

SOUTHERN NEW JERSEY COUNCIL

BOY SCOUTS OF AMERICA

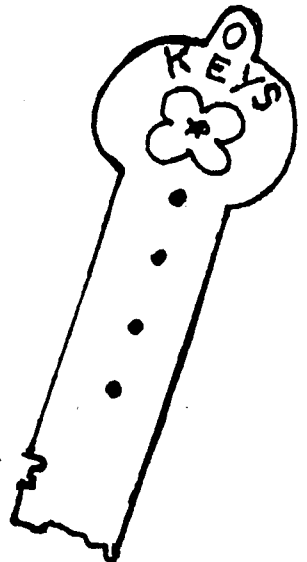
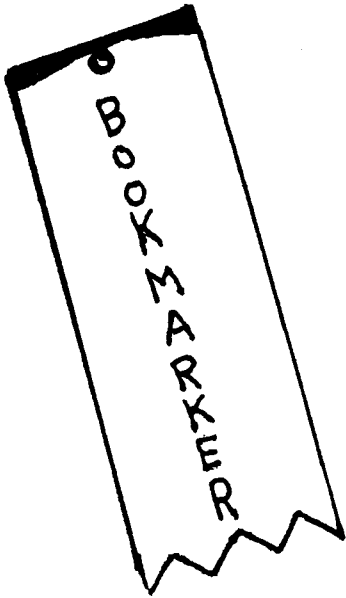
1989

CUB LEADER

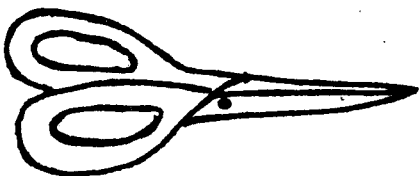
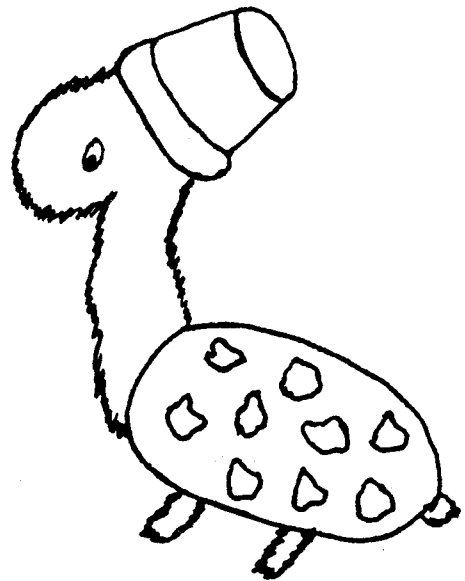
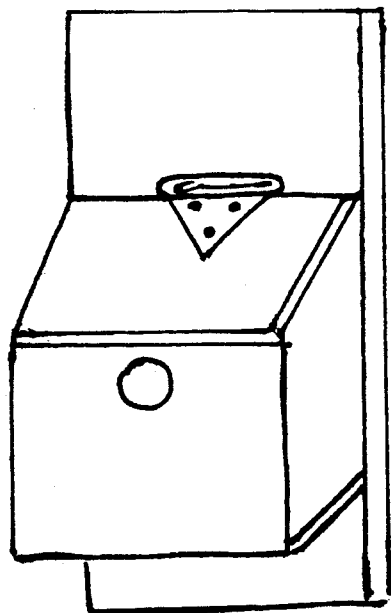
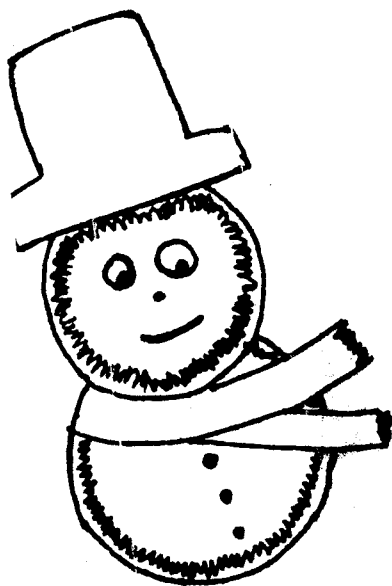
POW WOW

"ADVENTURES IN
CUB SCOUTING!"

NOV. 4, 1989



CRAFTS

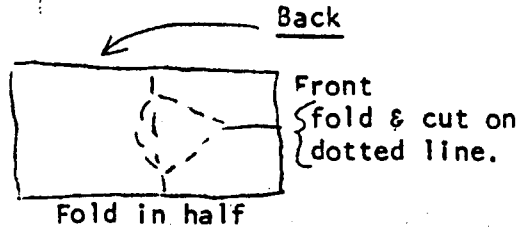
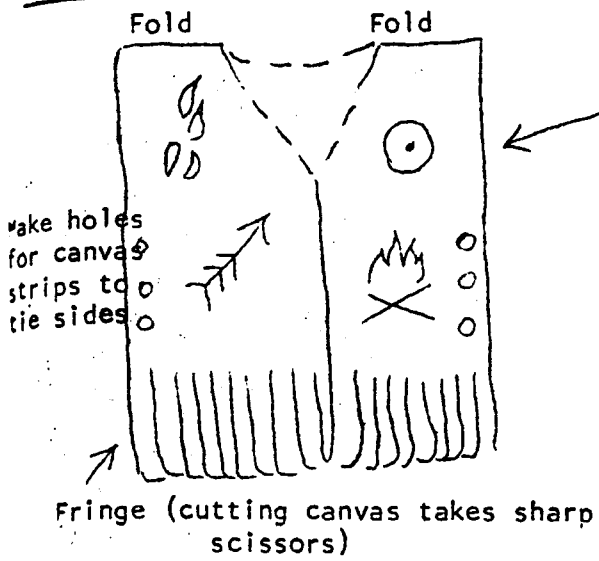


CUMBERLAND DISTRICT

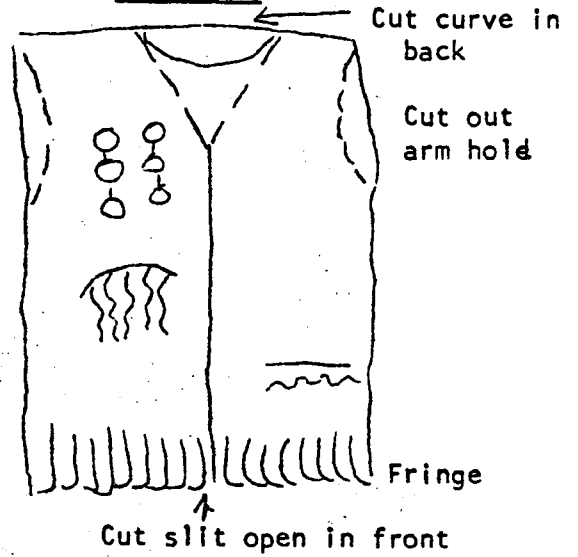
By: DAYNA HILDRETH
JOYCE MARKS

INDIAN VESTS

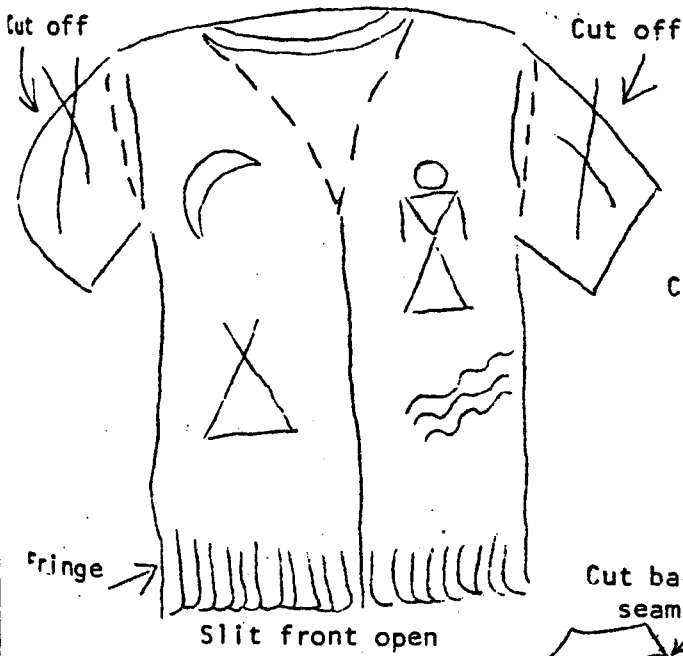
CANVAS



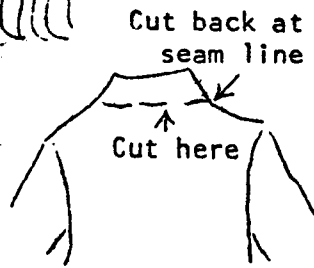
PAPER BAG



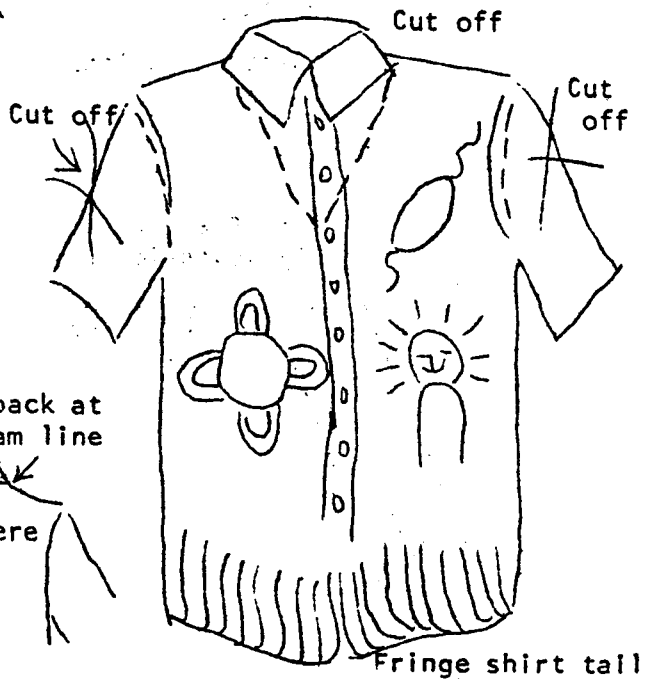
OLD T-SHIRT



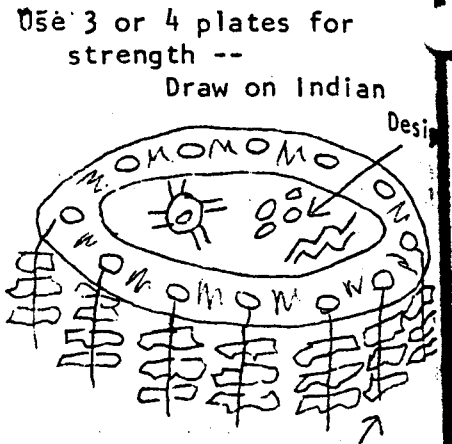
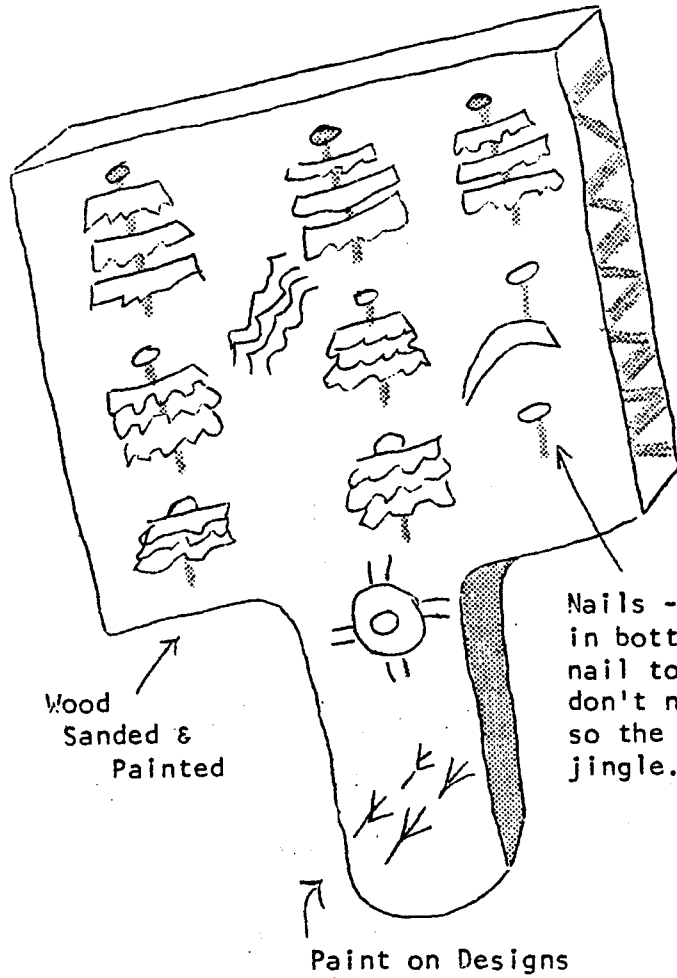
Have the boys paint on (or use crayons) their own designs - Indian Signs on the front and back



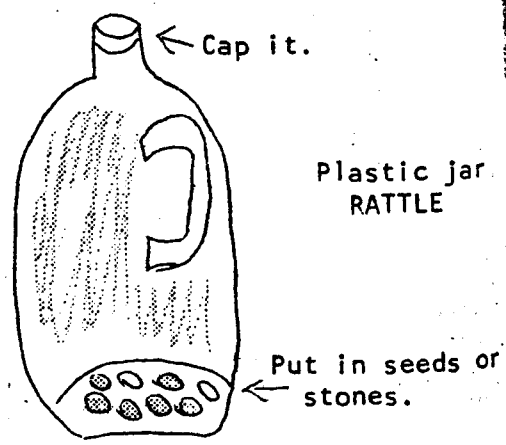
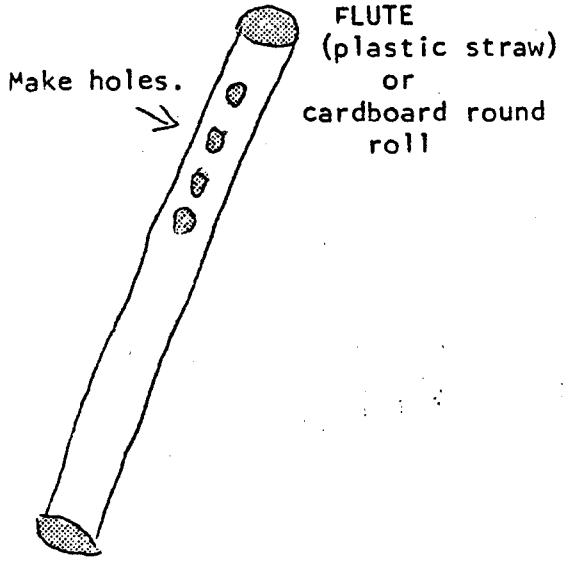
OLD SHIRT



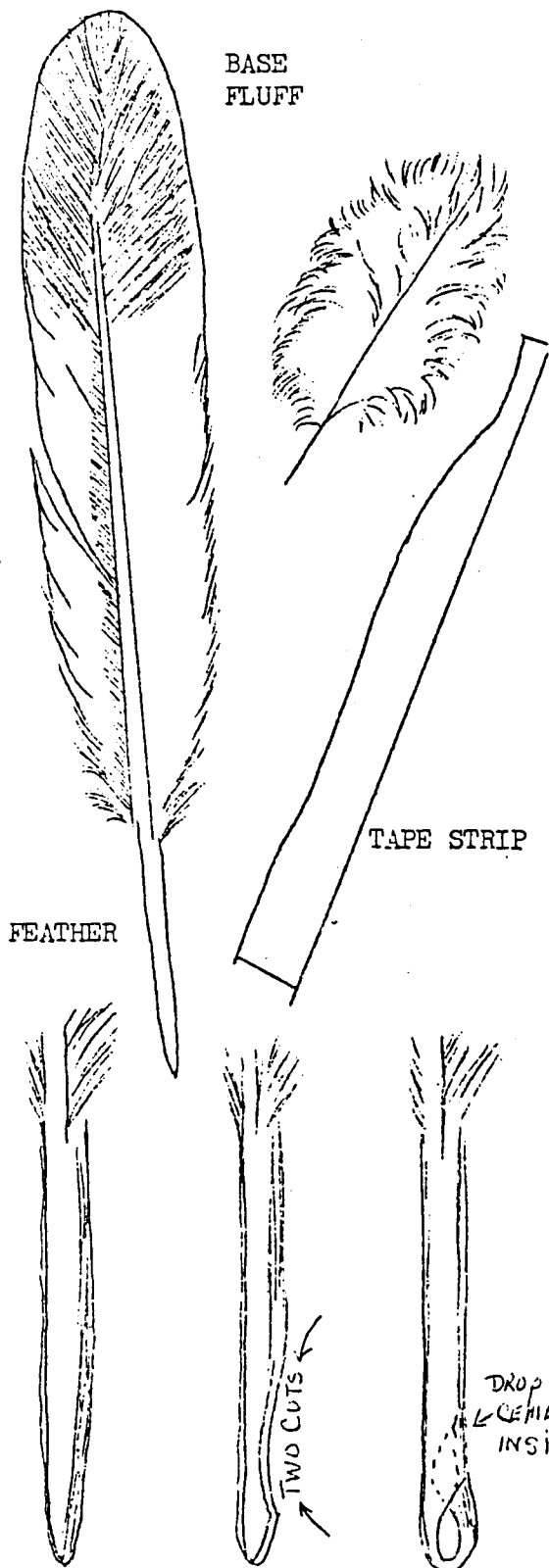
MUSICAL INSTRUMENTS



Use yarn and tie knots in it to hold bottle caps on.



PREPARING FEATHERS



When a warrior had enough feathers to make a war bonnet, he invited a few of his friends to his yepee. After enjoying a meal and smoking the pipe, they ceremoniously laid out the feathers and sorted them according to size. As each feather was being prepared, the story of the deed performed by the warrior in earning it was retold. Then the feather was fastened in its place on the war bonnet.

To make a good bonnet, you must be careful to get good feathers. Perhaps when your butcher prepares his next batch of white turkeys, he will keep the tail feathers for you. Wash them before making your bonnet.

Don't spoil your headdress by using bright green, purple, or orange feathers. Correct Indian colors for a headdress are natural dark brown tipped eagle (or turkey) feathers, white base fluffs, binding of red felt with yellow yarn, white tip fluffs, and red or yellow horsehair.

The loops by which the feathers are attached to the headdress can be prepared in two ways. The first way is to soften the end of the quill with hot water, notch with a knife, and tuck the end up into the quill, making a loop. This is the method generally used by the Indians.

1. Soften end of quill in hot water and cut as shown with sharp knife.

2. Put a drop of cement on end and tuck it up into the quill,

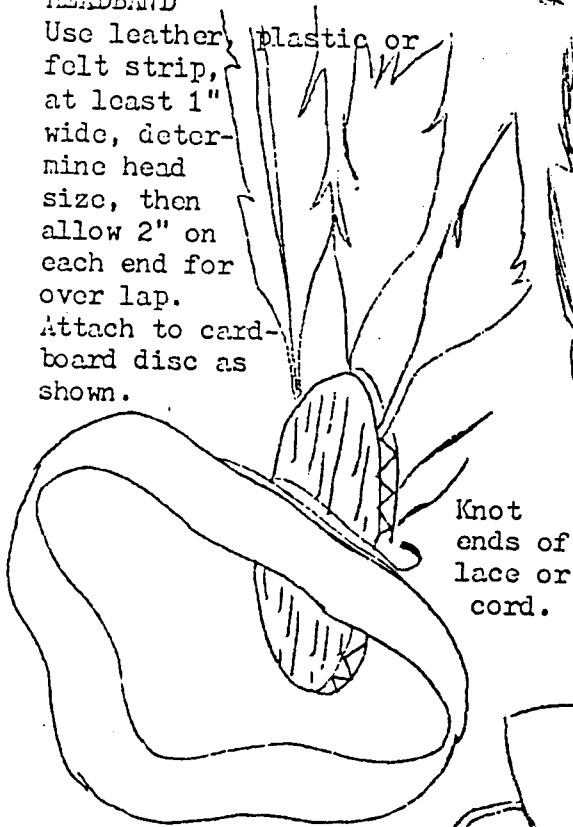
3. Let it dry. Anchor tape and wrap as shown above.

INDIAN FEATHER HEAD DRESS

Use a good grade of white glue to cement parts together. Use plastic lace or braided cotton cord to lace headband to disc.

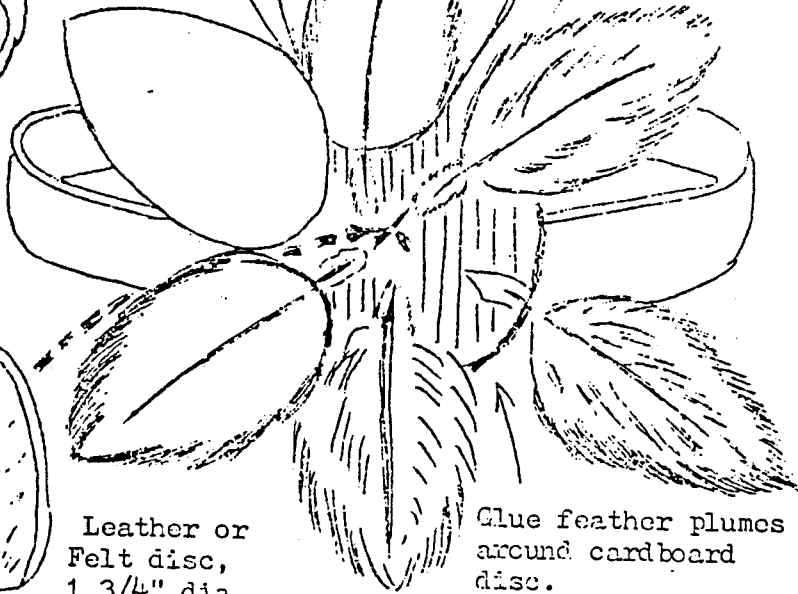
HEADBAND

Use leather, plastic or felt strip, at least 1" wide, determine head size, then allow 2" on each end for over lap. Attach to cardboard disc as shown.



Knot ends of lace or cord.

Large wingfeathers 10" to 14" long. Glue ends in place between holes in cardboard.



Leather or Felt disc, 1 3/4" dia.

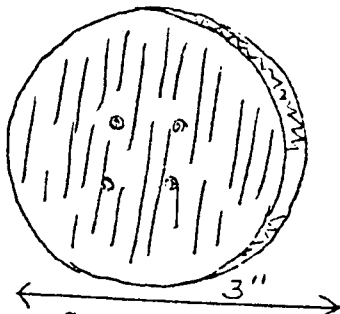
Glue feather plumes around cardboard disc.

Glue star on disc, then glue disc over plume ends.

TIP PLUMES

WING FEATHERS

MEDIUM FEATHER
4" to 6" long.



Corrugated cardboard disc. Pierce 4 holes with nail or awl to attach headband.

God's Eyes

GATHER several pieces of different colored yarns.

FIND two sticks or dowels that are about the same length.

LAY the sticks side by side and pass one slip knot over the two sticks. Slide it to the center of the sticks.

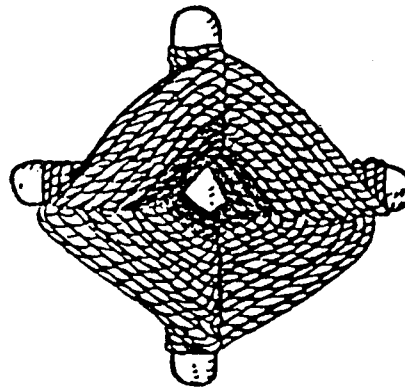
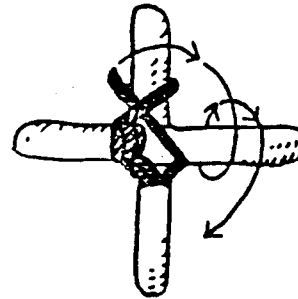
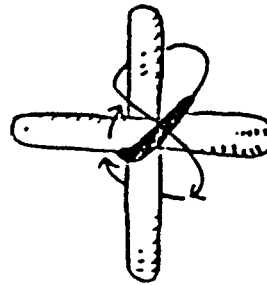
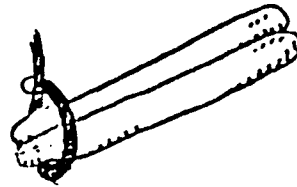
CROSS sticks at their centers and wrap the yarn over the centers one way then the other until the "cross" has square angles.

FIN WRAPPING the yarn over and around the first stick to the right bringing it up on the left of the same stick. Pull the yarn to the next stick and repeat. Stretch the yarn tight.

GO AROUND the four sticks many times. The rows of yarn must be close together.

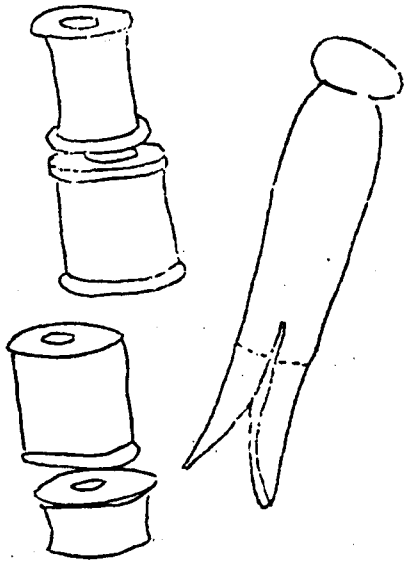
CHANGE colors by tying on a new piece of yarn just as you are ready to wrap it around in back of one of the sticks.

WIND the yarns until your God's Eye is as big as you want it. Finish with a knot on the last stick.



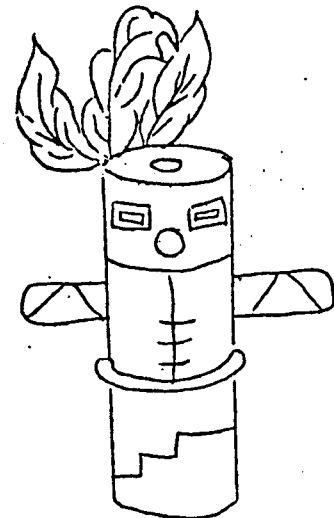
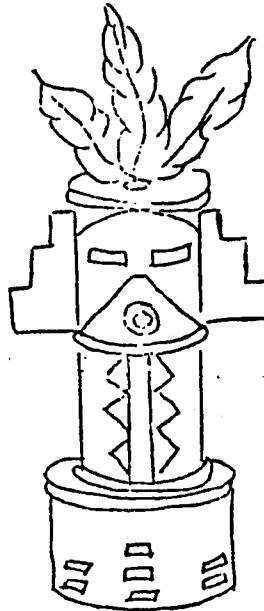
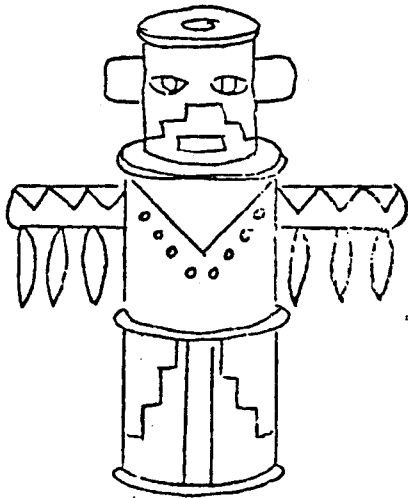
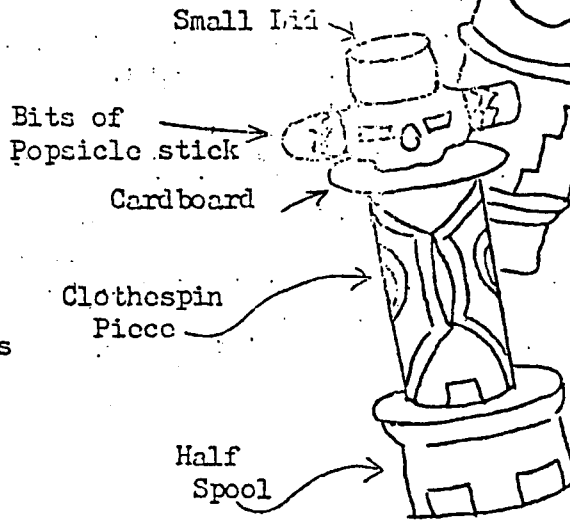
KACHINA DOLLS

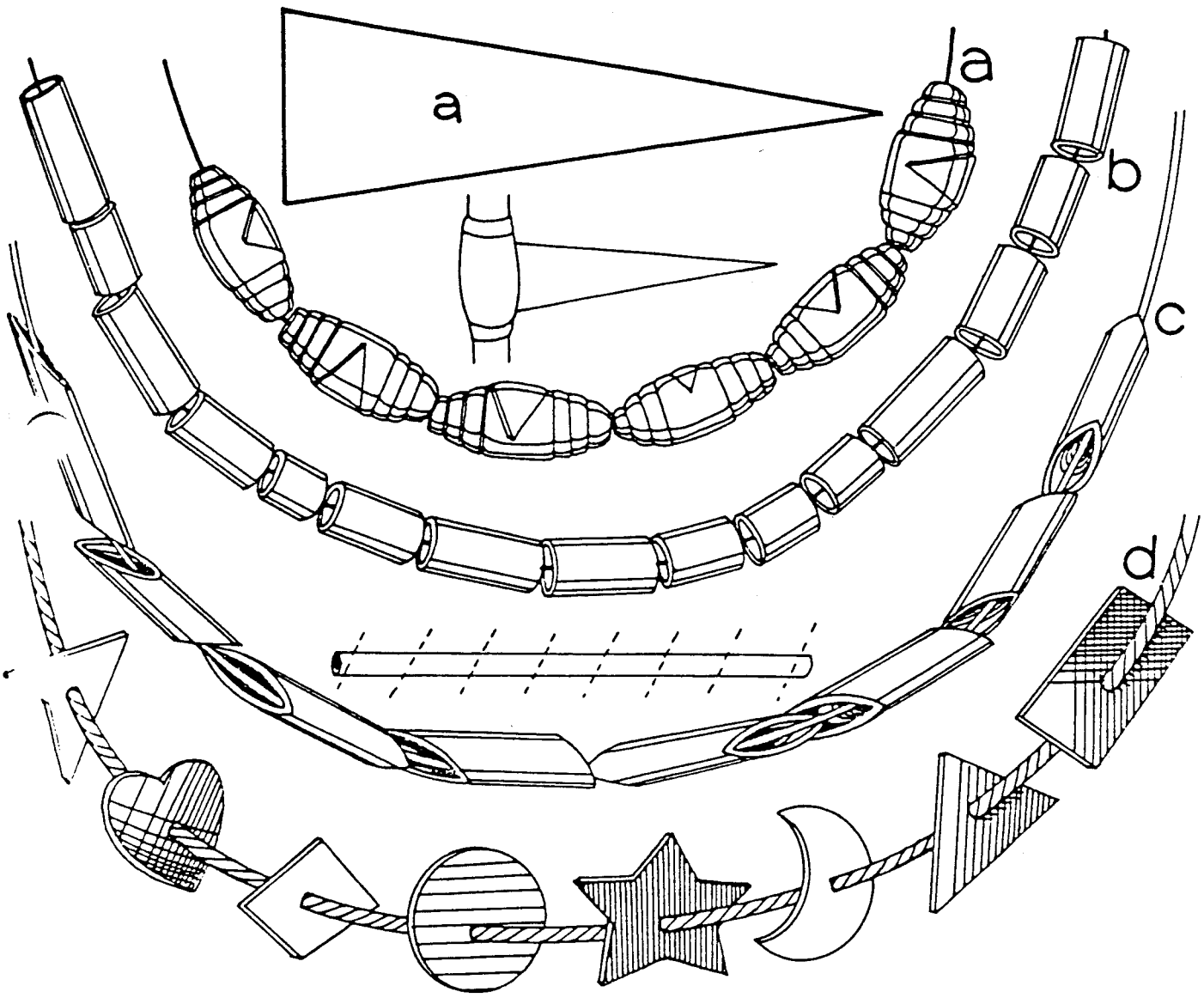
The Hopi Indians carve dolls of their gods and spirits. They believe that the Kachinas are people who visit them during the first part of the year. During this time the men wear costumes and masks to represent them and perform dances in their honor. They make dolls which are miniatures of the Kachinas they represent. These dolls are given to the girls as gifts during the dances. There are between 200 and 250 different Kachinas. They are not worshipped as gods, but are simply toys or used as decorations for the pueblos. Authentic Kachinas are carved from wood, but Cub Scouts can make them easily from cardboard rolls or spools.



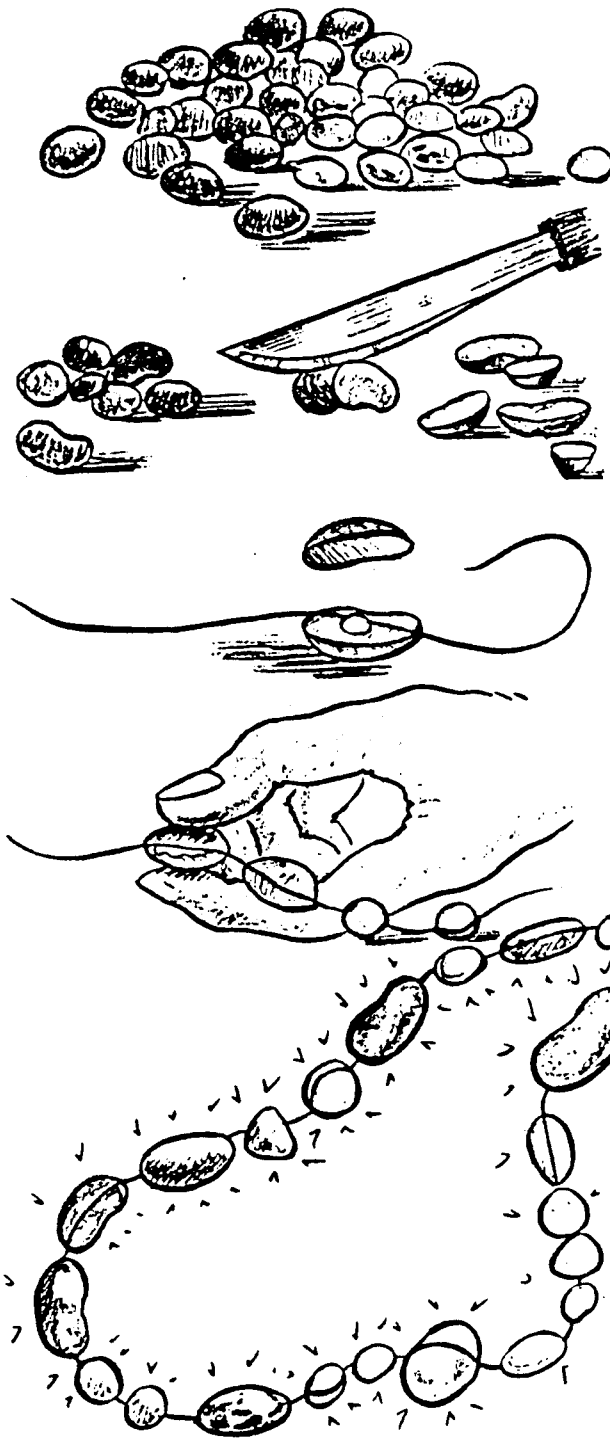
Thread spools or pieces of different sizes glued together

Paint Bright Colors-
Add Feathers





Indian Beads



GET a lot of different kinds of dried beans and some split peas. Try using kidney beans, pinto beans, lima beans, lentils, or any other colorful kinds you can find.

CUT the beans in half the long way. The peas are already cut in half.

PUT a spot of glue about 2 inches from the end of a piece of strong thread. Slip half of a bean or pea under the thread and the other half on top of the thread.

SQUEEZE the two halves together. If any glue oozes out, wipe it off.

GLUE on more beans and peas the same way. Leave a small space between each one so the thread will bend when the glue dries.

COVER the beans and peas with a coat of clear nail polish when the glue is dry. Tie the ends of the thread together.

Tigertooth Necklace

SAVE the bones from a cooked turkey neck. Clean as much meat off the bones as you can.

BOIL the bones until there is no meat left on them at all. Then soak them overnight in some water and bleach.

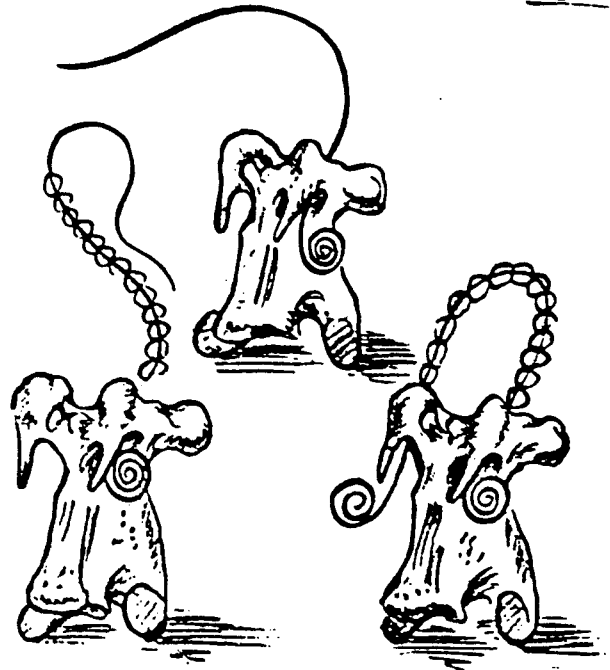
DRY the bones out in the sun until they are white.

PUT a wire through one of the holes in the top of the bones. Roll up the bottom end of the wire with a pair of pliers.

FILL the wire almost to the end with small beads. Put the other end of the wire through the other hole in the bone and roll this end up.

STRING the bones on a piece of leather, a chain, or a piece of twine. Put large beads after each set of wires to keep the "teeth" from sliding together.

USE other kinds of beads on your necklace if you want to. Tie a knot after every bead.



String a Necklace

Necklaces are beautiful because of the wonderful things they string together. Seashells, wooden beads, and pearls are some of the popular necklace items. Most of the beads and shapes for these decorative necklaces are in your home, and are very easy to make.

Things You Need

colored construction paper
tracing paper
tube macaroni
drinking straws
string
yarn
pencil
paper paste
scissors

Let's Begin

PAPER BEADS

1. Trace the triangle, Shape a, from the book onto a sheet of tracing paper.
2. Cut out the tracing and, using it as a pattern, trace the triangle onto colored construction paper as many times as you want beads for your necklace.
3. Cut out the triangles.
4. Cover one side of each triangle with paste.
5. Starting at the wide side of the triangle,

roll it around a straw with the pasted side on the inside.

6. Press all of the edges down.
7. Roll all of the triangles on the straw, or on others if you need them.
8. When the beads have dried, cut off the straw at the edges of each bead, string the beads, and knot the ends of the string together, Fig. a.

MACARONI BEADS

1. String different sizes of tube macaroni, Fig. b, on yarn or string. Knot ends of string together.
2. Color macaroni with colored felt-tipped markers.

STRAW BEADS

1. Cut drinking straws on an angle with a pair of scissors, Fig. c.
2. String the straws on yarn or string. Knot the ends of string together. Color straws with colored felt-tipped markers.

PAPER SHAPE CHARMS

1. Cut different kinds of shapes from colored construction paper, like the ones shown in the illustration (Fig. d).
2. Poke a hole in the center of each shape. Use a sharp pencil.
3. String the charms on colored yarn. Tie string ends together and wear.

CHRISTMAS IDEAS

Candy Cane Hobby Horse

Materials needed:

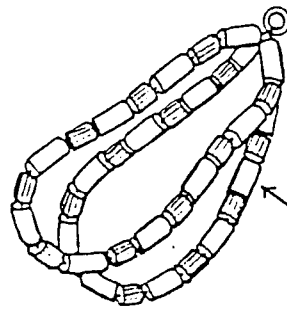
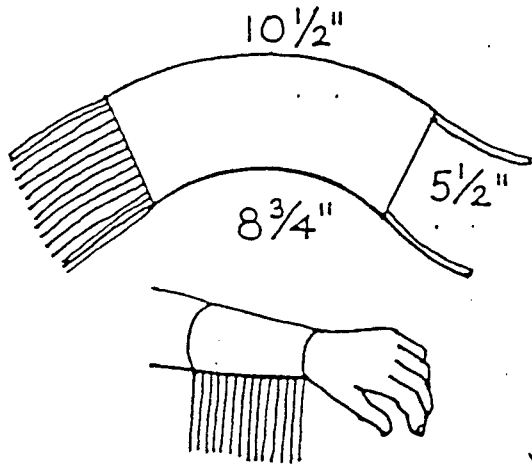
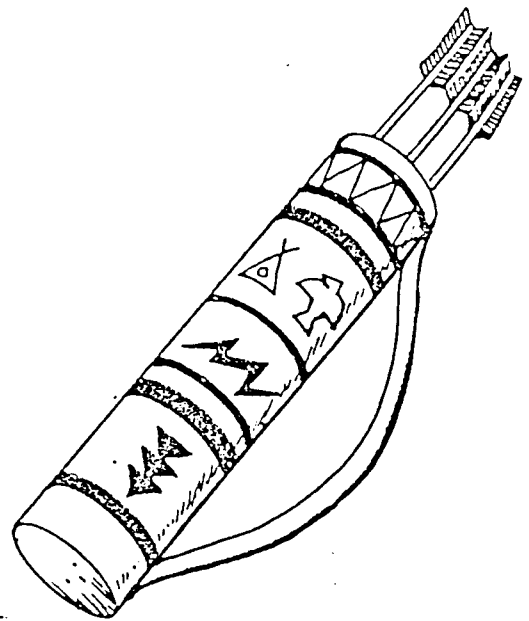
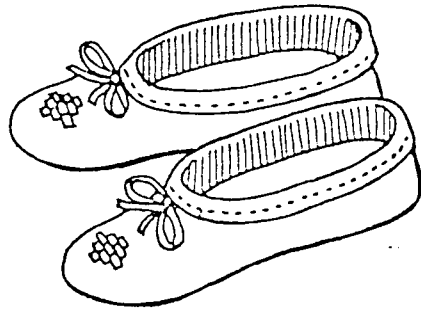
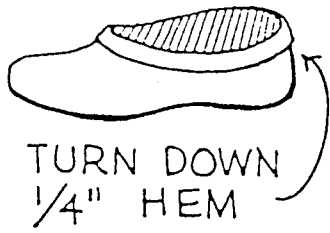
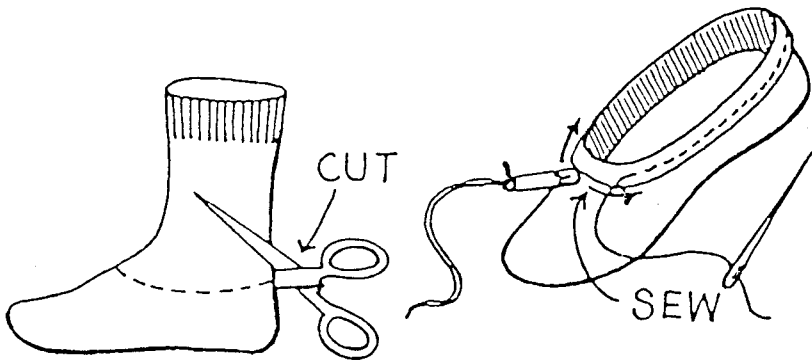
- Felt
- Cotton fringe
- Button or wiggly eyes
- Rick-rack
- Sequins.
- Cord for reins

Directions:

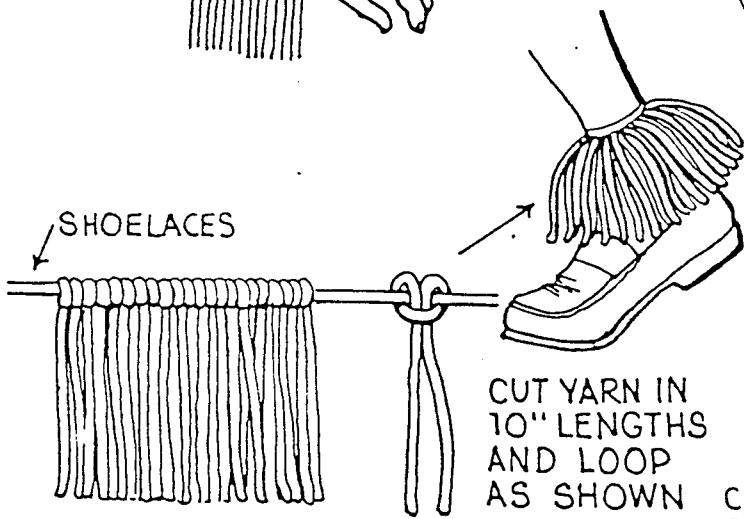
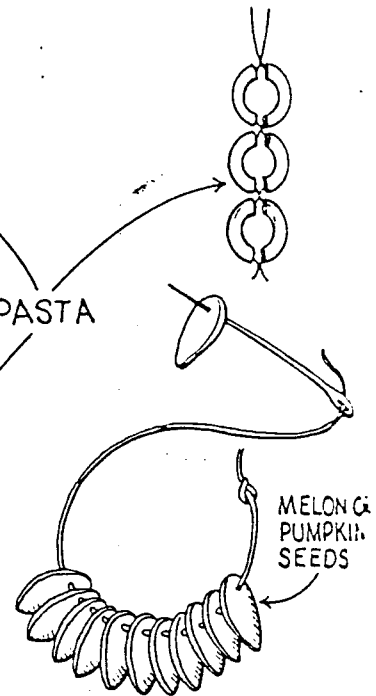
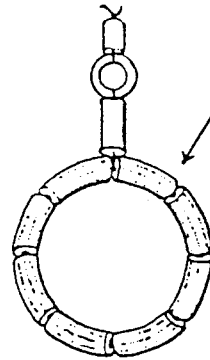
1. Cut 2 pieces of felt according to pattern
2. Insert four inches of fringe for mane, glue together.
3. Decorate as in diagram
4. Insert candy cane into head to make into hobby horse

This makes a good gift for Childrens hospital or possibly children in the Cub Scouts family.





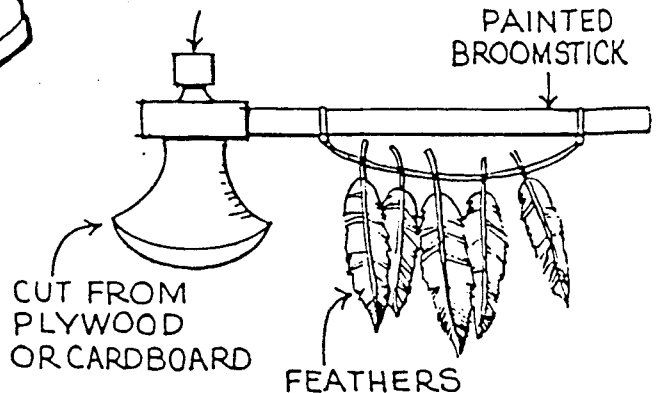
PASTA



INDIAN ANKLETS

BROOMSTICK
SECTION

PEACE PIPE



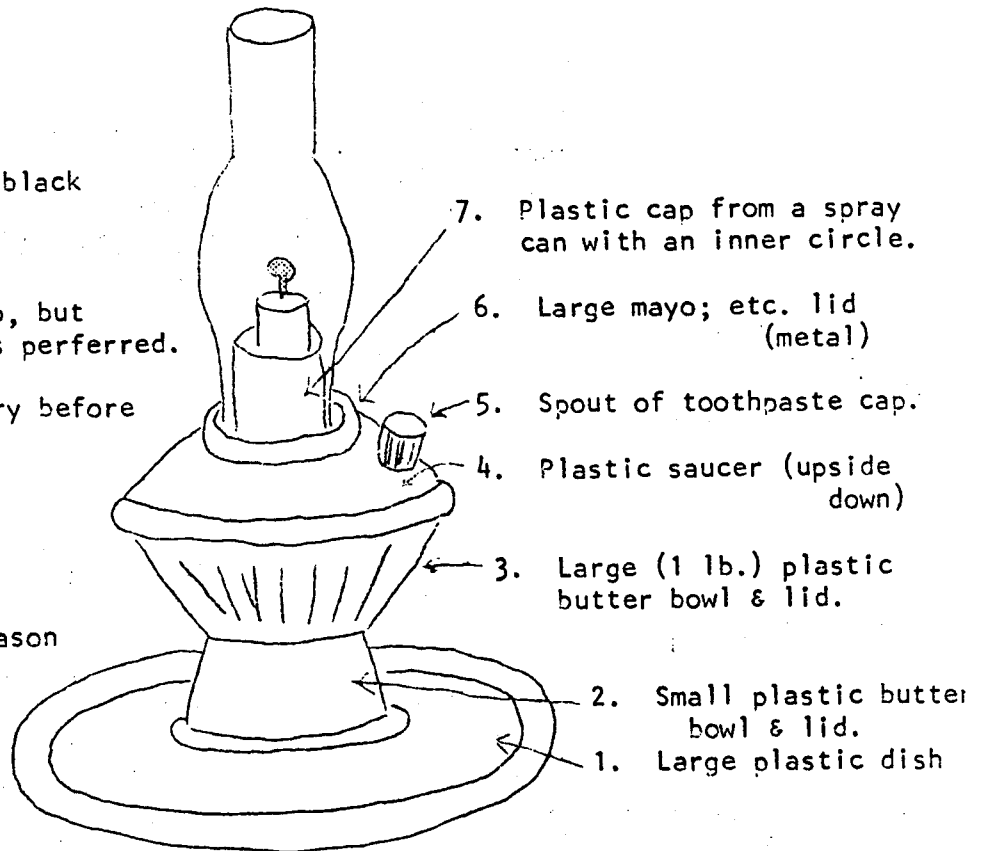
LAMP

Spray paint lamp with black wrought iron paint.

Any white glue will do, but a thicker craft one is preferred.

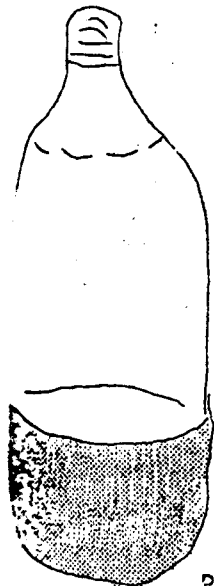
Be sure to let this dry before spray

Put flowers of the season on the dish. (a large candle ring, slit one side so it will fit)



TUNA CAN

BASKET

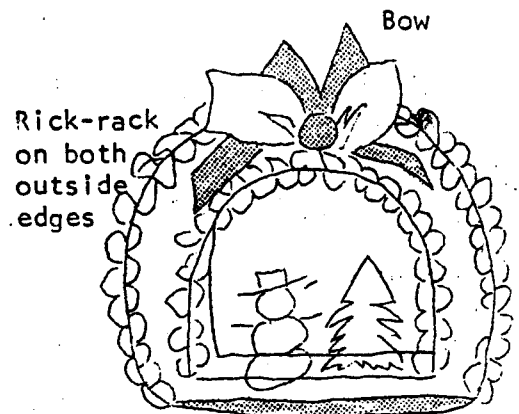
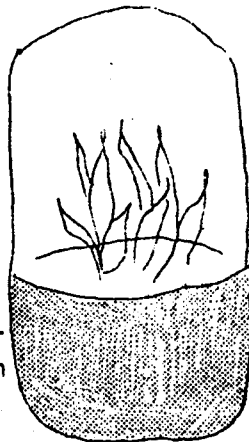


Cut off here

Clear Plastic

Pull out and turn large clear part upside down in base.

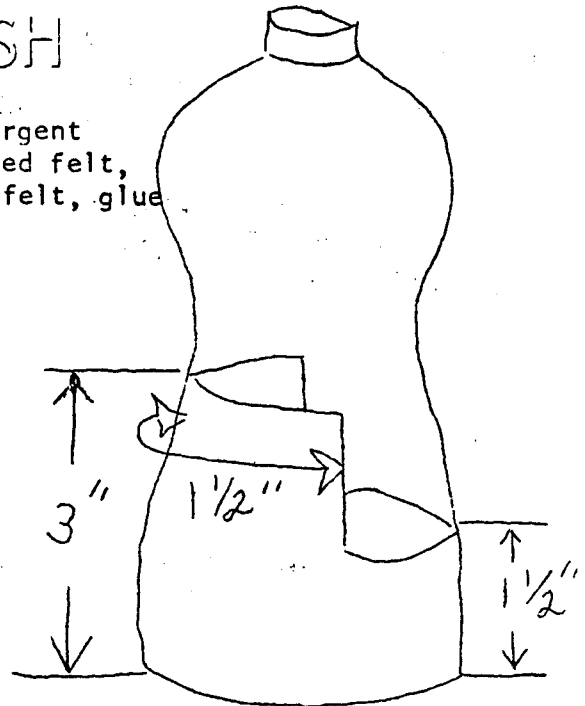
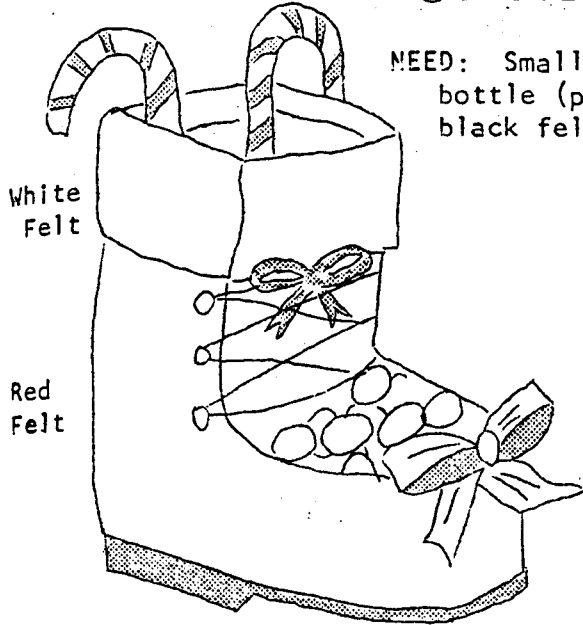
Put in real or plastic plants or flowers.



Glue whatever scene you want on inside bottom.
Glue red felt inside and out.

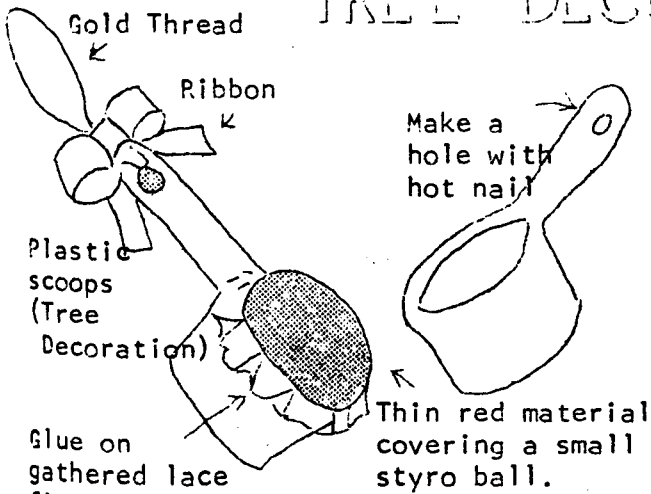
CANDY DISH

NEED: Small flat detergent bottle (plastic), red felt, black felt & white felt, glue.



1. Cut bottle
2. Paste (glue) on red felt
3. Cut black sole & square for shoe bottom (sole) & heel-glue on.
4. Glue a white felt strip around the boot top.
5. Make holes with ice pick for boot strings.
6. Stand candy canes and put hard candy in open toe space.

TREE DECORATIONS



Glue on gathered lace first.

Glue dark flower stems for antenni

Glue on eyes

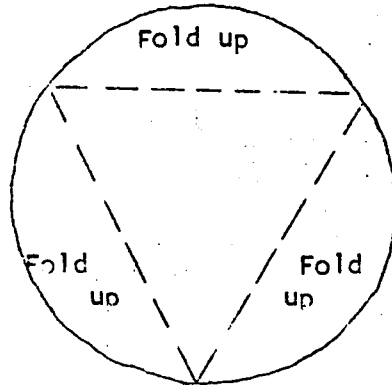
Put a piece of magnet on back.

Make a hole with hot nail

Thin red material covering a small styro ball.

Glue on brown chenille

Worm (for refrig)

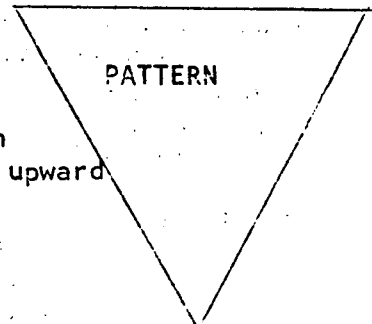


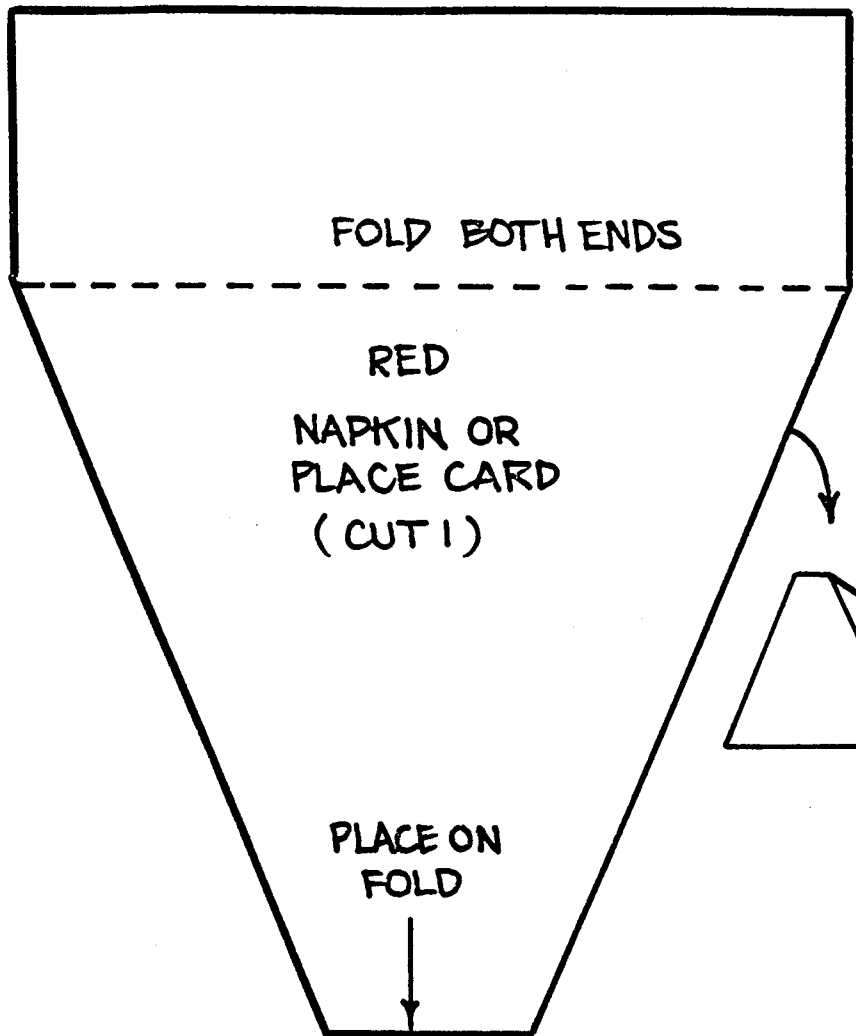
Staple in gold thread.



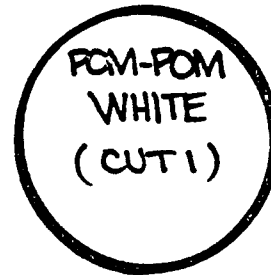
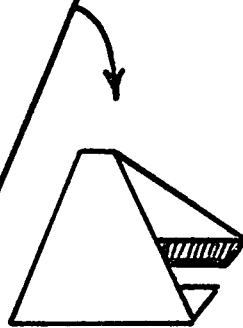
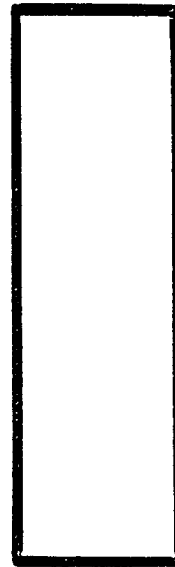
Different size circles make different size balls.

Each child needs only one. Place triangle in circles and fold upward

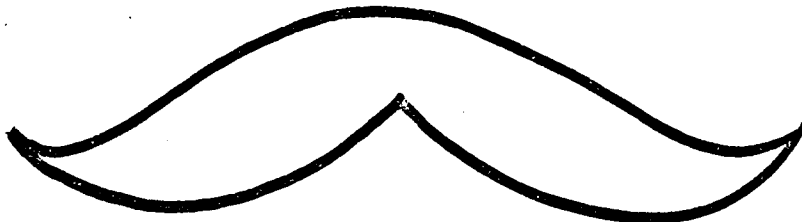




HATBAND WHITE
(CUT 1)



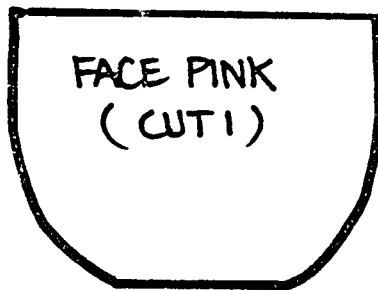
POM-POM
WHITE
(CUT 1)



MUSTACHE WHITE
(CUT 1)



NOSE RED (CUT 1)



FACE PINK
(CUT 1)



BEARD WHITE
(CUT 1)

Napkin Holders or Place Cards

Materials

Patterns (pp. 100-101)

Art paper:

For Santa:

three 6" × 9" white (beard,
mustache, pom-pom)

2" × 7" pink (face)

three 4½" × 12" red
(holders)

1" × 3" red (nose)

For clown:

three 4½" × 12" yellow
(holders)

three 3" × 5" pink (face)

2" × 9" purple (hat)

3" × 4" blue (tie)

3" × 3" yellow (hatband)

3" × 6" white (flower)

3" × 5" red (mouth, nose)

Six 4½" × 12" pieces of
tagboard

Plastic eyes (optional)

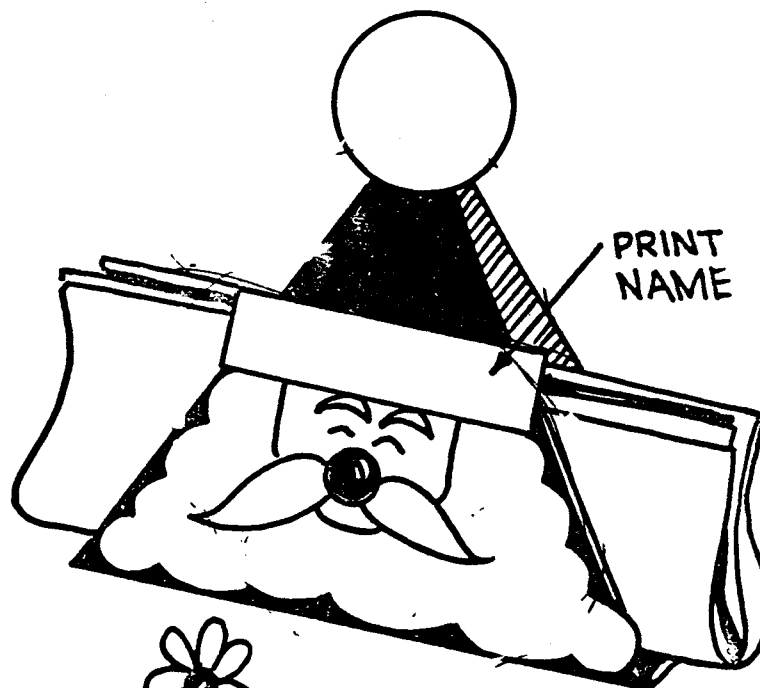
Small red ornaments (optional)

Cotton balls (optional)

Procedure

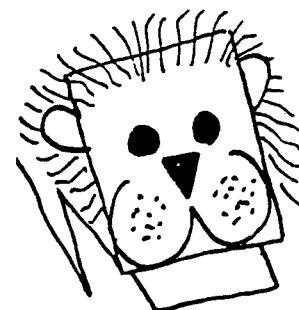
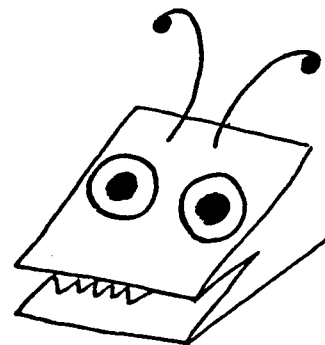
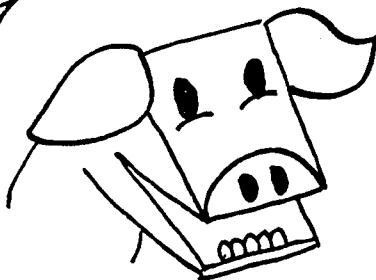
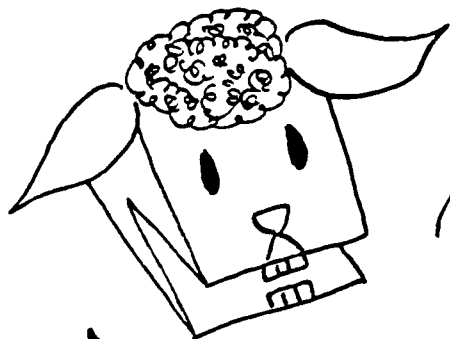
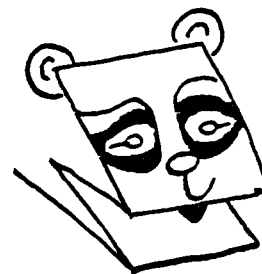
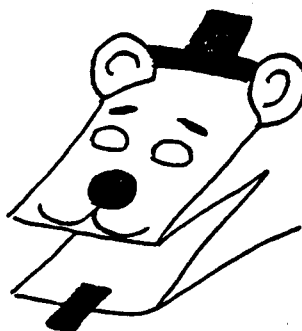
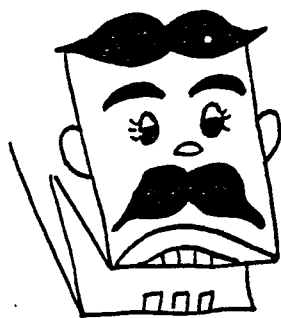
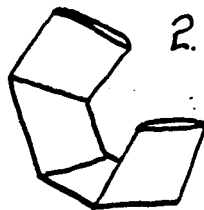
1. Trace three napkin holder or place card patterns on 4½" × 12" art paper.
2. Glue 4½" × 12" art paper to 4½" × 12" tagboard, cut out, fold where shown, and glue.
3. Choose holiday decoration patterns and trace them on art paper. Cut out and assemble on holders or place cards. Glue in place.
4. Draw details with crayons or felt pens.
5. Cotton balls may be used for Santa trim and small red ornaments for noses.
6. Glue on plastic or art-paper eyes.

Note: If you wish, patterns can be traced on white paper and colored with crayons or felt pens.



FOLD-UP PAPER PUPPET

1. Fold a sheet of construction paper into thirds lengthwise.
2. Then fold into quarters with top and bottom meeting in the middle.
3. (same as 2)
4. Fold again in half with opening on outside.
5. Slip thumb and finger into slots to make the puppet talk. Trim with contrasting construction paper, felt, marking pen, yarn, etc.



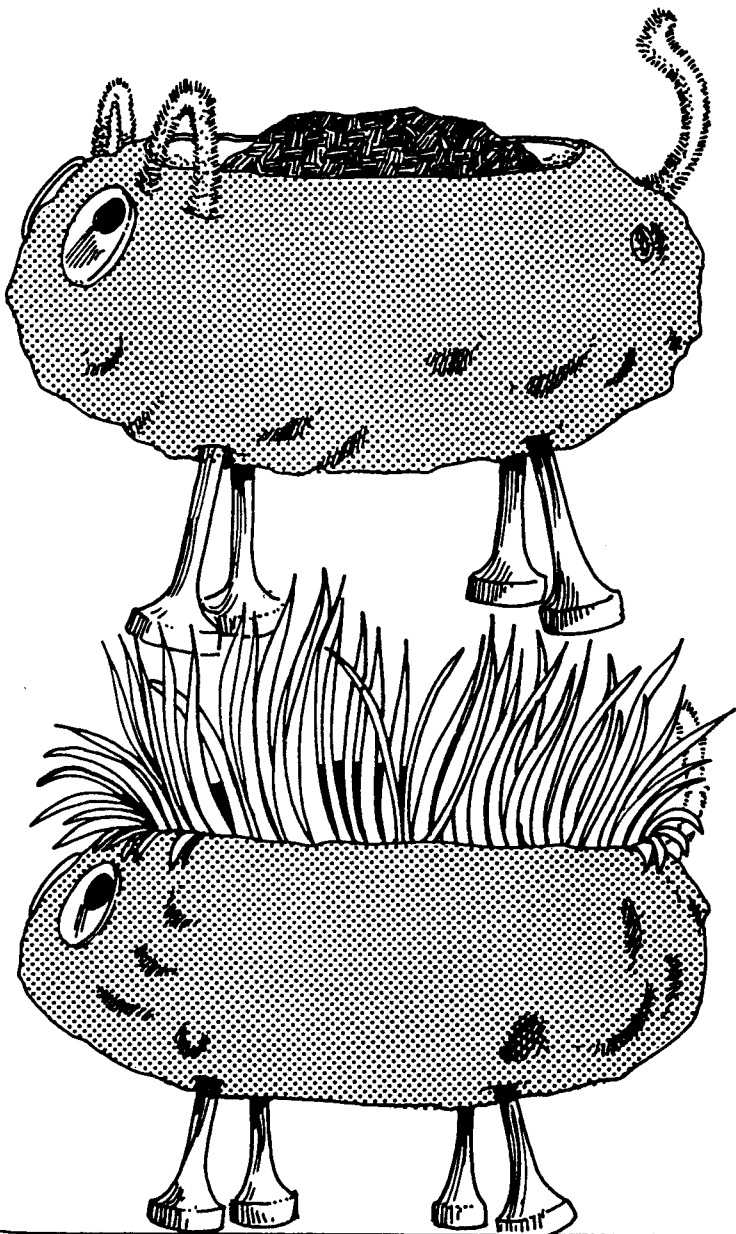
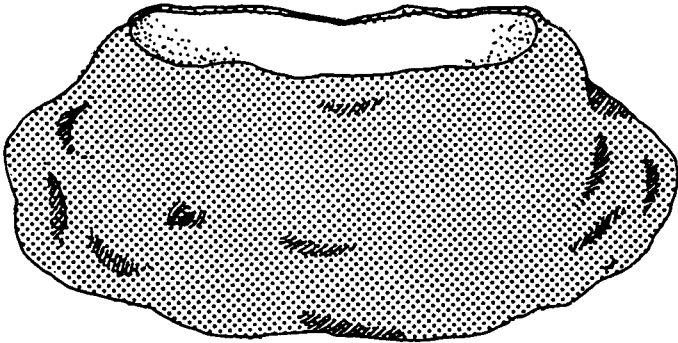
Shaggy Dog Potato Planter

Supplies:

- * Potato
- Pipe cleaner
- 2 thumbtacks
- * 4 golf tees
- Grass seed
- Soil
- Spoon

Procedure:

1. Lay the potato lengthwise.
2. Use the spoon to scoop out the top and insides of the potato. Leave the shell at least $\frac{1}{2}$ " thick.
3. Use the thumbtacks for eyes.
4. Cut the pipe cleaner in half. Use one half for the tail. Push it in the other end of the potato.
5. Cut the remaining half in half again and use the pieces for your dog's pointed ears.
6. Use the four golf tees for the dog's four legs.
7. Now fill the potato with soil.
8. Sprinkle the grass seed over the soil.
9. Don't forget to water the seed regularly, and you should have a shaggy dog in about ten days.



SWIGGLE STICKS

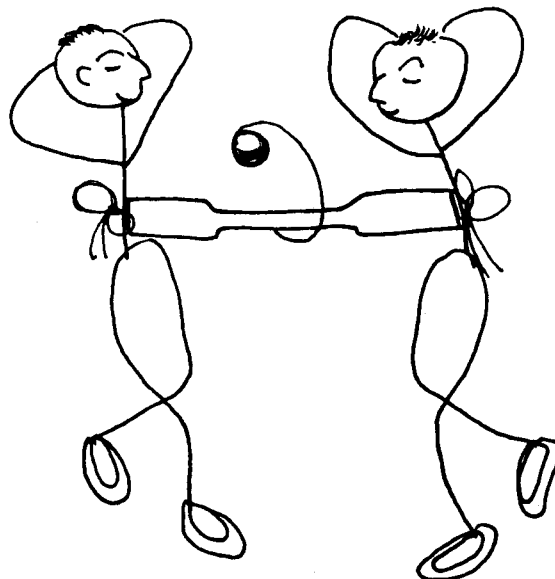
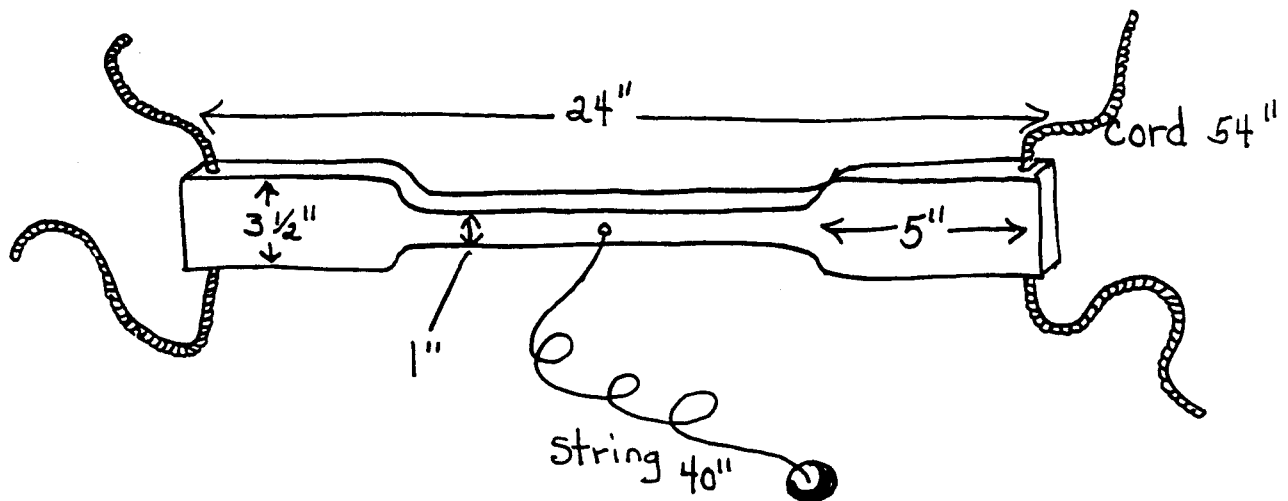
TYPE: ACTIVE, TWO-MAN TEAMWORK

EQUIPMENT: ONE SWIGGLE STICK FOR EACH TEAM (DIRECTIONS BELOW)

Make a stick similar to the one shown in the diagram below. It can be constructed of white or yellow pine $\frac{3}{4}$ " thick. The cords (54" long) at the end are Venetian-blind cords. The ball is a small rubber sponge ball.

Use a crochet hook and push it through the ball until the hook is visible. Hook a piece of crochet cotton into the hook and withdraw the crochet hook, pulling the string through the ball. Tie a button on one end of the cord and pull the cord through the ball until the button is resting against the ball. Make the crochet cotton about 40" long. Thread it through the center hole in the Swiggle Stick and tie it so that the string is about a yard long.

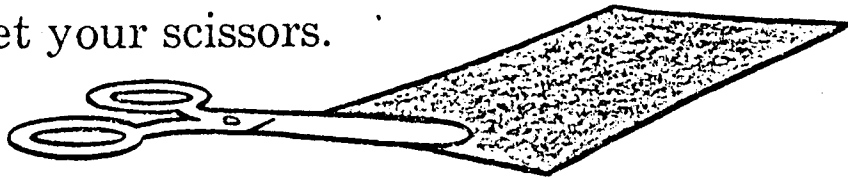
Players take a partner. Each partner puts one end of the Swiggle stick against his stomach. When the Swiggle Stick is in place, the partners place their hands on top of their heads and begin to sway in unison, attempting to wind the string with the ball on it around the stick. They may do this only with swaying motions. When they have succeeded in winding up the string, they must then unwind it. The trick to unwinding (which you don't tell the players) is to jump up and down in unison in quick little jumps. The string will unwind quickly.



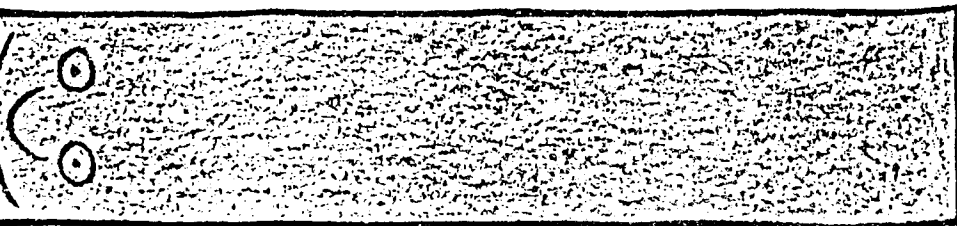
How to Make a Creepy Willy



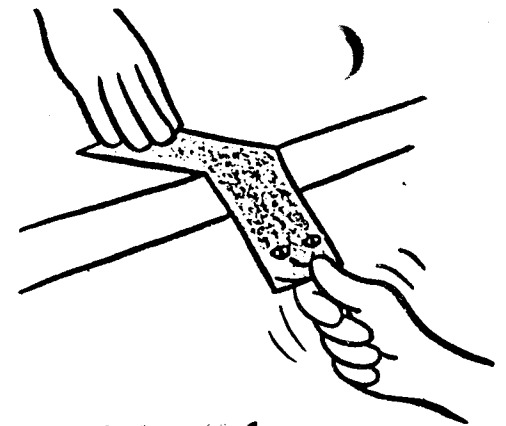
- 1 - Get some paper.
Get your scissors.



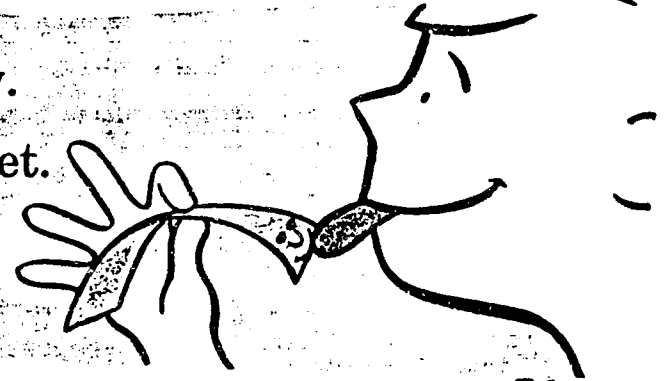
- 2 - Cut out a piece
of paper this big.
Draw his face on it.



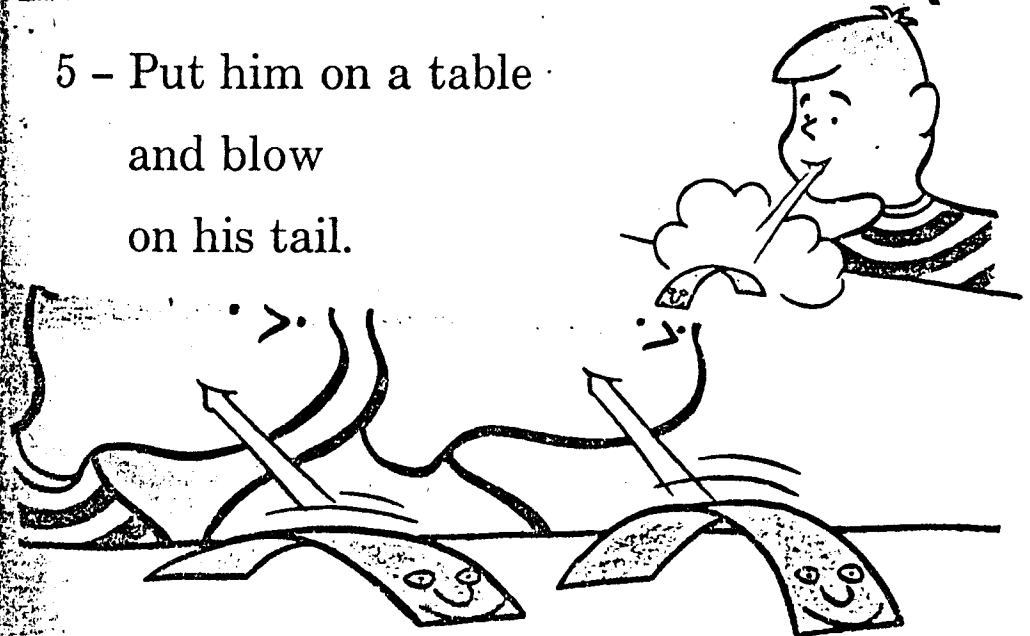
- 3 - Pull him
over a table.
This will
make him curly.



- 4 - Wet Willy.
Not *too* wet.



- 5 - Put him on a table
and blow
on his tail.



Have a Creepy Willy race!

CUB MAGAZINE CENTERPIECE

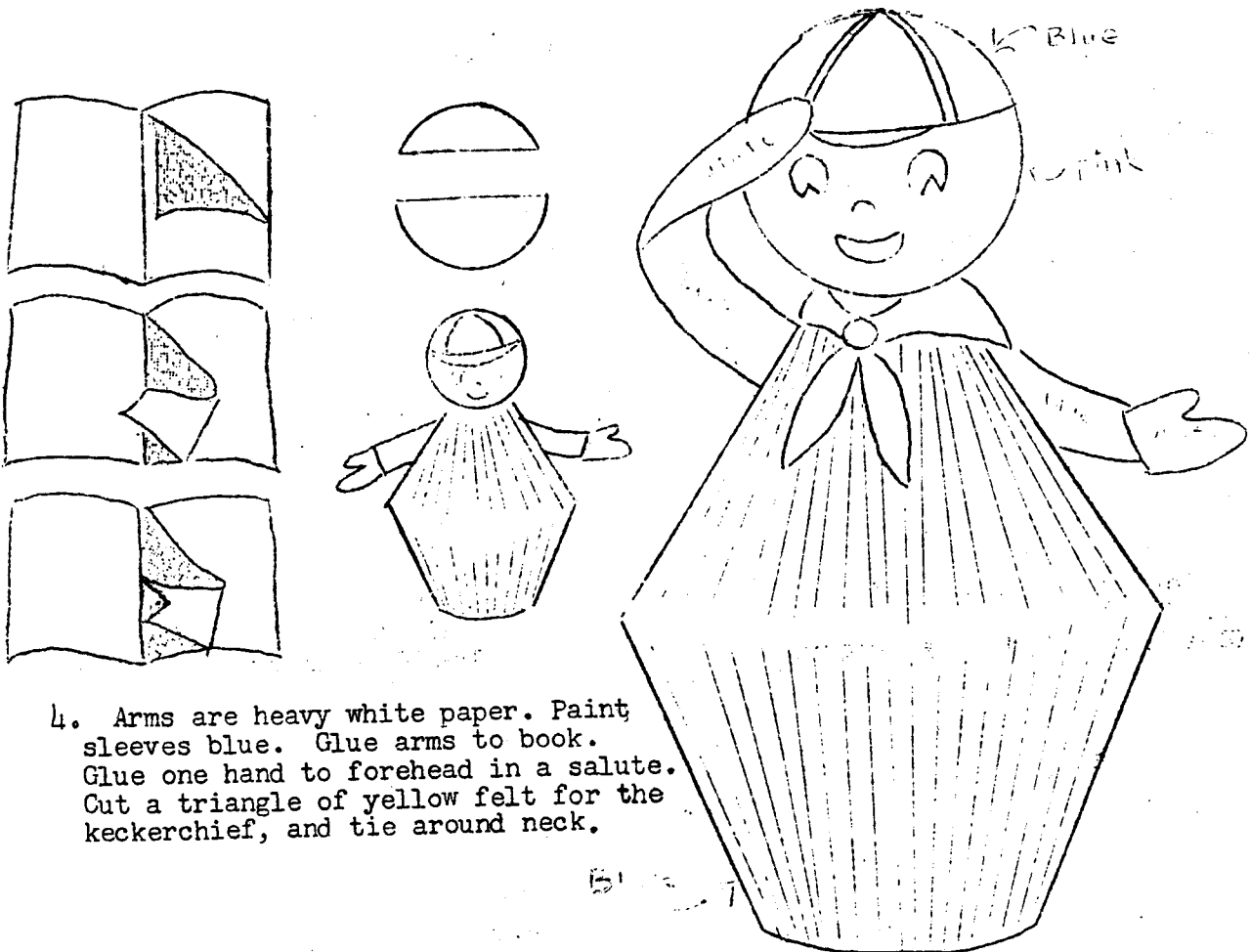
Materials:

1 Reader's Digest magazine
Yellow felt (neckerchief)
12" gold cord
1 can blue matte spray paint
Heavy white paper

1 styrofoam ball 3", pink(head)
1 styrofoam ball 3" (cap)
1 white chenille stem
Black construction paper
White glue

1. Fold magazine as shown below. When folded, stand up and open in a complete circle. Glue a disc of cardboard to bottom of book to hold pages in place. Spray paint blue.
2. Stick 6" piece of chenille stem into pink styrofoam ball for head and neck. The other end of the chenille stem into blue body. Glue.
3. Cut 1 1/2" slice off styrofoam ball. This will be the hat. Cut a hat brim of heavy white paper and glue to hat. Paint hat blue. Slice off top of head. Glue hat to head. Cut gold cord into 3 pieces and glue to top of hat. Cut eyes and mouth of black construction paper and glue to face.

NOTE: An electric knife will cut styrofoam easily.



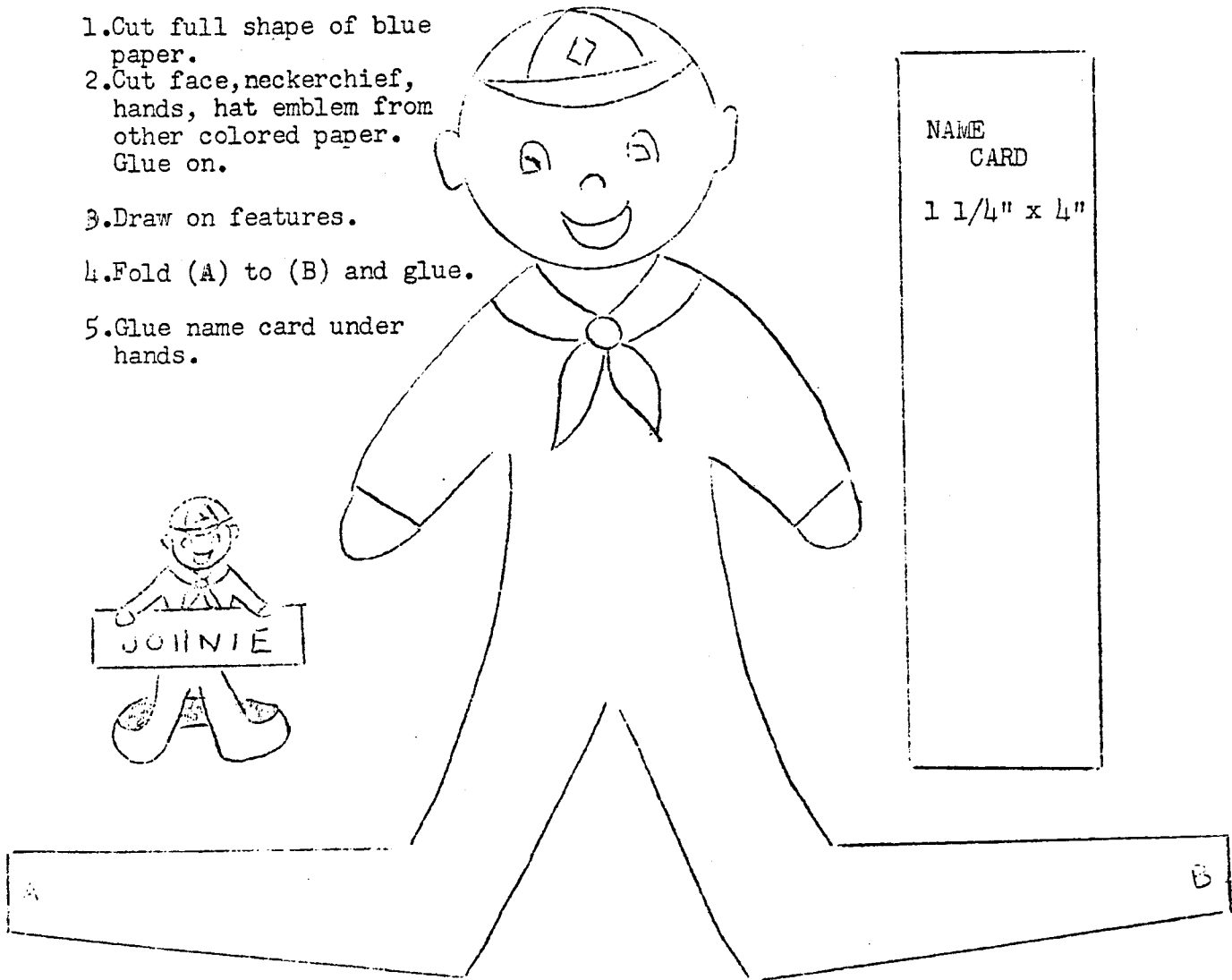
4. Arms are heavy white paper. Paint sleeves blue. Glue arms to book. Glue one hand to forehead in a salute. Cut a triangle of yellow felt for the neckerchief, and tie around neck.

CUB SCOUT PLACE CARD

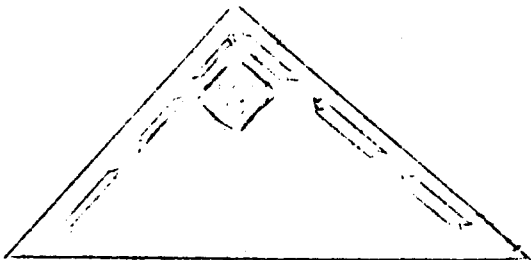
Materials:

Blue Construction Paper
Yellow Construction Paper
Pink Construction Paper
White Cardboard

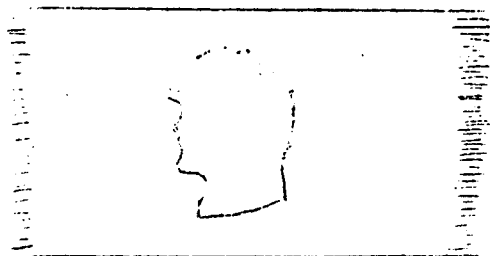
1. Cut full shape of blue paper.
2. Cut face, neckerchief, hands, hat emblem from other colored paper. Glue on.
3. Draw on features.
4. Fold (A) to (B) and glue.
5. Glue name card under hands.



Yellow Paper Neckerchief
PLACEMAT
Glue blue design to yellow paper.



Yellow Paper Fringed
PLACEMAT
Glue blue Cub Scout Silhouette



SKIT - PICKPOCKET

THIS IS AN EASY SKIT

REQUIRED: 2 BOYS

ASSORTED POCKET ITEMS, 1 PAIR OF UNDERWEAR SHIRTS

START:

TWO BOYS COME ON STAGE FROM OPPOSITE SIDES. AS THEY ARE ABOUT TO PASS, THEY GREET EACH OTHER.

BOY 1: SAM!! WOW, IT'S GREAT TO SEE YOU. WHERE'VE YOU BEEN?
 BOY 2: HI FRANK. I'M SORRY TO SAY THAT I'VE BEEN IN JAIL.
 BOY 1: NO KIDDING, WHAT FOR?
 BOY 2: I PICKED THE POLICE CHIEF'S POCKET. HE NEVER WOULD HAVE CAUGHT ME IF I HADEN'T TRIPPED AND DROPPED THE STUFF. I'M PROBABLY THE BEST PICKPOCKET IN THE WORLD!
 BOY 1: YOU MUST BE KIDDING, I'VE GOT TO BE THE BEST. WHY ONE TIME I PICKED 37 POCKETS IN FIVE MINUTES.

THE BOYS ARGUE FOR A FEW SECONDS, THEN:

BOY 1: OK! LETS SEE WHO IS THE BEST! LETS JUST PASS EACH OTHER, AND SEE WHO DOES THE BEST.
 BOY 2: OK! LETS GO!

THE BOYS BACK AWAY FROM EACH OTHER. THEN THEY WALK PAST EACH OTHER. AS THEY PASS, THEY BUMP SHOULDERS.

BOY 1: WELL WHAT DID YOU GET?
 BOY 2: (SHOWS WATCH) I GOT YOUR WATCH.
 BOY 1: THATS NOTHING, I GOT YOUR WALLET (SHOWS WALLET)
 BOY 2: LETS TRY AGAIN.
 BOY 1: OK

THEY BACK OFF AND TRY AGAIN. AGAIN THEY SHOW EACH OTHER WHAT THEY HAVE FOUND AGAIN BOY TWO ASKS TO TRY AGAIN. AGAIN THEY TRY.

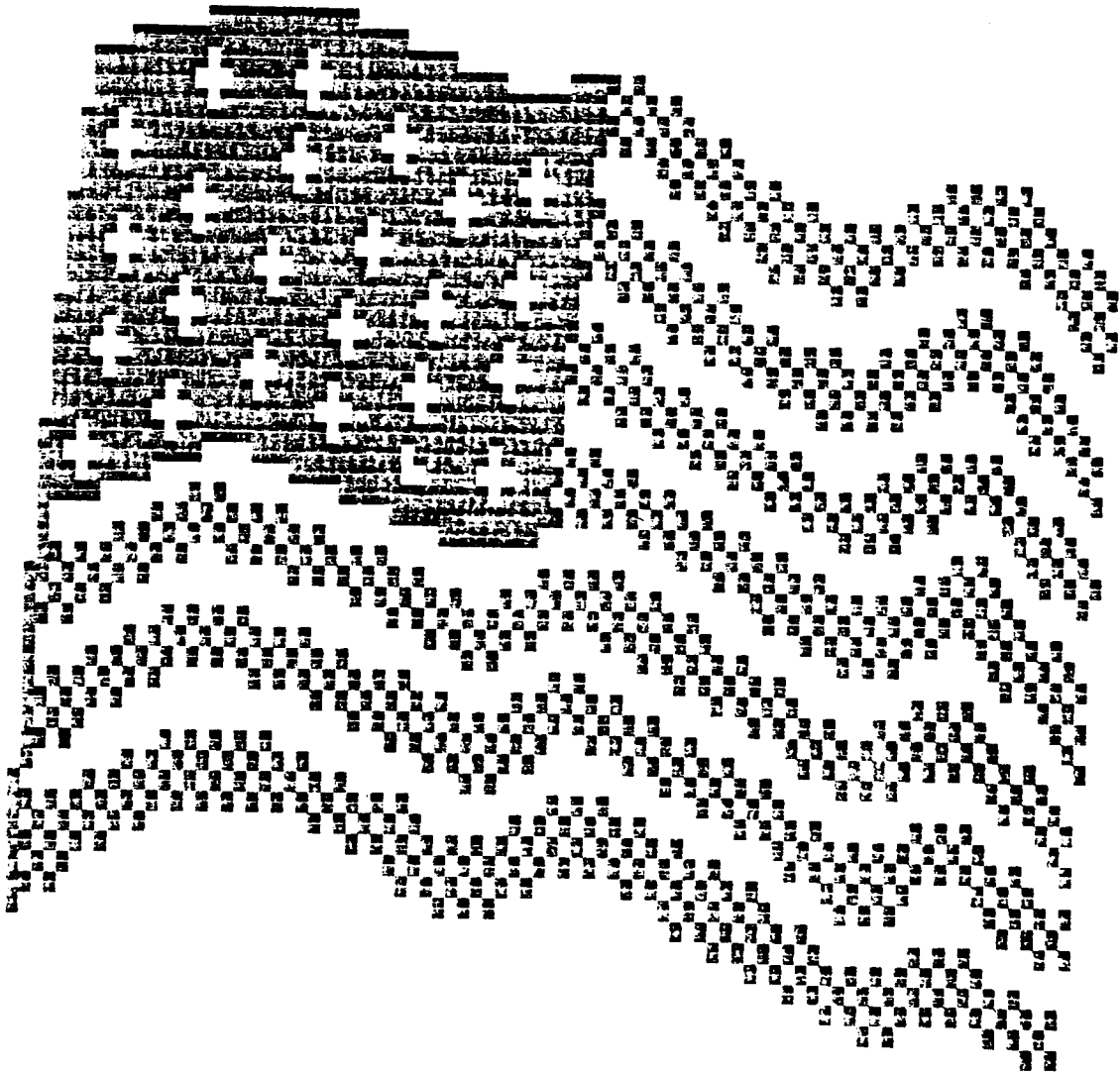
BOY 1: I GOT YOU GOOD THIS TIME, I GOT YOUR PEN, AND YOU DIDN'T GET A THING. I DIDN'T FEEL YOU GET A SINGLE THING.
 BOY 2: I GOT SOMETHING ALRIGHT, BUT YOU WON'T LIKE IT. NOPE, YOU WON'T LIKE IT AT ALL!
 BOY 1: OK BIG SHOT, SHOW ME WHAT YOU GOT THAT'S SO GOOD!
 BOY 2: OK BEST PICKPOCKET IN THE WORLD, HERE'S YOUR FRUIT OF THE LOOM. (PULLS A PAIR OF JOCKEY SHORTS FROM HIS POCKET.

END

HINTS ON PUTTING ON A SKIT

1. KNOW YOUR PART. EVERY WORD AND MOVEMENT. NOTHING RUINS A SKIT FASTER THAN A BOY WHO DOES NOT KNOW WHAT TO DO.
2. SPEAK CLEARLY! WHEN YOU SPEAK, YOU NORMALLY RUN THE WORDS TOGETHER. WHEN YOU ARE "ON STAGE", YOU MUST NOT DO THIS OR NO ONE WILL UNDERSTAND YOU. SLOW DOWN! SPEAK EACH WORD BY ITSELF. GIVE THEM TIME TO UNDERSTAND.
3. SPEAK UP! THEY HAVE TO HEAR YOU IN THE BACK. DON'T SHOUT, JUST RAISE YOUR VOICE.
4. FACE FRONT EVEN WHEN YOU MUST SPEAK TO A BOY ON STAGE NEVER FORGET THAT IT'S THE PEOPLE WAY IN THE BACK THAT HAVE TO HEAR YOU. FACE HALFWAY TO THE FRONT SO THEY CAN HEAR YOU. NEVER TURN YOUR BACK TO THE GROUP!
5. REMEMBER THAT YOU ARE NOT FUNNY - THE SKIT IS DON'T "HAM IT UP", JOKE AROUND, OR MAKE FACES. BY ALL MEANS, TRY THINGS OUT DURING PRACTICE, BUT DURING THE SHOW, DO IT THE WAY THAT YOU PRACTICED IT.

CEREMONIES



CUMBERLAND DISTRICT

BY LOIS KRUGER BARBARA WATSON
CURT PIERSON MIKE MASLANIK

Opening Ceremony

Arrangement: One Cub Scout dressed in Indian costume is seated on floor with tom-tom on one side of stage. Other Cub Scouts in uniform (any number) are standing in center of stage with Cubmaster. As Indian beats out messages on the tom-tom, the Cub Scouts take turns "translating" for Cubmaster.

(Indian beats a short message on tom-tom.)

1st Cub: Running Deer says that a meeting of Akela's tribe will be held tonight.

(Cubmaster nods in understanding.)
(Indian beats out another message.)

2nd Cub: He says that many awards will be given at the meeting.

(Cubmaster nods. Indian beats out another message.)

3rd Cub: He says that many of the braves have advanced along the trail of the Arrow of Light.

(Cubmaster nods. Indian beats out another message.)

4th Cub: He says that there will be singing and games at the meeting.

(Cubmaster nods. Indian beats out another message.)

5th Cub: He says that many good leaders will be at the meeting, and many families of Akela's tribe.

(Cubmaster nods. Indian beats out another message. All boys shake their heads, shrug their shoulders, to show that they don't understand.)

(Indian beats out the same message again. Boys repeat motions of confusion, lack of understanding.)

(Indian beats out message for the third time. Finally Cubmaster says:)

Cubmaster: I've got it! Running Deer says to telephone him if there's anything we want him to bring to the meeting.

All Cubs: (Disgustedly) Telephone! Good grief!

- Indian Nations Pow Wow Book



C HARACTER BUILDING
E NTHUSIASM
R EGULAR RECOGNITION
E ASY AND FUN
M ONTHLY THEME IDEAS
O PPORTUNITY TO ADVANCE
N ATURAL AND RELAXED
I NSPIRATIONAL
E LABORATE or
S IMPLE

PRESENTED By
INDEPENDENCE DISTRICT

INDEPENDENCE DISTRICT

POW-WOW 1989

HONORARY CHAIRPERSON	-	KAY BETHUNE
CHAIRPERSON	-	BOBBIE L. CROWDER
COMMITTEE	-	GARY BONFONTE
		JACKIE COLLINS
		EBBY MCGILL
		JOE LEE
		DEBBIE WHITEHEAD
		EVELYN VAN HORN
		SUE ARCHBOLD
		JANICE RICE
		DOROTHY GRAVES
DISTRICT CHAIRPERSON	-	GAIL A. HAWKINS
DISTRICT COMMISSIONER	-	JOE FANELLI

CEREMONIES

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

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding badges and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
- To honor pack leaders by recognizing Den Chiefs, Den Leaders, Cubmasters, Den Leader Coach, Webelos Leaders and Pack Committee.
- To make visitors and guests welcome by including them as a part of the pack program.
- To provide an opportunity to present the purposes of Cub Scouting in a dramatic and lasting manner.
- To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest.
- To improve the program by marking a beginning and end to both den and pack meetings. To provide a change in pace.
- To help develop the theme of the month.

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

- ...Base your ceremony on Cub Scout ideals--the Promise, Law of Pack, Motto.
- ...Plan the ceremony to build Cub Scout spirit.
- ...It should inspire and have color, but should be sincere.
- ...It should be well planned and staged to avoid delays and mix-ups.
- ...Use candles, campfire, flag or Cub emblem as a focal point.
- ...If specific speaking parts are required, have them read from a script with the speaker out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can't be understood.
- ...A good ceremony can be measured by the Cub yardstick...F U N !
- ...Each person involved should have a copy of the script. Have extra copies in case you need someone to pinch-hit at the last minute.
- ...Homemade costumes enhance the ceremony and mean much to parents and boys.

CEREMONIES

Purpose: Recognition and FUN

What is it?

- Public observance of one's accomplishments
- Satisfies one's need for recognition
- May be theme of the month oriented

Why have it?

- Accomplishes the purpose of Cub Scouting
- Expedites Cub's development in the program
- Reemphasizes purposes and instills attitudes
- Provides recognition
- Motivates and encourages accomplishments
- Welcomes new families and visitors
- 1000 more reasons too numerous to mention!

Who does it?

- Den Leaders
- Cubmasters
- Den Chiefs
- Parents
- Anyone!

When is it done?

- IMMEDIATELY!!
- Anytime that is appropriate

Where is it done?

- Den meetings
- Pack meetings
- Blue and Gold Banquets
- Indoors or outdoors
- Anywhere!

How long is it?

- Long enough to be special
- Short enough to hold attention



TYPES OF CEREMONIES

Opening
Closing
Recognition - Immediate and Special
Flag
Den
Pack
Outdoor
Religious Awards

CEREMONIES

The high points in mans lives have always been marked by ceremonies. Look back on your own life. In many instances the important happenings were marked by ceremonies; your graduation from high school or college, your wedding, joining the church, a club or fraternal organization, the christening of your children, all of these were probably celebrated by some type of ceremony.

So it is with scouting. The highlights are marked by ceremonies; joining the pack, receiving badges, graduating from Cub Scouting into Scouting; all of these are marked by ceremonies.

We take the ceremonies in our lives for granted. They just seem to happen or naturally fit into activities which are high points. In scouting, we can't take ceremonies for granted. Without effort in planning and execution, they don't happen. Ceremonies can be easily omitted and, when they are, a very important part of Scouting is left out.

When a Den Leader plans the seven parts of a den meeting, she no doubt includes an opening and closing ceremony. Sometimes she may have simple recognition ceremonies in the den, such as adding a token to the den doodle, presentation of dinner cords, presenting "instant recognition" beads or celebrating a Cub Scouts' birthday.

When a Cub Scout has completed the requirements for advancement in rank, it is important that this be celebrated at the pack meeting with a ceremony. The ceremony should be planned to be impressive and, if possible, related to the theme of the month. The Cub Scouts advancement will be important to him if we, his leaders, make it important. Further, when we make a "big deal" about one Cub Scouts advancement, we encourage other Cub Scouts to advance because they want the recognition too!

Graduation into Scouting is a ceremony that should be emphasized. This is an event that all Cub Scouts are encouraged to look toward. It marks the culmination of his Cub Scouting experience and the beginning of a new adventure in Scouting. Scoutmasters from troops that the graduates are entering should be invited to take part in this ceremony (and most will be happy to do so). This adds even more to the prestige of the event and makes it all the more important in the eyes of both the graduates and the younger Cub Scouts.

One of the main purposes of Cub Scouting is to prepare a boy for Scouting. It is a proven fact that boys who have been in Cub Scouts stay in Scouting longer and are more successful. Cub leaders must do their best to make this experience important to the boys, and ceremonies, carefully planned and executed make it important.

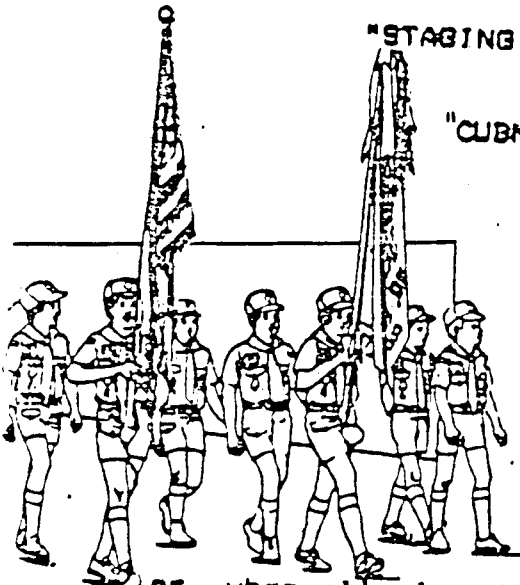
REFERENCES FOR CEREMONIES

Many books available to Cub Scout leaders contain ideas for ceremonies and/or making ceremonial props. Props can be as simple or elaborate as you like. If one of your Cub Scout dads is handy at woodwork, this is a perfect opportunity to get him (them) involved in the operation of the pack.

Sources for ceremonies and ceremonial props include:

POW WOW

ROUNDTABLE



"STAGING PACK AND DEN CEREMONIES"

"CUBMASTERS PACKBOOK"

"DEN LEADERS DENBOOK"

BOYS LIFE MAGAZINE

SCOUTING MAGAZINE

OTHER DEN AND PACK LEADERS

or, when all else fails,

WRITE YOUR OWN!

If your pack is blessed with an inventory of ceremonial props, make them available for loan to other packs through your district roundtable.

THE TALKING PACK FLAG
(Opening)

Characters: An adult off stage or out of sight behind flag. A boy dressed in civilian clothes.

Equipment: The pack flag, flag stand, spotlight to light flag in dark room, tin can.

Setting: Room is darkened. Spotlight is turned on pack flag and boy with a dejected look strolls across stage kicking tin can. Adult offstage speaks for the flag.

FLAG: Hello

BOY: Hi! (looking around) Who said that?

FLAG: I did

BOY: (Walking over to flag) A talking flag?

FLAG: What's wrong with that?

BOY: Nothing, I guess. What kind of flag are you?

FLAG: I'm a Cub Scout Pack Flag. You sure look sad.

BOY: I am

FLAG: Why?

BOY: Nothing to do.

FLAG: I have a program of citizenship training, character building, and physical fitness...not to mention games, crafts, interesting trips and a lot of other things to do, but I'm pretty sad, too.

BOY: Gee! With all that to do why are you so sad?

FLAG: Well, I have so many boys coming to join me that I don't think I am going to be able to take care of them all.

BOY: Why not?

FLAG: Why? Because I need Den Leaders and Committee People.

BOY: What for?

FLAG: I need Den Leaders to help me with my games and crafts. I need committee people to help me with pack finances, advancement, publicity, outings, training, membership, to get craft material for den and pack meetings and so many other things.

BOY: Can I help?

FLAG: No, I'm afraid not. My program is for you. It's the moms and dads that I need.

BOY: I'll ask my dad and mom to help you.

FLAG: If they will, we can work together and have a better program than ever.

BOY: (Turning to leave) See you later.



OPENING CEREMONY

Cub Scouts withdraw for a grand entrance, while a Den Chief or Leader begins a steady rhythm (boom, boom, boom, etc.) on an Indian drum. The Cub Scouts parade into the room and to their places. You may want to award prizes for the best costumes; if so, this is a good time for the judges to choose.

A color guard then posts the colors and leads the Pledge of Allegiance.

ADVANCEMENT CEREMONY

PROPS: Indian headbands (all Cub Scouts make a headband in Den meeting and make a few extras for new Bobcats or give them the material to make their own before the induction ceremony)

ARRANGEMENTS: Den Chief or Leader puts headbands on each Den member as he enters the Pack meeting. The Cubmaster, Akela, as Chief, conducts the advancement ceremony using the feathers as a mark of advancement. The routine advancement badge is presented along with a feather.

WOLF - Yellow feather. BEAR - Blue feather.
WEBELOS - Red feather. GOLD ARROW POINT - Orange feather.
SILVER ARROW POINT - White feather
ACTIVITY BADGES - Purple feather
ARROW OF LIGHT - Multi-colored feather

Cubmaster is in front of microphone, Den Chiefs in center with advancing Cub Scouts, Bobcats in a circle in a specified place. Wolves in circle in specified place, Bears and Webelos also in specified place. At the signal given by the Den Chief, all Cub Scouts to be advanced stand in the middle with Den Chiefs.

The Cubmaster calls out each Cub Scout's name who is receiving an advancement and he joins in specified place with those of his new rank. After all of the new Bobcats have joined the circle with the present Bobcats, they all give their specific Bobcat yell. The Wolves, Bears and Webelos do the same.

The Cubmaster now calls out "Grand Howl" and they all howl.

BOBCAT INDUCTION (INDIAN THEME)

STAGING: All new Bobcat parents are called out just after the opening to tell them what is going to happen and to see if there are any new additions. All new Cub Scouts who have not been through the ceremony are escorted out - to keep the mystery of induction. Cubmaster dressed as Chief and two pack leaders in Indian Costumes. Have artificial fire not lighted on floor, candles on table, Bobcat poster, Indian drum. (If possible, have Indian Head bands and feathers for all Bobcats.) After Cub Scouts are escorted out of room by Pack leader head bands without feathers are put on Cubs. The lights are dimmed. Chief and Indian #1 enter with Indian drumming tom tom.

CHIEF: (Lights candle and then other candles by Bobcat poster.) This is the Spirit of Scouting. (Hands candle to Indian #1)

INDIAN #1: May the Spirit of Scouting light our ceremonial fire tonight. (Pretends to light fire as fire is turned on.)

CHIEF: (Steps forward - looks up and raises arms upward over fire.) Oh Great Spirit, this is Akela, Chief of the Pack. May your spirit be with us at the ceremonial fire tonight.

INDIAN #2: (Outside by door with new Bobcats makes a long animal-like howl.)

CHIEF: (Answers back with three short barks.)

INDIAN #1: (Plays tom tom softly, slowly in background.)

INDIAN #2: (Enters with new Bobcats.)

CHIEF: Who goes there?

INDIAN #2: Boys who are in search of the many joys of Cub Scouting.

CHIEF: Who do you seek?

INDIAN #2: Akela, the Spirit of Cub Scouting.

CHIEF: Are these Cubs wise in the ways of the Bobcat?

INDIAN #2: They are, Akela!

CHIEF: If your father were an Indian Chief and your mother were a squaw, you would learn all the secrets of the great forest by going into it by yourself. You would follow the tracks of the Bobcat, Wolf and Bear to learn their ways. On the trail you would see and learn many things. As you overcome the trials of the forest you will become wiser and stronger. You will also become braver because of your greater knowledge and strength. Have these Cubs passed the necessary

WEBELOS LEADER INDUCTION

Note: The following poem was written and presented as a Webelos Leader Induction ceremony in Dan Beard District.

IN NEED OF A LEADER

by George Kilmer

Of a Webelos leader we were in need
For Webelos Scouts we had, indeed!
We searched for a leader as best we could
But no one came forward as we hoped they would.
We held a meeting with all the boys' dads
To discuss the problem that we had.
To help our boys, all dads were willing
But no one wanted to take top billing.
We needed a leader to guide our boys
And so Steve said with much poise,
"I'll take the job that is at hand
"And guide our boys as best I can."
I'm proud to say our Webelos Leader is here.
Let's all stand up and give him a cheer!

MARCH 1988

RANK ADVANCEMENT (INDIAN THEME)

Suitable to follow Indian Bobcat Induction.

STAGING: Lights dimmed, Cubmaster dressed as Indian Chief, two pack leaders dressed as Indians. Ceremonial fire lighted.

INDIAN #1: Drumming on Indian tom tom, softly and slowly

CHIEF: (Raises arms over ceremonial fire) Oh Great Spirit, we have some braves who have ventured into the forest of Cub Scouting knowledge. They have completed all the achievements and know the ways of the Wolf. (Note for Arrow Points...the ways of the Wolf and gone beyond into the forest and found the Gold (or Silver) Arrow points.) Let their names be read.

INDIAN #2: (Reads Wolf names)

CHIEF: Braves we honor you tonight because you met the challenges of the Wolf and overcame them. (Present awards) Return to your dens and continue further into the forest. Oh Great Spirit, tonight we have several young Braves who have ventured further into the forest and across the streams. They have gone beyond the Wolf and know the ways of the Bear. Let their names be called.

INDIAN #2: (Reads Bear names)

CHIEF: Braves we honor you tonight because you went beyond the Wolf and overcame the challenges of the Bear. (Present awards) Return now to your dens and continue further into the forest. Oh Great Spirit, we have some Braves who have ventured into the mountains to acquire Cub Scout knowledge that is more difficult. They have completed all the achievements and know the ways of the mighty Webelos tribe. They have earned (Webelos Badge, Webelos Activity Badges)

INDIAN #2: (Reads Webelos names)

CHIEF: Braves your honor precedes you. Your deeds bring much honor to the pack. Your accomplishments will be told for many moons around the fires. (Present awards) Return now to the mighty Webelos dens and prepare for future achievements. Oh Great Spirit, the tribe is very proud of the accomplishments of these young braves. May your wisdom and guidance go with them when they meet the challenges as they go further up the Scouting trail.

STANDARD CUB SCOUT/PARENT INDUCTION CEREMONY

This ceremony not only inducts boys as Bobcats, but their parents as well.

CUBMASTER: Now Bobcats, tonight you will become Cub Scouts and begin a long and wonderful experience which you will share with thousands of other boys around the world. Please repeat with me the Cub Scout Promise. (They do so.) Now, please say with me the Law of the Pack. (They do so.) Parents of these new Cub Scouts, will you please give the Cub Scout sign and repeat after me:

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

(To parents) I would like to present you with your son's Bobcat badge. Please pin it on him. It is customary to put the badge on upside down until he does his first Good Turn as a Scout. (Congratulations and handshakes all around.)

STANDARD AWARDS CEREMONY

PERSONNEL: Cubmaster or Awards Chairman and others as needed.

EQUIPMENT: Anything depicting the monthly theme or holiday.

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

CUBMASTER: We would like to recognize those boys in our pack who have made advancements in rank during the past month. The following boys have attained the rank of _____ by completing 12 achievements including (Name some of the achievements completed for rank). Will (names of boys) and their parents come forward? (Present badges to parents to give to sons.)

These boys have completed 10 or more electives which entitle them to Arrow Points. (Names), will you and your parents come forward? (Present badges to parents to give to sons.)

Our Webelos Scouts have earned the following activity badges this past month: (Names and badge) will you and your parents come forward? (Webelos leader presents badges to parents to pin on boys colors.)

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

WEBELOS INDUCTION CEREMONY

STAGING: Lights dimmed, candles with rank poster, a wooden doorway. Cubmaster beside or in front of the door. Webelos leader behind or other side of door.

CUBMASTER: Will all Den Leaders with Bear Cubs going on to Webelos please escort those Bears and join me on my right.
(Pause) Tonight we have Bear Cubs who have reached age 10 and will be joining our Webelos Dens to prepare them for the Adventure of Boy Scouts. Will the Bear Cub parents please join our Webelos leader on my left for the ceremony.
(Parents should have a Webelos neckerchief and slide. Webelos leader should have the colors.)

ASST. CUBMASTER: When a boy becomes a Cub Scout he starts on an upward trail. I say "upward" because as he grows older he advances in Cub Scouting. He does not join a Cub Pack and then idly wait for three years until he becomes a Boy Scout. With the help of his parents and leaders he works and earns the various badges which are marks of achievement. (He then lights candles by each rank poster...Bobcat, Wolf, Bear.)

CUBMASTER: Now that these Cubs are old enough they are moving forward and upward into another phase of Cub Scouting. They are becoming Webelos! My congratulations to you Cub Scouts and to your parents for the fine work you have done in Cub Scouting so far -- Keep up the good work as Webelos! Will the Den Leader Representative please come forward.

DEN LEADER: Cub Scouts, we are proud of your accomplishments. Your fellow den members enjoyed learning skills and doing crafts with you the last several years. We know you will accomplish even more in the year ahead. We wish you luck and keep up the Scouting Spirit.

CUBMASTER: Would the Den Leaders, by den, escort their advancing Cub Scouts forward to the Door of Adventure.

DEN LEADERS: (Call out boys names, remove the Bear neckerchiefs, and salute them. Boys go through door to be recieved by Webelos leader and parents. Webelos leader pins colors on shoulder and parents place Webelos neckerchief and slide on boys neck.)

WEBELOS LEADER: (After all boys have gone through door and received their colors and neckerchiefs.) Parents you have helped your sons along the Cub Scout trail this far. It is important that you continue to go along with him and learn the way of the Scout trail in the Webelos Den. Some of you dads will be called upon to teach activity badges and help with other den activities. All of you dads will be expected to go on the overnight campouts with your sons. Welcome to the Webelos adventure!

ARROW OF LIGHT CEREMONY*

Personnel : Arrow of Light candidates and parents, Cubmaster, Den Leaders, Committee personnel, Den Chiefs (as required)

Equipment : Arrow of Light prop (see page 102 of the 1996 Scouting Den and Pack Ceremonies book), seven candles in holders plus seven on the prop (or use electrical Christmas candles and turn bulb just enough to not light), Arrow of Light badges and pins

Arrangement: Arrow of Light prop is on table at center stage, Cubmaster is standing beside table, other leaders are off stage, room lights are dim and single candle is lit and on table near prop

Cubmaster: Will the following Webelos Scouts and their parents please come forward. (Webelos And Parents Advance And Stand At Opposite Side Of Table From Cubmaster)

Before you is the Arrow of Light emblem. The seven torches you see represent the rays of the Arrow of Light and remind us of the seven virtues of life. We should practice these each day.

Asst. CM : (Lights First Candle) Wisdom. Having wisdom doesn't just mean that a person is smart. It means that he uses what he knows to live better.

Web. DL : (Lights Second Candle) Courage. It means more than not being afraid of danger. You must meet danger in spite of your fears.

Web. DC : (Lights Third Candle) Temperance. This means knowing when you've had enough of anything. When to stop eating, playing and even working too much.

D. Leader: (Lights Fourth Candle) Justice. Justice means to be fair and a good sport with others we play and work with regardless of their race, color or religion.

C. Chmn : (Lights Fifth Candle) Faith. Faith is belief in god, heaven, and things we cannot see but know are there.

Adv. Chmn: (Lights Sixth Candle) Hope. Hope means to look forward to things you believe will happen. You hope for better things tomorrow but strive to make them happen today.

a Leader : (Lights Seventh Candle) Love. Love of family, home, fellowman, God and country. These loves are important for a full and happy life.

Cubmaster: You will find if you live by these seven virtues, you will be happier. It is my pleasure to present your parents with the Arrow of Light badge to present to your son. This is the only badge you can wear on your uniform as long as you are in Scouting.

*Adapted from a ceremony used by the late G. R. Cuswell, Cubmaster Pack 37, Glen Morre Teachers' Association, New Castle, Pennsylvania.

TIGER CUB INDUCTION CEREMONY

EQUIPMENT NEEDED: SINGLE CANDLE
PICTURE OF TIGER AND CUB
LIGHTS OUT

PERSONNEL NEEDED: CUBMASTER/ TIGER CUB COACH

(CUBMASTER/ TIGER CUB COACH) CALLS ALL NEW TIGER CUBS AND THEIR ADULT PARTNERS FORWARD TO STAND IN FRONT OF CANDLE AND PICTURE.

LEADER THEN SAYS: YOU WHO HAVE JOINED THIS PROGRAM CALLED SCOUTING ARE ABOUT TO EMBARK ON A JOURNEY, A JOURNEY THAT IS FULL OF FUN AND ONE IN WHICH YOU AND YOUR ADULT PARTNER WILL BOTH SEARCH OUT NEW IDEAS, DISCOVER MORE ABOUT EACH OTHER, AND SHARE THIS KNOWLEDGE WITH YOUR FAMILY.

HOWEVER, AS YOU START ON THIS JOURNEY YOU WILL NEED A GUIDE, A COACH, TO HELP YOU ALONG THE PATH, THIS GUIDE IS YOUR TIGER CUB COACH, I NOW ASK OF THE GUIDE, WILL YOU GUIDE THESE NEW TIGER CUBS AND THEIR ADULT PARTNERS ON THE TRAIL THAT LEADS TO CUB SCOUTING? (ANSWERS YES)

I NOW ASK YOU NEW TIGER CUBS WILL YOU FOLLOW THE GUIDE ? (ANSWER YES)

ADULT PARTNERS WILL YOU ALSO FOLLOW THE GUIDE AND WORK WITH YOUR TIGER CUB TO SEE THAT HE HAS FUN ALONG THE TRAIL TO CUB SCOUTING? (ANSWER YES)

NOW WILL ALL TIGER CUBS AND THEIR ADULT PARTNERS REPEAT AFTER ME THE TIGER CUB PROMISE GIVING THE CUB SCOUT SIGN:

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

ON BEHALF OF CUB PACK ____ I WELCOME YOU TO TIGER CUB GROUP ____

TIGER CUB GRADUATION

Supplies:

8 pieces of Construction Paper
Certificate, Pin, Patch
Wolf Book
Seven Candles: 1 White (tall)
3 Black, 3 Orange

Rope, String, or Crepe
Paper to make a bridge
or use pack bridge
Candle Holder(s)

Arrangements:

The white candle (taller than the others) centered on ceremonial table with 3 black on one side and 3 orange on the other (B; B; B; W; O; O; O). Place the 8 pieces of paper on floor of bridge in such a way to make walking on them difficult. On each piece write one of the following: SIGN, HANDSHAKE, MOTTO, SALUTE, PROMISE, LAW, THE SYMBOL OF THE ARROW OF LIGHT AND WEBELOS.

Characters:

Cubmaster
Den Leader

Tiger Cub Organizer
Den Chief

Cubmaster Speaks: Tonight, we honor our Tiger Cubs. Will (name of TCO) our Tiger Cub organizer, come to introduce them. (Tigers and Adults come to the front.)

As each candle is lit, the Organizer says: White is for the Purity in Living, Black is for the Unknown, the Fear, and Doubts, Orange is for Knowledge, Joy and Confidence. These are the colors of the Tigers. You have completed the tenure of the Tiger Cub program. Adults, here is the Patch for your Tiger; place it on his right pocket. Tigers, here is the Pin for your Adult Partner who worked with you through your deeds as Tigers. Place their Pin on their collar. Here, too, is the Certificate for all to see. As your Organizer, I bid you farewell and show you the path of a new Challenge. The Challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the Bridge of Cub Scouts and meet your new leaders. (At the end, stands the Cubmaster, Den Leader and Den Chief)

Cubmaster Says: Welcome to Pack _____. This is your Den Leader, _____, and Den Chief _____ of Den # _____. Your meetings are on _____, at _____ p.m. at the location of _____.

The Den Leader puts the Cub Scout (yellow) neckerchief on the Tigers (this is optional, each pack or leader can decide on this).

The Den Chief/Asst. Den Leader will hand each boy the Wolf Book and says: This is your next Challenge. Read and do each requirement of the Bobcat. When you are done, you will earn the Bobcat Patch.

The Cubmaster asks each boy/adult team to sit with Pack.

TIGER CUB GRADUATION CEREMONY

MATERIAL: Four candles and candle holders. Cub Scout neckerchiefs and slides (One for each Tiger.)

Procedure: Cubmaster, group organizer and den leader or den leaders.

CUBMASTER: (Call boys and adult partners forward. Stand in front facing the pack. Candle table in front of the inductees).

"SEARCH-DISCOVER-SHARE" has been the motto of this TIGER CUB group for the past few months. Exploring new things and places and used this motto in home, school and neighborhood.

(light candle on left) You and your partner have SEARCHED out your home and community and have worked together and had fun.

(light middle candle) You and your partner have DISCOVERED new things together with family and friends and had a sense of being a part of the community and your country.

(light third candle) You and your partner have SHARED with your family and your friends and fellow TIGER CUBS which let them learn about you and the great things you did together.

Now is the time to take your first move up the Scouting trail into CUB SCOUTS. (light fourth 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. (boy's name and adult partner's name) on behalf on PACK _____ I'd like to welcome you. (Organizer's name) will you bring forward your den leader (name) to welcome you into the den with the Cub Scout neckerchief. (den leader presents neckerchief to the adult, who puts it around the neck of the boy.

SONGS FOR TIGER CUBS

HI THERE, TIGER CUB!
(Tune: "Hail Hail the
Gang's all Here")

Hi! Hi! Hi! there, Tiger Cub!
We are glad to meet you,
We are glad to ~~meet you,~~ **GREET**
Hi! Hi! Hi! there, Tiger Cub!
You are welcome to our group.

HAIL, HAIL, THE GANG ALL HERE

Hail, Hail, the gang all here
Never mind the weather
Here we are together
Hail, Hail, the gangs all here
Sure we're glad that you're here!
Hail, Hail, the gangs all here,
We're a bunch of live ones,
Not a single dead one;
Hail, Hail, the gang's all here,
Sure I'm glad that I'm here too!

I'VE GOT THAT TIGER CUB SPIRIT

I've got that Tiger Cub spirit
Up in my head, Up in my head,
Up in my head,
I've got that Tiger Cub spirit
Up in my head, Up in my head,
to stay.

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

I've got that Tiger Cub spirit
Deep in my heart, etc.
Down in my feet, etc.
All over me, etc.

I've got that Tiger Cub spirit
Up in my head,
Deep in my heart,
Down in my feet,
I've got that Tiger Cub spirit
All over me,
All over me, to stay.

WE'RE ALL TOGETHER AGAIN

We're all together again,
We're here, we're here.
We're all together again,
We're here, we're here.
Who knows when
We'll be all together again,
Singing "All together again,
we're here"

THE MORE WE GET TOGETHER
Tune: "Ach Du Lieber Augustine"

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

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

RECOGNITION SONG

(Tune: "Farmer in the Dell")

Our honored guests are here,
Our honored guests are here,
Stand up now and take a bow
Our honored guests are here.

Tiger Cubs, den leaders,
Cub Scout, leaders, fathers,
mothers, sisters, brothers,
den chiefs, Webelos Scouts.

OPENING CEREMONY

(Blue & Gold)

The narrator, the "Spirit of Lord Baden-Powell", is a den chief in full uniform wearing a campaign hat. He reads the entire script from a lectern.

NARRATOR: I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of Scouting past and present. Here is our future - the Cub Scouts of America:

(First boy enters carrying toy church of Bible)

NARRATOR: We take turns praying. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs are sponsored by churches.

(Second boy enters in complete Cub Scout uniform)

NARRATOR: The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Third boy enters carrying Wolf book and Kipling's "The Jungle Book")

NARRATOR: Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was organized in America in 1929, Indian themes were used.

(Fourth boy enters with a craft project of wood)

NARRATOR: Cubbing means fun. We have lots of fun. But I like making things. Real boy projects that are things we can play with or that follow themes.

(Fifth boy enters with nature collection)

NARRATOR: I like to go on hikes and collect things for my nature collection or the den museum.

(Sixth boy enters carrying "Buddy Burner")

NARRATOR: I like to go on picnics. We Cubs sure do like to eat! This is the cooking stove I made.

(Seventh boy, smallest Cub Scout enters with American flag.)

NARRATOR: I am proud to be an American so I can salute our flag. I also like to see our pack flag (points to it) because then I know I am a part of 79 years of Scouting. I belong!

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America" and the Pledge of Allegiance.

"WHOLE HEARTED CUB SCOUTING"

(A closing ceremony)

A very simple but effective closing can be made from a brown grocery bag and some red construction paper. On the outside of the bag print "CUB SCOUTING IS MY BAG."

CUBMASTER: If all parent make cub scouting your bag, and put your whole heart into your sons' achievements, the result will be that our pack leaders will put their whole heart into it, and the boys will put their whole heart into the cub scout program. (Take a large red paper heart from behind the bag and hold it up for all to see. put it in the bag.)

And that's what we call the chain reaction in WHOLE HEARTED CUB SCOUTING. (pull out a long chain of red paper hearts all hooked together-- placed in the bag before the start of the ceremony.)

CLOSING CEREMONY

Each Den Mother enters carrying lighted candle.

First Den Mother: I _____ Promise
An assurance I make
A Pledge to do right:
I keep it before me
A bright shining light.

Second Den Mother: TO DO MY BEST
I'll try my best to do it,
Though difficult it may be;
And if I keep my promise
Then Folks will believe in me.

Third Den Mother: TO DO MY DUTY TO GOD
To God the Creator
The maker of all
In joy or sorrow
On him we may call.

Fourth Den Mother: AND MY COUNTRY
A wonderful Country
I am sure you'll agree,
So let's keep it always
The land of the free.

Sixth Den Mother: AND TO OBEY THE LAW OF THE PACK
A guide for each day
As we go on our way
And a good one to know
As we follow and grow.

DEN LEADER INDUCTION AND PARENT'S WELCOME

Cubmaster, retiring den leader, incoming den leader, den chief, and den, den parents and their representative

Equipment

Den leader job description card, den leader badge

CUBMASTER: At this time I would like to have the parents of the Cub Scouts in Den 4 come forward as I call their names, (Call names. Cubmaster forms parents in semicircle around him) Now, will () the retiring den leader of Den 4 come forward. (does so) Ladies and gentlemen, it is with deep regret that () is forced to give up leadership as den leader. I wish to thank and congratulate () for the wonderful work that has been accomplished with this den. (cubmaster shakes hand with retiring den leader and asks him or her to take a place in the semicircle) Now will the den leader of Den 4 () please join us? () do you accept the position of den leader of den 4?

DEN LEADER: Yes

CUBMASTER: Will you promise to: Show interest and concern for all boys in your den. Take advantage of all training opportunities. Be responsible for the organization and operation of your den. Lead the den chief, helping him to lead the activities of your den. Attend pack leader meetings, pack meetings, and roundtables when possible. Work with the parents of the Cub Scouts so they will have an opportunity to share in the fun of Cub Scouting. Observe the policies of our chartered organization and of the Boy Scouts of America. Keep your den in operation 12 months a year./ If so, please answer "I will"

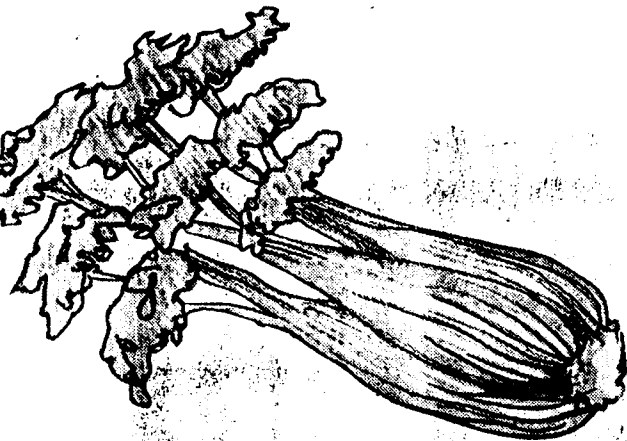
DEN LEADER: I Will

CUBMASTER: With the parents of the boys you will lead and the den leader in whose footsteps you will follow acting as witnesses, will you repeat after me this promise: "I () promise to do my best.....to help the members of my den.....to help other people and to obey the Law of the Pack"

REPRESENTATIVE: () as spokesman for the parents of the Cub Scouts in Den 4, we thank you for accepting this leadership of our neighborhood boys and pledge to you our cooperation. Let us know whenever we can be of help to you.

CUBMASTER: Let me congratulate you and present you with a card describing your duties and your den leader badge. I pledge you my cooperation in helping you in your new responsibilities. (Den chief of the den may lead in the grand howl with with parent and cubs)

SCIENCE: Prove a Theory



Good scientists always prove their theories. Here is your chance to prove one yourself!

SCIENTIFIC THEORY: Water travels from the root of a plant, up through the stem, and into the leaves and blossoms.

Prove it! Cut about half an inch off the bottom of a celery stalk. Set it in a glass of water for about an hour. Then put the celery into another jar of water to which a few drops of red ink or food coloring have been added. Now set the jar in bright light. An hour later, look at the celery leaves. They've turned reddish!

To see how, scrape off the outer layers of your stalk. The red lines are the tubes that carried the water up to the

SCIENCE:

The Stone That Licks Up Iron

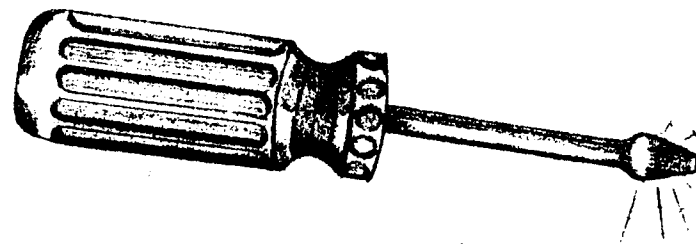
The ancient Chinese knew about a very special black rock. They called it the "stone that licks up iron," because it could pick up and hold small pieces of iron, as if by magic.

We call that special rock *magnetite*. It is a natural magnet and can still be found today, although it is very rare.

Other materials containing iron can be made into magnets. These man-made magnets are used in compasses, telephones, radios, TVs, furnaces, and even refrigerator doors.

Magnets make good toys, too. An inexpensive bar magnet can pick up paper clips and other small things made of iron or steel.

You can use a bar magnet to make an ordinary screwdriver into a magnet.



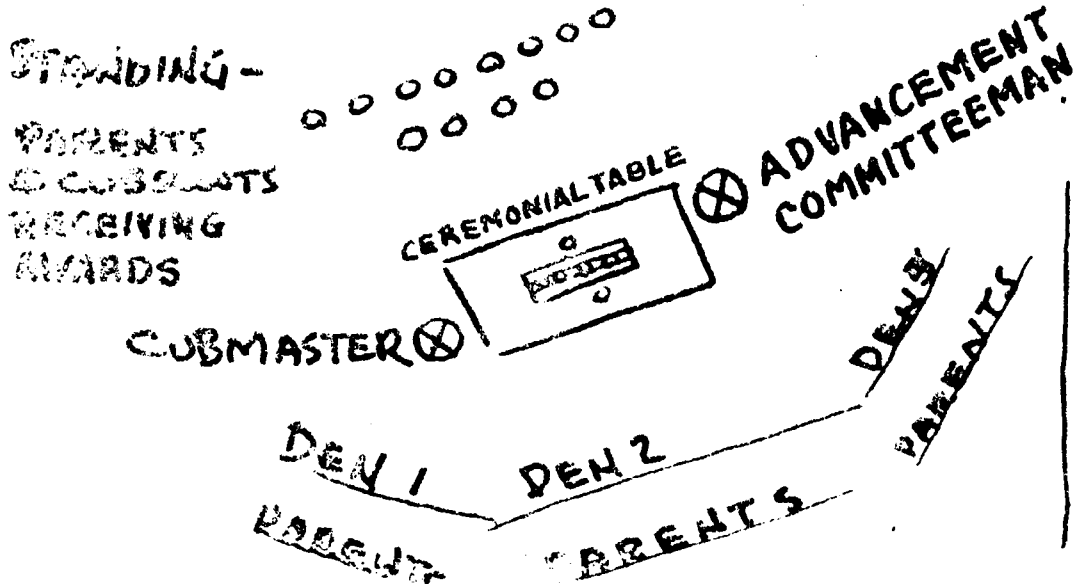
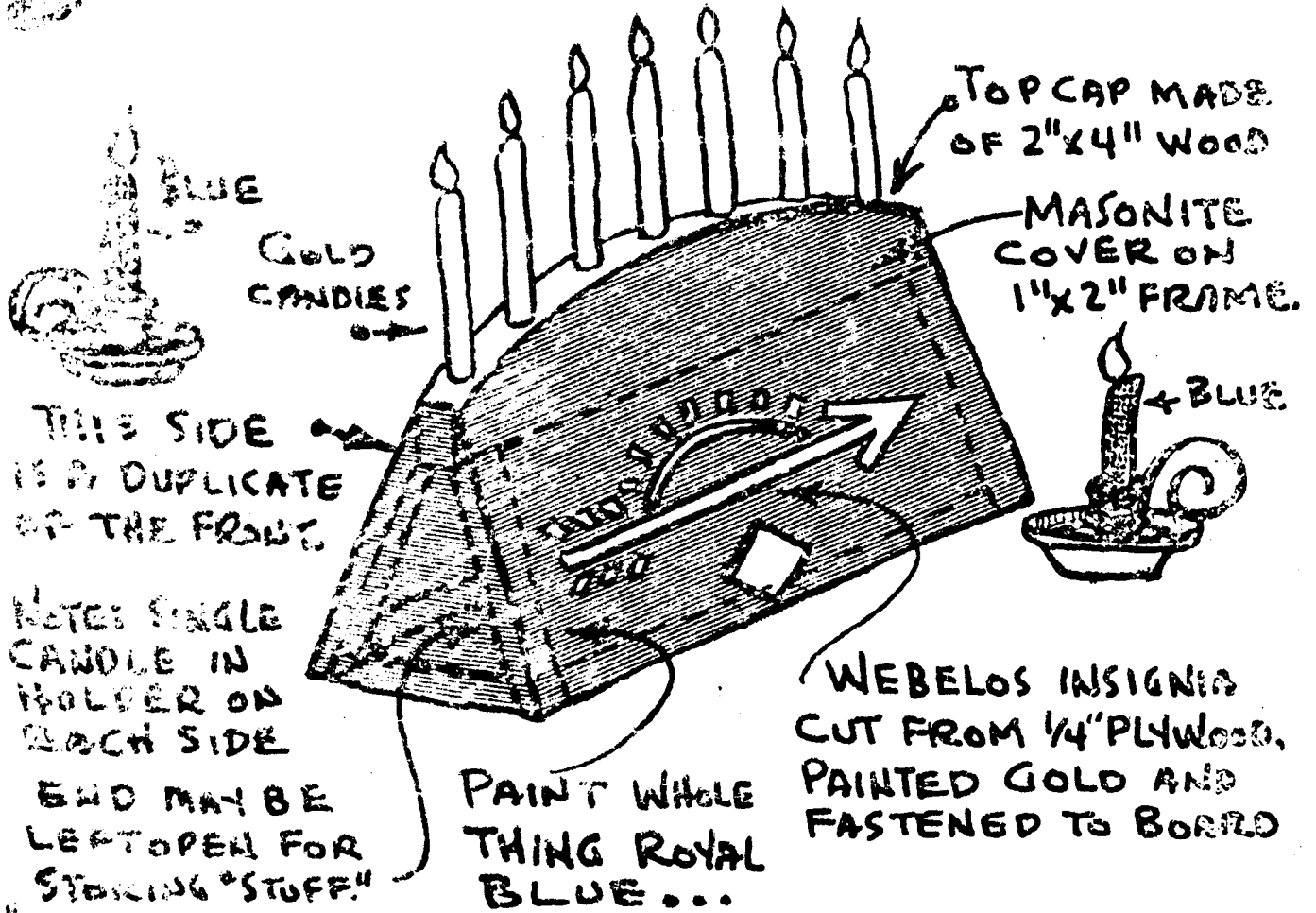
HERE'S HOW:

Rub the screwdriver with the magnet 30 times, beginning at the middle of the magnet and pulling down to the end. Rub in one direction only. Do not rub back and forth. Now use your screwdriver-magnet to help pick up screws and nails. It works!

HOW DID THIS HAPPEN?

Scientists don't know for sure, but some think that each molecule (tiny piece) of iron is a small magnet. In ordinary, unmagnetized iron, these magnets pull in all directions at once. In a magnet, all these molecules pull in the same direction. When you rubbed the screwdriver with the magnet, the magnetic force pulled all the screwdriver's molecules in one direction, making a magnet.

ALWAYS (CAN BE SEEN BY AUDIENCE & PARTICIPANTS) CEREMONY BOARD



SEATING ARRANGEMENT
 FOR A PACK MEETING, THAT ALLOWS ALL TO SEE



You are a Webelos Leader and have one of the most rewarding jobs in the pack. It is a fun job. Working with 10-year-old boys can be trying at times; their maturity and eagerness to learn make them a joy to be around. If you have planned your activities and get parental cooperation, you and your den will have a good year together.



Webelos is a transitional stage between Cub Scouts and Boy Scouts. Its' main function is to prepare boys in the den to join Scout troops.

A lot of what a boy will do in Scouting in the future will be your responsibility. If he has a good experience in Webelos, he will probably go on to Boy Scouts. The primary goal of the Webelos leader is to try to graduate 100 percent of his boys into a Boy Scout troop. It is then the job of the Scoutmaster to keep them there. How do you accomplish this goal? The first thing you need to do is to get training. How can you do this? There are organized training sessions and books that will help you. Let's start with books. You will need the following to start with:

1. Webelos Scout Book
2. Webelos Den Leader's Book
3. Webelos Programs Helps Book

PLEASE READ THEM! They will give you a basic understanding of the Webelos program. There are many other books and pamphlets available; these will be a great source of ideas and activities for you. You will go crazy if you try to follow these books word for word. You will find it necessary to adapt this material to your particular group. Don't be afraid to use you own ideas or suggestions of the boys. Some of their ideas will not be usable, but others will be good.

ORGANIZED TRAINING

- 1) TRAINING SESSIONS - Leader's training sessions are held several times a year at different locations in the council and district.
- 2) POW WOW - Council POW WOW is held yearly.
- 3) Roundtable - This is a monthly meeting where you find out what is happening in the district. You attend a special session to show you how to plan your den meetings and activities around the upcoming activity pins. This is the place to get your questions answered, and to meet with other Webelos leaders. I can't stress enough the importance of attending the monthly roundtable.
- 4) Brainpicking - A great deal can be learned by talking to other Webelos leaders about how they run their program. Most are very willing to help you. Roundtable, POW WOW, and district and council training sessions are good places to meet a variety of people with similar interests, and problems, to your own.



INSIDE TIPS FROM AN EXPERIENCED WEBELOS LEADER

The following ideas will help you get your den started on the right path. They have worked for me as a Webelos Leader over the Past Three Years.

1. In August, sit down with your assistant and plan what you want to do for the coming year. I have found that using a pack programming chart is a great help. Write down all the major items (field trips, camping trips, etc.,) in the months you think you want to do them. Always try to plan your den meetings a month in advance. This saves a lot of last minute tearing around, I divided the year into two halves; the first half ran from September to Christmas vacation, the second from January through August. If you can plan all your den meetings for the first half in advance (not an impossible dream,) then at your monthly planning session you only have to confirm your plans. During the Christmas vacation, you plan the second half. Advance planning is the key to a successful program. REPEAT..... Advance planning is the key to a successful program.

2. Try to think like a 10-year-old boy. What would you as a 10-year-old like to do? Where would you like to go? I have found that boys today pretty much like to do what I did when I was 10.

3. Remember, they are only 10 years old, so don't expect adult behavior from them. A reasonable amount of discipline and order is to be expected. It should also be understood that you are the Webelos Den Leader and in Charge.

4. Establish close contact with the fathers of the boys in your group. Your first den meeting serves two purposes; it gets everyone introduced to each other, and gives you an opportunity to explain what you expect of them. Try to enlist an assistant at this time if you don't already have one. Make it clear in a nice way that there will be no program without their help. A Webelos den with cooperative fathers helping is like being in Reno with unlimited funds.

5. Keep the fathers informed about den activities. Every four to six weeks I send a "W-GRAM" home with the boys. I list pack and den activities, what activity badge we are working on and other information I want to pass on to the fathers. This eliminates a lot of "I didn't know about this activity" problems. All I have to figure out is how to make sure that the boys take them home.

6. Try to establish "esprit de corps" in your group. This can be done by having a den yell, used when your boys get awards or win a pack event. 100 percent uniforms; and having your den flag on a taller pole than the rest of the dens. Never let them forget that they have the best den in the pack. If it is the best den, you won't have to remind them.

7. Introduce your boys to the Boy Scout Program.

a) Have each boy get a Scout Handbook, (they will also use it in the troop) Work on Scout crafts, such as knots, at your meetings. Use the Scout Oath, Law, Motto, and Slogan (Arrow of Light requirements,) in your openings and closings. Other Arrow of Light requirements will fit into your meetings throughout the year. Remember, the activity badge is only a part of your den meetings.

b) Establish a close relationship with one or more Scout troops in your area. Visit their troop meeting. If a boy knows the guys in a troop, he won't be reluctant to join it. If possible, plan a joint activity with a troop.

c) Visit Scout camp, especially in the summer, when a troop in your area is at summer camp. This gives the boy and his father a chance to see Scouting in action.

d) Visit the district camporee..

e) Invite your Den Chief or the Scoutmaster of local troops to give a 15 to 20 minute presentation on their troop activities. Most will have slides or movies which will really get the boys excited about Scouting.

f) Select a good Den Chief (preferably an older boy who has achieved at least First Class.) the boys will be influenced by his example as a Scout. He will be like another assistant den leader.

HAVE A GOOD YEAR.....

WEBELOS DEN LEADERSHIP

Each of the following leaders plays a vital part in the overall objective of graduating the Webelos into a Boy Scout Troop.

Webelos Den Leader

Must be a male, 21 years of age or older, and of good report. He should enjoy working with 10-year-old boys and emanate a character and example that young men would like to become. He could be the father of a member of the den. This person should lead the den in a full 12 month's program.

Assistant Webelos Den Leader

A male, citizen of U.S.A., of good moral character, who assists the Webelos Den Leader in carrying out the overall program.

Webelos Den Chief

A registered Boy Scout who is active in a Troop and selected by his Scoutmaster to serve as program assistant to the Webelos Den Leader. He should preferably be of First Class Rank, have completed Webelos Den Chief Training and have the skills to conduct activities necessary for preparing the Webelos for the Boy Scout Troop experience.

Activity Badge Counselor

An adult, often a parent of a Webelos, who has knowledge and skills to teach one or more activity badge competency. He should be recruited by the Den Leader and be able to instill self-confidence in den members, in strengthening their relationships with adults.

Troop Webelos Resource Person

An adult male registered with a Scout Troop. He can be an Assistant Scoutmaster or Troop Committeeman, and should be the liaison between the Troop and Pack. He should aid in planning joint activities between the Troop and Pack, including an exciting graduation program. His major task is to insure a smooth transition from Webelos Scout to a Boy Scout Troop.

Pack/Troop Relationship

With the help of the Unit Commissioner, make a list of nearby Troops, with leaders' names and phone numbers. The Unit Commissioner can help bring together the Webelos Den Leader, Cubmaster, and Scoutmaster for their first meeting. If a Unit Commissioner is not available, either the Cubmaster or Webelos Den Leader will need to take the initiative to get things going.

Goals: get acquainted, define responsibilities, leadership needs, plan for joint Webelos/Troop activities and set a calendar for these events, plan to maintain regular communications to keep everyone interested and informed.

See Chapter 4, "Cub Scout Leader Book" for details of leadership responsibilities.

TRAINING

Every Webelos Scout deserves trained and qualified leaders. Webelos Den Leaders and assistants should take Cub Scout Leader Basic Training, which includes a weekend outdoor experience. They should also take part in regular roundtables, pow wows, and other training events.

The Webelos Den Chief receives on-the-job training from the Webelos Den Leader. Initial training includes a review of the "Den Chief's Handbook" and "How to be a Den Chief". Webelos Den Chiefs should be encouraged to attend a district or council Den Chief Training Conference. The Webelos Den Leader also provides regular coaching related to the Den's program activities.

See Chapter 12, "Cub Scout Leader Book" for details of training available.

PROGRAM PLANNING

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, and desires, and contributes to their growth. The goal of the Webelos Den is to hold a boy in the Cub Scout Pack and graduate him into a Troop. That's why a quality program is of such importance.

Annual Planning

A Webelos annual planning meeting is held, usually in July. A tentative calendar of activities is set, including joint quarterly activities with the Troop. Resources are identified and the activity badge counselors are recruited. This plan is incorporated in the Pack's annual plan.

Monthly Planning

At least once each month the Webelos Den Leader, Assistant, Webelos Den Chief, and Troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

Joint Activities

Some suggestions for joint Webelos Den/Troop activities are shown below:

- Webelos Den visits Troop Court of Honor
- Webelos Den and Troop share an evening campfire
- Joint attendance at Scout Sunday or Sabbath services
- Pack/Troop community Good Turn, or Good Turn for chartered organization
- Webelos Den on a day hike with Troop
- Troop leaders assist on a Webelos Dad-and-Son overnight campout
- Webelos Den visits a district camporee with Troop as host
- Scoutmaster and Troop junior leaders take part in Pack graduation ceremonies

See Chapter 6, "Cub Scout Leader Book" for details of program planning.

The 2-Year Webelos Scout Program

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

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

What's New

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

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

Webelos Den Organization

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

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

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

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

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

Leadership

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

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

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

Webelos Scout Advancement

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

Relationship to Boy Scout Advancement

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

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

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

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

Outdoor Program

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

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

Joint Activities with Boy Scout Troops

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

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

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

Webelos Resident Camping

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

Implementation Schedule

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

Activity Badges

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

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

1988-89 Recommended Webelos Activity Badges

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

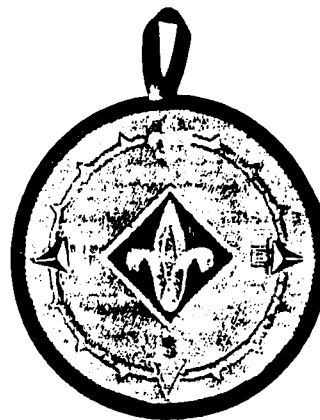
*2 consecutive months

Activity Badge Groups

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

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

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



Compass Points

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

THE STORY OF AKELA, CHIEF OF THE WEBELOS

Akela was the chief of the Webelos, an imaginary Indian tribe. Tall, stalwart, straight as an arrow, swift as an antelope, and brave as a lion. He was fierce to an enemy but kind to a brother. Many trophies hung in his tepee. His father was the son of the sun. His totem was the Arrow of Light.

The medicine man and the firemaker had come early to the council ring. Everything was in readiness. The firemaker had built the ceremonial fire. As it crackled and burned, tongues of flame shot upward, throwing strange shadows into the deeper darkness of the forest.

It was out of these strange silences and noises of the great woods that there had boomed the great tones of the stump drum as the medicine man beat it. Three times its heavy tone had boomed out into the night. It called the braves from the village below, lying at the edge of the lake and protected by sharp cliffs. One by one, in silence, the braves had answered and quickly scaled the narrow ledge that led to the council fire.

The dance began. In turn, each dancer told a story of the tribe's greatness. One recited the legend of the first chief, who single-handed had bested ten enemy war canoes filled with braves. They were waiting around the point of the lake to attack the village. He swam underwater and broke through each birchbark canoe in turn and then escaped. As the enemies swam ashore, his braves tomahawked and scalped them one by one.

Another told of the chief's bear-claw necklace. One day when stalking a deer, while passing through a rocky place, the chief found a grizzly bear about to attack an Indian boy. He rushed in, and with stones he attracted the grizzly's attention and the fight began. Like boxers, they dodged and rushed at each other until the chief's tomahawk reached its mark and brained the grizzly, saving the life of the boy. The big hide kept the chief warm through the long, cold nights. The claws became the necklace. When the boy grew up, he always fought near his chief, guarding him. And that boy was the dancer.

Another by step and gesture pictured the chief chasing the buffalo. Food had been very scarce and there was hunger in the tepees. So the chief traveled far and saw a lone buffalo. The chief began to stalk. Finally he was so close that he started to run toward the buffalo at close range. Suddenly the buffalo turned and charged straight at him. It was all so quick he could not dodge. So the chief leaped over the head of the bull. Turning quickly, he sank his spear in the animal's shoulder. As the buffalo stumbled, the chief found his heart with a second spear. This food brought much joy to the hungry ones.

Another brave told of the laws the chief had urged for the happiness of his people. The law of the forest had been "live and let live." The tribe killed nothing needlessly. Then came Chief Akela. He taught a new law — "live and help live." His warriors were brothers. They were unmatched in battle and fierce in attack. But they were very kind to their women and children. With their neighbors they lived in peace, together fighting off invaders. Of all the tribes near the great woods, they gave the most care to helping their boys learn the ways of the brave.

One after another told his tale. Then all was quiet. It was silence that could be felt. Something important was about to happen! Chief Akela, bright in his warrior's headdress and in ceremonial paint, stepped into the lighted circle. The tom-tom beaters began. Low and slow, then growing like a storm, they beat fiercely as the chief told in graceful gesture of the greatness of the tribe.

His dance pictures his own life story. He told of the strength and wisdom of his father, Arrow of Light. He told of his mother, Kind Eyes. From her, he learned those wondrous things that mothers know. His father had helped him make a little bow and arrow. And once when an enemy would have tomahawked his mother, he, Akela, shot the pursuing enemy in the eye, and his mother escaped.

A little later he began to understand the speech and signs and calls of the Webelos. He was taken on little trips into the forest among the great trees and the streams. Here from the wolf he learned the language of the ground — the tracks, the ways to food. From the big kindly bears he learned the secret names of trees and the calls of birds — the language of the air. But before he might become a scouting brave on his own, he first had to look a warrior in the eye and learn the language of the stout heart which feared nothing and which never gave up. Then, and only then, did Akela's father admit him to the lower ranks of the young braves.

As he closed his dance, Akela told the braves that the tribe could be no greater than its boys. He said: "The future is hidden, but if we are strong and brave and help our boys to be the same, our tribe will be strong. If our boys are fair and help other people, they will take our places and our tribe will continue to be great."

The tom-toms closed in a final burst, and all the braves gave a great, guttural "Howl!" Then in silence the warriors stood beside the dying fire. There was no noise except the crackle of the embers and the mysterious noises of the forest. Raising their right hands toward the sky and the Great Spirit, with the left each joined in the living circle with his brothers, as a pledge to the tribe and to the Great Spirit — a pledge to the future through the present.

TEACHING A SKILL

The two conditions of teaching are: (1) That none can teach more than he knows; (2) That none can teach faster than the scholar can learn. (Ralph Waldo Emerson)

There are five basic steps in teaching a Scouting skill:

1. PREPARATION

The first step in teaching a skill is to obtain the necessary equipment and supplies in sufficient quantity so the skill can be demonstrated, taught and practiced. For demonstration and teaching purposes, simulated or makeshift equipment is never adequate.

2. EXPLANATION

The explanation serves two purposes: (1) to introduce the subject by giving some background about its usefulness and application; (2) to describe the subject in detail, technical enough to be complete but not confusing.

The explanation should create a desire to become proficient in the skill. Unusual facts or illustrations arouse interest and create an appreciation of the value of learning the skill.

3. DEMONSTRATION

this is the showing process. It is the first step in actual teaching. The demonstration should be done so well and simply that the student will have confidence in his own ability to achieve success. Demonstration of a skill is not the opportunity for the trainer to show his proficiency, but should be used primarily to show the steps in acquiring the skill.

4. PRACTICE

Hearing and seeing aren't enough. The learning process begins to finalize itself when students have the opportunity to try to do the skill themselves under the guidance of a trainer. The coach and pupil method works well at this point. Nothing can beat the "learn by doing" method.

5. TEACHING OTHERS

People often learn best those things they teach to others. Whenever possible, each student should have the opportunity to demonstrate and practice teaching others. Occasionally a summary of review and examination are desirable. The extent to which they are used depends on the type of skill and how well the student has learned.

(continued)

TEACHING A SKILL (continued)

Time Balance in Teaching a Skill

No one can learn a skill except by doing it, therefore most of the time must be spent in practice. The proper time balance is:

Explanation (hearing)	10% of the time
Demonstration (seeing)	25% of the time
Practice (doing)	65% of the time

Tips on Coaching a Skill

1. Be able to perform the skill well yourself.
2. Review your own experience in learning it, and work out a series of steps for teaching it.
3. Keep the instruction personal by working with an individual or small group, and letting them teach others.
4. Size up your audience, both as to abilities and personality traits which affect their learning the skill.
5. If the learner is not familiar with the skill, go slowly. Insist on accuracy first, then speed (if speed is a factor).
6. Don't interfere with the learners trying to do it on their own. Don't interrupt their efforts unless they bog down or go off on the wrong track.
7. Let them make mistakes, if this will help them learn, but do point out mistakes tactfully.
8. Never make corrections sarcastically or for the benefit of any onlookers.
9. Encourage the learners by making remarks on their progress, pointing out the completion of each step and remarking on the steps they have done well.
10. Urge them to practice and to teach someone else.

SCOUT OATH OR PROMISE

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

SCOUT LAW

A SCOUT IS:

TRUSTWORTHY

OBEDIENT

LOYAL

CHEERFUL

HELPFUL

THRIFTY

FRIENDLY

BRAVE

COURTEOUS

CLEAN

KIND

REVERENT

BOY SCOUT METHODS

IDEALS

Oath—Law—Motto—Slogan—Goals—Standards

PATROLS

Peer groups—elected representation—activities

OUTDOORS

Hiking—camping—conservation—sports

ADVANCEMENT

Self-reliance—ability to help others—challenge

ADULT MALE ASSOCIATION

Masculine image—role model—example

PERSONAL GROWTH

Good Turn—service projects—religious emblems

LEADERSHIP DEVELOPMENT

Leadership skills and practice—citizenship

UNIFORM

Commitment to aims—identity—practical attire

BOY SCOUT AIMS

Participating citizenship

Growth in moral strength and character

Development in physical,
mental, emotional fitness

SCOUT MOTTO

Be Prepared

SCOUT SLOGAN

Do a Good Turn Daily

OUTDOOR CODE

As an American,

I will do my best to —

Be clean in my outdoor manners,

Be careful with fire,

Be considerate in the outdoors,

and

Be conservation-minded.

WEBELOS CAMPOUT CHECKLIST

Our Webelos den is going camping on _____ (date)
at _____ (place). We will meet at _____ (place)
at _____ (time). We will return at _____ (time) on _____ (date).

Tents: Will be furnished Bring your own

Cooking Equipment: Will be furnished Bring your own

Each boy will share a tent with his dad. Those boys who will be sharing a 'dad' will also occupy the same tent.

A full Webelos uniform is required for the campout. Sturdy shoes, suitable for hiking, will be useful.

During the campout we will be working on the requirements for the Outdoorsman Activity Badge. The material in the Webelos Scout book related to this badge should be read and carefully studied in advance. Bring your Webelos book to camp.

The following is a list of optional equipment which will be useful on the campout. Make a check mark in pencil by each item as you lay out your equipment to pack:

- Blankets (2 or 3) or Sleeping Bag
- Waterproof ground sheet, plastic
- Sweater or jacket
- Pair of moccasins or sneakers

Eating kit containing:

- Knife Fork Spoon
- Plate Cup

Clothesbag containing:

- Swim trunks
- Extra handkerchiefs
- Set of extra clothing
- Extra sox or stockings

Repair kit containing:

- Safety pins
- Shoe laces
- Flashlight
- Mosquito repellent
- Webelos Scout handbook

Toilet kit containing:

- Soap in container
- Washcloth
- Hand towels
- Toothbrush Toothpaste
- Comb
- Toilet paper

S A M P L E

THE SCOUT BADGE

To teach Webelos Scouts the parts of the Scout badge, enlarge the design below and cut the separate parts from thin plywood or pressboard. Cut out with a scroll saw and paint or stain. Use the individual parts to teach the badge requirement for the Webelos badge.

The Scout badge was adapted from the north point of the old mariner's compass. The design is often called a trefoil - a flower with three leaves. It is also known by its French name "fleur-de-lis" - lily or iris flower. It goes so far back in history that it is uncertain whether it actually stands for a flower or for an arrowhead. With slight changes, the trefoil badge is used by Scouts around the world.

The two stars symbolize truth and knowledge, and the outdoors in scouting.

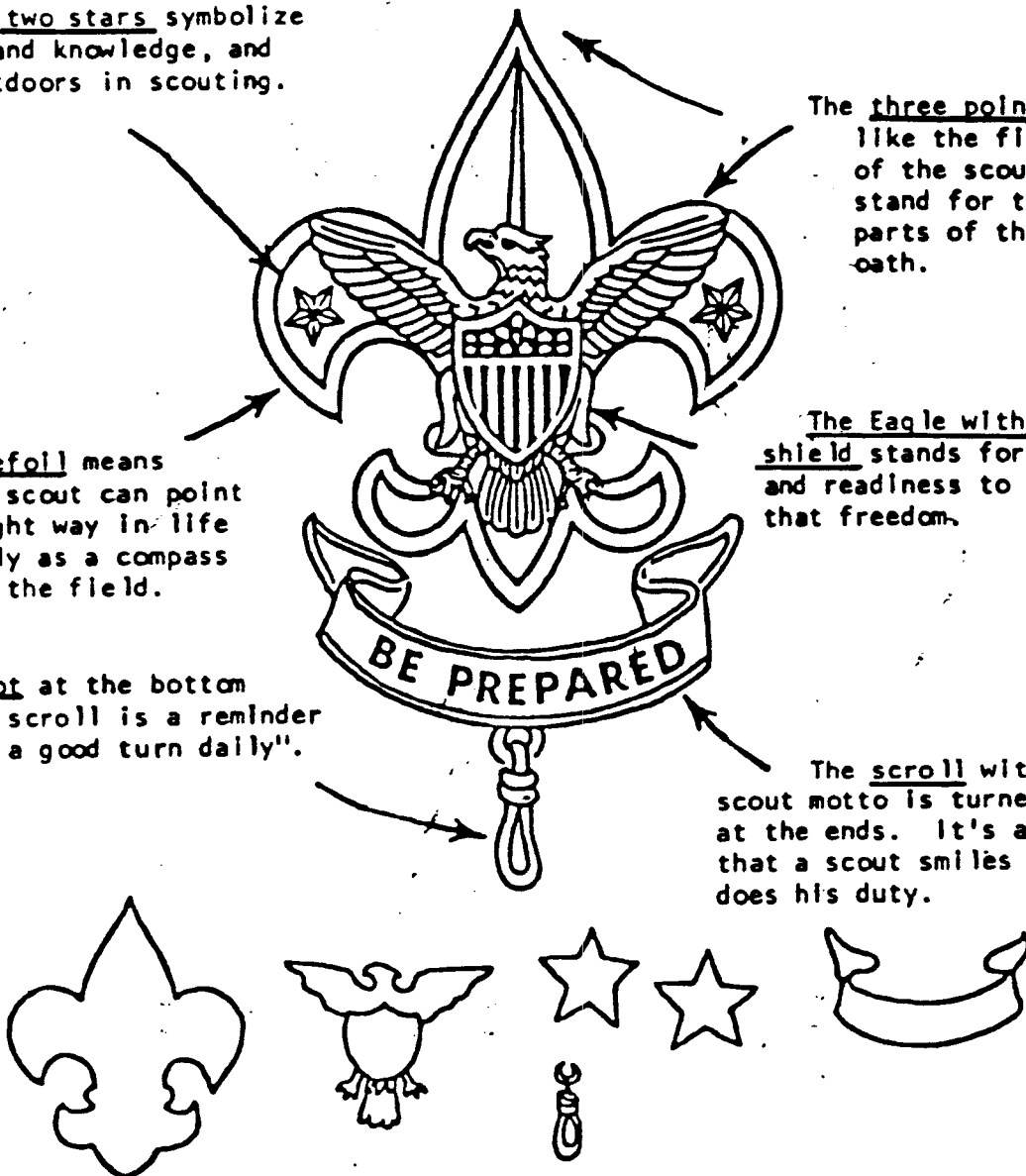
The three points, like the fingers of the scout sign, stand for the three parts of the scout oath.

The trefoil means that a scout can point the right way in life as truly as a compass can in the field.

The Eagle with the shield stands for freedom and readiness to defend that freedom.


The knot at the bottom of the scroll is a reminder to "do a good turn daily".

The scroll with the scout motto is turned up at the ends. It's a hint that a scout smiles as he does his duty.



OUTDOOR CODE

BOY SCOUTS OF AMERICA

 AS AN AMERICAN, I WILL DO MY BEST TO:

BE CLEAN IN MY OUTDOOR MANNERS

I WILL TREAT THE OUTDOORS AS A HERITAGE TO BE IMPROVED FOR OUR GREATER ENJOYMENT. I WILL KEEP MY TRASH AND GARBAGE OUT OF AMERICA'S WATERS, FIELDS, WOODS AND ROADWAYS.

BE CAREFUL WITH FIRE

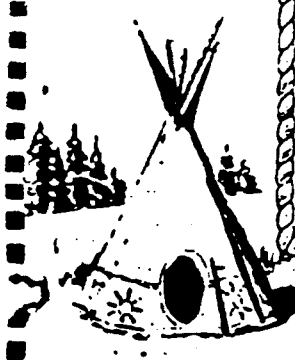
I WILL PREVENT WILD FIRE. I WILL BUILD MY FIRE IN A SAFE PLACE, AND BE SURE IT IS DEAD OUT BEFORE I LEAVE.

BE CONSIDERATE IN THE OUTDOORS

I WILL TREAT PUBLIC AND PRIVATE PROPERTY WITH RESPECT. I WILL REMEMBER THAT USE OF THE OUTDOORS IS A PRIVILEGE I CAN LOSE BY ABUSE.

BE CONSERVATION-MINDED

I WILL LEARN HOW TO PRACTICE GOOD CONSERVATION OF SOIL, WATERS, FORESTS, MINERALS, GRASSLANDS, AND WILD LIFE; AND I WILL URGE OTHERS TO DO THE SAME. I WILL USE SPORTSMAN-LIKE METHODS IN ALL MY OUTDOOR ACTIVITIES.





OUTDOOR FIRE BUILDING

THINGS TO REMEMBER

1. WIND CAN SPREAD SPARKS.
2. FIRE CAN CREEP THROUGH DRY GRASS, LEAVES OR PINE NEEDLES.
3. SOME ROCKS BURST WHEN HEATED (Like Sandstone or Shale)
4. SPILLED BACON GREASE CAN SPREAD FIRE OR CAUSE BURNS.
5. ALWAYS HAVE AN ADULT OR YOUR DEN CHIEF PRESENT.

OUTDOOR FIRESAFETY RULES

1. ALMOST EVERY CAMPSITE OR PICNIC AREA HAS RULES, LEARN AND OBEY THEM.
2. CLEAR A CIRCLE 4 TO 6 FEET ACROSS OF EVERYTHING THAT WILL BURN.
3. SET UP YOUR STOVE OR BUILD YOUR FIRE IN THE CENTER. THERE WILL BE LESS CHANCE OF YOUR FIRE GETTING AWAY.
4. DON'T BUILD YOUR FIRE AGAINST A TREE OR BETWEEN THE ROOTS
5. KEEP YOUR FIRE AWAY FROM DEAD LOGS OR STUMPS.
6. DON'T USE FIREWOOD THAT SPITS SPARKS.
7. BREAK YOUR BURNT MATCHES BEFORE YOU THROW THEM AWAY.
8. NEVER LEAVE YOUR FIRE ALONE.
9. KEEP A BUCKET OF WATER OR SAND HANDY FOR EMERGENCY USE.
10. WHEN YOU ARE THROUGH WITH YOUR FIRE, PUT IT OUT. SPREAD THE COALS AND ASHES AND SPRINKLE THEM WITH WATER. STIR AND SPRINKLE UNTIL THE FIRE IS COLD OUT. THIS MEANS IT FEELS COLD TO YOUR HAND.

BE PREPARED

FOR ANYTHING

PARENT AND FAMILY TALENT SURVEY SHEET

(Each parent or adult family member should fill out a separate sheet and turn it in at this meeting.)

Pack _____ Chartered Organization _____ Date _____

Dear Cub Scout Family:

Welcome to the Cub Scout family of Pack _____. As explained to you, the Cub Scout program is for parents as well as boys. We have a fine group of families that have indicated willingness to help according to their abilities. We invite you to add your talents and interests so the best possible program can be developed for your boy and his friends.

Den leaders and Webelos den leaders are always busy with den activities. Our pack leaders and committee members know you have some talent that will help in the operation of our pack. Although your help may not be on a full-time basis, whatever you do to help will be appreciated.

In making this survey, your pack committee wishes to uncover ways you can enjoy giving assistance. Please answer the following as completely as possible:

1. My hobbies are: _____

2. I can play and teach these sports: _____

3. My job, business, or profession would be of interest to Cub Scouts: _____

4. I am willing to help my boy and the pack as: pack committee member, den leader or assistant, den leader coach, assistant Cubmaster, Webelos den leader or assistant, Cubmaster

5. My Scouting experience: Cub Scout _____ Scout _____ Explorer? _____ Progress award/rank attained? _____

6. I can help in these areas:

General Activities

- | | |
|---|--|
| <input type="checkbox"/> Carpentry | <input type="checkbox"/> Typing |
| <input type="checkbox"/> Swimming | <input type="checkbox"/> Drawing/art |
| <input type="checkbox"/> Games | <input type="checkbox"/> Radio/electricity |
| <input type="checkbox"/> Nature | <input type="checkbox"/> Dramatics/skits |
| <input type="checkbox"/> Sports | <input type="checkbox"/> Cooking/banquets |
| <input type="checkbox"/> Outdoor activities | <input type="checkbox"/> Sewing |
| <input type="checkbox"/> Crafts | <input type="checkbox"/> Transportation |
| <input type="checkbox"/> Music/songs | <input type="checkbox"/> Other _____ |
| <input type="checkbox"/> Bookkeeping | _____ |

Webelos Activity Areas

- | | | |
|------------------------------------|--------------------------------------|------------------------------------|
| <input type="checkbox"/> Athlete | <input type="checkbox"/> Engineer | <input type="checkbox"/> Scholar |
| <input type="checkbox"/> Aquanaut | <input type="checkbox"/> Forester | <input type="checkbox"/> Scientist |
| <input type="checkbox"/> Artist | <input type="checkbox"/> Geologist | <input type="checkbox"/> Showman |
| <input type="checkbox"/> Citizen | <input type="checkbox"/> Naturalist | <input type="checkbox"/> Sportsman |
| <input type="checkbox"/> Craftsman | <input type="checkbox"/> Outdoorsman | <input type="checkbox"/> Traveler |

Special Program Assistance

- I have a station wagon or truck.
- I have a workshop.
- I have family camping gear.
- I can make contacts for special trips and activities.
- I have access to a cottage or camping property or a boat.
- I can help Webelos Scouts with Scout skills.
- I can or know others who can help with our Cub Scout "Learn-to-Swim" Program.
- I can or know others who can help with our Cub Scout bicycle safety program.
- I can or know people who will help with the Cub Scout physical fitness program.
- Other help I can give: _____
- _____
- _____

Name _____ Home phone _____

Street address _____ Business phone _____

City _____ State _____ ZIP _____

Your cooperation and help are appreciated

Your Pack Committee

Scouting Songs

THE STAR-SPANGLED BANNER

By Francis Scott Key

Key: A Flat. Time: 3/4

O say, can you see, by the dawn's early light,
What so proudly we hail'd at the twilight's
last gleaming?

Whose broad stripes and bright stars, thro'
the perilous fight,

O'er the ramparts we watched were so gallantly
streaming.

And the rockets' red glare, the bombs bursting
in air,

Gave proof thro' the night that our flag was
still there!

O say, does the star-spangled banner yet wave
O'er the land of the free and the home of the
brave?

On the shore, dimly seen thro' the midst of
the deep,

Where the foe's haughty host in dread silence
reposes,

What is that which the breeze, o'er the
towering steep,

As it fitfully blows, half conceals, half
discloses?

Now it catches the gleam of the morning's
first beam,

In full glory reflected, now shines on the
stream--

'Tis the star-spangled banner. O long may it
wave

O'er the land of the free and the home of the
brave.

TRAIL THE EAGLE

Tune: "On Wisconsin"

Key: C. Time: 2/4

Trail the Eagle,
Trail the Eagle,
Climbing all the time.
First the Star and then the Life,
Will on your bosom shine.

Keep climbing!
Blaze the trail and we will follow,
Hark the Eagle's call;
On, brothers, on until we're Eagles all.



SCOUT VESPER

Tune: "Tannenbaum"

Key: G. Time: 3/4

Softly falls the light of day,
While our campfire fades away.
Silently each Scout should ask:
"Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared?"

TAPS

Key: F Time: 4/4

Day is done, gone the sun,
From the lake, from the hills,
From the sky;
All is well, safely rest,
God is nigh.

Fading light dims the sight,
And a star gems the sky,
Gleaming bright,
From afar, drawing nigh,
Falls the night.

WE'RE ON THE UPWARD TRAIL

We're on the upward trail,
We're on the upward trail,
Singing as we go. Scouting bound.
We're on the upward trail,
We're on the upward trail,
Singing, singing, ev'rybody singing,
Scouting bound.

I'VE GOT THAT SCOUTING SPIRIT

Tune: "Joy in My Heart"

I've got that Scouting spirit,
Up in my head,
Up in my head,
Up in my head.
I've got that Scouting spirit,
Up in my head,
Up in my head, to stay.

I've got that Scouting spirit,
Deep in my heart, etc.
(Continue as in first verse)

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

I've got that Scouting spirit,
Allover me, etc.
(Continue as in first verse)

I've got that Scouting Spirit,
Up in my head,
Deep in my heart,
Down in my feet.
I've got that Scouting spirit,
Allover me,
Allover me, all ways.

MY FATHER'S HOUSE

Oh, won't you come with me to my
father's house, To my father's
house, to my Father's house.
Oh, won't you come with me to my
Father's house.
There is peace, peace, peace.

There's sweet communion there, in my
Father's house,
In my Father's house, in my Father's
house.
There's sweet communion there, in my
Father's house.
There is peace, peace, peace.

There'll be no parting there, in my
Father's house,
In my Father's house, in my Father's
house.

There'll be no parting there, in my
Father's house.

There is peace, peace, peace.

SHE'LL BE COMIN' 'ROUND THE MOUNTAIN

She'll be comin' 'round the mountain
When she comes, "Whoa, hoo!"

She'll be drivin' six white horses
When she comes, "Whoa, back!"

And, we'll all go out to meet her
When she comes, "Hi, Babe!"

And we'll kill the old red rooster
When she comes, "Hack, hack!"

And we'll all have chicken 'n' dumplings
When she comes, "Yum, yum!"

And we'll wear our bright red woollies
When she comes, "Scratch, scratch!"

KUM BA YAH

Slowly

Kum ba yah, my Lord, Kum ba yah!
Kum ba yah, my Lord, Kum ba yah!
Kum ba yah, my Lord, Kum ba yah!
O Lord, Kum ba yah.

Someone's crying, Lord, Kum ba yah!
Someone's crying, Lord, Kum ba yah!
Someone's crying, Lord, Kum ba yah!
O Lord, Kum ba yah.

Someone's singing, Lord,
Kum ba yah!
Someone's singing, Lord,
Kum ba yah!
Someone's singing, Lord,
Kum ba yah!
O Lord, Kum ba yah.

Someone's praying, Lord,
Kum ba yah!
Someone's praying, Lord,
Kum ba yah!
Someone's praying, Lord,
Kum ba yah!
O Lord, Kum ba yah!

SONGS

&



GAMES

SONGS

Singing is fun. Leading and teaching songs can be fun, too, if you follow a few simple rules. You don't need to be a professional singer or orchestra leader to lead Cub Scout singing successfully. Here are some tips.

SONG LEADING

1. Smile at the group and relax. Appear to be confident whether you actually feel that way or not. Morale is catching.
2. Select songs in advance and be sure that you know them well enough that you can teach them with confidence.
3. Always start with a rousing, well-known song so everyone can sing out confidently.
4. Give the pitch by humming or singing a few bars yourself. If an accompaniment is available, have a few bars played.
5. Start the group singing with a slight upward arm motion, then a decisive downward motion (the downbeat) and start to sing yourself.
6. Beat the time with simple up-and-down arm motions - with one arm or both arms to fit the beat or the words.
7. Control the volume with hand motions. Raise your hand for loudness and lower it for softness.
8. Don't stand fixed in one spot. Move around a little to inject some pep and personality.
9. Dividing the group into separate groups to sing separately, or when you point to them can spark enthusiasm. Vary singing with humming, whispering, whistling or clapping.
10. Never go on long enough that people ask you to stop. Leave them wanting more.

TEACHING SONGS

The following hints will help make teaching songs easier and more pleasant for everyone:

1. Don't try a new song until you have the audience warmed up with one or two they are familiar with.
2. If at all possible, provide copies of the words. Use song books, mimeographed song sheets, or words written on a chalkboard or large sheet of paper.
3. Sing a new song through alone or with a small group who already knows it.
4. Let the crowd sing a verse at a time, slowly first. When they learn that one, go on to another verse and pick up the speed.
5. Any kind of accompaniment helps, whether it is a piano, accordion, guitar, harmonica or something else. They are good because they can play harmony and not just a simple melody.
6. When the group has sung the song once or twice, stop. Don't drag it out too long.

Every chance you have to lead singing will make you more proficient and confident. Practice makes perfect in music leading as well as most everything else you do.

Patriotic or inspirational songs used as a closing for a meeting, songfest, or campfire, can leave everyone with a good thought.

When the boys practice songs at den meeting (particularly new songs), they will do a better job of singing at the pack meeting.

APPLAUSE STUNTS

Applause stunts are a great way to recognize a person or a den for some accomplishment. Before you start, be sure everyone knows and understands what the applause stunt is and how to do it. Applause stunts can be used not only as recognition, but they can help liven up any meeting. They give the audience a chance to move around and let off steam.

RUDOLPH APPLAUSE - Put your thumbs to your head with fingers up, forming antlers. Wrinkle your nose while saying: "Blink, blink, blink, blink"

✓ BEE APPLAUSE - Put arms straight out and pretend to fly, while saying: "Buzz, buzz"

TURKEY APPLAUSE - Say "Gobble, gobble, gobble", then rub stomach and say: "Yum, yum".

✓ ROCKETSHIP APPLAUSE - Countdown "10, 9, 8 ...3, 2, 1 .. blast off!" Blast off with your hand, gain orbit, and say "Beep-beep, beep-beep"

✓ LIGHTNING APPLAUSE - Shake your finger like jagged lightning and go "Shhh Shhh" on each jagged movement.

JOLLY GREEN GIANT APPLAUSE - Say "Ho-ho-ho" while stretching up tall.

TONTO APPLAUSE - Leader shouts "Where does Tonto take his trash?" The audience yells in reply: "To da dump, to da dump, to da dump, dump, dump" to the rhythm of a running horse in a sing-song fashion, while clapping hands on thighs.

✓ FLAPJACK APPLAUSE - Pretend to pry a spatula under a pancake, then throw it up into the air and nod your head three times up and down as if watching the pancake flip, and then catch it on the spatula.

✓ ROBOT APPLAUSE - Walk in place, stiff-legged and stiff-armed, saying: "Does not compute. Does not compute."

PAPER BAG APPLAUSE - Make motions to simulate opening paper bag, forming neck, blowing it up and pop it, saying "Pop" loudly.

✓ FRED FLINTSTONE/LAURENCE WELK APPLAUSE - Move arm as if directing orchestra, tap foot, and say: "A one and a two and an Abba Dabba Doo".

✓ GUILLOTINE APPLAUSE - Pretend to wind a crank pulling the blade up, tie it off, take an imaginary axe and cut the rope. Knife your hand down like a blade, saying "Sloosh". Then roll one hand over the other while saying: "Thud, Flop, flop, flop."

INDIAN APPLAUSE - Stomp feet three times. Beat chest three times. Give Indian war whoop with hand over mouth.

(continued)

G A M E S

Games are the sunny side of Cub Scouting. Skills and interests developed in childhood teach self-confidence, independence, and an ability to get along with others. Children learn through play.

Games are an integral part of Scouting's programs because they are an important teaching method. Games accomplish Cub Scouting's objectives of physical fitness and character enrichment, and at the same time develop the whole boy; one who is physically strong, mentally awake, and morally straight.

Games teach a Cub Scout to follow rules, wait his turn, to respect the rights of others, to give and take, to play fair; all found in the purpose of Cub Scouting. To a boy, a game is one of the serious things of life. The purpose of games then, is to give true character training, because a boy is fully alive when he is at play and is therefore receptive and teachable.

Consider first the physical aspect....the release of surplus energy within the physical ability of the group. A game must be satisfying to the strongest and yet not overtax the weakest. It should have a definite relationship to the Cub Scout's health. In fact, it should stimulate growth and the development of practically every muscle and at the same time materially assist the bodily functions. Circulation, respiration, degestion, and the nervous system are stimulated by active outdoor games.

The next value to be considered is the mental value. The activities boys participate in must contain elements of excitement, competition, and accomplishment. With other boys, a Cub Scout should learn to play...and to play fair. He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games help develop quick thinking, alertness and strategy.

Cub Scouts should learn to play with others, and to control their emotions. Games can act as a beneficial "safety value" which allows the release of pent-up stress and tension in a controlled atmosphere, where such release is not considered unusual behavior but is entirely acceptable.

Boys at play are truly alive, intense, and receptive. Their interest and concentration is probably never higher. One of the most important learning experiences derived from games is the character development aspect where the necessity for the cooperation of all, abiding by the rules and a sense of fair play are forcefully demonstrated.

Giving boys a chance to lead games, makes possible the development of an excellent source of assistance for any leader, as well as helping them develop their potential as leaders and in accepting responsibility before their peers. Boys play games naturally and instinctively. Little do they realize how they are developing their potentials. The leader's responsibility is to utilize this natural instinct to its fullest and involve the boys in a program of games which are challenging, healthy, and above all, FUN!!

Hints for Games Leaders - To do a good game to everyones satisfaction is a real accomplishment.

1. Know your game thoroughly. Know the rules of the game, what are you going to do and how are you going to do it. Have all the necessary equipment on hand.
2. Consider the space required. Make sure the space available is large enough to allow everyone to play. Consider what boundaries you need, the start and finish lines.
3. Wait until you have the full attention of those taking part before you explain the rules of the game. Stand where you can be seen and heard by all, make the instructions clear and brief, and show your enthusiasm in manner and voice. Point out the starting and finishing lines. You decide who goes first and what happens in case of a tie, etc.
4. Teach a new game by steps or demonstration.
5. Ask questions after explaining and demonstrating the games to make certain everyone understands.
6. Be sure the rules are followed. If the game is not going right, stop it, and explain again.
7. Everyone should get a chance to play. But, don't wear a game out. Quit while the boys are still having fun. There'll be another day to play it again.
8. Consider the physical aspect. Make sure it's satisfying to the strongest, but yet not overtaxing on the weakest. CAUTIONS: breathlessness, quick and shallow breathing, body pain, spots before the eyes, recent illness, etc.
9. Consider the mental side: excitement, competition, accomplishment. Right now he plays simply to satisfy his aspirations. Your games will guide him to think, be alert and develop strategy.
10. Have enough leadership to handle your group.
11. But,.....MOST OF ALL BE SURE YOU AND THEY HAVE FUN!!

DEN GAMES

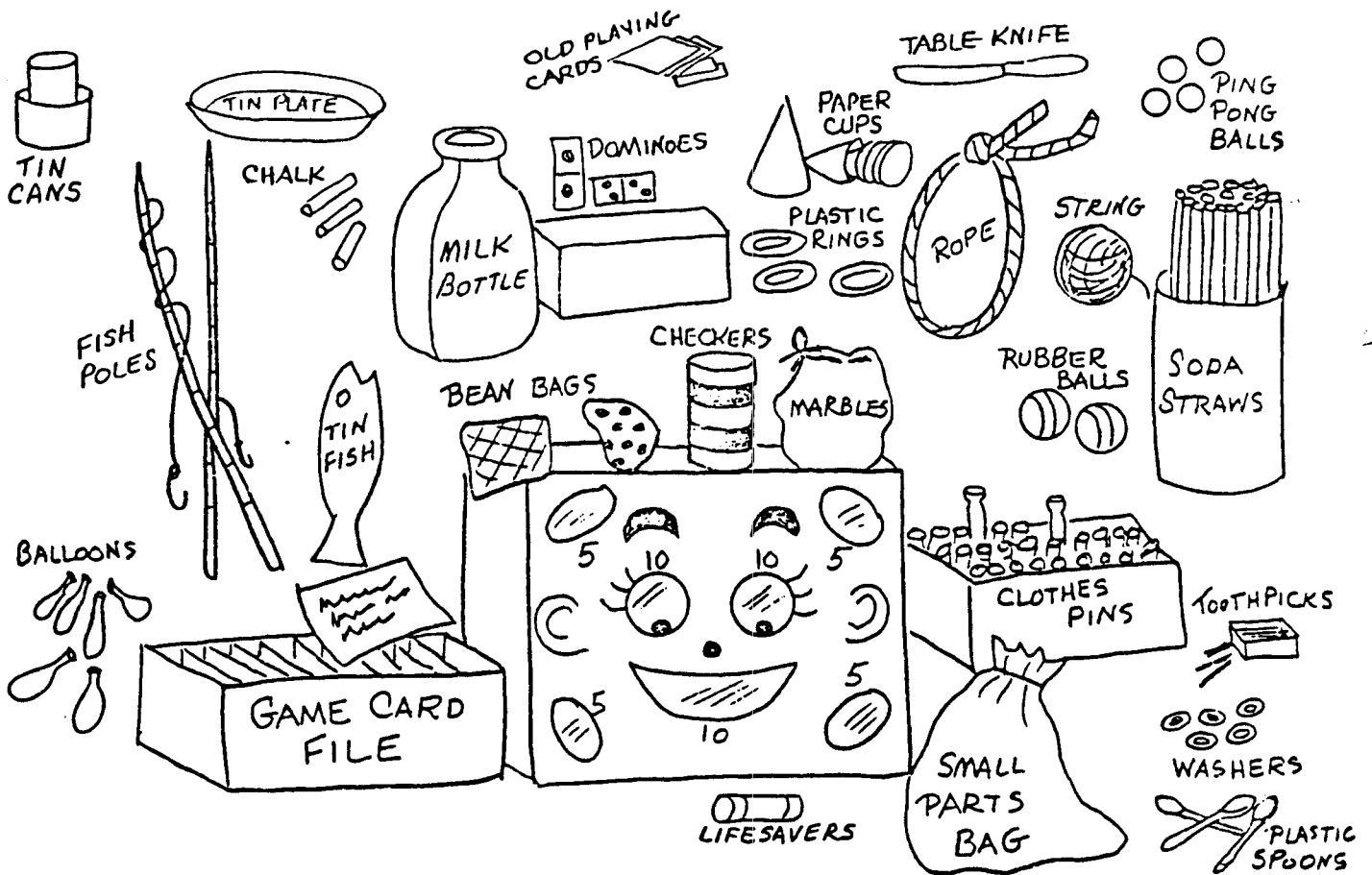
Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits out-door activity. Den games can be relays or can be played with each boy playing as an individual.

An active Den Game conducted by the Den Chief is a helpful start to the Den Leader at the Den meeting to help "Get the Kinks Out". Remember, most Den meetings are held immediately after school, when boys have been cooped up for several hours. A Den game can truly provide an outlet for "letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem child who is not well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to select team members.

REMEMBER.....Games may be intended to teach fair play, promote sportsmanship and build character, but most important of all, they should be FUN!!!

GAME CHEST



Blocks of Wood
 Skittles
 Bowling
 Throwing Games

Clothespins
 Drop in Bottle
 Pitch Targets
 Wrestlers
 Clothesline Relay

Curtain Rod Rings
 Tossing Games
 Bottle Games

Soda Straws
 Bottle Pickup
 Bean Relay
 Ping-Pong Ball

Toothpicks
 Lifesaver Pass
 Stack on Bottle
 Pick up Sticks

Spoons
 Carry Ping-Pong Ball
 Snap Ball at Target

Marbles
 Rolling Games
 Tossing Games
 Pop Marbles

Paper Cups
 Tossing Games
 Blowing Relay

Tin Plate
 Spin the Plate
 Toss Cards Into Plate
 Toss Washers

Ropes
 Champ Nit Games
 Quoits
 Tug-of-War

Rubber Ball
 Throw and Catch
 Ball Toss
 Spud Ball
 Pass Ball

Bean Bags
 Duck on Rock
 Toss Games
 Hot Potato

Balloons
 Balloon Burst
 Relay
 Water Balloon

Tin Cans
 Stacking
 Toss Games

HEARTBEAT OF A TREE: A tree is a living creature. It eats, rests, breathes and circulates its "blood" much as we do. The heartbeat of a tree is a wonderful crackling, gurgling flow of life. The best time to hear the forest heartbeat is in early spring, when the trees send first surges of sap upward to their branches, preparing them for another season of growth. Choose a tree that is at least six inches in diameter and has thin bark. Deciduous trees are generally better for listening to than conifers, and certain individuals of a species may have a louder heartbeat than others. Press a stethoscope firmly against the tree, keeping it motionless so as not to make interfering noises. You may have to try several different places on the tree trunk before you find a good listening spot. Children will want to hear their own heartbeat. Listen also to the heartbeat of mammals and birds--the variety in sounds is fascinating.

MEET A TREE: This game is for groups of at least two. Pair off. Blindfold your partner and lead him through the forest to any tree that attracts you. (How far will depend on your partner's age and ability to orientate himself. For all but the very young children, a distance of 20-30 yards usually isn't too far.) Help the "blind" child to explore his tree and to feel its uniqueness. Use specific suggestions such as "rub your cheek on the bark, is your tree alive, put your arms around it, can you find plants growing on it, etc. When your partner is finished exploring, lead them back to where you began, but take an indirect route. (This part of the game has its fun side, with the guides leading their partners over imaginary logs and through thickets that might easily have been avoided.) Now, remove the blindfold and let the child try to find the tree with his eyes open. Suddenly, as the child searches for HIS tree, what was a forest becomes a collection of very individual trees. A tree can be an unforgettable experience in the child's life.

UNNATURE TRAIL: This game is played primarily to introduce the concepts of camouflage (protective coloration) and adaptation. Choose a 40- to 50-foot section of trail and place along it 10 to 15 man-made objects. Some of them should stand out brightly, like flashbulbs or balloons. Others should blend with their surroundings, and therefore be more difficult to pick out. Keep the number of objects you've planted secret. The children walk over the section of trail one at a time, with intervals between them, trying to spot (but not pick up) as many of the objects as they can. When they reach the end of the trail, they whisper in your ear how many they saw. If no one saw all of them, tell everyone how many were seen, but that "there are still more!" Then let them start over. End the game with a discussion of the ways camouflage coloration helps animals. Then go on a search for small camouflaged animals (insects, spiders, etc.).

CATERPILLAR WALK: Take your children to a secluded, secret spot. After blindfolding them, arrange them in a line, caterpillar-fashion, with each child placing their hands on the shoulders of the child ahead of them. Tell them that as you lead them along they are to listen to, smell, and feel their surroundings as completely as they can. Make frequently stops along the way at points of interest, such as unusual trees and rocks, or to smell a fragrant flower or bush. The more variety there is along the route, the better. To add variety, walk on and off trails, follow a dry stream bed, or go in and out of sunny forest clearings. When you have gone as far as you think is appropriate, remove the blindfolds. The children must now try to find their way back along the route to the starting point. Sometimes, before they start back ask them to draw a picture or map of what they think the course and the areas they passed through look like. This helps them to translate into pictures the sounds, smell, and touches they've experienced. The sound of ducks might indicate a pond or marsh. A fragrance would mean flowers. As much as possible, allow the children to find the way back on their own. (Caution: blind caterpillars more than six segments long quickly become entangled and hard to manage.)

ENDLESS CHAIN RELAY

Line two teams up for a relay. The first player on each team begins by walking as fast as he can to the goal line at the other end of the room. When he returns to the starting point, he does not sto but takes the second player's hand and both of them walk around the goal. They return to the starting point and the third player joins hands. The trip to the goal continues until the whole team is walking. The first team around wins.

PAPER BAG RELAY

Have the players run up to a given point, pick up a paper bag, blow it up, pop it, then run back and tag the next player who repeats the procedure.

QUIET GAMES

ALARM CLOCK GAME

Players form a circle. Leader starts an alarm clock around the circle. The player holding the clock when it stops is out of the circle. Play continues until one is left.

SPOOK STORY

Leader starts a story and next person picks up when she stops, repeating what she said. Story continues until . . .

WHISPER DOWN THE ALLEY

Leader tells the person in line next to her a phrase or some long title. That person tells it to the next person and so on until the last person has heard it, then he says it out loud. Did it get to the end of the line correctly? Make sure you tell it in the person's ear.

SELF-PORTRAITS

Give each person a paper bag, large enough to go over his head, and a piece of crayon. Tell him to place the bag over his head. With a crayon he is to draw each item as you call it out - left ey, left ear, right eye, right ear, nose, mouth, etc. Tell half the group to remove its bags and look at the others. Then have this group replace its bags and the other half admire the art work.

Place: Group Meeting Sparkler

PASSING THE HAT

Have the group form a circle with all but one wearing a paper hat. (The hats can be made in advance of the meeting or by the group, using old newspapers.) On signal, each player reaches to his right, removes the hat from that person, and places it on his own head. Gradually speed up the action and then abruptly have everyone stop. The player without a hat drops out. Start again (with one less hat) and continue until only two are left. Change directions from time to time.

100-YD. DASH

Tie a lump of sugar or a marshmallow on the end of a 100-in. string. The contestants gather the string and marshmallows into their mouths without using their hands. The first one to eat the marshmallow wins the race.

OBSTACLE RACE

Place nickels in pans of white flour to see who, with his hands behind him, can be the first to dig them out with his teeth.

SHARPSHOOTERS

Hold a contest to see who can throw the most pebbles into the mouth of a jug.

ENDURANCE RACE

See who can eat four soda crackers and be the first to whistle a tune.

MOVING TARGET

Have the contestants throw beanbags, sticks, stones—anything—through a rolling hoop. Score 1 point for each hit.

HOBBLE RACE

Conduct a 100-ft. race with contestants who are bound loosely about the ankles.

LONG GLUM

The player who can keep from smiling longest, while all the others jeer and laugh, wins.

SLIPPER THROW

Have the contestants lie flat on their backs and throw slippers over their heads with both feet.

OBSTACLE RACE

Make a large number of chalk marks on the floor at the end of the race course. Give each runner a damp rag with which to rub out the chalk marks. The first to clean his section on the floor and run back to the starting line wins.

SWIMMING RELAY

For this relay race, have each Cub Scout hop on one foot, carrying a glass of water.

20-FT. DASH

Have the relay runners roll lemons or hard-boiled eggs with a stick down the course and back and touch off the next player in each line.

BOWL GAME

See who can make the most noise for a given period of time.

WIDE STRETCH

Line up the dens with arms extended so that the players are touching, fingers to fingers. See which den has the longest line.

BEANS RELAY

Have the relay runners carry beans, one at a time, between matchsticks or toothpicks or on a knife.

STANDING BROAD GRIN

The width of the grins are measured by judges. The widest one wins this event.

DISCUS THROWERS

Each contestant throws a paper pie plate from a chalk-line. The plate must be held flat in the hand and not sailed with thumb and fingers.

16-LB. PUT

Have each contestant put an inflated bag for distance as though it were a shot from the shoulder.

SPONGE SHOT-PUT

Use a small dry sponge for the shot. See who can put the shot the farthest.

HAMMER THROW

Use blown-up paper bags attached to a yard of string. Give each Cub Scout one turn to see who can throw the "hammer" the farthest.

BOTTLE ROLL

See who can roll a pop bottle from 6 ft. and score a bull's-eye in a chalk ring on the floor. Draw several concentric circles to make targets of different value.

TIED UP IN KNOTS

MAGIC KNOT - Get several pieces of string about 2 feet long to teach Cub Scouts the magic overhand knot. It is done by tying an overhand knot in the middle of a string without letting go of either end. First, let the Cub Scouts try it, then show them the trick.. Put the string on the floor or table. Fold your arms as illustrated, stoop, and pick up the ends of the string. While rising, uncross your arms but keep your hold on the string and presto, the overhand knot will appear.

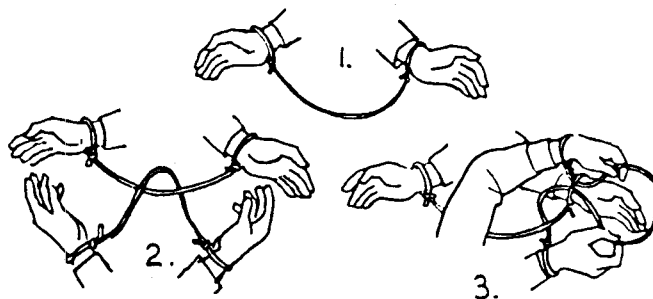
PRISONER'S ESCAPE - Tie a piece of string around wrists of your "victim"(one of the boys in your den.). Loop another piece of string over your victim's wrist and tie it to your wrists. You are now locked together..Challenge victim to get away without breaking string or untying a knot. When he gives up, show him how. Push the center of your string through the loop on the inside of your victim's wrist, bring this new loop back over his hand and draw it back through the wrist loop. You will be free. For double fun, tie two victims together in the same way. See Diagram for help

BEHIND YOUR BACK. - WITH YOUR HANDS BEHIND YOUR BACK AND AWAY FROM AUDIENCE, LOOP A piece of rope about 18 inches long around one wrist and cross ends. Place your other wrist, hand pointing in opposite direction, over this crossed rope, and ask someone to tie the two rope ends tightly over your other hand. Turn around to show that you are tied. Then face them again. Twist your hands around to point in same direction and you will have a large loop through which you can easily draw one hand out and show it to your amazed audience. To complete the trick, put your hand back through the loop, twist your hands in opposite directions, and ask doubters to inspect the knot.

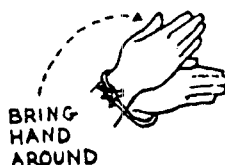
SHOESTRING RELAY. This game will help Cub Scouts compete requirements for Wolf Achievement 8, Tying Things. First, teach method of tying a square bow knot, the correct shoestring tie. Divide den into two groups and give each team time to practice. If there is an odd number, use denner as judge. In relay fashion, one team runs to the den leader and the other to the den chief. When he reaches the leader, each boy ties his shoestring and runs back to touch off the next player. Score one point for each correct tie and one extra point for the team that is first to tie a given number of correct knots. Make sure boys are wearing shoes that have shoestrings when you play this game.



MAGICKNOT.



PRISONER'S ESCAPE



BEHIND YOUR BACK.

EARLY AMERICAN GAMES

Many of the games played by the young colonists were similar to those played today. Skiddles, shuffleboard, bowling, marbles, top pinning, and tag were popular. In addition, they had foot races and hand and leg Indian wrestling. Include some of these in den programs

ROPEWALKING GAME -- Ropewalking contests were often held in the Virginia colonies. Hold a den contest, using a rope (clothesline will do) about 20 feet long. Blindfold the Cub Scouts and have them try to walk the rope, with or without shoes. Choose a den champion to compete in the pack contest at the pack meeting.

WHISTLING CONTEST -- Fairs were held each year in Williamsburg during colonial times. One of the attractions was a whistling contest. Contestants were given tunes to whistle. If they laughed or lost the tune, they were out of the contest. Try it in you den, using "Clementine", or "Pop Goes the Weasel", or the Grand Old Duke of York." Be sure that the boys know the tunes before starting.

HOP, SKIP, AND JUMP -- This is a contest to see how far the boy can travel with a hop, skip, and jump. (Hop on one foot, skip once, and jump from both feet.) Choose a den champion. This contest can also be played outdoors as a den relay, with each player beginning where the last left off. Winning team is the one that goes the farthest distance.

OTHER PIONEER GAMES -- Pioneer boys played marbles, tag, leapfrog, hop-scotch, and top-spinning. Wrestling and archery were also popular sports in pioneer days. Pitching horseshoes and playing blindman's bluff were also popular.

THANKSGIVING MATCH UP



- | | |
|--|----------------------------|
| 1. Bob Hope's theme song. | A. Pumpkin pie |
| 2. Poultry in the hay. | B. Gobble, gobble, gobble |
| 3. a jack-o-lantern pastry | C. Drum stick |
| 4. a springtime blossom | D. Pilgrim |
| 5. this is used to play a percussion instrument | E. Indians |
| 6. an automobile and today's music | F. "Thanks for the Memory" |
| 7. Day of week Thanksgiving always falls on | G. Thursday |
| 8. medicine that's very serious | H. "Turkey in the Straw" |
| 9. Cleveland's baseball team | I. Mayflower |
| 10. Sounds made by 3 people eating fast and chewing loudly | J. Plymouth Rock |

ANSWERS: 1.-F, 2.-H, 3.-A, 4.-(May-flower)I, 5.-C, 6.-J, 7.-G, 8.-D (Pill-grim), 9.-E, 10.-B.

PLUCKING THE TURKEY -- Make a turkey out of a brown paper bag. Color the turkey with crayons, and mount it on a stiff piece of paper or cardboard. Glue only the lower half of tail and body to paper leaving a pocket to insert feathers. Punch a hole at the top of backing for hanging. Cut feathers from a paper plate, and print requests on feathers. Example: set table, peel potatoes, dust, make bed, etc. Place feathers in open space between turkey and backing. Rules: Each child should take a feather and try to follow the request for one week. If he fails, the feather is returned to the turkey. Children may exchange feathers if the task is too difficult. Let's hope the turkey will be plucked by Thanksgiving Day!

BACKGROUND:

A habitat is the place where an organism lives. Many animals have markings and colorations on their skin or coats that blend in with the colors and patterns in their habitats. The white coat of the Snowshoe Hare and the mottled brown feathers of the Bobwhite Quail help to conceal or camouflage these animals from would-be predators. Coloration that conceals may also enable a predator to get closer to its prey. The tawny coat of the mountain lion, for example, enables the big cat to inconspicuously stalk or lie in wait for its prey.

An animal's shape and behavior may also allow it to blend into its surrounding. Sometimes animals have forms that are similar in shape to objects in their habitats. For example, the Walking Stick, with its slender body and long legs, looks more like a twig than an insect. The most common behavior that camouflages an animal is remaining motionless. When alarmed, the American Bittern often stands rigid with its bill pointing straight up. This posture aligns the bird's striped breast with the reeds and other plants in its marshy habitat.

Colors, patterns, and behaviors that enable an animal to blend into its surroundings are examples of camouflage, one type of animal adaptation. ADAPTIONS are features of organisms that help them to survive and reproduce.

CHALLENGE: INVENT AN IMAGINARY THAT BLENDS INTO ITS HABITAT**MATERIALS:**

For each youngster: 1 or 2 vegetables (potatoes, string beans, or carrots) for "animal" bodies. 1 small paint brush.

For each of the two teams: 1 set of tempera paints (yellow, blue, red, brown, and white) in baby food jars or other small containers. Paper cups for mixing paints. 1 Invent-an-animal Junk Box containing toothpicks, popsicle sticks, masking tape, rubber bands, string clay, cotton, pipe cleaners and construction paper.

Small container of water. Paper towels. Scissors. Colored gel.

For the group: White, non-toxic latex. 1 large paintbrush. 8 strips of flagging (for marking sites) Twigs, leaves, and other natural materials found on site.

PREPARATION:

Group Size - This activity is suitable for ten to thirty participants.

Time - Plan on forty to fifty minutes for this activity.

Site - Select two areas with different prevailing colors for activity sites. You will need about eight square meters for each participant. (For example, with ten participants in each group, each site should measure about eighty square meters.) The sites should have a visual barrier between them or be far enough apart so that one group cannot see what the other group is doing. Clearly mark the boundaries of each site with flagging before the activity.

Animal Bodies: Obtain fairly small potatoes and carrots, or cut large ones into sections. Paint the vegetables with the white latex paint the day before the activity. The white paint makes camouflaging the bodies a definite challenge. For snow-covered sites, use black paint or a bright-color paint such as red or yellow. You can use crumpled white paper for bodies instead of vegetables, but paper bodies are more difficult to work with.

Tempera Paint: Mix the paints so they are thick. (Popsicle sticks make good stirrers.) The youngsters can mix blue and yellow to make green or mix other colors to get just the right shades to match the habitats they select.

ACTION:

Setting the stage - 1. Introduce the challenge; "Invent an imaginary animal that blends into its habitat by camouflaging a white vegetable." Explain that HABITAT is the place where an animal lives. Mention some examples of camouflage (from the "BACKGROUND" section), and ask the group for other examples.

ENVIROLOPES

Challenge: Find a variety of colors, textures, odors, shapes, organisms, or evidence of organisms.

BACKGROUND - Many people enjoy walks in the outdoors. An awareness of the diversity of nature can enhance the aesthetic appreciation and personal value of such walks and lead to biological inquiry. The color of fall leaves; the fragrance, shape, and color of spring flowers; and the textures and patterns of trees, ferns, and mosses are only a few examples of the variety found in the outdoors.

Envirolopes focuses on the diversity of nature in almost any outdoor setting: along a trail, around a science center or school, at a camp, or a family outing. This activity works well with mixed-aged groups and encourages the participants to develop the ability to make observations and share them with others.

MATERIALS:

For each team of two: 1 letter-sized envelope with a challenge on the front. (Optional: several pieces of colored yarn or cloth, a different color for each team (see the "Preparation" section).

For the group: 1 "Envirolope Challenges" card.

PREPARATION:

Group size - this activity works well with both small and large groups of almost all ages (over five years old).

Time - Plan on thirty to forty minutes for this activity.

Site - Select a site where collecting small samples of leaves, rocks, twigs or shells is permitted. Picnic tables, sidewalks, or lawns are good places to spread out the envirolope collections for the group discussion and observation game.

Envirolopes - Make a copy of the "Envirolope Challenges" card. Select the challenges that are appropriate for your site and group, or make up some of your own. Cut the challenges apart and adhere one to each of the envelopes.

Envirolope Challenges: Possible challenges include:

- *Find at least five different textures
 - *Find at least five different odors
 - *Find the five most unusual-shaped leaves
 - *Find at least five different kinds of seeds
 - *Find at least five different-colored objects
 - * Find at least five different kinds of evidence that people are around (trash for example)
 - *Find at least five different kinds of evidence that animals are around, such as a leaf with bites taken out of it or a feather.
 - *Find at least five different kinds of rocks.
 - *Find at least five objects with different shades of brown.
 - *Find at least five objects with different shades of green.
- For seashore sites include:
- *Find at least five different kinds of shells
 - *Find a shell that has five different colors on it

FLAGGING - If regulations or a fragile habitat preclude collecting, you can use the flagging technique. Use a different color of cloth or yarn for each team. The teams should attach flags to or near the objects that meet their challenges. If you use this method, the group will have to walk around the site to discuss the choices.

More Games

Snowball Rolling contest - Each contestant makes their own snowball, not more than six inches in diameter. On signal, each player starts rolling their snowball, making it as large as possible within an allotted time. The player who makes the largest snowball wins the contest.

Two Headed Race - Staple a series of two paper bags together at the bottoms. When time for the race, divide contestants into pairs and give them the two-headed hats to put on. With their heads thus joined, they run toward a goal line, holding both hands on their heads to keep the hat in place. If the hat falls off, it must be put back before contestants may continue racing. First pair over finish line wins.

Follow that Nugget - Boys sit in a circle with one boy in the center. The boys in the circle start passing around a nugget (pebble) while the one in the center tries to guess who has it. If he points to the boy who actually has it, they change places. If he's wrong, he remains in the center.

Balloon Volleyball - Divide dens into two equal teams. Teams sit on the floor facing each other with soles of shoes 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 the floor.

Penny Between the Knees Relay - Divide into teams. Each Player on their turn places a penny between their knees. They must take the penny to a jar some distance away and drop the penny into a jar. Each player must do this in turn. First team to finish, wins.

Disappearing Act - You need an ice cube for each team. On signal the teams pass the ice cube from player to player, working it in their hands like a bar of soap. Object of the game is to make the ice cube disappear.

Grab Bag - A circle game. Fill a laundry bag with an assortment of old clothing (hats, shirts, shoes, socks, wigs, suspenders, etc.) The Cub Scouts stand in a circle. Give the bag to one of them. On signal, he passes the bag to the player on his left, and he in turn to the next, and so on, around the circle. As the bag is being passed around, the Den Chief blows a whistle. Whoever has the bag in his hand when the whistle sounds must reach inside, take out an article of clothing and put it on. Play continues until all clothing is being worn.

Bundle Relay - 1st Cub Scout on each relay team, has a ball of twine or string. On signal, he passes it to his neighbor, but holds on to the end of the string. The ball is passed from player to player, unrolling as it goes. When it arrives at the end of the line, it is passed up the line behind the backs of the players until it reaches the first player again. The 1st team to "wrap itself into a bundle" is the winner. A sequel to the relay is unwrapping the bundle by passing the ball back and winding it up as it goes.

Balance the Ice Cube - Give each race a table knife and an ice cube, and line everyone at a starting point. The object of the race is that runners must keep the ice cube balanced on the knife. When it slips off, the runner must slide it back on the knife without using their fingers. (this can be played as a relay race)

Cut Down the Icicles - Hang sticks of candy from a heavy cord tien across one corner of the room. Each boy is given a pair of blunt scissors, blindfolded, and instructed to cut down one piece of candy. He does this by moving forward until he thinks he is in the right place. Each player is allowed three tries.

Alaska (Cont.)

Yukon Gold - This is a variation of the old-fashioned paper chase. Small rocks painted with gold paint are dropped along the trail by claim jumpers, who are given a short head start. The claim jumpers hide themselves near the spot where last nugget is dropped. The Mounties follow the trail, collecting the nuggets as they go. The Mountie with the most nuggets is then promoted to sergeant and gets to select his team for Mounties or bandits, whichever is the choice.

Patrol to Dawson - Divide boys into two groups, Mounties and bandits. The Mounties on patrol attempt to carry orders (colored paper square 2"x2") to Mounted Police Post at Dawson (designated spot). To do this they must get past bandits, who can capture the Mounties by tagging. Only one Mountie is carrying the orders, his identity unknown to the bandits. If Mountie with orders is about to be captured, he may try to slip the orders to another Mountie. Mounties getting the orders to the post or capture of the orders by the bandits finishes the game.

Broom Hockey - Divide boys into two teams. Each player needs a broom. Mark off goals at each end of playing field. Use a volleyball. Scores are made by player sweeping the ball into opponents' goal. Game is started by a face-off, as in hockey, for the ball in the center of the court between a player from each team. Do this after each goal is scored. You may play five minutes or five points. Ball cannot be touched by players. It must be moved by brooms only. Keep brooms on floor. Have a penalty box for Violators. Old magazines (Large) may be used as shin protectors, held on by bands cut from an old inner tube.

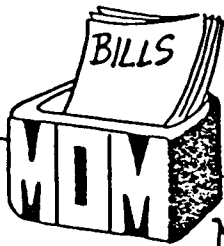
Snow Shovel Relay - A snow drift (pile of cotton balls or styrofoam packing "peanuts") is placed before each team, and a pie tin for each team is placed at a goal line about 20' away. The first Cub Scout on each team has a pancake turner. On signal, he scoops some of the "snow balls" on his "shovel" and hurries to the goal line, where he deposits the balls in the pie tin and races back to touch off his next teammate, who repeats the action. Players who drop snow along the route are not required to stop to pick it up. However, it must be gathered by the next players at some point, since the winning team must have all its snow in the tin.
VARIATION: Relay teams could carry a snowball (cotton ball) in a teaspoon to the goal.

Keepaway Poke - A poke was the gold prospector's little bag for holding nuggets. For this game, use a beanbag or cloth bag filled with sand. Form the den in a circle with one boy in the middle. The circle players toss the poke between them while the center player tries to intercept. When he does, the boy who threw it becomes the next center player.

Gold Panning - You need a cup of sand or sugar, an empty coffee can, a sieve, and a watch. Form teams of two boys each. While one boy holds the sieve over the can, the other pours the sand through the sieve. Start timing. Record the time it takes to pour all the sand through. Then the next pair tries it, and so on. The pair with the fastest time wins.

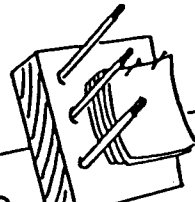
Crossing the Ice - You need two sheets of newspaper for each team, each sheet folded to a size a little larger than a player's foot. (Have extra paper in case of rips) This is a relay. The folded papers represent cakes of ice. On signal No. 1 of each team puts one piece of paper on the floor, steps on it, puts the other piece ahead of him and steps on it. Then they retrieve the first piece, pushes it forward and steps on it. This continues until they have reached the goal and returned. He then hands the papers to No. 2 and so forth. If a player steps on the floor instead of the paper, they fall into the water, returns to the starting line and tries again. The first team finished wins.

PERSONALIZED PRESENTS for MOM...



BILL BOY

NEAT NOTES



MATERIALS NEEDED....

1.. PLASTIC BOTTLE, 40 oz.
PAINT, (WHITE)

1. FIND AN EMPTY PLASTIC BOTTLE, 40 oz. SIZE, AND CUT IT TO A 3 1/2" HIGH SIZE.

2. LAYOUT THE WORD "MOM" WITH A FELT TIP PEN THEN PAINT IT WHITE.

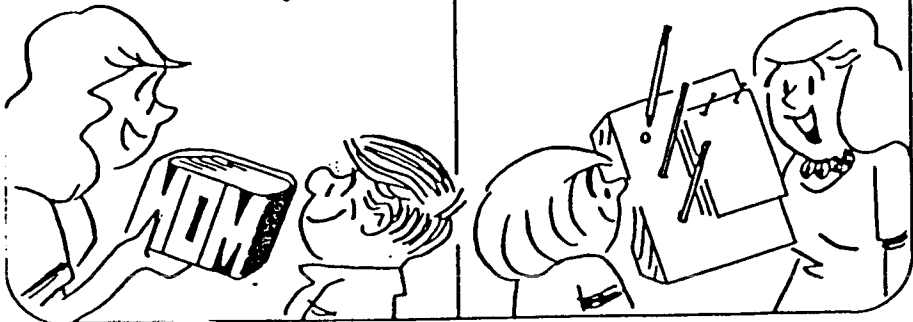
3. BILL BOY IS READY TO GO TO WORK.

MZANCO

1.. PIECE OF WOOD, 1/2 x 4 x 5
2.. NAILS, 1 1/2" LONG
SANDPAPER
PAPER PAD, 3 x 4

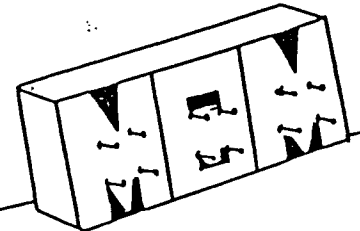
1. GET A PIECE OF WOOD, 1/2 x 4 x 5 AND BORE THREE 1/4" DIAM. HOLES AT AN ANGLE ON THE LEFT SIDE.

2. SAND ALL SURFACES THEN NAIL THE PAPER PAD TO THE RIGHT SIDE OF THE BASE. INSERT THE PENCILS IN THE HOLES.



COMB CATCH

EARRING STAND



MATERIALS NEEDED....

1.. POP CAN, 2 1/2 x 5
PAINT, WHITE and RED

1. FIND A POP CAN, REMOVE THE TOP, THEN PAINT IT WHITE.

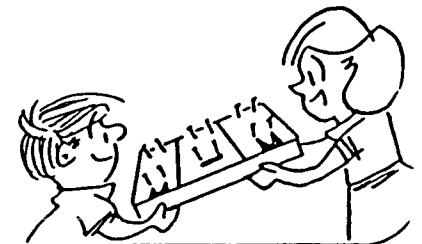
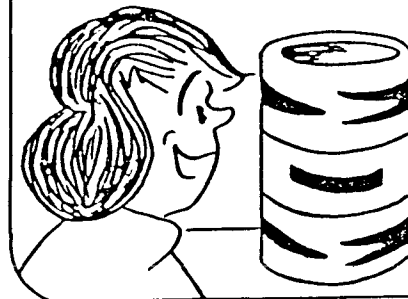
2. LAYOUT THE WORD "MOM" WITH A FELT TIP PEN, THEN PAINT RED OUTSIDE OF THE LETTERS AND ALLOW TO DRY. MOM HAS A PLACE FOR HER COMBS.

1.. PIECE OF WOOD, 3/4 x 4 x 6
12.. NAILS, 1 1/2" LONG
PAINT, ANY COLOR
SANDPAPER

1. FIND A PIECE OF WOOD, 3/4 x 4 x 6 AND SAND ALL SURFACES.

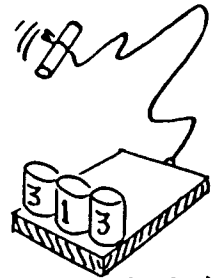
2. LAYOUT THE WORD "MOM" WITH A FELT TIP PEN, THEN PAINT THE OUTSIDE OF THE LETTERS.

3. DRIVE THE 12 NAILS IN ABOUT THE POSITION SHOWN ON THE DRAWING.



SUMMER SCRAP GAMES

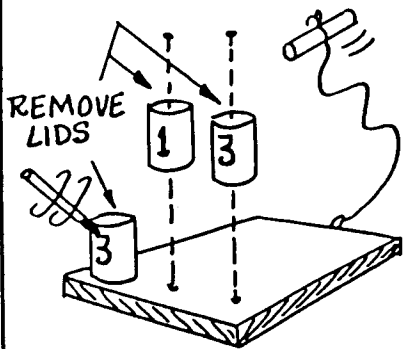
FLIP-IT-IN GAME



MATERIALS NEEDED....

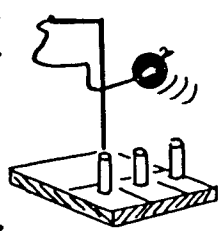
- 1..PIECE OF WOOD, $\frac{1}{2}$ "x10x12
- 3..POP CANS, 2 $\frac{1}{2}$ " DIAM. x 5
- 3..NAILS, $\frac{1}{2}$ " LONG
- 1..DOWEL ROD, $\frac{1}{4}$ " DIAM. x 3
- 1..SCREW EYE, $\frac{1}{2}$ " LONG
- STRING, 24" LONG
- FELT TIP PEN

GET THE MATERIALS AND PUT THE GAMES TOGETHER.

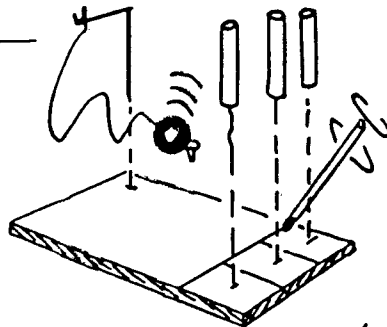


ANY NUMBER CAN PLAY. THE PLAYER WHO FLIPS THE STICK IN A CAN AND HAS THE HIGHEST TOTAL AFTER TEN TOSSES WINS.

KNOCK'EM OUT GAME



- 1..PIECE OF WOOD, $\frac{1}{2}$ "x3x8
- 3..DOWEL RODS, $\frac{1}{2}$ " D. x 4
- 1..WIRE, 20" LONG
- 1..BALL, 1" DIAMETER
- FELT TIP PEN
- STRING



ANY NUMBER CAN PLAY. EACH PLAYER TRIES TO KNOCK DOWN THE PINS WITH ONE SWING. 1 PIN = 1 POINT, 2 PINS = 4, 3 PINS = 6. THE PLAYER SCORING 20 POINTS FIRST, WINS.

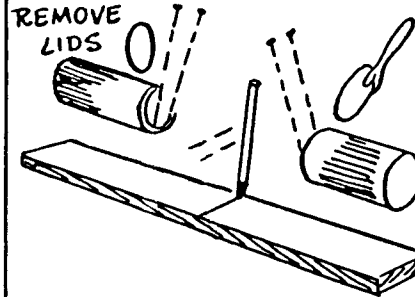


CAN-DO GAME

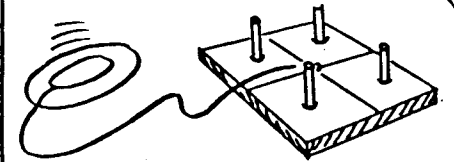
MATERIALS NEEDED....

- 1..PIECE OF WOOD, $\frac{1}{2}$ "x3x24
- 2..POP CANS, 2 $\frac{1}{2}$ "x5
- 4..NAILS, $\frac{1}{2}$ " LONG
- 1..BALL, 1" DIAMETER
- FELT TIP PEN

GET THE MATERIALS AND PUT THE GAMES TOGETHER.

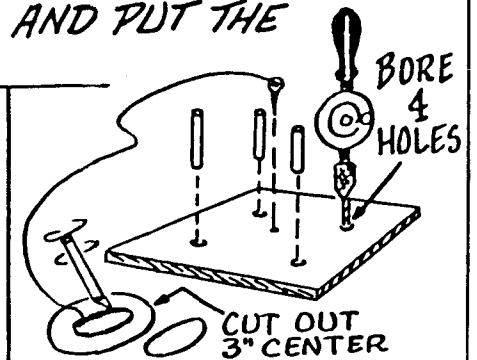


ANY NUMBER CAN PLAY. PLACE THE BALL ON THE CENTER THEN TILT THE BASE TO GET BALL TO ROLL INTO A CAN. BALL IN CAN = 1 POINT. THE PLAYER WITH THE HIGHEST TOTAL AFTER 10 TILTS, WINS.



SWING-DING GAME

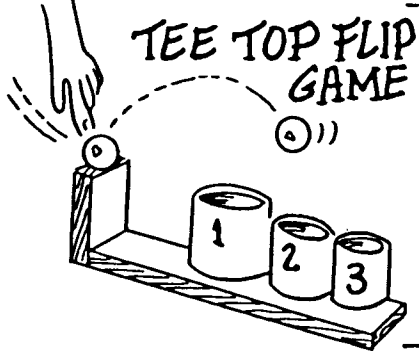
- 1..PIECE OF WOOD, $\frac{1}{2}$ "x12x12
- 4..DOWEL RODS, $\frac{1}{8}$ "x6" LONG
- 1..PLASTIC TOP, 5" DIAM.
- 1..SCREW EYE, $\frac{1}{2}$ " LONG
- STRING, 5 FEET LONG



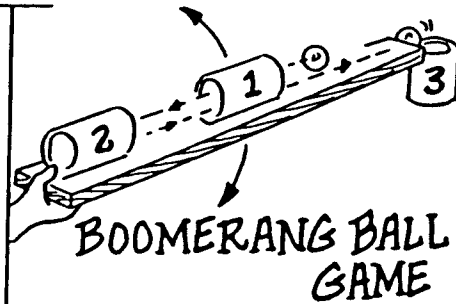
ANY NUMBER CAN PLAY. THROW THE RING TOWARDS THE PEGS FROM ANYWHERE AROUND THE BASE. RINGING A PEG COUNTS FOR ONE. THE PLAYER WITH THE HIGHEST TOTAL AFTER 10 TOSSES, WINS.

BY ZANCO

WOOD and CAN GAMES



TEE TOP FLIP GAME



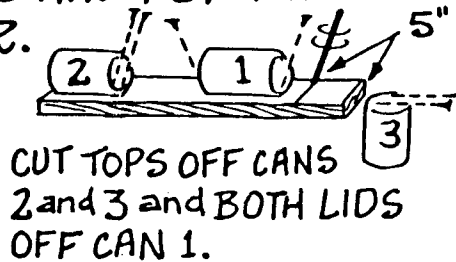
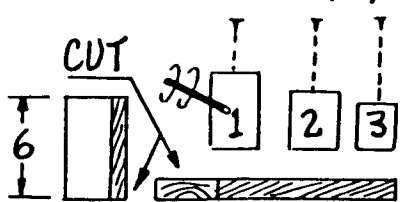
BOOMERANG BALL GAME

MATERIALS NEEDED...

- 3 - CANS, BIG, MEDIUM, SMALL
- 1 - PIECE OF WOOD, $\frac{3}{4}$ x 2 x 18
- 2 - NAILS, 1" LONG
- 3 - NAILS, FLATHEAD, $\frac{1}{2}$ " LONG
- PING-PONG BALL
- FELT TIP PEN

- 3 - CANS, 2 $\frac{1}{2}$ " DIAM. x 4
- 1 - PIECE OF WOOD, $\frac{3}{4}$ x 2 x 18
- 6 - NAILS, FLATHEAD, $\frac{1}{2}$ " LONG
- PING-PONG BALL
- FELT TIP PEN

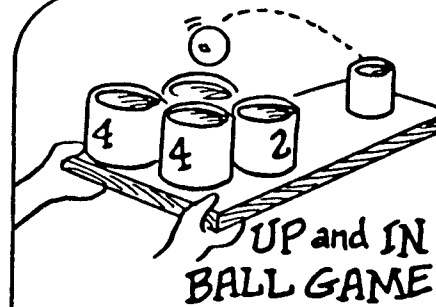
GET THE MATERIALS AND PUT THE GAMES TOGETHER.



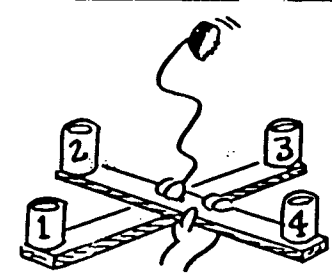
CUT TOPS OFF CANS 2 and 3 and BOTH LIDS OFF CAN 1.

PLACE THE BALL ON THE TEE AND FLIP IT TOWARDS THE CANS WITH A FINGER. THE PLAYER WITH THE HIGHEST TOTAL AFTER 10 FLIPS WINS. MISSING THE CANS COUNTS ZERO.

EACH PLAYER SETS THE BALL BEHIND THE LINE AND TRYS TO GUIDE IT THROUGH CAN 1 TO CAN 2, BACK THROUGH CAN 1 TO CAN 3. PLAYERS WHO DO THIS FEAT WITHOUT DROPPING THE BALL OFF THE BASE WINS.



UP and IN BALL GAME



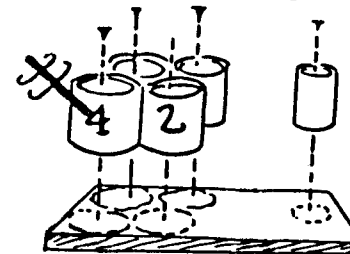
4 CORNER FLIP GAME

MATERIALS NEEDED...

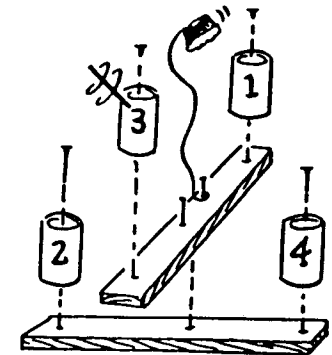
- 4 - CANS, 2 $\frac{1}{2}$ " DIAM. x 4
- 1 - CAN, 2" DIAM. x 3 $\frac{1}{2}$
- 1 - PIECE OF WOOD, $\frac{1}{2}$ x 6 x 12
- 5 - NAILS, FLATHEAD, $\frac{1}{2}$ " LONG
- PING-PONG BALL
- FELT TIP PEN

- 4 - CANS, 2 $\frac{1}{2}$ " DIAM. x 4
- 2 - PIECES OF WOOD, $\frac{3}{4}$ x 2 x 12
- 4 - NAILS, FLATHEAD, $\frac{1}{2}$ " LONG
- 2 - NAILS, 1" LONG
- STRING and POP CAP
- FELT TIP PEN

GET THE MATERIALS AND PUT THE GAMES TOGETHER.



PLACE THE BALL IN THE SMALL CAN AND FLIP THE BASE UPWARDS SO THE BALL DROPS INTO ONE OF THE 4 CANS. HIGHEST TOTAL SCORE AFTER 10 FLIPS WINS. MISSING THE CANS COUNTS ZERO.

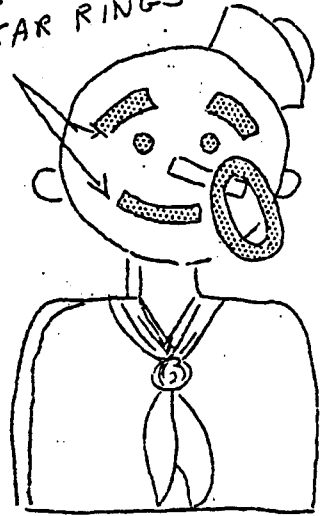


FLIP THE CAP INTO CAN 1 THEN CANS 2, 3 and 4. THE PLAYER WITH THE LEAST FLIPS INTO ALL FOUR CANS WINS.

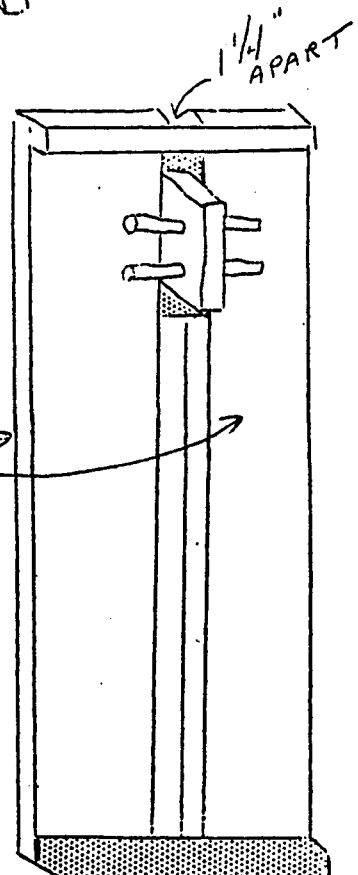
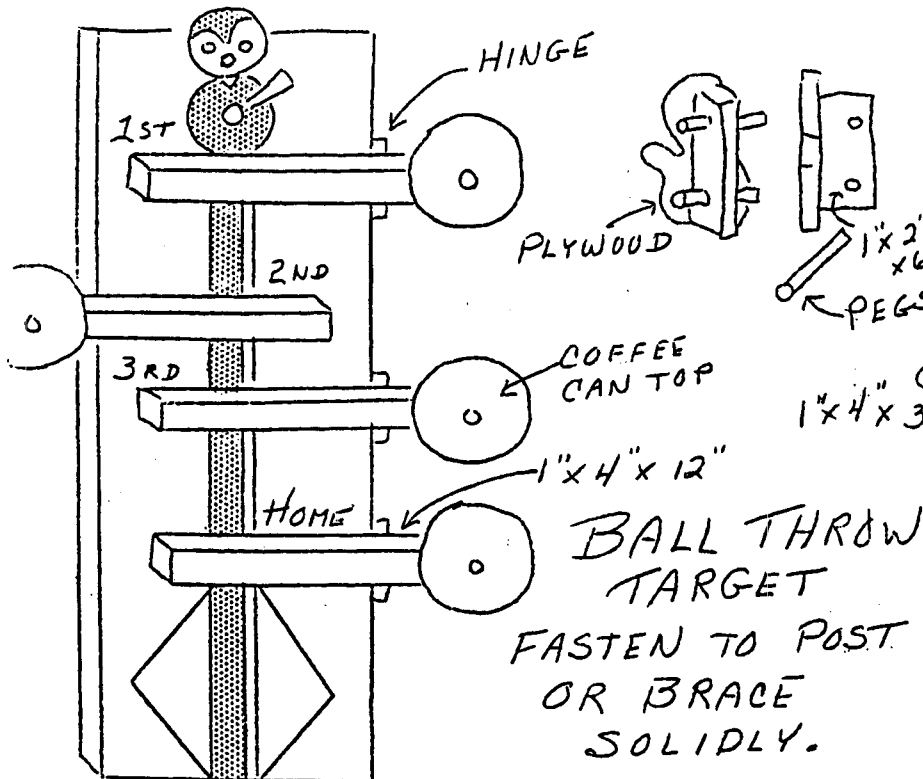
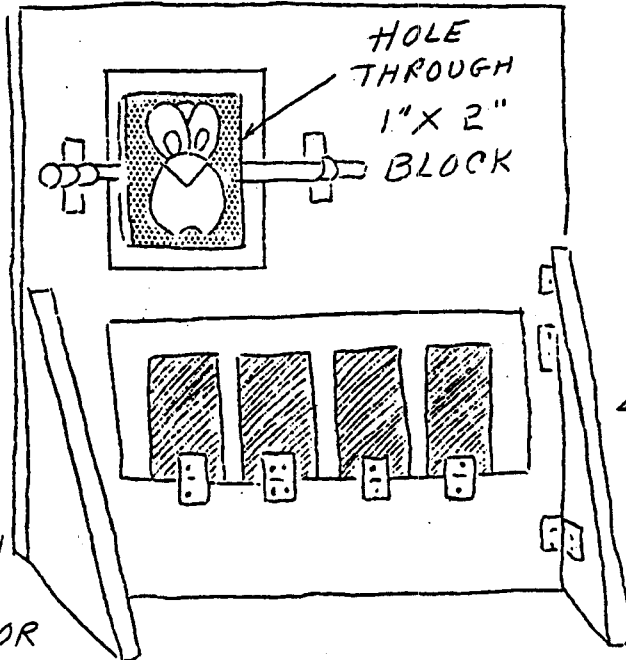
M. ZANCO

TOSSEL'S BOARDS

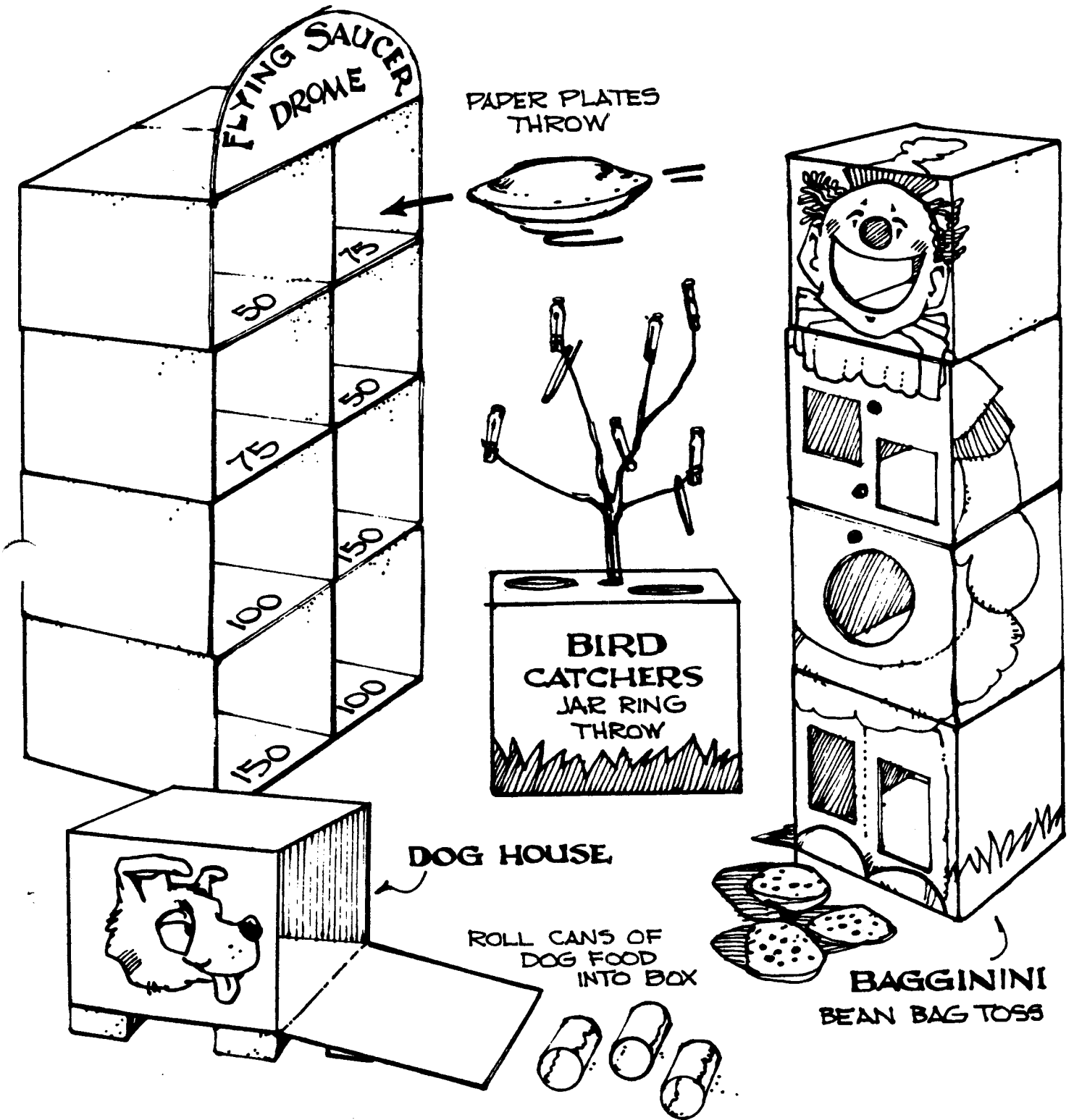
CUT FRUIT
JAR RINGS

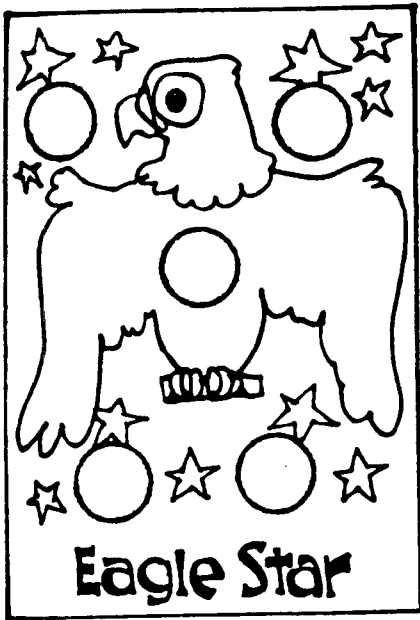


WRAP LIMB
ENDS WITH CLOTH
and TAPE TO
MAKE BIRDS FOR
RING TOSS



CARDBOARD CARTON GAMES



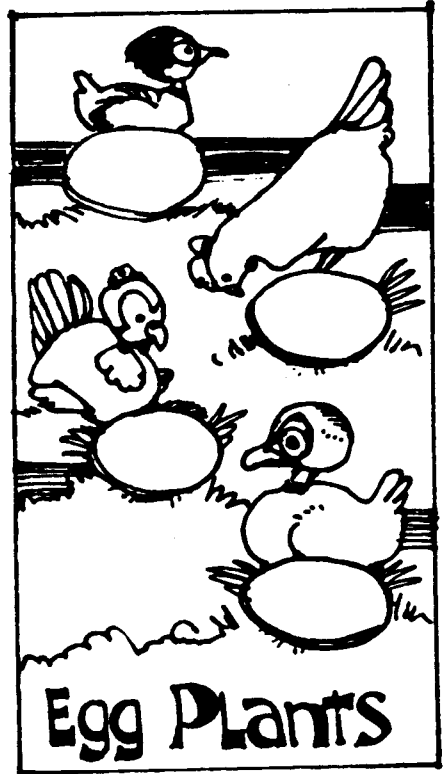


Eagle Star

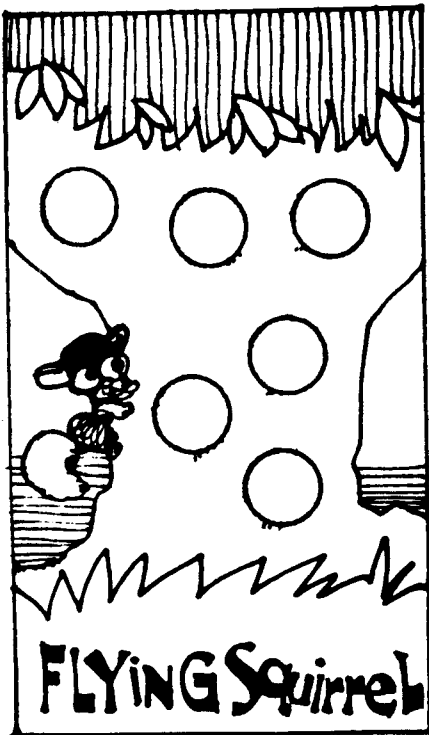
Beanbag Targets



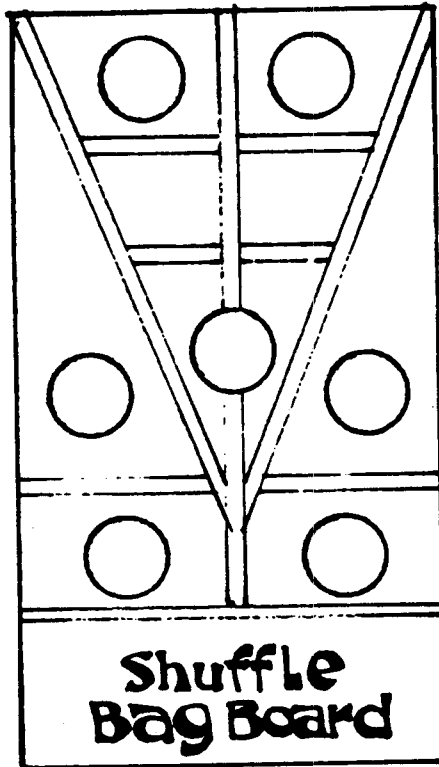
Haunted House



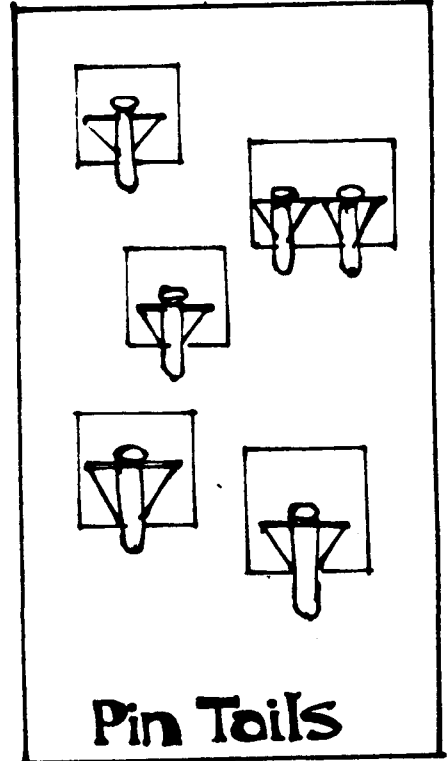
Egg Plants



FLYING Squirrel



Shuffle Bag Board



Pin Tails

RAINY-DAY OLYMPICS

Here's a pack event that can be scheduled ahead of time or provide a quick and fun-filled substitute program on a day when the pack has planned an outdoor program and been rained out. The beauty of the rainy-day Olympics is that it will take you only about ½ hour to gather materials for it. You will need such items as feathers, uncooked

navy beans, lemons or hard-boiled eggs, paper plates, balloons, string, Ping-Pong balls, paper bags, marshmallows, crackers.

Read the list of Olympic events and determine the amounts of each material you will need. Remember, all events may be run on an individual or den basis, as straight races or relays.

OLYMPIC EVENTS

Hammer Throw.—An inflated balloon is tied to the end of a string. Each Cub Scout throws the "hammer" by the end of the string. One throwing the farthest wins.



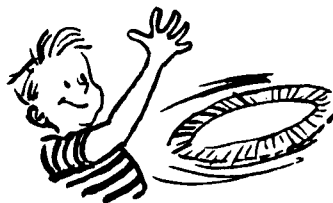
Shot-Put.—Each Cub Scout is given 10 navy beans that he attempts to throw into a quart jar from a chalk line on the floor.



Football Game.—One team gets on each side of a table. Each side tries to blow a Ping-Pong ball off opponent's side of table.



Standing Broad Grin.—The width of the grins are measured by judges. Broadest grin wins.

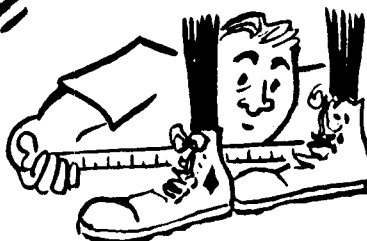


Discus Throw.—A paper pie plate is thrown from a chalk line. Plate must be held flat in hand and not sailed with thumb and fingers.



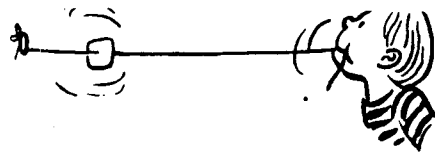
16-Pound Put.—An inflated bag is put for distance, as though it were shot from the shoulder.

Footrace.—Each Cub Scout stands with one foot touching the other, heel and toe. The greatest aggregate length wins.

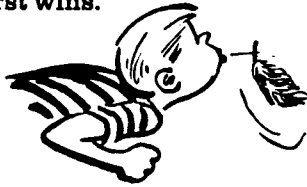


Running High Whistle.—The Cub Scout who holds a whistled note the longest with one breath wins.

30-Inch Dash.—A piece of string 30 inches long with a marshmallow at the end is tacked on the wall. The Cub Scout who chews the string and reaches the marshmallow first wins.



Feather-Blow Relay.—Blow a feather 25 feet and return, touching off the next Cub Scout. The more the merrier for this event.



Eating Race.—Give each Cub Scout two double crackers. The Cub Scout who can eat them all and whistle first wins.



Treasure-Hunt Race.—Put a coin in a saucer of flour. Hands are barred. The first Cub Scout to get his coin wins.

50-Yard Swim.—Each Cub Scout hops on one foot, carrying a paper cup of water. First one over the finish line with the most water in his cup wins.

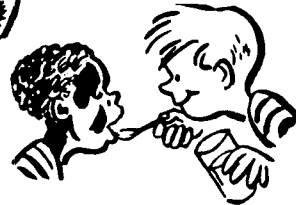


Fluff.—Carry feathers on a plate. Cub Scout must pick up any that drop.

Relay of Beans.—Carry beans, one at a time, between matchsticks or toothpicks or on a knife.



20-Foot Dash.—Each player uses a stick to roll a lemon or hard-boiled egg down the course and back, then touch off the next man.



Water-Drinking Relay.—One Cub Scout feeds partner water with a spoon. First team to use all of water wins.



Bawl Game.—Cub Scout who makes most noise for a given period wins.

Long Glum.—See which Cub Scout can stay sober longest, while anyone in the room tries to make him laugh.

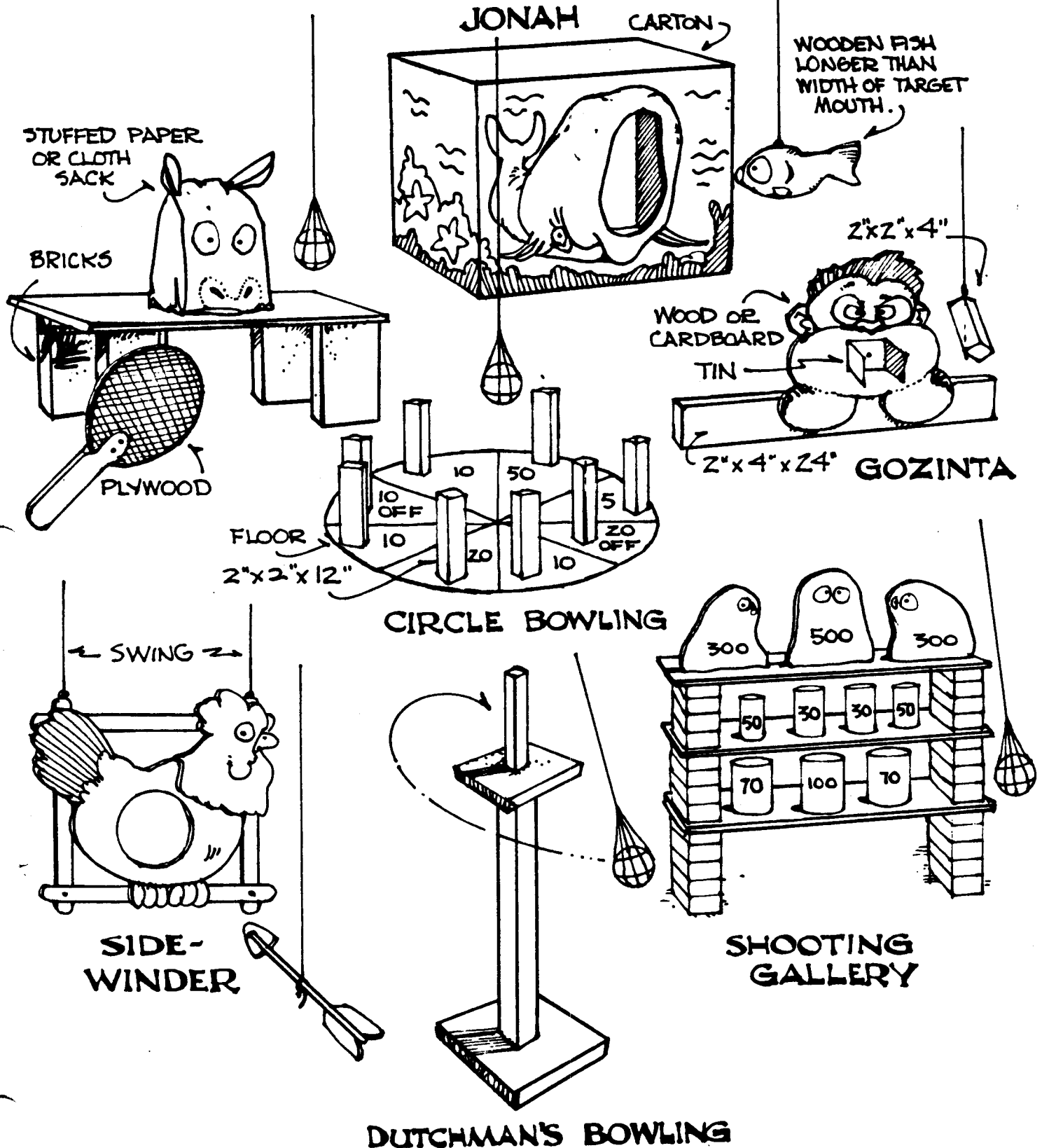


Balloon Blowing.—Give each Cub Scout a balloon to be blown up. First to burst balloon wins.

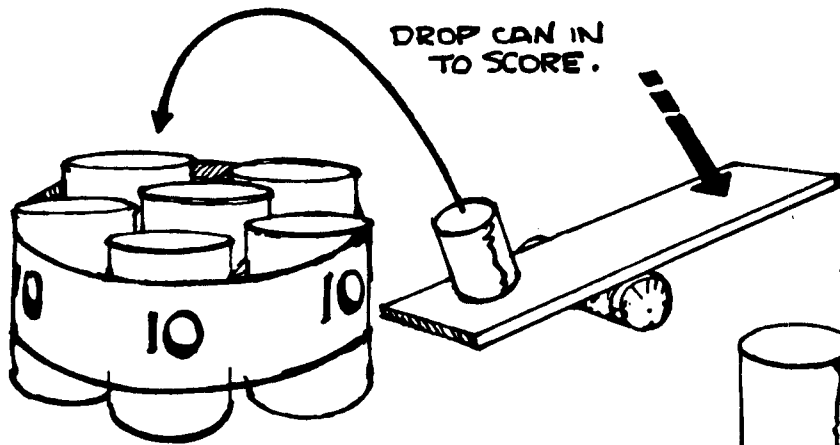
Running High Squeal.—Cub Scout who yells in a high and loud tone of voice for longest time wins.



SWINGING GAMES

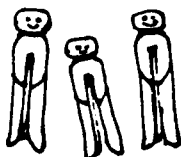
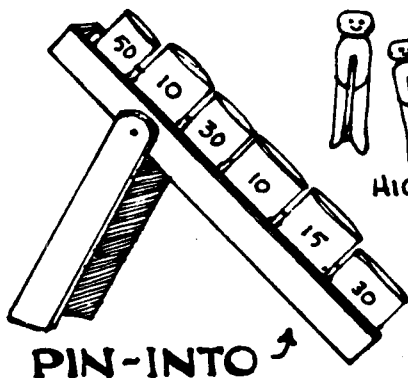
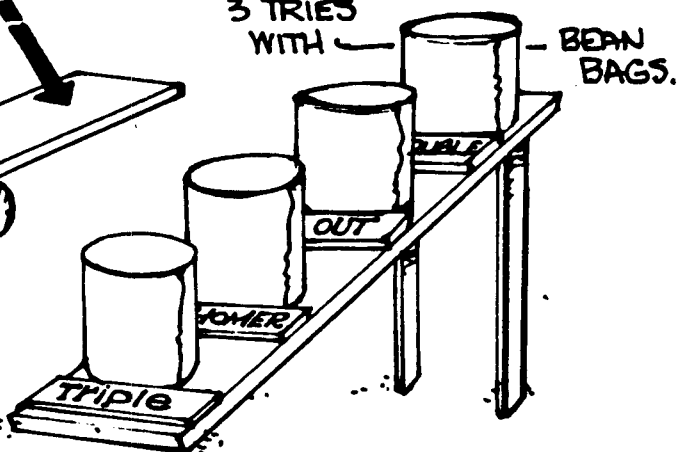


TIN CAN GAMES

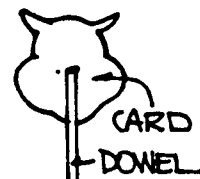
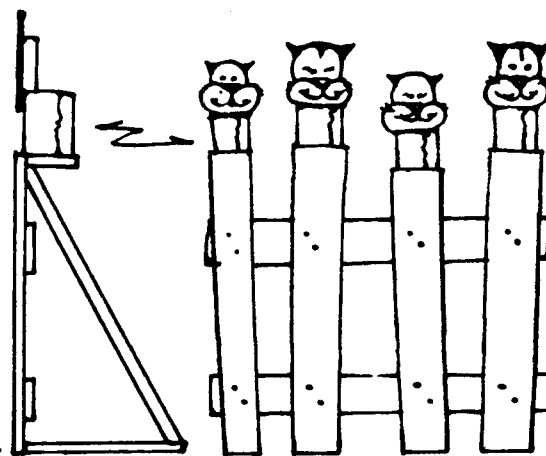


CAN BALL ?

3 TRIES WITH



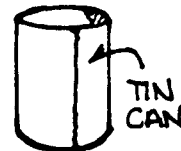
HIGH SCORE WINS!



CARD DONEL



ROLL OF CORRUGATE CARDBOARD

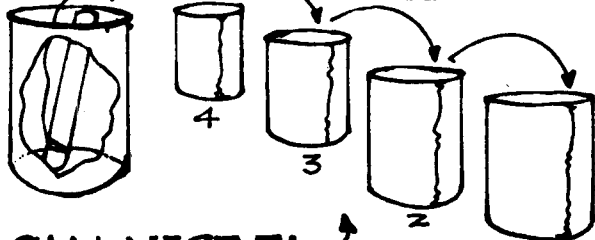


TIN CAN

CATER-WALL

TO MAKE THE CANS HEAVIER PUT A LITTLE PLASTER OF PARIS IN BOTTOM. USE BEANBAGS FILLED WITH DRIED BEANS OR DRIED PEAS.

3' THREAD-TONGUE DEPRESSOR



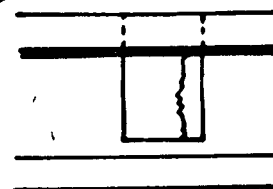
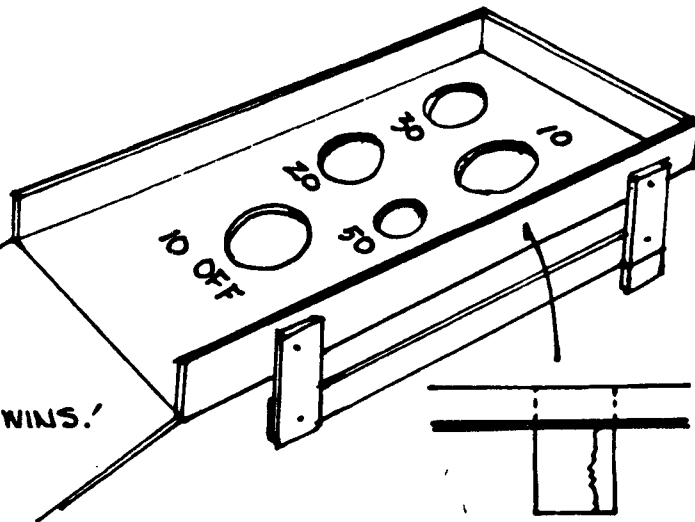
CAN-NEST-TA

LIFT CANS ONE AT A TIME WITH THE STICK AND NEST THEM. THE EASY WAY IS TO REST THE STICK ON THE LIP OF THE CAN... MOVE IT TILL IT OVER-BALANCES AND DROPS INTO CAN... THREAD END DOWN.

* LIFT SLOWLY AND NEST CAN NUMBER 2 INTO 1, 3 INTO 2, 4 INTO 3.

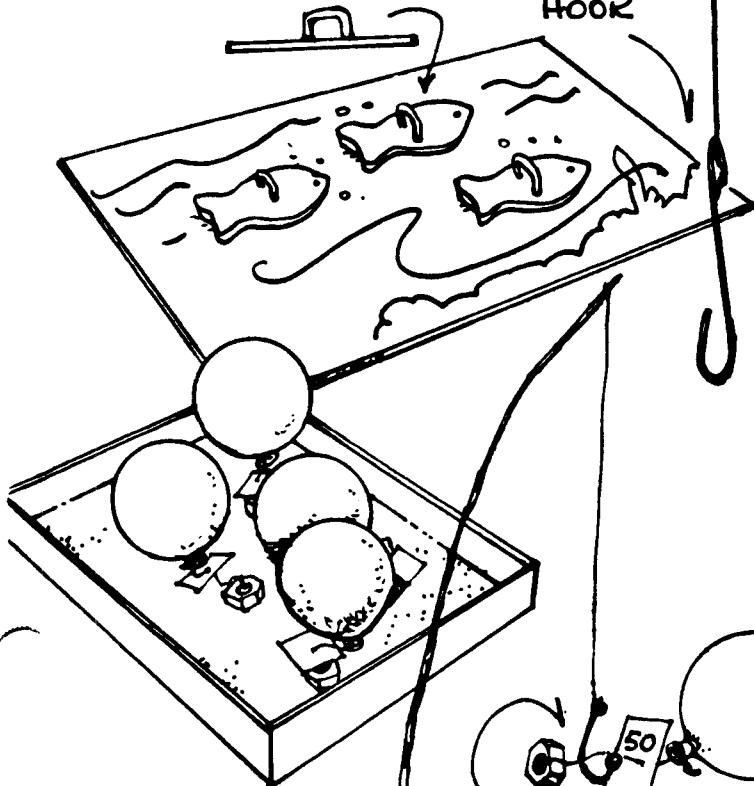
MARBLE TOP TABLE

ROLL MARBLES INTO CANS... HIGH SCORE WINS! MAKE 'TABLE' OF CARDBOARD CARTONS OR PLYWOOD.



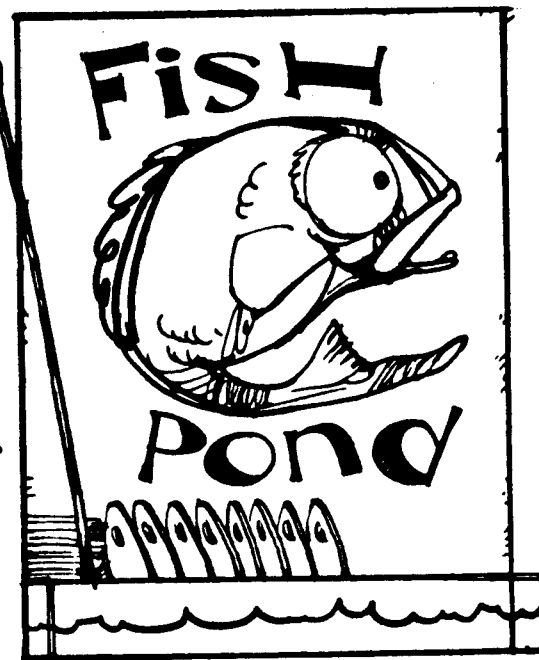
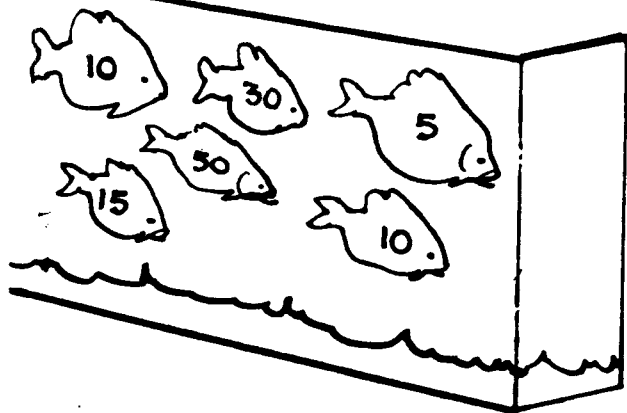
FISHPOND GAMES

USE LARGE "COATHANGER" HOOK



DART BOARD

HOOK HAS LEAD SINKER KNOBS TO PROTECT BALLOONS.

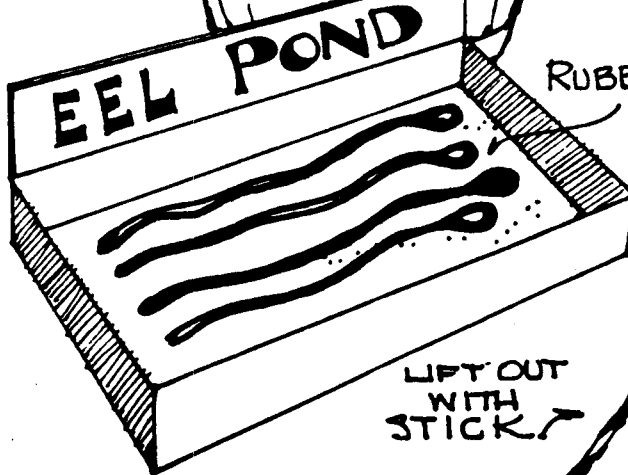


NAIL THROUGH FISH TO HOLD ABOVE SLOTTED CARD-BOARD BARREL TOP.



NUMBERS ON TAILS. HIGH SCORE WINS.

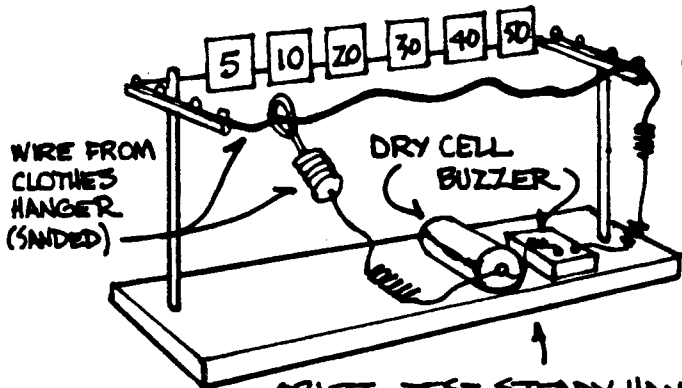
PAPER-CLIP HOOK.



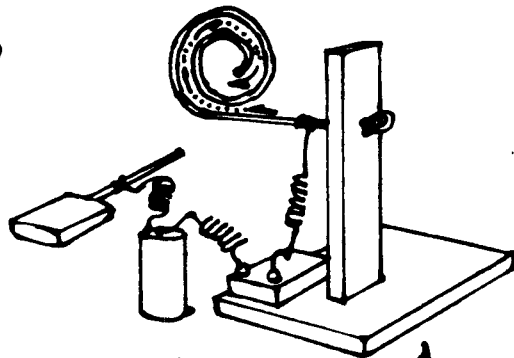
RUBBER EELS.

LIFT OUT WITH STICK

Buzzer Games

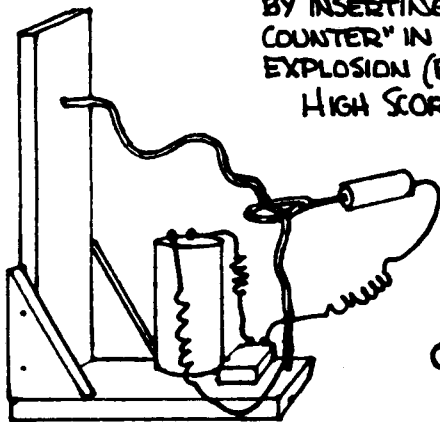
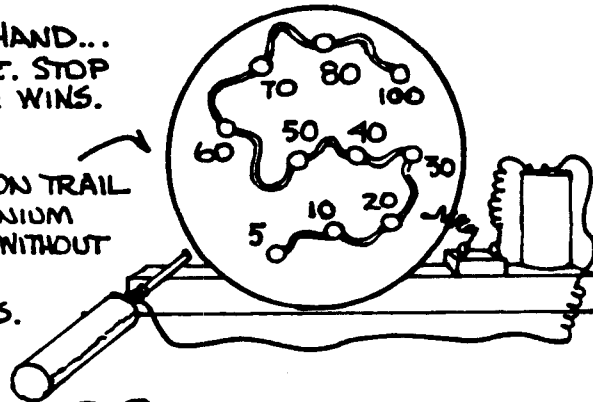


OBJECT: TEST STEADY HAND... TAKE LOOP ACROSS WIRE. STOP ON BUZZ. HIGH SCORE WINS.



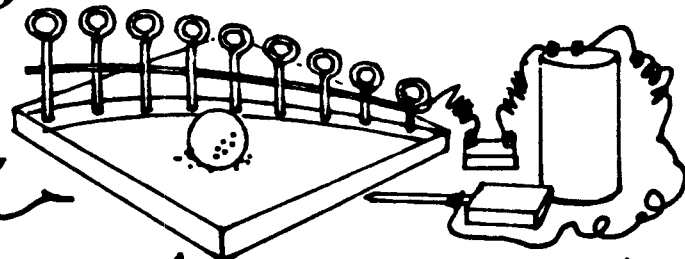
Snail Trap - TO SCORE: TAKE ROD INSIDE SNAIL AND OUT AGAIN WITHOUT BUZZING.

OBJECT: TRAVEL ON TRAIL BY INSERTING "URANIUM COUNTER" IN MINES WITHOUT EXPLOSION (BUZZ) HIGH SCORE WINS.

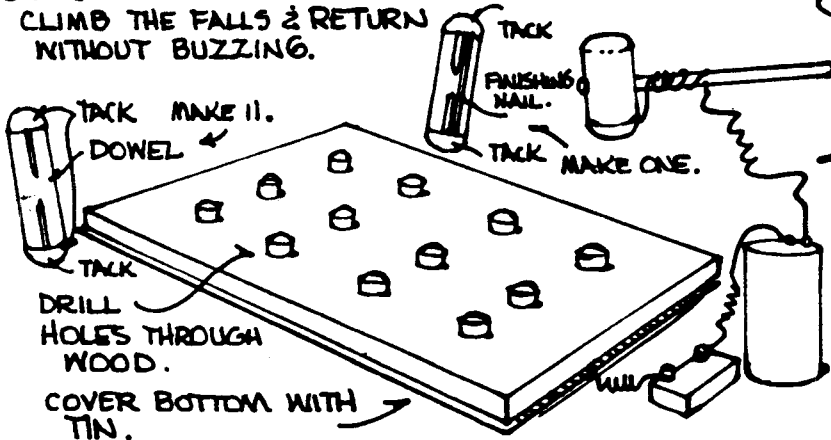


over the falls - OBJECT: CLIMB THE FALLS & RETURN WITHOUT BUZZING.

crazy golf



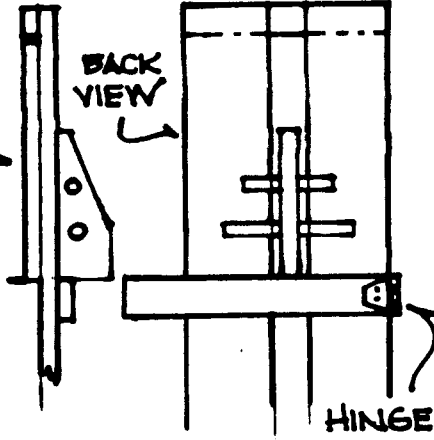
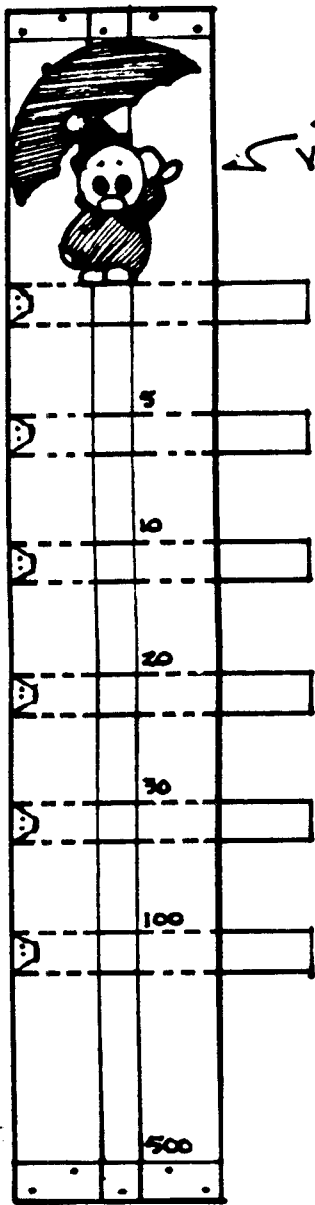
TO PLAY: TOUCH BALL WITH "PUTTER" PLACE PUTTER IN FIRST HOLE. TOUCH BALL AGAIN AND PUTT TO SECOND HOLE, ETC COUNT STROKES NEEDED TO COMPLETE NINE HOLES.



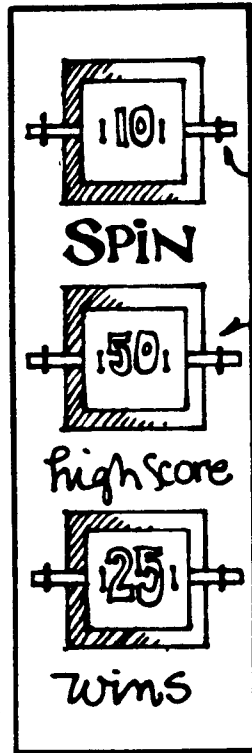
WITCH ONE ??

PLAYERS TAKE TURNS. OBJECT: TO GET AS MANY PEGS AS POSSIBLE BEFORE BUZZING. PLAYER REPLACES PEGS FOR NEXT PERSON CONCEALING LOCATION OF BUZZ PEG. PAINT ALL PEGS ALIKE - ONLY ONE PEG HAS NAIL WHICH COMPLETES THE CIRCUIT.

BALL THROW GAMES



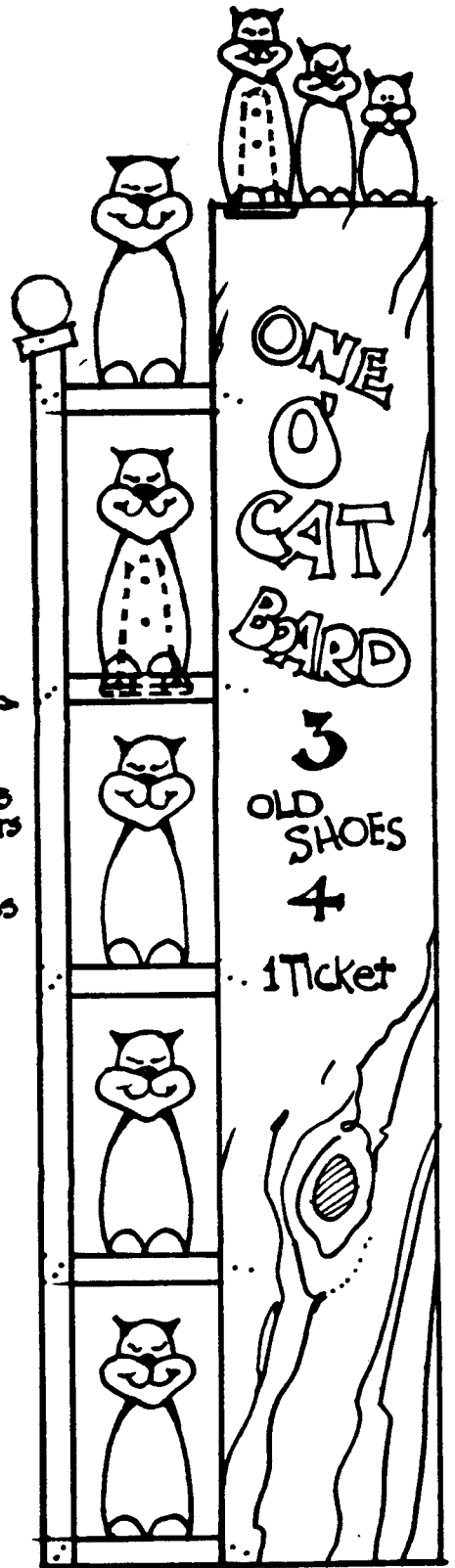
HIGH DIVER...
 KNOCK PLATFORMS OUT
 LET DIVER DROP.
 6 BALLS = 1 TURN



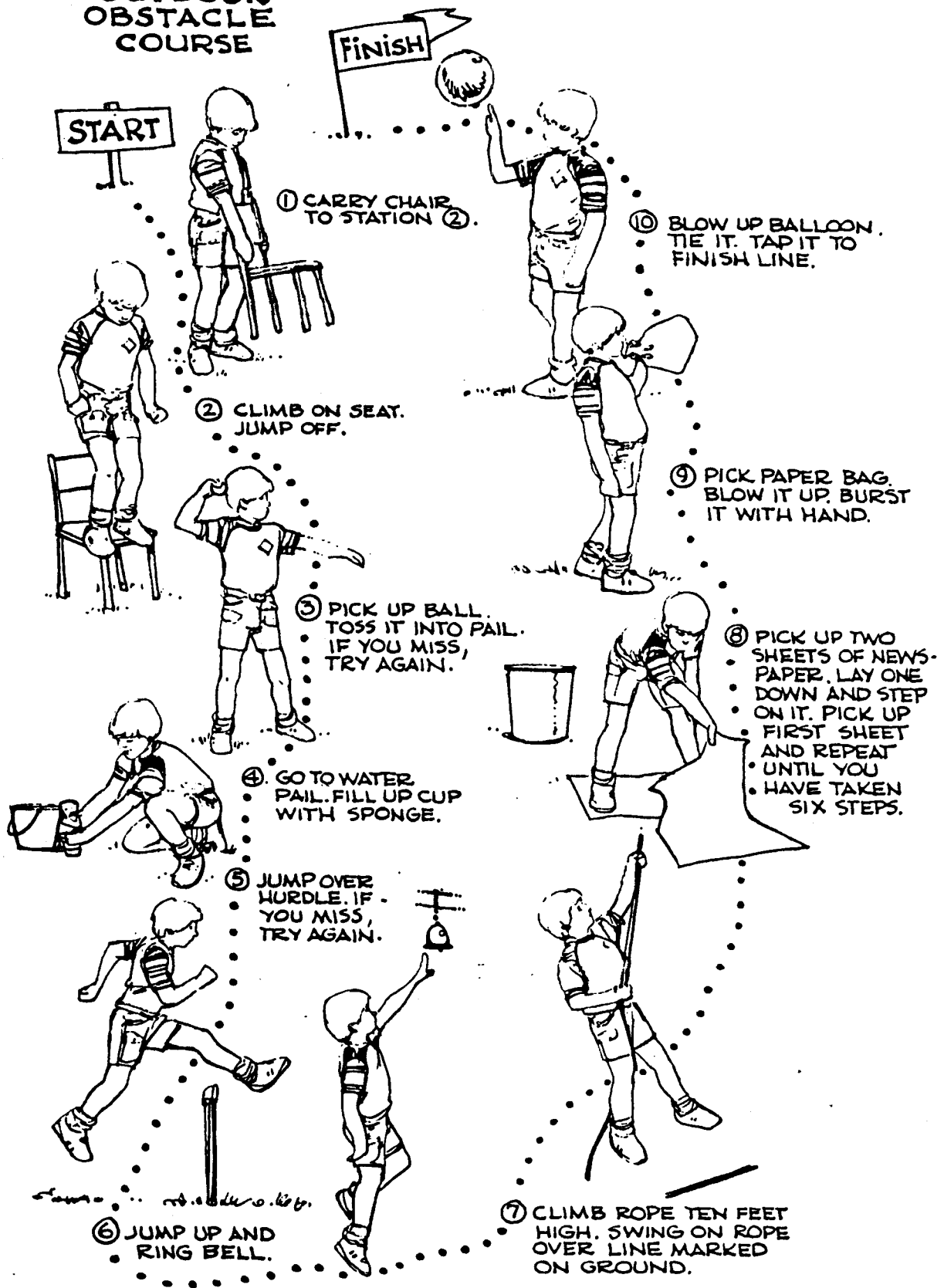
WIRE BOARDS
 TO DOWELS

INSERT
 DOWELS IN
 SCREW
 EYES.

6 BALLS
 EQUAL
 ONE
 TURN.



OUTDOOR OBSTACLE COURSE



START

FINISH

① CARRY CHAIR TO STATION ②.

⑩ BLOW UP BALLOON. TIE IT. TAP IT TO FINISH LINE.

② CLIMB ON SEAT. JUMP OFF.

⑨ PICK UP PAPER BAG. BLOW IT UP. BURST IT WITH HAND.

③ PICK UP BALL. TOSS IT INTO PAIL. IF YOU MISS, TRY AGAIN.

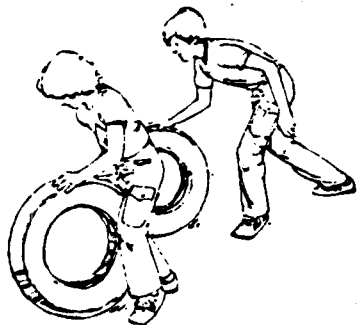
⑧ PICK UP TWO SHEETS OF NEWS-PAPER. LAY ONE DOWN AND STEP ON IT. PICK UP FIRST SHEET AND REPEAT UNTIL YOU HAVE TAKEN SIX STEPS.

④ GO TO WATER PAIL. FILL UP CUP WITH SPONGE.

⑤ JUMP OVER HURDLE. IF YOU MISS, TRY AGAIN.

⑦ CLIMB ROPE TEN FEET HIGH. SWING ON ROPE OVER LINE MARKED ON GROUND.

⑥ JUMP UP AND RING BELL.



SPRINT. Racers propel tires with hands until they cross finish line.



SLALOM RELAY. Each den member weaves through course with from five to eight markers set about six feet apart and returns to starting line. One point is taken off team score for touching a marker.

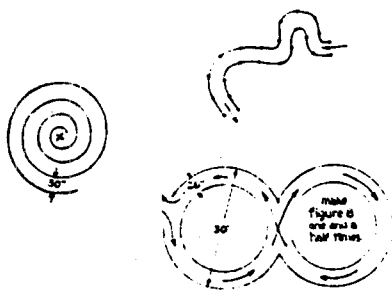


FIGURE 8

PACK ACTIVITY

The site and equipment committee should arrive early to set up markers and lanes for the various tests and games. Traffic cones and string are useful for markers because they can be moved easily for different races and contests.

Assign committee members or fathers as judges, timekeepers, and scorers.

Preopening—As families arrive, allow the Cub Scouts and other children to practice on the rodeo courses. Have den chiefs supervise and keep order. Have a special display area for insect zoos, aquariums, and terrariums made by Webelos dens for the Naturalist activity badge.

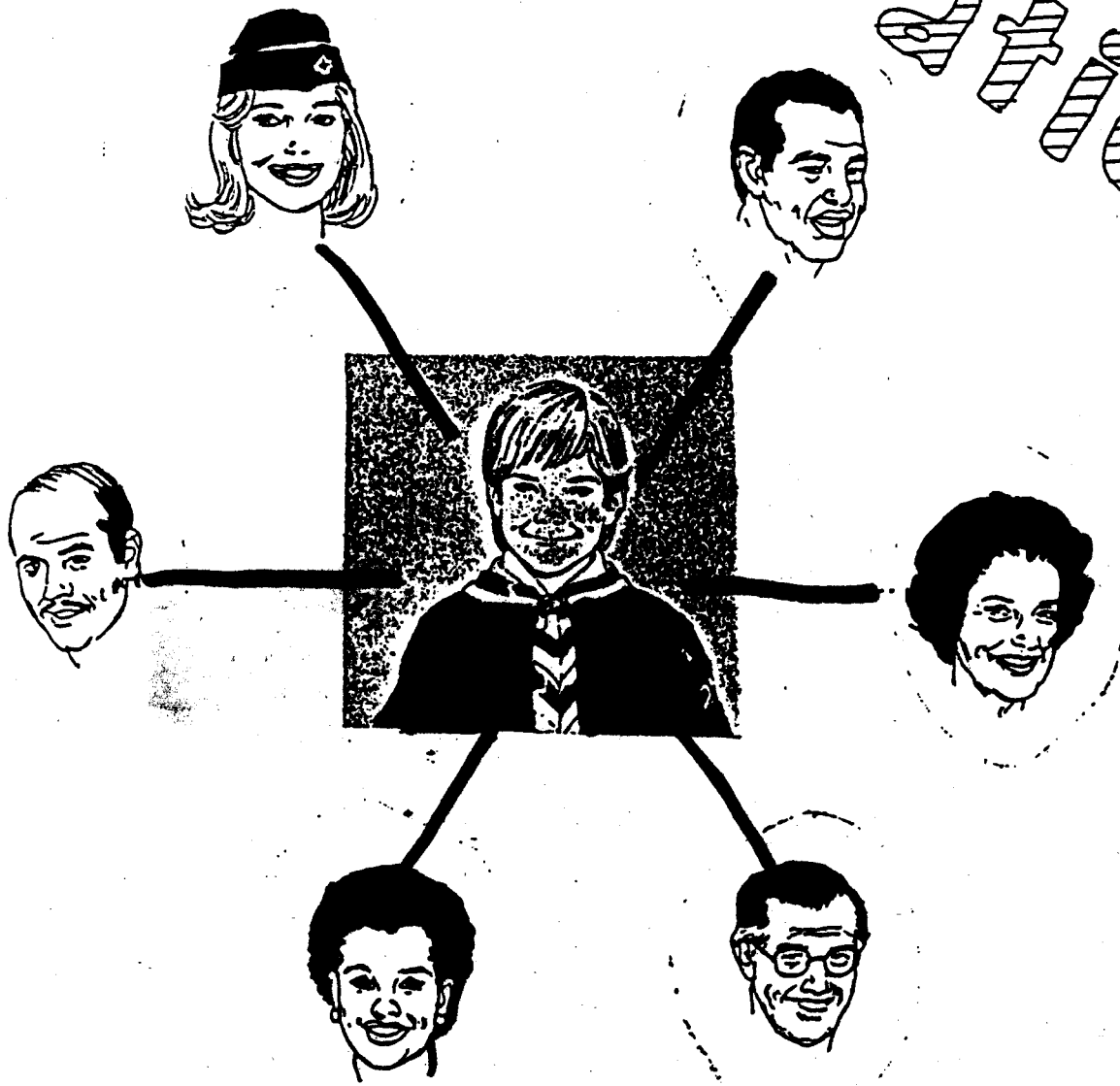
Opening—Ask the parents to join their son's den. Have your song leader lead "Hail, Hail, the Gang's All Here" (Cub Scout Songbook). Lead the Grab Your Nose and Crazy, Mixed-Up Kids stunts from Group Meeting Sparklers.

Bike rodeo—The events chosen for your rodeo will depend on the size of your pack and the size of the area



SHUTTLE RELAY. Place coffee cans in front of each den—one 10 yards, the second 10 yards farther. In the closer can, put one marble for each player. Put a small flag in the farther can. Players drive to first can, dismount, take one marble, drive to the second can, drop it in, and return to the start. The last member of the team brings back the flag.

Pack Administration



PURPOSE OF THE CUB SCOUT PROGRAM

CUB SCOUTING IS A PROGRAM OF THE BOY SCOUTS OF AMERICA FOR PARENTS LEADERS AND INSTITUTIONS TO USE WITH BOYS 8,9, AND 10YEARS OF AGE FOR THE PURPOSE OF :

- INFLUENCING THE DEVELOPING OF CHARACTER AND ENCOURAGING SPIRITUAL
- DEVELOPING HABITS AND ATTITUDES OF GOOD CITIZENSHIP
- ENCOURAGING GOOD SPORTSMANSHIP AND PRIDE IN GROWING STRONG IN MIND AND BODY
- IMPROVING UNDERSTANDING WITH THE FAMILY
- THE ABILITY TO GET ALONG WITH OTHER BOYS AND RESPECT OTHER PEOPLE
- SENSE OF PERSONAL ACHIEVEMENT BY DEVELOPING NEW INTERESTS AND SKILLS
- SHOWING HOW TO BE HELPFUL AND DO ONE' S BEST
- PROVIDING FUN AND EXCITING NEW THINGS TO DO
- PREPARING THEM TO BECOME SCOUTS

PLANNING YOUR CUB SCOUT PROGRAM

- A. THE PACK MEETING CAN BE THE GREATEST SHOW ON EARTH IF YOU KNOW HOW TO PLAN.
- B. THE THEME IS A SIMPLE IDEA WHICH EACH MONTH'S DEN AND PACK MEETINGS ARE BUILT. THEME IDEAS ARE FOUND IN CUB SCOUT PROGRAM HELPS.
- C. THE FOUR PLANNING STEPS ARE:
 - 1. ANNUAL PROGRAM PLANNING CONFERENCE.
 - a. USUALLY HELD IN APRIL EVERY YEAR.
 - b. PREPARING FOR DEN MEETINGS, DEN LEADERS TALK TO THE BOYS ABOUT WHICH ACTIVITIES THEY WOULD LIKE TO REPEAT AND GET NEW IDEAS FROM THEM.
 - c. ALL ADULT DEN AND PACK LEADERS ATTEND. CUBMASTER IS IN CHARGE.
 - d. PACK PROGRAM PLANNING CHART AND CUB SCOUT PROGRAM HELPS ARE USED.
 - e. PACK COMMITTEE BUSINESS IS CONDUCTED.
 - f. DURING THE ANNUAL PROGRAM PLANNING CONFERENCE, LEADERS CHART THE PACK'S COURSE FOR THE ENTIRE YEAR.

THEMES FOR THE COMING YEAR ARE SELECTED.
IDEAS ARE LISTED UNDER EACH THEME.

WEBELOS DEN PLANS ARE LISTED FOR EACH MONTH.
SPECIAL PROJECTS AND EVENTS FOR EACH MONTH.

- 2. MONTHLY PACK LEADERS PLANNING MEETING
 - a. HELD EVERY MONTH, USUALLY ABOUT FIVE WEEKS BEFORE NEXT MEETING OF THE PACK.
 - b. PLANS ARE MADE FOR NEXT MONTH'S PACK MEETING AND FINAL DETAILS.
 - c. ALL ADULT PACK LEADERS ATTEND. PACK COMMITTEE CHAIRMAN IS IN CHARGE.
 - 1. IN, SOME PACKS, THE DEN LEADER COACH REPRESENTS DEN LEADERS AT THIS MEETING.
 - d. USUALLY HELD IN A HOME.
 - e. CUBMASTER AND DEN LEADER COACH MAKE GENERAL PLANS FOR DEN.
 - f. WEBELOS LEADER EXPLAINS HIS PLAN FOR THE WEBELOS DEN ACTIVITIES.
 - g. PACK COMMITTEE BUSINESS IS CONDUCTED.

THE PACK COMMITTEE'S JOB

SUCCESSFUL PACK OPERATION MAY BE COMPARED TO THE SUCCESSFUL OPERATION OF A COMPANY. YOU, THE PACK COMMITTEE ARE LIKE THE BOARD OF DIRECTORS. YOUR SUPERINTENDENT OR PRESIDENT IS THE CUBMASTER. THE DEN LEADERS AND THE WEBELOS DEN LEADERS WITH THEIR DEN CHIEF HELPERS DELIVER THE GOODS TO THE BOYS AND THEIR PARENTS- THE CONSUMERS.

every pack, REGARDLESS OF ITS SIZE, MUST HAVE CERTAIN SERVICES PERFORMED IF ITS TO HELP THE BOYS. WHETHER YOUR COMMITTEE CONSISTE OF THREE OR A DOZEN PERSONS, SPECIFIC JOBS MUST BE PERFORMED IF CUB SCOUTS ARE TO HAVE THE FUN THEY EXPECT AND THE BENEFITS YOU HOPE FOR.

EACH MEMBERS SHARES THESE GENERAL RESPONSIBILITIES:

- * RECRUIT THE BEST PERSON AVAILABLE FOR CUBMASTER AND ONE OR MORE ASSISTANT CUBMASTERS.
- 8 PROVIDE ADEQUATE AND SAFE FACILITIES FOR PACK MEETINGS.
- * COORDINATE PROGRAM OF PACK WITH THAT OF THE CHARTERED INSTITUTION.
- * ASSIST WITH PACK CHAREER RENEWAL.
- * STIMULATE INTEREST OF PARENTS THROUGH PROPER PROGRAMMING.
- * SUPERVISE FINANCES AND EQUIPMENT.
- * WORK WITH CUBMASTER. HELP HIM PLAN AND MAKE THE PACK PROGRAM SUCCESSFUL AND EFFECTIVE SO BØYS ADVANCE IN RANK.
- * ENSURE YEAR-ROUND CUB SCOUT PROGRAM, INCLUDING SUMMER ACTIVITIES.
- * ENCOURAGE LEADERS TO PARTICIPATE IN ROUNDTABLES AND OTHER TRAINING SESSIONS.
- * CONDUCT, WITH CUBMASTER, PERIODIC TRAINING FOR PARENTS.
- * ESTABLISH WORKING RELATIONSHIPS WITH NEIGHBORHOOD SCOUT TROOPS.

the chairman, WORKING WITH THE CUBMASTER, MAKE ANY ADDITIONAL SPECIFIC ASSIGNMENTS.

Think ABOUT THIS.....PEOPLE DON'T PLAN TO FAIL___THEY JUST FAIL TO PLAN.

PACK COMMITTEE MEMBERS

EVERY CUB SCOUT PACK BELONGS TO A SPONSORING ORGANIZATION, SUCH AS A RELIGIOUS GROUP, PTA, SERVICE CLUB, FRATERNAL OR PATRIOTIC ORGANIZATION OR A SIMILIAR GROUP CHAREERED BY THE BOY SCOUTS OF AMERICA TO USE THE CUB SCOUT PROGRAM.

THE SPONSORING ORGANIZATION APPOINTS A SCOUTING COORDINATOR AND SELECTS THREE OR MORE QUALIFIED MEN OR WOMEN, OR BOTH TO SERVE AS A PACK COMMITTEE. SINCE THERE ARE JOBS FOR THE COMMITTEE TO DO A GROUP OF SEVEN OR EIGHT IS PREFERABLE.

the pack committee is responsible to the CHARTERED INSTITUTION FOR SOUND OPERATION OF THE PACK.

CHAIRMAN- CALLS TO ORDER AND PRESIDES AT REGULAR MONTHLY MEETINGS OF PACK COMMITTEE. WORKS CLOSELY WITH SCOUTING COORDINATOR.

CON'T PACK COMMITTEE JOBS

SECRETARY- KEEPS RECORDS OF ALL COMMITTEE MEETINGS. SEND OUT NOTICES. ANSWERS CORRESPONDENCE.

TREASURER- MAINTAINS PACK FINANCIAL RECORD AND PAYS ALL PACK BILLS.

ADVANCEMENT- SENDS MONTHLY ADVANCEMENT REPORTS TO THE COUNCIL OFFICE AND SECURES AWARDS FOR PRESENTATION AT NEXT PACK MEETING

TRAINING PROMOTES ATTENDANCE AT DISTRICT TRAINING COURSES. SECURES SPECIAL INSTRUCTORS AND SPEAKERS WHEN NEEDED.

MEMBERSHIP- DETERMINE THE NEEDS FOR NEW BOYS AND NEW DENS. HELP ARRANGE GRADUATION CEREMONY.

SCOUTING COORDINATOR- HEADS UP THE SCOUT PROGRAM OF THE SPONSORING ORGANIZATION. THE S. C. IS THE VOTING POWER MEMBER OF THE DISTRICT AND COUNCIL COMMITTEES. HE SERVES AS A LIASON.

TYPICAL PACK LEADERS MEETING

ROLL CALL OF MEMBERS, CUBMASTER AND ASSISTANTS
READING AND ACTION ON MINUTES OF LAST MEETING
REPORTS BY COMMITTEE PEOPLE
PERSONAL NEEDS AND CHANGES- BOYS AND ADULTS
TRAINING: FORMAL COURSES, ROUNDTABLES, PARENTS MEETINGS
ADVANCEMENTS: ADEQUATE RECORDING, RECOGNITION AND REPORTING
FINANCES: BUDGET PLAN AND OPERATION
OTHER COMMITTEE REPORTS
CUBMASTER'S REPORT
SCOUTING COORDINATOR'S REPORT
ADJOURN

SETTING PACK GOALS

THERE ARE A FEW THINGS TO KEEP IN MIND WHEN YOU SET PACK GOALS. GOALS SHOULD BE:

CONSISTENT.....THINK OF EACH GOAL AS ONE OF A
JIGSAW PUZZLE. CONSTRUCTIVE.....IMPROVEMENTS IN YOUR PRESENT PACK AND
DEN OPERATION. CHALLENGING..... SHOULD BE HIGH ENOUGH TO EXCITE AND
STIMULATE YOUR PACK. CLEARLY DEFINED..... READILY UNDERSTOOD BY OTHERS
WRITE DOWN YOUR GOALS. PRECISE..... FLEXIBLE TO TAKE INTO ACCOUNT
REASONABLE DEGREES OF VARIABILITY.

TEN COMMANDMENTS OF GOOD LISTENING FOR UNIT LEADERS

1. STOP TALKING! YOU CANNOT LISTEN IF YOU ARE TALKING.
[HAMLET] : GIVE EVERY MAN THINE EAR, BUT FEW THY VOICE:
2. PUT THE TALKER AT EASE. HELP HIM FEEL THAT HE IS FREE TO TALK. THIS IS OFTEN CALLED A PERMISSIVE ENVIRONMENT.
3. SHOW HIM THAT YOU WANT TO LISTEN: LOOK AND ACT INTERESTED. DO NOT IGNORE HIM WHILE HE TALKS. LISTEN TO UNDERSTAND, RATHER THAN TO REPLY.
4. REMOVE DISTRACTIONS: DON'T DOODLE, TAP OR SHUFFLE PAPERS. WILL IT BE QUIETER IF YOU SHUT THE DOOR?
5. EMPATHIZE WITH HIM: TRY TO PUT YOURSELF IN HIS PLACE SO THAT YOU CAN SEE HIS POINT OF VIEW.
6. BE PATIENT: ALLOW PLENTY OF TIME. DO NOT INTERRUPT HIM. DON'T START FOR THE DOOR OR WALK AWAY.
7. HOLD YOUR TEMPER: AN ANGRY MAN GETS THE WRONG MEANING FROM WORDS. HE WHO ANGERS YOU, CONQUERS YOU.
8. GO EASY ON ARGUMENT AND CRITICISM: THIS PUTS HIM ON THE DEFENSIVE. HE MAY CALM UP OR GET ANGRY. DO NOT ARGUE, IF YOU WIN , YOU LOSE.
9. ASK QUESTIONS: THIS ENCOURAGES HIM AND SHOWS THAT YOU ARE LISTENING IT HELPS TO DEVELOP POINTS FURTHER.
10. STOP TALKING! THIS IS THE FIRST AND LAST, BECAUSE ALL OTHER COMMANDMENTS DEPEND ON IT. YOU CAN'T DO A GOOD LISTENING JOB WHILE YOU ARE TALKING.

NATURE GAVE MAN TWO EARS BUT ONLY ONE TONGUE, WHICH IS A GENTLE HINT THAT HE SHOULD LISTEN MORE THAN HE TALKS.

THE ART OF SAYING "THANK"

BETWEEN CUB LEADERS, A SINCERE, VERBAL "THANK" YOU MEANS A LOT. A MATERIAL OBJECT SUCH AS PLAQUE, A CERTIFICATE, A STATUE, SO THAT EVERY TIME YOU LOOK AT IT, THE MOMENT IS RECREATED IN YOUR MIND. THIS IS A MORE LASTING WAY TO SAY "THANK YOU".

WHAT ARE PARENTS?

PARENTS ARE COMPOSITES; NURSE, DOCTOR, MINISTER, AND IDOL AT ALL TIMES. THEY MUST SHOWER LOVE, ADMINISTER DISCIPLINE TO, INSTILL COURAGE IN, SHOW SYMPATHY FOR, AND KEEP THE RESPECT OF THEIR CHILDREN. PARENTS ARE REAL EXPERTS IN MAKING EXCUSES; FOR EXAMPLE, THEY ARE TOO BUSY RIGHT NOW, THEY WILL DO SOMETHING ELSE INSTEAD OF, THEY WORK, THEY HAVE CHILDREN, THEY DON'T DRIVE, THEIR CAR HAS A FLAT TIRE, THE GUY NEXT DOOR WON'T, THEY'VE NEVER DONE IT BEFORE, THEIR PARENTS DIDN'T DO IT OR THEIR SPOUSE WON'T LET THEM.

PARENTS ARE MAGICAL CREATURES. THEY CAN HAVE THE MOST BEAUTIFUL HOUSE ON THE BLOCK, DRIVE THE NEWEST CAR MANUFACTURED, OR HAVE THE BEST JOB AT THE OFFICE; BUT WHEN YOU WANT TO SEE PRIDE AT ITS FULLEST, WATCH THEIR EYES WHEN SAY "THAT'S MY BOY".

RECRUITMENT

SINCE THE CUB SCOUT PROGRAM IS YEAR-ROUND, RECRUITING SHOULD BE ALSO. TRADITIONALLY IN RECRUITING CUB SCOUTS WE HAVE CONDUCTED OUR FALL "BACK TO SCHOOL NIGHT". THIS CATCHES EVERYONE AT THE BEGINNING OF THE SCHOOL YEAR AND THE BOYS ARE ANXIOUS TO JOIN. DON'T OVERLOOK THE VALUE OF A SPRING RECRUITING DRIVE TO CATCH THE BOYS WHO ARE COMPLETING THE SECOND GRADE OR BECOMING EIGHT YEARS OLD. INVITE THEM TO PACK MEETINGS IN APRIL AND MAY AND THEN EMPHASIZE THEIR INVOLVEMENT, ALONG WITH THE FAMILY, IN YOUR SUMMER PACK ACTIVITIES.

MANY PACKS RECRUIT THROUGH THE YEAR WITH THE AID OF BOY FACT SURVEY CARDS. SURVEY CARDS PROVIDE ALL THE INFORMATION YOU NEED TO KNOW FROM YOUR SCHOOL ABOUT EVERY BOY IN EVERY GRADE THAT YOU SURVEY. FOR EXAMPLE WHEN FILLED OUT PROPERLY YOU KNOW THE BOY'S NAME, ADDRESS, GRADE, BIRTH DATE, PHONE NUMBER AND PARENTS NAME. MOST SCHOOLS WILL LET THE BOYS FILL THEM OUT IN THE CLASSROOM AND GIVE THEM BACK TO THE TEACHER. ONCE YOU'VE SEPARATED THOSE THAT ARE ALREADY CUB SCOUTS, YOU'RE TO ACT ON THOSE THAT AREN'T.... EITHER BY A MEETING AT THE SCHOOL[A RALLY[]] OR BY VISITS IN THEIR HOMES. DON'T FORGET THE SECOND GRADE! BOYS TURN EIGHT DURING THE SECOND GRADE AND SHOULD BE INVITED TO JOIN AS SOON AS THEY TURN EIGHT. A MEMBER OF THE PACK COMMITTEE COULD HAVE THE SPECIFIC JOB ALL YEAR LONG OF SENDING A HAPPY BIRTHDAY CARD TO EACH BOY. THEN HE OR SHE WOULD MAKE A FOLLOW UP VISIT TO SIGN HIM UP AND INFORM THE PARENTS OF THEIR RESPONSIBILITIES. THE NOTICES[FLYERS] FOR THE ABOVE MENTIONED RALLY ARE AVAILABLE AT NO COST FROM THE SCOUT SERVICE CENTER.

ADULT LEADERSHIP RECRUITMENT SHOULD FOLLOW THE SAME PATTERN. OBSERVE THE PARENTS AT THE PACK MEETINGS AND LEARN SOMETHING ABOUT THEM BY USING THE PARENTS TALENT SURVEY SHEET. DECIDE WHO THE MOST QUALIFIED PERSON IS FOR THE JOB AND THEN PERSONALLY CONTACT THAT PERSON. LOOK FOR BUSY PEOPLE WHO ARE WELL ORGANIZED BECAUSE THEY HAVE LEARNED HOW TO BEST UTILIZE THEIR TIME AND WILL MAKE THE TIME FOR CUB SCOUTING IF THEY SEE THE VALUE IN IT FOR THEIR SON. DON'T APOLOGIZE FOR HAVING TO RECRUIT THE PERSON. BE POSITIVE. SHARE WHY WE NEED PEOPLE AND WHAT THEY CAN DO FOR THE PROGRAM. A LOT OF PEOPLE ARE JUST WAITING TO BE ASKED TO HELP, BUT WILL NOT COME FORWARD UNLESS THEY ARE ASKED. DETERMINE WHAT A PERSON'S STRENGTHS ARE AND CAPITILIZE ON THOSE STRENGTHS. FORGET THEIR WEAKNESSES SINCE THAT WILL NOT HELP YOU. RECRUIT BY CHOICE AND NEED, NOT BY DESPERATION.

HOW TO RECHARTER

ASSIGN A CHAIRMAN IN DECEMBER. HE GETS A RECHARTER KIT THE MONTH BEFORE YOUR PACK IS DUE FOR RECHARTERING ALONG WITH INSTRUCTIONS FROM YOUR COMMISSIONER OR SCOUT EXECUTIVE.

DISTRIBUTE A BROCHURE OR MAKE AN ANNOUNCEMENT AT YOUR PACK MEETING ABOUT BUDGET INFORMATION AND TOTAL COSTS PER CUB SCOUT TO RE-REGISTER. IF RECHARTER EXPENSES ARE INCLUDED IN YOUR PACK BUDGET, NO FEES ARE PAID BY THE CUB SCOUTS; IF NOT, MONEY SHOULD BE COLLECTED AT THE NEXT PACK MEETING AND THIS INFORMATION IS GIVEN TO THE PARENTS SO THEY WILL COME PREPARED TO PAY THEM NEXT MONTH.

AT THE RECHARTER PACK MEETING THE CHAIRMAN SHOULD BE READY AT A TABLE WITH ONE OR TWO HELPERS TO TAKE ALL MONEY AND TO CHECK RECORDS FOR CORRECT ADDRESSES, TELEPHONE NUMBERS, RANK, PARENT'S NAMES AND ANY OTHER INFORMATION THE PACK WANTS. THOSE NOT TURNED IN THAT NIGHT SHOULD BE CALLED AND THE MONEY COLLECTED AS SOON AS POSSIBLE AND THE RECHARTER KIT TURNED IN BEFORE THE END OF THE MONTH.

RECRUITING VOLUNTEER LEADERS

RECRUITING VOLUNTEER LEADERS IS A CONSTANT PROBLEM IN SCOUTING. SCOUTING IS A UNIQUE ORGANIZATION IN MANY WAYS.... BUT OF ITS MOST UNIQUE FEATURES IS THE FACT THAT IT IS THE EFFORT PRIMARILY, OF VOLUNTEERS. YOU AND ME. WITHOUT US, IT CANNOT GO.

THERE MUST BE SOMEONE IN YOUR PACK WHO IS ENTHUSIASTIC AND BELIEVE VERY STRONGLY IN THE PRINCIPLES OF SCOUTING. THIS PERSON SHOULD BE ABLE TO PROJECT HIS/HER LOVE FOR SCOUTING TO OTHERS AND SHOW THEM HOW MUCH FUN THEY HAVE DOING THEIR WORK. A POSITIVE ATTITUDE ABOUT THE JOB AHEAD INDICATES THAT ALTHOUGH IT IS NOT THE EASIEST JOB, IT IS THE MOST REWARDING ONE, AND IS ONE WITH WHICH HE/SHE IS WILLING TO HELP.

LET YOUR PEOPLE KNOW THAT YOU AND WE ARE READY AND WILLING TO HELP THEM LEARN ABOUT THEIR JOB. TRAINING DOES TAKE SOME TIME, BUT IT MAKES THE JOB EASIER IN THE LONG RUN.

WHO IS THE PERSON IN YOUR PACK WHO CAN PROJECT THE IMAGE OF CONFIDENCE, ENTHUSIASM, CONCERN, AND WILLINGNESS TO HELP?

CUB SCOUT SUMMER PROGRAM

- A. CLOSING DOWN A PACK FOR THE SUMMER MAY SEEM LOGICAL TO A COMMITTEE.
1. THEY ALWAYS SAY DEN LEADERS NEED REST.
 2. THEY ALWAYS SAY "EVERYBODY LEAVES DURING THE SUMMER".
 3. THEY ALWAYS SAY "WHOEVER HEARD OF THAT".
 4. THEY ALWAYS, WHEN SUCCESSFUL, SHOUT DOWN COOLER HEADS WHO TRY TO POINT OUT WHAT IS BEING LOST IN SHUTTLING DOWN A PACK FOR SUMMER.
- B. CLOSING DOWN A PACK MAY HAVE SOME EFFECTS NOT IMMEDIATELY OBVIOUS.
1. CUB SCOUTS MISS CUB SCOUTS.
 2. MORE LEISURE TIME, LESS TO DO IN IT.
 3. 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.
- C. STAYING OPEN DURING SUMMER IS BETTER ALL AROUND BECAUSE IT'S USUALLY DONE IN AN INFORMAL FUN WAY.
1. DEN LEADERS HAVE AN EASIER JOB--- SMALL TEMPORARY COMMITTEES AND PARENTS TAKE UP SUMMER SLACK.
 2. ACTIVITIES--- LIKE SPORTS AND OUTINGS-- CAN TAKE ADVANTAGE OF THE WEATHER FOR "GET-OUT-AND-GO PLACES".
 3. PACK COMMITTEE AND STAFF REMAINS INTACT FOR FALL.
 4. BOYS GET RID OF EXCESS ENERGY WHILE THEY LEARN.

BUILDING PARENT PARTICIPATION

PARTICIPATION OF PARENTS SOMETIMES IS SLOW;
WHY, OH WHY, WE WANT TO KNOW?
THEY SHOW NO INTEREST, DON'T SEEM TO CARE;
LOOK HOW WE'VE WORKED, DONE MORE THAN OUR SHARE.
HERE IS A THOUGHT, COULD IT BE THE KEY?
HAVE WE GIVEN THEM
AN OPPORTUNITY?

EFFECTIVE COUNSELING TO HELP MAKE THE PACK GO

WHY DO WE COUNSEL?

TO HELP SOLVE PROBLEMS; TO ENCOURAGE OR REASSURE; TO DEVELOP MORE EFFECTIVE SCOUTS AND SCOUTERS.

WHEN DO WE COUNSEL?

A. WHEN WE FIND A PERSON IS:

UNDECIDED

CONFUSED, OR DOES NOT HAVE THE FACTS.

CANNOT INTERPRET THE FACTS.

DOES NOT KNOW WHAT TO DO.

DOES NOT KNOW THE DIFFERENT THINGS HE MIGHT DO.

B. WHEN HE HAS MADE A SNAP DECISION

HE IS WORRIED ABOUT HIS DECISION.

HE IS ANGRY OR CONFUSED.

HE DID NOT CONSIDER ALL THE FACTS.

HE MISINTERPRETED THE FACTS.

HE DID NOT CONSIDER ALTERNATIVES.

HE DID NOT CONSIDER CONSEQUENCES.

COUNSELING IS NOT AN EASY THING TO DO. IT TAKES YEARS OF TRAINING AND EXPERIENCE. WE CANNOT HOPE TO BE PROFICIENT IN A SHORT TIME, BUT WE CAN GIVE A KIND OF "FIRST AID" BY KNOWING AND USING SOME FUNDAMENTALS. BUT BEFORE WE CONSIDER THE FUNDAMENTALS WE MUST FIRST:

1. FIND OUT THAT THERE IS A PROBLEM.
2. RECOGNIZE THAT NO TWO COUNSELING SESSIONS ARE ALIKE. EACH PERSON IS DIFFERENT. EACH PROBLEM IS DIFFERENT. THERE ARE NO "PAT" ANSWERS.

THE COUNSELORS MUST GET THE PERSON ASIDE AND MAKE HIM FEEL AT EASE. HERE ARE SIX FUNDAMENTALS OF COUNSELING WHICH CAN BE USED BY CLUB LEADERS:

A. LISTEN

1. GIVE YOUR UNDIVIDED ATTENTION.

2. THIS IS MOST DIFFICULT FOR WE ARE NOT USUALLY GOOD LISTENERS

3. SHOW THAT YOU ARE WILLING TO TAKE TIME TO HEAR THE PROBLEM

B. ASK YOURSELF, "DO I UNDERSTAND WHAT HE IS TRYING TO SAY?"

C. DO NOT GIVE ADVICE!

IF YOU GIVE ADVICE, YOU MIGHT STOP HIM FROM SOLVING HIS OWN PROBLEM, AND THE ADVICE MAY BE WRONG FOR HIM.

FAMILY ENRICHMENT

ONE OF THE MAJOR LASTING BENEFITS OF THE CUB SCOUT PROGRAM TO THE BOY AND HIS FAMILY IS ESTABLISHING A STRONG FAMILY RELATIONSHIP. TO GAIN THE MOST BENEFET FROM THE PROBRAM AND TO BE EFFECTIVE IN HELPING THEIR BOYS IN THE ADVANCEMENT PLAN. PARENTS SHOULD BE ENCOURAGED TO READ THE PARENTS'SUPPLEMENTS FOUND IN THE WOLF, BEAR, WEBELOS BOOKS. THIS WILL HELP THEM UNDERSTAND THAT THE CUB SCOUT PROGRAM HAS OBJECTIVES WHICH WILL HELP THE BOY AND FAMILY. PARENTS FROM TIME TO TIME SHOULD BE REMINDED THAT WHEN THEY SIGNED THE BOY'S APPLICATION TO JOIN CUB SCOUTING, THEY AGREED TO DO THEIR BEST TO HELP GAIN THE MOST FROM THIS EXPERIENCE BY:

HELPING HIM IN HIS CUB SCOUT ADVANCEMENT.

ATTENDING MONTHLY PACK MEETINGS AND BY TAKING PART IN OTHER DEN AND PACK ACTIVITIES.

ASSISTING DEN AND PACK LEADERS.

THE CUB SCOUT FAMILY BOOK TELLS ABOUT CARING, LIVING, CRYING, AND ENJOYONG. ALSO BY LOVING, TALKING, LISTENING, COPING, SHARING, GIVING, BEING, AND LAUGHING. ENCOURAGE PARENTS TO READ THIS BOOK. IT HELPS US UNDERSTANDING THAT NO MATTER WHAT PROBLEMS MAY EXIST, THER IS ALWAYS AN OPPORTUNITY FOR A FRESH START AND A NEW APPROACH.

PARENTS GAIN THE MOST FROM THE CUB SCOUT PROGRAM WHEN THEY ARE ACTIVELY INVOLVED. PACK AND DEN LEADERS CAN ENCOURAGE THIS ENVOLVEMENT BY USING THE PARENT TALENT SURVEY. THIS FORM WILL IDENTIFY SPECIAL TALENTS AND ABILITIES AS WELL AS AVAILABLE MATERIALS AND EQUIPMENT. NOT ONLY WILL THE PACK PROGRAM BE STRENGTHENED, BUT PARENTS WILL BE MORE INCLINED TO BECOME INVOLVED IN SOMETHING THEY KNOW THEY CAN DO OR ENJOY DOING. PARENTS CAN BE ONE OF THE MOST VALUABLE RESOURCES.

THE PARENTS SUPPLEMENTS WILL GO ON TO EXPLAIN HOW PARENT CAN MEET THE OBJECTIVES. THE BETTER PARENTS UNDERSTAND THE CUB SCOUT PROGRAM AND THEIR RESPONSIBLILITIES, THE MORE BENEFITS THE WHOLE FAMILY WILL RECEIVE.

SCOUTING" OPERATION REACH PROGRAM POINTED OUT THE FACT THAT YOUNG PEOPLE OFTEN TURE TO DRUGS BECAUSE OF A REAL LACK OF COMMUNICATION BETWEEN THEMSELVES AND THEIR PARENTS. THIS SPECIAL PARENTS MEETING LEARN TO COMMUNICATE WITH THE BOYS.

ADVANCEMENT

THE CUB SCOUT ADVANCEMENT PROGRAM WAS PLANNED TO ENCOURAGE THE NATURAL INTERESTS OF THE BOY IN A NATURAL WAY. IT IS SIMPLY A GUIDE TO HIS EVERY-DAY PLAY IN LIFE. IT IS NOT A PROGRAM OF DOING THINGS FOR THE SAKE OF EARNING BADGES, THE BADGES ARE INCIDENTAL, AND PARENTS AND LEADERS MUST AVOID ALLOWING THE BADGE TO BECOME THE AIM IN ITSELF. THE BADGE IS RECOGNITION FOR ACHIEVEMENT, BUT THE REAL SATISFACTION COMES FROM THE DOING NOT THE GETTING.

A MAN TO MAN HANDSHAKE, A BOBCAT PIN, A CUB SCOUT NECKERCHIEF, AND MEMBERSHIP IN THE GREATEST ORGANIZATION STARTS THIS CUB SCOUT ON HIS WAY TO THE TOP OF HIS WORLD.

THE SUCCESS OF THE ADVANCEMENT PLAN DEPENDS ON THE WAY IN WHICH CUB SCOUT LEADERS AND PARENTS APPLY IT. IT IS UP TO THE LEADERS AND PARENTS TO MAKE IT REALLY WORK IN THE LIVES OF CUB SCOUTS.

EVERY THEME SPOTLIGHTS THE ACHIEVEMENTS AND ELECTIVES IN THE WOLF AND BEAR BOOK IN A NEW LIGHT. THE SAME IS TRUE OF THE WEBELOS ACTIVITY BADGES. THINK ABOUT A THEME AS YOU FLIP THROUGH EACH BOOK AND YOU'LL SEE HOW PROJECTS CAN FIT YOUR THEME. ADVANCEMENT CAN'T HAPPEN WITHOUT THE COOPERATION OF THE PARENTS, AND COOPERATION IS EASY TO GET WHEN PARENTS SEE HOW THE PROGRAM TIES TOGETHER.

WHAT DOES THE ACHIEVEMENT PLAN MEAN TO A BOY?

THE CUB SCOUT EXPERIENCE WITH HIS ACHIEVEMENTS AND ELECTIVES WILL DO MORE THAN HELP BUILD SELF-RELIANCE. IT WILL ALSO HELP HIM TOWARDS THE DISCOVERY THAT HE IS NOW OLD ENOUGH TO ASSUME CERTAIN RESPONSIBILITIES TOWARD OTHER PEOPLE. THIS IS NECESSARY AS A FOUNDATION FOR GOOD CITIZENSHIP. THE PLAN ALSO PROVIDES A MEANS OF GIVING THE BOY THE RECOGNITION THAT HE NEEDS SO MUCH. BOYS SOMETIMES DEVELOP BEHAVIOR PROBLEMS IN SEEKING RECOGNITION. IF THEY RECEIVE PROPER RECOGNITION, THEY MAY NOT HAVE TO DO SO MANY EXASPERATING THINGS IN SEEKING IT.

THE ACHIEVEMENT PLAN CAN ENRICH FAMILY LIFE. MANY OF THE PROJECTS ARE THINGS THE ENTIRE FAMILY CAN ENJOY TOGETHER.

PARENTS ARE EXPECTED TO WORK WITH THEIR SON ON PREPARING HIS ACHIEVEMENTS AND ELECTIVES.

PARENTS ARE EXPECTED TO GIVE THEIR SON THE OPPORTUNITY OF PASSING HIS ACHIEVEMENTS AND ELECTIVES. WHO BETTER THAN HIS PARENTS KNOW WHEN HE IS DOING HIS BEST?

PARENTS ARE EXPECTED TO PARTICIPATE IN ALL ACHIEVEMENT CEREMONIES WHEN THEIR BOY RECIEVES HIS BADGES. INDEED, THEY WILL BE ASKED TO PRESENT HIS BADGE TO HIM.

PARENT TALENT SURVEY SHEET

Institution _____

Pack No. _____

Date _____

Dear Cub Scout Parents:

Welcome to the Cub Scout family of Pack _____. As explained to you, Cub Scouting is a program for parents as well as boys. We have a fine group of parents who have indicated willingness to help according to their abilities. We invite you to add your talents and interests so the best possible program can be developed for your boy and his friends.

Den Mothers and Webelos Den Leaders are always busy with den activities. Our Pack Leader and Committeemen know there are many talents among you to help in the operation of our pack. Although your help may not be on a full-time basis, you can make a real contribution.

In making this survey the committee wishes to uncover ways you can enjoy giving assistance. Please answer the following as completely as possible.

1. What are your hobbies? _____
2. What are your sports? _____
3. Is there something about your job, business, or profession that would be of interest to Cub Scouts? _____
4. Would you be willing to assist on: _____ the pack committee, as a _____ Den Mother or assistant, _____ Den Leader Coach, _____ Asst. Cubmaster, _____ Webelos Den Leader?
5. What experience in Cub Scouting _____ Boy Scouting _____ Exploring _____ Rank earned _____.
6. Please check categories you would be willing to help with.

GENERAL ACTIVITIES

- ___ Carpentry
- ___ Swimming
- ___ Games
- ___ Nature
- ___ Sports
- ___ Outdoor Activities
- ___ Crafts
- ___ Music/songs
- ___ Bookkeeping
- ___ Typing
- ___ Drawing/art
- ___ Radio/electricity
- ___ Dramatics/skits
- ___ Cooking/banquets
- ___ Sewing
- ___ Transportation
- ___ Other

SPECIAL PROGRAM ASSISTANCE

- ___ I have a station wagon
- ___ I have a truck
- ___ I have a workshop
- ___ I have family camping gear
- ___ I have access to a cottage or camping property
- ___ I can make contacts for special trips and activities
- ___ I can help Webelos Scouts with Tenderfoot skills

WEBELOS ACTIVITY

- ___ Athlete
- ___ Aquanaut
- ___ Artist
- ___ Citizen
- ___ Craftsman
- ___ Engineer
- ___ Forester
- ___ Geologist
- ___ Naturalist
- ___ Outdoorsman
- ___ Scholar
- ___ Scientist
- ___ Showman
- ___ Sportsman
- ___ Traveler

Name _____ Home Phone _____

Address _____ Business Phone _____

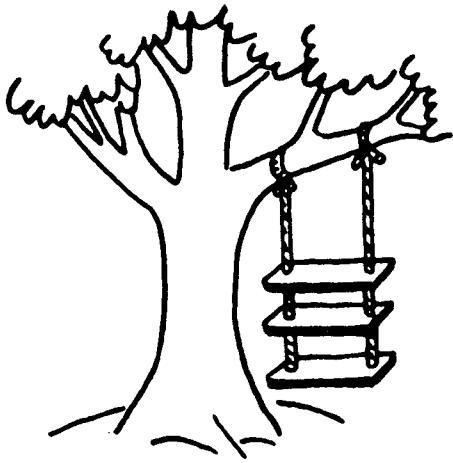
PACK MEETING AGENDA

<u>Minutes</u>	<u>Activity</u>	<u>Person In charge</u>
_____	GROUP PARTICIPATION STUNT - "Story of the Moor Monster" from Group Meeting Sparkler; follow this with the Pow-Wow Yell.	_____
_____	DEN SKIT - Pantomime "Washington Crossing the Delaware."	_____
_____	GROUP STUNT - Grab your nose	_____
_____	DEN SKIT - Sound effects of "Custer's Last Stand".	_____
_____	GROUP STUNT - Wiggle your tummy.	_____
_____	WEBELOS DEN - Engineer Activity Badge (explain and show how homemade catapult and block and tackle works).	_____
_____	RELAY GAME - Catch and Bob, from Games for Cub Scouts. Recognize winner with applause and cheer from Group Meeting Sparklers.	_____
_____	RECOGNIZE - Wolf Achievement Ceremony In Staging Den and Pack Ceremonies	_____
_____	BOBCAT INDUCTION - Use the Light of Cub Scouting in Staging Den and Pack Ceremonies. Follow this by Inviting everyone to sing "Hi! There, Cub" from the Cub Scout Songbook.	_____
_____	ANNOUNCEMENTS - Explain briefly the theme and activity planned for next month. Alert boys and parents of the trip to the Zoo, scheduled for the second Saturday of the coming month.	_____
_____	CLOSING CEREMONY - Sing "Good Night", Cub Scouts" from the Cub Scout Songbook.	_____

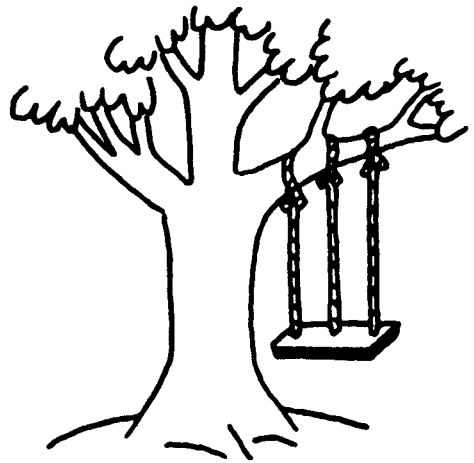
POSITIVE PARENT PARTICIPATION

1. VISIT THE NEW CUB PARENTS - - in their home.
2. SELL THEM CUB SCOUTING
3. TELL THEM THEY ARE NEEDED
4. GIVE THEM A JOB TO DO - - immediately
5. GET THEM TRAINED IN CUBBING
6. USE THEIR IDEAS
7. MAINTAIN A GOOD PROGRAM - - use the "Program Helps"
8. RECOGNIZE THEM INDIVIDUALLY
9. HAVE F - U - N
10. DON'T FORGET THE DOUGHNUTS AND COFFEE - - togetherness counts

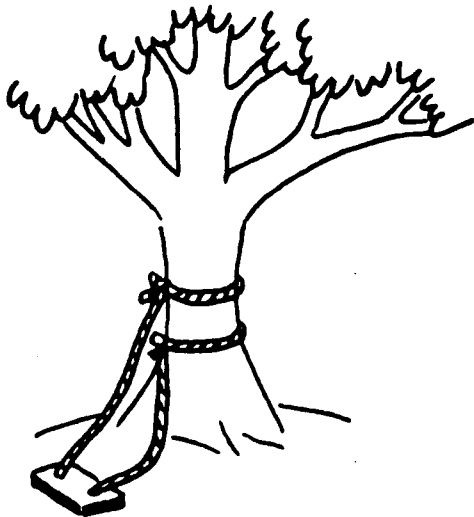
HOW WELL DOES YOUR PACK COMMUNICATE?



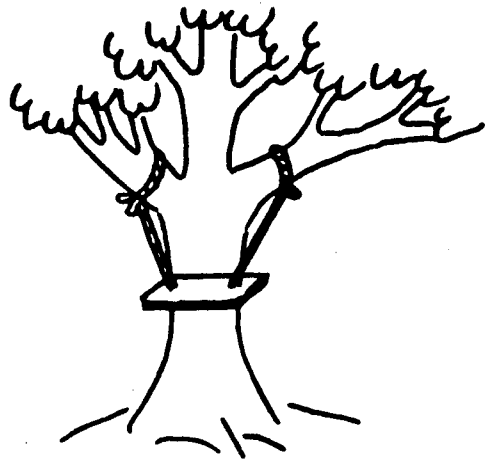
1. How the Committee Discussed It



2. How the Cubmaster Designed It



3. How the Den Leader Coach Presented It



4. How the Den Leader Planned It

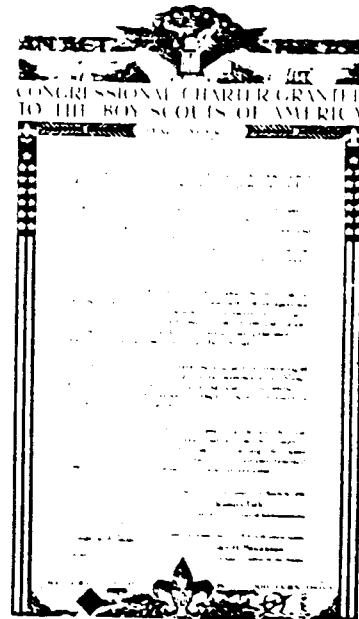


5. How the Den Chief Built It



6. What the Cub Scouts Really Wanted

KEEPING FAITH WITH OUR CHARTER



FIFTY YEARS AGO, the Boy Scouts of America was a 6-year-old infant organization, struggling for existence. Our very name was in jeopardy—other groups were calling themselves Scouts. Our uniforms and insignia were not protected—others could use them and we couldn't stop it.

June 15, 1916, the Boy Scouts of America was given a special distinction—the Congress of the United States granted us a Federal charter. Our attorney in Washington paced the anterooms at the Capitol throughout the night of May 31 before he could telephone Chief Scout Executive James E. West in New York to tell him the charter had been voted.

The act was signed by John H. Bankhead, acting president of the Senate; by Champ Clark, Speaker of the House of Representatives; and finally signed into law on June 15 by President Woodrow Wilson. This was truly an early-day Breakthrough.

"OK, history is interesting, but it's already an accomplished fact. What can I do about it?" you may ask. You and every Scouter can do and are expected to do a great deal. You can help build the movement so strong that we will always have a far-reaching and positive answer to what Congress expects of us.

What Congress Expects

What are the obligations that our charter imposes on us? What does Congress—and all America—have a right to expect that you and I and every Scouter will do for the boys of America?

The record is clear. The need is still clear-cut and even more demanding today than it was in 1916.

"That the purpose of this corporation shall be," states Section 3 of the charter, "to promote through organization and cooperation with other agencies:

- the ability of boys to do things for themselves and others.
- to train them in Scoutcraft.
- and to teach them patriotism, courage, self-reliance, and kindred virtues
- using the methods which are now common to the Boy Scouts."

In clear, sharp, understandable language that charter says to you, Mr. Scouter—"We expect you to be a team worker. We expect you to work with and through your chartered institution to increase the effectiveness and growth of Scouting to reach every possible boy."

That charter asks that you and I feel deep concern that boys grow in skills and resourcefulness. It asks that we help create conditions in councils, districts, and units that will maintain boys' interest all the way through Cub Scouting, Boy Scouting, and Exploring; that will turn into the mainstream of citizenship more boys who have the *know-how* and the *care-enough* to help other people.

That charter says that as a Scouter you must be concerned to influence boys to be more genuinely patriotic, more self-reliant, and equipped with the courage to do what they know is right.

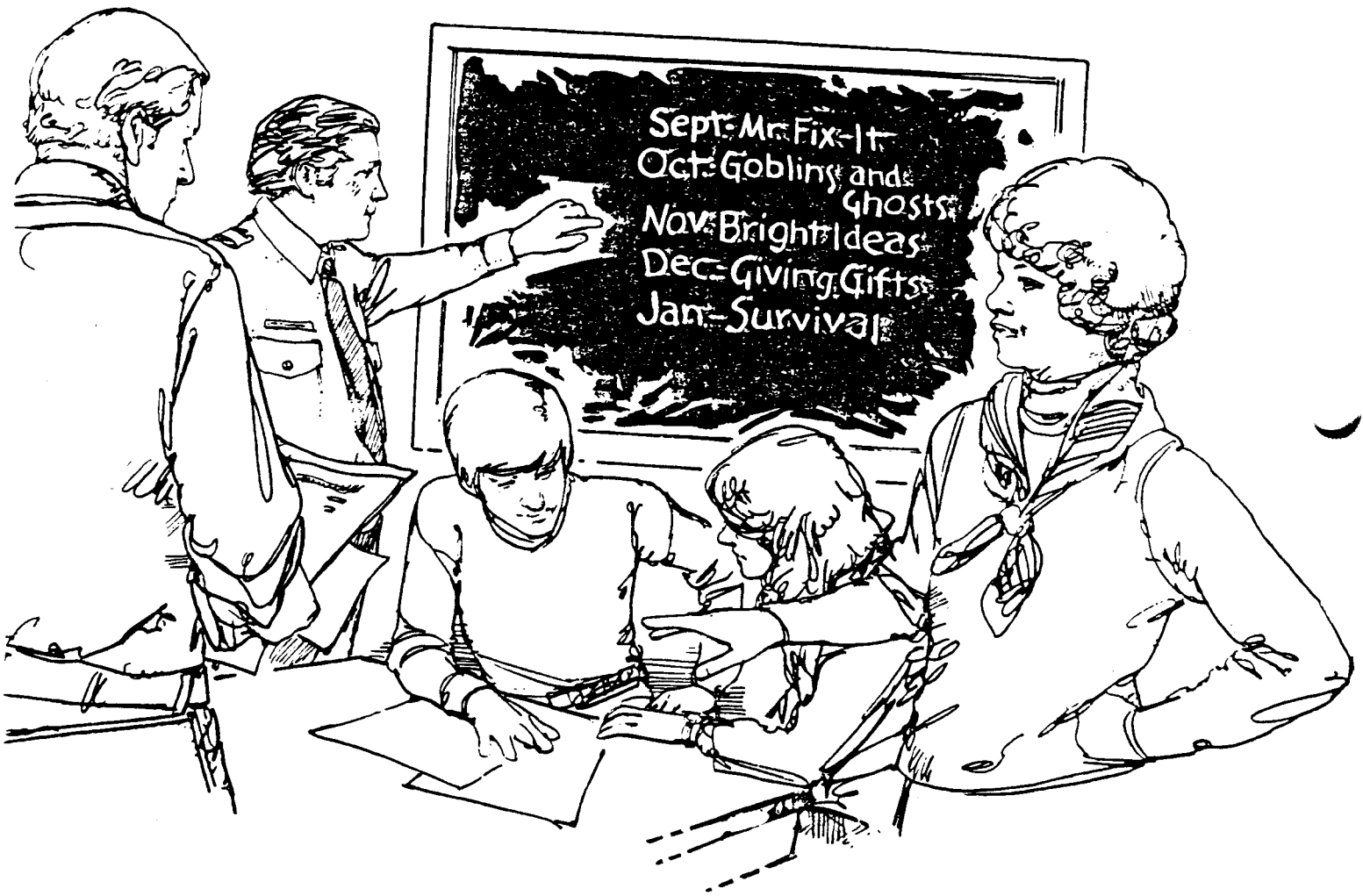
That charter says that as a Scouter you need to keep up to date and alert to use the best and most effective methods to help boys grow to be their best selves.

Don't think for a minute that our charter spoke only to the Scouters of 50 years ago.

It speaks to you today. It will continue to ask much of Scouters in the years to come.

We must not be satisfied with less than our best.

BUDGET AND FINANCE



Budgets and Finance



The purpose of the pack budget is to teach a boy to pay his way as he goes along, to save for immediate needs, and to appreciate the value of money. All of these purposes are defeated by the Cubmaster who says, "We collect a lump sum at the beginning of the year; we don't bother with dues." When this system exists, let's discourage it and replace it with a plan that teaches the boy proper values.

Cover this subject very thoroughly at every powwow, allowing time for real-life experiences and questions and answers.

INTRODUCTION (2 minutes)

"Thrift is common sense applied to saving and spending. We want to help the Cub Scout have a wholesome attitude toward money—earning it, spending it, sharing it, and saving it. The pack budget plan offers many practical suggestions for leaders in setting up the plan and guiding Cub Scouts in this important matter.

"It also enables a pack to operate on a sound business basis. All members in a pack—Cub Scouts and leaders—should be familiar with their pack budget, how the money is obtained, and the plan for its use.

"For the protection of your den leaders, insist

that they turn in the dues collected, for which they get a receipt. Establish petty cash and issue an agreed amount to each den leader. This will save possible embarrassment by some unthinking person standing up at a pack meeting and demanding an accounting of her son's dues.

"Good recordkeeping, budgeting, and a periodic review of income and expenditure are important.

"The filmstrip you are about to see will show you one pack's experience with program, money, and budgeting."

FILMSTRIP FEATURE—*Financing Your Pack Program* (11 minutes)

This filmstrip explains the pack budget plan and the need for businesslike management of pack finances.

PRESENTATION AND REVIEW (10 minutes)

"The filmstrip emphasized operating funds. Let's take a few minutes to review these items." Adapt the dramatization "Make Your Budget Come Alive" to the group being trained. Point out that this skit is to be used with the boys and parents in a pack meeting.

ESTABLISHING AND USING THE BUDGET

(20 minutes)

Have several copies of the *Pack Financial Record Book*, No. 3818, available for examination. Point out the following paragraphs for later review by leaders.

1. The Pack Treasurer..... page 2
2. Suggested budget..... page 3
3. Establish the pack budget plan..... page 4
4. The revolving fund..... page 4
5. Collecting the dues..... page 4
6. Keeping the records..... page 5
7. Money-earning projects..... page 5

(Guides for selecting projects)

Collect the copies of *Pack Financial Record Book*. Explain how packs may secure copies.

QUESTIONS AND ANSWERS (10 minutes)

CLOSING (2 minutes)

"This then is the pack budget plan—a way to help boys become contributing members of the pack and to help parents and leaders plan for a more successful program. The plan and tools are yours to use for this purpose."

LITERATURE DISPLAY

- *Pack Financial Record Book*, No. 3818
- *Pack Record Book*, No. 3820
- Cub Scout Den Record, No 3828
- Webelos Den Record, No 3850
- Individual Cub Scout Record, No 3827
- Monthly Den Dues Envelope, No. 4209
- Weekly Den Dues Envelope, No 4210
- *Boys' Life* (current issues)
- Signs and materials for dramatization "Make Your Budget Come Alive"

MAKE YOUR BUDGET COME ALIVE (Skit)

Too many times we keep the matter of dues and spending a secret from those most concerned—the Cub Scouts and the parents. Do we contribute blindly to every organization? No! We like to know how our money is spent. Here's a dramatic way to explain your pack budget.

At your next pack meeting, ask a den leader and the den to develop the following budget presentation. Prepare the materials necessary, including \$7.80 in dimes and 10 cents in nickels.

CUBMASTER: Some of you new boys and parents have been asking about the pack dues. Tonight we are going to show just what happens to the 15 cents brought to each den meeting. Our pack operates on a planned budget. Mrs. Jones, would you and your den explain what a budget is?

MRS. JONES: I usually tell my boys that a budget is a carefully thought-out plan of spending for definite things. In every family there are some things that we have to spend money for each month, like food, rent, clothing, and utilities. These are necessities. There are other items such as television that are not necessary but do make living more enjoyable.

Our Cub Scout budget is exactly the same. Registration, badges, insignia, and the Cub Scout books are essentials. The craft items and *Boys' Life* are extras that help make the program interesting and full of fun. In our pack each boy saves \$7.80 during the year by bringing 15 cents to each den meeting. Let's see how it's used.

For registration—a boy pays \$1 each year as a member of the Boy Scouts of America. Jimmy, will you take 10 dimes and place them on the registration card? (*He does so.*)

For insignia and badges of rank—every boy receives for his uniform a community strip, pack and den numerals, plus Bobcat, Wolf, Bear, or Webelos badges, and Gold and Silver Arrow Points as earned. Peter, will you place on the items just mentioned the seven dimes and one nickel saved toward this? (*He does so.*)

For program materials—for a good program of ideas and craft materials to work with through the year, we put aside \$2.75. So, Harry, will you put 27 dimes and one nickel on these items? (*He does so.*)

For *Boys' Life*—every boy in our pack has *Boys' Life* magazine come to his home each month, with good reading and suggested things to do. To packs this \$4 magazine costs only \$2.50. Jack, place 25 dimes on the copy of *Boys' Life*. (*He does so.*)

For goodwill—each year we plan some goodwill project, so we put aside four dimes for this. Joe, will you put them in the basket labeled "goodwill"? (*He does so.*)

For reserve fund—finally, any good business tries to prepare for unexpected expense. The same is true, for our pack. So, let's drop our last four dimes into our reserve bank. (*She does so.*)

And so the pack budget plan, by allowing every member to bring small amounts regularly, makes for a better program for the entire group. (*Cast is seated.*)

64 Try this dramatization in your pack—soon!

YOUR PACK

Welcome to the problems and pleasures, the disappointments and delights of leadership in the most interesting game of Cubbing. It is our sincere wish that your experience as a Den Leader will be the source of much satisfaction and gratification to you personally.

Here are some suggestions that may be of interest and help as you begin work:

1. Participate in Cub Leaders Training courses whenever possible. Take advantage of the opportunity to participate in one of these valuable study courses that will do much in giving you a right start as a den leader.
2. Attend your District Cub Leader Roundtables regularly. These monthly meetings can be an indispensable program aid for you with demonstrations of how to execute the program theme ideas suggested in the Cub Scout Program Helps and the many additional ideas provided by the Roundtable staff.
3. Become acquainted with the literature of Cub Scouting. Your Pack library should at least include all of these books: *Cub Scout Leader Book*, *Cub Scout Leader How To Book*, *Cub Scout Songbook*, *Den Chief Handbook*, *Group Meeting Sparklers Book*, *Staging Den & Pack Ceremonies Book*, *Your Flag*, *Cub Scout Magic Book*, *Webelos Den Activity Book*, *Cub Scout Leader and Webelos Scout Program Helps Book*, *Skits & Puppets Book*.
4. Register officially as a Den Leader. The annual fee of \$5.00 brings the following privileges: A year's subscription to "Scouting" Magazine with its many helpful suggestions and monthly program helps sections. National certifications as a Den Leader with the right to wear the Den Leader's uniform and insignia.

Remember the staff and facilities of the *Rip Van Winkle Council, Inc.* and your District are always ready to assist and advise in any matters related to our program.

Cub Scout Prayer

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

GENERAL INFORMATION

Where do your leaders register? Through your pack committee at the Scout Service Center:

Which adults should register? Scouting Coordinator, all Pack leaders: Cubmaster, Den Leaders, Webelos Leaders and Assistants, all Pack Committee members, all commissioners. Registration is \$7.00.

Where do you secure registration forms? Through your pack committee and at the Scout Service Center.

When should you register? For new leaders, NOW! For present leaders, every year before your pack charter expiration date.

Where can you have your say? Your suggestions should be referred to your Den Leader Coach, Pack Committee who will send them through the proper channels . . . i.e. Scouting Coordinator to Unit Commissioner, etc. Or . . . call you Scout Service Center, and they may be able to help.

Where can you get answers to your questions? The Pack Committee, Cubmaster or Den Leader Coach; Cub Scout Literature; Unit Commissioner; at Roundtables and Training Courses; at the Scout Service Center

Where can you get official badges of office and rank? These may be obtained only at the Scout Service Center. Badges of rank should be obtained only by the Pack Advancement Chairman, Cubmaster, or other pack officials. An Advancement Report, obtained at the Scout Service Center, must be turned in to the office in order to receive the badges.

What training is available? All new leaders should complete the "Fast Start" video training. These videos are available through your pack, or the Scout Service Center. Training available include District Training Courses, Cub Scout Basic Training, Cub Scout Leader Pow Wow, District Roundtables (monthly in each district). Contact the Scout Service Center for dates.

What do you do if you are not receiving information about District and Council activities? Phone the Service Center to make sure you are registered and on a mailing list. Most mailings are sent to the Cubmaster or Pack Committee Chairman. Inquire with them as to what information they have received, and let them know you want to be kept informed about the latest from Council.

*ANYBODY CAN GRAB A TIGER BY THE TAIL
YOU ONLY SURVIVE BY KNOWING
WHAT TO DO NEXT*

SCOUT TALK

Achievements Requirements for advancement by Cub Scouts

Activity Badge Webelos Scouts advancement in hobby or vocational fields (science, athletics, citizenship, health, etc.)

Akela A good leader. Legendary Chief of the Webelos Indians.

Arrow of Light The highest honor for Webelos Scouts. It is the only Cub Scout badge that can be worn on the Boy Scout Uniform.

Assistant Cubmaster Assists Cubmaster in many areas; such as Webelos Leaders, Den Chief Training, etc.

Bear Rank for 9 year old Cub Scout, earned by completing 12 achievements

Blue and Gold Banquet Anniversary dinner of the pack, celebrated in February to recognize founding of Boy Scouts of America in February, 1910.

Bobcat Entrance rank into Cub Scouting, regardless of age.

Boys' Life Magazine published by B.S.A. and recommended for all those engaged in Scouting - boys and/or adults.

Council A geographical area made up of several districts, for administration purposes. We are in the Rip Van Winkle Council.

Cub Scouter A registered adult member in Cub Scouting.

Cubmaster The Pack's chief planner and master of ceremony for the Pack meeting.

Cub Scout A boy who is registered with a Cub Scout Pack.

Den A neighborhood group of Cub Scouts who meet once a week, either at the home of the Den Leader, or another meeting place such as the school, or the church sponsoring the Pack. This den ideally has not more than eight boys in it.

Den Chief A Boy Scout, appointed by his Scoutmaster to work in a Cub Pack assisting a Den Leader at the den and pack meetings.

Den Dues Dues paid by the Cub Scout to his Den Leader to cover den and pack expenses. The individual pack decides the amount.

Den Leader A registered adult male or female leader of a den.

Den Leader Coach A key, experienced leader in the Pack whose job is to encourage, assist, and give immediate training to Den Leaders.

Scout Talk

Denner A Cub Scout, elected or appointed, officer of a den. His duties are assigned by the Den Chief or Den Leader. He may wear the Denner cord only during his term of office.

Electives Hobby and vocational fields explored by Cub Scouts after earning Wolf or Bear ranks. For every 10 electives the boy earns he gets an Arrow Point (Gold for the first 10, and Silver for every 10 thereafter).

Honor Medal Awarded by National Council for heroic lifesaving at the risk of one's own life.

Law of the Pack The Cub Scout follows, helps, gives. One of the Bobcat requirements.

Living Circle A ceremony for Cub Scouts. (See Staging Den & Pack Ceremonies book)

Medal of Merit May be awarded by the **National Council** for meritorious action of an exceptional character.

Pack The Cub Scout unit made up of dens which conduct Cub Scouting within the sponsoring organization.

Pack Committee Parents and interested people, responsible for administering the affairs of the individual packs.

Pack Meeting Monthly meetings of dens for advancement awards and fellowship. Demonstrations, songs, games, skits, and varied other activities take place during this meeting. It is attended by the Cub Scout's entire family -- a family meeting.

Pinewood Derby Race A pack racing competition, where Cub Scouts and their parents work together to make model Pinewood derby cars from a kit, and compete for awards.

Pow Wow An annual, fun-filled training experience for pack leaders and prospective leaders.

Registration The formal application for a boy or adult to join Scouting. Re-registration is necessary each year.

Roundtables Monthly, district meeting for all pack leaders; providing help with ideas for planning and running den and pack meetings. A chance to share ideas and fellowship with other leaders in the Packs in our district.

Scouting Coordinator the liaison between the chartered institution and the Scout unit; often represents the unit in the District and Council.

Scout Talk

Silver Beaver Award Recognition accorded a Scouter for distinguished service to boyhood within a local council. It's the highest recognition given by the local council to one of its volunteers.

Sponsoring Institution Organization (school, church, or other) which as applied for and received a charter to sponsor one or more Scout units (Pack, Troop, Post).

Sustaining Member(ship) One who contributes financially to Scouting, to the individual Council.

S.M.E. Sustaining Membership Enrollment (see above).

Troop The Boy Scout unit for boys age 11 or completed the 5th grade, to 18.

Unit Commissioner (Pack Commissioner) Provides packs with meaningful service that delivers Scouting ideals to boys, brings about membership growth, and ensures on-time charter renewals.

Webelos Scout A 10 year old Cub Scout, in the last step before entering Boy Scouting.

Wolf Rank for an 8 year old Cub Scout, earned by completing 12 achievements.

* * * * *

WHAT'S IT ALL ABOUT?

*You ask what it's all about,
Why turn a boy into a Scout,
To take a boy, so young and frail,
And start him up the Cub Scout trail.*

*From Bobcat to Wold and Bear,
With all the awards and arrows share,
Thru Webelos and then into Scouts,
Giving guidance thru problems, fears and doubts.*

*And on thru school and into life he'll trod,
With respect and love for man and God,
To watch him grow so tall and free,
Till one day a leader of our country be.*

*And then, he too, like you and me,
Will take a boy so small and wee,
And will teach that boy, with pride and joy,
To be kind and be a good Scout,
Yes, yes, that's what it's all about.*

- by Urban Laslow

Scout Talk

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WHY TRAINING?

It is a well-known fact that the ability of the Boy Scouts of America to influence the development of a boy depends to a great extent on the education of leaders and their knowledge of the aims, principles, and techniques of their various jobs.

Each individual's job is different. This is the main reason why training of leaders is so vital to the program. Not only must they know how important their job is, but they must be acquainted with methods of using the program to attract and hold boys.

In packs with trained leaders, these results are evident:

1. Good program, supported by boy interest in the pack.
2. Tenure on the part of Cub Scouts in the pack increases.
3. Tenure of trained leaders is longer than tenure of untrained leaders.
4. Relationships between pack and sponsoring organizations are stronger when pack leaders fully understand their jobs.
5. Achievement of the aims of Cub Scouting will have a better chance to succeed if the pack leaders understand the use of techniques in their jobs.
6. Training assists pack leaders in keeping the various elements of the program in proper perspective.

Pack leaders should be aware that there is a difference between the program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet his responsibilities, and capable of giving able leadership.

The program is an accumulation of activities and tools designed to build these attributes into youth.

Leaders should understand that advancement, handicraft, games, trips, are not an end in themselves, but simply a means used to attain the fundamental aims of Scouting by preparing Cub Scouts to become Boy Scouts.

THE BIGGEST ROOM IN THE WORLD IS THE ROOM FOR IMPROVEMENT

THE PACK

Cub Scouting is basically a home-centered program. Most of its activities are centered in the homes of the boys and their Den Leaders.

The DEN is a small group of boys, about 8 in number, who meet one hour weekly under the direction of a DEN LEADER. The boys meet in or around the home of the Den Leader at a day and time convenient to the Leader. This should be the same day and same time each week, unless a special program is planned that requires a change for that week.

DEN LEADERS and ASSISTANT DEN LEADERS are responsible for the Cub Scout Dens. They are usually selected from the parents of the Cubs in the Den.

When he enters the 4th grade, a Cub Scout becomes a WEBELOS SCOUT and transfers to a Webelos Den and is under the leadership of a WEBELOS DEN LEADER.

A DEN LEADER COACH is recruited from ~~the~~ pack to provide immediate training to the new Den Leaders and to provide continuing assistance. The Den Leader Coach usually has had a den, and has valuable experience to share with the Den Leaders in the Pack.

The new adult leaders are encouraged to participate in CUB SCOUT BASIC TRAINING sessions and attend the CUB LEADER POW WOW, plus monthly ROUNDTABLES.

The PACK is made up of several dens and meets once a month. The Cub Scouts, their parents, and other members of their families attend the pack meeting for a fun filled evening with advancement, skits, programs, etc.

The Pack is usually chartered by an institution, club, or civic organization. The Pack Committee is responsible to the CHARTERING PARTNER for sound operation of the Pack. The chartered partner usually names a representative to serve on the Pack Committee. This representative is the SCOUTING COORDINATOR and is the liaison between the Pack and its CHARTERED PARTNER.

The CHARTERING ORGANIZATION may also name several of its members to serve on the Pack Committee. The PACK COMMITTEE is the administrative arm of the Pack and determines its activities and program. In practice, the Pack Committee is usually made up of the adult leaders of the Pack and any committeemen appointed by the Chartering Organization.

The Chartering Organization and the Pack Committee selects a CUBMASTER and one or more ASSISTANTS. The Cubmaster is responsible for the monthly pack meetings. Each month the Committee meets with the Cubmaster and other leaders to confer on Pack business and to work on the Packs program.

The jobs of the Pack Committee may be assigned to committee members under the following titles:

COMMITTEE CHAIRMAN - Supervises the Pack Committee operation and planning

SECRETARY - Keeps a roster of the Cubs and leaders and minutes at the committee meetings.

TREASURER - Responsible for finances for the pack, banking and distribution of the Pack funds.

ADVANCEMENTS - Receives all advancement and award information from the Den Leaders, Webelos Den Leaders and Cubmaster. the Advancement Chairman is responsible for getting the badges and recognitions from the Scout Service Center and often assists in the presentations. This member also keeps the Pack records for advancement.

PROGRAM CHAIRMAN - This is the person on the committee with the specific duty of the planning, with the committee, of special programs -- Blue & Gold, Pinewood Derby, Father/Son Overnight, Picnics, field trips, etc.

The adult leadership of a Pack and the parents of the Cub Scouts working together are what is needed to have a continuing and quality Cub Scout Program. It requires planning, planning ahead, not just next month, but planning for the growth of the Pack and its program and looking ahead to next year. It means anticipation of leadership needs and recruitment of new Cubs and leaders.

Cub Scouting is Caring and Sharing. It involves the entire family in a program of positive goals and character development. Cub Scouting goes even beyond this. In Cub Scouts, parents who care, share themselves on each other's behalf. It is a community project from which the whole community can benefit by caring and sharing.

Parents should be called upon and are expected to be involved in the Pack program. A few parents cannot be expected to bear the entire responsibility of running a Pack. A boy cannot move through the Cub Scout advancement plan without his parents' help. His experience cannot be complete unless his parents become involved and attend the Pack meetings and share his accomplishments with him.

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PRAYER FOR CUB SCOUT LEADERS

Dear God, help me to train and lead my Cub Scouts so they may know Thee more clearly, love Thee more dearly, and follow Thee more nearly, day by day.

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Single Parents in Scouting As Parents and Leaders

Many of us have a tendency to assume that every boy has two parents. We send home notes which begin: "Dear Parents: . . ." We tell the boys, "Don't forget to bring your parents", or "Be sure your parents sign your book", etc. We must be cautious of the terminology we use. It will be an unusual Cub Scout Pack which doesn't have more of its members who live only with one parent. Children are sensitive and can be hurt or embarrassed by such references.

Some people mistakenly believe that all single-parent families are alike and have the same problems. This simply isn't true. Single-parent families are all different, just as all other families are different. Some one-parent families are created by divorce, others separation, others death. There is a rising number of single-parent families where there never were two parents.

Roughly 50% of boys of Cub Scout age will have some experience of living in a one-parent family before they reach age 18. Cub Scout leaders must recognize this situation and do what they can to help make each boy's Cub Scouting experience rewarding and fulfilling.

Usually, the greatest overall need in one-parent families is financial. The majority of these families are headed by women. While the costs involved in Cub Scouting are not excessive, some families are forced to watch every dime. Take care not to embarrass any Cub Scout because of lack of funds required for den or pack activities.

In a one-parent family, the burden of parenting is carried alone. Sometimes decision making is more difficult when there is not another adult to talk to. Schedules and time are often more crucial in a one-parent family. Sometimes there is not as much interaction and activity with the children. Cub Scouting can provide opportunity for fellowship with other adults and family activities which some single parents can't provide.

Many single-parent families are more effective because they work harder at being a family. They communicate and don't take as much for granted. Their lives are more organized and structured. Often the children are given more and different types of responsibilities, and sometimes, as a result, they grow up quicker.

Even though Cub Scout leaders should not try to compensate for a missing parent, they can provide a very important relationship in a child's life. Boys need personal and continuing relationships with adults of both sexes. They need to know they are cared for and valued by both men and women. Scouting can help meet this need.

Here are some practical suggestions to help leaders in dealing with a single-parent family:

1. Get to know the family situation of each Cub Scout. Discuss this privately and tactfully with the parent. Let them know that you care and want to help.
2. Let the boy know you understand the family situation and that it's OK. Don't single him out. Treat him like all the others.
3. Let the parent know you are willing to work together on scheduling activities to fit their family's needs.
4. Be aware of any custody ruling which will affect Cub Scout activities, such as Webelos dad-and-son overnight campouts – so the proper parent can be involved.
5. Involve the parent in den and pack ~~activities~~ as much as possible. Encourage, but don't insist on their participation ~~until~~ you ~~know~~ their situation.

Cub Scouting cannot fill the vacuum left by an absent parent. That is not our aim. But we can help enrich the lives of the members of a single-parent family, just as we enrich the lives of all Cub Scout families.

* * * * *

A DAY

*What is the gift you will give your boy?
A glamorous game, a tinseled toy,
A whittling knife, a puzzle pack,
A train that runs on a curving track,
A Boy Scout book, a real live pet?
No, there's plenty of time for such things yet.*

*Give him a day for his very own --
Just your boy ~~and~~ his ~~dad~~ alone.
A walk in the woods, a game in the park,
A fishing rip from dawn to dark;
Give him the gift that only you can --
The companionship of his "old man".*

*Games are outgrown, and toys decay,
But he'll never forget if you give him a day!*

- Author Unknown

IT ISN'T TOO LATE

We have heard many parents say that there are a lot of things in their family life that they wish they might have started earlier. That's not very surprising because it's always easier to look back where we have been than to look forward to where we are going.

Fortunately, we move from the present into the future constantly, moment by moment. No matter what problems may exist, there is the opportunity for a fresh start and a new approach. But time runs out very quickly regarding the things we wish to do, with and on behalf of our Cub Scout-age boys. Whatever we are going to do, we need to do now.

They are building their memories of their home and their families now. Memories like that are important for the long years ahead, because out of them will come the means for building their own families and enriching the lives of their own children.

So, best wishes to you as you move into the exciting experience of helping your children grow. Make it a happy time, a warm time, a time in which you both discover each other. And let the Cub Scout program help you to do that. It isn't the whole answer but it sure can help!

* * * * *

ON CHILDREN

*You may give them your love but not your thoughts.
For they have their own thoughts.
You may house their bodies but not their souls.
For their souls dwell in the house of tomorrow,
which you cannot visit, not even in your dreams.*

*You may strive to be like them,
but seek not to make them like you.
For life goes not backward nor tarries with yesterday.*

*You are the bows from which your children
as living arrows are sent forth.*

- Kahlil Gibran

ELEMENTS OF A GOOD PACK MEETING

Use this checklist to see how your pack is doing.

1. Conducted by Cubmaster, with responsibilities delegated to pack committee members, assistant Cubmasters, den leaders, and den chiefs.
2. Adults outnumber Cub Scouts. Both parents, as well as leaders and committee members, in attendance.
3. Good attendance of Cub Scouts and Webelos Scouts.
4. Welcoming committee to greet people as they arrive.
5. Good seating arrangement.
6. Exhibits and displays by dens.
7. All Cub Scouts, Webelos Scouts, and leaders in clean, neat, complete uniforms with proper insignia.
8. Detailed, well-planned, written program (with time schedule) conducted without delays. Copies of the program in the hands of all persons participating in program.
9. An orderly meeting, opened and closed on time, and run without delays.
10. Meeting planned to climax den preparation and include each Cub Scout and Webelos den participating in some way.
11. Cub Scouts and Webelos Scouts appear enthusiastic. Parents appear enthusiastic.
12. Parent participation in meeting activities such as games, stunts, and songs.
13. Awards made to a large number of Cub Scouts and Webelos Scouts. Evidence of parent participation in awards ceremonies. Den achievement charts or den doodles on display.
14. New Cub Scouts awarded Bobcat badges early in meeting.
15. Well-conducted ceremonies for opening, closing, awards, graduation, induction, and recognition of boys and leaders.
16. Evidence of activities planned toward Cub Scout ideals and purposes.
17. No excessive speech-making or lengthy announcements on the program.
18. Adequate, clean, safe place to meet.

THEMES AND HOW THEY WORK

The secret of good planning for Cub Scout den and pack activities is the wise use of monthly themes. A theme is simply an idea or emphasis around which you and the other pack leaders plan things for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them together at the pack meeting with skits, stunts and handicrafts, all bearing on a single theme. If the dens are active during the month on a single idea, an interesting and entertaining pack meeting is the natural result because it reviews all the things the dens have done.

Parents and Cub Scouts are eager to see what other dens have done with the theme. A friendly rivalry usually exists and quite often den spirit is developed even among parents.

The Webelos dens do not use the same monthly themes as the pack. Instead, they work on one of the 20 Webelos Activity Badge areas. Often the Cub theme and the Activity Badge for the month are compatible . . . such as "Cub Scout Circus" and "Showman" . . . or "Things That Go" and "Traveler".

Themes must have strong appeal for boys. They must offer variety so that each boy can do things he likes. They should instill the deeper values of Cub Scouting.

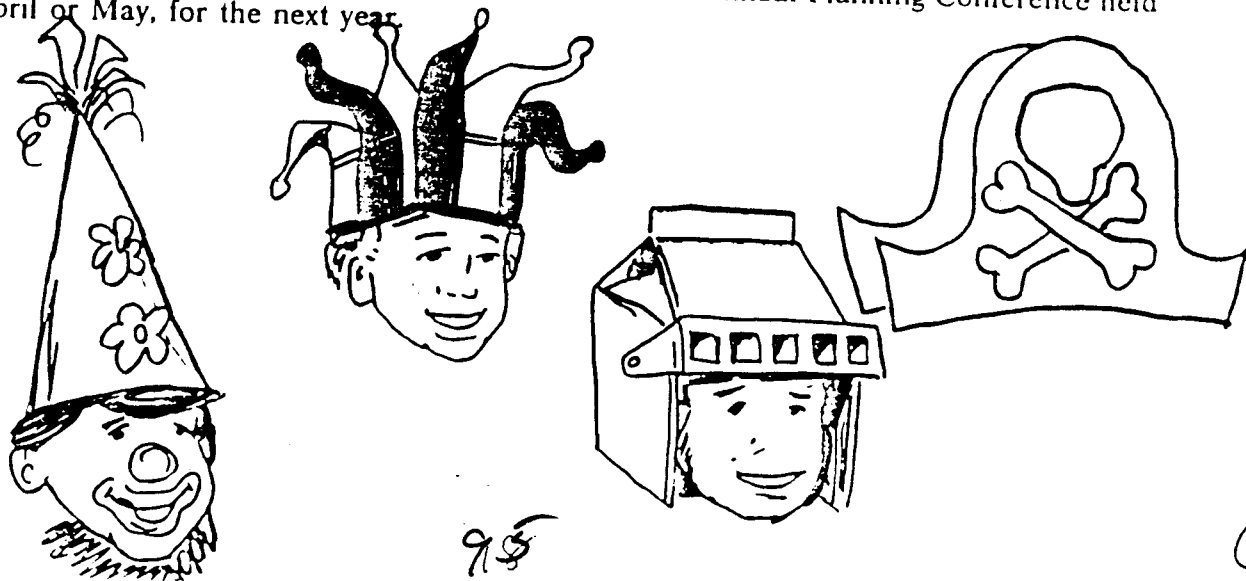
the theme is simply the framework on which the activities of your den are built. In planning, you and the other leaders must break this down into one or more activities or projects for the weekly den meetings. Obviously, these will vary from den to den. There should be plenty of room for the den leader to maneuver within the theme idea.

Follow these guidelines in selecting activities:

Each activity should have a definite objective in harmony with the aims and policies of Cub Scouting.

Each activity should be simple, within the capacity and interest of both Cub Scouts and their parents.

The Pack's themes for the year should be decided at the Annual Planning Conference held in April or May, for the next year.



* Make a cleaned up work space a must for getting a treat or you'll be cleaning the place yourself. Only the independently wealthy should offer milk, soft drinks, and expensive pastry in unrationed amounts. These are little, bottomless pits you're giving a treat to. They like anything sweet. And save the treat until last. If you start the meeting with a treat, you'll be able to get the boys all in one place, but you've played your trump card first. Everything might go down hill from then on.

* Always make it clear that everyone left in your house after the meeting must take a hot bath and then clean out your garage. This spurs the Cubs to have their parents pick them up right after the meetings and saves you driving them home.

Den Leaders gain some very useful knowledge. They learn that their son is quite typical and normal. He even behaves better than some other boys.

These Cubs you've gotten to know when you were a Den Leader will be around your house for years as your son grows up. Believe it or not, some of your dearest memories will be of them in their Cub Scout days.

What is a Boy?

A boy is what he does, he does what he can. What he is going to be, he is now becoming. He is going to sit right where you are sitting.

And when you are gone, he will attend to those things you think are important.

You may adopt all the polices you please, but how they are carried out depends on him.

Even if you make treaties and leagues, he will have to manage them.

He is going to sit at your desk in Congress and assume your place on the Supreme Court bench.

He will take over your churches, schools, universities and corporations.

He will assume control of your cities, states and nations.

All your books are going to be judged, praised and condemned by him.

All you wish for him and the faith of the nations and humanities is in his hands.

SO YOU MIGHT AS WELL PAY SOME ATTENTION TO HIM!!!

#####

A Cub Scout Prayer

Dear Lord, from your judgment seat on high,

Look down on a Cub Scout such as I.

Search me through and find my soul,

Then help me, Lord, to reach my goal.

Help me, Lord, to work for Thee.

Guard my homeland, keep it free.

Help me to work and to be kind.

Helpful with my hands and mind.

- Amen

SURVIVAL HINTS FOR DEN LEADERS

You can be a Den Leader and enjoy it! You've taken care of your own son for eight years, and you're still fairly normal, so adding seven or eight more boys to the roost isn't all that hard.

- * The first rule is - clothe yourself with optimism - grin a lot. And be prepared at least an hour before they're due to arrive, with everything you need in your meeting room. One enthusiast in the group always comes early.
- * Put all your breakable knickknacks out of reach. Cub Scouts know they can't fight, run or play ball in their own house, but they think you're nicer than their mothers.
- * Don't feel your copping out if you use the Cub Scout Program Helps for games to play and projects to make. Scout headquarters has a lot of experience with this sort of thing, and you need all the help you can get.
- * As soon as the meeting opens, collect the dues, make announcements, and explain the day's project. You're not likely to get their undivided attention again.
- * Cub Scouts have little enthusiasm for the more worthless things in life and may refuse to waste their time on such stuff as table centerpieces that can't be played with later, on artificial flowers, or on crepe paper anythings.
- * Good Den Leaders know where to look for supplies - they scour their basements, attics, and trash barrels. Keep your projects simple. If you don't, you know who will be putting the finishing touches on 10 projects the night before your pack meeting. Learn enough carpentry so that you know how to build a bird feeder or a wooden bank.
- * Cub Scouts love to hammer, but your husband should do most of the sawing in advance. Remember to be patient; keep 1-inch adhesive bandages on hand; decide what you'll do about unsavory words that might follow after the boys bang their fingers with a hammer a few times. Never leave the room full of Cub Scouts all alone with paint buckets.
- * Make sure each Cub Scout has a supply box of his own. This should include things such as scissors, tape, pencils, marking pens, glue, ruler, hammer, etc., whatever you think he'll need throughout the year. These can fit in cigar boxes, shoe boxes, or small boxes you can buy at the store. It's well worth the money. -- take it out of the dues!
- * Cub Scouts love to wait their turn to use supplies or tools. It gives them time to explore your closets, to test each other's endurance to punches and pokes and leaves time for races and shouting contests. There are ways to avoid this: Get together with the other parents and make up a den box. It should contain all those things nobody cares to own ten of. And use some of the back dues to pay for what items you still need.
- * Remember how the kindergarten teacher pinned notes on your son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket. Let a corner show so his mother finds it before his shirt goes in the washer. If there's time, let each boy copy your master note. But proofread each one. If time is short, and it usually is, write all notes yourself, before the meeting.
- * You have to be young, unafraid and able to get help to take your den on field trips, but the Cubs will love you for it. Be certain to get a signed parent's consent slip for each boy. Even for short trips it's well to check the Local Tour Permit Application for safety items.

CURING PARENT INDIFFERENCE

Since the success of Cub Scouting depends basically on the cooperation of the parents, it is a good idea to review their part in the program as a beginning of the cure for parent indifference. Cub Scouting is a program for Cub Scouts and their families with its activities and achievements taking place in the home under the guidance of and with the cooperation of the parents. One of the main purposes of the program is to bring the boy and his parents closer together.

When a boy joins Cub Scouting, the parents obligate themselves to these things:

1. to serve as leaders in the pack and den when called upon;
2. to attend pack meetings regularly with their son;
3. to help their son progress in Cub Scout achievements and electives.

Securing parent cooperation in the den:

1. Don't recruit in haste and repent in leisure.
2. What you don't know may hurt you . . . get acquainted with the parents.
3. Two hands are better than one . . . recruit both spouses if possible.
4. There is strength in numbers . . . discuss den problems and plans at den parents' meeting.
5. A group that plays together, stays together . . . promote Cub Scout/parent outings in the den.
6. Sign on the dotted line . . . be sure parents are helping their sons on the advancement program and that they sign the boys' books.
7. Strut your stuff! Promote 100% attendance of parents at pack meetings.

Securing parent cooperation in the pack:

1. Easy come, easy go! Don't make it too easy to join. Be sure the parents understand their obligations before they join.
2. Ignorance is not bliss. Don't keep parents in the dark . . . discuss pack plans and problems with parents.
3. In order to multiply, you must divide. Individual den leaders can be helpful in securing parent cooperation in the pack.
4. Everyone works, including parents. Appoint parents to help at each pack meeting . . . give everyone a chance to help.
5. A stitch in time . . . personally follow up on delinquent parents to find out why they are not participating.
6. No gems in the rough, blooming unseen. Find out the skills and abilities of parents and put them to good use.
7. Foresight is better than hindsight. Plan a full year in advance at the pack annual planning conference.
8. Blow your pack horn. It pays to advertise. Be sure your sponsor and the public know about your pack program.
9. It's sugar that attracts flies. Use theme ideas to promote and maintain parent interest and attendance. Put every parent on an ideas committee.

SPORTS

SOFTBALL

THIS TEACHES THE BOYS ABOUT SPORTSMANSHIP AND THE SENCE OF FAIR PLAY. THEY LEARN TO RELY ON THEIR TEAM MATES AND INCORPORTS THE SCOUT MOTTO TO DO YOUR BEST!

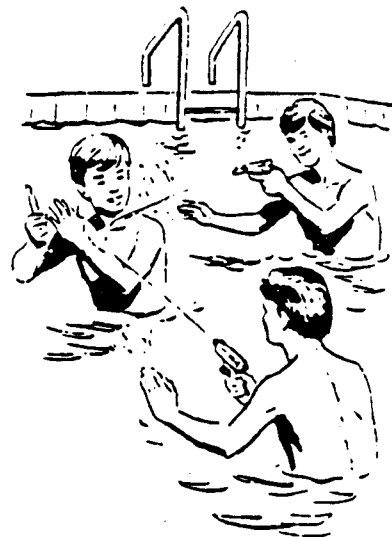
THE SCOUT LEARNS TO FOLLOW INSTRUCTIONS AND HAVE ACQUIRED A NEW SKILL.

SWIMMING

THE CUB SCOUT LEARNS WATER SAFTY AND UNDERSTANDS HOW IMPORTANT IT IS TO ALWAYS TAKE ALONG A BUDDY IN CASE OF AN EMERGENCY. THIS CAN BE DONE AS A GROUP OR ON AN INDIVIDUAL BASIS. IF IT IS DONE AS A GROUP ACTIVITY, THERE IS ADDED FUN AND EXCITMENT.

BIKE RODEOS

BIKE RODEOS GIVES THE SCOUT A CHANCE TO EARN ACHIEVEMENTS AND THEY ALSO ATTRACT NEW SCOUTS. THEY LEARN HOW TO REPAIR TIRES AND CHECK BIKES FOR SAFTY.



Water-Safety Show

Thousands of lives are lost needlessly every year in water accidents. Many drownings might have been prevented had the victims received even elementary information on water safety. A water-safety show put on by your troop at a community pool or other swimming area is a fine Good Turn that could pay dividends in lives saved. Preparation for an event of this type also benefits the Scouts as they sharpen their skills for presentation to the public.

Since this show is a public demonstration, plans will have to be made for publicity, invitations, spectator comfort, and other essentials.

Demonstrations need to be carefully thought out to provide lots of spectator interest and to ensure all an opportunity to see and understand.

Here are a few ideas for troop and patrol demonstrations:

- Don't leave the boat—show how many Scouts a capsized boat filled with water will support if they hang onto the sides in the water.
- Save yourself with buoyancy—demonstrate how wet clothing will hold air. A shirt or pair of trousers will act as water wings. Use several Scouts showing different methods.
- Never swim alone—show how the buddy system works, and how it can be used in a family swim.
- Reach rescue—show how objects such as branches and poles can be used to avoid entering the water in making a rescue.
- Throw rescue—demonstrate throwing a line and a ring buoy.
- Go rescue—demonstrate lifesaving entry into water, and use of



shirt or branch to rescue person in the water without coming in contact with him. Show how to tend line attached to a rescuer.

- Save a life—demonstrate latest methods of artificial respiration.
- Disrobing—two Scouts fully clothed stand onshore. On signal, one Scout jumps into water fully clothed and swims toward a struggling victim. Second Scout quickly disrobes down to bathing trunks and swims to same victim. Be sure victim is far enough out that advantage of disrobing for rescue becomes apparent.

Bike Rodeo

A bike rodeo is a series of bikeriding skill events coupled with a safety inspection of bikes. A troop bike rodeo could be restricted to Scouts of the troop or it might be a safety project put on by the troop and open to all children in the neighborhood.

Contestants in a bike rodeo provide their own bikes. Before competing in the riding events, all entrants must submit their bikes for a thorough safety check. Several check-

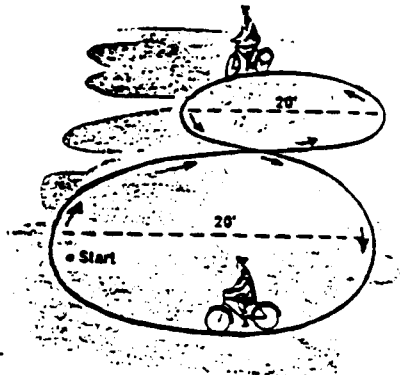
points should be set up and manned to avoid delay in starting the riding events. All of the following points could be reviewed at any one station, or each station could handle three or four areas of inspection with cyclists moving from station to station.

Inspection Check

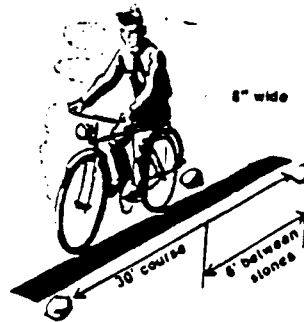
- A. Loose handlebars
- B. Defective handle grips
- C. Loose seat
- D. Wheel loose at hub

- E. Loose mudguards
- F. Defective spokes
- G. Warped rims
- H. Worn steering post
- I. Worn-out pedal treads
- J. Defective pedals
- K. Chain too loose or too tight
- L. Defective brakes

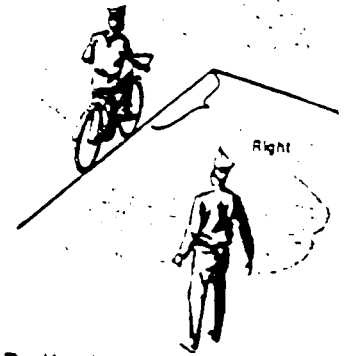
When a bike has passed inspection, an "OK" tag or sticker should be fastened to it certifying it for competition.



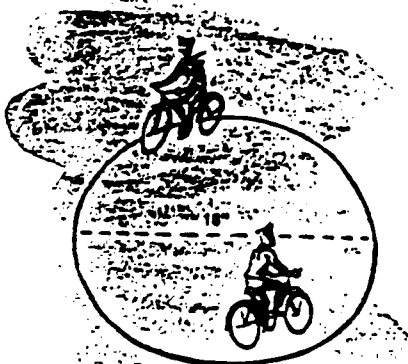
Ride three times around the figure of eight formed by the two touching circles. Stay just inside lines without touching them.



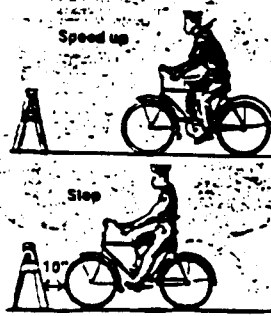
Ride 30' on a straight path 8" wide flanked at 8' intervals on alternate sides with flat-sized stones, without touching the stones.



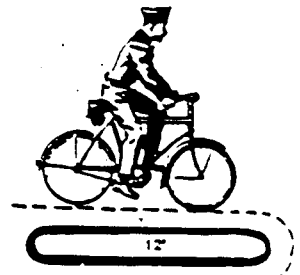
The rider advances in straight line. At whistle followed by command "left" or "ahead" or "right," the rider obeys within one bike length after the command is given.



Ride just inside the 18' circle without touching the circle edge and without stopping.



Ride directly toward a sawhorse and stop with the front edge of the front tire not more than 10" from the obstacle.



Rider goes along left side of the 12' lane and turns around clockwise and goes in the opposite direction. Check ability to turn without touching feet to ground for balance.

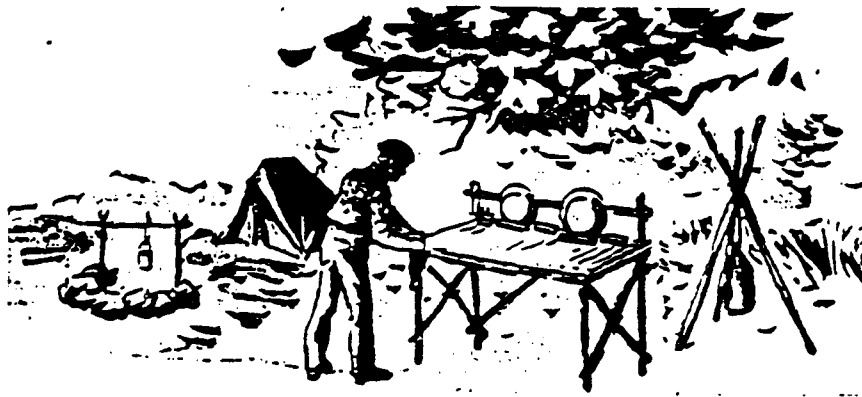
CAMPING

RESIDENTIAL CAMPING IS THE MOST EXCITING EXPERIENCE OF ANY SCOUT. THEY ARE AWAY FROM HOME AND LEARN TO DO FOR THEMSELVES. THE SCOUT LEARNS MANY NEW SKILLS AND EARNS ACHIEVEMENTS AT THE SAME TIME.

THERE ARE MANY SUPERVISED ACTIVITIES TO KEEP THE SCOUTS OCCUPIED AND CREATES NEW FRIENDS AND MEMORIES.

DAY CAMPS PROVIDES THE CAMPING ATMOSPHERE WITHOUT ACTUALLY BE AWAY FROM HOME. THE SAME ACTIVITIES ARE PROVIDED AS THE RESIDENTIAL CAMPING. THE SCOUT ADVANCES WHILE HAVING LOADS OF FUN.

WEEKEND CAMPING GIVE FAMILIES A CHANCE TO ENJOY THE GREAT OUTDOORS AND EXPERIENCE WHAT GOES ON AT THE RESIDENTIAL CAMP. MOMS AND DADS GET TO INTERACT WITH THE CHILD.



HIKING

NATURE HIKES LETS THE SCOUT LEARN TO RESPECT NATURE AND LIVING THINGS. HE GETS TO SEE UP CLOSE MANY DIFFERENT INSECTS, BIRDS, TREES, ETC. THAT HE MAY NOT GET TO SEE IN THE CITY.

THE HIKE ALSO GIVES THE BOY THE CHANCE TO FIND TRACKS, LAY MARKERS FOR TRAILS AND THE EXPERIENCE OF HIKING FOR AS HE MOVES TOWARDS HIS NEXT LEVEL IN SCOUTING.



Using the U.S. Flag

The American Flag should always be to the speakers' right, when they are facing the audience, and to the left of the audience.

Pack Ceremonies

Opening Ceremonies

The opening ceremony introduces the programs and sets the tone of the meeting. It lets the audience know "now we begin".

I.

- a. Have flags in place (in stands), or held.
- b. Have the meeting called to order, ask the audience to stand.
- c. Have a cub hold the flag open from the flag pole.
- d. Salute flag and say pledge.
- e. Sing a patriotic song:
 - "The Star - Spangled Banner"
 - "God Bless America"
 - "America the Beautiful"
 - "You're a Grand Ole Flag"

II.

- a. Use four candles. Tell what the candles stand for; freedom-speech, worship, from want, from fear. Eliminate any one of these freedoms and our country would be dark and cold.
- b. Stand, pledge allegiance to the flag.

III.

- a. Leader- ask audience to stand.
- b. Color guard prepare to advance the colors.
- c. Advance colors.
- d. Colors guard, post the colors.
- e. Face flag and salute.
- f. Color guard dismissed.

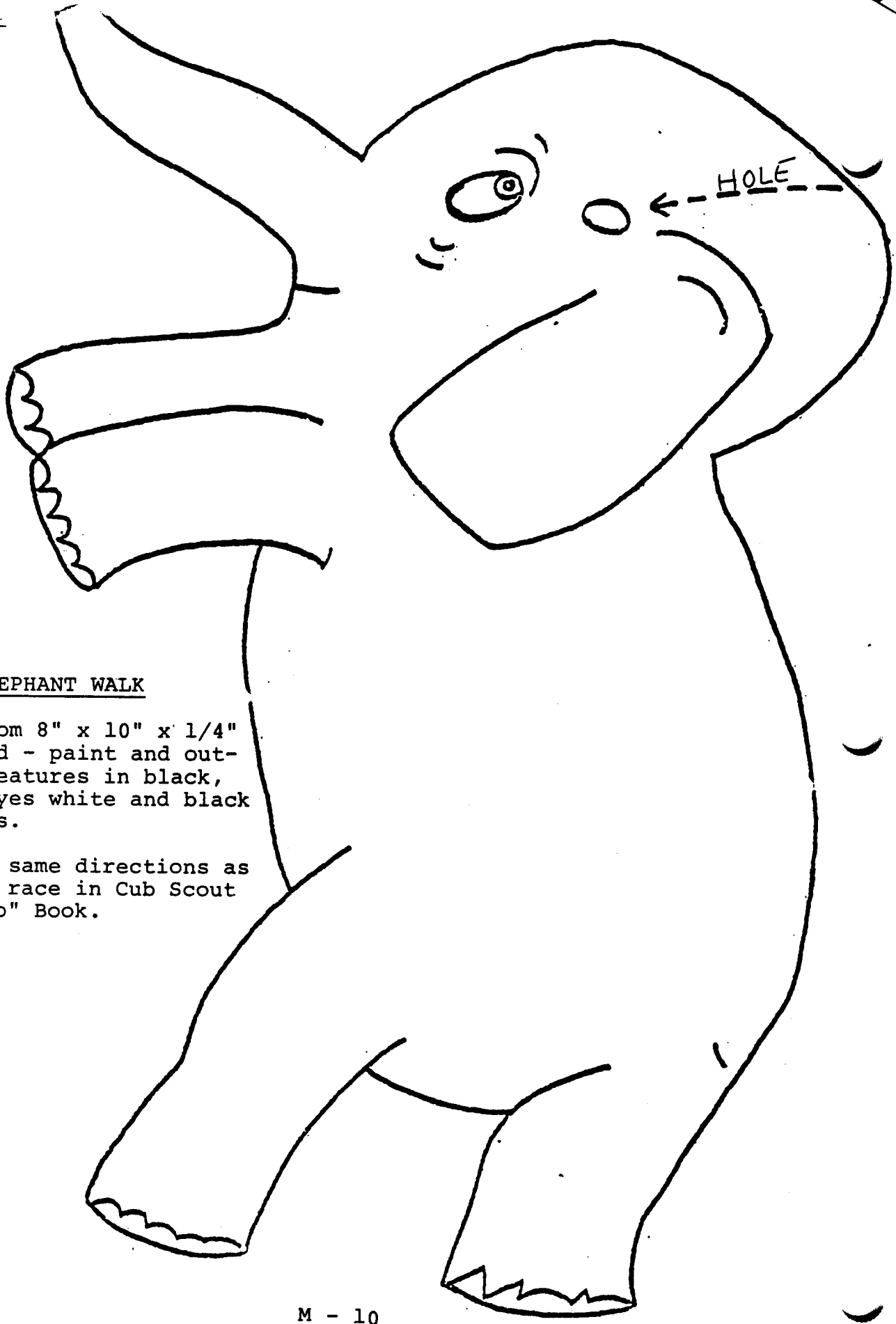
IV.

- a. Leader gives an opening thought appropriate for scouting.
- b. Ask audience to stand and join in pledge to the flag.

GATHERING TIME ACTIVITIES

How many things can you find in this circus scene that begin with the letter C? Finding 25 or more is commendable; only the craftiest solvers will find at least 30,





THE ELEPHANT WALK

Cut from 8" x 10" x 1/4"
plywood - paint and out-
line features in black,
with eyes white and black
centers.

Follow same directions as
Turtle race in Cub Scout
"How To" Book.

SKITS

KEEP THEM LAUGHING



Den Leader: We now present Den _____ in "Keep Them Laughing"

1st Clown : How do you make an elephant float?

2nd Clown : Two scoops of ice cream, soda, and add some elephant.

3rd Clown : What do you get when you cross a Boy Scout with an elephant?

4th Clown : A Boy Scout who never forgets?

3rd Clown : No, an elephant who helps old ladies across the street.

5th Clown : Which is faster, heat or cold?

6th Clown : Heat -- I can catch a cold!

1st Clown : Well, we better all get faster because the bears are loose.

Enter Bears, growling:

Clowns run around in circles, Clowns begin to tickle bears with feather dusters.

Den Leader: Why are you tickling those bears?

All Clowns: You said to keep them laughing!



QUICKIES

Cub #1: I like that clown - but his legs are too short.

Cub #2: Too short (in alarm) why they reach right down to the ground.

Cub #3: I wish I had the money to buy an elephant.

Cub #4: Ha! What would you do with an elephant?

Cut #3: Who wants an elephant? I just want the money.

GATHERING TIME ACTIVITIES

UNDER THE BIG TOP

Ladies and gentlemen; Cubs and Webelos! Sit right down and Do Your Best to find all of the words listed below in the attached word-search. Hurry, hurry, hurry. No time like the present to show everyone how smart you are.

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

ACROBATS
AERIAL
ARENA
BAND
BATONS
BELTS
BICYCLE
BLEACHERS
BOOTH
CALM
CANDY
CANVAS
CIRCUS
CLOWNS
COSTUMES
COUPLES
DANGER
DISORDER
DOLLS
DOORS
EAT
EXCITEMENT
FAST
FEAT
FLYER
FREE
GANGS
HORSE
JUGGLER
KIDS
LEAP
LEMONADE
MAKEUP
MONEY
MUSIC
NOISE

SONGS

CIRCUS FUN

Tune: Clementine)

At the circus there are lions and they roar so very loud;
They send shivers sharp as slivers through the anxious, waiting
crowd.

CHORUS: O, the circus, yes, the circus, lots of fun for young
and old.
Peanuts, popcorn, cotton candy, till your mouth no more can hold.

At the circus there are elephants, that parade an swing and sway,
As they work and never shirk with mere peanuts as their pay.

CHORUS:

See the circus when it's in town, for a day that's filled with fun.
You'll have thrills and lots of chills, that will last till day
is done.

WE ARE CLOWNS TODAY

Tune: The Farmer in the Dell

We are clowns today, we are clowns today.
Heigh-ho the derry-oh, we are clowns today.

We do tricks today, we do tricks today.
Heigh-ho the derry-oh, we do tricks today.



FUNNY CLOWNS

Tune: Frere Jacques

Funny clowns, funny clowns, jump around, jump around.
Sometimes making faces, sometimes running races
Funny clowns, funny clowns.

Funny clowns, funny clowns, spin around, spin around.
Sometimes with big noses, sometimes with big toes-es,
Funny clowns, funny clowns.

OPENING CEREMONIES

A CUB SCOUT'S THANKSGIVING

Try to assign a different sentence to each Cub Scout. If not possible divide the lines up as evenly as possible.

Let us pray:

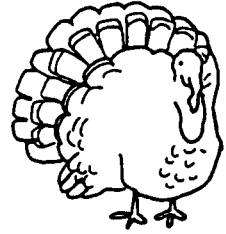
O, Heavenly Father, we ask for your blessing
For loved ones and friends that are near.

We thank you for food and for love and for life
And the spirit of Scouting that's here.

We thank you for leaders who care about boys,
Who give us their time - that's better than toys!

We thank you for dad who help us learn right,
For moms who sew on our badges at night.

For all this, thank you, dear Lord, up above,
For being in Scouting is something we love!



THANKSGIVING OPENING

Two Cub Scouts on stage - can be made for more Cub Scouts if desired.

Cub #1: Oh boy, Thanksgiving is coming! Turkey, dressing and pumpkin pie. Boy, am I going to feast!

Cub #2: Is that what Thanksgiving means to you?

Cub #1: Sure, doesn't it mean that to you?

Cub #2: That is only a small part of Thanksgiving. It is a time to celebrate and to give thanks for all we have.

Cub #1: Oh! To give thanks for our big dinner.

Cub #2: To give thanks for everything we have, not just our food but our shelter, family, friends and our freedoms.

OPENING CEREMONIES (Continued)

THANKSGIVING OPENING (Continued)

Cub #1: Freedoms?

Cub #2: Yes, the Pilgrims celebrated their religious freedom with a feast after a year in the new world. The other freedoms that we enjoy in America are freedom of speech, freedom to live as we choose, and the freedom to elect our leaders. These freedoms had to be earned and defended through the blood and sweat of our forefathers.

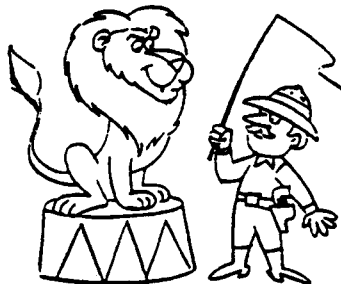
Cub #1: I never realized I have so many things to be thankful for. I guess we are pretty lucky. Thanks for reminding me how lucky we really are.

CIRCUS PARADE

Boys form parade outside room. Den Chief is at head of parade carrying pack flag. On signal they enter room and parade around audience. After going around the room once, they take their seats, as pack flag is posted. American flag is already posted on stage.

Cubmaster: Ladies and gentlemen and children of all ages. Tonight you will see stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the civilized globe, in a super-spectacle with all the color of Hindustan and the majesty of the Grand Canyon. A gigantic presentation unrivaled on any stage. And here they are, Pack, _____. SHOWTIME!!!

Parade enters, marches around room with music in background. After they are seated, the music is switched to the Star Spangled Banner and audience stands. After national anthem, a Cub Scout leads audience in Pledge of Allegiance.



OPENING CEREMONIES

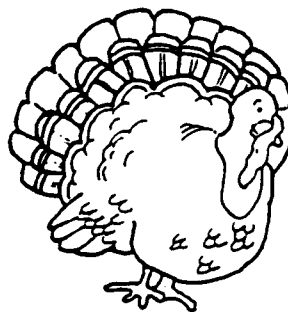
CLOWNS

Five Cub Scouts enter, dressed as clowns, holding posters with large letters and sayings on back.

- C - C is for Cub Scouts - Cub Scouts like to laugh and to have fun.
- L - L is for Leaders - leaders are there to show, teach and to help.
- O - O is for Opportunity - an opportunity to have boys laugh with you rather than at you.
- W - W is for Webelos - Webelos are older Cub Scouts that also like to laugh and have fun.
- N - N is for Nothing - Nothing in the world has more learning and laughter and fun than Cub Scouting.

THANKSGIVING CLOSING CEREMONY

I would give thanks for many things
On this Thanksgiving day.
Thanks for all the blessings
Life brings each day along the way.
I would give thanks for life and health,
For home, for food, and too, all
that I count my greatest wealth -
Family and friendship true.
I give thanks for my native land,
For freedom on this day;
Where we worship and understand
Our privilege to pray.
I would give thanks for many things
And do the best I can.
To be worthy of all life brings
And serve my fellow man



ANSWERS TO M-1

We found 39 things beginning with C in the picture. How about you?

Calliope, camel, can, cannon, cannonballs, canopy, cape, car, carrot, cartwheel, cat, chair, checkers (on clown costume), chimpanzees, chins, cigar, circles (on cushion), circus, cloak, clowns, clouds (of dust), coat, collar, collie, colt, concession stand (the snack bar), cone (on clown's hat), confetti, cord, costume, cotton candy, cowboy, crank (on car), cream pie, crepe paper, riding crop, crowd, crown, and cushions.

GAMESKISS THE CLOWN

Draw a large clown on cardboard (perhaps the side of a large grocery carton). Cut it out and color it or decorate with construction paper. Cut a hole for the mouth. Blow up a small red balloon and tie the end. Insert the end through a hole where the clown's nose should be. Glue the clown to the side of a small grocery carton.

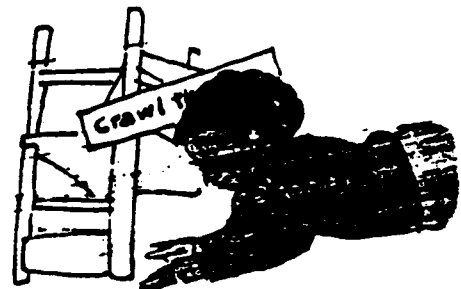
Mark a line about five feet from the clown. Standing behind the line, the Cub Scouts take turns throwing candy kisses at the clown's mouth. Whoever "kisses" the clown most often is the winner. Better have plenty of kisses on hand. Cub Scouts tend to kiss themselves a bit.

FEEDING THE ELEPHANT

Hang a megaphone so that it is slightly tilted with the mouth-piece down and the large end toward the tosser. Have a basket or other receptacle to catch peanuts as they fall thru. Each tosser is given 10 peanuts. He tries to toss them into the elephant's open mouth, while standing 8 to 10 feet away. Player who scores the most hits, is the winner.

ACROBAT'S DELIGHT

Set up a course consisting of a series of obstacles, each with a sign attached telling the players what to do. For example, a pillow on the floor with the sign "Turn somersault here"; a straight chair tipped over to make a tunnel with a sign "Crawl through." Every player who completes the course is a winner.

CLOWN HAT PITCH

2 clown hats are placed on the floor, open side up. Each Cub is given 3 peanuts in the shell. From a distance of about 10 feet, each in turn tries to toss his peanuts into the hat which belongs to his team. After all have played, team with most peanuts in their clown hat wins.

PUPPETS

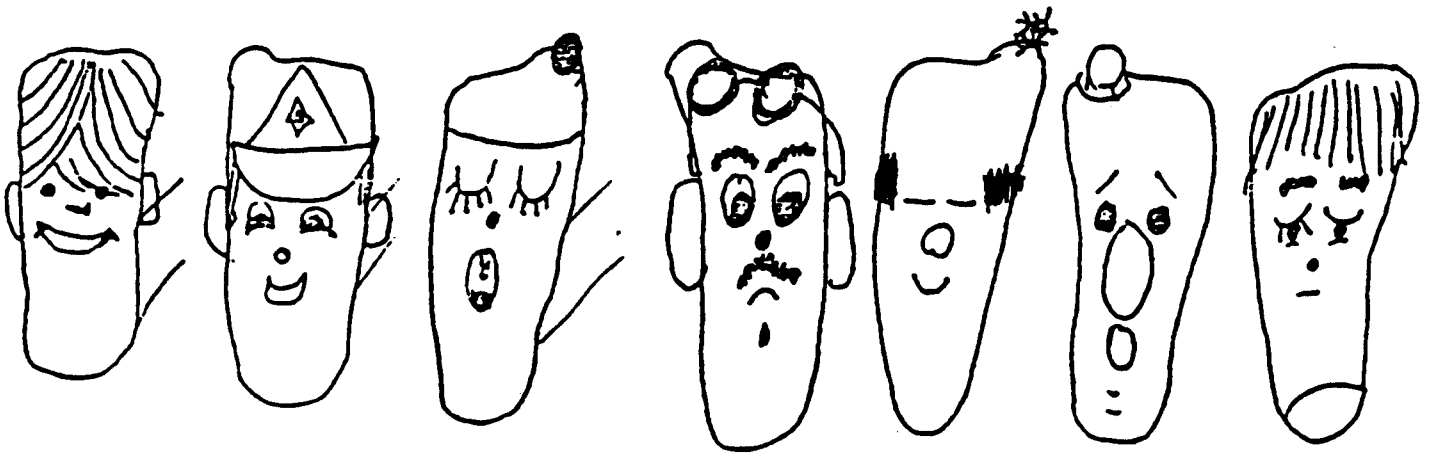
QUICK AND EASY SOCK PUPPETS

For a cute puppet show and one that is definitely different, have your Cub Scouts make faces on the soles of their socks. Each Cub Scout should have a different character. Each foot can be a different puppet if your Cub Scout can handle that. The entire circus can be enacted through your Cub Scouts feet.

They can either glue the features on, use a magic marker (with mom and dad's permission) or tape them on. Be sure the socks are put on just before the skit or all will be lost.'

The Cub Scouts lay on their backs with their "sock puppets" facing the audience. Since the boys will be laying flat it will be a good idea to have any lines they have to say recorded at an earlier date so everyone can hear what is being said.

This should prove to be an interesting accomplishment for the Cubs.



SHAKE WELL

Two clowns are talking; one is shaking all over.

1st Clown: What's the matter with you?

2nd Clown: I've got to take my medicine as soon as this is over.

1st Clown: Well, what's the matter?

2nd Clown: You see that bottle?

1st Clown: Yeah!

2nd Clown: It says, "Shake well before taking.'

RECIPES

FUNNY CLOWNS

Here are some funny clowns that are as much fun to make as they are to eat. The Cubs can make all sorts of clowns-happy, sad, or just plain crazy looking.

Recipe makes six clowns

3 cups tiny marshmallows
1/3 cup butter or margarine
1/3 cup creamy peanut butter

In a heavy saucepan melt marshmallows and butter (margarine) over medium heat, stirring constantly till the marshmallows are melted and mixture is smooth.

Add peanut butter and continue stirring till mixture is well combined. Remove saucepan from the heat.

4 cups crisp Rice Krispie cereal
Creamy peanut butter
9 small gumdrops, sliced crosswise in half
assorted decorations (jimmies, coconut, dried fruit bits, etc.)
18 paper baking cups
6 sugar cones

Add cereal and stir gently to coat cereal evenly. Cool mixture about 3 minutes or till can be handled easily.

Use buttered hands to shape mixture into 6 balls. Place on waxed paper. Let stand about 30 minutes or till firm.

Put peanut butter, and decorations in small bowls and let Cubs decorate as wish. Use three cups to form collar and cone for hat.

Ice Cream Clowns

scoop of ice cream for each Cub
sugar cone for each Cub
assorted candy/fruit decorations

Scoop ice cream onto a dish. Let boys use variety of decorations to create own clown. Put cone on top for hat.

*can use whipped cream for collar/hair.

CRAFTS

MILK BOTTLE GUITAR

Materials: gallon plastic container, strip of wood (approximately 30" x 2" x 3/4"), monofilament fish line, screw eyes, shutter wood

Trace the end of the strip of wood onto a bottle beginning about 1/2" from the bottom of the bottle.

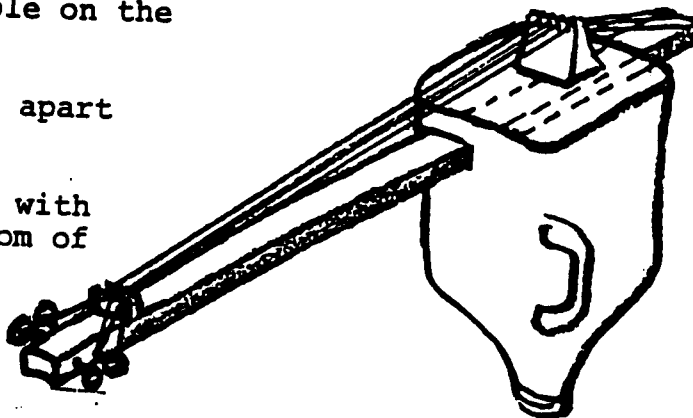
With a knife, cut out the small rectangle you have just traced.

On the opposite side of the milk bottle trace and cut the same size hole on the corresponding area.

Insert 3 screw eyes about 1/3" apart at one end of the wood strip.

Slide the wood thru the bottle with the screw eyes facing the bottom of the milk bottle.

Insert 3 corresponding screw eyes at the opposite end of the strip.



Tie monofilament fishing line between the 3 sets of screw eyes to make banjo strings.

Make a bridge with a piece of wood.

Slip the bridge under the three strings and stand it up so they are stretched.

You can tune the strings by turning the screw eyes with pliers. If you can get 3 different weights of monofilament line, each string will also have a different sound.

HOW TO PLAY

If you are right handed, you put the long neck on the banjo near your left shoulder. With your left hand, press down one or several strings at various places until they touch the wooden neck. The right hand plucks or strums the strings. You can vary the notes you play by moving the fingers of your left hand up or down the neck of the banjo.

CRAFTS

PADDLE BELL

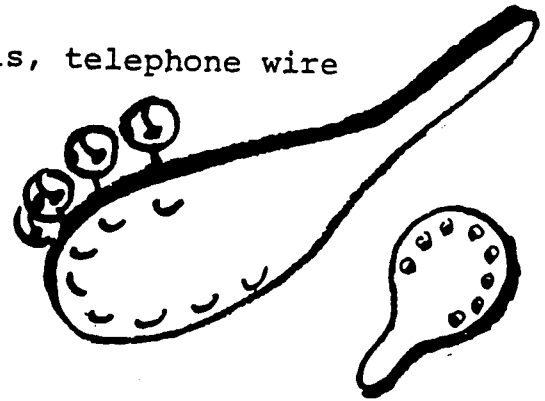
Materials: polo paddle, bells, thin nails, telephone wire

Remove elastic and ball from the paddle.

Drill holes around the outside of the paddle.

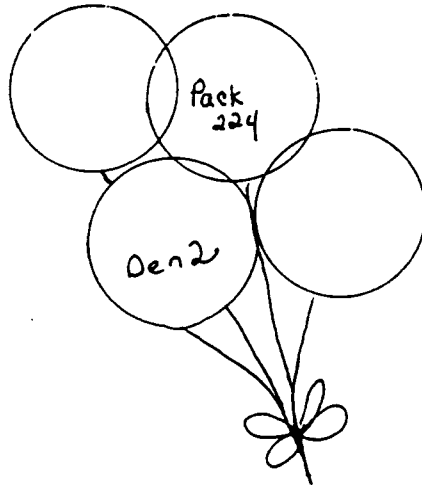
Using telephone wire, string bells thru the holes and secure them.

To play, shake the paddle or tap it against your fingers.



BALLOON SLIDE

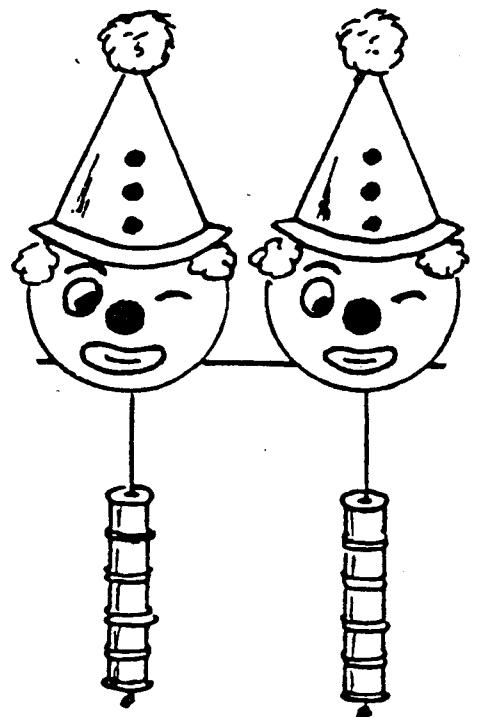
Use quarter to draw balloons and cut on piece of board. Sand until smooth. Paint, add strings of yarn to back. Glue ring on back. Den and pack numbers can be added if desires.



CLOWN BALL GAME

Materials: 3 - 8" x 12" squares of heavy cardboard, poster paints, string, thread spools, two soft rubber balls

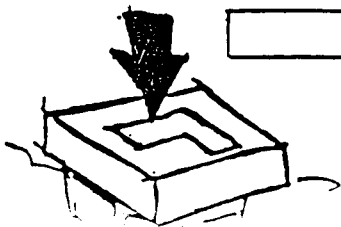
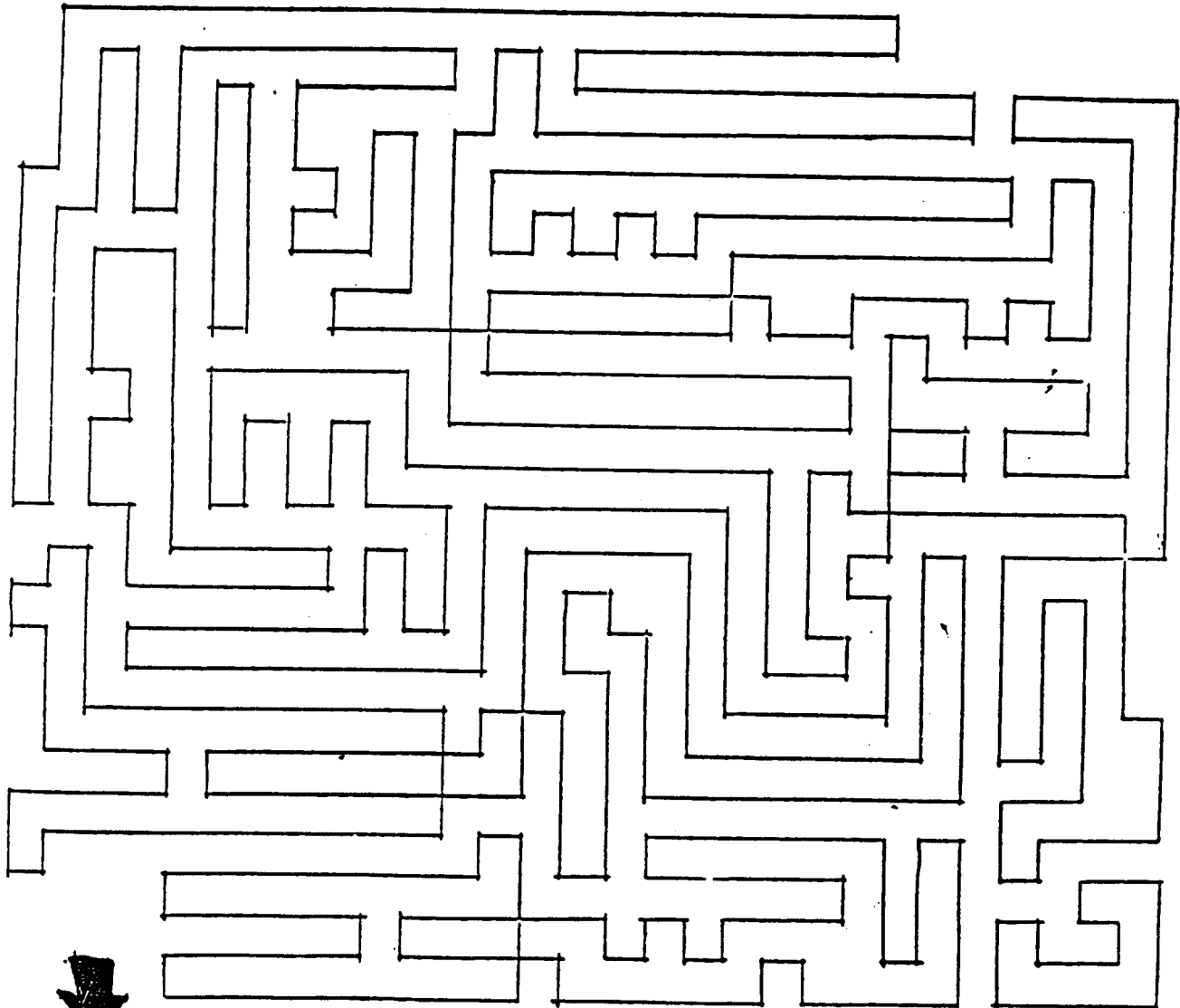
Draw and cut out the clown face on the pieces of cardboard, paint with poster paint. Punch holes thru each chin, tie string to it, and hand several spools to string. The spools will keep the heads upright. Hang them between the backs of two chairs. The game is to throw the balls at the clowns and try to tip them over. Many who try this game aim for the red noses instead of the hat which is the only way to hit to tip the clown over.



GATHERING TIME ACTIVITY

SANTA'S ROUTE

It is Christmas Eve and Santa is having an awful time finding his way from the North Pole. Can you help him? Hurry! Santa does not want to be late!



GATHERING TIME ACTIVITY

CHRISTMAS WORD SEARCH

Try to find all the Christmas words in this word search puzzle. Words can be found either horizontally or vertically.

BELL
CANDLE
CANDY
CAROLERS
GOOD WILL
HOLLY
LIGHTS
MISTLETOE
NATIVITY
PRESENT
REINDEER
RIBBON
SANTA
SLEIGH

STAR
STOCKING
WREATH
TINSEL
TREE
YULE LOG

```

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

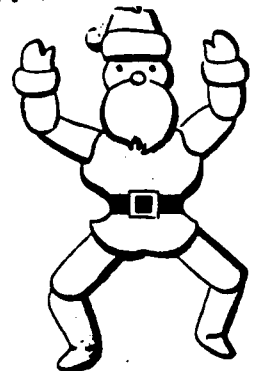
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AUDIENCE PARTICIPATION

TAKING A STRETCH WITH SANTA CLAUS

In the following stunt, the leader reads the verse as the audience acts accordingly with the help of the leader.

Santa Claus stood up stretching his arms out wide,
First he looked to his left, then to his right side;
He then bent down and wiped off his boots so shiny,
He then turned around to see his behiny.
But he couldn't see it, alas and alack,
So he then turned right back.
Then, feeling relaxed, he stomped his feet,
And then sat down again in his seat.



SONGS

CHRISTMAS TIME

Tune: Jingle Bells

Christmas is a time .
When there's something in the air,
More than bells that chime,
More than songs to share,
Something gay and bright,
More than lights aglow,
You sense it morning, noon and night,
Wherever you may go.

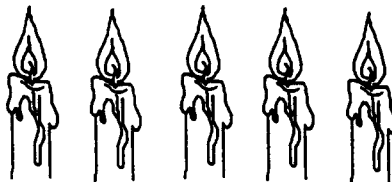
CHORUS: Christmas time, Christmas time,
Every Jack and Jill,
Knows what fun it is to feel
All a-tingle with good will;
Christmas time, Christmas time,
Though the air be chill,
Everyone is tingly now,
With a feeling of good will!

TOMMY THE CUB SCOUT

Tune: Frosty the Snowman

Tommy the Cub Scout
Was a very happy boy;
With a uniform of blue and gold
And a den that gave him joy.
Tommy the Cub Scout
Earned his badges one by one
He did his best and he met the test;
A good citizen he's become.

He helps out other people when he sees they need a lot,
He does his chores around the house and feeds his dog named spot.
Tommy the Cub Scout
Does his duty willingly
Someday he'll join a Boy Scout troop,
And a fine man he will be.



OPENING CEREMONY

Nine Cub Scouts on stage, one at a time, each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spell out the words: CHRISTMAS.

C -- is for Candles, we burn on Christmas night,
to gladden weary travelers with their light so bright.

H -- is for happiest, the happiest time of the year,
it's jolly, gay old Christmas time, with all its mirth
and cheer.

R -- is for ring; we ring the Christmas bell,
all the Christmas gladness, the world to tell.

I -- is for the Infant who lay in a manger,
Little Lord Jesus, a dear little stranger.

S -- is for Shepherds who kept their flocks by night,
and heard the angels singing, and saw a wondrous light.

T -- is for Tree, all green and gold and red,
we see it Christmas morning when we jump out of bed.

M -- is for the Mistletoe we hang at Christmas time,
in merry wreaths, when candles burn and Christmas bells
chime.

A -- is for All; to all men we wish cheer,
joy and gladness, love and hope, for Christmas time is
here.

S -- is for the Star that shone on Christmas night,
star and candle, bell and wreath, all make our Christmas
bright!

CLOSING

Cubmaster stands by a single lighted candle; room darkened,

Cubmaster - This candle is the spirit of Cub Scouting which burns in all our hearts. In this season it is just one of many candles, for this is the season of lights. It is a time when the days are short and the nights long, but somehow the world seems brighter. But the most brilliant glow comes from the spirit of sharing and goodwill that you live and give all year 'round. Good night and good scouting.

OPENING CEREMONY

A single lighted candle is on a stand or table, center stage. Each den leader and cub have an unlighted candle. Each den of cubs and its leader form their own circle. The den leaders leave their circles and go light their candles. They return to their dens and the light is passed around the circle until everyone's candle is lighted. Have room darkened.

Cubmaster - (while the above takes place) As each of us took some of the light from this candle, the light in this room has grown brighter. And so our Cub Scout spirit grows when we share it with others. The Cub Scout spirit is spread from the leaders to the Cub Scouts and to their families. Tonight with this spirit of sharing in all our minds, we come to recognize our Cubs for their advancements and to share the spirit of giving at this magical holiday season. (Have dens put their candles out and dismiss them to their seats.)

CLOSING CEREMONY

Cub Scouts hold up card with slogans as they read their lines.

1st Cub: Do Your Best - in everything you do on life's way.

2nd Cub: Always Be Friendly - to brighten others' day.

3rd Cub: Give Away Your Smiles - for 'tis rewarding indeed.

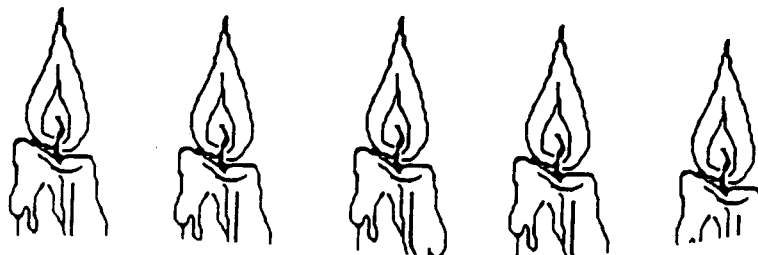
4th Cub: Be Prepared - to help others in their daily need.

5th Cub: Be Honest and Sincere - towards others you meet.

6th Cub: Be Loyal and True - a most commendable feat.

7th Cub: Count your Blessings - being thankful each day, for life's wonderful opportunities that come your way.

8th Cub: Good night to each and everyone of you. May these thoughts stay with you your whole life through.



GAMES



CHRISTMAS CHARADES

This is a good game for your den meeting. Divide the den into teams of twos. The leader gives each team a slip of paper with suggested Christmas activities (decorating the tree, hanging stockings, etc.). Each team in turn is to act out their part while the other teams guess what they are doing.

STIR THE CHRISTMAS CAKE

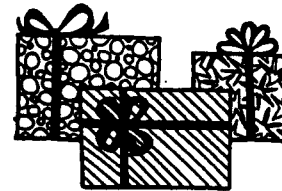
You will need one wooden spoon and a chair for all but one player. One player is chosen to be the cook. Arrange chairs in a circle. The cook stands in the middle of the circle and says "First we have to stir the Christmas cake. We will stir and stir and stir...". When the spoon is dropped, everyone has to change chairs, the cook runs for a chair too. The one left without a chair is the new cook.

CHRISTMAS STOCKING CONTEST

Divide the den into teams for a relay. Give each boy an apple. The first boy in each line gets a spoon. Have a Christmas stocking for each team hung at the other end of the room. On signal the first boy in each line places his apple on the floor, then picks it up with a spoon, runs to the stocking, puts the apple in and runs back to tag the next person in line. Let the winners and losers eat their apples as prizes.

CHRISTMAS PRESENT RELAY

From four to ten players represent each side. The runners must run to a chair or table, untie, unwrap, retie, and re-wrap a Christmas package. They then run back and touch off the next teammate.



CHRISTMAS TREASURE HUNT

Each boy is provided with a small red Christmas stocking and is given a list of objects hidden about the room which he has to find. No boy is allowed to pick more than one of each of the objects hidden, such as those listed below. Give a prize to the one that brings back the largest number of treasures in a set amount of time. Some of the things that may be on the list are; unsharpened pencil, eraser, peanuts, lollipops, small toys, etc.

CHANUKAH FUN WITH POTATOES

Materials: 1 potato, felt pen, sharpened pencil, knife

Cut the two ends off the potato, and trim the remaining portion into a six-sided cube. Make it as square as possible.

Use the knife to cut a hole large enough to stick the pencil in all the way through the potato cube. Cub Scouts and leaders should remember knives are sharp and can be dangerous. Be sure proper supervision is given at all times.

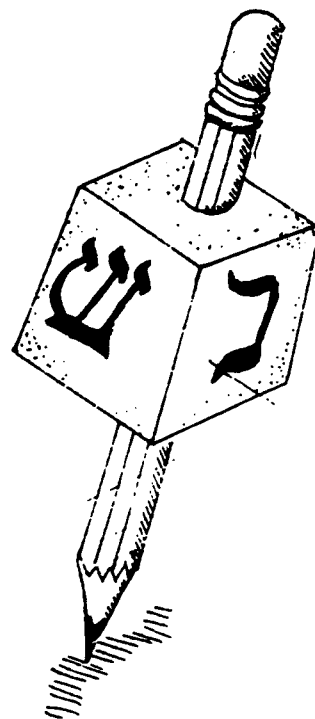
With a felt pen, print one of the symbols shown on each of the four sides of the potato.

These are the first letters in the four Hebrew words that mean "A great miracle happened there."

You're now ready to play the dreidel game. While you are spinning your dreidel, use this chant or make up your own.

"Oh watch my twirling dreidel
As round and round it spins.
Which letter will it show me
When all the turning ends?"

For centuries, Jewish children have played many variations of the dreidel game as part of the "Festival of Lights" celebration. Take turns spinning the four-sided top. The one whose top spins longest wins the game.



nun



gimel



hay



shin

PUPPETS

FINGER PUPPETS

Egg carton sections decorated with features and placed on the tip of fingers are a very simple, quick puppet. The finger portion of a garden glove can also be used to make a variety of critters.



Another version is a finger-leg puppet. Cut holes in the leg area of the puppet. Then insert your fingers, and the puppet can walk across the stage. The upper portion of the puppet would be a paper doll type of puppet. Shoes could be made for the tips of the fingers. One thing to keep in mind on full-figured finger puppets; don't forget the back side. Remember, you have a front and a back and so should your puppet.

Your hand, dressed in a cupcake wrapper or piece of fabric with the features drawn on the back of your hand can also make a quick puppet. Just by using paints, you can make the hand you always have with you into an Indian, an animal, or even a Cub Scout. Draw the features and add a small piece of fabric.

Below are samples of various finger puppets. Let the Cub Scouts imagination be their guide.



Holiday Skits

MERRY CHRISTMAS SCRAMBLE

Characters: 14 Cubs can participate . Combine song and skit
Props: Christmas tree. Letters on poster board, or large boxes painted with letters. spelling out Merry Christmas.

Boys enter on stage carrying letters to spell Merry Christmas. All the letters are scrambled to make sense at all. Boys look puzzled.

Den Chief enters, looks at boys, scratches his head and really looks the boys over again. He begins to rearrange the letters moving the boys all around. He makes several errors. All the boys are looking around trying to figure out the message.

Finally the den chief gets frustrated and gives up.

Boys make a huddle to discuss the situation.

Finally one boy goes over and taps the den chief on the shoulder and whispers something in his ear. The den chief proceeds to properly arrange the letters to spell Merry Christmas. When all the letters are in place, the boys lead everyone in singing "We wish you a Merry Christmas"

THE PERFECT GIFT

Characters: 5 Cubs

Props: plane, train, radio, gift wrapped box

Setting: first cub sitting on stage very sad and crying

Cub 2: (enters with plane in hands) Why are you crying?

Cub 1: I didn't get the Christmas gift that I wanted

Cub 2: Here (gives him the plane) I bet this is what you wanted.

Cub 1: No! That's not what I wanted. (Cub 2 exits)

Cub 3: (enters with train) Why are you crying?

Cub 1: I didn't get the Christmas gift that I wanted.

Cub 3: You can have this train. Now are you happy?

Cub 1: No! That's not what I wanted (Cub 3 exits)

Cub 4: (enters with radio) Why are you crying?

Cub 1: I didn't get the Christmas gift that I wanted.

Cub 4: I know what you wanted. It's this radio, right?

Cub 1: No! That's not what I wanted.

They all stand around looking puzzled when the 5th cub enters with a gift wrapped box

Cub 5: Why are you crying?

Cub 1: I didn't get the Christmas gift that I wanted

Cub 5: Well I hope this present is what you wanted, so you can be a happy Cub Scout again!

Cub 1: (opens package and shouts with glee) This is what I wanted!

ALL: What is it? What is it?

Cub 1: (takes out a piece of paper and reads it)
Peace on Earth. Good Will towards Men.

ALL: Merry Christmas

AWARD CEREMONIES

A VERY SPECIAL PACKAGE

An elf enters carrying a package as large as he is.

ELF: A very special package! A very special package!

CUBMASTER: (looking at the tag) This tag says that we must open this package very slowly.

AWARDS CHAIRMAN: (tearing at one corner and looking on back of piece removed.) There's a message here...Would _____ please come forward? This boy would like to become a Cub Scout and we welcome him as a Bobcat. Would you please stay as we continue to open the package?

CUBMASTER: (tearing at opposite corner and exposing writing on under package, he reads from back of piece removed) Would _____ please come forward to receive his Wolf badge? (award presented and boy asked to stay to open package)

AWARDS CHAIRMAN: (removing another piece of paper) Would _____ please join us to open the package? He has earned his _____ badge.

Cubmaster and awards Chairman alternate and continue to recognize Cubs in this fashion until package is completely uncovered revealing the words: MERRY CHRISTMAS PACK _____

AWARDS CHAIRMAN: Your devotion to Cub Scouts and friendship has been a very special gift for us and we wish you the many blessings of the Christmas season as we read the special package...(everyone at the front of the room reads the message on the front of the package.)

HOLIDAY TREE ADVANCEMENT CEREMONY

Props: Christmas tree, with advancement awards in gift wrappings hung on the tree. Also inside each wrapping is a Christmas tree bulb. with boy's name

Personnel: Cubmaster, boys earning awards and their parents.

Each boy is called forward with his parents and takes his package from the tree. The parents pin on the award, and the boy screws this light bulb into the string on the tree.

Holiday Neckerchief Slide

Materials: craft sticks, red pompom, wiggly eyes, ribbon, pipe cleaner

1. Glue the craft sticks together as shown in diagram
2. Glue on the eyes, pompom nose and a small bow
3. Glue a pipe cleaner ring to the back of the top craft stick

Note: this can be made into an ornament by replacing the pipe cleaner ring with a loop of thread or string.

Luminaires

Materials: one half round gallon ice cream containers

1. Cover outside of bucket with desired decorations
2. Place sand or kitty litter in bottom
3. Put tea light type candle inside.

Snowing paperweights

Use a small squat jar to be filled with water and moth flakes
Cement a plastic figure that will fit into jar on the inside of the lid.

Fill jar with water and two tablespoons of moth flakes.

Coat the jar lid with waterproof cement and screw on tight.

Yule log

Use a large log 8-12 inches in diameter-drill deep holes in one side with brace and bit, width of desired candle.

Decorate with evergreen, ribbon, etc. Add candles

Trails To The Future

Exploring Alaska

GATHERING GAMES

Alaska acrostics

Have pieces of paper with Alaska printed down the side.
Each person entering receives one and is challenged to find another person in the group with the name that begins with a letter in Alaska.

Gold Rush/ Hunt

Give someone a piece of "gold" when entering (rock painted gold)
After most of participants are present ask them to introduce self to another person and ask if they have found the gold.
If the answer is yes, they quietly receive it and proceed to ask others while being asked.
Game is over when leader decides.
Winner gets to keep the gold .

Person Bingo

Find someone who fulfills a requirement, write name in box and continue on until someone shouts " Alaska!"

wearing a jacket with hood	has been to Alaska	can name an Alaskan animal
has mittens with them	can tell what the Aurora Borialis is	has skied
echoes your "seal hello"	can tell how to get sled dogs to move (mush)	can tell what much of on ground

OPENING CEREMONIES

Alaskan Gold Rush opening

prospector dressed with beard, old shirt, hat, pack, shovel
cubmaster

CUBMASTER (comes on stage and sees prospector) Hi there old timer
How are you doing?

PROSPECTOR: Fine, just fine. But too busy looking for gold in
Alaska to talk

CUBMASTER: Had muck success finding gold?

PROSPECTOR: No, Not much success over the many years

CUBMASTER: Maybe you were looking for the wrong kind of gold.

PROSPECTOR: you tell me there are different kinds of gold?!

CUBMASTER: Sure, metallic gold is hard to find even in Alaska.
That type of gold can be lost and it is only valuable if
you spend it.

PROSPECTOR: Well, sure!

CUBMASTER: Another type is in the twinkle in a Cub Scout's eyes
when he gets his wold badge... The gold in the heart of a
Cub Scout when he does his first good turn...the gold in the
mind if a Cub Scout when he learns a new craft or skill.
This type of gold is never lost. It gets more valuable each
time it is used. This type of gold is a very special type of
gold, this is Cub Scout gold, and you don't have to go to
Alaska to find it. This gold is found within each Cub Scout
throughout the world...

Please rise, and recite with me the Pledge of Alligence.

CUB SCOUT OPENING

letters on poster board for each Cub line on back to be read
Each boy comes on in turn to form the word

C-is for comradeship; we learn to get along

U-is for unity; togetherwe are strong

B-is for boy; wild and wooly, but nice

S-is for socials; you needed ask us twice

C-is for courtesy; of which we all know

O-is for outings: we're rarin' to go

U-is for universal; Scouts in every land

T-is for teamwork; we'll lend you a hand

Together: Please raise your hand in salute and say the Pledge
of Alligence with us.

Follow with Cub Scout Promise

ADVANCEMENT CEREMONIES

GOLD RUSH CEREMONY

Have awards on "scales" as as old assayer's wrapped in gold paper
Cubmaster dressed as asseyor

CUBMASTER: Today some of our prospectors have staked their claims by finding gold. They worked hard and long to be able to take it as their own. Some have made this trek before and found the gold of such good quality, they have come back to search for more.

Would Gold Rush Assistant _____ (name of Den Leader) come forward.

What piece of the mountain did your prospectors claim?

DENLEADER: says whatever rank is being awarded and calls each Cub and gives them their part of the claim.

After all awards are distributed boys dismissed

CUBMASTER: Happens like that all the time! They come in to register their claim and then go back out in the field to look for more. Must be real valuable stuff!

DOG SLED HELPERS

Cubmaster in parka type coat, standing behind a cardboard dogsled that has ropes attached to the front.

Cubmaster asks everyone to say the Law of the Pack then he goes over to the sled and examines it, scratching his head he looks at the boys and says, "I hear tell there are members of the Pack that have worked hard to make the Pack go by learning more and doing all sorts of fun things."

Reach into sled and take out award, call boy up recognizing each in turn and ask to stand along ropes in front of sled after each.

When all awards are distributed, "I wonder if you boys could help to make this sled go"

Boys pick up ropes and pull sled "driven" by Cubmaster off stage.

CLOSING CEREMONIES

DO A GOOD TURN

STAGING: Houselights are dimmed. Foru pster with each of the four Cub Scout ranks, eight candles (two near each poster)

CUBMASTER: This is the first Pack meeting of 1994. It is a fine time to reconfirm our beliefs in ourselves and the Scouting program.

light two candles by the Bobcat poster)

Will all Bobcat Cub Scouts and their parents please stand. Bobcats, do you promise in 1994 to do your best, to be true, to help other people, to obey the Law of the Pack, and to advance one rank?

BOBCATS: We will do our best

(If there are no Bobcats present: Since we have no Bobcat, will the Pack leadership please stand. Will you rededicate for yourselves and for future Bobcats of our future, to do your best, to be true, to help other people, to obey the law of the Pack?

LEADERS: We will do our best.

Follow the same procedure for Wolf and Bear Scouts

CUBMASTER: Will all Webelos Scouts and their parents stand.

Webelo Scouts, do you in 1994 promise to do your best, to be true, to help other people, to obey the law of the pack, and to earn the Arrow of Light award?

WEBELOS AND PARENTS: We will do our best

ASST. CUBMASTER: The first four candles are the four parts of the Cub Scout Promise- Duty to God, duty to country, to help other people, and to obey the law of the pack.

The second four candles are the four parts of the Law of the Pack-The Cub Scout follows Akela, the Cub Scout helps the pack go, the pack helps the Cub Scout grow, the Cub Scout gives goodwill

CUBMASTER: I know you will be loyal Cub Scouts in 1994, As the spirit of Cub Scouting burns here it also burns in the hearts of Cub Scouts everywhere. May it continue as we go upward and forward in Pack_____.

GOLD RUSH CLOSING

large "gold nuggets" with letters to spell out GOOD TURN

G-greeting;remembering to say hello to people we meet

O-obey;a Cub Scout promises on his honor to obey the Law of the pack

O-over;good turns should be done over and over again

D-daily;do a good turn daily, not just think about it

T-together; we must all learn to live together

U-uniform;you wear a uniform that makes you a special person with special beliefs

R-remember;at the beginning of the year remember to use each beginning well

N-nobody;we need each other, nobody is an island

EACH NUGGET IS PLACED

CUBMASTER: Let us always treasure our Good Turn gold.

Trails To The Future

Exploring Alaska

SONGS

MUSH YOUR HUSKIES (Row, row, row your boat, round)
Mush, mush, mush your huskies
Through the ice and snow
Freezing, breezing, wheezing, sneezing
Over the ground we go.

HOME IN THE SNOW (Home on the Range)
O give me a home, between Fairbanks and Nome,
Where the moose and the caribou play
Where nothing will grow
'Cause it's covered with snow
From June to the following May.

Home, home in the snow
Where it's mild when it's 90 below
The tundra for me by the great Bering Sea
And the life of a tough sourdough.

ESKIMO STORY SONG

Ah to cola mecha walkie, ah to cola mecha walkie,
Ah to cola mecha walkie

CHORUS: Ah Ki Ta Ki umba, ah ki ta ki umba,
Ay liddle, I liddle O liddle ay.

2. Little eskimo boy is old enough to go hunting for walrus (look for walrus)
3. Little eskimo boy finds a walrus (turn arm/hand opposite while looking)
4. Little eskimo boy shoots the walrus (lift heavy gun and follow with a loud bang)
5. Little eskimo boy drags walrus home (pull with a grunting sound)
6. Little eskimo stands on the hill overlooking village (wave arm straight up beside head to village down below)
7. Mother greets him with a kiss (stretch out arms and "rub noses")

*repeat chorus after each verse

OUR ALASKA (Deep in the Heart of Texas)
The stars at night are big and bright (clap, clap, clap, clap)
Up here in our Alaska.
The Arctic sky is twice as high (clap, clap, clap, clap)
Up here in our Alaska.
There's sun at night and northern light (Clap, clap, clap, clap)
Up here in our Alaska.
So don't berate the biggest state (clap, clap, clap, clap)
And that is our Alaska!

ESKIMO YOYO

materials: two-four inch circles of cloth or vinyl, acorn or small stone, cording 18 inches long

Cut two four inch circles for each boy
Place acorn or stone in center of one
draw up to close, lace shut with cording
repeat, using other end of cord

To Play: move hand up and down in a pulsing motion while holding cord in center
Try to get in circle motion, or to come together at top and bottom

SUGAR CUBE IGLOOS

MATERIALS: sugar cubes, tacky glue

METHOD: Stack cubes in a circular fashion, making top narrower than bottom. Use a ball of paper to build around and give support

POPCORN SNOWBALLS

Pop some corn
Make peanut butter balls
roll in popcorn
Enjoy by "throwing into mouth"

SNOWMAN SNACKS

Spread round crackers with soft cream cheese.
add raisins for features

ESKIMO BUZZ BOARD

Use a 1/4 inch thick wood scrap about 2-1/2 by 3-1/2 inches. Cut notches in the edges and drill two holes in the center. Decorate with paint or wood burner. Make a cord loop through the holes. When the cord is tightened and released in quick succession, the board spins and buzzes.

SOAP CARVING

Use a bar of Ivory soap and a pocket knife to carve "ivory" animals **make sure Cubs have reviewed Tote and Chip in Bear book and are closely supervised.

GAMES

FOLLOW THAT NUGGET The boys sit in a circle with one boy in the center. The boys in the circle start passing around a nugget while the boy in the center tries to guess who has the nugget. If he points to the boy who actually has it, they change places. If he's wrong, he stays in the center.

GEGOUDGE A coffecan is the "bank" One player, the banker, stands near the bank with a supply of markers or small nuggets. The other players have 6 markers each. They stand 6 feet away and take turns pitching their markers into the bank. If a player pitches an even amount, he gets that many from the banker. If he pitches an odd amount, he gives that many to the banker.

DOGSLED RACES

Use heavy cardboard boxes with rope attached (or riders can hold)
Half a den can be riders, other half huskies
Take turns pulling "sleds"

SNOWSHOE RELAY snowshoes are shoeboxes with rope tied to for laces. The boys line up, each has a turn to put on, tie up, and walk in "snowshoes" return to line, take off, give to next Yukon explorer.

KAYAK RACE You need a large area gridded off, a "kayak" for each boy and different colored dice, each boy is a different color. All dice are thrown at same time. Boys move by own dice. You can vary the movement by making dice with forward and backward moves, or turning into a relay race.

BROOM HOCKEY Divide the boys into two teams. each player needs a broom. Mark off goals at each end of playing field. Use a Volleyball. Scores are made by player sweeping the ball into opponents' goal Game is started by a face-off, as in hockey, after each goal is scored. You set goal/ time limit. Boys may not touch the ball, it may be moved by brooms only. Keep the brooms on the floor. Have a penalty box. Old magazines be used as shin protectors.

GOLD PANNING You need a cup of sand or sugar, and empty coffee can, a seive, and a watch. Form teams of two boys each. While one boy holds the seive over the can, the other pours the sand through the sieve. Start timing. Record the time it takes to pour all the sand through. Then the next pair tries. The pair with the fastest time wins.

SNOW SHOVEL RELAY A snow drift of cotton balls or packing peanuts is placed before each team. A pie tin is the shovel. The Cubs must scoop some "snow" into their "shovel" and carry it to the designated spot (about 20 feet away).
Team to move their whole drift first is the winner.

ICEBREAKERS

Cub Scout Seek and Find - This can be duplicated and given to everyone at the banquet - adults love these as much as the boys.

Birthdays	February	Den Chief
BSA	Bobcat	Uniform
America	Wolf	Cubmaster
Cub Scout	Bear	Advancement
Blue and Gold	Webelos	Den Dad
Banquet	Den	Doodle
Goodwill	Pack	Gold Arrow
Boy Scout	Denner	Silver Arrow
Activity Badge	Arrow of Light	Lord Baden Powell

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

When each person signs in at the Blue and Gold banquet see that they get a copy of the icebreaker. The items listed are only suggestions. Add things to suite your area and pack. The object is to find the person in the room who answers each of the descriptions below. The person should sign their name next to the description they match.

Someone who wears size 10 shoe _____
 Someone with blue eyes _____
 Someone who has flown in an airplane _____
 Someone who has a Girl Scout daughter _____
 Someone wearing black shoes _____
 Someone born in a state beginning with the letter M _____
 Someone who has been to Philmont _____
 Someone wearing blue socks _____
 Someone born in July _____
 Someone who has a brother _____
 Someone who has a grandson _____
 Someone who has been a Bear Cub Scout _____
 Someone who has been to Camp Wakpominee _____
 Someone who has been a den leader _____
 Someone who has a preschool age child _____
 Someone who has been to Cub Scout Day Camp _____

Opening Ceremony THE SPIRIT OF SCOUTING

The narrator, the spirit of Lord Baden-Powell, is a den chief or adult in full uniform wearing a campaign hat. He reads entire script.

NARRATOR: I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of Scouting past and present. Here is our future-- Cub Scouts of America.

(1st boy enters carrying a toy church or Bible.)

NARRATOR: We take turns praying in our dens. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs in America are sponsored by churches.

(2nd boy enters wearing a Cub Scout uniform)

NARRATOR: The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(3rd boy enters carrying Wolf Book and Kipling's Jungle Book)

NARRATOR: Early Cub Scout ceremonies were based on Kipling's Jungle Book. When Cub Scouting was organized in America in 1930, Indian themes were used.

(4th boy enters with a craft project of wood.

NARRATOR: Cubbing means fun. We have lots of fun. But I like making things - real boy projects - things we can play with or that follow our theme.

(5th boy enters carrying a nature collection)

NARRATOR: I like to go on hikes and collect things for my nature collection for the den museum.

(6th boy enters carrying a "buddy burner".

NARRATOR: I like to go on picnics. We Cubs sure do like to eat! This is the cook stove I made.

(7th boy enters carrying American Flag.)

NARRATOR: I am proud to be an American so I can salute our flag. I also like to see our pack flag because then I know I am part of _____ years of Scouting. I belong! Yes, I represent the past and the present. Cub Scouts are the men of tomorrow. They will be the preservers of our American heritage. Join me in the pledge of allegiance to our flag.

OPENING CEREMONY

THE STORY OF THE BLUE AND GOLD

Cub 1: Back in the good old days, the waving of school colors gave people a feeling of school pride and loyalty. Today, the Blue and Gold of Cub Scouting helps to build this spirit among Cub Scouts.

Cub 2: This month we celebrate our ___Anniversary and we would like to wave our Cub Scout Colors and their meaning.

Cub 3: (indicating the blue of his uniform) The blue reminds us of the sky above. It stands for truth, spirituality and steadfast loyalty.

Cub 4: (holding card with TRUTH) Truth means we must always be honest.

Cub 5: (holding sign with SPIRITUALITY) Spirituality means a belief and a faith in God.

Cub 6: (holding a card STEADFAST LOYALTY) Steadfast loyalty means being faithful to God, Country and Fellow men.

Cub 7: (Shows Gold trim) The gold stands for the warm sunlight.

Cub 8: (holds up GOOD CHEER AND HAPPINESS) Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will.

Den Chief: As they wear their Cub Scout uniforms, may the meaning of the blue and gold colors make us more mindful of the Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

Cubmaster: Welcome to the Blue and Gold Banquet and a celebration of the ___years of Cub Scouting.

Several Cubs bring flashlights, darken room, shine on flag
Pledge of Alligence, Cub Scout Promise.

FEBRUARY '88

PACK CEREMONIES

BLUE AND GOLD CLOSINGCUB SCOUTING IS MANY THINGS:

Each of 12 Cubs Scouts holds a candle which is lighted as he gives his message. Lights are turned off. Use small flashlights for reading if needed.

1. CUB SCOUTING IS A BOY. He is somewhere between 7 and 11 years old. He is just an average boy - energetic, inquisitive, noisy and eager to explore the world around him.
2. CUB SCOUTING IS PARENTS who love this boy - and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.
3. CUB SCOUTING IS A DEN LEADER who opens her home and her heart to this boy and five, six or seven more just like him so they might learn to do things in a group rather than individually and learn to share the limelight.
4. CUB SCOUTING IS A DEN CHIEF - a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so he may encourage him to stay on the Scouting trail for many years.
5. CUB SCOUTING IS A CUBMASTER who gives of his time and talents to provide a program that will bring Cub Scouting to this boy.
6. CUB SCOUTING IS A COMMITTEE made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.
7. CUB SCOUTING IS A NATIONWIDE ORGANIZATION, a part of the Boy Scout program provided by the Boy Scouts of America for the seven to ten year old boys.
8. CUB SCOUTING IS FUN for the boy, his family, and his leaders.
9. CUB SCOUTING IS FELLOWSHIP with the boy in your class at school, your neighbor, and other people you might never have met except through Cub Scouting.
10. CUB SCOUTING IS CITIZENSHIP - teaching the young boy respect for God and country. He learns his moral obligation to himself and his fellow men.
11. CUB SCOUTING IS A CHALLENGE to all who become involved - a challenge to live up to high ideals, bring forth creative ideas, express yourself, it is also a challenge to learn to accept the ideas of others who may not agree with you and learn to compromise and work out differences.
12. CUB SCOUTING IS ACHIEVING by boys and parents as they work together on advancement in the boy's book. Leaders achieve as they carry out the den and pack programs successfully.

As you can see, Cub Scouting is many things -- each one important and shining forth in its own way. If we keep all these lights burning brightly in our pack, our radiance will be seen by many people.

THIS IS CUB SCOUTING!

TWELVE PHASES OF SCOUTING

In the 1st phase of Scouting, my son brought home to me an application for den three

In the 2nd phase of Scouting, my son brought home to me two knots to tie and an application for den 3

In the 3rd phase of Scouting, my son brought home to me three art and crafts, two knots to tie and an application for den 3

In the 4th phase of Scouting, my son brought home to me four colored beads, 3 arts and crafts, 2 knots to tie and an application for den 3

In the 5th phase of Scouting, my son brought home to me 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie, and an application for den 3

In the 6th phase of Scouting, my son brought home to me 6 silly spiders, 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie, and an application for den 3

In the 7th phase of Scouting, my son brought home to me 7 skill awards, 6 silly spiders, 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie, and an application for den 3

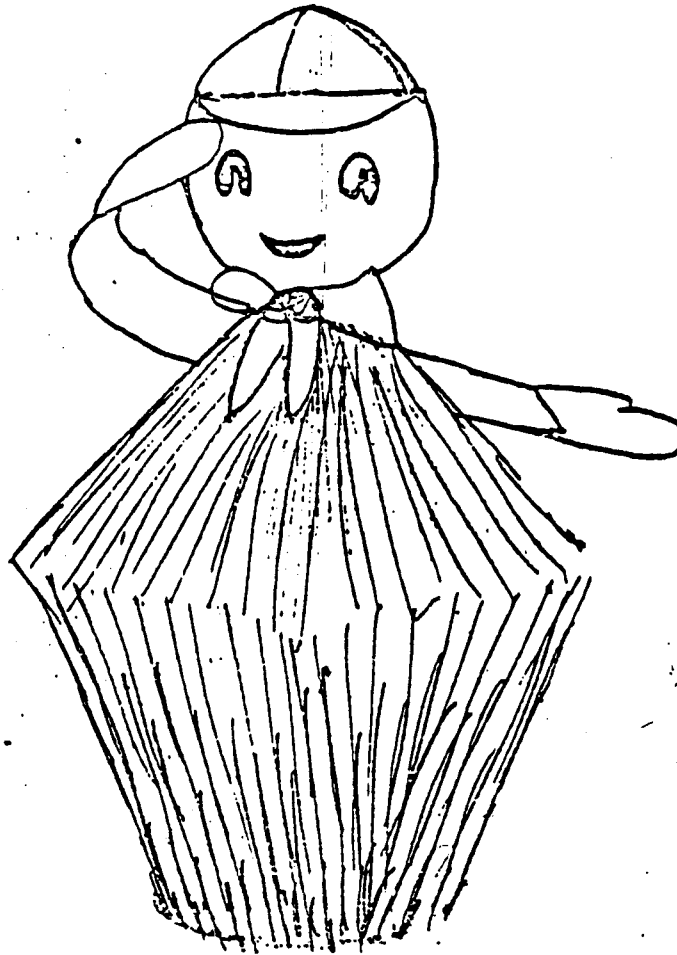
In the 8th phase of Scouting my son brought home to me 8 merit badges, 7 skill awards, 6 silly spiders, 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie and an application for den 3

In the 9th phase of Scouting my son brought home to me 9 night of camping, 8 merit badges, 7 skill awards, 6 silly spiders, 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie, and an application for den 3

In the 10th phase of Scouting, my son brought home to me 10 miles of hiking, 9 nights of camping, 8 merit badges, 7 skill awards, 6 silly spiders, 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie, and an application for den 3

In the 11 phase of Scouting, my son brought home to me 11 leaky tents, 10 miles of hiking, 9 nights of camping, 8 merit badges, 7 skill awards, 6 silly spiders, 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie and an application for den 3

In the 12th phase of Scouting, my son brought home to me 12 points to ponder, 11 leaking tents, 10 miles of hiking, 9 nights of camping, 8 merit badges, 7 skill awards, 6 silly spiders, 5 Cub Scouts, 4 colored beads, 3 arts and crafts, 2 knots to tie, and an application for den 3.



CUB SCOUT EYE & MOUTH:



MATERIALS NEEDED

- 1 Magazine - Body - **READER'S DIGEST**
- Acme's Matte Spray Paint[®], Blue
- 1 White Foam Ball, 3" diam., Pink - Head
- 1 White Foam Ball, 3" diam. - Cap
- 1 piece Chatelaine Cord, 12" long, Gold
- 1 sheet Heavy White Paper - Arms & Hat Brim
- 1 piece Aicene's Craftmaker Felt, Yellow - Scarf
- Aicene's Tacky[®] White Glue
- 1 Chenille Stem, White - Assembly
- 1 piece Construction Paper, Black - Eyes & Mouth

PROCEDURE

STEP ONE

Fold magazine as shown in figure 1. (A-B-C). When folded stand up and open in complete circle. Glue a disc of cardboard to bottom of book to hold pages in place. Spray paint book.

STEP TWO

Take the pink Foam ball, stick a 6" piece of chenille stem into it, stick the rest of stem into hole in top of book. This makes the head. Glue to hole.

STEP THREE

Take the white ball and cut a 1/4" deep slice off of it. Figure 2. This is for the hat. Cut a hat brim of heavy white paper and glue to hat. Paint hat blue. Slice a piece off top of head.

Now glue hat to head. Cut chatelaine cord into 3 pieces. Glue to top of hat. See picture. Cut eyes and mouth of black construction paper and glue to face.

STEP FOUR

Cut arms from heavy white paper. Paint arms blue. Do not paint ends of arms. These are the hands. Glue the arms to back of book. Glue one hand to forehead to make him salute. Cut a triangle piece of yellow felt, tie around neck for scarf.

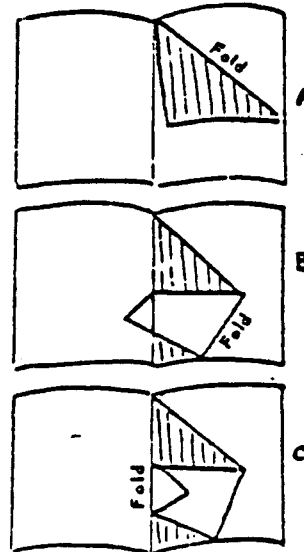


Fig. 1

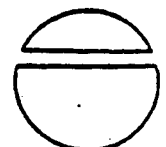
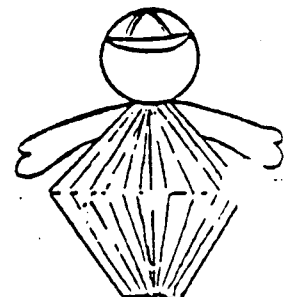


Fig. 2



CUB SCOUT OPENING CEREMONY

Cut letters from cardboard, one blue, one gold, etc--write a line on the back. Have Cub Scouts from den present these in sequence.

C--is for comradeship; we learn to get along
U--is for unity; together we are strong
B--is for boy; wild and woolly-but nice
S--is for socials; you needn't ask us twice
C--is for courtesy; of which we all know
O--is for outings; we're rarin' to go
U--is for universal; Scouts are known in every land
T--is for teamwork; we'll lend you a hand

CLOSING CEREMONY

(To be used when following an Indian Theme)

Akela asks all braves to stand. They join him in speaking, and using Indian sign language for the following:

"May the Great Spirit" (Make Cub Scout sign. As words are spoken, fingers make small circles upward as if smoke is drifting to sky)

Bring sunshine (Make sign for the sun--index finger and thumb circle, hold arm out to right)

"Into my heart" (Place hand over heart)

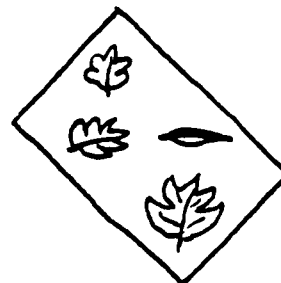
"Now" (Put both hands along sides, palms facing forward)

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

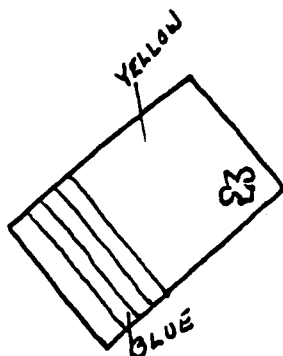
"In great measure" (Bring palms together and then apart as if measuring.)

Place Mats: Even if your tables are covered with paper cloths, the place mats add a good deal to the atmosphere of a gala party. Construction paper with designs drawn on or pasted on; outline of badge of rank; pack of den number; boys name (and those of the family members attending); decorated with stripe to represent Cub neckerchief; birthday cake silhouette with BSA birthday lettered on it. Boys can probably come up with other ideas too....famous Americans' pictures from newspaper or magazine pasted on construction paper. Just plan with the boys as to what they would like to make. Cloth can also be used.

Wax Paper Place Mat: Cut two pieces for each place mat. Can be decorated by sprinkling crayon shavings between two sheets and pressing closed with warm iron. Silhouettes of famous people may be used for decorations if you wish. Press flowers and leaves can also be pressed between wax paper.

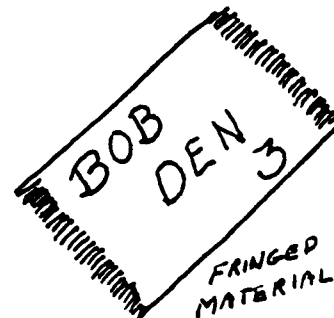
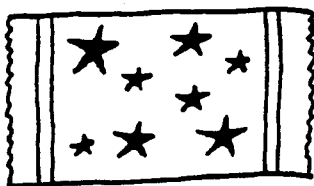


Animal Tracks: You can decorate with animal tracks by making potato stencil (wolf - Elective 12). Cut a firm, young potato in two. Draw desired foot or paw print on paper (if you want to trace it) or on raw part of a potato. Using a sharp knife, cut away surplus potato from track. Dip potato in color, and stamp paper, cups etc.

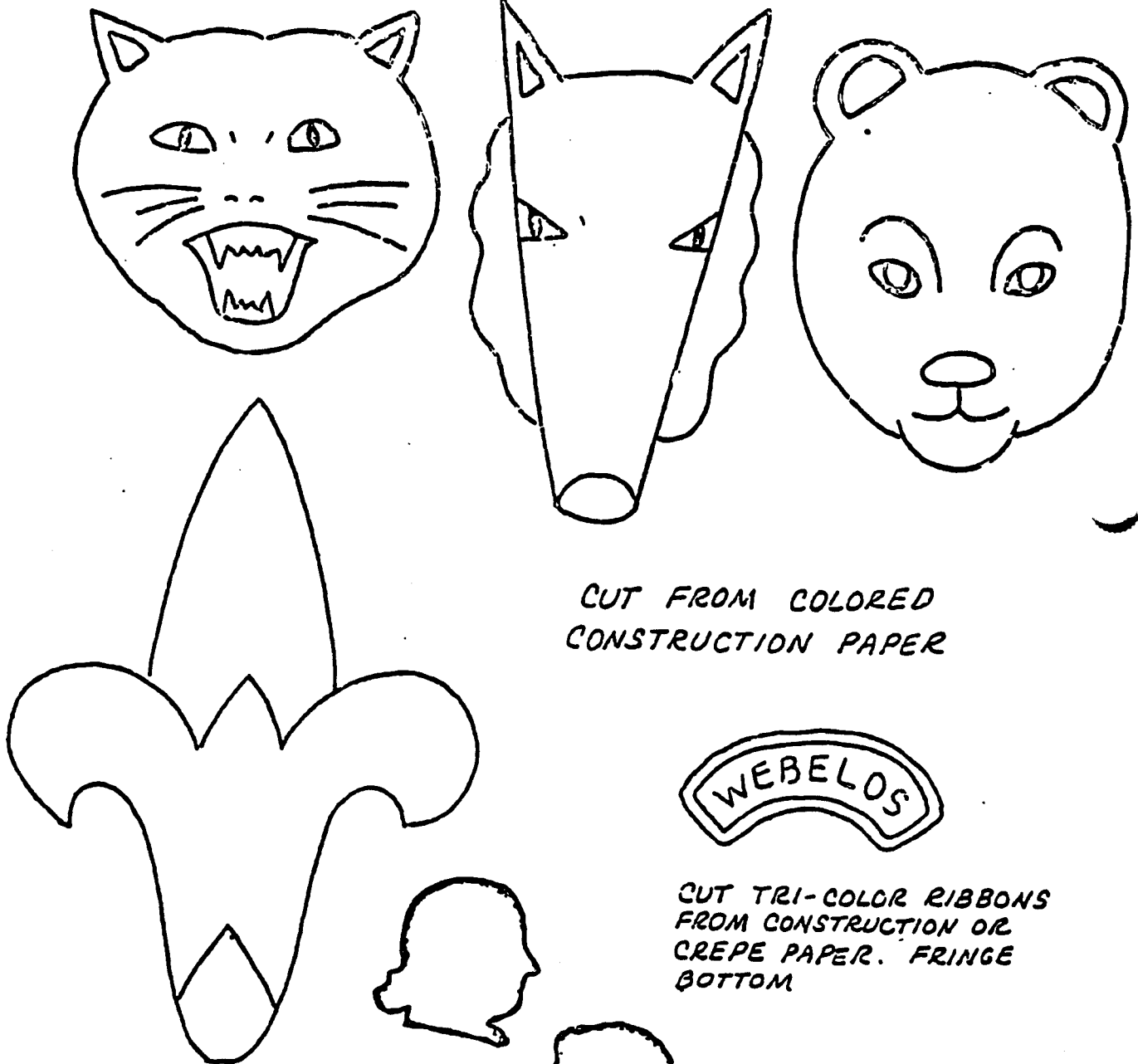


Place Mats can be brought in solid colors and fairly cheap, the one shown used yellow. They can be decorated with blue construction paper using silhouettes or other designs.

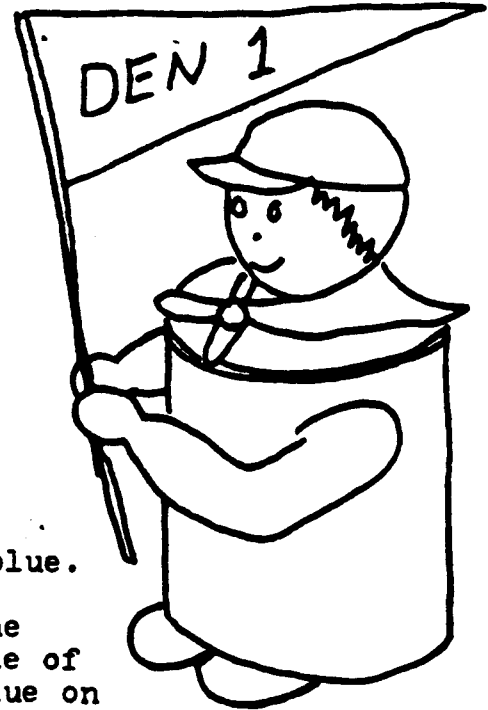
Construction Paper Place Mat: Each place mat takes one piece of blue and one piece of yellow construction paper plus a little extra yellow for the stars. Cut yellow about half way in on one side. Glue unfringed side to sides of paper. Cut various size stars out of extra yellow paper and glue to center blue.



PLACECARDS



Materials: 2 lb coffee can & cover
 Blue, brown, yellow
 posterboard
 Cloth (yellow for Wolf den,
 blue for Bear den)
 3½" foam ball
 Half of 2" foam ball
 Pink crepe paper
 12" dowel
 Gold paper



Paint the can and its cover Cub Scout blue.

Push a nail up through the center of the plastic lid and through the flat side of half of a 2" foam ball. Put some glue on the nail and push it into the 3½" foam ball.

Cut a piece of pink crepe paper 7"x10" with stretch in the longer direction. Cover head and neck with this piece stretching it to fit over the widest part of the head and gathering in at the top of the head and the neck. You may find it easiest to run two lines of stitches across the piece and use these to pull the paper in tight. Glue where it overlaps and trim around the neck if needed.

Use markers to draw a face and color in some hair.

Cut the hat and arms from blue poster board.

Shape hat by overlapping tabs and gluing or stapling. Glue hat on and replace the lid on the can.

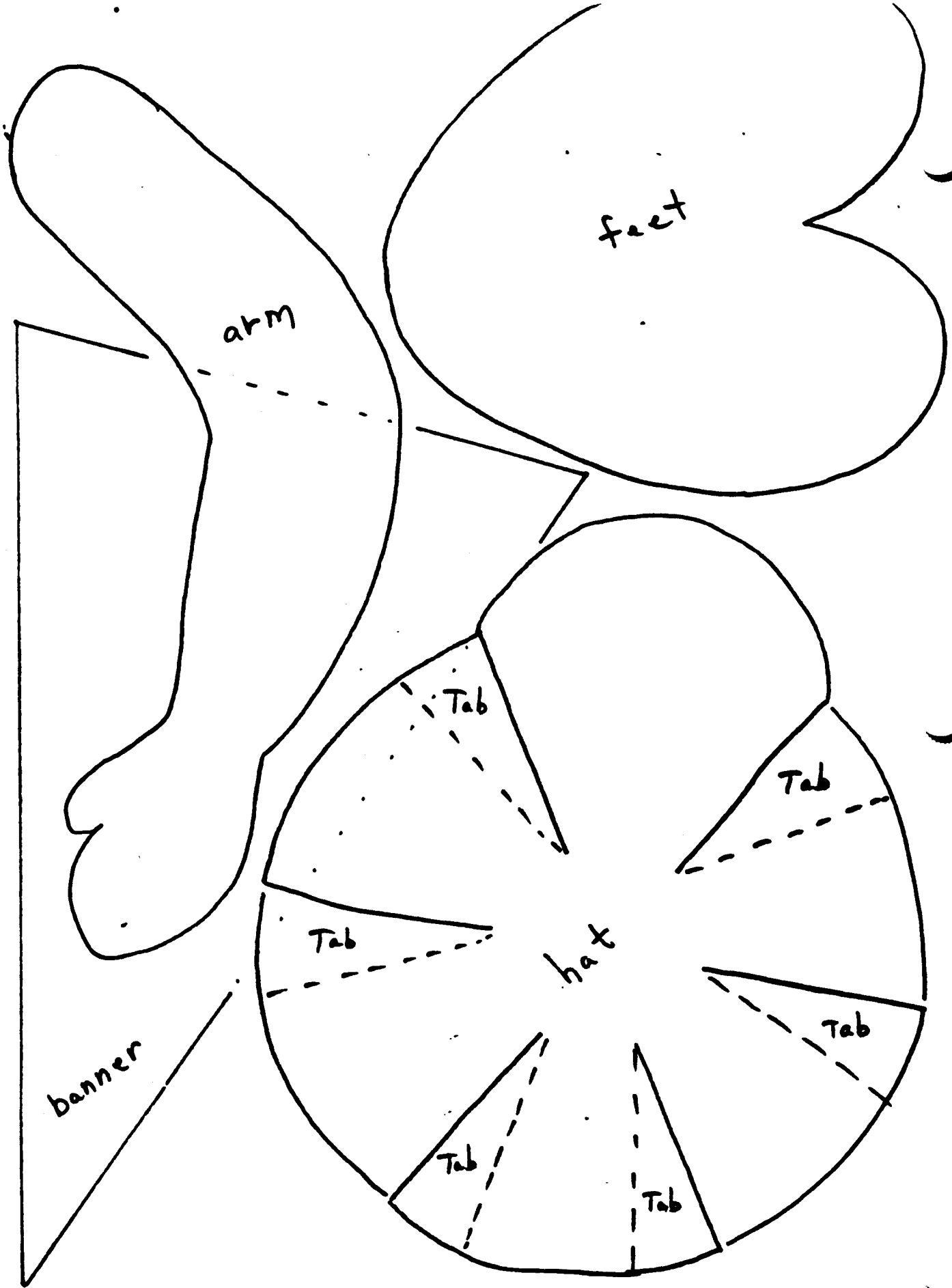
Tape or staple a ½" x 2½" piece of gold paper into a ring for slide.

Cut a 10" square of cloth in half diagonally to make two scarves. Decorate the triangle to look like a neckerchief. Place around the neck and slip the gold paper slide into place on it.

Cover hand part of arms with pink paper. Use glue or double face tape to fasten the arms to the sides of the can so that hands can overlap in the front.

Cut feet from brown poster board and fasten to bottom of can.

Cut banner from yellow posterboard. Print den identification on it and fasten to dowel with clear tape. Place dowel between hands and staple hands together on either side to hold in place.



BLUE AND GOLD SONGS

GRACE (Michael Row Your Boat Ashore)

Thank you for the food we eat, Halleluyah
Thank you for the friends we meet, Halleluyah
Thank you for the bords that sing, Halleluyah
Thank you Lord for everything, Halleluyah.

BLESS THESE SCOUTS (Edelweiss)

Bless these scouts Lord we pray
Come, oh Lord and sit with us
Make our hearts grow in peace
Bring your love to surround us.
Friendship and peace may you bloom and grow
Bloom and grow forever
Bless our home, bless our friends
Bless our dens together.

LORD BADEN POWELL (Father Abraham)

Lord Baden-Powell has many friends,
Many friends has Lord Baden-Powell
I am one of them, and so are you, as we go marching on
Right arm (swing right arm up and down)
Repeat verse each time adding an action
right arm, left arm, right foot, left foot, head up and down,
turn around, sit down.

TAPS

Sun of Gold, Sky of blue
Both are gone, from our sight
Day is through, Do your best
Then to rest, Peace to you.

O BLUE AND GOLD (O Tannenbaum)

Oh, Blue and Gold, Oh, Blue and Gold
You know it stands for truth untold
Oh, Blue and Gold, Oh, Blue and Gold
The youth that wear it aren't so old
So carry on your colors bright
Until the whole world you will light
Oh, Blue and Gold, Oh, Blue and Gold
The memories live though we are old.

SONGS FOR BLUE AND GOLD BANQUETS

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 then led to his great fame.

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

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

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.

Trails To The Future

Wheels, Wings, Rudders

OPENING CEREMONY

Display Cubs' cars (boats or planes)

CUBMASTER: The Cubs of Pack ___ have worked hard this month to make their cars. Now before they get to go we need to celebrate why we all can go and grow.

Color guard advances, Pledge of alligence, Law of the Pack
Sing Hail, hail the gangs all here
Hail, hail the Pack's all here
What the bump do we care, what the crash do we care
Hail, hail the pack's all here
Let us get the race a goin'.

OPENING OR CLOSING

CARS, CARS, CARS

Narrator reads the lines below while 6 Cub Scouts, one by one, come on stage, carrying cardboard models of the cars they represent...or large posters showing pictures of the cars.

Narrator: The favorite transportation in America, we feel, is Henry Ford's invention, the automobile. We all have our favorites, that you will know as we show you our cars, now on with the show

Toyota: I'm a Toyota, oh so small, wind me up and I can crawl,
Drive me out to the end of town Then pick me up turn turn me around

Cadillac: I'm a shiny Cadillac, driving to the store and back,
I can purr so quietly, you can sleep while riding in me.

V.W. : I'm a little V.W. Bug, so lovable, just give me a hug;
Drive me up the hill so slow, then sown the other side we'll go.

Dodge: I'm a Dodge with lots of class, built for many a lad and lass;
I can go most any place, and I hold my own in any race

Oldsmobile: The merry Oldsmobile I'm called, with all the latest I'm installed;
shiny things are here and there, so you can drive me anywhere.

Chevrolet: I'm a Chevy, plain and neat, I have a very comfy seat
I'll perform for all who ask, doing every little task.

CLOSING

CUBMASTER: Thanks to everyone for your assistance tonight.

We'll say good night after _____ reads Edgar A. Guest's

A CREED

Lord let me not in service lag
Let me be worthy of our flag
Let me remember, when I'm tired
The sons heroic who have died
In freedom's name, and in my way
Teach me to be as brave as they.

In all I am, In all I do
Unto our flag I would be true
For God and Country let me stand
Unstained of soul and clean of hand
Teach me to serve and guard and love
The starry Flag which flies above.

ADVANCEMENT

Just as an airplane or automobile motor that has been standing over night needs a little warming action to be gradually tuned and ready for the real going, in somewhat the same way do Cub Scouts need a little warming action to learn the things that make them ready for their days in Scouting, in Exploring and as an adult.

For this reason the Cub Scout Program was begun in 1930. The things that you will learn and are learning in your days as a Wolf and Bear will prepare you for days as a Webelo and later, Scouting.

Many of you have begun to tune your own engines and we would now like to recognize you.

Continue awards presentation as it naturally would be done.

AIRPLANE ADVANCEMENT

have awards placed on paper gliders on advancement table, with a box decorated as a hanger

CUBMASTER has on goggles and scarf to resemble a pilot

CUBMASTER: You young pilots have been working to earn your wings, you have been practicing to fly to higher heights with the assistance of your Den Leader. Tonight you receive a symbol of your growing, going, and getting closer to solo.

Call each boy up and present award by flying it to him.

End with a roaring engine and plane buzzing by cheer.

DO YOU KNOW YOUR CARS?

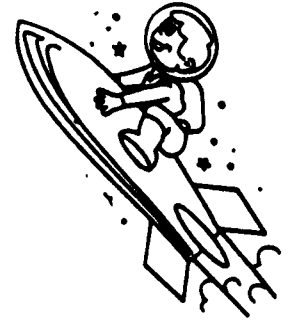
- | | |
|---|------------|
| 1. A martyred president | Lincoln |
| 2. A crossing place in a river | Ford |
| 3. To evade | Dodge |
| 4. A well known river in New York | Hudson |
| 5. A famous rock | Plymouth |
| 6. Identified with Roman mythology | Mercury |
| 7. What the woman asked when she bought a hen | Chevrolet |
| 8. An intoxicated breadmaker | Studebaker |
| 9. An Ottawa Indian chief | Pontiac |
| 10. Eliminate a letter and you have a deer | Buick |

GOING PLACES

P	A	M	U	I	G	L	E	B	R	E	S	TIP	TRAFFIC
I	R	N	O	D	N	O	L	O	N	L	E	SEA	HOLLAND
T	R	A	F	F	I	C	M	A	P	I	A	FUN	ROME
D	E	L	I	M	H	E	L	T	D	B	D	MAP	TRAVEL
N	V	S	E	L	A	P	I	H	S	O	N	FLY	HARBOR
A	L	E	V	A	R	T	Y	L	F	M	A	BOAT	LONDON
L	I	O	N	I	B	O	I	R	N	O	L	MILE	TRAIL
E	A	N	A	X	O	A	A	U	R	T	L	SAIL	PLANE
R	S	A	T	A	R	O	F	D	U	U	O	TAXI	HURRY
I	R	C	E	T	R	O	P	R	I	A	H	RAILROAD	CANOE
												AIRPLANE	SHIP
												AUTOMOBILE	
												AIRPORT	
												BELGIUM	
												IRELAND	

There are nine letters left, they spell the word _____





SUBMARINES AND DESTROYERS

Divide the den into 2 teams - submarines and destroyers. Give the submarines a balloon, which they bat in the air towards a goal line, while trying to keep it away from the destroyers. The destroyers try to break the balloon with their hands or feet (no sharp objects may be used). Score 1 point for the submarines if they cross the goal line, 1 point for the destroyers if they break the balloon, then switch and the submarines become the destroyers and vice-versa. Set a time limit for the game. Most points win.

SPACE PILOT RELAY - FLYING SAUCERS

Make the saucer for each den by stapling together two paper plates. Each den is also given a target made from a cardboard carton with a hole about 3 feet in diameter. The den lines up in single file about 15 feet from the target. Each Cub Scout, in turn sails the saucer thru the target. If he misses, he must retrieve the saucer and run back to the blast-off line before firing again. First den through is the winner.

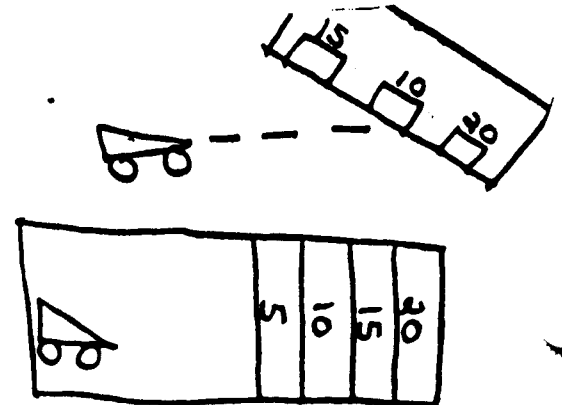
BLAST OFF

Cub Scouts sit in chairs scattered around the room. Each is given the name of a planet. One boy is picked to be Mission Control. He stands and says "Countdown". Walking around the room he calls out names of various planets. When the Cub Scout hears the name of his planet, he gets up and walks behind Mission Control. When most of the Cub Scouts are out of their seats, Mission Control shouts "Blast Off". At this all Cub Scouts, who are sitting or are following Mission Control must find new seats. Last Scout to find a seat is the new Mission Control.

PINEWOOD DERBY CAR FUN

Push pinewood derby cars into "garages" cut in a cardboard box. Score as indicated.

Push pinewood derby cars on the chalk target. Score where front wheels stop.



GAMES

TIN CAN WALKERS RACE

Race of 20 yards or more with these walkers.

To construct see Puddle jumpers, Wolf Cub book Footpower elective

PAPER GLIDER CONTESTS

Challenge the boys to make folded paper gliders (designs can be found in many books at your library)

Variations can be looping, highest, hitting a precise spot on the ground.

WHEELBARROW RACES

One cub holds the legs of another while the second balances on his hands.

CATERPILLAR RACES

a series of Cubs in a line, each bends over and holds the ankles of the Cub in front of him

ROLLER SKATE SCOOTER RACE

Construct scooters using old skate wheels on the bottom of a board and adding a handle.

Have the Cubs race on a paved surface for a distance of at least 30 feet.

BIKE RODEO

Use the Bike safety section of each book, obtain a copy of New Jersey Bicycle safety rules and then set up a safety check and course to test the Cubs cycling skills.

RUNAWAY CARS

This is a tag game. "It" is the Locomotive. All other players are Runaway cars. When "It" tags a Runaway car, the Car must hook onto the Locomotive by grasping his belt. Additional cars are hooked onto the train as they are tagged by the locomotive by grasping the belt of the last boy in the line. Continue until the train is completed.

AUTOMOBILE RELAY

Divide the den into two teams. Establish a starting line and turning line about 30 feet away. There are eight legs in this race, so some boys will run twice. Each Cub Scout is told which leg he runs and which way he runs it. At the command "Go!" Car 1 hops to turn line, comes back, touches off Car 2 who completes his leg and so on until each team has run the eight legs

Car 1: has a flat tire so he hops on left foot, Car 2 has a flat tire so he hops on his right foot, Car 3 can only go in reverse, so he runs backwards Car 4 has water in his fuel line, so he chugs two steps forward and one step backward Car 5 must be cranked every fourth step so he stops and "cranks" himself, Car 5 he won't go so car 7 pushes him, Car 8 runs fine.

SONGS

PLANES AND ROCKETS (Let's go fly a kite)

Let's go fly a plane,
Up where it doesn't rain
Let's go fly a plane
And send it soaring
Up through the stratosphere
Up where the air is clear
Oh, let's go fly our planes.

Let's go fly our ship
Up there to take a dip
Let's go fly our ships
And send them searching
Up through the dust of Mars
Up to the red afar
Oh let's go fly our ships.

ROW, ROW ROW YOUR BOAT round

Row, row, row your boat
gently down the stream
Merrily, merrily, merrily
Life is but a dream.

JOE IN THE CAR FACTORY audience participation mimic actions

Hey, My name is Joe-and I work in a car factory-one day my boss
came to me and said Joe are you busy, I said no. -Well Joe turn
this button with your right hand.

repeat adding left hand, right elbow, left elbow, right foot,
left foot. backside, head end moving all

I'VE BEEN WORKING ON THE RAILROAD

I've been working on the railroad, all the livelong day
I've been working on the railroad, just to pass the time away.
Can't you here the whistle blowing, rise up so early in the morn
Can't you hear the captain shouting, Dinah won't you blow your
horn
Dinah won't you blow, Dinah won't you blow, Dinah won't you blow
your horn. repeat.

PINEWOOD DERBY SONG Cub Scout songbook

THE BIG WHEEL

Divide the audience into four. Advise them to respond to the word assigned to them as indicated.

Big Wheel - Spin, spin
Canoe - Paddle, paddle
Airplanes - Zooooooooooooom
Cars - Rattle, rattle, bang

Man has invented many different "things that go" that have provided him with transportation. The Indian made his canoe, Henry Ford invented cars and the Wright brothers made their airplane. All of these groups of people worked hard to make their ideas work. There is also a group of people called the big wheels. These people don't go anyplace or do anything, but they like to feel important.

This story is about one of those big wheels who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of canoes, designing new and more efficient cars and designing and testing new and faster airplanes. But our big wheel just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The big wheel depended on their brains and energy to make him look good. Finally one day, something happened that changed things overnight for the big wheel.

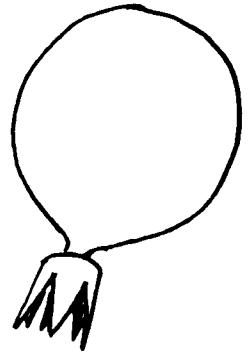
Everyone decided it was time to teach the big wheel a lesson. They all became very busy and didn't pay any attention to him. When something came up, the big wheel found he couldn't rely on the others to answer questions and make him look important. The big wheel finally realized he was making no contribution to his fellow workers. He was just sitting there spinning his wheels, while the others accomplished a lot on canoes, cars, and airplanes. Big wheel felt very bad.

It was a terrible feeling when big wheel finally realized something he should have known all along. If you're going to get anyplace in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own canoe.

COMET

Material: Balloons, paper or foam cups.

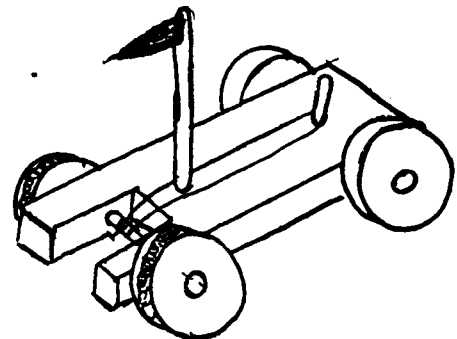
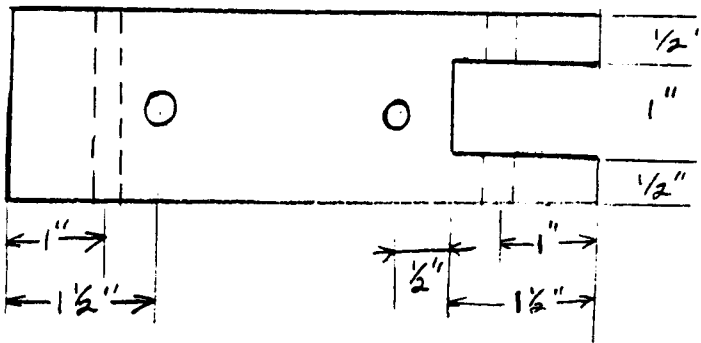
1. Cut the cup so that it is about 2 1/2" high. Then make "V" cuts on the side of the cup about 2" deep so that there are six points. Cut a small hole (or punch it with a pencil) large enough to fit the neck of a balloon through it.
2. To fly, blow up a balloon, insert the neck through the hole in the bottom of the cup and let it go.



RUBBER BAND RACE CAR

Material: 3/4" thick wood, 1/4" dowels, 1 1/2" wheels, rubber bands, 1/2" nail, paper.

1. Cut a piece 2" x 6" from 3/4" thick wood. Drill two 5/16" axle holes through the block, one inch from each end. Cut the slot out of the block as shown in the pattern. Drill two 1/4" holes in the top of the block as indicated. Sand the block insuring that the axle holes (including those in the slot) are free from splinters from drilling.
2. Put a wide rubber band over two wheels. If the rubber band is too large to fit tight, cut it and glue it to the wheel. (note- wheels can be cut from 1 1/2" dowels or closet poles or cut with a hole saw)
3. Cut two 3 1/2" pieces of dowel for the axles. Glue one wheel on each axle. Put the axles through the axle holes (the wheels with the rubber bands on them must be in the rear by the slot). Glue the other wheels on the axles. Drive a 1/2" nail through the rear axle in the middle of the slot.
4. Cut a 1" and a 3" piece of dowel. Glue them in the holes on the top of the block with the 3" piece near the slot. Cut a small pennant from a piece of paper and glue it to the top of the 3" dowel.
5. Place a rubber band over the two dowels on top of the car. To operate, stretch the rubber band into the slot, catch it over the nail in the axle and wind the rear wheels backward. Set it on the floor and let it go.



DETERGENT BOTTLE SAILBOAT

Materials: Flat-type detergent bottle
 Plaster of Paris
 ½" dowel, 12" long
 Fabric (small piece)
 Paint or felt-tip marker
 Wire
 Needle and thread

Cut bottle.

Cut dowel into lengths of 7" and 5".

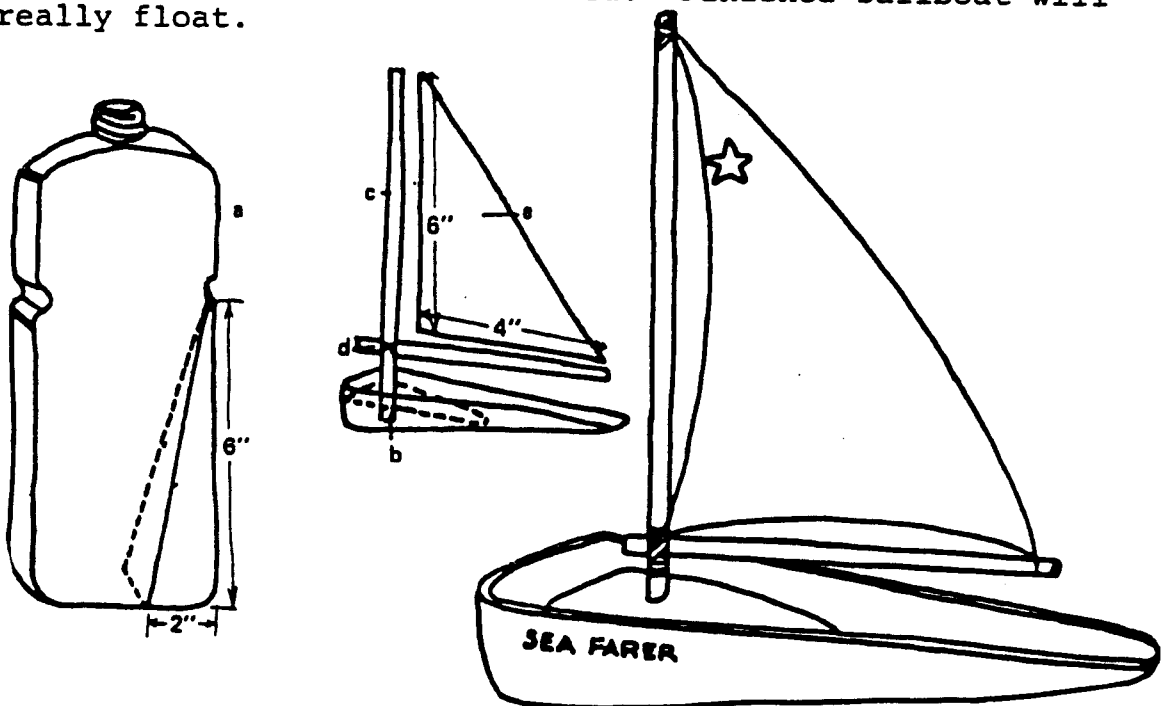
Mix plaster of Paris. Since the plastic bottle is non-porous, it should be scraped with the points of scissors and made rough before pouring the plaster of Paris. This makes it hold better. Pour into front of boat (b). Prop boat so top stays level.

Push end of 7" piece of dowel into wet plaster to make the "mast" (c). Hold straight until plaster dries.

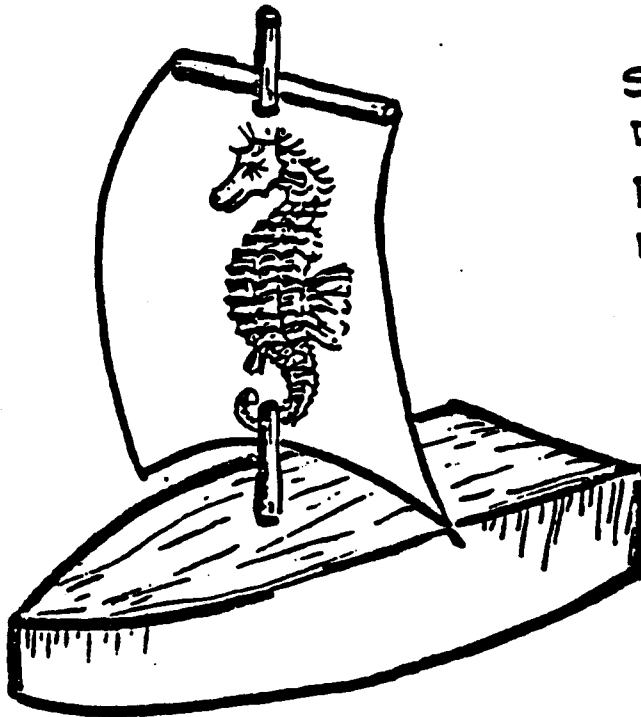
Cross "mast" near boat with 5" piece of dowel to form "boom." Secure with wire (d).

Cut sail from fabric (e). Fasten to mast and boom at corners with thread.

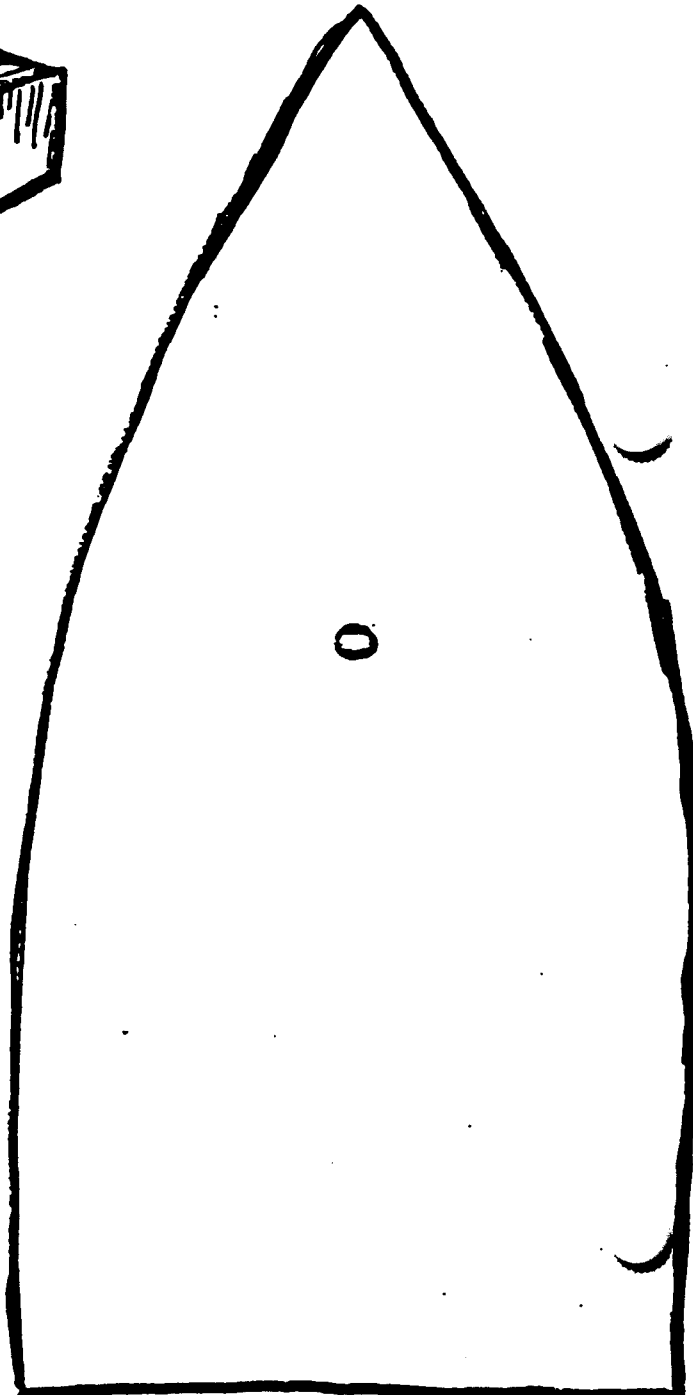
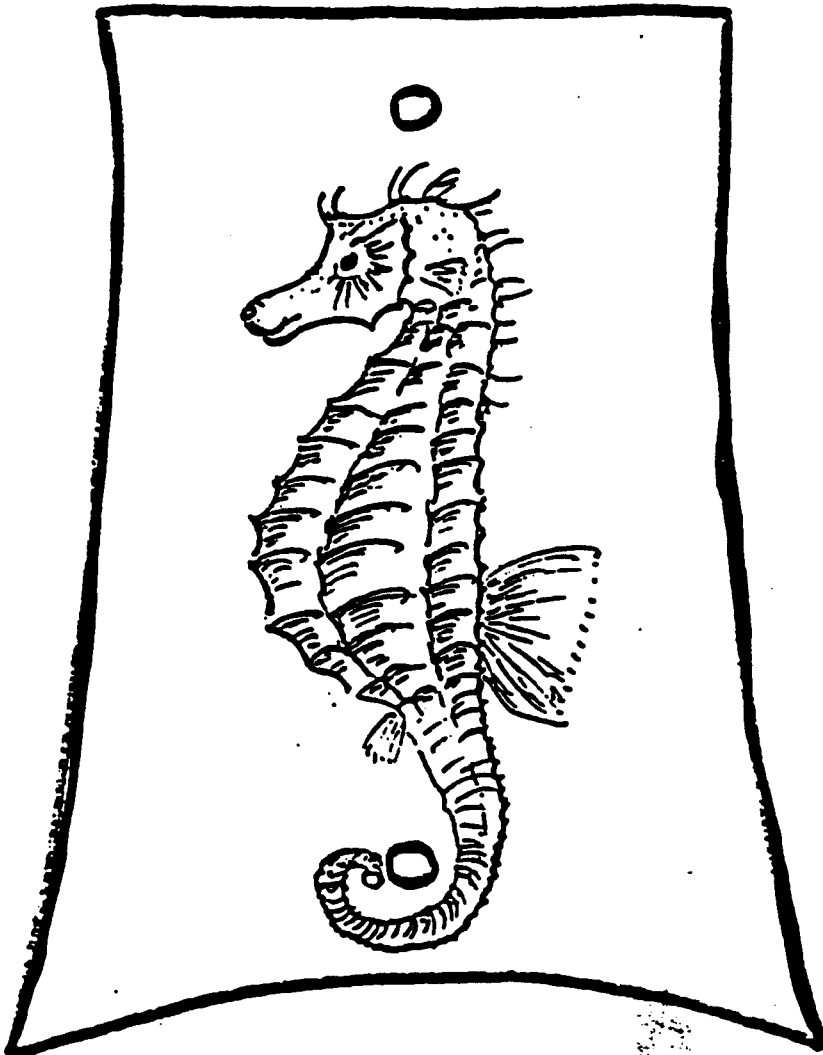
Paint and name the boat as desired. Finished sailboat will really float.



SAILBOAT



SCRAP WOOD
DOWEL ROD
PAPER FOR SAIL
DRAW ANY FISH ON SAIL



Trails To The Future

Wheels, Wings, Rudders

WHIRLY BIRDS

You need an eight ounce paper cup. Cut six slits one inch apart from the top to 1/2 inch from the bottom and fold strips out. On each strip, cut a 1/4 inch slit about 3/8 inch from the inside end; make a flap by folding down and creasing. Punch a hole in the bottom. Put a pipe cleaner or heavy string through it and knot top. Fasten paper clip for weight at bottom of pipe cleaner or string. To fly the Whirly Bird, hold straight out and drop it.

STRAW GLIDER

3 plastic soda straws, 8-1/2 x 11 inch piece of paper, scissors, tape, marker, paper clip

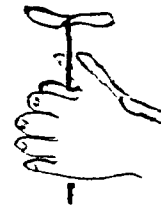
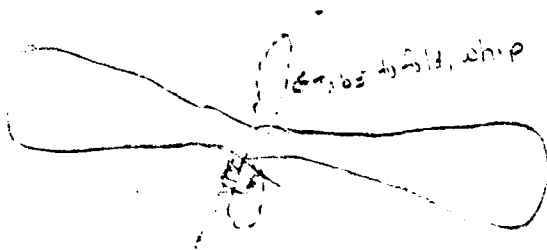
1. Take the three straws and tape the ends together at the top and bottom
2. To make the wing, fold a sheet of paper in half along the 11" side
3. Open up the paper and fold the two corners into the center crease. Cutoff the extra paper along the bottom-this paper will be used to make the tail Fold a to B
4. To make the tail, take the extra paper from step 3 above and cut it in half. You will only need to use one of these pieces. Take the piece that you are going to use and fold it in quarters
5. Insert the wing and the tail under the top straw. Tape to hold them in place. Draw decorations on each wing.
6. Insert a paper clip into the front end (nose) of the glider to complete it



PARACHUTES

Use a handkerchief and tie 12 inch length of string to each corner tie together through a nut for weight.

To fly, fold into a square with string wrapped around outside, toss into air



PROPELLERS

tie a propeller to the top of a 1/4 inch dowel by wrapping string around base and down dowel. To launch, rub dowel between palms, release upwards

OPENING CEREMONIES

ARRANGEMENT: Den leader or den chief reads the narration. Two Cub Scouts in uniform are at center stage, one holds a small tree, the other holds a shovel or a watering can, they pantomime planting the tree. One Cub stands stage left holding either a cardboard cutout of a house or a small model house. One Cub stands stage right holding either a small ship model or a cutout of a ship. Another Cub awaits offstage with an American flag.

NARRATOR:

What do we plant when we plant a tree?
 We plant the ship which will cross the sea.
 We plant the mast to carry the sails
 We plant the planks to withstand gails;
 The keel, the keelson, the beam, the knee,
 We plant a ship when we plant a tree.

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

(Cub with the American flag enters and stand at attention)

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

(Narrator then asks the audience to stand and leads them in the Pledge of Alligence, while the Cub Scout on stage hold their pantomime poses.)

ARRANGEMENT: Each Cub has a candle and a slip of paper with his phrase. Each is asked to light his candle and then read.

FIRST CUB: We are going to see some of nature's treasures

SECOND CUB: We will disturb nothing that we see

THIRD CUB: We will observe and learn about the birds we see

FOURTH CUB: We will help maintain nature's resources

FIFTH CUB: We will protect all wildlife from harm

SIXTH CUB: We will follow the laws of nature

SEVENTH CUB: Now let us Pledge to the country where we can do these things.

NATURE OPENING/ADVANCEMENT CEREMONY

ARRANGEMENT: Six Cubs with large cards with the letters NATURE and lines on the back to be read

N--stands for your name, be proud of it. As you advance from bobcat to Arrow of Light, you will add new laurels to your name. Everything you do affects your good name and your family.

A--is for attitude. As sunlight is essential to growth, so attitude affects your spirit. Cub Scouts with the right attitude are happy, game, and fair.

T--stands for task. As the beaver works hard at his task, so does each Cub Scout.

U--stands for usefulness. Just as animals and birds are judged by their usefulness, so your place in life depends upon your usefulness.

R--means you're ready. As the squirrel gathers food for the future use, so you have worked on your achievements getting ready for the day when you will become a Scout.

E--stands for energy. As the bee is never idle, so you keep busy giving goodwill.

CUBMASTER: The letters on the cards spell NATURE--God's way of telling us HE CARES. Let us always be grateful for His Guidance.

(lead Pledge of Allegiance OR points out how God's guidance has assisted in the achievements about to be presented)

NATURE ADVANCEMENT CEREMONY

EQUIPMENT: A 3 ft. tree limb with several branches, set as if it were a tree in a can of mortar; green paper leaves (made with thin wire frame and wire stem); badges and arrow points to be awarded.

CUBMASTER: This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting. It takes a long time for a tree to grow to its full height, in the same way, it takes a lot of time and effort for a Cub Scout to advance from rank to rank.

Today we will see how much prettier this cub scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into advancement work by the boys and their parents. (call forward boys who are receiving wolf badge and arrow points with their parents. Have boys put one leaf onto the tree for each award they are receiving. Give badges to Parents to pin onto their son's uniforms, Repeat for each rank. When complete Cubmaster continues)

CUBMASTER: Each of you has helped to nurture this Cub Scouting tree. Just as trees endure for many years, so the values you have received from working on achievements, electives and webelos awards will last you a lifetime. May you always stand tall and strong like a tree and be a beautiful resource for our land.

WALK THROUGH THE WOODS (an open . . . closing poem)

When you walk through the woods, I want you to see
 The floating gold of a bumble bee
 Rivers of sunlight, pools of shade
 Toadstools sleeping in a mossy jade,
 A cobweb net with a catch of dew
 Treetop cones against the azure blue,
 Dancing flowers, bright green flies
 Birds to put rainbows in your eyes.

When you walk through the woods, I want you to hear
 A million sounds in your little ear
 The stratch and rattle of wind-tressed trees,
 A rush, as a timid chipmunk flees
 The cry of a hawk form the distant sky
 The purr of leaves when a breeze rolls by
 Brooks that mumble, stones that ring
 And birds to teach your heart to sing.

When you walk through the woods, I want you to feel
 That we, nor man, could make this real
 Could paint the throb of a butterfly's wing
 Could teach the woodthrush how to sing
 Could give the wonders of earth and sky
 There's something greater than you and I.
 When you wlk through the woods and the birches nod,
 Son, meet a friend of mine named God.

A CLOSING THOUGHT

CUEMASTER: Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain, It discards it's dead branches, providing wood for fires, and cooking food. It adds beauty to the countryside, We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree...by doing our best to always be helpful to others by putting others first and ourselves second, Remember the lesson we learn from a tree, to give to others more than we receive.

OPENING OR CLOSING

Have a copy of the "Outdoor Code" for everyone. Leader emphasizes the importance of right attitudes toward the natural resources of our country. He then uses the Outdoor Code as a responsive reading, with the Pack giving the response.

Leader: As an American, I will do my best to be clean in my outdoor manners;

Pack : I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods and roadways.

Leader: Be careful with fire;

Pack : I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Leader: Be considerate in the outdoors;

Pack : I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Leader: Be conservation minded;

Pack : I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Everyone please stand and join us in singing "God Bless America) Cub Scout holds American flag high---

NATURE CRAFTS

Shell Creatures - Follow same method as suggested for rock creatures on previous page. Various sizes and shapes of shells can be made into delightful creatures with plastic movable eyes.

Pine Cone Owl - Use a large pinecone for the owl's body. Use pieces of orange and black felt or construction paper to make eyes, beak and 4-toed feet.

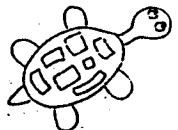
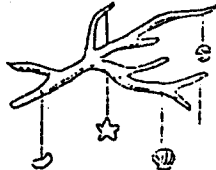
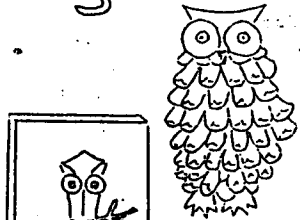
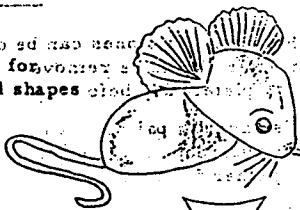
Tiny Owl - Use one large petal from a pine cone. (See Crafts Tips for Den Leaders page of this section for instructions on removing petals) The wide portion of the petal is the top of the owl's head. Use a piece of wood for background. Glue on a tiny branch, set the owl on it, and add tiny plastic movable eyes.

Walnut Mouse - Use half a walnut shell for mouse body. Add tiny movable eyes, a red felt nose, black thread whiskers and a piece of rubber band for the tail.

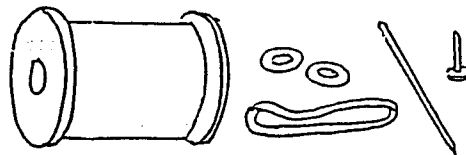
Nature Mobile - An attractive mobile can be made by using driftwood, starfish or tree branch for the crossbars. Use nuts, seed pods, berries and shells on each string. This is a good way to save and display items collected on vacation or on nature hikes.

Apricot Pit Turtle - Sand pit until smooth. Paint as shown in drawing. Add felt head, legs and tail.

Apricot Pit Frog - Follow same instructions as for turtle, using patterns shown below.



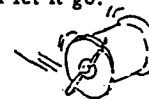
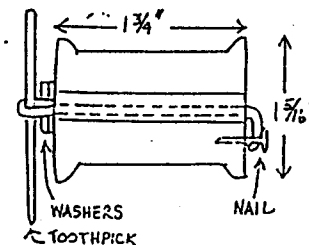
MOTORIZED BUGS THAT GO!



For the motor, you'll need:

1. A large spool - 1 3/4" long with 1 5/16" diameter.
2. Two washers
3. A thick rubber band as long as spool or slightly shorter.
4. A toothpick or match stick
5. A small nail (or small screw)

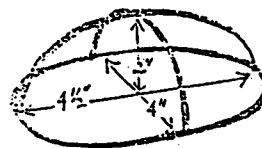
Put the motor together this way: Push the rubber band through the spool opening. Drive the nail into the spool end to hold one end of the rubber band. Push rubber band through washers and secure the band in place with the toothpick. Scrape paper off spool ends and wax lightly for easy spin. You power the motor by winding up the rubber band with the toothpick. When it's wound, set the spool on the floor and let it go.



Make the basic body shell as shown. Make a wire frame. Cover with paper mache strips. Let dry overnight. The bottom rim must be smooth so the bug will slide along easily. Paint with tempera and decorate.

The body is not attached to the spool motor. Wind the motor, put it down, set the body shell over it . . . and let it go!

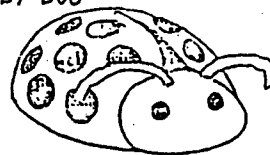
- Boys' Life Magazine



WOLF: Elect. 9

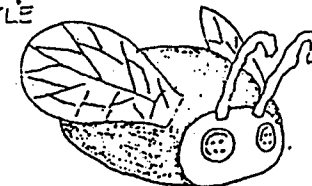


LADY BUG



Glue on half a pipe cleaner for each feeler. Glue on beads for eyes. Body is painted red with black spots.

BEE



Wings are cut from waxed paper. Feelers are pipe cleaners. Eyes are buttons.

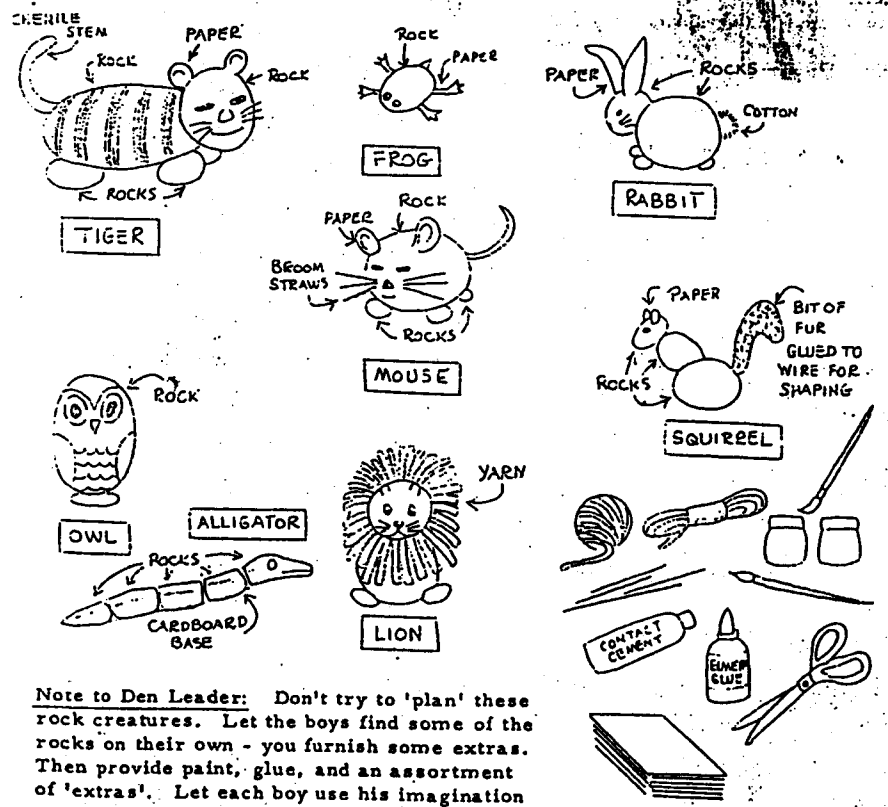
ROCK CREATURES

Smooth, flat stones can be obtained at beach and river areas. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

Use acrylic paints. It is best to paint rocks before assembly, if rocks are to be different colors. If the entire figure is one color, the rocks may be glued together first, then painted.

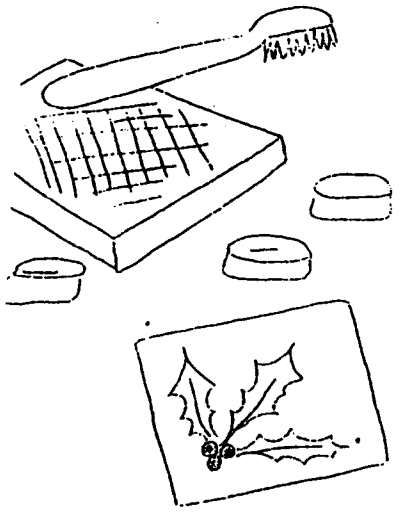
Use contact cement to glue rocks together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do this. After pieces are glued together it's a good idea to run a 'collar' of white glue or household cement around all joints to make a firm, lasting bond.

Use your imagination in adding features, such as yarn for lion's mane, broom straws for whiskers, chenille stems for tails, etc.



Note to Den Leader: Don't try to 'plan' these rock creatures. Let the boys find some of the rocks on their own - you furnish some extras. Then provide paint, glue, and an assortment of 'extras'. Let each boy use his imagination to create his own animal.

Stippled Painting



- Fix your design in place
- Dip brush in water - color and shake until almost dry.
- Hold a piece of window screening about 2" above the paper.
- Draw brush across screen continuing until you have the desired effect.
- If drops are too large, use less paint or thin the paint with water.
- Try solid and cut-out patterns for the entirely different type picture.

9/75 gm

PLASTER LEAF CASTING

Materials needed; leaf, plaster of paris or casting plaster, grease (shortening), paper clip or other hanging device, plastic lid or form, plastic bowls for mixing plaster.

Process; lightly rub leaf with grease (liquid oil can be used if excess is shaken off. Mix water with plaster to the consistency of heavy cream. Leaf can be placed in bottom of plastic lid before plaster is poured or may be pressed lightly on top of wet plaster. Make sure all parts of the leaf are in direct contact with the plaster, and there is no air bubble under the leaf. Insert paper clip, for wall hanging. Allow plaster to set, remove leaf. Gently remove cast from plastic lid. If desired, color leaf with water colors.



PLASTER FACES

Make the same as leaf casting above. Plaster is poured into plastic lids (like from coffee cans) and face is painted onto cast after it is removed from the lid. You may use an acrylic sealer to protect them. Use these as wall decorations or make smaller ones as Christmas ornaments.



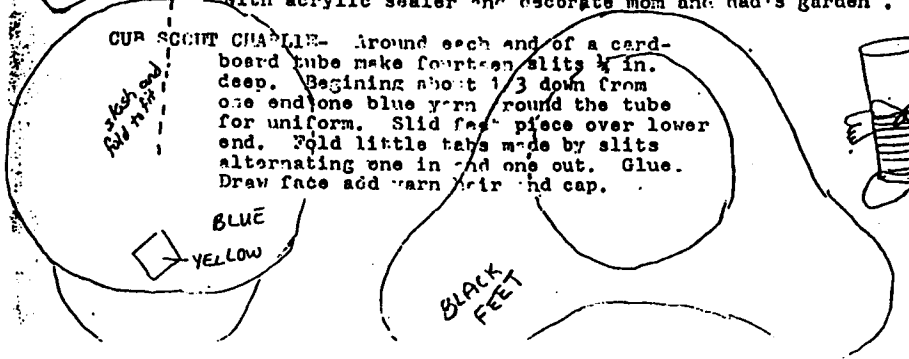
PLASTER CAST FOOTPRINTS

Go on a den hike to look for animal signs. When you find a good set of tracks make a cast of them to show at pack meeting! Use a strip of thin cardboard (about 2" wide) to make a ring around the track. Hold it in place with a couple of paper clips. Mix some water from a canteen or jug into a plastic bag containing dry plaster of paris. Just enough to make the consistency of thick cream. Pour into the track carefully so it is not disturbed. Continue looking for other tracks while this hardens. When done, they may be painted and labeled.

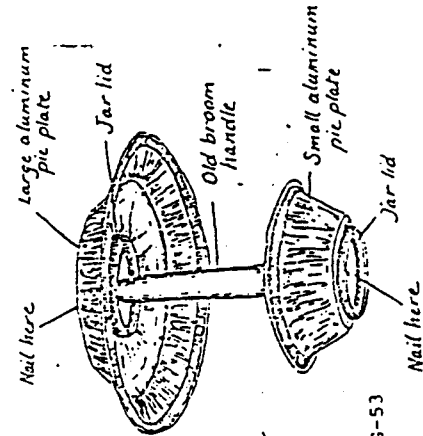
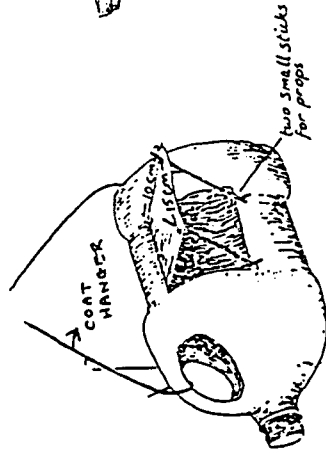
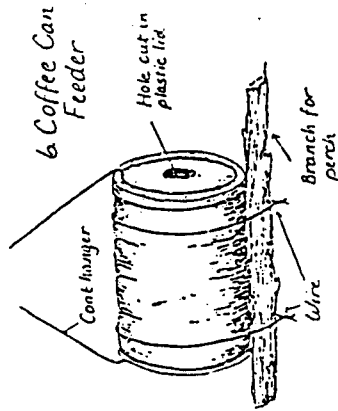
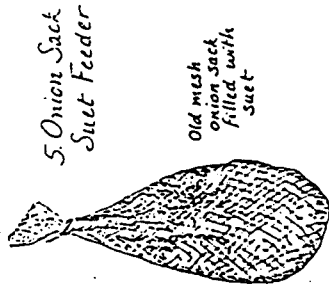


Also try this. Fill a small shoe box with wet sand, even it out and press firmly down. Have Cub Scout put his own footprint in and make a cast of that. Protect with acrylic sealer and decorate mom and dad's garden.

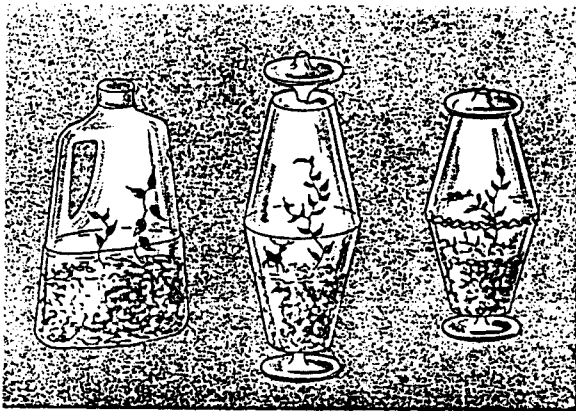
CUB SCOUT CAPSULE - Around each end of a cardboard tube make fourteen slits 1/4 in. deep. Beginning about 1/3 down from one end, one blue yarn around the tube for uniform. Slit last piece over lower end. Fold little tabs made by slits alternating one in and one out. Glue. Draw face add yarn hair and cap.



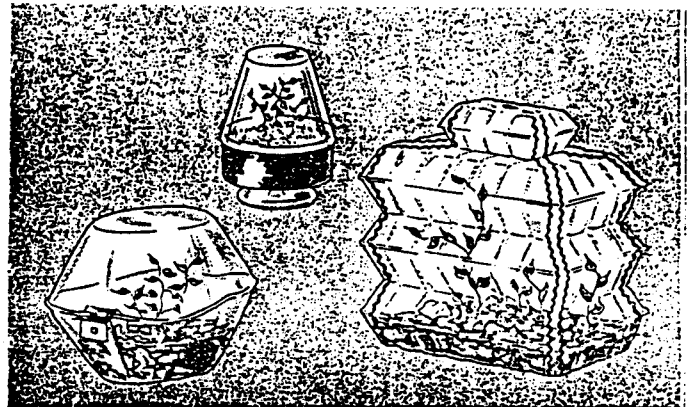
BIRD FEEDERS (Continued)



G-53



A CLEAR PLASTIC BOTTLE and Plastic Glasses make a variety of novel terrariums.



A PLASTIC GLASS on a Plastic Bottle, a Plastic Banana Split Dish, and Plastic Trays.

Make Your Own Terrarium

You'll have fun planting a terrarium, but just wait until your friends find out you even made your own container!

There's almost no end to the possibilities for mini-terrariums, using clear plastic bottles, disposable plastic glasses, clear plastic meat trays, and plastic banana split dishes (from drive-in restaurants). You may also want to experiment with other plastic containers.

To make the terrariums, you'll also need clear cellophane tape, glue, kitchen shears and rickrack or cord. Sand all plastic edges before gluing and add a little cotton to provide a better surface for gluing.

Bottles

Select a bottle that is slightly tapered, such as one from liquid floor finish. To

remove the label, soak in warm water. Cut off the bottle, about 3" above the bottom. Then, trim the cut edge of the top section until the top will fit snugly inside the edge of the bottom section. Remove the top to add ¼" gravel, potting soil and small plants.

Disposable Plastic Glasses

Combine plastic tumblers and the bases from stemmed plastic glasses.

The stemmed glasses come with the bases detached, so that no cutting is necessary. The bases may be glued to the glasses, or glued together and then glued to the glasses, as pictured.

Place ¼" of gravel in the glass; then add soil. Position plants as desired.

To make the top, glue a base to an inverted tumbler, and place the top over the planter section. To help hold the

top in place, glue on a hinge or edging of rickrack.

For a terrarium with a bit of color, cut a round, colored plastic bottle, 3" in diameter, 1¼" above the bottom. Glue it to a base. Invert a 9-ounce plastic tumbler over the top.

Banana Split Dishes

Here's a real quickie! Simply plant in one dish, and invert another on top!

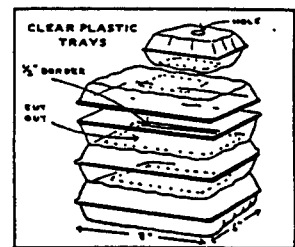
Clear Plastic Meat Trays

For the terrarium pictured, you'll need seven trays, 6" x 8" and 1" deep, and two trays, 5" square and ¼" deep. Place one large tray inside another for the bottom of the terrarium. Place a layer of gravel, then potting soil, in the bottom, and position the plants.

To make the top part of the terrarium, remove the bottoms of four large trays, leaving a border, ¼" wide, all around the bottom of each tray. Stack these four trays together, bottom to bottom and rim to rim, as shown, taping together at each corner as you stack.

Next, cut out the bottom of a small tray, leaving a ¼" border all around as you did on the larger trays. Then, cut a matching square in the center of the remaining large tray. Tape these together, bottom to bottom, matching the cut-out squares. Then tape them to the top of the terrarium, as shown.

Cut a 2" circle in the bottom of the remaining small tray (for watering). Invert the tray, and tape it to the top. Glue on rickrack or cord to cover any tape and for decoration.



ALL ABOUT ANIMALS

Cast: Jerry, Jimmy, Johnny, Jack

Scene: Jerry is reading. He turns the pages of his book slowly. One by one, the others enter.

JIMMY: Hi Jerry. What are you doing?

JERRY: (Not looking up) Reading a book about animals.

JIMMY: It must be a good book. (He sits down and picks up another book and begins to read also)

JOHNNY: (Entering) Hi Jerry. Hi Jimmy. What are you doing?

JERRY: (Not looking up) Reading this book. (Closes book) Now I know all about animals.

JACK: (Entering) Hi guys. What are you doing?

JOHNNY: Jerry's been reading a book. He says he knows all about animals.

JACK: O.K. Then tell me what animal can jump higher than the Empire State Building.

JERRY: (Thinks) I'll have to look it up. (He looks in index of book)

JIMMY: (Looking up from his book) I don't think any animal can jump higher than the Empire State Building.

JOHNNY: (To Jerry) And I thought you knew all about animals!

JERRY: So did I. (Looks sheepish) (To Jack) What animal can jump higher than the Empire State?

JACK: All of them. The Empire State Building can't jump!
(All groan)

MARKED TRAIL

Cast: An adult and any number of uniformed Cub Scouts.

Scene: Adult is helping boys pack day packs and fill thermoses, getting ready for a hike.

ADULT: This sure is a nice day for a hike.

1ST BOY: Great day.

2ND BOY: Just right for hiking in the woods.

ADULT: You musn't keep Mr. Jones waiting. You're lucky to have a den leader like him.
(Phone rings)

3RD BOY: I'll get it. (He talks on phone to Mr. Jones, then hangs up.) Mr. Jones can't go.

4TH BOY: Why can't we go without him?

ADULT: I don't know if that's a good idea. What if you should get lost.

5TH BOY: We wouldn't get lost. The Saturday hikers always mark the trail.

ADULT: Mark the trail? How interesting.

5TH BOY: Yeah. They mark it with candy wrappers, soda cans,

4TH BOY: Newspapers

3RD BOY: Band aids

(Curtain)

OUR FEATHERED FRIENDS

CHARACTERS: Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Wood Thrush, Cardinal. (All birds wear plastic bottle masks - see page I-56) Any characters can be eliminated to fit the number of boys in the den.

SETTING: Outdoor scene, with trees and bushes. Birds enter one by one, flitting around, waving arms. Each boy can speak his own lines, or a narrator can read the script. (Be sure boys can be understood behind masks, if they speak their own lines)

Audience can be asked to identify birds, or boys can hold signs with their names to be revealed at the appropriate time.

ROBIN: Before the spring has time to wake, and daffodils are yellow,
My black and russet red appears. I'm quite a cheerful fellow.
Who am I?

BLUE JAY: I make a sound like tinkling bells or raise my crest and scold;
My blue coat's trimmed with black and white, I'm a handsome robber
bold. Who am I?

MOCKINGBIRD: Demurely dressed in grey and white, my nature's one of fun;
I love to tease my feathered friends, and mimic them one by one.
Who am I?

SPARROW: My cousins chirp in city streets, but I dislike the town;
In spring you hear me sing, and see my dark breast streaked with
brown. Who am I?

WOODPECKER: Rat-tat-tat. Rat-tat-tat. I beat a loud tattoo.
My back is black, my front is white, my red cap's in full view.
Who am I?

GOLDFINCH: For me, no cage inside the house, as I dart there and back;
I wear the tint of precious ore, smartly trimmed in black.
Who am I?

THRUSH: I hide among the shrubbery, with spice-brown colored coat;
And poets praise my evening song, that springs from spotted throat.
Who am I?

CARDINAL: My name suggests great dignity, my colors the brightest hue,
In summer or in winter, I bring Christmas red to you.
Who am I?

- | | | |
|------------------|-----------------|-------------------|
| 1. RAIN | 11. DANDELIONS | 21. BEETLES |
| 2. WORMS | 12. HERB GARDEN | 22. GRASS |
| 3. BIRDS | 13. RABBITS | 23. BUTTERFLIES |
| 4. BEES | 14. SQUIRRELS | 24. WEEDS |
| 5. ANTS | 15. LADYBUGS | 25. POISON PLANTS |
| 6. FLOWERS | 16. FROGS | 26. CHIPMUNKS |
| 7. SHADE TREES | 17. CRICKETS | 27. SNAKES |
| 8. VEG, GARDEN | 18. EGGS | 28. MOTHS |
| 9. FRUIT TREES | 19. NESTS | 29. SUN |
| 10. GRASSHOPPERS | 20. KNATS | 30. MOSQUITOS |

REGULAR BINGO - 5 COVERED SPACES IN A ROW - IN ANY DIRECTION

CENTERS - COVER THE CENTER SPACE

CORNERS - COVER ALL FOUR CORNER SPACES

COVER-ALL - COVER UP EVERY SPACE ON YOUR PAPER

PLACE ONE ITEM FROM THE LIST ABOVE IN EACH OF THE SPACES BELOW - **DO NOT** USE AN ITEM MORE THAN ONCE 1 ! ! ! ! ! ! ! ! ! ! 1 ! ! ! 1 ! ! 1 1 ! 1 1 ! ! !

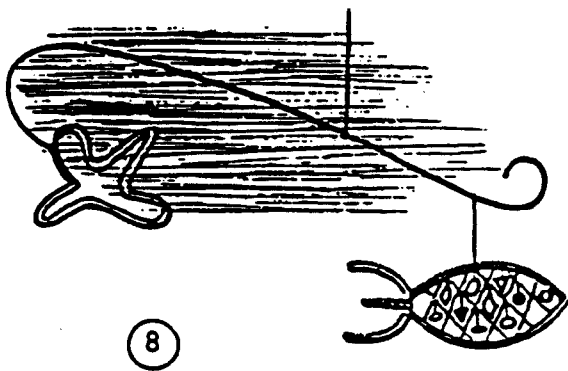
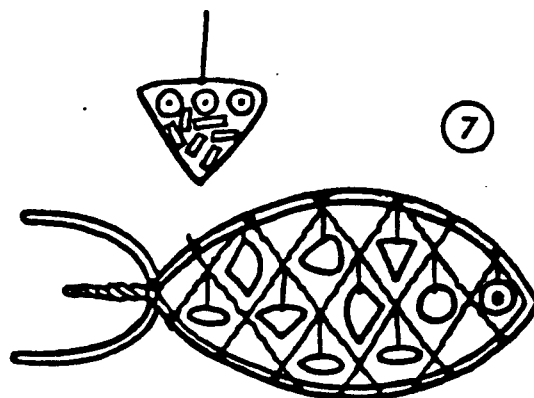
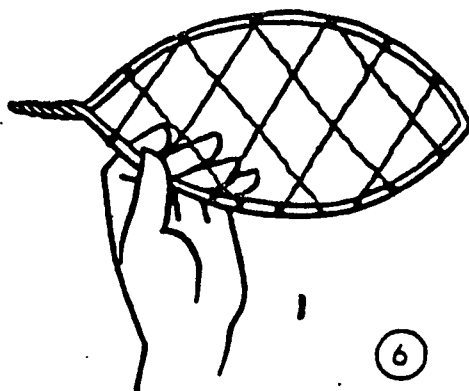
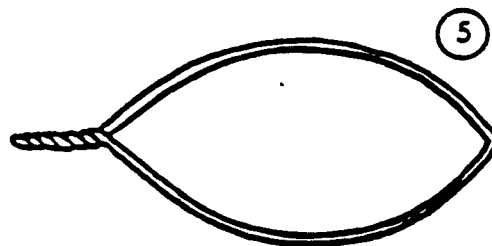
A FISH MOBILE

You can make a pretty fish mobile with chicken wire and cut-out shapes of tin or of cardboard.

First make an outline, in fine wire, of a fish (*Picture 5*). Next, take a piece of chicken wire and cut it the same shape as the fish, leaving the cut ends loose. Fasten these loose ends to the wire outline of the fish (*Picture 6*).

Paint the cut-out ornaments in different bright colors on both sides, and shellac them.

Bore a small hole in each ornament and hang one by a thread in each space of chicken wire. Remember to hang one in the fish's head for an eye (*Picture 7*).



If you want to give the ornaments more of a sparkle add sequins or tiny beads to both sides. (*See page 87 for how to decorate with beads or sequins.*)

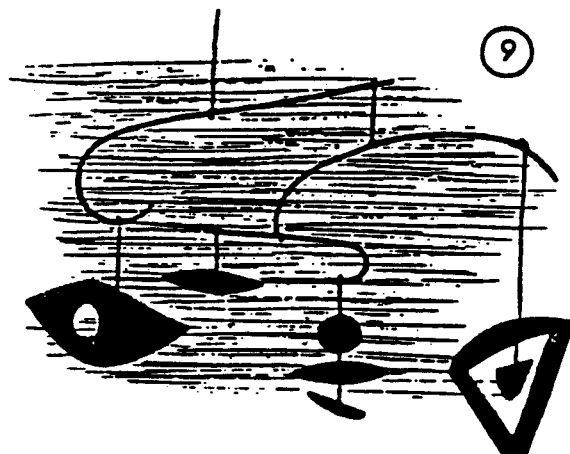
Fasten a semi-circle of wire to the back end of the fish for a tail.

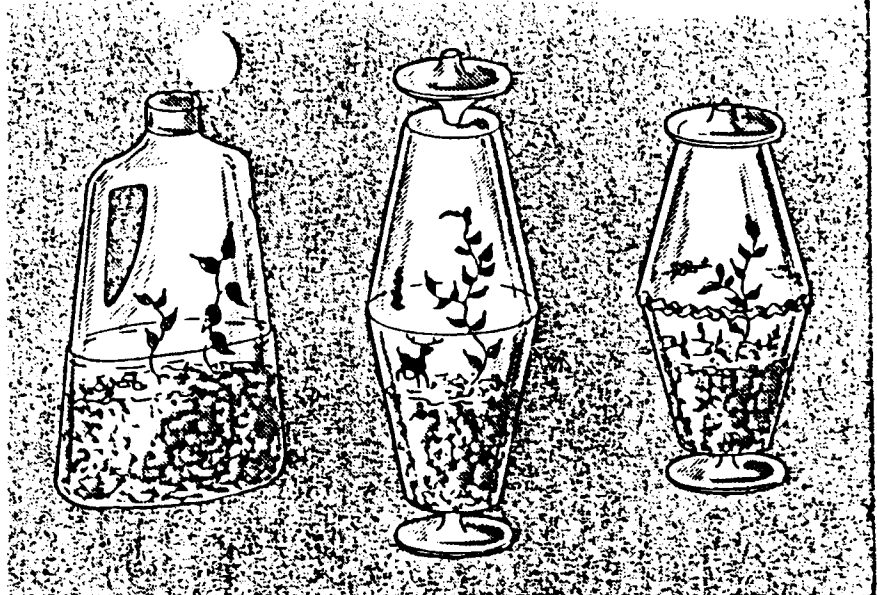
Hang the fish mobile from one end of a curved cross-piece and a small wire ornament at the other, any shape you like (*Picture 8*).

COLORS FOR MOBILES

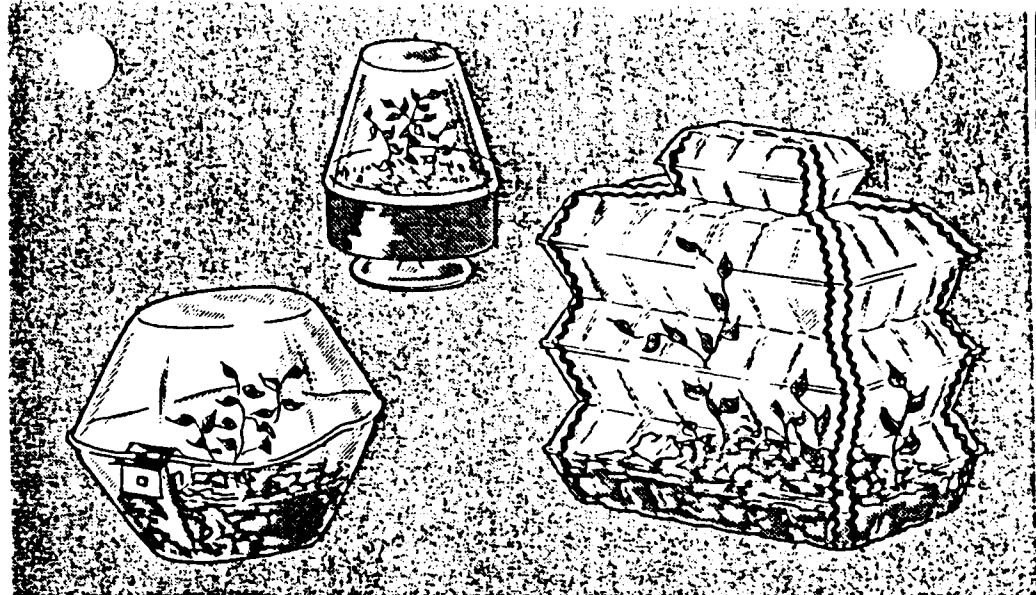
Strong colors are best for mobiles. Black is very good. Primary colors—red, blue and yellow—are good, and in some cases so is white. Pale colors do not look well.

Shapes like the ones shown in the picture of this spread-out mobile can be cut out of cardboard or tin, and painted black on both sides (*Picture 9*). Try drawing odd shapes with three, four or more sides. You will find that they look better if the sides are not all of the same length.





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To make the terrariums, you'll also need clear cellophane tape, glue, kitchen shears and rickrack or cord. Sand all plastic edges before gluing and add a little cotton to provide a better surface for gluing.

Bottles

Select a bottle that is slightly tapered, such as one from liquid floor finish. To

remove the label, soak in warm water. Cut off the bottle, about 3" above the bottom. Then, trim the cut edge of the top section until the top will fit snugly inside the edge of the bottom section. Remove the top to add ¼" gravel, potting soil and small plants.

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Combine plastic tumblers and the bases from stemmed plastic glasses.

The stemmed glasses come with the bases detached, so that no cutting is necessary. The bases may be glued to the glasses, or glued together and then glued to the glasses, as pictured.

Place ¼" of gravel in the glass; then add soil. Position plants as desired.

To make the top, glue a base to an inverted tumbler, and place the top over the planter section. To help hold the

top in place, glue on a hinge or edging of rickrack.

For a terrarium with a bit of color, cut a round, colored plastic bottle, 3" in diameter, 1¼" above the bottom. Glue it to a base. Invert a 9-ounce plastic tumbler over the top.

Banana Split Dishes

Here's a real quickie! Simply plant in one dish, and invert another on top!

Clear Plastic Meat Trays

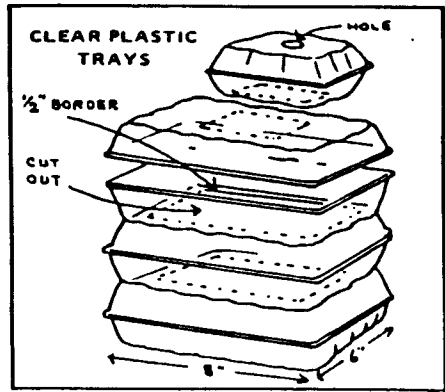
For the terrarium pictured, you'll need seven trays, 6" x 8" and 1" deep, and two trays, 5" square and ½" deep.

Place one large tray inside another for the bottom of the terrarium. Place a layer of gravel, then potting soil, in the bottom, and position the plants.

To make the top part of the terrarium, remove the bottoms of four large trays, leaving a border, ½" wide, all around the bottom of each tray. Stack these four trays together, bottom to bottom and rim to rim, as shown, taping together at each corner as you stack.

Next, cut out the bottom of a small tray, leaving a ½" border all around as you did on the larger trays. Then, cut a matching square in the center of the remaining large tray. Tape these together, bottom to bottom, matching the cut-out squares. Then tape them to the top of the terrarium, as shown.

Cut a 2" circle in the bottom of the remaining small tray (for watering). Invert the tray, and tape it to the top. Glue on rickrack or cord to cover any tape and for decoration.



A Variety of Nature Fun

After the long winter months, it's really a treat to get out and into the woods, parks, or even your backyard!

It's amazing what you can find to do, with next to nothing, just by taking a walk outdoors.

How to Whittle a Whistle

All you need is a sharp knife, and a straight, 5" twig of green wood, 1/2" in diameter (basswood, willow, red maple or hickory).

Cut an angled slice from one end of the twig for the mouthpiece, A, as shown. Then, cut a small triangular notch, 1/4" deep, at B. Near the other end, at C, make a circular cut, cutting only through the bark, all around the outside of the twig.

Next, tap the twig gently to loosen the notched tube of bark, being careful not to break it. Remove the tube of bark by twisting carefully until it comes off in one piece.

Cut the solid inside of the twig to form the whistle cavity, D. Flatten the top, E, leading from the whistle cavity to the mouthpiece, as shown. Now replace the bark tube in its original position on the whistle.

The tone of your whistle may be varied by changing the size of the whistle cavity.

Insect Nursery

You can put butterfly or moth eggs in this cage and watch them develop into full grown insects.

To make the nursery, you'll need any size milk carton, tape, clear plastic, and a piece of screening large enough to cover the top.

Remove the top of the milk carton. Cut a large opening in the side of the carton, and tape a piece of clear plastic over the opening.

Cut the screening slightly larger than the top of the carton, and bend down the edges to fit, as pictured.

Inside the cage, place a leaf on which you have found eggs — such as milkweed, which often bears the eggs of the Monarch butterfly on the underside of its leaves.

Keep the cage out of direct sunlight. Once the eggs have developed into larvae, supply fresh leaves every day.

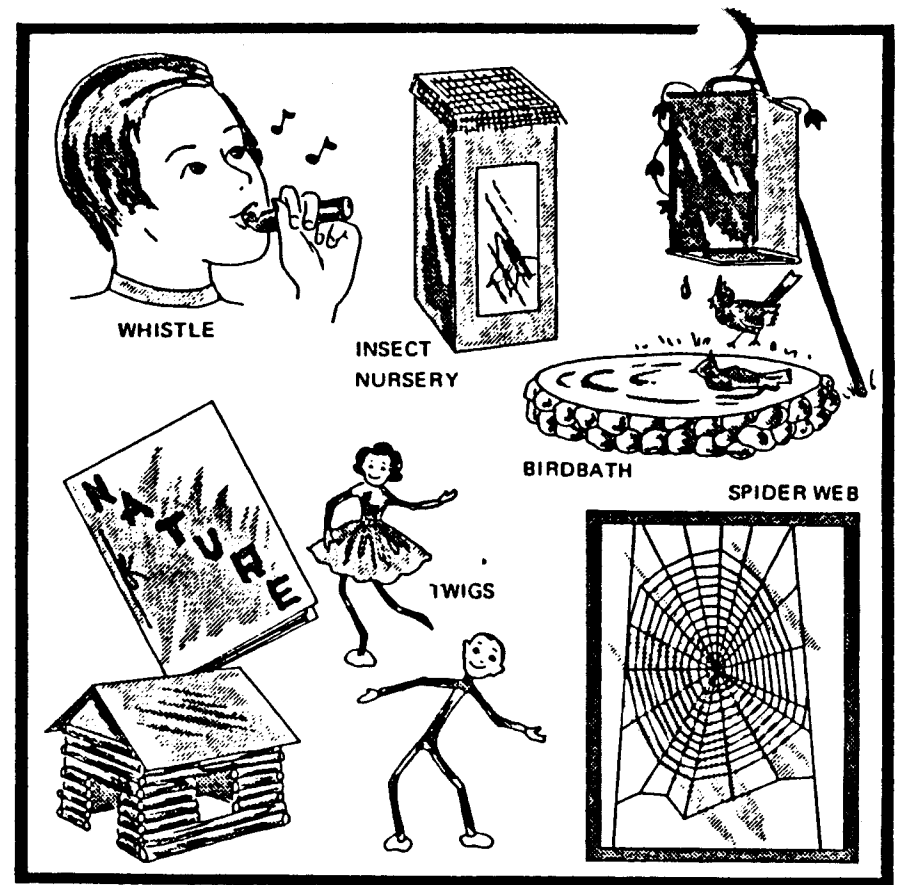
Before long, the larvae will spin cocoons, from which will emerge the fully developed insects.

Birdbath

To make this birdbath for your backyard, you'll need a shallow basin or a garbage can lid, some small to medium-size stones, a large can, a screw, and a long stick.

Select a shady spot for your birdbath. Support the basin, or inverted lid, slightly above the ground with piled-up stones, as pictured.

To attract the birds with flashing drops of water, punch a hole in the side of a large can, about 1/2" above the bottom, with a hammer and nail. Insert the screw in the hole. Regulate the size of



the opening by turning the screw so that a drop will fall every 3 or 4 seconds.

Hang the can over your birdbath from an overhanging branch of a tree, or from a long stick inserted into the ground, as pictured.

Fun with Twigs

In addition to a supply of twigs, you'll need old magazines, glue, clay, yarn and crepe paper.

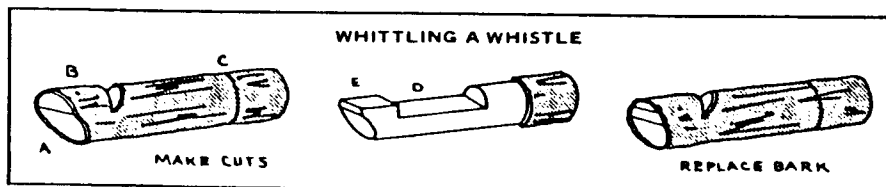
Many times, the shapes of small branches and twigs suggest figures of people or animals. Simply cut pictures of faces, hands and feet from old magazines, and glue them on. Press the twig figure into a clay base, and add yarn hair and crepe paper clothes.

Twigs may also be cut to make rustic picture frames, little log cabins (with paper roofs), or letters and designs on scrapbook covers. Notch the twigs where they cross to make a better fit. Then, simply glue them in place.

Spider Web Collections

Arm yourself with a can of white spray paint and some black or dark-colored paper, and you're on your way to a spider web hunt!

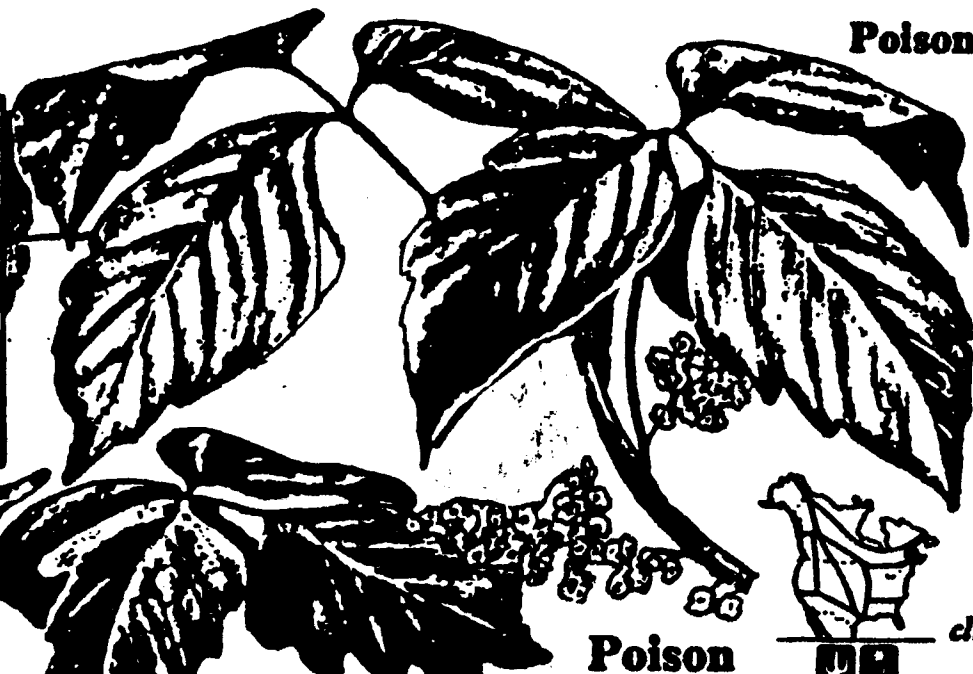
Spray the web gently with the paint; then slide the sheet of dark paper underneath the web. Break the supporting lines at the corners of the web. Then, mount your collection in a book (taping plastic over each web for protection).



"poison oak"
form in fall



WILDFLOWERS



Poison Oak

Toxicodendron diversiloba

Size: 1-9 ft. tall;
flower 1/8-1/4 in. wide.

What to look for: plants
shrubby (occasionally viny);
leaflets in 3's (center
leaflet long-stalked),
reddish green,
lobed; flowers
greenish white,
clustered;
berries white,
clustered.

Habitat:
woods, thickets, scrub, chaparral.
In bloom: Apr.-June.

Poison Ivy (Poison Oak)

Toxicodendron radicans

Size:
vine to 100 ft. high;
flower 1/8 in. wide.

What to look for:
vine or shrub;
leaflets in 3's (center
one long-stalked),
glossy green
(summer) or bright
red (fall), variable
in shape (can be
toothed, smooth-edged,
or deeply lobed);
flowers greenish, loosely
clustered; berries white,
clustered (fall and winter).

Habitat: woods, fields,
thickets, fence rows.

In bloom: May-July.

Poison Sumacs




Toxicodendron



These notorious pests are close relatives of true sumacs (*Rhus*), and many botanists include them among that group. True sumacs lack the toxic oil. Until fairly recently, the widespread Poison Ivy was thought to be two distinct species: "Poison Ivy," a vine with pointed leaflets; and "Poison Oak," a shrubby plant with oaklike leaflets. But when cuttings from the same plant were grown in different locations, both forms were produced. Those in moist, shady forests became poison ivy vines; those in dry, sunny places grew into poison oak plants. In the Far West, however, there is a completely different species that is known as the Poison Oak. Usually rather shrubby, it too is variable in leaf shape and growth form. Another poison sumac species is shown in the shrub section of this book.



STANDARD FIRST AID AND PERSONAL SAFETY

	<p>COMMON POISON IVY (RHUS RADICANS)</p> <ul style="list-style-type: none">• Grows as a small plant, a vine, and a shrub.• Grows everywhere in the United States except California and parts of adjacent states. Eastern oak leaf poison ivy is one of its varieties.• Leaves always consist of three glossy leaflets.• Also known as three-leaf ivy, poison creeper, climbing sumac, poison oak, ivywood, plory, and mercury.
<p>WESTERN POISON OAK (RHUS DIVERSILORA)</p> <ul style="list-style-type: none">• Grows in shrub and sometimes vine form.• Grows in California and parts of adjacent states.• Sometimes called poison ivy, or yerno.• Leaves always consist of three leaflets.	
	<p>POISON SUMAC (RHUS VERNIX)</p> <ul style="list-style-type: none">• Grows as a woody shrub or small tree from 5 to 25 feet tall.• Grows in most of eastern third of United States.• Also known as swamp sumac, poison elder, poison oak, poison dogwood, and thunderwood.

B. Contact with poisonous plants

1. Characteristic reactions

The majority of skin reactions following contact with offending plants are allergic in nature and are characterized by—

- a. General symptoms of headache and fever
- b. Itching
- c. Redness
- d. A rash

Some of the most common and most severe allergic reactions result from contact with plants of the poison ivy group (Fig. 45), including poison oak and poison sumac. Such plants produce severe rash characterized by redness, blisters, swelling, and intense burning and itching. The victim also may develop a high fever and may be very ill. Ordinarily, the rash begins within a few hours after exposure, but it may be delayed for 24 to 48 hours.

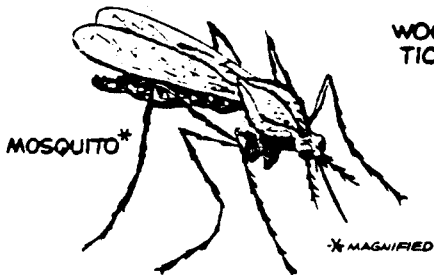
2. Distinguishing features of poison ivy group plants

The most distinctive features of poison ivy and poison oak are their leaves, which are composed of three leaflets each. Both plants also have greenish-white flowers and berries that grow in clusters.

3. First aid

- a. Remove contaminated clothing; wash all exposed areas thoroughly with soap and water, followed by rubbing alcohol.
- b. Apply calamine or other soothing skin lotion if the rash is mild.
- c. Seek medical advice if a severe reaction occurs, or if there is a known history of previous sensitivity.

OUTDOOR HAZARDS

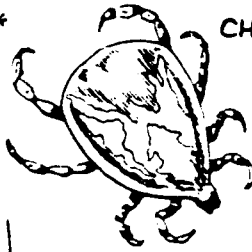


MOSQUITO*

* MAGNIFIED

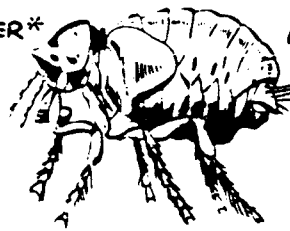
IF IT'S ANY CONSOLATION TO YOU WHEN YOU'RE SLAPPING AT THESE PESTS - REMEMBER, WHEN YOU BOP ONE IT'S BOUND TO BE A FEMALE BECAUSE ONLY "LADY" MOSQUITOES BUZZ AND BITE... SO FOR EACH ONE SOCKED, YOU'RE CUTTING DOWN THEIR UNWELCOME POPULATION.

WOOD*
TICK

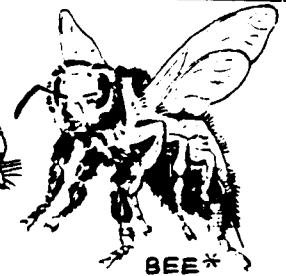


WATCH YOU DON'T CARRY A FEW BACK HOME AFTER A HIKE IN THE WOODS OR FIELDS.

CHIGGER*



ALSO CALLED A JIGGER, HARVEST MITE OR CHIGOE. BUT, BY WHATEVER NAME IT'S CALLED, IT'S A FLEA AND A PEST!

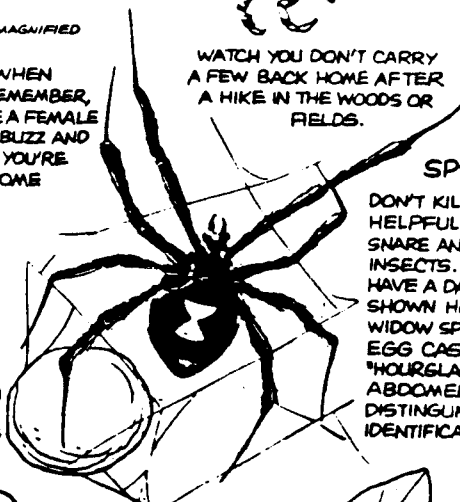


BEE*

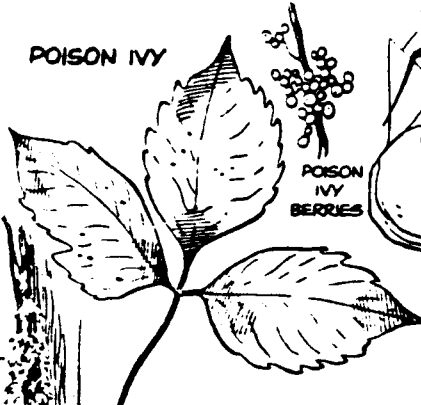
A HARD WORKING, BUSY, LITTLE WORKER WHO DOESN'T LIKE TO BE DISTURBED OR ROBBED OF HIS PRODUCT. HONEY BEE OR BUMBLE BEE... LET 'EM ALONE AND THEY'LL LET YOU ALONE.

SPIDER

DON'T KILL ALL SPIDERS...THEY'RE HELPFUL TO MAN BECAUSE THEY SNARE AND EAT MANY HARMFUL INSECTS. ONLY A VERY FEW HAVE A DANGEROUS BITE. SHOWN HERE IS A BLACK WIDOW SPIDER WITH HER EGG CASE. NOTE THE "HOURGLASS" ON HER ABDOMEN - HER DISTINGUISHING IDENTIFICATION.



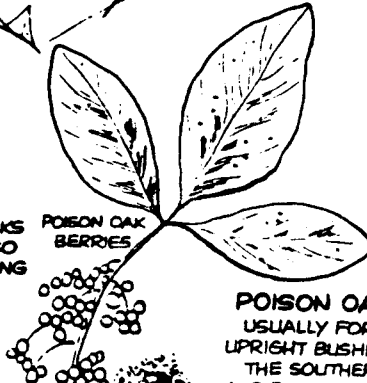
POISON IVY



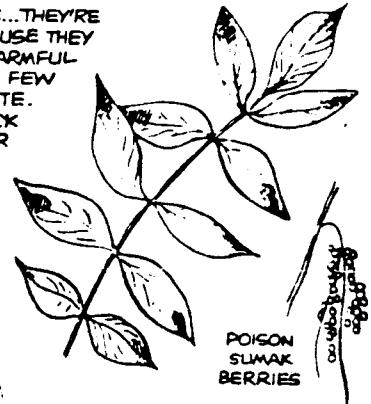
POISON IVY BERRIES

GROWS AS A VINE ON TREE TRUNKS OR STUMPS OR STONE WALLS, ALSO TRAILS ALONG THE GROUND FORMING UPRIGHT BUSHES AS IT STRAGGLES ALONG.

POISON OAK BERRIES



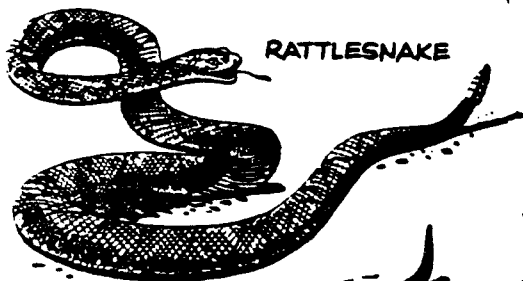
POISON OAK USUALLY FORM UPRIGHT BUSHES IN THE SOUTHERN AND PACIFIC COAST AREAS.



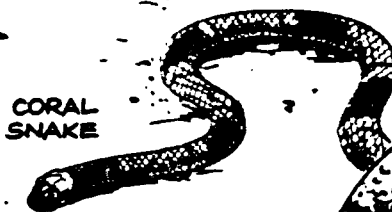
POISON SUMAC BERRIES

POISON SUMAC IS A COARSE, SCRUBBY TREE FIVE TO TWENTY FEET TALL

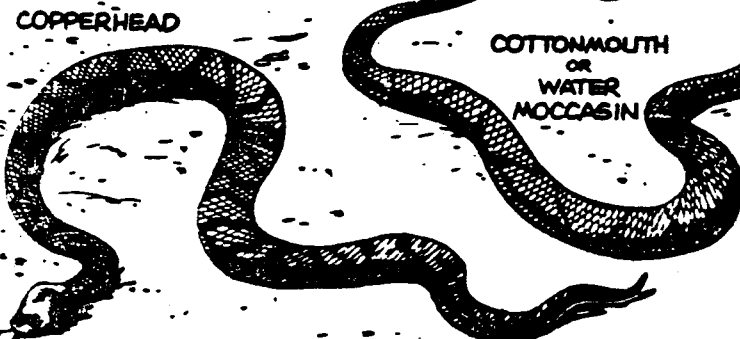
"LEAFLETS THREE, LET IT BE"



RATTLESNAKE



CORAL SNAKE



COPPERHEAD

COTTONMOUTH OR WATER MOCCASIN

LEAVING FOOD OR CANDY BARS UNCOVERED AT CAMP MIGHT WELL ATTRACT UNUSUAL VISITORS...



NATURE'S QUICK OBSERVATION

Divide Cub Scouts into two teams. In a corner of the room have about twenty nature objects.....twig, oak leaf, pebble, bird nest's, dead ant, feather, etc. covered with a cloth or newspaper. Allow both teams exactly one minute to view the collection, then re-cover it. Teams have three minutes to write down all the items they can remember. Longest correct list wins.

IDENTIFYING NATURE SPECIMANS BY ORDOR

Blindfold boys and have them identify, if they can various nature specimens by their order. The following examples can be used: rose, apple, fresh pine, dahlia, orange, cedar, mint, magnolia blossom, rag weed.

NAME AND TELL

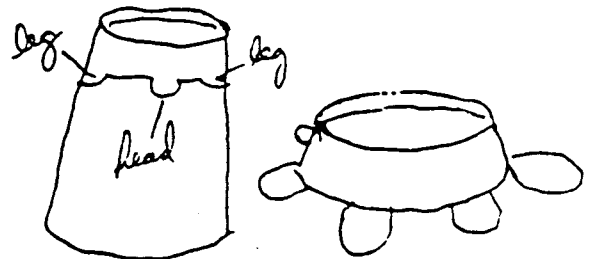
Form a circle. First boy names a natural object beginning with the letter "A"; and tells something about it. The next boy names a "B" object and tells something about it. Continue around the circle and through the alphabet, (Example: A is for air; we breathe it. B is for birds, the fly.)

DRAGON AND SPIDER

Players, with the exception of one person, lines up in a single file, representing a dragon. Each person holds on to the waist of the person in front of him. The entire line works as one ferocious dragon to ensnare the "spider", who is the lone individual not in the line. Designate boundaries with trees, houses, or land-marks. To catch the spider, the head and tail of the line must surround and enclose him in the circle. No points given just a game of fun.

TURTLE RACE

Invert a paper cup and cut it as shown to make a turtle, bending out the head, tail, and legs. Each player gets a pan of water and a turtle. At signal, players put their turtles at an established starting point in the dishpans. Then, using lung power alone, they blow the turtle around the sides of the pan until it is back at the starting point. The one who completes the course first, WINS!!



TURTLE RACE

NATURE GUGGENHEIM

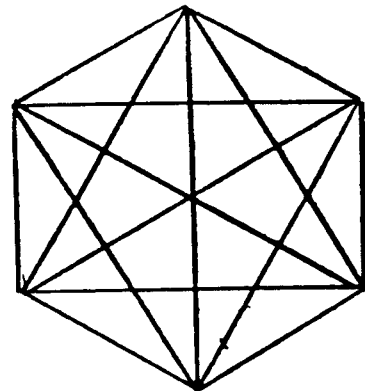
The purpose of the game is to fill in all the empty category squares with words beginning with the letter for that line. If you cannot think of a name, leave the square blank and go on to the next. Then come back and fill in as many of the skipped blanks as you can. When time is called, the game ends and the players take turns calling out their lists of names for each subject. The score is figured out in the following way: if 10 players participated, and one player wrote a word no one else did, he gets 10 points. If five players used the same word, each gets only 2 points. If all ten used the same word, each gets just 1 point. The player with the highest number of points is the winner.

	ANIMALS	FLOWERS	TREES	BIRDS	FISH
F					
I					
E					
L					
D					
D					
A					
Y					

TRY THIS

Can you find 90 triangles in this figure?

It takes work, but it can be done.



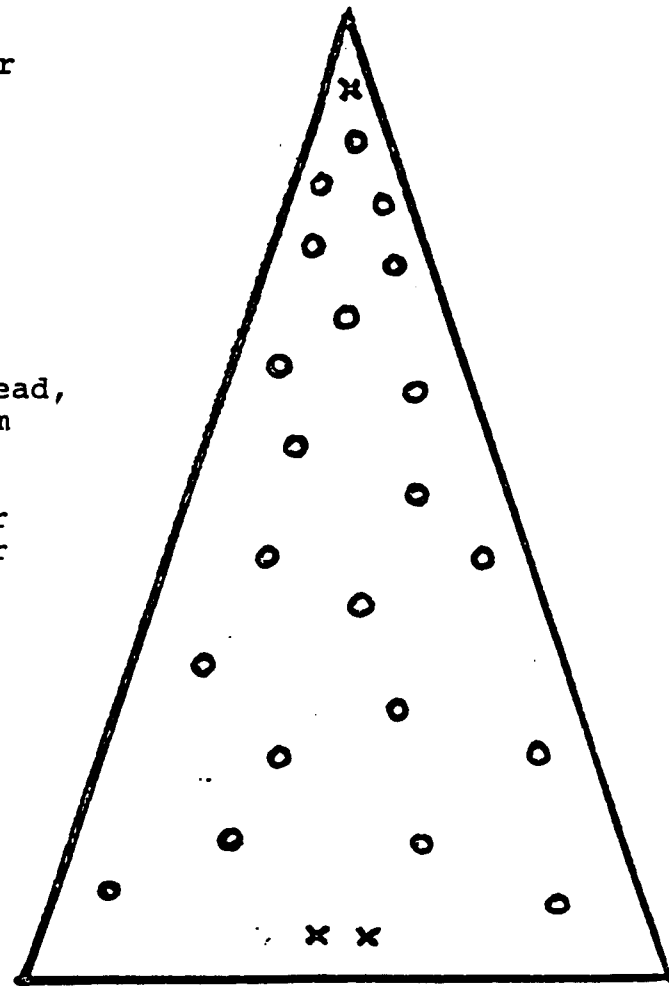
BIRD'S NEST SUPPLY TREE

Materials: cardboard, aluminum foil, chenille wire, brown crayon, bright yarn, felt, thread, cotton, string, and other things birds might like to use in building their nest. Telephone wire can be used in place of the chenille wire.

This bird's nest supply tree will be a welcome sight for birds. During nest-building time, they can select such hard-to-find items as yarn, felt, thread, or anything else you have put on the tree. It will be interesting to scout around and see how many materials from your supply tree have ended up in the birds nests. The Cub Scouts would indeed enjoy this.

Shape a sheet of aluminum foil (about 6 x 12") to make an all-weather tree that will be resistant to snow and rain (see pattern). Cut a tree trunk from cardboard (like pattern) and fasten it to bottom of foil tree with chenille or telephone wire. A brown crayon can be used to color the tree trunk.

Punch holes completely through tree. Poke pieces of bright yarn, felt, thread, cotton, etc. thru the holes. Have them stick out on both sides of tree and loose enough so the birds can pull them out easily. Fasten a chenille or telephone wire hook to top of tree for hanging to the tree branch or other outdoor object.



CUB SCOUTS CAN MAKE THEIR OWN BINOCULARS

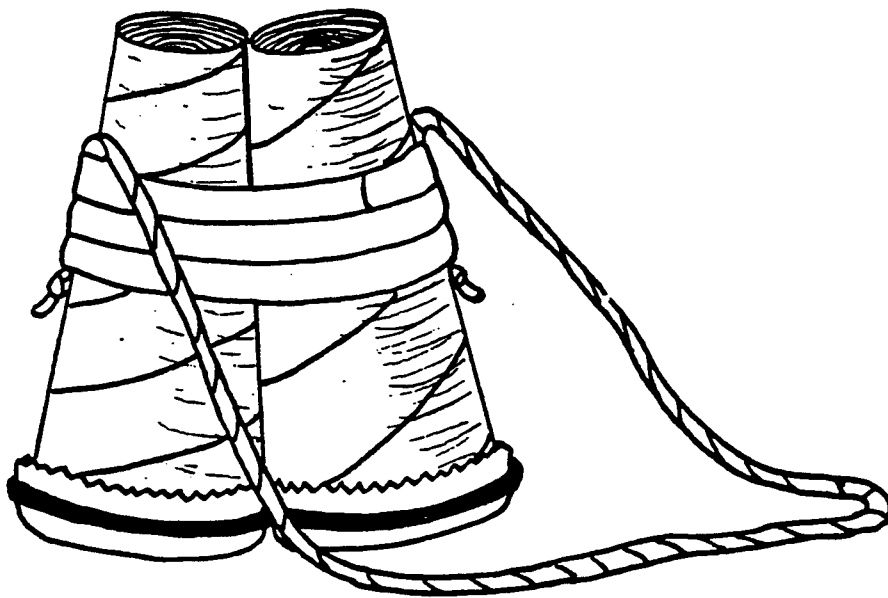
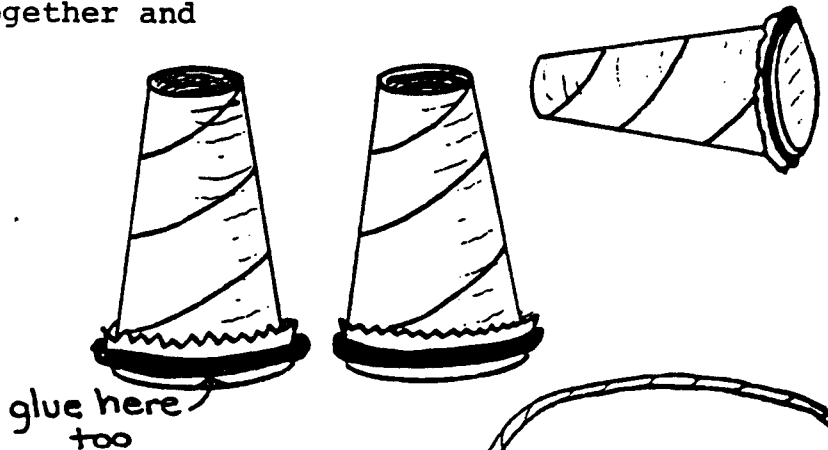
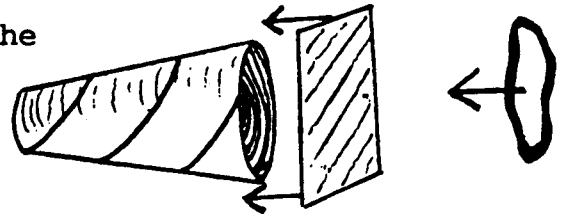
Materials: 2 cardboard cones or 2 sturdy tubes, 2 to 3 ft. string, strong tape, 2 thick rubber bands, cellophane or plastic wrap, glue and scissors

Cover the widest end of each tube with cellophane and secure with a rubber band.

Glue the edges of the cellophane and the rubber band (to make sure they do not come off).

Tie a knot in each end of the string.

With one end of the string on either side, hold the 2 cones together and wind tape around them.



GATHERING TIME ACTIVITY

NATURE'S SECRETS

Can you find the following things hidden in this meadow scene:

- banana
- bowling pin
- fish
- glove
- golf club
- hairbrush
- heart
- horseshoe
- mitten
- needle
- pair of dice
- penny
- sailboat
- spider
- streetlight
- sword
- umbrella
- wishbone

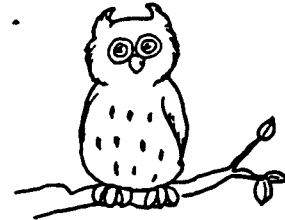


GATHERING TIME ACTIVITY

SCRAMBLED EGGS

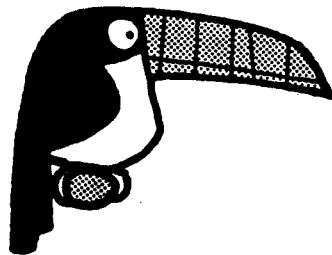
A man has a collection of 20 different kinds of bird eggs. Unfortunately, the letters on the name tags got scrambled. Can you identify the eggs for him?

- | | |
|--------------|----------|
| 1. BOIRN | ROBIN |
| 2. NWER | WREN |
| 3. KEDIACHEC | CHICADEE |
| 4. CUDK | DUCK |
| 5. NAILCRAD | CARDINAL |
| 6. AWNS | SWAN |
| 7. ROTKS | STORK |
| 8. EYRUTK | TURKEY |
| 9. ROOLIE | ORIOLE |
| 10. ARKEPATE | PARAKEET |
| 11. YALEJUB | BLUEJAY |
| 12. SELUGLA | SEAGULL |
| 13. LAGEE | EAGLE |
| 14. CIRSTHO | OSTRICH |
| 15. HENCCIK | CHICKEN |
| 16. SOGEO | GOOSE |
| 17. TUNGNIB | BUNTING |
| 18. YACRAN | CANARY |
| 19. CAPENIL | PELICAN |
| 20. BULBREID | BLUEBIRD |



AUDIENCE PARTICIPATION

The audience or den stands, placing hands on hips. The leader says that various animals fly. Players make flying motions with their elbows if the animal named can fly. They remain motionless if the animal named does not fly. When any of the group makes a false move or motions, he/she sits down. To add to the confusion, the leader should call names rapidly and move his elbows every time.



HEARTBEAT OF A TREE: A tree is a living creature. It eats, rests, breathes and circulates its "blood" much as we do. The heartbeat of a tree is a wonderful crackling, gurgling flow of life. The best time to hear the forest heartbeat is in early spring, when the trees send first surges of sap upward to their branches, preparing them for another season of growth. Choose a tree that is at least six inches in diameter and has thin bark. Deciduous trees are generally better for listening to than conifers, and certain individuals of a species may have a louder heartbeat than others. Press a stethoscope firmly against the tree, keeping it motionless so as not to make interfering noises. You may have to try several different places on the tree trunk before you find a good listening spot. Children will want to hear their own heartbeat. Listen also to the heartbeat of mammals and birds--the variety in sounds is fascinating.

MEET A TREE: This game is for groups of at least two. Pair off. Blindfold your partner and lead him through the forest to any tree that attracts you. (How far will depend on your partner's age and ability to orientate himself. For all but the very young children, a distance of 20-30 yards usually isn't too far.) Help the "blind" child to explore his tree and to feel its uniqueness. Use specific suggestions such as "rub your cheek on the bark, is your tree alive, put your arms around it, can you find plants growing on it, etc. When your partner is finished exploring, lead them back to where you began, but take an indirect route. (This part of the game has its fun side, with the guides leading their partners over imaginary logs and through thickets that might easily have been avoided.) Now, remove the blindfold and let the child try to find the tree with his eyes open. Suddenly, as the child searches for HIS tree, what was a forest becomes a collection of very individual trees. A tree can be an unforgettable experience in the child's life.

UNNATURE TRAIL: This game is played primarily to introduce the concepts of camouflage (protective coloration) and adaptation. Choose a 40- to 50-foot section of trail and place along it 10 to 15 man-made objects. Some of them should stand out brightly, like flashbulbs or balloons. Others should blend with their surroundings, and therefore be more difficult to pick out. Keep the number of objects you've planted secret. The children walk over the section of trail one at a time, with intervals between them, trying to spot (but not pick up) as many of the objects as they can. When they reach the end of the trail, they whisper in your ear how many they saw. If no one saw all of them, tell everyone how many were seen, but that "there are still more!" Then let them start over. End the game with a discussion of the ways camouflage coloration helps animals. Then go on a search for small camouflaged animals (insects, spiders, etc.).

CATERPILLAR WALK: Take your children to a secluded, secret spot. After blindfolding them, arrange them in a line, caterpillar-fashion, with each child placing their hands on the shoulders of the child ahead of them. Tell them that as you lead them along they are to listen to, smell, and feel their surroundings as completely as they can. Make frequent stops along the way at points of interest, such as unusual trees and rocks, or to smell a fragrant flower or bush. The more variety there is along the route, the better. To add variety, walk on and off trails, follow a dry stream bed, or go in and out of sunny forest clearings. When you have gone as far as you think is appropriate, remove the blindfolds. The children must now try to find their way back along the route to the starting point. Sometimes, before they start back ask them to draw a picture or map of what they think the course and the areas they passed through look like. This helps them to translate into pictures the sounds, smell, and touches they've experienced. The sound of ducks might indicate a pond or marsh; fragrance would mean flowers. As much as possible, allow the children to find the way back on their own. (Caution: blind caterpillars more than six segments long quickly become entangled and hard to manage.)

BACK HOME: This is a shorter version of CATERPILLAR WALK. Blindfold your child (or children) and tell them you are going to lead them to a spot not too far away. Ask them to explore their surroundings with their hands until they know the spot well. When they are satisfied, lead them back-still blindfolded-to the starting point. Take the blindfold off and ask him to find the spot they explored with their hands.

WEBBING: Here is a game that makes very clear the essential interrelationships among all the members of nature's community. Webbing vividly portrays how air, rocks, plants, and animals function together in a balanced web of life. The children form a circle. The leader stands inside the circle near the edge, with a ball of string: "WHO CAN NAME A PLANT THAT GROWS IN THIS AREA?..... BRODIAEA..... GOOD. HERE, MISS BRODIAEA, YOU HOLD THE END OF THE STRING. IS THERE AN ANIMAL LIVING AROUND HERE THAT MIGHT EAT THE BRODIAEA?.....RABBITS!... AH, A, SUMPTUOUS MEAL. MR. RABBIT, YOU TAKE HOLD OF THE STRING HERE; YOU ARE CONNECTED TO MISS BRODIAEA BY YOUR DEPENDENCE ON HER FLOWERS FOR YOUR LUNCH. NOW, WHO NEEDS MR. RABBIT FOR HIS LUNCH?" Continue connecting the children with string as their relationships to the rest of the group emerge. Bring in new elements and considerations, such as other animals, soil, water and so on, until the entire circle of children is strung together in a symbol of the web of life. You have created your own ecosystem. To demonstrate how each individual is important to the whole community, take away by some plausible means one member of the web. For example, a fire or a logger kills a tree. When the tree falls, it tugs on the string it holds; anyone who feels a tug in his string is in some way affected by the death of the tree. Now everyone who felt a tug from the tree give a tug. The process continues until every individual is shown to be affected by the destruction of the tree.

WHAT ANIMAL AM I?: Pin a picture of an animal on the back of one of the children in the group. Don't show him the picture. Have him turn around so that all the other children can see what animal he has become. He then asks questions to discover his own identity. The other children can answer only yes, no, maybe.

IDENTIFICATION GAME: This game is a lot like STEAL THE BACON, but it has been adapted to help children identify and remember the trees and shrubs in an area. As you explore the locale where you'll be playing the game, collect small samples of leaves, flowers, and seeds from the trees and bushes--you'll need about 7-10 specimens in all. Form two equal teams and line them up facing each other, 30 feet apart. Put the plant specimens in a row on the ground between the two teams. The teams count off separately, so that each player has a number, and on each team there are players numbered one, two, three, etc. When the teams are ready, call out the name of a tree or bush represented by one of the specimens lying between the teams, then call out a number. (To add surprise, call the numbers out of sequence.) "THE NEXT PLANT IS A BEECH TREE, AND THE NUMBER IS THREE!" As soon as the "threes" hear their number called they race to the specimens, trying to be first to find the beech twig. Every successful player earns two points for his team. Picking up the wrong specimen results in a loss of two points.

Here is a scavenger list adapted from the one used at the Glen Helen Outdoor Education Center in Yellow Springs, Ohio:


COLLECT ONLY THINGS THAT YOU CAN RETURN SAFELY AND WITHOUT DAMAGE

- Everything in nature is important (even poison oak is) important to birds that eat its berries* *17. (Everything in nature has a function)
1. A feather
 2. One seed dispersed by the wind
 3. A maple leaf
 4. Exactly 100 of something
 5. a thorn
 6. a bone
 7. three different kinds of seeds
 8. one camouflaged animal or insect
 9. something round
 10. part of an egg
 11. something fuzzy
 12. something sharp
 13. a piece of fur
 14. five pieces of man-made litter
 15. something perfectly straight
 16. something beautiful that reminds you of you
 17. something that is of no use to nature.
 18. a chewed leaf
 19. Something that makes a noise
 20. something white
 21. something important in nature
 22. something
 23. something that reminds you of you
 24. a smile
- 1. 500 trees / 2. 100 leaves / 3. 100 rocks / 4. 100 plants / 5. 100 animals*



OUTDOOR CODE

BOY SCOUTS OF AMERICA



AS AN AMERICAN, I WILL DO MY BEST TO:



BE CLEAN IN MY OUTDOOR MANNERS

I WILL TREAT THE OUTDOORS AS A HERITAGE TO BE IMPROVED FOR OUR GREATER ENJOYMENT. I WILL KEEP MY TRASH AND GARBAGE OUT OF AMERICA'S WATERS, FIELDS, WOODS AND ROADWAYS.



BE CAREFUL WITH FIRE

I WILL PREVENT WILD FIRE. I WILL BUILD MY FIRE IN A SAFE PLACE, AND BE SURE IT IS DEAD OUT BEFORE I LEAVE.



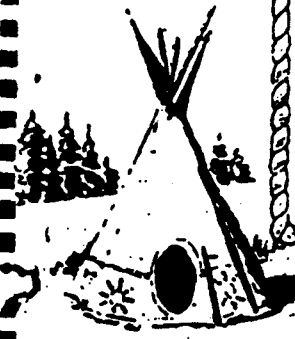
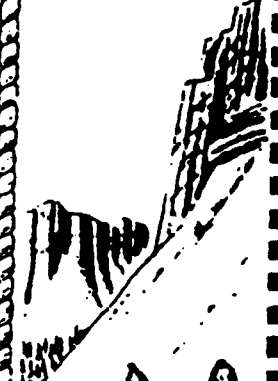
BE CONSIDERATE IN THE OUTDOORS

I WILL TREAT PUBLIC AND PRIVATE PROPERTY WITH RESPECT. I WILL REMEMBER THAT USE OF THE OUTDOORS IS A PRIVILEGE I CAN LOSE BY ABUSE.



BE CONSERVATION-MINDED

I WILL LEARN HOW TO PRACTICE GOOD CONSERVATION OF SOIL, WATERS, FORESTS, MINERALS, GRASSLANDS, AND WILD LIFE; AND I WILL URGE OTHERS TO DO THE SAME. I WILL USE SPORTSMAN-LIKE METHODS IN ALL MY OUTDOOR ACTIVITIES.



00000

THERE WAS A BEE (How dry I am)
There was a bee-i-e-i-e
Sat on a wall-i-al-i-al
And it did buzz-i-uz-i-uz
Anf that's not all-i-al-i-al-i-al.

There came a boy-i-oy-i-oy
With a big stick-i-ick-i-ick
He gave that bee-i-e-i-e
An awful lick-i-ick-i-ick

And then that bee-i-e-i-e
That boy did sting-i-ing-i-ing
And it did hurt-i-urt-i-urt
Like everything-i-ing-i-ing

And then that boy-i-oy-i-oy
Let out a yell-i-ell-i-ell
He lit for home-i-ome-i-ome
He's running still-i-ill-i-ill.

HOLE IN THE BOTTOM OF THE SEA
There's a hole in the bottom of the sea
There's a hole in the bottom of the sea
There's a hole,
There's a hole,
There's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea.
There's a log in the hole in the bottom of the sea.
There's a hole
There's a hole
There's a hole in the bottom of the sea.

Continue adding each time:
There's a bump on th log...
There's a frog on the bump....
There's a leg on the frog...
There's a foot on the leg...
There's a toe on the foot...
There's a wart on the toe...
There's a hair on the wart...
There's a flea on the hair...
There's a smile on the flea...

A WORM'S EYE VIEW (Home on the Range)
Oh, come see my home
Where I live all alone,
Munching onions ans spinach all day.
Now you may think a worm
Doesn't deserve his turn
But without me the gardener would play.

Home, home in the squash
Where I live and I sleep and I eat
The gardener may try
To blow me sky high
But I'll hide safely, inside a beet.

CALAMINE LOTION (My Bonnie Lies over the Ocean)
My body needs calamine lotion
My body's all red you can see
The flowers that I picked for grannie
turned out to be Poison Ivy!

Don't touch, don't touch
You'll get a rash from the i-vy, i-vy
Don't touch, don't touch
Because it is poison ivy!

UNICORN SONG

A long time ago when the earth was green
There were more kinds of animals than you've ever seen
They ran around the world when the earth was being born
And the loveliest of all was the unicorn, there were...

CHORUS

Green alligators and long necked geese
Some humpy backed camels and some chimpanzees
Some cats and rats and elephants and as sure as you're born
The loveliest of all was the unicorn.

The Lord saw some sinning and it caused him pain
He said, "Stand back Noah, I'm gonna make it rain.
Hey, brother Noah, tell you what to do
I want you to make me floating zoo, for the... CHORUS

Noah was there and he heard the call
He finished up the ark as the rain began to fall
He marched in the the animals two by two
And he said to them as they went through: I got your...CHORUS

Noah looked out from the driving rain
The unicorns were playing their silly games
The water came up and carried them away
And that's why you'll never see a unicorn today, but you'll see
CHORUS

OH GREAT SPIRIT

**whose voice I hear in the winds,
whose breath gives life to the world, hear me...**

**I am small and weak.
I need your strength and wisdom.**

**May I walk in beauty.
Make my eyes behold the red and purple sunset.**

**Make my hands respect the things you have made,
and my ears sharp to hear your voice.**

**Make me wise so that I may know
the things you have taught your children,
the lessons you have written in every leaf and rock.**

**Make me strong, not to be superior to my brothers,
but to fight my greatest enemy - myself.**

**Make me ready to come to you with straight eyes
so that when life fades as the fading sunset
my spirit may come to you without shame.**

Chief Yellow Lark, Sioux, 1887

SPORTS ARENA

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

Find these names of different sports: Volleyball, Tennis
 Football, Archery, Swimming, Soccer, Golf, Hockey
 Baseball, Frisbee

PING PONG FOOTBALL: Equipment: ping pong ball. Two teams are chosen and each have a goal at either end of the room. Then, getting down on their hands and knees, a ping pong ball is placed in the center of the field of play and the players try to blow the ball to their opponents' goal. ONLY blowing is allowed. If the ball touches any part of a player's body, the other side gets a free blow from the center of the field.

FEATHER FOOTBALL: Equipment: a feather, a long piece of tape. Seat two teams on either side of a table, and mark a dividing line down the center with the tape. Float the feather over the center of the table and start the two teams blowing. If one team blows the feather over the edge of the table on the opposition's side, they score two points. One point is earned if the feather lands on the table itself on the opposition's side. A match should be eleven points.

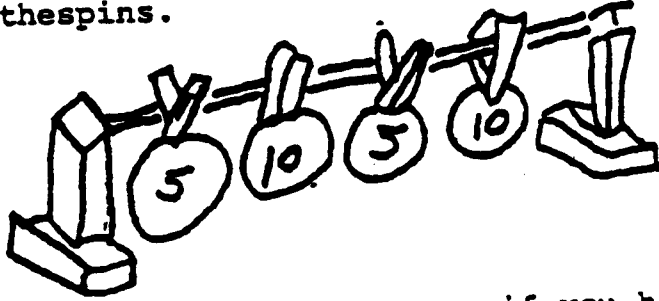
BLOW THE CUP RELAY: Equipment: 2 plastic or paper cups, string. Stretch two lines of string across the room and thread one end through a small hole in the bottom of the cup. Each cup should move easily on the string. Tie the ends of the string to sturdy furniture and choose two teams to line up at one end of the room. The first player of each team must blow the cup to the other end of the room. When he reaches the end, he slides it back with his hand and the next player in the team begins. The first team to complete the course will be out of breath, but they will have won.

BOWLING GAME

Try your skill at both building and playing this game. To make the end supports, cut four pieces of $\frac{3}{4}$ " wood, $1\frac{1}{2}$ " x $3\frac{1}{4}$ ". Center one piece of wood upright on another and nail in place, using 2" nails.

For the crossbar, use a 20" length of coat hanger wire. Slip 5 3" pieces of soda straws and 4 clip clothespins onto the crossbar, alternating straws and pins. To fasten crossbar to supports, hammer wood staples over ends of wire and into wood supports.

Cut out 4 cardboard discs $2\frac{3}{4}$ " across, and paint #'s 5 and 10 on them. Hang from clothespins.



To play, announce the disk you are shooting at and from a distance of about 6 feet, roll a golf ball. If

you accidentally hit two discs, the score is zero; if you hit the wrong disc, deduct that amount from your score. Decide on the number of points for a game.

Marble Games

Cut a 2" x $\frac{3}{4}$ " hole in the side of an empty breakfast cereal box. Place box on the floor in the center of the room. Give each Cub Scout the same number of marbles. Each Cub Scout rolls marbles from a given line. One point is scored for each marble that rolls into the box.

Variation:

Use a shoebox and cut different size holes in side of box. Larger holes will have a lower score, smaller holes will have a higher score. Give each Cub Scout the same number of marbles. Each Cub Scout rolls marbles from a given line. Score according to which holes are hit.

Giant Pea Shooter

Each player should be given a plastic or cardboard tube about 8 inches long. (For sanitary reasons, be sure that each player has his own tube). Set a number of cups on a table. Each cup is given a different score. Each player is given three tries to blow a ping pong ball into the cups. Score according to the score of each cup.

Variation: Use paper cups and divide group into teams. A 'basket' is scored for each cup knocked over.

See "Cub Scout Leader How To Book" for:
Physical Fitness Games, Pgs. 2-30 to 236

KICK HOP AND THROW

The player stands with his left toe touching his right heel with a beanbag balanced on the left instep. Simultaneously, he kicks his right foot up and hops on his left foot, kicking it forward and propelling the beanbag forward. If both legs are held straight without bending at the knees during these movements, the player will find the movement easier to do than described. The boy who kicks the beanbag the farthest is the winner.

STRONG ARM STUNT

Equipment: A double size sheet of newspaper for each contestant.

A player holds his right or left arm (whichever he considers his stronger arm) out to the side at shoulder height. He is given a double size sheet of newspaper to hold by one corner. At the signal to begin, he attempts to wad up the entire sheet in his hand without dropping his arm. The first contestant to wad up the sheet without letting his arm drop is the winner. NOTE: Since it is difficult to determine a winner when all are standing on a line, have a player who is successful in wadding up his paper step forward and hold his wadded paper high over his head.

CHEST PULL

With players of unequal strength, the weaker player has the advantage in this contest. Player A places his hands flat against his chest, palms in, fingertips touching, elbows held level with fingertips. Player B is challenged to take hold of the challenger's wrists and pull his fingers apart. Player B must stand face to face with the challenger. He may not stand to one side and pull on one wrist and push on the other. Player A pushes his fingers tightly into his sternum or chest bone. In so doing, he makes it literally impossible for Player B to pull his fingers apart. (NOTE: You may want to let boys try this several times first -- then send Player B's out of the room and explain to Player A's about putting his fingers tightly into his sternum).

SQUAT AND ROCK RELAY

Players line up relay fashion facing a goal line five feet in front of them. The first player on each team squats down and grasps his ankles with his hands. He then rocks forward to his knees, moves his feet up behind him and rocks forward again. He continues in this fashion without letting go of his ankles until the goal line is reached. He then runs back and tags the next team member. The first team to have all their players cross the line is the winner. A player who lets go of his ankles must go back one move.

UNDERHAND TUG OF WAR

Two boys stand back to back with a line marked on the floor between them. They bend over, grasp each other's right hand between their legs, and try to pull each other across the line.

PHYSICAL FITNESS FOR RAINY DAYS

- EVENT 1 - SHOT PUT - Each Cub Scout is given 10 navy beans, which he attempts to throw into a quart jar from a chalk line on the ground.
- Event 2 - HAMMER THROW - An inflated balloon is tied to the end of a string. Each Cub throws the "Hammer" by the end of the string. One throwing the farthest wins.
- EVENT 3 - FOOTBALL GAME - One team gets on each side of a table. Each side tries to blow a ping pong ball off opponent's side of table.
- EVENT 4 - STANDING BROAD GRIN - The width of the grins are measured by judges.
- EVENT 5-- DISCUS THROW - A paper pie plate is thrown from a chalk line. Plate must be held flat in hand, and not sailed with thumb and fingers.
- EVENT 6 - SIXTEEN-POUND PUT - An inflated bag is put for distance, as though it were shot from the shoulder.
- EVENT 7 - FOOT RACE - Each Cub stands with one foot touching the other, heel and toe. The greatest aggregate length wins.
- EVENT 8 - RUNNING HIGH WHISTLE - Cub who holds a whistled note the longest with one breath wins.
- EVENT 9 - THIRTY-INCH DASH - A piece of string 30 inches long, with a marshmallow at the end, is tacked on the wall. The Cub who chews the string and reaches the marshmallow first wins.
- EVENT 10 - FEATHER BLOW RELAY - Blow a feather 15 feet and return, touching off the next Cub. The more the merrier.
- EVENT 11 - EATING RACE - Give each Cub two double crackers. The Cub who can eat them all and whistle first, wins.
- EVENT 12 - TREASURE HUNT RACE - Put a coin in a saucer of flour. Hands are barred. The first Cub to get his coin wins.
- EVENT 13 - RUNNING HIGH SQUEAL - Cub who yells in a high and loud tone of voice for longest time wins.
- EVENT 14 - FIFTY-YARD SWIM - Each Cub hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.

Trails To The Future

Shape Up

WARM-UP: Walk in place, rolling from the heels to the toes at a faster and faster pace until it becomes running. After one minute, stop, raise arms up from the sides, and inhale, down and exhale, four times. Now do ten jumps, twisting first to the right, then to the left, landing lightly on the toes. Next, starting with arms overhead, turn trunk to the right and touch the right toe, then up and repeat to the left, five times to each side. Hold arms out to the sides and twist the trunk right and left ten times. With arms in front and legs together, kick each foot to the hands five times. Finally, with legs wide apart and hands on knees, bend the right knee, twisting the trunk to the right, then alternate to the left, ten times.

STRETCHER: Do best in slow motion. Curl up body slowly from flat-on-back position until the knees touch the chin. Count to five. Return to the starting position.

TRUNK STRETCH: Strengthens the back and stretches the chest muscles. Lie face down with hands at back of neck and elbows out. Raise head and chest, and hold.
DO SLOWLY - DON'T JERK

TOE EXERCISE: Conditions the feet. Practice walking pigeon-toed with toes curled. Try picking up and carrying small rocks, marbles, or pencils with toes.

TRUNK BEND: Strengthens trunk muscles. Bend sideways and down. Touch toes first left, then right. Spread legs. Keep elbows and knees straight.

PAPER CRUNCH: this will build strong hands and fingers. This is done by squeezing paper into a ball in one hand at a time.

BRIDGE: Builds the neck and shoulders. Lie on back with feet flat. Push head down and raise buttocks and shoulders. Return to the starting position and repeat.

NECK BUILDER: You need a good bath towel. Pull it hard across the back of your neck. Hold until neck muscles shake. You can also use your hands in place of towel.

LEG STRETCH: Builds stomach muscles. Raise and spread legs slowly three times without touching floor. Hold 10 seconds, lower legs and rest. Repeat.

BUTTER FLY: Strengthens the back. Lie on stomach. Raise arms, chest and legs. Spread arms and legs 10 times. Return to the starting position and repeat.

PHYSICAL GAMES FOR BOYS

CHINESE PULL: Two Cub Scouts stand back to back, lean forward, place their left hands on the floor, and clasp right hands between legs. On the signal each tries to pull the other across his line or out of his half of the circle.

CHINESE GETUP: Two players sit on the floor back to back with their arms locked. Without letting go, then are to stand erect. This is done by bringing the feet close to the body and pushing back against back.

ONE MAN PULL OVER LINE: Two Cub Scouts face each other 3 feet apart. Each grasps the other's wrists in his hands and tries to pull him across his goal line 10 feet behind him. Only pulling is allowed.

FOOT PUSH: Two Cub Scouts sit facing with the soles of their feet touching and knees bent. They try to push each other out of a circle or over a line by pushing on the floor with their hands and against each other's feet.

BACK TO BACK PUSH: Two Cub Scouts sit back to back, with arms folded across chest. Each tries to push the other over a line, using his feet on the floor. They must not push with their heads or dodge away.

ELBOW WRESTLE: Two Cub Scouts lie on their stomachs, facing each other. They place their right elbows on the floor and clasp hands. Each tries to force the other's hand down to the floor. Then they try it with left hands. Elbows must not leave the floor.

INDIAN HAND WRESTLE: Two Cub Scouts stand facing opposite directions with the side of their right feet touching each other. They clasp their right hands directly over the center of their feet. On signal, they try to throw the other off balance by pushing, pulling or swinging their hands. If a foot moves the boy loses.

ONE-LEGGED HAND WRESTLE: Two Cub Scouts raise their left legs behind and grasp their ankles with left hands. Then they grasp each other's right hands. On the signal they try to upset each other. A boy is defeated if he touches the floor with any part of his body except the foot he is standing on, or if he lets go of his foot.

INDIAN WRESTLE: Two Cub Scouts lie on their backs on the floor side by side but with heads in opposite directions. They lock their near arms at the elbows. Three counts are given: On the first, each player lifts his leg nearest the opponent straight up; on the second, he brings it back to the floor; on the third, he lifts it again, this time hooking his opponent's leg near the foot with his heel and tries to roll him over backward.

STICK PULL: Two Cub Scouts sit on the floor, facing each other with the soles of their shoes together. They grasp a stick and pull. To win, one must pull the other to his feet.

STICK TWIST: Two Cub Scouts face each other, extend their arms overhead, and grasp a stick. On signal, they step backward and pull the stick down between them, each trying to retain his own grip while twisting the stick from his opponent's hands. The one who loses control of the stick loses the contest.

TIGHTROPE WALK

Stretch out along the floor a piece of rope 12 to 15 feet long. Let each boy try this. Stand on rope with both feet, toe to heel, and looking through the large end of a pair of field glasses, walk forward and backward along the rope. It's not as easy as it sounds!

BALANCE TAG

This game will result in some funny postures. Have two players start, one is "it" and the other is the runner. Give each boy a book (a well-worn paperback is my suggestion!) which he must balance on his head during the chase.

BROOMSTICK RELAY

Each team is furnished with a broom and each member is furnished with a blownup balloon. At the signal, they begin sweeping their balloons to the finish line. Each team member will run back to his team, hand the broomstick to the next person, who then repeats the process. First team to finish wins the race.

Jumping Jack.....Stand up and jump once and then say "Boing-g-g-g" , then sit down
 Running Ralph...Stand up and run in place, bringing feet down three times, then say
 "Zip-p-p-p" and sit down.

Computer Charlie...Stand up in robot fashion, swing arms back and forth saying:
 "Does compute, does compute"

This is the story about a boy called JUMPING JACK___ and another one named
 RUNNING RALPH___, and still another boy called COMPUTER CHARLIE___. These three
 boys were all friends and they stuck pretty close together around the neighborhood.

JUMPING JACK___ got his nickname because everywhere he went he was always jumping
 over things for no apparent reason except that he liked to jump. You would see
 the boys walking along the street with JUMPING JACK___ jumping over benches, curbs,
 bushes, fences and almost everything that wasn't too high.

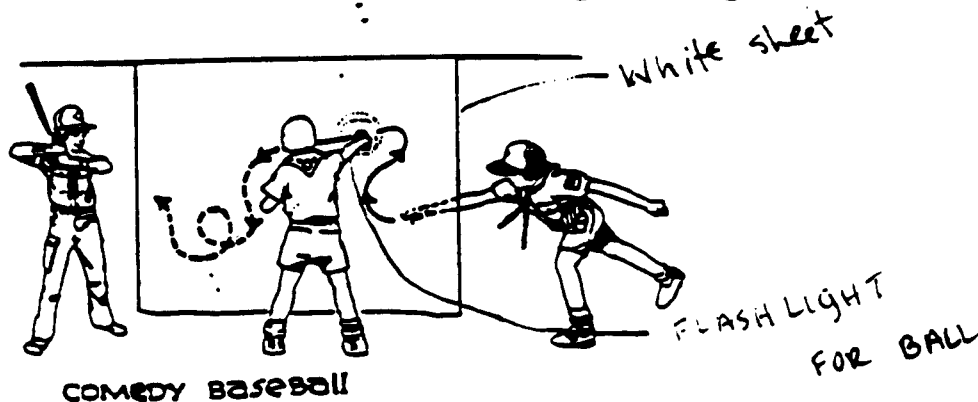
As you have probably guessed, RUNNING RALPH___ got his name because he was always
 running. Maybe it was because his legs were shorter than those of his two friends,
 which meant that he had to run to keep up with them.

COMPUTER CHARLIE___ got his name because he was a very intelligent boy, and excelled
 in mental skills. Everyone teased COMPUTER CHARLIE___ because he wasn't good in
 sports and wasn't as strong as his friends JUMPING JACK___ and RUNNING RALPH___.
 However this didn't matter to them because the three boys were great friends and
 went everywhere together.

One day something happened to prove to all the other children that COMPUTER CHARLIE___
 was just as valuable to this world as anyone else, and that having strong muscles
 is no more important than being good in mental skills.

The three boys, JUMPING JACK___, RUNNING RALPH___, and COMPUTER CHARLIE___ were
 on their way to the store one day when suddenly they saw the local bank being
 robbed and the robber making his getaway. JUMPING JACK___ jumped over hedges and
 fences to hurry to a neighbor's house to call the police. RUNNING RALPH___ was
 right beside him. But COMPUTER CHARLIE___ just stood there, watching the whole
 thing. The swiftness of the two boys brought the police running to the scene
 of the robbery. The policemen began asking questions. But JUMPING JACK___ and
 RUNNING RALPH___ could tell them nothing about the robbery because they had been
 too busy running to telephone the police. But COMPUTER CHARLIE___ began rattling
 off a long list of facts about the model and color of the car, the license number,
 the direction the robber went, and a full detailed description of the robber.
 His mental ability was a great help to the police.

After reading about it in the local newspaper, all the children were so proud
 of COMPUTER CHARLIE___ that they never once teased him again about his mental skills.
 They came to realize that the COMPUTER CHARLIES___ are just as important in this
 world as the JUMPING JACKS___ and the RUNNING RALPHS___ because when they all pool
 their talents they can accomplish great things!



Ask the group to follow your instruction:

Everyone stand.

Now, hands on your hips, hands on your knees,
Put them behind you, if you please.
Touch your shoulders, touch your nose.
Touch your ears, touch your toes.
Raise your hands, high in the air,
At your sides, on your hair.
Above your head, as before,
While you clap, one-two, three-four.
Now, hands upon the empty space (head)
On your shoulders, on your face..
Then you raise them up so high,
And make your fingers quickly fly.
Then you stretch them out toward me,
And briskly clap them - one, two, three.

STEP INTO SHAPE

(TUNE: AND THE BAND PLAYED ON)

First touch your toes, let's see how far we go,
As we step in shape!
Do push-ups and sit-ups, it takes lot of oomph,
As we step in shape!
And when it over I sit down and rest....
It's true, I'm not feeling the best!
But if I keep trying my "bod" will stop sighing,
Let's step in shape!

BUILDING MUSCLES

(TUNE: CAMPTOWN RACES)

1. On muscle building we work so hard,
Doo-dah, doo-dah.
In garage and cellar, porch, and yard,
Oh, doo-dah day!

2. We try hard to pass the test,
Doo-dah, doo-dah,
We've all learned to do our best,
Oh, doo-dah day!

Tony Chestnut

(Tune: Three Little Indians)

To-ny Chest-nut knows I love
you,
Knows I love you, knows I love
you,
To-ny Chest-nut knows I love
you,
That's what To-ny Chest-nut
knows.

Point to the appropriate place
with the word or syllable:

To- toe knows-nose
ny- knee I -eye
Chest-chest love -heart
nut- head you -away

Tune: Clementine

Do a push up, do a pull up
Do a 30 yard run.
We build muscles as we hustle
All the time we're having fun.

Running broad jump, do a high jump
Throw the ball way out of sight.
Vault a fence, and do a chin up
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,
Watch our muscles growing strong.
Building muscles in our background
That will last a whole life long!

THE ATHLETE

(TUNE: HOW DRY I AM)

A body fit
And feet so fleet
Here comes our winner
The athlete.

CHORUS:

Our muscles how they've grown,
We're stronger every day.
We exercise and practice hard,
In the Subscout way!

Alive, Awake, Alert

I'm alive (slap knees), awake
(clap hands), alert (snap
fingers), enthusiastic
(roll shoulders).

Repeat

I'm alive (slap knees), awake
(clap hands), alert (snap
fingers)

Alert (snap fingers), awake
(clap hands), alive (slap
knees)

I'm alive (slap knees), awake
(clap hands), alive (snap
fingers), enthusiastic
(roll shoulders).

Cub Scout-age boys dream of being _ _ _ _ _ tes, spacemen, Tarzans, or other persons with outstanding physical powers. They like to test and show off their muscles. These are part of the dreams of boyhood.

Tonight, we have several boys who have achieved part of their goal to become stronger. Will the following boys and their parents please come forward?

(CALL NAMES OF BOYS AND THEIR PARENTS)

Boys, while you have worked on your advancement you have learned many things which have made you stronger and bigger. To illustrate this, look at this plain stick. It represents a boy your age who has not been working in scouting. He hasn't had people like your den leader, you Webelos leader or parents helping him as you have. He has not learned all that you have learned. He stands alone weakly, and breaks easily, as evidenced by this one stick. (breaks stick) See how easily it is broken.

As you work and develop your skills, you will become stronger. (Show this by adding more sticks --it becomes harder to break.)

Now, (names of boys), I am proud to present to your parents, and they in turn may present to you, your (Bobcat, Wolf, Bear, and Webelos activity badges).

Congratulations.

(This award can be presented pinned to a small weight lifting bar made from a q-tip stuck into two round styrofoam balls painted black.)

CLOSING THOUGHT

CUBMASTER:

Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle applies to us. We have a body, which when kept in good condition, will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do your best to keep fit!

CLOSING

Cub Scouts keep themselves strong and personally fit, both for their own sake, and so they can become useful citizens of our great country. Keeping fit allows us to help the people around us. If our country is to remain strong, its citizens must also be strong in mind, body and spirit — goals realized in Scouting. Good night, Cub Scouts.

THE CONTEST

Scene: Four boys all in some type of exercise clothing doing various exercises.

1st Boy: Do you think we are ready for the competition?
2nd Boy: We've been working out in the gym for over 2 months.
3rd Boy: It sure was hard work.
4th Boy: It'll be worth it when we win!
1st Boy: Us athletes have to stay in shape.
2nd Boy: Can you imagine if we were trying out for the Olympics?
3rd Boy: No thanks! This was hard enough!!

SCENE II

Scene: The boys are sitting at a table, faces full of cream and empty pie plate in front of them.

ALL: We Won! We Won!
(Sign on table - TEAM I-; Sign in back of them -PIE EATING CONTEST-; Trophy on table.)

OPENING CEREMONY

ARRANGEMENT: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and in turn, speak the lines below:

1st Boy: To keep your body strong and healthy
is more valuable than being wealthy.
2nd Boy: When you are fit, you feel so good,
and try to do the things you should.
3rd Boy: It helps you lend a helping hand
To needy folks around our land.
4th Boy: Eating the right foods is always wise,
And everyone needs some exercise.
5th Boy: Stand on tiptoes, one, two, three;
Touch your toes, don't bend a knee.
6th Boy: Run a while, then slow your pace,
Practice will help you win the race.
7th Boy: Scouting builds young boys into men,
And this is where it all begins.

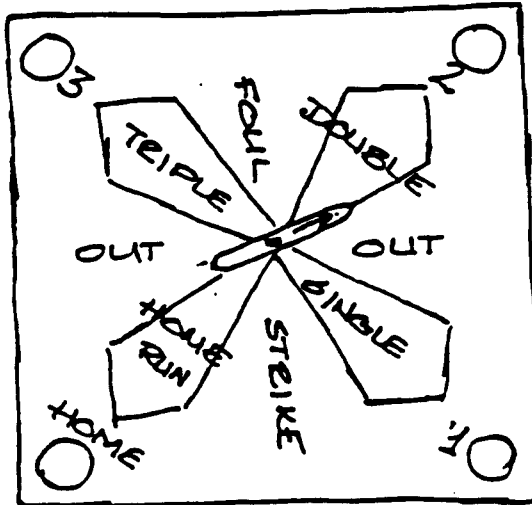
SPORTY LICENSE PLATES GAME

Make tags out of the following and pin them on, one to a person. They must match up the sport with the license plate

<u>LICENSE PLATES</u>	<u>SPORTS</u>
SOKRBL (soccer ball)	SOCCER
BATRUP (batter up)	BASEBALL
HIDIV (high dive)	DIVING
KROK (croquet)	CROQUET
BULSI (bulls eye)	DARTS
H2OPOLO (water polo)	WATER POLO
IRNIOK (I run 10 kolometers)	RUNNING
CMESKE (see me ski)	SKIING
TDS (touchdowns)	FOOTBALL

- Materials:
 Heavy Cardboard
 Paper Fastener
 Washer
 Craft Stick
 Markers
 Small Stones
 Glue
 Nut Cups

middle of stick and cardboard pattern as shown on cardboard. Draw arrow on stick and attach to cardboard with paper fastener. Place washer between stick and cardboard so spinner moves freely. Glue nut cups in corners for bases and storage for the runners.

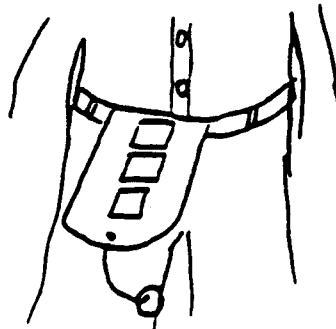


Tlachtle

Field needs to be the size of a basketball court or smaller. Mark field with a center line and two end lines. Divide group into two teams with at least three boys on each team. A beachball is tossed into the air at the center line. The ball can only be hit with the hips, shoulders, knees or back, or can bounce from one teammate to another. Kicking, batting, or throwing, the ball is not allowed. If the ball stops in play, a player may toss it into the air. Every time a team successfully bumps the beachball to its own end line, it is awarded five points. The team who first accumulates twenty-five points wins the game.

TUMMY TENNIS

Cut the game out from a heavy cardboard gift box, about 5" x 11". Cut out three squares down center measuring 2"x2". Make a hole in a 2 1/4" styrofoam ball and pull a string thru and tie. Tie the other end to the end of the game. The non-string side tucks in your belt. To play, pass the ball thru the holes without using your hands, just your belly.



MANY MUSCLES

CHARACTERS: 6 Cubs, one dressed as a beautiful curvy girl. All boys wear shorts over uniform pants to resemble sweat suits except one who is in full uniform.

PROPS: Dumbell, barbells and jumprope.

SETTING: Boys in shorts lined up across front.

CUB: (in full uniform comes in, looks at boys, asks 1st boy) "Why are you doing that?"

1st BOY: (Lifting dumbell) "Because I like many muscles."

CUB: (walks over to next boy) "Why are you doing that?"

2nd BOY: (skipping rope) "Because I like many muscles."

CUB: (walks to next boy) "Why are you doing that?"

3rd Boy: (lifting barbell) "Because I like many muscles"

CUB: (walks to next boy) "Why are you doing that?"

4th BOY: (doing pushups) "Because I like many muscles."

CUB: (walks to last boy) "And why are you doing that!"

5th BOY: (doing jumping jacks) "Because I like many muscles."

GIRL: (boy in wig and dress walks on in front of boys)

CUB: "Who are you?"

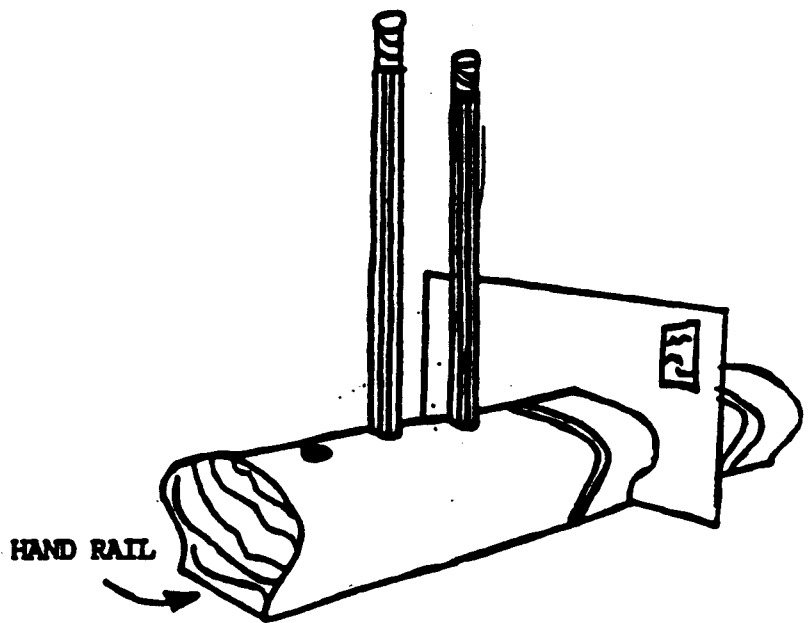
GIRL: (smiles - winks) "Why, I'm Minnie Muscles!"

ALL BOYS: Whistle at her, take her by arms and escort her off the stage.

- Jimmy Corbell
Pack 75

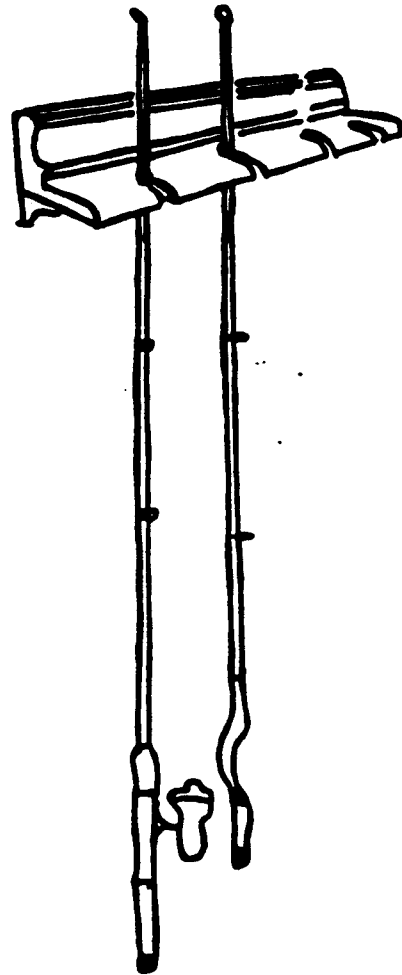
Desk Organizers

Can't find a pencil when you need?
Need an envelope, fast? Wonder where
the gas bill disappeared? Sounds like
your desk is a mess. What it needs is a
little organization and here's a simple
way to do it. They're quick and easy to
build and can be as small or large as
you want, depending on your needs and
your desk or table size.



Fishing Rod Rack

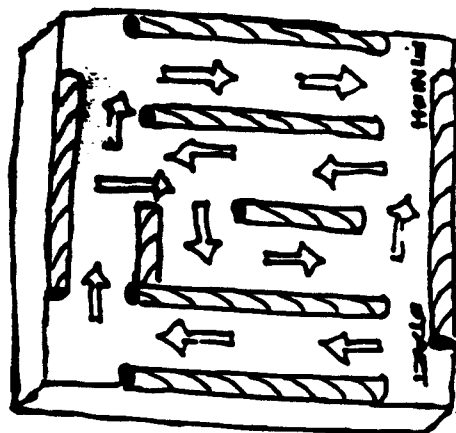
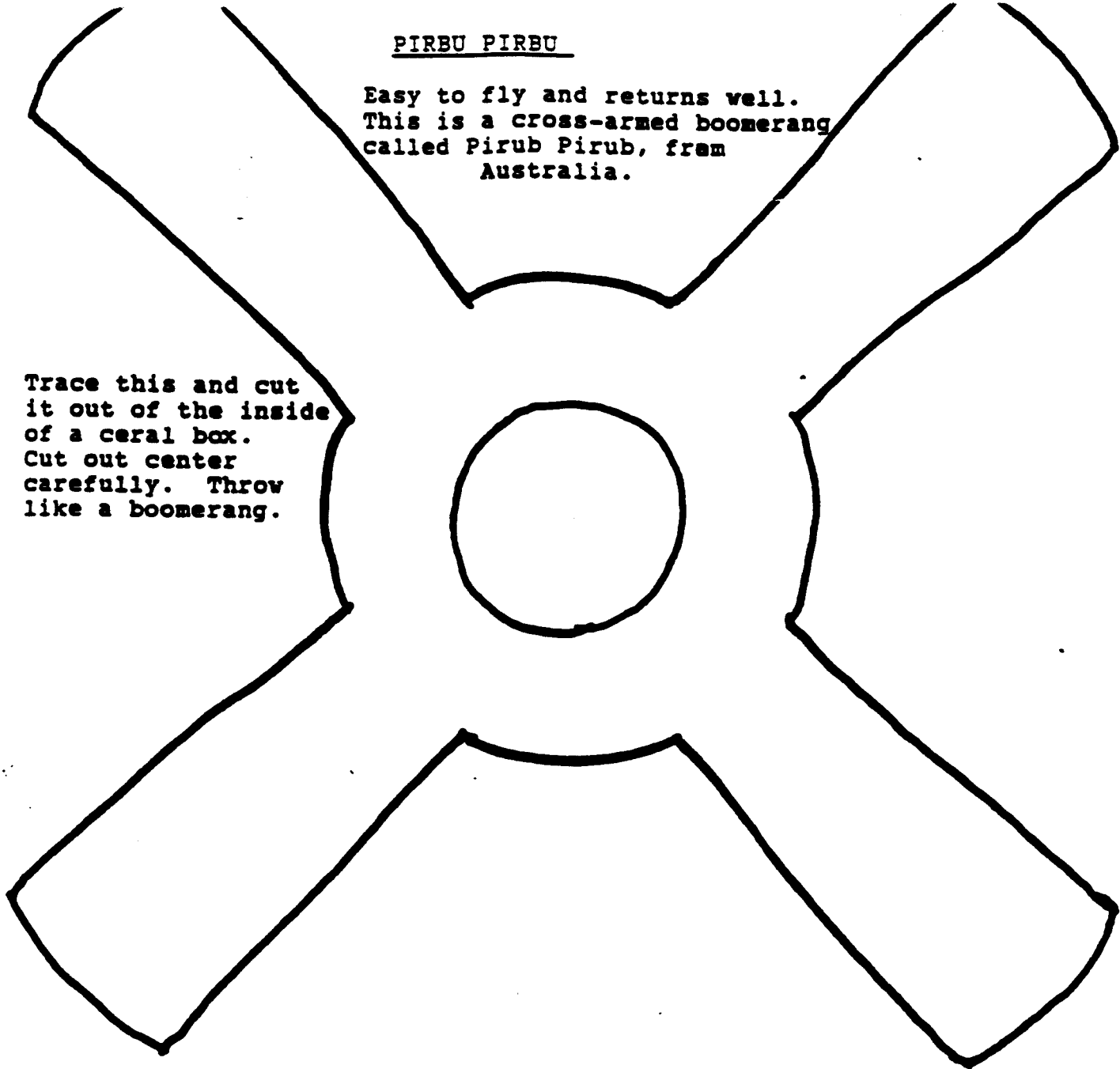
Do you have to take time before each
fishing trip to untangle your lines and
hooks? Now you can keep those rods
separated by hanging them on this rod
rack. It's just a piece of casing and
round edge stop that sits on a piece of
cove. Notches for hanging the rods are
cut about half way through. Depending
on how many fishing rods you have,
you can make the racks as long or short
as you want. Stain it to warm richness,
drill holes for screws and hang it in your
den or office.



PIRBU PIRBU

Easy to fly and returns well.
This is a cross-armed boomerang
called Pirub Pirub, from
Australia.

Trace this and cut
it out of the inside
of a cereal box.
Cut out center
carefully. Throw
like a boomerang.



Roly Poly Maze

Materials:
Shirt Box-top or bottom
Straws
Glue
Markers
Scissors
Peas or Marbles


Lay out maze pattern on box top using
straws as barriers. Be sure to leave
corners open for "OOOOPS" spaces.
Glue straws in place. Draw "start",
"finish" and direction arrows with
marker. To play: Place pea on start and
tilt to make pea roll to finish.

SONGS

BRUSH YOUR TEETH

(Tune: *Row, Row, Row Your Boat*)


Brush, brush, brush your teeth
Morning, noon, and night.
See your dentist twice a year,
And you will be all right.



FITNESS

(Tune: *On Wisconsin*)

Hurry Cub Scouts, build your muscles,
Get in shape for play.
When we feel our very best,
We'll do our best each day.
Keep on running, keep on jumping,
Trying to improve.
When we've grown a little older,
We'll still be on the move.



O CHESTER!

(Tune: *Yankee Doodle*)

O Chester, did you 'ear about Harry?
He 'chest' got back from the army.
I 'ear he knows how to wear a rose,
Hip! Hip! Hooray! for the army.

(Repeat four times, acting out an additional line each time)

- 1st - Strike chest, touch ears, pat head
- 2nd - Repeat above, then strike chest and back, and fold arms.
- 3rd - Repeat above, also touch ear, nose and lapel.
- 4th - Repeat above, and raise fist for cheers and fold arms.


TOUGHEN UP

(Tune: *Clementine*)

Do a push-up, do a pull-up
Do a thirty-yard run.
We build muscles as we hustle,
All the time we're having fun.

Running broad jump, do a high jump,
Throw the ball way out of sight.
Vault a fence and do a chin-up,
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,
Watch your muscles growing strong.
Building muscles in our backyard,
That will last a whole life long.



PERFECT POSTURE

(Tune: *Are You Sleeping?*)

Perfect posture, perfect posture,
Never slack, never slack.
You must grow up handsome,
You must grow up handsome,
Brace that back, brace that back.

A STRETCHING WE WILL GO

(Tune: *A Hunting We Will Go*)

A stretching we will go,
Moving to and fro,
And when we're done
We've had some fun
And stretched our muscles, too.

Come on folks, let's stand
And raise up high each hand.
Then spread them wide,
Now to your side,
As your muscles you relax.

Now let us stomp our feet,
But please don't take your seat.
Before you're down,
Please turn around,
And then you'll take your seat.

PHYSICAL FITNESS

(Tune: *Johnny Comes Marching Home*)

Fitness exercise is good
For everyone.
We build out bodies, keep in shape,
It is such fun.

We practice our push-ups and sit-ups too,
We throw the ball the best we can do,
And we'll all be healthy
From fitness exercise.

See *Cub Scout Songbook* for "Cub Scout Marching Song", "Head and Shoulders, Knees and Toes", "I'm Happy When I'm Hiking".

BARBELL NECKERCHIEF SLIDE

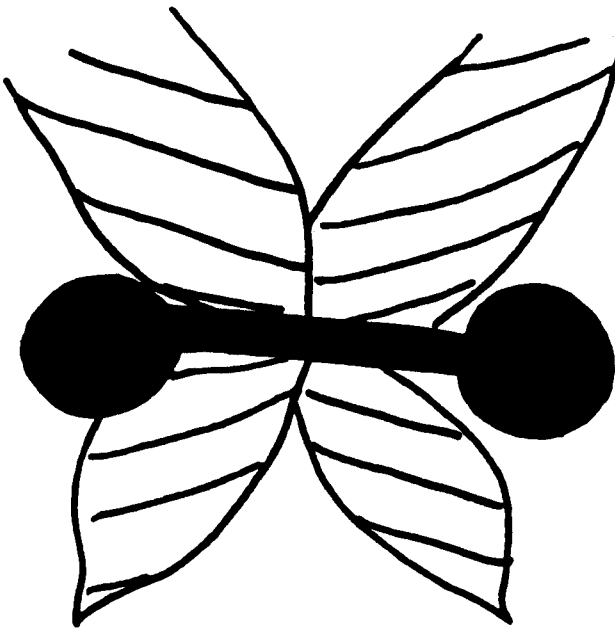
Material: 1/8" dowel stick, 1-2" long, 2 small styrofoam balls, paint, pipe cleaner, glue

Push styrofoam balls onto ends of dowel stick. Glue in place. Twist pipe cleaner around middle of dowel stick leaving a loop big enough for the neckerchief to go through. Glue in place. Spray black.

SOCCER BALL NECKERCHIEF SLIDE

Material: Ping pong ball, plaster, pop top ring, paint

Cut a ping pong ball in half. Fill the half of ball with plaster and insert pop top ring for slide. Let dry. Decorate with black paint. This same idea can be used to make a basketball, baseball, etc.



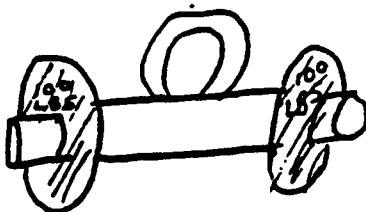
TIE SLIDE

MATERIALS: 1/4" dowel
3" long, 2 flat buttons
1" in diameter, vinyl
strip for loop, silver,
black and white paint.

100 lb. on buttons
(written in white)

silver
"bar"

PAINT EVERYTHING AND LET
DRY BEFORE ASSEMBLING.



buttons drilled out to
fit dowel and painted
black. Use household
cement or model cement
to attach to painted
dowel. glue on vinyl
loop for tie to go
thru.

SONGS

BRUSH YOUR TEETH

(Tune: *Row, Row, Row Your Boat*)

Brush, brush, brush your teeth
Morning, noon, and night.
See your dentist twice a year,
And you will be all right.



FITNESS

(Tune: *On Wisconsin*)

Hurry Cub Scouts, build your muscles,
Get in shape for play.
When we feel our very best,
We'll do our best each day.
Keep on running, keep on jumping,
Trying to improve.
When we've grown a little older,
We'll still be on the move.



O CHESTER!

(Tune: *Yankee Doodle*)

O Chester, did you 'ear about Harry?
He 'chest' got back from the army.
I 'ear he knows how to wear a rose,
Hip! Hip! Hooray! for the army.

(Repeat four times, acting out an
additional line each time)

- 1st - Strike chest, touch ears, pat head
- 2nd - Repeat above, then strike chest and
back, and fold arms.
- 3rd - Repeat above, also touch ear, nose
and lapel.
- 4th - Repeat above, and raise fist for
cheers and fold arms.

TOUGHEN UP

(Tune: *Clementine*)

Do a push-up, do a pull-up
Do a thirty-yard run.
We build muscles as we hustle,
All the time we're having fun.

Running broad jump, do a high jump,
Throw the ball way out of sight.
Vault a fence and do a chin-up,
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,
Watch your muscles growing strong.
Building muscles in our backyard,
That will last a whole life long.



PERFECT POSTURE

(Tune: *Are You Sleeping?*)

Perfect posture, perfect posture,
Never slack, never slack.
You must grow up handsome,
You must grow up handsome,
Brace that back, brace that back.

A STRETCHING WE WILL GO

(Tune: *A Hunting We Will Go*)

A stretching we will go,
Moving to and fro,
And when we're done
We've had some fun
And stretched our muscles, too.

Come on folks, let's stand
And raise up high each hand.
Then spread them wide,
Now to your side,
As your muscles you relax.

Now let us stomp our feet,
But please don't take your seat.
Before you're down,
Please turn around,
And then you'll take your seat.

PHYSICAL FITNESS

(Tune: *Johnny Comes Marching
Home*)

Fitness exercise is good
For everyone.
We build out bodies, keep in shape,
It is such fun.

We practice our push-ups and sit-
ups too,
We throw the ball the best we can do,
And we'll all be healthy
From fitness exercise.

See *Cub Scout Songbook* for "Cub Scout Marching Song", "Head and Shoulders, Knees and Toes", "I'm Happy When I'm Hiking".

OPEN

I ASKED MYSELF A QUESTION

PERSONNEL: cubmaster and six Cubs

EQUIPMENT 7 chairs

ARRANGEMENT: The cub scouts sit in a semicircle around the Cubmaster. The boys hold up their hands and the Cubmaster calls upon each one to answer in turn.

CUBMASTER: I asked myself a question today: "What does it mean to be an American?" There were several answers, and they were all good. Being an American means I have many freedoms. What are they?

FIRST CUB: Freedom to think, and to say out loud what I think

SECOND CUB: Freedom to worship as I please

THIRD CUB: Freedom to move about

FOURTH CUB: Freedom to try and freedom to fail

FIFTH CUB: Freedom to stand up straight and look the world in the eye

SIXTH CUB: Freedom from want and freedom from fear

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

AMERICAN'S CREED

As a variation on the Pledge of Alligence to open the PAcK meeting use the American's Creed:

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

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

STORY OF THE BLUE AND GOLD ADVANCEMENT CEREMONY

FIRST CUB: In the good old days, the waving of school colors gave people a feeling of pride and loyalty. Today, the blue and gold of Cub Scouting helps to build spirit among our Cub Scouts

SECOND CUB: This month we celebrate a great year in scouting and we would like to wave our colors and their meaning

THIRD CUB: (indicating blue of uniform) The blue reminds us of the sky above it. It stands for truth, spirituality and steadfast loyalty

FOURTH CUB: (holding card TRUTH) Truth means we must always be honest

FIFTH CUB: (holding sign SPIRITUALITY) Spirituality means a belief in a faith in God

SIXTH CUB: (holding STEADFAST LOYALTY) steadfast loyalty means being faithful to God, Country and fellow man

SEVENTH CUB: (shows gold trim) The gold stands for the warm sunlight

EIGHTH CUB: (holding GOOD CHEER AND HAPPINESS) gold also stands for good cheer and happiness. We feel better when the sun is shining and so will those whom we give goodwill

DEN CHIEF: As they wear their colors make us more mindful of the Cub Scout ideals, the Promise and the Law of the Pack.

CUBMASTER: Today we award to Cubs symbols (badges) to show their achievements in working for the blue and gold.

Call up boys and parents to receive recognition.

MAY I CLOSING CEREMONY

readers form a semicircle around the Pack flag

FIRST CUB: May I grow in character and ability as I grow in size

SECOND CUB: May I be honest with myself and others in what I do and say

THIRD CUB: May I learn about and practice my religion

FOURTH CUB: May I always respect my parents, my elders, and my leaders

FIFTH CUB: May I develop high ideals and have courage to live by them

SIXTH CUB: May I always strive for a healthy body, mind, spirit

SEVENTH CUB: May I always respect the rights of others

EIGHTH CUB: May I set a good example so that others will enjoy and benefit from being around me

NINTH CUB: May I work hard and do my best in everything I try to do

TENTH CUB: Cub Scouting helps me learn these things and will prepare me to become a Boy Scout.

PATRIOTIC CLOSING CEREMONY

SETTING: CUB, SOLDIER, CIVIL WAR REBEL, KNIGHT ALL KNEELING IN PRAYER. US FLAG IN FRONT OF CUB LAST IN LINE. BATTLE HYME OF THE REPUBLIC PLAYING IN BACKGROUND. LIGHTS OUT. ONCE SPOTLIGHT GOES ON PLAYER KEEP ON UNTIL THE END.

(SPOTLIGHT ON KNIGHT KNEELING)

DURING THE TURMOIL OF MEDIEVAL EUROPE BRAVE MEN SWORN ALLEGIANCE TO THEIR LEADERS AND TO A CODE OF CONDUCT TO DEFEND THE POOR AND HELPLESS. THEY WENT INTO BATTLE FOR THEIR BELIEFS. AND WHEN IT WAS OVER THEY GAVE THANKS TO THEIR GOD. PEOPLE WITH VISIONS AND HOPES LEFT THE CONFINES OF EUROPE AND CAME TO THE LAND OF OPPORTUNITY. THEY SETTLED IN HOSTILE LANDS. MANY TIMES THEY HAD TO FIGHT FOR THEIR BELIEFS.

(SPOTLIGHT ON CIVIL WAR REBEL KNEELING)

WHEN WE LOST SIGHT OF WHO WE WERE AND WHAT WE REPRESENT A TERRIBLE INTERNAL STRUGGLE WAS FOUGHT. BROTHER FOUGHT BROTHER. BOTH SIDES FOUGHT BRAVELY FOR WHAT THEY BELIEVED WAS RIGHT. AND WHEN IT WAS OVER THEY GAVE THANKS TO THEIR GOD.

(SPOTLIGHT ON SOLDIER KNEELING)

OUT OF THIS TERRIBLE INFERNO A NEW STRONGER NATION WAS CAST WITH IDEALS, BELIEFS OF EQUALITY AND FREEDOM STRONGER THAN EVER. AGAIN AND AGAIN THESE KNIGHTS OF THE 20TH CENTURY WENT TO WAR TO DEFEND THE POOR, THE INNOCENT AND THE HELPLESS IN WORLD WAR ONE, WORLD WAR TWO, KOREA AND VIET NAM. AND WHEN EACH BATTLE AND WAR WAS OVER THEY GAVE THANKS TO THEIR GOD.

(SPOTLIGHT ON CUB AND US FLAG)

THE FUTURE BELONGS TO OUR YOUTH. INTO THEIR HANDS ARE PLACED THE MEDIEVAL KNIGHTS CODE, THE TEN COMMANDMENTS, THE AMERICAN DREAMS OF EQUALITY AND FREEDOM. SO THAT THEY MAY NEVER HAVE TO PICK UP WEAPONS AND GO TO WAR TO DEFEND THEIR BELIEFS; SO THAT IF THEY HAVE TO DEFEND THEIR BELIEFS THEY WILL GO WILLINGLY TO WIN WE GIVE OUR PRAYERS AND THANKS TO YOU DEAR LORD - OUR GOD.

(SPOTLIGHTS REMAIN ON WHILE THE FIRST STANZA OF THE BATTLE HYME OF THE REPUBLIC MUSIC IS PLAYED LOUDLY)

OPENING OR CLOSING CEREMONY
"SELFISHNESS"

"YOU DON'T HAVE TO BE A DOCTOR TO KNOW WHEN SOMEONE IS HAVING "I" TROUBLE.....NOT THE KIND SPELLED E-Y-E.....BUT SPELLED WITH ONE BIG, HEAVY,CAPITAL LETTER "I".

THIS KIND OF "I" TROUBLE IS EXPLAINED IN A LITTLE POEM:
(TO BE READ VERY SLOWLY)

"I HAD A LITTLE PARTY
THIS AFTERNOON AT THREE,
T'WAS VERY SMALL
THREE GUESTS IN ALL
JUST I, MYSELF AND ME.

MYSELF ATE ALL THE SANDWICHES
WHILE I DRANK UP THE TEA
T'WAS ALSO I WHO ATE THE PIE
AND PASSED THE CAKE TO ME."

THIS KIND OF "I" TROUBLE.....SELFISHNESS.....IS ONE OF THE WORST DISEASES IN THE WORLD TODAY.

AND IT'S SO EASY TO DIAGNOSE IN OTHER PEOPLE.....YOU AND I NEVER SEEM TO CATCH IT!

THERE'S ONE WAY TO AVOID THIS "I" TROUBLE.....AND THAT'S POINTED UP IN THE CUB SCOUT LAW OF THE PACK,PROMISE, AND SCOUT MOTTO.

*****"GIVE GOOD WILL*****HELP OTHER PEOPLE*****DO A GOOD TURN*****

HAVING CLEARED UP ALL THE "I" TROUBLE,WE'RE SEEING MUCH BETTER NOW AREN'T WE?????????



I AM AMERICA'S HERITAGE

THERE SHE IS! SHE'S STILL FLYING! IT'S BEEN A LONG NIGHT AND AS THE DAWN APPEARS AND THE SMOKE CLEARS, SHE IS STILL FLUTTERING IN THE BREEZE.

I AM THE AMERICAN REVOLUTION AND THE VALIANT PATRIOTS WHO LOST THEIR LIVES THAT THIS NATION MIGHT LIVE.

I AM PAUL REVERE AND HIS MIDNIGHT RIDE.

I AM NATHAN HALE AND HIS STAND FOR FREEDOM.

I AM GEORGE WASHINGTON CROSSING THE DELAWARE.

I AM THE BOSTON TEA PARTY AND BUNKER HILL.

I AM KING'S MOUNTAIN AND THE GUILFORD COURTHOUSE.

I AM THE CONSTITUTION OF THE UNITED STATES, THE BILL OF RIGHTS, AND THE SYMBOL OF RELIGIOUS FREEDOM.

I AM THE WAR OF 1812 AND THE MEXICAN WAR.

I AM THE ALAMO AND THE BATTLE OF BULL RUN.

I AM THE BATTLE OF VICKSBURG AND THE BLOOD AND TORMENT OF THE CIVIL WAR.

I AM THE MONROE DOCTRINE AND THE SPANISH-AMERICAN WAR.

I AM WORLD WAR I AND THE DEPRESSION OF 1929.

I AM PEARL HARBOR, WORLD WAR II, THE KOREAN CONFLICT, AND VIET NAM.

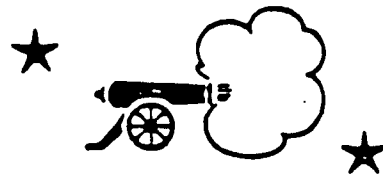
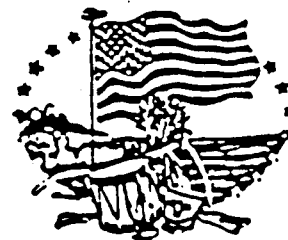
I AM THE PAIN AND SORROW, THE HAPPINESS AND JOY OF BYGONE DAYS.

I HAVE SEEN POVERTY AND WEALTH, DREAD AND ANTICIPATION, HATE AND LOVE.

I HAVE SEEN AMERICA THROUGH ALL HER HISTORY.

I AM AMERICA'S HERITAGE.

LOVE ME. RESPECT ME. I AM YOUR FLAG.



A PATRIOTIC CEREMONY

First boy carries in flag. Others follow.

O - one out of many.

U - united we stand.

R - ready for service

F - for Freedom's bright land

L - Liberty and justice guaranteed to us all

A - all men created equal

G - God bless us all.

All say in unison:

Our flag is America's symbol

The land of the free

This is what our flag means to me.

PURPOSE OF CUB SCOUTING

7 large cards with letters, 1 with Cub Scouting
Cub Scouting stands in middle, other cards are grouped
around it. As speaks, hold up card.

P is to Provide fun and exciting new things to do

U is to foster Understanding within the family.

R is to Respond to good sportsmanship and prepare them
for the Boy Scouts program.

P is for Pride in growing strong in mind and body.

O is to open new areas where they can be helpful and
helpful and do their best.

S is to Strengthen boys abilities to get along with
others.

E is to encourage the development of habits and attitudes
of good citizenship.

We all should remember that CUB SCOUTING is a program
for parents to give to boys. That all these things listed
can only be achieved with your help and understanding.
If we all cooperate, we can make this Pack --- has brought
to our town. Let us now pledge our allegiance to our flag.

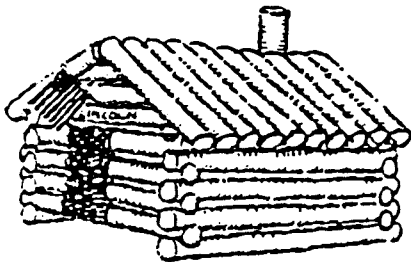
RESOU

(Make copies of this page and the following page to hand out to participants.)

American Heritage Skit Props



LIBERTY BELL. The bell is made by applying papier mâché over a chicken-wire frame. For papier mâché techniques, see pages 3-42 to 3-45, *Cub Scout Leader How-To Book*.



MINIATURE LOG CABIN. Glue sections of mailing tubes together and paint brown. Fill in chinks with plaster.

A	A	B	B
A	A	B	B
A	A	B	B
C	C	D	D
C	C	D	D
C	C	D	D

FOUR-COURT ELIMINATION. You will need a soft rubber ball. Using any number of players, divide them into four teams and assemble into separate courts, as shown. (String may be used to divide the courts.) The game begins with a player in court A tossing the ball *underhand* into any other court; if a player in that court drops the toss, a point is scored against his or her team. When five points have been scored against a team, that team is eliminated. The ball should move rapidly from court to court. Variation: Put two or three balls into play.

Induction Ceremony

Equipment: "Judge's" robe for Cubmaster (a choir robe will do); Bobcat pins and certificates.

Personnel: Cubmaster, new Cub Scouts, and their parents.

CUBMASTER: Will our new Cub Scouts and their parents please come forward. (*Arrange them at table or lectern facing audience.*)

When people who have been born in other countries want to become Americans, they take part in a naturalization ceremony in a courtroom. They pledge allegiance to our country, just as we pledge allegiance to the flag. Tonight we will have a sort of naturalization ceremony to welcome our new citizens in Cub Scouts.

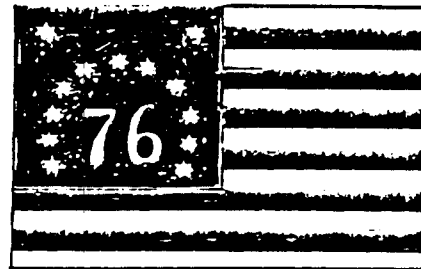
First, we will ask them to pledge allegiance to Cub Scouting and this pack by repeating the Cub Scout Promise. (*Lead Promise.*) Now let us join in the Law of the Pack. (*Lead Law.*)

Congratulations, Cub Scouts. You are now members of Cub Scouting and this pack. Your parents will be your partners in Cub Scouting, and I will ask them to pin your Bobcat pins on your uniform. (*Give each boy his certificate; give parent his Bobcat pin to pin on his uniform shirt.*)

Let's welcome the new members of our pack by singing "Hi, Cub Scout!" (*Song leader leads song, which is in the Cub Scout Songbook.*)

Historic Flags

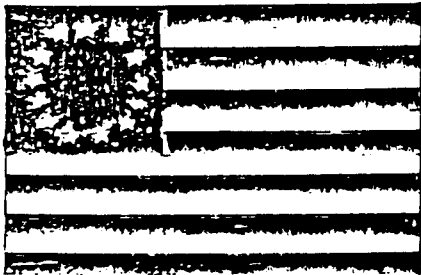
These flags can be used in American Heritage skits and in flag ceremonies throughout the program year. The simplest way to reproduce flags is on butcher paper or other heavy paper. For colors, use liquid shoe polish, felt-tip pens, or crayons. Use the grid method, as explained on pages 3-4 and 3-5 of the *Cub Scout Leader How-To Book* to enlarge the flag designs. See "Flags" in the encyclopedia for flag colors.



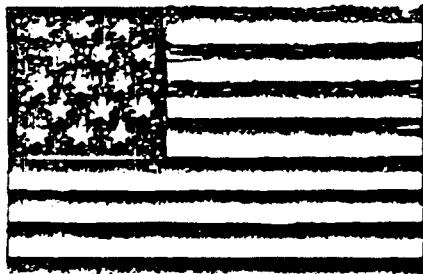
BENNINGTON FLAG. Had seven-pointed stars. Flown at Battle of Bennington, Vt., in 1777.



GRAND UNION. Flown by George Washington in 1776.



OLD GLORY. The first official U.S. flag, adopted June 14, 1777.



STAR-SPANGLED BANNER. Official U.S. flag when Francis Scott Key wrote our national anthem. Note the 15 stars and 15 stripes.

Song: "Ode to a Cub Scout Leader"

(Tune: "Battle Hymn of the Republic")

*My son was only 8 years old when they called me to the fore.
I said, "I'm not equipped," they said, "Oh, yes you are, what's more.
We will train you in the basics, we'll outfit you for the corps."
And they shoved me out the door.*

*Glory, glory, I'm a leader,
How'd I get to be a leader?
All I did was have an S-O-N:
Is this the price I pay?*

*They taught me to be thrifty, to be thoughtful, to be true.
They taught me how to string beads like the noble Indians do
I had to learn to dig a trench, and how to use it too
And you should taste the stew!*

*I had to learn to sing songs that I didn't understand
I learned to dance the polka and to lead a rhythm band;
To think of what to do—and to forget what I had planned,
And they say Cub Scouting's grand.*

*Glory, glory, I'm a leader;
Me—they make a leader!
I can't even build a fire.
Let alone put up a tent.*

*We went walking in the woodland, my Cub Scout den and me.
The handbook says that nature has a wealth of sights to see.
It's true—we sure were sights when we were found eventually.
And I do this all for free.*

*But even though I grumble and I mumble and I shout,
Though there are days I wonder what's the best way to get out,
I guess when all is said and done there isn't any doubt,
I'm glad to be a Scout!*

*Glory, glory, I'm a leader.
Someone's got to be a leader.
They can carve it on my tombstone,
"Here's a Scout that did his (her) best!"*

From *1988 Pow Wow Book* of the Tidewater Council, Norfolk, Va. The song might be sung by adult leaders at a pack meeting.

Leaders BSA

L—is for our love of boys;
We want to help them grow.
E—is for enthusiasm
For Scouting to make it so.
A—is for availability,
To help them when they need.
D—is for the delight we get
In seeing them succeed.
E—is for enjoyment that
Scouting gives to one and all.
R—is for relying on,
They'll do while they're small.
S—is for the satisfaction we feel
When we help them to stand tall.
B—is for the boys, you know;
Some day they will be men.
S—is for Scouting, to help
Them build for then.
A—is for America, the country they will lead
If only we can shape them to do what we will need.
by Anne R. Nordskog
Passaic Valley Council (New Jersey)

Fill in the blanks, then find the answers in the puzzle. The answers may be found, forward, backward or at an angle

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

1. How many stars on the American Flag? _ _ _ _
2. What are the colors of the American Flag? _ _ _ ,
3. How many white stripes are there? _ _ _
4. How many red stripes are there? _ _ _ _ _
5. Never let the flag touch the _ _ _ _ _
6. The American flag stands for _ _ _ _ _
7. _ _ _ _ 4th is Independence Day
8. We display the flag on _ _ _ _ _
9. _ _ _ _ _ Washington was our first President
10. Betsy _ _ _ _ made our first flag

PATRIOTIC GAMES

Pin the 50th Star: Make a flag from wide white shelf paper by adding red crepe paper stripes and a sheet of blue construction paper for the field. Mark stars with chalk or use gummed stars. Leave 1 star missing. Cut 1" paper stars, stick a pin in each and play with blind-folded players, just like "Pin the Tail on the Donkey."

Cherry Carry: This can be played by individuals competing in pairs or as a contest between two teams. Cranberries are used to represent the cherries. Contestants plunge one hand, palm down, into a bowl and see how many berries they can remove on the back of the hand and carry across the room to another bowl. The route may be complicated with hazards.

Log Jog: This is a Lincoln's birthday variation of Cherry Carry. Contestants use long rectangular "Lincoln Logs" to carry dried beans or peas across the room, scooping them out of a container in the same way.

- Flag Quiz:
1. The flags of what 5 nations flew over our country before the Revolutionary War? (Spain, France, Holland, Sweden, England)
 2. How is the U.S. flag hung across a street? (Vertically, with the Union to the north in an east-west street and to the east in a north-south street)
 3. What was the name of the first flag symbolizing unity of the American colonists? (Grand Union, or Great Union, flag)
 4. When a U.S. flag is folded properly, what part of it is showing? (The blue field)
 5. How many stars and stripes did the U.S. flag have when Francis Scott Key wrote the "Star-Spangled Banner?" (15 stars and 15 Stripes)
 6. When carried in a parade with other flags, where should the U.S. flag appear? (Either to the marching right, or in front of the center of a marching line of flags)
 7. When did the U.S. flag get its 50th star? (July 4, 1960. The 50th star represented Hawaii, which was admitted to the Union August 21, 1959. The flag is always changed on July 4, following the admission of a new state)
 8. How is the flag saluted? (By uniformed personnel, including Scouts, using their organization's hand salute. By persons not in uniform, by placing the right hand over the heart; if a hat is worn, the hat is held

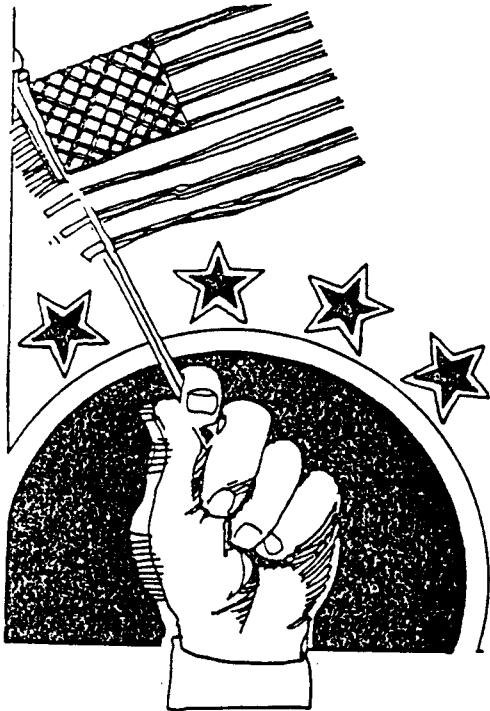
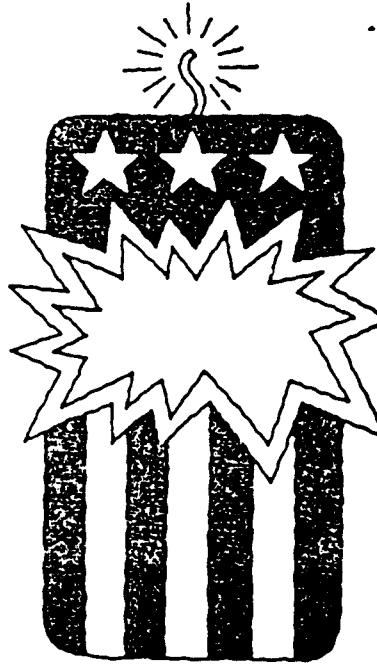
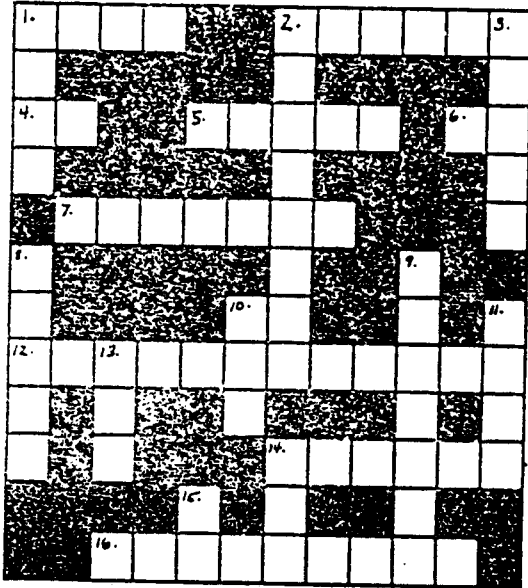
INDEPENDENCE DAY CROSSWORD PUZZLE

ACROSS

1. On July ____ the Declaration was signed by John Hancock
2. ____ Jefferson wrote the Declaration
4. Abbrev. for United States
5. Type of pen used for signing
6. State Independence Hall is in (abbrev.)
7. ____ Bell
10. Exist
12. Name of hall in which Declaration was signed
14. Where you study about the Declaration of Independence today
16. Sparkling displays used on the 4th of July

DOWN

1. How many parts to the Declaration
2. How many colonies declared independence
3. Five pointed objects on flag
8. Color of stripes on flag
9. Largest signature
10. Oldest signer
11. Object that clangs
13. Another name for 4th of July (Independence ____)
14. Betsy Ross was asked to ____ the flag
15. Initials of lady who made the first flag



Star Spangled Fill-In

O ____, can you see, by the ____ early
 ____, What so ____ we hailed at the
 ____ last gleaming? Whose ____ stripes
 and ____ stars, thro' the ____, O'er the
 ____ we watched, were so ____ stream-
 ing? And the rocket's ____, the
 bombs bursting in ____, Gave ____ thro'
 the ____ that our ____ was still there,
 Oh say does that ____ still ____, O'er
 the ____ of the ____, and the ____
 of the ____.

Answers: say, dawn's, light, proudly,
 twilight's, broad, bright, perilous fight,
 ramparts, gallantly, red glare, air, proof,
 night, flag, Star Spangled Banner, wave,
 land, free, home, brave.

BLESS OUR CUB SCOUTS (Bless this house)

Bless our Cub scouts, Lord, we pray
Keep them healthy all the day
Let them know their Cub Scout sign
Have it always on their mind
If they do, we promise them
They'll become good future men
Hear their prayers at night and day
Guide them, Lord, along their way.

CUB SCOUT VESPERS (O Tannenbaum)

As the night comes to this land
On my promise I will stand
I will help the pack to go
As the pack helps me to grow
Yes, I will always give goodwill
I'll follow my Akela still
An before I stop to rest
I will do my very best.

CUB SCOUT PRAYER (O Tannenbaum)

Lord, in this evening hour I pray
For strength to do my best each day
Draw near to me that I may see
The kind of Cub Scout I should be
In serving others let me see
That I am only serving thee
Bless me, O Lord, in thy great love
That I may be a better Cub.

CUB SCOUT HARMONY (I'd Like to Teach the World to Sing)

I'd like to teach the world to sing
In Cub Scout harmony
The blue and gold would be the thing
That everyone would see
Each Wolf and Bear and Webelos
Is doing all he can
To do his best with all the rest
Of Cub Scouts in the land
We're the real thing...CUB SCOUTS

THIS OLD FLAG (This old House)
This old flag is my protection
This old flag is my birthright
This old flag is full of beauty
May it fly both day and night

It's an honor to salute it
And with pride we hold it high
We will keep it flying o'er us
Like a symbol in the sky.

Hain't gonna allow no one to tramp it.
Hain't gonna allow no one to 'buse
Hain't gonna allow no one to shun it
Hain't gonna allow no one to use it

Hain't gonna allow no one to down it
For some other flag to use
Going to keep that old flag flying
And dare you to refuse

LOVE AMERICA (Battle Hymn of the Republic)

I love this great country, the land that God has blessed
Where the hope that stirs the hearts of men will never be
suppressed
Through the flames of faith came forth a nation far above the
rest, This great America

CHORUS

Glory to the land of freedom
Glory to the land of freedom
Glory to the land of freedom
I love America

I love this great America, the land of liberty
For I know the price of freedom countless others paid for me
Do we hear their call to carry on and serve as valiantly?
This great America? CHORUS

May all men be united by the bonds of brotherhood
May we learn to love each other, for in every man is good
Let us live in peace upon the land where men of valor stood.
This great America! CHORUS

I love God's great America, all equal in his sight
May we be as one in spirit as we reach up for the right
And may we have humilty to match our power and might
This great America! CHORUS

THE STAR_SPANGLED BANNER

Oh, say, can you see, by the dawn's early light,
What so proudly we hailed at the twilight's last
gleaming,

Whose broad stripes and bright stars thro' the clouds
of the fight,

o'er the ramparts we watched were so gallantly
streaming?

And the rocket's red glare, the bombs bursting in air,
Gave proof through the night that our flag was still there.

Oh, say, does that star spangled banner yet wave
O'er the land of the free and the home of the
brave?

On the shore dimly seen thro' the mists of the deep,
Where the foe's haughty host in the dread silence reposes,
What is that which the breeze, o'er the towering steep,
As it fitfully blows, half conceals, half discloses?
Now it catches the gleam of the morning's first beam,
In full glory reflected, now shines on the stream:
'Tis the star-spangled banner: oh, long may it wave
O'er the land of the free and the home of the brave'

And where is that band who so vauntingly swore
Mid the havoc of war and the battle's confusion
A home and a country should leave us no more?
Their blood has washed out their foul footsteps' pollution.
No refuge could save the hireling and slave
From the terror of flight or the gloom of the grave:
And the star spangled banner in triumph doth wave
O'er the land of the free and the home of the brave.

Oh, thus be it ever when freemen shall stand
Between their loved home and the war's desolation;
Blest with vict'ry and peace, may the Heav'n-rescued land
Praise the power that hath made and preserved us a nation!
Then conquer we must, when our cause it is just,
And this be our motto: "In God is our trust!"
And the ~~star~~-spangled banner in triumph shall wave
O'er the land of the free and the home of the brave.

OPENING

- 1st Cub : P is for pioneers who helped explore the Rocky Mountains.
- 2nd Cub : I is for the independence in the way they explored new and exciting places.
- 3rd Cub : O is for the great outdoors.
- 4th Cub : N is for the never ending struggle for their life.
- 5th Cub : E is for exploration, that every pioneer had to do.
- 6th Cub : E is for every loved one that the pioneers left behind.
- 7th Cub : R is for the vast open ranges that they encountered.
- All Cubs: Will you please rise and join us in singing "America the Beautiful".

OPENING OR CLOSING THOUGHTS

Every Cub Scout should accomplish something worthwhile every day. Each day's accomplishments should be a little better than the day before.

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 town. Remember that just as those pioneers of America accomplished much for our country because they did their best, we as Cub Scouts can accomplish much by doing our best. By doing that, we are preparing ourselves to become "pioneers" of America.

GOLD RUSH PACK MEETING (Continued)

As one complication, make it a "crime" to have more than three nuggets at one time. Take offenders before Judge Bean (in top hat) who thinks up interesting sentences. Let your imagination run wild on this and make your own rules. Just keep it fair and keep it fun.

Perhaps you can end the meeting with food, and a brief serious part where advancement awards are presented by the old prospector.

GAMES

HOBBLE HORSE RACE

Two Cubs from each den line up, one behind the other. On signal, first Cub slips a band cut from an inner tube over his ankles, runs up and around a stake and back, removes band and gives it to second boy who repeats action.

COWHIDE RACE (father and son)

A piece of canvas 5 x 6 feet, nailed to a 3-foot length of heavy broomstick becomes the "cowhide". Fasten about 8 feet of rope to the ends of the stick. Fathers pull, while Cub Scouts ride. Select a grassy area and race around a marker and back to starting point. Run in heats, with a Cub from each den. Finals are unnecessary. Fathers must ride stick horses.

GOLD NUGGET RELAY

At the far end of the hall is a table with paper plates turned upside down - one more than the number of teams. One leader pretends to put the gold nugget under each plate in turn - in reality, she only puts it under one plate.

Cub Scout runs up, chooses a plate and looks under it. The one who finds the penny under the plate scores a point for his team.



SONGS

"Oh Susannah" was written by Stephen Foster in 1848 and it became the hit song of the '49ers. Many parodies were written and below is one of them.

I came from Salem City, with my wash bowl on my knee,
I'm going to California, the gold dust for to see.
It rained all night the day I left, the weather it was dry,
The sun so hot I froze to death, oh, brothers, don't you cry.

CHORUS: Oh, California, that's the land for me;
I'm going to Sacramento with my wash bowl on my knee.

I'll be in San Francisco soon, and then I'll look around,
And when I see the gold lumps there I'll pick them off the
ground.

I'll scrape the mountains clean, old girl, I'll drain the
rivers dry
I'm off to California, Susannah, don't you cry.

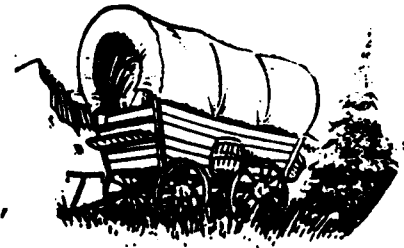
CHORUS:

When I left Missouri River, with my California rig
I had a shovel, pick and pan, the tools they used to dig.
From Bogus-Thunder I ran away, at Devil's Basin I couldn't stay,
My lousy shirt crawled off one day, when I went off to prospect.

WE'RE THE CUBS OF THE OLD WILD WEST

Tune: Popeye the Sailorman

We're the Cubs of the Old wild west,
Boy Scouts we will be some day;
We pass every test, 'cause we do our best,
We're the Cubs of the Old Wild West.

TAPS FOR CUB SCOUTS

As we close
Each Cub knows
What it means .
To be fair,
To be true,
To be proud
Of the gold and the blue.

Meetings through,
Don't be blue;
Meet again
With our den
Until then
Obey the law;
Join the rest do your best

Sun of gold, sky of blue, both are gone from the sight,
Day is through do your best, then to rest. Peace to you!

OPENING CEREMONIES

Have the Cubmaster dressed as a pioneer cook
SETTING On stage is a large kettle made from a cardboard carton. There is a short step ladder at each side for the boys to climb up to get into the kettle. Put pad on the other side for the boys to land on. As curtain opens the Cubmaster and assistant enter, holding a large piece of paper that says RECIPE in large letters

DEN LEADER: What are you making?

COOK: this is a Cub Scout stew. Would you like to watch?

DEN LEADER: Yes, I would. What goes into it?

COOK: (pretends to read the recipe) First add any number of Cub Scouts who do their best. (Uniformed Scouts come onto stage and climb into the pot)

Then add a sense of humor. (Grinning Cub Scout with a sign HUMOR)

Next, add a pinch of service to others (Cub with sign SERVICE climbs in)

Then add a dash of mischief (Cub with sign MISCHIEF)

And a big helping of sunshine (Cub with SUNSHINE climbs in)

And last, add a ton of energy! (Cub wearing ENERGY climbs in)

Cook pretends to stir: Stir well, and you have a Cub Scout Stew

DEN LEADER: That's delicious! I'd like your recipe.

Cook hands recipe to leader and invites everyone to join in the Pledge of Alligence and Cub Scout Promise

DUST STORM ADVANCEMENT CEREMONY

Den Leader at rear of meeting room, pretends to be having trouble walking in a dust storm and calls out for directions: Help, is anyone out there? I've lost my way in this storm.

CUBMASTER: Maybe I can Help, I know some boys who have found a fun way to learn new things. Let me get them up here to help.

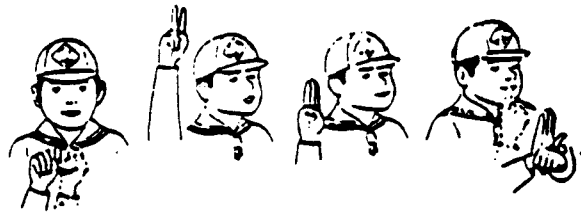
(Call up boys and award advancement badges)

Now that you have earned and received these badges, we need to ask you to do one more good turn. Can you help me to direct that lost leader back to the Pack meeting?

(all together shout directions, as leader slowly and circuitously finds way to front of room.)

A different way to do the Cub Scout Promise can be found on the next page. It is in American Sign Language.

THE CUB SCOUT PROMISE



THE CUB SCOUT PROMISE



I



PROMISE



TO



DO



MY



BEST



TO



DO



MY



DUTY



TO



GOD



AND



MY



COUNTRY



TO



HELP



OTHER



PEOPLE



AND



TO



OBEY



THE



LAW



OF



THE



PACK

CLOSING

An original by Pack 1351, Woodbridge, Virginia

The Pack is gathered around the Cubmaster and Assistant Cubmaster in three rings.

The first ring is made up of those who have advanced in rank or earned a Webelos Activity badge during the month (awarded at this meeting.)

The second ring is made up of all the parents, family members and friends in attendance.

Cubmaster - As we bring this meeting to a close, this gathering is like our attempts to climb a mountain. The first group is made up of those who have climbed and have achieved. They have succeeded through their efforts and now can look out upon the group with pride in their success.

1st Assistant - This second group is made up of Scouts who have climbed and achieved in the past, and others who have watched and learned and are soon going to climb.

2nd Assistant - The third group is made up of those who offer support to the climbers, those who have already climbed to the top, and those who will climb in the future. Without their support; without their encouragement; even the strongest climbers would falter.

Cubmaster - (Leads first circle) We have climbed the high road of the Cub Scout achievement trail. With the help of our families and friends we will continue to the highest point.

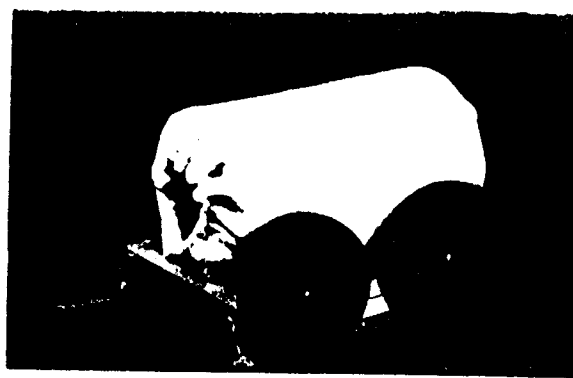
1st Assistant - (Leads second circle) We have seen the example of those who have been recognized today. We are proud of them for their accomplishments. We are working on our requirements and electives and in coming months we will share the inner circle with them.

2nd Assistant - (Leads Parent's circle) We see clearly that the path is hard but we will continue to support our Cub Scouts and to encourage them in every way to always look upward and to take the high road every day.

Cubmaster - Goodnight Cub Scouts and Cub Scout families. May you always continue to "Do Your Best".

LET'S SCOUT THE WILD AND WOOLY WEST

Continued from page 17



Covered Wagon

Make a western centerpiece for table decorations.

For the base, you will need one book match box measuring 4" x 6". Invert the match box, and glue ice cream sticks along each long side and along back short side. Glue sticks across top.

Slit box up at corner end, so end can be bent forward to serve as a floorboard. Insert a stick at center front directly under floorboard for wagon tongue. Glue two sticks across front of wagon under floorboard. Then, glue on wheels.

For the upper part of your wagon,

cut the ends off a salt box. Remove a 2½" wide strip the length of the box.

Cut an 8" square of fabric, and wrap over salt box, turning side ends in and gluing inside box. Turn the other two sides of fabric under making a ½" hem, and gather with needle and thread to close ends of wagon. Glue wagon top to base, paint floorboard.

Mini Moccasin Name Tags

Make up cute Indian names, too!

Using the actual size pattern, cut the moccasin from felt or paper, slitting the front around the toe, as shown by the heavy line. Also from felt or paper, cut the tongue for the moccasin.

Fold the sides of the moccasin up and the cuffs down on the dotted lines. Overlap A and B and glue. Then, glue the ends of the other slit sections on top. Cover the glued sections by gluing the tongue over them.

Overlap and glue the cuffed sides at the back to form the heel. Glue this heel section to the heel end of the sole marked "X".

Decorate the paper moccasin with crayons. Decorate the felt moccasin with markers, rickrack, beads, and any other trim. Write name on inside of moccasin. For candy cups, enlarge pattern to be twice the size.

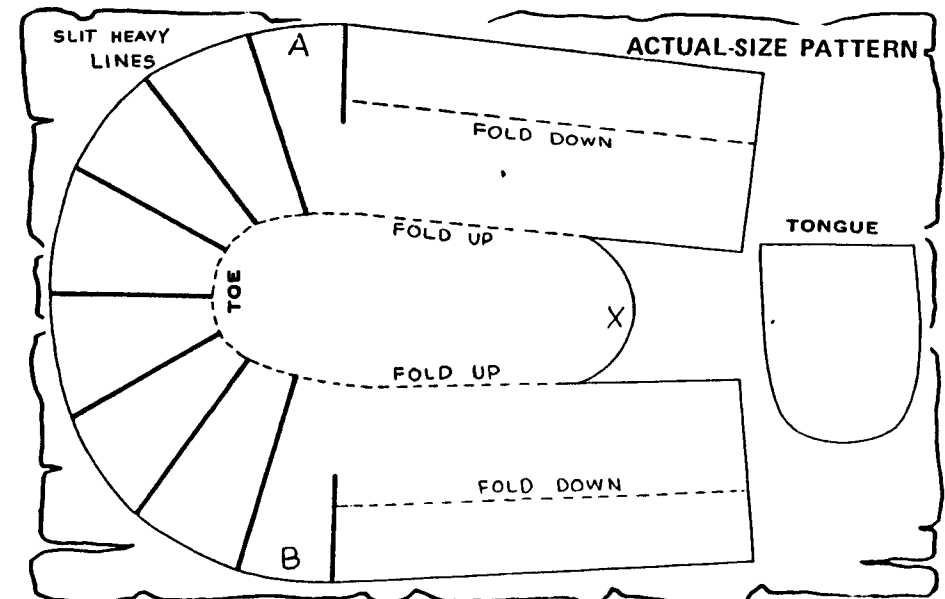
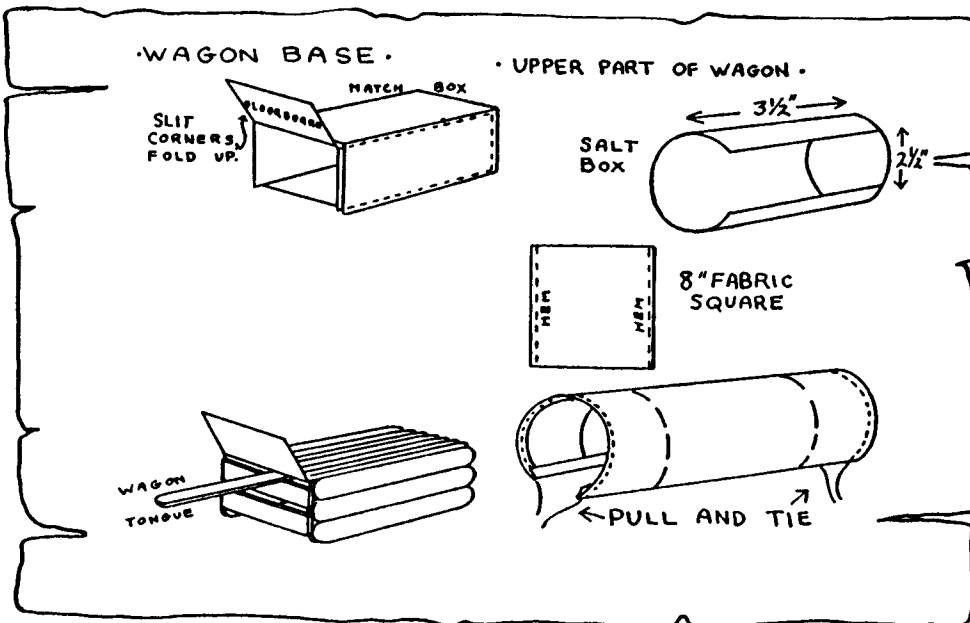
Corral Program Book

Let's "fence in" the festivities!

For covers of book, cut two 4" x 4" pieces of cardboard. Cut pages to measure 3½" x 3½". Place pages inside cover. Line up one side, and punch three holes. Insert plastic lacing through holes, but do not fasten ends together.

For the fence, lay two ice cream sticks vertically and three sticks horizontally on front cover to form a fence. Then, wrap lacing around sticks to secure.

For the other side of fence, glue sticks to program cover. Write message on fence for a western welcome, and glue on paper grass.



TONIGHT

The Pony Express

A rhyming skit with a message EXPRESS-ly honoring leaders!

CAST: Speaking parts: 5 sheriffs, 1 Pony Express Rider. Non-speaking parts: Leader and extra scouts.

PROPS: 1 saddlebag (made from paper)

COSTUMES: Sheriffs wear large paper stars for badges. Pony Express Rider wears plaid shirt and jeans and carries saddlebag. Leader and extra scouts are in uniforms but with their yellow scarves tied around their faces like bandits.

SETTING: All sheriffs are spaced evenly around in a circle (or, if performing on stage, spaced apart in a line). Pony Express Rider is standing by 1st Sheriff. Extra scouts are standing in a group slightly at a distance from the 1st Sheriff. Leader remains out of sight for the first 10 verses.

1ST SHERIFF

(hands rider saddlebag):
There's a mean band of
strangers
Comin' our way.
I'm gonna need help
Before nightfall today.

Ride on with this message
As fast as you can,
And tell the next sheriff
I'm in need of the MAN!

*(Rider gallops the "long way"
around circle of stage
to 2nd sheriff.)*

2ND SHERIFF:

I've heard of the MAN
Who helps those in need.
He's strong and courageous
And always the lead.

Ride on with your message
And spread the word 'round.
Keep lookin' and lookin'
In town after town!

*(Rider gallops the "long way"
to 3rd sheriff)*

3RD SHERIFF:

Well, I saw the MAN
At a distance, of course.
'Cause he rides out so fast
On the back of his horse.

They say he has handled
Big groups with no gun.
Why, I even have heard
That he thinks it is FUN!

*(Rider, getting tired, trots the
"long way" to 4th sheriff)*

4TH SHERIFF:

This MAN travels often
From town out to camp.
With the moon as his light
Through the brush he does
tramp.

Pick up your speed boy;
You've rough ground to cover.
Time's runnin' out
For the MAN to discover!

*(Rider wearily trots a little
slower the "long way"
to last sheriff)*

LAST SHERIFF:

This MAN keeps his promise;
Of that I've no doubt.
They say that he tracks
Like an Indian Scout.

Go back to our town
With your message intact.
The MAN will show up
And that is a fact!

*(Rider, exhausted, pretends
to be walking and pulling his
horse back to the 1st Sheriff).*

1ST SHERIFF

(looking very confused):
I see in the distance
A rider in blue.
But the mask that he wears
Leaves his face out of view.

He's takin' the strangers
Along in his track.
They're following him
And not looking back!

PONY EXPRESS RIDER

(out of breath):
You had me riding
For miles on end,
Only to find
That I now see a FRIEND!

A friend to all boys
By their smiles you will see,
As they follow the MAN
Their SCOUT LEADER is he!

*(Pony Express Rider throws
down saddlebag, runs after
scouts yelling):*

HEY, WAIT FOR ME!

HOME ON THE RANGE

Oh give me a home where the buffalo roam, where the deer and the antelope play. Where seldom is heard a discouraging word, and the skies are not cloudy all day.

CHORUS: Home, home on the range, where the deer and the antelope play. Where seldom is heard a discouraging word, and the skies are not cloudy all day.

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

CHORUS:

THE COWBOY'S SWEET BYE AND BYE (Tune: "My Bonnie")

Last night as I lay on the prairie, and gazed at the stars in the skies, I wondered if ever a cowboy could drift to that sweet bye and bye.

CHORUS: Roll on, roll on,
Roll on little doggies,
roll on, roll on
roll on, roll on
Roll on little dogies, roll on.

They speak of another Great Owner, Who's never o'erstocked so they say, But who always makes room for the sinner, Who drifts from the straight narrow way.

CHORUS:

They tell of another great roundup, Where cowboys like dogies will stand, To be marked by the Riders of Judgment, Who are posted and know every brand.

CHORUS:

THE WILD WEST MELLERDRAMA

When Scouting began back in 1910 the boys of that day liked to read about cowboys! Things haven't changed much in 68 years. Only now you don't even have to read! So Don 3

would like to show you our idea of what a cowboy story on television is like! (The reading and action should be dramatically exaggerated. Check prop locations before opening.)

READER

Our purty ill' gal is called Antimacassar and she is riding her favorite painted pony across the prairies one day when suddenly she is stopped by a rustler. He leaps out and grabs her, pulling her off the horse. She struggles with him, crying, "Unhand me, rascal!" When he does she cries, "Please don't take my horse. I love him so. Oh, sir, I appeal to you!" He answers, "I've been watching this horse for a long time, and now he's mine. Your appeal is fruitless!" "But my daddy's the sheriff!" "That don't scare me none," he yells and forking the saddle he rides off on the painted pony. Meanwhile, back at the ranch, daddy, the sheriff, is talking to one of his cowpokes named Harry when our lovely little lady, Antimacassar, sweeps into the room. "Daddy, daddy!" she cries. "A nasty ol' rustler has taken my beautiful painted pony!" The sheriff tries to calm her, but she is beside herself with grief. The hairy hero, I mean Harry, the hero, says, "Boss, I know where that rustler's hiding! I'll get your daughter's horse." He crosses the floor toward the door, but the sheriff says, "Wait, man, this guy may be a gunman. You can't go out there alone!" "Why not?" says Harry, "I'm the fastest draw in the county." "OK, let's see you draw!" says the sheriff. Harry draws and the sheriff is impressed.

Out in the wilds again, the hero stalks the rustler. When his back is turned, Harry gets the drop on him and cries, "Don't move, I gotcha covered!" "Don't shoot," says the rustler. "I'll come quiet!" "Give me your .45," says Harry, and the rustler does. "Where's the hoss?" says Harry. The rustler stamps his feet in rage and says, "Over there!" As soon as Harry looks away the rustler assaults him, and a rough-and-tumble battle starts. Just then the sheriff comes in and pins down the rustler. "Your goose is cooked," says our heroine. "String him up," says Harry. And he puts his arms around the heroine. "Honey, I love your wavy hair." But she is still crying. "Oh, my poor little horse," she wails. "He's so thirsty, please water him." Harry runs to obey her command. And then he turns to her and says softly, "Now, will you be mine?" Antimacassar nods shyly. And the scene fades out as the sheriff says, "Folks, this one is on me!"

Mrs. Robert Hollinshead
Potsdam, N.Y.

ACTION

"RIDES" PAINT-SPLASHED WOODEN SAWHORSE ON STAGE RIGHT.

WEARS "CHAPS" OF NEWSPAPER STRIPS THAT RUSTLE.

PULLS OFF HER GLOVES.

SHE PEELS A BANANA.

HE EATS BANANA.

STICKS A FORK INTO BLANKET ON SAWHORSE AND CARRIES IT OFF STAGE LEFT, SHE EXITS AFTER.

ENTER SHERIFF AND HERO.

HARRY POKES PICTURE OF COW.

"SWEEPS" IN WITH BROOM.

JUMPS BACK AND FORTH.

MAKES CHALK X'S ON FLOOR.

DRAWNS ON LARGE PAD WITH BLACK CRAYON. ALL EXIT.

HARRY ENTERS CROUCHING OVER HUGE CELERY STALK, CARRIES PAN AND SMALL BLANKET.

DROPS PAN WITH CRASH.

TOSSES BLANKET OVER HIM.

COUNTS OUT \$45 PLAY MONEY.

PUTS POSTAGE STAMPS ON SHOES. PULLS SALTSHAKER AND SHAKES IT AT HERO.

HOLDS HUGE HORSE-BLANKET PIN.

ENTERS WITH COVERED ROASTER.

SHERIFF WINDS STRING AROUND RUSTLER.

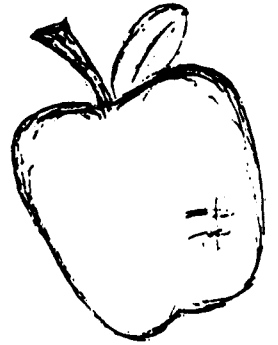
SHE WIGGLES HER HAIR.

GRABS WATERING CAN AND DOUSES SAWHORSE.

LEAPS INTO HIS ARMS LITERALLY.

POURS WATER OVER HIS HEAD.

SKITS

A TALL TALE - JOHNNY APPLESEED

Characters - Narrator

Johnny Appleseed - dressed in coffee sack shirt
 mush kettle hat and bare feet
 1 settler - in buckskins with rifle
 2 indians - war paint, bows & arrows
 1 farmer - buckskins, with hoe
 2 apple trees - scouts carrying 2 large
 cardboard apple trees, with big red apples

Narrator : Johnny Appleseed was a pioneer and apple-seed sower of the great mid-west. He is usually described as dressed in a coffee-sack shirt, a mush kettle hat, and barefooted.

Johnny Appleseed appears on stage -from right-tossing paper apple seeds from a burlap sack. Stops in center and shows off his hat and barefeet.

Narrator : Johnny did many incredible things - there are orchards galore north of the Ohio River today whose trees sprang from the seeds of the trees planted and tended by Jonathan Chapman - that's Johnny Appleseed's real name. (Scouts carrying cardboard trees enter from the right and from the left and walk across stage)

Narrator : Everyone respected Johnny Appleseed. The settlers loved him for his kindness and humility. He was welcome wherever he went. (Settler enters from right, while Johnny enters from left, meet at center and shake hands. Johnny crosses to right and exits, settler remains at center stage.)

Narrator : The Indians did not bother Johnny even during the War of 1812 when they rode the countryside, as British allies, to burn and slaughter settlers.

A TALL TALE - JOHNNY APPLESEED (Continued)

Indians run from left side of stage and shoots arrow into settler. Settler falls down with arrow sticking up. Indians stay at center as Johnny enters from right side. Then they cross toward each other and wave and shake hands. All exit.

Narrator : For that reason Johnny could act as a mid-west Paul Revere, warning farmers of the approaching Indians and British marauders.

Farmer enters from right, Johnny runs in from the left and grabs farmers arm. Johnny - "Hurry - we must run, the Indians are coming." Both run off stage left as Indians enter from the right. Indians remain at center, scratching heads.

Narrator : There are people alive today because Johnny Appleseed warned their ancestors against the Indian attacks.

All enter, cross to center stage and take a bow!!!

NO DEAL

Characters - 1 well-padded Indian
1 bystander - 3 - 5 tourists

The scene opens with an Indian standing with a blanket over his arm with a "For Sale" sign on it. Tourists approach.

Tourist #1: Say chief, I'll give you \$5.00 for that blanket

Chief : No Deal!

Tourist #2: I'll give you \$10.00 for it.

Chief : No Deal!

Tourists gather round and bid 13, 15, 18, 20 dollars finally

Tourist #1: I'll give you \$24,00 for that blanket.

Chief : No Deal! Ugh!!! - tourist leave, bystander approaches chief.

Bystander : Say chief, why wouldn't you sell that blanket to any of those tourists?

Chief : What you expect - deals like Manhattan Island every day?

I'M A WORN OUT COVERED WAGON (Clemence)

I'm a worn out covered wagon Many times my shape you've seen
Rolling westward, ever westward On your television screen

I'm the bad guy you've heard tell of, Cattle rustler, robber bold
And the good guy always gets me, that's the way the story's told.

I'm a cowboy on my pony, On an endless cattle drive
Swallowing dust and crossing rivers, It's a wonder I'm alive!

I'm a ghost town, long abandoned, Everybody's gone away,
But I once was full of people happy miners rich and gay.

I'm the sheriff of the county, with a star upon my chest
Oh, I never shirk my duty I'm the best shot in the West.

I'm a campfire and you'll see me when the evening shadows fall
Here the cowboys cook their supper and a song's enjoyed by all.

I'm the television writer who concocts the western play
But now something seems to tell me I had best be on my way.

Now the people aren't handsome I'm sorry to relate
But they had the will and vision that have made America great.

I can tell of deeds of bravery sacrifice and sorrow too,
As the wagon trains moved westward best of all-my tales are true.

RAGTIME COWBOY JOE

Oh how he sings ragtime music
to his pony as he swings
Back and forth in his saddle
On a horse, pretty good horse
With a syncopated meter
To the lull of his repeater
How they run
When they see the feller coming
'Cuz the western folks all know
He's a high falootin'
Rootin' tootin'
Son of a gun from Arizona
He's some cowboy
Talk about your cowboys
Ragtime Cowboy Joe.

RECIPES

JOHNNYCAKE

Corn was the staple food for most American pioneers. In many homes it was served three times a day in various forms. At breakfast, it might be Johnnycake, which was made with a batter of cornmeal, buttermilk, soda, salt and shortening.

1-1/2 cups cornmeal	1 tsp. soda
1 tsp. salt	2 eggs, beaten
1 tbs. flour	1-1/2 cups milk
2 tbs. vegetable oil	

Mix all together with a few swift stroke. Drop the batter by spoonfuls on hot oiled griddle. Fry until golden brown on each side.

OLD FASHIONED TAFFY

A pack meeting treat of old fashioned taffy will provide a fitting end to Pioneer Days. Or a batch could be made by a den during the weekly den meeting.

This recipe will provide about one-half of a pound of taffy-enough for each member of the den to have three or four pieces.

First, butter a platter; then, stir together in a saucepan:

1 cup sugar	1/4 cup light corn syrup
1/2 cup water	1/8 tsp. salt

Heat slowly until all sugar is dissolved. Then bring to a boil, stirring constantly. Have a cup of ice water handy. The mixture is fully cooked when a small amount forms a hard ball when dropped into the ice water.

Immediately pour it onto the buttered platter. When the syrup is cool enough to handle, gather it into a ball and pull until it is white and firm. Butter or oil hands lightly for this operation. Pull the taffy into a rope, twist it, and cut it into pieces with a scissors.

The taffy can be flavored by adding a few drops of peppermint, 1 teaspoon of vanilla, or 2 tablespoon of cocoa just before you start to pull it.

At any time, "It" may say, "The stage-coach upset!" With that tragic news, all players must jump up and try to take another place in the circle—and "It" also tries. The one who fails to get a new seat becomes "It."

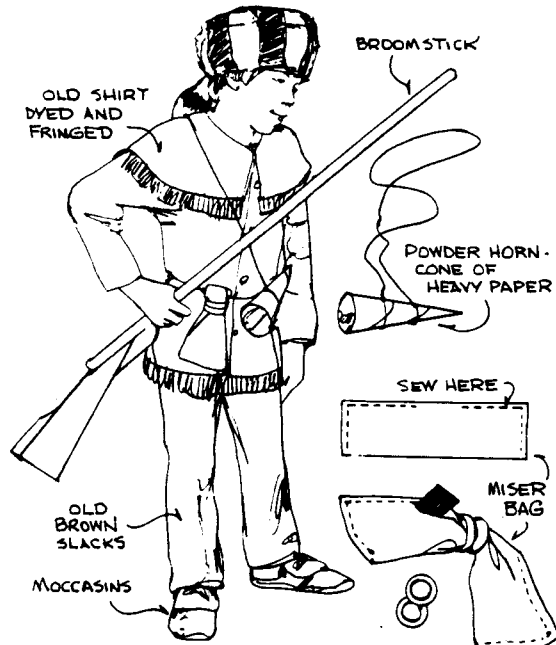


CLAIM JUMPERS. With string, mark a circle about 15 feet diameter on the floor. Using a small weight, anchor a balloon in the center; it is the "claim." The Prospector stands guard over it. The other players stand outside the circle. In turn, they enter the circle and try to jump the claim by stomping the balloon and breaking it while the Prospector tries to stop them. He thwarts the claim jumpers if he can hold them long enough to count to three. No hitting is permitted. When a claim is jumped, start over with another balloon and a new Prospector.

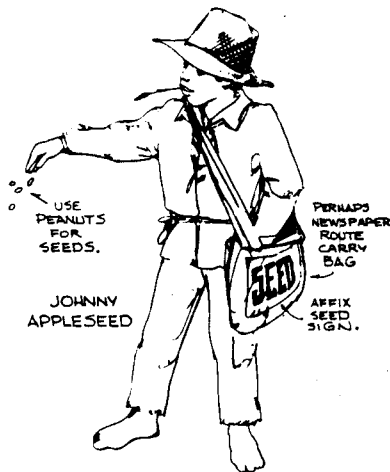
MUSICAL HOEDOWN. This is Musical Chairs played to folk songs. Make a line of chairs—one less than the number of players. Start playing recorded folk songs, and have the players begin marching around the chairs. Suddenly the music stops and everyone sprints for a chair. The boy who fails to get a chair drops out. Remove one chair from the line and start the music again. The game continues until only one player is left.

PACK MEETING

Set up the room in council-fire style, with an electric council fire in the center of a three-quarter circle. The opening in the circle will be the stage area. The boys may sit on the floor with families in chairs behind them. After the preopening period, dim the room lights so that there is just enough illumination to see the stage.



DANIEL BOONE OR MOUNTAIN MAN



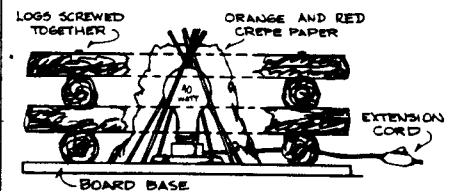
JOHNNY APPLESEED. The post-Revolutionary War character who planted hundreds of apple orchards in Ohio and Indiana during 40 years of wandering. He was always barefoot.

Have a tape recorder or record player playing folk songs during the preopening.

Preopening—Have a Photo Gallery, as shown on page CUB 4 JAN, so that everyone can have a picture of himself or herself as a character from American Folklore.

To keep the Cub Scouts and other children entertained after they've been photographed, have den chiefs running easy-joiner games (pages 62-66, Den Chief Handbook).

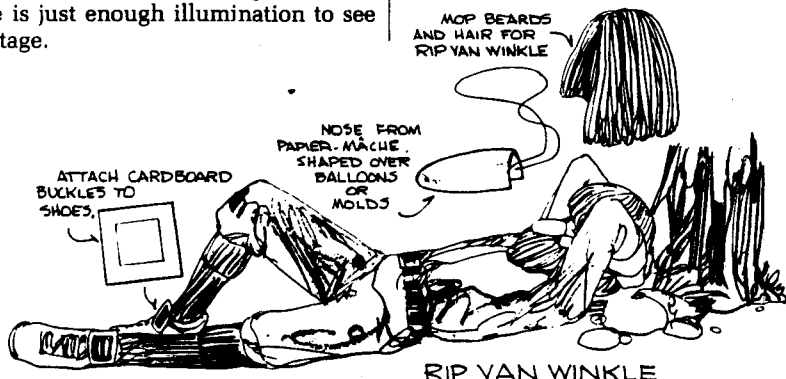
Opening—The Cubmaster declares the campfire open, whereupon the council fire is lit. A Webelos honor guard presents the colors, leads the Pledge of Allegiance, and posts colors behind the stage area.



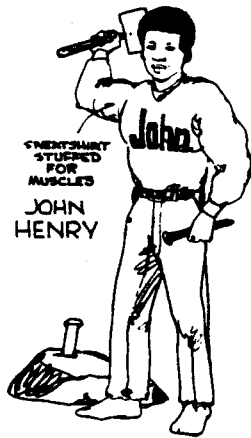
ELECTRIC COUNCIL FIRE

Song—Have your song leader lead "Clementine" or "She'll Be Comin' Round the Mountain" from Cub Scout Songbook, or one of the folk songs on page CUB 5 FEB 88. (It may be advisable to distribute song sheets with the lyrics and turn on the lights so the audience can read them.)

Game—PONY EXPRESS RELAY. Each den is stationed at a different point on the outside of the council circle. Each denner is given a paper bag full of crumpled newspaper (the "mail"). On signal, the first boy in each den grabs the bag, runs



RIP VAN WINKLE. The title character of Washington Irving's novel, old Rip had a 20-year snooze.



JOHN HENRY, THE STEEL-DRIVIN' MAN. Use croquet mallet for his hammer.

counter-clockwise around the circle, and hands the mail to the next Pony Express Rider in his den. Continue until an equal number of Riders in each have carried the mail. The den finishing first wins.

Tall Story Skits—In turn, Cub Scout dens stage their folklore skits or puppet shows. Between skits, lead Applause Stunts from page 6-10, Cub Scout Leader How-To Book.

Webelos Den Demonstrations—Webelos dens give demonstrations or make reports on their work for the Family Member or Scientist activity badge.

Audience Participation Stunt—Perform "The Bear Hunt" (Group Meeting Sparklers).

Recognitions—Use "Cub Scouting's

PHOTO GALLERY. Make frame of scrapwood about six feet high and 10 feet wide. Backdrop may be cardboard from refrigerator or furniture carton or stretched canvas. Paint body and head of three or four folklore charac-

Seeds Advancement Ceremony" (page CUB 6 FEB 88).
Closing—Announce date, time, and

ters on the front; cut hole for face. (In this drawing, the figure has been enlarged by the grid method (page 3-5, Cub Scout Leader How-To Book). Take photos with instant camera.

place of the blue and gold banquet. Ask Cub Scouts and their families to rise and sing the first verse of "America" (Cub Scout Songbook). Webelos honor guard retires the colors during the song.

JANUARY PACK LEADERS' MEETING. The pack's adult leaders meet about a week before the January pack meeting to check final details and outline den and pack activities for February. Get progress reports on blue and gold dinner planning.

THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

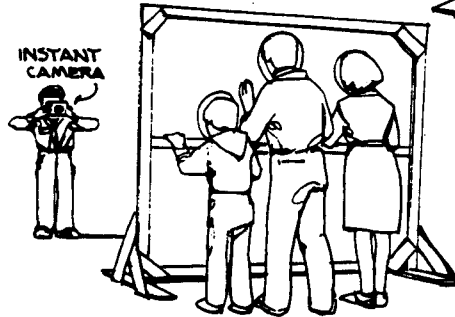
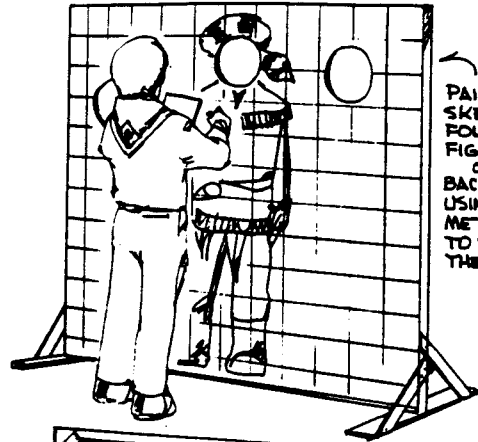
Book	Achievements	Electives
Wolf		2, 3, 6, 10, 11, 12, 22
Bear	4	9, 10, 24

CUB SCOUTING LITERATURE FOR THIS THEME:

- Wolf Cub Scout Book, No. 3234
- Big Bear Cub Scout Book, No. 3228
- Cub Scout Leader Book, No. 3220
- Cub Scout Leader How-To Book, No. 3831
- Den Chief Handbook, No. 3211
- Cub Scout Songbook, No. 3222
- Group Meeting Sparklers, No. 3122

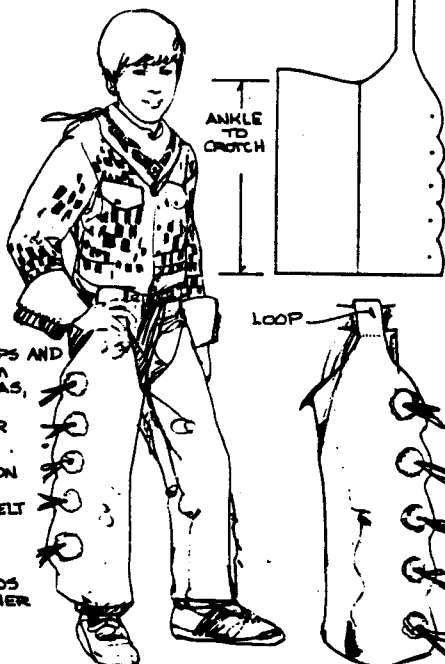
OTHER RESOURCES:

- Juvenile books on folklore



PECOS BILL

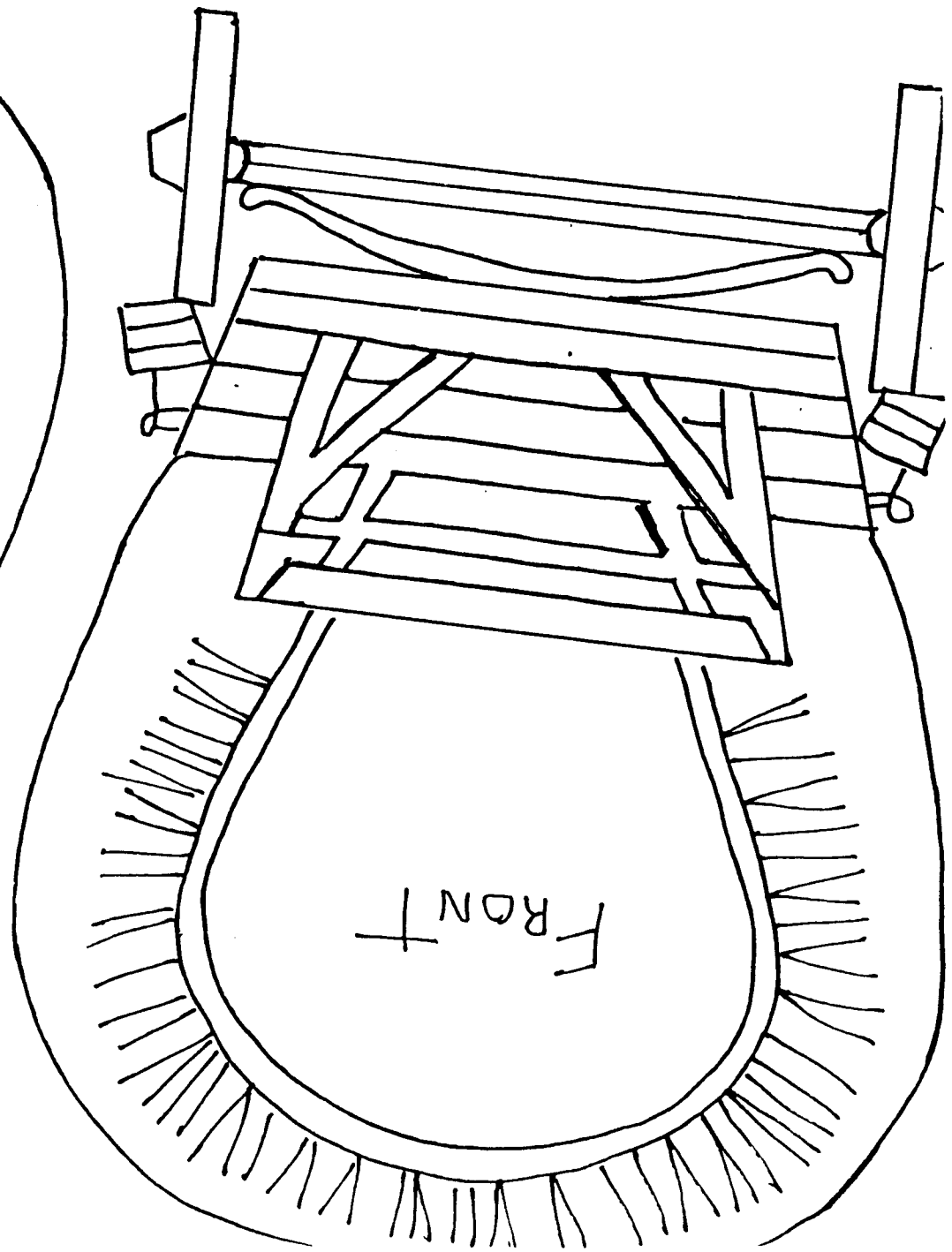
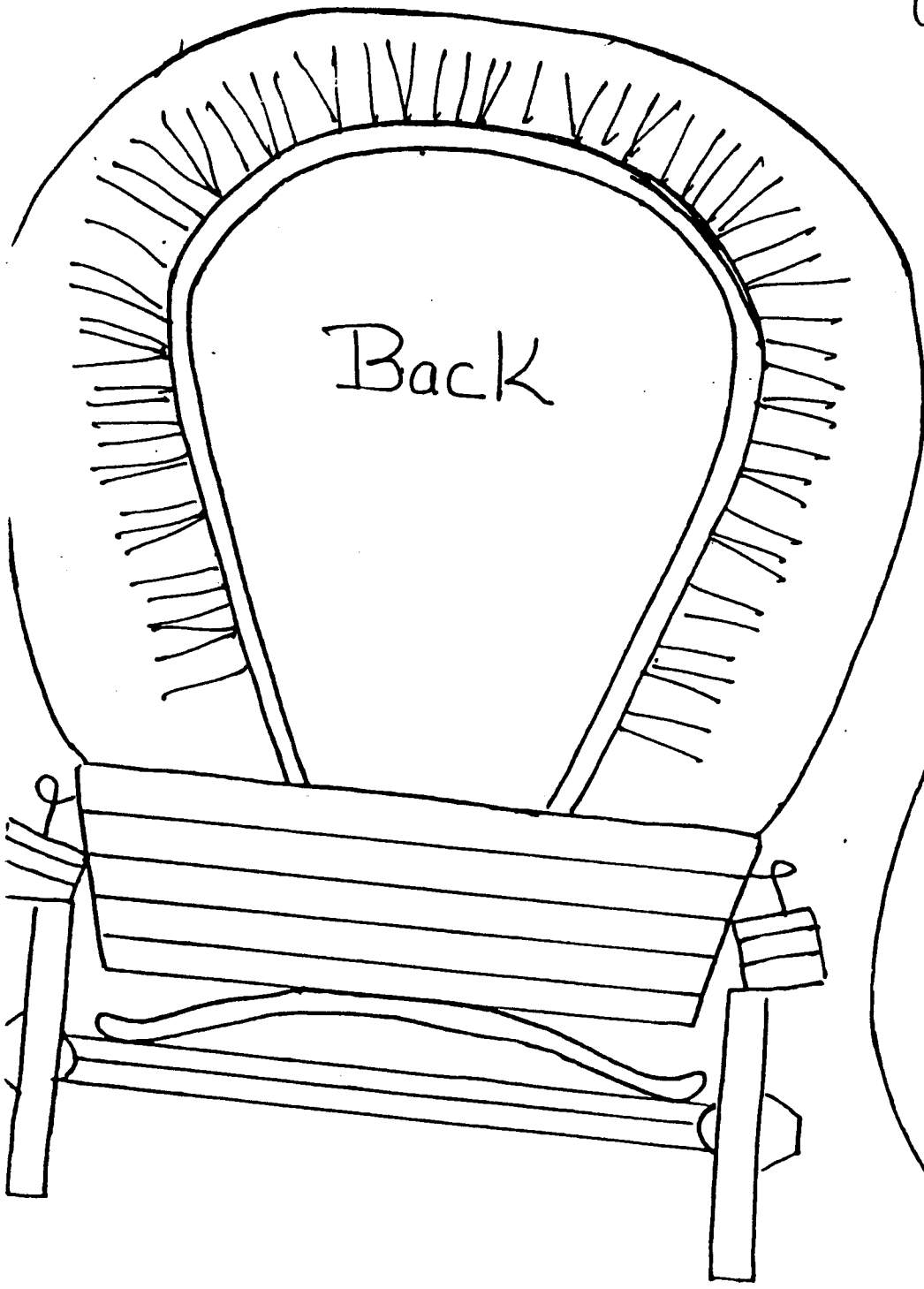
MAKE CHAPS AND CUFFS FROM LIGHT CANVAS, IMITATION LEATHER, OR SOFT VINYL. SEW LOOP ON TOP FOR RUNNING BELT THROUGH. DECORATE SIDES WITH FOIL CONCHOS AND LEATHER THINGS.



PECOS BILL AND COWBOY. Use flannel shirt or work shirt with Cub Scout uniform pants or jeans. Make chaps and cuffs from light canvas, imitation

leather, or soft vinyl. Sew loop on top for running belt through. Decorate sides with foil conchos and leather things.

Covered Wagon



COVERED WAGON NAPKIN HOLDER

CUT 2

Trace pattern on wood
with carbon paper. Go
over design with marker.

Use underlay or plywood.

Nail pieces to sides of
Bottom piece. Use Brads.

Coat with Polyurethane
after it is assembled.

Cut 1 Piece

4' x 2'

Bottom Piece

SAFE SWIM. -----

All swimming activities in scouting must be conducted according to this plan, which protects against the possibility of a tragic water accident Use it.

1. QUALIFIED SUPERVISION A responsible adult with water safety training in complete charge or assistants who are trained.
2. PHYSICAL FITNESS Every boy should have a physical examination each year.
3. SAFE AREA Marked off, Not more than 3 1/2 feet for non swimmers, shallow water to head depth for beginners; water not over 12 feet for swimmers
4. LIFEGUARDS ON DUTY certified by agency after training
5. LOOKOUTS capable swimmers who can see all swimmers
6. ABILITY GROUPS divide into nonswimmers, beginners, swimmers. Each group in its area
7. BUDDY PLAN Pair off every boy in his ability group. Make sure that each "buddy" understands he is on constant lookout for his buddy. The two stay near each other at all times. Buddies raise hands together every ten minutes on call "Buddies" They check in and out of water together. Total age of each pair of buddies should be at least 18 years.
8. DISCIPLINE Be strict but fair and play no favorites. All Cub Scouts and parents must understand the need for obedience to swim leaders.
9. BOTTOM CHECK Lifeguards and lookouts should check the bottom of any swim area by walking out near each other and sweeping floor with feet to insure no objects that could cause injury are present.

WATER FUN OPENING

Call all Cubs and families out of water. Form them into den family groups. Have your song leader lead everyone in a favorite song. Then ask Cub Scouts to form each den into a circle with the parents in the center. In unison, recite the Cub Scout promise.

ADVANCEMENT CEREMONY

sing the Cub Scout Advancement song (CS songbook)

RECOGNITIONS For each boy who will receive an advancement award have a candle at least six inches tall; one white candle for Bobcats; red for Wolfs; green for Bear; blue for Webelos; yellow for Arrow of Light.. As guards from drippings, use muffin cups.

Call forward advancing boys and their parents in sequence, from Bobcat to Webelo.

Cubmaster speaks briefly about the achievements necessary for each award and then asks the Cub Scout to light his candle from the campfire (or central candle). After he does so, his parents pin his new badge on his shirt. The boy and parent step back into line as other boys are called forward.

CUB SCOUT ADVANCEMENT SONG (Farmer in the Dell)

Cub Scouting we will go, Cub Scouting we will go
Hi ho the daireo, Cub Scouting we will go.

The Bobcat makes a Wolf, the Bobcat makes a Wolf
Hi, ho the daireo, Cub Scouting we will go.

The Wolf makes a Bear, the Wolf makes a Bear
Hi, ho the daireo, Cub Scouting we will go.

Then next is We-be-los, then next is we-be-los
Hi, ho the daireo, Cub Scouting we will go.

The Webelos makes a Scout, the webelos makes a scout,
Hi, ho the daireo, Cub Scouting we will go.

A Scouting we will go, A scouting we will go
Hi, ho the daireo, Cub Scouting we will go.

Ta. ta, ta, ta, ta, ta. ta, ta, ta, a Scouting we will go
Ta, ta, ta, ta, ta, ta, ta, ta, a Scouting we will go.

HOLE IN THE BOTTOM OF THE SEA

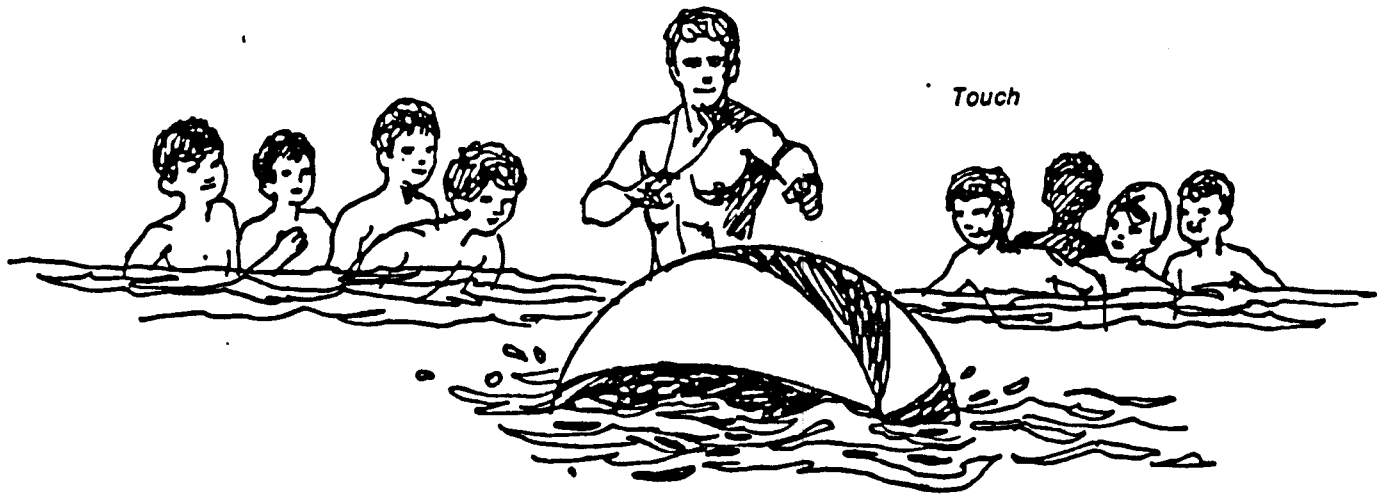
There's a hole in the bottom of the sea,
There's a hole in the bottom of the sea,
There's a hole, there's a hole
There's a hole in the bottom of the sea.

There's a log in the hole in the bottom of the sea
There's a log in the hole in the bottom of the sea
There's a hole, there's a hole
There's a hole in the bottom of the sea.

Continue with:

There's a bump on the...
There's a frog on the bump...
There's a leg on the frog...
There's a foot on the leg...
There's a toe on the foot...
There's a wart on the toe...
There's a hair on the wart...
There's a fleas on the hair...
There's a smile on the flea...

repeating all previous items.



Touch

DEN ACTIVITIES

If your den has easy access to a waterfront or swimming pool, you may want to hold all den events this month there. In that case, you can emphasize swimming skills all month, especially if several of your boys are nonswimmers or poor swimmers.

Call upon parents, particularly fathers, for help. Possibly all your activities could be dad-and-son events.

For games and waterfront fun, see *Cub Scout Water Fun*, *Cub Scout Activities* and *Games for Cub Scouts*. For suggestions on teaching boys to swim, see the Swimming elective in *Bear Cub Scout Book* and *Cub Scout Water Fun*.

If your Cub Scouts are already competent swimmers, you may want to plan a few of the following activities.

Activity 1 — Take a den hike to a river, lake, ocean or large pond in a city park. Explore and collect marine life you find there. Before setting out, make a waterscope and collecting net (see *Cub Scout Water Fun*). Try plaster casting of bird and animal tracks (elective 12, *Bear Cub Scout Book*).

Activity 2 — Hold model boat races or a Rain-Gutter Regatta (*Cub Scout Activities*). You'll find ideas for boats in the Model Boats elective, *Wolf Cub Scout Book*, and *Cub Scout Water Fun*. End with a den family picnic.

Activity 3 — Ask a father to organize an afternoon or evening of rowing practice at a waterfront. Be sure that adequate adult supervision is provided and that a life jacket is in the boat for each occupant. Nonswimmers must wear theirs. As a resource for rowing instructions, see the Sports elective in both the *Wolf* and *Bear* books.

Activity 4 — Afternoon swim for dads and Cub Scouts. Have fathers give instruction as needed and plan swimming games and contests. If the event is held at an unguarded pool or waterfront, the Safe Swim Defense Plan must be used. End with a family weiner roast or picnic.

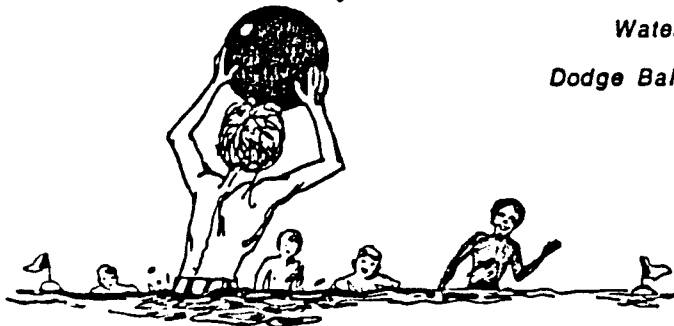
Activity 5 — Have one of the fathers lead a dad-son fishing trip to a nearby stream or lake. Don't be stopped by a lack of fancy fishing gear or experience. Tell the organizer to see *Cub Scout Water Fun* for ideas about fishing fun with a minimum of equipment and knowledge.

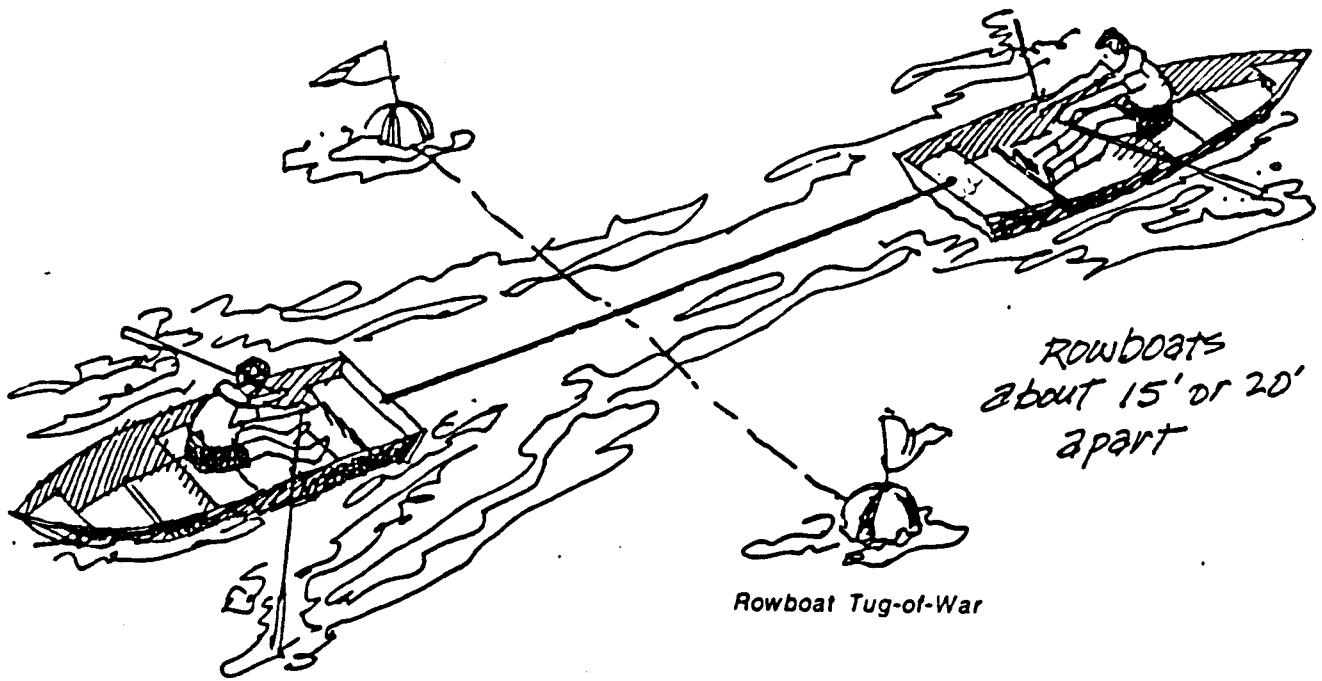
Activity 6 — If the den leader or one of the den parents has done outstanding work for the den, plan a picnic supper or other event in his or her honor. Play games, sing songs and present the guest of honor with a special, hand-drawn

Ball Tag



Water
Dodge Ball





Rowboats
about 15' or 20'
apart

Rowboat Tug-of-War

GIFT certificate recognizing his service in line with the "Get Involved For Them" bicentennial year theme. Be sure that all Cub Scouts sign it.

Shallow-Water Games. To help nonswimmers and beginners feel at home in the water and improve their skills, you may find it helpful to play games in waist- to chest-deep water. Competition will help some boys to overcome fear. You will find a number of such games in *Cub Scout Water Fun, Games for Cub Scouts* and *Cub Scout Activities*.

TOUCH — Divide den into two equal teams and line them up in parallel lines about six feet apart. The leader calls out the name of an object that is the same distance from both teams — a ball, diving board, edge of the pool, etc. All players swim or run to touch the object and return to their places. The team returning first gets one point.

BALL TAG. Use a soft rubber ball or beach ball. "It" tries to hit another player with the ball. If he succeeds, the other player becomes "It."

UNDERWATER TAG — "It" may tag another player only when "It" is underwater, and a player is safe from being tagged if he is underwater. In other words, "It" must be under the surface to tag anyone, and his prey must have at least his head above the surface.

WATER DODGE BALL — Divide the den into two equal teams. One team forms a large circle and the other team gets inside. Using a soft rubber ball or beach ball, the circling team tries to hit the players inside. When one is hit, he is eliminated. When all are out, the teams change places. Winner is the team which stayed inside the circle for the longest time.

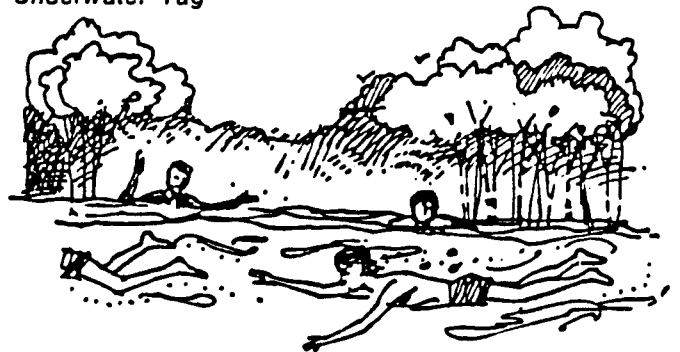
PING-PONG RELAY — Divide the den into two equal teams and give each a Ping-Pong ball. On signal, the first player in each team starts blowing the ball ahead of him as he swims or walks to the turning point about 15 feet away. He may not touch the ball with any part of his body. At the turning point, he returns to the starting line and the second player repeats the action. Continue until all have raced.

ROWBOAT TUG-OF-WAR — You need two rowboats, 15 to 20 feet of half-inch rope and a finish line held up by floats. Tie the rope to the stern of both boats. On signal, both boys row as hard as they can, trying to pull the other up to the line. If the boys are evenly matched, call it a draw after two or three minutes.

Ping-Pong Relay

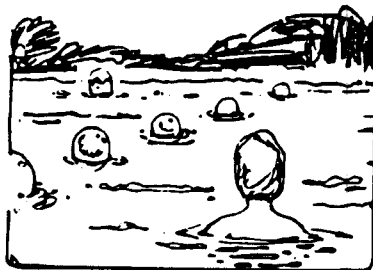
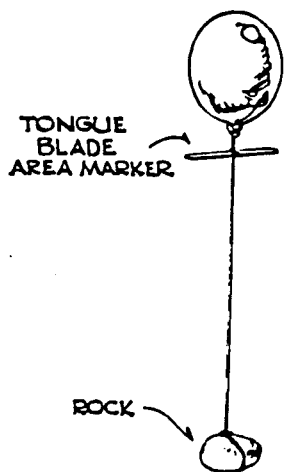
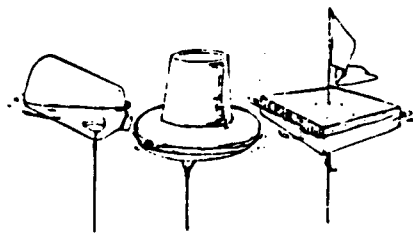


Underwater Tag



Cub Scout Songbook, No. 3222

SAFE SWIM AREA. If Cub Scouts are to swim in an unfamiliar lake or river, have adults check the bottom for holes, big rocks, and stumps. Mark off area for beginners, in water not over chest-deep. Use boundary markers shown made of balloons, empty, stoppered bleach bottles, inverted plastic buckets in ring floats, or flags on plastic foam.



Webelos Den Demonstrations—If you're at a pool or waterfront, have Webelos Scouts demonstrate snorkeling and water rescues, which they've learned while working for the Aquanaut activity badge.

Recognitions—See "Cub Scout Baseball" advancement ceremony in this section.

Closing—Announce date, time, and place of August pack activity. Tell the Cub Scouts to invite their non-Cub Scout friends to come. Announce round-up of new members, theme, and dates.

Form large circle of Cub Scouts with their families behind them. Have your song leader lead first verse of "God Bless America" (Cub Scout Songbook).
Picnic—If planned.

JULY PACK LEADERS' MEETING. The adult pack leaders meet about a week before the pack activity to check final details and to outline den and pack activities for August.

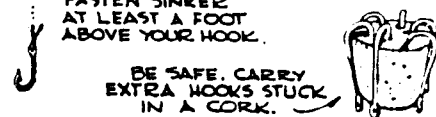
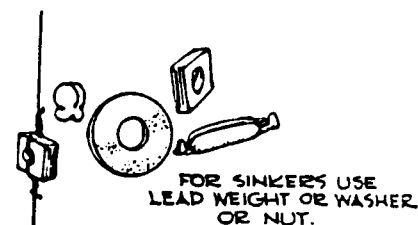
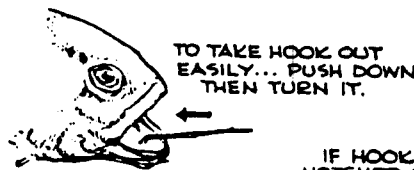
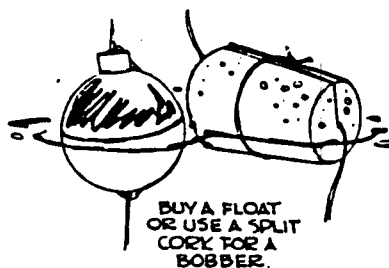
If the pack has not already held its annual pack program planning conference, schedule it for your August pack leaders' meeting. At the conference, the pack's themes and highlight events for the 1984-85 program year should be planned.

THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	1, 2, 10	4, 18, 19, 20
Bear	4, 7, 8, 15, 19	17, 18, 20

CUB SCOUTING LITERATURE FOR THIS THEME:

- Den Leader's Book, No. 3212
- Wolf Cub Scout Book, No. 3230
- Bear Cub Scout Book, No. 3231
- Cub Scout Activities, No. 3837
- Cubmaster's Packbook, No. 3210



IF HOOK IS DEEP, USE A NOTCHED STICK TO PUSH IT DOWN...TURN...THEN PULL STICK AND HOOK OUT TOGETHER.

BEGINNER'S FISHING GEAR. First-time fishermen, either fathers or sons, don't need fancy gear. A three-foot long leader, some ordinary string, two or three No. 6 and No. 8 hooks, a cork for a bobber, and a metal washer for a sinker will be adequate. If the angler feels the need of a pole to get his line out farther, he may find a six- or seven-foot length of cane or willow along the streambank. Much better gear, may of course, be purchased from your Scout distributor or sporting goods store.

OTHER RESOURCE

- Local council for list of swimming pools

'CUB SCOUT BASEBALL' ADVANCEMENT CEREMONY. Lay out a small baseball diamond on the floor or ground in front of the audience, with perhaps 15 feet between bases. If you have new Bobcats joining the pack, start by calling them forward with their parents to the "on-deck circle." Welcome them to the pack and point out that they are just getting started on the Cub Scout trail, which leads around the bases to home.

For Wolf badges and arrow points, call Cub Scouts and their parents to first base. Speak briefly about the 12 achievements (or arrow points) they have passed with the help of their parents to make it to first. Do the same at second base for boys who have earned the Bear badge and arrow points. Third base represents the Webelos badge and Webelos activity badges and home the Arrow of Light. Make the appropriate awards, if you have any, for these bases.

Finally, if you have Webelos Scouts ready to graduate into troops, note that Boy Scouting is another ball game. Congratulate the graduates on their success in Cub Scouting and have their new Scoutmasters (or other representatives of the troops) on hand to welcome them into Boy Scouting.

Adapt the program suggested here to your pack's location and skill.

Preopening. Have Cub Scouts and their families enjoy open swimming. Be sure that the safeguards of the Safe Swim Defense Plan are observed.

Near the waterside, have a display area where Cub Scouts can exhibit their collections of water wildlife, shells and track casts. In another area, Webelos Scouts may demonstrate snorkeling equipment.

Opening. Form by dens (and families) at poolside and have a Webelos honor guard present the U.S. flag and lead the Pledge of Allegiance. Lead the group in singing "America, the Beautiful."

Water Carnival. BALLOON RELAY — Dens line up relay fashion in waist-deep water. Each is given a balloon. On signal, the first boy in each den swims or walks to a turning line and back, pushing the balloon with his head. He may not touch it with his hands. The second boy repeats the action, and so on until all have run. First den through wins.

SNORKELING DEMONSTRATION — A Webelos den shows its skill at snorkeling.

EGG AND SPOON RACE — Dens line up relay fashion in chest-deep water. Each boy has a spoon and each den has one egg. On signal, the first boy in each den puts the egg on the spoon and holds the spoon with his teeth. He then swims or walks about 15 feet to a turning line and returns. If the egg falls off, he must stop and replace it before continuing. The second boy then repeats the action, and so on until all have run. First den finished wins.

DAD-AND-SON (OR DAUGHTER) BALLOON TOSS — This is for teams of two. Give each team a balloon and tell them to fill it halfway with water. They then stand about 10 feet apart and begin tossing the balloon back and forth. Each time a catch is made, the catcher takes one step back. When balloon is missed the team is eliminated. Continue until only one team is left.

ROWING DEMONSTRATION. Using two or more rowboats, a den demonstrates rowing skills or has a race.

SAVE ME! — About 25 feet in front of each den, a T-shirt and pair of shorts are weighted and sunk in chest-deep water. The den is given a 30-foot rope. On signal, the best swimmer in each den swims to his den's bundle, retrieves it from the bottom and dons the clothing. He then calls out "Save me!" whereupon the other den members throw the coiled rope to him. He may not swim or walk to reach it. When he grasps the rope, the other den members pull him to shore. First den which rescues its "victim" is the winner.

WEBELOS DEMONSTRATION — A Webelos den demonstrates the Reach, Row and Throw methods of water rescue.

CANDY HUNT — Scatter hard candies wrapped in aluminum foil or other waterproof material on the bottom. Let all Cub Scouts and their brothers and sisters join in the hunt. On signal, watch the fun.

Recognitions. Present den winners in the carnival competition small prizes, such as bags of salt-water taffy or such homemade trophies as figures of ships, fish and whales cut from aluminum foil or construction paper and mounted on cardboard.

Make advancement awards, transfer eligible boys to Webelos dens and graduate 11-year olds into Scout troops with special ceremonies. See *Staging Den and Pack Ceremonies*.

If you have prospective new members in the audience, invite them to stay afterward to talk about Cub Scouting.

pack activity.

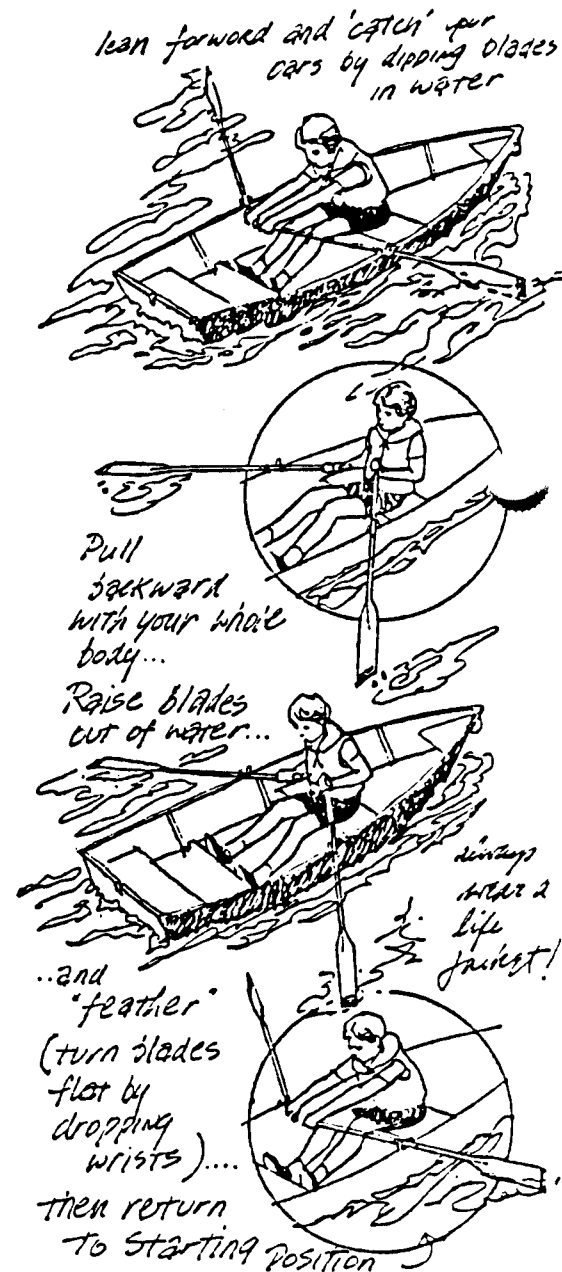
Form a large circle, including families, and sing "Night, Cub Scouts" (*Cub Scout Songbook*).

July Pack Leaders' Meeting. About a week before water carnival, the adult pack leaders should meet to final details and to plan August's den and pack activities. The August theme will be My Home State.

PURPOSE OF CUB SCOUTING

This theme helps Cub Scouts by:

- Encouraging good sportsmanship and pride in good strong in mind and body.
- Improving understanding within the family.
- Strengthening boys' ability to get along with others.
- Fostering personal achievement by developing new interests and skills.
- Showing how to be helpful and doing one's best.
- Providing fun and exciting new things to do.
- Preparing them to become Scouts.



GETTING IN THE SWIM

Divide group into 4 groups. Advise each group to respond with the sounds when their word is read.

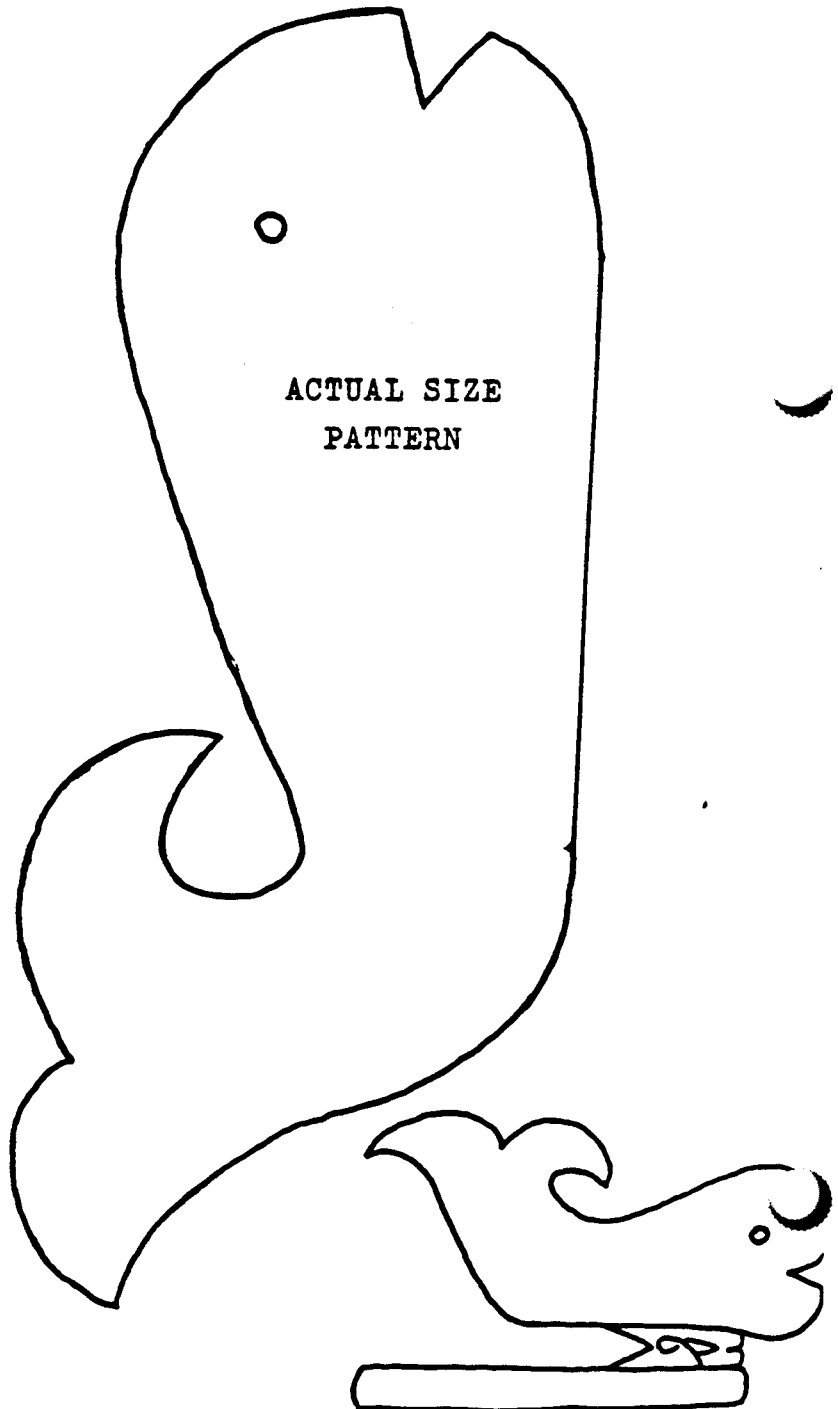
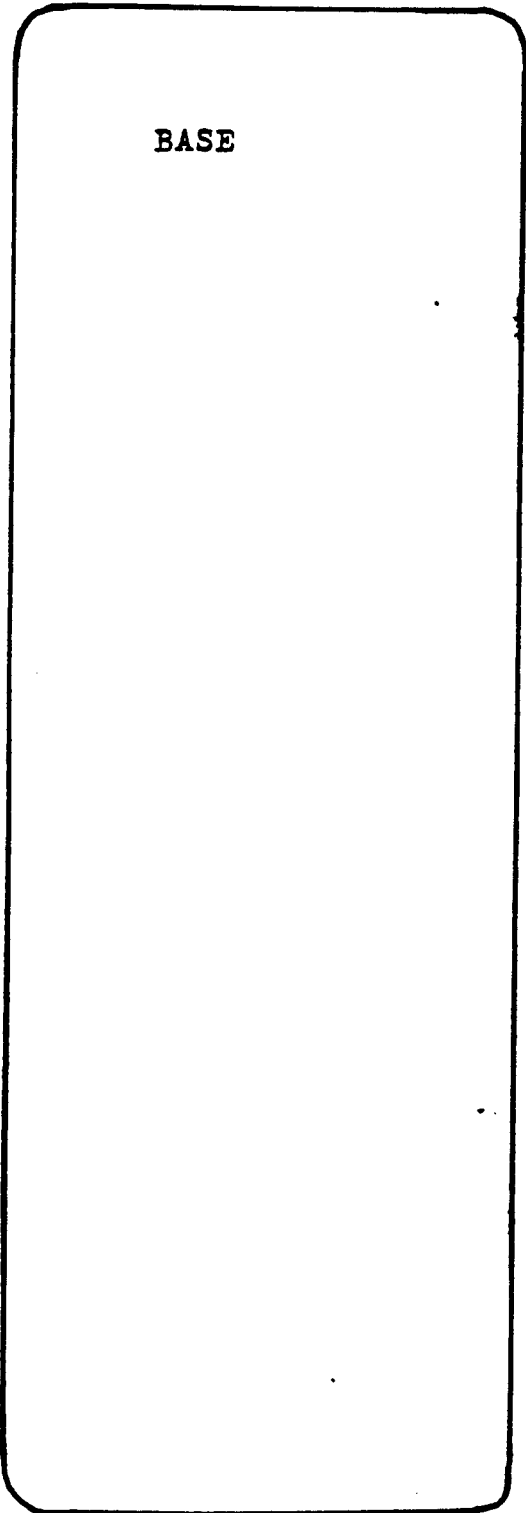
Joey - "A Cub Scout"
Mrs. Rogers - "Den 1, Lots of Fun"
Cub Camp - "Oh Boy, Oh Boy"
Swim - "Splash, splash"
or Swimming

"Oh boy, oh boy!", exclaimed Joey. "I get to go to Cub Camp this year!?. "How nice", said Mrs. Rogers, Joey's Den Leader. "I know you'll have a lot of fun". "You bet, Mrs. Rogers". "I get to make all kinds of crafts and work with wood, but best of all, I get to swim every day in the big pool!" said Joey. "But Joey, you have a swimming pool at home don't you?" asked Mrs. Rogers. "Sure I do" replied Joey. "Then why are you so excited about going to Cub Camp to swim?" Mrs. Rogers asked. "Well," said Joey, "At Cub Camp I'll get to swim with a whole bunch of guys and we can play games and have fun in the pool. Someone should be there to see that no one gets hurt. My mom says that she just doesn't have the time to watch us. "At Cub Camp they have life guards to watch us swim and play games". "Yes," said Mrs. Rogers, "and also to see that the games don't get too rough. You know, Joey, that unless care is taken, boys can be badly hurt playing in a pool?" "Oh sure, Mrs. Rogers, but at Cub Camp they use the Buddy System and each boy has a buddy that he watches out for". "And Joey, I will speak to your mother and maybe she will let the whole den come over and swim this summer. If so, I will go along and be the life guard for you".

Whale letter holder - Cut out pattern, trace on wood. Cut out with coping saw and add eye. Sand, paint or stain wood and also a clip clothespin. Glue clip clothespin to base of wood at front and also bottom of whale. This project is easy for the Webelos Craftman Badge.

BASE

ACTUAL SIZE
PATTERN



Boat Safety



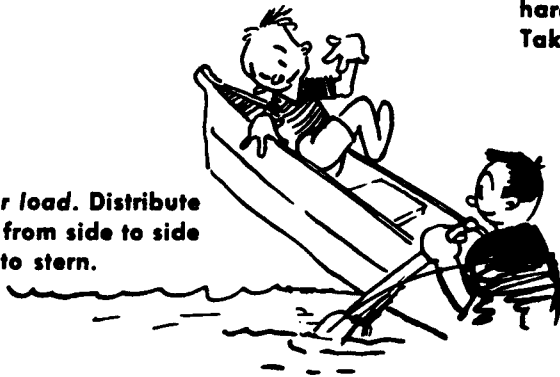
1. Know your boat. Don't overload it. In a rowboat one person per seat is a pretty safe rule to follow.

6. Use the right motor. If you use a motor, use the right one. Too much power can damage your boat or even swamp it. Look on your boat's transom for the OBC (Outboard Boating Club of America) plate showing boat capacity and recommended maximum horsepower.

Avoid sharp turns — they're hard on equipment and people. Take it easy.



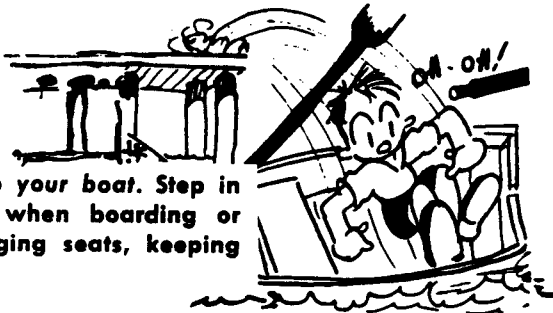
2. Balance your load. Distribute weight equally from side to side and from bow to stern.



5. Watch the weather. Head for shore when a storm threatens. If you are caught out, seat passengers on floor, head your boat into the waves.



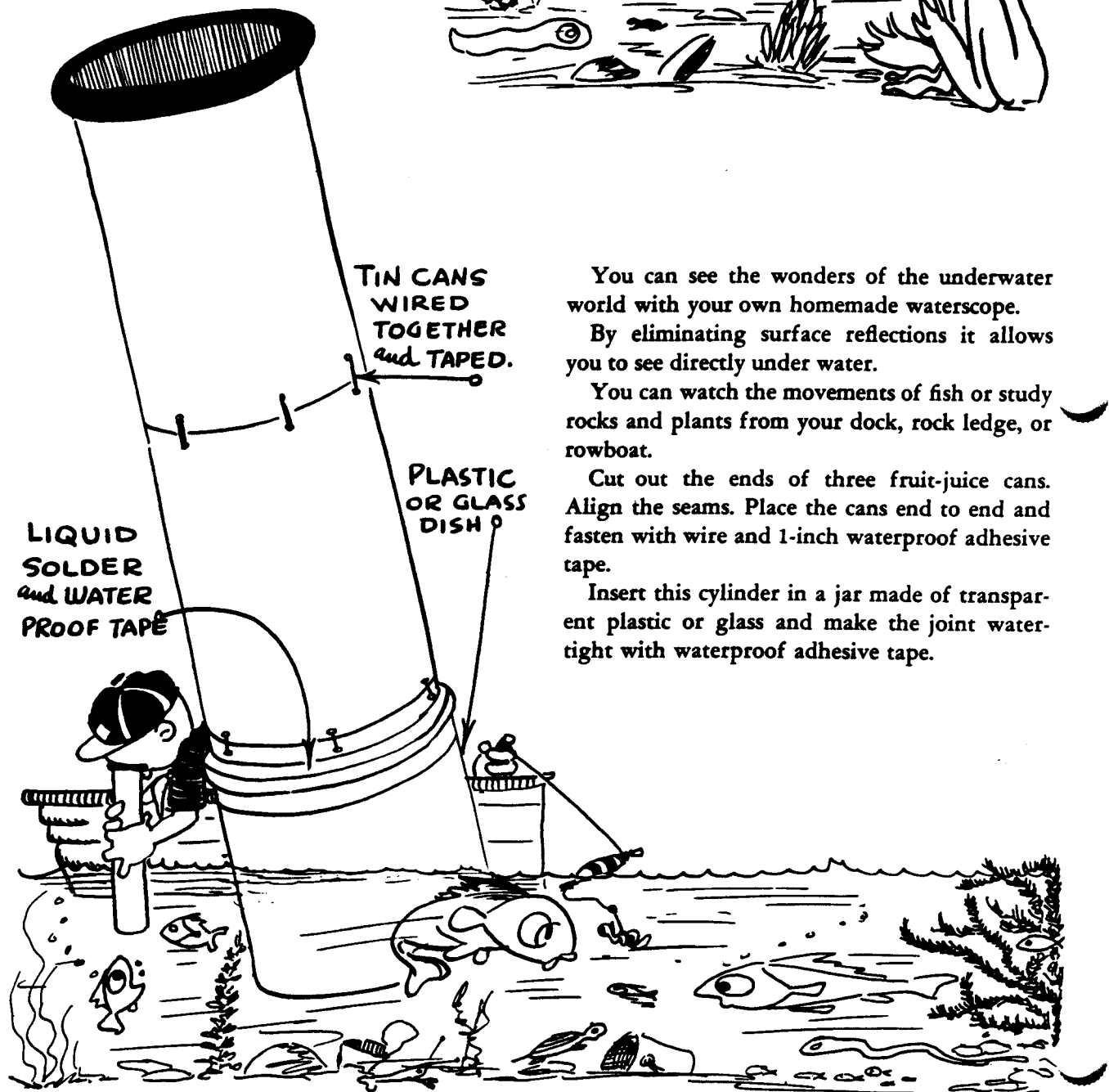
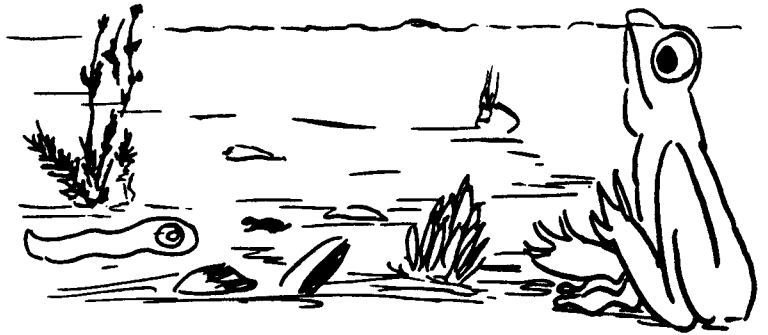
3. Step into your boat. Step in the center when boarding or when changing seats, keeping low.



4. Hang on. If your boat capsizes or swamps, hang on. You can tow the boat to shore or drift in, but don't leave the boat — let help come to you.



Waterscope



You can see the wonders of the underwater world with your own homemade waterscope.

By eliminating surface reflections it allows you to see directly under water.

You can watch the movements of fish or study rocks and plants from your dock, rock ledge, or rowboat.

Cut out the ends of three fruit-juice cans. Align the seams. Place the cans end to end and fasten with wire and 1-inch waterproof adhesive tape.

Insert this cylinder in a jar made of transparent plastic or glass and make the joint water-tight with waterproof adhesive tape.

THEME : OUR NEIGHBORHOOD

Cub Scout achievements boys may earn with this theme:

Bobcat:	Parts 1, 2, 4, 5
Wolf:	Achievements 4(2), "YOUR HOME AND COMMUNITY" 7(4), "CONSERVATION"
Bear:	Achievements 6 (3 and 4), "OUR AMERICAN HERITAGE" 7(1), "FAMILY GET-TOGETHER"
Webelos:	Citizen Activity Badge

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

1. List important locations in your neighborhood. Include the following in your list:

Churches	Museums
Fire hydrants	Drug stores
Fire alarm boxes	Police and fire stations
Police call boxes	Clinics and hospitals
Neighborhood pay phones	Bus stops
Doctors' offices	Libraries
Schools	Stores

Find out telephone numbers for medical, police, and fire services.

- Learn about the history of your neighborhood. Find out about how it got its name, famous residents, different groups who once lived there and who live there now, historical landmarks, interesting stories. Call the public library and arrange to have your den visit and find information about your neighborhood.
- List well-known people who live in your neighborhood. These might include long-time residents, leading business people, clergy, community leaders, professional people (like doctors, lawyers, teachers, etc.), popular neighbors and other interesting people. Visit some of the people on your list and ask them to tell you what they think about your neighborhood and how it can be improved.
- Find out the boundaries of your neighborhood. Show the outline of your neighborhood on a map. Mark the map where each member of your den lives. Show where some interesting people or buildings are located, too. (See activities 1, 3 and 5 for ideas.)
- Make a list of the points of interest in your neighborhood. Include some of the following:

Schools and churches	Main streets or roads
Shopping areas	Historical landmarks
Large businesses or industries	Parks and playgrounds
Homes of Cub Scouts	Libraries
Social agencies	Museums, zoos, theaters, etc.

Make plans to visit some of these points of interest. Have each Cub Scout become familiar with the location of each point on your list.

6. Talk about your neighborhood. What things need to be done to improve it? Does it need more play space? Could it be cleaner? Better lighted? What could neighborhood people do to help make things better? What can Cub Scouts do? Help the Cub Scouts develop a plan for the den to work on. Here are some suggestions:

- Maybe they can clean out vacant areas in your neighborhood.
- Or maybe they can plant some flowers.
- If your neighborhood has a bad rat problem, the Cub Scouts could give out anti-rat information from your local health department.
- Plant a tree.
- Or build window boxes.
- Report abandoned cars.
- Paint a wall or fence.

Talk it over, make a plan, and **do** it!

7. Find out how to get around your neighborhood by public transportation. Take a ride on a bus or trolley or subway train.

8. Make up a walking tour of the historic landmarks in your neighborhood, or of important buildings. Have your den take a tour. Draw a map of your walking tour and make copies to give to other dens, school teachers, and others.

9. Other ideas your den may have: _____



FIRST DEN MEETING

BEFORE THE MEETING STARTS

Select a place of interest to visit in your neighborhood. It might be a museum, a factory, a mine, a farm, or a historical site. Find out about cost of admission (if any) and how to get there. Arrange for a den trip for the Saturday following next week's den meeting.

Have ping pong ball, jumbled state cards, and pencils and paper ready.

WHILE CUB SCOUTS GATHER

As each Cub Scout arrives give him some paper and a pencil and tell him to unscramble the words on cards you have placed around the room. The jumbled words are names of states. Use the following: sreJye ewN (New Jersey), rainozA (Arizona), nanidla (Indiana) axsTe (Texas), Ooih (Ohio), doFrlia (Florida), neKyutc (Kentucky), siMusroi (Missouri), naMtoan (Montana), higManic (Michigan), Amabala (Alabama), iralnofCia (California).

OPENING

Select a member of the den to lead the Pledge of Allegiance.



I PLEDGE ALLEGIANCE TO THE FLAG
OF THE UNITED STATES OF AMERICA
AND TO THE REPUBLIC FOR WHICH IT
STANDS, ONE NATION UNDER GOD,
INDIVISIBLE, WITH LIBERTY AND
JUSTICE FOR ALL.

BUSINESS ITEMS

Denner records dues collected and attendance. Den leader records completed advancement. Tell the Cub Scouts about the theme, "Our Neighborhood." Ask them what they think people should know about the neighborhood they live in. Write down their ideas.

ACTIVITY

- Play "Zip! Zap!" Form a circle with the leader in the center. When he points to someone and says, "Zip! Zap!" Form a circle with the leader in the center. When he points to someone and says, "Zip!" the player must give the street name or floor of the building where the Cub Scout on his right lives before the leader counts to 10. If the leader says, "Zap!" the player names the street or floor of the person on his left. Players giving wrong street name or floor drop out.
- Play "Wind Storm." Cub Scouts take positions around a table and crouch or kneel so that their chins rest on the table's edge. Leader places ping pong ball at the center of table and each player tries to blow it off the edge opposite him. Watch the fun and excitement! Repeat as often as time will allow. Announce winner of "jumbled states."

CLOSING

Before forming a "Living Circle" announce the trip to a neighborhood place of interest. Explain the den trip details to your Cub Scouts. Tell them where and when to meet, what to bring, where they will be going, and when they will return. Also tell the Cub Scouts that they will have some time next week to complete some of their achievements and to come to next week's meeting ready to do so.

Form the "Living Circle" and recite the Cub Scout Promise. Cub Scouts and leaders form a circle with their left arms pointing inward like the spokes of a wheel, with palms down and thumbs extended; each person holds the thumb of the person to his left, making a complete "Living Circle." Meanwhile the right hand of each person is held high in the Cub Scout sign.

- THE CUB SCOUT PROMISE -

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



AFTER THE MEETING

Review next week's den meeting agenda.

SECOND DEN MEETING

BEFORE THE MEETING STARTS

Have the following materials ready for the meeting: paper and pencils, Wolf and Bear books, den advancement list, words of song written on large piece of paper. Finish arrangements for the den's trip to take place on Saturday.

WHILE CUB SCOUTS GATHER

Give each Cub Scout a piece of paper and a pencil when he arrives and tell him to name all the streets, roads, and highways in the neighborhood. When all boys have arrived have the denner make a complete list of streets from all the lists. Keep this list for the fourth den meeting.

OPENING

Boys sit on the floor in a circle. Display large piece of paper with song words. Everybody sings.

CUB PLEDGE

Tune: "America."

Cub friendships, pure and deep,
We promise we will keep
Our pledge to thee.
We'll honor and obey
Akela all the way,
And when we graduate
Good Scouts we'll be!

BUSINESS ITEMS

Denner records dues and attendance. Den leader explains details of the Saturday trip—where to meet, what to bring, how long they'll be gone, where they'll be going.

Discuss den ideas about the theme. Ask Cub Scouts to decide what projects they would like to do most. Make a list of new ideas for den activities on this theme.

ACTIVITY

- Play "Steal the Bacon" (outdoors if you would like) by forming two teams, each in a straight line facing the other. Lines should be about 12 feet apart. Give each team member a number, making sure each team gets the same series of numbers. Place a crumpled paper ball on the floor halfway between the teams and call one of the assigned numbers. Each team's member with that number runs to the paper ball. The object is to either try to pick up the ball and run back to the team, or tag the Cub Scout who tries. Either choice done successfully earns one point. First team to get 10 points wins. Replace ball after each attempt to "Steal the Bacon."
- Spend 20 minutes on Cub Scout achievements or if Cub Scouts are not prepared to complete achievements, help them understand the requirements. Make plans for each Cub Scout to do some of them, such as:
 - Work with some Cub Scouts on achievements after the den meeting ends.
 - Make arrangements to work with some Cub Scouts at another time.
 - Talk with parents about helping their sons with achievements.

OR

- Maybe your den will want to work on some holiday crafts like:
 - Mother's Day gifts.
 - Religious holiday decorations.
 - Thanksgiving or Halloween crafts.

CLOSING

Remind Cub Scouts of the trip arrangements again. Form den in straight line. Teach them to say the "Hometown Cheer."

"We are happy! We are proud!
 Shout our hometown name out loud!
 * _____
 * _____
 Do your best!"

*(say your town's name)

AFTER THE MEETING

Gather den advancement records, dues records, and theme ideas for pack leaders' meeting. Check on Saturday trip arrangements. (It might be a good idea to get in touch with parents of your Cub Scouts about details of the den trip this coming Saturday.) Review next week's den meeting agenda.

Cub Scout	WOLF ACHIEVEMENTS				
	1	2	3	4	5
Ronald Smith	1/17			3/22	3/22
Darryl Johnson				1/17	
Jose Cruz		1/17			
Billy Jones				4/9	5/2 3/22
Kenneth Smith					
Ramon Hernandez					
Paul Williams				1/17	
John Peterson					
Mason Harris					

FIRST PACK LEADERS' MEETING

Perhaps this meeting can be held in the home of one of the leaders. Invite all adult leaders to attend. Discuss the program theme, "Our Neighborhood." The Cubmaster and pack committee chairman run this meeting.

Here is a guideline for the discussion:

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

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

Assigned to

8. Den problems—help needed.

Keep the pack leaders' meeting informal and as short as possible. There may be other items to be discussed. Serve light refreshments. Set the date and location for the next pack leaders' meeting. You may want to rotate homes each meeting.

THIRD DEN MEETING

BEFORE THE MEETING STARTS

Try to get a map of your neighborhood showing streets. Gas stations have such maps for metropolitan areas. Contact your county government office for maps, too.

Tie the ends of a 10-foot-long piece of string to form a large loop. Before tying, slide a ring or a machine nut or washer onto the string. You also will need some paper and pencils.

WHILE CUB SCOUTS GATHER

Spread neighborhood map on the floor. As Cub Scouts arrive have each mark the location of his house. If two or more boys live in the same building have each boy locate something different: school, churches, den leader's house, stores, etc.

OPENING

Form den in straight line. Cub Scout at left salutes and states his name and address. Each boy in turn does the same.

BUSINESS ITEMS

Denner collects dues and records attendance. Den leader records completed advancement. Talk about Saturday's den trip. What did your Cub Scouts like or dislike? What did each Cub Scout learn?

ACTIVITY

- Play "Pass the Ring" by having Cub Scouts form a circle with one boy standing in the center. Each boy in the circle holds string in front of him with both hands. On the string is a ring. Each moves his hands back and forth along the string as if he is passing the ring to his neighbor. The Cub Scout in the circle calls for the movement to stop and guesses which Cub Scout has the ring in his hand. If he guesses wrong, the movement continues. If he guesses correctly, he changes places with the Cub Scout who had the ring.
- Boys sit in a circle and den leader begins a discussion about their neighborhood. Make a list of neighborhood good things and another list of neighborhood problems.
- After discussion play "Hay! Straw!" Explain that when you call either "Hay!" or "Straw!" the group is to respond with the opposite word: "Straw!" or "Hay!" For more fun, mix them up fast.

CLOSING

Tell Cub Scouts to discuss neighborhood good things and bad things with their families.

Form den in straight line and beginning with Cub Scout on the left, have each boy say the name of a street in his neighborhood.

AFTER THE MEETING

Keep map and lists of good and bad things in your neighborhood. Review next week's den meeting agenda.

FOURTH DEN MEETING

BEFORE THE MEETING STARTS

Have words to "Hometown Cheer" and "Cub Scout Neighborhood Code." Have a supply of balloons, pencils, paper, and crayons. Bring map and lists from last week's meeting.

WHILE CUB SCOUTS GATHER

Put a large sheet of paper and several pencils on a table. When Cub Scouts arrive ask them to write the names of neighborhood people they like. Ask them to write addresses, too, if they know them. Save this list for next den meeting.

OPENING

Form den in a circle. With right hands raised in the Cub Scout sign, Cub Scouts repeat (as you read) the "Cub Scout Neighborhood Code":

I, _____, will do my best to:

Be proud of my neighborhood by helping others to know the good things about my street and my community. I will try to make my neighborhood a good place to live.

Be helpful in making my street attractive by setting a good example in keeping my sidewalk and grounds clean. I will not litter and will keep garbage and trash covered.

Be considerate of others by not damaging public or private property. I will tell others why it is wrong to harm other people's things.

Be a good neighbor by trying to be friendly and helpful to my neighbors. I will try to respect others even though they may be different from me and my family.

BUSINESS ITEMS

Denner collects dues and records attendance. Den leader records completed achievements. Discuss neighborhood good and bad items listed at last week's meeting. Add new items. Discuss things Cub Scouts can do to solve some neighborhood problems, and plan to do one of them.

ACTIVITY

- Play "City Song Titles." Explain that each Cub Scout is to think of songs about cities. Play for five minutes. Cub Scout who thinks of most songs is winner. Examples: "My Kind of Town (Chicago)," "I Left My Heart in San Francisco," "St. Louis Blues," "Sidewalks of New York," "Foggy Day in London Town," "I Love Paris," "Arividerci Roma," "By the Time I Get to Phoenix," "Do You Know The Way To San Jose," "Seattle," "Goin' Back to Houston," "Galveston."

OR

- Begin planning 3'x4' model of your neighborhood. Ask Cub Scouts for ideas to lay out streets and show homes, public buildings, and landmarks. Use street list your Cub Scouts made during second den meeting.

OR

- Plan a second trip to a place in your neighborhood. Discuss possibilities and have Cub Scouts choose.

OR

- Play "Balloon Relay." Form two teams, each lined up about 6 feet in front of two chairs. Give each Cub Scout a balloon. First Cub Scout in each line blows up his balloon and, when it is inflated, runs to the chair and sits on the balloon until it bursts. The next Cub Scout starts blowing up his balloon and so on. The first team to burst all its balloons wins the game.

CLOSING

Remind Cub Scouts to think of ideas for the neighborhood model. Give them the date of the next trip (Saturday following the next den meeting.)

Recite the "Hometown Cheer" from second den meeting.



AFTER THE MEETING

Review the next week's den meeting.

SIXTH DEN MEETING

BEFORE THE MEETING STARTS

Have ready: words to "Sharp Den Song," "We Like You" awards and addresses of the recipients, largemouth bottle and 10 clothespins.

WHILE CUB SCOUTS GATHER

As Cub Scouts arrive have each try his skill at "Bottling the Clothespins."

Place a milk bottle upright on the floor. Each Cub Scout in turn gets the 10 clothespins and stands over the bottle. Holding each pin at eye level, he tries to drop it into the bottle. Keep score.

OPENING

Form circle and sing "Sharp Den Song."

(Tune: "Gillette Look Sharp Song")

To look sharp (clap) be a C-U-B
To feel sharp (clap) be a C-U-B
To be sharp (clap) be a Den.....Cub
We're the best den in the U.S.A. (clap-clap).

Note: Insert den number in line three.

BUSINESS ITEMS

Denner collects dues and records attendance. Den leader records completed advancement.

Discuss the Saturday trip and what was learned about your neighborhood or a portion of it.

ACTIVITY

The entire den goes out together into the neighborhood with the den leaders to present "We Like You" awards to people on the list made 2 weeks ago. People receiving the awards should be invited to attend the pack meeting. Presenting these awards will take some time. Don't plan to do a lot of other things at today's meeting.

CLOSING

Return to den meeting place after presenting neighborhood awards. Remind the Cub Scouts that the neighborhood model will be completed next week and plans will be made for a den neighborhood project.

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

The Law of the Pack

The Cub Scout follows Akela
The Cub Scout helps the pack go
The pack helps the Cub Scout grow
The Cub Scout gives goodwill

ACTIVITY

- Play "Newspaper Relay." Split the den into two teams. Line up teams in parallel files. Place a chair in front of the teams about 10 feet away. The first Cub Scout on each team is given two sheets of newspaper. At the signal each boy places a sheet on the floor and steps on it; then the second sheet and steps on it; and so on, moving around the chair and back to his team. The next Cub Scout does the same. The first team having all members go through the relay is the winner.
- Begin work on neighborhood model. Using map as a guide lay out street on 4'x5' cardboard. Make small boxes of paper representing houses and other buildings. Let boys use their imagination with such things as paper cups, tape, string, sponges, styrofoam scraps, and pieces of colored cloth. Glue to cardboard in correct locations. Model probably will take two meetings to complete.

CLOSING

Remind Cub Scouts of Saturday trip. Tell them about time and place to meet, etc.

Form circle and sing "America."

My country! 'tis of thee,
Sweet land of liberty,
Of thee I sing;
Land where my fathers died,
Land of the pilgrims' pride,
From ev'ry mountain side,
Let freedom ring.

AFTER THE MEETING

Notify absent Cub Scouts of trip details. Review next week's den meeting agenda.

SEVENTH DEN MEETING

BEFORE THE MEETING STARTS

Gather materials needed: List of neighborhood problems; neighborhood model; paper, scissors, paste and crayons; ping pong ball; words to opening song; materials for pack meeting assignment; words of "Cub Scout Neighborhood Code."

WHILE CUB SCOUTS GATHER

Have paper, scissors, paste, crayons ready for Cub Scouts to make models of houses or factories or other neighborhood landmarks for the 4'x5' model.

OPENING

Sing "Cub Pledge" learned during the second den meeting of this theme. Have den sit in a half-circle on the floor.

BUSINESS ITEMS

Denner collects dues and records attendance. Den leader records completed advancement.

Discuss den's pack meeting assignment given at the pack leaders' meeting. Tell Cub Scouts that they will work on it later in today's meeting.

ACTIVITY

- Complete work on the neighborhood model project. Place a sign on the model showing den number and names of its members.
- Complete plans for den's assignment for the pack meeting.
- (If there is time for a short game play "Wind Storm." Do it between the two activities if possible.)

OR

- If your den does not have a pack meeting assignment, select one of the neighborhood problems from the den list and plan a project for the den to do next week. For ideas see item 6 of the "Our Neighborhood" theme suggestions. The project your den chooses does not have to be completed during this theme period.

CLOSING

Remind Cub Scouts of work still to be done on den exhibits and projects next week. Make assignments where necessary.

Have Cub Scouts repeat the "Cub Scout Neighborhood Code" as denner reads it. (From fourth den meeting of this theme.)

AFTER THE MEETING

Make preparations for the neighborhood problems project (if your den is planning one).

Review next week's den meeting agenda.

AFTER THE MEETING

Review list of neighborhood good things and problems the Cub Scouts put together 3 weeks ago. Identify two projects your den can do to help solve problems. Examples: clean a vacant lot; obtain and distribute anti-rat information; plant some flower seeds; remove old posters from utility poles.

Look over next week's den meeting agenda. Prepare for pack leaders' meeting.

SECOND PACK LEADERS' MEETING

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

Parts of this meeting should be:

1. Den leaders report their den's progress in the "Our Neighborhood" theme. The reports should highlight the den program items most popular with the Cub Scouts.
2. Finish planning the pack meeting program. Decide what each den will do at the pack meeting. These could include one den reporting on their trips; another on the "We Like You" awards; exhibits of neighborhood maps, models, drawings, or photos; reports of neighborhood action projects; skits showing the history of the community; musical programs about the community.
3. Make sure all advancements are reported so that badges can be purchased for pack meeting presentation.
4. Other pack meeting items:

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

Assigned to

(See pack meeting program page for details.)



PACK MEETING PROGRAM "OUR NEIGHBORHOOD" THEME

Assigned to

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

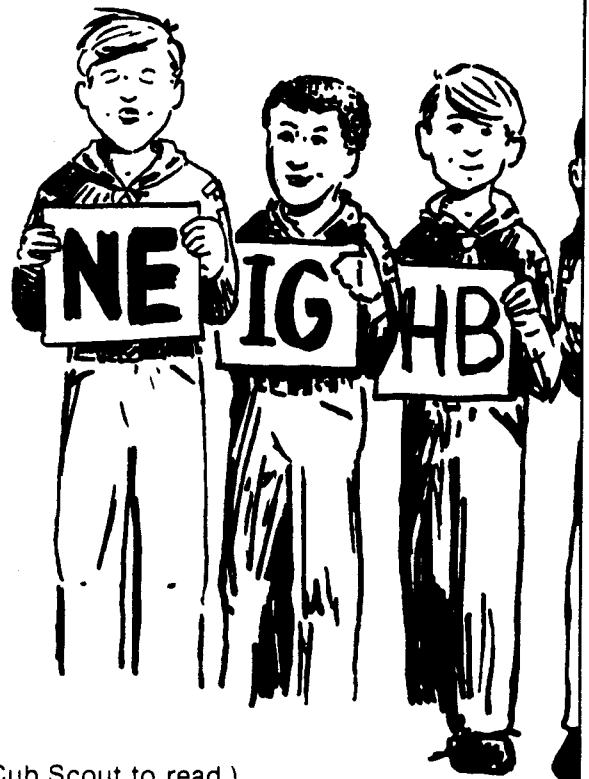
People from each den also arrive early to set up displays. Include photos and drawings about den action projects. Other exhibits might be neighborhood maps, neighborhood models, pictures and descriptions of trips or tours, historical information about the neighborhood, information about key neighborhood people. Lists of neighborhood resources (schools, industry, clinics, fire and police stations, museums, government offices, recreation facilities, etc.), and den list of neighborhood strengths and problems. Make sure there are enough tables available for the displays.

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

Opening. Six Cub Scouts form a straight line at front of meeting room. Each holds a piece of 8½"x11" paper. In turn each Cub Scout shows his paper and reads its explanation to the audience. The papers are arranged as shown:

The explanations are as follows:

- (1) **Neighborhood examples** we can be,
For we are Cub Scouts; can't you see?
- (2) **It's great** to live in our hometown.
We'll help it grow; not tear it down.
- (3) **Help build** with us; let's start today:
A better place to work and play.
- (4) **Other reasons** you may know.
Let's not delay—let's really go!
- (5) **Houses old** and houses new
Need our care and fixing too!
- (6) **Our dens** can help our neighborhood
Grow clean and bright and safe and good.



(Each verse should be written on back of sign for the Cub Scout to read.)

EIGHTH DEN MEETING

BEFORE THE MEETING STARTS

Materials needed for the meetings: List of "We Like You" award recipients and neighborhood map; piece of 8½"x11" paper for each Cub Scout; materials for den's pack meeting assignment (if not completed); materials for den neighborhood action project; string and washer for "Pass the Ring" game.

WHILE CUB SCOUTS GATHER

Give each Cub Scout an 8½"x11" piece of paper and have him make an airplane (glider). When it has been made, the Cub Scout may fly his airplane at a target or wastebasket five times. Cub Scout with most on-target flights is the winner.

OPENING

Form den in a straight line. Denner leads others in reciting the Cub Scout Promise. Don't forget: Right hands should be raised in the Cub Scout sign! The right arm should be straight up.

BUSINESS ITEMS

Denner collects dues and records attendance. Den leader records completed advancement. Complete preparations of pack meeting assignment.

ACTIVITY

- If your den has a neighborhood action project to do, spend the rest of the meeting on it.
OR
- If your den does not have a neighborhood action project, do one or both of the following:
 - Using the list of neighborhood people your den likes, mark where they live or work on neighborhood map. Make sure all those on the list have received their "We Like You" awards.
OR
 - Play "Pass the Ring" from the third den meeting of this theme.

CLOSING

Remind Cub Scouts of assignments and when to arrive at the pack meeting. Form a circle and sing "Cub Scouts All" from the fifth den meeting of this theme.

AFTER THE MEETING

Go over things needed for the pack meeting.



THEME : ALL ABOUT PEOPLE

Cub Scout achievements boys can complete with this theme:

Bobcat:	Parts 1, 2, 4, 5
Wolf:	Achievement 2 (parts 1, 2, 3)—“FLAG”
Bear:	Achievement 6 (parts 1, 2, 3, 6)—“OUR AMERICAN HERITGE”
	Achievement 7 (part 1)—“FAMILY GET-TOGETHER”

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

1. List the different nationality and racial groups living in your neighborhood. Learn some things about each group like: The place they originally came from, songs, costumes, language, flag (state or country), holidays they celebrate, special foods, things people of this group have given to America (inventions, food, fashions, music, etc.). Make displays of things your den learns about (posters, crafts, drawings). Have the den visit people from these groups who live in your neighborhood. Invite them to your pack meeting. Learn a few words of another language.
2. Have each Cub Scout talk to his parents and others to learn about his own nationality or racial groups. Have boys do some of the ideas in item 1 above. Have each Cub Scout draw a “My Family Chart” consisting of his own family members. Include all people living in the family (grandmother, aunt, cousins, etc.). See the chart idea on the next page.
3. Have each Cub Scout list the names, nationality, background, and place of worship of six families living near him. Have the den make a large map which shows where all the families' ancestors came from. Draw pictures of the flags of each country they came from. Find out what foods we eat that came from those countries, or special clothing styles.
4. Find out what “anthropology” means. Visit a museum that has anthropological displays, if one is near your home. Discuss things you saw. Your den may want to visit the museum more than one time.
5. Make up a skit (play) about how America was settled and some of the foreign groups which settled in your area.
6. Check with the nearest U.S. District Court to make arrangements to have your den observe the swearing in of new American citizens. (See your telephone book under U.S. Government: Courts; or U.S. Government: Immigration and Naturalization Service.)

OR

Obtain a copy of “Citizenship For the Alien” from your congressman.

THEME : ALL ABOUT PEOPLE

Cub Scout achievements boys can complete with this theme:

Bobcat:	Parts 1, 2, 4, 5
Wolf:	Achievement 2 (parts 1, 2, 3)—“FLAG”
Bear:	Achievement 6 (parts 1, 2, 3, 6)—“OUR AMERICAN HERITGE”
	Achievement 7 (part 1)—“FAMILY GET-TOGETHER”

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

1. List the different nationality and racial groups living in your neighborhood. Learn some things about each group like: The place they originally came from, songs, costumes, language, flag (state or country), holidays they celebrate, special foods, things people of this group have given to America (inventions, food, fashions, music, etc.). Make displays of things your den learns about (posters, crafts, drawings). Have the den visit people from these groups who live in your neighborhood. Invite them to your pack meeting. Learn a few words of another language.
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FIFTH DEN MEETING

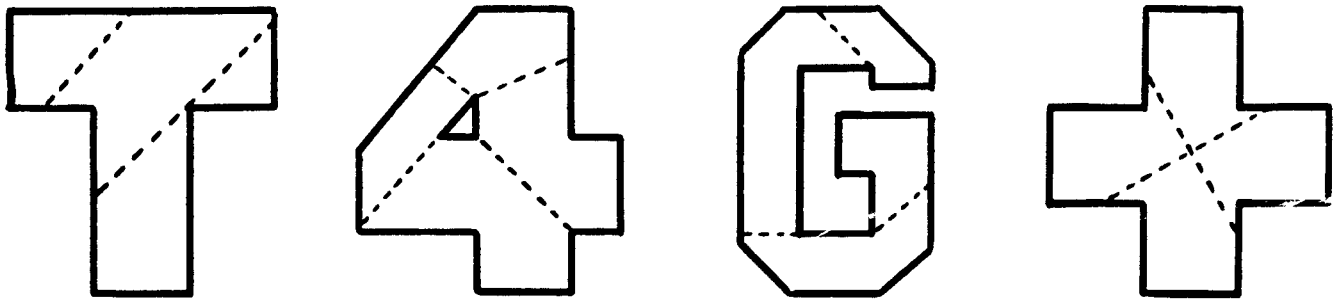
BEFORE THE MEETING STARTS

Materials needed: 4'x5' piece of cardboard (from large packing crates), block puzzles (see drawings), large sheet of paper with opening song words, list form last week's meeting of neighborhood people Cub Scouts like. Check arrangements for Saturday trip. Have some 8½"x11" colored paper, crayons, and newspaper.

WHILE CUB SCOUTS GATHER

Have several piles of puzzle parts around room. As Cub Scouts arrive give them opportunity to try putting them together.

Make each puzzle 6" high and cut apart on the lines shown.



OPENING

Sit in circle and sing "Cub Scouts All." Tune: "Three Blind Mice."

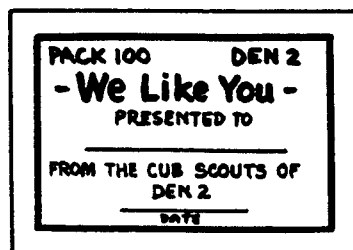
Cub Scouts all, Cub Scouts all,
Bobcats, Wolves; Bobcats, Wolves;
And all the Bears and the Webelos,
The boys who see that the Cub pack goes.
They all live up to the Promise and Law
As Cub Scouts all.

BUSINESS ITEMS

Denner collects dues and records attendance. Den leader records completed advancement.

Make "We Like You" awards form last week's list of neighborhood people. Example:

Use blue and yellow
and other colors.



Wolf Advancement (Adapt for Bear Adv.)

Materials

Large cutout of Wolf Cub Scout Badge.

A stand for cutout, single candleholder with one blue candle.
Wolf badge and certificate safety (This can be adapted for
bear advancement).

Place stand where visible, light candle.

1. Cubmaster will name boy and parent(s). Ask them to come forward. Explain that the cub has completed all requirements for the wolf badge.
2. Tell parent(s) how much they are appreciated for their cooperation.
3. Explain to parent(s) he would like to present wolf badge to boy, but he has not earned the privilege. Give the badge to parent(s) to present to son. (Parent(s) do so) Have cubs in audience stand, applaud Cub Scout.
4. Name den leader(s) and have them stand. Audience applaud leader(s).

Elective Arrows (Wolf or Bear)

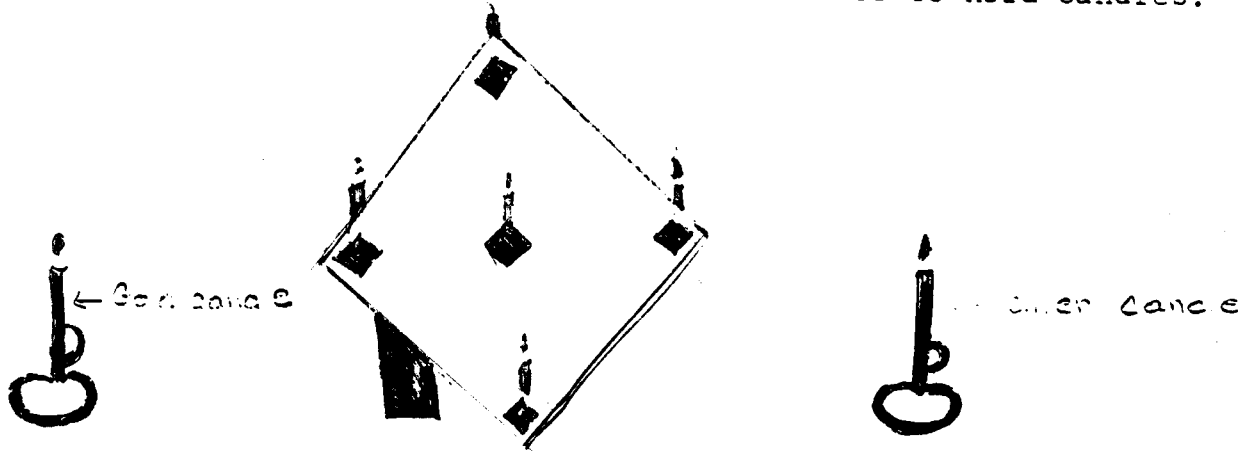
1. Cubmaster explains how arrows are earned.
2. Read names of boys who have earned arrow(s). Boy(s) and parent(s) stand in semi-circle. Parent(s) stand behind sons.
3. Present arrow to boy, tell which arrow he has earned. Congratulate boy and parent(s) with Cub Scout Handshake

7 Steps to Scouting

Webelos Scout Advancement & Arrow of Light

Materials

9 long white candles, 1 long gold candle, 1 long silver candle, 1 adult from pack committee, 7 boys, one from each level on the board, one diamond shape board with candle holes to hold candles.



Narrator - Committee Member

7 boys standing in line next to narrator, one boy for each candle, boy must have the badge or arrow for his candle.

Narrator: With a lit candle, room darkened, tells how cubs travel from Bobcat up the long advancement path to become a boy scout.

1. Bobcat has candle (unlit) lights his candle from Narrator.
 - a. Walks to board
 - b. Bobcat tells how a cub becomes a Bobcat
 - c. Bobcat lights Bobcat candle
 - d. Gets back in line
 - e. Presents Bobcat badge to cub who earned it

BEADED NECKLACE AND BRACELET

Materials:

Several colorful magazine covers

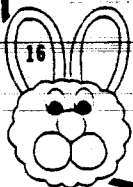
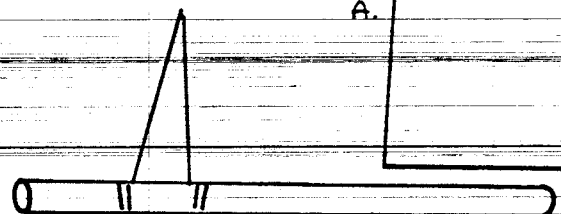
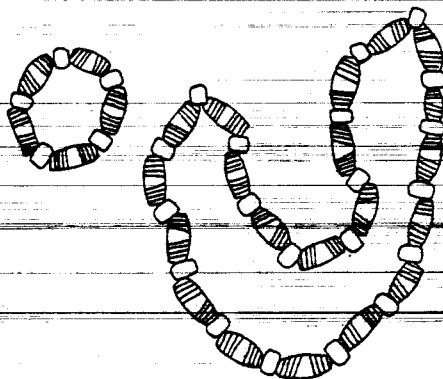
4 - Plastic straws

1 - Bottle of clear nail polish

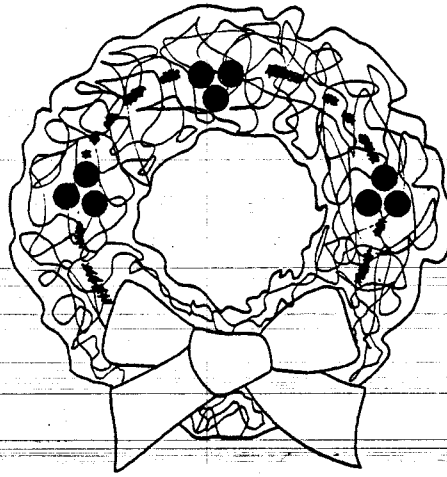
1 - Package round wooden beads

Narrow elastic

1. Using pattern A, cut up several magazine covers. The number of covers will depend on the number of beads you want.
2. Glue the back side of the magazine piece to the straw. Wrap the piece around the straw keeping each side even as it gets narrower, so that the thinnest part is wrapped around the middle of the bead.
3. Glue the point down.
4. Repeat step #2 with the next piece almost touching the first bead.
5. Continue to make beads until you've used up the length of the straw. Repeat using remaining straws.
6. Paint the beads with clear nail polish and allow to dry.
7. Cut between each bead with scissors.
8. String beads in any pattern using wooden beads between if you wish.
9. For the bracelet, string the beads on elastic so it can stretch over your hand.



LACE WREATH



Materials:

24" +
12" -

Lace with holes in the middle

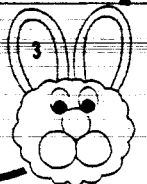
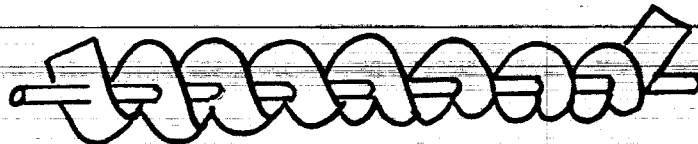
6" - Green tinsel stem

5 - Shiny red flower stamens

8" - Red ribbon

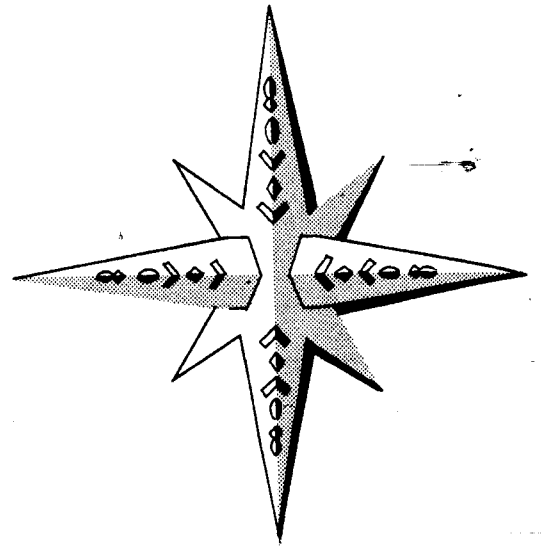
Magnetic tape, small safety pin, clasp or Christmas tree hook

1. Take the lace and weave the green stem in and out each hole until you've gathered all the lace.
2. Now, overlap and twist the ends of the stem together and shape it into a circle.
3. Tie a small bow and glue it to the lace over the twisted part.
4. Cut stem ends off - you will now have loose red berries. Glue 3 berries to the top of the wreath.
5. Glue 3 more berries on each side.
6. Depending on what you have chosen to make, glue on the magnet or pin or put a hook through the top of the lace.



A

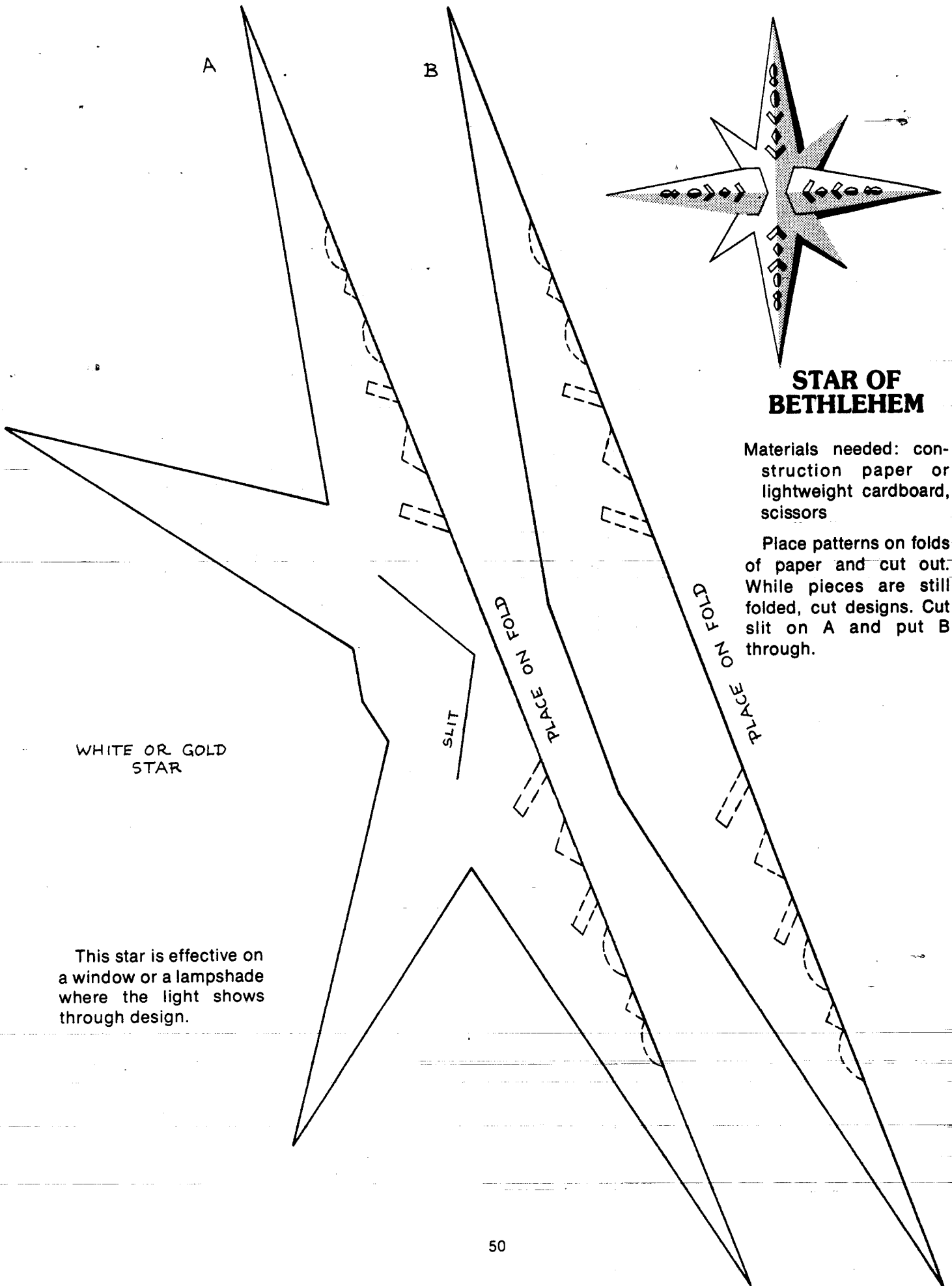
B



STAR OF BETHLEHEM

Materials needed: construction paper or lightweight cardboard, scissors

Place patterns on folds of paper and cut out. While pieces are still folded, cut designs. Cut slit on A and put B through.



WHITE OR GOLD STAR

This star is effective on a window or a lampshade where the light shows through design.

HANGING ORNAMENTS

Materials needed: construction paper, glue, scissors, thread

Each ornament has three sides and can be made of one color or three different colors (such as red, green, and white). Place patterns on folds of paper, and cut. Cut designs while paper is still folded. (It would be fun to make your own designs.) Fold and glue, matching flaps together. Hang with thread.



Closings

- I.
 - a. Ask audience to stand.
 - b. Color guard prepare to advance.
 - c. Advance.
 - d. Color guard, retire the colors.

- II.
 - a. Ask audience to stand.
 - b. Have flag removed from stand.
 - c. Fold Flag.
 - d. Sing Taps.

- III.
 - a. Leave flags in stand
 - b. Ask audience to stand and sing first stanza of "America".
 - c. Ask audience to hum another stanza while boys say Conservation Pledge.

Den Ceremonies

Openings

1. Sing a song form Cub Scout Songbook.
2. Give an old familiar den yell.
3. The Grand Howl
 - a. Form a circle around a leader, cub, or cubmaster.
 - b. Make a cub sign on ground while squatting.
 - c. Yell "Ah-Kay-La! We-e'll do ~~o~~ ou-rr best.
 - d. Jump up as you yell best, raise hand in the air.
 - e. Give Cub Scout Sign.
4. Prayer for all faiths.
5. Uniform inspection.

Closing

1. The Living Circle
2. Patriotic
 - a. Den Circles United States Flag or den flag. The Cub Scouts salute and sing "God Bless America".
3. The Grand Howl (see "The Grand Howl Opening").
4. Friendship Circle
 - a. each cub has a 3 foot section of rope.
 - b. Join ropes with boy ~~to~~ your left with knot.
 - c. Leaders tells boys "You are now a part of a group of close friends, held together by a square knot, a symbol of friendship. Let us give the "Cub Scout Promise".

Pack

Advancement

Bobcat Induction - (family induction)

Boys' Life Puzzle

1. One cardboard, one Boys' Life cover, scissors and tape for each boy to receive the Bobcat badge.
2. Cubmaster calls the cubs and their families up. He cuts the cover into as many pieces as there are family members.
3. Give each family member a piece. Give them tape and cardboard. Have family put cover together with tape and tape to cardboard.
4. Tell family and audience the importance of family working with the cub. The achievement and awards earned will depend on how they work together.

1989 Cub Scout POW WOW
Songs, Skits, and Puppets

I. Songs, Stunts, and Stories - Chapter 6 #

A. Songs - "Bill Grogan's Goat"

1. How to lead and teach songs - Page 1 & 2.
2. Songs that tell funny stories. "It's A Lie"

B. Stunts & Cheers -

1. "Stiff Necks"
2. "Chinaman's Cheer"

II. Skits and Costumes - Chapter 4 #

A. Skits - "Restoration Machine"

1. How to put on skits.
2. "German U Boat"

III. Puppets - Chapter 5 #

A. Puppet Shows -

1. How to put on puppet shows.
2. Type of puppet shows.

B. Shadow Puppets -

1. Shadow Puppet Show.

Resources:

Cub Scout Leader "How-To Book"

Cub Scout Leaders Book

* Cub Scout Song Book

Meeting Sparklers

My brother Paul, he is tiny and small:
He measures just 'bout four foot two.
But he thinks he's a gi'nt when they give him a pint
Of that good old Mountain Dew.

Chorus:

Old Aunty June tried a brand new perfume;
It had such a sweet smellin' pew.
Was she surprised when she had it analyzed;
It was nuthin' but good old Mountain Dew.

Chorus:

The Preacher cam by with a tear in his eye;
He said that his wife had the flu.
We told him he ought to give her a qua't
Of that good old Mountain Dew.

Chorus:

Mr cousin Ray wore the South's flannel-gray;
He died away back in sixty-two.
It wasn't Yankee lead that killed my cousin dead;
It was that good old Mountain Dew.

Chorus:

SECTION V - Songs About Animals

31. BILL GROGAN'S GOAT

(Audience repeats each line after leader)

Bill Grogan's goat ...
Was feelin' fine ...
Ate three red shirts ...
Right off the line ...

Bill took a stick ...
Gave him a whack ...
And tied him to ...
The railroad track ...

The whistle blew ...
The train drew nigh ...
Bill Grogan's goat ...
Was doomed to die ...

He gave three groans ...
Of awful pain ...
Coughed up the shirts ...
And flagged the train ...

32. BLUE RIDGE MOUNTAINS Tune: Trail of the Lonesome Pine

In the Blue Ridge Mountains of Virginia
Stone a cow on a railroad track.
She was a good old cow with eyes so fine,
But you can't expect a cow to read a railroad sign.
So she stood there in the middle of the track
And a train hit her smack in the back.
You'll find her bones in the mountains of Virginia
And her tail on her lonesome spine.

The boys may know some of the old familiar songs like "Old MacDonald Had a Farm," "Row, Row, Row Your Boat," and "She'll Be Comin' 'Round the Mountain." These are good for den meetings. The *Cub Scout Songbook* contains many songs which the boys can easily learn. Singing at pack meetings will be better if the songs are practiced in the den.

Songs In Pack Meetings

The song leader at pack meetings should be someone who can start a song on the right pitch and with proper tempo. This person needs enough contagious enthusiasm to get the adults to sing along with the boys and should be familiar with the tips for leading and teaching songs found in the *Cub Scout Songbook* and *Cub Scout Leader Book*.

The choice of songs depends on the mood and theme of the pack meeting. A patriotic song is good at the beginning or end. During the meeting, lively action songs can be used to lift spirits.

When teaching new songs, it will help if the boys practice in den meetings. Then, at the pack meeting, have the words written large on a blackboard or big sheet of paper so everyone can see. This will encourage adults to join in.

Using Songs Creatively

Songs can be used in various ways. Try some of these at pack meetings:

- Divide the pack into two groups and have one group sing the first line, the other group the second, and so on. Or have one group sing while the other group claps or hums.
- Leave some words out and use handclaps instead. For example, when singing "The More We Get Together," have the audience clap hands each time the word "together" would be sung. Or ask them to stand on a certain word in the song.
- Add musical instruments or rhythm instruments.
- Sing "contra songs" where two or more different songs are sung together with a pleasing effect. Divide audience into two groups and have each group sing a different song. For example, "Row, Row, Row Your Boat" with "Are You Sleeping," or "Little Tommy Tucker" with "Three Blind Mice."

- Make up your own songs to fit the theme or special occasion, using familiar melodies such as "Yankee Doodle" or "Clementine."
- Songs are sometimes found in *Cub Scout and Webelos Scout Program Helps*. New songs may also be introduced at your district roundtable and the annual pow wow.

Writing Your Own Songs

It isn't necessary to be a professional songwriter to write your own songs. Just fit your own words to the tune and rhythm of a familiar song.

Some dens make up their own song to be sung at den meetings or on special occasions. Or someone in the pack might make up a theme-related song for all the dens to learn before the pack meeting. Some examples are shown in the *Cub Scout Songbook*.

RESOURCES FOR SONGS

In addition to the *Cub Scout Songbook*, song ideas can be obtained from *Cub Scout and Webelos Scout Program Helps*, and at the Cub Scout leaders' roundtable and pow wow.

Den Yells

Den yells help build den spirit and enthusiasm and can be used to help the boys let off steam at den and pack meetings.

Den yells are usually simple and rhythmic and often end on a word or phrase which the boys can shout. Many high school and college cheers can be adapted for den yells. When the boys help develop the den yell, they feel it is really theirs and will enjoy using it.

Here are sample den yells.

Den One! Den One!
Is there a better den? None!
What den has the most fun? One!
Den One! Den One!

We'll do our best for the gold and blue!
We ARE the best! Den Two! Den Two!

29.

IT'S A LIE

I was born a hundred thousand years ago (years ago)
And there's nothing in this world that I don't know (I
don't know)

I saw Peter, Paul and Moses, playing ring around the roses
And I'll lick the guy that says it isn't so. (isn't so)

Chorus: It's a lie, it's a lie
Ship ahoy, ship ahoy, ship a hi-yi-yi.
Oh, I've sailed the seven seas
In my dirty dungerees.
But, I never, never ever saw a mermaid (a mermain)

I saw Satan when he looked the parden o'er (garden o'er)
I saw Eve and Adam driven from the door (from the door)
I was 'round the corner peekin' at the apples they were
eatin'.

In fact, I'm the guy that ate the core. (ate the core)

I saw Cain kill Abel in the glade (in the glade)
And I know the game was Poker that they played (that they
played)

I was hiding in the shrub, when he hit him with a club
And I know it was a diamond, not a spade. (not a spade)

I saw Jonah when he shoved off in the whale (in the whale)
And I thought he'd never live to tell the tale (tell the
tale)

But ol' Jonah'd eaten garlic, and he gave the whale the
cholic,
And it coughed him up and let him out of jail (out of jail)

I saw Israel in the Battle of the Nile (of the Nile)
Where the arrows flew thick and fast and wild (fast & wild)
When I saw David with his sling pop Goliath on the wing
I was donin' 40 seconds to the mile (to the mile)

I saw Samson when he laid the village cold (village cold)
I saw Daniel tame the lions in their hold (in their hold)
I helped build the Tower of Babel, up as high as they were
able,
And there's lots of other things I haven't told (haven't
told)

I saw Caesar when he crossed the Rubicon (Rubi-con)
In fact, I built the bridge he crossed it on (crossed it on)
I saw Hannibal at home, and Nero burning Rome,
And I even saw the fall of Babylon (Baby-lon)
Chorus:

I saw Absalom a-hanging by the hair (by the hair)
When they built the Wall of China, I was there (I was there)
When I saved Solomon's life, he offered me a wife;
I said, "Now you're talking business, have a chair (have a chair)
Chorus:

You may not think this tale of mine is true (tale is true)
What difference does it really make to you (make to you)
I've been feeding you this line, just to pass away the time
And now, I'm gonna quit because I'm thru (because I'm thru)
Chorus:

30. THAT GOOD OLD MOUNTAIN DEW

I know a place 'bout a mile down the road
Where you lay down a dollar or two.
If you hush up your mug, they will slip you a jug
Of that good old Mountain Dew.

Chorus: They call it that good old Mountain Dew,
And them that refuse it are few.
I'll hush up my mug if you'll fill up my jug
With that good old Mountain Dew.

On Thunderbird Hill there's an old Bug Juice still
Run by a hard working crew.
You can tell by the whiffle when you sniffle a smell,
That they're makin' that good old Mountain Dew
Chorus:

When its fragrance so rare starts to permeate the air
You know that they're just about through.
So you pucker up your lips, and you tip a few sips
Of that good old Mountain Dew.

Chorus:

Resources for Skits

Skits can be found at the public library, school libraries, book stores, and stores that carry teaching aids. Guard against using skits that are too long or with too much memorized dialogue. Skit ideas may also be found in *Cub Scout Program Helps*, *Boys' Life* magazine, and at the monthly Cub Scout leaders' roundtable and the annual pow wow. Leaders can also adapt and write their own skits to fit the monthly theme.

Here are additional resources for skits and costumes:

Fun With Skits, Stunts and Stories, by Helen and Larry Eisenberg

Handbook of Skits and Stunts, by Helen and Larry Eisenberg

Instant Fun For All Kinds of Groups, by Lorell C. Burns

The Pleasure Chest, by Helen and Larry Eisenberg

Fun Encyclopedia, by E. O. Harbin

Cokesbury Stunt Book, by A. M. Depew

The Right Play For You, by Bernice Carlson

101 Masks, False Faces and Make-Up For All Ages, by Richard M. Gardner

101 Costumes for All Ages, by Richard Cummings

Writing Your Own Skit

Sometimes it's hard to find a written skit that fits the monthly theme and your den of boys. If that's the case, the best thing to do is to adapt a skit to fit or write one of your own. You already know three of the most important things: (1) the facilities available, (2) the number of boys in your den, and (3) the subject. Now, jot down the following information:

- Subject of the plot.
- The title (it can be serious or funny).
- The number of actors.
- The kind of actors (Cub Scouts or puppets).
- Amount of time allowed (write a skit timed for 20 minutes, then boil it down to 5 minutes, saving only the best lines).
- Your stage (is it an open floor, a platform at one end of the room, or a real stage)?

Remember: The audience must like your skit, so write it to fit them. Keep scene-changing to a minimum.

MAKE AN OUTLINE

Follow these simple steps:

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

THINGS TO REMEMBER

1. Keep it simple.
2. Keep it short (3-5 minutes at the most).
3. Avoid long memorized dialogue. Pantomimes are good for Cub Scouts. (If more explanation is necessary, the den chief may be narrator while the boys pantomime the action.)
4. Scenery, props, and costumes should be simple, if used at all.
5. Let every boy take part.
6. Use stage directions liberally—tell who goes where and does what.
7. Stimulate interest and surprises as you go along. A "walk on" (someone hunting a rabbit or bird, blowing up a balloon, or engaging in some other nonsense) in each scene sparks interest.
8. Be sure the audience can hear. Boys should be coached to speak slowly, clearly, and loudly. If the audience laughs or claps, actors should pause before continuing their lines.
9. Let the boys help write the skit. They will have some great ideas, and that's part of the fun.
10. Avoid skits that ridicule persons or groups. They are in bad taste.

We're the Cub Scouts from Den 3,
And no Cubs could be prouder!
If you can't hear us now, we'll yell
a little louder!
(Repeat twice, louder each time.)

One, two, three, four,
Which den do you cheer for?
Which den can you hear more?
Den Four! Den Four! Den Four!

Which den is really alive?
Which den has all the drive?
Den Five! Den Five!
We're the den that is alive!
We're the den that has the drive!
Den Five! Den Five!

T-H-R-E-E
The den that's best for you and me!
Watch us go and you will see!
It's T-H-R-E-E!
Den Three! Den Three!

Stunts

Stunts are a way to achieve one of Cub Scouting's important purposes—fun! They are used to add sparkle to meetings and put the group in a happy, lively frame of mind.

There are many types of stunts. Some get the whole group involved in doing something together; others are performed by a small group for the entertainment of others. Some are used as icebreakers to get the meeting off to a good start or to help people get acquainted. Others are used as an element of surprise or for a change of pace during a meeting.

RESOURCES FOR STUNTS

Ideas for stunts may be found in *Cub Scout Program Helps*, *Den Chief Handbook*, and *Group Meeting Sparklers*. Sometimes stunts are introduced at Cub Scout leaders' roundtable, the annual pow wow, and workshops.

Public and school libraries have books of stunts. These are a few suggestions:

Instant Fun For All Kinds of Groups, by Lorrell C. Burns

Handbook of Skits and Stunts, by Helen and Larry Eisenberg

Fun With Skits, Stunts and Stories, by Helen and Larry Eisenberg

The Fun Encyclopedia, by E. O. Harbin

Cokesbury Stunt Book, by A. M. Depew

WHY STUNTS? (A Poem)

The pack meeting seemed to drag that night,
And people were tiring fast;
The Cubmaster sensed the feeling
And he hoped through the meeting he'd last.
Then came a lull in the action;
The Cubmaster wiped sweat from his brow;
If only he could perk things up—
He sure wished that he knew how!
Then suddenly quite like magic,
His assistant appeared on the stage;
He held up a book called *Sparklers*,
Opened to a certain page.
With enthusiasm he made the announcement
That the whole audience would help out.
He divided them into groups
And tested each one for their shout.
Before they knew what was happening,
They had all joined in the fun;
Each group was doing its best
To out-do the other one!
Right then and there the meeting perked up;
Things moved along in style,
And the Cubmaster heard people murmur, "Best meeting
we've had in a while."
So remember the words "group participation";
That's a very special key,
And your meetings will be filled with fun,
The way they ought to be!

ing the head and two other fingers guiding the puppet's hands. They are described in detail in this section.

Jointed puppets, or marionettes, require more detailed construction and operation and are not covered in these pages.

Tips For Puppeteers

- Let the boys decide on the play they wish to present and the type of puppets that will be used. They can plan the dialogue themselves and say their lines informally, even if it comes out a little differently each time. It is difficult for some boys to manipulate a puppet and recite memorized lines at the same time. An alternative is to have a reader backstage so the boys need only operate the puppets.
- Keep the theater and the puppets in proper scale. Small puppets on a big stage lose their appeal.
- Be sure there is plenty of room behind the scenes for all puppeteers.
- Plan frequent exits and entrances of puppets to hold interest and to avoid having too many puppets on stage at one time.
- Keep actions clear, simple, and exaggerated. An excited puppet should be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows immediately how tired he is.
- The puppet should speak and act according to the kind of person, animal, or object he represents.
- Sometimes it's good for the puppet to speak aloud to himself as he goes about his actions. For example, he might say while looking for something, "I'll look under this tree for the treasure."
- Avoid hiding one puppet behind another.
- Hold the puppets vertically.
- Let the puppets walk off the stage, not sink out of sight.
- Puppeteers should remember to wait for laughs so the audience doesn't miss any lines.
- Use music during the production, if possible.
- Keep it simple, make it fun (KISMIF).

Resources For Puppets

Many books on puppetry can be found at public and school libraries and at stores that carry teaching aids. In

addition, ideas for puppets can be found at the monthly roundtable and Cub Scout leaders' pow wow and in *Cub Scout Program Helps*.

You should be able to find most of the following books at your public library:

Act It Out, by Bernice Carlson

Easy Puppets, by Gertrude J. Pels

Fun-Time Puppets, by Carrie Rasmussen

Fun With Puppets, by Sylvia Cassell

Simple Puppetry, by Sheila Jackson

101 Hand Puppets, by Richard Cummings

Puppets for Dreaming and Scheming, by Judy Sims

Creating With Puppets, by Lothar Kampmann

Making Puppets Come Alive, by Larry Engler

Puppet Plays for Children, by Antonia Ridge

Beginner's Puppet Book, by Alice M. Hoben

Paper Bag Puppets, by Deatna M. Williams

Puppets for Beginners, by Moritz Jagendorf

Puppet Playwriting

It is usually best to decide on a story or situation to act out and let the Cub Scouts develop their own lines, rather than having a written script with dialogue. They may run into difficulty if they try to read a script or remember lines while they are operating puppets.

A simple comic story is best for Cub Scouts. Exaggerated actions and slapstick comedy are fun for both audience and the puppeteers. A few misplaced lines or mistaken actions may help rather than hinder the play. Grunting, groaning, sniffing, wheezing, and coughing in large quantities add to the value of a funny play. Puppets can dance, hug each other, sing, jump, fight, or clown around. Adaptations of children's stories are a good basis for a puppet play.

Music also adds much to a play. It sets the mood for the characters and adds a professional touch. A record player or tape recorder will come in handy.

When making assignments, select someone to act as stage manager to be responsible for the props, scenery, music, and lighting. This could be the den chief, one of the Cub Scouts, or a parent.

Follow these simple steps in developing your puppet play:

1. Read the play or story carefully. Pick out the important parts—or develop your own story.

2. With the boys' help, develop an outline, such as the one found in the "Skits and Costumes" section of this book.
3. Keep the play short—5 to 8 minutes at the most.
4. Keep the puppets in mind. How many will there be? Where do they fit into each scene? What will they be doing and saying? Plan entrances and exits carefully, so the puppeteers won't be climbing over each other.
5. Keep dialogue short and simple, or use a reader offstage.
6. In adapting a play, change the number of characters to fit the number of boys in the den by giving some boys more or fewer lines.

Choose scenes that:

- Sustain action and further the plot.
- Build up an important character.
- Have comedy possibilities.
- Add suspense.
- Offer unusual effects—scenery or lighting.
- Have fast action and good dialogue.

Puppet Plays

YOU WERE THERE

Characters: Three Pilgrim puppets and two Indian puppets. Narrator and Sponsor offstage.

NARRATOR (*offstage*): Good evening, ladies and gentlemen of the television audience. Den (No.) of Pack (No.) presents, "You Are There." Now here's a word from our sponsor.

SPONSOR (*offstage*): Friends, this program is being brought to you by Mother Fletcher, who is famous for such products as Rattlesnake Oil Shampoo, Corn Pone Corn Sticks Mix, and Dainty Doggie Biscuits. Be sure to look for these products in your neighborhood store. And now, back to "You Are There."

Scene 1: Early new England coast with rocks, trees, and ship in background.

NARRATOR: We'd like to take you back to the year 1621 and the first Thanksgiving. Several events of great importance have led up to this momentous day. Last year, in 1620, the Pilgrims landed at Plymouth Rock. Let's look in on this scene and talk to some of the people who were

there. (*Three Pilgrims come on stage.*) Sir! you look like the leader of the group. What is your name?

FIRST PILGRIM: William Bradford, your servant, sir!

NARRATOR: And how was your voyage, Mr. Bradford?

FIRST PILGRIM: Rough, man, rough!

NARRATOR: And you, sir. Did you find the Mayflower comfortable?

SECOND PILGRIM: Are you kidding? It wasn't exactly the Queen Mary, you know!

NARRATOR: Ladies and gentlemen, here are some Indians coming on the scene. (*Two Indians enter.*) Will they be friendly to our Pilgrims or will they be hostile? Let's watch closely and see what happens. This is a tense moment. (*Indians stand pointing and talking to each other. Pilgrims advance towards Indians, hands outstretched. Suddenly the Indians turn and run offstage.*)

THIRD PILGRIM: Well, they certainly didn't seem very glad to see us!

NARRATOR: No one knows why the Indians ran. Maybe someone called them for dinner. At any rate, the Pilgrims spent a hard winter that first year in the New World. Their crops failed, the people grew ill and starved (*Pilgrims lie down*) and the snows came early and stayed late. (*First Act curtain*)

NARRATOR: Now we interrupt this sad scene to bring you a word from our sponsor.

SPONSOR: Friends, are you bothered with loose and falling teeth? Try Mother Fletcher's Guaranteed Gum Glue for the tightest teeth in town. It's on sale right now at your neighborhood pet shop! And now back to our program.

Scene 2: Background with cabins and trees. Pilgrims are on stage as curtain opens.

NARRATOR: The winter has passed and things look brighter for our little band of Pilgrims. The Indians have come to visit. (*Indians enter.*)

FIRST INDIAN: Welcome! Me Squanto!

SECOND INDIAN: Me Somoset. Who are you?

SECOND PILGRIM (*stepping forward*): I am Captain Miles Standish. We want to be your friends.

FIRST INDIAN: Me friend. You friend. We dance big dance for you. (*Indians dance and sing wildly.*)

FIRST PILGRIM (*stepping forward*): Friends! Friends! This is the Sabbath. We must think of serious things. It is no time for dancing!

FIRST INDIAN: You come. We show you how to plant Indian corn. Make big harvest! (*Pilgrims and Indians leave.*) (*Second Act curtain*)