduation ceremonies.
- _____ Assist in planning and conducting stimulating graduation ceremonies, involving parents, Scoutmaster, Den Chief, Webelos Leader, boys from the Troop.
- _____ Conduct Webelos den induction ceremonies and Arrow of Light ceremonies.
- _____ Support the Webelos leader in Pack/Troop activities.
- _____ Help establish and maintain strong Pack/Troop relationships.
- _____ Encourage high advancement standards for the Webelos Scouts.
- _____ Include Webelos den participation in Pack meeting.
- _____ Attend Cub Scout Roundtables.
- _____ Recognize the Den Chiefs at the Pack meeting.
- _____ Support the year-round Webelos den program.
- _____ Help to recruit Activity Badge counselors from the Pack.

PACK COMMITTEE

- _____ Help recruit and support the Webelos leader and provide resources for the Webelos dens.
- _____ Promote the Webelos-to-Scout Transition through the chartered organization.
- _____ Keep informed of Webelos den progress and needs.
- _____ Help bring families together at joint Pack/Troop activities.
- _____ Promote and support strong Pack/Troop relationships, sharing with the Troop committee the need for graduations into the Troop.
- _____ Work closely with the Unit Commissioner in effecting a smooth flow of boys into the Troop.

ACTIVITY BADGE COUNSELOR

- _____ Provide Activity Badge instruction at the Webelos meeting.
- _____ Be familiar with the Webelos Scout book in presenting Activity Badge information and certifying advancement.
- _____ Help recruit other Activity Badge counselors.
- _____ Lead field trips related to Activity Badges.
- _____ Provide help and encouragement on collections and specimens.
- _____ Hold to the time schedule for Activity Badge instruction.

WEBELOS DEN LEADER COACH

- _____ Coordinate activities between Webelos Dens and the Pack.
- _____ Coordinate Webelos/Dad overnights and campouts between Webelos dens in the Pack.
- _____ Work closely with the Troop Webelos resource person.
- _____ Plan for Pack meeting participation by the different Webelos dens.
- _____ Help recruit Activity Badge counselors.
- _____ Aid in training Webelos leaders and Den Chiefs.
- _____ Assist with parent orientation in Webelos den operation.

JOB DESCRIPTIONS OF SOME OF THE KEY LEADERS IN THE TRANSITION PLAN

WEBELOS DEN CHIEF: A registered Scout, active in the troop and selected by his Scoutmaster to serve with the Webelos den as a program assistant to the Webelos leader. He is trained either by the Troop leaders or by the Webelos leader. He should be at least a Second Class Scout and skilled in conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games and helping to prepare the Webelos in advancement for the troop experience ahead.

TROOP WEBELOS RESOURCE PERSON: A registered male on the troop committee (or an Assistant Scoutmaster). He is appointed to be liaison between the troop and the Webelos den. He helps the Webelos leader to plan joint Pack/Troop activities including exciting graduation ceremonies. His principal job is to ensure smooth transition of Webelos Scouts into the troop.

WEBELOS DEN LEADER COACH: In Packs having more than one Webelos den, he is the coordinator between dens in planning activities, use of resources, contacts with Scoutmaster, participation of Webelos dens at Pack meetings and is the person to keep the Cubmaster informed.

ACTIVITY BADGE COUNSELOR: This adult is usually a family member of a Webelos Scout and has knowledge in one of the Activity Badge areas. Recruited by the Webelos leader or the Webelos Den Leader Coach, this person serves as a den helper at various times of the year. Not to be confused with Merit Badge Counselors in the Scouting program, they help the Webelos Scouts to gain self confidence in dealing with new subjects and adults.



WEBELOS DEN MEETING

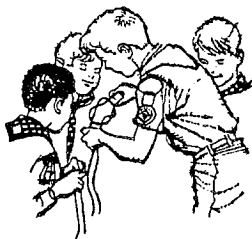
MOST WEBELOS DEN MEETINGS follow a regular pattern. There are five basic parts to this pattern. If you'll follow this in planning meetings, you'll have balance, accomplish a purpose, and give fun to your Webelos Scouts.

PARTS OF A DEN MEETING



Gathering.—An activity to keep those who arrive early busy until time for opening.

Opening.—A simple opening ceremony, then den business for attendance, dues, plans, and finally a uniform inspection.



Activity Badge Fun.—Instruction, practice, games, and contests related to the Webelos Scout skills.

Preparation.—Making equipment and props for a part in the pack meeting. Getting set for outdoor, goodwill, or other future special events.



Closing.—Announcements, a simple closing ceremony, and den meeting cleanup.

FUN isn't any single part of a meeting. It's present at every meeting from the time the first boy arrives until the meeting is over.

WEBELOS SHOWMAN DEN MEETINGS

The following den meetings and participation for the Webelos den in the pack meeting are built on a study of the Showman activity badge area, especially the section on music.

DEN MEETING NO. 1

Gathering.—Teach and practice the Indian Hand Wrestle, Play Jump the Shot.

Opening.—Shine spotlight on flag and sing "America." Take roll call with boys responding by naming a band instrument. Take dues, discuss den business.

Activity Badge Fun.—Review the Music requirements under Showman. Find out what instruments boys may play. Do requirement 4 on folk music with the boys. Show and explain requirement 6, and then hold a recognition contest.

Preparation.—Plan and start to develop an exhibit on music for the pack meeting.

Closing.—Make announcements and close by singing "Taps." Don't forget the cleanup assignment.

DEN MEETING NO. 2

Gathering.—Try the Stick Pull and Square Knot (page 18).

Opening.—Give the Pledge of Allegiance and hold a formal uniform inspection.

Activity Badge Fun.—Continue Music requirement 2, singing favorite songs, and requirements 6 and 7, drawing and sketching musical symbols and demonstrating the difference in time. Tell the story behind "The Star-Spangled Banner." Hold contests using the Square Knot and the music symbols.

Preparation.—Practice the color guard procedure which the den will use for the opening of the pack meeting. Work on the den exhibit.

Closing.—Announcements from the friendship circle and repeat the Scout Oath.

DEN MEETING NO. 3

Gathering.—Try Palm Boxing.

Opening.—In U-formation salute flag and repeat the Cub Scout Promise. Discuss plans for the pack meeting. Discuss the sign, handclasp, and salute.

Activity Badge Fun.—Discuss requirement 5 about American composers and see how much boys know about their popular compositions. Arrange to play records which the boys' families may have.

Preparation.—Continue work on the exhibit and agree who is going to demonstrate or explain the parts of it at the pack meeting. The exhibit might include playing parts of some of the best-known compositions and folk tunes. Develop some games or contests on music. Plan to use boys who can play musical instruments in the den exhibit.

Closing.—Make announcements, hold the champion hummer contest, close with Scout benediction.

After the Meeting.—Complete Advancement Report.

DEN MEETING NO. 4

Gathering.—Teach one of the puzzles in the *Den Chief Handbook* and play Crows and Cranes.

Opening.—Sing "America, the Beautiful." Check on plans for the pack meeting.

Activity Badge Fun.—Have the boys take turns humming favorite tunes and see who can guess them first. Review some musical terms and symbols, then play a game using them.

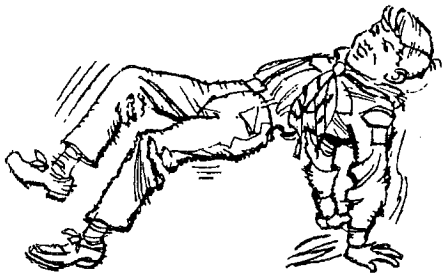
Preparation.—Rehearse the presentation of colors for the pack meeting and put the finishing touches on the exhibit demonstration.

Closing.—Sing "God Bless America."

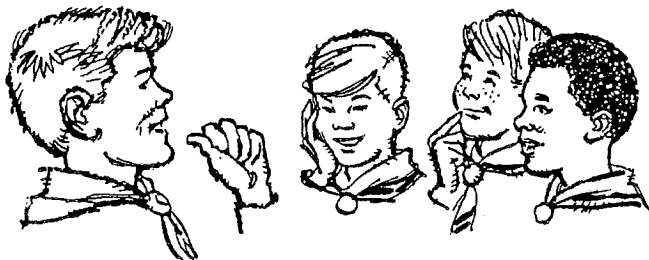
TRICKS, STUNTS, AND GAMES



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



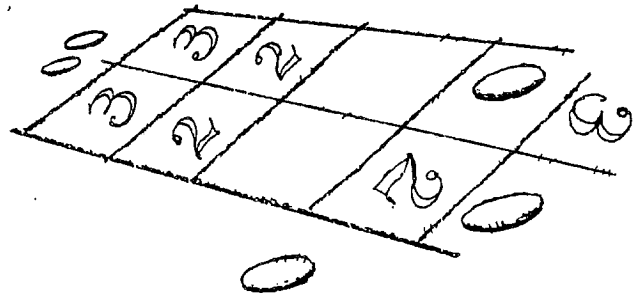
Blind Crab Race.—A boy from each den lines up on starting line, feet toward the goal. Squat, place hands behind on the ground, supporting body with hands and feet with hips lifted off ground. At signal they walk in this fashion toward the finish line. To make it more interesting, put a paper sack over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



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



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

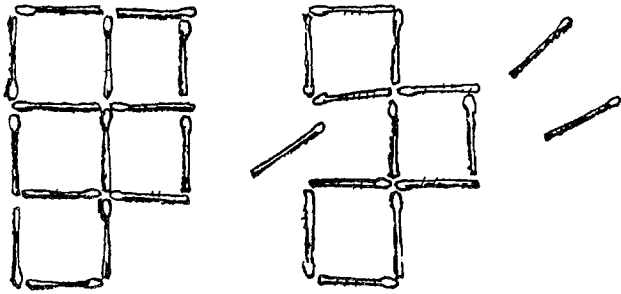


Cub Scout Shuffleboard.—Cub Scouts will enjoy this homemade game of skill. It is easily set up on any hard surface such as the floor of your porch, basement, or garage, or in a driveway. Simply mark off the court with chalk, paint, or masking tape, as illustrated. Prepare four colored disks for each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

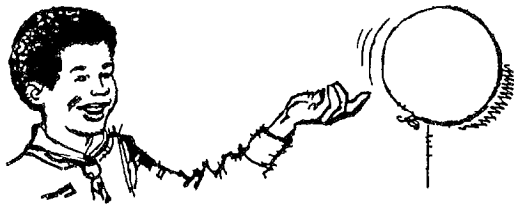
Directions: The disks are slid by hand. Teams alternate turns and the initial lead each time. Disks must remain within bounds. The team scores points according to the number of disks it has closer to the goal at the end of the court than its opponent. Any disk in the lead that is a "hanger" counts 4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



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



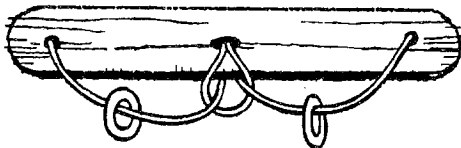
Match Trick—Five to Three.—Change the five squares formed with the 15 matches to three squares by removing three matches. The illustrations show you how.



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



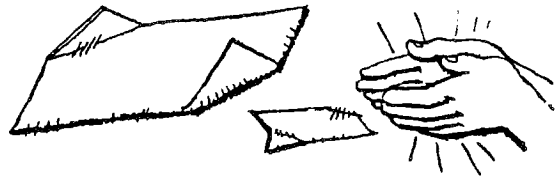
Strong Arm.—Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.



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

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

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



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



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



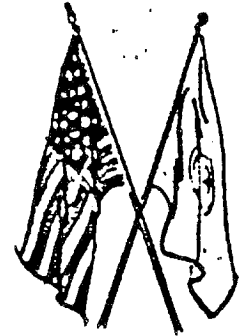
Poison Circle.—The object of the game is to keep out of the circle while trying to pull someone else in. Those touching the circle drop out. Use three or four Indian clubs instead of the circle as an interesting variation.



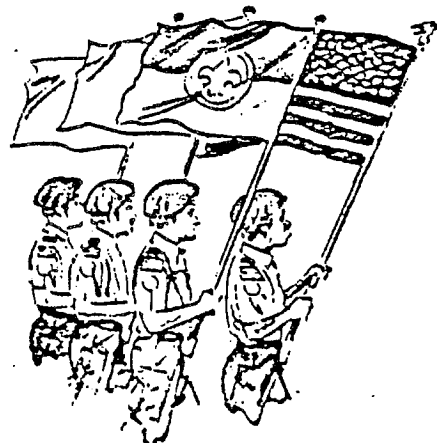
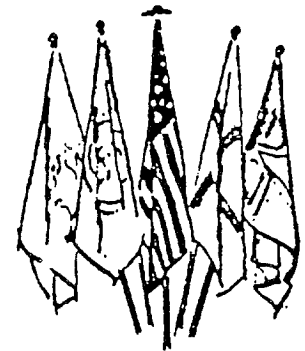
Birds Fly.—Boys are asked to stand and be ready to flap their arms up and down when leader names something that flies and hold still if the thing named doesn't fly. Eliminate those who err. Leader flaps his arms at every command. Give commands in quick succession like: ducks fly—geese fly—pigs fly—pause,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

BSA CEREMONIES

OPENING FLAG CEREMONY



1. TONIGHT WE'RE GOING TO FIX FOR YOU
A TREAT THAT'S REALLY GRAND
AND MAKE FOR YOU A THING THAT IS
THE GREATEST IN THE LAND.
2. IN FIRST, WE'LL PUT A HEAPING CUP
OF RED FOR COURAGE TRUE.
3. AND THEN WE'LL ADD FOR LOYALTY -
A DASH OF HEAVENLY BLUE.
4. FOR PURITY WE'LL NOW SHIFT IN A
LAYER OF SNOWY WHITE.
5. WE'LL SPRINKLE IN A PINCH OF STARS
TO MAKE IT COME OUT RIGHT.
6. WE'LL STIR AND STIR AND YOU WILL SEE-
THAT WHAT WE'VE MADE IS OLD GLORY.
7. OUT FLAG IS THE MOST BEATIFUL FLAG IN THE WORLD.
LET'S ALWAYS BE LOYAL TO IT.
WILL EVERYONE PLEASE STAND AND GIVE THE
PLEDGE OF ALLIGIANCE TO THE FLAG.



BSA CEREMONIES

AMERICA

A is for ALL people in our land;

M is for MEN who helped build, so grand;

E stands for EQUALITY of race, color, and creed;

R is RESPECT for all peoples' need;

I is for IDEAS - new ways to know your neighbor;

C stands for CARING and sharing in labor;

A is the ALLEGIANCE we should feel for our land.

Lets us now stand and pledge it with heart and with hand.

Suggestion: Have scouts cut out the letters from a 2' x 2' white poster board. Glue red mylar or red cellophane to back of poster. Note: glue the center of the A's to the mylar or cellophane. Write the saying's at the top of the cut outs on the back. At the Pack meeting, turn out the lights. Then have each scout turn on a flash light and shine it through his letter (toward the audience) while saying his piece. After the word "AMERICA" has been spelled out, have two other scouts bring in the flags while the seven scouts with flash lights shine their beam on the America flag for effect. Have all join in the Pledge of Allegiance to the flag and turn on the lights.

ELABORATIONS ON THE SCOUT LAW

To often boys tend to rattle through the Scout Law with little or no thought to the meaning of each point. I have found that these elaborations explained to new Scouts and Tenderfoot Scouts can help put over the significance of the Scout Law.

Understanding the Scout Law is important to a Scout. Once it becomes ingrained in a boy, he has something to guide him throughout his life.

A SCOUT IS

TRUSTWORTHY

I told him I would do it--
It was a simple task;
And though I didn't get it done
It really wasn't much to ask.
The outcome now is crucial;
An important job needs done!
But he simply doesn't trust me
So he's picked another one.

LOYAL

What's in it for me?
What can I gain?
A badge? Some money?
Or even some fame?
Ask not these questions
Focused on me.
But "How can I help you?"
It points toward "Thee"

HELPFUL

I helped him just a little bit--
Expected nothing in return;
But was repaid a thousandfold
Much more than I did earn.

FRIENDLY

Faithful friends are hard to find,
We must select with care.
One is great, two devine,
And three extremely rare.
We find them in our times of need--
How 'oft they number none,
But if I wish to earn a few
I only need be one.

COURTEOUS

Hearts, like doors, will open with ease
To very, very, little keys,
And don't forget that two of these
Are "I thank you" and "If you please."

KIND

Have you had a kindness shown? Pass it on!
'Twas not given for thee alone. Pass it on!
Let it travel down the years, let it wipe another's tears.
'Till in Heaven the deed appears--Pass it on!

OBEDIENT

We must do the thing we must
Before the thing we may:
We are unfit for any trust
'Till we can and do obey.

CHEERFUL

Cheer is a peculiar thing
Unlike much that one attains--
The more of it that we can spend.
The more of it remains.

THRIFTY

If I don't save for a rainy day
I may think I'm avoiding a drought.
But if I never put into my purse
I can never take anything out.

BRAVE

Some measure their bravery and show they are tough
By the number of times they win.
Indeed it's OK to even get rough
So to walk away with a grin.
But it's the coward who strikes when there's nothing to fear,
When nothing his progress bars;
But it takes a man to stand up and cheer
When some other fellow stars.
For the test of your bravery and proof of your worth
Is not in the blows you can deal,
But the blows that you take on this good old earth
Shows if your stuff is real!

CLEAN

We cup our hands to take a drink
We fill our mind each hour;
Unless the vessel's clean inside
Whatever's poured in turns sour.

Reverent

Give ear, my children, to my words
Whom god hath dearly bought
Lay up His laws within your heart
And print them in your thought.

ABOUT THE TRAILS

The Forest Preserves of Cook County boast of five fine nature centers where the young and old may learn more of the natural history of our area. We have added the very fine nature center in Pilcher Park of the Joliet, Illinois Park District to round out our Little Woodsmen Nature Trails program.

The Little Woodsmen Nature Trail is designed to give the young a chance to do this. By visiting each of these Centers, hiking the nature trails and picnicking in the area, the hiker, if he takes the time to read the various signs on the displays, trees, shrubs, and grasses, will get a first hand knowledge of the area. It will give him a greater appreciation of our preserves, and in turn, we hope they will encourage others to take care of these natural areas.

TRAIL REQUIREMENTS

To meet the requirements for the awards offered for your visit to each of these nature centers, you must do the following:

1. Visit the nature center building and sign the guest book.
2. Hike all nature trails at each center.
3. Have a picnic lunch at the nearest picnic area.

TRAIL RULES AND REGULATIONS

You are no doubt aware of the limited space at all the Nature Center buildings. There have been several complaints from the various centers concerning the conduct of some of its younger visitors. We must insist that the following rules and regulations be strictly observed.

Groups of 15 or more hikers must make reservations with the Forest Preserve District by calling Co. 1-8400 or Fo. 9-9420. at least three weeks in advance. (Do not use for Pilcher)

One adult (21 years of age or older) must be in attendance with each 6 to 8 hikers at all times.

No changes in dates may be made without contacting the Forest Preserve District first.

Picnic permits are required by the Forest Preserve District for groups of 25 or more. (Same phones as above)

All Scouting groups (Boy and girl) are required by their organizations to wear full uniforms. However, you may substitute Scout or Camp T-shirts in July and August.

The Boy Scouts Of America require their units to have a local tour permits.

Failure to follow the above rules, misuse, or misconduct by any member of you group will mean the forfeit of trail awards for the entire unit and will make the unit ineligible for any awards for trails under our auspices for the current year.

Webelos Activity Badges

Aquanaut

Use Parent Talent Survey sheets to find a parent that can teach swimming, snorkeling or boating skills. Contact affiliate Boy Scout Troop for two or three boys who may be willing to help. They should be skilled in Life Saving, Canoeing, Boating and Scuba Diving. Contact local pool for possible instructors. Contact local high school for possible instructors. Make this a two or three week program; it will help the boys practice what they've learned, become more at ease in the water and playing water games will help develop strength and confidence.

Related Boy Scout Skill Awards and Merit Badges:

Swimming Skill Award	Small Boat Sailing	Canoeing
Swimming Merit Badge	Life Saving	Motorboating

Artist

Objective: To allow Webelos to experiment with different art mediums. To give boys a sense of pride and accomplishment in their work. To familiarize Webelos with color schemes and color wheels. To introduce Webelos to various art mediums and art supplies.

Resources: Local art supply companies
Local craft stores for ceramic and pottery
Commercial artists

Art teachers
Architects

Boy Scout Merit Badges:

Architecture	Drafting	Art
Painting	Sculpture	Pottery
Model Design and Building		

Athlete

Objective: To teach boys that a strong and healthy body is important for sports, games and a good life. Eating well-balanced meals, regular exercise and plenty of rest will help you cut down on diseases and prepare you for the rough outdoor life of Boy Scouting. Webelos should keep a record of their scores in their notebook. Find a suitable area to exercise, encourage boys to exercise at home, consider starting each meeting with warmup and stretching exercises to start a pattern of continuous exercising. Encourage boys to earn their Cub Scouts Sports Pin for Physical Fitness. See also Webelos Program Helps for homemade equipment. Some of the dual contests found in the Webelos Scout Book can be used any time in place of a game at your den meeting.

Boy Scout Skill Awards and Merit Badges:

Hiking Skill Award	Sports Merit Badge
Physical Fitness Skill Award	Personal Fitness Merit Badge

Citizen

This activity badge is required for the Arrow of Light Award and is a stepping stone to the Citizenship Skill Award to earn Tenderfoot rank in Boy Scouts and also the several Citizenship Merit Badges required for the rank of Eagle Scout. Working on this activity badge will be a good opportunity to teach flag etiquette and respect for the flag, care and handling and the proper display of the flag, as well as the history of the flag. You, as a leader, may be the instrument for developing good citizens of your den group - remember to set a good example for them to follow.

Resources: Marine Corps pamphlet on flag etiquette
Flag book sold at local council office
Encyclopedia or other library books
Community leader, politician or policeman can help with requirements 6, 7, 8, 11, 12, 13, 14 and 15
Milwaukee County Court House conducts tours and can arrange an interview with a politician
Visit a courtroom, city council meeting, polling place

Additional Boy Scout Skill Awards and Merit Badges:

Community Living Skill Award	Handicap Awareness	Law
Personal Management Merit Badge	American Heritage	

Communicator

Many of the things done in this and other activity badge areas should be kept in a notebook and used for future reference when Webelos become Boy Scouts. This activity pin can be a lot of fun at den meetings. The Body Language Game, Story Telling, Sign Language, Signaling and Secret Codes are a fun, learning experience. Hopefully, you or one of the parents in your den or pack will have a computer (wave of the future) and would be willing to instruct the boys on the uses, etc. An excellent time for some field trips. Plan them with a specific purpose in mind, make a game of it when visiting the library, for instance. If you plan to invite a handicap person to your den meeting, make sure that enough preplanning and thought has gone into the activity. It is important to ensure that everyone has a good experience from this visit.

Boy Scout Merit Badges and Skill Awards:

Computers Merit Badge	Handicap Awareness Merit Badge
Public Speaking	Communications Skill Award and Merit Badge

Craftsman

Objective: To introduce boys to possible life-long hobbies. To increase boys proficiency in the handling, terminology, safety and care of tools. To develop Webelos creativity and skill using many types of materials. Boys must complete 10 craft projects, so plan your meetings well in advance. You can encourage boys to get help at home to finish projects; then, bring the completed project to the den meeting for credit. Be sure to display these projects at the pack meetings. Stress care and safety. Require that they Do Their Best; avoid being too critical, offer help as needed. It is suggested that Craftsman activity badge be at least a two-month project; or do a few projects at a time so boys don't get too discouraged and the fun of doing is left out of the meeting plan.

Craftsman cont'd

Resources: Tandy Leather Co.
Craft books and magazines

Local metalworking companies
Furniture and woodworking companies

Boy Scout Merit Badges:

Leatherwork Pottery
Metalwork Woodwork
Painting Machinery

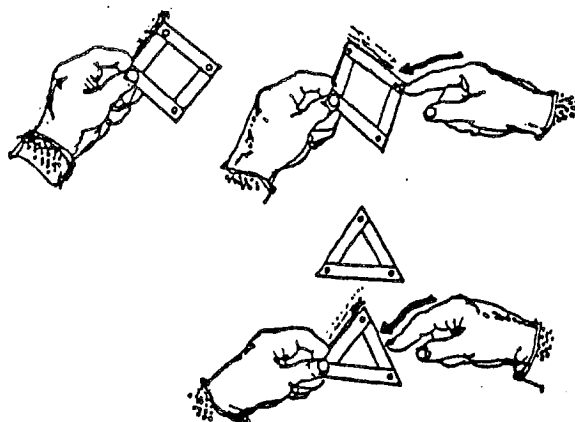
Model Design and Building
Wood Carving

Engineering

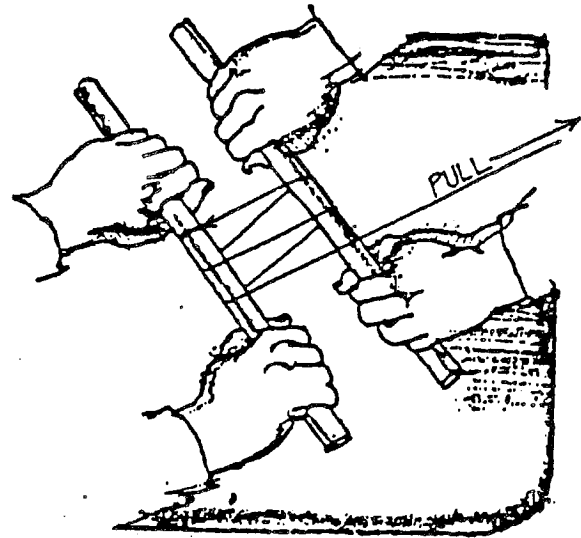
One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. The Engineer Activity Badge probably does this more than any of the other activity areas. And, unless you are an engineer, you may gain some knowledge along the way. Engineering is one of the most exacting of the professions and the badge includes projects that will give insight into many kinds of engineers. The library is probably your best resource, besides knowing an individual in the profession. Books on turbines, electric motors, windlass, etc., will be helpful in supplying you with simple projects for your den meetings.

Boy Scout Merit Badges:

Chemistry Engineering Architecture
Electricity Metals Engineering Drafting



DEMONSTRATING TRIANGLE'S STRENGTH. For Webelos Engineer activity badge. This shows why the triangle is the basis for many bridges. Using heavy cardboard strips and paper fasteners, make a rectangle as shown. Demonstrate how easily it can be collapsed by pushing on a corner. Now construct a triangle. Is it easy to collapse? Which is the stronger form—rectangle or triangle?



BLOCK AND TACKLE POWER. For the Webelos Engineer activity badge. This is a demonstration of how a block and tackle increases pulling power. Staple or tack a length of clothesline to a dowel of broomstick diameter. Wrap the line two or three times around the two sticks as shown. Ask two of your bigger Webelos Scouts to hold the sticks, and have the smallest den member pull on the line. He should be able to pull the two sticks together, no matter how hard the bigger boys resist.

Family Member

One of the newest activity badges to be added to the Webelos program. It is a real incentive to encourage Webelos to continue in Boy Scouts because almost all the requirements, when completed, will aid in earning the Family Living Skill Award in the troop. Webelos should be encouraged to keep good records and notes in their notebook for future reference. If they were in Cub Scouts for the last two years, much of what is in this activity badge has been touched on while working in the Wolf and Bear books. The tasks are a bit more challenging for Webelos. Try having the boys fix a snack for themselves or prepare an outdoor meal and invite parents for an informal gathering. Take your den grocery shopping just before a campout, have them prepare the menu and shopping list. Most of the work will be done in the home; remind parents/guardians to initial completed requirements.

Boy Scout Skill Awards and Merit Badges:

Cooking	Cooking Merit Badge	Personal Fitness
Physical Fitness	Food Systems	Public Health

Fitness

Objectives: To make Webelos more aware of things that can harm their bodies and things that can help them stay healthy. To help Webelos start a physical fitness program that they can maintain, hopefully for the rest of their lives. Local councils have excellent pamphlets on Drugs, as well as a VCR on "Drugs: A Deadly Game".

Den related activities:

1. Have a dietician come to a den meeting and talk about a balanced diet
2. Have a doctor come to a meeting and discuss drugs, alcohol, tobacco and their effects on the human body
3. Visit a hospital
4. Have a coach visit a meeting and discuss the benefits of being physically fit. Have him/her suggest exercises boys might use.
5. Have each boy bring a nutritious snack to share with others
6. Start a bicycle club in your neighborhood
7. Start a jogging club in your neighborhood
8. Invite speakers to your meeting from Alcoholics Anonymous, American Cancer Society, Heart Association or state or local drug abuse centers

Boy Scout Merit Badges:

Cooking	Personal Fitness	Physical Fitness
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*See chart next page for earning Fitness Pin

Forester

Den related activities:

1. Collect leaves for identification; mount them or make leaf prints
2. Bring a log to the meeting or find a tree stump; have boys count rings to determine age. See if they can tell something about the type of weather the tree lived through by looking at the rings
3. Visit a lumber yard or saw mill; most places will furnish scrap wood or saw dust; mount and identify wood samples; make sawdust clay and do a project for display at the pack meeting

W17

Forester cont'd

4. Check with local forester for advice on planting projects
5. Plant a tree
6. Make a tree survey in your area
7. Ask a fireman or forest ranger to tell boys about wildfire and how to prevent and control it
8. Teach the boys to measure tree diameter and height
9. Teach the boys how to identify live trees and why not to use a knife or ax on them
10. Teach the difference between green and dry wood; tell which is best for campfires
11. Attend Webelos Long Term Camp and earn the activity badge while at camp

Boy Scout Skill Awards and Merit Badges:

Conservation Skill Award	Camping Merit Badge	Pulp and Paper
Cooking Skill Award	Forestry Merit Badge	
Environment Skill Award		

Geologist

Those who live in the Milwaukee County area have two unique opportunities to learn about rocks and minerals. The excellent stone quarries in our area, such as Halquist Stone Quarry, can get guided tours plus collect a sample of many different kinds of rocks (bring an egg carton with you). The second opportunity you should take advantage of is the Milwaukee Public Museum (free to Milw. County residents the first Sunday of each month). They have an excellent display of rocks and minerals, and understandable explanations of plate tectonics, with relationships to earthquakes, volcanoes and mountain building. Rock and mineral specimens can be purchased at the museum, as well as various rock shops. Great activity badge for a den outing. Also try making a volcano out of paper mache.

Boy Scout Geology Merit Badge

Handyman

Just following the requirements for this activity badge can provide fun and exciting den meetings. Look for an auto mechanic in your den or pack parent group to help with car care and maintenance. Yard care and care of tools and simple home repair jobs can be done with parent help. Be prepared to offer assistance in the event a boy does not have facilities. Have boys bring their bicycles to a den meeting and cover requirements relating to it. Plan a den bike rodeo for one of the meetings using simple games found in the Cub Leader How To Book under Games: Bicycle Games. Woodworking projects could be accomplished as part of your meeting plans or done at home with a parents' help. Boys should bring completed projects to den meeting and, of course, displayed at the pack meeting.

Naturalist

Objectives: To increase boys' awareness of animal behavior. To kindle a love of nature. To teach wildlife conservation. To introduce boys to animal kingdom classifications.

Resources: Audubon Society
Ranger Rick magazine
National Geographic World magazine
Nature centers publications
4H County Extension Office publications

Den related activities:

1. Check Milwaukee Public Museum for special programs
2. Check Nature centers for special hikes or animal programs
3. Have Webelos build an ant farm
4. Take a trip to the Milwaukee County Zoo (free admission to Milw. County residents from 9:30-11:30am daily, except holidays)
5. Contact Conservation Department for pamphlets, speakers, posters
6. With the help of troop members, set up a nature trail, with stations along the way; identify trees, identify insect homes, etc.
7. Visit the Timberwolf Preservation Society or the ARC
8. Build birdhouses, terrariums and a waterscope
9. Earn the World Conservation Award (if not previously earned as a Cub)

Boy Scout Skill Awards and Merit Badges:

Conservation Skill Award	Beekeeping	Environmental Science
Environment Skill Award	Bird Study	Fish and Wildlife Management
Community Living Skill Award	Insect Life	Mammals
	Nature	Reptile Study

Outdoorsman (next several pages)

Readyman

There are several places you can check into for help with this activity badge; The American Red Cross, local fire department, local police department, Explorer Post, affiliate Boy Scout troop or parents in the den or pack. Excellent joint Webelos/Boy Scout activity as older Boy Scouts may have already earned many of the Skill Awards and Merit Badges relating to this activity badge. They could be instrumental in setting up a disaster, especially if one of the Boy Scouts is earning the Emergency Preparedness Merit Badge.

Boy Scout Skill Awards and Merit Badges:

Family Living Skill Award	Emergency Preparedness	First Aid
First Aid Skill Award	Safety	Swimming
Swimming Skill Award	Lifesaving	

OUTDOORSMAN ACTIVITY BADGE



Many people say that Webelos is the bridge between Cub Scouting and Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman Activity badge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Scouting.

The best way to work on this badge is on a Father-Son overnight campout. Policies of the Boy Scouts of America encourage one or two Father-Son overnights during the year when a boy is a Webelos Scout. This is not full-fledged Scout camping...only a taste of what is to come when the boy joins a troop. After a boy becomes a Scout he will become proficient in handling himself in the woods. As a Webelos Scout, he should not be expected to master any of these skills...only to have a little fun in the woods. And speaking of fun...it's sometimes hard to tell who has the most fun...the boys or the fathers.

DEN ACTIVITIES:

1. Make a tent. (See Webelos Scout handbook)
2. Make a den first aid kit.
3. Have a den cook-out.
4. Learn aluminum foil cooking techniques.
5. Have a campout planning session with the boys. Make a list of items they will need for backyard camping and for father-son overnight.
6. Practice camping in the backyard.
7. Show boys how to make an improvised sleeping bag or bed.
8. Make sure they are familiar with fire safety principles which include no flame lights in tents or liquid fire starters.
9. Go on a father-son campout.

PACK ACTIVITIES:

Exhibit: Homemade tent; first aid kit; improvising sleeping bag; posters or charts on safety.

Demonstrate: Oral report from father and son on overnight campout; show how to make tent or sleeping bag; explain contents of first aid kit.

Your activities on the Outdoorsman badge should all point towards the father-son campout. If you are working on this badge in spring or summer, you might dispense with regular den meetings and concentrate on outdoor activities such as cooking practice, fire building and safety and hiking. As a preliminary to working on this badge, read chapter 7 "The Outdoor Program" in your Webelos Den Leaders book. This covers the essentials of outdoor program with emphasis on the father-son overnight.



OUTDOORSMAN ACTIVITY BADGE

RECIPES

Bundle Supper: Use 1/4 lb. ground beef; 1/2 thinly sliced carrot; 1/2 thinly sliced potato; slice of onion, salt, pepper, 1 tablespoon water. Add salt and pepper to beef and shape into pattie. Place on 10" square of heavy foil. Place vegetables on top. Add water and more salt. Seal packet. Cook about 20 minutes.

Baked Apples with Raisins: Use apples, cinnamon, raisins, sugar. Wash and core each apple. Fill hole with 2 tablespoons sugar, a dash of cinnamon (or a few redhot candies) and raisins. Wrap in buttered foil. Fold foil and twist ends. Bake 30 mins.

Campfire Cocoa: (This recipe makes 40-50 cups) 1 lb. Quick; 1 lb. powdered sugar; 1 lb. dry non-dairy creamer (such as Pream); 1 8-quart box powdered milk. Mix all ingredients together and store in large container. Fill cup 1/2 full of mixture, then add hot water to top. Stir and serve.

Hamburger With Gravy: (For 2) 1/2 lb. hamburger, 1 can mushroom soup, instant rice. Crumble beef and brown in skillet. Pour off excess grease. Add 1 can mushroom soup and 1/2 can water. Simmer for a few minutes and serve on cooked rice.

Corn on the Cob: Select a good ear of corn and cut off the top end to where it can be inspected. Leave the husk and silk on. Wrap securely and place on grill or coals. Turn corn frequently. Cook about 30 minutes. Husk and serve with salt, pepper and butter.

Fruit Cobbler: (Serves 8-10) Use three #303 cans sliced peaches or 5 regular cans sour cherries (sweetened cherries with 2 cups sugar); 1/2 box white or yellow cake mix; 1 stick margarine. Place peaches or sweetened cherries in dutch oven. Add cake mix, sprinkling it over top of fruit. Do not stir. Slice margarine in thin slices and dot the top of the cake mix. Place lid on dutch oven and put in hot coals. Shovel some coals onto the lid. Bake about 30 minutes.

Jerky: (Make up your own at home. It's delicious to nibble on) 1 flank steak (about 1 1/2 pounds); 1 teasp. seasoned salt, liquid smoke or barbeque salt; 1/3 teasp. garlic powder; 1/3 teasp. black pepper; 1 teasp. Accent; 1 teasp. onion powder; 1/4 cup Worcestershire sauce; 1/4 cup soy sauce. Trim fat off steak. Semi-freeze it so you can slice it with the grain into 1/8" slices. Marinade overnight in glass dish in sauce, covered. Lay strips of meat on oven rack with foil underneath to catch drips. With oven door open slightly, roast at low temperature (125° to 140°) for 8 to 12 hours. Makes 1/2 lb. jerky.

Favorite Recipe: Use 1 Elephant (medium size), 2 Rabbits (optional), salt, pepper. Cut the elephant into bite size pieces. This will take about 2 months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered at 465° for about 4 weeks, adding more liquid if necessary. This recipe serves 38,000 people. If more people are expected, add the two rabbits, but only if necessary, because most people don't like to find a hare in their stew.

CAMPOUT PREPARATION FOR WEBELOS LEADERS

I. MAKE RESERVATIONS

1. If you decide to use a privately-owned campsite, arrangements should be made with the owner.
2. If you plan to use Scouting facilities, make reservations through the Scout Service Center.
3. In either case, a Local Tour Permit is required. Turn this in to the Scout Service Center at least two weeks prior to campout.

II. PREPARE THE BOYS

Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials which will be helpful to the boys in their Webelos training. Some of the opportunities are:

- A. Discuss and plan the campout with the boys. This is one of the requirements of the Outdoorsman Activity badge... "With the family or den, plan and participate in an evening outdoor activity which includes a campfire".
- B. Discuss fire safety and its need. This is another requirement of the badge. "Know and practice the rules of outdoor fire safety". An excellent set of fire safety rules is contained in the Outdoor Code (Refer to P. 62 Scout Handbook). A review of the Outdoor Code will not only help prepare your Webelos Scouts to be good campers, but will help them complete one of the Arrow of Light requirements.
- C. Teach the boys the taut-line hitch. They will need to know this knot in setting up their tents.
- D. Include your Den Chief in the campout planning. His experience in Scout camping will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. Be sure that he goes along on the campout.
- E. About one week before the campout, send home an individual checklist for each boy, along with a letter giving final details as to when and where to meet, when you will return, etc.

III. PREPARE THE DADS

Preparing the dads is equally important as preparing the boys. The end result of this operation is a smoothly-run campout with everyone knowing what is expected. Properly informed dads will reduce the load of responsibility on the Webelos leader to a minimum and will make the campout more enjoyable for everyone.

Campout Preparation for Webelos Leaders (Continued)

A. Meeting With Dads

1. Held about two or three weeks prior to campout. This should give a fairly good estimate of how many dads will be going and is close enough to the actual date that last minute changes can be avoided. Probably 100% of the dads will not attend, so be sure that those who don't are contacted soon after the meeting and informed of its content.
2. This is a planning meeting for adults. More will be accomplished if the boys do not attend.
3. Cover these items at your meeting:
 - a. Date of Campout.
 - b. Location - cover in detail how to get there. Give the dads a map. Transportation will probably be on a father-son basis.
 - c. Time and place of rendezvous and estimated time of arrival back home. (This keeps Mom happy)
 - d. Schedule of events of campout. Plan activities you feel the boys would like to participate in. For example: nature walk, hikes, swimming, fishing, campfire program.
 - e. Menu for Webelos Scouts and dads. (See Webelos Leaders book, p. 65-66)
 - (1) Keep the menu simple, remembering that each dad and his son cook, eat and clean up together. (This satisfies the requirement "with an adult or your parents, help cook your own lunch or supper out-of-doors and clean up afterwards")
 - (2) Suggest that similar (not necessarily identical) meals be planned for all involved.
 - (3) At least two meals involving some cooking should be anticipated. (Saturday evening and Sunday morning) Or if you arrive earlier, you may be cooking Saturday lunch as well.
 - (4) A sack lunch would be sufficient for Saturday noon and a light snack for Sunday noon.
 - f. Equipment. Each dad should have a personal equipment check-list similar to his boy's. In addition to these items, a hand axe for preparation of firewood is necessary. (2 or 3 of these for the den are sufficient) Don't forget the First Aid Kit, even though you may not use it.
 - g. If firewood is in short supply at your campsite, make sure everyone knows to bring their own.
 - h. Remember...pressure gas stoves and lanterns (the Coleman type) cannot be used at Scout camps. This is a national regulation. Propane cylinder type stoves and lanterns are permissible.
4. This meeting with the dads can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the dads an opportunity to participate in leading the activities.

IN SUMMARY: Aside from the fun your Webelos Scouts will experience on this campout, they should have satisfied the requirements for the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for Geologist and Naturalist could also be satisfied.

SAMPLE SCHEDULE



Saturday

8:30 a.m. Arrive at campsite.
8:30-9:15 Erect tents, prepare bedding, check cooking area and fuel supply.
9:15 Raise U.S. flag while all salute. Pledge of Allegiance.
9:20-10:20 Nature hike with a purpose (such as instruction on Forester, Geologist or Naturalist Activity badges)
10:20-11:30 Fishing
11:30-12:15 Father-son buddy teams prepare own lunch.
12:15-12:45 Lunch
12:45-1:15 Cleanup and dishwashing.
1:15-3:00 Fathers and sons work together on requirements for activity badges or tour Scout camp facilities.
3:00-4:00 Swimming and boating. (If the waterfront is unguarded, use Safe Swim Defense plan - see Webelos Den Leader's book. Even if it is guarded, use buddy system)
4:00-5:30 Free time
5:30-6:00 Father-son buddy teams prepare own dinner.
6:00-6:30 Dinner
6:30-7:00 Cleanup and dishwashing.
7:00-8:00 Games (see Webelos Den Leader's book or Games section of this book for ideas)
8:00 Lower U.S. flag while all salute.
8:00-9:30 Campfire program. (See following page...
10:00 Lights out and camp quiet.

Sunday

7:00 "Reveille"
7:00-7:15 Air bedding and clean up
7:15 Raise U.S. flag while all salute.
7:20-7:45 Father-son buddy teams prepare breakfast.
7:45-8:15 Breakfast
8:15-8:45 Cleanup and dishwashing.
8:45-9:30 Strike camp. Leave campsite in better condition than you found it. NOTE: Plan your camp schedule to take into account the religious duties of the boys. If your camp extends into Sunday morning, be sure that they have an opportunity to attend services at their own church back home, a church in a nearby town or at camp.

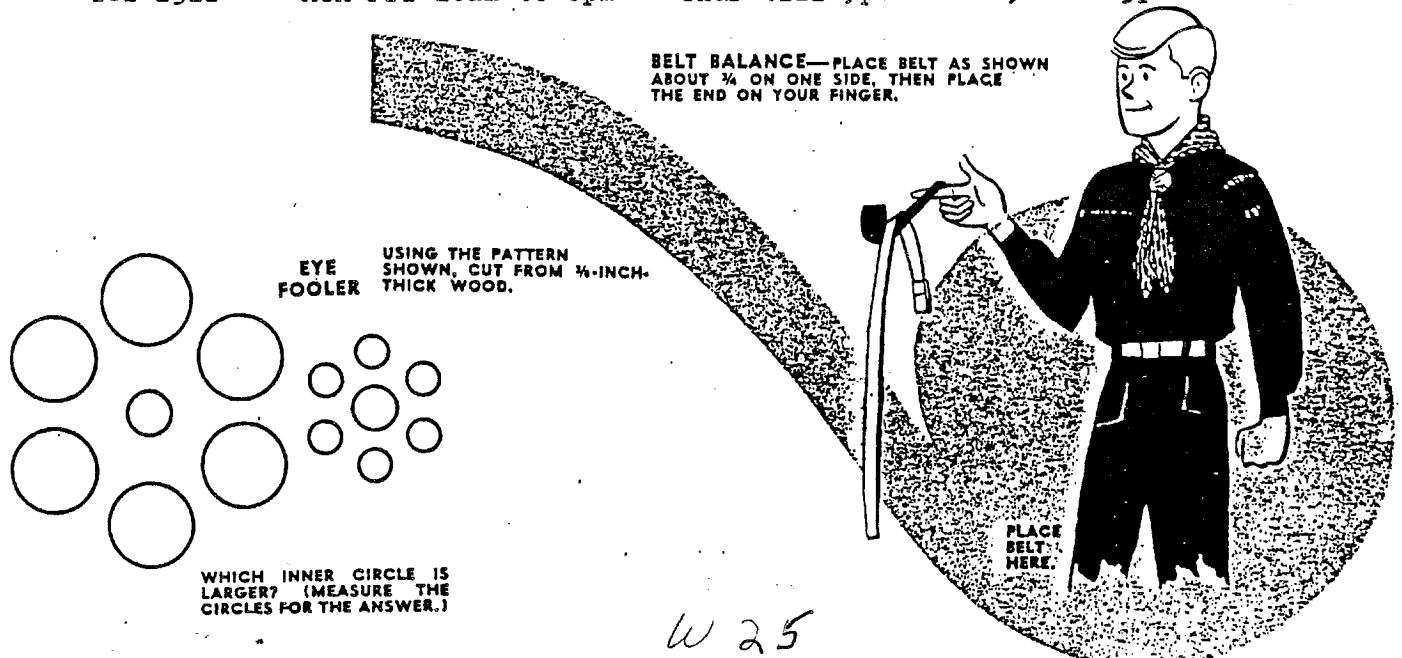
A planned program is necessary so that your Webelos Scouts do and learn as well as live in a camp setting. Your schedule should be flexible. The plan above may look rigid, but it should be used as a guide. If you have allotted 1 hour for a nature hike and the boys are enjoying it and learning, don't hesitate to extend the time. Cut short any period which isn't working out as planned.

Scholar

The Scholar activity pin is a good activity to be done as a group. If there are two or more Webelos groups in your pack, suggest that they do it together. Invite a principal, teacher or other school official to speak to your group, or make arrangements to meet with one at the school. Be sure to supply that person with the list of requirements you wish them to cover. Have a flip-chart or chalk board available for recording answers. The boys can then copy these answers in their notebooks. Requirements 1, 2, 7, and 9 may be done on an individual basis. 1. Have a good school record - maybe this would be an opportunity for the Webelos Leader to have a conference with each boy during a meeting; much the same as a Scoutmaster's conference; get them used to talking with an adult other than a parent. 2. Take an active part in school or service - boys can do this by being hall monitors, in the choir, crossing guards; do a service project for the school if it is your charter partner; conduct the opening ceremony at open house, hand out programs, help in the library; be sure to get permission ahead of time, public schools have some strict rules. 7. Ask your parents and five other adults . . . boys can do this on their own. 9. Help another student with homework . . . don't forget younger brothers and sisters count. Boys should be instructed to keep good notes in their notebooks for proper credit.

Scientist

Take your time on this one. It's probably the one that many boys will find lots of fun. Read through the entire section and plan your meetings carefully. Be sure to have all the equipment on hand for the experiments. It is necessary for the boys to understand what they are doing, why and how each of the principles they read about works. If one of the boys has a chemistry set, have him bring it to a meeting and do a few experiments of his own. A science teacher may be a valuable resource for ideas. The public library is another good resource for books and for special programs. In any case, be sure the boys read and follow directions carefully before doing experiments. Pick out your favorite ones and perform these at the pack meeting during the demonstration time allowed for your den. Contact a local eye specialist and invite to your meeting or pick up free materials relating to this subject from several organizations dealing with this subject. Another good source: American Science Center, Inc. 5430 W. Layton Ave. Greenfield, Wi. 281-2322 Mon-Fri 10am to 6pm Thur till 9pm Sat 9am to 5pm



Traveler cont'd

5. Prepare pack meeting assignment; have Cub Scouts play relay game of packing and unpacking suitcases; have map symbols game for preopening activity; display car first aid kits

Boy Scout Skill Awards and Merit Badges:

Community Living Skill Award

Safety Merit Badge

Aviation Merit Badge

Traffic Safety Merit Badge

Railroading Merit Badge

NOTES

CABINS AVAILABLE AT CAMP DAN BEARD

Camp Dan Beard is owned by the Cook County Forest Preserve District and operated by the Boy Scouts of America. There are three councils which handle the reservations for tent camping and cabin usage.

NORTHEAST ILLINOIS COUNCIL CABINS

708-433-1813

- Baity Cabin** **Sleeps 20** Collapsible bunks, no mattresses provided, troops need to bring pads to cover plywood. Oil, forced hot air furnace for heat. Wood burning fireplace. Kitchen has electric stove, refrigerator, and counters. Tables and benches provided.
- Cabin #1** **Sleeps 20** Metal bunk beds, plywood surface, no mattresses provided, troops need to bring pads to cover the plywood. Kitchen area with counter, table and benches provided. No cooking facilities. Heat--Wood burning barrel stove. Covered front porch.
- Cabin #2** **Sleeps 20** Metal bunk beds, plywood surface, no mattresses provided, troops need to bring pads to cover the plywood. Kitchen area with counter, table and benches provided. No cooking facilities. Heat--Wood burning barrel stove.

NORTHWEST SUBURBAN COUNCIL CABIN

708-824-6880

- Cabin #4** **Sleeps 36** Permanent plywood bunks, no mattresses provided, troops need to bring pads to cover the plywood. Kitchen area with counter and electric cook top. Heat--Wood burning barrel stove.

THATCHER WOODS AREA COUNCIL CABINS

708-386-8108 / 708-345-1444

- Cabin #5 A** **Sleeps 18** Permanent plywood bunks, no mattresses provided, troops need to bring pads to cover the plywood. Kitchen area with counter, table and benches provided. Heat--Wood burning barrel stove per side. Covered front porch.
#5 B **per side**
- Cabin #6 A** **Sleeps 18** Permanent plywood bunks, no mattresses provided, troops need to bring pads to cover the plywood. Kitchen area with counter, table and benches provided. Heat--Wood burning barrel stove per side.
#6 B **per side**
- Cabin #7 A** **Sleeps 18** Permanent plywood bunks, no mattresses provided, troops need to bring pads to cover the plywood. Kitchen area with counter, table and benches provided. Heat--Wood burning barrel stove per side.
#7 B **per side**

* Firewood is available at this time, bring cutting and splitting equipment.

* All cabins have electricity.

* Two hand pumps in campground for water, bring your own containers to carry.

* Propane stoves are allowed inside the cabins with **adult supervision**, **NO** liquid fuel allowed.

Showman

Objectives: To instill an appreciation of the fine arts. To expose boys to entertainment professions. To expand the imagination and creativity of Webelos. To increase boys' self-confidence in front of audiences.

Den related activities:

1. Attend a high school play or concert
2. Attend a performance by a little theatre group
3. Write, design and perform a puppet show at the pack meeting
4. If one of the boys plays an instrument, have him bring it to a meeting and perform a short number
5. Invite an adult with musical talents to your meeting and perform
6. Go Christmas caroling in the neighborhood
7. Go Christmas caroling at a nearby nursing home (prior permission needed)

Boy Scout Merit Badges:

Bugling	Journalism
Musician	Theater

Sportsman

Objectives: To enable every boy to be sufficiently skilled to meet all the requirements of Sportsman. To instill doing his best. To help him achieve a feeling of accomplishment. To develop team spirit and good sportsmanship.

Den related activities:

1. Invite a sports figure, coach or referee to your meeting from a local high school, college or professional team to discuss teamwork, fair play and sportsmanship
2. Participate in the Cub Scout Sports program; earn belt loops, pins or a sports letter
3. Attend a sports event; hockey, polo, baseball, football, bowling tournament; with boys and parents
4. Decide which two individual and two team sports boys want to do: allow enough meetings to learn the sports; get parents' help
5. Plan a demonstration for the pack meeting involving one of the lesser-known sports; shuffleboard, marbles, etc.

Boy Scout Merit Badges:

Archery
Sports

Traveler

Objectives: To interest Webelos in taking trips. To familiarize Webelos with road maps and timetables. To teach travel safety. To acquaint them with the expense of traveling.

Den related activities:

1. Take a bus or train trip
2. Visit a travel agency or motor club
3. Visit a bus terminal, train depot or airport
4. Have boys bring pictures, post cards, etc. of places they visited and tell about it

THE DAN BEARD HISTORICAL TRAIL-----ANSWER PAGE-----

APPROXIMATELY 5.2 MILES
 TIME NEEDED, APROX. 3 HOURS
 WILL COMPLETE REQ. 7-B OF HIKING SKILL AWARD

THIS IS A SELF GUIDED CLUE TYPE OF HIKE, AND EACH PATROL MUST PERFORM A SERVICE PROJECT WHILE ON THE TRAIL, NAMELY TO CARRY A GARBAGE BAG WITH THEM AND TO FILL AT LEAST ONE BAG FULL OF TRAIL TRASH FROM ALONG THE TRAIL. YOU MAY PLACE THE FULL BAG AT ANY OF THE FOREST PRESERVE TRASH BARRELS, OR BRING IT BACK TO THE CAMP DUMPSTER IN THE PARKING LOT.

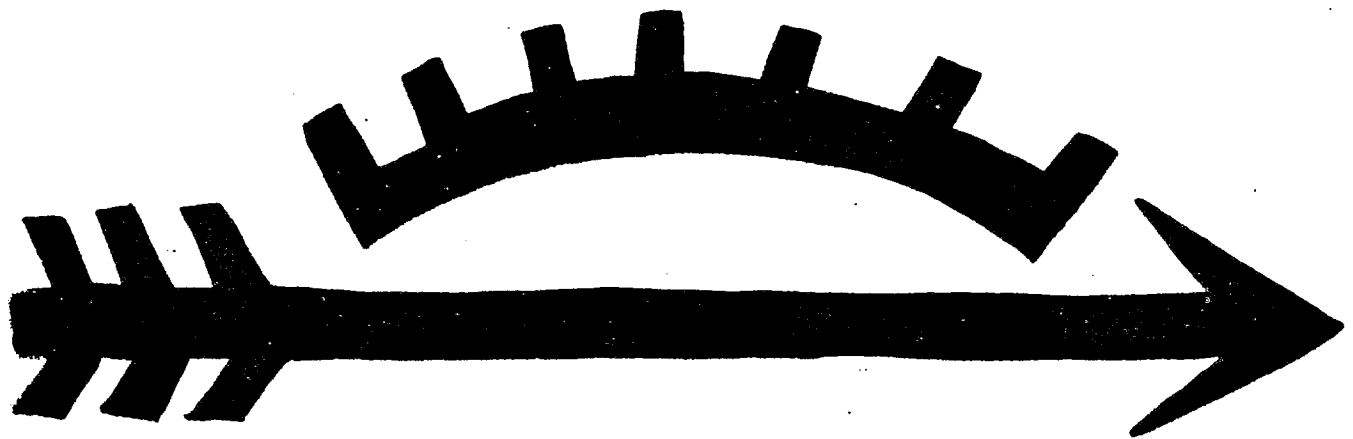
EQUIPMENT NEEDED: COMPASS, CANTEEN, SCOUT HANDBOOK, LUNCH (IF DESIRED), AND PROPER HIKING ATTIRE.

A 21 YEAR OLD ADULT MUST ACCOMPANY EACH PATROL ON THE HIKE, (THERE ARE SEVERAL DANGEROUS ROAD CROSSINGS TO BE MADE), AND THIS IS FOR YOUR SAFETY.

1. THE TRAIL STARTS AT THE CAMP MAIN GATE, YOU THEN TRAVEL IN A STRAIGHT WESTERLY DIRECTION ON THE SERVICE ROAD, PAST THE CABINS AND ON INTO THE WOODS TO THE BIG MAIN FORK, FOLLOW LEFT.
2. IT ONCE BROUGHT COOL DRINK TO MANY A THIRSTY HIKER, WHAT IS IT? OLD PUMP
3. AS YOU HIKE, YOU WILL FIND OLD RUINS, WHAT COULD THEY BE? OLD HOUSE (SHELTER)
4. BEAR RIGHT ON THE DEEPEST OF THE TRAILS AFTER THE RUINS.
5. THE RIVER IS DEEP AND TREACHEROUS, MANY HAVE LOST THEIR LIVES, BUT THE TRAIL IS NOT, BEAR SOUTH. (HORSES USE THIS ROUTE ALSO, AND HAVE THE RIGHT-OF-WAY)
6. FOLLOW THE HORSE TRAIL ALONG THE RIVER, CHECK OUT THE STREAM THAT FEEDS THE RIVER. AT THE JUNCTION OF THE TWO PATHS, IS THE WATER UN-POLLUTED? NO. HAS STREAM CONSERVATION BEEN PRACTICED? SOMEWHAT. IS EROSION IN THE IMMEDIATE AREA UNDER CONTROL? NO. OF WHAT USE IS THE SMALL DAM IN THE STREAM TO THE LEFT? TO SLOW WATER RUNOFF
7. YOU MUST TRAVEL SOUTH ON THE HORSE TRAIL, WHICH WAS ALSO USED BY THE INDIANS MANY YEARS AGO, AS YOU TRAVEL, TOWARDS THE END, HEAD FOR THE SHELTER UPON ENTERING THE PICNIC GROVE. (WATER AND PIT TOILETS AVAILABLE)
 WHAT TRIBE OF INDIANS USED TO ROAM THESE WOODS? POTOVATONI
8. AFTER A SHORT REST, IF NEEDED, SOUTHERLY YOU MUST JOURNEY, TO THE BIG HIGHWAY, THEN CROSS, USE CAUTION AND CARE, (SPEED LIMIT IS 50 M.P.H.), THE HORSE TRAIL IS WHERE YOU MUST GO. WHAT IS THE CIRCUMFERENCE OF THE TRIPLE TREE AT 4 FEET ABOVE THE GROUND? 18 FEET. WHAT KIND OF TREE IS IT? WHITE OAK
 WHAT KIND OF VINE IS GROWING UP ITS TRUNK? POISON IVY
9. CROSS THE HARD TOP ROAD BY FOLLOWING A COMPASS HEADING OF 94° (EAST IF NO ACCURATE COMPASS IS AVAILABLE).
10. QUITE A DISTANCE YOU MUST TRAVEL, BUT WHEN YOU VENTURE UPON A TRAIL TO THE RIGHT, YOU MUST BEAR LEFT, ON THE HORSE TRAIL, NOT PATH.
11. APPROXIMATELY 1/2 TO 3/4 OF A MILE FROM THE LAST INSTRUCTION, YOU WILL SEE A KETTLE OR DEPRESSION ON THE LEFT, ABOUT 50 FEET OFF THE TRAIL. HOW COULD IT HAVE BEEN FORMED? BY GLACIERS
12. AS YOU COME TO THE PARKING LOT WHICH HAS A SHELTER NEARBY, YOU HAVE REACHED THE 1/2 WAY POINT, YOU MAY STOP FOR LUNCH, PIT STOP, AND WATER. THERE IS A BODY SHOP ACROSS THE RIVER, WITHOUT CROSSING THE RIVER, WHAT IS THE NAME AND ADDRESS NUMBER OF THIS BODY SHOP? MAACO AND 1826
13. GO NORTHERLY, ALONG THE RIVER TO THE DAM, (DO NOT GO OUT ONTO THE DAM, IT IS DANGEROUS).
14. FROM THE DAM, CONTINUE NORTH ALONG THE SIDE OF THE ROAD. WHAT IS THE NAME ON THE BLUE WATER TOWER? WHEELING
15. WHEN YOU COME TO THE HORSE TRAIL TURN WEST WHERE IT CROSSES THE ROAD. IF YOU REACH THE STOP SIGN, YOU HAVE MISSED THE TRAIL.
16. CROSS THE HIGHWAY AT THE "FOREST PRESERVE ENTRANCE" SIGN, (USE GREAT CARE), FOLLOW THE BRIDLE PATH TO WHERE IT TURNS LEFT, THEN BEAR RIGHT ALONG SIDE OF THE PAVED AREA, TOWARD THE LAKE, TRAVEL AROUND THE LAKE ON ITS NORTH SIDE TO THE DANGER SIGN ON THE EASTERN SHORE. AT THE DANGER SIGN'S NORTH POST, TAKE A COMPASS READING OF THE TRAIL TO THE EAST. WHAT IS YOUR COMPASS BEARING? 99 DEGREES
17. FOLLOW THAT TRAIL EAST TO THE HARDTOP, THEN NORTH ON THE HARDTOP, (USE PROPER HIKING METHOD) TO THE STOP SIGN. WHAT IS THE NUMBER ON THE UTILITY POLE THERE? 8426 911 A1. CONTINUE AT 0° TO THE CAMP ENTRANCE, THEN LEFT INTO CAMP. WHAT IS THE PHONE NUMBER ON THE CAMP PAY TELEPHONE? 312-537-9817
18. TURN IN YOUR COMPLETED ANSWER SHEET TO YOUR UNIT LEADER. A PATCH AND HIKER SEGMENT ARE AVAILABLE FROM THE RANGER.

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WEBELOS



THE WEBELOS SCOUT

The year spent in the Webelos den will do much to determine the future of the boy in the Scouting program. This is the year of change . . . change from female-directed program to male-directed program; change from working on a short range project to a longer range one; change from a home oriented handicraft program to one which requires observation, analysis and points the boy towards the outdoors. Rather than looking at the Webelos program as a continuation of Cub Scouts, it should be considered as a step to Boy Scouts. You, the Webelos Leader have the responsibility, fun and satisfaction of being able to watch your boys mature in their handling of new problems and increase their ability to expand into new areas of activity.

The Webelos Scout is older, bigger in stature and more advanced in knowledge and experience than the other boys in the pack. He definitely doesn't want to continue to do the things which the 8 and 9-year-old boys are doing in their dens.

These boys are real testers. They size up their leaders, teachers and even parents to see what they can get away with. They want a line drawn telling them how far they can go, but will constantly try to bend or move the line once it's there. This means you must stand firm once the line is drawn. Your discipline should be consistent, impartial and fair. Because they still lack adult judgment, they also need reminders when it comes to responsibility for property - theirs and others.

Like every living person, the Webelos Scout thrives on praise and sulks at criticism. He is eager to please those he likes. Your demonstration of interest, sincerity, and genuine liking will result in intense loyalty to you and the Webelos den. As long as you are fair in all dealings and make reasonable requests, your Webelos Scouts will follow your leadership and participate in the program.

Ever watch two or three 10-year-olds at unsupervised play? One pokes another and then runs, challenging the other to catch him. If the other boy does catch him, what happens? He gives a shove and then runs expecting to be chased by the first boy. Run and chase - chase and run. Yet right in the middle an ant hill is spotted. Suddenly the running and chasing stops. Down on hands and knees, the boys carefully watch the work done by these tiny insects. This intent study is interrupted by the sound of a model airplane motor three blocks away. The ants are forgotten. The boys are off on a new venture, tearing off to get there while it's still flying. This play pattern gives you an insight into their attention span.

This means the den program should not stick to any one thing very long. An ideal program is quite variable with short periods of seriousness, games, instruction, contests and crafts. If any part of your meeting lasts more than 10 minutes, you start to have horseplay. If you try to carry out the same activity for 15 minutes or more, you are in real trouble.

Remember, FUN isn't any single part of a meeting. It's present at every meeting from the time the first boy arrives until the meeting is over.

AQUANAUT

SUGGESTED DEN ACTIVITIES:

- Make a simple buddy board and have buddy tags for all the boys. Insist that they are used each time they go swimming. Each boy is responsible for his buddy.

- Take your den swimming and classify the boys according to swimming ability. See how many can pass the 100-foot requirements.

- Have someone, perhaps a Den Chief, who knows how, demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment, or have them use their own. Start off with fins and show them the difference in speed with and without them. Have the boys practice seeing in the water with the masks and learning how to breathe. Next, the boys try the snorkel in shallow water (learning to breathe) before venturing out where the water is deeper.

- Have the boys learn the basic rescue methods as illustrated on the following page. Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring buoy or other lifeline.

- If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give the boys a chance to practice these methods.

- Explain how to set up a safe swim area and then have the boys set one up. See "Cub Scout Water Fun" and "Backyard U. S. A."

- Have someone tell the boys about "How to Help Yourself in an Emergency". The three basic rules: don't panic, think, save your strength. Tell what to do for cramps, currents, undertows, weeds; how to disrobe in the water, using clothing for flotation.

- The following are some good beginner's games:

1. Catching ball in shallow water
2. Passing water ball while standing in water.
3. Tunnel ball - passing ball back and between the legs.
4. Cat and Mouse - cat outside circle, mouse inside.
5. Spoon and ping-pong ball relay.
6. Kickboard race for 10 to 25 yards.
7. Relay race in shallow water

- Have a swimming spelldown for the swimmers. Leader calls out a stunt. Swimmers performing it remain in the game - others are eliminated as in a spelling match.

1. Swim with one arm out of water (sidestroke)
2. Swim on back with both arms out.
3. Duck dive (surface dive)
4. Log roll (arms and feet extended, roll the body)
5. Front somersault.
6. Pendulum float.

- Study about the water pollutants in the lakes and rivers in your area and their effects on the uses of water for consumption and recreation.

ARTIST



The Artist Activity Badge isn't expected to make an artist of every Webelos Scout, but rather to help him better understand how the artist works and what he is trying to express. For many people, art is a vocation, the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby.

SUGGESTED DEN ACTIVITIES:

- Invite a school art instructor or an artist to your den meeting to talk about basic art and to answer any technical questions on the requirements which may come up. As design is basic in all art, have the boys make two designs each of straight line, curved line, and a composite of both types of lines. Have each boy make a pencil sketch of a bottle, dish or other still object.
- Let the boys study the color wheel and practice combining paints making shades and tints with tempera or watercolor. Ask boys to make a profile of a family member and an original picture at home.
- Have modeling clay and material on hand for making models. See Webelos Scout book for instructions on modeling a head.
- Make mobiles
- Make constructions - simple designs in space.

Webelos Scouts will learn to be more observant in this activity badge area as they learn to differentiate between colors, tints and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They can develop creativity as they practice design and work on sculpturing, mobiles and constructions.



ATHLETE



SUGGESTED DEN ACTIVITIES:

- Read the Athlete section of the Webelos Scout book with the boys. Help them set up a regular schedule of exercising with a chart for keeping a record of improvement.
- Make physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4 inch pipe on the ends, embedded in 46 oz. cans filled with cement. Or, see the barbells illustrated on the following page. A bicycle inner tube is good for stretching exercises to build legs, arms, back and chest muscles.
- Practice pull-ups and push-ups.
- Practice 600-yard run (walk).
- Plan a short physical fitness demonstration for pack meeting. For example: show proper techniques for doing front roll, back roll, push-ups, sit-ups, etc.
- Practice light, loosening-up exercises to be done before strenuous exercises.
- Agility is the major requirement of an athlete. Try out the agility exercises described on the following pages.
- Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.
- Plastic bleach bottles (1/2 gal to 1 gal. size) filled with sand, make good barbells used to develop arm and shoulder muscles.

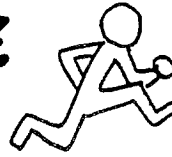
TIPS FOR SUMMERTIME WORKOUTS:

Avoid the dangers of summertime temperatures and humidity by following these tips. They will reduce your chances of suffering heat exhaustion or heat stroke.

1. Rest frequently between exercises. Take at least two minutes rest between running exercises .. more if you need it. It's important to work hard at exercises, but don't forget to rest your body so it can recuperate from its loss of energy and liquids.
2. Drink small amounts of water to replenish the liquids lost in perspiration. Drink water supplemented with salt and glucose.
3. Try to schedule your workout in the morning or early evening to avoid the summer heat as much as possible.
4. Wear white clothing (to reflect heat) which is loose and comfortable.
5. Persuade a buddy to work out with you. Encourage each other to work hard and keep going when you feel like quitting.

W X #

ATHLETE



AGILITY EXERCISES:

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1: 8 minutes

1. Fish Flops: Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place, drop to the ground and bounce up again. (2 min)
3. Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 min.)
4. Root Drill: You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

REST TWO MINUTES.

Set 2: 6 minutes

1. Crab Mirror: Two players on all fours. One moves at random to the left, right, back, or forward and the other mirrors his moves. Switch leaders and repeat. (2 min.)
2. Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 min)
3. Situps: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for one minute.

REST TWO MINUTES.

FLEXIBILITY EXERCISES:

Fingers: Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open hand position. (30 sec.)

Palms: Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 sec.)

Wrists: Same position as palms (above). Rotate wrists clockwise, then counter-clockwise. (30 sec.)

Forearm Twist: Arms extended sideward and parallel to the ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 min.)

Shoulder Stretches: 3-part exercise. (a) Rotate one arm over your head and down slowly. Repeat with other arm. (b) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (c) Lock your hands behind your head and pull back slowly from shoulders. (2 min)

ATHLETE



An athlete is one who keeps his body physically fit ... strong, graceful, co-ordinated and agile ... a desire of practically every boy. Tell your boys about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercist each day are required to keep it physically fit. By adequate exercise, getting the proper food each day .. adequate servings from the milk and meat food groups, vegetables, fruits, breads and cereals and taking care of himself, a boy can become an athlete.

The activities of the Athlete Activity Badge can help a boy measure up to the standards of strength, agility, endurance and coordination necessary for good active Boy Scouting and activities in later life.

Many Webelos leaders use Athlete as the first badge a boy earns upon joining the den. This starts off their year in Webelos with an early badge to inspire them onward. By laying out a permanent, accurately measured 50 yard dash and 600 yard run near your meeting place, you can easily test your new Webelos Scout in less than half an hour. Use a stop watch when timing these sprint and distance runs.

As the boy completes the requirements, fill in Column 1 of his Fitness Progress Chart in his Webelos Scout book. Check your boys, using the following chart for 10-year-olds, and then help them overcome their weaknesses.

Rating	Sit-Ups Number	Pull-Ups Number	Broad Jump		50-Yd. Dash Seconds	600-Yd. Run Minutes
			Ft.	In.		
Excellent	60	6	5	6	7.6	2:15
Good	47	3	5	0	8.1	2:30
Satisfactory	30	2	4	8	8.6	2:45
Poor	22	1	4	4	9.0	2:58

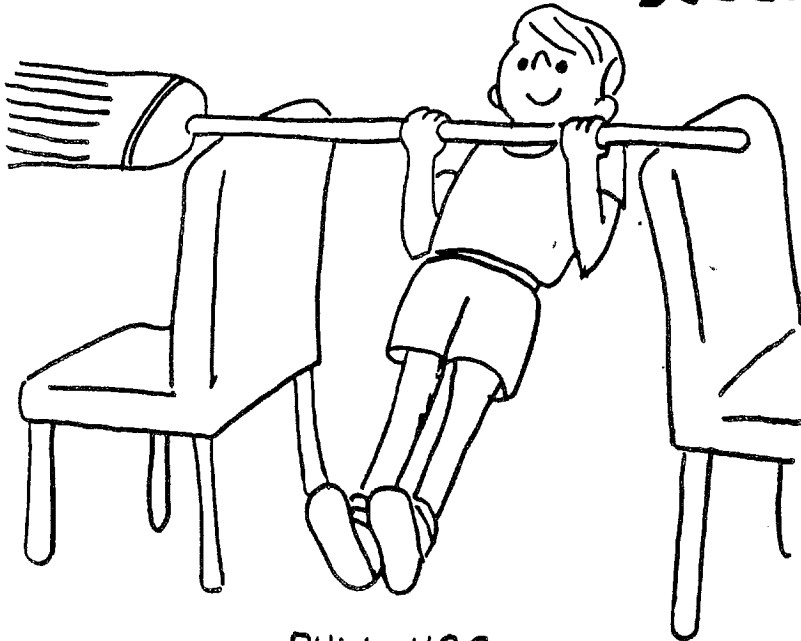
For fun and to stimulate interest in improving their physical abilities, use some of the dual contests found in the Webelos Scout book and the Webelos Leader's Book.

To be an athlete, a person must be physically fit. This means he can rise to each task with a bounce and enthusiasm and enjoy life more than anyone who is physically unfit. If he is fit as a boy, he can be fit as a man.

On the following pages are some suggested den activities connected with the Athlete Activity Badge.

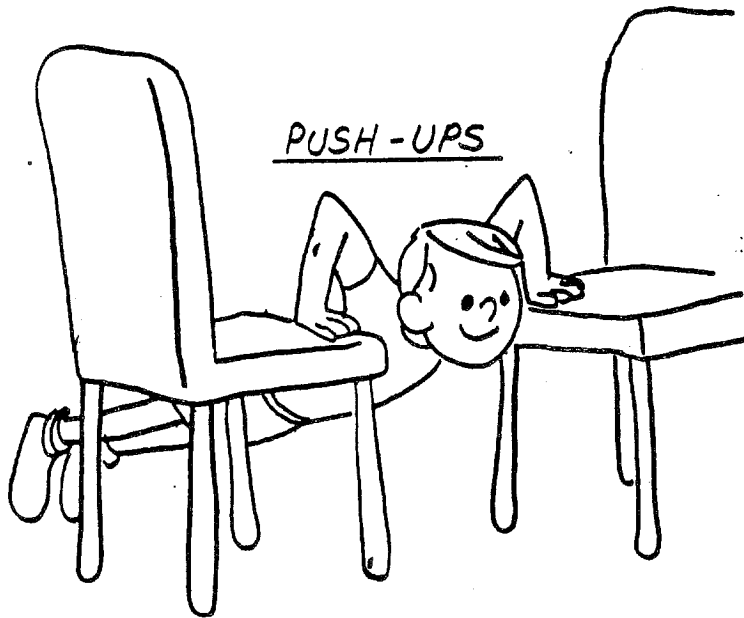
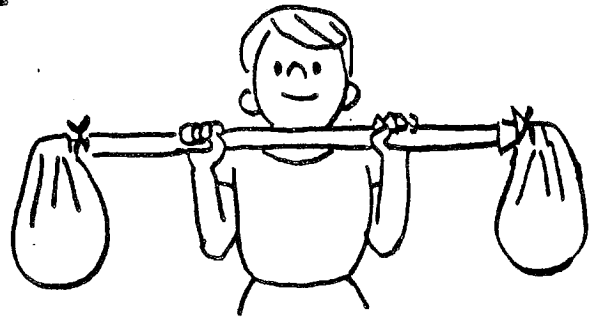
REMEMBER when putting boys to any test, the important thing is that they do their best! While some in physical feats do excel; some others in mental abilities do well. So don't compare and expect the same of all; rather let each set his goal, whether large or small. Give them encouragement and praise their skill; and you'll find they will strive their best to fulfill.

ATHLETE

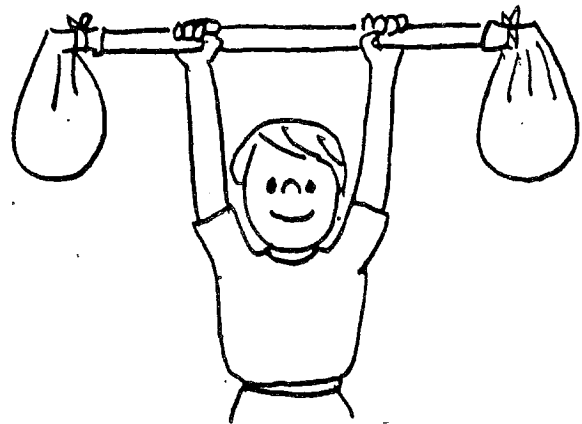


PULL-UPS

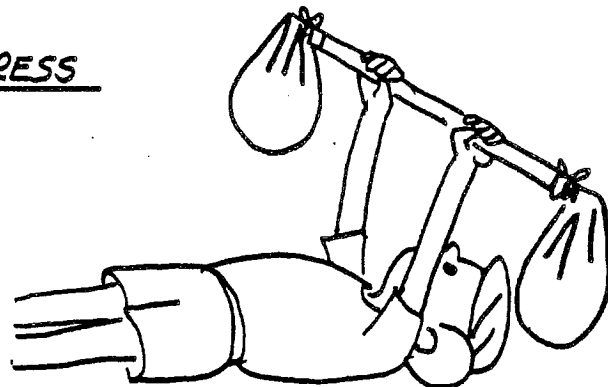
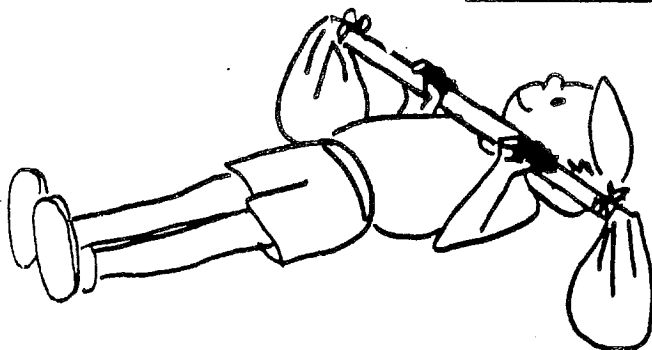
STANDING PRESS



PUSH-UPS



PRONE PRESS

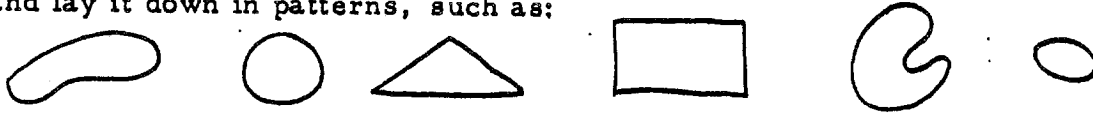


ARTIST



DESIGN:

Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in patterns, such as:



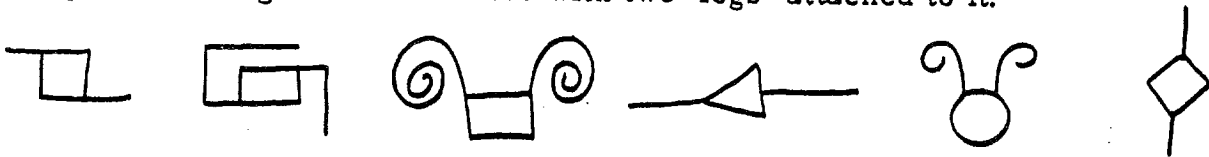
All of these designs are alike in one respect. They have one interior and one exterior.

Your string could also be laid out in these designs:

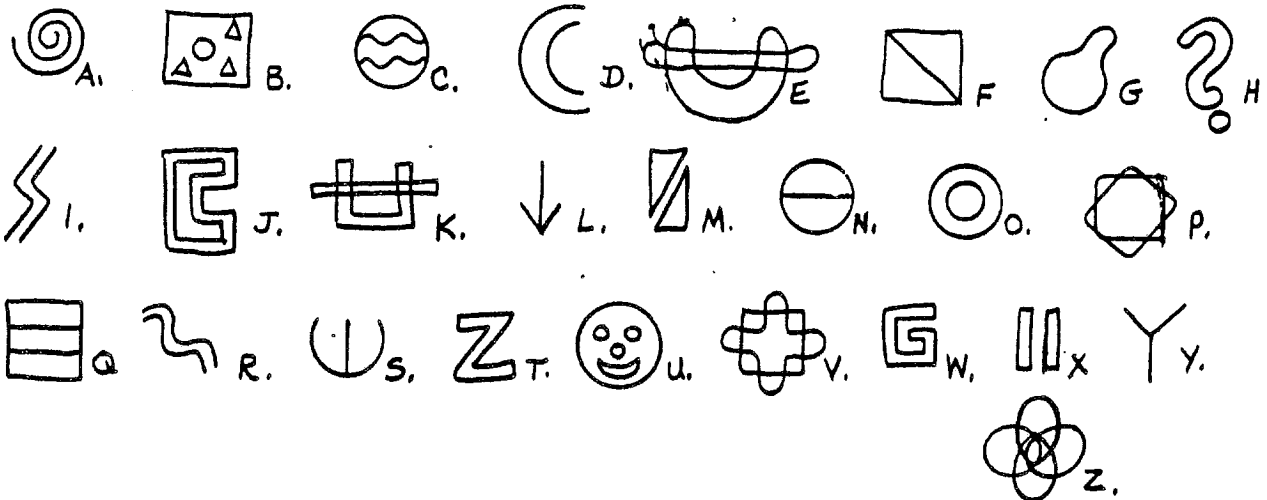


All of these designs are alike in one respect. They have two interiors and one exterior. Each one is really a different version of the other. The most important location in each design is point A.

The following designs are also different versions of the same thing. Each one is a simple closed figure in the center with two 'legs' attached to it:



Drawings which are really different versions of the same basic pattern are called "homeomorphic". Below you see 26 different designs which belong to 12 different families. Try to group these designs into "homeomorphic" families.



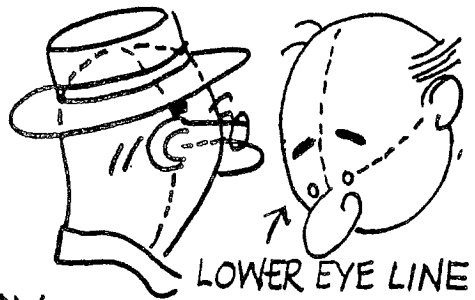
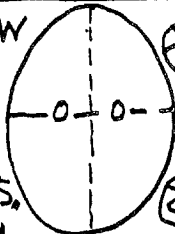
Answers: Family 1, A. Family 2: B, U. Family 3: C, Q. Family 4: D, I, R.
 Family 5: E, K. Family 6: F, N. Family 7: G, T, W. Family 8: H, M, X.
 Family 9: J, O. Family 10: L, S, Y. Family 11: P, V. Family 12: Z

ARTIST



CARTOON FIGURES

FIRST DRAW
A CIRCLE
OR OVAL.
DIVIDE IN
FOUR PARTS.



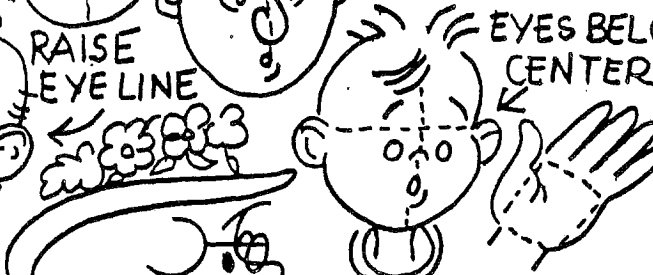
LOWER EYE LINE

RAISE
EYE LINE

EYES BELOW
CENTER

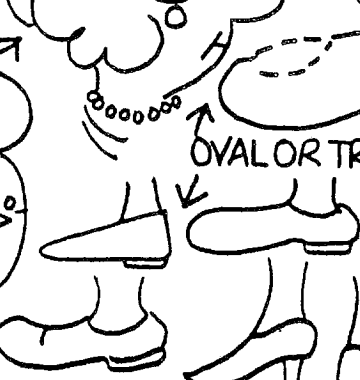


KEEP HAIR
SIMPLE

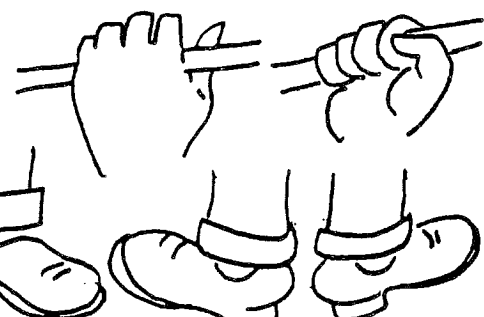


BACK

PALM



OVAL OR TRIANGLE



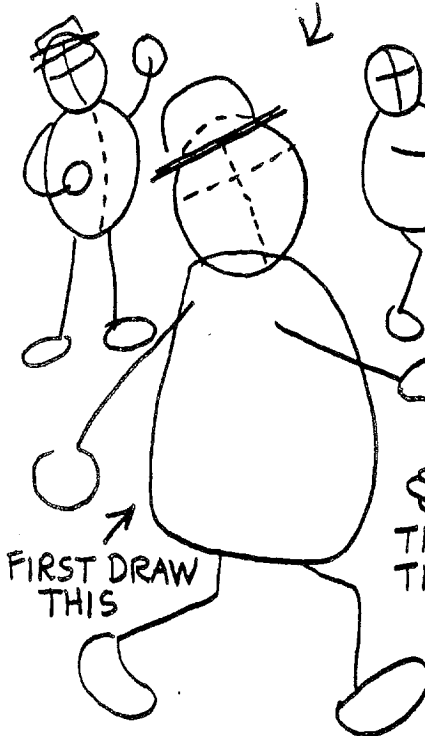
TWO OVALS OR
TRIANGLE

COPY THESE FORMS
AND CREATE YOUR OWN FIGURES



FIRST DRAW
THIS

THEN
THIS



CITIZEN



The Citizen Activity Badge is one of the requirements for the Arrow of Light Award. This is a good badge to start the boys on as soon as they join the den. The written requirements and readings may be done at home with mother and dad, which points out the continuing importance of parent involvement in the Webelos den.

This badge area is also of interest to the Leader, because he can learn much about his boys from their writings on what is meant by "all men are created equal" and on the Star Spangled Banner. The Leader should keep in mind that all boys are different, so will have different ideas and opinions on this badge. Each boy's 'best' should be judged individually.

A lot will depend on how well informed and enthusiastic the Webelos leader is, and how he presents the badge to the boys. This badge can be fun, or it can be just 'another piece of paper to write'. It's up to you.

SUGGESTED DEN ACTIVITIES:

- Discuss requirements of badge with boys. Decide on Good Turn for school, church or community and plan how to carry it out.
- Boys make logbooks to record their work on the badge.
- Plan a special Good Turn for the next pack meeting - such as setting up chairs, ushering, clean-up, etc.
- Visit a local government agency. Find out how it works, what service it provides, how it affects boys and their families.
- A campaign against litter is a 'must' for good citizenship. Discuss how your den can carry on such a campaign ... and do it. This could include making posters for display, litter clean-up, making litter bags, etc.
- Discuss the various organizations in your community which help people. How are they financed and run? Do they use volunteer help? Visit one of these organizations.
- Discuss ways boys can be good citizens. Let them make lists of things they will try to do regularly.

Citizenship Pledge: "As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team".

A Good Citizen:

- | | | |
|------------------------------|-----------------------------------|-----------------------|
| - is helpful | - practices health & safety rules | - practices fair play |
| - takes pride in achievement | - is patriotic & loyal | - is kind |
| - practices good manners | - takes care of property | - respects authority |
| | - is honest & dependable | - practices thrift |
| | - has good work habits | |

WX 10

CRAFTSMAN



Learning how to care for and sharpen tools is an important asset in doing any kind of handicraft, but boys want to make things. The Craftsman Activity Badge requires that a Webelos Scout make at least eight different wood, leather or tin articles. These involve designing, cutting, tooling, lacing leather, using a jigsaw or coping saw with wood, or cutting and joining metal.

To supplement the information in the Webelos Scout book you will probably find "Crafts for Cub Scouts" the most helpful for ideas, techniques and designs. There are many resource books at the library or hobby store which would also be helpful.

Helping boys make and do things that are consistent with their abilities and interests is a satisfaction in itself. You also have the opportunity to help boys develop confidence in their abilities by encouraging them to use their talents and skills for more advanced handicraft projects and perhaps develop a hobby in one of these fields.

If you do not feel expert enough to lead them in a craft or skill, call on someone who can help. You aren't expected to be skilled in everything . . . and this is an opportunity to bring in fathers to help.

Words of Wisdom:

- Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.
- Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.
- Watch for signs of discouragement. Help boys when they seem to be having trouble.
- Make sure that all projects are carefully planned before they begin, so the boys know what they're making.
- Help each boy to understand safety practices and take safety precautions where needed, and know sharp tools are a necessity and should be used with care & safety.
- Be extra cautious in metalwork projects.
- Clean up working areas when finished - this leads to good relationships.

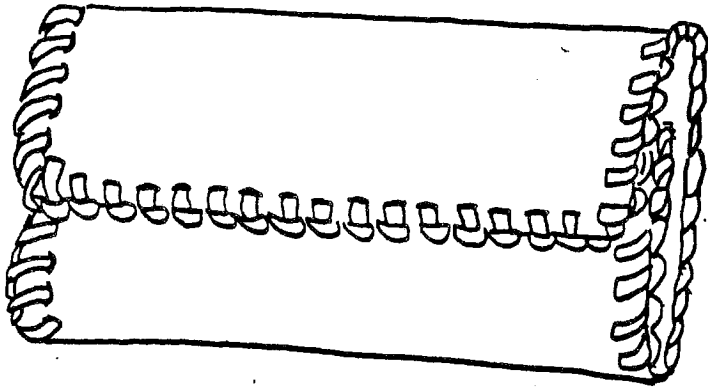
Demonstrations for Pack Meeting:

- How to use the coping saw, bench fork or V-board and C-clamp.
- How to nail, toenail, clinch a nail, and use a block to pull a nail.
- How to drill a hole for inside cutting with coping saw.
- How to use a pocketknife - care, safety measures, sharpening, whittling.
- How to nail a butt joint.
- How to apply finish - crayons, tempera, wax paint, enamel, shellac.
- How to make a bench hook and how it is used.
- Difference between a crosscut saw and a rip saw; proper way to saw, and the use of the T-square.

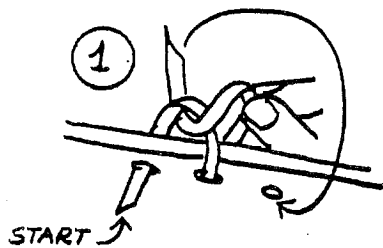


CRAFTSMAN

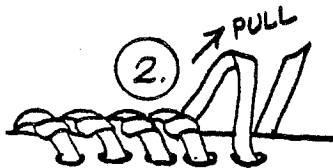
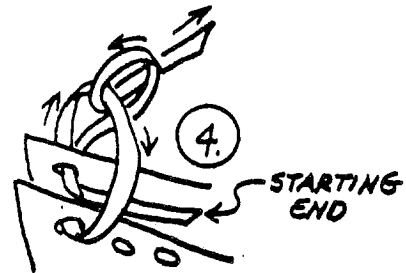
LACING INSTRUCTIONS FOR LEATHERCRAFT



1. For items that start and end at the same point; Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop front to back. Then tighten the stitch from the back.

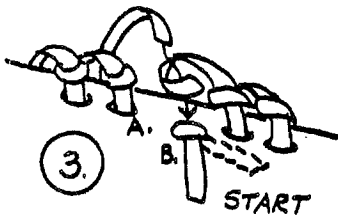


2. Continue lacing your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.



3. Remove lacing from starting hole A. Lace one more stitch in hole A. Remove starting lace from next loop and insert working end down through this loop. Now pull both ends through hole B to the inside. Cement will hold them in place.

4. Items starting at one point, ending at another: Start lacing by pushing starting end through first hole from inside. Bring lace over top and through the same hole in both pieces of leather, forming loop. Go thru loop, front to back.



Tighten loop from back.

Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times.

5. Finish lacing as shown in (5).

WX 12

CRAFTSMAN



THE USE OF A HANDSAW

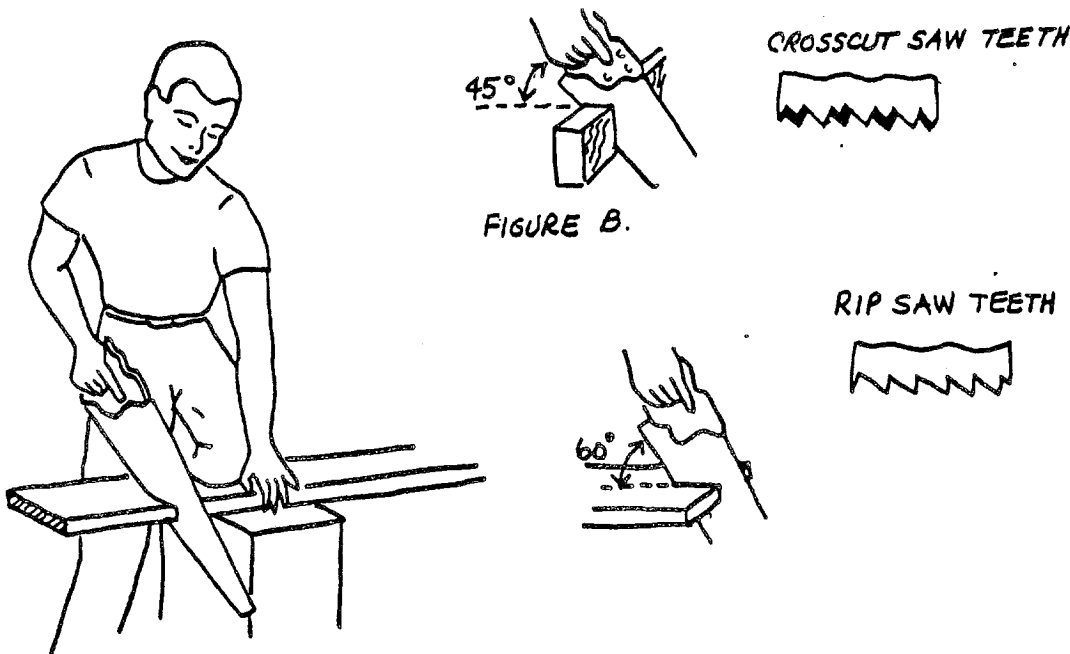
Handsaws have come a long way since the earliest Stone Age man made his by chipping notches in a piece of stone or flint. Today's saws are made of steel, with handles designed for a firm grip and with two different types of teeth. These two very important saws in a woodworker's tool kit are a rip and a crosscut saw.

While both the saws look alike in size and shape, a close examination of the teeth will disclose several differences - the shape and spacing of the teeth, and the way the teeth are filed. Rip-saw teeth are designed to cut with the grain of the wood and so are straight-filed, each tooth cutting as a small chisel. Crosscut saw teeth are designed to cut across the grain and so are bevel-filed, each tooth cutting the wood fibers like a sharp knife. Both saws have 'set' in the teeth .. that is, alternate teeth are bent outward slightly, so the saw kerf will be slightly wider than the thickness of the blade to provide clearance and make cutting easier. High-quality saws are taper-ground for the same reason.

The most popular size of rip and crosscut saws is 26 inches, with five or 5 1/2 teeth (points) to the inch for rip saws and eight or ten teeth to the inch for crosscut saws.

To rip a board, hold at 45 to 60-degree angle. Take long, easy strokes. Don't force saw. To start a cut, use thumb as a guide for blade. Extending your forefinger on handle, helps to steer saw in straight line. (See A)

For crosscutting, hold the saw at an angle of 45 degrees. Steady the board so it does not vibrate. (See B)



ENGINEER



One of the great things about being a Webelos den leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass along to your boys. If one of the Webelos Scout's father is an engineer, be sure to recruit his help.

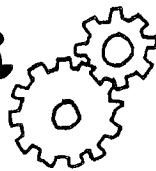
One of the purposes of Cub Scouting is 'fostering a sense of personal achievement by developing new interests and skills' in boys. The Engineer Activity Badge probably does this more than any of the other Webelos activity areas. Engineering is one of the most exacting of the professions and the badge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

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

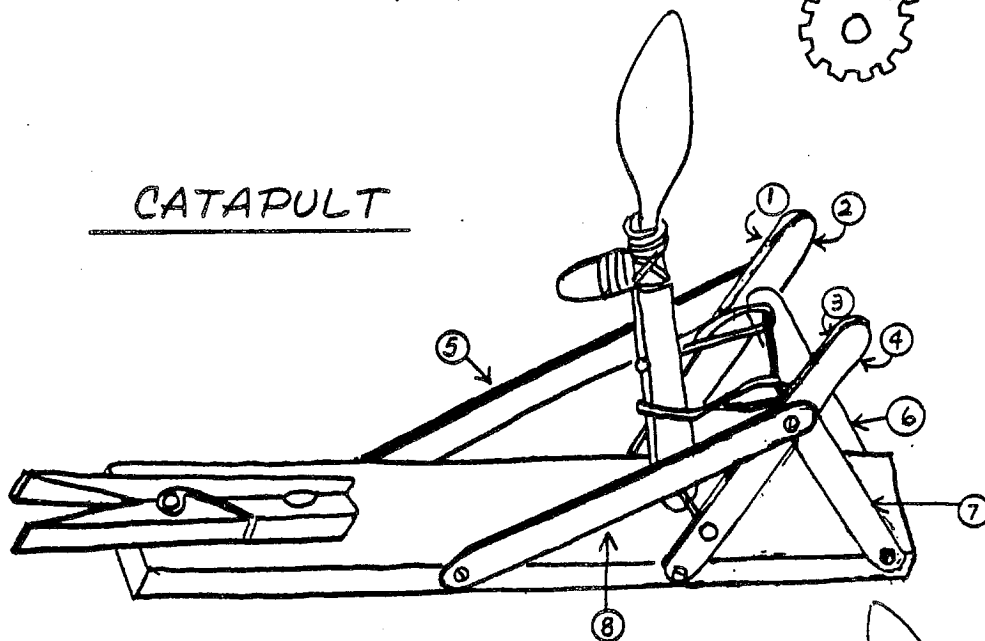
SUGGESTED DEN ACTIVITIES:

- Arrange for boys to visit an engineer or surveyor in a municipal or county office. Plan for the boys to look through the surveyor's transit and 'read a rod', or visit a construction site and see the plans which are being followed.
- Make block and tackle. Be sure to explain its purpose . . . to lift weights easily. A single block and tackle has an ideal mechanical advantage of two, which means that if there were no friction, a 1-pound pulling force could lift 2 pounds. A double block with 1-pound pulling could lift 4 pounds. As additional blocks are added, the mechanical advantage is increased, but each additional pulley also decreases the distance the load is moved. Friction is a factor affecting the lifting power. Make your own block and tackle using spools, cord, nails, and blocks of wood.
- Make catapults. See following page.
- Have the boys find pictures of different bridges and bring them to den meeting. The differences in many kinds of bridges will become apparent as the boys study them and construct models. The simplest ones are plank, beam, pier, beam and deck, and the truss and arch types. The more complex kinds are the bascule (the old castle drawbridge type), verticle lift, cantilever, and pontoon. Many of the swinging bridges are in use today.
- Discuss property lines. Have an expert show the boys how property lines are determined and how to measure one.
- Discuss different types of engineers. If one of the Dads is an engineer, ask him to describe briefly to the boys what his duties consist of.

ENGINEER



CATAPULT



MATERIALS:

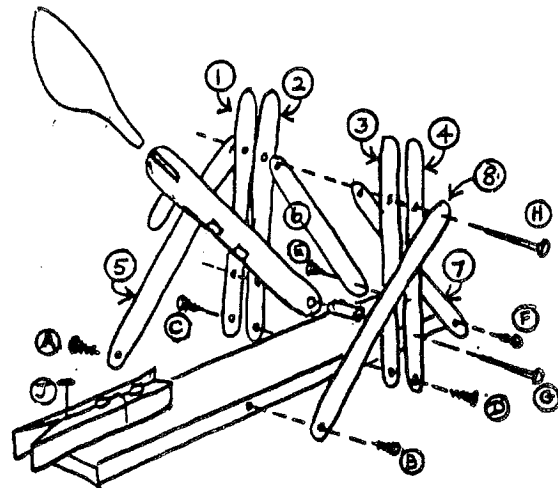
Catapult Arm: 3 popsicle sticks (cut one down to 1 1/4"); a 15" piece of strong twine; one plastic spoon (cut handle until there is 3/4" of handle left on spoon); one rubber band (lightweight)

Catapult Base: wooden slat 3/8" thick (approx. 1 3/8" X 8 1/4")

Slides: 8 popsicle sticks; two 2" nails, two 1/2" pieces of drinking straw; Six 1/2" wood screws.

Trigger: one clamp clothespin; 1 3/4" nail.

Missiles: clay balls about 3/4" in diameter wrapped in aluminum foil.



INSTRUCTIONS:

1. Assemble catapult arm (popsicle stick with spoon) by gluing two sticks together. Cut out a half-inch slot at one end for the plastic spoon to fit into. At the other end, drill a hole for nail G to go through. Cut a 1 1/4" piece of popsicle stick and glue it to the arm just below the slot. When glue is dry, insert the spoon and wind cord around the arm, spoon, and extending piece of stick. Make two notches a half-inch apart (center them) in the bottom edge of arm.
2. Prepare base and sides by drilling holes for nails and screws. Nail holes should be small enough for the screws to go in through the popsicle sticks freely. Drill hole in each side of base for screws C and D, three inches from the end and about 3/8" deep.
3. Sticks 1, 2, 3 and 4 each receive 3 holes. These should all be in line with each other. The diagonal sticks 5, 6, 7 and 8 receive a hole through each end. One hole will be for a screw and the other for a nail. (continued)

CATAPULT INSTRUCTIONS (continued) :

4. Assemble the catapult by screwing sticks 1, 2, 3 and 4 against the sides of the base in an upright position. Attach diagonal sticks 5, 6, 7 and 8 to these sticks with nail H as shown in diagram. When the bottom ends of the diagonal sticks are positioned against the base, make pencil marks and drill holes in the base for screws A, B, E and F. Screw the ends of the sticks to the base.
5. Loop a rubber band around nail H and slip the bottom end of the catapult arm through the rubber-band loops. Insert nail G through the upright sticks and the arm, placing the straw spacers on each side of the arm. Pull down the catapult arm and mark where the extended stick touches the base. Place the jaw of the clothespin on this mark and fasten the clothespin to the base with nail J.
Now, fire away!

- Boys Life Magazine

HOW ELECTRICITY IS CARRIED

Electricity from the power station is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electricity from the power station to all these places. A transformer is a machine that transforms or changes an electric current from a high to a low voltage. It can also change current from a low to a high voltage.

The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum is also a good conductor and is gaining wider use because of its light weight. We use millions of tons of copper to make electrical wire for all purposes.

Our homes are often supplied with 110 volts of electricity, but toy electric trains, for example, need fewer volts to operate. Step-down transformers decrease the voltage of an alternating current, enabling a toy train to run. It takes only 11 volts A. C. to run a toy train.

When big generators make electricity, it is usually at about 2,200 volts pressure. Step-up transformers raise the pressure about 100 times, to around 220,000 volts. This helps it travel along the wires better. When it gets near the place where it is to be used, step-down transformers lower it back to 2,200 volts. Before it reaches our homes, another step-down transformer lowers it to 110 volts or 220 volts. So, transformers operate as pumps to increase pressure or voltage; they also act as shrinkers of voltage.

- Wonder Book of Electricity

WX/6

FORESTER



A forester deals with the care and growing of trees, and a Webelos Scout, working on his Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark, and types of wood as well as how they live and grow.

America is a land of trees ... they grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees ... our wooden houses and the furniture in them, the rayon clothing we wear, the film in our cameras, and many of the fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. The one very important value is the aesthetic. Think what beauty we would be missing if there were no trees. Our world wouldn't be nearly so interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.

SUGGESTED DEN PROJECTS:

- Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
- Make a collection of leaf prints.
- Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
- Check with a local conservationist for advice on planting projects and seedlings.
- Plant a tree.
- For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things.
- Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- Teach boys how to measure tree diameter and height.
- Make a 'window on the insect world' display for pack meeting.
- Make a tree exhibit 'from roots to fruit' for pack meeting.

FORESTER

WINDOW ON THE INSECT WORLD

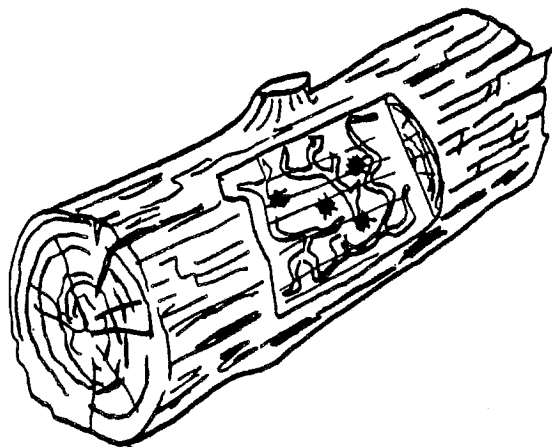
More than 180 million Americans depend on 489 million acres of forest land for their wood supplies. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for forest products.

Every minute of the day and night billions of insects are busily chewing, biting, sucking, and boring away at our trees, gardens, home, livestock and agricultural crops. They destroy 10 percent of everything man attempts to grow. You can watch them at work, see what and how they eat, by putting a window on the insect world.

1. With a forester's or entomologist's guidance, obtain a section of insect-infested tree bark. Leaf buds, leaves, or termite-infested wood can also be used.
2. Without disturbing the feeding insects, cover the bark, leaves, buds, or wood with a thin sheet of plastic. Punch several small air holes. Leave enough space under the plastic so the insects can move freely.
3. Label to tell the story of each kind of insect - the kind of trees it attacks, how much timber it kills or damages yearly, what is being done to control it.

If we could eliminate the timber losses America suffers from fire, insects, disease, and other damaging agents, we could nearly double our annual growth. Reducing these losses will help insure the timber supplies our children and their children will need.

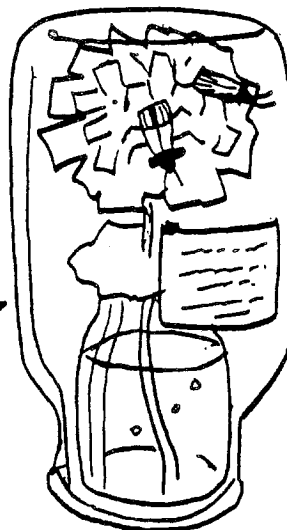
NATURAL RESOURCES ARE PRECIOUS. THEY SHOULD BE CAREFULLY PROTECTED.



TREE INSECT
ZOO

LIVE SPECIMENS

LABEL AS IN #3



WX 18

FORESTER



DIAMETER TAPE & CRUISING STICK

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

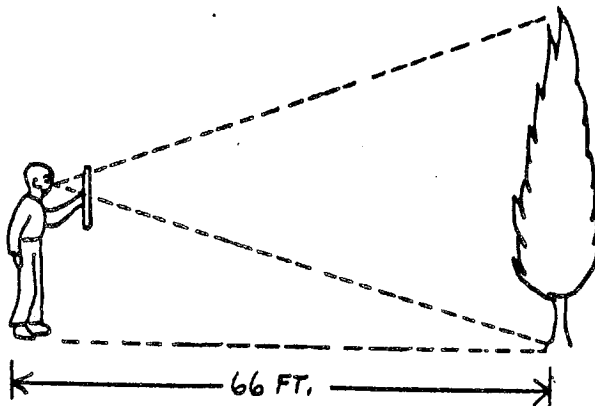
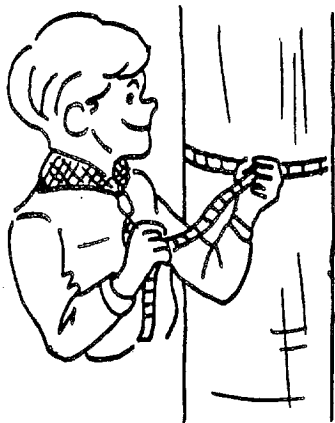
To measure tree diameter:

1. Cut a strip of flexible paper or cardboard about 1/2 inch wide and 45 inches long.
2. Begin at one end of the paper strip and make ink marks 3.14 inches apart. Number these marks consecutively starting with #1 on left end of tape. 3.14 actual inches on your tape is equal to 1 inch in tree diameter.
3. To measure tree diameter, wrap tape around tree at breast height, 4 1/2 feet above the ground. The diameter of the tree in inches will be at the mark nearest where the tape overlaps the zero end.

To measure tree height:

1. Glue a strip of hard paper or cardboard on one side of a yardstick.
2. Begin at one end and make marks 6.15 inches apart with black ink.
3. Label the first mark 1, the second 2, and so on.
4. To measure the tree, stand 66 feet from it; hold arm out horizontally and the stick vertically at arm's reach - 25 inches from eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving head, sight to bottom of tree (be sure stick is still vertical) and see place on stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is 2, there are two 16-foot lengths, and so the tree is 32 feet high.

To practice forestry, forest landowners must first know the amount, extent and condition of the timber resource. They can get this information through careful timber resource surveys.



GEOLOGIST

MAKE YOUR OWN FOSSILS

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

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

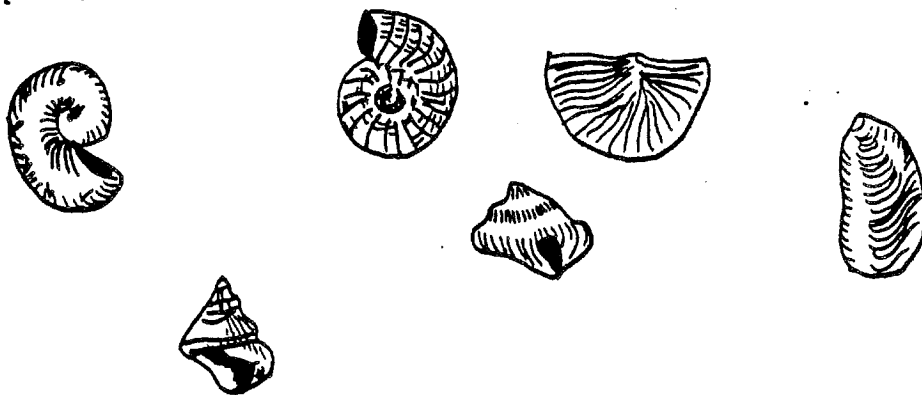
A mold formed in this way will show the nature of the exterior of the shell and is called an external mold. If at some later time this mold became filled with minerals or other sediment, a cast was produced in the mold. The cast would be a reproduction of the original shell from which the mold was formed.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

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

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

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

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



GEOLOGIST

Almost every boy, at one time or another, has a rock collection of some sort. This interest in rocks and the earth from which they come makes the Geologist Activity Badge a 'natural' for most boys. You'll find that the Webelos Scout book contains enough information on volcanoes, geysers and the formation of mountains that the boys will acquire a fairly good understanding of them with only a little assistance.

If you can locate a 'rockhound' in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. He'll probably know a few special spots to take the boys rock hunting.

PHYSICAL PROPERTIES OF MINERALS

HARDNESS

The resistance that a smooth surface of a mineral offers to scratching is called its hardness. The degree of hardness is determined by observing the comparative ease or difficulty of which one mineral is scratched by another, or by a file or knife. The hardness of a mineral might then be said to be its 'scratchability'. A series of ten common minerals has been chosen as a scale, by comparison with which the relative hardness of any mineral can be told. The following minerals arranged in order of increasing hardness comprise what is known as the Mohs Scale of Hardness:

- | | |
|-------------|--------------------------|
| 1. Talc | 6. Orthoclase (Feldspar) |
| 2. Gypsum | 7. Quartz |
| 3. Calcite | 8. Topaz |
| 4. Fluorite | 9. Corundum |
| 5. Apatite | 10. Diamond |

CLEAVAGE

If, when the proper force is applied, a mineral breaks so that it yields definite flat surfaces, it is said to possess a cleavage. Not all minerals show cleavage and only a few show it to any degree.

FRACTURE

The way a mineral fractures also helps identify its properties. What is meant by the fracture of a mineral is the way in which it breaks when it does not yield along cleavage or parting surfaces. The following terms are commonly used to designate different kinds of fractures:

- Conchoidal. When the fracture has smooth, curved surfaces like the interior surface of a shell. Most commonly observed in glass & quartz.
- Fibrous or splintery. When the mineral breaks showing splinters or fibers.
- Hackly. When the mineral breaks with a jagged, irregular surface with sharp edges.
- Uneven or irregular. When the mineral breaks into rough and irregular surfaces.

(continued)

W & 2/

PHYSICAL PROPERTIES OF MINERALS (continued)

TENACITY

The resistance which a mineral offers to breaking, crushing, bending or tearing. In short, its cohesiveness. The following terms are used to describe various kinds of tenacity in minerals:

- A. Brittle. When a mineral breaks or powders easily.
- B. Malleable. When a mineral can be hammered into thin sheets.
- C. Sectile. When a mineral can be cut into thin shavings with a knife.
- D. Ductile. When a mineral can be drawn into wire.
- E. Flexible. When a mineral bends but does not resume its original shape when the pressure is released.
- F. Elastic. When, after being bent, the mineral will resume its original position upon the release of pressure.

LUSTER

The general appearance of the surface of a mineral in reflected light is called luster. The luster of minerals can be divided into two types: metallic and non-metallic. There is no sharp line dividing these two groups, and those minerals lying between are sometimes said to be submetallic. The following terms are used to describe further the appearance of non-metallic minerals:

- A. Vitreous. Having the luster of glass.
- B. Resinous. Having the appearance of resin. Example: sulphurite.
- C. Pearly. Having the iridescent appearance of a pearl. This is usually observed in minerals on surfaces that are parallel to cleavage planes.
- D. Greasy. Looking as if covered with a thin layer of oil.
- E. Silky. Like silk. It is the result of a fine fibrous parallel aggregate.
- F. Adamantine. Having a hard, brilliant luster like that of a diamond.

COLOR

The color of minerals is one of their most important physical properties. For many minerals, especially those showing a metallic luster, color is a definite and constant property and will serve as an important means of identification. Though the color of a mineral is one of its important physical properties, it is not always constant and should therefore be used with caution in the identification of some types.

STREAK

The color of the fine powder of a mineral is known as its streak. The streak is frequently used in the identification of minerals, for though the color of the mineral may vary, the streak is usually constant.

DIAPHANEITY

The property to transmit light. Classified as 1. Transparent; 2. Translucent or 3. Opaque.

GEOLOGIST

OKLAHOMA'S ROCKS

Eras	Systems	Time (Millions of Years Ago)	Typical Life Forms	Major Geologic Events
CENOZOIC	Quaternary	1	Age of Man Woolly Mammoth	World-wide Glaciation
	Tertiary	12 - 63	Horse Develops Birds Abundant Saber-tooth Cat	Alps, Himalayas Cascade Ranges formed
MESOZOIC	Cretaceous	135	Deciduous Trees First Flowering Plants Dinosaurs Abundant	Rocky Mountains formed
	Jurassic	181	Ferns & Conifers First Birds A few Mammals	Sierra Nevada Mountains formed
	Triassic	225	First Mammal First Dinosaurs	Palisades Disturbance (Volcanic Activity)
PALEOZOIC	Permian	270	Fin-Backed Reptiles True Conifers Scale Trees	Appalachian Mountains formed
	Pennsylvanian	325	Cockroaches Insects Coal Forests Amphibians	Arbuckle Ouachita Wichita Mountains
	Mississippian	350	First Reptiles Land Snails Scale Trees & Ferns Fishes, Amphibians Crinoids	
	Devonian - Silurian	400 - 430	Fishes Abundant Scale Trees Air-breathing animals Land plants - crinoids	Acadian Mountain building
	Ordovician	445 - 500	Nautiloids, Corals Algae in oceans Graptolites	Taconic Mountain building
	Cambrian	525 - 540	Trilobites	Extrusive, Intrusive Metasedimentary Rocks

WX 23

NATURALIST

STRICTLY FOR THE BIRD WATCHERS



You're on your Webelos father-son campout. The embers of the evening campfire are dimming. You are all ready to hit the sack. As you trudge toward your tents you hear from far off the sound of muted barking. "What is it?" someone says. "It's just a dog" says someone else. But is it? The sound is repeated. "Whoo hoo, whoo hoo, whoo hoo". It's a barred owl calling.

This gives you an idea. Let's not turn in just yet. Let's try to find the owl. So you and the boys take off silently in the dim moonlight. Every few minutes you come to a dead stop and listen. The wind carries another call to your ears. "Whip-poor-will, whip-poor-will" continues on and on. The whippoorwill has been known to repeat its call more than 1,000 times at a stretch. But when you purse your lips and start whistling your own "whip-poor-will" the bird stops.

A hike at night is O.K. for getting the guys interested in birds, but it's in the early morning that you really get to see them. Get up around sunrise for a bird hike. Dress warmly; mornings are often cool. Take along notebook and pencil. Bring field glasses if you can. When ready, set out quietly. Move along without talking but with eyes and ears wide open. A special hint: Go west! That way you'll get the most out of an early morning hike. The sun will shine fully on the birds in front of you. You'll see all their colors instead of just a dark silhouette against the sky. Stop frequently. Very often a bird will give itself away by its singing. Scan the surroundings carefully for movements that will show where it is. When you see it, bring your field glasses up to your eyes in a long, smooth motion. Any sudden, jerky movement is sure to scare the bird.

With a little practice you should be able to attract the birds to you by imitating their songs. You'll have a little trouble with the clear whistle notes of cardinals, phoebes, orioles, and chickadees. To imitate a robin's "cheerily cheer-up, cheerily cheer-up" and the calls of numerous other birds, you combine a straight whistle with the flutter of the tongue tip; for high, reedy calls, you keep your lips in a tight pucker; for lower pitched calls, you open up the lips wider. For some bird calls, you make use of your hands. For instance, in making the "cah cah ca-ah" of the crow, you hold your nostrils closed with your fingers.

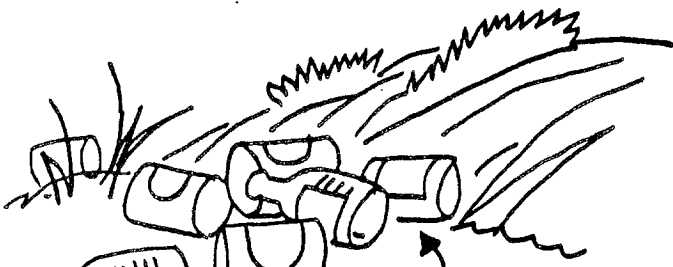
A bird alights on a branch ahead of you. This one is new to you. Out comes your notebook and you write down a short description, keeping in mind the six "Ss" of bird identification:

1. Size: "about the size of a sparrow" or "smaller than a robin"
2. Shape: "body slim or chunky; tail long or short; wings broad or narrow; bill slender or broad; head rounded or crested"
3. Shadings: general color and special markings of head, breast, back, wings and tail.
4. Song: "rusty hinge", "clear warble" etc.
5. Sweep of movement as it flits from branch to branch and when it flies.
6. Surroundings: woods, open field, marshland, lake, etc.

After you get back to camp or home, use these notes with a good bird guide to make your identification.



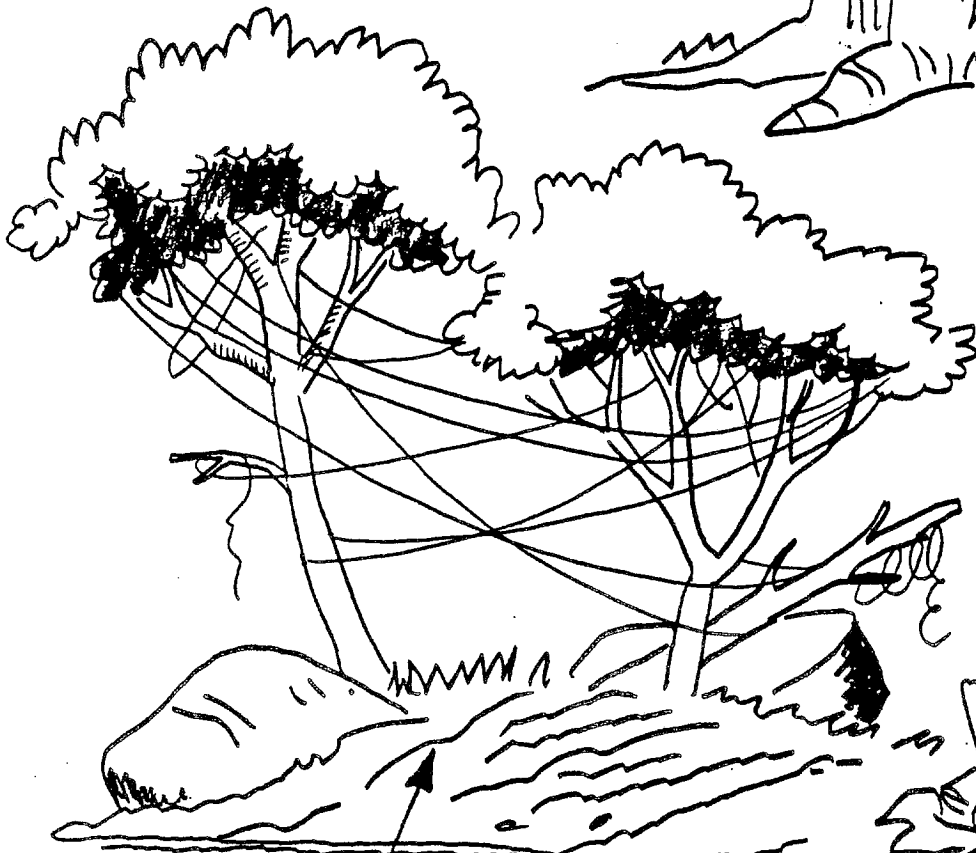
WILDLIFE IDENTIFICATION



DITCH RABBITS LAY THESE STUBBY GLASS OR CYLINDRICAL ALUMINUM EGGS ALONGSIDE ROADS AND TRAILS.



STYROFOAM BEETLES LEAVE THEIR CAST-OFF SHELLS AROUND CAMP AND PICNIC AREAS.



SYNTHETIC SPIDERS WEAVE ORNATE AND ARTISTIC WEBS OF MONOFILAMENT FISHLINE AT STREAMSIDE

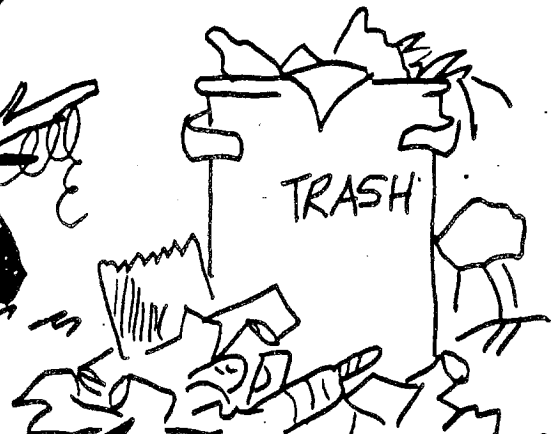


YOU WILL SELDOM SEE THESE FOREST CREATURES FOR THEY ARE SHY AND FEARFUL OF DETECTION - BUT THEY LEAVE UNMISTAKABLE SIGNS.

ELK PRACTICE ATTACKING SIGNBOARDS TO SHARPEN ANTLERS, LEAVING NEAT HOLES OF .22 TO .30 CALIBER.

BEAVER CHEW TREES TO CLEAN TEETH MAKING MARKS MUCH LIKE THOSE OF AXE AND CHAIN SAWS

PLASTIC WRAP BIRDS INGENUOUSLY ROOF THEIR NESTS WITH A COVERING OF CLEAR PLASTIC



LITTER RATS SHARE THE FRUITS OF URBAN PROGRESS WITH THEIR COUNTRY COUSINS.

WX 25

NATURALIST



No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history that includes many things found in nature. The Naturalist Activity Badge is concerned mainly with plants and animals. This is an interesting activity to help your boys learn more about the world of nature and to develop an appreciation for it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him; except that the naturalist's world can be at his feet ... a world to be investigated and discovered. It is as near as a boy's backyard, a nearby park, the woods and fields or even a country road. It is inhabited with many kinds of insects, birds, plants, animals, trees and other forms of life.

A boy's interest in the Naturalist Activity Badge may lead him into a hobby or a vocation. It will also help prepare him for new adventures in the world of nature when he goes into a Scout troop.

SUGGESTED DEN ACTIVITIES:

- Make bug zoos (See Cub Scout Water Fun book)
- Invite a conservationist to visit den meeting and talk about some phase of nature.
- Make aquariums or terrariums. (See Boy's Life Reprint #94)
- Take a birdwatcher's hike. Identify birds. Make notes about location, species, etc.
- Take a nature hike and make plaster prints of animal tracks.
- Make a leaf collection ... and leaf prints.
- Make bird feeders
- Learn to identify poisonous plants and reptiles.
- Take a trip to the zoo. Have boys keep logbooks and write down things they see which they haven't noticed before ... comparisons between various kinds of animals, similarities, etc.
- Collect tadpoles to keep in aquarium and watch them grow.

Swat that fly! Slap that mosquito! Put up screens to keep out their pesky relatives. Most of us seem only to remember the trouble insects can cause. But Webelos Scouts can forget about bugs being pests for a while, and venture into a new world; a world of hunters and fishermen, spinners of silk, weavers of cotton, builders of clay, leaf cutters, carpenters boring into wood and more. He can become an explorer just as surely as if he said farewell to his family and joined an expedition to the rain forests of the Amazon. There's much to be learned in the Naturalist Activity Badge.

NATURALIST



BRING 'EM BACK ALIVE

Tiger of the Grass Stems:

Make a pet of a praying mantis, the tiger of the grass stems. It's really a very helpful creature. Most of the insects on which it preys damage crops and gardens. In captivity this insect does things you would expect from a dog or a cat. Speak to a mantis. It turns its head toward you and seems to respond. Offer your hand. It will alight on it, sit up and beg. Your mantis will learn to eat bits of fresh liver from your fingers or from a toothpick. A mantis will even drink from a spoon. They like milk or watermelon juice. Mantises need live food; small insects such as grasshoppers, flies and beetles. To capture these and the mantis itself, a net is a must. Make a simple net from a broomstick, wire and mosquito netting. Take along a cigar box or shoe box on your insect hunts. Treat gently whatever you capture. You should make a good home for your mantis or any other flying or jumping insect that you catch.

What It Takes To Be a Butterfly:

Would you like to watch Nature's greatest now-you-see-me, now-I'm-something-else-act? It begins with moth or butterfly eggs that hatch into a caterpillar that becomes a cocoon or chrysalis. The cocoon or caterpillar emerges into a moth or butterfly, whose eggs hatch a caterpillar.

Look for cocoons/chrysalis before trees and shrubs leaf out. They are easily spotted, hanging from branches and twigs. Cut away part of the twig to which the cocoon is attached, taking note of the tree or shrub. The butterfly or moth sleeping peacefully in your cocoon will need food - leaves from the same plant upon which you found it. Shake the cocoon. If you hear a rattling sound, discard it. The pupa inside is probably dead.

Keep the cocoon in a clean can or jar with a tight cover. Punch a few holes in the cover to provide ventilation. Put cocoon in a cool place. When the trees are fully covered in leaves, bring your cocoon indoors and make a suitable home.

Keep an Aquarium of Insects:

Brooks, ponds, lakes and swamps are alive with insects. They have found really amazing ways to inhabit water. The water strider walks and runs on spider-like legs across the water's surface. A beetle called the back swimmer clings to the underside of the surface while his hind legs propel him along. The whirligig beetles skate over the surface of the water, chasing one another in a crazy patch of circles. A scuba diver called the water boatman keeps his air supply in a bubble between his front legs and moves through the water with his oar-like hind legs. Nymph and naiads swim through the water, catching and eating smaller insects. They finally crawl up onto a log or rock above the surface of the water and turn into dragonflies and damselflies. All of these aquatic insects are common and easily caught.

Take along jars to bring insects home to your aquarium. Feed the aquatic insects flies, mosquitoes, mosquito wrigglers, ants, grasshoppers.

OUTDOORSMAN

Webelos Scouts look forward to the day when they can participate in Scout camping. The things that they do to earn the Outdoorsman Activity Badge will help prepare them for that rich experience. A good way to explain the Outdoorsman is to read the following statement:

- "An Outdoorsman! What fun he finds in hiking into the woods! He tells North from South by the stars; or East from West by the shadows He knows the principal trees, birds, and animals that he meets. He knows which are poisonous weeds or reptiles. He can find his way as did the Indians and pioneers before him Another big thing an Outdoorsman enjoys is camping. There he finds fun in game or swimming . . . finds new friends in woods and other fellows . . and there among the trees, or under God's silent stars, or by the campfire's ruddy embers, he dreams of his great Tomorrow."

The Outdoorsman activity area should give each Webelos Scout enough of the rudiments of outdoor living to make him comfortable on a Webelos dad-and-son overnight, with a small amount of equipment, and allow him to have an enjoyable experience without trespassing on the Scout camping program. Since the Scout program emphasizes hiking and camping, it is important that a boy starts off right in his Webelos den.

Today our push-button age life is too easy from a physical standpoint. We must help a boy grow by giving him a change through his own efforts, to live in the outdoors. It can give him a sense of pride in knowing that he can take care of himself.

Nothing is really learned in a life without effort or struggle. Through camping, we are giving our boys the greatest chance in the world to develop citizenship, character and physical fitness. This is the reason we are in the business, and the reason that we camp. It's up to you, Mr. Webelos Leader, with the help of the fathers, to make the experience an enjoyable one as your boys develop a sense of responsibility.

SUGGESTED DEN ACTIVITIES:

- Have a tent-making project of a simple-type tarp tent which will provide adequate shelter for two boys. (See Webelos Scout book)
- Do fire laying for regular wood fires or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.
- Build charcoal stoves from 5-quart oil cans. Vent them at top and bottom with a can opener and help your Webelos Scouts learn how to build a fire in them.
- Show your boys how to make an improvised sleeping bed or bag.
- Make sure they are familiar with fire safety principles that include no flame lights in tents or liquid starters for charcoal fires.
- Show the boys how to make a list of items they will need for camping in backyard or on the father-and-son overnight.
- Be sure to include a father-and-son campout.

OUTDOORSMAN

"Be Prepared" is the Scout motto and "Do Your Best" is the Cub Scout motto. These mottos should have meaning to our boys for the rest of their lives. It's more important for them to be prepared for an outdoor experience now than at some other time, for once they are out there in the big woods, they can't run back into town for something they forgot.

One of the things Webelos Scouts should be prepared for is an accident. Let's be sure to carry an adequate first aid kit for the Webelos den. Through the boys we can introduce every family to the first aid kit for family trips and camping.

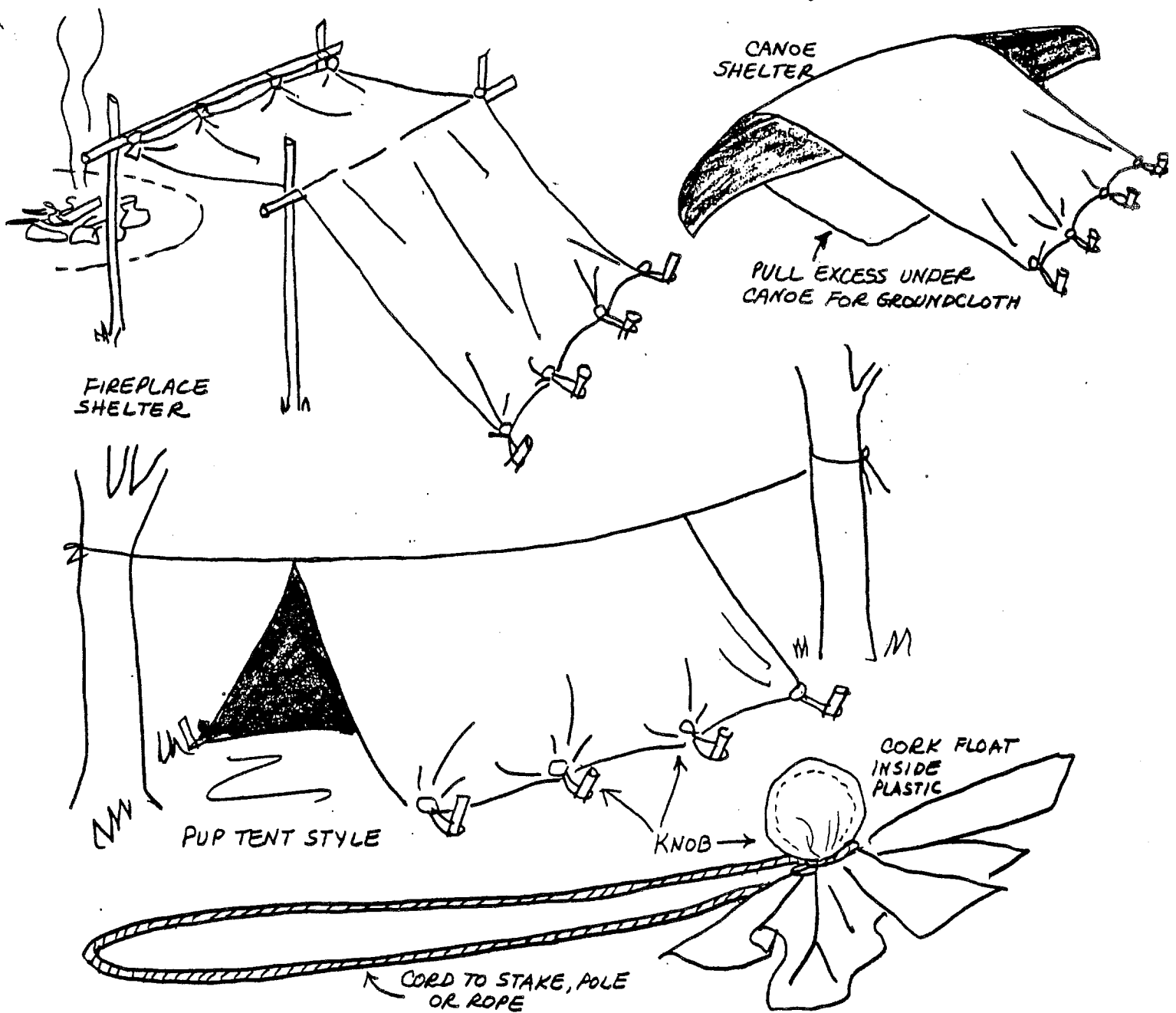
There are a number of prepared kits on the market, but you may decide to develop your own kit as a den project. The first aid kit is best packed in a waterproof container such as a plastic refrigerator box. Here are some items which are standard and can give the den a start in developing the kit:

Soap (cleanse, then cover)	Box of adhesive dressings (assorted)
Adhesive Tape	Sterile gauze bandages (assorted)
Burn ointment	Small scissors
Safety pins	Tweezers
Ammonia inhalant capsules	Chapstick
Salt tablets	Snakebite kit
Poison ivy lotion	

Here are some things Webelos Scouts should know about first aid to be of help in an emergency:

- The limits of First Aid treatment.
- The need for getting adult help in case of an accident.
- Danger of infection
- How to make a patient comfortable.
- How to treat a burn or scald.
- How to treat a cut and a wound.
- How to use 'direct pressure' to stop bleeding.
- How to stop nosebleeds.
- How to treat a bruise.
- What to do if a person's clothes catch fire.
- How to treat an insect bite.
- What to do for heat exhaustion.

OUTDOORSMAN



TARP OR TENT: Sturdy sheets of polyethylene are waterproof and lightweight, so can be used to protect food, line a pack, cover a woodpile or serve as a ground cloth. In addition, this handy stuff can replace a tent in mild weather. For a tarp tent, buy an 8' X 12' sheet of 6 mil thickness or piece of polyethylene cloth reinforced with film. If polycloth is not available, you can strengthen a regular sheet with strips of plastic tape (the type which is reinforced with glass fibers). Place the tape around the edges of the sheet and run strips across the length and width every two feet, checkerboard fashion.

To fasten lines to the plastic, tie cork fishing floats into the tarp as shown, or use a number of smooth rocks or a stiff ball of mud. Use knobs to anchor tarp to stakes or poles. Tie it down with thin sash cord or nylon line. See illustrations for various types of shelters.



TRAVELER ACTIVITY BADGE

Earning the Traveler badge will help a Webelos Scout discover new things, learn about new places, and see some of the near by areas rich in local history.

Through the badge requirements, the boys will learn to read maps and timetables of railroads, where possible, busses, and airlines serving your area. This information they can use in planning trips from their home to other cities. They will learn comparative cost of air, rail and bus travel. They will learn how to pack a suitcase and check to see if the family car is equipped with an adequate first aid kit.

DEN ACTIVITIES

- 1- Help the boys locate places of interest on road maps which might be included in their travel plans.
- 2- Prepare a first aid kit for the family car, with each boy furnishing his own supplies.
- 3- Visit the airport, tour one of the passenger planes.
- 4- Plan a den trip by public transportation. Let the boys help plan the route, estimate costs, and help in ticket purchase. Keep the cost moderate.
- 5- Have the boys develop a set of rules for family travel (subject to parents approval) including such things as using seat belts, behavior, responsibilities, etc.
- 6- Be sure to let boys report on family trips ... and get their ideas how the trip could be changed or improved next time.

DRIVING TIPS FOR FAMILIES

- 1- Allow enough time so you don't feel rushed. On long trips allow time for frequent stops.
- 2- Have your car checked - Tires, Brakes, Lights, Turn signals, Wipers, to insure proper functioning.
- 3- Use seat belts - they save lives.
- 4- Be alert to hazards - adjust driving speed accordingly.
- 5- Use courtesy abundantly - every where - at intersections, while being passed or passing, and at night with headlights.
- 6- Follow the rules of the road - signs, signals, and road markings for a safe enjoyable trip.
- 7- Know the distress signals for ground to air, V - require assistance, X - require medical assistance, N - no or negative, Y - Yes or affirmative - Proceeding in this direction.
Raised hood of car is a sign for help. Also let some one know where you are going and when you should be home.

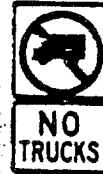
NATIONAL SUBURBAN DIRECTORIES, INC.

OFFERS YOU A WEALTH OF INFORMATION

ON THESE SPECIAL GREEN PAGES



INTERNATIONAL TRAFFIC SIGNS



WARNING SIGNS

are diamond shaped yellow signs with black letters meaning that there is danger ahead, and you should slow the speed of your vehicle. Some of these signs have the words on them, and others have markings to show why you must drive slowly.



1.



2.



3.



4.



5.



6.



7.



8.



9.

1. SLIPPERY WHEN WET:

Drive at normal speed when road is dry, but in wet weather the following precautions should be observed: Drive slower than usual highway speed, do not increase speed or apply brakes suddenly, make sharp turns at very slow speed.

2. DIVIDED HIGHWAY AHEAD:

The highway on which you are traveling is divided ahead and you will be entering a one-way roadway.

3. DIVIDED HIGHWAY ENDS:

The divided highway on which you are traveling ends 350 to 500 feet ahead. You will then be on a roadway with two-way traffic.

4. LOW CLEARANCE:

Height of underpass from road surface. Don't enter if your load exceeds maximum height on sign.

5. KEEP RIGHT:

Some unusual road condition such as divided highway, blind curve, or approach to a hill. Stay on the extreme right side of the highway.

6. MERGING TRAFFIC:

You are approaching a point where other traffic lanes come together with the one you are on. Watch for other traffic and be prepared to yield the right-of-way when necessary.

7. SCHOOL:

You are near a school. Slow your speed, drive with extreme care, and watch for children running out from between parked cars or other places.

8. NARROW BRIDGE:

Wide enough to meet another vehicle, but with very little clearance.

9. DIP:

There is a low place in the road. Go slow and be ready to stop if dip is filled with water.



10.



11.



12.



13.



14.



15.



16.



17.



18.



19.



20.



21.

10. SOFT SHOULDERS:

Use extreme caution when it is necessary to get off the paved portion of the highway, because the dirt on the side is soft, and usually dangerous.

11. ONE-WAY BRIDGE:

Wide enough for only one vehicle at a time. You may cross from either direction after making sure that the bridge is clear of oncoming traffic.

12. ROAD CLOSED:

Do not pass barricade. Look for detour or alternate route.

13. LEFT CURVE:

A gradual curve to the left. Slow your speed and keep well to the right.

14. DOUBLE CURVE:

First to the right, then to the left. Slow your speed, keep to the right, and do not pass other vehicles.

15. WINDING ROAD:

There are several curves ahead, drive slowly and carefully.

16. TRUCK CROSSING:

Slow your speed and watch for trucks entering or crossing the highway. Usually found near construction work.

17. CROSS ROAD:

A road crossing the main highway. Look to left and right for other traffic.

18. SIDE ROAD:

Another road enters the highway on which you are traveling from the direction shown. Watch for traffic from that direction.

19. MEN WORKING:

Slow your speed and watch for men working on or near the highway.

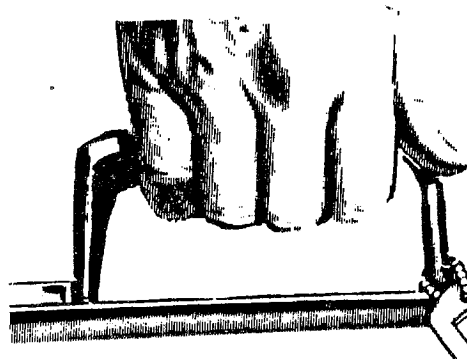
20. REDUCTION OF LANES:

This diamond-shaped sign is used to give advance notice of reduction in the number of lanes of pavement, as from three to two lanes, or from four lanes to two lanes.

21. ADVISORY SPEED SIGN:

The highest speed which you can safely travel around the curve ahead is 25 miles per hour. Advisory speed signs may be used with any diamond shaped warning sign.

This skit is great for any den but particularly for Webelos working on their Traveler badge. It is a great basic idea and can be easily changed to suit your group. Cubs can be dressed in little kid outfits or you could have a Webelos leader do the packing and Webelos Cubs taking Scout items out.



Going in Style

An action skit which kids can learn in less than half an hour!

There is one speaking part for either a mother or father ... and four other action parts. A small suitcase is the most important prop. Pack first those items used last. PARENT: There! I'm all packed. (*Sets suitcase on table, opens it, and begins checking contents.*) Everything's in order for my weekend trip! I'll just check to see if Grandma's here yet. (*Exits right.*)

CHILD enters from left and peeks into suitcase. Removes a map from top of bag. Makes a fan and/or an airplane out of it. Exits right, fanning self and flying airplane.

CHILD enters from right, bouncing a ball. Looks into suitcase. Picks up magazine. Rolls it up and holds in place with rubberband which was around wrist. Exits left and plays ball with magazine "bat."

SMALL CHILD, carrying several dolls wrapped in a blanket, dressed like a toddler and sucking thumb, enters from left. Peers inside suitcase, then exits right.

CHILD enters from right and removes sunglasses from suitcase. Puts them on and dramatically exits left.

CHILD enters from left on roller skates or skate board. Removes suntan lotion and oils skates as exits right.

CHILD enters from right, removes first-aid kit and fixes teddy bear. Exits left.

CHILD enters from left and removes books, balances them on head as exits right.

SMALL CHILD with dolls re-enters (from right). Looks in case and exits left.

3 CHILDREN enter from left. Look inside suitcase and remove vitamins, comb and shampoo bottle. They form a rhythm band shaking vitamin bottle, adding a tissue to comb for humming, and removing cap of bottle and blowing over top. Exit right.

CHILD enters from right. Removes several pair of socks or pantyhose, rolls them up and juggles with them as exits left.

CHILD enters from left, removes shaving cream or cold cream from suitcase, applies it to face. Then removes t-shirt or slip and wipes goo off. Exits right.

2 CHILDREN enter from right, remove hair blow dryer and curling iron (if parent is a mom) and begin a space gun game. (If using just hair dryer one child can chase the other.) Exit left.

CHILD enters from left, removes clothing from suitcase and puts all of it on ... playing dress up. Exits right.

SMALL CHILD with dolls enters again (from left). Seeing the empty suitcase, child puts all dolls inside and covers with blanket, putting babies to bed. Exits right.

PARENT (*entering from right. Stands in front of suitcase, facing audience, not looking inside suitcase*): Everything is all set! This is going to be a perfect weekend! It certainly pays to BE PREPARED! (*Closes suitcase without ever looking in it, and exits carrying suitcase filled with baby dolls.*)

SKIT (Going in Style) Continued

Here is a suggested ending if Webelos do the skit:

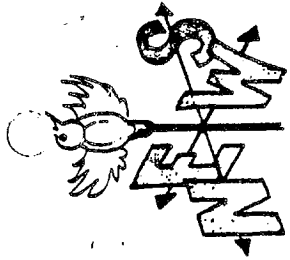
Two Webelos come on stage and stop in front of suitcase.

John shows Eric a pamphlet (prop) and says:

JOHN: My teacher says I make most of my mistakes because I don't check my work. She told me to read this pamphlet called, "Here's How to Check and Recheck For a Job Well Done." Hey! Look at these binoculars! (Picks up binoculars in suitcase and drops pamphlet in suitcase) I don't think Mr. Smith would mind if I borrow them for awhile.

(Both boys walk off stage. "Mr. Smith" comes back on stage, goes behind suitcase and shuts it.)

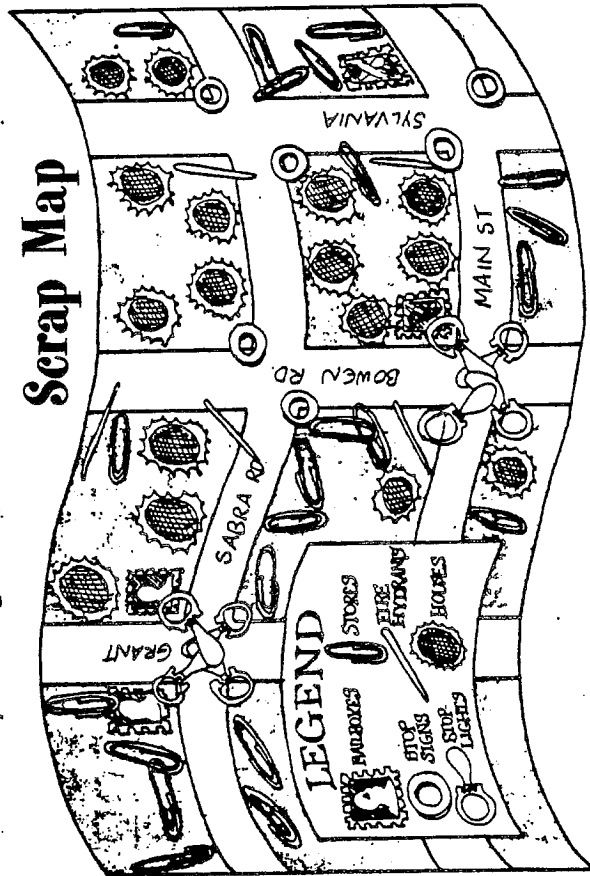
MR. SMITH: Well, everything is all set. This is going to be a great trip. Scouts know that it pays to BE PREPARED!



about Maps

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

Scrap Map

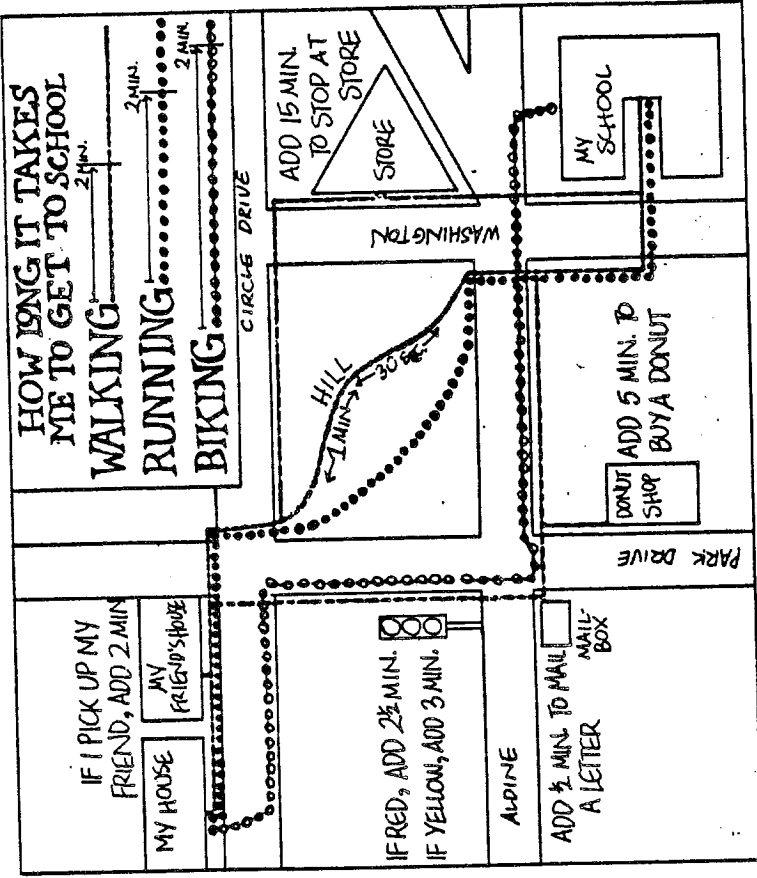


A map doesn't have to be of a faraway place or a large land area. It can be of a neighborhood—your neighborhood!

Make a map of your neighborhood. Use cancelled stamps to show the locations of mailboxes. Use washers to show where stop signs are. Use scraps as symbols for stoplights, houses, stop signs and fire hydrants.

Many maps have a legend. A legend is very important in helping someone read a map. It contains all the symbols used in the map and tells what they are. Make a legend in one of the corners of your map. Show the scraps used in the map and tell what each means.

Time-Distance Map



Make a map showing your house, your school and all the streets between the two. Mark your route to school.

Walking at the same speed for the entire trip, notice how far you've gone after five minutes of walking. Figure out how much space that takes up on your map. Mark this as a scale in the legend.

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

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

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

- If I miss the light at Aldine and Park Drive, my trip to school will take an extra three minutes.
- If I'm running to school and I pass through the Washington Street Shopping Center during a sale, I'll have to walk, not run. I'll lose 5 minutes time!
- I ride my bike more slowly uphill than downhill.

WX34

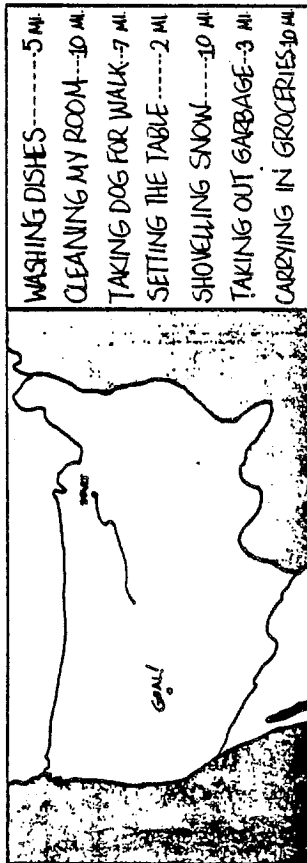
“Collected Miles” Map

Figure out how many miles you travel in a week. At the end of each week, mark on a state map how many miles you've travelled. (You can pick up a state map at a gas station.) How far away from home would you be at the end of a month? Six months?

Goal Map

Decide which American city you'd like to visit. Figure out how far away it is from your home town. Then set goals for yourself, and allow yourself miles for each completed goal.

Use a tack or a pencil (if no one has future plans for the map) to mark the map as you move closer and closer to your imaginary destination until you finally arrive.

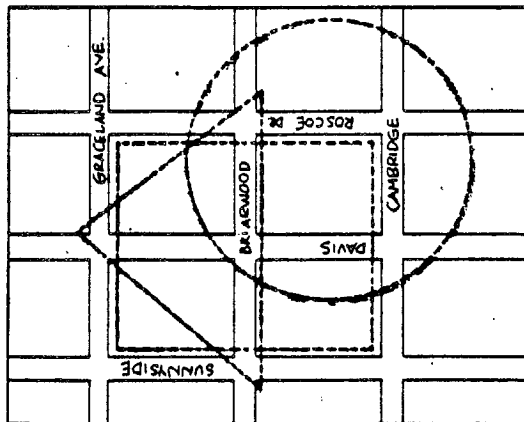


5 3 X 3

Geometric Map

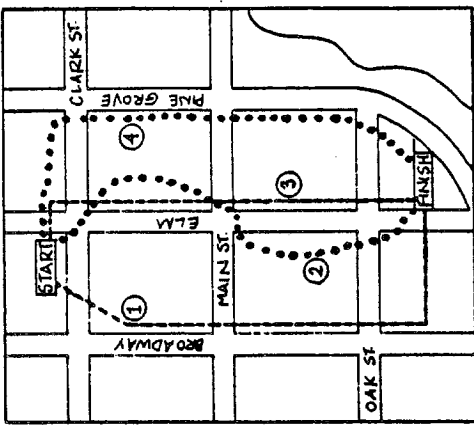
On a grid of your neighborhood, chart different geometric shapes. Mark each shape with a different color.

Then travel every geometric route you've drawn. Sometimes it'll be easier to ride your bike along a route and sometimes that will be impossible! To keep on your route, you may have to cut across a field or make a sharp turn in the middle of a florist's shop! Have fun with this one, but do be aware of traffic, as always!



“Fastest” Map

Have you ever wondered which is the fastest way to get to school or church or park? To figure out the fastest way to get from one place to another, make several identical maps of the area. Chart different routes to get to the finish. Give each friend a different route to follow. Make sure everyone walks at the same pace, and see who arrives at the finish first. You'll know which is the fastest (not necessarily shortest) way!

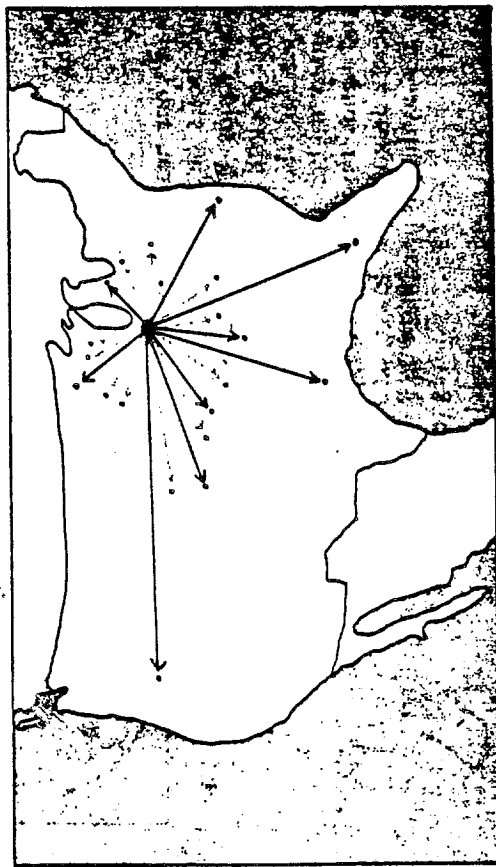


“Sphere of Influence” Map

On a United States map, mark (with tack or pencil) your home town. Draw an arrow from your town to:

- cities where relatives live,
- cities where friends live,
- cities you've visited,
- cities you know at least one fact about.

Make arrows from each group a different color. You can see how many towns play a part in your life. You'll probably be surprised to find out how far your influence reaches! ■



WEBELOS ACTIVITY

TRAVELER







ORIGINAL THIRTEEN STATES WORD SCRAMBLE

RIGNIAVI	_____
REWEYENJS	_____
EWN KRYO	_____
LEAWERDA	_____
SATESHAMSUCST	_____
ORAGEIG	_____
YARDMLAN	_____
DOHER LISNAD	_____
NICUTOCTENC	_____
RONHT NICLARAO	_____
HOTUS LOACNARI	_____
SENLPVINANY	_____
WHEMPREAH SIN	_____

ROAD SIGN QUIZ

INTERNATIONAL TRAFFIC SIGNS















1.  2.  3.  4. 

1. _____ 3. _____

2. _____ 4. _____

WARNING SIGNS
 are diamond shaped yellow signs with black letters meaning that there is danger ahead, and you should slow the speed of your vehicle. Some of these signs have the words on them, and others have markings to show why you must drive slowly.

INSERT THE NUMBER OF THE CORRECT DESCRIPTION AFTER EACH SIGN

1. SCHOOL						
2. WINDING ROAD	1.		_____	9.		_____
3. CROSS ROAD						
4. ADVISORY SPEED SIGN	2.		_____	10.		_____
5. DOUBLE CURVE						
6. LEFT CURVE	3.		_____	11.		_____
7. SIDE ROAD						
8. REDUCTION OF LANES	4.		_____	12.		_____
9. DIVIDED HIGHWAY ENDS						
10. LOW CLEARANCE	6.		_____	13.		_____
11. SLIPPERY WHEN WET						
12. DIVIDED HIGHWAY AHEAD	7.		_____	14.		_____
13. KEEP RIGHT						
14. MERGING TRAFFIC	8.		_____	15.		_____

YOUR TRAVEL SCRAPBOOK

By Joe Marshall

Our memories are useful but not always reliable. The things we see and want to remember from our vacation trips often are crowded out by new thoughts, plans, and experiences, that happen when vacations are over. Vacation memories remain, of course, but they need a key to release them. One permanent key to all these vacation memories is a travel scrapbook that will make a lasting record of your good times. What's more, your entire family will appreciate it.

If you can remember everything you did and saw, you have a good memory. On the other hand, if some memories are fuzzy, you have lots of company. You might want to give more thought to your next trip.

While on a trip keep a notebook handy. Record the name and location of each place you stop for the night and jot down something about the spot.

Be a pack rat. Most hotels and motels have free souvenir post-cards. Match books, stationary, or other items they'll be glad to give you to take to remember them by. Restaurants also have bits of advertising material that you can gather.

Museums, zoos, parks, campgrounds, and many other tourist attractions have leaflets, guidebooks, and maps. Usually the material is free, so there's no reason not to collect these memory joggers.

Of course, the best notetaker of all time can be your camera. Use it in tandem with your notebook. Jot down a record of the date and place where each photograph was taken; that way you'll have no question about the order of their appearance in your travel scrapbook.

If you have an out door vacation you can make leaf pressings to accompany photographs of the scenery around your campsite. You can also press flowers between sheets of newspaper held flat by the weight of a suitcase.

Don't forget to include a map of the campground, state or national park or monument in your pack-rat collection. Maps and information leaflets are often handed out when your register for your campsite for inclusion in the scrapbook.

Personalize your campground maps. Mark the spot where you caught a glimpse of a black bear, saw a herd of deer, or even caught that big trout. And above all, keep taking notes. Feel free to collect and label rocks, shells, and insect specimens. As long as the specimens are small enough to fit into egg cartons.

SCIENTIST



BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the Webelos Scout handbook.

1. **Materials:** A ping-pong ball, some adhesive tape, a foot of thread or string and a faucet.

What to Do: Fix the ball to the end of the string; turn on the water to form a steady stream. Tape the string to the ping-pong ball and while holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens: The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

2. **Materials:** Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.

What to Do: Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about one foot below your fingers and about one or two inches apart. Have the boy blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

What happens: The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.

3. **Materials:** A candle and candlestick. Two bottles - one with rounded corners, the other with square corners. Metal or cardboard containers can be used instead of bottles.

What to Do: Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the square bottle in front of the relit candle and blow hard. The candle will remain lit.

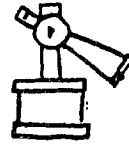
What happens: With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Next Step: Using different shaped bottles, and two ping-pong balls on strings, place a ball on opposite sides of the bottles so that they are close, but not touching. Blowing against the bottle

(continued on following page)

WX 40

SCIENTIST



Bernoulli's Principle (continued)

at right angles to the balls, one ball will come closer to the bottle and the other move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

PASCAL'S LAW

- Materials:** Coke bottle, balloon, vinegar, baking soda

What to Do: Place about 1/4 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

What Happens: The baking soda and vinegar produce CO_2 , which pushes equally in all directions. The balloon, which can expand with the pressure, will do so.
- Materials:** A medicine dropper; a tall jar, well filled with water; a sheet of rubber which can be cut from a balloon; and a rubber band

What to Do: Dip the medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar and if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What Happens: You have prepared a scientific device known as a "Cartesian Diver". The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.
- This is the classic example of Pascal's Law:**

Materials: Large tin can, tape, water

What to Do: Punch three holes in the can; one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the

(continued on following page)

WX 41

SCIENTIST



Pascal's Law (continued)

farthest due to the added pressure of the air and the water in the can.

What Happens: The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

The following can be used as an attention-getter at any time. It is also a good example of air pressure.

Materials: A rubber balloon, several pins with large heads, a roll of plastic tape.

What to Do: Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst. When you remove the pins, the balloon still will not burst.

What Happens: The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

BALANCE

1. **Materials:** Three baseball bats of similar size.

What to Do: Point the handles of the bats together so that they form a 'Y'. Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat to the left and over the handle of the lower bat. The bats should form a low solid stool.

What Happens: Due to the interlocking arrangement, each bat supports another making a simple experiment not only in balance, but also in structural engineering.

2. The above experiment can also be done with three knives with the blades being the handles; or three pieces of wood that are the same general shape.

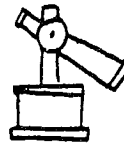
3. **Materials:** Two table forks, a drinking glass, and a coin chosen for its size.

What to Do: Point the prongs of the forks in an inward direction and thrust them together so that the forks are interlocked. Press a coin between the upper prongs from the inner side. Rest the coin on the far side of the glass rim so the handles of the forks

(continued on following page)

WX 42

SCIENTIST



Balance (continued)

extend in your direction. By properly adjusting the forks, you can make the coin balance on its side, keeping the forks balanced with it.

What Happens: The handles of the forks serve as a counter balance for the coins and prongs. Precarious though it looks, it is like adjusting weights on an ordinary pair of scales; the only difference being the materials used.

OPTICAL ILLUSION

1. **Materials:** Two curved pieces of cardboard; one red and the other blue.

What to Do: Set the red cut-out above the blue, and the blue will look larger than the red. Transpose them, and the red will appear larger than the blue.

What Happens: Due to the curve of the cut-outs, they produce an optical illusion when one is placed above the other. Always, the lower cut-out will look larger. So, by switching their positions, first the blue then the red will seem the larger.

2. **Materials:** A sheet of paper about 11 inches long.

What to Do: Roll the paper into a tube one inch in diameter. Hold the tube to your right eye and place the side of your left hand against the middle of the tube, with your left palm directly toward your left eye. Keep both eyes open as you look through the tube and you will 'see through' your left hand.

What Happens: Since one eye is looking through the tube and the other is looking at the hand, the two views blend to form an optical illusion of a hole in the center of the left palm. A slight shifting of the tube may improve the illusion.

SCIENTIST



The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe wind speed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed. Copy the scale on a large sheet of cardboard and hang it in your den meeting place to use for reference.

THE BEAUFORT WIND SCALE

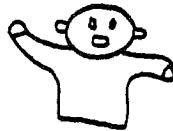
NO.	TITLE	EFFECT OF WIND	MPH
0	Calm	Smoke rises vertically	Less than 1
1	Light Air	Smoke drifts	1 - 3
2	Light Breeze	Leaves rustle	4 - 7
3	Gentle Breeze	Flags fly	8 - 12
4	Moderate Breeze	Dust, loose paper raised	13 - 18
5	Fresh Breeze	Small trees sway	19 - 24
6	Strong Breeze	Difficult to use umbrellas	25 - 31
7	Moderate Gale	Difficult to walk	32 - 38
8	Fresh Gale	Twigs break off trees	39 - 46
9	Strong Gale	Slight damage to roofs	47 - 54
10	Whole Gale	Trees uprooted	55 - 63
11	Storm	Widespread damage	64 - 75
12	Hurricane	Devastation	Above 75

The Webelos Scouts might like to look for pictures in magazines which fit the various descriptions above, and add them to the chart in the proper places.

Use a calendar to keep a record of wind speed over a period of time.

WX 44

SHOWMAN



One way to handle the play-writing phase of the Showman Activity Badge is to let the Webelos Scouts produce a film. This unique opportunity should excite any boy. The main idea is to let the boy write his script, direct it, film it if possible, and the rest of the boys in the den act in the film:

Ideas for the plot will come easy, but the boys will need help in the mechanics of making the film. Here is a rough outline of the steps in film-making:

1. The type of camera used does not matter. Since most of the boys have had some experience using different cameras, a quick run-through on camera operation should prevent any problems in this area. Film can be brought from home, with the boy paying the cost of film and developing.
2. A fifty foot reel of film will run about 3 1/2 minutes, so it is important for the boys to have a script. Determine the approximate length of the film to see how many reels will be needed.

Five second film time is the shortest amount of time for any one scene or title. This is to allow the audience time to see what is going on. For lengthy title frames or credits, allow reading time.

The script should contain a plot outline to tell the story, and a detailed scene-by-scene outline describing the action in the scene and the time elapsed:

Example: Title	HAUNTED HOUSE	5 seconds
Credits	John Jones, director, writer, cameraman; Den 1 actors	7 seconds
Scene 1	Front of old scary house	5 seconds
Scene 2	Boys sneaking up on house, come to front door	15 seconds
Etc. Etc.		

3. Have a "table run" where the boys learn what they are to do and the director takes them through a first reading.
4. Then comes a dress rehearsal with an unloaded camera, to check out film angles and let the actors "get used" to their parts. Make any needed changes on script.
5. A final dress rehearsal with all changes and as realistic as possible.
6. Shoot the film. It is preferable to shoot the film in the proper scene sequence, so that editing will not be necessary.
7. Develop the film and show it at Pack Meeting.

It is not necessary to shoot the film of live boys. Puppets, cartoons, cutout figures, abstract figures or any combination of the above can be used for an effective film.

W X 45

SHOWMAN



PUPPETRY, MUSIC DRAMA three areas of showmanship for Webelos Scouts to delve into and further their creativity and earn another activity badge.

Showman is another name for that helpful boy who is needed when the pack is going to have a skit, play, circus or other form of group entertainment as part of the program. It is a lot of fun to put on a show - to be a showman - and there are other reasons why there is a Showman Activity Badge.

Every conscientious leader of boys is working to further the development of the whole boy . . . physically, emotionally, spiritually and mentally . . . so he will be prepared to take his place as a well-adjusted member of his social group. Educational trends are so definitely toward creativity that dramatics is becoming a regular part of classroom activities in most areas. The underlying theme of the creative arts is to develop richer living through a well-rounded personality. The Showman badge offers, through its various requirements in puppetry, music and drama, the opportunity for a boy to develop his creativity and to broaden his base of aptitudes.

There are other factors of value:

- The entertainment to be derived from the dramatic or musical presentation.
- The cultural or educational values to be derived in the field of music or drama.
- Dramatic preparation develops careful and proper speaking habits that are significantly necessary in communications today.
- Seeing their youngsters perform with sincere effort and enthusiasm is a great source of satisfaction and pleasure for parents.

It isn't necessary for a boy to be an accomplished musician or actor to earn the Showman badge and be recognized for his interest in this activity.

Writing a play is a simple procedure that most any boy can do when he follows his Webelos Scout book. There is an interesting job for any boy . . . carpentry and woodworking for the manual-minded boy; electricity and lighting for the technical minded boy; scene painting for the artistic; and stage-managing and directing for the industrious.

See the Skits and Puppets sections of this book for ideas on making puppets for display or demonstration at pack meeting . . . and for skits suitable for presentation by the Webelos den.

WX46

SHOWMAN ACTIVITY BADGE



The Showman Activity Badge has something for every Webelos Scout. For the "ham" actor, there's drama ... for the shy boy, puppetry ... and for almost every boy, music. After working on this badge, your boys should be able to provide some good entertainment for pack meeting or for a den family night.

You might decide to use as a theme for the Showman badge, the Cub Scout theme of the month, so all the entertainment at pack meeting will be coordinated. Then again, your boys may have some ideas of their own about a good theme to follow.

It is doubtful that you will produce any skilled entertainers, but the badge should help expose the Webelos Scouts to theatre and musical arts, and perhaps build self-confidence in some of them. It's bound to be fun!

The Puppets section of this book will give you ideas on making various types of puppets. The Skits & Costumes section will also be helpful for skit, costume, and make-up ideas. Remember to use *Cub Scout Activities* book and *Boys' Life Reprint #26-047 Showman Activity Badge Helps*, for more ideas. The public and school libraries have a good selection of books which deal with this subject.

Den Activities -

- Attend a high school play.
- Invite a high school drama teacher to explain and demonstrate make-up techniques.
- Use a tape recorder to record boys' voices so they can hear how they sound.
- Write a puppet play and make puppets to go with it.
- Write a one-act play for pack meeting.
- Visit a costume shop.
- Plan a den family night of entertainment. A variety show including musical numbers, a play, and a puppet show would be fun.
- Make a puppet stage from cardboard boxes.
- Boys bring their favorite records and play them for the den.
- Take your entertainment to a children's home or hospital as a good turn.
- Make a shadow puppet screen and shadow puppets.
- Discuss stage directions and what they mean.

SPORTSMAN



The Webelos den leader's major objective in this activity badge is to conduct den meetings in such a way that every boy in the den becomes sufficiently skilled to meet all the requirements of the Sportsman badge. Just participation in a sport is not enough. Each boy should be able to demonstrate his skill and knowledge in his four selected sports. He also learns that, by doing his best, he achieves a feeling of real accomplishment.

In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are interested most in doing. Seventy-nine percent of boys age 8 - 11 considered learning how to play in team sports as very important. Only 'building up of the body' surpassed this figure.

Boys are interested in sports no matter where they live. Sports are fun to watch, but they will enjoy them more if they understand the rules and are able to participate in the game. When boys have difficulty with this badge, it may be because they do not participate in sports. With this in mind, try to plan den outings which will involve as many sports as you can work in. Include High School or College games, as these games generally have more all-around enthusiasm. Do not be too critical of those boys who do not excel, but instead, judge each boy on whether or not he is doing his best.

SUGGESTED DEN ACTIVITIES:

- Have each boy make a list of the sports in which he participated during the past few months.
- Learn what two individual and two team sports the boys will want to do.
- Invite a sports figure, coach or referee to visit your den meeting and tell the boys the importance of team work, fair play and good sportsmanship.
- Plan a trip to a football or baseball game with the boys and dads.
- Display posters on football signals and discuss them with the boys. Practice these signals until the boys know them well.
- Plan a father-son bowling night.
- Decide on a sport to demonstrate at pack meeting. Select one that most Cub Scouts won't know much about, so they will learn something.
- Let the boys practice archery, using a bale of hay behind paper targets. Teach them the safety rules.
- Make shuffleboard discs and cues as shown in the Webelos handbook. Lay out a court with chalk on the driveway and play a game.

WX 48

FOOTBALL OFFICIAL



Make this cardboard referee to use as a teaching aid when you are helping Webelos Scouts learn the official football signals.

MATERIALS: Light-weight white cardboard; black paper; paper-towel tube; brass paper fasteners.

BODY: Cut 7" X 9" piece from cardboard. Glue in cylinder shape with 1" overlap for gluing. Punch holes for paper fasteners.

HEAD: Use paper-towel tube. Cut to 9" length and wrap with white paper which reaches half-way down tube. Draw face on front.

HAT: Cut from black paper as shown below. Top of hat is circle with flaps to be glued to towel tube. Brim is 5 3/4" long X 5/16" high. Top circle is 2 3/8" diameter with 3/8" slits.

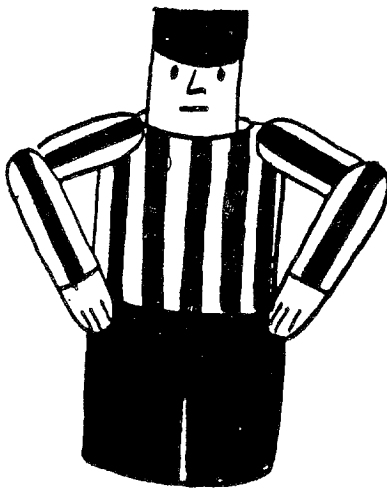
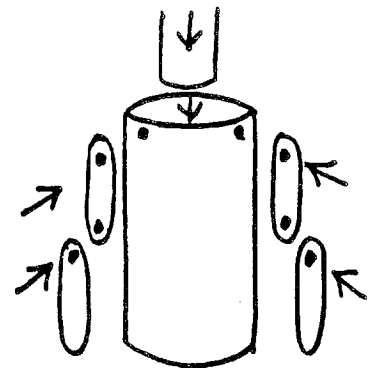
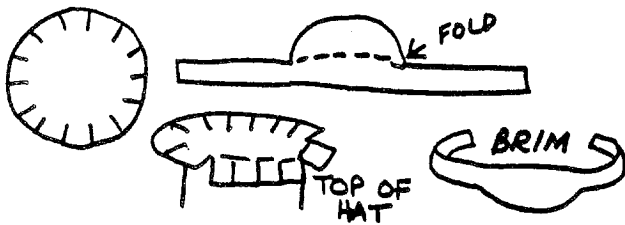
UPPER ARMS: Cut from cardboard 3 1/4" long X 7/8" wide with rounded ends.

LOWER ARMS: Cut from cardboard 3 3/4" long X 7/8" wide with rounded ends.

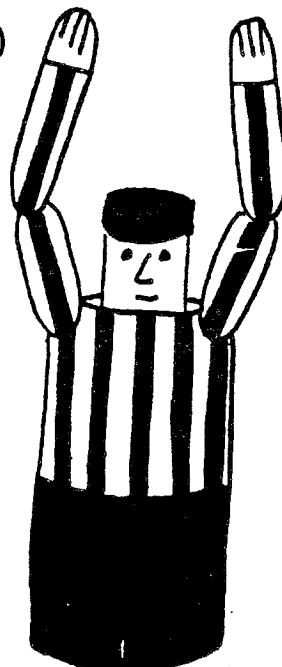
Punch holes in arms as shown for fastening to body. Cut strips of black paper for stripes on shirt. Cover lower part of body with black paper.

Arms should be attached tightly at elbows and body. Now, try out those signals!

- Boys Life Magazine



OFFSIDE



TOUCHDOWN
OR
FIELD GOAL

WX 49

TRAVELER ACTIVITY BADGE



Almost everybody loves to travel. Webelos Scouts are no exception. But not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler badge. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them. Through the badge requirements, the boys will learn to read maps and timetables of railroads, buses, or airlines serving the area. They will use this information in planning trips. They will learn the comparative costs of rail, bus and air transportation. They may take some trips with their parents. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

Earning the Traveler badge will not only help the boys prepare for travel experiences, but it will also enable them to get the most out of any trip they take and to learn more about our country.

Remember that to earn this badge, the boys must be involved in trip planning. The fun is really in the traveling, but with advance planning, you can make the planning periods fun too.

Den Activities -

- Visit county, state or national parks.
- Take a bus or train trip.
- Visit historic sites nearby.
- Visit a travel agency or automobile club office and find out what they do.
- Calculate cost and speed of a plane trip.
- Make car first aid kits.
- Visit a train depot, bus terminal, or airport, to see inside operations.
- Discuss timetables and how to read them.
- Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
- Teach proper packing of suitcase. Afterwards, have speed contest, stressing neatness as well as speed.
- Locate points of interest on city and state highway maps.
- Prepare a list of travel agencies and transportation media available in your area.

WX50

WEBELOS TRAVELER

Map Symbols Relay

On separate three-by-five-inch cards, paste road map symbols taken from a standard road map. (Or enlarge them by copying.) On smaller cards, write the proper meanings. Divide den into two teams, which race separately. Make a jumbled pile of all cards and meanings some distance from the first team. On signal, first boy on the first team races to the pile and matches any symbol card with the proper meaning card. (Record his starting time.) He then runs back and touches the second boy, who repeats the action. Continue until the team has finished with all symbols and meanings properly matched. Record the team's elapsed time. The second team then does the same. Deduct one second for every improperly matched set. Winning team is the one with the faster corrected time.

Suitcase Pack Game

For this game you will need a suitcase and quite a few balloons. The object is to try to pack as many inflated balloons in the suitcase as you can.

Do You Know Your Cars?

Each of the definitions below describes a type of car. Can you identify them?

- | | | |
|-----|-----------------------------------|----------------|
| 1. | Our 14th President | Lincoln |
| 2. | River in New York | Hudson |
| 3. | First colony in New England | Plymouth |
| 4. | Indian Chief | Pontiac |
| 5. | Theatre in which Lincoln was shot | Ford |
| 6. | Wild animal in cat family | Cougar, Jaguar |
| 7. | A young horse | Colt |
| 8. | A spotted horse | Pinto |
| 9. | A motherless calf | Maverick |
| 10. | A stinging insect | Hornet |
| 11. | A shooting star | Comet |
| 12. | A bullfighter | Matador |
| 13. | French tourist spot | Riviera |
| 14. | Prince Ranier's Country | Monaco |
| 15. | A Roman mythical God | Mercury |
| 16. | Tall building in New York | Chrysler |
| 17. | Deep sea fish | Barracuda |
| 18. | A hawk | Falcon |

WX51

SCHOLAR



A Webelos Den leader can help his Webelos Scouts on the Scholar Activity Badge in several ways. He will find most helpful the ability to listen to the boys, to give them a pat on the back for school accomplishment, and some advance planning.

The leader can influence the boys' thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. Webelos Scouts are in the most receptive period in their lives to learning. You can guide them in establishing a good foundation and thirst for knowledge.

SUGGESTED DEN ACTIVITIES

- Encourage the boys to talk about what is going on at school; the people who work at the school; how each boy is progressing in school. (These boys are at an age where it is the 'in' thing to knock the school system, but their ideas can be greatly influenced by your attitude) Get them to talk about the jobs they are doing at school (safety patrol, etc) and why they are important.
- Contact the Board of Education and/or your school secretary for information about the educational chain-of-command in your area. (Do this prior to den meeting) Lead a discussion with the boys. Don't try to force "school is good for you" attitude on the boys, but instead be a supplier of information and channel the discussion in a positive way.
- When boys are ready to have their teacher sign off the first three requirements of the badge, the den leader should give the teacher a warning and let her know what is going on. Keep your contact with the school on a simple, informal level.
- Prepare a large chart of the school system showing where the children fit in both as students and as helpers. Display this at pack meeting to show what the Webelos Scouts have learned.
- Or work up a skit which demonstrates how everyone fits into our educational system ... to be presented at pack meeting.
- Invite an educator to speak to the den about the careers which are available in the field of education.
- Go to the library to research the history of schools .. the different types .. and how our present system was developed.
- Visit the board of education or school superintendent's office to give the boys an opportunity to meet some of the important people in their school system on an informal basis.

Albert Einstein said, "The most important method of education always has consisted of that in which the pupil was urged to actual performance." Make this happen in your Webelos den, so that the boys are doing something as often as possible and under your guidance are learning the skills which will help him get more out of life and become a better citizen.

wx52

SCHOLAR

Here are some suggestions to help a Webelos leader increase the value and effectiveness of the boys' education, which can be worked into the den program:

- By keeping physically fit, the boy is more likely to get the most out of school.
- Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his problem and listen when he does. Pat him on the back when he does well.
- Help each boy lead a balanced life. Studies should be counterbalanced with recreational and social activities.
- Help him to make wise use of his time. Horace Mann wrote: "Lost, yesterday; somewhere between sunrise and sunset; two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever".
- A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's looking to you for guidance.
- Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education and you, as his leader, are an integral part of his growing-up process.

BRAIN TEASERS:

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

Answer: 20

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

Answer: 2

SCIENTIST



We are living in exciting times. Each day brings new explorations and discoveries in science. The scientist tries to learn the laws of nature that govern the how, why and wherefore of the world about him so that these laws can be used by people to improve our living environment.

Webelos Scouts will learn, as the scientist does, how and why some of the laws of nature work. They will learn about some of the laws of physical science such as how airplanes fly, how the diving bell works, the effect of gravity on balance, and why the bicycle rider keeps going forward when he stops his bike suddenly. He will learn other facts from some interesting experiments.

Many years ago, Jules Verne wrote "Twenty Thousand Leagues Under the Sea" describing the travels of an undersea craft called the Nautilus. Today, the U.S.S. Nautilus, run by nuclear power, can travel around the world underwater without coming to the surface for air. Scientific experimentation made this possible. We no longer think of electric lights, cameras, radio, television, telephone, phonographs, airplanes and automobiles as wonders. We take them for granted, but the inventors of these modern necessities were once boys like your Webelos Scouts. Who knows which of your boys might become a future Edison, Einstein, Carver or Bell .. and under your leadership discover his scientific aptitudes.

The Webelos Leader should read the 20 pages of information and experiments in the Webelos Scout handbook. Obtain outside help from a science-trained Dad. The school science teacher can also be of help. Ask your local eye-specialist to present the eye demonstration and explain the basic principles of how the eye functions. The items needed for the experiments are simple and many can be found in the home or purchased at a variety store.

The explanations in the Webelos Scout book are clear and concise so that the 10-year old boy can easily understand what he is doing. Learning scientific methods helps a boy develop his power of thinking.

Suggested Den Activities:

- Do the atmospheric pressure tests or balance tests in the Webelos handbook.
- Try out some of the experiments shown on the following pages.
- Make fog.
- Make crystals.
- Make some optical illusions and show how the eyes converge.
- Do the inertia experiments in the Webelos handbook.
- Talk about the various branches of science and how they differ.
- Plan a scientific experiment to be demonstrated at pack meeting.

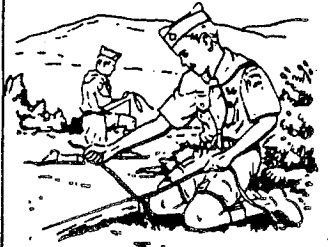
Basically the scientist:

1. Observes
2. Forms a theory
3. Experiments
4. Comes to a conclusion

WX 54

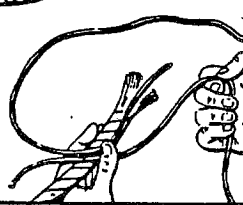
KNOW YOUR KNOTS AND HOW TO USE THEM

YOU CAN TELL AN OUTDOORSMAN BY HIS ABILITY TO TIE THE RIGHT KNOT AT THE RIGHT TIME. A SCOUT KNOWS SEVERAL KNOTS AND THE PURPOSE OF EACH. HE CAN TIE THEM IN THE DARK OR IN THE DAYLIGHT...HERE ARE THE TESTS OF A GOOD KNOT: 1. SERVES ITS PURPOSE. 2. HOLDS UNTIL UNTIED. 3. EASILY TIED. 4. EASILY UNTIED...TIPS ON KNOT-TYING: USE A SIX-FOOT PIECE OF 1/4 OR 1/2 INCH ROPE - NOT TWINE OR STRING! PRACTICE TYING EACH KNOT IN THE SITUATION IN WHICH IT WILL BE USED.

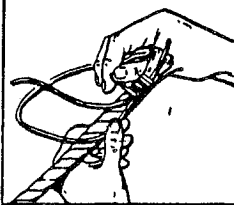


BEFORE TYING KNOTS
LEARN HOW TO
WHIP

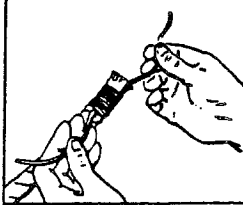
A ROPE TO KEEP IT
FROM UNRAVELING



MAKE A LOOP OF TWINE AND PLACE AT END OF ROPE.



WRAP TWINE TIGHTLY AROUND ROPE STARTING 1/4 INCH FROM ROPE END.

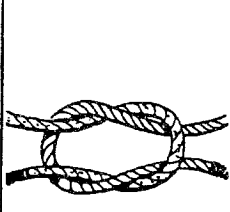


WHEN WHIPPING IS AS WIDE AS ROPE IS THICK, PULL OUT ENDS HARD. TRIM OFF TWINE CLOSE TO WHIPPING.

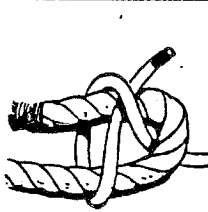


THESE ARE SOME USEFUL KNOTS

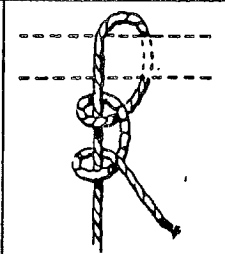
FOR OTHERS, SEE THE SCOUT FIELD BOOK AND HANDBOOK FOR BOYS



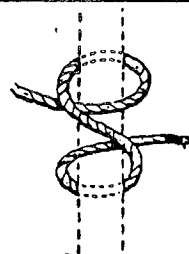
SQUARE KNOT
FOR TYING KNOTS OF EQUAL THICKNESS. VERY USEFUL IN FIRST AID.



SHEET BEND
FOR JOINING TWO ROPES TOGETHER OF DIFFERENT THICKNESS.



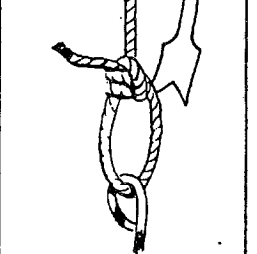
TWO HALF HITCHES
FOR TYING A ROPE TO A POLE OR RING.



CLOVE HITCH
FOR SECURING BOATS - FOR LASHINGS.



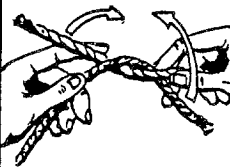
BOWLINE
FOR FORMING A LOOP THAT WON'T SLIP UNDER STRAIN. EASILY UNTIED.



TAUTLINE HITCH
FORMS A LOOP WHICH WILL NOT SLIP WHEN ROPE IS TIGHT.

HERE'S HOW TO TIE THEM

SQUARE KNOT



TWIST LEFTHAND ROPE END OVER, BEHIND, UNDER RIGHT HAND ROPE.



AGAIN TWIST SAME END AS BEFORE... OVER, BEHIND, UNDER. LEFT OVER RIGHT - RIGHT OVER LEFT!

SHEET BEND

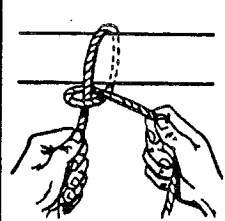


FORM A BIGHT (LOOP) ON THE HEAVIER ROPE. BRING OTHER LINE END THROUGH LOOP, TWIST IT OVER AND UNDER LOOP.

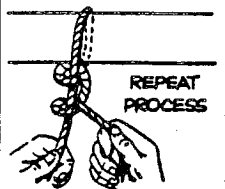


THEN BRING SMALL LINE IN UNDER ITSELF.

TWO HALF HITCHES

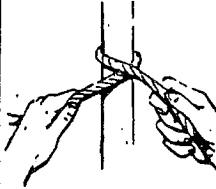


PASS ROPE AROUND POLE. CARRY ROPE END OVER AND UNDER AND THROUGH LOOP THUS FORMED.

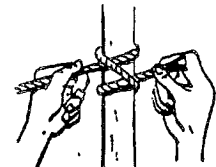


REPEAT PROCESS

CLOVE HITCH



BRING ROPE END AROUND POLE, LAY IT OVER THE ROPE ITSELF.



BRING END ONCE MORE AROUND POLE. CARRY END UNDER THE ROPE ITSELF.

BOWLINE

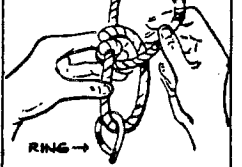


HOLDING ROPE WITH FINGERS ON TOP, PLACE END ON STANDING PART. TWIST YOUR HAND, CARRYING END AROUND TO FORM LOOP.



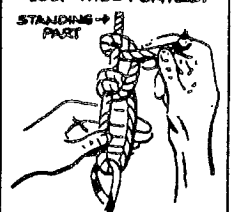
BRING END AROUND ROPE DOWN THROUGH LOOP.

TAUTLINE HITCH



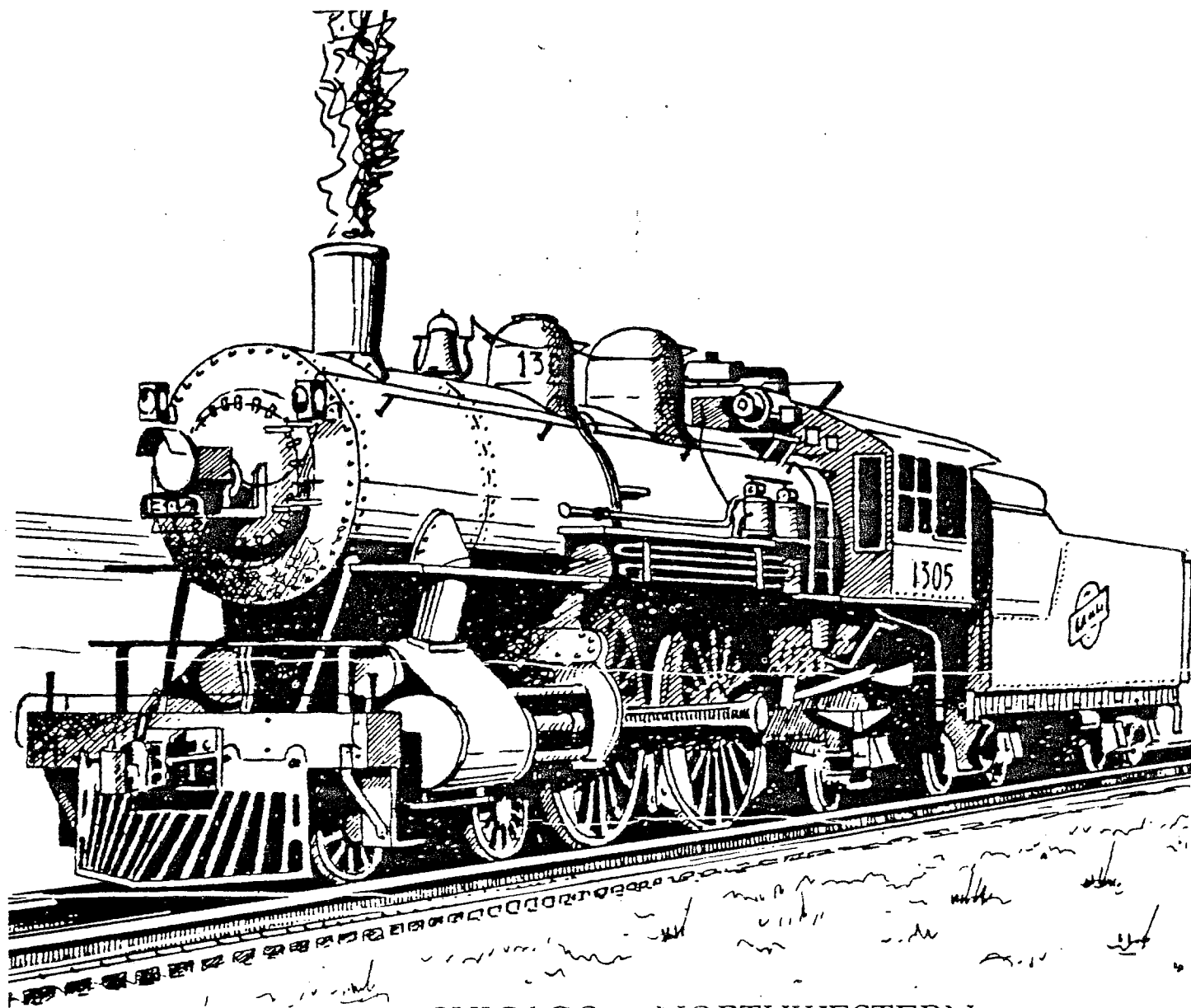
PASS ROPE THROUGH RING.

CARRY ROPE END AROUND STANDING PART TWICE AND THROUGH LOOP THUS FORMED.



REPEAT PROCESS ONCE AND PULL TIGHT.

BLUE & GOLD



CHICAGO & NORTHWESTERN
4-4-2 Atlantic



Blue & Gold *Banquet*

WHAT IS IT?

A Blue and Gold Banquet is your February Pack Meeting dressed up in its best finery, where the entire family is invited to come and eat.

PURPOSE

To recognize the anniversary, or birthday, of the Boy Scouts of America, founded in 1910. This gives your pack a fine opportunity to give recognition to your Cub Scouts, to your Leaders, and to your Chartered Partner or Sponsor.

PLANNING

The preparation of a successful Blue and Gold Banquet can and should involve your entire pack committee, all of your Den Leaders, and many parents who are not normally connected with the operation of your pack. This will give an opportunity to expose many people to your successful event, hopefully excite them about the Cub Scout Program. Planning should start well in advance of the scheduled date of your dinner. Make sure that assignments and responsibilities are clearly defined so that there is no misunderstanding about who is responsible for what part of the preparation and planning.

STYLE OF DINNER

1. POTLUCK - Probably the most common type of Blue and Gold Banquet is the traditional Potluck Dinner. Experience has shown that potlucks are most successful when Dens are seated together with the food shared on a Den basis. Unless your pack is very small, stay away from one large table with all the food piled on, with an endless line of people trying to get their dinner. This generally results in your program running much longer than you had anticipated. Serving on a Den basis can be handled very simply; family style.
2. CATERED - Many catering firms in your community will be happy to work with you in bringing the food for your Blue and Gold Banquet. Check the Yellow Pages - and the Pack treasury.
3. FAMILY BUFFET STYLE RESTAURANT - Many of this style restaurant are available and can be reserved for your Blue and Gold Banquet. Using the buffet-style restaurant, you do not need to know in advance an exact number who will be attending, which makes planning and financing of your dinner easier.

LOCATION

Survey each den to determine the number of people who will attend. Will your regular Meeting Place be sufficient to hold your number? If not, choose an alternate place, reserve it well in advance and make sure everyone knows the location.

On February 8, 1910, Boy Scouts of America was founded by Robert Stephenson Smyth Baden-Powell. By 1930, 20 years after the B.S.A.'s birth - there were 650,000 Boy Scouts in our country. That year they were joined by their younger brothers in the CuB Scouting Program.

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.

There are three important things to remember:

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

PLANNING THE BANQUET

To be successful, the banquet must be planned well in advance. A 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 busy working with their dens.

BANQUET COMMITTEE RESPONSIBILITIES

1. Set the date and time of the banquet, unless it has already been determined. Most packs hold the banquet on the regular pack meeting date.
2. Decide on the meal serving plan.
 - a. Potluck - Each family brings a dish to share with the whole pack or with the den group. Families furnish their own plates, cups, utensils, and serving dishes. Food is pooled and served buffet style.
 - b. Food Committee - If the pack has sufficient funds, they may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins and ask pack families to bring salads, vegetables and desserts. Some packs pro-rate the cost among those who attend. Some food committees purchase all the food and prepare the whole dinner.
 - c. Catered - Either have a caterer bring food already prepared or the pack can go to a restaurant or cafeteria for dinner. In these cases, the food is prepared so there is nothing to do but decorate the room and tables.
3. Secure an adequate facility at least six (6) weeks in advance. The space needed will be determined by the serving arrangements and type of exhibits used.

3. FACILITY (continued)

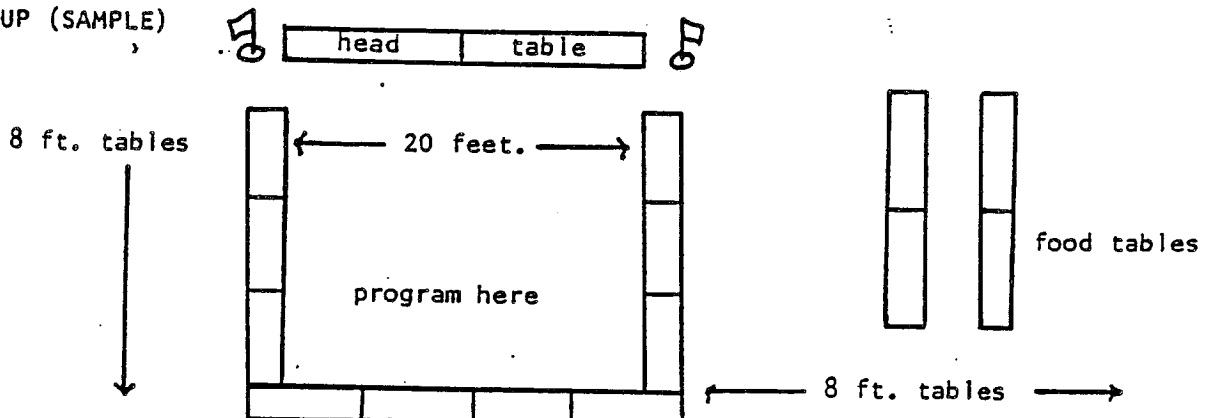
- a. Type of facility:
 - 1) School Cafeteria
 - 2) Church Meeting Room
 - 3) Civic Centers, Town Hall
 - 4) Restaurants
- b. Check on rental fee, if any. This may determine which facility is used.
- c. Check seating capacity and number of tables available.
- d. Inquire about kitchen availability, if needed.
- e. Secure permission to use items - PA System, Speaker's Stand, etc.
- f. Confirm reservations at least a month in advance.

Use the members of the banquet committee as chairmen of the following sub-committees to plan the details of the banquet. Depending on the size of the banquet, some of the sub-committees' responsibilities may be combined.

PHYSICAL ARRANGEMENTS SUB-COMMITTEE RESPONSIBILITIES

- 1. Develop a seating plan so that den families can sit together.
 - a. Head Table
 - b. Arrangement of tables (determined by size and shape of room).
 - 1) Square
 - 2) U-Shaped
 - 3) Parallel
 - 4) Fan Shaped
 - c. Be sure everyone will be able to see and hear.
- 2. Make arrangements to get into the building early on the day of the banquet to set up tables.
- 3. Inform dens what time they may arrive to decorate. Be sure to allow enough time for people to go home and dress for the banquet.
- 4. Check on restroom and coatroom facilities.
- 5. Check on need to work with custodian.
- 6. Be sure there is adequate parking space.
- 7. Arrange for adult clean-up committee. Have trash bags available.

BANQUET SET-UP (SAMPLE)



FOOD SUB-COMMITTEE RESPONSIBILITIES

1 POT LUCK PLAN:

- a. Decide if Dens will plan their own menus, or if each family will bring food to contribute to an overall menu.
- b. Let each den family know how much and what type food to bring.
- c. Ask each family to bring their own plates, utensils.
- d. Decide if pack will furnish salt, pepper, sugar, napkins, etc. If so, make arrangements to buy them or have them donated.

2. FOOD COMMITTEE PLAN:

- a. Decide how much food the pack will furnish (meat, drinks, paper goods or all the food)
- b. Purchase food and other dinner items.
- c. See that each den receives their share of purchased goods.
- d. Obtain enough helpers to prepare the meal (or part of it.) Be sure it is prepared well. Remember health rules.

3. CATERED PLAN:

- a. Caterer:
 - 1) Contact caterer, agree on menu and cost.
 - 2) Check time of delivery and find out if caterer provides everything including drinks and dessert.
 - 3) Accept reservations and estimate attendance well in advance.
 - 4) Collect money prior to banquet.
 - b. Restuarant:
 - 1) Contact restuarant, agrss on menu and costs.
 - 2) Accept reservations and estimate attendance in advance.
 - 3) Collect money prior to banquet.
4. Plan to have a cake or cupcakes. This is a Birthday Party.
* Consider having a Father-Son cake bake.
 5. Determine serving time and needs.
 - a. Plan two serving lines if more than 150 people are served.
 - b. Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks as needed.
 6. Work with program subcommittee in adhering to time schedule for serving, eating, etc.

THE BANQUET MEAL:

The type of menu selected for the banquet will be determined by current food prices. However, a well balanced meal should include meat, vegetables, salads, bread, dessert and drinks.

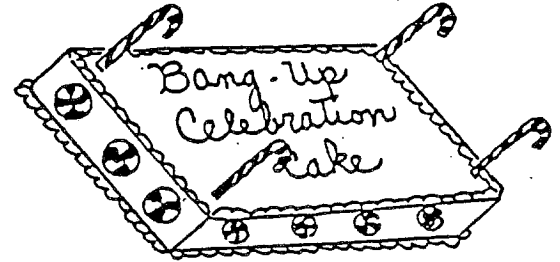
The following information will help the banquet committee in planning.

MEAL PLANNING (continued)

POT LUCK MEALS:

For a den of 8 families:

2 families bring meat dishes
2 " " vegetables
2 " " salads
1 " " dessert
1 " " bread and drinks



QUANTITY BUYING TABLE

Baked Beans - 4 qt. bowl
Butter - $\frac{1}{2}$ lb - 32 servings
Carrots, raw sticks 1 - $1\frac{1}{2}$ lb.
Coffee (regular) 1 lb. (40-50 cups)
Lettuce - 3 heads
Salad Dressing - 1 pt. or $\frac{1}{2}$ lb.
Potato Salad - 1 qt. bowl
Jello Salad - $1\frac{1}{2}$ qt. mold or 9"x13" dish
Mashed potatoes - 4 qt. bowl
String Beans - 3 #2 cans
Peas - 5 #2 cans
Baked Ham (boneless) 6-7 lb.
Swiss Steak - 10 lbs.
Meat Loaf - $1\frac{1}{2}$ lb Pork & $3\frac{1}{2}$ lbs Beef
Chicken - 40 pieces
Stuffing for poultry - 5 qts.
Turkey - 18 - 20 lb.
Pickles - $1\frac{1}{2}$ pt.
Jelly - $1\frac{1}{2}$ pt.
Rolls - 50
Cream for coffee - $1\frac{1}{2}$ pt
Ice Cream - 1 gal.
Punch or Ice Tea - 2 gals.
(makes 50 5 oz. servings)
Crackers - 3 pounds
Whipped topping cream - 1 pt.
Frankfurters - 7 lb (2 each)
Juices - 3 - 46 oz. cans (5oz)
Catsup - 3-14 ozs bottles
Lemon (for tea) 4
Mints - $1\frac{1}{2}$ lbs.
Nuts, salted - 2 lbs.
Peanut Butter - 3 cups to make 25 sandwiches
Potato chips - 2 lbs.
Radishes - 4-5 bunches
Sugar (for tea and coffee) $\frac{3}{4}$ lb

This table will serve as a guide for the committee in buying food for the banquet. The quantities listed will serve 25 people.

NOTE: If the banquet is pot luck or being prepared by a food committee, it is usually best to use paper plates, and cups, and plastic utensils to avoid dishwashing. If eating at a restaurant, clean up will not be a concern.

FATHER-SON CAKE BAKE.

This is a popular and exciting father-son activity which can be used anytime of the year. It is especially suitable for February, since the cakes can be used for banquet dessert. Families are furnished with the rules below. Before the banquet, cakes are judged and prizes awarded.

RULES FOR FATHER-SON CAKE BAKE.

1. Cakes must be baked by a Cub Scout or Webelos Scout and other male. (If there is no father in the family, it can be an uncle, grandfather, etc.)
2. Cake mixes and icing mixes may be used.
3. No female assistance is allowed in any respect.
4. Entire creation must be edible, including all decorations
5. All cakes should have a title or name, to be shown as part of the cake decoration, or on a card attached to the cake. Cakes will be numbered for judging purposes.
6. Cakes should be on a disposable plate or tray.
7. All cakes will be judged (by outside guests) and prizes awarded in the following categories:
 - a. Judges' choice (grand prize winner)
 - b. Most original creation - 1st, 2nd, 3rd, place.
 - c. Most appropriately named cake - 1st, 2nd, 3rd place
 - d. Biggest cake
 - e. Tallest Cake.
8. Cakes not used for banquet will be auctioned at the meeting with proceeds going to the World Friendship Fund.

* * * * *

. If special guests are invited to this dinner, include them in the head count and pay for their meal, or if pot luck have every den bring enough extra dishes to serve guests. If there is a head table, guests will be seated there. If not, place the guests with each of the dens. A special guest list includes the District Executive and spouse, Unit Commissioner, Minister or rabbi, Scouting Coordinator and spouse, former Cubmaster, Scoutmaster and spouse, school principal, local newspaper editor and spouse. The list could be endless, but hold the guest list down according to pack capabilities. Invitations should be mailed or hand delivered at least a month in advance to give the guests time to make a commitment.

THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to boys as well as adults. There is no set rules to follow for a Blue and Gold banquet program. It can be like a regular pack meeting with songs, skits, stunts, awards, or something different and special, such as a magician, puppet show, group of singers, or someone special or famous. Some packs use a short slide presentation on Scouting in general, or slides of specific pack activities from the past year.

BANQUET PROGRAM (continued)

Avoid using a speaker. This might appeal to the adults, but the Cubs will not enjoy it. Many packs prefer to use entertainment from within their own group. As a change of pace from the ordinary, the den leaders or den chiefs may preform songs., stunts, or skits. The boys like to see the adults act silly.

If the banquet is held on a regular pack meeting date, remember to include an advancement awards ceremony.

The following is a suggested agenda for the banquet program:

Opening Ceremony

Invocation

Dinner

Songs(use song leader and song sheets so all will join in)

Welcome and Introduction of special guests

Greeting from the head of chartered organization

Bobcat induction ceremony

Den Skits and stunts

Webelos Demonstration

Advancement awards ceremony

Recognition of leaders

Announcements and thanks

Closing Ceremony

This agenda may be adjusted to fit the pack's particular needs. Try to limit the total program time to no more than 1½ hours.

Keep it moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.

Note: This is also a good pack fund-raising project. Done at another time of the year, all cakes can be auctioned to the highest bidder, and the proceeds donated to the Pack Treasury.

If you do not want an auction, charge an entry fee and let the boys draw for the cakes to take home.

PROGRAM SUB-COMMITTEE RESPONSIBILITIES

1. Cubmaster should be a member of this committee.
2. Select a theme for banquet.
3. Select a Master of Ceremonies.
4. Working with cubmaster; plan format of program and recruit a person to handle each item on the agenda.
5. In cooperation with den leaders and den leader coach, plan the general room decoration and head table decoration.
6. Decide on placement of room displays and exhibits.
7. Prepare a printed program for hand-out.
8. Arrange for props for ceremonies and skits. Work with advancement chairman on props.
9. Send written invitations to special guests.
10. Select a welcoming committee to greet people as they arrive.
(Preferably a group of Cub Scouts in uniform)
11. Send thank you notes afterwards.

INVITATIONS - All pack and Tiger Cub Families should be informed of date, time, place and cost. Each den can make their own invitations for their parents. Be sure all information is given to den regarding type of banquet, whether pot luck or to bring own tableware, etc.

BANQUET DECORATIONS

Making the decorations is the most exciting part of the Blue and Gold Banquet for the den leaders and boys. The decorations should be simple and easily made by the boys. Make good use of inexpensive items and scrap materials. Use the banquet theme as a guideline for decorations.

There should be coordination between the den leaders, den leader coach and the Blue and Gold committee, so that each den will be making the same amount of decorations. The type and style can vary with dens, but all dens should be making the same items.

It is bad if one den makes place mats, place cards, nutcups, napkin rings, etc. and another den makes only place mats. A little advance planning will make everyone happy.

Some items which the boys might like to make in den meetings are:

- a. Centerpieces
- b. Nut cups
- c. Place mats
- d. Place cards
- e. Napkin rings
- f. Corsages for mothers
- g. Boutonnieres
- h. Favors for brothers and sisters

* Remember that Cub Scouts will not want to spend several den meetings cutting and pasting. Enlist the help of mothers in making part of the decorations.

The following items are available or can be ordered from the Scout Service Center or local Scout Distributor if the pack wishes to purchase them:

- No. 4601 Cub Scout Display Kit
4601-A Stars and stripes (plastic)
4601-B Big Star (polythylene)
4601-C Bunting (polythylene)
1879 Cub Scout Stationary
4021 " " Place Mats
4022 " " Napkins
4014 " " Place Cards
4020 " " Giant Place Card
4596 " " Menu Cover
4540 " " " "
4649 " " Insignia Stickers
4650 " " " "
1109 " " Flag Desk Set
4036 " " Name Tag
4605 Blue and Gold Pennants

RECIPE FOR BLUE AND GOLD

Take one auditorium
Decorate in Blue and Gold
Set tables with centerpieces, placemats, nut cups, and name cards.
Add special guests
Fill with each little genius(Cub Scout) and his family
Entertain with interesting program of skits and awards
All enjoy a Cubbing Birthday Dinner

Set up your Blue and Gold Committee:

ASSIGNED TO:

- ATTENDANCE
FOOD
DECORATIONS
PROGRAM
INVOCATION
SONGS
WELCOME
SKITS
AWARDS
ANNOUNCEMENTS

Planning for Blue and Gold:

I. PROGRAM

- a. Opening - led by a den or the Den Chiefs
b. Invocation
c. Introduction of guests by Cubmaster, or Committee Chairman
1. Scouting Executive
2. District Commissioner
3. Area Commissioner
4. Neighborhood Commissioner
5. Scouting Coordinator
6. Mayor
7. Minister
9. School Principal
10. Special people who help the pack during the year (school custodian etc.)
d. Skits
1. by the dens
2. by the Boy Scouts
3. by the adults in the Pack
e. Awards
1. Certificates of appreciation or plaques
a. sponsor
b. School

BLUE AND GOLD (continued)

Awards

- c. Anyone who has helped during the year.
2 Adults in Pack - certificate or plaque depending on the length of time they have served.

- 3. Boy's Awards

- f. Closing

- 1. by a den
- 2. May be a Benediction

II Dinner

- a. Plan the menu

- 1. Basic menu for the whole pack
- 2. Each den plan their own menu

- b. Supplying food

- 1. Each Cub family bring a dish based on the menu
- 2. Pack buys the food and a group of mothers prepare it.
(Each family pays a set amount)
- 3. Catering with a set charge per person
- 4. If Cub families supply the food, they are to bring enough for the guest table.

- c. Serving the food

- 1. Family Style in den groups
- 2. Cafeteria of buffet style
- 3. Restuarant style
 - a. Have Boy Scouts, Girl Scouts, or Junior Camp Fire girls serve.
 - b. Plates are filled in the kitchen and served to each person

- d. Seating

- 1. One guest table and Cub families sit in den groups
- 2. Dens are hosts to the guests assigned to them.

III SETTING AND CLEANING UP

- a. Have two or three mothers from each den arrive early, or earlier in the day, to help the den mothers set the tables and decorate.

- b. Have two or three mothers or dads stay and clean up
(Remember to leave the facilities as clean as you found it)

- c. If it family style, have two mothers from each den serve the coffee, punch, and dessert.

IV. Items Pack and dens generally supply

- a. Pack

- 1. coffee
- 2. Punch or Milk
- 3. Cake
- 4. Ice Cream
- 5. Paper plates and cups (Families may bring their own)

- b. Dens

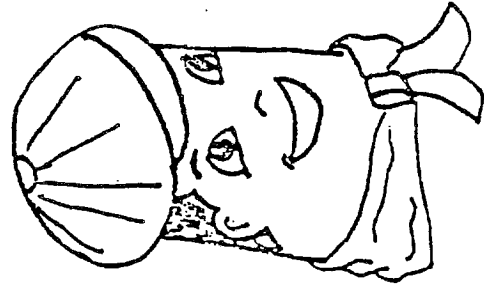
- 1. Placemats and napkins
 - a. buy all alike
 - b. Have Cubs make them
- 2. Napkin Rings made by Cubs
- 3. Place cards " " "
- 4. Invitations/parent " " "
- 5. Nut Cups " " "
- 6. Centerpieces " " "
- 7. Plastic spoons, forks - have families bring their own.

CHARLIE CUBBER BOX OR CENTERPIECE

Here is a handy place for Cubs to store socks, belts, neckerchief slides, or any other "treasures" or it may be used for a Blue and Gold Centerpiece

You will need a large oatmeal box for each "Charlie" Cover the box with flesh-colored paper. Make a face on one side by glueing on paper cutouts for each ears and facial features; add yarn hair. If you prefer, these details may be drawn with crayons or markers.

When the box is finished, the top can serve as a rack or holder for your Cub Cap. Place your neckerchief or one made of crepe paper around the base. Hold it in place with a neckerchief slide.



DURING THE GATHERING TIME:

Provide each person with a copy of the following list with instructions to find someone in the room who answers each of the descriptions. That person signs the proper space.

Someone who wears a 10½ shoe _____

Someone with the same color of eyes _____

Someone who was born in December _____

Someone who has been to Camp MaKaJaWan _____

Someone wearing a brown sock _____

Someone who has been to Philmont _____

Someone with a pre-school age child _____

Someone who was a Cub Scout as a boy _____

HERE COMES THE TIGERS!! (Here is an idea for your Tiger Cubs



TIGER CUBS

BLUE AND GOLD 1987



Place Cards



Nut Cups



Napkin Rings



Invitation

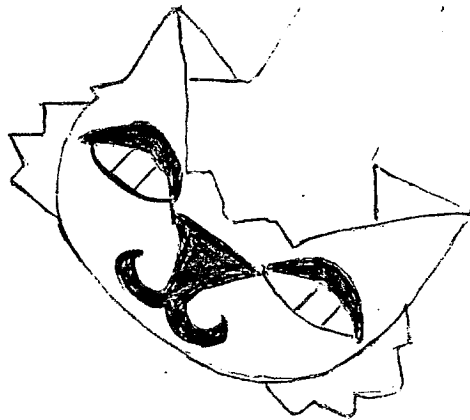


Placemats

HERE COME THE TIGERS!! -- Here's an idea for your Tiger Cubs

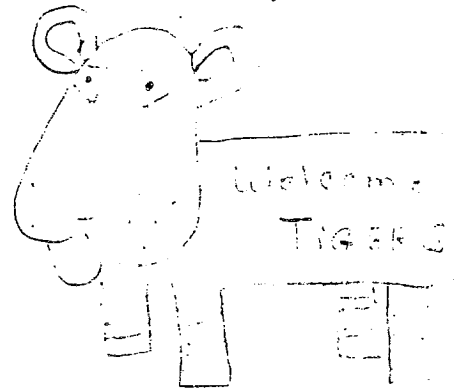
TIGER BOOKMARK

Enlarge patterns Use felt or paper. one square = 1"

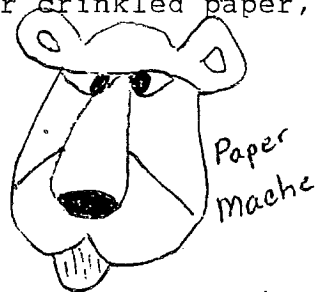


O Orange
Y- yellow
BK- Black
G- Green

Paper towel rolls, salt boxes almost anything can become TIGER!!



Paper--Mache --buils up this head over crinkled paper, balloon



Paper Mache



Cardboard Cylinder

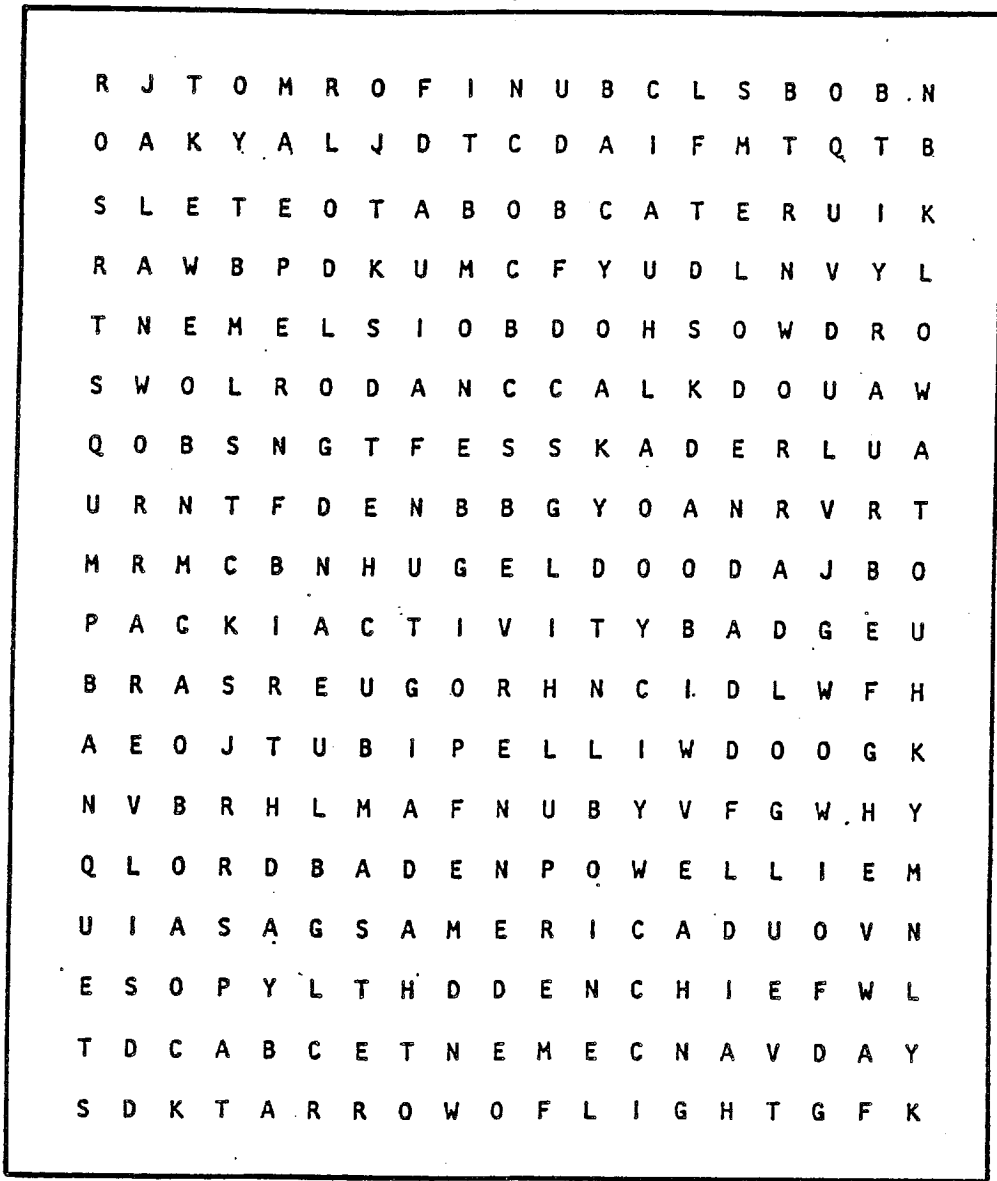


BLUE AND GOLD

ICEBREAKERS

Cub Scout Seek and Find

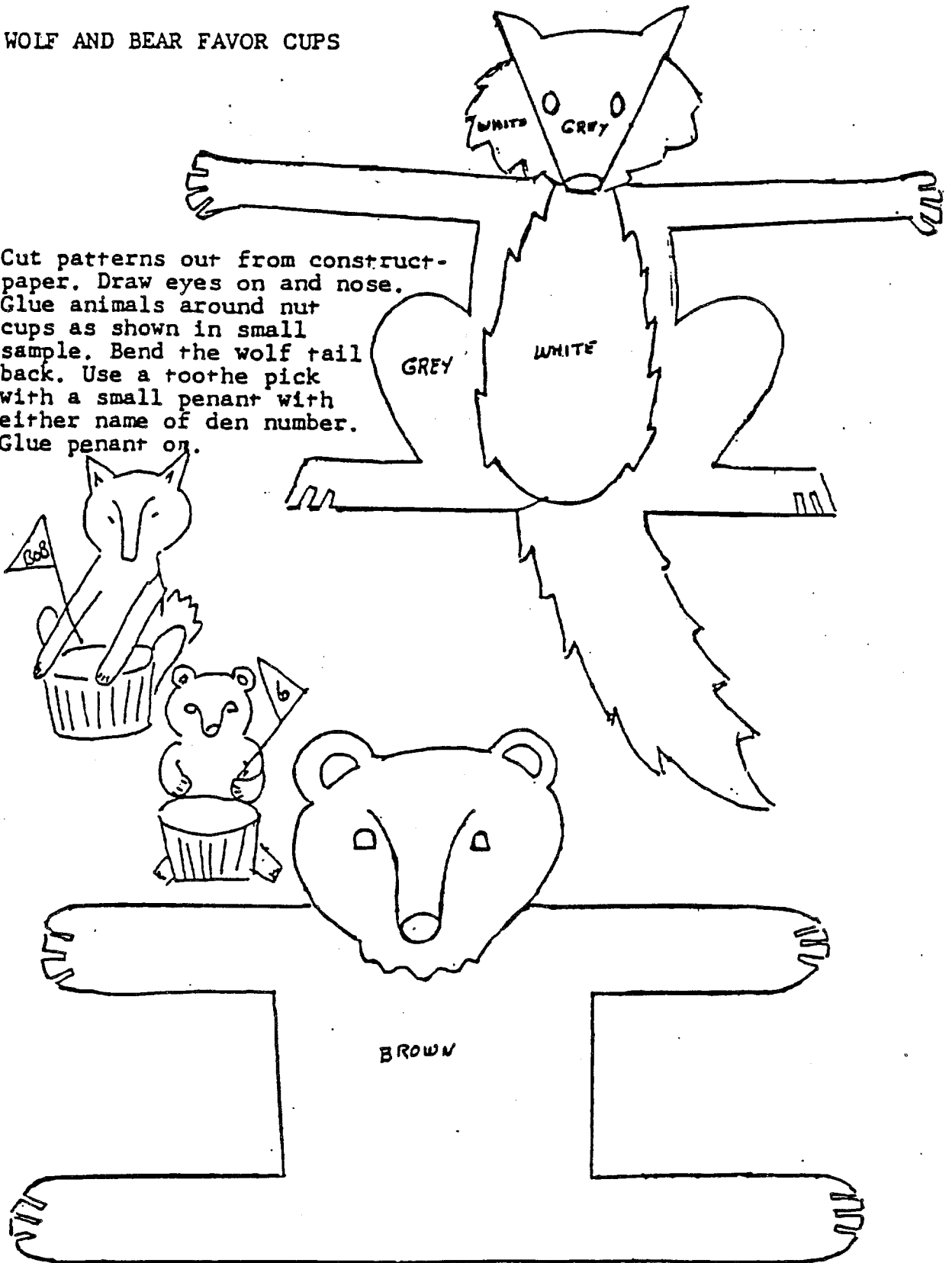
birthday	Boy Scout	Arrow of Light	uniform
BSA	activity badge	den chief	February
America	Bobcat	Cubmaster	advancement
Cub Scout	blue and gold	banquet	Goodwill
wolf	webelo	den	pack
bear	denner	den dad	doodle
gold arrow	silver arrow	lord baden powell	



BLUE - GOLD TIPS

WOLF AND BEAR FAVOR CUPS

Cut patterns out from construct-
paper. Draw eyes on and nose.
Glue animals around nut
cups as shown in small
sample. Bend the wolf tail
back. Use a tooth pick
with a small penant with
either name of den number.
Glue penant on.



BLUE - GOLD TIPS

PLACEMAT-NAME TAGS NUT CUPS
& NAPKIN HOLDERS



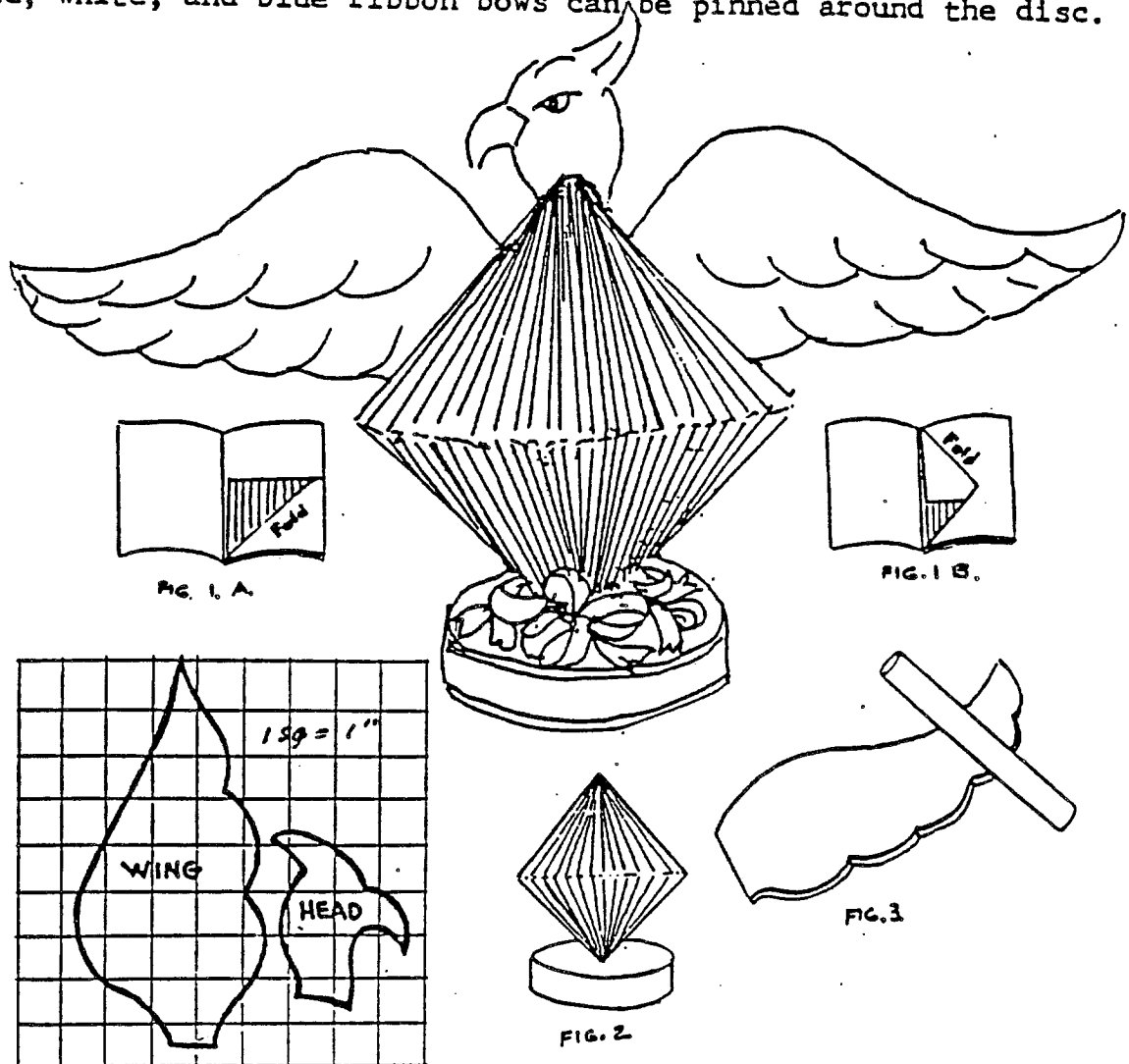
BLUE - GOLD TIPS

CENTER PIECE

EAGLE Materials needed for this attractive centerpiece consist of: Magazine, 1½" X 5" white foam disc. Red shiny button for eye, White glue and gold spray paint.

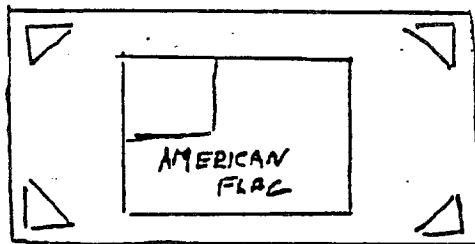
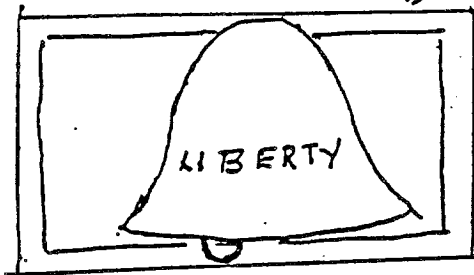
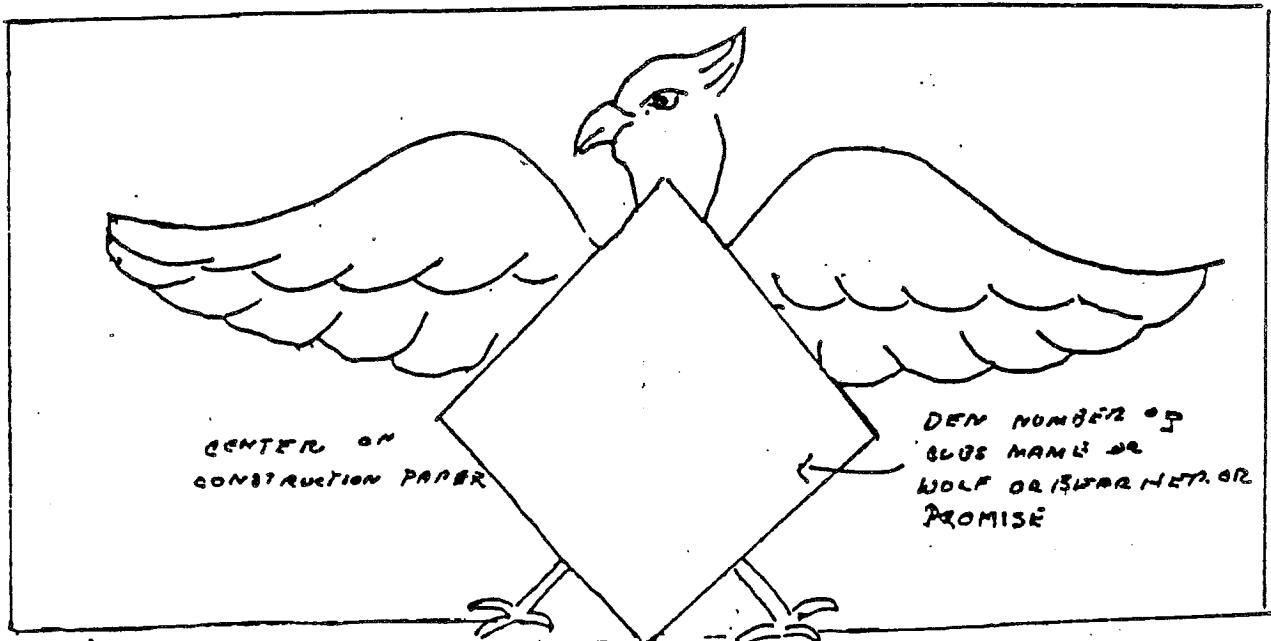
Construction; Fold magazine as in Fig. 1 (A, B) When whole magazine is folded, open up into complete circle. Glue and pin one end of the magazine to base, Fig. 2. Enlarge pattern to 1" squares. Cut wings and head from white cardboard. Lay wings flat on table. Take a wooden dowel ½" diameter, and roll wings to curl them, Fig. 3. Press down on dowel as you roll. Just roll enough to give the wings a slight curve. Draw the lines into the wings. Glue wings into each side of book. Glue head to top of book. Spray the entire eagle gold. When dry, glue on eye (two if you do the back side too) and retouch up the lines of the features.

Red, white, and blue ribbon bows can be pinned around the disc.

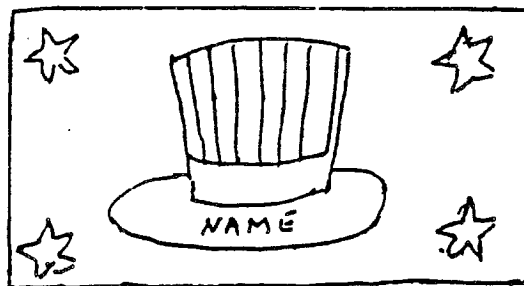
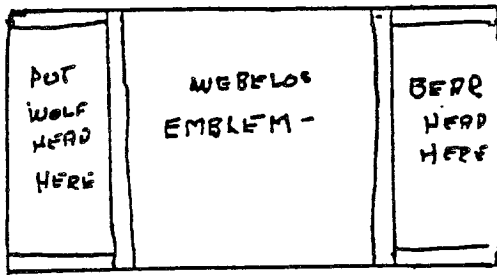


BLUE AND GOLD

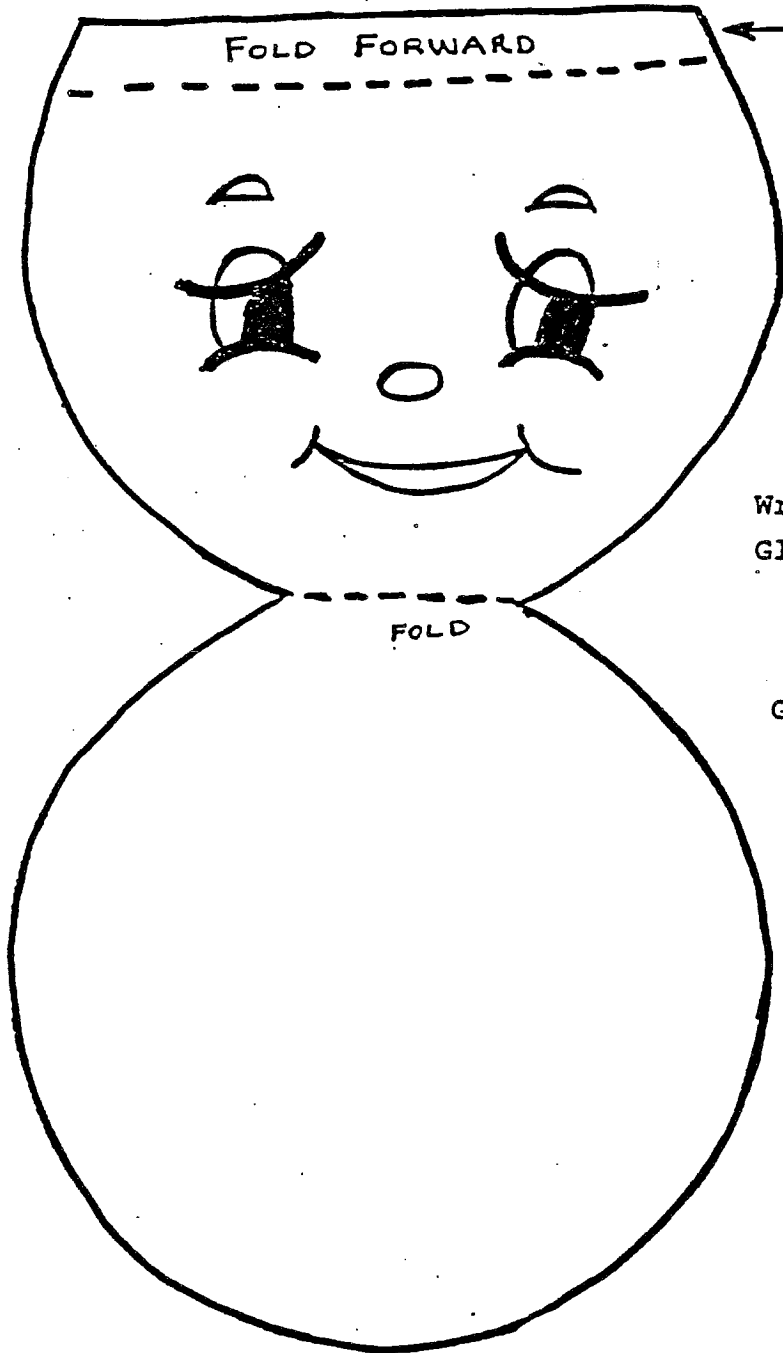
PLACEMATS:



ABOVE MADE FROM CONSTRUCTION PAPER



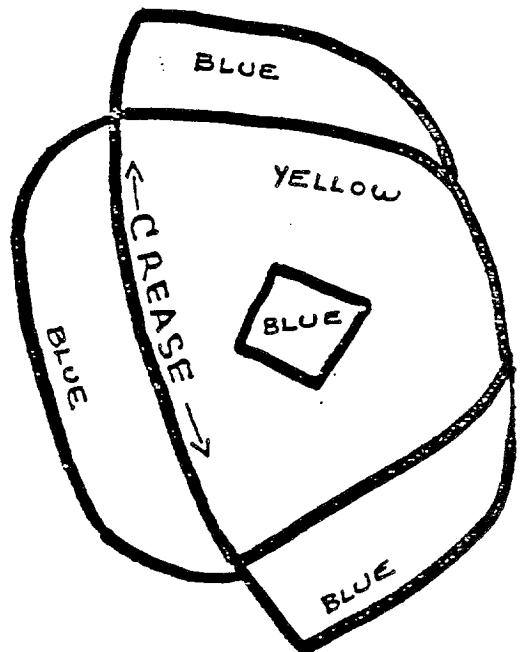
BLUE AND GOLD CUB SCOUT INVITATION OR PROGRAM



Write "pull down"
on the back.

Write message on inside.
Glue hat to top edge.

Glue hat to message side.



BANQUET PROGRAM COVERS

PACK 86



DIAMOND JUBILEE

BLUE AND GOLD
BANQUET

Pack 312



BLUE and GOLD
BANQUET

February 26, 1987


BLUE AND GOLD
BANQUET



Pack 6
Boy Scouts of America
1910-1987

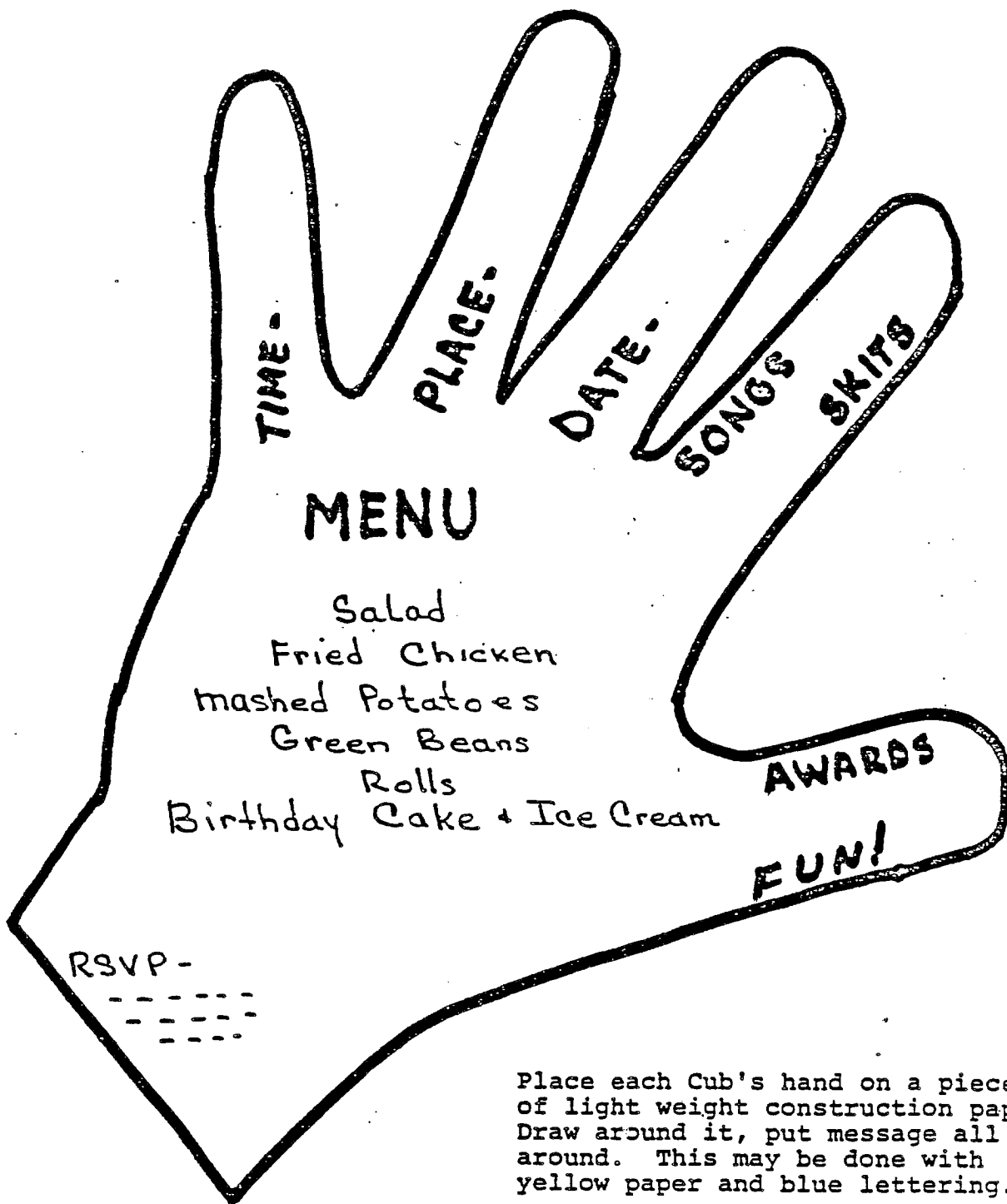
PACK 54

BLUE AND GOLD BANQUET



February 26, 1987
PARKVIEW GRADE SCHOOL

BLUE AND GOLD INVITATION

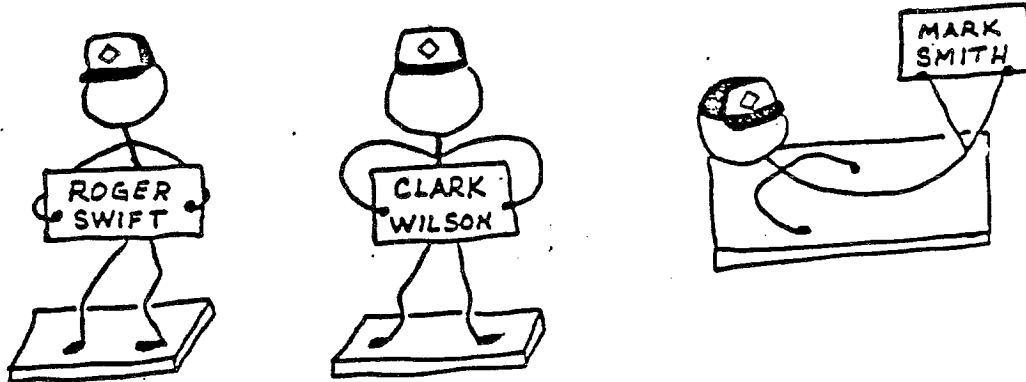


Place each Cub's hand on a piece of light weight construction paper. Draw around it, put message all around. This may be done with yellow paper and blue lettering.

BLUE AND GOLD

PIPE CLEANER FIGURES

Make pipe cleaner figures, using a wooden head or a small marshmallow for head. Position as shown by gluing to a piece of cardboard.



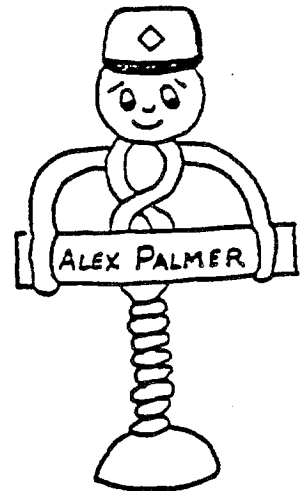
PIPE CLEANER PLACE CARDS

The Cub's body is an 1/8" dowel, about 3 1/2" long. His head is a small wooden bead, glued to top of body.

For his shirt and arms, wrap a bright blue pipe cleaner around the body, beginning a little below the head, leave two ends extended for arms. For trousers, wrap another blue pipe cleaner around the lower portion of the body.

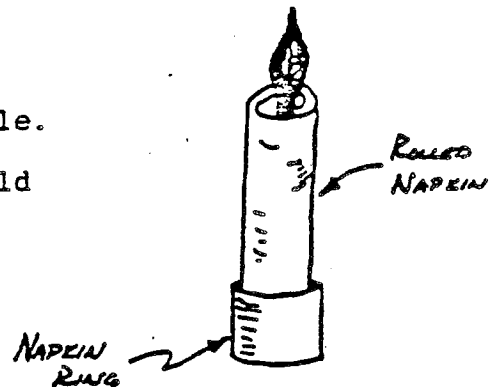
Coil a short piece of blue pipe cleaner for the Cub's hat; add a piece of yellow pipe cleaner for the neckerchief.

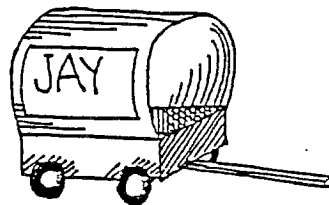
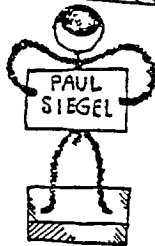
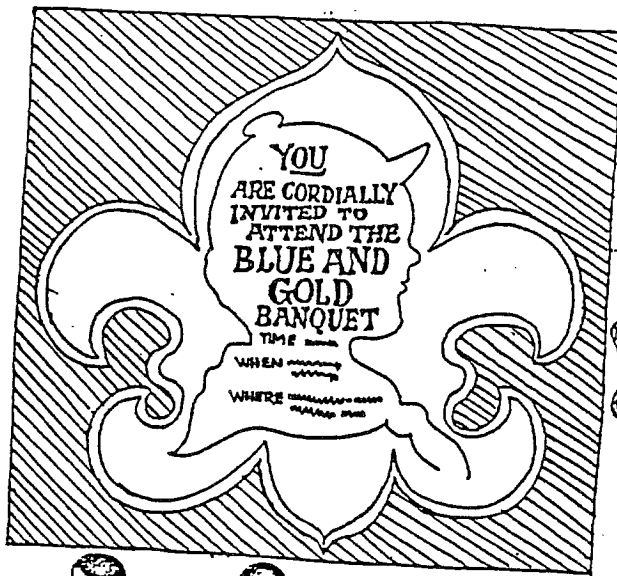
The Cub's arms hold the name card.
Insert the bottom of the body in a small mound of clay on a place mat or table.



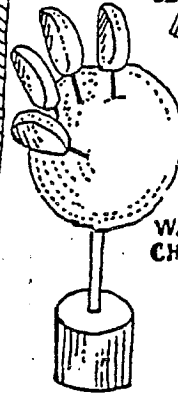
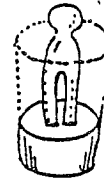
NAPKIN RINGS

Roll yellow paper napkins to form candle. Cut a strip of blue construction paper and staple together to form ring to hold candle. If desired, add a red paper flame to top.

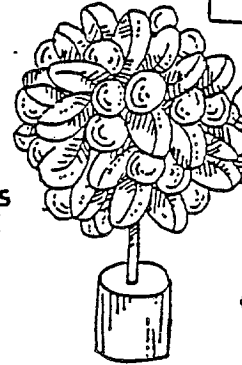




GEORGE WASHINGTON



WASHINGTON'S CHERRY TREE



ABE LINCOLN



Den Projects

MOST OF YOUR ACTIVITY in the den this month will concern preparations for the blue and gold dinner. You will want decorations for your den's own table at the dinner.

Prepare a skit, puppet show, stunt, or other act for the program. Base it on the life of a famous American chosen by the Cubs. Or, you might concentrate on a regional hero, such as the first settler in your community.

Before the first den meeting, read the suggestions on how to prepare a skit in your *Den Leader's Book*. Check *Skits and Puppets* to see some sample skits, pantomimes, and other stunts. Remember to keep your skit or stunt as simple as possible, with few speaking lines.

Some ideas on costumes for various historical periods will be found on these pages. Your public library has books on making costumes in its children's section.

Here are a few ideas on which skits could be developed around an incident in the life of a famous American:

- Martin Luther King's "I have a dream" speech in Washington.
- Benjamin Franklin's electrical experiment with a kite.
- John F. Kennedy and his PT-109 experience.
- Neil Armstrong and Edwin Aldrin landing on the moon.
- Washington crossing the Delaware.

BLUE AND GOLD BANQUET INVITATION

VOLCANO CANDLE-HOLDER—Mold papier maché around a tin can. Paint to resemble a mountain. Candle length just right for the flame to appear at the top of the can.

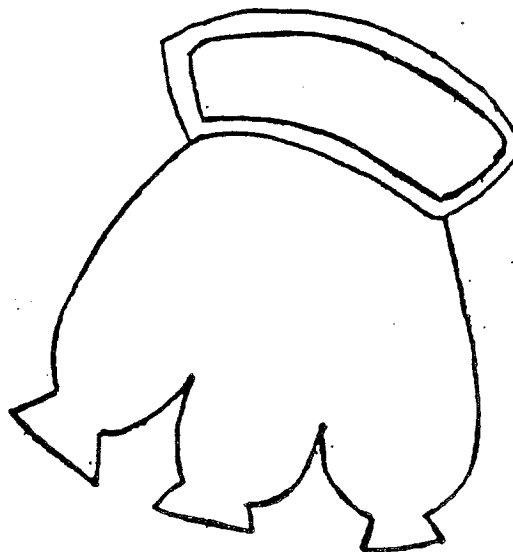
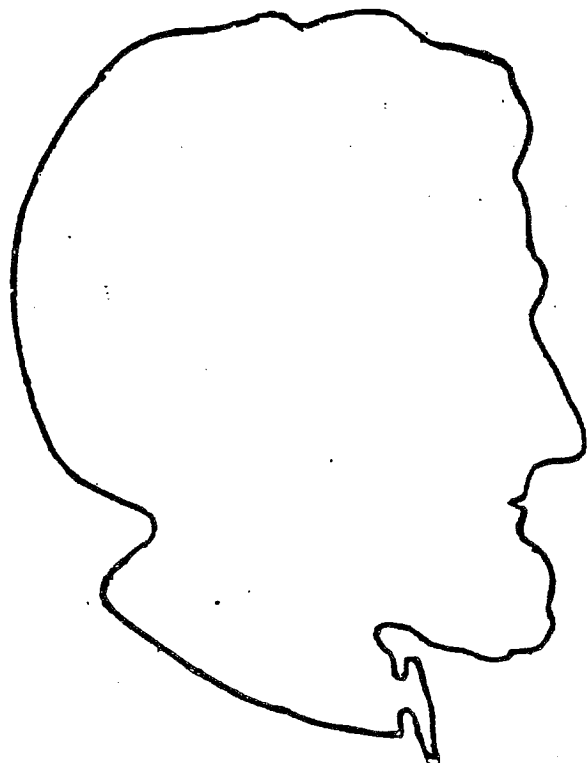
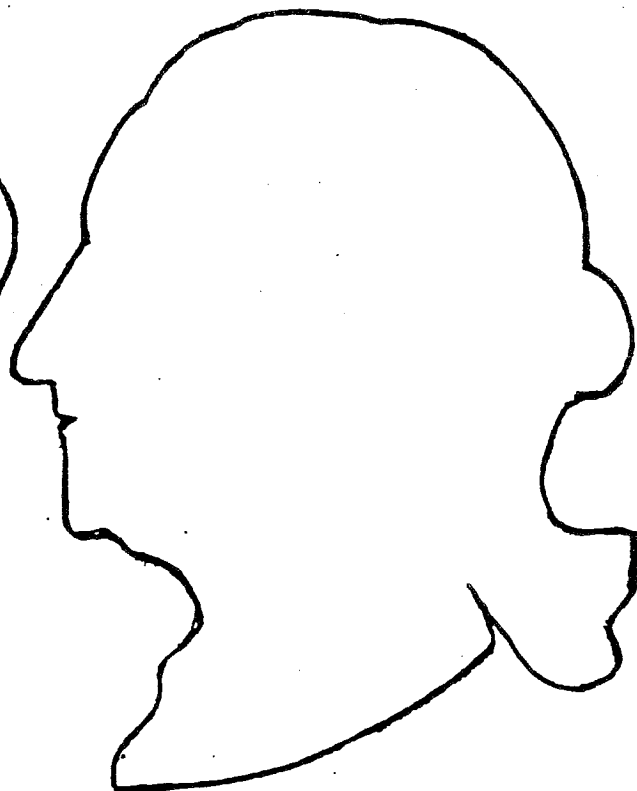
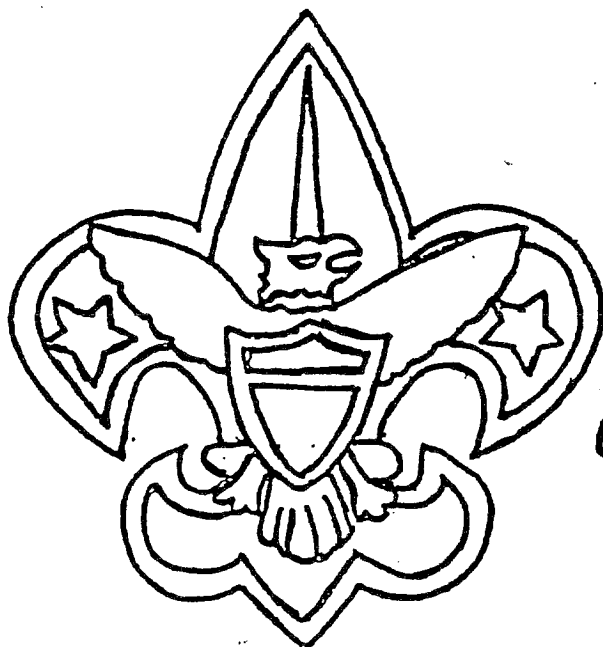
COLONIAL COSTUME—Can be used for Washington, Franklin, Jefferson, Hamilton, and others of our Colonial period. Pin up brim of felt hat on three sides for tri-corner hat. Use jacket for frock coat. Ruffles at neck and cuffs can be made from muslin. Tuck pants into long stockings for knee breeches. Shoe buckles are gilded cardboard.

FRONTIERSMAN—Can be used for Daniel Boone, Kit Carson, and mountain men. Basic costume is an old pair of pajamas dyed brown with a fringe of brown or tan yarn. Shoes are moccasins.

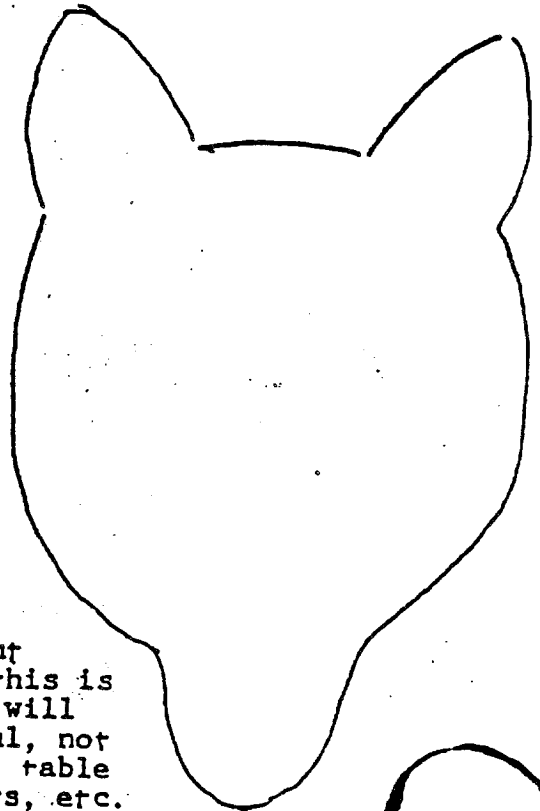
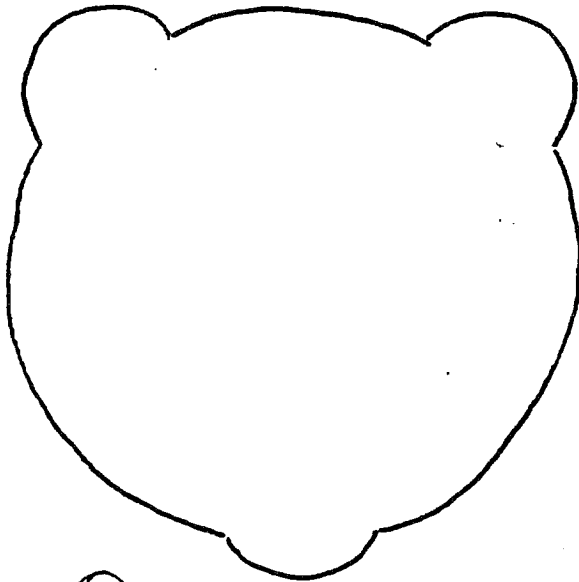
COONSKIN HAT—Cut 2½ inch wide strip of cardboard 2 inches longer than head is around. Staple or tape into circle to fit head. Cut out piece of cloth slightly larger than this circle for top of hat. Glue it on circle. Cut coonskin tail from cardboard and glue it on. Spread glue over hat and tail and cover with cotton. Let dry. Paint brown, with tan stripes on tail.

ASTRONAUT—Suit is pair of coveralls dyed electric blue, silver, or other bright color. Use toy bubble helmet or adapt football helmet by adding plastic visor. Boots are heavy shoes or ski boots wrapped in aluminum foil. For space gloves, spray garden gloves with metallic paint. Run insulating wires of various colors down outsides of arms and legs. The life support system is a box mounted on a hiking pack rack and decorated with old radio parts, and painted dials.

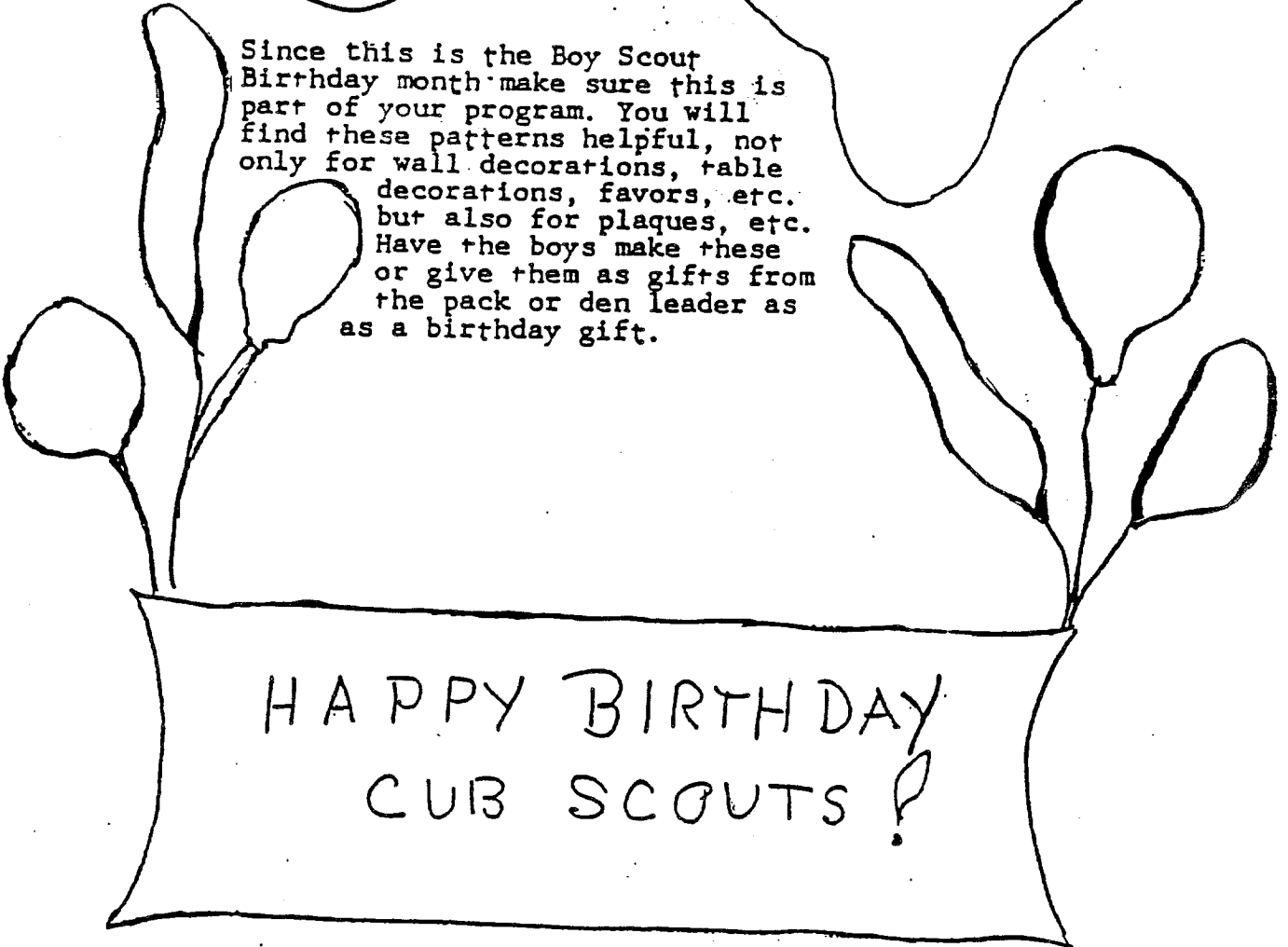
BLUE AND GOLD



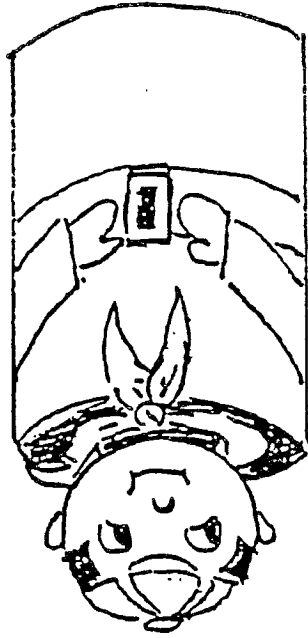
BLUE AND GOLD



Since this is the Boy Scout
Birthday month make sure this is
part of your program. You will
find these patterns helpful, not
only for wall decorations, table
decorations, favors, etc.
but also for plaques, etc.
Have the boys make these
or give them as gifts from
the pack or den leader as
as a birthday gift.



HAPPY BIRTHDAY
CUB SCOUTS!



bottom one, yet can be easily removed. one can be inverted to fit down over the extend above the can. This way the next inside top of the can, letting $\frac{1}{2}$ " board strip, about 1" wide around the the Cup to hold trinkets. Glue a card- If you would like to be able to use and give them under the body.

top can. Cut feet from cardboard; paint from paper; paint and glue them to the around his neck. Cut a belt and arms of crepe paper, 5" x 15". Tie the scarf For the Cup's scarf, cut a piece glue to the front of the hat.

back edge into $\frac{1}{2}$ " tabs to bend up, and fit the curve of the head. Cut the curving the back edge of the visor to piece of paper in the shape shown,

For a visor on the hat, cut a Cover the pin with a paper circle.

through the center and into the head. top edge and insert a straight pin

of the hat around the head. Gather the around the head. Glue the bottom edge

paper 2" wide and long enough to go For the hat, cut a strip of crepe

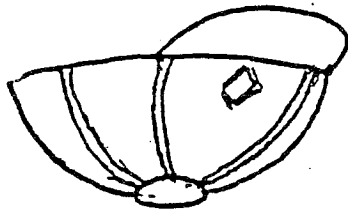
board; insert and glue the ears in the head. Glue on paper features; Cut small ears from painted card-

Fold the tabs out and glue to the top of the can. along the length to make tabs for gluing. Glue the ends together

to make a ring. Paint the neck. Glue a 3" foam ball to the neck Paint the body. Cut a strip of cardboard, 1" x 7 $\frac{1}{2}$ ". Cut in $\frac{1}{4}$ "

Glue two tuna fish cans together with an adhesive type glue. TIN CAN CUB

TIN CAN CUB



cap. your Cup Scout paperweight circle at the top to complete

Give a small blue cardboard gold braid and a gold emblem.

Then glue on strips of narrow Nest, paint the cap blue.

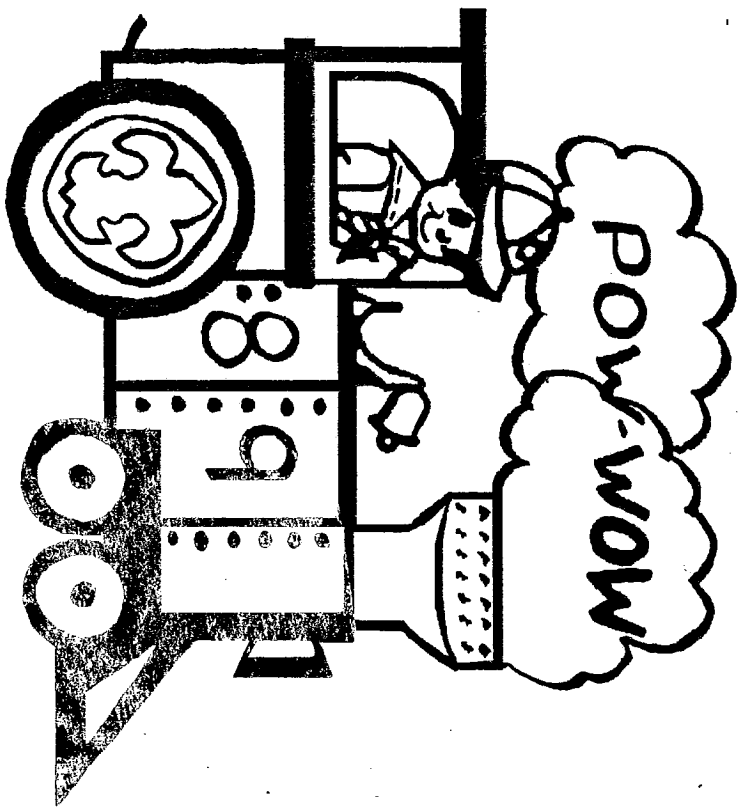
visor included, and glue to the base of the paperweight. of parts to give the needed weight. When the plaster has dried

thoroughly, cut a circle of cardboard or heavy paper, with a Cut a hollow rubber in half. Fill the halves with plaster

CUB CAP PAPERWEIGHT

CUB CAP PAPERWEIGHT

Blue
&
Yellow

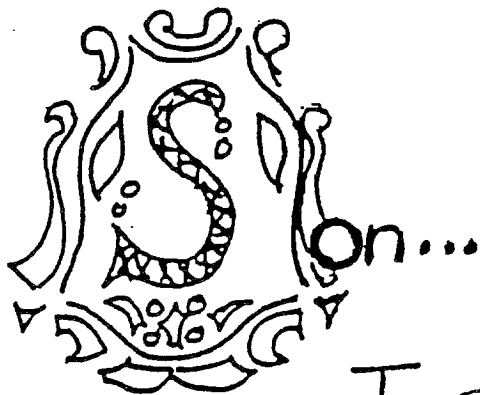


Special

A Travel Tale

WELCOME
OPENING
GRACE
BLUE AND GOLD MEAL
INTRODUCTIONS
"RUN-ON"
SKIT
WOOD BADGE PRESENTATIONS
SONG
CLOSING

Once upon a time there were two little boys who set out to find Fun and Adventure, Learning and Discovery. They decided to go to the bus station to buy a ticket to these destinations. The ticket agent told them that there were no places with those names on the bus line. Undaunted, the little boys went to the railroad station to try to buy tickets to their desired destinations. Here the answer was the same, there are no stops by those names on this railroad. Some what dismayed, the little boys sat down on the curb to think. One of the little fellows remembered being in the city with his father and getting into a taxi cab and just telling the driver where they wanted to go. So they found a taxi cab and got in. They told the driver that they wanted to go to Fun and Adventure, Learning and Discovery. The cab driver was about to tell the boys that those places didn't sound familiar to him, but he thought for a minute and drove the boys to a school. They all went inside and in the gym they saw lots of boys in blue uniforms and lots of adults in kakhi and blue and gold uniforms. These people were all having Fun and experiencing Adventure. They were also Learning and Discovering new things. The little boys were happy because they had found what they wanted. They had found the right ticket - the ticket to Fun and Adventure, Learning and Discovery is CUB SCOUTING.



I give you my solemn
promise, that since you are a part
of me, and I a part of you -
We will spend one day a month
In doing things you want to do.
It may be Cub Scout projects with
the gang, or prowling thru the woods,
Or just anything you say...
So, let's together plan this day, and
grow as fellows should.....

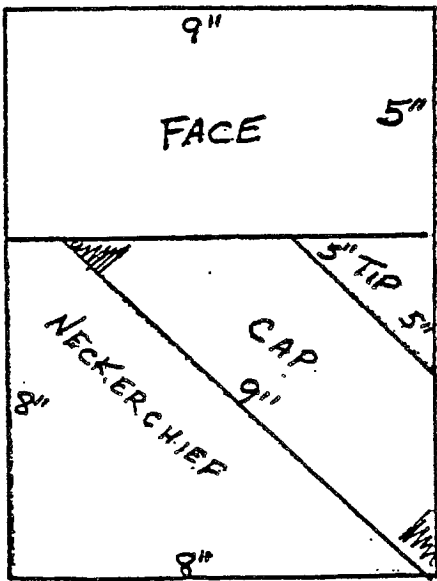
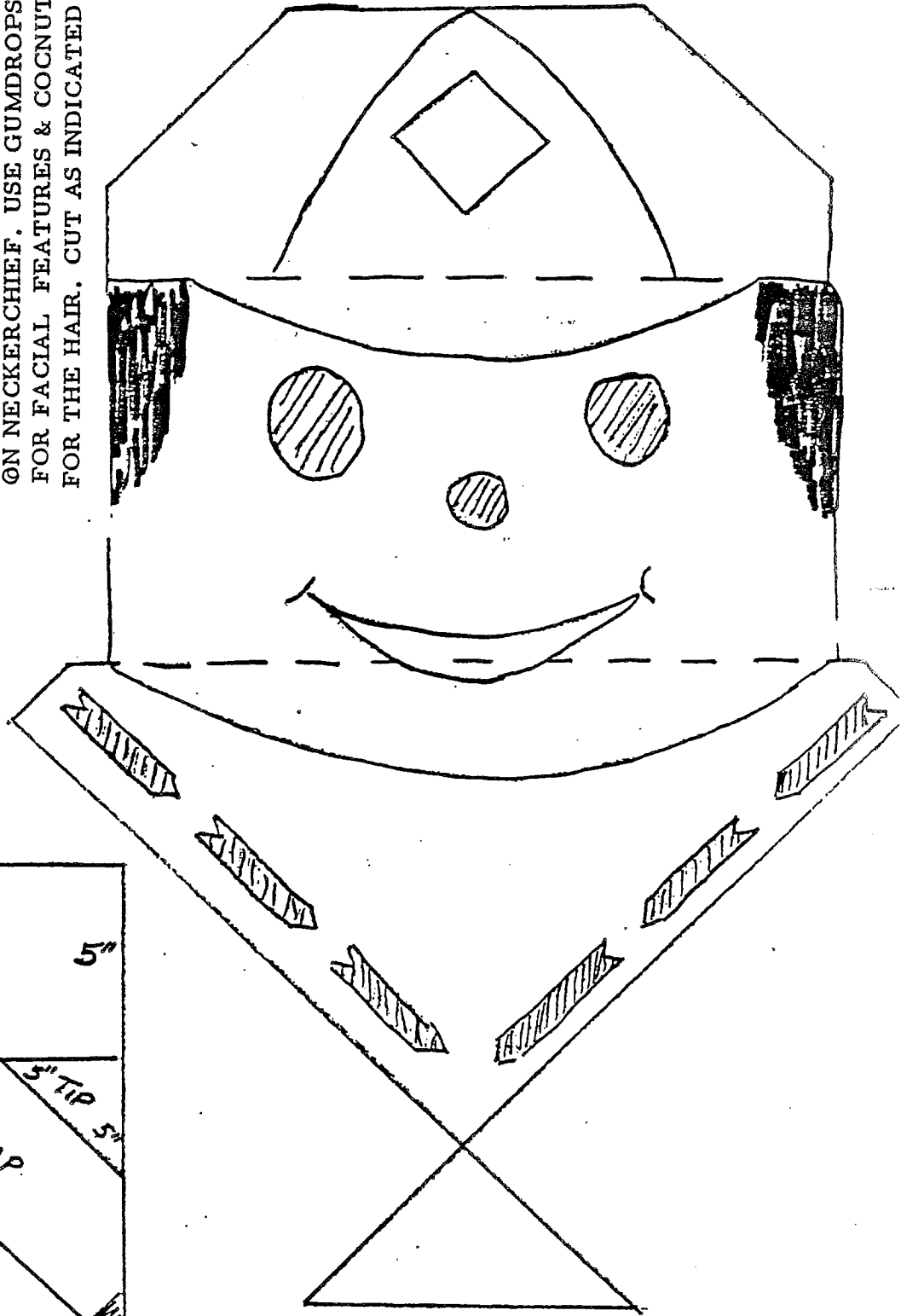
Dads signature

Sons signature

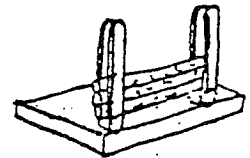
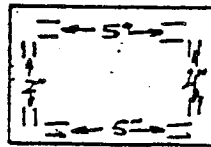
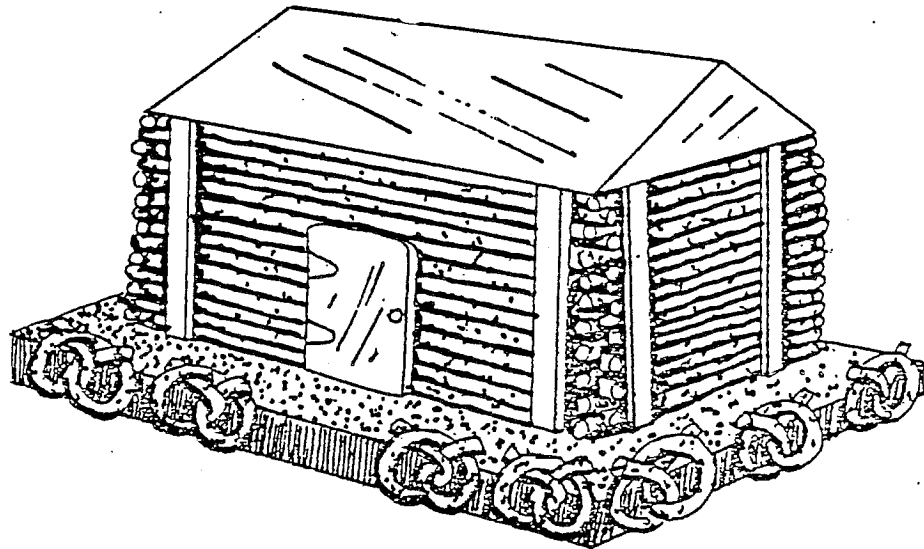
Date

BLUE AND GOLD

CUB SCOUTS BIRTHDAY CAKE
 BAKE CAKE IN A 9x13" PAN
 ARRANGE ON TRAY OR FOIL
 COVERED CARDBOARD AND
 FROST WITH PINK ICING
 FOR FACE: YELLOW FOR
 NECKERCHIEF & TRIM ON
 CAP: BLUE FOR CAP AND TRIM
 ON NECKERCHIEF. USE GUMDROPS
 FOR FACIAL FEATURES & COCONUT
 FOR THE HAIR. CUT AS INDICATED



PRETZEL LOG CABIN



MATERIALS:

8" x 11" Box lid
Green paper
Knife
Straight Pretzels
Tongue depressors
Colored paper or paint

Cardboard
Rectangular cookie
Frosting
Twisted pretzels
Glue

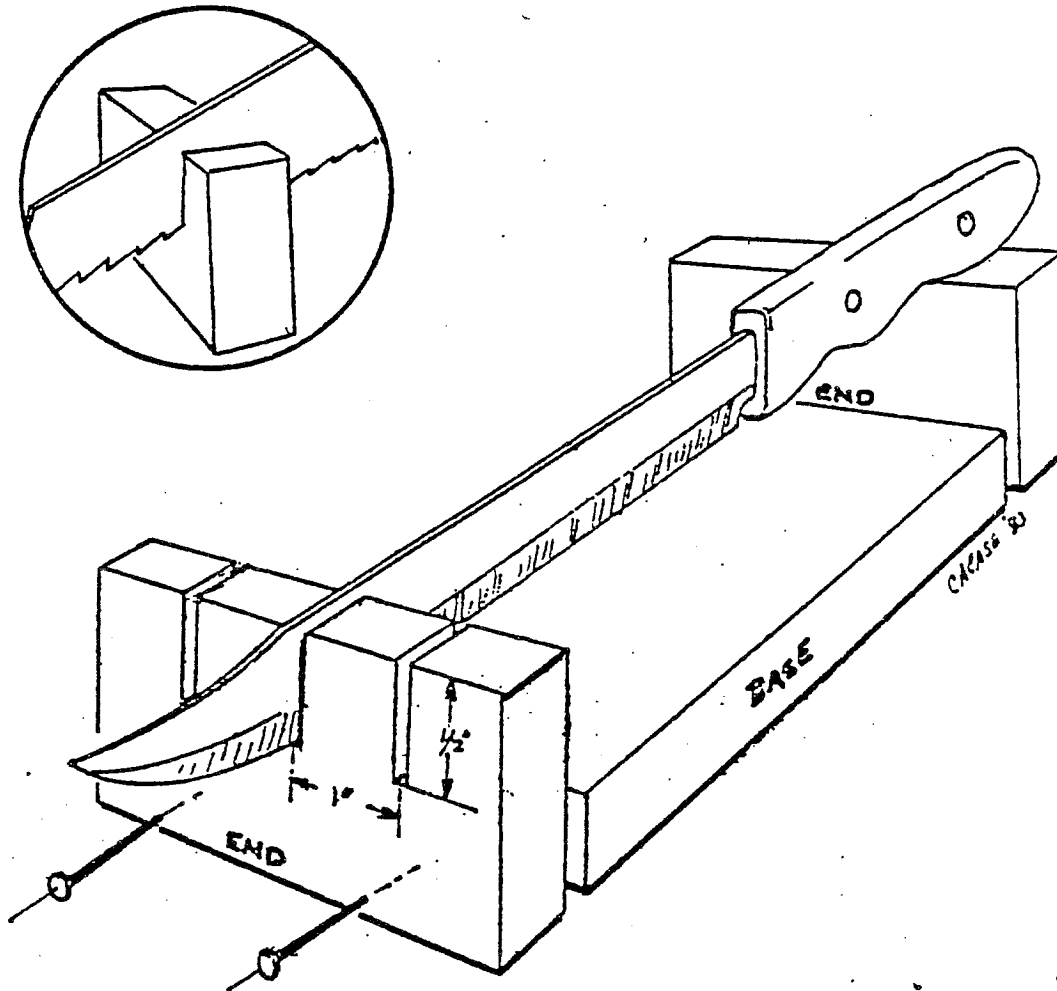
DIRECTIONS:

Cover the base (box lid) with green paper. Cut 1/2" slits in the top of the base with a sharp knife. Insert and glue a tongue depressor in each slit. These are the log holders. Stack big, fat pretzel sticks between them. Use long ones on the front and back of the cabin, and cut them to a shorter length for the sides.

The roof is cardboard, cut to cover the top of the cabin. One piece covers the top, two more are for the slanted sides, and two triangles form the gabled ends. Cover them with colored paper or paint them, and glue together.

A rectangular cookie against the front is the door. The doorknob and hinges are frosting. Use twisted pretzels for the fence. A few tiny pretzel logs can be formed into a fire ring.

KNIFE RACK



MATERIALS:

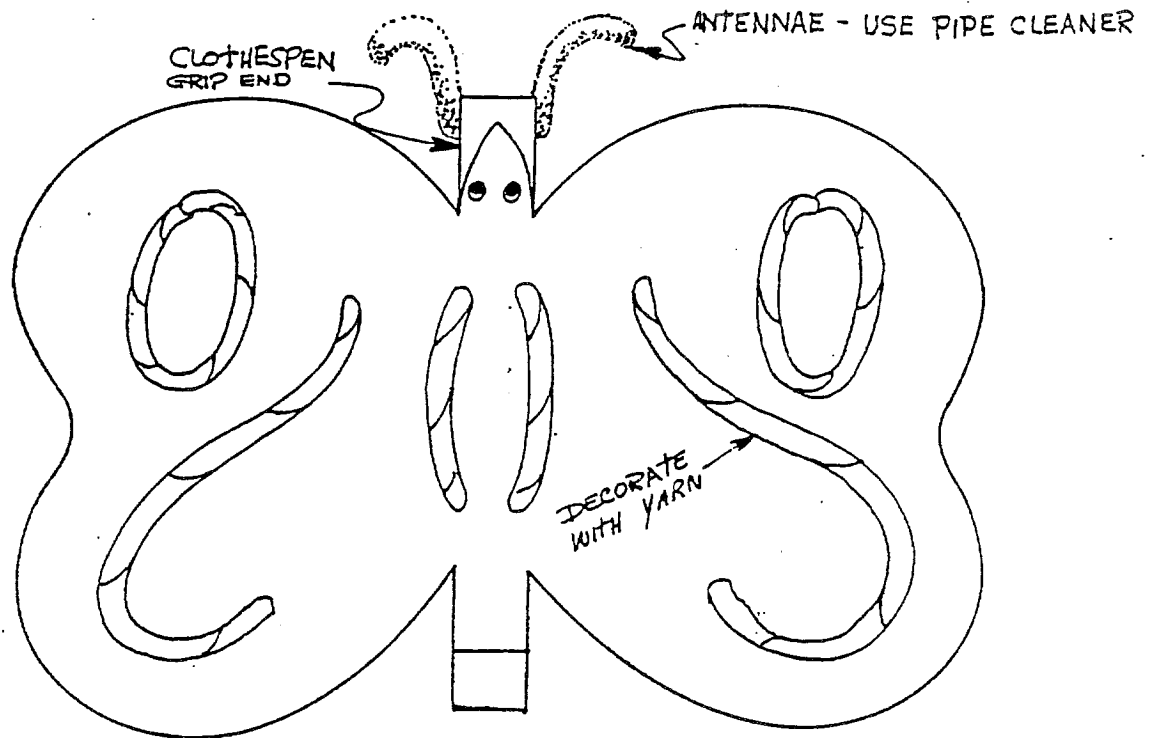
- 2 Pieces wood $\frac{3}{4}$ " x $1 \frac{5}{8}$ " x $3 \frac{5}{8}$ " - Ends
- 1 Piece wood $\frac{3}{4}$ " x $3 \frac{5}{8}$ " x 6" - Base
- Nails
- Sandpaper

If space for more knives is needed, make end pieces wider than $3 \frac{5}{8}$ ".

DIRECTIONS:

1. Make saw cuts 1" apart & $\frac{1}{2}$ " deep in one end piece.
2. Nail end pieces to base.
3. Sand well and varnish.

BUTTERFLY NOTE HOLDER



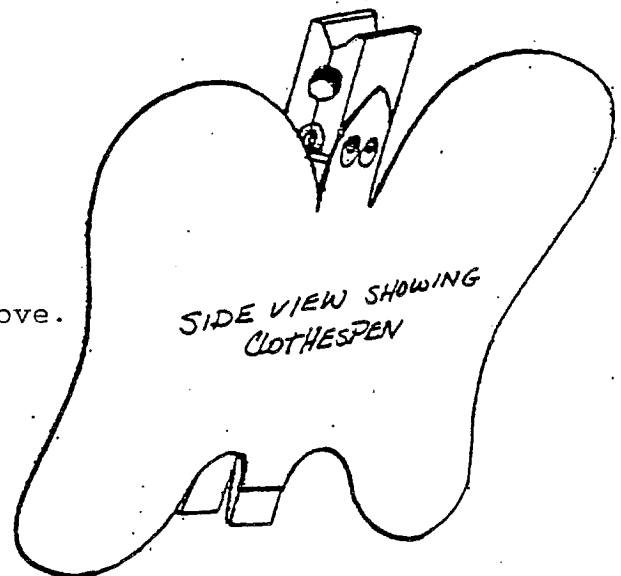
DRAWN TO ACTUAL
SIZE

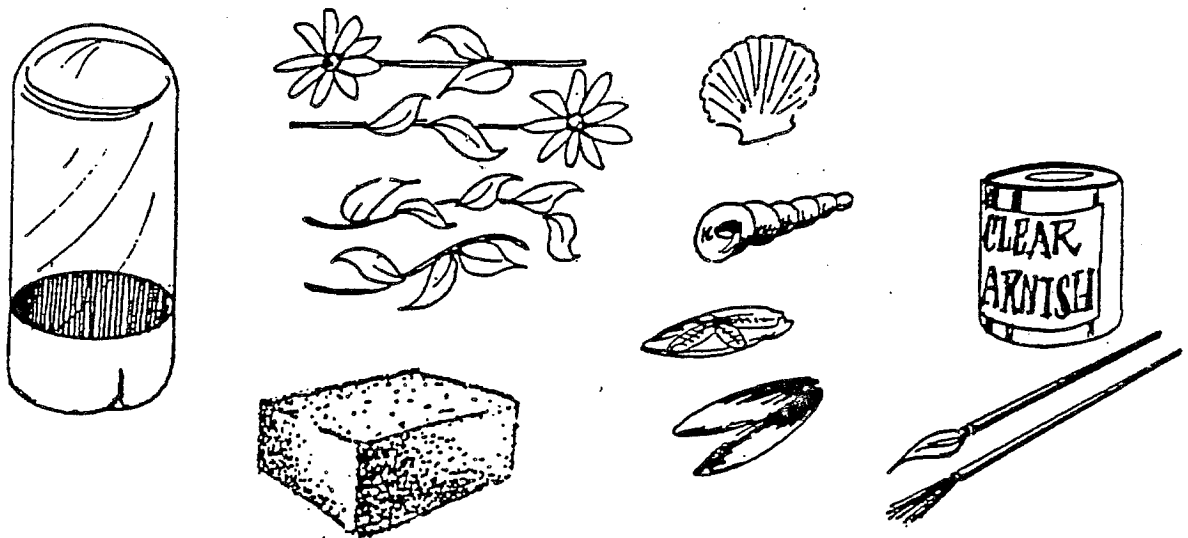
MATERIALS:

1 pipe cleaner
1 clothespin
1 4x5" piece $\frac{1}{4}$ " plywood
Colored Yarn
Wood Glue

DIRECTIONS:

Assemble according to diagram above.





MATERIALS:

One Display Dome
 Styrofoam
 Artificial flowers and leaves
 Shells
 Clear varnish or Hydrocal Spray
 Hot Glue Gun

DIRECTIONS:

Cut the styrofoam to fit in the bottom of the dome. Arrange the flowers and leaves in a pleasing arrangement by sticking them into the styrofoam. Highlights can be added by the use of shell folwers.

SHELL FLOWERS: Choose three fan-shaped shells of simular color and size. Wash to remove any sand or dirt. Spray with varnish or other clear finish to help bring out the colors. With a hot glue gun the shells together along the edges to form an open flower. Glue theshell flower on the top of an artificial leaf stem. Insert into your arrangement. Shells can also be attached to the flowers to look like butterflies. SHELLS MUST BE GLUED WITH A HOT GLUE GUN OR THEY WILL NOT STICK. Add the dome to keep arrangements clean and dust free.

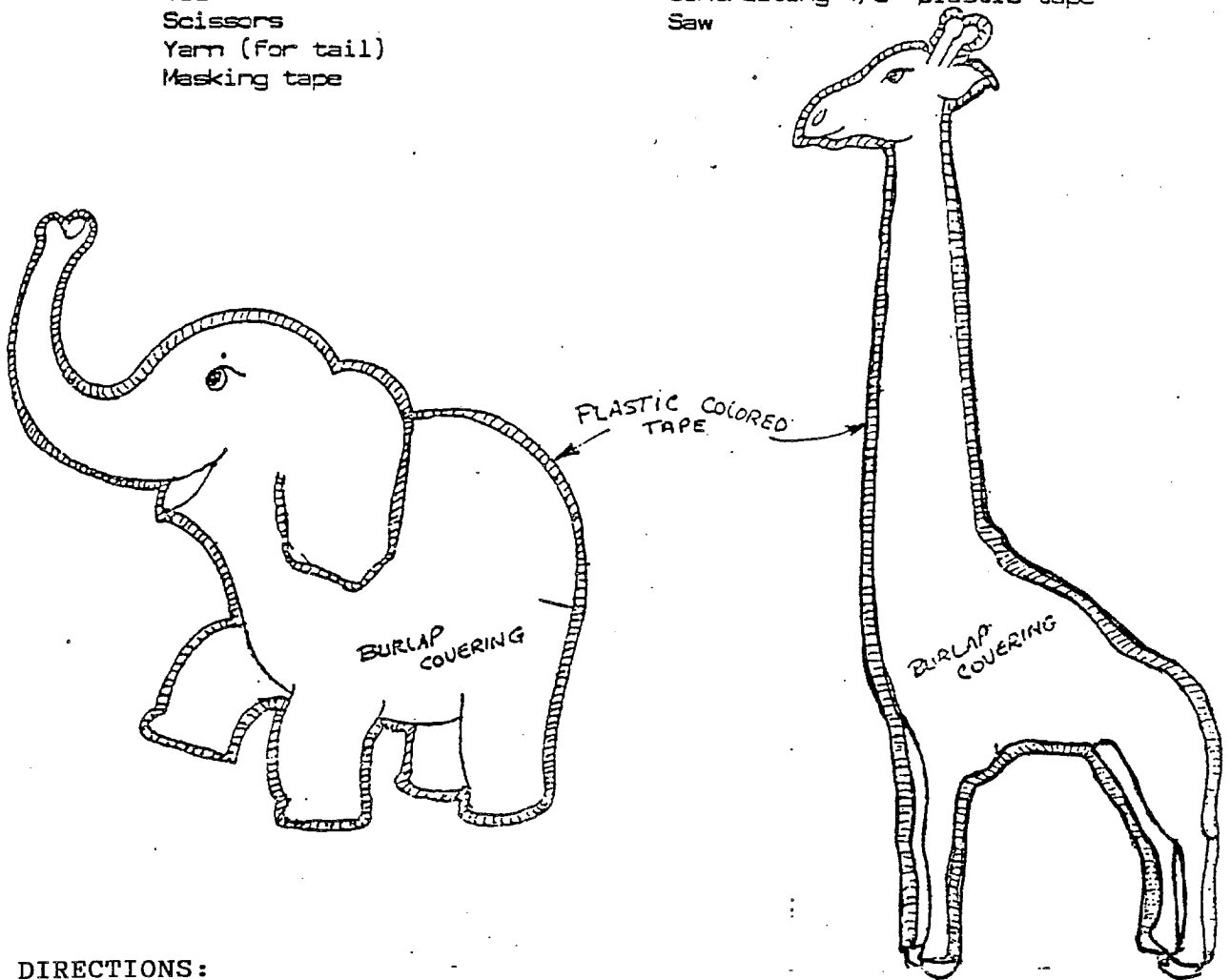
TIME: 1 hour or less

ANIMAL BULLETIN BOARD

MATERIALS:

Either:
Burlap material (enough to cover shape)
Heavy cardboard
Glue
Scissors
Yarn (for tail)
Masking tape

Or:
1/8" thick plywood
Lightweight corkboard
Glue
Contrasting 1/2" plastic tape
Saw



DIRECTIONS:

Cut animal shape, making it as big or as small as you want for your own bulletin board. If you are using burlap, make it 1" large all around so it can't turn over to the back of the corkboard and glued and then taped down.

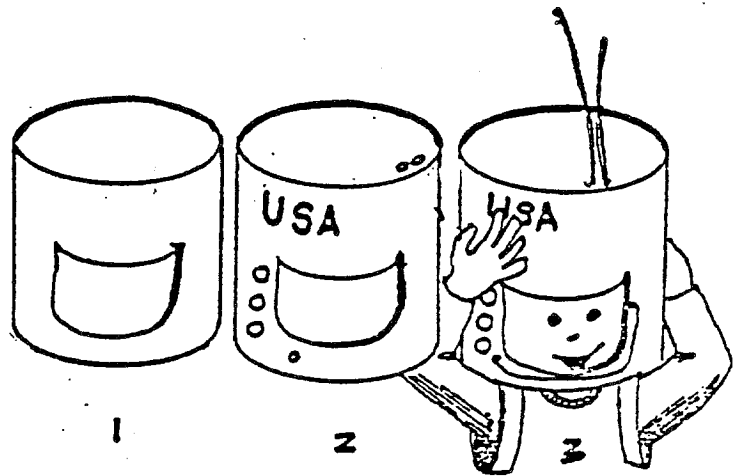
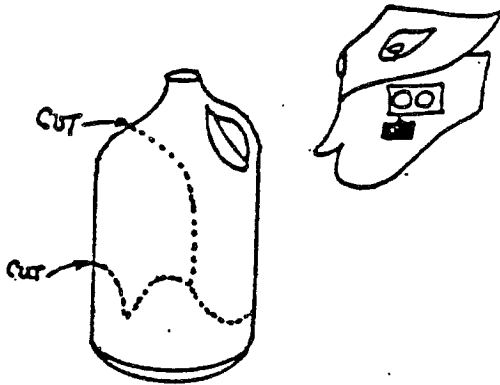
Corkboard is cut the same size and glued on plywood. Contrasting plastic tape is used to trim. Yarn can be braided and attached for a tail.

TIME: 1 full hour or 2 half hour segments at Den Meeting.

WOLF Elective 9

BEAR Achievement 7

SPACE HELMETS



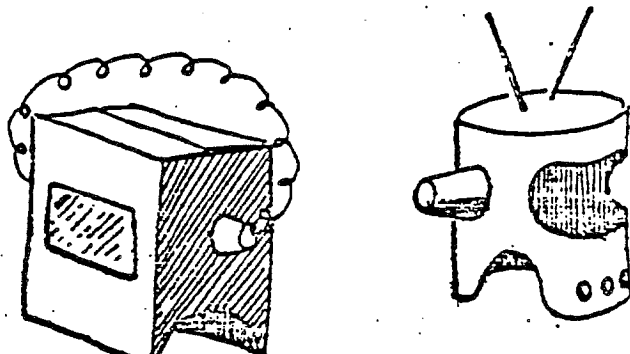
MATERIALS:

5 gallon ice cream carton
or
1 gallon plastic bottle
Scissors
Felt markers
Tin Foil
Pipe Cleaners
Foil Wrappers
Paper Clips
Wire
Cellophane
Glue

DIRECTIONS:

Rinse and dry the ice cream carton. Turn it upside down. Cut out the openings (eye holes, etc) and cover the carton with tin foil or paint. Draw some wires and knobs with a marker. Poke two holes next to each other near the top of the carton in the front. Poke the pipe cleaner through the holes and twist so it won't fall off. These are your antennae. For ears, glue on foil wrapped paper cups. Make a spring by wrapping a wire around a pencil and attach the spring to both ears for another type of antenna. Cellophane may be used to cover the face hole.

To make a helmet from a gallon plastic bottle, cut off handle section as shown above. Using a paper fastener, attach the two pieces together and glue $\frac{1}{2}$ of the foil on each side above the slots. Then paint the entire helmet, let it dry and you are ready to set out on your interglatic journey.



FUZZY CUB SCOUT PLACE CARD/FAVOR

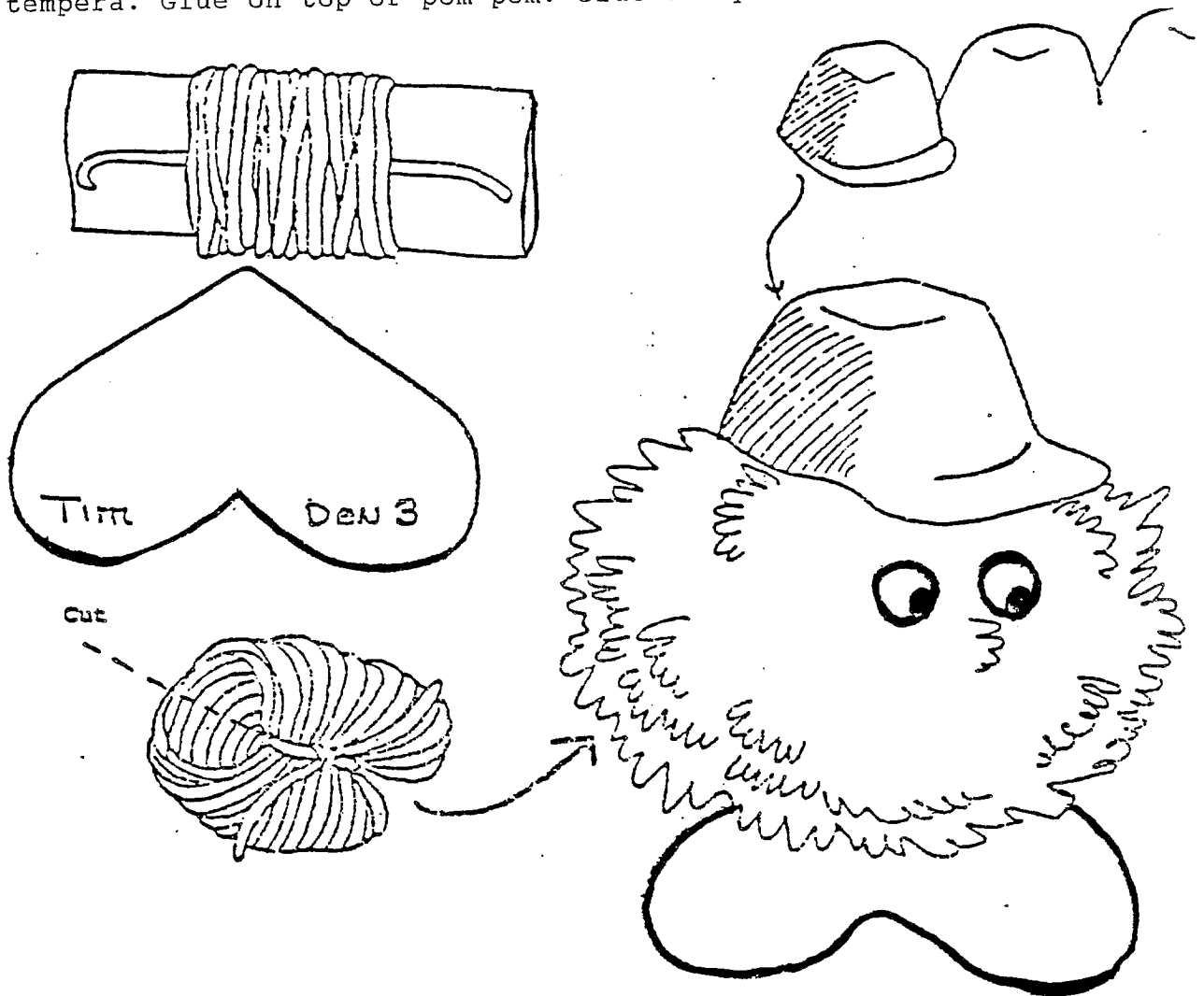
MATERIALS:

Pom Pom or Yarn (to make your own)
Construction paper
Wiggle eyes
glue
Egg Carton
Paint

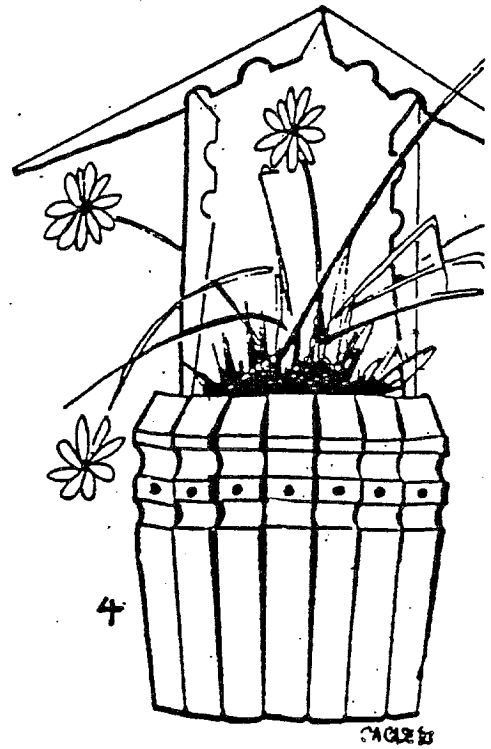
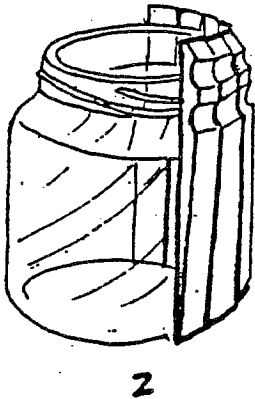
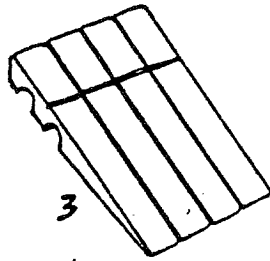
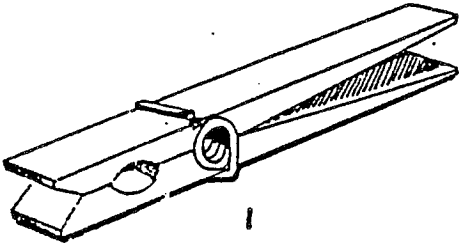
DIRECTIONS:

Yarn Pom Pom: Wrap yarn around folded cardboard or a small glass (depending on the size desired). Note that a single piece of yarn has been placed under the wrapping. When you are finished wrapping, pull up the two ends of piece underneath and tie in a knot. Slide off the form and with the tied end down; cut the loops in half and fluff.

HAT: Cut an egg section out of a carton, leaving a small amount of carton on one side forming a brim. Spray paint or paint with tempera. Glue on top of pom pom. Glue on eyes. Glue to feet.



WISHING WELL



MATERIALS:

1 small size baby food jar
Paint brush & acrylic paints
Small dried flowers

18 clothespin seperated
white craft glue
wood stain

DIRECTIONS:

After seperating clothespins, stain each one all over with the wood stain and let dry throughly. (Have Den Dad do this ahead of time if needed to save time) Glue clothespins around baby food jar with the wider rounded edge at the top, flat side of pins against the jar.

Roof is made by gluing four clothespins together, side by side. Two more are then glued together and attached to the middle ubderside of the four which form the roof. Glue two roof support pins down inside the bottle next to the outside pins. Finish by gluing the two roof pieces together. Boys can paint decorations on with acrylic paints - flowers, dots, or whatever they choose.

TIME: 1 or 2 Meetings
BEAR Achievements 22

DISPLAY DOME

MATERIALS:

1 LITER PEPSI BOTTLE OR SIMILAR CLEAR PLASTIC COLA BOTTLE
SCISSORS OR SHARP KNIFE , PAINT REMOVER...

OPTIONAL:

SMALL PLANT....POTTING SOIL.... PLASTER OF PARIS....
DRIFTWOOD.

DIRECTIONS

WITH SCISSORS OR SHARP KNIFE CUT AROUND THE BOTTLE AT THE TOP OF THE LABEL. FILL BOTTLE WITH HOT WATER, LET SET A FEW MINUTES. THEN PEEL OFF LABEL AND TWIST OFF BOTTOM. ANY GLUE LEFT ON BOTTLE CAN BE REMOVED WITH PAINT REMOVER. SET THE CUT EDGE IN THE BOTTOM AND YOU HAVE A DOME IN WHICH TO DISPLAY ANY OF THE FOLLOWING THINGS. TIME: 1 HOUR OR LESS.. 9 WOLF ELE.

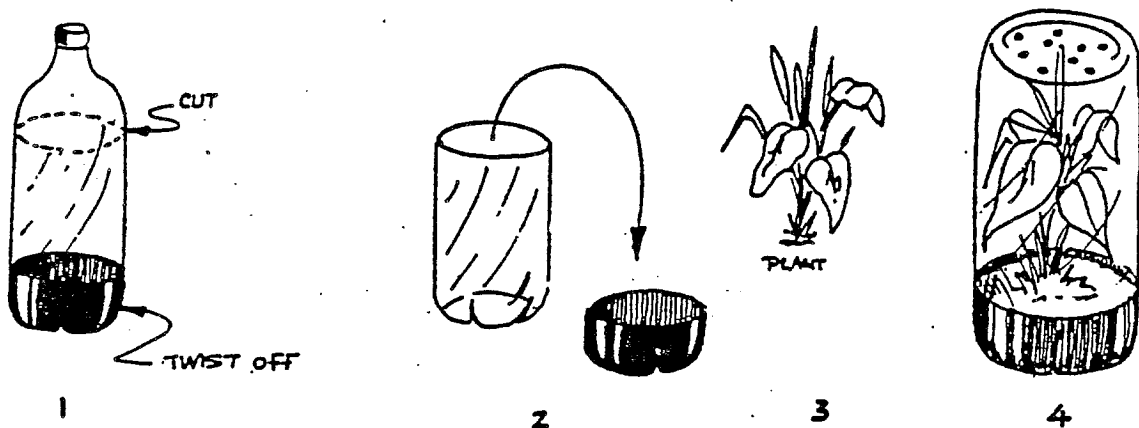
TERRARIUM:

FILL THE BOTTOM OF DISPLAY DOME WITH POTTING SOIL, INSERT YOUR PLANT. GOOD FOR STARTING FLOWERS, VEGETABLES YOU MIGHT WANT TO PLANT IN YOUR GARDEN LATER. GOOD FOR SMALL HOUSE PLANTS. DISPLAY DOME MAKES EFFECTIVE TERRARIUM AS IT HOLDS MOISTURE AND HAS DRAINAGE HOLES IN BOTTOM. TIME: 30 MINUTES TO 1 HOUR. WOLF ELECTIVE 12 AND 19, NUMBER 2

DISPLAY BRANCH:

FILL BASE WITH PLASTER OF PARIS, INSERT DRIFTWOOD, THEN MOUNT ANY TYPE OF SMALL COLLECTION ON DRIFTWOOD. (SHELLS, BUTTERFLIES OR WHATEVER.) TIME: 1 HOUR OR MORE. WOLF ACHIEVEMENT # 6

DISPLAY DOME



OPENING CEREMONY - FEBRUARY/THE BLUE AND GOLD

Eight boys line up holding large cards that are blank on one side. The first four carry blue cards & second four have gold cards. As they speak their lines they turn over their cards spelling out BLUE and GOLD. (The underlined words below - are the meaning of the blue & gold colors.)

B OYS THAT ARE CLAD IN BLUE AND GOLD YOU SEE.
L IVE UP TO THEIR PROMISE, GOOD CUB SCOUTS TO BE.
U NDER THE SKY ABOVE STRIVING FOR TRUTH AND SPIRITUALITY.
E ACH CUB SCOUT LEARNS A STEADFAST LOYALTY.

G IIVING GOOD CHEER IS PART OF THE LAW OF THE PACK.
O BEYING THAT LAW, NEVER TO BE SLACK.
L IIVING UNDER WARM SUNLIGHT, SEEKING HAPPINESS EACH DAY.
D OING AND LEARNING, IN THE SCOUTING WAY.

DEN CHIEF: Please join us in singing a Blue & Gold song_____.

CLOSING CEREMONY-FEBRUARY/THE BLUE AND GOLD

One Den Chief and any number of Cub Scouts. This is a great
THANK-YOU for the Blue & Gold Dinner!

DEN CHIEF: Give me an "M!"
CUBS: "M"
DEN CHIEF: Give me an "M!"
CUBS: "M"
DEN CHIEF: Give me an "M!"
CUBS: "M"
DEN CHIEF: Give me an "M!"
CUBS: "M"
DEN CHIEF: Give me an "M!"
CUBS: "M"
DEN CHIEF: What have you got?
CUBS: "Mmmmmmmmmmm!"
ALL: THANK-YOU FOR A GREAT DINNER!



BLUE AND GOLD

OPENING CEREMONY

Eight boys in uniform line up holding large cards which are blank on one side. The first four cards are blue, the other four are gold. As the boys speak their lines, they turn over the cards to reveal letters spelling "B L U E A N D G O L D ". The letters on the blue cards are gold; those on the gold cards are blue.

B - We are wearing blue and gold you see

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

U - We strive for truth and spirituality

E - And we learn about steadfast loyalty.

G - Giving good cheer is a Law of the Pack

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

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

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

(This should be followed by the Pledge of Allegiance)

SCOUT LITANY

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

I _____ Promise to do my best to do my duty to GOD
Blessed is the nation whose GOD is the Lord. (Psalm 33:12)

I _____ promise to do my best to do my duty to my country.
Thou shalt love thy neighbor as thyself (Roman 13:9)

I _____ promise to do my best to help other people at all times.

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

I _____ promise to do my best to obey the law of the Pack.

INVOCATIONS:

Our God and God of our fathers. We gather as loyal members of our Cub Scout Pack and we pray for thy blessing. Give us the vision to see our duty and the courage to perform it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee who art the Father of all. Guide us and guard us so that we shall be faithful sons of the righteous God who is from everlasting to everlasting. Amen.

Our dear heavenly Father. We ask your blessing on our families in our Cub Scout Pack. We ask a special blessing on each Cub Scout and Webelos Scout as they give service to other people. Guide their steps as they grow into men, and help them as they do their duty to You and our country. Bless our food and the people who have prepared it. Amen.

BLUE AND GOLD

STUNT

"A VERY SPECIAL BIRTHDAY PARTY"

(audience participation stunt)

Divide audience into four groups to respond with the following:

DEN MOTHER - "Oh, dear"

Cub Den 5 - "Oh boy, Oh Boy!!"

Birthday Cake - "Happy Birthday To You" (sung)

Birthday Party - "Yippee"

This is the story of a Den Mother, Cub DEN 5, and a Birthday Cake. One thursday afternoon as cub den 5 was meeting at the home of their den mother, Mrs Jones, the boys overheard her on the phone, say, "It will be a very special birthday party."

birthday party? they said, to each other, whose birthday party is it? each asked the other...not mine, said Johnny. Or mine, said Billy. Maybe, said Mike and Ike, "It's Mrs Jones, Our den mother"

Yeah, they chorused. I know, said Jimmy. Why don't we give her a birthday party That's a neat idea, said Johnny. Let's have a birthday cake said Mike and Ike. Swell, they all said.

So each went home and made special plans for the next den meeting and the special birthday party for theis den mother.

Den meeting day dawned bright and sunny. At 3:30 all five boys arrived at their den mother's house. Mike and Ike brought a birthday cake. Jimmy brought paper hats. Johnny brought balloons and billy brought ice cream for the birthday party.

As they trooped in the door, they all yelled Surprise!! We're having a birthday party. Mrs Jones, their den mother looked shocked. My birthday party/ Why it is not my birthday.

But we heard you talking about a special birthday party on the phone last week, said Jimmy. Oh, said their den mother, and smiled. It's Cub Scouting's birthday. Cub Scouting is ___years old, this month. We'll just celebrate a little early.

And so they did. And that is how Cub den 5 and their den mother had a special birthday party!!

SONGS

THE BANQUET (tune: On Top Of Old Smokey)

Our Blue and Gold Banquet's
the best one in town

We celebrate Scouting
While gulping food down.

Cub Scouting's a pleasure,
and eating is too!!

So pass the fried chicken,
Yea, Gold and Blue!!

BLUE AND GOLD (Tune: JIngle Bells)

Blue and Gold, Blue and Gold
Banquet time again
Scout friends gathered all around
Ready to pitch in.

Songs

BADEN-Powell (Tune: Found a Peanut)

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

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

When he died
It was sad
to lose such a man
but his teaching have inspired us
to do the very best we can.

POT OF BLUE AND GOLD QUIZ SHOW

Characters: 2 Cub Scouts in street clothing
2 in guard uniforms.
1 boy in Cub Scout Uniform.

PROPS: Box with a key, pot of blue and gold envelopes.

Quizmaster: "Good evening, ladies and gentlemen. This is the Pot of Blue and Gold Quiz Show, where everyone can win. As you know, we have a contestant from last week who won the silver lining and is now trying for the Pot of Blue and Gold. Please welcome back, Mr Cub Scout." (boy in uniform comes on stage) "Mr Dumpty, please bring on the questions?"

Dumpty: (Enters carrying a 'locked box', escorted by two guards.)
"Here you are Mr. Quizmaster."

Quizmaster: "As you can see, we keep the questions under lock and key and I have the only key." (holds up key and unlocks box) "Now, Mr. Scout, please reach into the box and select an envelope."

Mr. Scout: (reaches into the box and looks puzzled) "The box is empty!!"

Quizmaster: "Impossible!!" (looks in box) "Can you explain this, Mr Dumpty?"

Dumpty: "Yes, Mr Quizmaster. You have the only key, so I couldn't put the questions in the box."

Quizmaster: "Well, here are the questions. (pulls envelope from pocket) you can go, Mr. Dumpty" (dumpty and guards exit) "Are you ready, Mr. Scout?" (quizmaster opens envelope)

Mr. Scout: "I am always prepared."

Quizmaster: "Good. You must answer three questions to win the Pot of Blue and Gold. Here is the first question. What is the best part of Cub Scouting?"

Mr. Scout: (Thinking hard, then replies) "The fun at den and pack meetings."

Quizmaster: "Correct. Now, the second question. Who was the founder of the Boy Scouts?"

Mr. Scout: "Oh, I know that! Lord Baden-Powell."

Quizmaster: "That's right! Just one more correct answer and you win the grand prize!! Who does the Cub Scout follow?"

Mr. Scout: (Jumping up and down) "That's easy. The Cub Scout follows Akela!!"

Quizmaster: "Congratulations!! You have just won the Pot of Blue and Gold and all the fun that goes with Cub Scouting." (Shakes his hand and gives him the pot of blue and gold)
(The two exits arm in arm)

STORY OF THE CUB COLORS

Curtain opens -- 3 Indians sit around fire place with kettle.

NARRATOR-- Many, many moons ago the great chief Akela called a council to see what could be done to make his tribe the best of all tribes:

He told the first Indian Brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun.

(Brave leaves the stage)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky.

(Brave leaves the stage)

Both braves return, one with blue water, one with yellow water. They hold up bottles and show to everyone.

Akela tells the brave to pour some of the beauty of the sun into the council mixing pot.

(does so, causing smoke)

Akela now tells the other brave to pour some of the beauty of the sky into the council mixing pot.

(does so, causing smoke)

Akela now tells the other braves to pour some of the beauty of the sky into the council mixing pot.

(does so, causing smoke)

AKELA RAISES HANDS

AKELA says from this day forward, blue still will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer.

(Akela reaches into pot - pulls out Cub neckerchief and holds it up)

And this is why the Cub Scout uses the colors BLUE and GOLD.

SKITS & PUPPETS
BLUE AND GOLD

Cub Scouts

NARRATOR: In America we have all kinds. In Cub Scouts there is something for everyone.

INDIAN: Me, Running Bear, where I go for big hunting?

CUB SCOUT: Cub Scouts go hunting, looking for fossils, visiting historical places, touring educational places and many other hunts.

FOOTBALL PLAYER: Come on guys I've got the ball, where's the game?

CUB SCOUT: Over here in Cub Scouts. We have lots of games at every den meeting.

PUNK ROCKER: Hey man, whats happinin?

CUB SCOUT: Cub Scouts is what's happening. Every week at our dens and every month at our pack.

COWBOY: Howdy partner, where can I lasso me up some fun?

CUB SCOUT: Cub Scouts is the place for fun. Come and follow me.

FONZIE: "Aaay" where's some action?

CUB SCOUT: If action is what you want-come join the Cub Scouts.

SOUTHERNER: (Huck Finn) Oh, geeminy, I wisht I knowed a dern good fishin hole.

CUB SCOUT: Yes, Cub Scouts go fishing too, along with many other outings.

BASEBALL PLAYER: I'm the best hitter around. Where's a game going on?

CUB SCOUT: Yes, we play baseball too. In fact, we have nine different kinds of baseball to play for nine different electives.

SNOWMOBILER: I sure love the snow, who will join with me for some fun?

CUB SCOUT: Cub Scouts love snow too, and plan many winter activities.

NARRATOR: Yes, Cub Scouts does have something for everyone. Come and join the fun!

SKITS & PUPPETS
BLUE AND GOLD

DON'T BE A LITTERBUG SAVE A JELLO BOX FOR FUN!
(Make simple puppets of jello boxes for the characters.)

- CUB SCOUT #1: I'm a little Cub Scout
As you can plainly see,
I've learned my Law and Promise
so a full fledged Cub I'd be.
- CUB SCOUT #2: Now I'm a Wolf Cub
with a gold arrow too
To sew on my shirt of blue.
- CUB SCOUT #3: I'm in my second year now
A Bear Cub, I've even earned my denner
rope,
when you qualify, they'll give you one.
- CUB SCOUT #4: Webelos is the name for me
And now is the time,
They teach us to be Boy Scouts
And Dad's keep us in line.
- CUB SCOUT #5: At last I am a Boy Scout
and my Cubbing days are done
When I think back the last three years.
It really has been fun.
- CUB SCOUT #6: Once I was a box of jello
Sitting in a store
When a lady came and bought me,
And took me out the door.
She used me in a salad
And I thought my life was doomed
When she threw me in a basket
Where the other trash there loomed.
Then a Cub Scout, came and rescued me
He said a puppet I was going to be.
He gave me a face and a brand new name
Then started teaching me a puppet game.
Now it's time for us to go,
And we hope you liked our puppet show.

"THE BLUE AND GOLD DINNER"

The narrator reads the story and a helper holds up, at the proper time, numbered slips. These have been distributed to the audience ahead of time. When the number is held up, whoever had this number reads the line out loud.

The Cubmaster was given the responsibility of getting a guest speaker for the Blue & Gold Dinner. He racked his brains and couldn't come up with an idea so he phoned the Committee Chairman for his opinion. (1) GO SEE CAL AND HIS DOG SPOT. "Do you think he would be any good? (2) HE'S A PEPPER. Well, if you're sure, and the Cubmaster hung up. He finished his Pack meeting agenda. (3) YOU'RE IN GOOD HANDS. He had Den 1 doing the opening, Den 2 doing a skit, the Webelos doing a display, and Den 3 doing the closing. (4) WE REALLY MOVE OUR TAIL FOR YOU. Now if the Den Leader Coach could put together a good menu, they'd be all set. He gave a sigh and settled back in his chair. (5) HAVE IT YOUR WAY.

The Den Leader Coach had done all the planning with the den leaders. All the families had been contacted and they knew what to bring. (6) WHERE'S THE BEEF? There had only been one slight conflict over the desert, but it had been settled. (7) NOBODY DOESN'T LIKE SARAH LEE.

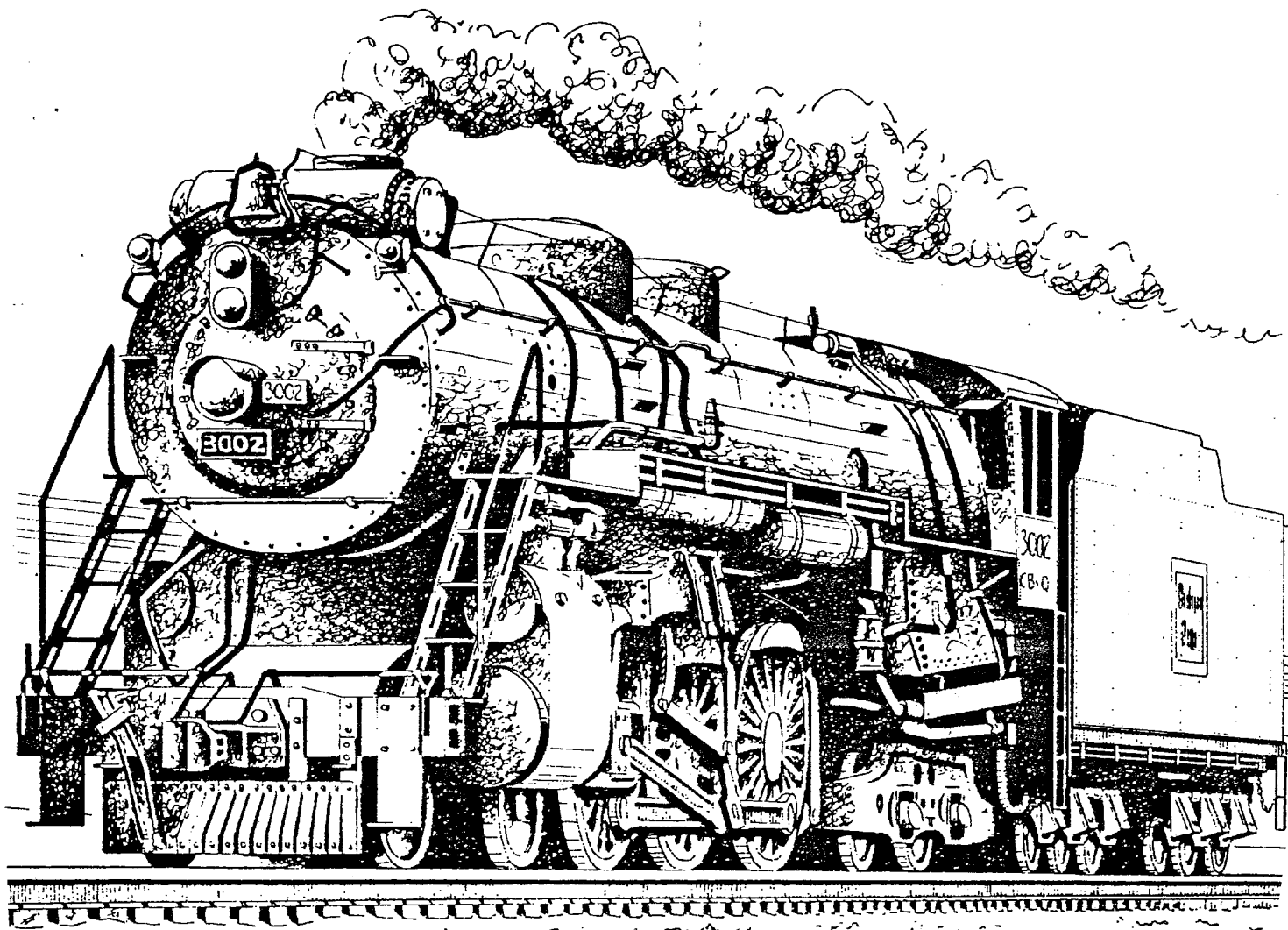
The evening of the dinner arrived. The weather was not too favorable. (8) WHEN IT RAINS, IT POURS. The opening and the invocation were given, then the Committee Chairman gave the welcoming address. (9) LOOK OUT FOR THE BULL. The method of serving was announced and all the Cubs cheered. (10) CHOW, CHOW, CHOW. The dinner was quite a success as evidenced by many comments. (11) MAMA MIA, THAT'S A SPICY MEATBALL. (12) I CAN'T BELIEVE I ATE THE WHOLE THING! (13) MY GIRDLE IS KILLING ME (14) IT'S THE WATER THAT MAKES IT GOOD.

The Cubmaster had not been able to secure Cal & his dog Spot as the guest speaker, but he had secured an Eagle (15) REACH OUT AND TOUCH SOMEONE, from their Scout Troop to talk on "How Scouting Prepares You for Life." But the Eagle was nowhere to be seen. (16) LET YOUR FINGERS DO THE WALKING. Another Scout found him, and his speech was a great success.

The display, awards, thank you's and recognitions went off as scheduled. After the closing, the Den Leader Coach heaved a sigh of relief. (17) PLOP, PLOP, FIZZ, FIZZ, OH WHAT A RELIEF IT IS. Her husband looked at her and said, "(18) YOU DESERVE A BREAK TODAY SO GET UP AND GET AWAY TO MAC DONALD'S."

And so another Blue and Gold dinner successfully completed!

Skits & PUPPETS



CHICAGO BURLINGTON & QUINCY

4-6-4

CURTAIN CALL CREATIONS

Boys are "natural hams"...even the shy ones! Boys have been playing "Let's Pretend" since they were old enough to idolize policemen, firemen, cowboy heroes, Superman and Dad. Our Cub Scouts have an opportunity to become a "star" once more! How? In the Cub Scout program, each den is assigned the responsibility of performing a skit for Pack Meetings or special events at various times during the year. Why? In Scouting, skits are used to help boys learn about history, folklore, morals, responsibility, cooperation with others and other points of the Cub Scout Promise, Law, and Motto. Skits tickle a boy's imagination! By creating his own costumes and simple scenery, your den production can provide an outlet for each boy's "I-did-it-myself" creative expressions. Even a particularly shy Cub Scout can be an important part of your "production team". Let them help with the construction of scenery supports, sewing, etc. Your Pack Meeting Skit can set that "special mood", inducing smiles, laughter and den pride. Each boy becomes a "star" in his parents eyes!

Remember that your Cubs may earn credit towards advancement while participating in den skits. Depending upon the skit content and methods of creativity utilized, the boys may earn credit for the following achievements and electives.

Wolf: Electives 2, 6, 7, 10, 11, and 12

Bear: Achievement 21 and Electives 8, 9, 10, 13, and 24

Webelos: Showman, Artist, and part of Craftsman (make wooden Props)

On the following pages, we hope to expose you to many easy and inexpensive ways to create simple costumes, costume accessories, scenery, make-up, other facial coverings, and special effects. Many of the complete costumes range from very simple for the younger Cub Scouts to more challenging ones for the older boys. The more challenging ones include many different craft techniques... paper mache...wire frames or supports...sewing...etc. We have included craft recipes, and tips to show you easy painting techniques for various costuming materials and homemade recipes for paper mache, make-up, substitute paints, etc. We encourage you to try some of these ideas with your boys to help them to develop self-confidence and build den pride while having fun. You do not have to use all of these ideas to make your skit successful, but a few well-chosen ones will help create that "special effect", stir the boys' imaginations and add realism to your production. Several theme-related skits to adapt to your skit production can be found elsewhere in this Pow Wow Book. **TIME SAVER:** When more than one den is scheduled to produce theme-related skits, the dens might share production responsibilities, such as scenery, some props, special effects and other similar tasks. For a Knights Of The Roundtable Theme, one den might create the castle backdrop, while another den builds a dragon and a third den works on some special effects, like dry-ice fog or dragon smoke and a mysterious lighting effect. Then each den can perform its skit with the benefit of all four production efforts!

Don't be afraid to let your boys' imagination soar! Your Cub Scouts are an unending source of ideas. Remember....learning is easiest when tasks are FUN! If you can DREAM it....You can DO it! You can create ANYTHING....EVEN RAINBOWS!

SCENERY AND PROPS

Skits can be preformed quite easily and successfully without any character costuming or other effects. However, you can set the stage and add some "flavor" to your skits by adding simple scenery and other stage props. Indoor and outdoor scenes can be created by using simple backdrops, free-standing props, supported props and even a Cub Scout! Scenery can also be visually crated by using a slide projector to project a slide on a screen or rar wall (an overhead projector will accomplish the same effect).

Scenery and props can be created on old bed sheets, several widths of inexpensive fabric sewn together, window shades, flat cardboard or posterboard sheets, cardboard boxes, plywood sheets, etc. They are painted using tempera paints (powdered tempra is more economical to use than liquid tempera) household latex paints, acrylic paints or homemade substitute paints. These paints can be easily thinned with water and any "messes", including your Cub Scouts, can be cleaned up with water before any of the paint completely dries.

TIP: To prevent some paints from "powdering" and rubbing off, spray lightly with an acrylic sealer.

Permanent felt tipped markers can be used to add details, to draw outlines on large scenery, making "paint-inside-the-lines" guidelines for your Cubs and to color areas on plastic bags or plastic sheet material. Of course, existing items, such as chairs, tables, a pitched tent, tree branches stacked around a flickering light, etc.can also be used for scene settings.

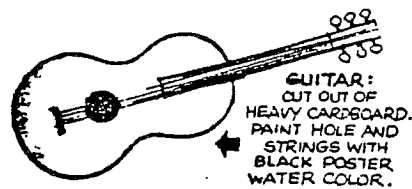
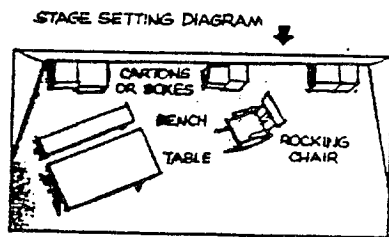
Your Cub Scout can be either nature or inanimate scenery objects, with or without a "costume covering". A simple "identity" prop, a sign hand held or hung around his neck (curtain, sun, moon, tree, etc) a few twigs held in his outstretched arms, a wrap-around sheet or a box painted to resemble tree bark, can all give him a "complete" costume and identify his character.

Let your boys create most of the scenery. If you are using a parent "Production team", let your Dads construct any needed wood supports or frames. Keep your scenery simple, large enough to see and distinctive enough to be identified from a distance.

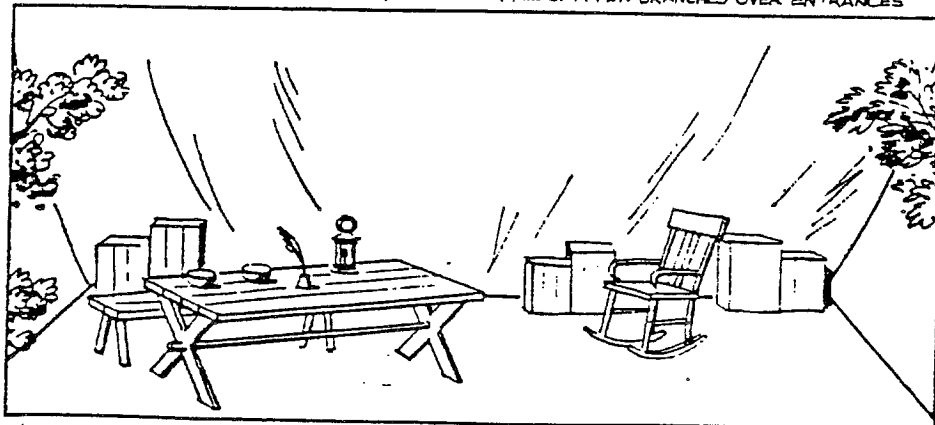
We have shown you some scenery examples below to help you give flavor and identify to your skits. Many children's coloring books are good sources for backdrop ideas. Check in the children's section at your library for other books on costumes, scenery and play productions. These can all provide you with many more scenery and prop ideas, as well as costume ideas, for you to create.

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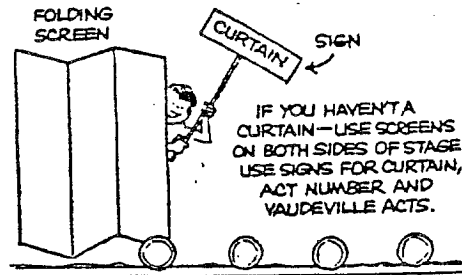
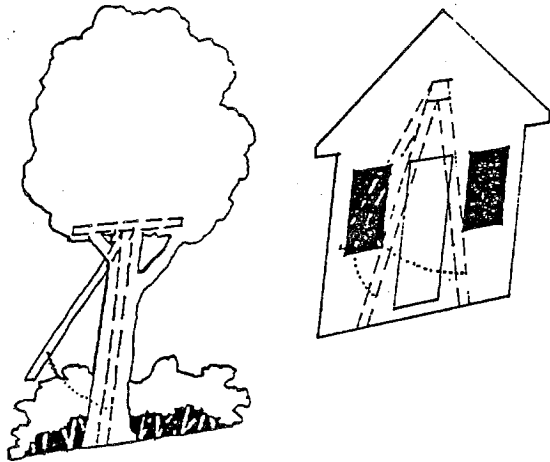
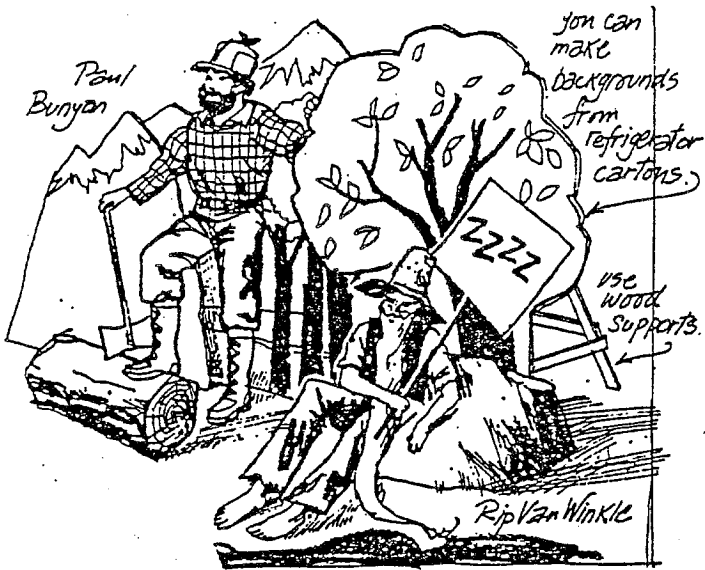
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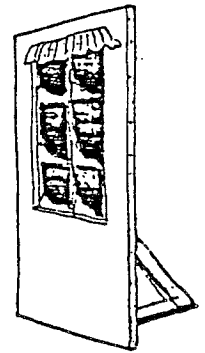
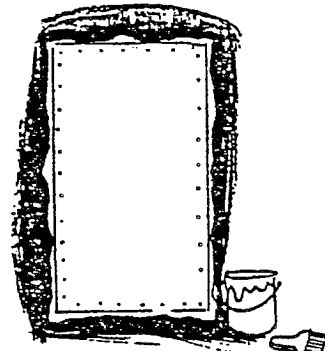
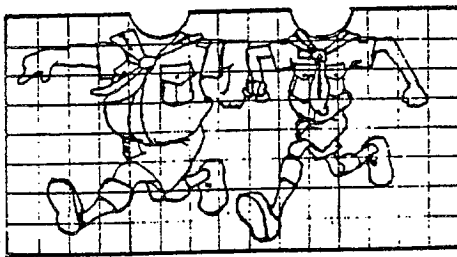
USE WHITE SHEET OR TENT CANVAS FOR BACK DROP. NAIL UP A FEW BRANCHES OVER ENTRANCES



PROPS: BENCH, TABLE, HALF COCONUTS, LANTERN, ROCKING CHAIR, QUILL PEN, CARTONS AND BOXES

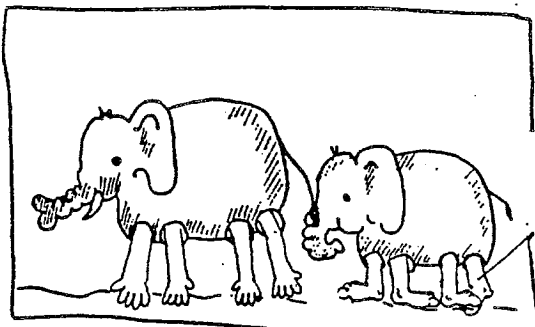


HOW TO MAKE A FLAT

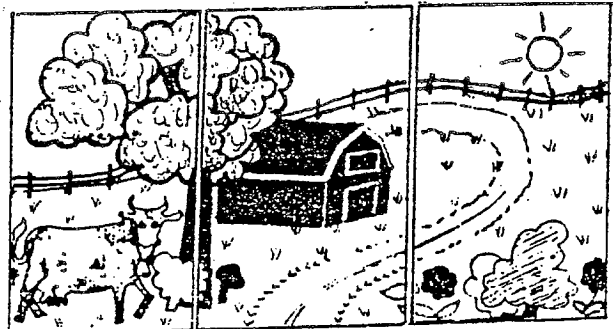


- 1 BUILD A WOODEN FRAME. BRACE IT ACROSS CENTER. BRACE CORNERS WITH FLAT, TRIANGULAR PIECES. REAR JACK MAKES IT STAND
- 2 STRETCH MUSLIN ACROSS FRONT OF FLAT. PULL VERY TIGHT AND TACK. PAINT MUSLIN WITH SIZING COMPOUND
- 3 YOUR FLAT IS READY TO DECORATE. YOU CAN USE IT OVER AND OVER

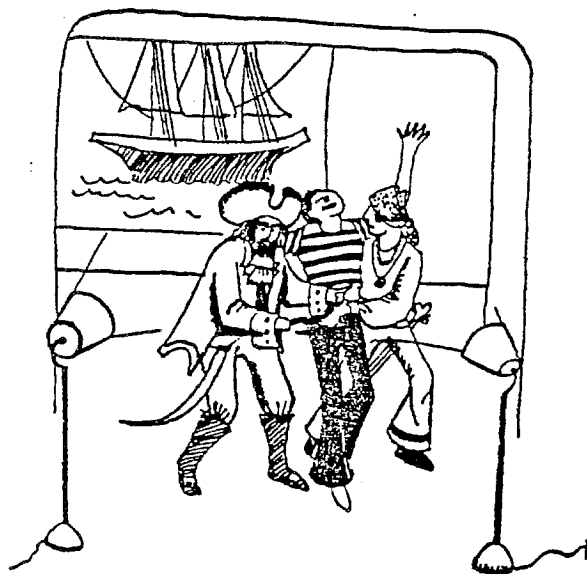
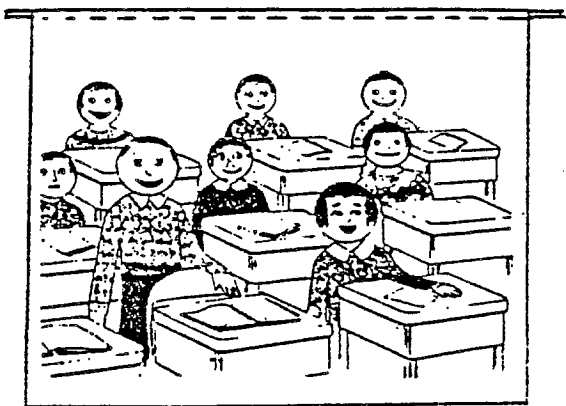
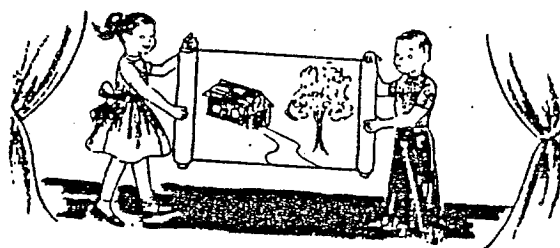
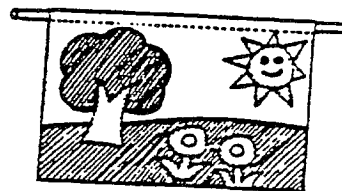
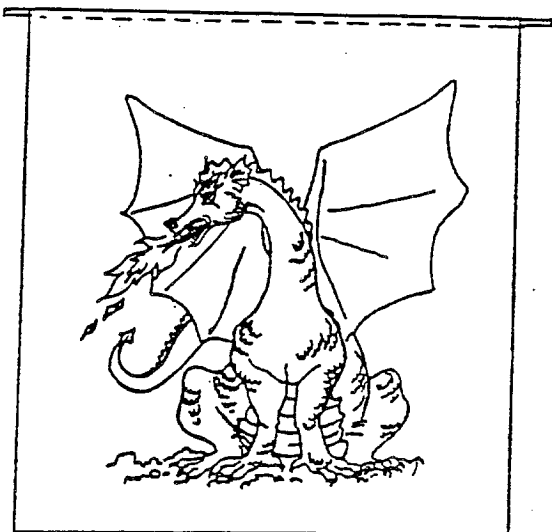
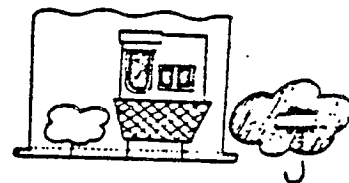
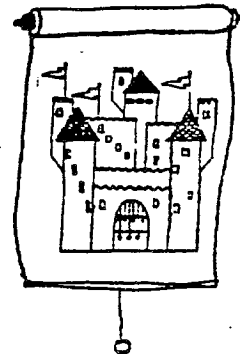
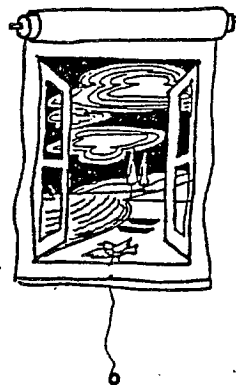
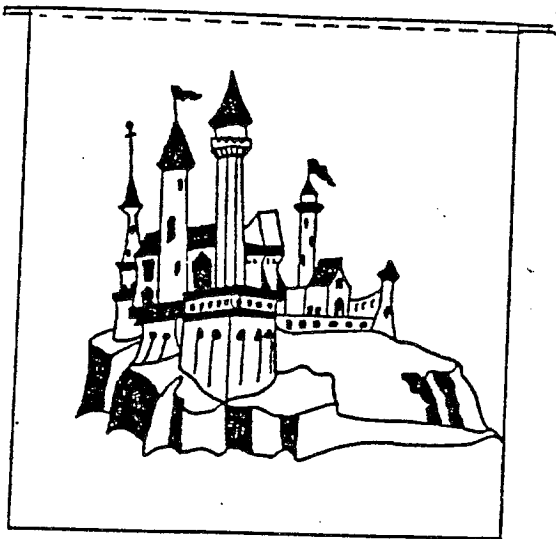
Paint scenery on 3 or more cardboard sheets to make it easier to transport.



Use your hands or feet



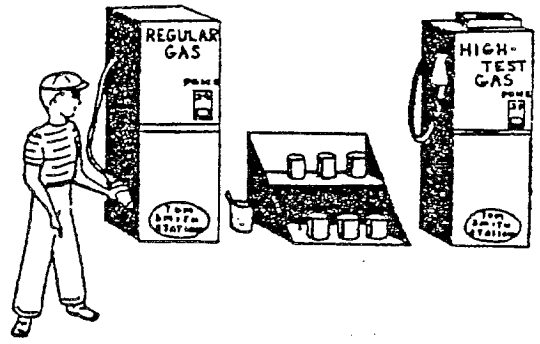
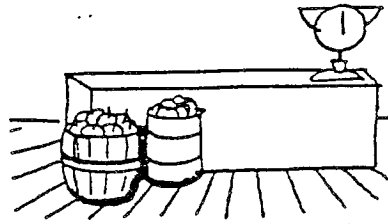
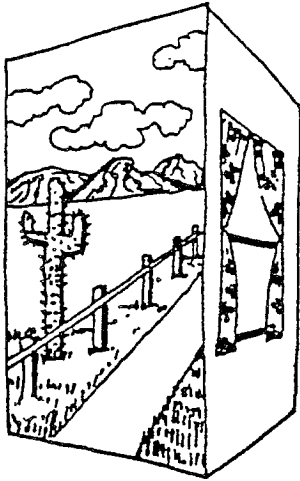
WINDOW SHADE & MURALS



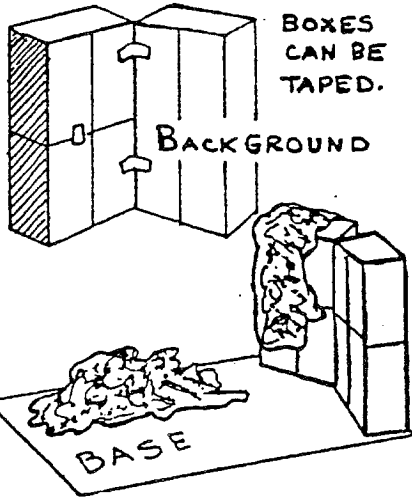
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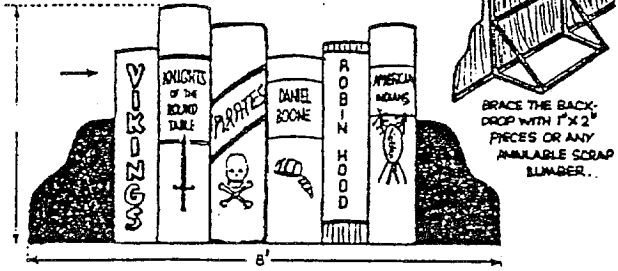
Changing Scenery box... 4 sides, 4 different scenes.



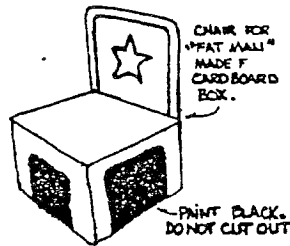
BOXES CAN BE TAPED.

BACKGROUND

BASE

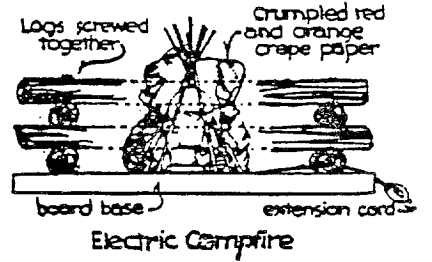


BRACE THE BACK; DROP WITH 1"x2" PIECES OR ANY AVAILABLE SCRAP SLIMMER...



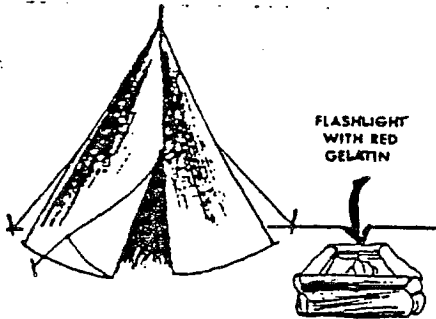
CHAIR FOR "FAT MAN" MADE FROM CARDBOARD BOX.

PAINT BLACK. DO NOT CUT OUT.

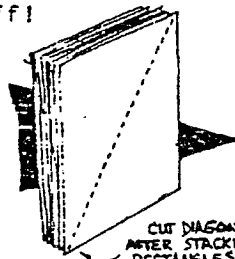


Electric Campfire

Tape boxes, then paint for a 3-D effect...perhaps a waterfall or cliff!

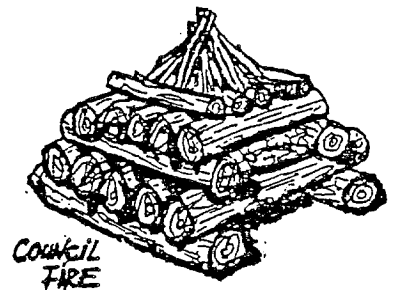


FLASHLIGHT WITH RED GELATIN

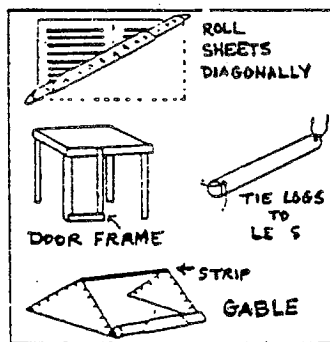
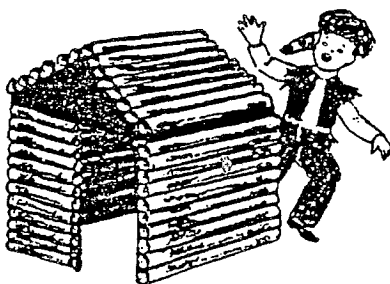


CUT DIAGONALLY AFTER STACKING RECTANGLES OF CREPE PAPER.

PENNANTS/BANNERS



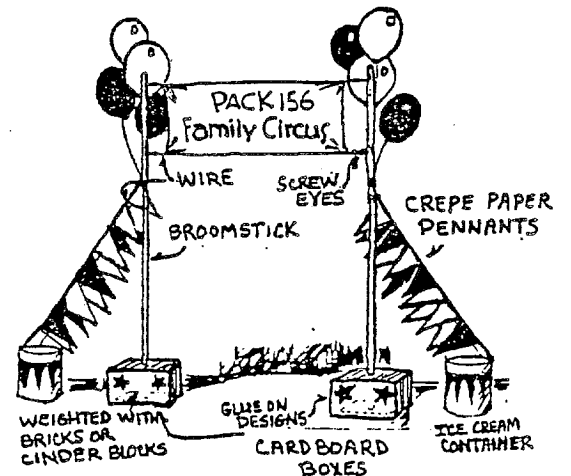
COUNCIL FIRE



DOOR FRAME

TIE LOGS TO LEGS

STRIP GABLE



PACK 156 Family Circus

WIRE

SCREW EYES

BROOMSTICK

CREPE PAPER PENNANTS

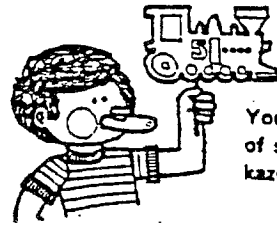
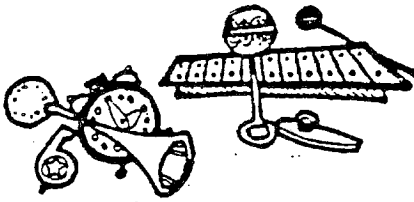
WEIGHTED WITH BRICKS OR CINDER BLOCKS

GLUE ON DESIGNS

CARD BOARD BOXES

ICE CREAM CONTAINER

SPECIAL EFFECTS - AUDIO AND VISUAL



You can make lots of sounds with a kazoo.

Audio and visual effects can be accomplished by adding music or other sounds to your skit, lighting your stage, spotlighting an object, dimming the lights, using lights to represent objects (fireflies), making it snow, creating gentle breezes or blowing winds, etc. These special effects can be easily added to help create your scene and set the mood of your skit with little or no preparation.

Audio effects can add realism to your skit. Music played before, during or after your skit can set or change a mood. Anything taped on a cassette (crowd noise, laughter, car horns, birds singing, cows mooing, crackling campfires, etc.) played at the appropriate time can help create the illusion of a skit location or any actions taking place. Many of the sounds can also be created! That shy Cub Scout can be given an important part in the play's production by acting as your "sound technician". Below are several methods which can be used to create many sounds. Maybe your Cubs can think of more. A microphone will be needed to amplify some of these sounds so that everyone can hear them.

Hail...Pour dried peas on a pane of glass, tin or wood.

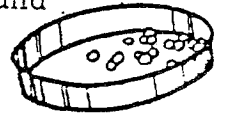
Rain...(a) place dry peas or beans in a round cake pan and rotate slowly.

(b) plastic pill bottle with BB's inside...rotate slowly.

(c) slowly drop sand onto stretched cellophane.

(d) sprinkle rice onto a metal baking dish.

(e) roll marbles around slowly in a cardboard carton.



WIND



FIRE

Thunder...shake aluminum cookie sheet so it vibrates, bang it against knee or hit with rubber mallet for occasional loud clap of thunder.

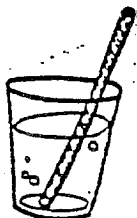
Wind...blow against paper with narrow slit, held 1/2" from mouth.

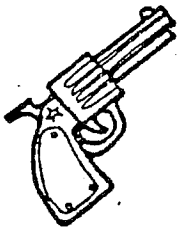
Water...several boys blowing through straws into glasses of water.

Fire...(a) crumple cellophane into a ball, release into microphone.

(b) crinkle an aluminum pan.

Auto brakes...slide drinking glass across pane of glass.





Ringing phone...ring a bicycle bell.
Gongs or chimes...strike suspended pipe with a rubber hammer.
Pistol shot...fire a cap pistol.
Creaking door...wet an inflated balloon and ease your hand across it.
Sword and shield fight...hit aluminum cookie sheet with metal spoon.
Crashes...fill a wooden box with broken glass and a few stones and nail the top on. Drop box or tip the end of box to create crash sounds.
Door or gate opening...lift lid of hinged wooden box.
Galloping horses...alternately and rhythmically tap two wood blocks.
Blood and guts fight...squash a bowl of cooked spaghetti with a plunger.
Ripping pants...tear a piece of cloth or construction paper.
Sawing wood...rub sandpaper against rim of large foil pan.
Scratching quill pen...run two pieces of sandpaper together.
Jet plane...whistle gently, going from high note to low note.
Cannon...hit upside-down garbage pail with rubber mallet or padded stick.
Trains...place small nails or BB's in flat box and move back and forth.
Marching soldiers...rub heavyweight foil pieces against each other.



Many sounds, like animal cries, crying baby, fog horn, etc., can be created by the boys' own voices. When it is difficult to transport the sound effects equipment, some sounds may be pre-recorded on cassettes and can be used very effectively in your skits.

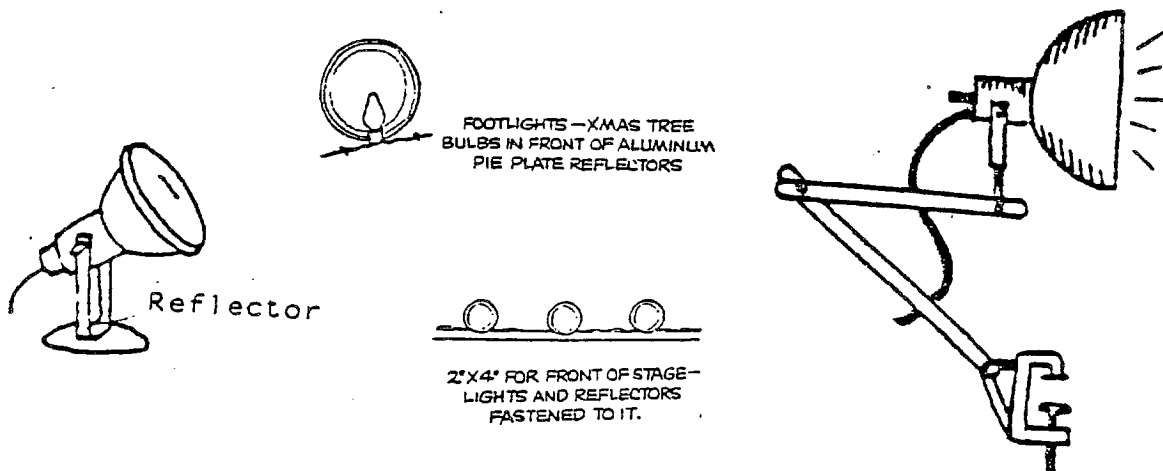
Visual effects, using various lighting techniques and other special effects, can help create the mood of your skit, set the time of day your skit takes place, give the illusion of weather-related "happenings" and imitate actual nature and inanimate objects. Experiment with your lighting techniques and other visual effects to discover ways to obtain the best results, achieving realism and adding flavor to your skit. Your young Cub Scout "lighting technician" should practice his part, too!

Perhaps your Pack is sponsored by a chartering partner that has a stage, stage lights, curtains and perhaps even some spotlights or floodlights in your Pack meeting room. If so, your "lighting technician" will only need to learn how to operate the light switches to add some simple visual effects for your skit. If not, equipment and preparation time are

needed to create your visual effects.

Many types of lights are readily available. Flashlights, floodlights, camera flash attachments, Christmas Tree Lights, and beams from slide or overhead projectors can be used to create many "special" lighting effects. Check around your home for light sources, ask the boys' parents to look for any others you may need. Simple reflectors can be created by cutting 2 pieces of cardboard to fit your reflector. Cut holes in the middle of the 2 pieces to allow light to come through, insert colored gelatine (transparent colored sheets similar to cellophane...available at a camera shop) between cardboard pieces and hold in place with a simple wire frame attached to the reflector shade. You may also use a floodlight with detachable colored lenses or a motorized color wheel like those used long ago to illuminate bright, metal Christmas trees. When you place your lights in position for your skit, place them carefully so they don't shine in your audience's eyes. This can be painful to those who have overly sensitive to light and it also "blinds" your audience so they can't see the "actors". Keep electrical cords out of walkways, tape them down to prevent accidents.

The chief function of light is to illuminate your stage so the "actors" can be seen. To focus attention on a specific object, character or action taking place in your skit, use spotlights. By flicking your light source "off and on", you can create the illusion of fireflies in the night, flickering campfires, flashing R.R. crossing signals, light house beacons, the flashing lights of ambulances or police cars and shining stars! Using a blacklight, you can give the illusion of actions taking place in slow motion. If your Dads can wire dimmer switches to your light sources, you can be a sunny mid-day; a light that is half as bright can be late afternoon or a cloudy day; a light dimmed low can give the illusion of nightfall. Lights can also be turned off to signal the end of a scene, intermission or the end of the skit.



Light colors can play an important part in creating moods. Camera gelatins, cellophane or plastic spotlight lenses placed in front of the light source can help create or suggest the following moods or feelings:

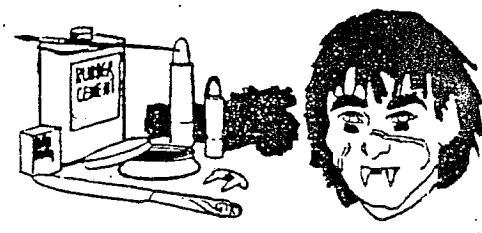
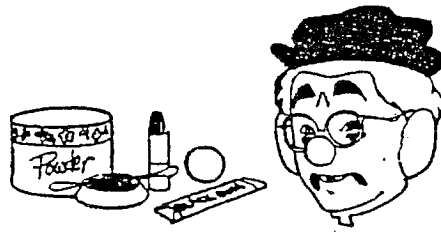
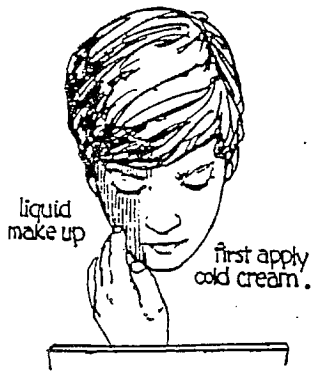
Blue light on white scenes....Ice and cold
Red light on white scenes.....Warmth, mystery
Yellow or green light.....Springtime; growing things
Pink light.....Fun and comedy
Dark blues, greens, purples...Spooky scenes

MAKE-UP AND FACIAL ACCESSORIES

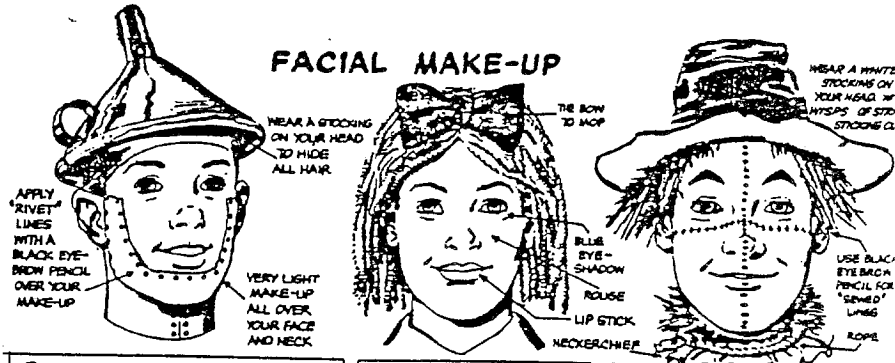
Make-up is the art of applying cosmetics, paints, putty, hair and other facial accessories to the face to exaggerate facial characteristics, making them more visible from a distance under stage lighting, or to alter the actors facial identity. By using basic make-up techniques and yarn-tufted "baldy" wig, a boy is "magically" transformed into an easily identifiable character...a clown! Likewise, if you combine make-up with a few facial and costume accessories, a "villian", wearing a handlebar moustache and a top hat or black cape, or an Indian, with a war painted face and a fully feathered war bonnet, cannot be mistaken for other characters! Besides creating character stereotypes, make-up can also be used to make a boy look older or younger, happy or sad, scary or comical and even to enhance prominent facial features to create well-known characters. As you can see, make-up can be as simple as applying "paints" to your indians face to give a "hint" of war paint or a moustache and cape to your "villian". Make-up can be as elaborate as creating a full clown face or a "monster" with one eye! You have many choices, but to make learning **FUN** and not a **TASK**, keep your choices (make-up, facial and costume accessories) on the same level as the abilities, interests, responsibilities and goals of your boys! Don't forget...involve your "production team" parents! Let them apply the boys' make-up before your "big show".

There are 7 basic types of make-up that you can use to transform your "actor"

1. Mom's cosmetics
2. Homemade substitutes(recipes at end of this section)
3. Household items...burnt cork, ashes, etc.
4. Paints.....finger, acrylic, watercolor, poster and "clown white"
5. Three dimensional make-ups....nose putty, new skin,tissue paper.
6. Grease paint
7. Theatrical make-up



MAKEUP. If you don't have theatrical makeup, use facial make-up, eyeshadow, and lipsticks.



WIZARD OF OZ

SOME ACTORS USE THEATRICAL GREASE PAINT FOR MAKE-UP BUT MOST RECOMMEND PANCAKE MAKE-UP WHICH YOU SIMPLY APPLY TO YOUR FACE WITH A DAMP CLOTH OR SMALL SPONGE. FOR LINES USE A BLACK OR BROWN EYEBROW PENCIL... YOU'LL NEED ROUGE FOR CHEEKS AND LIP-STICK FOR YOUR MOUTH.

THE MOP YOU USE FOR "DOROTHY'S" HAIR SHOULD FIRST BE DYED GOLDEN YELLOW TO SIMULATE BLOND HAIR. USE A LIGHTER SHADE OF PANCAKE MAKE-UP THAN FOR A MALE CHARACTER.

FOR THE SCARE CROW YOU'LL HAVE TO USE WHITE GREASE PAINT. BE SURE TO COLD CREAM YOUR FACE THOROUGHLY FIRST (OR ELSE IT'S HARD TO REMOVE). COLD CREAM WILL ALSO REMOVE IT EASILY. BE SURE YOUR MAKE-UP EXTENDS AROUND THE BACK OF YOUR NECK AND OVER YOUR EARS.

Of the seven types of make-up available, Mom's cosmetics are ready-to-use and most readily available. Also, they are the easiest to use because Moms already know how to apply them! "Normal" faces, emphasizes facial features, freckles, rosy cheeks or flushed faces are easily created using Mom's Cosmetics.

Homemade substitutes are great for creating green monsters, purple Martians, white-faced clowns, brown-faced Indians and Indian war paint. Using a base (liquid skin cleaner or solid vegetable shortening) and adding flour, cornstarch, powdered sugar, food coloring or cocoa, many colored foundations and other character features can be created without leaving the sanctity of your kitchen. A white-faced clown can also be created easily by using vaseline and flour, cornstarch or talcum powder. Apply the rest of your clown's features using homemade substitutes or paint.

For vibrant, "instant" color, use water-based paints (finger, watercolor, poster). By painting a few bars, circles, etc., across the nose, forehead, and cheeks and wearing a headband with a feather, your Cub Scout becomes an "instant" Indian! These paints can be used to create "KISS", "PUNK", Futuristic, monster and "nature" characters. (Do not use in the eye area, over the lips or in the nose...use only cosmetics here!) They are easily removed with soap and water or by rubbing and peeling off. Clown white is a theatrical paint used as a white base to create "happy" clowns. Some brands of clown white are water soluble, making them easy to clean off with water. Other brands are not water soluble, so check the label before you buy. Since this paint is expensive, we would recommend that you use homemade make-up unless you are doing "many" clown faces.



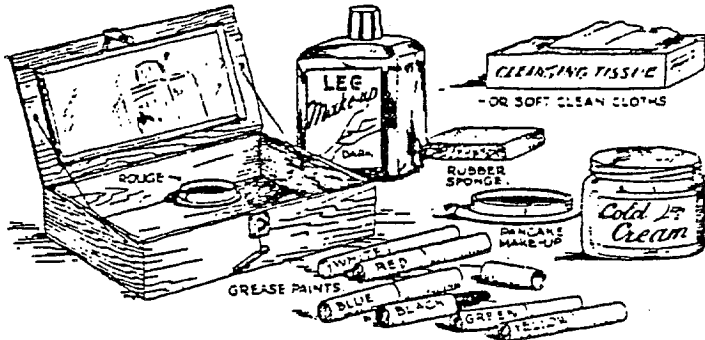
Facial features can be drastically altered using "nose Putty", new skin and tissue paper. Nose putty, applied to clean, dry skin and molded into various shapes before applying foundation, can create many sizes and shapes of noses, chins, foreheads, brow bones, ears, jawlines, scars and other facial peculiarities. Working with nose putty is just like working with modeling clay or dough. A pinch and a pull can raise a "bump" that can then be pushed or pulled into place; a blunt tool can create a depression, crease or hole. New skin and tissue paper can be layered to create prominent cheekbones, depressions, bumps, etc. The illusion of pronounced aging can be achieved by applying tissue paper to your boy's face with a mixture of equal parts of water and sugar or use Karo Syrup. After molding, layering, aging, or creating additional features, foundations and paint or other make-up are applied over your creations to produce your final effects.

Grease paints are widely used because they are rather inexpensive, come in jars or stick form, are easily applied and blend easily with other colors to create many facial effects. The major drawback is that grease paints are very messy to use and encourage perspiration. Boys like to "look" with their fingers! This can be good make-up technique if you can somehow keep their fingers off their faces.

Theatrical make-up is heavier than grease paint, more colorful, blends easily, and achieves the "desired effect" without a lot of effort and without the continuing mess. However, it is the most expensive make-up to purchase. This make-up is available in cake, cream and liquid form, with cream and liquid forms being easier to blend.

INDIAN FACE MAKE-UP

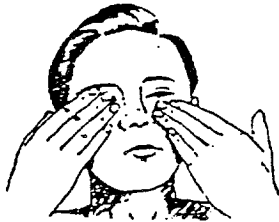
The best indian make-up for a white person is a good deep coat of tan. If you don't have that, use some dark tan theatrical make-up or leg make-up. These are usually in liquid form and easily applied. Pan cake make-up comes in cake form and is applied with a fine grained rubber sponge. Get a good natural tan color.



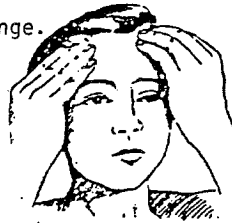
FACE PAINTING

LIQUID MAKE-UP

can be applied with fingers or a fine sponge. It is also used for body painting.



first go over lids and work around eyes.



work make-up well into edge of hair line - cover forehead and lower part of face.

Be sure to cover the ears completely

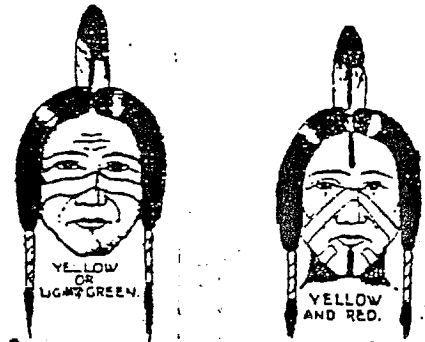
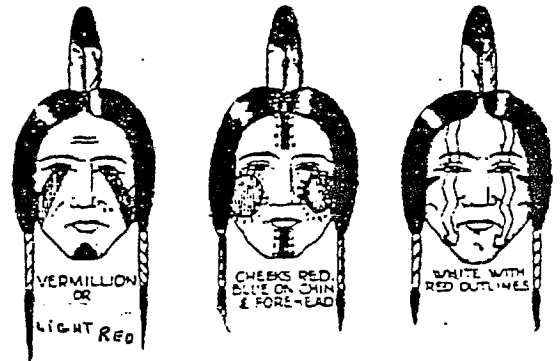


cover neck and part of chest and shoulders that may show, also hands and arms.

Put a dab of rouge on cheek bones and chin. Blend edges.



Work liquid make-up evenly until dry. It is removed easily with soap and water.



A thin layer of cold cream under grease paint only facilitates removal.

In a pinch-use poster colors without cold cream base.

DO NOT OVERDO FACE PAINTING!!

INDIAN FACE MAKE-UP

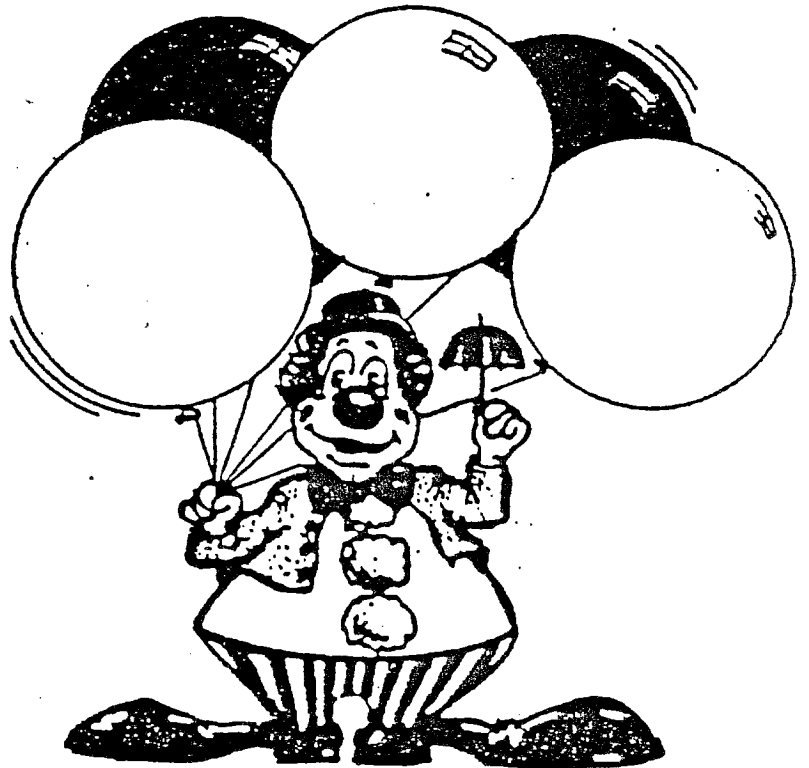
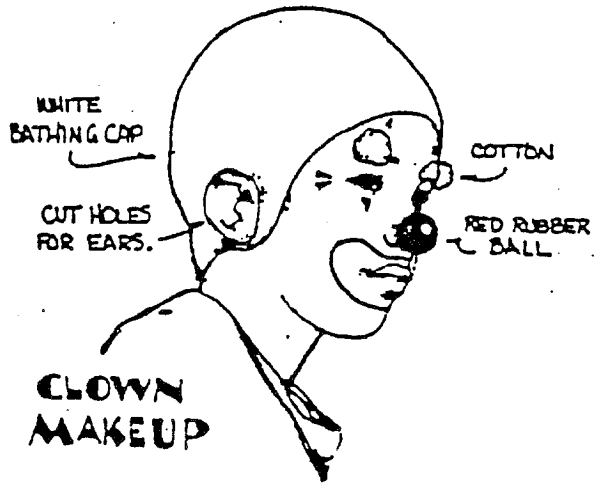
CRAZY HORSE

Personal War Paint given to him in a dream:

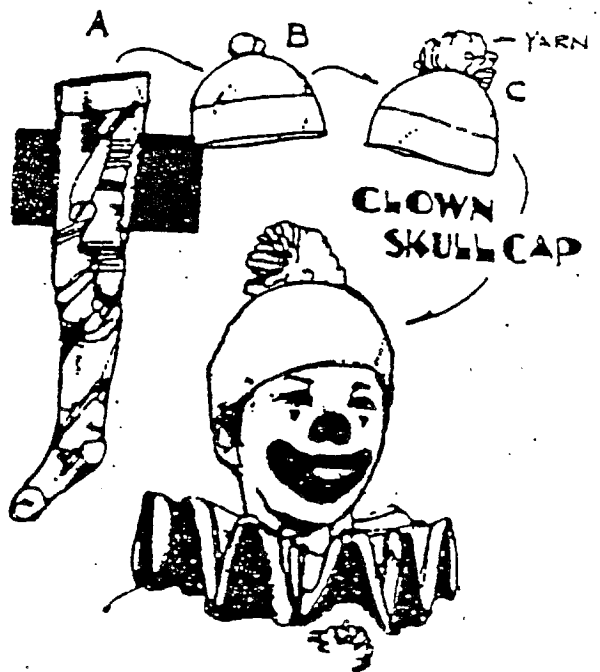
White hailstones on a black and red background, with yellow lightning on his face.

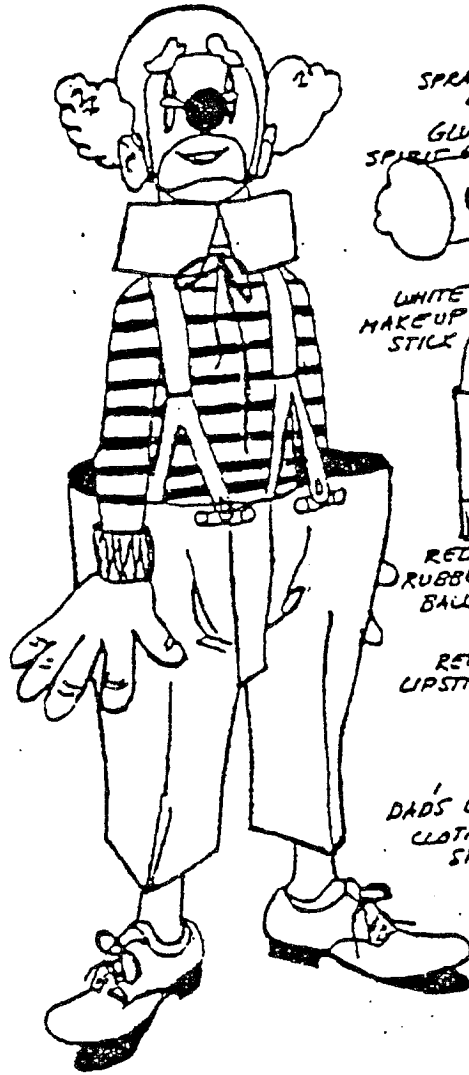
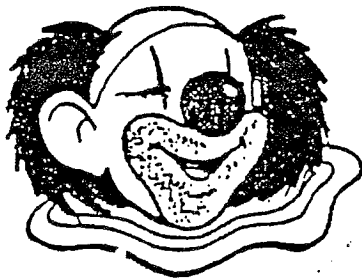
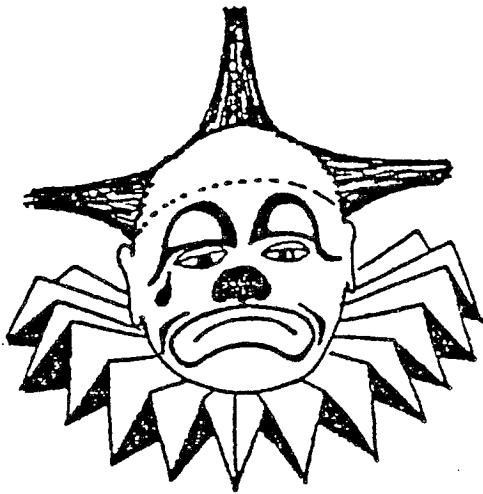


Big Top Makeup



spread glue on the yarn and pull the strands gently between your fingers until they dry.





BATHING CAP
 SPRAY COTTON
 COLOR
 GLUE OR WHITE
 SPIRIT GUM OR RUBBER CEMENT
 COTTON
 CUT HOLE
 FOR EARS
 WHITE
 MAKEUP
 STICK
 RED
 RUBBER
 BALL
 RED
 LIPSTICK
 DAD'S OLD
 CLOTHES &
 SHOES
 CHEEK
 PENCIL
 MAKEUP
 PAPER



Construction
 paper hat



Black eyebrows
 Red nose,
 mouth cheeks

Orange yarn

White face



Battered hat



White
 forehead
 Black eyebrows
 Red nose

White with
 red lower lip

Blue with
 black dots



FACIAL ACCESSORIES

Facial accessories can be divided into three basic categories:

1. Imitation facial features which can be purchased or created.
2. Character accessories or props for the face.
3. "Hair" for both the face and head.

There are many pre-made, imitation facial accessories which you can obtain at a costume or theatrical supply store and apply to your young actors' faces with an adhesive prior to applying make-up. The major advantage to purchasing these accessories is that they are re-usable:

Noses...clown noses, small and big, Roman and broken noses.

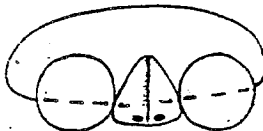
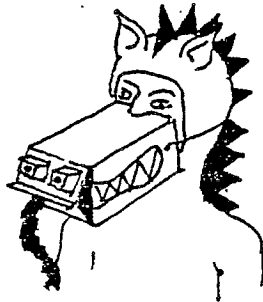
Ears...big, small, Mr. Spock, or monster ears to slip over your ears.

Warts and birthmarks...small patches of vinyl to apply to the face.

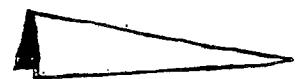
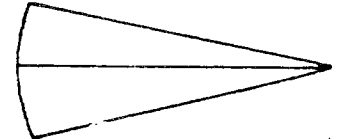
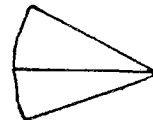
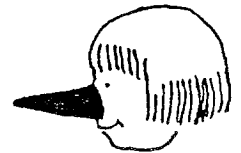
Scars and open wounds...more vinyl embellishments to create a sinister character or a gory effect. If the desired effect requires dripping blood, mix Karo syrup with red food coloring and paint onto the face after facial make-up is completed.

Most of the effects created with "paste-on" accessories can also be produced with "nose putty" at far less cost, but this requires more time and practice and these cannot be re-used.

Some character accessories which can be applied to the face to help create the character might include eye patches, glasses, fangs, head bandages, and possibly a pirate's gold earring.



NOSES

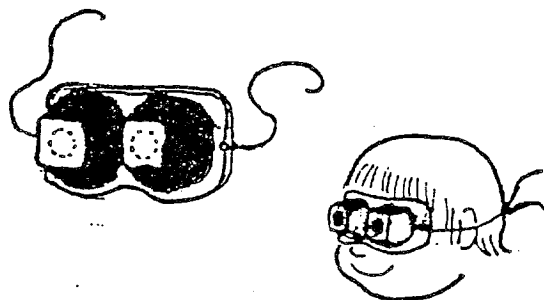


Cut a triangle out of construction paper. Fold the triangle down the middle and attach it to the boy's nose with masking tape.

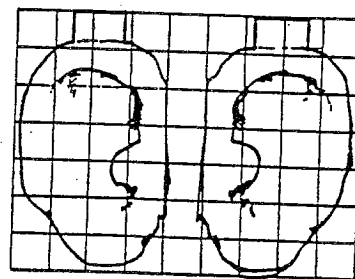
MORE FACIAL ACCESSORY IDEAS

Bulging eyes

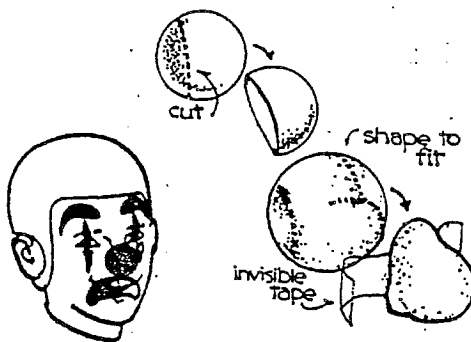
1. Cut 2 adjoining sections from an egg carton. Include side pieces.
2. Cut out space for the bridge of your nose. Cut holes for your eyes.
3. Poke holes and pull string through each of the side pieces.



FALSE EARS. Cut from construction paper with tabs at top which can be bent and taped to clown's ears. Make them six or more inches long.



squares - 1/2 inch

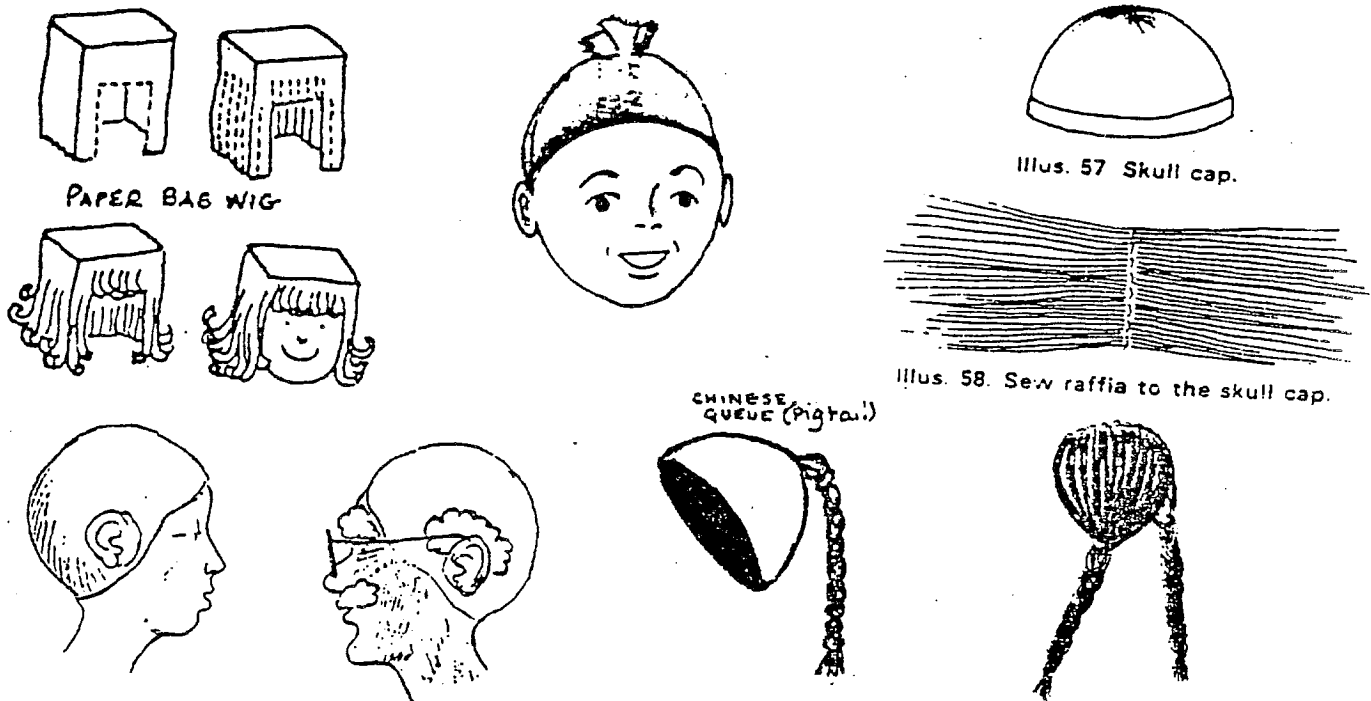


CLOWN NOSES. Rubber balls are fine, as shown elsewhere. You may also use table tennis balls cut in half. Or use a plastic foam ball with a depression scooped out to fit the nose; attach with invisible tape. (If you use a large foam ball, the nose can be carved into any shape - bulbous, hooked, pointed, etc.)



To make wigs, almost any material may be used. The choice of materials will depend on the time available, the effect desired and the amount of "hair" which will show.

These are only a few ideas to give you a starting point. Let yours and your boys' imaginations help create many other variations! Many of these examples use a "base" to which the wig materials are attached by gluing, stapling, taping, sewing or tying. A base may be a skullcap made from nylon stockings cut in 10" to 12" lengths and tied at one end, the crown cut from an old felt hat, an old bathing cap, a cap made from crepe paper and elastic, a plastic shower cap, or a basic headband (see costume accessories).



Clown: Fasten a dyed string mop to hair using bobby pins or attach a string and tie under the chin.

Bald-headed man: Paint or glue a fringe of yarn hair around the edge, pull yarn through holes in cap or glue cotton balls to cap.

Indian: Arrange black yarn or crepe paper strips across entire base and stitch through the center to create a "part". Bring strands down past ears, braid and tie with a colorful cloth or leather thong.

Chinese pigtail: Use a long, black stocking or opaque black tights. Fit top on head and tie off to form a skull cap. Slash remainder of stocking into narrow strips which are then braided to form a queue.

Scarecrow or hillbilly: Sew uneven lengths of heavy cotton rug yarn or raffia to skullcap base or to a band which can be stitched to the inside of an old hat.

Old man: Use white cotton stocking, cut and sewed to form a skullcap. Glue white cotton batting or cotton balls all over the skullcap.

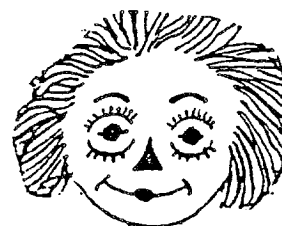
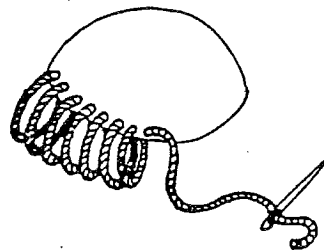
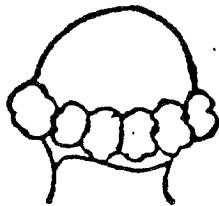
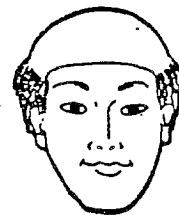
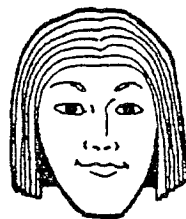
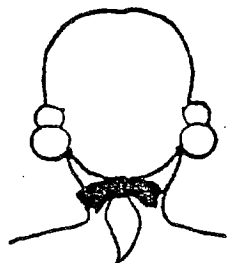
Braids: Stretch three - 3/4-inch wide strips of crepe paper. Twist each strip around and around and then braid the three strips together. Attach to cap or hatband.

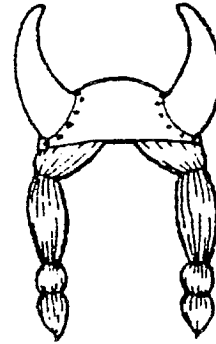
Princess: Follow directions for the Indian wig, using yellow yarn or crepe paper strips, but do not braid. Add conical hat with a small veil attached.

Colonial character: Wrap or sew cotton or quilt batting around skullcap to form a puffed hairdo. A long batting curl, tied in back with a black ribbon, completes the wig for a colonial man. Batting rolls for curls may be added to sides to make a wig for a colonial lady.

Curly locks: For short or long curly hair, curl narrow gift wrap ribbon and sew to cap base. (A cotton stocking could also be used).

More wig materials: Flannel or other fuzzy wool material, felt, brown paper bags, mops, plastic, tinsel, lambs wool, etc.

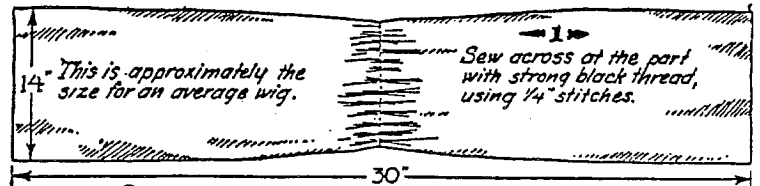




INDIAN WIGS

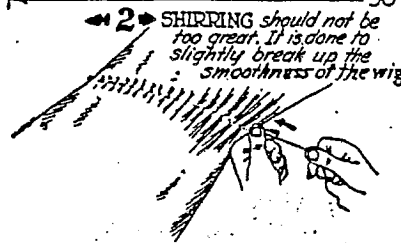


These wigs can be made of black woolen material such as suiting. The cloth should be fairly heavy and the weave not too noticeable. Something with a slightly fuzzy texture. If it has a slight sheen, so much the better.



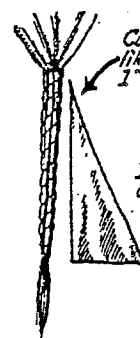
1 This is approximately the size for an average wig.

1 Sew across at the part with strong black thread, using $\frac{1}{4}$ " stitches.



2 SHIRRING should not be too great. It is done to slightly break up the smoothness of the wig.

3 Place on head and grasp the sides like this and have someone tie a cord around the cloth right above your hands. Arrange folds evenly.



4 Cut away a triangle of material somewhat like this, so the "braid" tapers from about 1" down to $\frac{1}{2}$ ", and wrap it with string.

5 Tie a lock of straight black human or animal hair to the end of the "braid."

6 Now wrap the "braid" with a $1\frac{1}{2}$ " strip of red or yellow cloth, spirally, and stitch it in place, as shown in drawings.

7 Indians sometimes painted the part in their hair with vermilion paint. If you do it with several coats of rather thick paint it will tend to hide the stitches. This strip should be about $\frac{1}{4}$ " wide.

If you have cloth that does not ravel you can cut it in three strands and braid it instead of wrapping it.

Mix dry tempera paint or food coloring with vegetable oil or shortening to create bright colors. Remember, additional colors can be achieved by mixing primary colors.

Tempera and cold cream makes easily removable "Indian war paint".

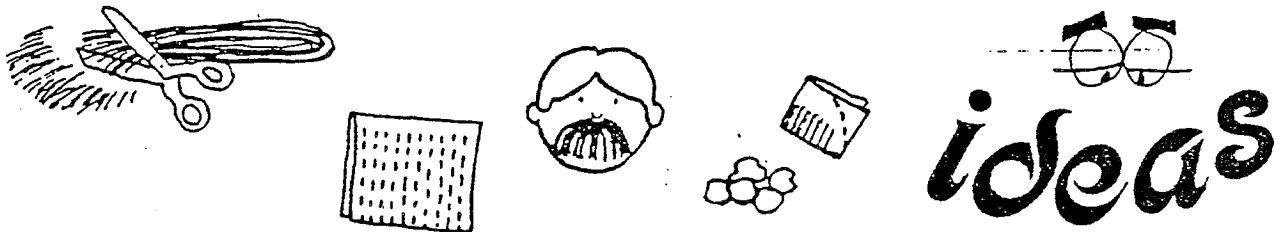
Nose putty can be used to cover natural eyebrows so that you can easily draw in a new shape or apply facial props to create a new image. (Remember, putty will adhere only to a clean, dry face).

To create a "happy" white-faced clown, use vaseline or a thin coat of cold cream and then powder face with cornstarch, flour or baby powder.

"Sad" clowns use their "natural" skin tone as a base for features and "sad" clowns often have one tear on one cheek.

Clown eyelashes often take the form of triangles above and below the eyes. To define clown features, outline all other areas with black.

Birthmarks, scars and tatoos can be created easily using small gummed stickers, water-based decals or created from felt, paper, etc., and taped to the skin with double-faced tape.



To blacken teeth, use a black crayon in place of theatrical black tooth enamel.

Various noses can be made using small rubber balls or ping pong balls cut in half, paper cones or the bottom cups from egg cartons.

Eyeglasses can be made from construction paper, posterboard, pipe cleaners and floral wire. Or you may use "old" glasses with the lenses removed.

Eye patches can be made from felt or any other fabric with a piece of yarn, elastic, ribbon or string stapled to the patch.

Foam meat trays and bottoms of egg cartons can also be used to create eye patches and "bulging" eyes.

One felt square will give you enough material for a beard, a moustache and several eyebrows.

Removal of fake eyebrows is accomplished with less discomfort if you begin above the nose and pull towards the ears.

If you use "gray" hair, don't forget to gray the eyebrows and other facial hair.

Use cornstarch, etc., powdered lightly into hair to create "gray" hair. Hair begins to gray at temples first and appears in streaks.

Hair can also be "grayed" using a small amount of water-based paint or liquid shoe polish, applied lightly with a brush, sponge, cotton ball or Q-tip.

If you use cotton batting or balls to create facial hair or wigs, spray them with hair spray to keep their shape.

When using a bathing cap for a "baldy" base, cut out areas for the ears.

To create hair on a "baldy" bathing cap or other base, you can;

- a) paint on hair
- b) glue or sew yarn, cotton, felt, etc., to the cap or,
- c) punch holes in the cap, threading yarn in and out of the holes. (It's more comfortable to wear than one with knots on the inside of the cap)

To remove spirit gum, surgical adhesive or rubber cement, sparingly apply rubbing alcohol or acetone (nail polish remover) with a gentle rubbing motion, followed by cleaning with soap and water.

In addition to curling gift wrap ribbon, when making a "curly" wig, try using wood shavings from a wood plane or strips of paper curled around a pencil. These can be glued, stapled or sewn to a wig base.

"Hair" can be attached to a hat brim or to a headband which fits inside a hat so your actors do not have to wear a full wig under the hat.

Noses and moustaches can be attached to eyeglasses to make it easier to quickly assemble your character.

Beards and moustaches can be attached to each other for ease of application.

Instead of applying individual pieces of yarn, felt, cotton batting or crepe paper to the wig base, try stitching them to a small piece of material and then applying the assembly to the top of the wig base. You might not even need the wig base if you bobby-pin the assembly to the actor's hair. If you stitch the parts to a piece of stretch fabric, stretching as you sew, you can create a more natural hairpart. Remember, hair doesn't lie flat.

Hair bases can also be created from crepe paper or material that stretches (polyester double knit, t-shirt material, swimsuit material, etc. Watch the remnant counter at your local fabric store!) Sew or glue a tube shape about 12 to 14 inches long and wide enough to fit around the actor's head. Tie the material in a knot at the top of the head and cut off the excess length. You can also make a "hood" as a base for a "hairy" creature.

You can create an adjustable headband using posterboard and elastic. "Hair" can be attached by gluing, stapling, taping or sewing to the band. The top of the head can be covered by

attaching the hair material to two cross strips which are stapled to the basic headband and run from ear to ear and from front to back.

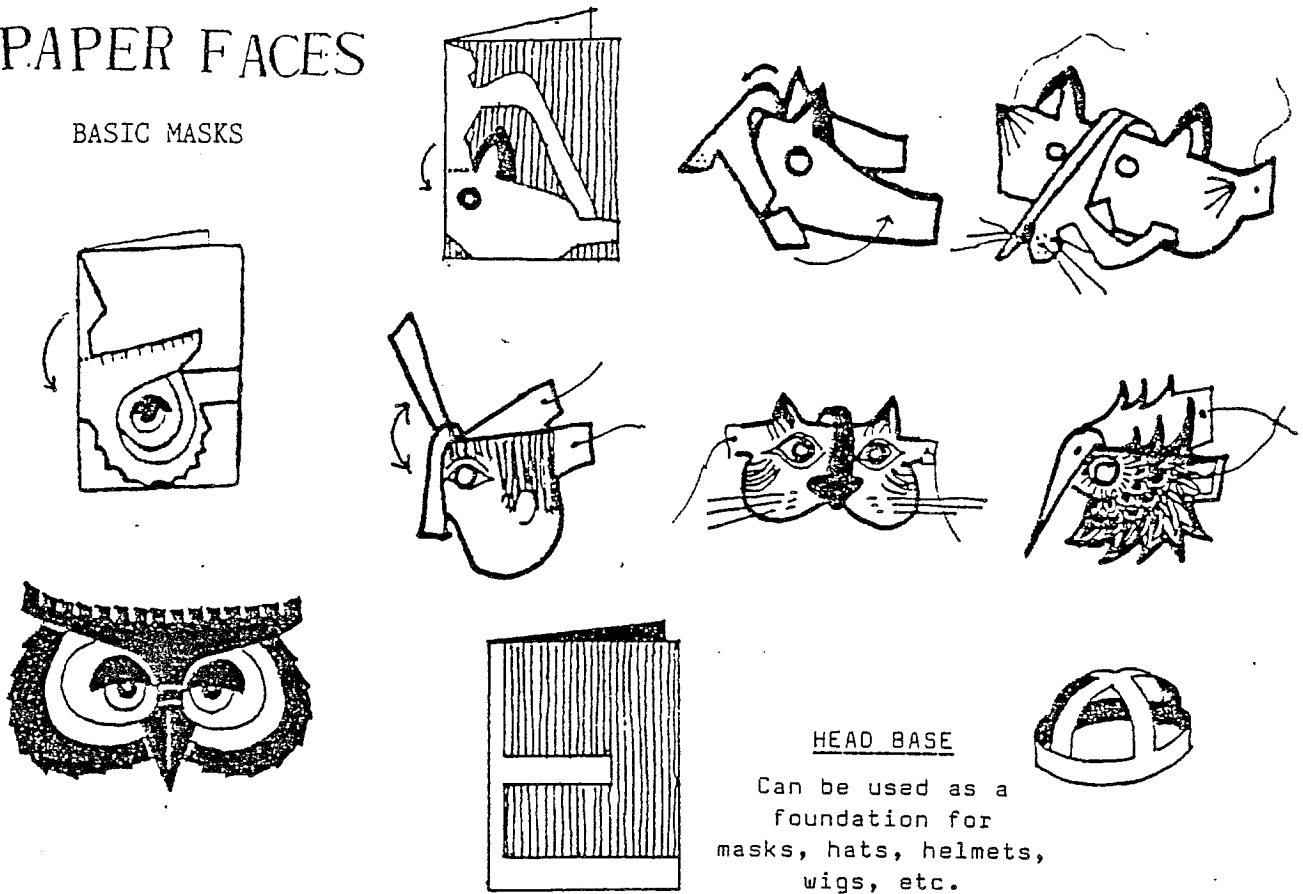
Sometimes
it's just fun to
paint people...

Rôle	Foundation	Cheeks	Definition for Eye shadow	Wrinkles	Lips	Other features
Fair-haired girl or lady	fair skin	red	dark brown	brown	red	—
Fair-haired boy or man	fair skin	dark skin	brown	brown	faint carmine	beard—use with foundation blue or greyish blue on chin
Medium-blonde girl or lady	fair; medium-colored skin	carmine	bluish grey	brown	carmine	—
Dark-haired girl or lady	medium-colored skin	carmine	dark brown black-brown	brown	carmine	—
Dark-haired boy or man	medium-colored skin	dark skin	brown	black-brown black	—	beard complexion blue or greyish blue
Grey or white haired old lady	medium colored skin	carmine	dark brown	light-grey	carmine	clay for false nose
Grey-haired man	fair skin	medium-colored skin	cream-colored dark brown black-brown	brown	possibly red	clay for false nose
White-haired old man	light yellow skin	carmine	cream-colored dark brown black-brown	brown	pale red (white mixed with red)	clay for false nose



PAPER FACES

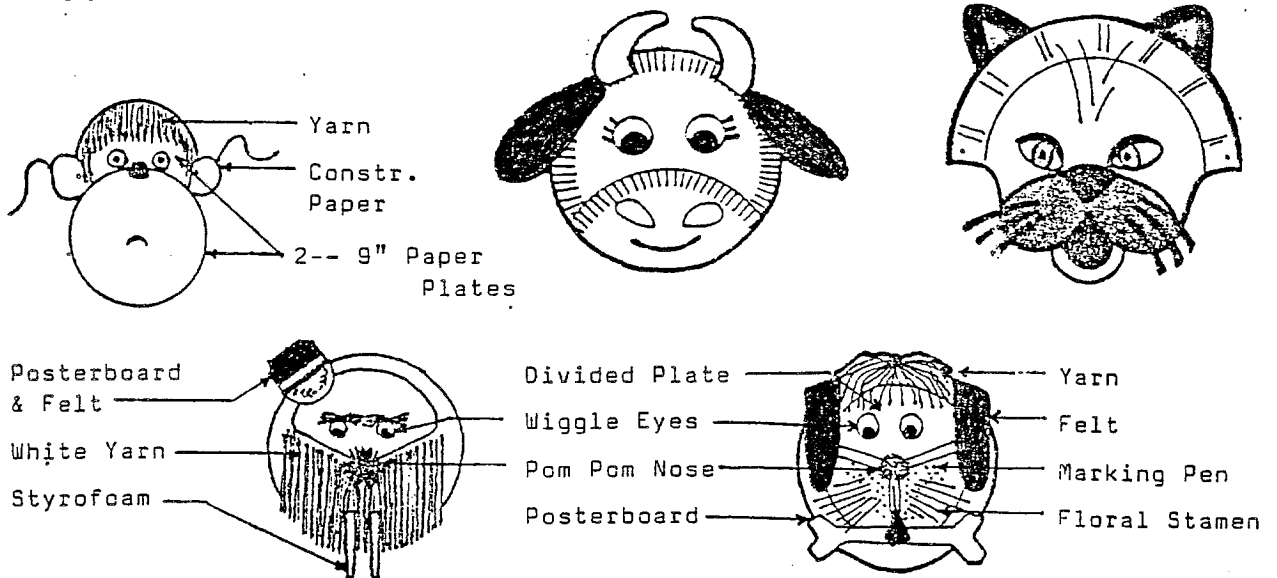
BASIC MASKS



HEAD BASE

Can be used as a foundation for masks, hats, helmets, wigs, etc.

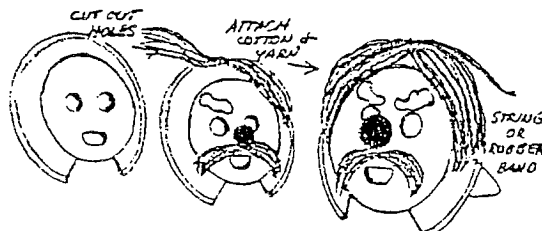
PAPER PLATE MASKS



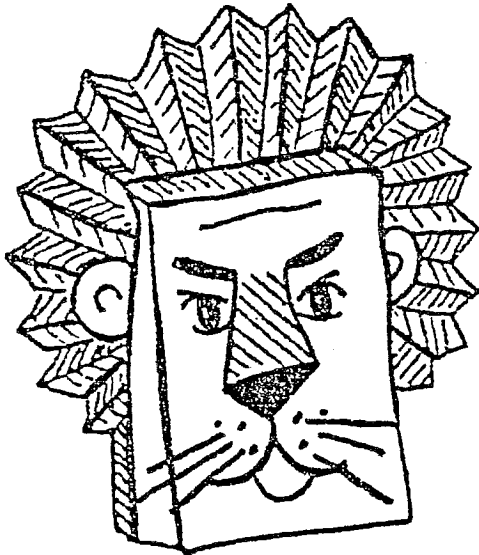
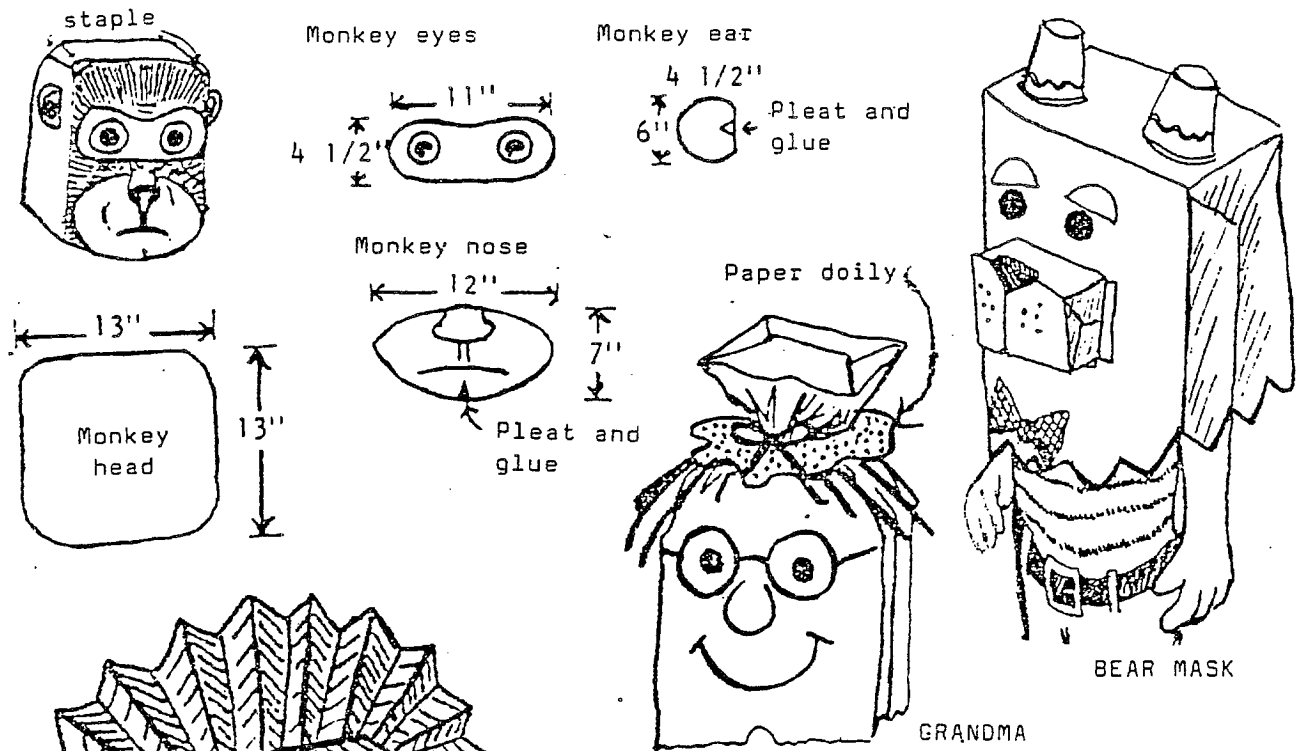
WALLY THE WALRUS



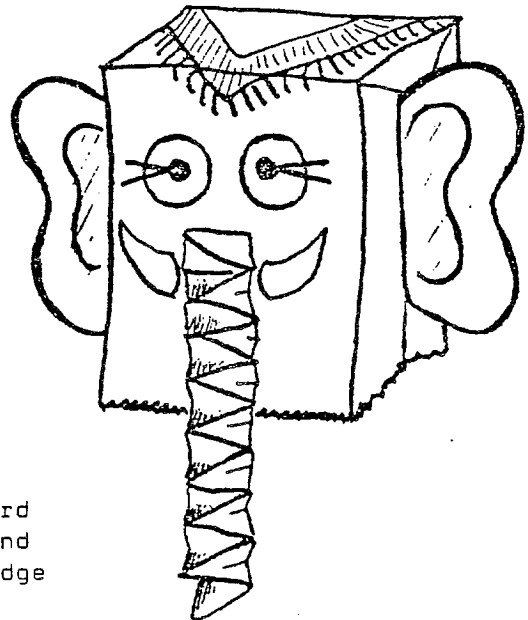
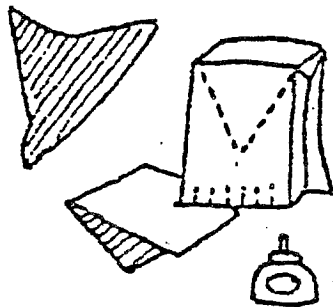
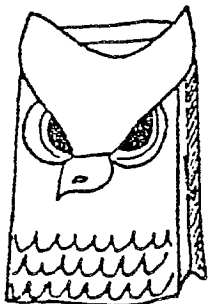
BARNEY BEAGLE



MONKEY -- Glue const. paper features on grocery bag mask.

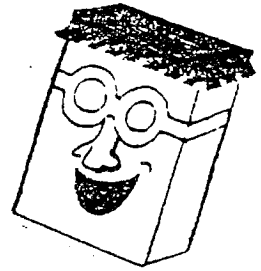
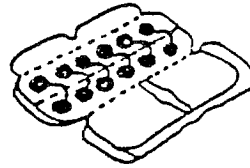
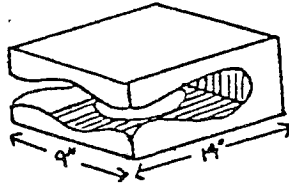
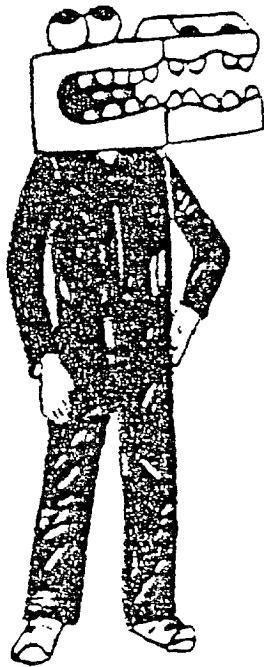


LION -- Draw face on paper bag, paint or color it with crayons. Draw ears on each side, cut around outer edge and fold forward. Draw mane on another piece of paper, cut it out and fan fold it. Paste paper tabs to mane, paste mane to top and sides of mask, paste ears down on mane. Add broom straws for whiskers.



OWL -- Make the owl's forehead from black construction paper. Fold the bottom point upward for a beak. Paint the beak yellow. Add eyes and feathers to the bag with markers. Cut bottom edge of the bag to form feathers.

BOX MASKS - Cereal, Soap, Corrugated Cardboard, etc.



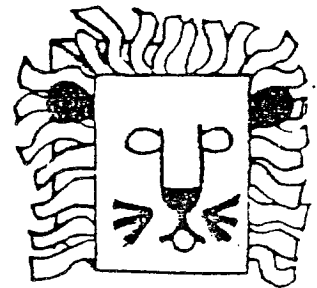
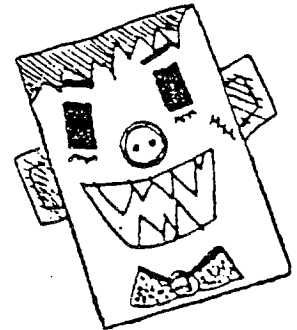
Head - cardboard box painted green

Nostrils - Big Mac box lid painted green with black nostrils

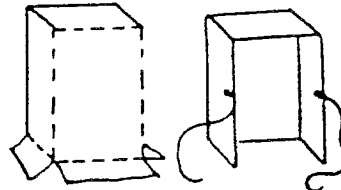
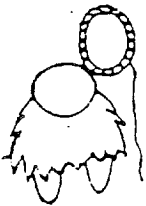
Eyes - Styrofoam balls spray painted with acrylic yellow

Teeth - styrofoam egg carton cups cut in half

Tail - stuffed, tapered cloth tube or poster board tube - tie to belt and pin to jumpsuit or pajamas



WALLY THE WALRUS



Tusks - tagboard

Whiskers - cotton or fake hair

Monocle - pipe cleaner and string

Eyes - const. paper

Eyebrows - felt or fake hair



CEREAL BOX HEAD - LION

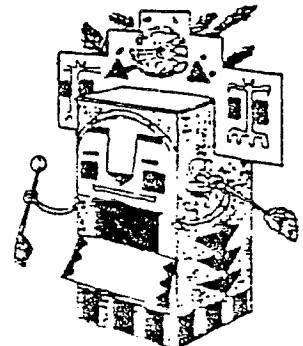
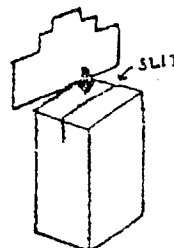
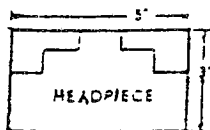
Head - cereal box large enough to fit over boy's head - cut off 4 flaps on "open" end - cut off back of box and cover with construction paper - cut out eye holes - draw mouth and tongue - cut construction paper nose, ears and whiskers - glue strips of orange tissue or construction paper all around edge to form the mane.

KACHINA MASK

Body - cardboard box

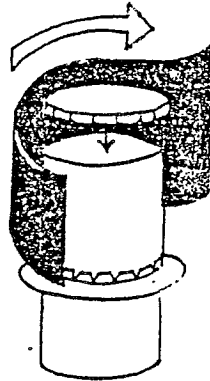
Crown or crest - posterboard inserted into slit in box

Decorate with const. paper feathers



TUBE HAT/MASK COMBINATION

The villain



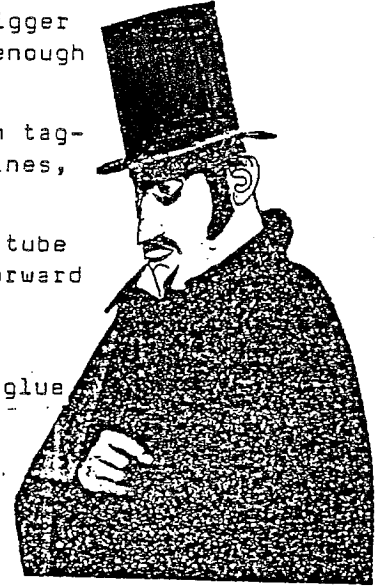
Make a posterboard tube $1\frac{1}{2}$ " bigger than the boy's head and long enough to cover face and be a hat.

Make a nose pattern from tag-board, fold on dotted lines, glue x's together.

Make a T-shaped slit on tube for nose. Bend flaps forward and glue inside nose.

Cut eye holes. Cut ears an oval piece of paper, glue to mask, bend forward..

Glue on paper features or paint them on. Use felt, crepe hair or velvet for hair.



Make circles for hat top and brim. Cover hat with black paper.

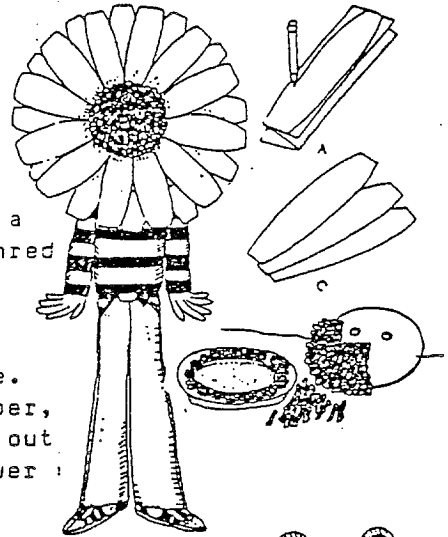
SIMPLE CARDBOARD MASKS



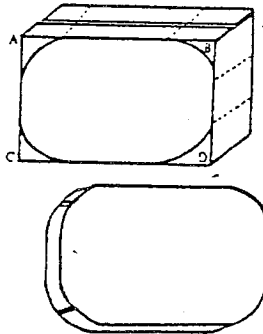
Cut out witch doctor face and flower center from cardboard.

Paint doctor's face, add black paper hair. Shred a garbage bag for robe. Shred bag strips for wrist and ankle bands.

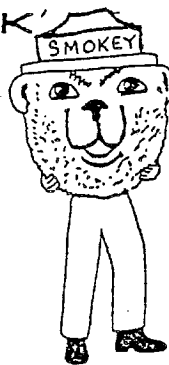
Glue seeds to flower face. Fan-fold construction paper, draw petal shape and cut out petals. Glue around flower center.



BODY BOX COSTUME/MASK

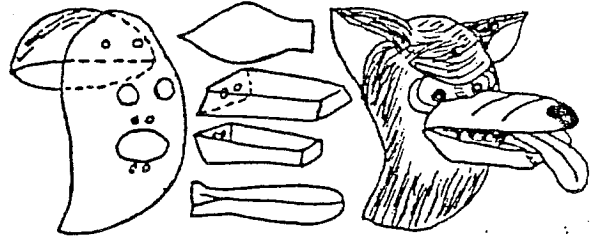


BODY BOX MASK -- Cut out corners of front and back faces. Bend flaps to form rounded corners. Paint face, mouth and eyes. Attach tagboard eyebrows and nose.



Draw face and perhaps part of the body of animal from cardboard. Decorate, cut out and hold mask in your hand.

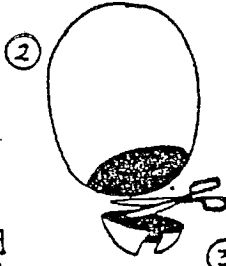
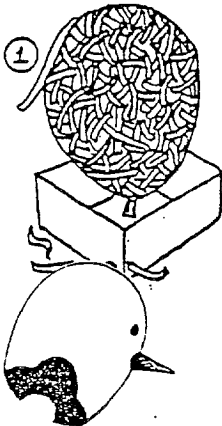
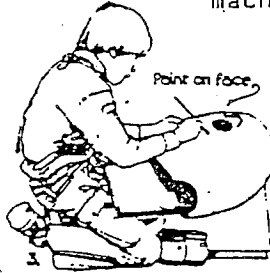
Paper Mache Methods



3-D PAPER MACHE WOLF: Use tapered egg cartons, cap base, posterboard, felt and fake fur to cover mask. Wire egg carton to mask base and cover with several layers of paper mache.

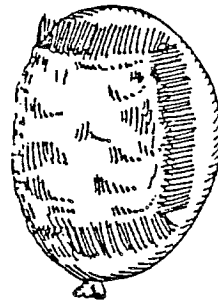
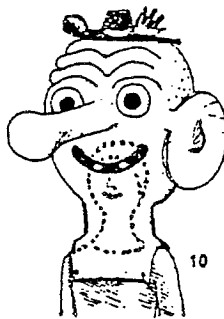
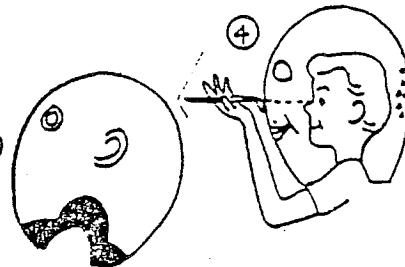


CEREAL BOWL MASKS



Inflated balloon

Giant Masks



Posterboard Mask



CHICKEN WIRE PAPER MACHE: Mold mask using chicken wire as a base. Put paper mache on outside and inside to prevent wire from scratching. Create features by using a small ball, rolled paper, inverted paper bowls for eyes, etc. Apply gauze mache for added features.

BALLOON AND GAUZE MACHE: Use several layers of gauze (instead of paper). Mold to form ridges, bumps, etc.

CLAY MODELING: Cover an upside-down cereal bowl with several layers of heavy duty foil in the shape of an oval. Cover with posterboard mask (see sketch). Tape notched ends together. Using modeling clay, Play Doh, wads of paper, etc., mold the 3-D features. When features are complete, coat paper, clay, etc., with vaseline. Mold paper mache strips over mask, leaving eye and nostril holes open. When dry, lift posterboard, foil and clay from the mask. Trim edges and decorate.

COSTUME ACCESSORIES

When producing a "full scale" stage production for your skit, scenery, important props, any audio and visual special effects and make-up, facial accessories, as well as character costuming, should be included in your production plans. As we mentioned earlier, however, you do not have to use ALL of these ideas to make your skit successful. At this point, you may wish to keep it basic and simple because it IS your boy's first skit or it is a brief skit assignment for next month's Pack meeting. Perhaps, a couple of large cardboard cactuses, a few cowboy and Indian accessories (hat, cap guns, headbands with feathers, rifles, etc.) and a lowering of the stage lights for "nightfall" in your "Old West" production will do the trick.

Costume accessories, used alone, can identify a skit character. When used with several other costuming parts, accessories help to finish a characterization, creating a "total effect" or complete picture of that character. Along with the "villian's" handlebar moustache, why not add a top hat or derby and even a black cape? The "hero" or "good guy" can wear a white or light-colored hat, a vest and even a sheriff's star to identify his character.

Costume accessories are the easiest costume part that can be created or brought from home to help define a character. If chosen wisely, a few items can give your "actor" a character identity without the need of total "costuming". Hats, shoes, capes, simple tunics or some other body covering such as "armor", aprons and cowboy chaps are some of the many accessories that can be created using "garbage can collectibles", household items, old clothes, etc.

By creating a "basic headband" from tagboard, posterboard, leather, etc., you can create many other types of headwear; Indian roach, knight's helmet, hard hat, wigs, etc. Basic headbands are constructed by measuring the distance around a boy's head, and cutting the tagboard long enough to overlap the ends, which are then stapled together. By adding cross bands over the top of the head to give support to the headwear, a base for using paper mache is created. Paper mache can be modeled to create almost anything!

Many shoe styles can be created by adapting existing shoes, using cardboard, vinyl or leather coverings or other characteristic shoe accessories; Dutch wooden shoes, high-top cavalry boots, metal-plated shoes for a knight or gold-buckled shoes for your Pilgrim. When an accessory is needed, use your imagination. Anything can be adapted to fit your needs!



paper band



adjustable
band



Indian
headband

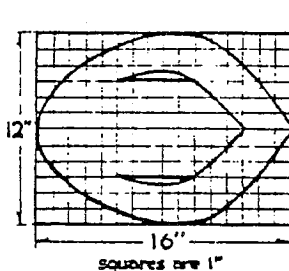


insect
feelers

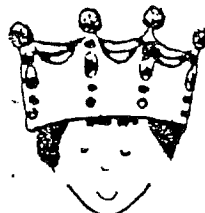
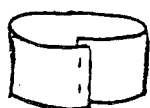
Hats

FLAT SHEET CONSTRUCTION

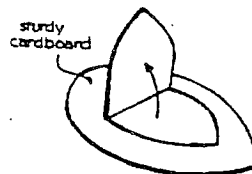
The simplest type of headwear construction involves cutting, bending and gluing or stapling flat sheets of construction paper, tagboard, poster board or cardboard:



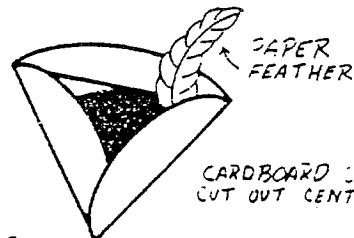
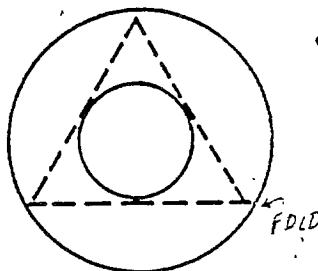
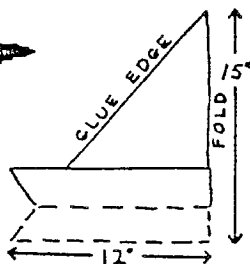
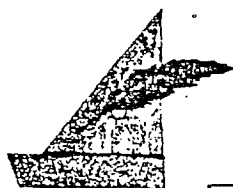
Fireman's Hat



ROYAL CROWN



COLONIAL TRICORN

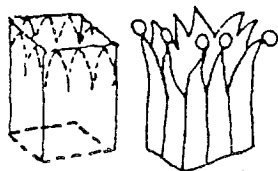
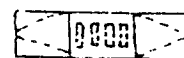
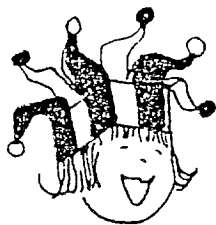


MILK CARTON

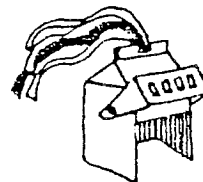
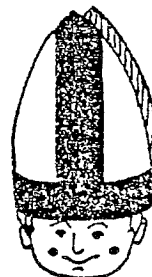
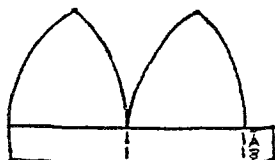
PAPER BAG HATS

POLICEMAN HAT

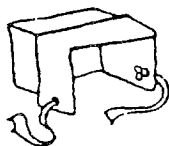
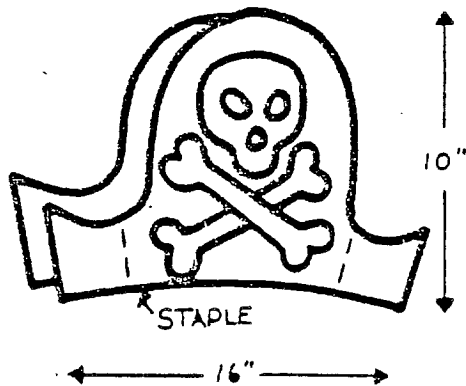
KNIGHT'S HELMET



BISHOP'S MITRE

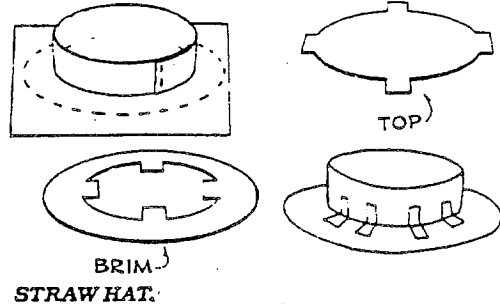


CUT 2



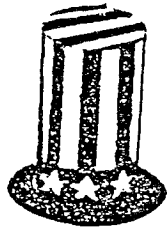
TUBE AND BRIM & CONE AND BRIM

A simple development beyond "cutting and bending" involves the use of a "tab"..The tab allows you to connect materials at right angles. This method is used mostly for building cylinder or cone-shaped hats:

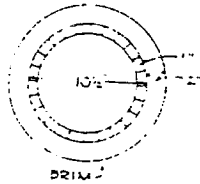


STRAW HAT

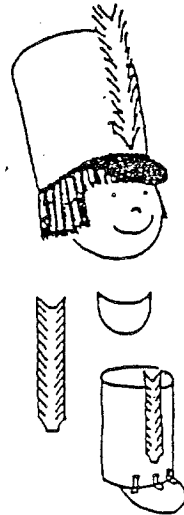
DANIEL BOONE CAP



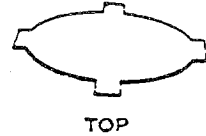
UNCLE SAM HAT.



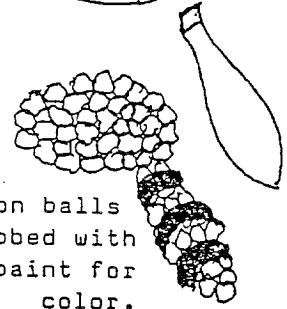
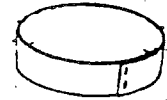
SENTRY HAT



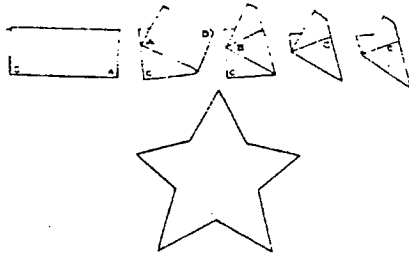
BAND LEADER HAT



TOP



Cotton balls dabbed with paint for color.

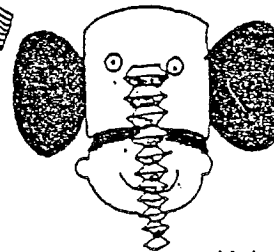
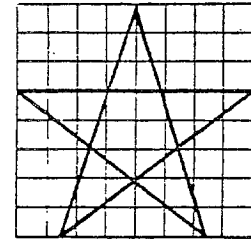


FIVE-POINTED STAR BY FOLDING, CUTTING.

- Step 1. Fold four-inch square of very thin paper as shown.
- Step 2. Fold corner A and crease.
- Step 3. Fold corner B to touch A and crease.
- Step 4. Fold corner C over other folds and crease.
- Step 5. With scissors, snip across folds on dotted line.
- Step 6. Unfold small triangle and you have a five-pointed star.

FIVE-POINTED STAR USING A GRID

USING A GRID



ELEPHANT HAT

Make a basic tube.

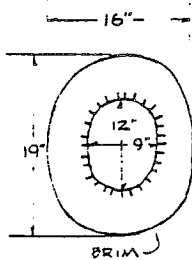
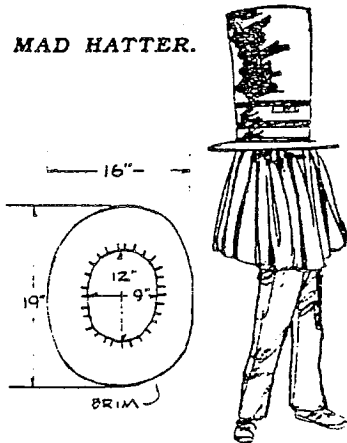
Cut 2 big, floppy ears out of construction paper.

Glue the ears to each side of the tube.

For the trunk, cut a long narrow triangle out of paper. Fold it accordion style as shown.

Glue the trunk to the front of the tube.

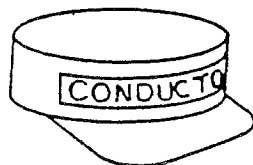
MAD HATTER.



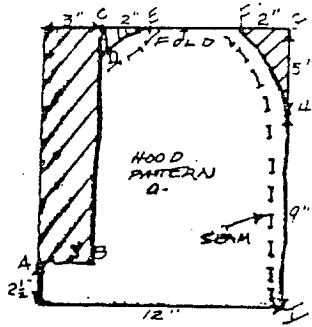
GLUE CARDBOARD

GOLD EMBLEM

BLUE TISSUE



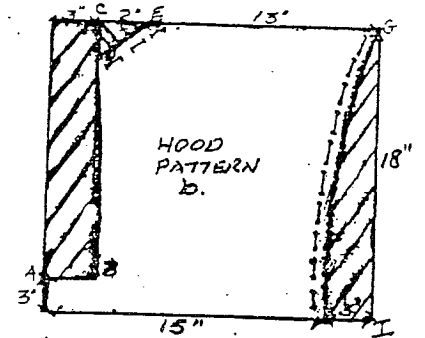
ROUNDED HOOD



HOOD

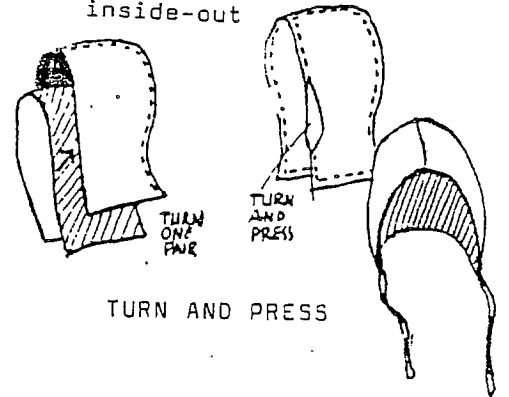


POINTED HOOD

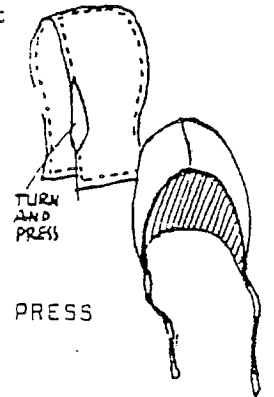
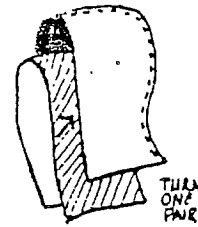
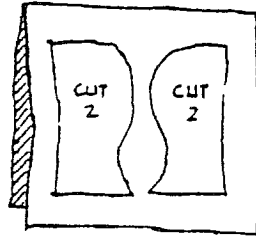
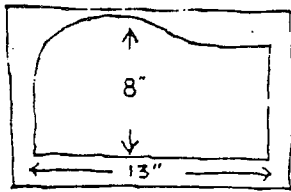


Sew two pairs together; leave opening to turn rightside-out.
Turn one sewn pair inside-out

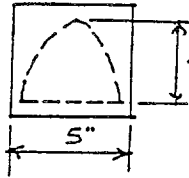
HOOD



TURN AND PRESS



CAT EARS



CUT 4 PCS. FABRIC AND 2 PCS. INTERFACING

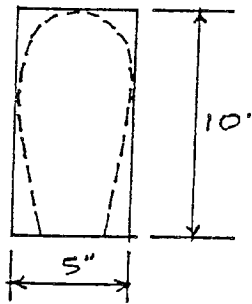


TURN AND PRESS

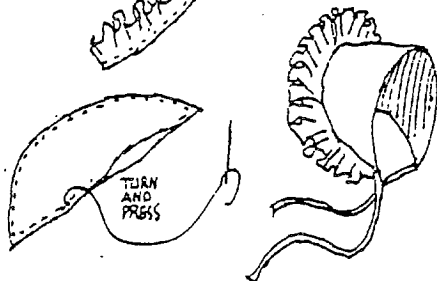
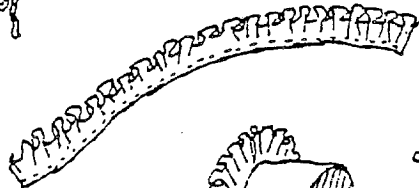
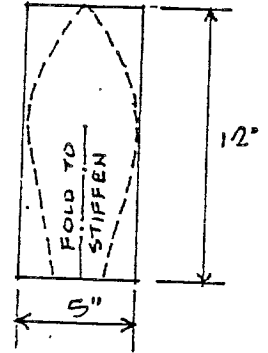


STITCH EARS TO HOOD

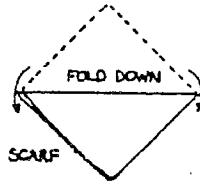
DOG EARS.



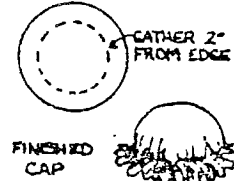
RABBIT EARS



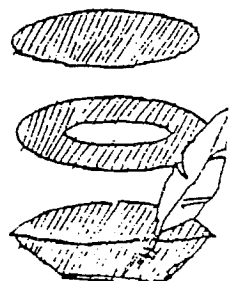
COLONIAL LADY



DUST RUFFLE CAP



BERETS...



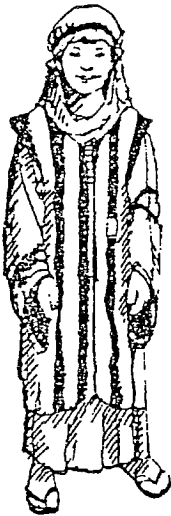
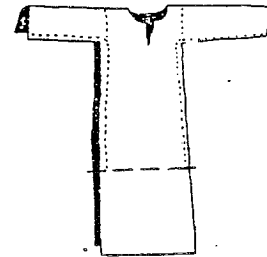
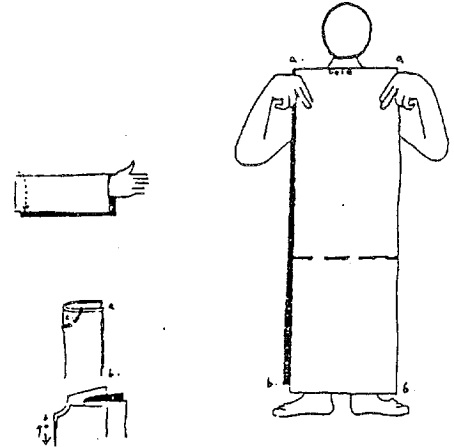
THE BASIC TUNIC AND VARIATIONS

Most costumes are made from the basic tunic design. The tunic is simply a double layer of material with a hole cut out for the head. It may be sewn, stapled or tied at the sides or just left open and belted. The basic tunic design may be altered in length and sleeve design to fit a variety of costume designs. Examples are shown below.

METHOD NO. 1:

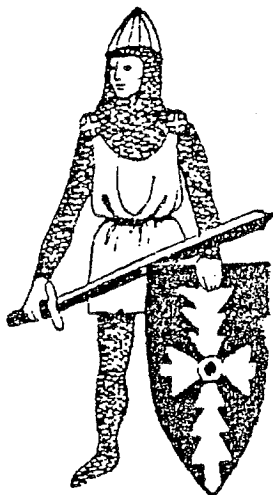
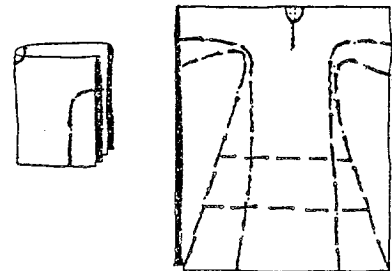
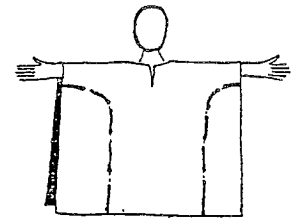


1. Buy enough material to reach from the neck to the desired length.
2. If you're going to have sleeves, measure coat sleeve and buy enough extra material for the sleeves.
3. To cut neck opening, fold the double material lengthwise and mark an easy curve, 2" in and 2" down. Cut on the line.
4. Cut a 7" slit for throat opening on the front piece only.
5. For sleeves, measure the arm at the shoulder, adding 3" for comfort and seams.
6. Sew sleeves in place.
7. Sew, staple, pin or glue sides and sleeves together, as shown.
8. Turn outfit inside-out (so seams are at inside).



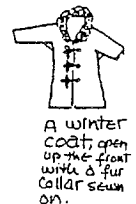
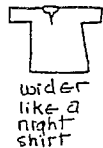
METHOD NO. 2:

1. Use material which is wide enough to reach from wrist to wrist.
2. Using a shirt or jacket as a pattern, draw shape of tunic, allowing extra material for seams.
3. To cut neck opening, fold the double material lengthwise and cut opening and slit as in method No. 1.
4. Sew, staple, pin or glue sides and sleeves together, as shown.
5. Turn outfit inside-out (so seams are inside).



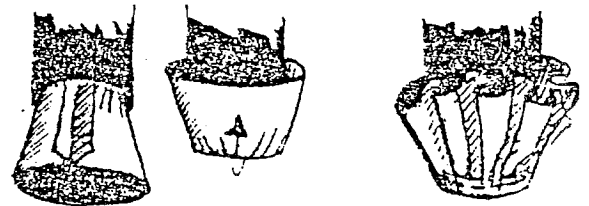
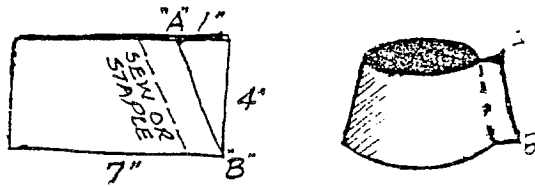
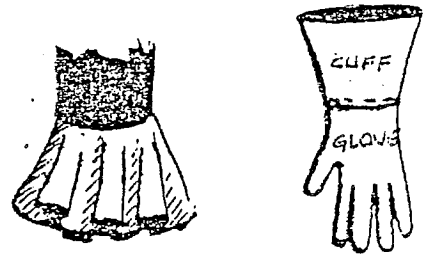
Variations and adaptations:

This basic model can be:

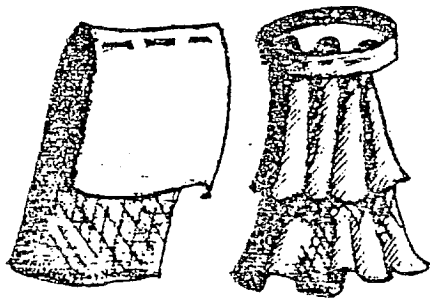


CUFFS, TIES AND RUFFLES

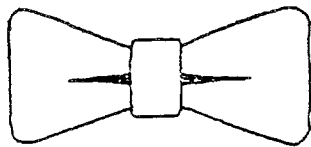
CUFFS -- Use any flexible fabric, felt or crepe paper. Measure distance around sleeve and add 4". Fold material and cut open ends at line A-B as shown. Insert cuff into sleeve and stitch or staple in place. Turn cuff back over sleeve. If using crepe paper, flute edges for ruffled effect by pulling across the grain.



ASCOT -- Fold crepe paper (5" x 16") over neck band. Gather material and staple in place.



BOW TIE -- Cut from posterboard (5" x 2" normal size, 8" x 4" for clown). Staple to string and tie around neck.



A COLLAR

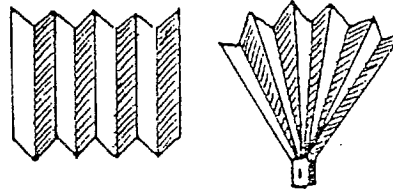


A HEADRESS

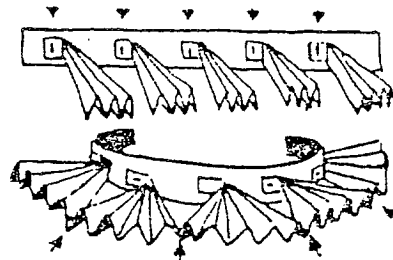
Pleated Paper

Accordion fold 9" - 12" sheets of construction paper

Staple one end to form a fan

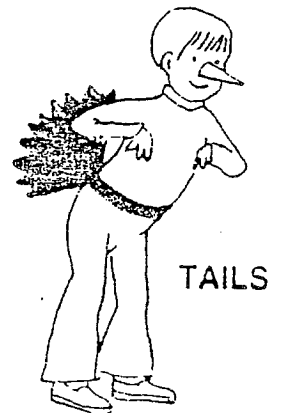


WINGS



Staple the fans at 3" intervals on a strip of paper. (The length of the strip will depend on what you will use the pleated paper for.)

Join the fans with staples as shown



TAILS

SHOES AND BOOTS

Pilgrim -- Spray cardboard buckle, attach with double-faced tape



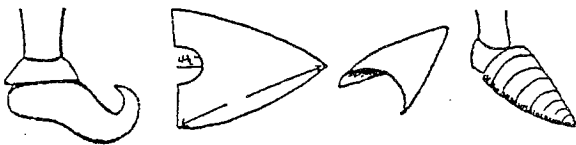
Southern gentleman -- Attach a large tongue to simulate his loafer style footwear.

Roman or Greek soldier -- Use sandals as-is with criss-cross leg wrap. Old sneakers can be cut out to form sandals.



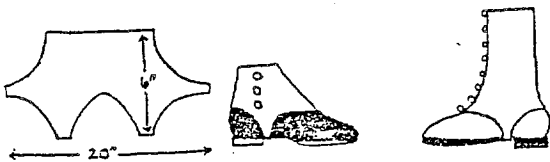
Slippers or soft boots -- Use old heavy socks with padding to get pointed toes

Arabian Night effect -- Insert cardboard and paper mache pulp in old socks to form toe.



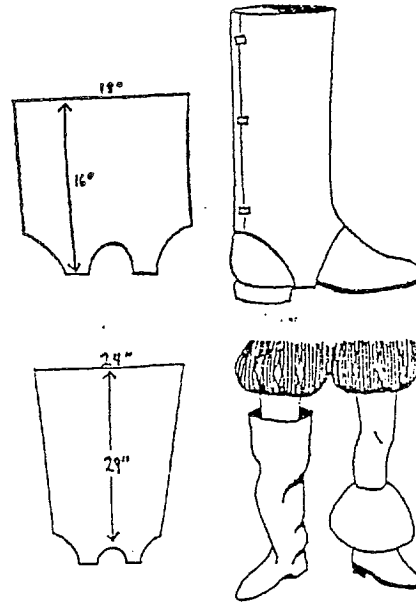
Knight's armor shoe -- Make from gilded cardboard, folded and stapled or taped over shoes.

Spats -- Make from vinyl, oil-cloth or canvas with elastic under instep and buttons painted or sewn at side.

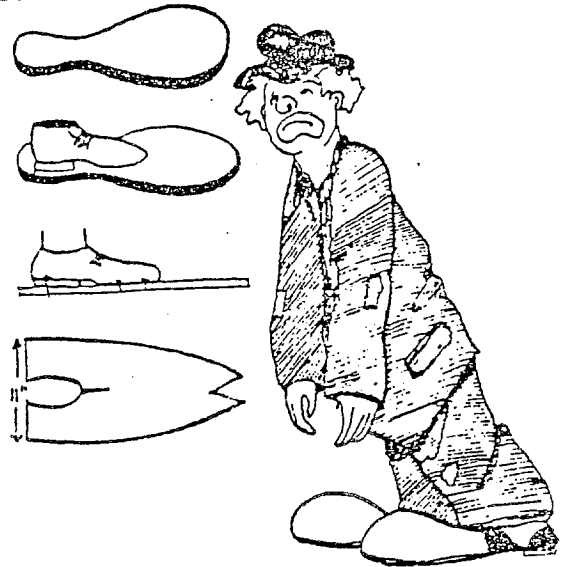


High button shoes -- Use same pattern as for spats, extended higher, with buttons at front.

Boots -- Cut shape of gaiter from cardboard or heavy vinyl and attach at back with metal clasps, sew or glue. Elastic under instep holds boot tight to shoe.



Spanish Conquistador/French cavalier -- make wide-top boots from vinyl, oil-cloth or canvas. Added loops of elastic inside boot are needed to hold boot up, or you can let them droop, pirate-style.



Large clown's shoes -- Tack old shoes onto a large plywood cutout sole. Cover with posterboard uppers, taped and tacked in place.

COSTUMES

Costuming your Cub Scout "actors" is the final step in creating your "total effect". Costuming means applying articles to an actor which identify a character or object visually. The simplest costumes are signs (villain, hero, sun, moon, curtain, etc.) hand-held or hung around your actors' necks. Simple costume accessories may be used to further identify your characters (twigs for deer antlers, feathers in the hair, an old felt hat, etc.). Additional accessories add more depth to your characters; a puritan collar for John Smith, a top hat and beard for Abe Lincoln, a loin cloth and headdress for an Indian or a blinking light for Rudolph's nose. A few well-chosen accessories and props, can fully identify your character. A ghost can be created by simply draping a sheet over a boy's head, while a pirate will need more accessories to complete his character. As you can see, costuming can be complete with as little as one item or may require more items or parts to visually identify your character.

The amount and complexity of costuming will depend on several factors such as the boys' ages, ability levels, interests and attention spans. You should also consider the following goals and situations:

- Is there sufficient time available for preparation?
- Is this the boys' first skit?
- Are you trying to build their self confidence?
- Are you trying to get the parents involved to encourage their participation?
- Having performed many times in the past, are your boys now ready for greater challenges?
- Will your den skit be part of the monthly Pack meeting or the major entertainment at the Blue and Gold dinner?
- Are your boys trying to fulfill requirements for advancements or electives?

Old Halloween costumes or clothing can fulfill many of your costuming needs. Costumes can be created from paper, plastic bags, cardboard boxes, cloth and other inexpensive materials. Most costumes can be categorized under six basic types of construction materials:

1. Paper bags and other flexible or flat paper products
2. Plastic bags...various sizes of bags and rolls of plastic materials
3. Cardboard cartons and boxes
4. Cloth which can be sewn, stapled or glued (Crepe paper can be substituted for cloth)
5. Old clothes...long underwear, pajamas, jogging suits, sweatshirts, jackets, suitcoats, robes, dresses, etc. For headwear, you can use old knit skull caps, helmets of all kinds, nylons, old hats, etc.
6. Mixed costumes...fabrics, other materials and things (Household and "garbage can" collectibles...plastic milk bottles, bleach bottles, toilet paper rolls, tape spools, etc.)

Sewing isn't always a necessity when you want to make a costume, especially if they're made from "collectibles", inexpensive craft materials, old clothes, etc. Most costumes can be put together using staples, Elmer's or white glue, tacky glue, silicone glue (for styrofoam), nails, screws, brads or any other fastener that will hold the parts together without sewing. Most older and some younger boys have enough coordination to do some very basic sewing, using a running or over-hand stitch. If only shoulder areas need stitching, when making a simple one-piece vest, even young boys with less coordination can easily be taught how to "lace" the pieces together using yarn and a large darning needle. Pre-punch the holes in the material for the boys. If more sewing is required, call your parents for "production team" help!

Most simple costumes can be created by using a few basic styles or types of costumes; basic sack, sandwich board, box-style, tunic-style. These styles form the major portion of the basic costume, covering the whole body from your actor's neck to his legs. By adding simple facial make-up or a few costume accessories, your actor's costume is completed!

A "basic sack" is any material (paper, plastic or cloth) that can be made into the shape of a bag. Some available items are already bags (trash bags, lawn and leaf bags, gunny sacks, etc.) To make your basic sack costume, cut openings for legs and arms, cut vertical slits near the top of the bag and weave a piece of rope through the slits to form a pull-cord. Have your "actor" step into the bag, stuff crumpled paper around him to plump the bag and pull the cord to close the neck opening.

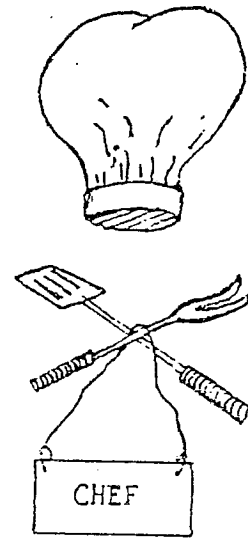
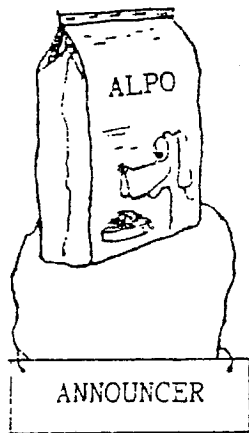
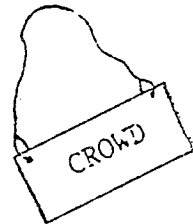
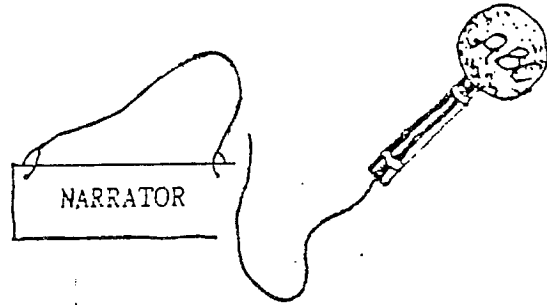
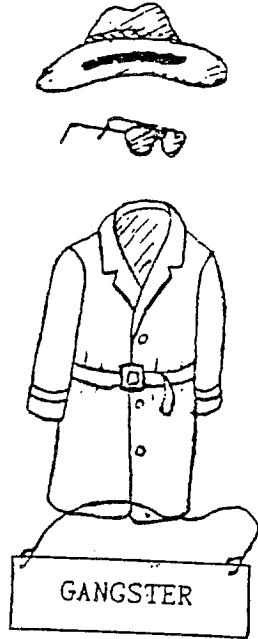
"Sandwich board" costumes are created by using boxes to form the major portion of the character's costume. Likewise, a tunic-style costume is created from any material that can be made into an upside-down bag with openings cut out for the legs and head.

All of these costumes can be decorated by painting the surfaces or gluing construction paper, scrap materials or other objects on them. Use markers to add color or details (permanent markers are best for plastic).

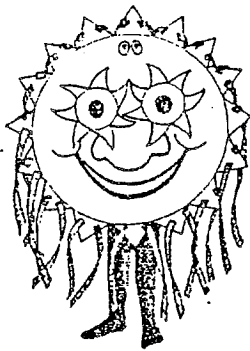
We recommend that you try to adapt your costuming ideas to materials that can be easily glued, stapled, taped or tied together, using available fasteners for your skits and especially for first performances! Most Pack Meeting skits only last a few minutes, and "total production" efforts are not always necessary! Your den's costuming efforts should fit their goals.

Remember...creative recycling provides UNLIMITED materials for creative expression! Then, with an unending supply of materials, your creativity is only limited by your imagination!

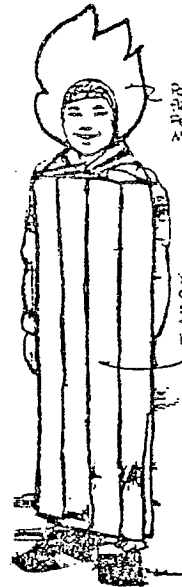
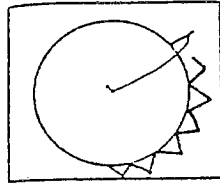
THE SIMPLEST COSTUME . . . THE SIGN
. . . PLUS A FEW COSTUME ACCESSORIES



COSTUMES FROM PAPER BAGS AND PAPER PRODUCTS



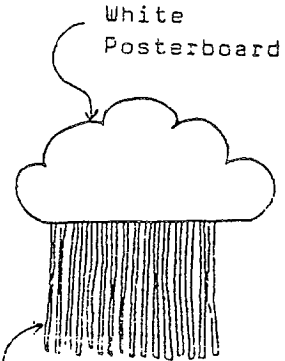
SUNSHINE



Poster board
flame-
peek-a-boo
Mask.

Match
Costume

Yellow and white
crepe paper
strips glued
together on
hanger.

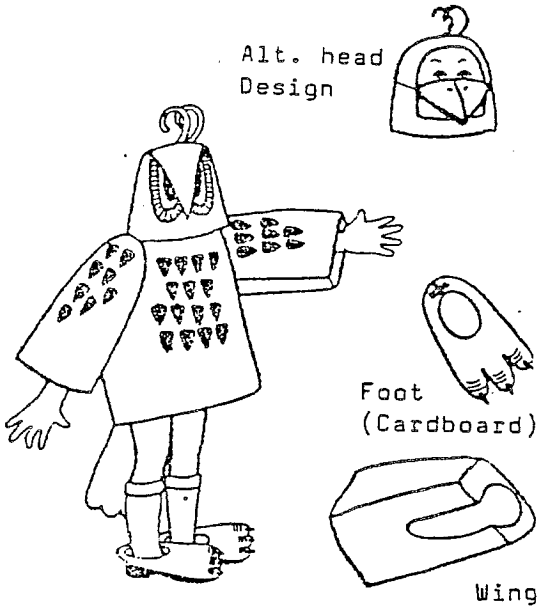


White
Posterboard

CLOUD

Fringed black
Plastic bag

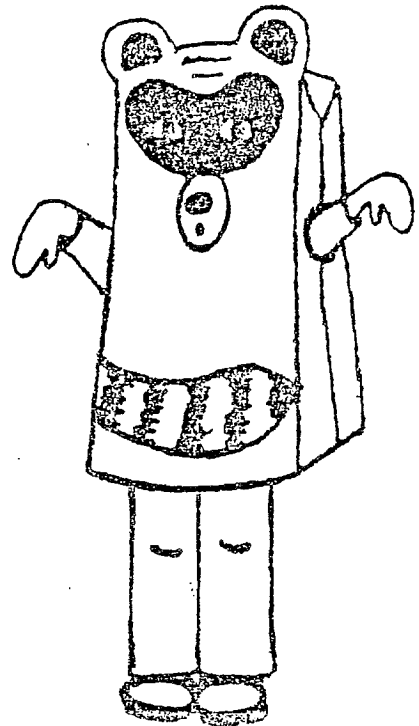
SHOPPING BAG BIRD



Alt. head
Design

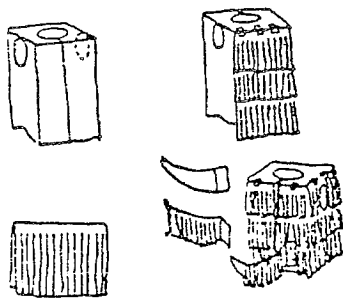
Foot
(Cardboard)

Wing

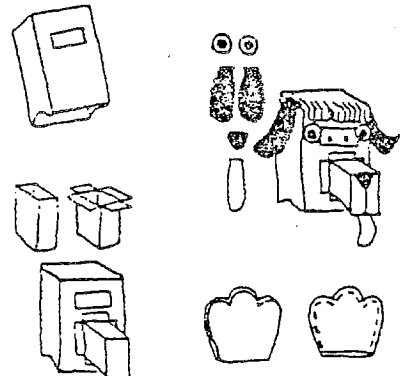


RACCOON

A Shaggy Dog



Constr. paper



GETTING IDEAS

Use your imagination, a familiar story character, or cartoon character, but your best possible source is the library!

What are puppets made of? Sticks, stones and chicken bones, Bottlecaps, paper bags, and bits of rags, cardboard boxes, and discarded soxes; dried up weeds and sunflower seeds, Those everyday things that we take for granted Or happily throw away, can be the stuff from which puppets are made of. SAVE so you don't have to pay!

- EYES - buttons, macaroni, plastic chips, material, paper, plaster, acorns, blocks, beads, shells, styrofoam balls, bottle caps, cereal, lids, washers, straws, tubes, or just painted on.
- HAIR - yarn, steel wool, scrub pads, cotton, fringe, paper (shredded), material scraps, straw, fake fur, string, unraveled rope, paper toweling, or just painted on.
- NOSES - buttons, clothespins, lightbulbs, cork, cones, cereal, balloon, thimble, ball, shell, paper, spool, tube, bottle neck (plastic), bottle caps, pegs, beads, styrofoam, lid, or just painted on.
- TEETH, MOUTH - egg carton, slit in a rubber ball, paper, cardboard, macaroni, foam pieces, shells, twigs, yarn, felt, material scraps, plastic or just painted on.
- BODIES, (feet) - glove, mitten, paper cups, paper plates, styrofoam hamburger and egg containers, plastic bottles, pipe cleaners, straws, paper bag, socks, shells, paper or toilet paper rolls, envelopes, boxes, balloons, hankies, material, sticks, folded paper, fruits or vegetables, cardboard, wood, ball paddle, wooden spoon or other kitchen utensils, cans, slippers or even your hands and fingers.
- HEADS - socks, bags, balls, boxes, clay, paper mache, kitchen utensils, gourds, plastic bottles, styrofoam, fruits or begetables, fly swatter, paper cups and plates, balloon, glove or mitten, sponges, spools, shells, paper roll, material (stuffed) or even an old doll's head.
- HANDS - wire, felt, material, cardboard, paper, paper mache, sponge or rubber; for an extension of the hand, use a cardboard tube - it's an ideal spot for an insertion of fingers.
- HATS - cardboard, tubes, paper, felt, cuts, styrofoam, lids, plastic or material.
- COSTUMES - should be flowing and cut full so they don't impede the movements of the puppet. Very heavy fabric and large prints should be avoided. Use bright colors and catchy prints because you want your puppet to attract attention.
- STUFFINGS - nylons, material, socks, cotton, baggies, paper - and all of these should be cut in small strips for smoother packing - saw dust, or even lint from your dryer - it's clean and quite inexpensive.

THE WONDERFUL WORLD OF SKITS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the "Let's pretend" part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism.

You can expect an increase in the boy's powers of observation through skits, and also a gradual diminishing of self-consciousness.

Things to Avoid:

1. Dramatization of undesirable characters.
2. Allowing a Cub to attempt a characterization which is difficult for him, causing him to become discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.

Keep Skits Fun: Fun makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Keep it short. (3 to 5 minutes at the most)
3. Avoid long memorized dialogue. Pantomimes are great.
4. Use simple scenery, props, costumes - if any.
5. Let every boy take part.
6. Use stage directions liberally - tell who goes where and does what.
7. Make your audience hear. Boys should speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

How To Write a Skit. Follow this outline:

1. Boy Wants Something friendship, a gold mine, a trophy, to find a lost planet, treasure, etc.
2. Boy Starts to Get It by canoe, plane, horseback, foot, or some other way.
3. Obstacles Stop Boy crocodile, native headhunters, a secret enemy, false friend, etc.
4. Boy Achieves Goal through an act of kindness, bravery, wisdom, magic, unexpected help or some other way.

PANTOMIME

Pantomime is the expression of a thought, emotion or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak. But the expression on the actor's face and his gestures tell what he is doing. Before he begins, he must try to think of every motion he will use. He should not hurry his motions. Most beginners perform too fast.

CREATIVE DRAMATICS

(Pantomime)

Fill a large bowl with slips of paper on which is written instructions such as :

- ALL OVER BODY ACTIVITIES:
1. Bat balloons into the air.
 2. Skip rope all around the room.
 3. Crawl through a thick jungle full of long-hanging branches and heavy vines.
- SMALLER ASPECTS OF BODY TALK:
1. Have one boy pitch a ball and one catch it. (asking questions-will ball be pitched high? low? hard?)
 2. Walk a tightrope in the air.
 3. Follow a buzzing fly around the room, finally swat it.
 4. Brush teeth, wash face & hands.
- ANIMAL PANTOMIME:
1. Cat waking up from a nap.
 2. Cat watching a bird.
 3. Cat rubbing up against a person's leg.
 4. Cat curling up and going to sleep.
- THEN TRY THESE:
1. Dog sitting up and begging.
 2. Dog walking along, sniffing the ground.
 3. A person being nice.
 4. A person looking mean.
- MOOD PANTOMIME:
1. No school today
 2. The picnic has been called off.
 3. I have the measles.
 4. We're lost.

This form of charades is fun for boys as well as a direct learning exercise for warming up to pantomime. Choose your skit and play charades with it first. Your boys will be practicing as well as having fun, then you will be able to get down to business in a much lighter mood.

RESOURCES

The Boy Scout Publication "SKITS AND PUPPETS" No. 3842 POW WOW SERIES gives an excellent coverage of the subject. This presentation will give you many additional ideas to enable you to create simple and effective puppets. Try to create puppets which will fit in with each month's theme. Monthly skits can be adapted to puppet shows. Your Cub Scouts will readily come up with an appropriate situation or skit if you give them a chance and expand on what a theme means:

Ideas for skits and prepared puppet skits that fit many monthly themes may be available. Ask at your local library for suitable books. "Pack-O-Fun" magazine, invaluable for DenLeaders and mothers with small children and some children's magazines feature suitable plays from time to time. When you see a useful skit or idea, make a note of the topic and source in an IDEAS NOTEBOOK for later use, or file any suitable scripts before discarding the magazine.

Pow Wow books are also a resource for ideas. Some material for this book was based on ideas from the 1971 Balboa District Pow Wow Book and the 1982 Indian Nations Council Pow Wow Book.

Puppet-making can be an inexpensive venture in which paper bags, old socks, boxes, and left-over scrap materials are used. There are many ideas for puppets on the following pages, and one of the best resources is your own imagination.

FUNNY-BONE PUPPET JOKE

FOR THE TOUR

Characters: Mr Blimp, a tourist, Tour Guide, other tourists, if you wish.

Mr Blimp: "Thank you for the guided tour of your city."

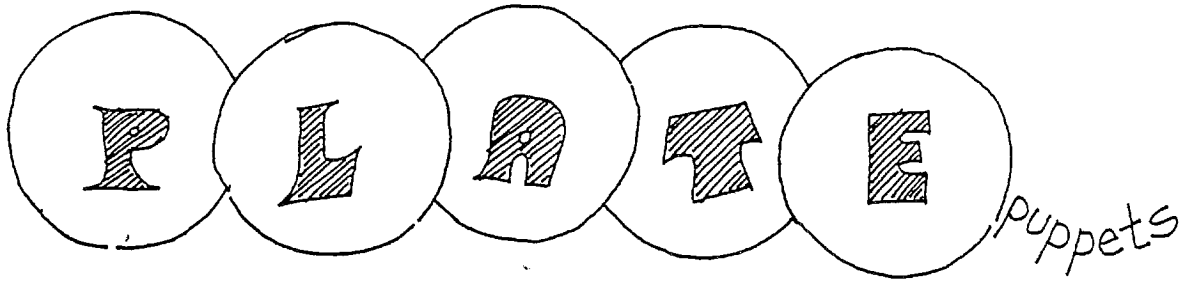
Guide: "You are welcome, Sir"
(if there are other tourists, they are saying thank you, softly)

Mr. Blimp: "You seem to know the city very well"

Guide: "Yes Sir, I know every part of this city."

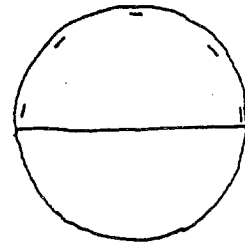
Mr. Blimp: "Have you lived here all of your life?"

Guide: "Not yet, Sir."



HAND PUPPETS MADE FROM PAPER PLATES

- MATERIALS:
- Construction paper
 - Paper plates
 - Stapler
 - Markers or crayons
 - Glue
 - A large dose of imagination!



(figure one)

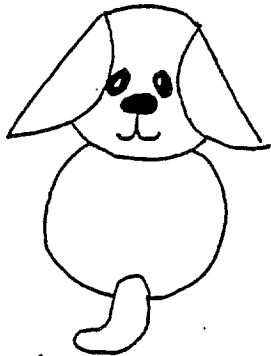


These projects are very self-directed. There is only one basic trick and the rest is up to you.

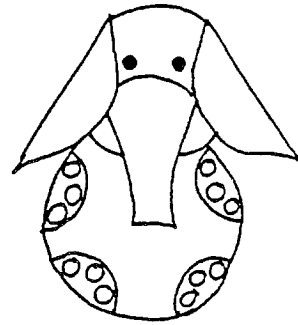
1. Attach full size plate to a half of another plate (figure one) by stapling face to face. This is the head or top of the puppet.
2. The hand of the puppeteer slips inside like an upside down pocket for holding and moving the puppet.

FROM THIS INCREDIBLY SIMPLE BEGINNING YOU CAN ADD:

3 plates more for a dog!



3 for an elephant!

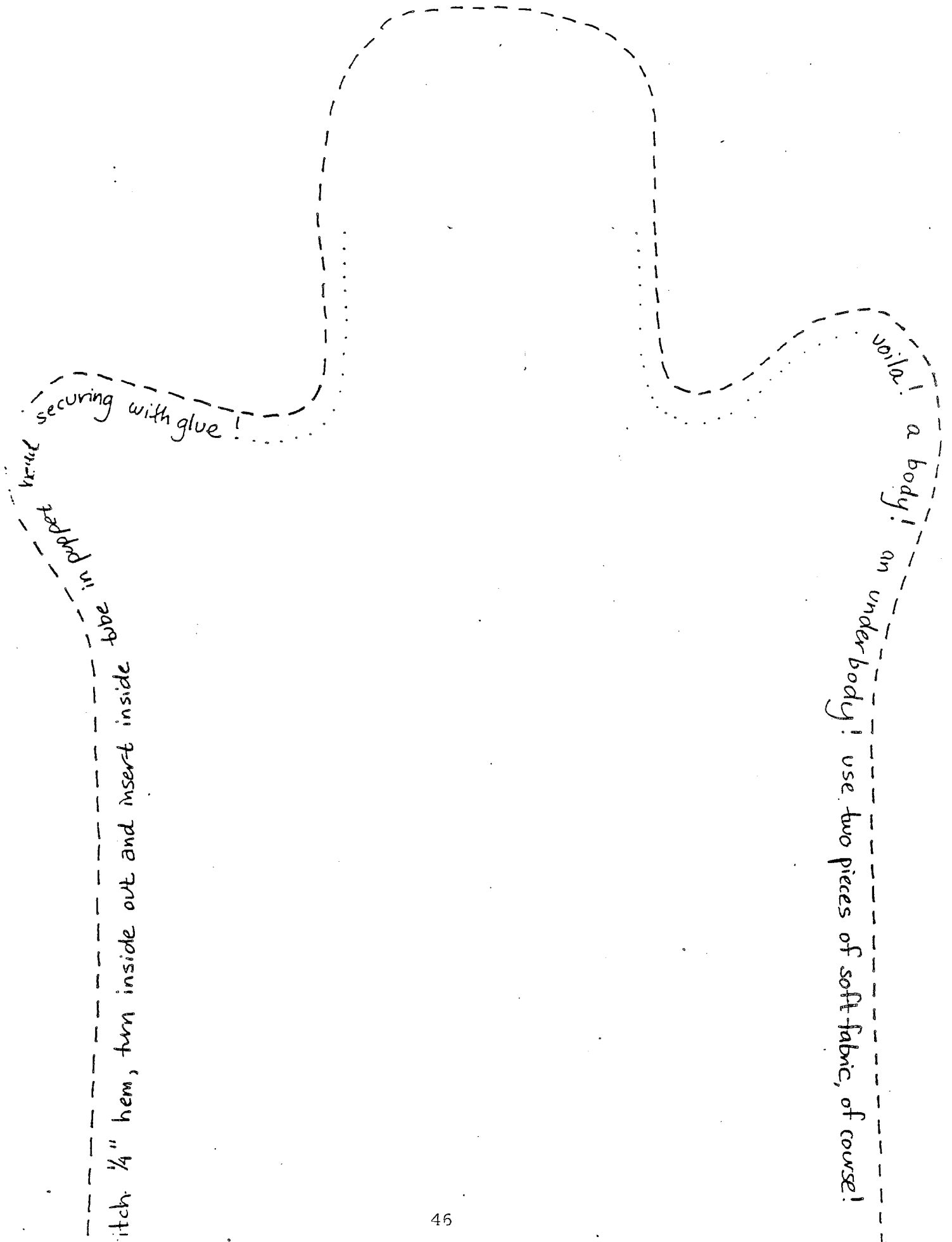


1 + tissue paper for a lion!



1 + paper arms and legs for a person!





securing with glue!

hem
tube

fitch 1/4" hem, turn inside out and insert inside

a body!
an underbody!
use two pieces of soft fabric, of course!

NYLON SOCK PUPPET - A HANDFUL OF FUN

MATERIAL: 1 knee high nylon
1 "fistful" of polyfil stuffing
1 3" cardboard tube
1 9" x 28" piece of fabric for body
Shank buttons or stickers for eyes
Yarn or old costume wigs for hair
Heavy duty thread and embroidery thread
Glue

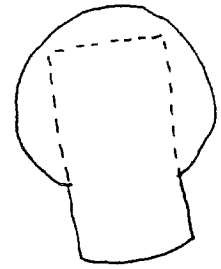
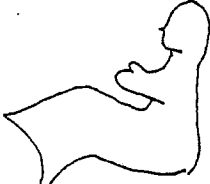


Figure one

1. Stuff nylon with polyfil, making well in center and inserting tube into polyfil with $\frac{1}{2}$ " of tube exposed. Cut tube if necessary. (Figure one)
2. THE NOSE: Grab a bunch (golf ball size) of fabric and 'fil' and pinch to form a nose, tie with heavy duty thread until very secure. At least two knots. Using the same technique you can also tie on a pair of ears. (Figure two)

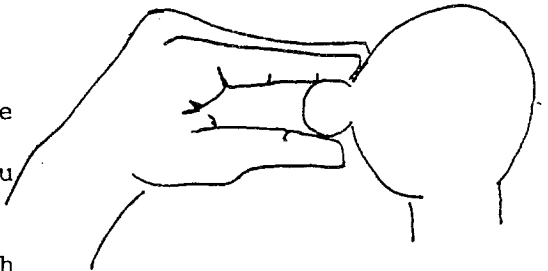


Figure two

THE NECK: Secure head to outside of tube with glue, tuck remaining sock into tube or trim, whichever is more comfortable for your fingers. Additional glue on inside of tube will further secure head.

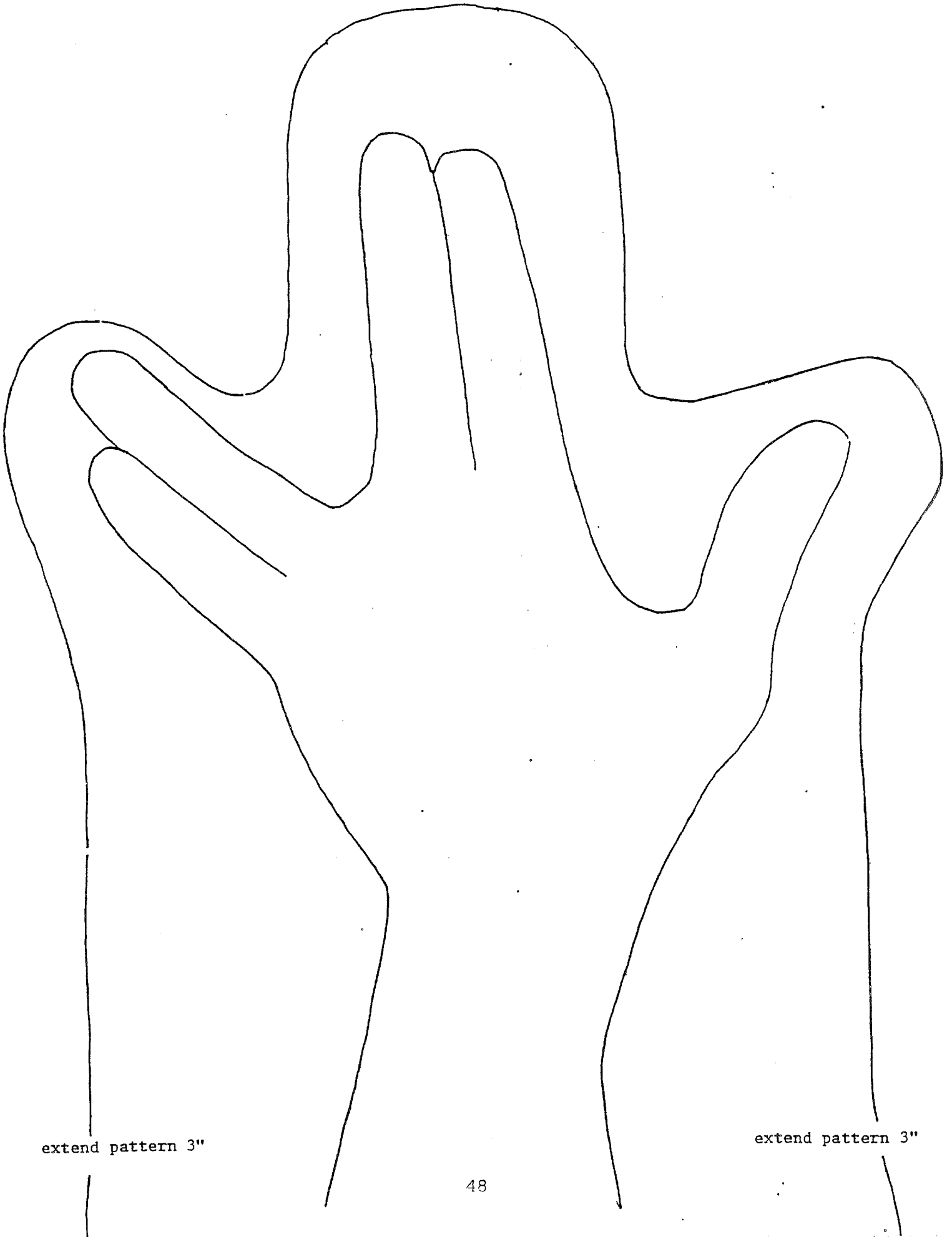
3. To decorate the face use embroidery thread for mouth, buttons or stickers for eyes - old wigs or yarn for hair - beard, mustache. Make sure that all parts are attached very securely. Highlight the face in much the same way that you would highlight a human use with makeup. Note: the mouth should have little or no expression, a straight across line is best or a dot.
4. THE BODY: On the reverse side of these instructions is a pattern for a puppet body that will slide inside the head that you have just created. Cut two of these pieces out of felt or any other fabric that will not ravel. Sew $\frac{1}{4}$ " within outline of pattern, turn inside out and insert inside the tube (neck) of head. Elmer's glue will hold the head in place.

THE BEST PART - MANIPULATION!

Your hand should fit inside the puppet's body as illustrated in the pattern on the reverse side. This position will insure good puppet posture and comfort for the puppeteer. Key manipulation skills to remember are that (1) a puppet is a miniature person and should copy human movement and (2) a puppet should remain calm and all movements should be distinct. Further study in the fine art of manipulation should include reading the definitive book on puppet manipulation skills: Making Puppets Come Alive by Larry Engler and Carol Fijan.

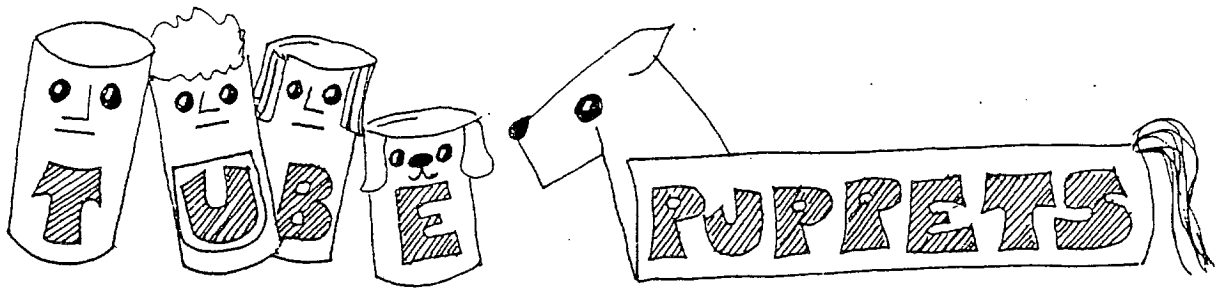


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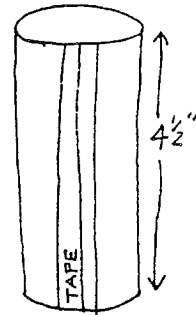
extend pattern 3"

extend pattern 3"



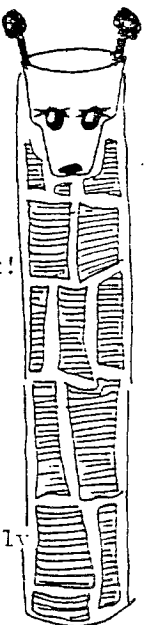
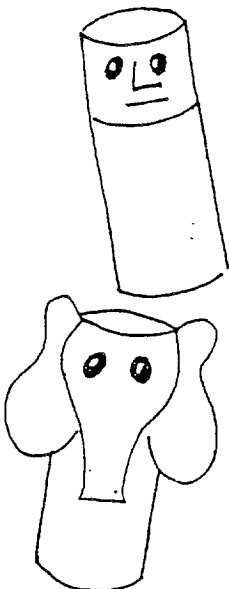
TUBE PUPPETS - an easy story device to create!

- Materials:
- Construction paper
 - for finger puppets (4½" x 6")
 - for arm puppets (9" x 12")
 - Scotch tape
 - Markers or crayons
 - Glue
 - Scissors
 - Paper scraps for decorating
 - Imagination!!!



Finger Puppets:

1. Roll paper loosely around finger and fasten with tape lengthwise.
2. Establish character for decoration.
 - (Human) Wrap strip of 1" x 4" paper around top of tube for face. Color in features and hair - or glue on additional paper for hair (maybe even a cotton ball).
 - (Elephant) Use gray body, attach ears, trunk, maybe a peanut!
 - (Giraffe) Use extra long paper (9" x 6") draw face, glue on spots.
 - (Horse) Set tube on side, cut hole in new bottom, attach head at one end, tail (fringe cut of paper), and mane, and legs of course.



As you get in the swing, more and more ideas will come - basically the idea is to emphasize the general characteristics of each creature.

Arm Puppets:

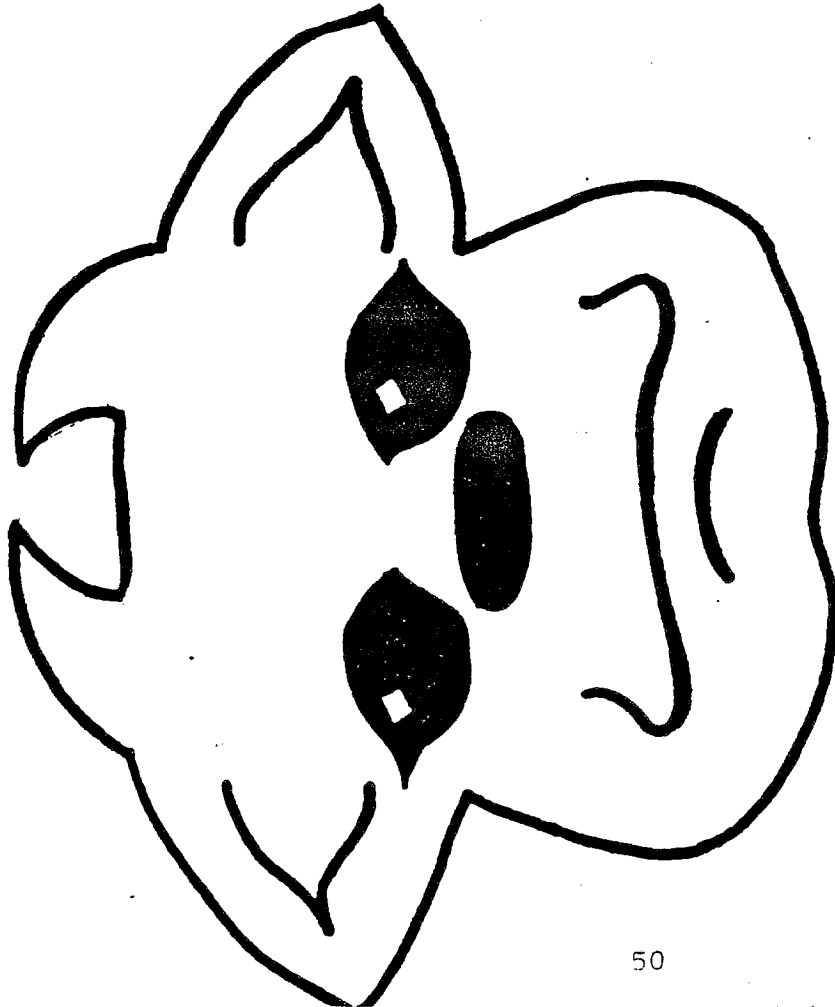
The same basic ideas as the finger puppets except bigger.

Combinations of the two can create great story ideas, such as "Jack and the Beanstalk", "Rapunzel" (with a puppet tower), "Hansel and Gretel". In my experience older children given full rein will come up with incredible and very usable ideas.



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THE MOST LOGICAL COW PUPPET (EVER)



- Materials: One empty, clean gallon milk carton
 White cardboard, glue and permanent markers
 Piece of string or fringe for cow's tail.
1. Copy cow's head from pattern at left onto a piece of white cardboard. Re-create face as best as you can (or attach pattern at left to white cardboard).
 2. Attach string to bottom of carton, designated "A" on figure one. If your cow is to spotted, draw spots on the carton with permanent marker.
 3. With cap still on milk carton, attach cow's head to insure that it will land in the right direction. Glue on. If the cow will have lots of use, attach a metal brad through the cow's nose and into the cap of the milk carton.

THAT'S ALL THERE IS, THERE IS NO MOOOOOO-RE!

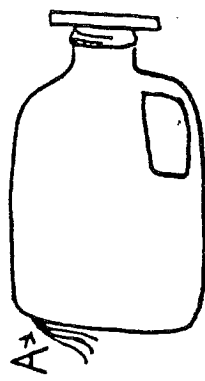
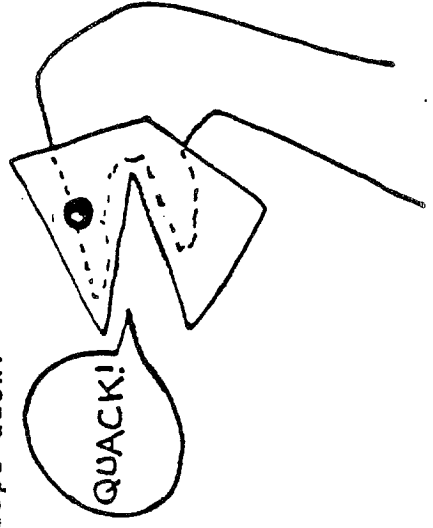


Figure one

THE SIMPLEST AND LEAST EXPENSIVE PUPPET (EVER) - an envelope duck!

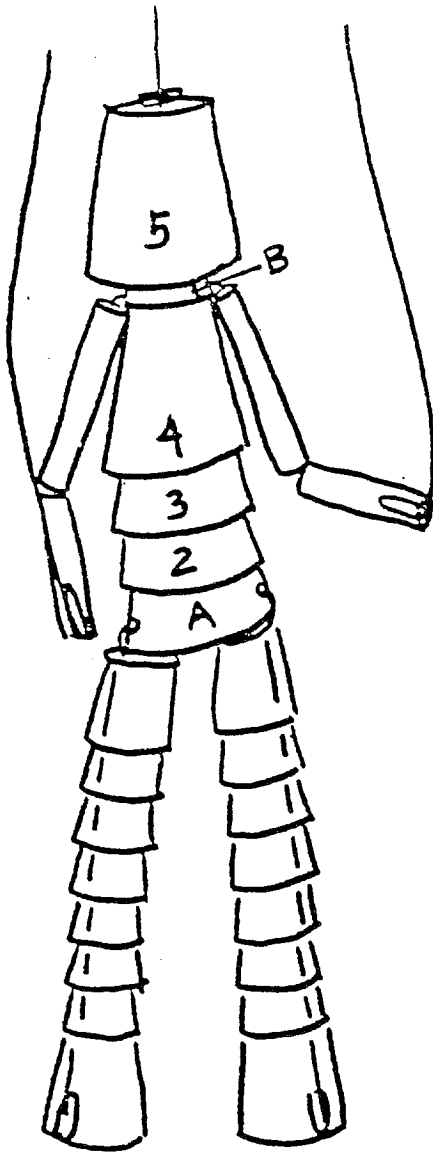
- Materials: one small white envelope
 markers or round stickers for eyes.
 (Optional: tissue paper for feathers and glue)

1. Open envelope, put envelope flap inside, then insert your hand as follows. Thumb down and four fingers up. Pushing the outside of the envelope gently with your other hand at a right angle, close the envelope and you have a bird's beak. You can give him stickier eyes, tissue paper feathers and it's a go!



(marionettes)

CUPS Strings and Things



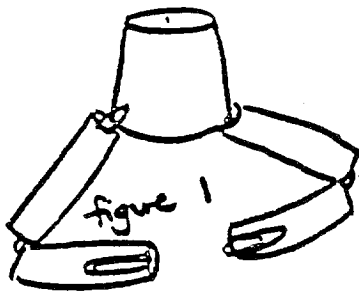
- material: 7-7oz. cups.
 15-3oz. cups.
 2 drinking straws in 16 pieces.
 string cut in 7 pieces (10ft. in total)
 2 pieces construction paper
 rolled into long (12") tubes and
 cut in half.
 8 paper clips - 1 cardboard tube - 4"
 paper punch
 sharp point (for poking holes in cup)

preparing cups

- 7oz. cups: punch hole in center bottom* of all cups, large enough for string to pass thru yet not too large!
 punch 2 holes in one cup (A) - one on each side - approx. 1/2" from top of cup.
- 3oz. cups: punch hole in center bottom of each for string to pass thru.
 punch 1 hole on each side of one cup (B) - 1/2" from top.

ASSEMBLING

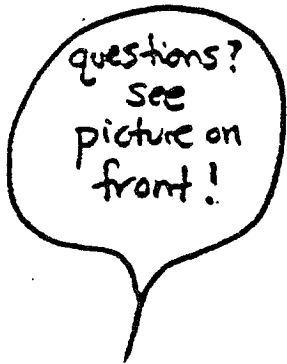
- arms - rolled construction paper, 4 clips, cup B and 4 pieces of string (4-15" long)
 - tie 1 piece of string to clip, thread thru 2 tubes and tie to cup B thru one hole. do the same with the other side and remaining tubes (figure 1) - set aside retaining remaining strings with a clip attached to one end each!
 (BRAVO - shoulders and arms)



* bottom refers to the natural bottom of the cup although all the cups are used upside down



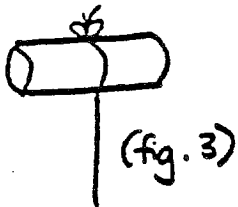
figure 2



2. legs (do twice) 1-3 oz. cups, 2-7oz. cups-2 clips and 2 strings - 18" each, 12 sections of straws.
 - a. tie string to clip, clip clip on bottom of foot (top) (7 oz. cup - fig. 2) and thread thru cup + out of hole in bottom, then thread thru a 3oz. cup, then a straw section, 3oz. cup, straw section, etc. until 7-2 oz. cups have been used ending with a cup and using 6 straws.
 - b. tie leg to cup A thru one side hole.
 - c. repeat procedure for other leg!

(BRAVO - shoulders, arms, + legs!)

3. trunk and head → remaining materials + 2 ft. string
 - a. tie string to paper clip and thread thru cup A (with legs attached), then thread thru straw, cup 2, straw, cup 3, straw, cup 4, cup B (with arms), straw, cup 5 (head) - place clip on string above head to secure slack.
 - b. tie string around middle to cardboard tube (fig. 3) and voila (A MARIONETTE - almost)



4. arm strings
 - a. tie string to clip on arm, then clip other end onto edge of cardboard tube!
 - b. at this time adjust for slack by seeing how the arms hang and allotting for that.

DECORATING with markers, more paper cut outs on top, tissue paper, fringed hair, add on features with paper and glue.

MANIPULATION hold tube slightly away from body with "feet" resting on floor and bouncing with each "step." one hand should control the head/trunk and the other alternate with the arms. EXPERIMENT - PLAY - CREATE!

THE SPIDERS' PLIGHT

CHARACTERS: Fiddleback Spider-musician spider with cardboard fiddle on his back, black yarn hair hanging down.
Tarantula-a lady spider with a furry body.
Daddy long legs-an old spider with plaid vest and glasses.
Black Widow Spider- she is all in black with lace hanky, weeping.
Can of Raid-wears cardboard carton painted like a RAID Can.

ANNOUNCER: If you've never talked with spider,
Then for you we have a treat,
We've asked here as our guests tonight....
Four of the most elite.

FIDDLEBACK: A spider's life is not too great,
Too often stepped on is our fate(big sigh)
For instance, I'm a Fiddleback(turns around to show fiddle.
For making friends I have no knack.

TARANTULA: Lady Tarantula is my name,
I'm a jumper of great fame.
But alas, when e'er I'm seen,
People can get downright mean.

DADDY LONG LEGS: A Daddy Long Legs is my gender,
Your garden's growth I'd never hinder..
Occasionally I have a bout
With bad, bad boys...but not Cub Scouts.

BLACK WIDOW: And I'm a poor Black Widow
Six husbands I've had in a bunch...(weeping)
Although I loved them all dearly,
I always ate them for lunch...(weeping)
(She moves to join Daddy Long Legs and looks at him hungrily)

RAID CAN: I'm the hero of this story
As you can see, my name is RAID...
I am death on bugs and spiders,
When they see me they all fade. (He bows and is immediately
grabbed by other spiders and shoved offstage as they shout)

ALL SPIDERS: GRAB HIM...GET HIM...he's not going to get away with it
this time(all spiders run back to stage center and say:
"We spiders here have had enough
Of bug sprays that think they are tough.
So when you step on one of our brothers
You'd better watch out...there may be others."

(Spiders bow to each other..exit in pairs)

written by Judy Fowler

OPERATION "A"

This is a pantomime skit, with the Den Chief acting as the narrator. Cub Scouts play the parts of the Patient-Doctor-Assistant Doctor and nurse. They wear the appropriate costumes.

DEN CHIEF: Den _____ will present a skit called "OPERATION "A"
We will attempt to take an ordinary boy and turn him
into a Cub Scout.

"I'd like to introduce our patient."

Patient comes on stage with a sheet wrapped around him to conceal his uniform. He lays on a table which has been covered with a sheet. The articles which are to be removed from him are on one corner of the table, in easy reach of doctor.

"To make a Cub Scout, we need to cover him with fun and good times!"

(Boy is covered with a sheet)

"We need to give him laughing gas."

(Assistant doctor administers)

"We need to take out HATE.

(Doctor removes stone from under the sheet)

"We need to put in love"

(Doctor puts in large heart cutout which nurse is holding on tray)

"We need to take out selfishness."

(Doctor removes sign "ME")

"We need to put in cooperation"

(Doctor puts in sign "WE")

"We need to take out idle hands"

(Doctor removes pair of old gloves)

"And put in busy fingers"

(Doctor puts in glove which has been stuffed with cotton)

"We need to take out laziness."

(Doctor removes old rag)

"And put in ambition."

(Doctor puts in inflated balloon, which he bursts with a pin)

"We also need to add duty to GOD and country."

(Doctor puts in U.S.Flag)

"And family"

(A parent comes forward and stands by table)

"A Cubmaster"

(A Cubmaster enters and stands by parent)

"A Den Leader"

(Den Leader enters and stands by table)

"And a gang"

(Other uniformed Cub Scouts enter)

"And now, we have a Cub Scout!!"

(Patient stands, dropping sheet to reveal uniform. He puts on Cub Scout Hat)

"Our operation was a success!!"

(Doctors and nurse pat each other on back...shake hands with parent and leaders)



REAL INCREDIBLE INDIAN PEOPLE

CHARACTERS: Host 1 Chief Pepperoni
 Host 2 Chief Able
 Host 3

PROPS: Indian Costumes
 Chef's apron
 Quiver and arrows
 Board with several gift bows attached
 4 chairs

SCENE: Chairs set up for a talk show. Host 1,2,& 3 are seated.

HOST 1: "Good evening, ladies and gentlemen! Welcome to
 Real Incredible People!"

HOST 2: "Tonight's guests have one thing in common. They
 are both Indians.

HOST 3: "That's really incredible!"

HOST 1 "Let's give a big hand to our first guest, Chief Pepperoni"
 (Chief Pepperoni enters wearing traditional Indian garb
 covered with a large white chef's apron. He sits in the
 4th chair)

HOST 2: " Chief Pepperoni, how did you get your very unusual name?"

PEPPERONI: "Actually, This is not my real name"

HOST 1: "What was your given Indian name, Chief Pepperoni?"

PEPPERONI: "Cheese and sausage. But there was another guy in the
 tribe named Cheese and sausage too, and we always got
 our mail mixed up. So, I changed mine. I was thinking
 of calling myself "Chief Anchovy" but that's
 too controversial. So, I'm plain Pepperoni"

HOST 3: "That's really incredible!"

HOST 1: "Chief, how did you get started with your incredible
 line of work?"

PEPPERONI "It all started about 10 years ago when I was making
 corn bread. Just before I put the bread in the oven a
 terrible storm came up. First it was a tornado! followed
 by a hurricane! Then an earthquake, and finally a monsoon!"

HOST 1: "Weather like that is enough to wilt anybody's head dress.
 Sounds like it was the worst day you'd ever had."

PEPPERONI: "Actually, it turned out to be the luckiest day. The
 storm had everything flying all around. Food was flying
 around the tepee, falling everywhere. When the storm
 stopped, I looked down at my corn bread, there were
 tomatoes and cheese and one old tennis shoe on my dough.
 I removed the shoe, and baked the rest as it was. The
 tribe loved it! They asked me to make it again and again.
 Well before I knew it, I owned a chain of restaurants
 called PIZZA TEPEE."(PEPPERONI EXITS.)

HOST 3: "That's really incredible!"

HOST 2: "Be sure to have a reservation if you stop at a PIZZA
 TEPEE."

HOST 1 "Our next really incredible Indian person is Able and Agile Fingers"
 Let's welcome Chief Able."

(ABLE enters wearing Indian garb with quiver and arrows in plain view and sits down)

HOST 3: "That's really incredible!"

HOST 2: (To ABle) I hope my next comments won't embassass you.
 (To audience) Folks, Able and Agile Fingers is known to be the finest maker of bows in AMerica"

ABLE (in a modest manner) "Aw shucks!"

HOST 1: "Legend has it that the secret of making bows as passed on from your grandfather to your father and now to you"

ABLE: "That is correct"

HOST 2; A bow made by ABle and Agile Fingers is a piece of art, I've heard. Could you show our audience some of the bows you are the most proud of."

ABLE: "Certainly" (He exits, then returns with a board to which are attached different kinds of bows- package decorations) (Labels showing names of various bows are beneath the specimem. He points to each bow and describes it)
 "This is the double swift curled bow. Here's my favorite, the pointed tipped bow. This is the bow that won 1st place in the Midwest Bow Competition. The triple loop, back and forth, high and low, side saddle bow." (ABLE exits)

HOST 3: "That's really incredible"

Host 1: " there you have tonight's "REALLY INCREDIBLE PEOPLE!"

HOST 3 "That's really incredible"

HOST 2: Tune in next week when we bring you...

HOST 3: (interruption Host 2) That's really incredible!"

HOST 2:when we bring you...

HOST 3; ^That's really incredible...edible...edible..edible... "

(Now becomes apparent that Host 3 is a mechanical man which has gone awry)

HOST 1: (near panic)"Just tune in next week and meet more Really Incredible People. Until then, uhh, Good Night"

HOST 2: "Yeah, Good night everybody. This show is really incredible"

(Host 1 and Host 2 lift Host 3 who keeps repeating ..^.edible..^.as he is carried off stage)

(An October Skit)

DISCOVERY OF AMERICA

As the curtain open, one Cub Scout is sitting on stage typing slowly, using one finger as many beginners do. A group of Cub Scouts come onto the stage. They stop in the middle of the stage and talk to each other. Cub that is typing, continues.

1st Cub "Wouldn't it be great if we could have a Columbus Day Parade this year?"

2nd Cub: Yea, we could invite all of the Cub Scouts in the area."

3rd Cub: "we ought to honor Columbus, after all, if it wasn't for his discoveries, we probably wouldn't be here"

4th Cub: "Let's talk to our Den Leader"

5th Cub: (turning to Cub still typing) "Hey____, why don't you show some interest in this? After all, Columbus is a famous man."

TYPIST: "I am honoring him by my typing."

6th Cub: "Why, are you writing a poem or a story about him?"

TYPIST: No silly, I'm using the COLUMBUS METHOD OF TYPING

OTHERS: (loudly) "THE COLUMBUS METHOD? What's that?
(running over to the typewriter)

TYPIST: "I will demonstrate. (holding one finger high in the air, looking over the keyboard a few seconds, then coming down on one key) (looks up smiling)
"There see..that's the Columbus Method..you discover it, then land."

OTHERS "OH NO!! That's the living end"(leave stage)

(A November Skit)

THE MAYFLOWER

PARTS FOR 9 CUBS

CUBMASTER It was November when the GOOD SHIP Mayflower arrived
DEN LEADER: with the Pilgrims, so it seems only right to have a skit about ships this month.

CUB # 1 "If the Pilgrims came over on the Mayflower, how did the Cub Scouts get here?"

CUB # 2 "I don't know. How?"

CUB # 1 "on Handy crafts." (Cub enters with sign"Handicrafts)

CUB # 2 "If the Pilgrims came on the Mayflower and Cub Scouts on handy crafts, how did doctors get here?"

CUB # ! "How?"

CUB # 2 "On blood vessels." (Cub enters dressed as doctor.)

CUB # 1 "How did students get here?"

CUB # 2 "I don't know. How?"

CUB # 1 "On Scholar ships."(Cub enter in school cap & gown)

(Continued)

MAYFLOWER (continued)

CUB # 2 "How did all the ordinary people get here?"
CUB # 1 "I'm stumped. How?"
CUB # 1 "On citizen ships." (Cub enter carrying a Get-Out-the vote sign)
CUB # 1 "And how did the barbers get here?"
CUB # 2 "I know!! They came on Clipper Ships" (Cub enters dressed as a barber)
CUB # 1 "How about movie stars?"
CUB # 2 "How?"
CUB # 1 "On a Show Boat. Some came as dream boats, of course." (Cub enters dressed as Song and Dance Man)
CUB # 2 "And finally, how did all the hot heads get here?"
CUBS 1&2 "On steamships, naturally!!" (Cub enters carrying a pan with dry ice in it)

(all face the audience and bow)

CHRISTMAS SKIT

Characters: SANTA, BOX, 7 boys

Scene: Santa Claus comes on stage leading a big shabby box by the hand.

SANTA "I'll leave you here on the street and maybe someone will take you this year."
BOX "I hope so. I'll get busy right away trying to make someone take me." (exit Santa - 1st boy enters)
BOX "Please will you take me home as a Christmas present?"
1st Boy "My mother would really yell if I brought a junky thing like you home with me." (exit) (2nd boy enters)
BOX "Please, will you take me home as a Christmas present?"
2nd Boy "Nah, I want a new baseball bat." (exit) (3rd boy enters)
BOX "Please will you take me home as a Christmas present?"
3rd Boy "Are you trying to be funny? I wouldn't take something as dirty as you are for a present." (exit-4th boy enters)
BOX "Please will you take me home for a Christmas present?"
4th Boy "Of ccourse not. I don't pick up strange things on the street." (exit 5th boy enters)
BOX "Please will you take me home for a Christmas present?"
5th Boy "I should put you in the trash can. You're littering the street." (exit 6th boy enters)
BOX "Please will you take me home as a Christmas present?"
6th boy "Kids want presents that are new." (exit 7th boy enters)

(continued)

CUB SCOUT SKIT

BUC TUOCS

ANNOUNCER: Boys, have you been feeling sluggish lately? Do you have that "grey feeling"? Do you have the over six feeling? I have an answer for your woes. The name is "buc tuocs".

Holds up cereal box that has been covered and lettered with the words " Buc Tuocs")

"We have some guests here tonight who have tried it and are wild about it. Here they are to tell us.

Boy #1 "When I reached 7, I needed something. I was out of touch. I tried Buc Tuocs and got the lift I needed"

Boy #2 I couldn't adjust. My social life was falling apart. Buc Tuocs was the answer,

Boy #3 I was plagued with the fear of growing old. Was life passing me by? Buc Tuocs gave my life a purpose.

Boy #4 Buc Tuocs changed my life, new horizons opened for me.

Boy #5 Girls were my problem. My kindergarten friends had gone in different directions. Buc Tuocs helped me find new acquaintances.

ANNOUNCER: Thank you boys for your unsolicited testamönials. Remember folks, try Buc Tuocs - it's Cub Scouts spelled backwards!!

* * * * *

IS THERE LIFE ON OTHER PLANETS?

CHARACTERS: Head Scientist and 5 Scientists

PROPS: Long table, 6 chairs, several brief cases. Official looking papers scattered over table. Business suit for Head Scientist, weird masks for all scientist.

SETTING: The head Scientist and the 5 Scientists are seated at the table with their backs to the audience.

HEAD SCIENTIST: (rising with back to audience) Gentlemen, Gentlemen. Please come to order. I have called you here today to make an important announcement. I am sorry to tell you that after exhaustive studies, we have come to the conclusion that there cannot be any life on the planet nearest us.

1st Scientist: But what about the changes in color from white to green that have been observed on the plânt's surface? Don't these indicate weather changes and some kind of atmosphere?

HEAD SCIENTIST: All tests show that there is some atmosphere on the planet, but it is not enough to sustain life as we know it.

2nd Scientist: Then how do you account for the ditches or canals which have been seen with our telescopes?

HEAD SCIENTIST: Latest viewings indicate that these are merely

IS THERE LIFE ON OTHER PLANETS? (continued)

natural ground formations and there is no proof whatever that they are made by any living beings.

3rd Scientist: Then we must conclude that the flying saucer stories are all hoaxes?

HEAD SCIENTIST: No, of course not!! Most of these sightings have perfectly logical, scientific explanations and the rest are the direct result of mass hysteria.

4th Scientist: Then all the strange sounds picked up on radio receivers come from our own transmitters or are produced by atmospheric pressures?

HEAD SCIENTIST: I'm afraid so.

5th Scientist: I for one, am extremely disappointed. I've always been sure we had neighbors on other planets, or at least on the one nearest to us. Perhaps not life as we know it, but some kind of intelligent life totally unknown to us.

HEAD SCIENTIST: Gentlemen, I am going to adjourn this meeting. I can see no point in discussing this matter further. The tests have been so conclusive that any intelligent person must accept the fact that there is no life on....

ALL EARTH!! (turning to audience to reveal weird masks or make-up.)

* * * * *

NATURE DISPLAY

PROPS: Table, chairs, sigh "NATURE DISPLAY" paper bags with items mentioned below in them for each boy.

ANNOUNCER: We are Cub Scouts Naturalists and we've been busy every day collecting samples of nature to put here on display.

1st CUB: Well, I was going to bring termites on a log, but Mom said to bring this frog.(pulls out fake frog)

2nd Cub: I collected some sea shells from the shore. (peeks in bag) Oh, Oh, this in Mom's groceries from store. (pulls out broken egg shells)

3rd Cub: A bird watcher I am you see, but one I could catch was this bird.(pulls out a Badminton Birdie).

4th Cub: Sample of soil I collect in the Spring. Mom said was the best sample to bring. (pulls out dirty socks, shirt, and pants)

5th Cub: I study each kind of tree, but this knid was unusual to me. (pulls out coffee mug tree)

6th Cub: Flowers I study, so a bud I brought with me. His name is Bud and we're friends you see. (motions to boy to come stand next to him)

ANNOUNCER: YOu can see this collection is quite unique, but so is our Den of Cub Scouts who have lots of fun each week.

INVENTIONS

Narrator: The horizon of our world
Might never have been widened,
If men before us hadn't tried
To answer questions that mystified.
Their greatness we do not dispute,
but how they did it, we refute.
The legends have become so great,
We want to set the record straight!

BEN FRANKLIN: (carried kite and key)
Ben Franklin had to find 'lectricity;
He was picked up one night for insanity,
It was all he could do to explain
Why he liked to fly kites out in the rain.

ALEXANDER G. BELL: (carries phone).
He invented the phone, as history books tell;
He was a man named Alexander Bell,
But the reason he did...the books are hazy;
His wife loved to talk...nearly drove him crazy!!

TOM EDISON: (carries lightbulb)
Young Tom Edison, we'll admit,
Gets a lot of credit and deserves all of it.
But it's little known that he invented light
'Cause he tripped on the bed one dark, dark
night!!

WRIGHT BROTHERS: (carries toy airplane)
The Wright Brothers got the first plane to
go,
It wasn't their hang-up if you want to know;
It hurt their pride when they heard a lady
talk
and say: "Who ever heard of Kitty Hawk?"

ALL: So, with invention, you can see,
That although the Mother of Necessity,
It all would have been just a lot of bother,
If Accident hadn't been the Father!!

* * * * *

WHO'S STRONGER?

SCENE: Outdoors. SUN is happily playing with a yo-yo or hoola
hoop etc. Person wearing an unbuttoned coat is sitting
on a bench down stage. Into this happy scene rushes
NORTH WIND.

NORTH WIND: SHUUUUUUUUUUUUURU!!! SHURRRRRRRRRRRRRRU!!

SUN: Well, who are you?

NORTH WIND: I'm the north wind, strongest force on earth.

SUN: Is that so? I think you are a big blow hard.

NORTH WIND: Is that so? Who are you?

SUN: I'm the sun.

NORTH WIND: HMM. Think you're bright, don't you?

WHO'S STRONGER (continued)

SUN: Why not?
NORTH WIND: Want to fight?
SUN: No, fighting doesn't prove a thing.
NORTH WIND: Doesn't prove a thing! I'll show you how strong I am. (double fist)
SUN: Wait a minute, wait a minute, I have an idea!!
NORTH WIND: What?
SUN: See that person sitting over there?
NORTH WIND: Yes.
SUN: See that coat?
NORTH WIND: Yes.
SUN: Well, the one who can get that person's coat off will be the winner.
NORTH WIND: That's easy!! I'll blow the coat. You go first.
SUN: No, you.
NORTH WIND: No, you.
SUN: We'll flip a coin. Heads the winner. (flips coin) You go first.

(North Wind runs around the person. The person pulls the coat up around neck and buttons it; bundles up more.)

* * * * *

THE ANNUAL PHYSICAL

CHARACTERS: Doctor and 7 Cub Scouts
PROPS: Desk and chair plus 7 chairs, "Doctor is in" sign, paper and pencil, large medicine bottle, cardboard "X-ray" showing rib cage with a roll of film init.
DOCTOR: white man's shirt worn backwards and cardboard headband with circle of foil attached.
CUB SCOUTS: In uniform --bandage on #3's finger bandage on #7's hand and black eye on #%.
SCENE: DOCTOR sitting behind desk; CUBS enter slowly, jogging and flexing muscles.
CUB #1 Well today is the day for our annual physicals. As Cub Scouts, we should stay in good physical condition.
DOCTOR: Come in, Come in Please sit down (Cubs sit)
CUB 1 Doctor, I'm sorry, we are so late.
DOCTOR: Doesn't your watch tell time?
CUB 1: Oh no...I have to look at it.
DOCTOR: (To all) Now let's check your sense of balance.... please stand up...(cubs stand)...lift your left foot...(cubs lift left feet)...and now, your right

THE ANNUAL PHYSICAL (continued)

DOCTOR: continued)

foot...(cubs lift right feet)...and now both....
(cubs try) Huum... (doctor rubs chin). Now tell me, do you have
any special problems? (Cubs return to their chairs
each goes to desk when their turn comes)

Cub 2: (Holds up x-ray) I'm worried because I swallowed
a roll of film at our last den meeting.

DOCTOR: (looks at x-ray) Relax, I'm sure nothing will develop.
Next....

CUB 3 (Holds up bandaged finger) Oh doctor, tell me, will
I be able to play the piano when my finger is better?

DOCTOR: (looking at finger) of course, of course.

CUB 3 Oh great!! I never could play before.

DOCTOR: (To cub #4) I see you look a little thinner.

CUB 4 Yes, I have been exercising regularly. This morning
I touched the floor without bending my knees.

DOCTOR: Excellent, how did you do it?

CUB 4 I fell out of bed. By the way, my brother is next.

DOCTOR: Fine, call him immediately.

CUB 4: I don't think he'll come if I call him immediately...
his name is Sam.

Cub 5 Oh doctor, what can I do for my black eye?

DOCTOR: Wow, who gave you that shinner?

CUB 5 (Indignantly) No one!! I had to fight for it!

CUB 6 Doctor, doctor, my leg hurts!!

DOCTOR: Here rub this on your leg for the pain. (hands him
medicine bottle)

CUB 6 Will it make my leg smart?

DOCTOR: (disgusted) If it does, try rubbing some on your
head.

CUB 7 (holding up bandaged hand) I put my hand in water
so hot it burned me.

DOCTOR: Well, seems to me only one thing ails you Cub Scouts....
Excess energitis!!!
(writes prescription) I recommend a balanced diet,
daily exercise, fresh air, plenty of rest, and one
den meeting followed by a rousing good Pack Meeting
once a month.

CUBS Thanks Doctor...we will do as you say. (all exit)

(A SKIT FOR WHEN YOU NEED DEN LEADERS)

DEN LEADERS DRAGNET

SETTING: A typical street in your town. Narrator stands to one side.

CHARACTERS: Narrator, boy, and Lady(Use Den Leader or a Cub dressed as a Lady)

NARRATOR: The story you are about to hear is too often true. The names have been changed to protect the innocent.

Boy: This is the city, beautiful, sunny, smog-free, (name city) where hundreds of boys between the ages of 7 and 10 comb the streets in search of Den Leaders. My name is Sunday. I'm one of these boys. I'm not a Cub Scout. The reason for this dilemma-no Den Leaders. It was Thursday. I was on the day watch in my own neighborhood same old story-looking for Den Leaders. I met many new faces, but always the same old story, "NO ONE HAD THE TIME." A nice looking, well dressed woman was coming down the street towards me, I judged her age to be about.... She was swinging a package in her hand. Obviously, she had been shopping. Without hesitation, I approached her, "May I have your name?"

LADY: Why yes, little boy - I am Mrs. Marion Johnson.

BOY: And your age, lady? May I have your age?

LADY: My age? My! You are a tall little boy, you must be about 4½ feet tall.

BOY That is about the size of me, Ma'am, Now may I have your age?

LADY: Well, I am in the neighborhood of 32, but what is this all about?

BOY: I want the facts Ma'am, facts, just the facts. Are you or have you ever been a Den Leader?

LADY: Me, a Den Leader? Heavens NO!!

BOY: Do you have any boys, Ma'am?

LADY: Why yes. In fact I have two boys, ages 8 and 10.

BOY: Where were you on Monday, April 29 between 4-5 P.M.?

LADY: Let me see now. Oh yes, on Monday at that time, I have my hair done.

BOY: And Tuesday, April 30 at the same hour, where were you then?

LADY: Oh, I play bridge on Tuesday afternoon. I was at my Bridge Club.

BOY: And Wednesday, May 1, What do you do on Wednesday between 4-5 P.M?

LADY: Well, I am taking a course in Ancient History. We are studying the Prehistoric Boy

D. L. DRAGNET (continued)

BOY: The Prehistoric Boy! I am sorry that you find that course more interesting and more vital than the live ones who need you so badly. How about Thursday, Ma'am can you account for your time on Thursday?

LADY: Oh I must go to the fashion show and tea at the country club on Thursday. You see, I'm the Chairman of the Potato chip Committee.

BOY: What do you do on Friday?

LADY: Surely you don't expect me to be a Den Leader on Friday? That is the only day I have for myself.

BOY: I am sorry lady, you will have to come with me to Scout Headquarters for further questioning. (DRAGNET TUNE)

NARRATOR: The case of Marion Johnson was tried the next week. She was found guilty on all counts of evading Den Leadership thus causing untold agony to many little boys. She was sentenced to serve 2 years hard labor as a Den Leader or until such time as her boys both have reached 10 years of age.

FRESH FISH

1st Cub: (Enters and hangs up a large sign: FRESH FISH SOLD HERE) Boy I sure have worked hard on this sign and it cost me so much money!!

2nd Cub: (Enters and looks at sign) You don't need the word "fresh"....you wouldn't sell anything else, would you? (Tears off word FRESH) (exit)

3rd Cub: (Enters and looks at sign) Why use the word "HERE"? Everybody knows it's here. (tears off word HERE)

4th Cub: (Enters and looks at sign and tears off word SOLD) You don't need the word "sold"....stores don't give away things for free. (exits)

5th Cub: (Enters and looks at sign) Look friend, you don't need that sign "fish"....you can smell 'em for 10 blocks!!

1st Cub: (looks astonished thru all of this, but finally becomes angry with the 5th CUB and chases him off stage).



Yarns

'Upon the way people act in stories, he (the Cub Scout) is forming his judgment of the world's ways, of men's motives, of cause and effect.'

'A Leader can command rapt attention at any time by telling the Cub Scouts a story, and through it he can convey the lesson he wants to inculcate. It is the gilding to the pill which never fails — if the teller is any good at all.'

'It is important that you use good stories — for you may never know when one of your listeners may take a story and build a future on it.'

Storytelling goes back to the time of early man and then down through the ages of the ancient Chieftains, medicine men, wise men and troubadours. By the campfire, in the halls of ancient castles and the courts of kings and rulers, the storyteller was found. He could fire imagination and kindle emotion. He could sway his hearers, moving them to sadness or gladness or fanning their hatred into a flame of fury.

Our own Aboriginal culture abounds with legends from the Dreamtime.

Storytelling is not only a form of entertainment, it is a material way of teaching Cub Scouts many things including examples of good habits and good principles. It also serves to satisfy the Cub Scout's natural hero-worship tendencies.

Who can tell a yarn?

All the Leaders should take part in telling yarns to the boys. It is a valuable experience for the Cub Scouts to meet a variety of personalities presenting yarns in varying ways.

- Cub Scout Instructors, your District Cub Scout Leaders, District Commissioner and Group Leader can all do their part.
- Your Scout Leader can tell about a Jamboree he went to or about the time one of the Scouts fell into the grease pit at camp.
- A Patrol Leader can tell about a camp or hike he went on.
- The Cub Scouts themselves can tell stories and it is good experience and training for them.
- Visitors to the Pack may be willing to tell a yarn.

Yarn time

Yarns for Cub Scouts should only last about five minutes. If the yarn is really interesting and the teller is very good then ten minutes is usually the maximum. Although some boys will listen quietly for quite a while. As soon as one or two boys lose interest they become distractions for both the teller and the listeners.

Any time is yarn time BUT you must choose the theme to suit the occasion and then tailor the length of the yarn to the mood of the boys.

Here are some examples of occasions:

- At the start of a meeting Cub Scouts will listen quietly for three to five minutes while you tell a yarn to set the theme for the night and, in particular, the first game.
- After the first Pack game you can expect the boys to listen for up to five minutes while you tell a yarn which leads into the next game.
- After two or three active games the Pack will listen to a yarn or take part in a round-robin yarn which might last for up to ten minutes if the boys are all enjoying it.

- During Boomerang Instruction time, a yarn is ideal for illustrating the value of learning a particular skill.
- During the meeting when some boys have finished an activity and some haven't.
- The end of a program is usually ideal for a yarn but do not always slot it in at that time.
- At a Council Fire.
- At a Scouts' Own.
- At Pack Council.
- On an outing when you want the boys to rest for a while.
- On Pack Holidays, especially after lunch and at bed time, but at lots of other times too.
- At any time when you want to set the scene or the mood for a game or activity or when you wish to encourage some specific behaviour or ideal.

How to choose a yarn

The yarn should be simple, direct and virile with a strong dramatic plot to appeal to boys. Each incident should create a picture in the Cub Scout's mind. Here are qualities that Cub Scouts like in yarns:

- Action — something happening, excitement, danger.
- The heroic and noble qualities befitting a hero. Generosity, bravery and fairness.
- Animals — courageous pets, conflict of the wild animals, animal habits.
- Mechanical things — machines, planes, strange inventions. These have a universal appeal.
- Aboriginal legends that are intriguing and meaningful.
- Pioneer life has both historic and patriotic values.
- Travel and strange people. Here is a rich field of fact and adventure.
- Humour and fun — fact or fiction.

How to prepare the story

- Select a story that appeals to you. In this way, it is easier to put it over to the Cub Scouts.
- Read it over for general plot, getting clearly in mind the general scheme and atmosphere.
- Read again, noting characters, places, plot and situations that appeal to you.
- Make brief notes on a card or in your story book.
- Read again to revise the above points.
- 'Live the story' as you learn about it.
- Know exactly how to begin the story.

- Tell the story to yourself aloud or tape it and listen as you do other things.
- Tell the story to your family, the Sixers or a group of children to gain their reaction.
- Know exactly how to end the story.

How to tell the story

- Be sure that you and your audience are comfortable.
- Arouse interest by an attention-getting opening sentence or phrase.
- Gradually create the atmosphere of the story.
- 'Live the story' with your audience. In other words, forget yourself.
- Hold closely to the original prepared plan. Don't digress or you will be lost.
- Speak clearly, naturally and rather slowly, using good simple language.
- Use gestures if you are able to.
- Talk directly to any inattentive boys to win back their interest.
- Make good use of suspense, i.e. have the occasional pause, but just pause long enough to make listeners curious.
- When finished, stop talking.

Reading a yarn

Occasionally a yarn can be read. For example, you can read a book that you know the boys will enjoy, if you serialise the chapters over a few weeks.

If you are really worried about getting a story exactly right, and it is important to the story that it is in sequence, then you might consider reading it. Practise so that you can look up now and then, as this will help your presentation.

Where to look for the story

- The public librarian can refer you to all sorts of good books.
- Use personal experiences.
- Read, read, read articles in magazines and newspapers, books and pamphlets.
- The Wolf Cub's Handbook, Scouting magazines and so on.

Remember ...

The boys are not as critical of the way Leaders tell a yarn as we so often think they are. If you are not used to yarn telling then start with very short, very simple stories. After a while you will get to enjoy telling a yarn as much as the boys enjoy listening to one. Don't deny yourself or the boys the benefit of this very rewarding activity.

Stories and activities

Sometimes it is a good idea to follow a story with a game or activity directly relating to it. As you gain experience you will be able to do this for yourself but for the moment here are some examples included in this chapter. (There is also an example under 'Games' in Chapter 9.)

Use the Jungle Books and particularly the Mowgli stories, for they form the background of Cub Scouting. The longer stories can easily be told in serial form. Then go on to the other Jungle Book stories which exemplify character such as:

- The White Seal
- Rikki Tikki Tavi
- The Miracle of Purun Bhagat
- Toomai of the Elephants

The Cub Scouts may like to hear some Jungle Songs and Maxims such as:

- The Law of the Jungle
- Night Song of the Jungle
- Hunting Song of the Seonee Pack
- Morning Song in the Jungle

To emphasise the Cub Scout's 'Duty to God' ... there are Bible Stories and other religious stories:

- Joseph and His Coat of Many Colours
- David and Goliath
- Israelites Passing Through the Red Sea
- The Fall of the Walls of Jericho
- The Good Samaritan
- The Good Shepherd and the Lost Sheep
- The Prodigal Son
- Stories of the Saints

Read from 'plain English' versions of Bible stories.

And then there are:

- Stories from Uncle Remus — by Harris
- Wild Animals I Have Known — by Seton
- Stories of Robin Hood
- Knights of the Round Table
- Kingsley's 'Heroes'
- Treasure Island

Draw also upon nature stories and the host of story books available in bookshops and libraries.

Cub Scout grin

A grin has been a trade-mark of Scouting from the early days. B.-P. himself called it a 'Scouting gadget', and a very important one too. He would tell a story about it and sometimes show a sketch as well.

This is the story.

'There is a very curious-looking gadget that

we in Scouting should all have and can make for ourselves.

It looks like this.



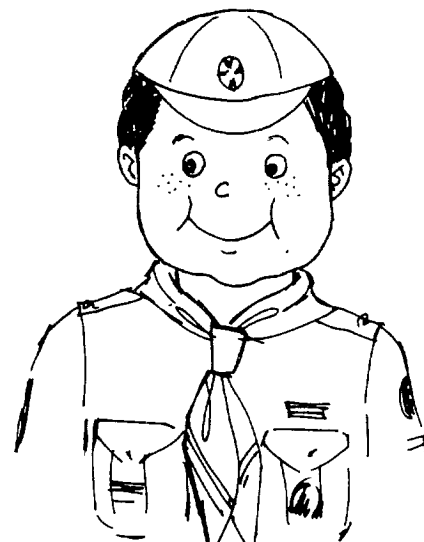
For one thing it can help ease the pain if you have met with an accident, and can help you feel better if you are ill. You will see lots of advertisements for clothes, hair styles, cars and other such things which are supposed to make you look good. But they all cost a lot of money and usually don't work as well as you would like. With the help of this gadget you can make yourself look good in a few seconds. And what's more, it doesn't cost any money.

'It has yet another wonderful power. By showing it to other people you can make them forget their troubles, improve their looks and be happy. You can set the fashion and everybody you meet in the street or anywhere else will be inclined to follow your example.

You can make it your crest or trade mark. And as its motto, use the words, "Put it on and keep it on".

What is it?

A big Cub Scout Grin.



The Spirit in the Bottle

Once there was a poor woodcutter with one son. He wanted to send his son to school but could not afford it, so he decided to teach him how to be a woodcutter too.

One day as his father was resting at lunch time, William went off for a walk. He heard a voice calling, 'Let me out! Let me out!'

After looking carefully for a while William found a dirty glass bottle lying under an old tree. Sitting hunched inside it, was a tiny little creature, not very good looking at all. 'What are you doing in there,' asked William. 'Let me out and I'll tell you,' it shouted, banging on the side of the bottle.

William took out the cork and the little creature shot out and puffed up into a huge, ugly monster.

'I was put in that bottle as a punishment a hundred years ago,' the monster shouted, 'Now I am going to kill you.'

'I wouldn't have let you out if I'd known that,' said William to himself. Then he had a thought.

'How do I know you are who you say you are? I don't believe anyone as big as you could come from such a tiny bottle.'

The monster was very annoyed. 'Don't you just,' he yelled. 'I'll show you.' And with that he shrank and squeezed back into the bottle. William grabbed the cork and pushed it firmly into the top of the bottle.

'I'm not going to let you hurt people,' he said. 'Just you stay there for another hundred years. Next time you might not be so mean.' And he went back to his dad.

ABORIGINAL LEGEND

The Black Kangaroo

Once there was an enormous black kangaroo called Kuperee. He killed many brave men and all were afraid of him.

Burdamuk, the leader of one tribe, owned a magical axe of great power. Yet, although he was too old to use the weapon against the kangaroo he would not lend it to anyone. Then finally the old man's two eldest sons talked him into lending them the axe.

The brothers searched and found the camp of Kuperee. There were many bones from his victims. They climbed into the leaves of a nearby tree and hid waiting for Kuperee to come back. When he did they threw their spears but the kangaroo had very thick skin and the spears did no damage.

With a roar of fury, Kuperee charged into the trunk of the tree where the brothers were sheltering, hoping to uproot it. He had almost done it when one of the brothers leaned out and hit the kangaroo with the magic axe. It killed him instantly.

Filled with joy at their success, the brothers ran back to tell their father and his people that they could all hunt without fear and camp in peace beside the billabongs.

ABORIGINAL LEGEND

The Theft of Fire

There are many legends about how attempts were made to destroy fire, so that man would again have to live in hardship and darkness. This story is about Unwala the crab-man, Mulara the bat-man and the rainbow-man Kanaula.

Kanaula the rainbow-man had made a large catch of fish and arranged a corroboree to celebrate. Unwala chanted the songs, Mulara led the dances and Kanaula blew the didjeridoo.

But so many friends came that the corroboree lasted a long time and the rainbow-man got tired of blowing the didjeridoo. So he made up his mind to stop the corroboree by jumping into the sea with the fire-stick which gave light to the dancers. When Unwala the crab-man saw what was happening he cast a spear, which passed through the wrist of Kanaula and kept his hand above the water long enough for Mulara to grab the fire-stick and throw it onto some dry leaves. The leaves, bursting into flame, saved the world from darkness without fire. Kanaula then went into the sky and became the rainbow, Mulara made his home in the trees and Unwala turned himself into a large crab and went to live in the swamp.

ABORIGINAL LEGEND

The Echidna

Echidna was a very old man who lived apart from his people and did not leave his bark hut very often. No one knew where he collected his food. He was too old to hunt yet he seemed to eat very well. Echidna had a terrible secret. He ate young men he killed after getting them to visit him. But like most people with evil secrets he was found out. His people were horrified. They surrounded Echidna and wounded him many times by throwing spears at him. They stuck in his back, and his arms and legs were broken too. Badly wounded Echidna crawled away and hid until his wounds had healed. When he came out of the hollow log where he had hidden his hands and feet were changed into strong claws. But neither he nor his wife could pull the spears from his back. One can often see Echidna crawling slowly along, his back bristling with spines, the spears of long ago. And should he be disturbed, Echidna will quickly bury himself in the soft earth, for he still remembers the punishment he once received.

Damper

In Australia we tend to think about damper as being an original outback recipe. But is it so? How did damper come to be?

First, we have to know a little about using flour for that is the main ingredient of damper. The cave dwellers discovered how to make flour by grinding the wheat with stones. Then they mixed water in and made flat cakes which they cooked on stones heated in the fire.

We don't know for sure, but probably quite by accident they found that when the flour and water mixture was left in a warm, dark place it began to grow. We know that the yeast in flour fermented and the gas bubbles pushed the flour into a round shape. When baked, we have bread with all its little holes. This bread is called 'leavened' which means that it rises. 'Unleavened' bread is always flat. The early settlers brought the name 'damper' with them when they came to Australia. To them a damper was a snack, something you ate between meals to 'dampen' the hunger pains. It was often a bun, cake, scone, biscuit, or bread — something made from flour.

When out in the bush, these early settlers did not have time to wait for the dough to rise, so they mixed it up and cooked it straight away. How did they do it? Well, someone would go to the creek for water, carefully carrying it in a billy. The flour that they always carried was measured out and water added to make a stiff dough. This would be patted into a large cake shape.

Next, a hole was scraped in the hot ashes of the fire and the damper went in. (No tin-foil like we have today.) There it would stay, covered with ash, until the outside was crisp and brown. Whoever was on cook duty would then break the damper into large pieces and it would be eaten with a good, strong, hot brew of tea. Sometimes, if they were lucky, the men might have a bit of jam to spread on it. In the early days, damper had many names. 'Devil-on-the-coals', 'brownie', 'dorkum', 'bunghole', and 'wopidown' are just a few. Sometimes it was called 'nightmare' because people got indigestion if they ate too fast or it was not cooked properly.

Activity: Damper cooking — use either this method or long sausages of dough wrapped around a stick (a 'twist').

The Legend of the Chopsticks

In Korea, there is a legend about a native warrior who died and went to heaven. 'Before I enter,' he said to the gatekeeper, 'I would

like you to take me on a tour of hell.'

The gatekeeper found a guide to take the warrior to hell. When he got there he was astonished to see a great table laden with the choicest foods. But the people in hell were starving. The warrior turned to his guide and raised his eyebrows.

'It's this way,' the guide explained. 'Everybody who comes here is given a pair of chopsticks one and a half metres long and is required to hold them at the end to eat. But you just cannot eat with chopsticks that long if you hold them at the end. Look at them, they miss their mouths every time, see!'

The visitor agreed that this was hell, indeed, and asked to be taken back to heaven straight away. In heaven, to his surprise, he saw a similar room with a similar table laden with very choice foods. But the people were happy. In fact, they looked radiantly happy. The visitor turned to the guide. 'No chopsticks, I suppose?' he said.

'Oh yes', said the guide, 'they have the same chopsticks the same length and they must be held at the end as well. But you see, these people have learned that if a man feeds his neighbour, his neighbour will feed him also.'

Activity: Visiting Hell and Heaven

You will need:

Two sticks per Cub Scout, long enough to reach from armpit to 10cm beyond fingers. Not too heavy or thick.

OR Rolled newspapers to reach from armpit to finger tips only. (Not being able to bend the elbows, but allowing finger manipulation is less frustrating for the boys).

OR

Two sticks, 1½ metres long per Cub Scout. (This is much more difficult and dangerous). Small biscuits or grapes, sweets etc. for the feast.

Tables.


String, wool or material to bind 'chopsticks' in place.

How to play

Each boy has his chopsticks attached to his arms. First he is guided around the den to the laden tables of hell. Each Cub Scout is to try to feed himself.

When that obviously won't work, their guide offers to take them to heaven. As they take the track to heaven, ask the Cub Scouts to say a silent prayer for those who do not get enough to eat for whatever reason. Then to the tables of heaven, where they feed each other in true brotherhood ... and to the satisfaction of their stomachs.

11



ALSO FROM THE
PANTHEON
FAIRY TALE AND FOLKLORE
LIBRARY



AFRICAN FOLKTALES
Roger D. Abrahams
\$11.95 paperback

AFRO-AMERICAN FOLKTALES
Roger D. Abrahams
\$11.95 paperback

AMERICAN INDIAN MYTHS
AND LEGENDS
Richard Erdoes and Alfonso Ortiz
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ARAB FOLKTALES
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Aleksandr Afanas'ev
\$11.95 paperback

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YIDDISH FOLKTALES
Beatrice Silverman Weinreich
and Leonard Wolf
\$19.95 cloth

JAPANESE TALES
Royall Tyler
\$19.95 cloth

AND MANY MORE...
For other titles,
ask at your local bookstore.



PATSY ORY-ORY-AYE

Eighteen hundred and ninety-
one,
That's the year that I begun,
That's the year that I begun,
A-working on the railroad.

Chorus

Patsy Ory-ory-aye,
Patsy Ory-ory-aye,
Patsy Ory-ory-aye,
A-working on the railroad.

Eighteen hundred and ninety-
two,
Looking around for something
to do,
Looking around for something
to do,
A-working on the railroad.
(con't)

Chorus

Eighteen hundred and ninety-
three,
Section boss a-driving me,
(etc.)

Eighteen hundred and ninety-
four,
Hands and feet were getting sore.

Eighteen hundred and ninety-
five,
Found myself more dead than
alive.

Eighteen hundred and ninety-
six,
Kicked a couple of dynamite
sticks.
Kicked a couple of dynamite
sticks,
And quickly left the railroad.

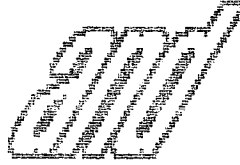
Eighteen hundred and ninety-
seven,
Found myself on the road to
Heaven,
Found myself on the road to
Heaven,
A-working on the railroad.

Eighteen hundred and ninety-
eight,
A-picking the look in the
Pearly gate.

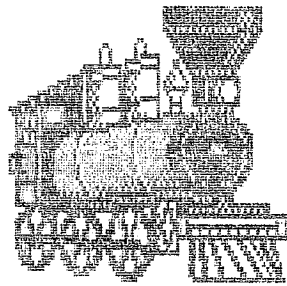
Eighteen hundred and ninety-
nine,
I found the angels drinking
wine,
They gave me a harp and crown
divine,
Overlooking the Railroad.

Eighteen hundred and ninety-
ten,
Found myself on the earth
again, etc.

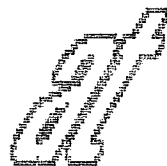
SummerTime Activities



Recognitions



Participation



POW-WOW Nov 18th, 1989

Life is like an onion
 You peel it off
 one layer at a time,
 and sometimes you weep

Rocky Bury (2.11)
 into Copley grounds

It takes all kinds
 or
 To make out nothing
 from
 Thanks for being one of
 them

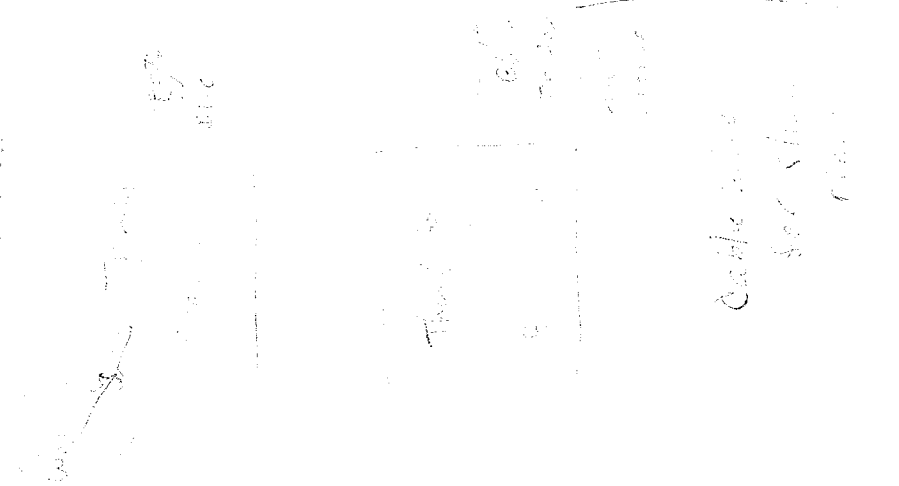
Article of Floyd

we
 know
 how
 to say "Thank You"

Under the
 Rock

Boneside Award

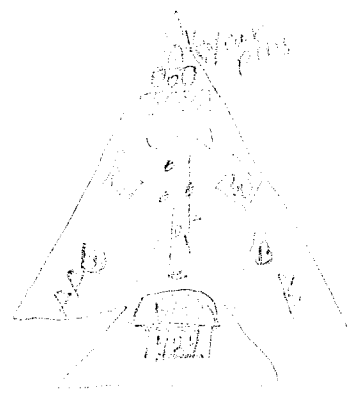
will publish...



Why do I sometimes
 have some trouble
 sitting down?
 Because I've had a
 bad cold

Why am I not doing better
 a little bit?
 Because I'm not getting
 the right medicine
 I've chosen
 some medicine that

code	a	b	c	d
ABC	DEF	GHI		
JKL	MNO	PQR		
STU	VWX	YZ		



If you present to the
 present...
 to the...

Chorus

Eighteen hundred and ninety-
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Section boss a-driving me,
(etc.)

Eighteen hundred and ninety-
four,
Hands and feet were getting sore.

Eighteen hundred and ninety-
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to do,
Looking around for something
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(con't)

Cub Scout Vitamins

- Red - To give you stamina so you can keep up with Cub Scouts
- Tan - Reduces temperature, caused by patience worn thin
- Yellow - Relieves pain caused by new changes in the program
- Green - Take with caution. They give you ambition and ideas
- Orange. - Take one a day. Guaranteed to give the answer "No"
- Brown - Energy to make it to all meetings and stay awake

SUMMERTIME PACK CLOSING.

Here's a simple closing for a summer pack outing. Form group in circle and give out copies of following lyrics sung to the tune of "Taps." Or the leader may sing a line, which the audience then repeats.

Scouting's fun,
For everyone,
And we've had
Lots of it
Here today;
Now it's time, that we go,
On our way.

Till again,
My dear friend,
We shall meet,
May we strive
No one to fail,
May we go, hand in hand,
Down life's trail.
Joyce Newell

1



NATIONAL SUMMERTIME PACK AWARD



PLANNING GUIDE



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 on page 2 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 (page 4).
 - 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

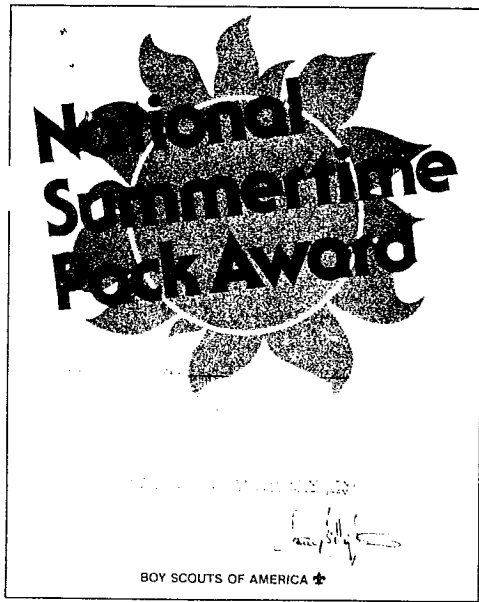
Art galleries, museums, and memorials; celebrated old homes, forts, historic areas, monuments, and other historical sites; houses of worship, civic centers, important local buildings; summer theaters and band concerts; special local historical celebrations; and local activities.

Let's Go Outdoors

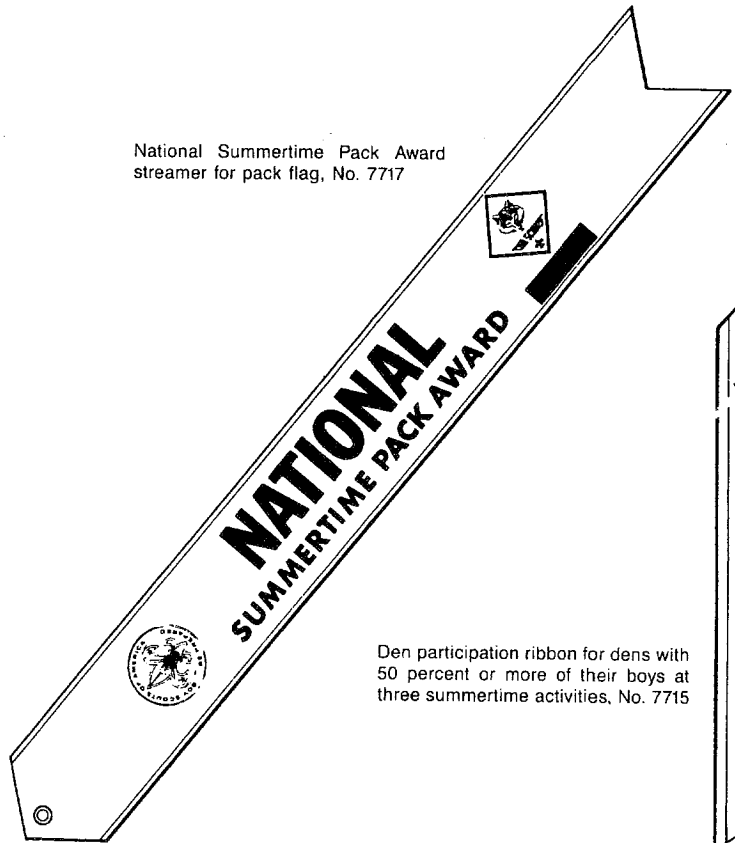
Parks, forests, arboretums, botanical gardens, cemeteries, fish hatcheries, game preserves, or wild-bird sanctuaries; hiking and nature trails; ball games, field meets, and other athletic events; pools, lakes, rivers, and beaches for swimming, fishing, and boating; zoos, circuses, and amusement parks; 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.





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



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



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 _____ (name) _____ (street, city, ZIP)

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

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 _____

SUMMER ACTIVITIES

A boy registers to be a Cub Scout for one year and he deserves a one-year's Cub Scout activity program. The purpose of the summer program is to keep the pack going and to recruit new boys through the program; Cub Scout aged boys and their families should be invited as guests and new dens formed if necessary. Beside serving these purposes, the pack may be entitled to an award for doing activities during June, July, and August.

Planning for the summertime program should be part of the annual program planning conference. A special committee or the members of the Pack Committee should have specific recommendations to make. Date conflicts with community events could be avoided, but some activities could be part of community events; parades are a good example.

By the April pack leaders' meeting, plans for the summer activities should be in full swing.

Now what should we do in our summertime program? Picnics, parades, swimming, zoos, circuses, and amusement parks are always big hits. But how about seeing how things are made (manufacturing plants). Or let's find out how the city is run (police, fire stations, telephone buildings, newspaper, T.V. and radio stations). Learning about our community through museums, forts, civic centers, concert bands and the like are fun and educational. We also have Cub Scout Day Camp - don't forget that!

Summer is over and you have had at least 3 summertime activities (one for each month). Now to apply for your National Summertime Pack Award through the Council office. The award for the pack is a full color certificate and a streamer for the pack flag. Each den that had 50% or more of its boys participating in each activity receives a den ribbon and each boy who participates in all three events receives a pin. What more could we ask for!!

Closing down a pack for the summer may seem logical to a committee.

They always say DEN LEADERS need rest.

They always say "EVERYBODY LEAVES DURING SUMMER".

They always say "WHOEVER HEARD OF THAT?"

They always say, when successful, shout down cooler heads who try to point out what is being lost in shutting down a pack for summer.

Closing down a pack may have some effects not immediately obvious.

CUB SCOUTS miss CUB SCOUTS.

More leisure time, less to do in it.

LEADERSHIP -- committee, staff is interrupted; and, when started again in September, it may take until November to get in full swing and have all vacancies filled; jobs, training and activities are missed.

Staying open during summer is better all around because it's usually done in an informal -- FUN WAY.

DEN LEADERS have an easier job -- small temporary committees and parents take up summer slack.

ACTIVITIES -- like sports and outings -- can take advantage of the weather for "get-out-and-go" places.

Pack committee and staff remains in-tact for fall.

Boys get rid of excess energy while they learn.

IDEAS FOR SUMMER DEN ACTIVITIES

- | | |
|---|--|
| Visit a zoo | Go on mystery trip |
| Visit a farm | Have a kite-flying contest with dads |
| Dads and sons attend ball game | Go on a bike hike |
| Go on a roller skating party | Make den game chest |
| Have a backyard breakfast cookout | Stage a backyard physical fitness contest |
| Have a treasure hunt | Play miniature golf |
| Stage a safety inspection of boys' bicycles by dads | Study stars at night meeting in backyard |
| Go on a woods hike for leaf collecting | Go bowling |
| Go fishing with dads | Visit a museum |
| Have a bird-watching contest | Plant a tree |
| Stage a swap day | Visit an airport |
| Go on a rock hunt | Make Father's Day gifts |
| Visit a fire station | Plant a vegetable garden |
| Make a den doodle | Make neckerchief slides |
| Have a Good Turn day | Have a swimming party |
| Plan a den service project | Collect insects |
| Hold a party or entertainment for den families | Tour neighborhood to look for safety hazards |
| Collect litter | Visit a bakery |
| Have family picnic | Attend Cub Scout day camp |
| Make and fly paper gliders | Visit a hobby store |
| Build a den equipment box | Play marbles |
| Catch butterflies | Visit a lapidary shop |
| Make sailboats to race on a pond | Play baseball with another den |

Summer Den Activities (cont.)

Visit an aquarium, planetarium, or botanical garden

Pet exhibit - each Cub Scout brings and tells about his

Visit the library

Trip to county museum

Pack Picnic

Pack Treasure Hunt

Fitness Day

Water Carnival

Fishing Derby

Kite Derby

Gold Rush

Penny Hike - flip a coin at each intersection

Local geography day - use maps and go to principal civic buildings

Shell collecting at the beach

Obstacle Course

Midway

Western Festival

Cubmobile Derby

Raingutter Regatta

Glider or Plane Derby

Information about some of the above activities found in "How-To-Book", section 9 - Special Pack Activities

Campfire - information in "How-To-Book", section 8, pages 43-48; also in Cub Scout Leader Book, Chapter 5.

Cubanapolis - information in 1988-89 Program Helps (Cub 8; Aug. 89)

More ideas for Summer Den Activities found in "How-To-Book", section 8 (Nature & Outdoor Activities), pages 25-29 and pages 37-43

Hikes - Leader Book, Chapter 5 (suggestions for 8 different kinds of hikes)

--

GO ON A BOAT RIDE

Chicago From the Lake Cruises: Depart from North Pier Terminal, 509 E. Illinois St. Reservations recommended: 527-1977.

Architecture River Rides, co-hosted by the Chicago Architecture Foundation and including continental breakfast, are offered through September. Departures are at 10 am Monday through Friday, 6 pm Monday and Tuesday and 10 am and noon Saturday and Sunday. \$12. The 90-minute cruises head west on the Chicago River from North Pier, then south to the Civic Opera House and back to the pier.

Lake and River Tours take the same Chicago River route and go through the locks to the lake and south to Grant Park. Through September, tours begin at noon and 2:30 pm Monday through Friday. \$10 (\$6 for children under 12, \$8 for seniors).

Mercury, Chicago's Skyline Cruiseline: Boats depart from the south side of the Chicago River at Michigan Avenue. Call 332-1366.

One-hour lake cruises depart at 2:30, 5 and 9 pm daily; additional cruises at 10 and 11 pm Saturdays and Sundays. \$6 (\$3 for children under 12).

Two-hour lake excursions leave at 7:30 pm daily through Sept. 4. \$9 (\$4.50 for children under 12).

Wendella Sightseeing Boats: Depart from the north side of the Chicago River at Michigan Avenue. 337-1446.

A one-hour ride is offered at 9 pm daily. \$6 (\$3 for children under 12).

Ninety-minute excursions leave at 10 and 11:30 am, 1:15 and 3:15 pm daily. \$7 (\$3.50 for children under 12).

Daily two-hour rides at 7:30 pm. \$9 (\$4.50 for children under 12).

Chicago River Classic Cruise: Departs from Mercury dock on south side of Chicago River at Michigan Avenue. Reservations necessary: 332-1366.

One-hour Chicago River cruises with historical commentary by the Friends of the Chicago River. Departs at noon Saturdays and Sundays from May 27 through Sept. 3. \$6 (\$3 for children under 12).

Shoreline Marine Cruises: Depart from Grant Park lakefront. 673-3399.

Thirty-minute cruises depart hourly from the Shedd Aquarium, 11:15 am through 5:15 pm daily; also hourly from the Adler Planetarium, 12:15 through 9:15 pm; and from the dock just east of Buckingham Fountain, 7:15 to 11:15 pm daily through Sept. 30. \$4.50 (\$2 for children under 12).

Wacky Pirate Cruise: Departs from Mercury dock on south side of Chicago River at Michigan Avenue. Reservations necessary: 332-1366.

For this one-hour cruise, every child gets a kazoo for the pirate sing-along; parents must accompany children (ages 2 through 11); 10:15 am Fridays through Sundays (until Sept. 5). \$7 (\$4.50 for children under 12).

On Lake Geneva, you can accompany the mailman on his daily circuit of the lake. This tour leaves daily at 9:45 (\$12.50, reservations are necessary).

One-, and one-and-one-half and 2-hour tours leave regularly (\$8.95 to \$12.10). And, daily luncheon and dinner tours are offered and Sunday noons feature a brunch tour, \$18-\$25.50. Call 1-800-558-5911.

At Fox Lake, you can rent a 33-foot boat for a tour, an on-board party or a fishing outing from Chain O'Lakes Charter, 395-2044.

And, the Island Queen paddle boat tours mornings at 9:30 (\$10); luncheon cruises at 11:30 daily (\$18) and dinner cruises (about \$25) depart daily at 6 pm, 6 and 8:30 pm Saturdays. All from Andre's By the Bay restaurant on Pistakee Bay. Call 587-2222.

HAVE A BICYCLE INSPECTION CLINIC AND BIKE RODEO

BIKE GAMES:

SNAIL RACE. Lay out a course 50- to 100-feet long, with lanes three to four feet wide. On signal bicycle drivers start trying to travel as slowly as possible. A boy is disqualified if his foot touches the ground, he goes out of the lane, turns around or falls. Last one to finish wins.

POTATO RACE. Dens line up with their bikes in relay fashion. A box is placed on the starting line in front of each den. At intervals of five yards or more in front of each den, mark four circles into which a potato or beanbag is placed before the game starts. On signal, the first player in each den rides out and picks up the potato in the first circle, returns to the starting line and places it in the box. He then rides for the second, third and fourth potatoes, returning each time to put it into the box. When he has finished, he touches off the second player, who rides out carrying one of the potatoes and places it in the first circle. He returns for the second, third and fourth potatoes in similar fashion, replacing them one at a time. Continue until all boys in the den have played. Den completing relay first wins.

SHOE SCRAMBLE. Two dens play at a time. They line up with their bikes at opposite ends of the field. Their shoes are piled in the center. On signal, all boys ride to within 10 feet of the shoe pile, dismount, find their shoes, put them on, remount, and return to their starting line. The first den with all riders back with shoes on wins.

HITTING THE TARGET. This game requires skill, coordination, timing and marksmanship. Four to six coffee cans or other receptacles are set up about 15 feet apart in a straight line along a 100-foot-long course. Each Cub Scout is given one small object (marble, bottle cap, stone) for each of the cans. Den members follow each other down the course at about the same speed, dropping one object into each can as they go by. The winning team is the one with most objects in cans after all have run the course.

OBEDIENCE TEST. Station all Cub Scouts except one about 30 feet apart in a large circle. The one remaining Cub Scout mounts his bicycle and begins driving slowly toward the first boy in the circle. When he is about halfway, the standing Cub Scout calls out "Stop!", "Turn right!", or "Turn left!" The mounted Cub must give the proper signal, execute the command, and continue in the circle. Score one point against him for failing to signal, giving the wrong signal, or doing the wrong thing. Let each boy run the course. Winner is the one with the fewest penalty points.

CIRCLE TEST. Chalk two circles on the ground, the inside one seven feet in diameter, the outside one nine feet. In turn Cub Scouts enter circled path on bicycle, drive around it without touching lines, and exit where they entered. Score one point for successful drivers.

RELAY RACE. Establish a starting line and mark off turning lines about 50 feet away in opposite directions. Divide den into two teams. The teams will race in opposite directions. The teams should be about 20 feet apart to avoid collisions as the racers return to the start-finish line. On signal, the first Cub Scout on each team races (on bike or on foot) to his turning line and back. The second boy may not start until the first's front wheel or foot has crossed the line. Continue until all have run. The winner is the team whose last member finishes first.

TAKE A TRIP

Phone numbers are given so you can call for information and to make reservations.

CHICAGO -

Chicago Filmmakers, 6 W. Hubbard St., 329-0854

Chicago Mercantile Exchange/International Monetary Market/Index & Options Market, 30 S. Wacker Dr., 930-8249

Chicago Walking Architectural Tours, 326-1393

Chinatown, 2249 S. Wentworth Ave., 225-0234

Dusable Museum of African-American History, 740 E. 56th Place. Washington Park, 947-0600

Express-ways Children's Museum and Cultural Center, 2045 N. Lincoln Park West, 281-3222

Facets Multimedia Center, 1517 W. Fullerton Ave., 281-4114

International Museum of Surgical Science and Hall of Fame, 1524 N. Lake Shore Drive, 642-3555

James W. Jardine Water Purification Plant, 1000 E. Ohio St., 744-3692

Maurice Spertus Museum of Judaism, 618 S. Michigan Ave., 922-9012

Oriental Institute, 1155 E. 58th St. on University of Chicago Campus, 702-9520

Polish Museum of America, 984 N. Milwaukee Ave., 384-3352

Pullman Historic District, 111th St. & Forrestville Ave., 785-8181

Ripley's Believe It or Not Museum, 1500 N. Wells, 337-6077

Second City Theater and Children's Theater, 1616 N. Wells St., 337-3992

Shriners Hospital for Crippled Children, 2211 N. Oak Park Ave., 622-5400

Swedish American Museum of the Chicago Area, 5248 N. Clark St., 728-8111

.. Telephony Museum, 225 W. Randolph, 727-2994

Terra Museum of American Art, 666 N. Michigan Ave., 328-3400

Ukrainian National Museum, 2453 W. Chicago Ave., 276-6565

NORTHERN ILLINOIS -

Bahai Temple, Linden Ave. & Sheridan Road, Wilmette, 256-4400

Blackberry Historical Farm Village, Aurora, 892-1550

Cantigny, Wheaton, 668-5161

Chicago Horticultural Society and Botanic Garden, Glencoe, 835-5440

David Adler Cultural Center, Libertyville, 367-0707

Dearborn Observatory, Evanston, 491-7650

Eugene A. Cernan Space Center, River Grove, 456-5815

Haeger Potteries, Dundee, 426-3441, Ext. 524

Illinois Railway Museum.. Marengo, 1-815-923-2488

Kohl Childrens' Museum, Wilmette, 256-6056

Lake County Museum, Lakewood Forest Preserve, 526-7878

Lizzadro Museum of Lapidary Art, Elmhurst, 833-1616

Music Center of the North Shore, Winnetka, 446-3822

Robert Crown Center for Health Education, Hinsdale, 325-1900

Tempei Libizzan Farms, Wadsworth, 244-5330

Volo Antique Auto Museum, Volo, 1-815-385-3644

RECOGNITIONS

There are a lot of adults in our program that do a lot to keep Cub Scouting fun and active. They do not always hold a specific position within the Pack.

What follows are a few ideas to help you. I have found that if you just take a few minutes to observe your volunteers you will see a specific personality or trait that makes this person stand out from the crowd. This is what you can use to create a specific award for that individual. Most of these awards are given with humor and are not meant to poke fun at anyone or anything.

You will find that most of the things are made of poster board and cardboard. Some items can be bought at variety stores in the toy section. Everything else is odd and ends around the house. Before you start, look around the house, out in the garage, basement and yard. Most important of all, HAVE FUN!! Don't forget the kids. Even little sisters and brothers need recognition, especially if they have to tag along all the time.

Instant Recognitions can be made at the last minute if you carry with you one of the following articles. An appropriate message can then be written on it at the Pack Meeting.

1. Streamers can be made with wide ribbon with cord, string or yarn hanger using a ballpoint pen or ballpoint paint tube for writing since markers will bleed on ribbon. Markers can be used on streamers made of vinyl or vinyl upholstery material.
2. Patches made with vinyl upholstery material or leather cut in circle, diamond or arrowhead shape with slit so it can be attached to a button on a shirt. Markers can be used to write a message.
3. Certificates that are purchased from the Boy Scout Service Center that say "Thanks" can be signed at the last minute. Your Pack can design a certificate that says "Thanks from Pack # ____" and have photo copies available.

RIBBONS

You can attach macrame cord, yarn, or lacing to ribbon by three methods:

1. Use a paper punch to make a hole
2. Insert grommet
3. Fold down a 1/2" flap for the strings

Decorate with metallic markers, sharpie marker, stickers, or by using a stencil or a linoleum block stamp. Teachers' supply stores are great for stickers saying "Wow", "Super", and "Good Job".

PLAQUES

Many different items can be used to mount your awards. The following are examples:

scrap wood
cardboard
fast food containers

lids from deli containers
disposable plastic plates
rounders of vinyl or leather

Can also pour 1/2" plaster in a rounded container and insert pull-top can tab for hanger.

Plaster -

Use a Boy Scouts of America mold and spray paint gold or mount on wood. Cake decorating stores also carry candy molds and decorations which are appropriate for awards.

Decorating Plaques -

You can decorate with stickers, pictures, felt or wooden cut outs, miniature toys, party favors, and food. (Life Savers, nuts, lollipops, and "candy kisses"). Cover edible items with varnish, glue, or mod-podge.

TROPHIES

Recycle old sports trophies by removing the top and adding a pinewood derby car or appropriate item. You can also spray a popcan or inverted sardine can gold and place a car on top.

AWARDS

HOW TO USE

Cubby (like an Emmy)

Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance.

Tiger Tail

Issue each Tiger a necklace of lacing and award an orange bead for a group or pack activity.

Key to Successful Scouting

Cut out a key to leaders who are the key to success of a program.

Measure Up

Give a 6" ruler to the leader whose performance set the standard.

Our eyes are on You

Wiggly eyes glued to ribbon for the leader who sets the example.

Pedro Salutes

Glue 3 clothes pins together, add twine for a tail and wiggly eyes for outstanding job or leader who carried heaviest load.

Class A or Flying A

Cut out the letter A (can add wings), spray gold for a first class effort (use wood or heavy cardboard).

Order of the Bear

Any type of bear given to the leader who did a "Beary Good Job" made things "Bearable" or for the "Beary Best."

Helpful Paw

Use ink and mark paw prints on a rounder for those leaders who lent a "hand" or "paw"

Good Egg Award

Spray a Leggs' Egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

Nuts about "____" Award

Attach nuts to a plaque adding moveable eyes and smiles, for the leader who had to be "nuts" to take on a hard task.

Bonafide Award

Spray gold or cover with varnish a dog bone for the leader deserving an "Award"

Genuine Diamond Stick Pin

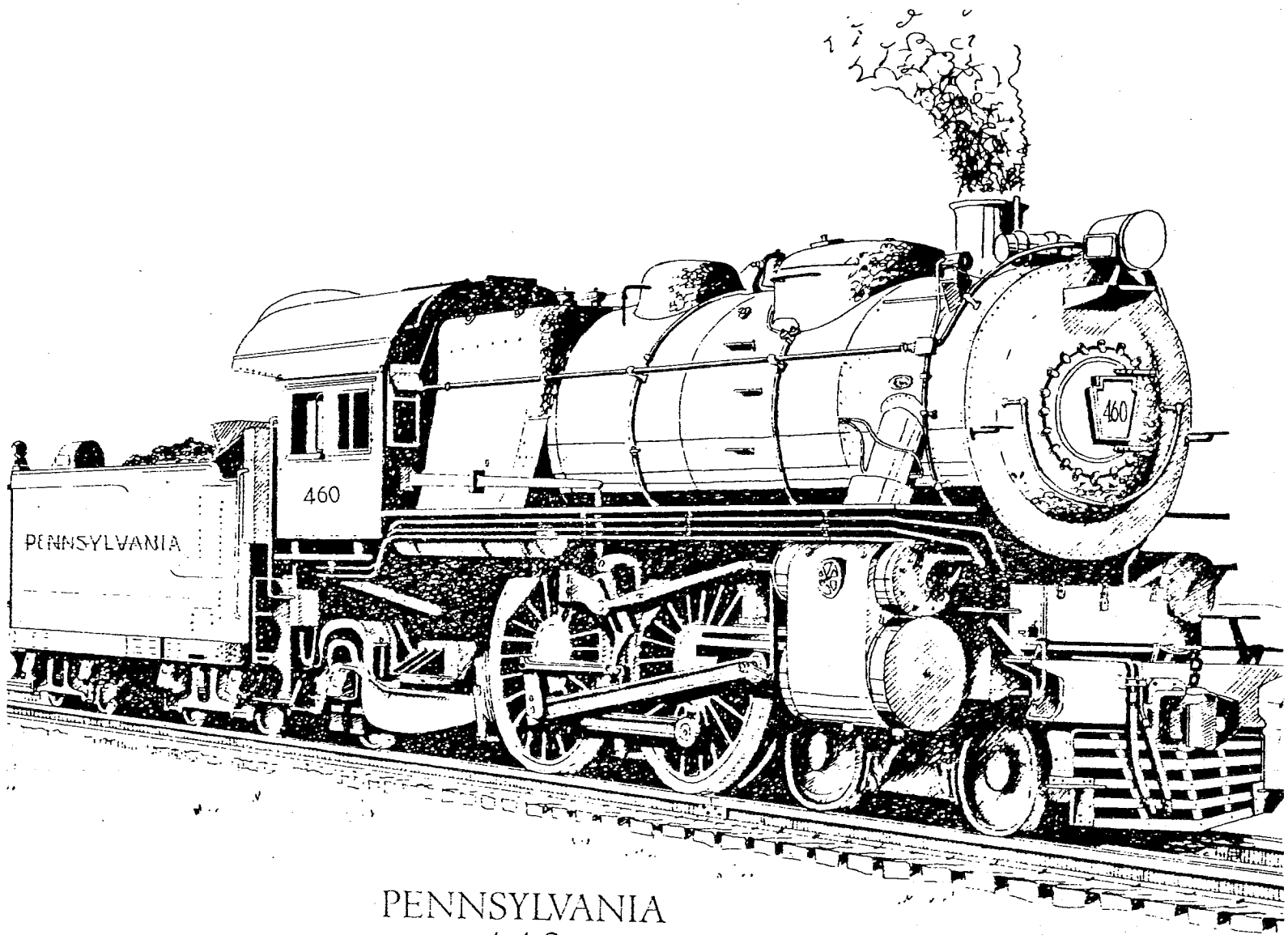
The special award for a group activity. Give to each participant (mount a dime and stick pin on base)

Silver Spoon or Gold	For the person who really digs in to help (spray paint plastic spoon)
Whisk Award	For the person who is un'beat'able at 'whisking' away our troubles (small whisk)
Top Banana	For the person who is in charge (plastic banana or dole banana sticker)
Life Saver Award	For the person who saved you (mount Life Saver on base)
Kiss Award	For the person who deserves a big 'kiss' (mount small hand on base)
Helping Hand Award	For the person who is willing to lend you his (mount small hand on base)
Write on Award	For the person who is on the 'right trail (pencil with ribbon pennant put on top)
Lollipop Award	For the person who can't be licked (mount small lollipop on base)
Order of the Nut	For the person who is a little (mount metal nuts on base, or use edible nuts)
Apple Award	For the person with great appeal (real or plastic apple)
YDG Award	"Ya Done Good" (cut out letters from vinyl or leather)
Firehat Award	For the person who came to your rescue (mount small firehat on base)
Wooly Mitten	For the person who participated in a winter activity (cut mitten shape from fur and attach thong)
Cone Award	For the person who can lick any job (mount ice cream cone on base)
Hop To It Award	Mount a plastic, macrame or frog sticker for a "Hopping Good Job" or someone who "hopped to it and got it done"

Whale Award	For the person who does a whale of a good job (can be toy or cut out shape of a whale)
Puzzle Award	For the person who makes everything fall into place (puzzle shape cardboard)
Telephone Award	For the person who reaches out to help (small telephone on base)
Spark Plug Award	For the person who is the 'main' spark (spark plug, either painted or plain, on a base)
Pig Award	For the person who is a big "ham" (small toy pig or a painted wooded one)
Clown Award	For the person who is one or for the person who doesn't mind acting like one (make or buy a clown)
Live Wire Award	For the person who is a 'live wire' in your unit (form wire into the words "live wire" and mount)
Order of the Monkey	For the person who isn't afraid to act like one (small monkey, either made with putter cup or bought)
Footballer Award	For the person who isn't afraid to tackle any job (small plastic football helmet with pompom and movable eyes)
Deer Award	For the person who is a 'dear' and you would like to kiss (small needlepoint deer with candy hiss inside)
Firecracker Award or Dynamite Award	For the person who did a 'bang-up job (small firecracker made of chenille sticks in red, white, and blue with ribbon)
Order of the Spare Marble	For the person who may need it (marble in bag or mounted)
Duster Award	For the person who always does the dirty work (small wooden dowel with felt used as duster part with pompom on top)
Order of the Level	For the person who is half a bubble off (small level)

- Top Award For the person who is 'tops' (use small toy tops)
- Match Award For the leader who may be getting burnout (2 matches, one lit, the other not; cover so they stay together and mount saying "stick with it, don't get burned out of Scouting")
- Pear Award For a great 'pair' (mount a plastic pear on base and give to best husband and wife team)
- Raise in Pay For the person who deserves a "raisin" pay (mount a small box of raisins)
- First Aid Award For the person giving you aid when you needed it (band-aid mounted or given in sleeve)
- Bug Award For the person who 'bugs' you to do your best (make with chenille sticks and movable eyes, or buy)
- Heads Award For the person who is 'heads' above the rest (mount small wooden heads on base)
- Crutch Award For the person on whom you can always lean on (mount small crutch on base)
- Candle Award For the person who really lights up (mount small candle on base)
- Heart Award For the person who is all heart (give large plastic heart, wooded or cardboard cut-out)
- Broom Award For the person who sweeps all mistakes away (mount small broom on base)
- Top Hat Award For the person we must take our hats off to (mount top hat to base)
- Heart and Soul Award For the person who put their heart and 'sole' into their work (mount a small wooden heart on leather cut into shape of sole of shoe)

PACK ADMINISTRATION



PENNSYLVANIA
4-4-2



PACK ADMINISTRATION

1989 POW WOW

THE PLANNING PROCESS:

Accomplishing anything, from building a doghouse to organizing a national jamboree, involves planning. Before we get specific about how to plan a pack program, we need to understand planning in general terms. The planning process is done in three steps:

1. Understand what you want to accomplish by setting goals.
2. Think of ways to achieve these goals.
3. Get it on paper.

Sounds simple, doesn't it? Unfortunately, many people jump directly to step 2 and omit step 3 altogether. Pack functions don't have to be a struggle if you plan in advance.

WHO PLANS PACK PROGRAM?

The pack committee chairman and the Cubmaster are jointly responsible. The meeting is conducted by the pack committee chairman. All den and pack leaders, den chiefs, and interested parents attend. The unit commissioner also should be invited.

WHEN SHOULD PLANNING BE DONE?

Each year, in July or August.

OKAY, NOW WHAT DO I DO?

The next few pages have some suggestions for getting started, financing and evaluating your program as well as some tried and true ideas.

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GETTING STARTED

TRAINING:

Have you attended a Cub Scout Leader training session? All seven districts schedule a variety of sessions. Calendars are available at the council office (433-1813). You are welcome to attend any of the district's offerings.

UNIFORMS:

Uniforms are the proud symbol of Scouting's excellence. Abbreviated below are the basics for Cub Scouts and leaders.

- | | |
|----------------|---|
| Cub Scout: | Blue uniform - refer to the inside covers of the <u>Wolf</u> and <u>Bear</u> books for patch placement. <i>Note that the American flag patch now belongs on the right sleeve.</i> |
| Webelos Scout: | Blue (or optional den decision to use Scout tan). |
| Female leader: | Yellow blouse with blue shoulder loops and blue slacks, skirt or shorts. Dark shoes preferred and if wearing shorts, proper hose is blue and gold kneesocks. |
| Male leader: | Tan shirt with blue shoulder loops, and green slacks or shorts. Again, dark shoes preferred with green and red kneesocks. |

Refer to the Insignia Control Guide for specific information about patch placement.

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You can purchase basic uniform parts through the BSA mailorder catalog or through local distributors listed below. Badges of office and rank insignia can only be purchased at the council office.

Reuss Sport & Ski
333 Ridge
Wilmette 60091
708/251-6444

Chandlers's
630 Davis
Evanston 60201
708/475-7200

Leonard's Men & Boys, Ltd.
1929-B Cherry Lane
Northbrook 60062
708/272-5670

Dunhams
Lakehurst Mall
Waukegan 60085
708/473-5100

Leonard's Men & Boys, Ltd
1734 Glenview Road
Glenview 60025
708/724-9200

The Fell Co.
595 Central
Highland Park 60035
708/432-5300

Abernathy's
506 N. Seymour
Mundelein 60060
708/566-6832

BSA National Supply

800/272-4836

The Chicago Scout Shop
128 S. Franklin (at Adams)
Chicago
312/726-4085

ROUNDTABLE:

Make Roundtable a regular habit. This monthly meeting will keep you up to date with news from your district and council as well as provide enthusiastic examples of den and pack activities.

FINANCING YOUR PROGRAM

Your pack is responsible for all of your financial needs. You have many things to consider. Annual registration fees, awards and rank advancement insignia are just a few. You'll want to consider the cost of outings and purchase or maintenance of pack equipment. Having a well planned budget is an important part of your pack's operation.

PACK ADMINISTRATION

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One purpose of the pack budget is to teach the Cub Scouts to pay their own way and be prepared for future needs. Paying dues regularly enhances the boys involvement with his den and pack. Collecting a lumpsum at the beginning of the year defeats this purpose and should be discouraged.

Our council provides at least two opportunities to help units earn money. They are the popcorn sale held in November and the Bowl-a-thon held in the spring. During years when our council sponsors a "Scout Show", ticket sales provide a third opportunity.

If your budget requires additional income you may consider holding your own fund raiser. Many units have a tradition of raising funds through recycling or service projects or by holding pancake breakfasts and candy sales. You'll want to file a "Unit Money Earning Application" to be sure that your project meets the standards of the BSA.

The way in which a unit earns money to carry out its program is of great importance in the education of youth members in basic values.

Some tips for money earning projects are:

1. Have your unit committee and chartered organization approved your project, including the dates and the methods?
2. Do your plan and the dates avoid competition with money-raising efforts and policies of your chartered organization, Scout council, or United Way?
3. Is your plan in harmony with local ordinances, free from any stigma of gambling, and consistent with the ideals and purposes of the Boy Scouts of America?
4. If a commercial product is to be sold, will it be sold on its own merits and without reference to the needs of Scouting?

Uniforms may not be worn when selling a commercial product.

5. If tickets are sold for any function other than a Scouting event, will they be sold by your youth members as individuals without depending on the goodwill of Scouting to make this sale possible? Tickets may be sold by youth members in uniform in the name of Scouting for such things as pack shows, troop suppers, circuses, expositions and similar Scouting events.

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6. Even when sales are confined to parents and friends, will they get their money's worth from any product they purchase, function they attend, or services they receive from your unit?
7. If a project is planned for a particular area, do you respect the right of other Scouting units in the same neighborhood?
8. Is it reasonably certain that people who need work or business will not lose it as a result of your unit's plan?
9. Will your plan protect the name and goodwill of the Boy Scouts of America and prevent it from being capitalized on by promoters of shows, benefits, or sales campaigns?
10. If any contracts are to be signed by your unit, will they be signed by an individual without reference to the Boy Scouts of America, and in no way appear to bind the local council or the Boy Scouts of America to any agreement of financial responsibility?

EVALUATING YOUR PROGRAM:

Take the time to reflect on how well your pack is meeting the needs of your boys. Remember, Cub Scouting focuses on families, and thrives on parental involvement. One measurement of your effectiveness is the number of smiling faces attending your pack meetings.

Other things to keep in mind are:

- * Are physical arrangements adequate and comfortable?
- * Do meetings start on time?
- * Does each Cub Scout have a chance to show off his best?
- * Do you participate in district and council events?
- * Are you proud of what you're doing?

If you can answer yes to these or other key measurements found in chapter 6 of the Cub Scout Leader book you are well on your way to a great Cub Scout experience.

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IDEAS FOR YOUR MEETINGS:

DEDICATIONS or INVOCATIONS:

Dear Father. Be with us today as the Cub Scouts burst in for their meeting. Be with each boy - the one who jostles, the one who disappears with a book, the one who works so carefully, the one whose face is always smudged. We love them all and thank you for the privilege of knowing them in these years when each is so completely his honest self. Help us to engage their wonderful enthusiasm in worthwhile projects which catch their imagination. We ask your blessing on their rumpled heads and pray that in some measure these meetings may help them grow and be their own best selves.

Amen.

APPLAUSE STUNTS:

The train whistle - Divide group in two. The leader raises left hand, instructs group one to say "choo". Raise the right hand, group two says "choo". Alternate left and right, increasing speed, then the leader imitates a train whistle.

The canary - Instruct audience to make a nest by folding their arms. Then pretend to be baby canaries resting in the nest. Leader states that the mother bird is returning. The babies wake up and say "cheap, cheap, cheap".

The 200 lb. canary - Same as canary but in a lower, booming voice.

Tanks - Stand up, get ready, KABOOM.

Sprinkler - Instruct audience to face left with right hand open, thumb on nose. Turn right slowly saying "chick, chick, chick, chick" when facing right, spray raspberries to return left.

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RUN - ONS (simple skits)

The sack

First person walks in carrying a paper sack.

Second person: "What's in the sack?"

First person: "Milk."

Second person: "You can't carry milk in a sack."

First person: "Why not, cows do."

Second person: "Oh, that's utterly ridiculous."

First person: "Yes, but so amooosing".

The peanut butter engine

First person: "Have you heard about the new kind of car engine?
It runs on peanut butter."

Second person: "No, how well does it run?"

First person: "The only problem they've had with it so far is that
sometimes it sticks to the roof of the garage."

Barbarian

First person: "What's a barbarian?"

Second person: "I think its someone who cuts hair at the library."

CHEERS:

Apollo one Apollo two
Den three's the team to shoot for the moon.

The Sun is up the Sun is down,
Den one's the one who never frowns.

Apple tee, apple tree,
Shake them down
Stomp around, stomp around
It's applesauce all over the ground.

Humpty dumpty sat on a wall
Humpty dumpty had a great fall
If den 'X' sees the mess,
they'll hold a pancake breakfast.

We're on a roll, we're on a bun
We're the best den cause we're number one!

PACK ADMINISTRATION

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TIGER CUB GRADUATION:

Award graduation certificate, Cub Scout neckerchief, or other symbol as in this case, the American flag patch.

CUBMASTER

Call the boys and adults forward.

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

Light first candle on left.

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

Light middle candle.

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

Light third candle.

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

Now it is time to move along the Scouting trail to the next part of the program.

Light last candle.

In Cub Scouting your family is still important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your parents will help you each step of the way.

Cub Scout families, this American flag is part of each Cub Scouts uniform. Wear it with pride. Pack (your unit #) welcomes you to the world of Cub Scouting.

-Give each Tiger Cub a flag patch -

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CUB SCOUT to WEBELOS SCOUT: (graduation or induction)

CUBMASTER

Call boys and families forward.

Cub Scouts, over the past year, your den leaders have made their contribution to your Scouting program. They are now going to contribute to your becoming Webelos Scouts.

1st Den leader, blue.

(picks up blue paper, tears it into pieces and drops in bucket)

I contribute blue because blue stands for truth, spirituality, steadfast loyalty and the sky above.

2nd Den leader, gold.

(picks up gold paper, tears it into pieces and drops in bucket)

I contribute gold because gold stands for warm sunlight, good cheer, and happiness.

3rd Den Leader, red.

(picks up red paper, tears it into pieces and drops in bucket)

I contribute red because red stands for red blooded American boys who enjoy Scouting.

-Give colors to parents, shake boys hand - parents pin colors on boy.-

CUBMASTER

These are your Webelos colors! Parents please award these colors to your boys.

PACK ADMINISTRATION

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ARROW of LIGHT: (Scout milepost)

CUBMASTER

Call graduating Webelos (by name) and families.

Each of you have worked on your Webelos activities for the past two years. You have visited Scout troops and talked with the Scoutmaster. A little while ago we recited the Cub Scout promise together. Do you promise to fulfill this promise and DO YOUR BEST when you receive the Scout badge? If so, answer "we will".

WEBELOS

We will.

CUBMASTER

These Webelos Scouts have faithfully promised always to keep alive the spirit of Cub Scouting. As their parents, do you also promise to continue to help your boy in Scouting adventures? If so, answer "we will".

PARENTS

We will.

WEBELOS LEADER

(boys names) have earned the Arrow of Light. This is the highest award that can be earned in Cub Scouting. You may wear this award on your Scout uniforms with your new troop.

To give recognition to the encouragement and support you received from your families we ask that you pin these Arrow of Light pins on your mothers.

- pause while boys do pins-

Parents, please award the Arrow of Light to your sons.

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CUBMASTER

In the final months of his Cub Scouting experience, a boy learns the requirements for the Scout badge. He decides what troop he will join. Tonight our pack has the privilege of bringing these Webelos to his significant milepost. This ceremony marks the completion of your Cub Scouting, just as it marks the beginning of a whole new experience in Scouting. Mr. (name), Scoutmaster of troop (unit #), is here with his aides. (call Scoutmaster forward and have him introduce his aides)

CUBMASTER
(for each boy)

Scoutmaster (name), pack (unit #) is proud to give you in graduation Webelos Scout (name, rank - holder of the Arrow of Light).

SCOUTMASTER
(or aides)

Welcome Scout (name)
Welcome family of Scout (name)
(boy and family shake hands and pass to end of line)

SCOUTMASTER

Optional - welcome greeting -

WHO IS A DEN CHIEF?

The DEN CHIEF is a Boy Scout or Explorer. He wears his appropriate uniform PLUS the Den Chief Badge of Office and the appropriate shoulder cord:

CUB SCOUTS - 2 strands of blue and 1 of gold

WEBELOS SCOUTS - 2 strands of blue, red and gold cord

After certain service training requirements have been met, he gets the Den Chief Service Award. This is usually gotten by the Den Leader and presented at the BLUE AND GOLD.

WHAT ARE THE QUALIFICATIONS TO BE A DEN CHIEF?

1. The boy must be a registered Scout or Explorer.
2. Previous Cub Scout experience helpful but not required.
3. He must be recommended by the Scoutmaster or Explorer Advisor.
4. He must then be approved by the Cubmaster and Committee.

WHAT ARE SOME OF THE RESPONSIBILITIES OF THE DEN CHIEF?

1. To Know the purpose of Cub Scouting.
2. To help the Cubs achieve the purpose of Cub Scouting.
3. Serve as the Activities Assistant at den meetings.
4. To serve as a good example in attitude and uniform.
5. To be a friend to the boys in the den.
6. Assist the den in Pack meetings and know the monthly theme.
7. Meet with the den leader regularly for den and pack plans.
8. To attend the Den Chief Training Conference.
9. To encourage Cubs to become Webelos.

THE WEBELOS DEN CHIEF HAS THE ADDED RESPONSIBILITIES OF:

10. Helping on the Webelos/Dad overnight.
11. Helping with Webelos/Boy Scout joint activities.
12. Helping with graduation ceremonies for Webelos.

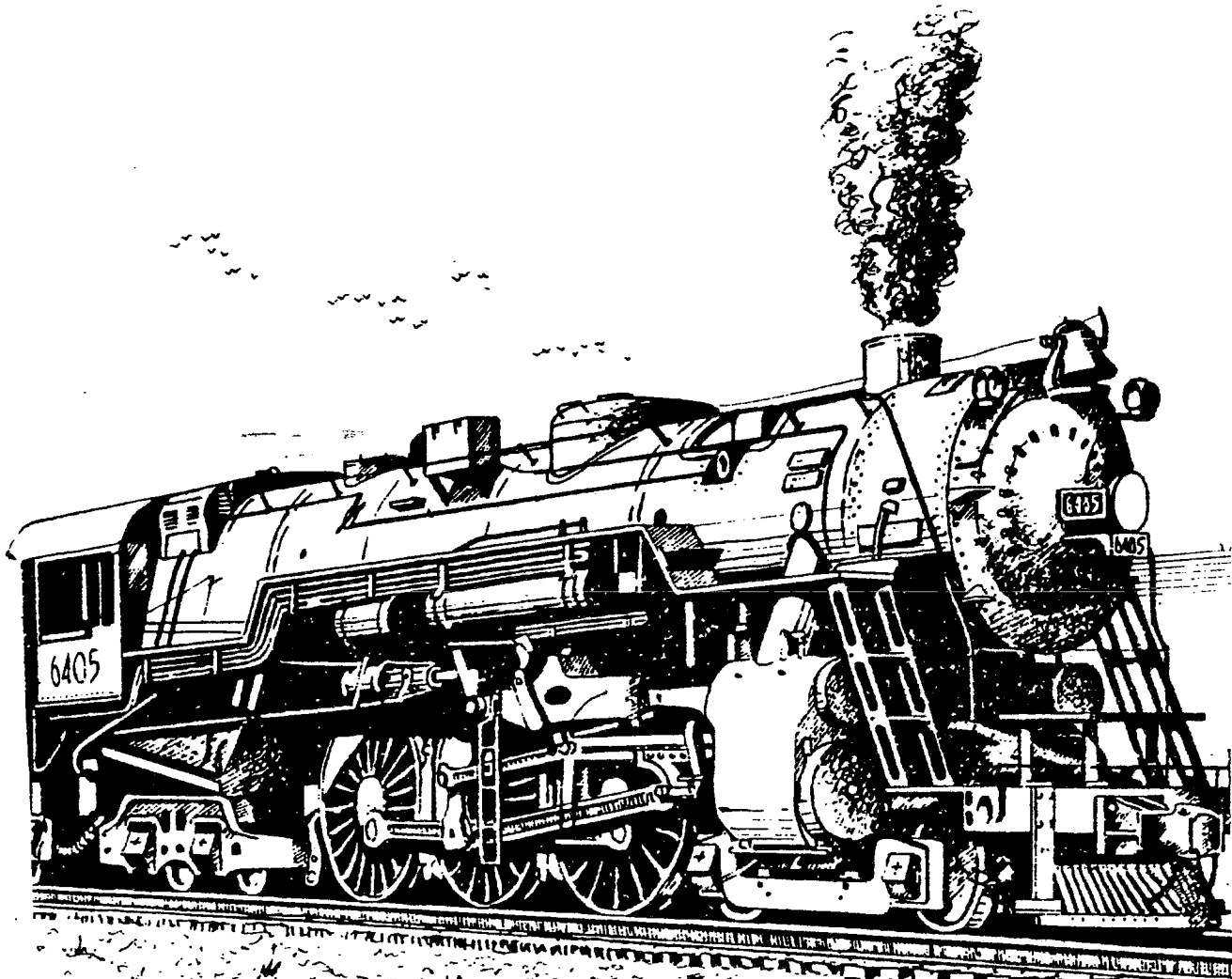
HOW CAN LEADERS HELP THEIR DEN CHIEF?

1. Talk to him about Cub Scouting, the den and what's expected of him.
2. Encourage him to attend the Den Chief Training Conference.
3. Meet with the Den Chief at least once a month to:
 - A. Share with him the monthly theme plans.
 - B. Outline his duties.
 - C. Explain any project or activity he is to run.
4. After each den meeting, meet with him briefly to plan the next den meeting.
5. Encourage him to be a resource and research person for new ideas, stunts, tricks and puzzles.
6. Help him understand you depend on him.
7. If he runs into a problem with a job you have assigned him, DON'T TAKE IT OVER! Help him out by making suggestions.

WHAT ARE SOME THINGS LEADERS SHOULD REMEMBER ABOUT THEIR DEN CHIEF?

1. They are busy too. They have:
 - A. Troop and Patrol Meetings.
 - B. Homework and possible school projects.
 - C. Participation in other civic or church activities.
2. Give him a reasonable amount of responsibilities. Too much is as bad as too little. The right amount can turn him into a good leader.
3. Develop a friendly relationship of trust.
4. NEVER be too busy to discuss his problems related to being a Den Chief.
5. Treat him with respect.
6. Build up the den chief in the eyes of the Cubs and Webelos so they will respect him. Praise him publicly but criticize him privately, when needed.
7. Be patient with him and help him learn his job.
8. Teach him how to obtain good behavior by leading, not pushing, the younger boys.
9. Let the Scoutmaster know when he is doing a good job.

DRUG ABUES



CHICAGO MILWAUKEE ST. PAUL

4-6-4



WINNERS DON'T USE DRUGS!



Hi, kids! It's your pal McGruff here. I want you always to be *winners*. Not the kind of winner that scores the most points or runs the fastest. The kind of winner that's always the best *you* can be, doing your best to

- help family and friends,
- learn all you can in school,
- do well in sports,
- enjoy your special talents and hobbies.

To be a winner, you have to be drug-free.

Drugs and You

Many kids are worried about drugs; some feel pressed to try them. Probably you've worried or ought about drugs too.

Drugs—and here I don't mean medicines your doctor says to take to get well—are pretty scary. They get a lot of kids into big trouble. Drugs can *make* people get sick or even die. That's why it's a crime to use or sell many of them—because they're so dangerous.

Even some things which are legal for adults to decide about using can hurt younger people. For example:

Beer and wine have the drug *alcohol* in them. Alcohol can make you sick to your stomach. You could throw up. It can make you act in embarrassing ways, and even make it hard for your brain to grow right.

Cigarettes have the drug *nicotine* in them. Nicotine, like alcohol, is addictive (like many other drugs). This means your body depends on it even though it's harmful. Cigarettes can give you smelly breath and burn holes in your clothes.

There are other drugs which are illegal for everyone. They are as bad or even worse for you. These include marijuana, PCP, LSD, cocaine and crack. Ask your school nurse, teacher or parent to help you find out how each of these drugs hurts your body and mind.

Drugs and Sports

You want to do your best in sports. Drugs can really rob you of the chance. For instance:

- Marijuana can stop your hands, feet and eyes from working well together. You can lose the coordination and timing you need to catch a ball or throw a pass. It can make breathing harder.
- Alcohol can make you dizzy or sick. You slow down. Sometimes you can't think clearly. There's no way you can kick or dribble a ball as well.

Drugs and Hobbies and Skills

If your hobby or skill is dancing or singing or acting, drugs will make it impossible to do these well. If you like to paint or draw, drugs can ruin the coordination you need to make your artwork look the way you want it. And, if you're on drugs, you'll have a hard time concentrating on things you used to enjoy.

Drugs and School

Why use something that makes it harder to study, tougher to keep the facts straight, and rougher to take tests? Any drug is hard on school work. Nobody wants to be held back for bad grades.

Drugs and Your Friends

Maybe someone you know—maybe even a friend—will offer you something like

- a beer or wine cooler,
- a marijuana joint,
- a cigarette,
- a pill. . .

You know the smart thing to do is say "No." You know drugs can only hurt you and your friends.

Sometimes it's hard to say just "No" to somebody you like. Here are some ideas of ways to say no and mean it:

- "I know the facts. That stuff's bad for me and my body."
- "Let's do something else. Want to play a game?"
- "I need to think straight. I have to study!"
- "I'd never touch that stuff. My folks would kill me!"
- "No thanks. I've got to go now."

Get the Facts—And Share Them with Your Family and Friends

Tobacco and alcohol are two drugs that adults are allowed to make choices about. Even adults don't always make the best choices.

Some drugs are not legal even for adults to decide about. They include things like crack, cocaine, heroin, LSD, marijuana, PCP, Quaaludes and more. These are against the law for *everybody*. They can cause damage—or even death—very quickly, even the first time they're used.

Learn the facts about how drugs harm you—and share those facts with your family and friends.

Be a Winner—Winners Don't Use and Users Don't Win

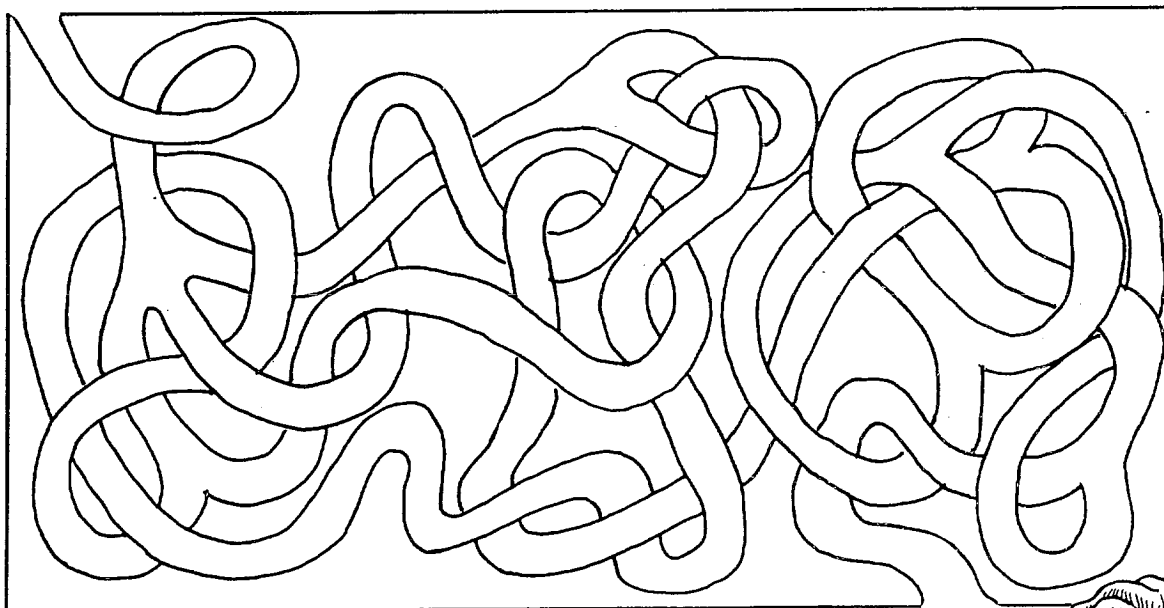
Remember, there are many, many things you want to do—with your family and friends, at school, at play and at home. Drugs will make it hard—or impossible—to enjoy those good times. They'll stop you from doing and being the best you can.

The best you can be is drug-free. That's what it takes to be a winner for life!

McGruff's Maze

This is a "spaghetti maze." Each path can go over, under, and around. You can only change paths at a "Y." Start at the top, and work your way around to the bottom, where McGruff is waiting. If it's too hard, the answer is on page 4.

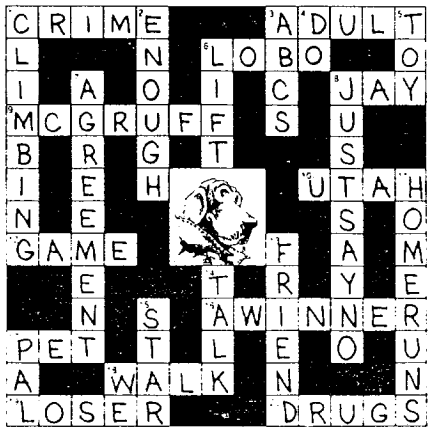
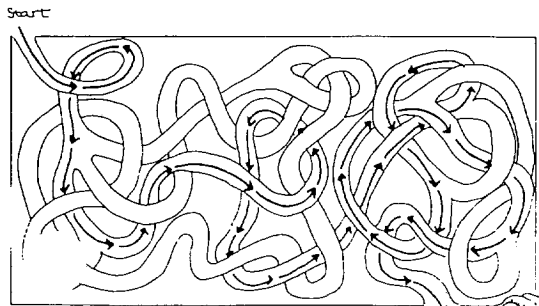
Start



Finish



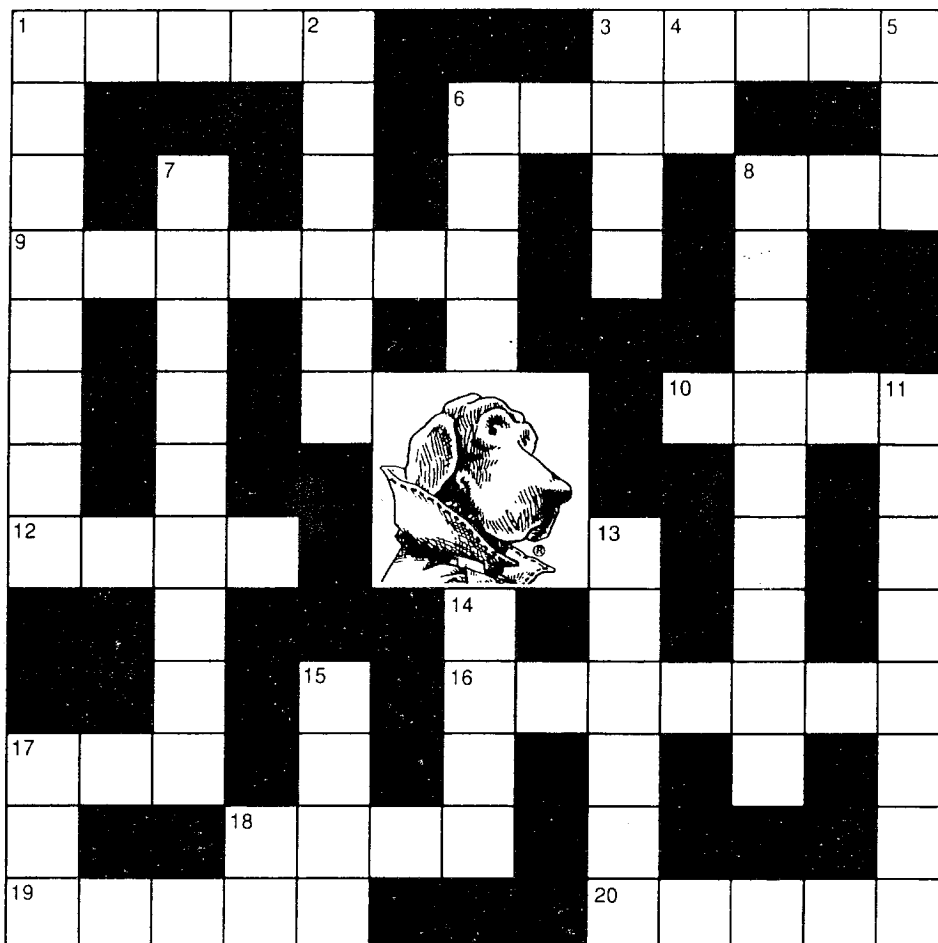
For you to Color



McGruff's National Citizens' Crime Prevention Campaign is funded substantially by the Bureau of Justice Assistance, Office of Justice Programs, U.S. Department of Justice. The National Crime Prevention Council, a private non-profit group, manages day-to-day aspects of the Campaign and provides support materials and services. NCPC is located at 733 15th St., NW, Suite 540, Washington, DC 20005 - phone (202) 393-7141.

McGruff's Crossword Puzzle

Use the clues to fill out this puzzle. It's a hard one! If you need help, the answer is on page 4.



Across

1. McGruff "takes a bite out of _____."
3. Another word for grownup.
6. Spanish word for wolf.
8. A kind of bird, or a boy's name.
9. The Crime Dog's name.
10. The state with the "Great Salt Lake."
12. Baseball is a _____. So is soccer.
16. If you don't use, you're _____.
17. Do you have a _____ dog or cat?
18. One way to move around.
19. A user is a _____.
20. Just say NO to _____.

Down

1. The kids are _____ a tree.
2. When you're full, you've had _____.
3. The alphabet is also called this.
4. _____ your homework!
5. Something you play with.
6. My dad can _____ me to his shoulders.
7. A pact or understanding between two people or two groups.
8. What McGruff tells you to do if someone offers you drugs.
_____!
11. What you hope your team hits a lot of.
_____.
13. A _____ is someone who likes you.
14. _____ to a trusted adult if someone offers you drugs.
15. He's a famous rock _____.
17. Another name for a friend.
18. _____ can do it together.

Date: _____

CLEARINGHOUSE REQUEST FORM

PREVENTION RESOURCE CENTER
901 SOUTH SECOND STREET
SPRINGFIELD, ILLINOIS 62704

(217)525-3456 or (800)252-8951

Name.....

Organization.....

Street Address.....

City.....

State..... Zip.....

Phone().....

Please check one:

Government/Legis..... Law/Legal..... Education..... Health.....

Alcohol/Drugs..... Coord/Advocacy/Training..... Mental Health.....

Church..... Community..... Commerce Ind..... Special Pop..... Other.....

(for office use only)

Region.....

Out-of-State.....

Date Shipped.....

Within Illinois.....

Complete Shipment.....

Notes:

.....

Staff Person:

PREVENTION RESOURCE CENTER MATERIALS

- PRC BROCHURES.....
- PRC NEWSLETTERS (INDICATE YEAR AND MONTH).....
- PREVENTION FORUM.....
- FAS AND OTHER DRUGS UPDATE.....
- PRC LIBRARY FACT SHEET.....
- PRC FILM AND VIDEO LIST.....
- DASA (DEPT OF ALCOHOLISM/SUBSTANCE ABUSE) BROCHURE.....
- PRC CLEARINGHOUSE ORDER FORM.....

INTOUCH MATERIALS

BROCHURES:

GET INTOUCH _____ BE INTOUCH _____

BROCHURES, BOOKLETS, AND POSTERS
LIMIT ON QUANTITIES ARE INDICATED

AIDS

- AIDS - SURGEON GENERAL'S REPORT (LIMIT 1).....
- ALCOHOL, DRUGS AND AIDS (ENGLISH/SPANISH) (LIMIT 25)...
- FACTS ABOUT AIDS (LIMIT 1).....
- GUIDELINES FOR EFFECTIVE SCHOOL HEALTH EDUCATION TO PREVENT THE SPREAD OF AIDS (LIMIT 1).....
- PREGNANCY AND AIDS (LIMIT 25).....

BE SMART DON'T START MATERIALS

- POSTER (THE JETS) (LIMIT 1).....
- POSTER (DAWN LEWIS) (LIMIT 1).....
- GAME BOARD (LIMIT 25).....
- TEACHER BOOKLET HELPING YOUR STUDENT SAY NO (LIMIT 1)..

JUST FOR KIDS (BOOKLET) GRADES 4-6 (LIMIT 25).....
BE SMART DON'T START PARENTS CARD (LIMIT 25).....

EDUCATORS

ADOLESCENT PEER PRESSURE (LIMIT 1).....
DRUG PREVENTION CURRICULA: GUIDE TO SELECTION AND
IMPLEMENTATION (LIMIT 1).....

FETAL ALCOHOL SYNDROME

EFFECTS CAN CAUSE ABNORMALITIES (POSTER) (LIMIT 1).....
FOR YOUR BABY'S SAKE DON'T DRINK.. 4PP (LIMIT 25).....
FOR YOUR BABY'S SAKE DON'T DRINK .. 16 PP (LIMIT 25)....
MOMMY, PLEASE DON'T (POSTER) (LIMIT 1).....
MY BABY STRONG AND HEALTHY (LIMIT 1).....
NO THANKS, I WANT A HEALTHY BABY BROCHURE (LIMIT 25)....
NO THANKS, I WANT A HEALTHY BABY POSTER (LIMIT 1).....
TAKING CARE OF YOUR BABY BEFORE BIRTH (LIMIT 1).....

PARENTS

10 QUICKSTEPS TO HELP YOUR CHILD SAY NO
(LIMIT 1).....
10 STEPS TO HELP YOUR CHILD SAY NO: A PARENT GUIDE
(LIMIT 1).....
10 STEPS TO HELP YOUR CHILD SAY NO: A LEADER'S GUIDE
(LIMIT 1).....
YOUNG CHILDREN AND DRUGS (LIMIT 1).....

POSTERS

AN INNER VOICE TELLS YOU NOT TO DRINK POSTER
(LIMIT 25).....
DON'T LISTEN TO RUMORS, GET THE FACTS (AIDS)
PATTE LABELLE POSTER (LIMIT 1).....

YOUTH

JUST SAY NO.. COLORING BOOK ..GRADES K-3 (LIMIT 25).....

MCGRUFF "CRACK DOWN ON DRUGS" COLORING BOOK
GRADES 1-4 (LIMIT 25).....

PUT YOURSELF IN HER SHOES..6 BROCHURE
GRADES 9-12 (LIMIT 25).....

OTHER

ALCOHOL AND THE ADOLESCENT (LIMIT 25).....

CHILDREN OF ALCOHOLICS (LIMIT 25).....

HANDBOOK FOR EVALUATING DRUG & ALCOHOL PREVENTION
PROGRAMS (LIMIT 1).....

PREVENT DRUNK DRIVING (LIMIT 25).....

PREVENTION NETWORK: COCAINE USE IN AMERICA
(LIMIT 1).....

RESEARCH PORTFOLIO (FROM 1989 DASA CONFERENCE
COMMUNITIES IN TOUCH) (LIMIT 1).....

WHAT YOU CAN DO ABOUT DRUG ABUSE IN AMERICA
(LIMIT 25).....

WHAT WORKS: WORKPLACES WITHOUT DRUGS (LIMIT 1).....

WHEN COCAINE AFFECTS SOMEONE YOU LOVE (LIMIT 1).....

WOMEN AND ALCOHOL PROBLEMS: TOOLS FOR PREVENTION
(LIMIT 1).....

WORKERS AT RISK: DRUGS AND ALCOHOL ON THE JOB.....

PREVENTION RESOURCE MATERIALS FOR SALE

* ALL PURCHASES MUST BE PREPAID

A HEALTHY BABY YOUR DECISION - JR HIGH
CURRICULUM AND TEACHERS GUIDE \$8.95.....

HOME VISITING: A PREVENTION STRATEGY ON FAMILY
SUPPORT PROGRAMS \$15.95.....

INTRAPERSONAL CHARACTERISTICS AS PREDICTORS OF
ALCOHOL/DRUG MISUSE/ABUSE: A REVIEW \$3.50.....

GUIDE FOR ASSESSING AND IMPLEMENTING ALCOHOL/DRUG
ABUSE PREVENTION CURRICULUM TOOLS-ILLINOIS RESIDENTS
FREE OF CHARGE, NON-ILLINOIS RESIDENTS \$3.50.....

The Titles Below Are LIMITS Of ONE PER EACH TITLE
The Flyers Are Easily Reproduced And May Be Copied
As Many Times As You Wish

AIDS

ALCOHOL AND AIDS.....

EDUCATORS

YOU CAN HELP PREVENT ALCOHOL AND OTHER DRUG USE AMONG
SECONDARY SCHOOL STUDENTS.....

YOU CAN PREVENT ALCOHOL AND OTHER DRUG PROBLEMS
AMONG ELEMENTARY SCHOOL CHILDREN.....

FETAL ALCOHOL SYNDROME

ALCOHOL RELATED BIRTH DEFECTS SURVEY.....

DRUG ABUSE AND PREGNANCY

DRINKING AND PREGNANCY.....

FETAL ALCOHOL SYNDROME.....

THE FACTS: ALCOHOL AND OTHER DRUGS CAN HARM AN
UNBORN BABY.....

PARENTS

HISPANIC PARENTS CAN HELP THEIR CHILDREN AVOID
ALCOHOL AND OTHER DRUGS PROBLEMS.....

PARENTS GUIDE TO ALCOHOL AND OTHER DRUG USE.....

PARENTS: WHAT YOU CAN DO ABOUT ALCOHOL/ABUSE.....

PROJECT GRADUATION.....

TALKING WITH YOUR KIDS ABOUT DRUGS.....
