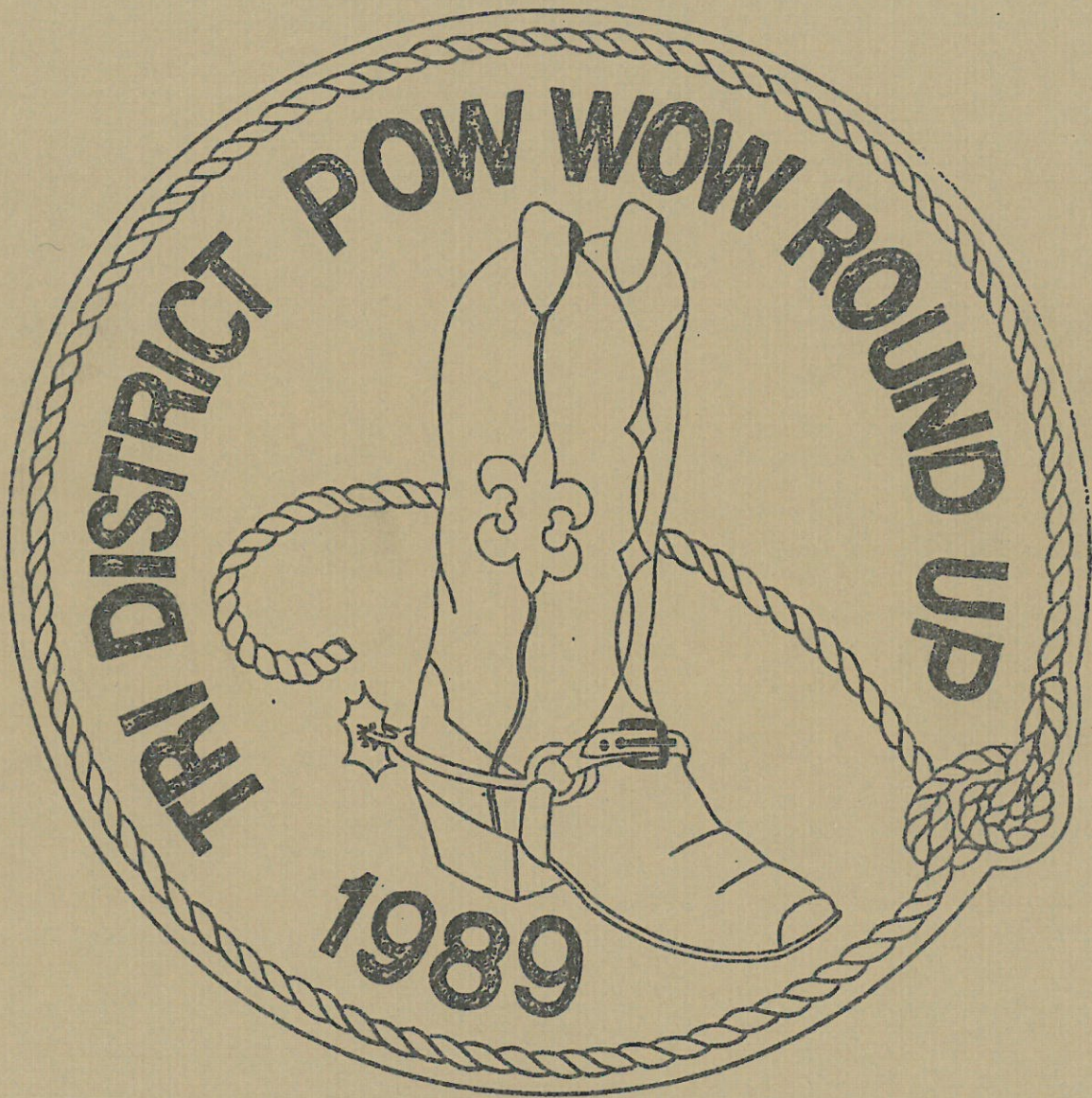


Blackhawk Area Council

Mauhahteese, Sinnissippi, Winnebago Districts



November 4, 1989

Lutheran High School

Rockford, Illinois



Dear Cub Scout Leaders,

As the Chairperson of the 1989 Tri-District Pow Wow, I was given the opportunity to use this page of the Pow Wow book to say what is on my mind, and in my heart.

In today's fast paced society, children are often in need of what the Boy Scouts of America promotes, Citizenship, Fitness, and Character Development. It is up to you the Den and Pack Leaders to teach these ideals to the boys. If presented in a fun way, the boys will not even know that they are learning something so very important.

I want to challenge you to give your boys the quality program that they deserve. Have your meetings well planned, and full of fun. Thirty years from now, when our boys are parents, they will remember the fun they had as Cub Scouts. They will want to volunteer to help their sons learn the ideals of the Boy Scouts of America.

The boys we lead today will be the only next generation we will ever have. Let's make the most of the time we have to teach them to be the leaders of tomorrow.

Now I would like to say thank you to everyone that worked to make this year's Pow Wow a reality. My staff is the greatest, and each one has done their best to make this event a success.

To Pam and Don, thanks for all your support, and encouragement. You both knew all the right things to say and do to make my job easier. To my husband Bruce, thank you for all the times you had a right to complain, and never did.

Yours in Cub Scouting

Nancy

Nancy Schuchard

1989 Tri-District Pow Wow
Staff List

Nancy Schuchard
Fran Waller
Mary Anne Rounds
Pam Moore
Kathy Doty
Terry Hall
Betty Schumaker
David Charlton
Don Gugliuzza

Chairperson
Assistant Chairperson
Midway & Display
Pow Wow Book Editor
Registration
Promotion
Blue & Gold Banquet
Physical Arrangements
Advisor

Sessions

Gay Tucker / Bruce Schuchard
Terry Serrano / Pat Calloway
Jane Picht / Sally Spencer
Mary Hall / Linda Hall
Diana Bottlemy
Jim Eilders / Darlene Farrow
Mel Hunt
Fred Sauer / Teresa Sauer
Margo Valenti
Nancy Lamps / Bill Lamps
Virginia Hammer / Tim Hooper
Bea Franklin

Skits
Skits
Crafts
Crafts
Boy Behavior
Games
Wood Crafts

Derbies
Outdoor Activities

Earl Lutzow
Jim Kuroda / Mike Doty
Mike Doty / Jim Kuroda
Bill Lee / Anna Lee
Anna Lee / Bill Lee
Bob Southwood
Bob Southwood
Terry White
Tim Sullivan
Mary Anne Rounds

Puppets
Leather Craft
Webelos to Scout Transition
Webelos Indoor Activities
Knife Safety
Tie Slides
Ceremonies
Songs & Instruments
Knots
Team Building
REcruit, Retain & Recognize

Mini Sessions

Anna Lee
Christine Hawkins / Al Hawkins
Virginia Hammer
Bea Franklin

Home Made Recognitions
Puzzles
Planning Blue & Golds
Fixing Up The Den

November 4, 1989

Dear Cub Scout Leaders,

The purpose of this pow wow book is to give you additional help in planning your den and pack programs. It should be used as a supplement to all other Boy Scouts of America literature.

Material for this book came from a variety of sources. We tried to acknowledge them all throughout the book. The Tri-District Pow Wow contributors are listed on the next page.

We hope that you enjoy this pow wow book. We tried to find material that you could use for a theme, season, and situation. We hope that you share this book with your fellow leaders and use it for the benefit of your Cub Scouts.

Yours in Scouting,

Pam

Pam Moore, Editor
Mauhahteese District

Contributors to this book:

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Hall, Terry (Humpty Dumpty Derby, loaned pow wow books)	Mauhnahteese District
Hammer, Virginia (Puppets and Costumes, The Blue and Gold Banquet)	Winnebago District
Hawkins, Christine (puzzles)	Sinnissippi District
Hunt, Mel (wood crafts)	Mauhnahteese District
Lamps, Bill ("Scouting's Greatest Secret")	Mauhnahteese District
Lamps, Nancy (Outdoor Activities)	Mauhnahteese District
Moser, Russ (advancement ceremonies)	Mauhnahteese District
Picht, Jane (original skit)	Mauhnahteese District
Rounds, Mary Anne (The Den Chief)	Winnebago District
Sauer, Fred (Derbies)	Mauhnahteese District
Schuchard, Bruce (Webelos Activity Badges)	Mauhnahteese District
Schuchard, Nancy (advancement ceremonies)	Mauhnahteese District
Schumaker, Betty (loaned pow wow books)	Mauhnahteese District
Walton, Judy (loaned pow wow books)	Mauhnahteese District
Wurtzel, Jean (origami craft)	Winnebago District)
Zitelman, Lu (poems: "Cub Scout Antics" and "Halloween Skeptic")	Mauhnahteese District

YEAH TEAM!

You are appreciated!

THANK YOU!

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Crafts



Some projects in this section were contributed by Mary Hall of Pack 600 (theme crafts) and Mel Hunt of Pack 181 (wood crafts) of Maugnahteese District.

Introduction

This chapter includes a variety of crafts - crafts made of wood, paper, tin, cardboard, leather, and even pecans.

You'll find birdhouses, neckerchief slides, string art and tin punch projects, gifts for pets, and games to make and play. You should be able to find craft projects for any age of Cub Scout.

The process of making a craft serves many purposes. It is a learning experience. Besides learning how to make the item, the boy learns new skills. He learns how to use and care for tools and other equipment. He learns to follow directions. Making a craft is a chance for the boy to show his creativity. Boys have imaginations; let them use them.

Match the craft project to the abilities and skills of the boys in your den. Second grade boys would probably not be able to do the same kind of project as fifth grade boys. Also, boys who are in the same grade and are the same age may have different abilities and skills among them.

Craft projects have a place in the Cub Scout program. Balance them with other kinds of activities.

Choose useful and meaningful projects.

MAKE CRAFTS FROM JUNK
BUT DON 'T MAKE JUNKY CRAFTS.

Always be prepared to answer this question: "where can I mark it in my book?" If the project helps to fulfill the requirements of an achievement, elective, or activity badge, be prepared to know which one.



Government Mobile

Webelos Scouts - this will help with the Citizen and Artist activity badges.

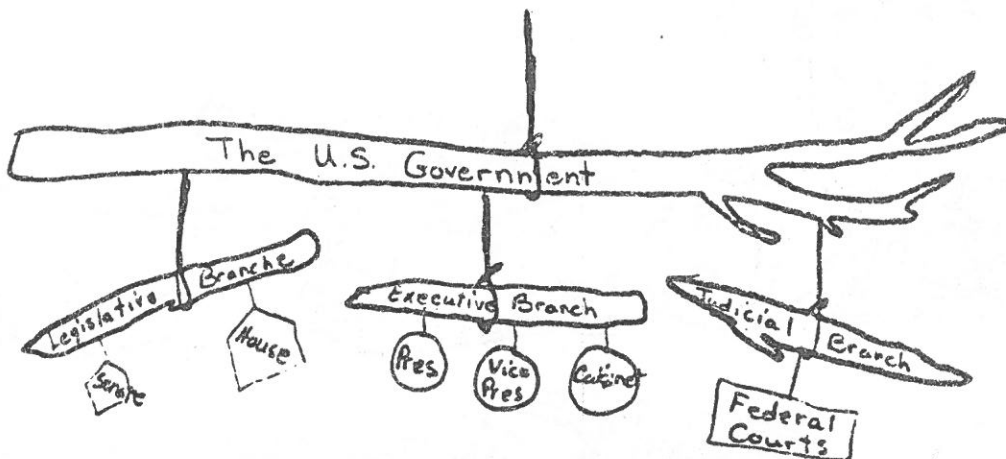
Materials Needed:

1 large branch
3 twigs about the same size
string
paper

Label the large branch "The United States Government". Label the three smaller twigs "Legislative Branch", "Executive Branch" and "Judicial Branch". Using string, tie these smaller twigs to the large branch. Position the twigs so they balance on the larger branch. (Remember, in our system of government, all three branches are equal in power, so be sure you achieve a balance with the twigs in your mobile.)

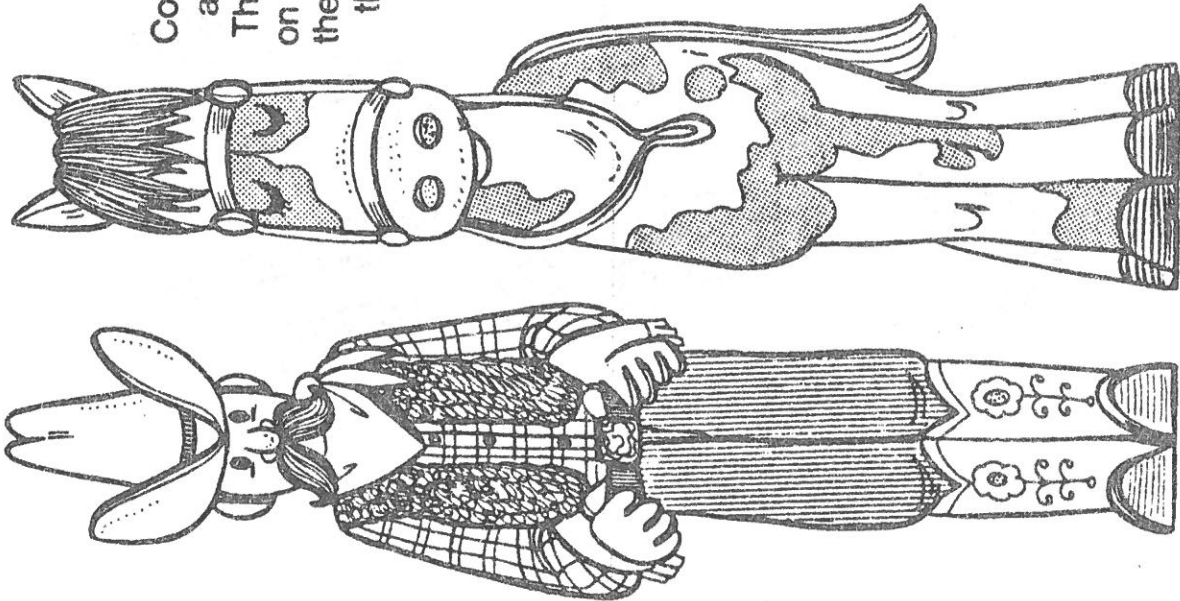
With string, tie a "House of Representatives" and a "Senate" to the Legislative branch. Make these from paper, and add the names of your Congressmen, if you wish. Add a "President", "Vice-President" and "Cabinet" to the Executive branch. You may add a symbol such as the scales of justice for the courts to the Judicial branch.

Hang the large twig from a ceiling or doorway.



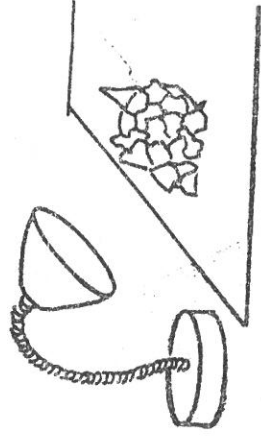
COWBOY BOOK MARKS

Color the cowboy and his horse. Then paste them on cardboard, cut them out and use them as book marks!



Shadow Play

Discover the fun of light and shadow

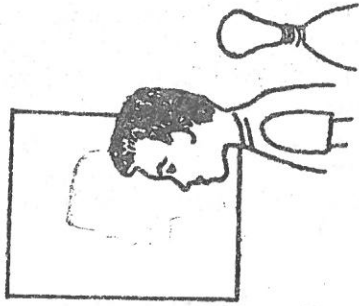


Shadow Drawing

Once you start this drawing, you'll find it so fascinating you won't want to stop.

Place a sheet of paper, on which you wish to make your drawings, on the table with a lamp reflecting down on it from one side. Then crumple another piece of paper, and put this on the drawing paper. See if you can see a "picture" in the shadow cast by the ball of crumpled paper. Turn the ball a little, and watch the shadow. When you have a shadow that you can identify, trace around the outline, and fill in details to finish the drawing.

If you get a very nice design, you can trace it several times as an all over design to use as gift paper or a pattern.



How to Make a Silhouette
Get together with a friend and make silhouettes of each other. It's easy.

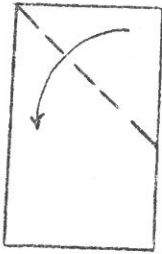
To make a silhouette of your friend, have him sit sideways in a chair very close to a wall. Move a lamp back and forth, until you get a clear, sharp image of his head profile on the wall. Put a piece of paper on the wall, and mark the outline of the shadow on the paper. He must sit perfectly still while you are doing this. Then have him make a silhouette pattern of you. You can copy this pattern on a sheet of black paper, and cut out your silhouette.

Jumping Frog

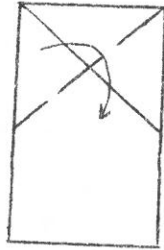
(an origami project)

NEED: one 3" x 5" index card for each frog; construction paper works but not as well.

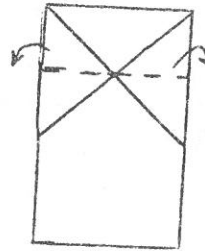
DIRECTIONS:



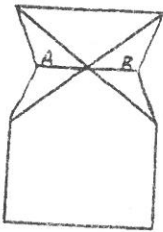
1. Fold down right top corner.
2. Unfold.



3. Fold down left corner.
4. Unfold.



5. Fold backward as shown by broken line, where lines cross.
6. Unfold.



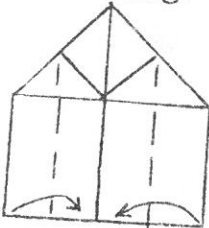
7. Push down at "x". Bring sides A and B to meet in middle. See next drawing.



8. Push down top triangle and crease sharply.



9. Fold outer points up as shown.



10. Fold sides of card to the center.



11. Fold model in half by bringing bottom edge up to the top.



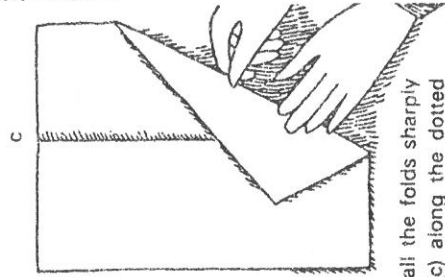
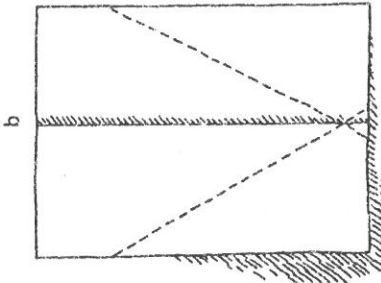
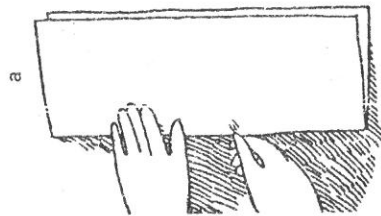
12. Fold down top layer only in direction of arrow.

13. Stroke back of frog to make him jump.
Have races in the den. Have fun!

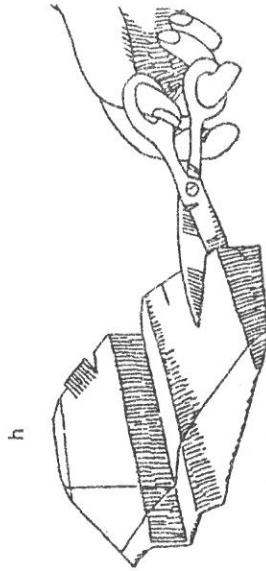
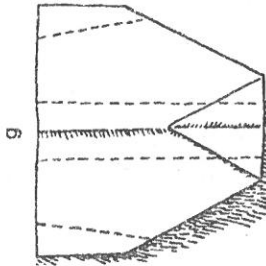
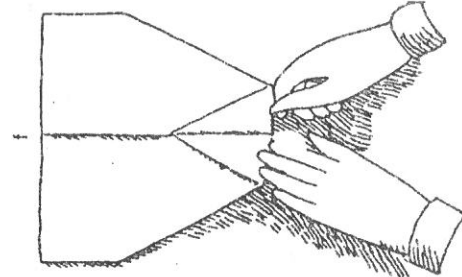
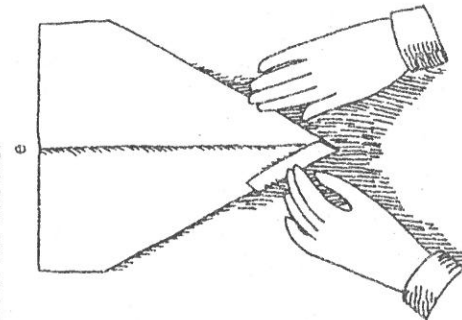


Paper Airplane

Here's how to fold a blunt-nosed paper airplane that often stays up for long, looping flights. Use a sheet of 8½-by-11-inch typing paper.



Fold the paper in half lengthwise (a). Make sure you crease all the folds sharply with your thumbnail. Open the paper. Fold one corner up (c) along the dotted line shown in drawing b. Note that the point you form at the bottom of the paper should be slightly to the left of the midline.



Refold the plane very firmly along the midline. Open the paper. Fold the left wing over along the dotted line shown to the left of the midline in drawing g. Fold the right wing over along the dotted line shown to the right of the midline in drawing g. Turn the plane over (h) and fold each wing tip down, along the dotted lines shown in drawing g. Cut small flaps in the back of each wing (h).

Start test-flying this model by folding both flaps upward. Launch from a high place or with a strong, forward push. The plane will probably loop around, glide, loop up, and glide again. You can get more loops by throwing the plane slightly upward and faster.

Try folding the flaps downward. Launch the plane with a slight upward throw. This time the plane will go into more of a gliding flight and come in for a smooth landing. This adjustment works quite well on a windy day. You will often get a smooth, long flight.

Try adjusting the angle of the flaps. Which one gives the most loops? Which one gives the longest flights? Also try making the plane with different kinds of paper, both light and heavy. Which weight seems to fly better indoors? Which flies better in the wind?

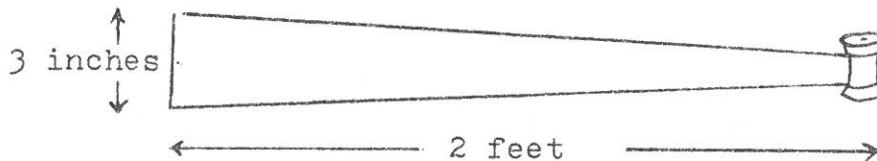
Fold the other corner up in the same way (d). You should have a flap left over. Turn the paper over and fold the flap down (e). Now fold about three inches of the nose back over the body (f).

CHINESE STREAMERS

December theme: Customs of Countries

NEED: one spool, piece of string 3 feet long, four 2-ft. long strips of crepe paper, wrapping paper, aluminum foil or cloth.

DIRECTIONS: Cut strips in a tapered fashion, 3 inches at one end and the width of the spool at the other end (see drawing). Glue to spool. Tie string through center hole. Twirl spool. Boys should stand far enough apart so that they don't hit each other.



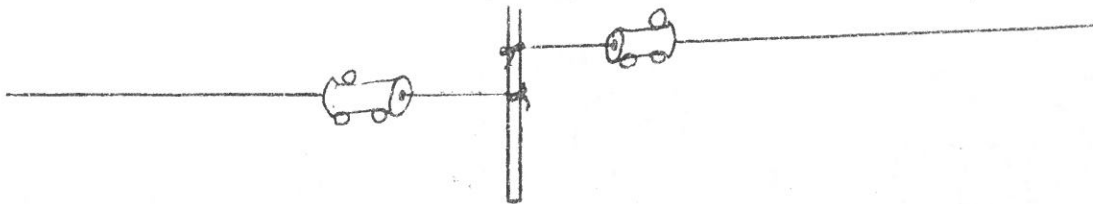
SPOOL RACERS

June theme: Sports Arena

NEED: spools, beads, string, table leg or something to tie string to.

DIRECTIONS: Decorate spools as desired. Use one bead for driver, two beads for wheels. Tie string to table leg or pole. Put the other end of string through spool/car.

TO PLAY: Have the Cub Scout hold string at the tip only and try to get his car to the pole first. You may raise string, shake it, or whip it. Don't tie string on the pole too low; about shoulder high is good.

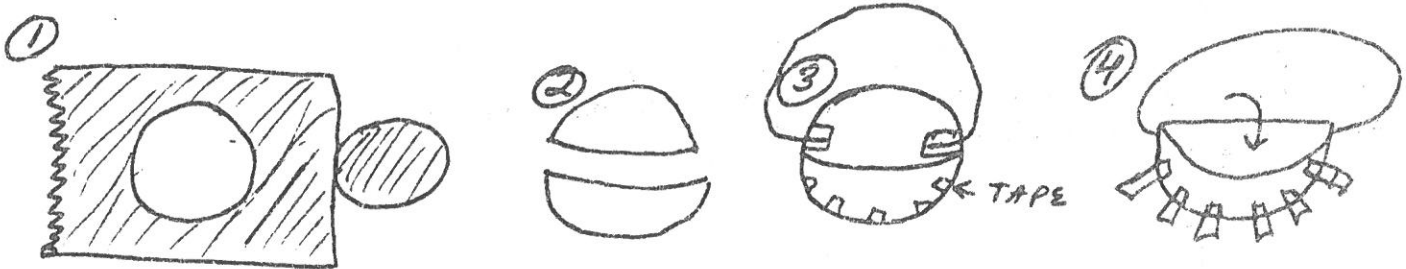


BUCKSKIN POUCH

July theme: Buckskin Pioneers

NEED: brown paper bag, two paper plates, long piece of yarn, tape.

DIRECTIONS: Lay bag flat, trace circle onto bag using one plate, cut circle out (you will end up with two circles). Glue a circle to bottom of each plate. Cut one plate in half on a slightly curved line. Tape a cut half to whole plate with brown paper bag sides facing out. Cut a piece of yarn long enough for a shoulder strap and tape to inside of uncut plate. Carefully fold top of uncut plate down over front of pouch; crease. Cut strips of brown paper bag and tape strips along bottom of pouch for fringe.



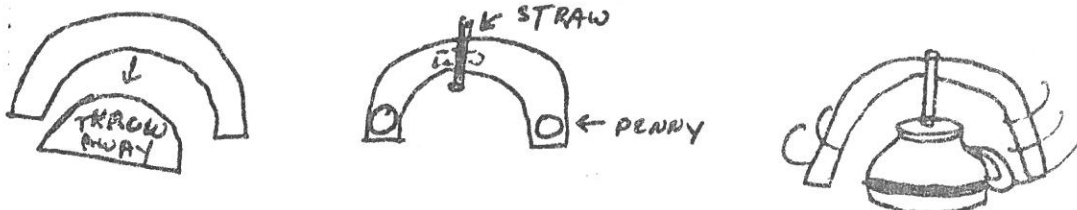
SPINNING TOP

NEED: lightweight cardboard, two pennies, a straw, cup and saucer.

DIRECTIONS: Use saucer for circle pattern. Trace circle on cardboard, trace smaller circle in center of first circle (use cup). Cut circle in half and cut out smaller half-circle. Cut a piece of the straw slightly longer than the c-shaped piece is wide; tape to cardboard.

Tape pennies on the ends of the cardboard.

TO PLAY: Set on inverted cup and spin.

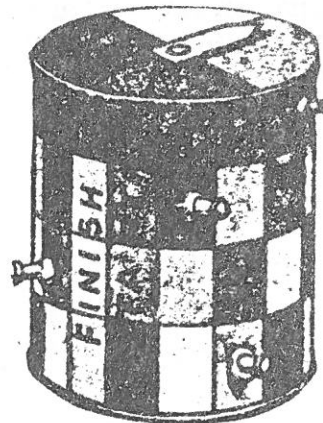
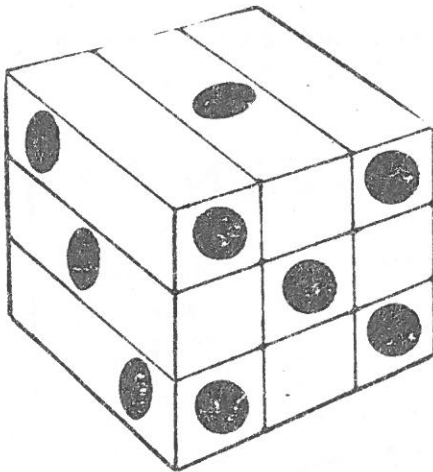


WOODEN DIE PUZZLE

January theme: Invention Convention

You'll need a piece of 1" x 1" wood, 27" long. From this cut nine 3" pieces. Set (don't glue) the pieces together to form a cube. The cube will be three pieces across and three high. Using a real die as a guide, paint circles on the wooden die, making it look like the real die.

To play with the puzzle, mix up the wooden pieces and try to reassemble them into the proper positions for a real die. Ask the Cub Scouts to take this puzzle home and try it on friends and relatives.



TUB RACE

January theme: Invention Convention

Draw lines dividing the bottom of the tub into four sections. Color each section a different color.

For a spinner, poke a hole in the center of the bottom. Cut a cardboard arrow. Using a paper fastener, attach arrow to tub through the hole.

For the playing surface, draw lines around the tub, forming a playing lane for each player. Using the same four colors as on the bottom, color squares all the way around each lane.

Mark one row across all lanes "start" and another row "finish".

Each player sets a push pin or tack in a lane on "start". Each player spins the arrow and moves down his lane to the color the arrow has stopped on. First player to reach "finish" wins the game.

Use ice cream tubs or large oatmeal containers.

JET PLANE

August theme: Harbors, Stations, and Airports

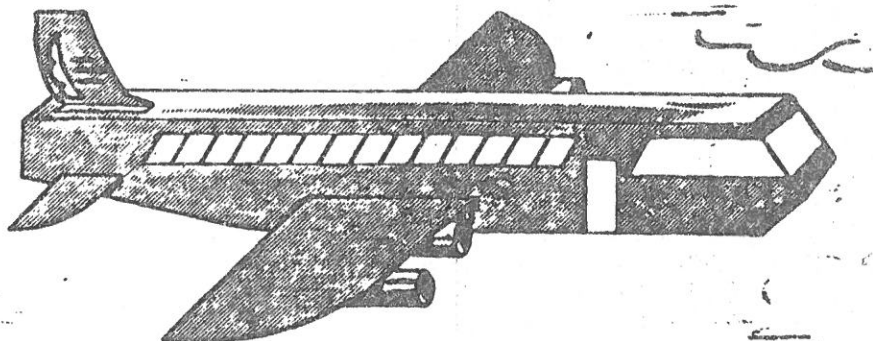
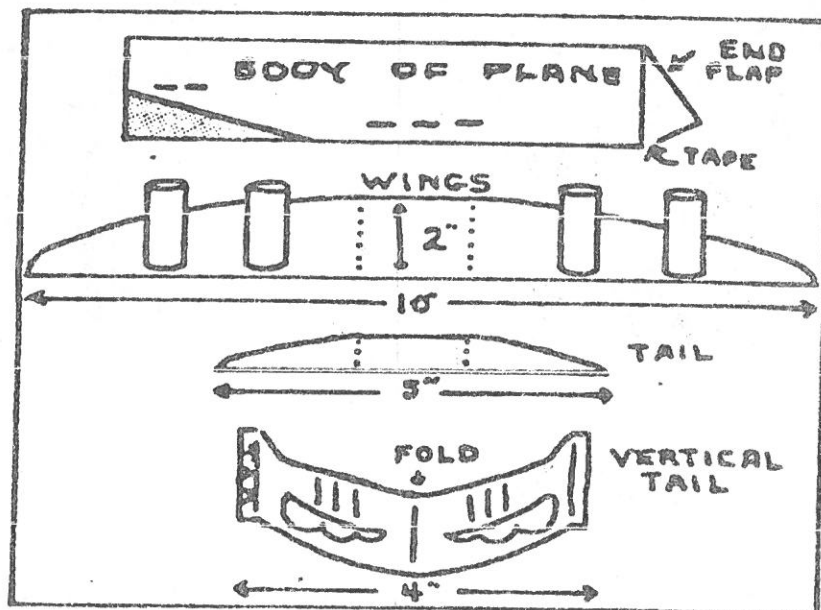
You can join the jet setters with a toothpaste box, paper, cardboard, and four top sections from lipstick tubes.

Open both flaps on box. For front of plane, open flap slightly and tape in open position, as shown. Glue on paper pieces to cover open sides.

At the rear of the plane, cut out a piece, shown shaded, on each side of the box. Lift the bottom of the box and tape the cut edges together. Fold the flap and the insert inside. Rear end should now be closed.

Cut wings and tail pieces from heavy cardboard. Cut slits in the body of the plane to insert the wings and horizontal tail section. Glue the lipstick tube tops to the underside of the wings for jet engines. Fold the vertical tail section in half, bending tabs out to glue to the top of the body.

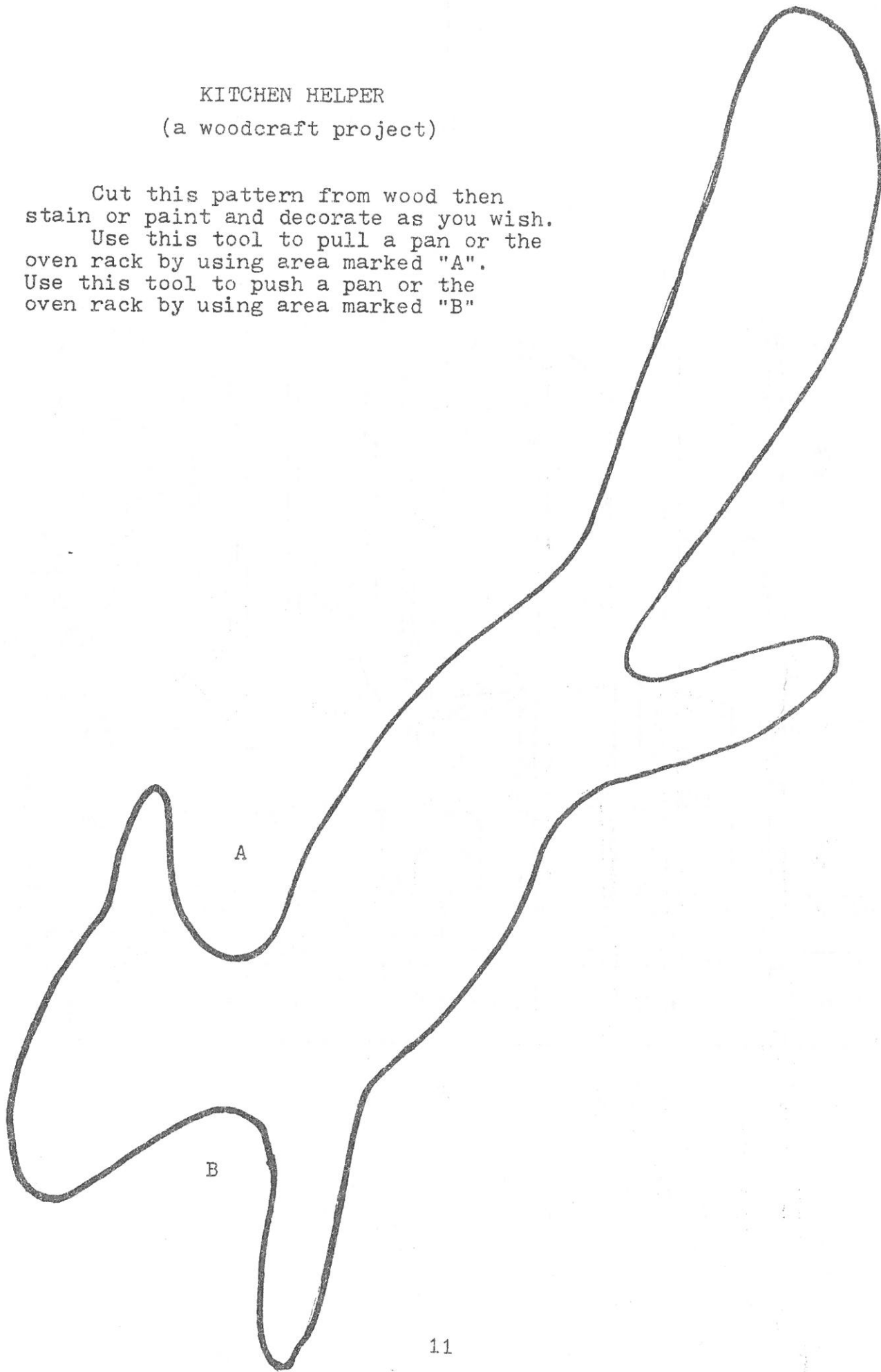
Paint entire plane. Draw on windows and doors or cut them from paper and glue in place. Draw on identifying insignia.



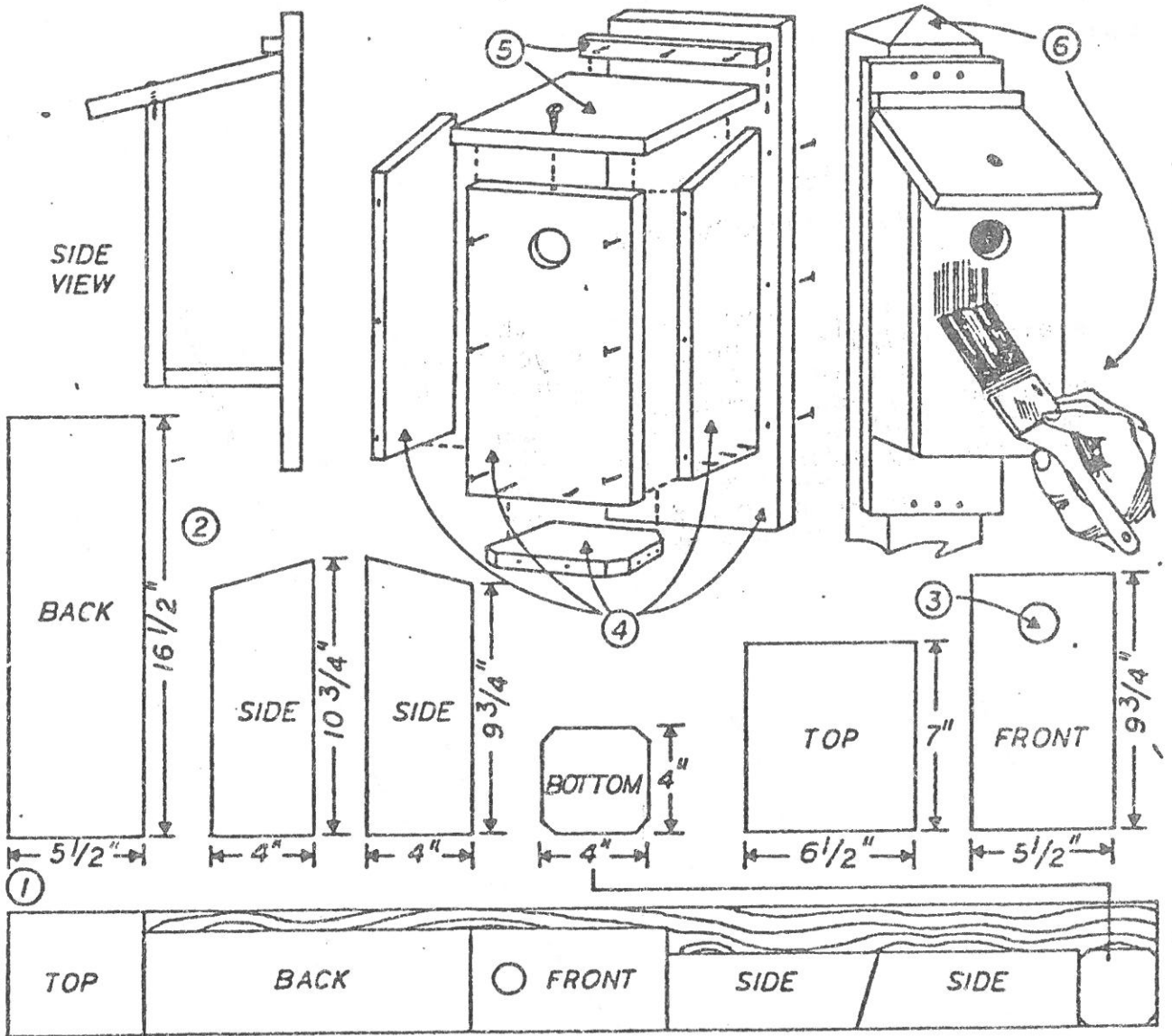
KITCHEN HELPER
(a woodcraft project)

Cut this pattern from wood then stain or paint and decorate as you wish.

Use this tool to pull a pan or the oven rack by using area marked "A".
Use this tool to push a pan or the oven rack by using area marked "B"



BLUEBIRD HOUSE



BIRDHOUSE

(woodworking project)

page 1 of 2

Materials

- Four pieces of $\frac{3}{4}$ " (2cm) wood, $5\frac{1}{2}$ " x $5\frac{1}{2}$ " (14 x 14cm)
- Two pieces of $\frac{3}{4}$ " (2cm) wood, $4\frac{3}{4}$ " x $4\frac{3}{4}$ " (12 x 12cm)
- One stick, approximately $\frac{1}{4}$ " (7mm) thick and $3\frac{1}{2}$ " (9cm) long
- Finishing nails— $1\frac{1}{2}$ " (4cm)
- Glue
- Sandpaper
- Two screw eyes
- Cord

Tools

- Hammer
- Awl
- Hand Drill— $\frac{1}{4}$ " (6mm) bit
- Pencil

Preparation

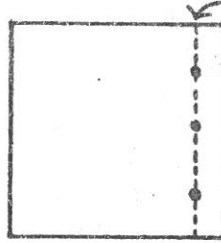
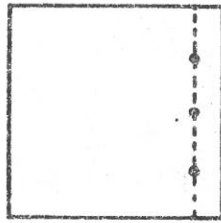
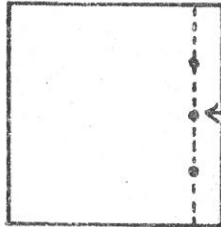
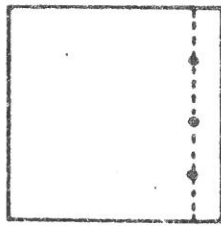
Four of the pieces of wood are of one size, two are of another size. All can be cut from a standard piece of $1" \times 6"$ (2 x 14.5cm) fir or pine. Note that the actual size of each piece of wood is not one inch (2.5cm) thick and six inches (15cm) wide, but $\frac{3}{4}"$ (2cm) thick and $5\frac{1}{2}"$ (14cm) wide.

One of the smaller pieces should have a hole drilled in its center, $\frac{3}{4}"$ (2cm) in diameter. This can be done with a hand drill, but goes much faster with an electric drill. The hole for the stick perch can be drilled by the children.

Sticks, sandpaper, eyelets, cord and glue will have to be collected.

Instructions

1. With pencil and ruler, draw a line $\frac{3}{8}"$ (1cm) from the edge of one side of each of the four larger pieces of wood.
2. Hammer three nails evenly spaced along each of the four lines so that the nails just poke through the wood.

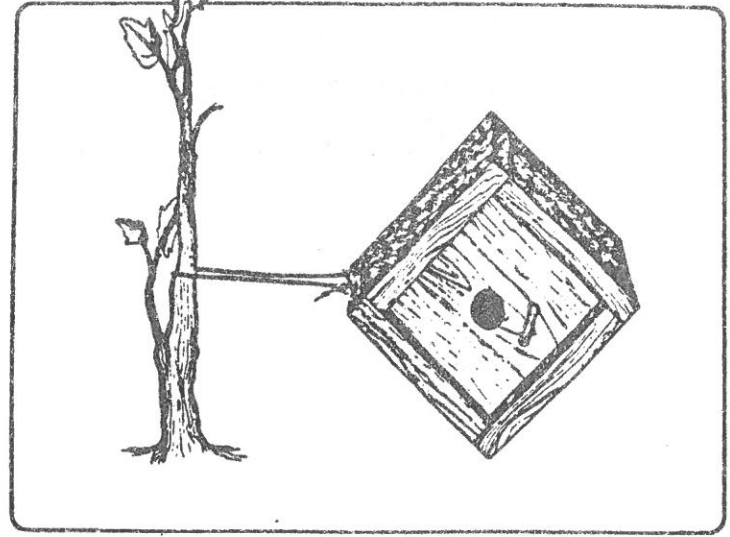
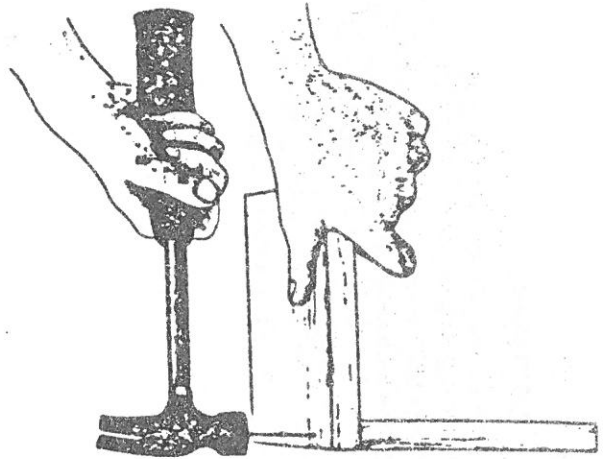


Draw lines $\frac{3}{8}"$ (1cm) from the edge of each of the four larger pieces

Hammer nails evenly spaced along each of the four lines so that the nails just poke through the wood

3. Take two pieces, glue and hammer them together. Do the same with the other two pieces.

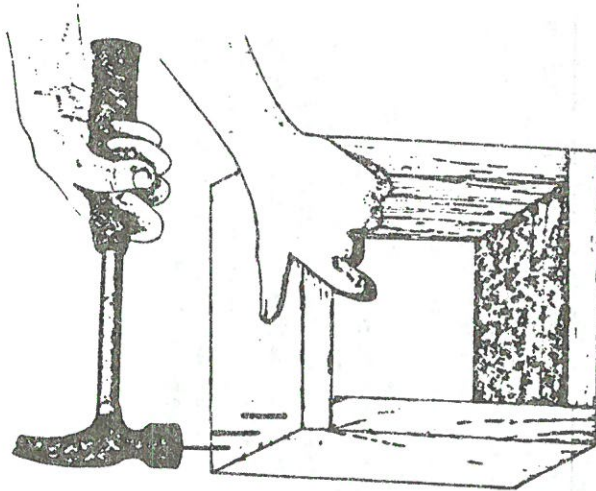
A Birdhouse



Comments

There are a lot of ways to make a birdhouse. This is but one. I like it because it uses only two sizes of wood, making the preparation fairly easy. It also gives a slant to the roof while still using straight pieces of wood. As your children become more experienced in woodworking, they will come up with all sorts of designs.

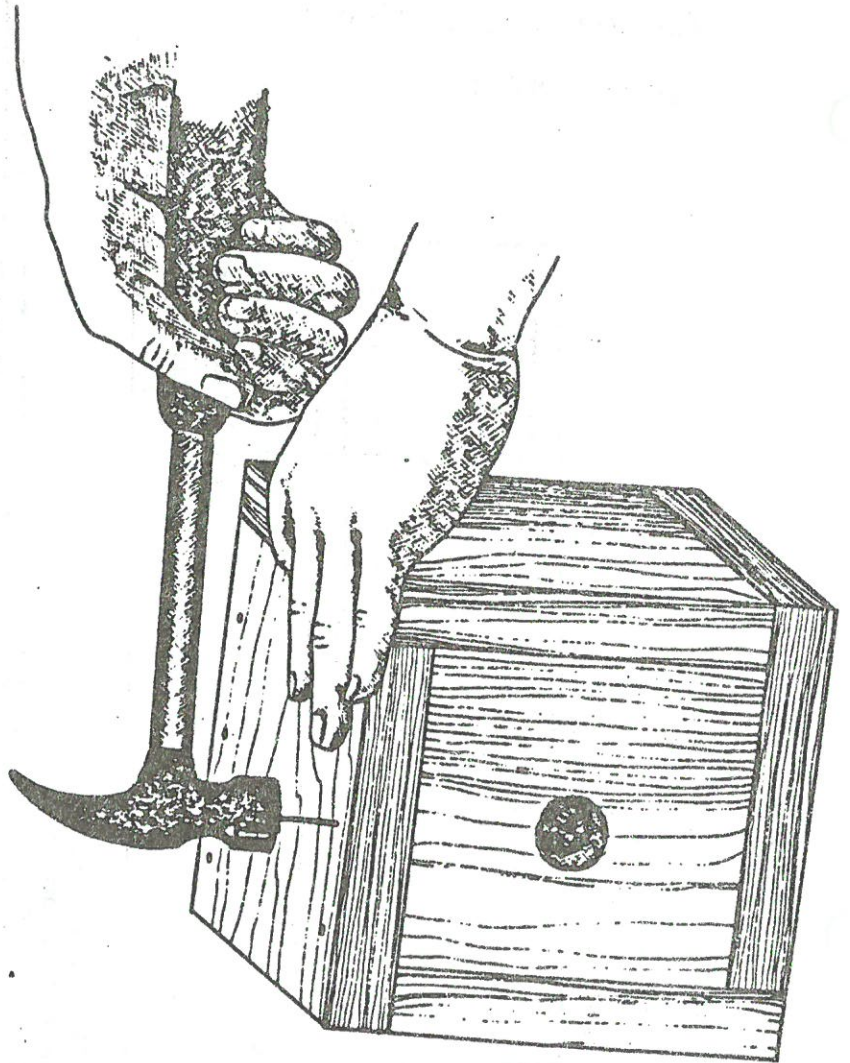
4. Now hammer the two pairs of wood together.



5. Now you have a square. Put some glue on the edges of the smaller two pieces of wood and fit them into the two ends of the square. If they do not fit snugly enough, use nails to secure the ends to the square.

6. When dry, drill a hole just below the large opening for the bird and fit in a stick as the perch.

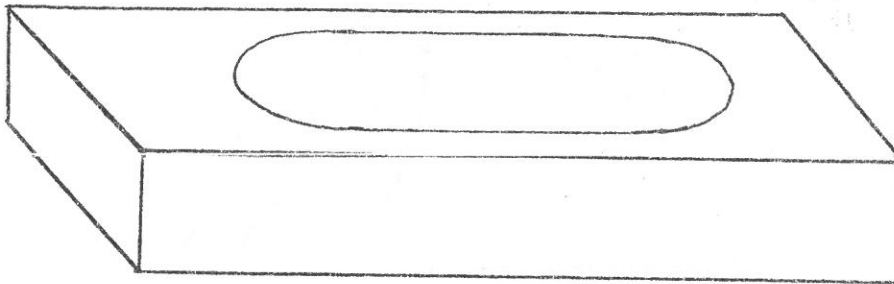
7. Put in the two eyelets, tie a cord between them and the birdhouse is ready to finish and hang.



KLEENEX TISSUE BOX
(a woodcraft project)

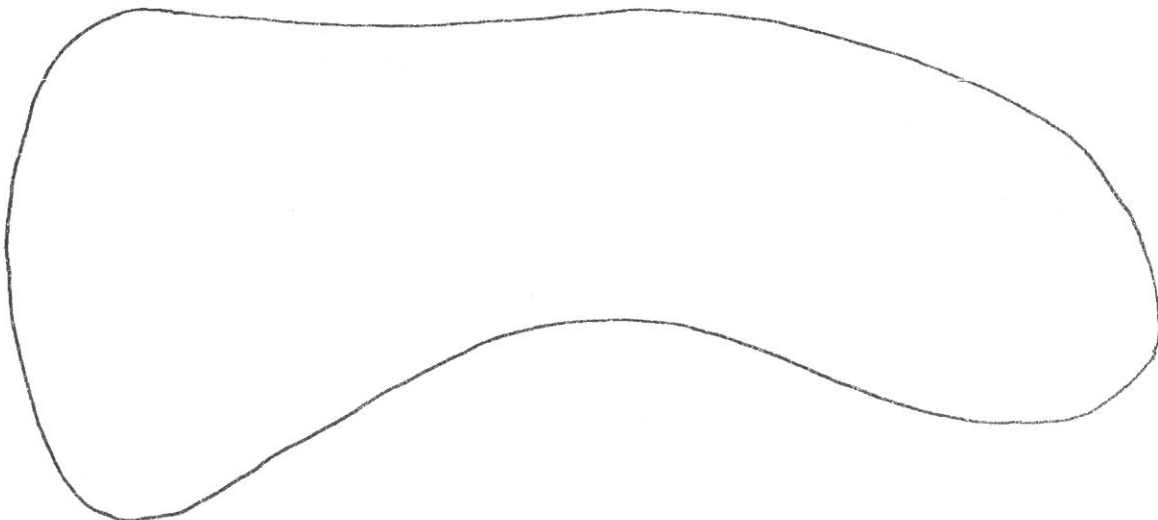
BOTTOM (cut one) 11 3/4 x 6 3/8 x 3/4 inches
TOP (cut one) 11 3/4 x 6 1/8 x 3/4 inches
ENDS (cut two) 6 3/8 x 3 1/2 x 3/4 inches
SIDES (cut two) 10 1/4 x 3 1/2 x 3/4 inches

Hardware: 6d finishing nails
spring cabinet hinges (2)
No. 6 x 3/4" flathead screws (10)



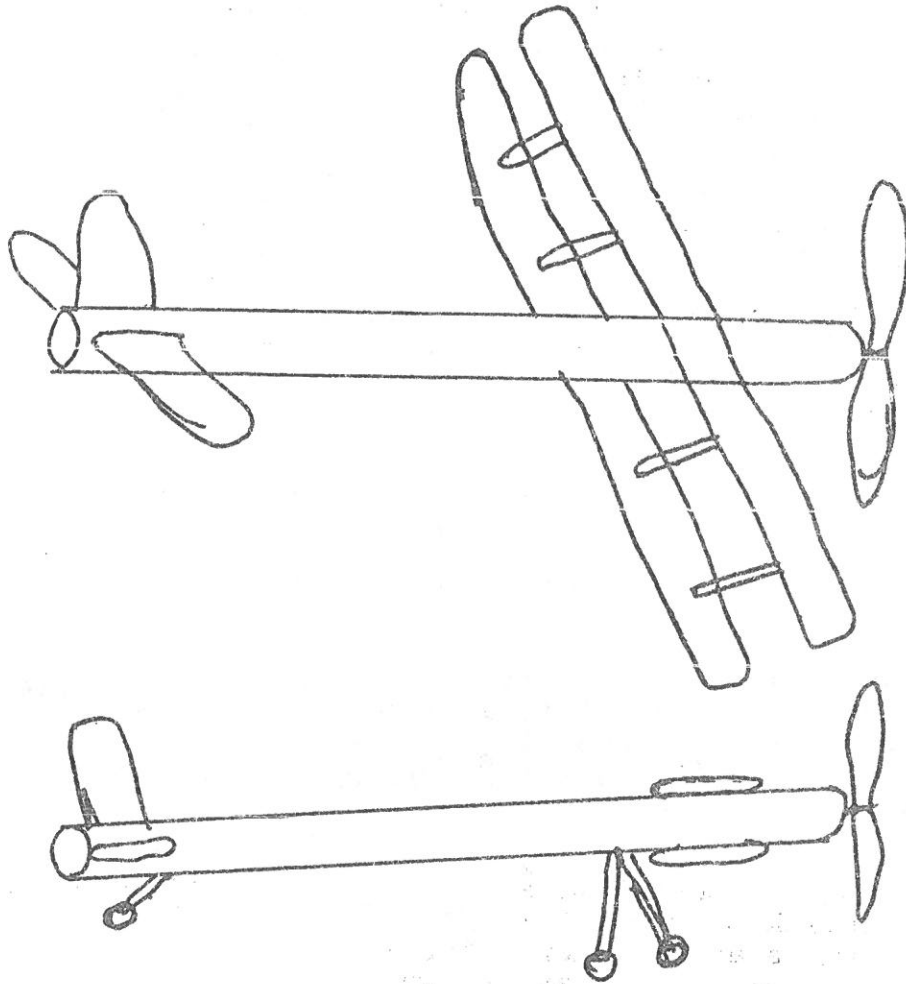
TOMMA-HAWK
(a woodcraft-leathercraft project)

Cut pattern from scrap of leather; actual size pattern shown below. Insert into a slot cut into 16" wooden handle. Use broomstick or round 1 x 3/4" board. Drill two holes through handle and leather. Tie with thong or shoelace. Paint and decorate any way you want.



BROOMSTICK BIPLANE

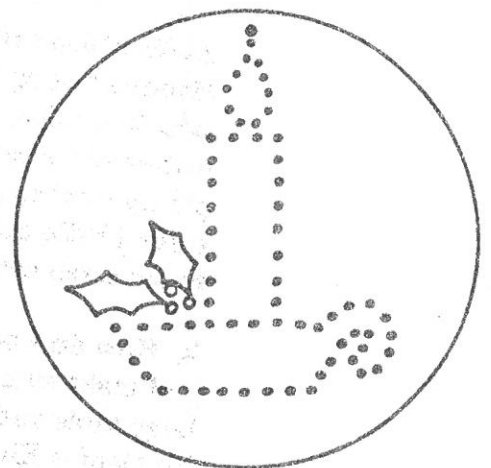
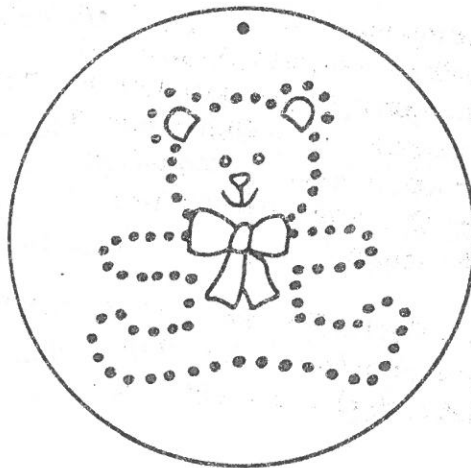
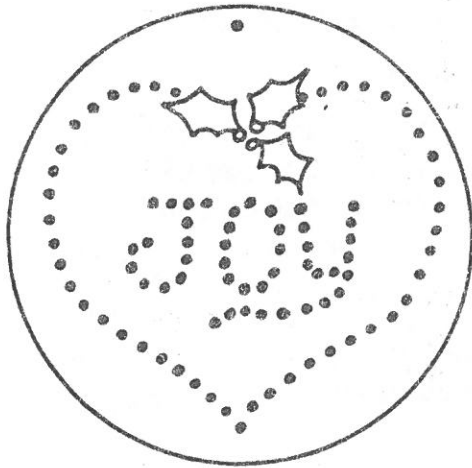
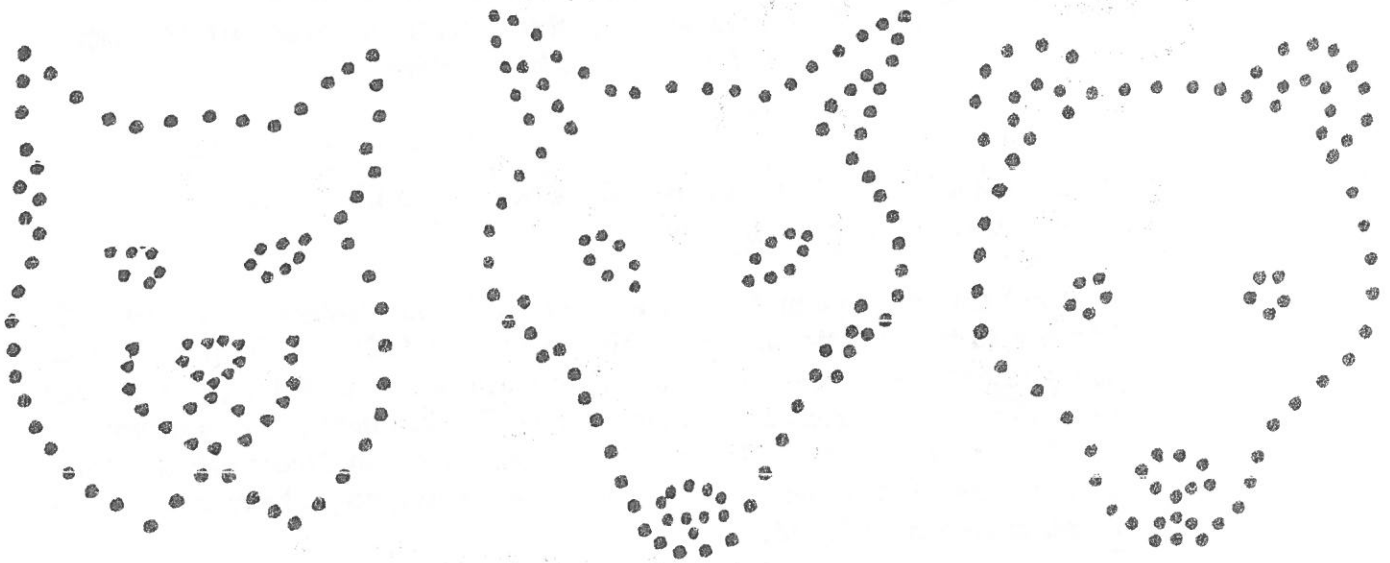
FUSELAGE 7" broomstick
WINGS 8 x $\frac{3}{4}$ x $\frac{1}{8}$ inches (cut two)
HORIZONTAL STABILIZER $3\frac{1}{2}$ x $\frac{3}{4}$ x $\frac{1}{8}$ inches
VERTICAL STABILIZER $2\frac{1}{4}$ x $\frac{3}{4}$ x $\frac{1}{8}$ inches
MAIN LANDING GEAR 1/8-inch dowel, $2\frac{1}{4}$ inches (cut two)
TAIL WHEEL 1/8-inch dowel, $1\frac{1}{4}$ inches
WHEELS cut 3 from $\frac{7}{16}$ -inch dowel
STRUTS 1 x $\frac{1}{2}$ x $\frac{1}{8}$ (cut four)
PROPELLER $3\frac{1}{4}$ x $\frac{1}{2}$ x $\frac{1}{8}$ inches



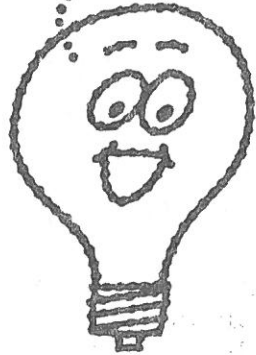
TIN PIERCING

Tin piercing or copper punching is done by making holes in a piece of metal with a nail. Tin and copper pieces may be purchased at craft supply stores or scrounged from the home. Various kinds of container lids may be used; for example, lids from the frozen juice cans are a good size for Christmas ornaments.

Enlarge these patterns to use as you wish. For more help and ideas on this craft, see Chapter 3 of the Cub Scout Leader How-To Book.



**Bright
IDEA!**



GENIUS KIT CREATIONS

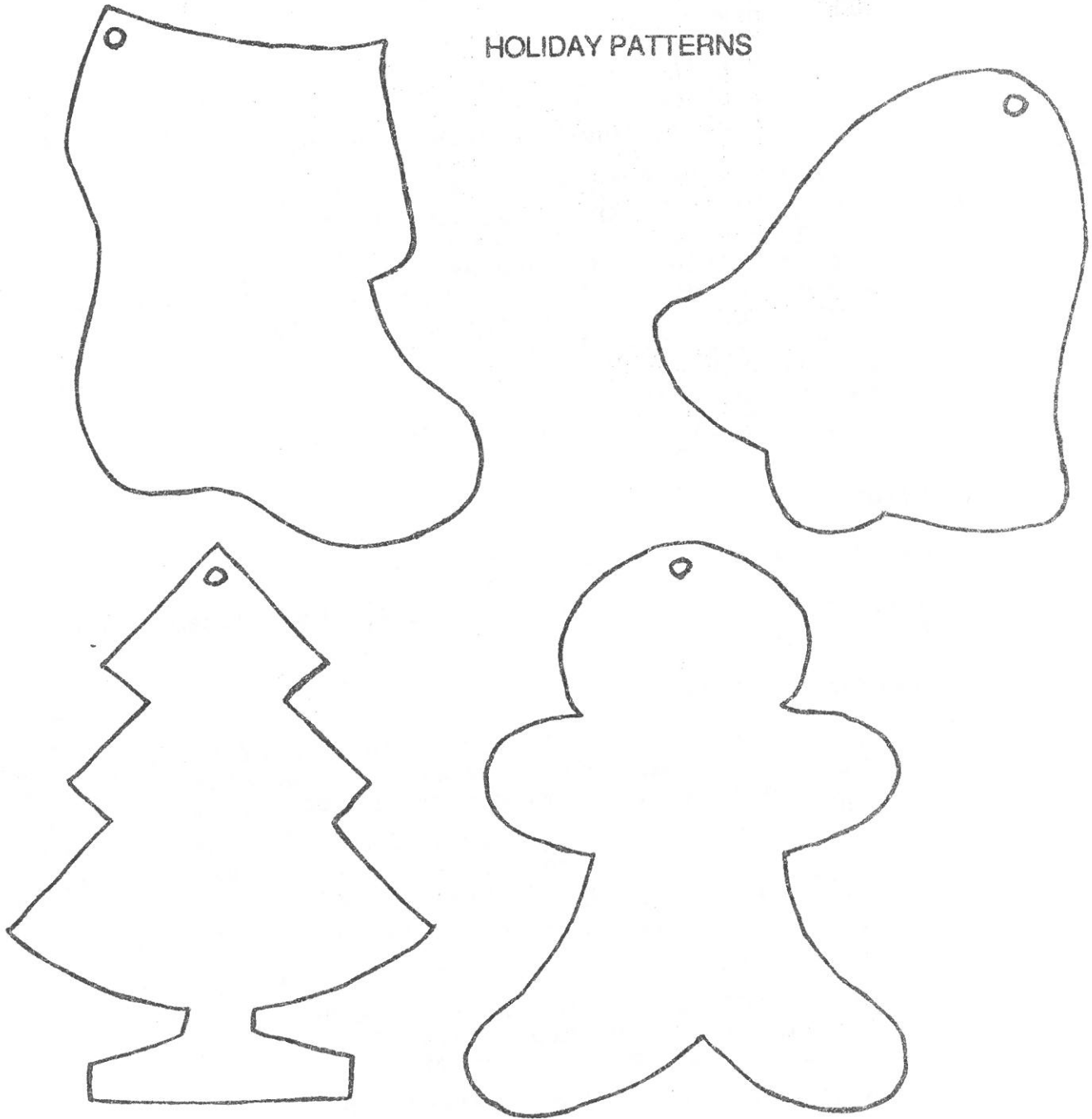
You really don't have to be a genius to create something spectacular from lots of scrap. All you have to be is a clever scout!

1. What is a Genius Kit?...It's basically a box or bag filled with an assortment of scrap materials.
2. What kind of scrap materials and where will I find really different things?... Manufacturing facilities are great. All types of rejected parts, dye punch scraps, assorted disks, etc. Dental offices have lots of tongue depressors, and film canisters are often discarded from film stores. The lumber yard would supply plenty of scrap wood, and bits of fabric from a tailor or drapery store would offer a little color. Depending upon your profession, you'd be amazed at how much scrap can be found.
3. How do I put a Genius Kit together?...Determine the number in your group and make sure you have equal pieces of scrap for each. Lay everything out on a large table and let each child collect several pieces of each material to form his Genius Kit.
4. What are the rules?...Each child takes an identical Genius Kit home. The only additional materials that can be used are glue and paste. Materials may be mounted on a wood or cardboard flat surface. No painting or coloring of pieces unless paint or crayons are included. Categories may be given or you can instruct your group to just "use their imagination."
5. Should we award prizes?...Definitely! But don't limit the awards to just 1st, 2nd & 3rd place. Give an award of recognition to each child. After all, one man's junk is another man's treasure!

AND SEE WHAT YOU CAN DO.....

This may used with the January 1990 theme:
Invention Convention.

HOLIDAY PATTERNS



These patterns may be used by any age of Cub Scout. The abilities of your Cub Scouts will determine which materials you will use. Four kinds of materials are listed here.

Cub Scouts and leaders may give these as gifts to others.

To make tree ornaments, cut a hole in the top and add string or paper clip for hanging.

1. Cut from felt fabric. Glue on small decorations made from scraps of felt, small pieces of ribbon and cord; also use small buttons, sequins, etc.
2. Cut from heavy posterboard (like tablet backs) or corrugated cardboard. Glue on sunflower seeds, beans of all kinds, green peas, whole cloves, or other seeds.
3. Cut from tin and punch holes for decoration.
4. Cut from wood and stain or paint.

!!! Cut pattern a little smaller and make a neckerchief slide.

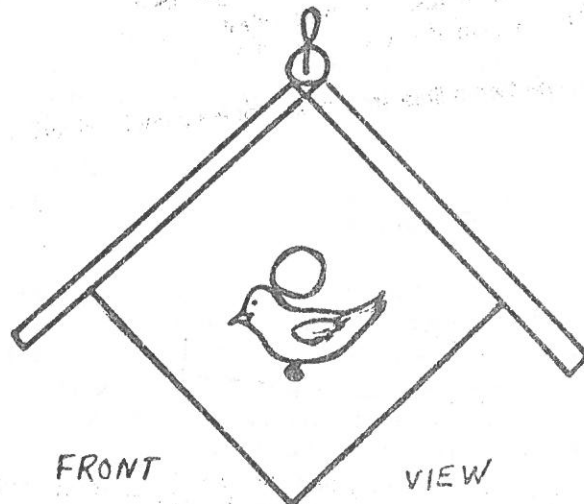
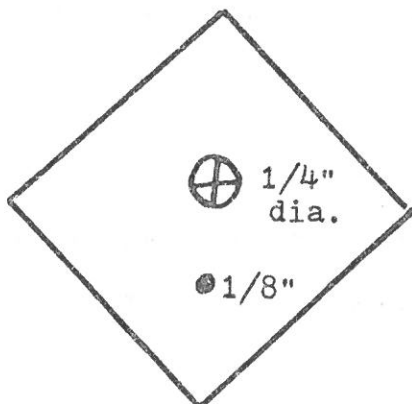
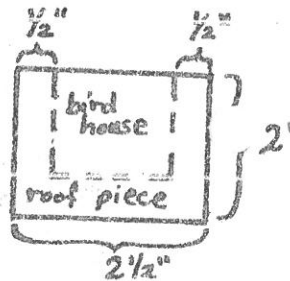
Directions for

"Birdhouse" Tree Ornament

- NEED: glue for wood (Elmer's Glue will work)
saw and drill (hand tools or electric)
1 1/2 inch length of 2 x 2
2 pieces thin wood (such as scraps of panelling) 2" x 2 1/2"
1 piece of dowel, 1/4" or 3/8" thick and 3" long
1 piece of dowel, 1/8" thick and 1" long
1 screw eye, 1/2" long
1 bird about 1" long
paint (optional)
string or wire ornament hanger

DIRECTIONS:

1. Cut wood pieces. Sand smooth.
2. Drill holes at one end of the 2 x 2. Use pattern below for a template.
3. Assemble as follows:
 - a. To glue roof pieces in place, lay a roof piece on table. Place birdhouse down on the roof piece so that 1/2" extends beyond both edges. Repeat for other roof piece. Make sure the two pieces do not overlap at the top. Leave a "V" space for the 3" dowel to set in.
 - b. Insert screw eye into the center of the 3" dowel.
 - c. Glue 3" dowel in place on the ridge of the roof.
 - d. Glue bird's feet onto the 1" long dowel (or wind wire stem around dowel). Insert dowel into the hole of the birdhouse.
 - e. Attach string or wire ornament hanger.



Be PET-icular This Winter

Pet's Christmas List

We asked some special pets to give us their wish lists for the holiday season. Here are their wishes for safe presents!

Cats:

- Empty spoons and ping-pong balls.
- Home-grown catnip in a little pillow.
- Breakaway collars with ID tags.
- New brush.
- Shelf with a ladder next to a favorite window.



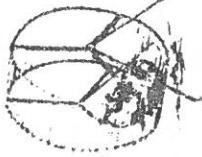
Guinea Pigs and Rabbits:

- A little three-sided plywood house with a roof.
- A list of needs and an owner's schedule to take care of them.
- Hay, a little fresh broccoli or carrots.



Gerbils, Hamsters and Mice:

- Paper-towel tubes to crawl through, slide through and chew.
- Walnuts in the shell to chew, hold and roll.
- Three sunflower seeds a day. (Remember, these are fattening.)



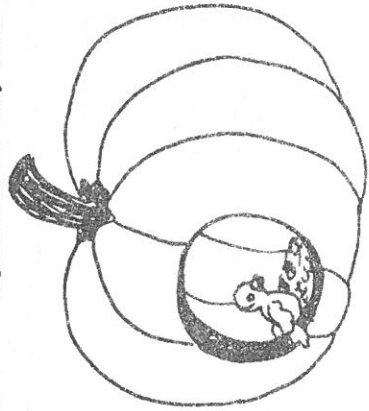
Horses:

- A carrot.
- A good brushing.
- Extra bedding.
- A kiss and a pat.
- Warm water to drink.



For Our Feathered Friends

- Bird Feeders:** You will need a pumpkin or gourd, a knife (to be used by an adult), a spoon, peanut butter, bacon drippings, bird seed, suet, jelly, sunflower seeds.
- 1.** Cut a hole in the side of the pump-



kin. The hole must be large enough for a bird to be able to reach in easily.

2. Mix peanut butter, bird seed, sunflower seeds, jelly, suet and leftover fat and bacon drippings. Make sure to mix well, as a bird cannot eat straight peanut butter; its mouth will get stuck shut!

3. Stuff the pumpkin with your bird food.

4. Set your bird feeder securely in a safe, quiet place off the ground. The birds must feel the location is safe or they will not come to eat.

5. Make a bird chart. It can include the bird's species, colors, and sizes, as well as how many birds visit and how often each comes to feed. Use a field guide to identify the birds.

Winter Pet-Care Tips

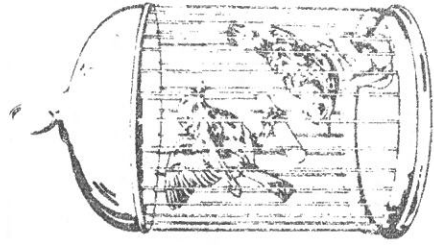
The onset of winter should warn pet owners that it's time to take special precautions. Three MSPCA veterinarians offer tips for the winter care of pets.

Antifreeze has a sweet taste, and antifreeze poisoning is common among domestic animals. Ingestion is most likely to occur during the fall, when car radiators are drained and new antifreeze is added. Animals may lick the antifreeze from the ground. Once the signs of antifreeze poisoning are advanced (vomiting, convulsions, coma) it is usually too late for treatment. Prevention is by far the best cure. *Steven W. Atwood, VMD, Nantucket Animal Hospital, Nantucket Island.*



Salt used to melt ice on sidewalks and roads will accumulate on a pet's paws, and unless you take precautions the animal will lick it off. Salt is a stomach irritant, and can be poisonous in large amounts; be sure to clean your pet's feet thoroughly after winter walks. *J. J. Stoyak, DVM, Rowley Memorial Animal Hospital, Springfield.*

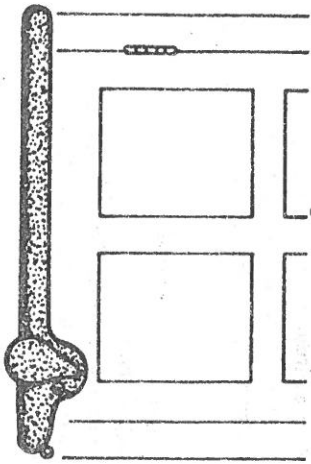
Avoid drastic changes in temperature for your caged birds. Do not keep the bird by a window, where there may be a cold draft. Provide an additional source of heat (a heating pad or a seventy-five-watt light bulb, for example) in the event that your home becomes extremely cold. If the bird is kept in a room with a wood-burning stove, be sure the stove functions properly; excessive smoke could irritate your bird's sinuses and lungs. Also make sure your bird is fed a good diet with proper supplementation. *Marjorie McMillan, DVM, Angell Memorial Animal Hospital, Boston*



Reprinted from the Course of Humane Events, a publication of the Massachusetts Society for the Prevention of Cruelty to Animals.

GIFTS

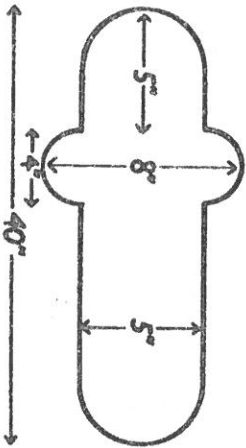
for everyone



Stop-a-Draft Doggie

Talk about man's best friend! This pooch "sleeps" in front of a drafty door or window to keep it cozy-warm inside. When he's not in use, drape him over a nearby doorknob.

Cut fabric following the pattern. Sew fabric together, right sides facing, leaving tail unsewn. Turn doggie right side out. Stuff with old nylons or other suitable stuffing. Stitch tail closed.



Sew on felt ears, pom pom nose and tail, and felt or bead eyes.

I can't think of anyone who wouldn't just love finding a doggie like this one under the tree!

- Cork
- Square
- Pictures

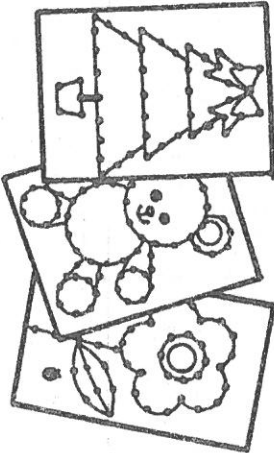
If you have some unused cork squares (or if you're ready to invest in half a

dozen of them), you have some good-looking backing for artwork!



From heavy paper, cut designs or pictures and glue them to a cork square. Be sure you use paper of light colors to contrast with the dark color of the cork.

You might try painting designs or pictures on mirror squares which are left over. Use an acrylic paint, and be sure to plan your picture before you begin.



Lacing Cards

Delight a younger sister or brother with a set of Lacing Cards this Christmas. They'll be thrilled to know that you took the time to make them up yourself. And it's a learning as well as a fun gift.

This is also an excellent gift for someone, such as a stroke victim, who needs work with co-ordination.

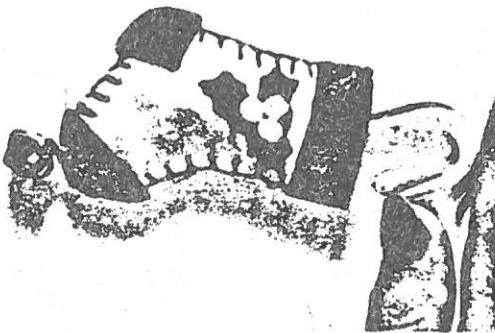
You'll need old birthday, anniversary, get well, or Christmas cards that you have received during the year, assorted colors of yarn and a hole puncher.

Simply cut the cover off the card and punch holes to outline the picture. (Use your imagination as to where the yarn would look the best.)

Cut long strands of yarn in assorted

colors to correspond with the picture. Twist each end of yarn and dampen with glue; let dry. (This will make the ends stiff enough to thread through the punched out holes.)

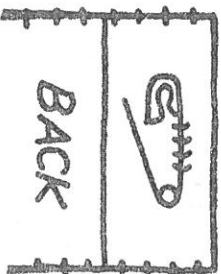
Make a set of at least four cards. Find a flat box to fit the cards; include yarn, and label the box, "A gift made especially for Debbie by Ann." But do use the correct names!



Christmas Stocking Pin

Make Christmas a little extra special for your guests this year...by pinning on a little extra special Christmas cheer. Make a basketful to have on hand when friends drop by during the holidays.

For each pin you'll need white, red and green felt; 1 jingle bell; 1 small safety pin; red thread and needle; scissors; glue;



and 1 - 2 1/2" candy cane in wrapper.

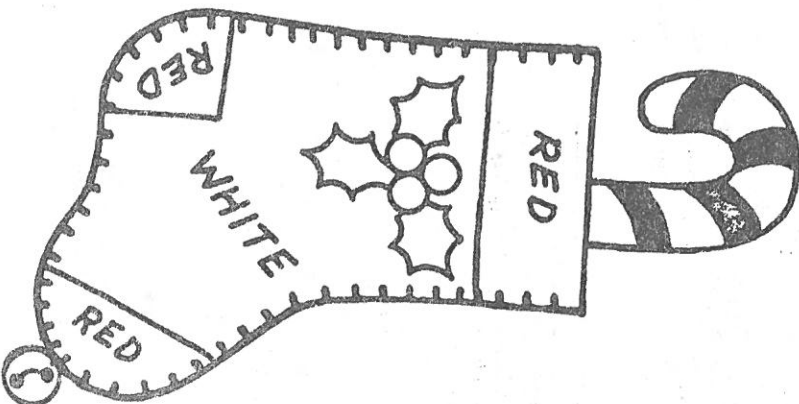
Using actual-sized pattern shown, trace on white felt. Cut out 2 stockings. Glue 1/2" strip of red felt at top front of stocking; add red toe and heel.

Design your own holly leaves out of green felt; glue to front of stocking.

Using hole puncher, punch out 3 dots of red felt for cherries. Glue to center edges of holly leaves.

Sew stockings together using blanket stitch, leaving opening at top to insert candy cane. Sew a bell to the toe and a safety pin to back, as shown.

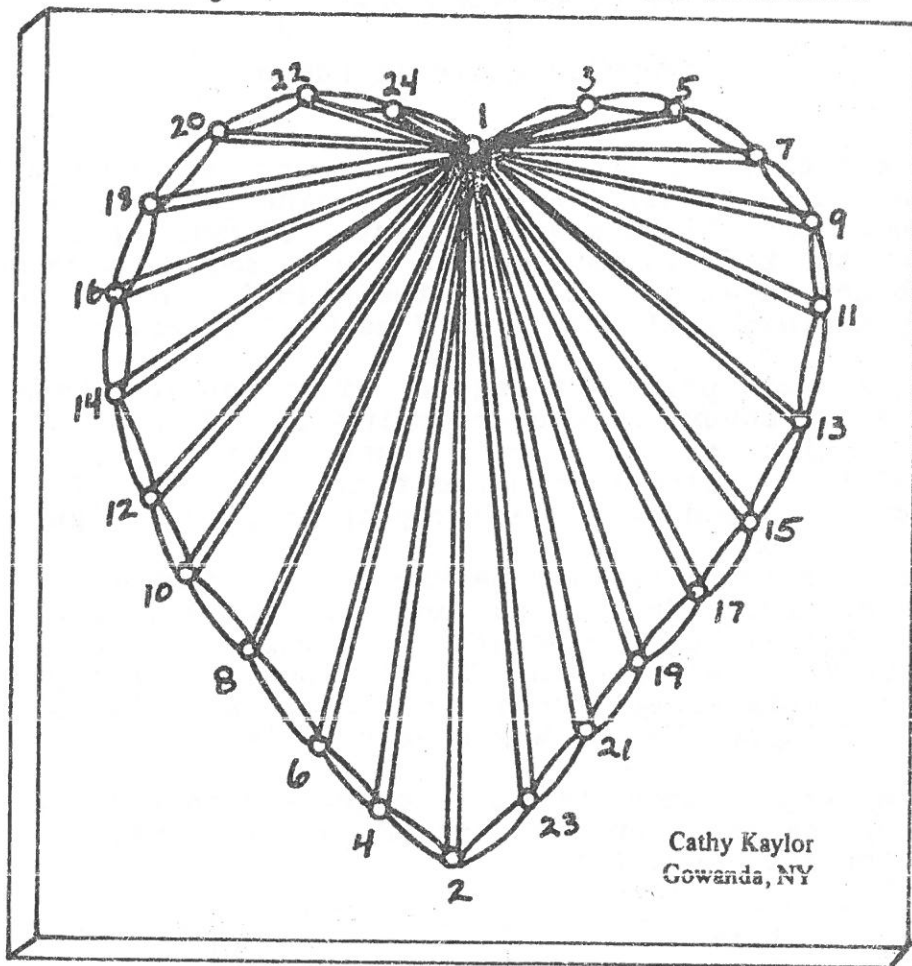
Stuff your stockings with candy canes. Pin them on your guests at the front door, AND WATCH THEM SMILE!



"...the Cub Scout gives goodwill."

String Art

For your favorite Valentine



You'll need $\frac{3}{4}$ " plywood, 5" x 5", 24 small nails, white paint, 3- $\frac{1}{2}$ yards of red yarn, tracing paper, pencil, scissors, sandpaper, soft cloth, and glue.

Sand the wood, and wipe clean with a soft cloth. Paint white and let dry.

Place tracing paper over heart pattern. Make a pencil dot where nails are. Write the numbers at each nail dot. Tape pattern to wood. Hammer nails at dots. Hammer straight. Be sure heads are all $\frac{1}{2}$ " above the wood.

To fill in the center of the heart, tie yarn at nail 1. Go to nail 2 and wrap yarn around it. Follow the numbers going from 1 to 3, 1 to

5, 1 to 7, etc., until you wrap the last nail in the same direction.

To outline the heart, wrap yarn around the outside of the nails from 1 to 3, 3 to 5, 5 to 7, etc., until you go all the way

around to 1. Then wrap in the opposite direction around the inside of the nails, 1 to 24, 1 to 22, etc. Knot the end and glue down to hold. Pull out paper pattern. Glue a picture hanger to back.

Directions for
"Pencil" Bulletin Board

Using a craft knife or kitchen shears, cut corrugated cardboard into a pencil shape. You decide how long and wide it will be. Two thicknesses are best. (Depending on the ability of the kids in your group, adults may want to cut the cardboard ahead of time. If the kids do the cutting, please be advised that they should be well supervised.)

Cut separate pieces of felt or other fabric scraps or art foam to cover the eraser, painted wood, exposed wood, and lead sections of the pencil. When cutting, allow about $\frac{3}{4}$ " to 1" extra fabric for turning edges to the back of the cardboard and gluing and taping in place (Figure 1).

First glue and tape the fabric for the "exposed wood" to the cardboard. Add the lead and the "painted wood" fabrics. (The end of the painted wood fabric has been zig-zag cut for that "genuine pencil" look.) Finally, glue and tape the eraser fabric in place. Add trim of rick-rack, felt scraps, or whatever you wish.

For a hanger, open two paper clips and tape one at each end of the board on the back (Figure 2). Masking tape holds better than "scotch" tape.

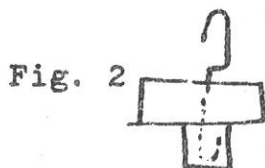
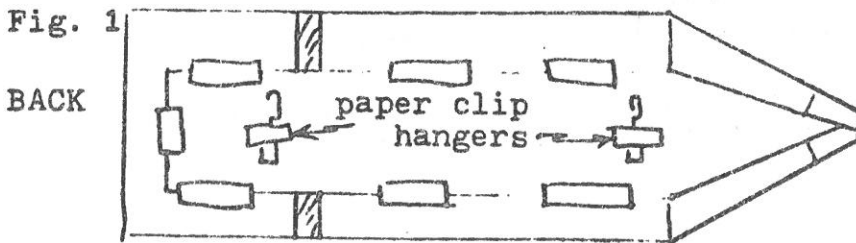
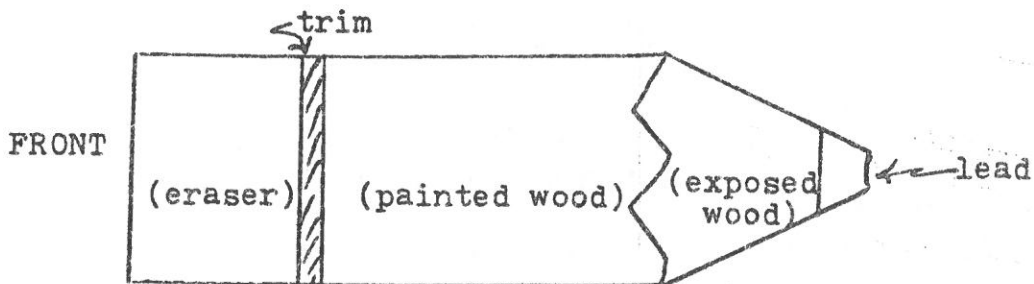
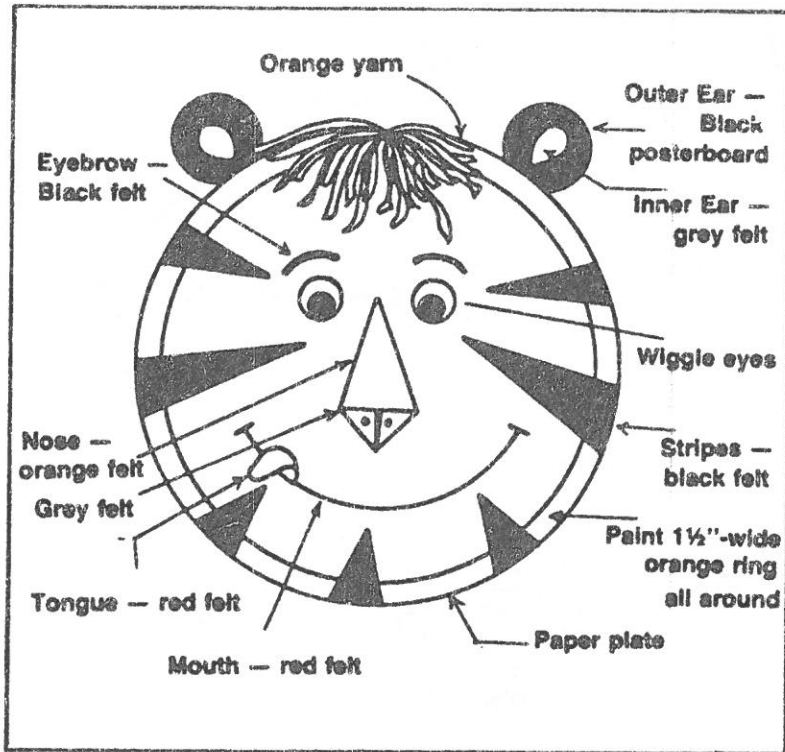


Fig. 2 paper clip hanger fastened with masking tape

A PAPER PLATE TIGER



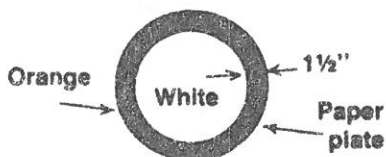
Make one of these to help promote your Tiger Cub Groups.

6. Glue nose to center of plate.
7. Glue lower nose pieces together (glue black nostrils and center line onto grey lower nose). Glue lower nose below orange upper nose (tucking upper end under orange nose).
8. Glue wiggle eyes beside nose.
9. Glue eyebrows above eyes.
10. Glue mouth to lower part of plate.
11. Glue tongue to mouth (tucking base of tongue under top edge of mouth, then bending tongue downward over mouth; a little glue may be necessary to keep tongue in this position — see diagram).

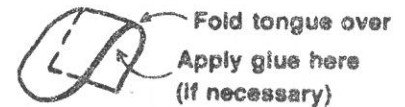
Materials

10½" white paper plate (rigid type, cardboard)
 2, 28mm wiggle eyes
 Orange acrylic paint
 6" x 3½" pc. orange felt
 1½" x 4½" pc. grey felt
 6" x 6" pc. black felt
 2" x 7" pc. red felt
 3" x 5" pc. black posterboard
 10¾" x 10¾" pc. cardboard
 Picture hanger hook
 Thick white craft glue
 1 yd. orange yarn

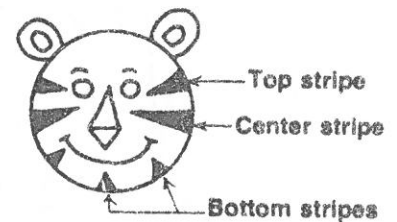
1. Turn paper plate upside-down. If underside of plate is not white, paint it white and let dry.
2. Paint an orange border 1½" wide, all around the outside edge of plate.



3. Place plate on a piece of cardboard and trace all around it. Cut out cardboard circle ¼" smaller than outline. Glue to open side of plate to form a backing; let dry.
4. Using patterns, cut out nose, nostrils, mouth, tongue, stripes, eyebrows, and ears — all from felt.
5. Apply glue around top 2 edges of one upper nose piece. Do not put glue on bottom edge. Lay flat, glue side up. Place the other upper nose piece over the one with the glue and press down on it, gluing upper edges together. When dry, stuff felt scraps or tissue into the open end (bottom). Apply glue to bottom edge and press together all around edges of nose. Stuffing gives it a 3-dimensional look. Suggestion: Spring-type clothespins can be used as clamps to hold felt pieces together while drying.

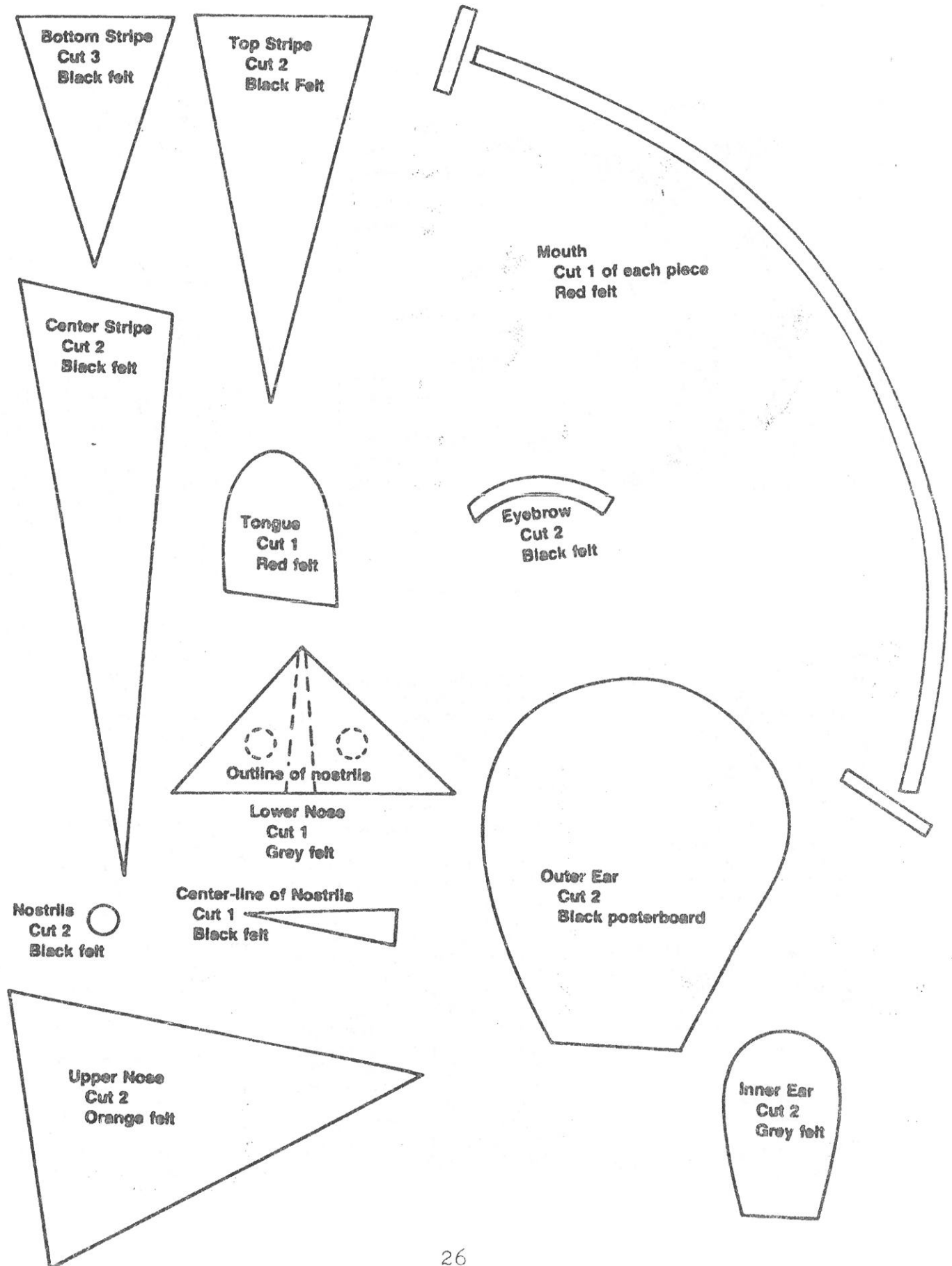


12. Glue on stripes as shown in the diagram.



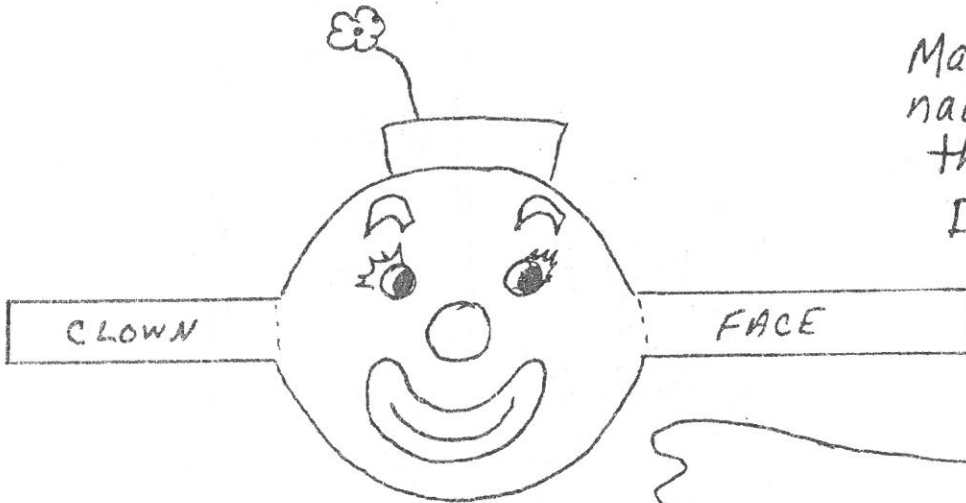
13. Using pattern, cut out outer ears from black posterboard.
14. Glue a felt inner ear to each outer ear.
15. Glue finished ears to plate backing.
16. Cut 6 pieces of orange yarn, each 6" long. Pinch bunch of strands at center and glue to center-top of plate for hair. Let dry.
17. Glue a picture hanger hook to backing, for hanging.

Patterns for Paper Plate Tiger shown on previous page:

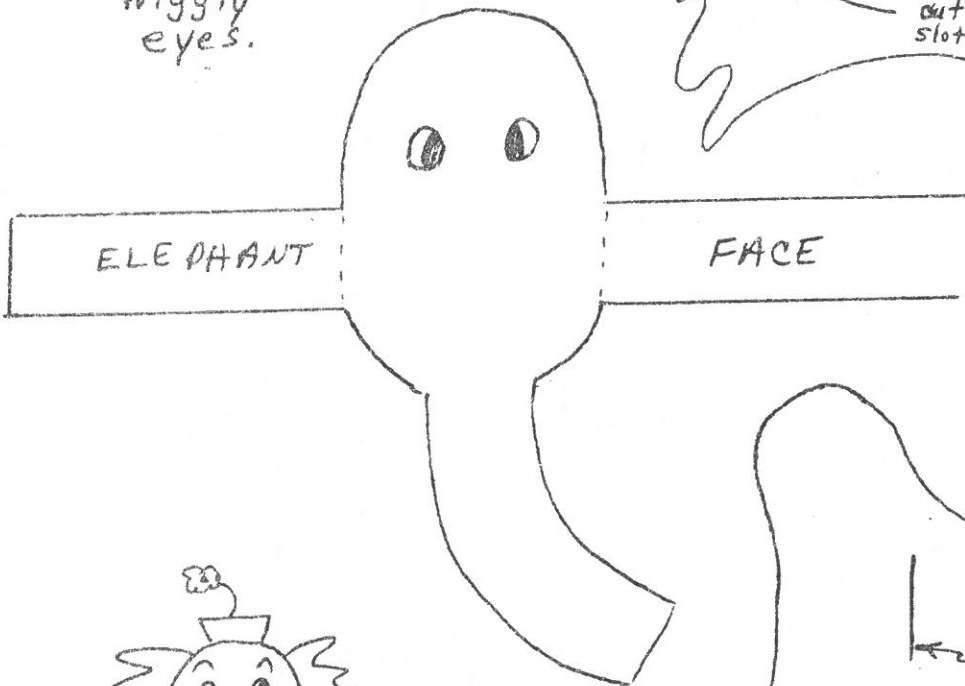
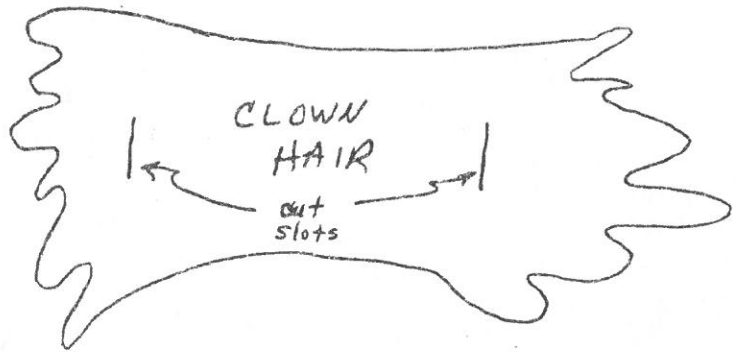


CIRCUS THEME NECKERCHIEF SLIDES

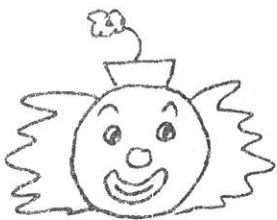
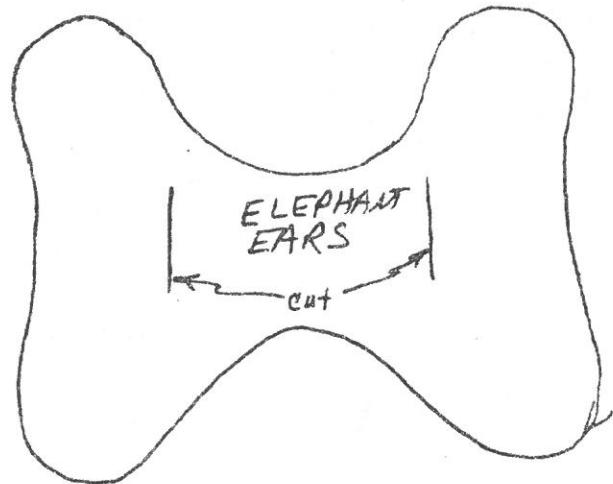
Make of vinyl, naugahyde, or thin leather.
Decorate with permanent markers.



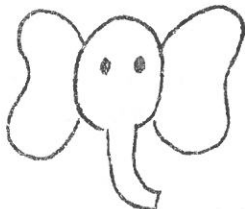
Optional:
Glue on
wiggly
eyes.



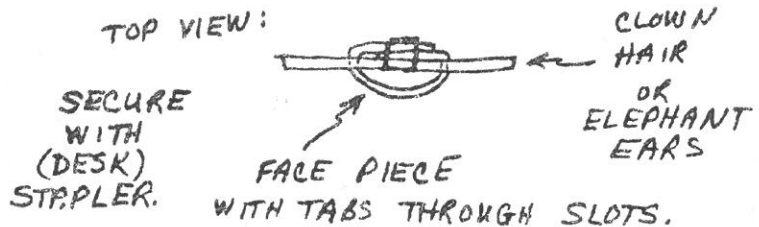
← insert tabs
through slots



FINISHED SLIDES



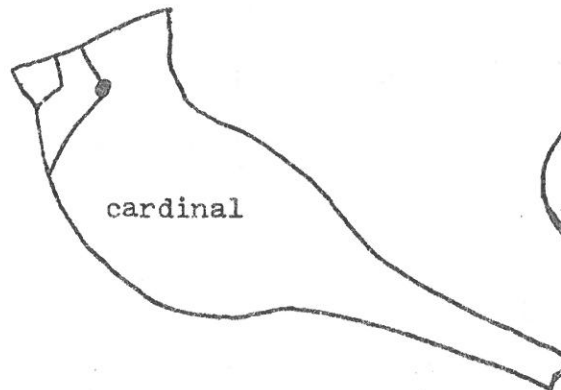
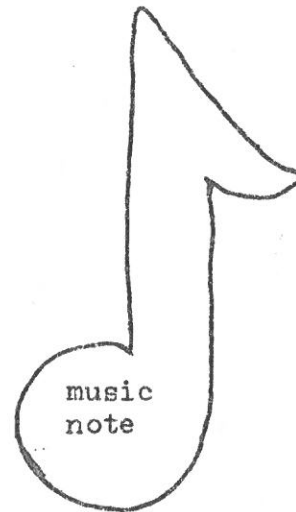
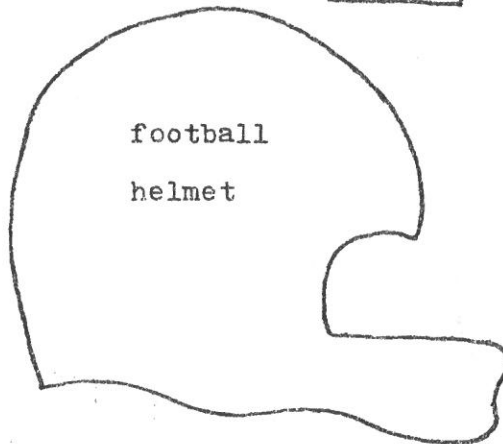
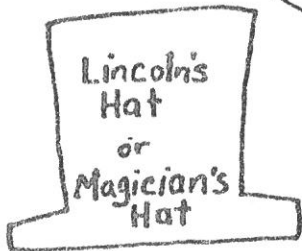
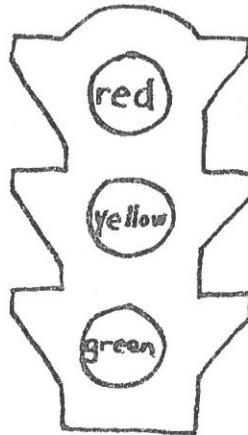
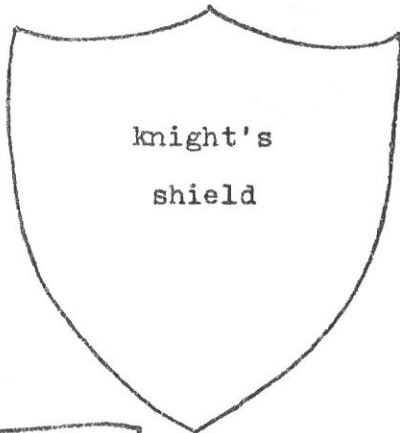
TOP VIEW:



SECURE
WITH
(DESK)
STAPLER.

FACE PIECE
WITH TABS THROUGH SLOTS.

T I E S L I D E S



Cut these shapes from wood, leather, vinyl, or felt fabric or plastic.

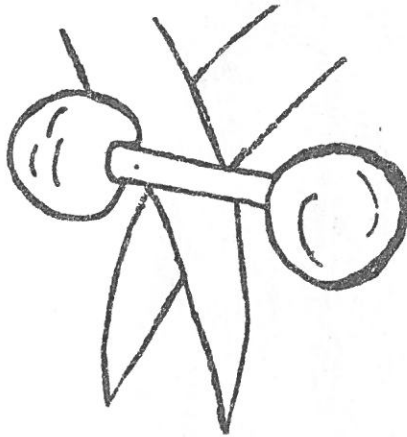
Cut your own designs or trace a design from another source.

NATURE CRAFTS

BARBELL SLIDE

Materials: 1/8" dowel stick 1 to 2" long, paint, glue, pipe cleaner, large acorns-2 for each slide.

1. Drill hole in acorns and glue onto end of dowel stick.
2. Paint desired color, black
3. Twist pipe cleaner around middle of dowel stick leaving a loop big enough for the neckerchief to go through. Glue in place.



MOUSE SLIDE

Materials: Pecan-in shell, brown yarn, pink felt, white glue, white acrylic paint, fine point black felt tip pen, pipe cleaner.

1. Cut strip of yarn for tail.
2. Cut small ears from pink felt.
3. Glue on tail and ears.
4. Paint white eyes and let dry.
5. When dry, use felt tip pen and put black dots in eyes.
6. Glue pipe cleaner loop to back.

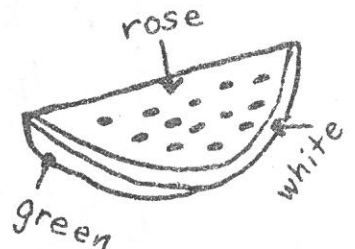
WATERMELON: MAGNET

Materials: Brazil nut, small magnets, paint brushes, glue, acrylic paints in the following colors:

green
white
rose
black

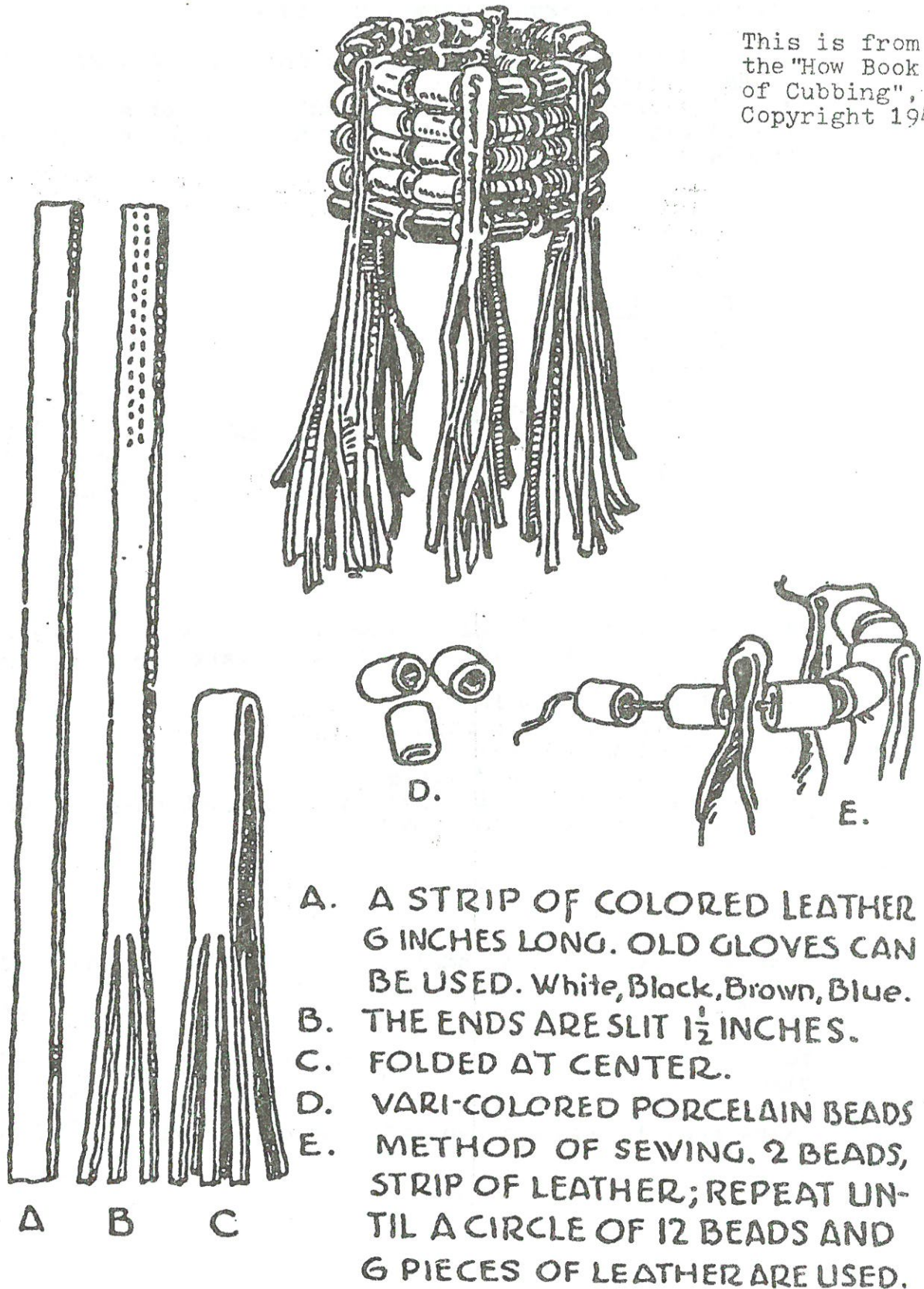
black = seeds

Paint Brazil nut as shown and glue on magnet.

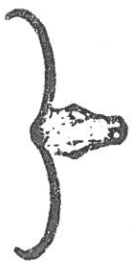


DANGLE NECKERCHIEF SLIDES

This is from
the "How Book
of Cubbing",
Copyright 1943.



- A. A STRIP OF COLORED LEATHER 6 INCHES LONG. OLD GLOVES CAN BE USED. White, Black, Brown, Blue.
- B. THE ENDS ARE SLIT $1\frac{1}{2}$ INCHES.
- C. FOLDED AT CENTER.
- D. VARI-COLORED PORCELAIN BEADS
- E. METHOD OF SEWING. 2 BEADS, STRIP OF LEATHER; REPEAT UNTIL A CIRCLE OF 12 BEADS AND 6 PIECES OF LEATHER ARE USED.



Tooled Cowboy Boot from a Foil Pan

You'll get a real boot out of tooling a foil pan into a western plaque! Simple to make but great to view.

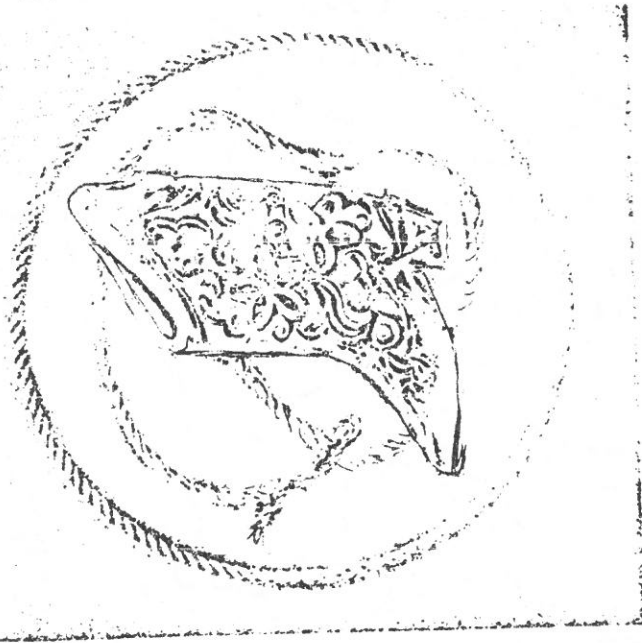
To make the cowboy boot plaque, use either a 15 1/2" circle cut from a foil oven liner or a large foil pizza pan with the edge removed.

You'll also need a cardboard circle the same size as the foil circle, a length of rope to go around the edge of the circle, and black paint.

Enlarge the drawing of the boot to make a paper pattern. To do this, mark off a sheet of paper into squares. If you are using the oven liner, make 1" squares. For the pizza pan, make 3/4" squares. Copy the drawing, square by square, onto the paper.

Using the actual-size patterns, trace the boot decorations in any arrangement you want onto the pattern.

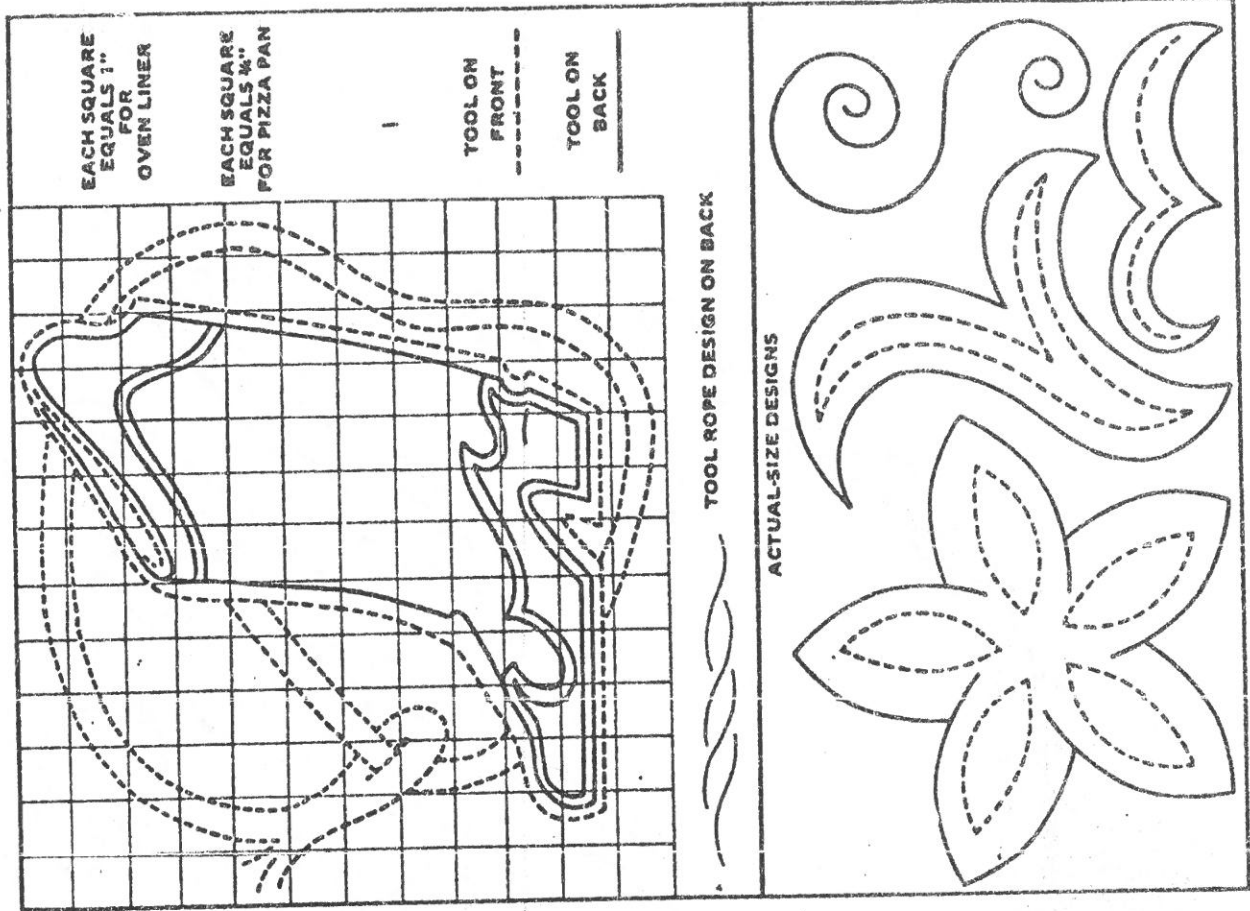
To remove any printed indentations from the foil, rub the foil with the back of a spoon.



If you want to antique the finished plaque, brush black paint across the entire surface; then wipe it off immediately with a soft cloth. Paint will stay in the grooves to give an antiqued look.

Staple the tooled boot plaque to a cardboard circle, and glue or pin rope around the edge as a frame. Add a hanger, and display your western plaque in a boy's room or den!

Enlarged pattern on next page.



To transfer the design to the foil, lay the foil on several layers of newspaper. Tape the paper pattern on top of the foil. With a pointed pencil, trace all the lines on the pattern; this should make an indentation on the foil that can be seen on both sides. Remove the pattern from the foil.

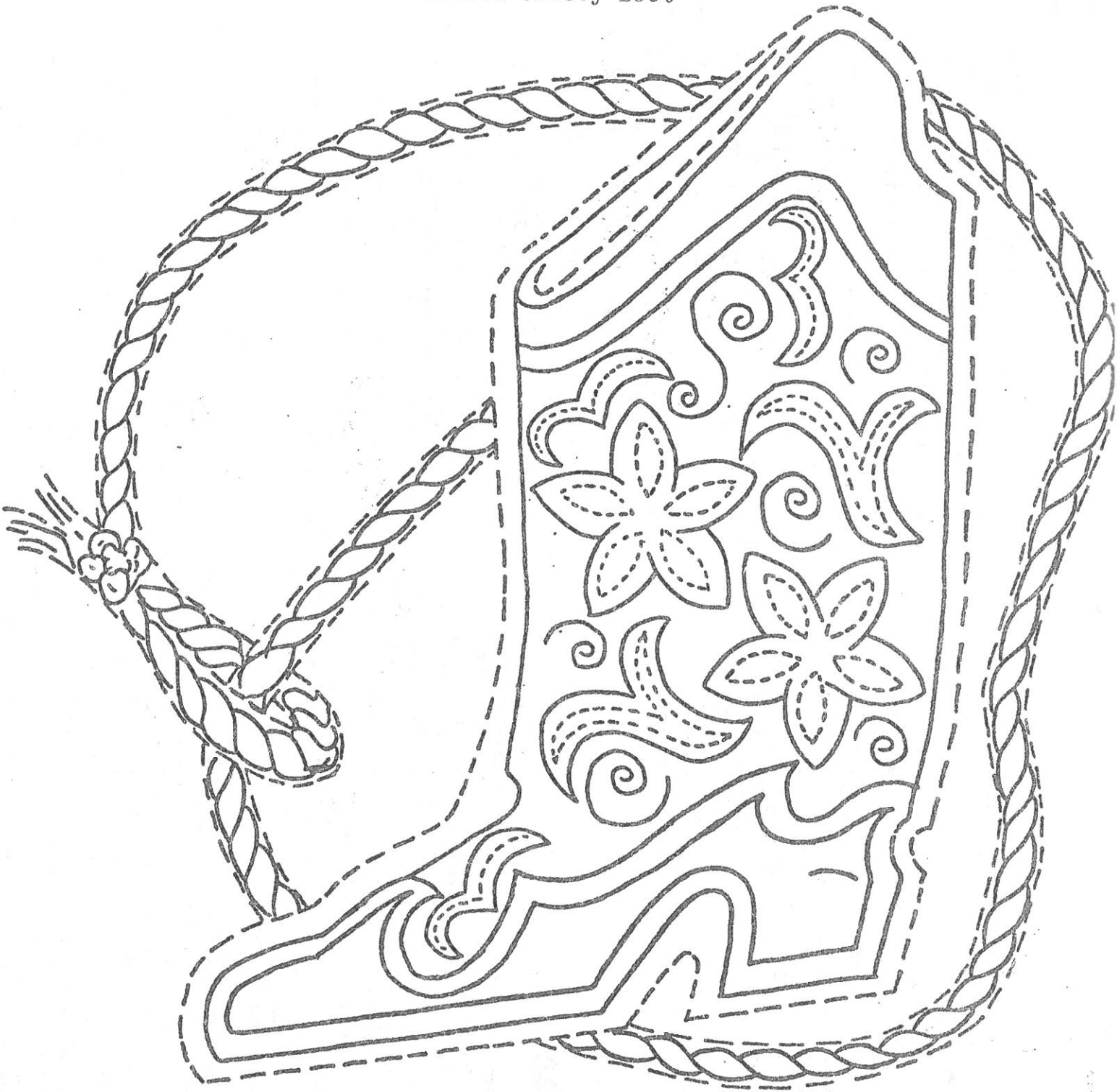
For all tooling (retracing the lines with more pressure), use a pencil with a blunt point. The broader the point and the harder you push, the more depth your tooling will have.

Start tooling at the center of the design and work toward the outside. When working with the broken lines, tool on the front of the plaque. When working with the solid lines, tool on the back. Go back and forth over the lines for added depth.

Add lines all along the rope, as shown, tooling from the back.

To add a hammered metal texture to the background, hammer with a ball-peen hammer or similar tool all around the design.

Pattern for
Tooled Cowboy Boot



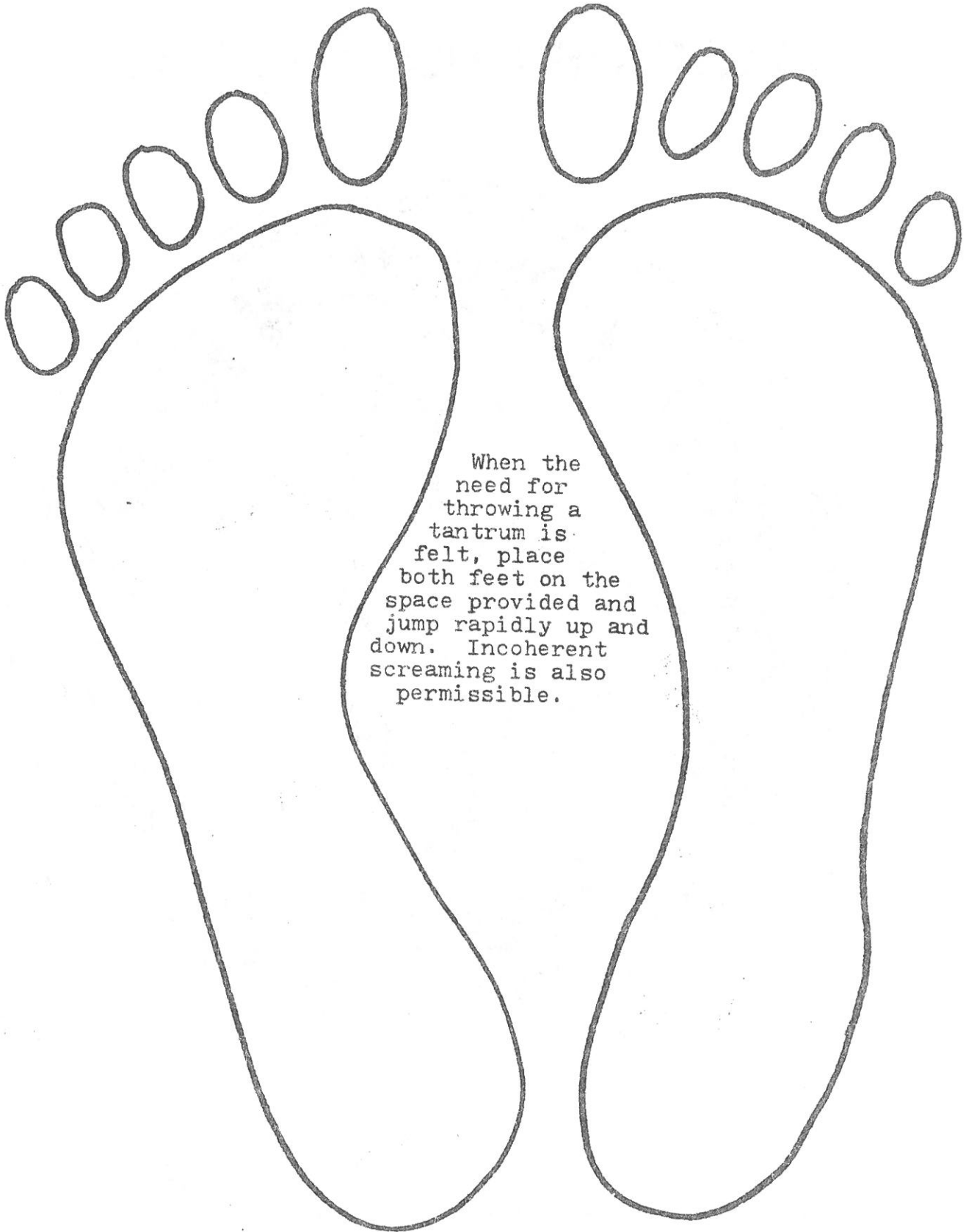
Use this pattern for the Tooled Cowboy Boot shown on the preceding page, or change the size of this pattern to suit your needs. Many printing shops will enlarge and reduce material for a very small fee.

Games and Puzzles

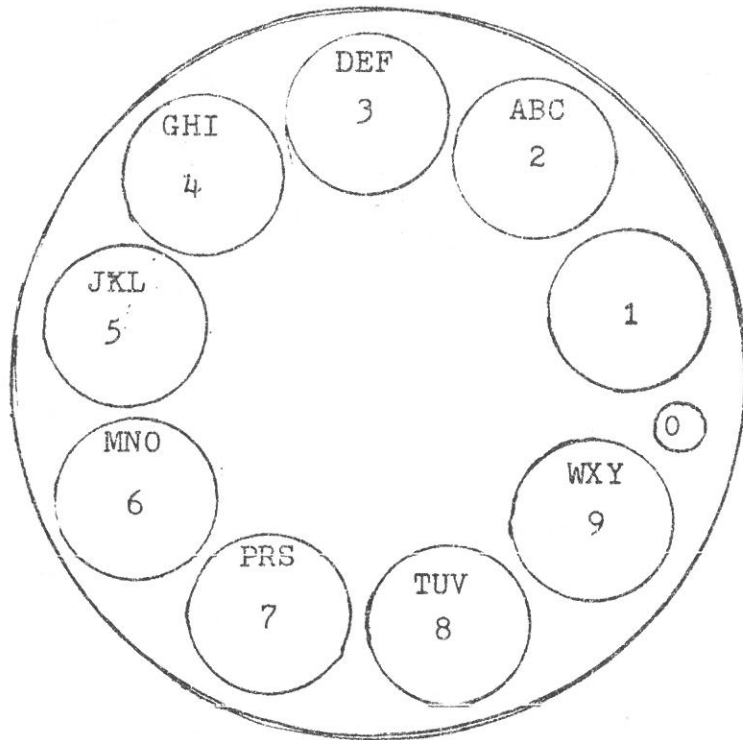


Part of this chapter was contributed by
Christine Hawkins, Sinnissippi District.

THE OFFICIAL
CUB SCOUT LEADER TANTRUM MAT



Telephone
 Number
 Game



This secret code is based on the telephone dial. Write a message using telephone numbers as in the example below.

For more secret codes, see the Wolf Cub Scout Book, Elective 1 (It's a Secret).

2 8 2 7 2 6 8 8 7 3 6 8 4 3 4 7 2 3 7 8
 CUB SCOUTS DO THEIR BEST

Try your hand at the following messages:

1. 4 6 6 3 9 6 7 5 4 2 2 4 8 7

2. 8 2 5 3 7 2 2 7 3 6 3 8 6 6 5 7

3. 8 7 3 7 8 4 6 3 9 4 7 3 5 9

4. 9 6 7 5 7 9 3 5 5 2 5 6 6 3

5. 4 3 8 7 2 5 6 6 4 9 4 8 4 6 8 4 3 7 7

6. 2 5 9 2 9 7 6 6 8 4 6 3

7. 3 6 5 5 6 9 7 3 4 7 3 2 8 4 6 6 7

8. 5 6 6 9 7 9 4 2 8 8 6 3 6 6 3 9 8

How do you see things?

<p>1.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;">SAND</div>	<p>2.</p> <p style="text-align: center;">MAN ----- BOARD</p>	<p>3.</p> <p style="text-align: center;">STAND ----- I</p>	<p>4.</p> <p style="text-align: center;">R/E/A/D/I/N/</p>
<p>5.</p> <p style="text-align: center;">WEAR ----- LONG</p>	<p>6.</p> <p style="text-align: center;">R ROADS A D S</p>	<p>7.</p> <p style="text-align: center;">T O W N</p>	<p>8.</p> <p style="text-align: center;">CYCLE CYCLE CYCLE</p>
<p>9.</p> <p style="text-align: center;">LE VEL</p>	<p>10.</p> <p style="text-align: center;">O ----- M.S. M.D. PHD.</p>	<p>11.</p> <p style="text-align: center;">KNEE <div style="border: 1px solid black; padding: 2px; display: inline-block;">LIGHTS</div></p>	<p>12.</p> <p style="text-align: center;">I I I I I I ----- O O</p>
<p>13.</p> <p style="text-align: center;">CHAIR</p>	<p>14.</p> <p style="text-align: center;">DICE DICE</p>	<p>15.</p> <p style="text-align: center;">T O U C H</p>	<p>16.</p> <p style="text-align: center;">GROUND ----- FEET FEET FEET FEET FEET</p>
<p>17.</p> <p style="text-align: center;">MIND ----- MATTER</p>	<p>18.</p> <p style="text-align: center;">HE'S / HIMSELF</p>	<p>19.</p> <p style="text-align: center;">ECNALG</p>	<p>20.</p> <p style="text-align: center;">DEATH / LIFE</p>
<p>21.</p> <p style="text-align: center;">G.I. ----- C C C C C C</p>	<p>22.</p> <p style="text-align: center;">----- PROGRAM</p>	<p>23.</p> <p style="text-align: center;">B L O U S E</p>	<p>24.</p> <p style="text-align: center;">YOU J U S T</p>

Pro Football Teams

Can you match the team with the definitions?

1. Army insects
2. 7^2
3. Streakers at this
4. a 747
5. Hostile attackers
6. Thieves
7. Suntanned bodies
8. Invoice
9. Helpers to relocate
10. Miniature scuba gear
11. Bird trained to kill
12. Lubricators
13. Six rulers
14. Opposite of ewe
15. Class of Boy Scouts
16. American gauchos
17. Fundamental rule
18. Credit card users
19. Indian leader
20. King of beasts
21. Used to be girls
22. A dollar for corn
23. Hot epidermis
24. View the predator
25. Louis Armstrong favorite
26. Rodeo horses
27. Six shooters
28. George Washington, Thomas Jefferson

Answers on next page.

Answers to Pro Football Team
Puzzle:

1. Giants (G.I. ants)
2. 49ers
3. Bears
4. Jets
5. Raiders
6. Steelers
7. Browns
8. Bills
9. Packers
10. Dolphins (doll fins)
11. Falcons
12. Oilers
13. Vikings (VI kings)
14. Rams
15. Eagles
16. Cowboys
17. Cardinals
18. Chargers
19. Chiefs
20. Lions
21. Bengals (been gals)
22. Buccaneers (buck an ear)
23. Redskins
24. Seahawks
25. Saints
26. Broncos
27. Colts
28. Patriots

Answers to How do you See
Things Puzzle:

1. sandbox
2. man overboard
3. I understand
4. reading between the lines
5. long underwear
6. crossroads
7. downtown
8. tricycle
9. bilevel or split level
10. 3 degrees below zero
11. neon lights
12. circles under your eyes
13. high chair
14. pair of dice
15. touchdown
16. six feet underground
17. mind over matter
18. he's beside himself
19. backwards glance
20. life after death
21. G.I. overseas
22. space program
23. see-thru blouse
24. just between you and me

Indian Games

Indian children enjoy games as all children do. These two games are adapted from traditional games Indian children have enjoyed for generations.

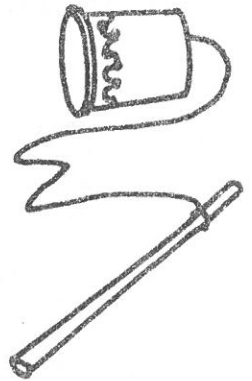
Cup-On-A-Stick. For this game, the Indians used a cup made from wood or bark. You can use a paper cup.

Find a straight stick about twelve inches long. Cut a piece of string or heavy thread about fourteen inches long and knot one end.

With a needle or pin, make a tiny hole in the bottom of paper cup. Put the thread through this hole so that the knotted end is on the inside of the cup.

Wrap the other end of the thread around the stick several times and tie it tightly.

Swing the cup around and try to catch it on the top of the stick.



Cherry Stones. For this you will need six cherry or plum stones with one side painted black, the other side white.

Decide how many points will make a game. Take turns with your friends to see who can reach game score first.

Put the stones in a bowl or box and shake them around. Set the bowl down. If all the stones land with the same color up, give yourself five points. If five out of six show the same color, give yourself one point. No points are given for less than five of a color.



"Dress Up For Christmas" Game

Make teams of two people. (A team made up of one boy and one girl works great, but it doesn't have to be that way. Two boys on a team or two girls will have just as much fun.)















Give each girl rolls of crepe paper or colored bathroom tissue paper: red, black, and white. At a signal, each girl dresses up her partner to look like Santa. She has nothing but the crepe paper to use ... no tape, pins or glue. But she can use the buttons on his shirt, his ears, the buckle on his belt, and so forth to keep the crepe paper in place. When time's up, decide who's made the best Santa.

Now it's the boys' turn! Each boy gets green, red, and white paper. He must dress up his partner to look like a Christmas tree. The same rules apply.




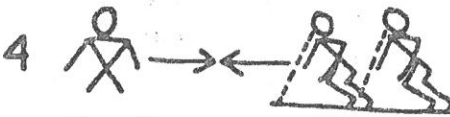








It's really fun! A great way to get a party going strong!

Indian Picture Writing

American Indians used pictures to tell their stories of legends, hunts and battles. Study the code below; then try to decipher the story. It's fun!

CODE	
	JOIN
	LOVE
	FRIENDS
	GOOD TRAIL
	CAMPING AT FOOT OF MOUNTAIN
	BRING
	MEET
	POWERFUL TALK
	TALK
	THEY
	CHIEF
	SCOUTS
	SEE
	BOY

STORY

- 1 
- 2 
- 3 
- 4 
- 5 
- 6 
- 7 
- 8 
- 9 
- 10 
- 11 
- 12 

Answer to story: 1. Boy see scout. 2 Boy see leader. 3. They talk. 4. Boy meet scouts. 5. Scouts bring boy camping at foot of mountains. 6. Good trail. 7. Boy love friends. 8. Scouts love boy. 9. They talk. 10. Powerful talk. 11. Boy joined scouts. 12. Boy love scouts.

Rodeo Rumpus

Plan a day at the rodeo
for fast action antics!

Bucking Bronco

Set-up: Place chair in the center of the rodeo ring. All cowpokes form a large circle around the ring, and a volleyball is given to one player.

Object: One cowpoke is selected to walk to the center chair. He must place both hands flat on the seat of the chair, bending over slightly, and becoming the bucking bronco.

One by one, the players in the circle roll the volleyball toward the bucking bronco trying to hit his feet. Meanwhile, the bronco is bucking as fast as he can to avoid being hit by the ball. Whoever hits the bronco is the next one to take his place on the chair. The game continues until each cowpoke has had a turn as the bucking bronco!

Roping Contest

Set-up: Place a table in the center of the rodeo ring. Cover the table with a long tablecloth.

For the steer, invert a bleach bottle. Paint or glue a picture to the front of bottle and insert a yardstick in neck of bottle.

Instruct one cowpoke to remain hidden behind table and, holding the yardstick, move the steer (bottle) back and forth across the table when the game begins.

Object: Remaining cowpokes line up a designated distance away, and test their skills by trying to lasso a "moving" steer (bottle). (A lasso can be simply made by tying a noose at the end of a long piece of rope.) Give each cowpoke three tries; highest score wins!

Dry Gulch

Set-up: It's chow time and you will need to set large bowls filled with crackers in front of each hungry cowpoke.

Object: Cowpokes must sit with hands behind their backs and eat all those dry crackers. First to clean the bowl wins! (Pass the canteen PLEASE!)

Stagecoach

Set-up: Divide group into pairs, with one cowpoke as the wheelbarrow and one as the driver.

For the luggage, supply one large box for each pair.

Object: Cowpokes assume wheelbarrow and driver position. The luggage (box) is placed on the wheelbarrow wherever comfortable.

When the whistle blows, the stagecoaches start out. Each time the luggage falls off the stagecoach, players must go back to the starting line and begin their trip again. Stagecoach that reaches its destination with luggage intact wins!

Stuff the Turkey Game

NEED: 1 paper grocery bag, 2 paper lunch bags, tape or stapler, scissors, and scraps of newspaper or other paper.

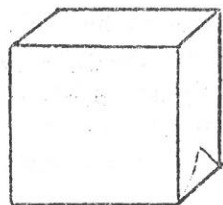
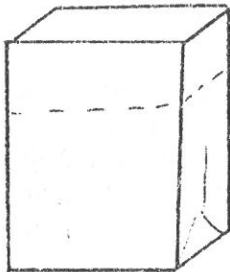
DIRECTIONS FOR MAKING: see diagrams below.

DIRECTIONS FOR PLAYING THE GAME: Crumple a half or a whole newspaper page into a ball and toss the paper ball into the turkey--the turkey gets stuffed with balls of paper.

Make up your own rules! This could be used as a relay game. It could be used to keep the Cub Scouts occupied "while they gather" one by one at your den meeting.

NOTE: Crumpling a half page of a newspaper with one hand strengthens hand and arm muscles of your Cub Scout athletes.

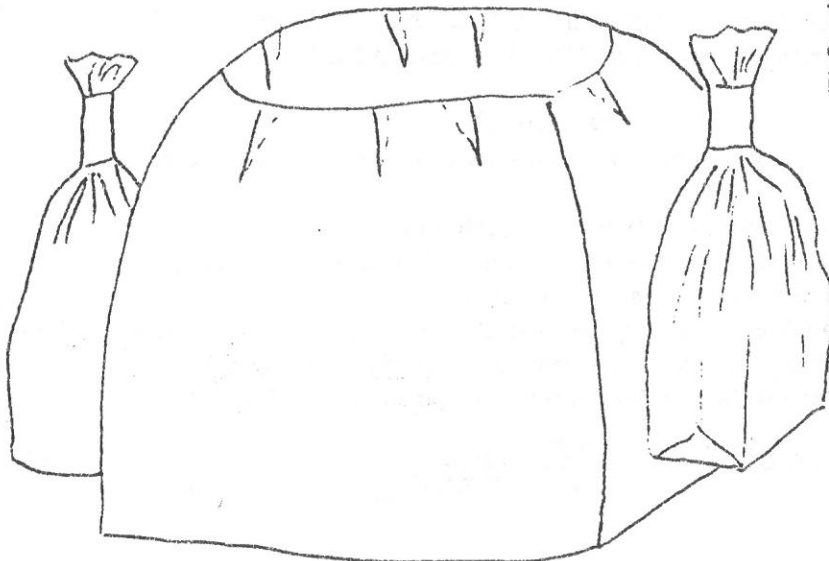
Cut off top fourth or third of the brown paper bag.



Make a few folds or darts to make the opening a little smaller; tape or staple flat.

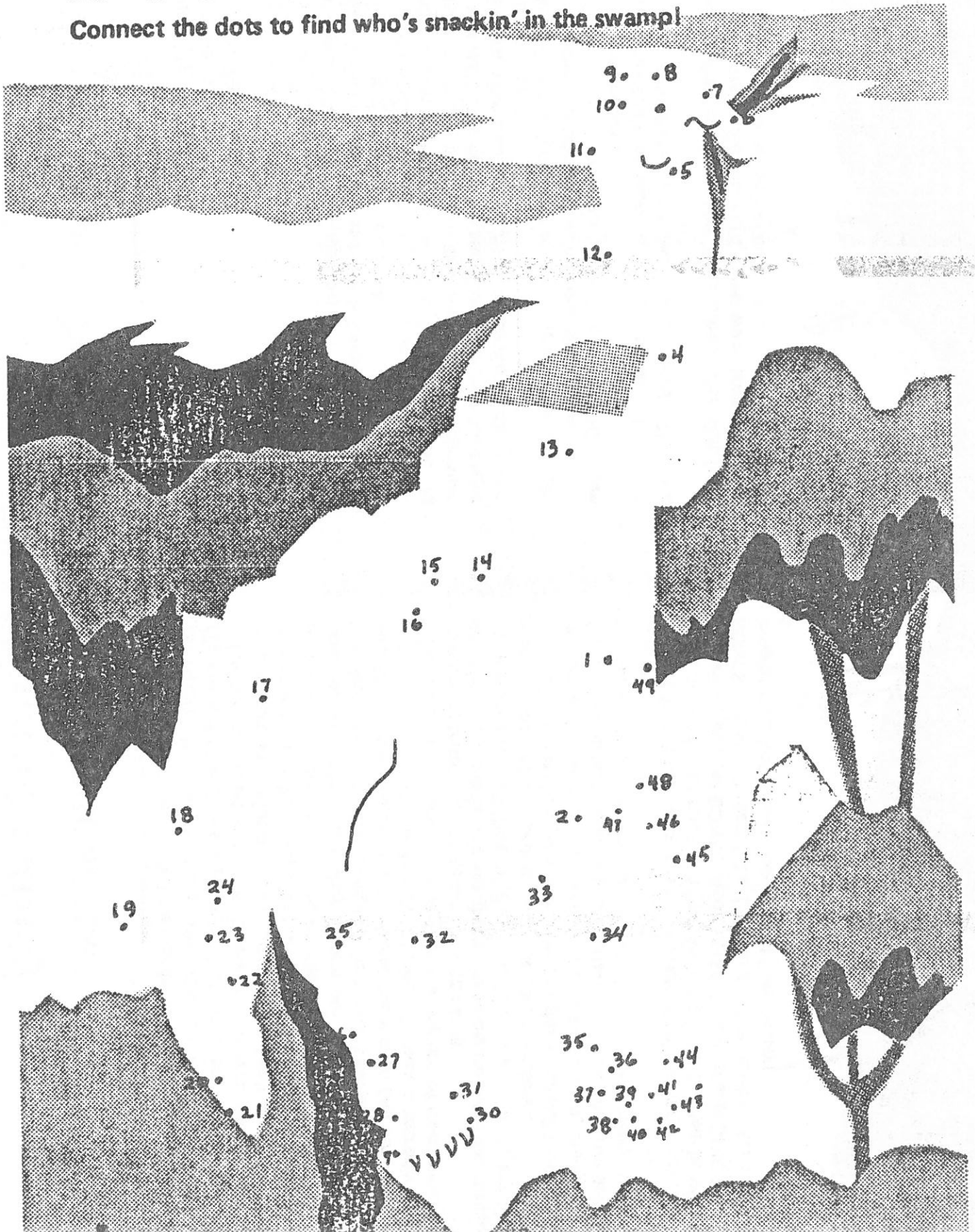


Make two "drumsticks" from brown paper lunch bags. Stuff with crumpled paper and tape closed. Tape the "drumsticks" to each side of the "turkey". Now the "turkey" is ready to "stuff".



Dot-to-Dot

Connect the dots to find who's snackin' in the swamp!



Dinner with the O'Saurus Family

A peek back in time to a dinosaur supper

Characters:

Tyrone O'Saurus (Tyrannosaurus)

Al O'Saurus (Allosaurus)

Aunt Kyle O'Saurus (Ankylosaurus)

AUNT KYLE: Tyrone! All Time for supper, boys.

TYRONE: Aunt Kyle, can't we play just a little longer? We're right in the middle of a game of claw ball. 53-46-21-HIKE!

AUNT KYLE: Tyrone O'Saurus, you get your seven ton body in this house right this minute! *(Tyrone and Al come inside.)* And you, Al O'Saurus, you're no better than your little brother! It's suppertime NOW. Don't you want to grow up big and strong like your Aunt Kyle O'Saurus and all the other O'Sauruses? *(She starts serving up dinner and her nephews begin to eat.)*

AL: Right, Aunt Kyle. We don't want to be twenty eight pound weaklings like Terry Dactyl *(Pterodactyl)* who lives near the volcano.

AUNT KYLE: Hush, now. Terry can't help it he's small. His entire family is slight ... for dinosaurs.

TYRONE: Yeah, their family nickname is "fingers with wings!"

AL: And we think pterodactyls are FINGER-lickin' good! *(The boys laugh.)*

TYRONE: Terry's afraid of us just like all the others. Even that fatso Brontosaurus runs over to the swamp whenever we're around because we can't swim and he knows he's safe in the water.

AL: Is Brontosaurus ever fat! No wonder all the kids call him "thunder reptile." Whenever he takes a step, it sounds like a thunder storm. *(Tyrone and Al begin walking around, imitating Brontosaurus.)*

TYRONE: And what about that Sargosaurus. His brain must be the size of a walnut. In pre-history class yesterday, he didn't even know that this is the start of the ice Age. What a dumb dinosaur!

AUNT KYLE: Now, now, boys. All dinosaurs aren't as lucky as you. Some eat only plants, and they become our supper. Some have hips like birds rather than like lizards, and they become our supper ...

AL: Some are reptiles, and they become our supper. *(All three laugh.)*

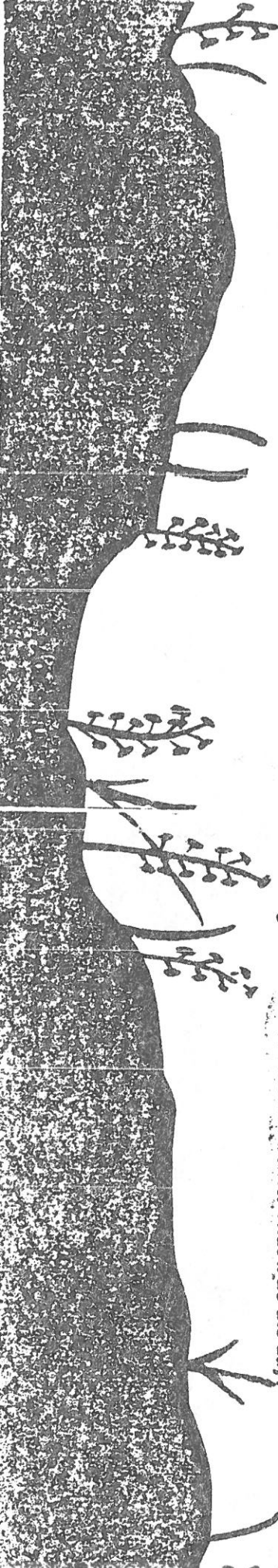
AUNT KYLE: Don't be boastful, Alvin. It's most unattractive. We know that ALL dinosaurs are reptiles and any one of them might be tomorrow's breakfast. You needn't be such a brag.

AL: I'm sorry, Auntie. It's just that we're so big and mean and strong. No wonder they call Tyrannosaurus Rex the King of the Tyrant Lizards. *(Tyrone stands up proudly.)* Our family's the greatest!

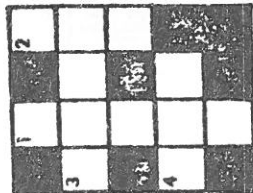
TYRONE: 100 million years from now everybody will still think we're the best in the whole world. *(Tyrone and Al start running around like "Rocky" champions, humming the "Rocky" theme. They run out of the house.)* Dinosaurs are the greatest! Dinosaurs will always be the greatest!

AUNT KYLE *(calling after them)*: You boys didn't eat very much! You won't always be the greatest if you don't EAT! All that will be left of you will be skin and BONES! And BONES, I tell you! Just DINOSAUR BONES ... that's all there'll be. *(She laughs aloud as she clears dishes.)*

Imagine that... just dinosaur bones. That'll be the day!



Dinosaur Crosswords



ACROSS:

- 3. Brontosaurus had a _____ neck.
- 4. The meanest dinosaur ever was Tyrannosaurus _____.

DOWN:

- 1. We learn about dinosaurs when we dig up these.
- 2. Dinosaurs lived long _____.



Answers on
next page.

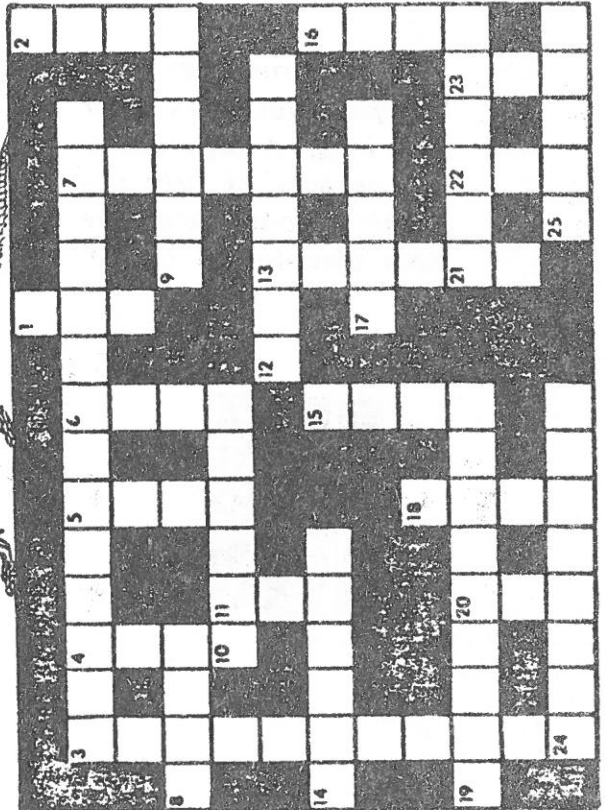
Read "Dinner with the O'Saurus Family" on the preceding page for clue to this crossword puzzle.

ACROSS:

- 3. Dinosaur means this.
- 8. Pterodactyl flew but wasn't a _____.
- 9. Even though the duckbill looked like a kangaroo, he walked instead of _____.
- 10. Crocodiles, lizards and _____ are a lot like dinosaurs.
- 12. Bones which have been buried a long time and turned to stone.
- 14. This means "thunder" because when this dinosaur took a step that's what it sounded like.
- 17. Brontosaurus protected himself by wading in this liquid.
- 19. They spit lava.
- 21. Stegosaurus had four of these, like armor.
- 24. All the bones in a body.
- 25. Duckbill dinosaurs had 2,000 of these in their mouths.

DOWN:

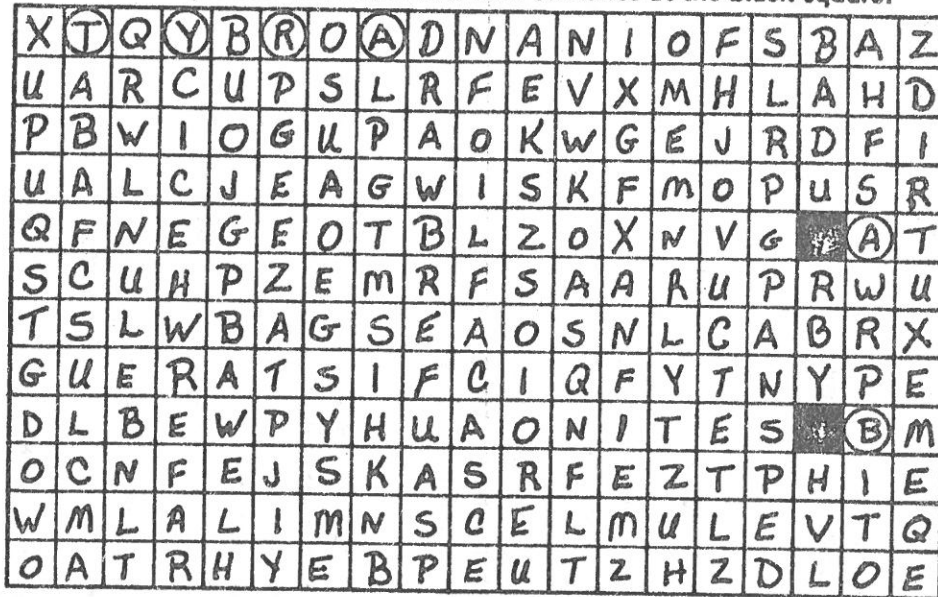
- 1. Some dinosaurs were small but most were _____.
- 2. The brontosaurus had a very small one.
- 3. This dinosaur had 3 horns on his face.
- 4. We don't know if dinosaurs were in blues, yellows or _____.
- 5. All land animals with _____ bones (or spines) came from boney fish.
- 6. Dinosaur babies hatched from _____.
- 7. Every dinosaur was a _____ who could live on dry land at all times.
- 11. Stegosaurus' brain was the size of a wal _____.
- 13. Muddy pools.
- 15. The loch _____ monster may be a left-over dinosaur.
- 16. Tyrannosaurus Rex had such short front _____ he couldn't scratch his nose.
- 18. _____ prints, bones, and fossils tell us about dinosaurs.
- 20. _____ dinosaurs had 5 holes in their skulls.
- 22. Dinosaurs may have died out during the cold ice _____.
- 23. Some liked to _____ plants.



Hidden Dinosaur Messages

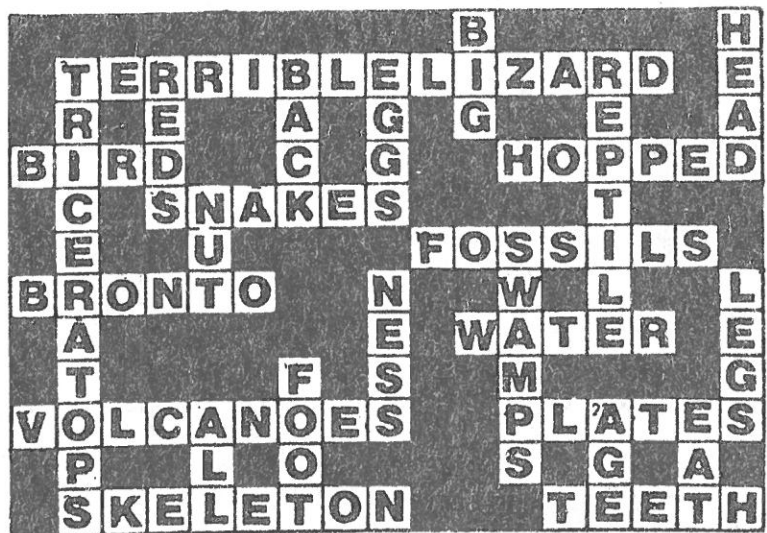
There are three secret messages hidden in this box.

Circle every other letter and end each sentence at the black square.



Answers to puzzles shown on preceding page.

Tyrannosaurus Rex had big powerful jaws four feet long. A supersaurus was as large as fifty elephants. Bones are the main clue to the puzzle.



GAMES GAMES GAMES GAMES GAMES GAMES GAMES GAMES GAMES

FLINK-PLOP-CLUNK-BOING!

Gather a dozen or so different items such as an orange, a ping pong ball, a peanut in it's shell, a marble, a beanbag, a piece of sandpaper. You decide. Use what you have.

Put all of these things on a table. Let players look at the objects for one minute. Then tell players to turn their backs to the table and stay turned away. Players must remain quiet.

The leader takes the objects, one at a time, and drops them from a height of about two feet. Give each player a chance to guess the name of the object judging only from the sound it makes when dropped.

KIM'S GAME WITH TOOLS



This is a theme related game using the rules of Kim's Game from Chapter 2 of the Cub Scout Leader How-To Book.

Gather a dozen or so tools: hammer, screwdriver, pliers, c-clamp, ruler, etc. Arrange the tools on a tray and cover them. You will also need paper and a pencil for each player.

To play: ask players to gather around the tray so that everybody can see it. Remove the cover. Players view the tools for 60 seconds. Cover the tray or remove it from the players' view. The players then write down the names of the tools they just observed. Player with the longest, correct list is the winner.

If your players are too young to write the names of the tools, ask the group to say the names of the tools. The group works together on the answers; no winner.

PRACTICE USING TOOLS

Materials and equipment*: large, thick pieces of wood--fireplace logs, pieces of 4x4, etc.--for pounding nails into and drilling into, and thinner wood for nuts and bolts.

Personnel: at least one adult or Den Chief to supervise the boy using the tools.

Objective: boys practice using tools.

Benefits: they use the tools at their own pace and have a chance to use different sizes and kinds of nails, screws, nuts and bolts, etc.

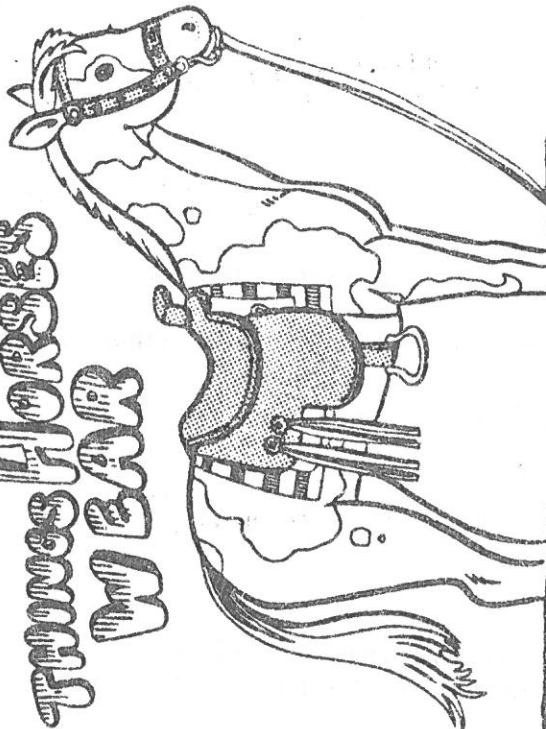
Set up a station and use it as a gathering time activity or have it available for the boy who wants time away from the group.

Ideas for stations:

1. Hammer and different kinds and sizes of nails
2. Screwdrivers and screws
3. Brace and bit, hand drill
4. Nuts and bolts, pliers and wrenches

*If you don't have access to the wood or don't have these kinds of tools, ask the parents of your den and pack to help. If you don't know how to use these tools correctly, bring in someone who does.

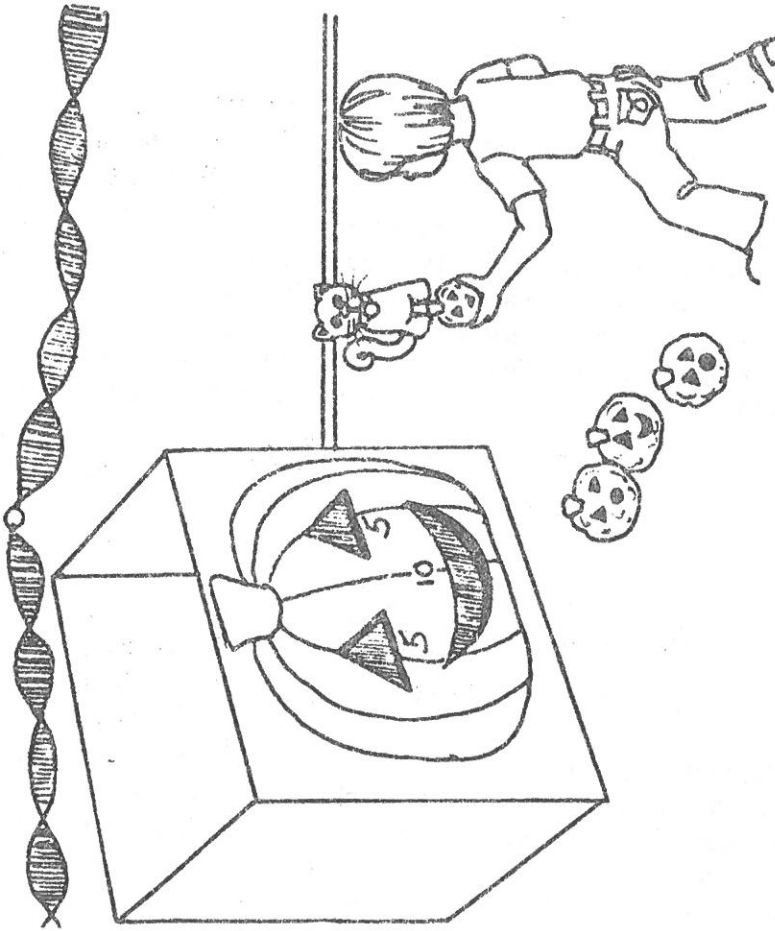
Travis Horses Web



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

- BLANKET
- SADDLE
- STIRRUPS
- REINS
- BRIDLE
- BIT
- CINCH

Find the words in the list by looking across, down, forward, backward and diagonally. Circle the words you find.



Pumpkin Throw

Terry Riccioli
Windsor, CA

You'll need one large cardboard box (from a television or large object).

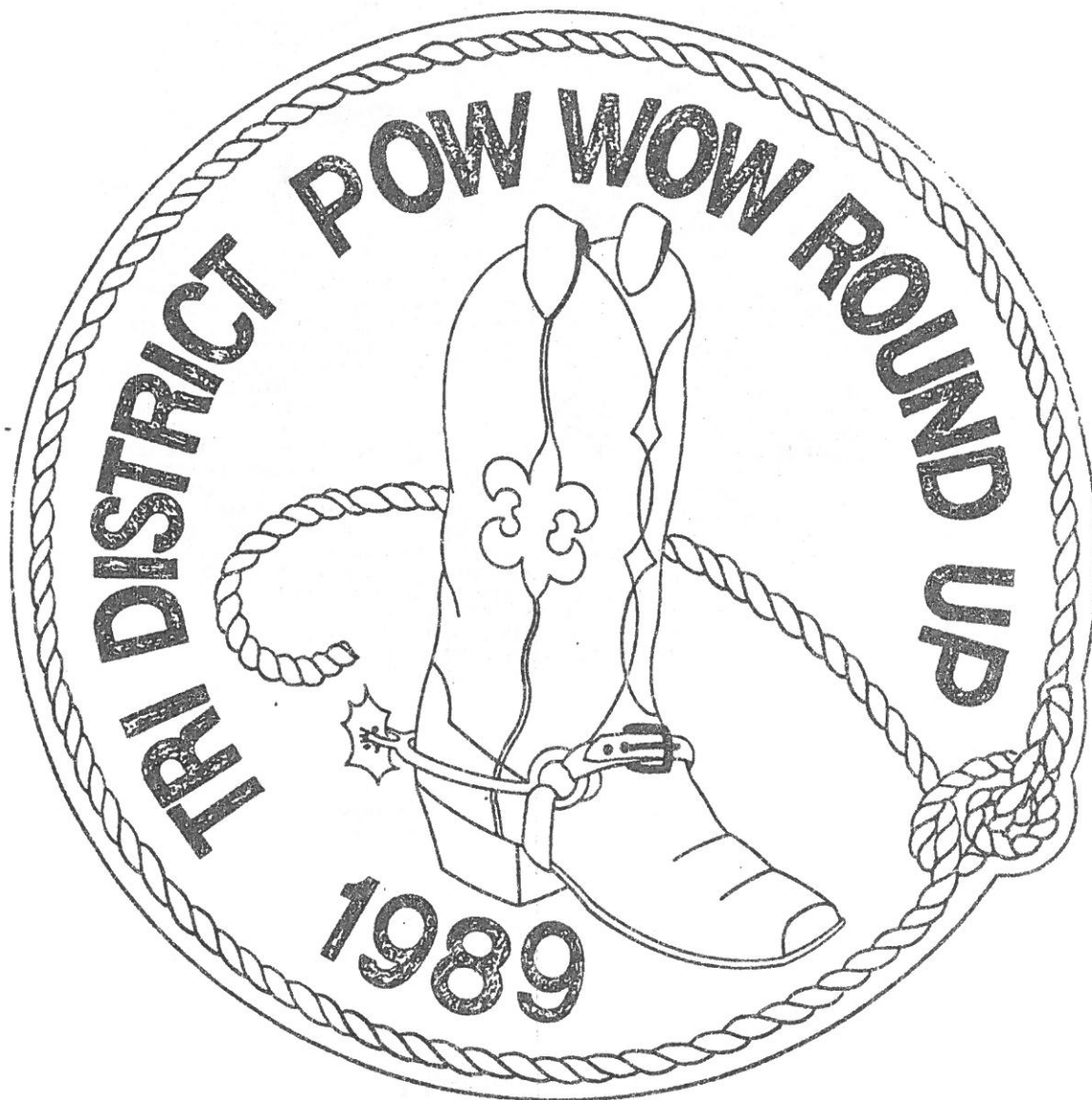
Draw a large pumpkin face on front of box and paint orange. Paint stem green.

Cut large eye and mouth openings in box.

To make the pumpkin toss balls, use orange plastic scouring balls (the kind Mom uses in the kitchen). Glue a black felt face and green stem to scourer.

To play, throw the pumpkin toss balls through the openings in the box. Keep track of points scored.

Webelos Activity Badges



The pages in this section were taken from the 1988 Old Kentucky Home Council pow wow book. Our thanks to Bruce and Nancy Schuchard for contributing these pages.

All activity badges are represented except Traveler. The activity badges are in alphabetical order.

THE WORLD OF CUB SCOUTING
REVOLVES AROUND THE BOYS



HELP MAKE IT HAPPEN - FOR THEM.

If you haven't time
to help youngsters
find the right way in life,
somebody with more time
will help them
find the wrong way.



The Aquanaut Activity Badge is more important in some respects than some of the others. Swimming and water sports provide the finest exercise you can get. But more important the skills involved last a lifetime. Think of this as you help your boys become more proficient in the water. The skills you teach them today, they may still be using when they are seventy.

The Aquanaut Badge is planned to help the Webelos Scout become well grounded in basic water skills and water safety. It will also begin him on the skills required to earn the Swimming Skill Award as a Scout. It will also be his start on developing skills for the Swimming Merit Badge.

In the water it is essential to get your Webelos to feel perfectly at home. Try playing games. If they have a fear of water, generally, it will be forgotten in the heat of the game. This familiarity with water will generally lead to greater proficiency in water sports which is one of the aims of the requirements for the Aquanaut Skill Award.

Ideally, all den activities during your work on the Aquanaut Badge should be held at the pool or waterfront. A few of the skills to be developed can be learned on land, but you can't learn to swim, snorkel or row without water. Some of the work can be done in a back yard pool. You can take a trip with your parents to a nearby lake to work on boat safety. You can study the basic rescue methods at your den meetings and practice them at the waterfront or pool.

Remember that all water activities must be safely supervised. If your den meetings are held at a pool or waterfront that is served by lifeguards, most of your worries are over. Even then, though, you should be sure that you have adequate adult leadership. Wherever you go to work on the badge...USE THE BUDDY PLAN.

The SAFE SWIM DEFENSE plan must be used in its entirety if the den is at an unguarded pool or lake. There are eight factors involved:

1. Qualified Supervision: A responsible adult must be in complete charge. If he has not had water safety training, he should have assistants who are trained.
2. Physical Fitness: Every boy should have a physical examination each year.
3. Safe Area: Marked off swimming area. Not more than 3-1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked for dangerous objects hidden in the water (glass, cans, rocks, drop-offs).
4. Lifeguard on Duty: Two persons who are capable swimmers stationed ashore with a lifeline (such as 100-feet of No. 5 sashcord).

WEBELOS ACTIVITY BADGES

AQUANAUT

5. Lookout: Someone who can see all swimmers from shore.
6. Ability Groups: Divide the Webelos into non-swimmers, beginners, and swimmers. MAKE SURE EACH GROUP STAYS IN ITS AREA.
7. Buddy Plan: Pair every Webelos with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and visa-versa, and that they are to stay near each other at all times. Buddies join hands together every time they hear the "Buddy Call". They check in and out of the water together.
8. Discipline: Be strict, but fair. Play no favorites. All Webelos and parents must understand the need to obey the instructions of swim leaders.

SAFE-SWIM PRECAUTIONS

Discuss the Safe Swim Defense plan at one of your den meetings. Especially emphasize the Buddy System, be sure the Webelos understand what your "Buddy Call" will be. (Whistle blasts, bell, vocal call.)

Secure a parent approval slip from each boy's parents with a notation on physical condition.

When pairing off boys, try to have one older than the other. The recommended standard is for the total age of the pair of buddies to be at least 18 years. The reliability of the plan decreases when the age total is less. To make it work, you may have to use den chiefs or adults as buddies or provide more supervision.

Precautions are worth all our efforts and apparent inconveniences. Following safety recommendations will help the tragedy of a water accident.

BOATING PRECAUTIONS

Even if you can swim, you should wear a life-vest when you are boating.

Do not stand up in a boat.

Never "horse-around" in a boat.

In case of a storm, take the boat back to shore right away.

Do not row too far away from shore. You might not find your way back.

STEPS TO LAUNCH A BOAT

1. First put oars across the seats. Push boat out on the water just so it floats.
2. If you launch a boat with a buddy, have him sit in the back. Shove boat out so the front is just resting on the shore.
3. Get aboard, stay low, and sit down. Sit in the center of the middle seat. Flip oarlocks up. Put oars in place.

With more weight in the back of the boat, the front will lift up. Now you can row away from shore.

WATER GAMESMinnow and Catfish

One player is the minnow, who tries to keep away from the catfish. The rest of the den forms a circle holding hands. The game begins with the minnow inside the circle and the catfish outside. The catfish tries to break through the circle to tag the minnow. Its members try to keep him out. The minnow may dodge in and out of the circle. When the catfish finally tags him, two other players are chosen and the game continues.

Water Dodgeball

Play in waist-to-chest-deep water. Use a large, soft, ball, such as a partially inflated beach ball. Boys make a circle about 25 feet in diameter. "It" is in the center. Object of the game is to hit "It" with the ball. When hit, he changes with the boy who hit him.

Balloon Relay

Divide the den into two teams. Play in waist-to-chest-deep water. Each team is given an inflated, round balloon. On signal, first player pushes or blows the balloon to a turning line, turns, and pushes it back. Second player repeats the action, and so on until all have raced. The balloon may not be carried, but may be batted with hands. First team through wins.

Shark's Teeth

Equipment: At least five corks for each player. Players: two or more teams of three players each. The teams line up on both sides of the pool. The corks are thrown in the water. At signal, the players jump into the water, recover the corks by getting them between their teeth without using their hands, carry them to their collecting spot, and return for more. The team that secures the most corks wins.

Penny Hunt

Equipment: Masks and fins. Place any number of pennies on the bottom of the pool. On signal, the boys jump in and retrieve as many as they can. Winner is the boy with the most.

WEBELOS ACTIVITY BADGES

ARTIST



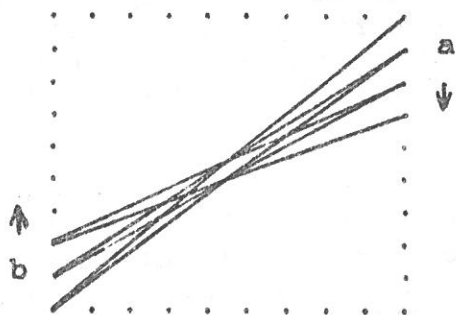
The requirements for the Artist Activity Badge are designed to introduce your Webelos Scouts to a wide range of art methods. Most of them probably will have had considerable practice in school in drawing, painting, and perhaps sculpture. The other art techniques may be new to them.

Don't expect too much from them. Although boys of Webelos Scout age are generally creative, their mastery of technique is not likely to be great. So judge the results by their efforts (remember the motto, "Do Your Best"), not by the standards expected from a high school art student.

Art is such a personal thing that most of the Webelos Scouts will be working on their own projects during the month when you are working on the Artist Badge.

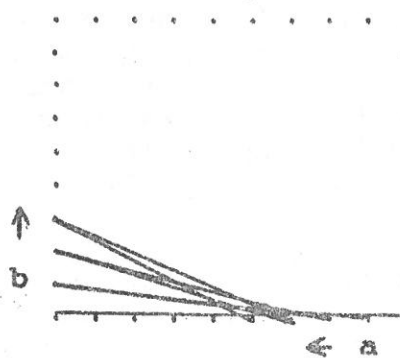
STRING ART

The pattern below makes a very pretty two-dimensional string art project. You can enlarge or reduce the size of the pattern by plotting the dots on graph paper. Take boards and cut into appropriate size squares that will be slightly larger than your pattern. Have Webelos sand the edges of their square. Cover the squares with an appropriate colored piece of material. You can use glue or staples to accomplish this. Then tape the pattern on top of the square. Using 3/4" nails or brads, hammer nails through dots on pattern. Use a popsicle stick as a gage to determine how far nails are driven into the square. After all nails are hammered in, use needle nose pliers to straighten nails. Now, remove the paper pattern from the square. Use colored yarn to string each layer. Tie the yarn to the first nail and follow stringing instructions. Use a different colored yarn for the second layer.



Base layer of square

Surface layer of square



SAND PAINTING

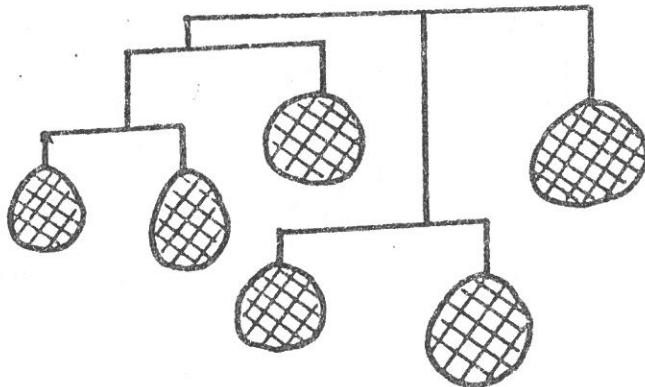
On a piece of cardboard, draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design can be used. Indicate on the design the colors which are to be used. Color clean sand with food coloring. Cover the area to be 'painted' with white glue and then pour on the proper color of sand. Shake off excess. Work with only one color at a time. If the area is large, do it in several pourings. The painting can be framed. Or you might like to try a free-hand sand painting. Cover entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small, so that the glue won't dry before you are through. This is an interesting technique and can turn out some unusual designs.

MAKE A MOBILE

This mobile is made by covering a small inflated balloon with flour paste, then wrapping it with cotton thread or mercerized crochet cotton, then coating it again with flour paste. Dab off the excess. Let air out of balloon with pin after paste has hardened and remove the balloon.

Balloons should be well covered with thread and paste. If string collapses when air is removed from balloon, then remove balloon and insert new balloon, inflate it till strings are tight again. Add more thread and paste.

Let dry and let air out of balloon again. Cover balls with clear spray enamel or shelac. This will help give body to the ball.



See "Crafts" chapter for stick and twig mobile called U.S. Government.

WEBELOS ACTIVITY BADGES

ARTIST

MODELING

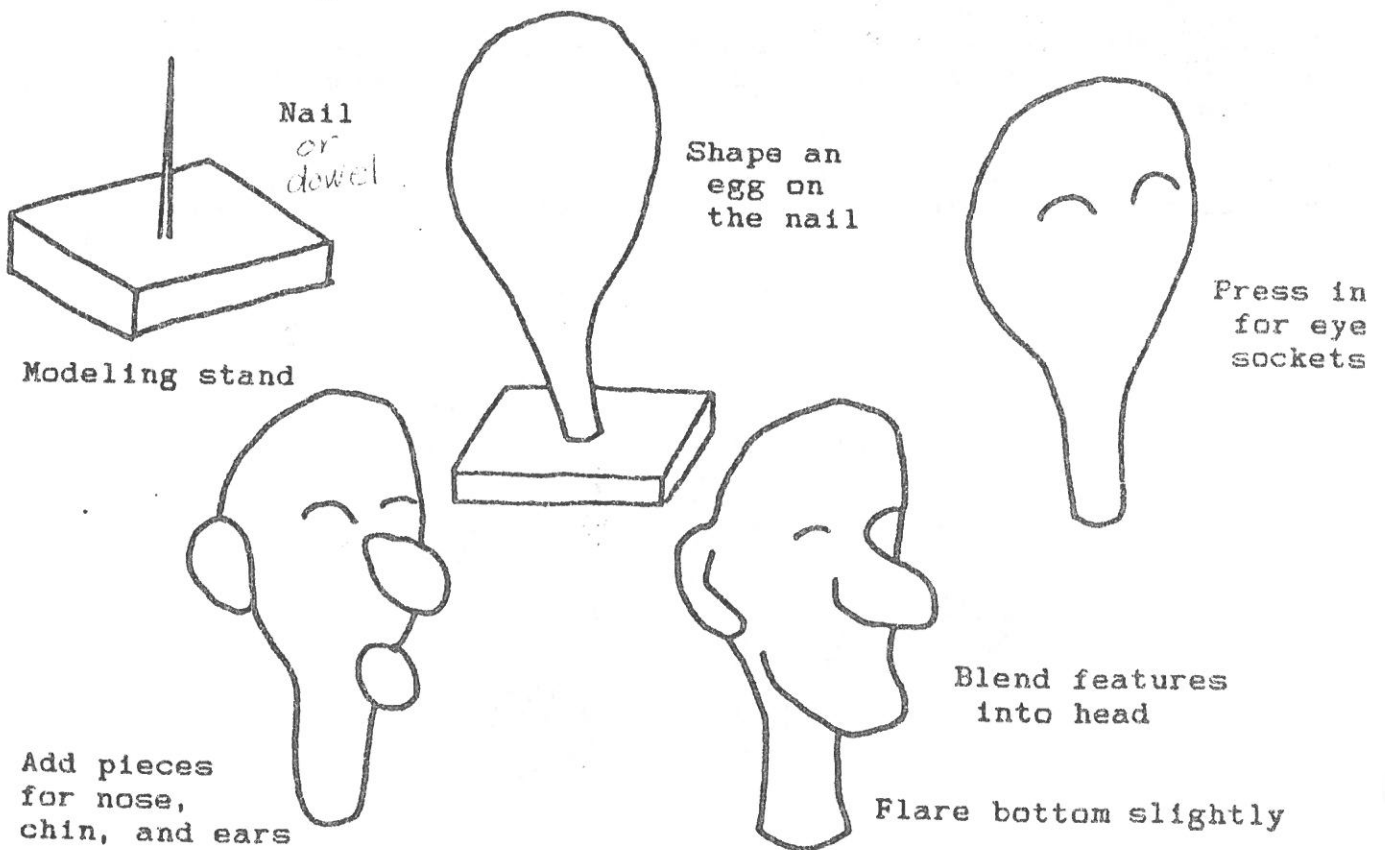
To make a modeling stand, drive a large nail into a piece of wood about 4" square.

Use either self-hardening clay (which hardens without being fired) or platalene (a plastic, not hardening clay). The platalene is good for beginners, as it can be worked with over a period of time. Shape the clay on the nail...an egg shape with a long, tapering neck. Don't use all your clay. Save some for features.

Make eye sockets by pressing your thumbs into the clay. Add pieces for the nose, chin, and ears. Blend these into the head. If you wish, you can scoop out places for the eye sockets and add a small ball of clay for the eye balls.

Draw an indented line with a pencil or small stick where the mouth will be. Shape lips by forming a ridge along the mouth line.

NOTE:- This head can serve a dual purpose. After you have completed the artist badge requirements, cover the head with 4 or 5 layers of paper mache strips; let harden and then paint. Cut paper mache head open, remove clay, patch the head back together with paper mache strips, and you'll have a puppet head. This will get you started on the Showman Badge.



COLORS

One of the things you can do to help earn the Artist Activity Badge is to list the primary and secondary colors, and tell how to combine them. During this session you will learn what the primary and secondary colors are, and you will get a chance to mix colors to see what happens when different colors are combined. Colors affect us in many ways. It does more than simply make our surroundings more interesting. It can make us feel more joyful or sad. It can make us feel warmer or cooler. Artists and designers understand this and try to put this knowledge to work. Checkerboard squares of red and green may make an exciting blouse on a woman, but not as a pattern for wall paper. Artists use colors in their paintings to help us feel the same way they do when they paint their pictures.

COLOR ASSOCIATION

What is your favorite color? (Let Webelos answer. You will get a variety of different color responses.) All of us had a favorite color when we were small, but as we grow older, we probably find that on some days we like a certain color, and on other days we like a different color.

Although most of us have a favorite color, we would not want that color on everything. If you like red cars, would you like to have all of the furniture in your home painted red? You might think your mother's solid red dress is very pretty, but would you want to put a red pillow on a yellow chair? We form opinions of a color depending on how and where it is used and what other colors it is combined with.

Any color can be used with any other color, but the best color combination in the world can look bad if it is used out of place. You can easily imagine wearing a summer sport shirt in a many-colored plaid, but can you imagine a businessman wearing a winter overcoat of the same plaid to his office?

Call on several Webelos, one at a time. Ask each one to name a color and tell what made them think of that particular color. When we think of red, we might think of the red of fire or blood. We relate blue to the color of the sea or sky, green to grass and leaves, and brown to dirt. This is color association.

Once a color has been associated with an idea for a long time, the color becomes a symbol which means that a particular color stands for something. Purple stands for royalty because it is the color of official robes worn by some kings and queens. Black stands for death and unhappiness, and white stands for purity, innocence and joy.

Color symbols differ all over the world. In some countries white stands for sorrow. In India red is a holy color, and in China red means joy.

NOTE: The use of a color wheel will help Webelos understand primary and secondary colors. A large color wheel chart can be purchased from a school supply business, or you can find small charts in encyclopedias or library books on light and color.

WEBELOS ACTIVITY BADGES

ATHLETE



Webelos Scouts are bursting with energy and eager to impress their Webelos Leader with their physical prowess. Since most boys at this age already have the physical skills necessary to pass this badge when they first enter the den, it is a natural "first" activity badge. The Webelos Leader, by giving some encouragement and praise, can make this badge a solid foundation for a good relationship with the boys for the coming year.

If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any boy at this age will recognize the important part his body plays in his life. This badge gives the leader a chance to impress on each boy the importance of keeping himself physically fit.

Make up a permanent Fitness Progress Chart and retest the boys at different times throughout the year. They will be interested in bettering their records.

Exercising is not the only factor in physical fitness. Also important are diet and the proper amount of rest, which may vary from boy to boy. During the time the den is working on the Athlete Badge, try to make them conscious of these factors. This could be done by inviting a physical education instructor or high school athlete to a den meeting to discuss his recommended training program.

The Athlete Activity Badge gives the Webelos Scout the chance to test his physical skills against a set standard and the other Webelos in his den. To earn the badge the boy must perform 5 out of 7 tests of strength, agility, and endurance to meet certain standards indicated in his Webelos Book. The standards are not high, but they are high enough to show a boy if he is physically fit.

In his Webelos Scout Book the boy will find several excellent exercises to build various muscles. Encourage your boys to use these exercises, doing them about 15 minutes each day. They will be astounded by the steady improvement in their performance at pull-ups, sit-ups, push-ups, etc., if they work at them a little each day.

A HEALTHY ATTITUDE

Living the Cub Scout Promise and the Law of the Pack is a big help in keeping a Webelos Scout mentally and physically strong. When a boy does his best to be cheerful, helpful, and friendly, he'll find that worries and irritations disappear. Mental and emotional health are very important. They affect our ability to accept new challenges and responsibilities, and to get along with other people. We live in a world that is rapidly changing. To many people, this is upsetting. For some, it is like riding a bike, after a couple of falls one could find himself bruised and decide not to continue. Most people continue

WEBELOS ACTIVITY BADGES
ATHLETE

AND LEARN HOW TO HANDLE THEIR BIKE. MEETING NEW CHALLENGES AND ACCEPTING NEW RESPONSIBILITIES FALL INTO THE SAME CATEGORY. A BOY LEARN THROUGH EXPERIENCE; HE DEVELOPS SKILLS AND CAN PROCEED WITH REASONABLE CONFIDENCE. TRUE, SOMETIMES HE MAY FIND HIMSELF LITERALLY 'DUMPED OVER THE HANDLEBARS', BUT IF HE PICKS HIMSELF UP, CHECKS TO SEE WHAT HAPPENED AND WHY IT HAPPENED, MAKE THE NECESSARY REPAIRS, THEN HE CAN PROCEED WITH MORE CONFIDENCE--CONFIDENCE GAINED THROUGH EXPERIENCE.

PHYSICAL FITNESS STUNTS:

WHETHER YOUR DEN MEETS IN THE BACK YARD OR LIVING ROOM, THESE STUNTS WILL IMPROVE THEIR FITNESS AND PROVIDE GATHERING TIME ACTIVITIES FOR MANY DEN MEETINGS.

1. TOWEL PICK-UP:
TAKE OFF YOUR SHOES AND SOCKS. PICK UP A TOWEL WITH YOUR TOES.
2. PAPER PICK-UP:
PICK UP A PIECE OF PAPER FROM THE FLOOR WITHOUT BENDING YOUR KNEES.
3. TOE TOUCH:
STAND WITH YOUR LEGS SPLIT. TOUCH LEFT TOE WITH RIGHT HAND AND RIGHT TOE WITH LEFT HAND AT THE SAME TIME.
4. BOOK CARRY:
WALK ACROSS THE ROOM WITH A BOOK BALANCED ON YOUR HEAD.
5. SKIN THE CAT:
CLASP YOUR HANDS IN FRONT OF YOU. TRY TO STEP THROUGH THE RING FORMED BY THE HANDS, AND FINISH STANDING UPRIGHT WITH THEM CLASPED BEHIND YOU. RETURN TO YOUR ORIGINAL POSITION BY STEPPING BACK THROUGH THE RING.

THE FOUR-STEP EXERCISE PLAN:

STEP 1:

START WITH A WARM UP PERIOD OF STRETCHING EXERCISES--ABOUT 10 MINUTES. THE WARM UP EXERCISES WILL GRADUALLY RAISE YOUR HEART RATE TO THE RIGHT LEVEL.

STEP 2:

MOVE INTO YOUR MAIN EXERCISE PERIOD--FROM 20 TO 30 MINUTES.

STEP 3:

CHECK YOUR HEART RATE EVERY 5 MINUTES OR SO.

STEP 4:

FINISH WITH A COOL DOWN PERIOD--ABOUT 5 MINUTES. STOPPING HEAVY EXERCISE SUDDENLY CAN MAKE YOU DIZZY, EVEN FAINT. SO TAPER OFF WITH A COOL DOWN EXERCISE-- ONE OF THE BEST IS WALKING.

WEBELOS ACTIVITY BADGES

ATHLETE

HOW TO FIGURE YOUR HEART RATE

First, subtract your age from 220. Multiply the answer by 70 percent. The result gives you a safe heart rate for exercising. In order to check the number of times your heart is beating in a minute--find the pulse in your wrist or your neck. Count the number of pulses in 6 seconds, and multiply that number by 10. That gives you the number of pulses per minute.

If it's higher than it's supposed to be, simply slow down!

MEDICAL QUESTIONS

1. Do you ever get pains or pressure in your chest when you work or play hard? Do these pains stop when you rest?
2. Do you get chest pains when you climb stairs, walk against a cold wind, or do heavy physical or emotional activity?
3. Does your heart ever beat unevenly or irregularly or seem to flutter or skip beats?
4. Do you have sudden bursts of rapid heart action or periods of very slow heart action without any reason?
5. Do you regularly take medicine prescribed by a doctor?
6. Do you have breathing problems such as emphysema, asthma, wheezing or chronic bronchitis? Do you sometimes have any unusual breathlessness or fatigue that is more than that experienced by others during the same activity?
7. Do you have arthritis, rheumatism, gout, or another condition affecting your joints?
8. Do you have orthopedic problems affecting your feet, ankles, knees, or hips that cause pain or limit your motion in any way?
9. Do you have a bad neck, a sacroiliac or a disc problem?
10. Do you have a cardiac condition that might affect an exercise program?
11. Does your family have a history of high blood pressure (hypertension), overweight (by more than 30 percent), diabetes, high blood-fat levels, or heart disease?

Get the boys parents to help him answer these questions. If their answer to any of them is "yes", have them check with their doctor before starting a fitness program. Remember, an ounce of prevention is worth a pound of cure!

WEBELOS ACTIVITY BADGES



The Citizen Activity Badge relates directly to developing citizens, one of the prime purposes of Cub Scouting and the Boy Scouts of America. How much importance does the Boy Scouts of America attach to Citizenship?

One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship.

The one required Activity Badge for the Arrow of Light, Cub Scouting's highest award, is the Citizen Badge.

One of the three aims of Scouting is "Citizenship" -- used broadly, this means the boys "relationship to others".

To become a Tenderfoot Scout a boy must earn the Citizenship Skill Award.

To become an Eagle Scout the boy must earn the Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World Merit Badges as a part of those required.

So for the boy on the road to Eagle Scout, The Citizen Activity Badge is the most important step in his Webelos year.

The appeal of this badge to the boys will be determined in a large part by the method used by the Webelos Leader in presenting it. He can make it exciting, fun, and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make a special effort in planning it.

Plan carefully so that your Webelos will get a feeling for the real meaning of citizenship without spending a lot of time in study. One of the best ways to stress the meaning of citizenship is by practicing a Good Turn.

Although doing a Good Turn is one of the optional requirements for the Citizen badge, it should be almost a MUST for every boy. This is because the Good Turn is not merely a way to earn a badge; rather it is a "requirement" for a GOOD SCOUT. During the dens work toward the Citizen badge, plan at least one DEN Good Turn and encourage each member to look for his personal Good Turn. If necessary eliminate a regular den meeting to do it. Your Webelos Scouts will learn more about participating citizenship by contributing to the public good than they could at a formal meeting.

Help your Webelos to set up their own logbooks to record what they have learned, this should contain notes (or thoughts) on what they learned as they worked on the badge. Their ideas on what it means to them to be a citizen, and the items required by the badge.

WEBELOS ACTIVITY BADGES

CITIZEN

You could accomplish some of the requirements by discussion-type den meetings. Be sure every Webelos Scout has a chance to express his ideas, but do not force any of them to participate against their will. Some of them will be shy about expressing themselves and may take longer to participate than the others. Treat the boys' thoughts with respect, do not permit the other members of the den to ridicule the ideas of the other den members.

THE RIGHTS AND DUTIES OF A CITIZEN

Your RIGHTS as a Citizen

Every American citizen enjoys certain rights set forth in the Constitution and protected by law. These individual liberties distinguish our free society from the totalitarian systems.

Your rights under law include:

- The right to equal protection of laws and equal justice in the courts.
- The right to be free from arbitrary search or arrest.
- The right to equal education and economic opportunity.
- The right to choose public officials in free elections.
- The right to own property.
- The right of free speech, press and assembly.
- The right to attend the church of your choice.
- The right to have legal counsel of your choice and a prompt trial if accused of a crime.

Your DUTIES as a Citizen

With your rights as a Citizen go individual responsibility. Every American shares them.

Your duties as a citizen include:

- The duty to obey the laws.
- The duty to respect the rights of others.
- The duty to inform yourself on the issues of government and community welfare.
- The duty to serve on juries, if called.
- The duty to vote in elections.
- The duty to serve and defend your country.
- The duty to assist agencies of law enforcement.
- The duty to practice and teach the principles of good citizenship in your home.

Adult Americans have long seen 'law' as a synonym for 'justice'. Youth see 'justice' as being fair play. Too often young people seem to think that 'law' is not always on the side of fair play. Our Webelos Scouts have been exposed to terms such as 'pig', 'fuzz', and other uncomplimentary words as describing law and order. We have an opportunity through the Citizen Activity Badge to teach them respect for law and authority.

SOME IDEAS ON THE SUBJECT OF COMMUNICATION:

telephone
 newspapers
 magazines
 books
 television
 telegrams
 mail
 radio
 computers
 movies
 tape recordings
 records
 satalite
 Citizen Band radios
 intercom systems
 walky-talkies
 cable systems
 Morris Code
 semaphore
 Sign Language
 special equipment for the handicapped
 cave drawings
 Indian signs and signals
 NATO signs and symbols
 road signs
 signals, lights, and gages in/on your automobile
 railroading signs, symbols, lights and horns
 aircraft lights
 boating lights and horns
 computer languages
 doorbell
 some refrigerators, microwaves and dishwashers communicate
 washing machines and clothes dryers
 loud speaker system
 school bell
 fire trucks, ambulances and police cars
 road flares and emergency lights
 Army flares and colored smoke grenades
 Armed Forces FM radios and special crypto equipment
 body language
 pets sometimes communicate
 fire alarms and smoke detectors
 burgler alarms
 cash registers
 braille books
 posters
 word-of-mouth
 flyers
 messages
 shaking hands

WEBELOS ACTIVITY BADGES

COMMUNICATOR

POPULAR CB TERMS:

10-4	affirmative, yes, O.K.
10-5	relay message
10-10	standing by
10-13	request for road or weather conditions
10-20	location
10-33	accident, emergency
10-36	time check
10-37	wrecker needed at
10-77	negative contact
Super Slab	name of interstate or 4-lane highway
Portable Parking Lot	automobile carrier
Front Door	lead vehicle of a caravan
Rocking Chair	middle of caravan
Back Door	last vehicle of a caravan
Smokey or Bear	police officer
Plain Wrapper	unmarked police car
County Mouny	sheriff's officer
4-wheeler	passenger car
Pick-em-up	pick up truck
18-wheeler	semi-truck
Modulating	talking
Negatory	no, none, negative
Piggy Bank	toll station
Handle	name, nickname
Flip Flop	return trip
Taking Pictures	radar in operation
Giving Green Stamps	passing out tickets
Breaker	Calling on station
Good Buddy	friendly greeting to other CB'ers

MORSE CODE

This code of dots and dashes was invented by Samuel Morse in 1835 for use in telegraphing by electricity. It can be sent by flag, by light or mirror, sound (bugle or whistle), or ham radio.

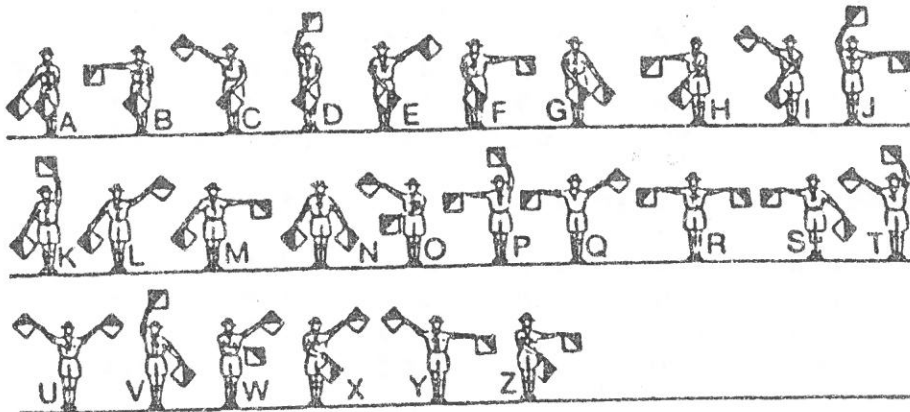
A	. - -	K	- . - -	U	. . - -
B	- . . .	L	. - . .	V	. . . -
C	- . - .	M	- -	W	. - - -
D	- . .	N	- .	X	- . . -
E	.	O	- - -	Y	- . - -
F	. . - .	P	. - - .	Z	- - . .
G	- - .	Q	- - . -		
H	R	. . - .		
I	. .	S		
J	. - - -	T	-		
1	. - - - -	6	-		
2	. . - - -	7	- - . . .		
3	. . . - -	8	- - - . .		
4 -	9	- - - - .		
5	0	- - - - -		

WIG-WAG CODE

This is the wig-wag system. A skilled signalman can send Morse in this way very rapidly, even as many as 10 to 15 words a minute.



MODERN SEMAPHORE CODE WITH HAND FLAGS



BRAILLE

Blind people throughout the world can read and write by using the braille system. It was invented in 1824 by a blind Frenchman, Louis Braille.

Braille is a system of raised dots for touch reading and writing. The system is based on an arrangement of six dots. Each such arrangement is called a braille cell.

- | | | |
|-----|-----|---|
| 1 * | * 4 | To aid in identifying the positions of the dots in each braille cell, Louis Braille numbered the dot positions 1-2-3 downward on the left, and 4-5-6 downward on the right. |
| 2 * | * 5 | |
| 3 * | * 6 | |

WEBELOS ACTIVITY BADGES

COMMUNICATOR

BRAILLE - (cont'd)

* .	* .	**	**	* .	**	**	* .	. *	. *
. .	* *	. *	* .	**	**	* .	**
.
a	b	c	d	e	f	g	h	i	j
1	2	3	4	5	6	7	8	9	0

LINE 1, consisting of the first 10 letters of the alphabet is formed with dots 1, 2, 3, 4, 5 of the braille cell. These symbols also make the numbers.

* .	* .	**	**	* .	**	**	* .	. *	. *
. .	* *	. *	* .	**	**	* .	**
* .	* .	* .	* .	* .	* .	* .	* .	* .	* .
k	l	m	n	o	p	q	r	s	t

LINE 2 adds dot 3 to each of the characters of line 1.

* .	* .	**	**	* .	**	**	* .	. *	. *
. .	* *	. *	* .	**	**	* .	**
**	**	**	**	**	**	**	**	**	**
u	v	x	y	z	and	for	of	the	with

LINE 3 adds dots 3 and 6 to each of the characters in line 1.

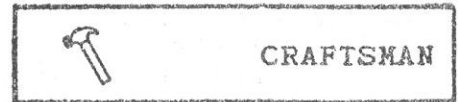
* .	* .	**	**	* .	**	**	* .	. *	. *
. .	* *	. *	* .	**	**	* .	**
. *	. *	. *	. *	. *	. *	. *	. *	. *	. *
ch	gh	sh	th	wh	ed	er	ou	ow	w

LINE 4 adds dot 6 to each of the characters of line 1.

.
* .	* .	**	**	* .	**	**	* .	. *	. *
. .	* *	. *	* .	**	**	* .	**
,	;	:	.	en	!	()	"/?	in	"

LINE 5 uses dots 2, 3, 4, 5, 6. These are mostly punctuation characters.

WEBELOS ACTIVITY BADGES



Webelos who have spent a year or two in a Cub Scout den before graduating into the Webelos den will have had some experience in craft work. Chances are they will have already worked with simple woodworking tools, but most of them probably will not have done much in leather or tin craft. This is an excellent opportunity for a boy to gain some knowledge in these skills.

Whatever their experience, however, make sure they know how to handle the tools you will use safely before you start on any project for the Craftsman Badge. It is recommended that you stress tool use and safety at your first meeting.

To earn the badge, the boy must complete 10 craft projects. They can be quite simple. It would be hard to complete all of the projects for this badge during den meetings, and it would delay you from starting on other badges. Start the projects at your den meetings and let your Webelos Scouts complete the work at home with his dad.

This is an opportunity to involve other dads. One might agree to demonstrate tool care and safety, others could show how to use specific tools.

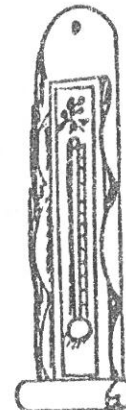
As the Webelos Leader your job is to help your Scouts select and plan projects that are consistent with their abilities and interests. Help the boys develop confidence in their abilities by encouraging them to use their talents and skills for more advanced handicraft items when they are ready. Encourage each boy to do his best. Watch for signs of discouragement. Help when you are needed, using words first. Don't do the work for the boys. It's their project, not yours. Remember, it isn't as important what the boy does to the wood as what the wood does to the boy.

To supplement the Webelos Scout Book you will find "Crafts for Cub Scouts" helpful for ideas, techniques and designs. There is a special section on Tin Can Craft and Leathercraft. This is an "or" requirement and you will find it easier to decide at the first meeting which two types of crafts the den will work on.

TIN PROJECTS

Thermometer Holder

You need a medium-sized can and a cheap thermometer mounted on wood. Enlarge the pattern to fit the thermometer. Trace the pattern on a tin plate and cut out with shears. Smooth edges with file and emery paper. Paint as desired. Bend sides as shown. Make bottom roll using a pencil or dowel stick. Punch hole at top for hanger nail and file the burr. Mount thermometer with two small screws from rear of holder.



WEBELOS ACTIVITY BADGES

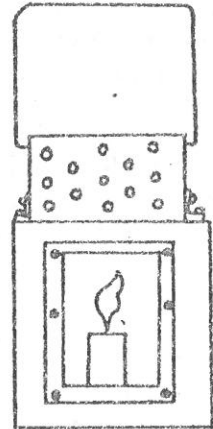
CRAFTSMAN

Camping Lantern

Materials:

- 1 large juice can
- 1 Family-sized tuna can
- 2 clear plastic sheets 4"x4-1/2"
- 14 small metal screws
- 2 pieces of scrap tin (from cut-out)
1/2"x1-3/4" long
- 1 piece clothes hanger wire

Instructions: Drill 1/4" holes in tuna can. Drill 2-1/8" holes for wire handle. Pre-drill plastic for metal screws. Cut hole in juice can with tin snips 1/2" smaller than plastic. Locate plastic on can with punch. Attach with metal screws. Attach tuna can with metal strips and screws. Paint any color.

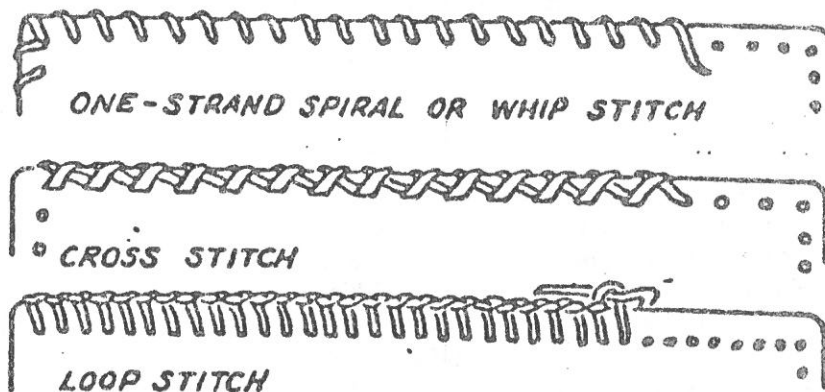


LEATHERCRAFT

Stitching or Lacing

1. Punch holes (approx. 3/32 dia.), 3/16 to 1/4 inches apart. Be sure to line up on all pieces to be stitched.
2. Put fine strip of glue between the edge and holes, glue together.
3. Select style of lacing and lace as shown.

NOTE: One strand spiral requires approximately 2-1/2 times the distance around the item to be laced. Cross stitch or loop stitch requires 5 times the distance around the item.



Binding Your Boys' Life

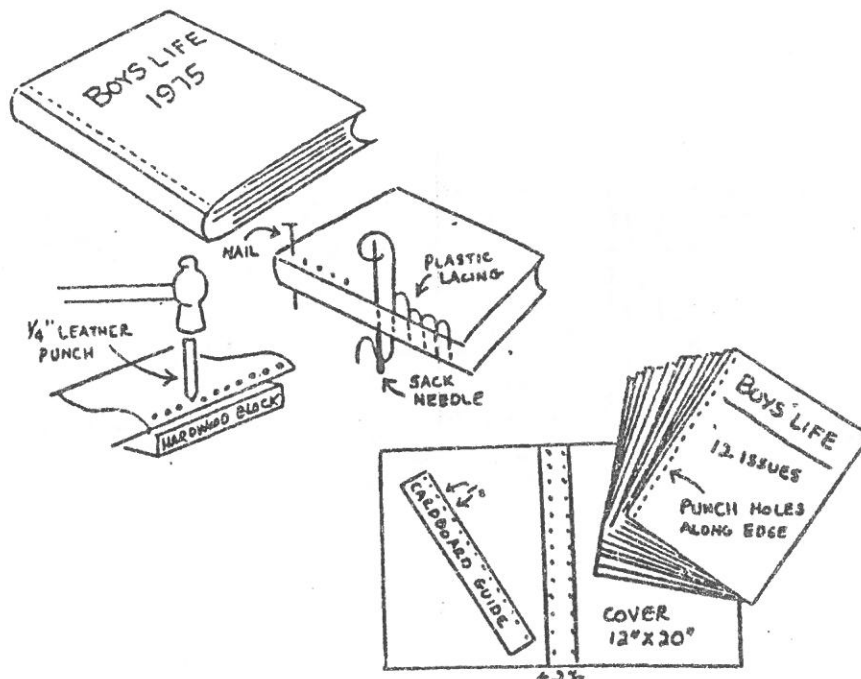
Binding your Boys' Life magazines is as easy as lacing up your hiking boots, and almost as quick. The idea is to bind 12 issues into a single book to preserve your magazines.

A hammer, a 1/4" leather punch and a sack needle are the tools you need. Punch a row of 12 holes along the back edge of each magazine, one inch apart and 1/4" from the edge. Place a hardwood block under the magazine while driving the punch thru. A cardboard gauge marks the holes evenly.

The book cover is made of heavy imitation leather upholstery material. A piece 12"x 20" is needed. This is a little too large, but it is trimmed down later. Two rows of holes are punched down the center of the cover and spaced two inches apart, center to center. Use the same cardboard guide to make these holes.

A six-foot length of plastic lacing is used to lace the back of the book. Run half the length of the lacing through the bottom hole. Using the sack needle, run both ends through the next hole (one from the top, one from the bottom) so that each end comes out on the opposite side of the book. A nail run through the top hole will keep everything lined up. Keep the lacing pulled tight and continue to the top hole. Tie the lacing at the back side of the book with a square knot. Snip off the ends. Now, trim the cover off, leaving a quarter of an inch projecting all around.

Boys' Life can be traced directly from the magazine and put on the leather cover with carbon paper. Also put the year on the cover. Paint in lettering with lacquer and a small brush.



WEBELOS ACTIVITY BADGES

CRAFTSMAN

WOODWORKING

Tool Box

Materials:

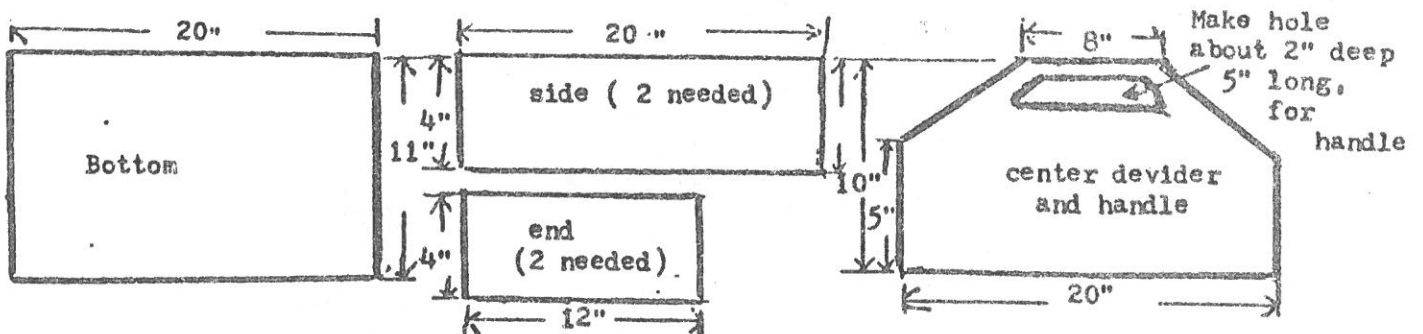
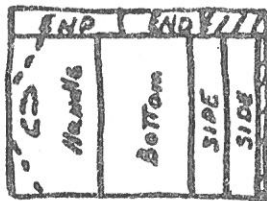
- 1/2" plywood 24"x 30"
- Nails
- Paint



Instructions:

1. Layout pieces needed on your plywood, cut out, drill holes and cut out handle.
2. Nail sides to bottom (be sure edges are flush).
3. Nail ends to bottom and sides.
4. Sand exposed edges and handle.
5. Center and nail handle in position.

NOTE: Should you wish to use heavier wood for the bottom or the entire box, be sure to adjust end dimensions to allow for greater thickness of boards.



WEBELOS ACTIVITY BADGES



One of the purposes of the Cub Scout program is to "foster a sense of personal achievement by developing new interests and skills". The Engineer Activity Badge, along with several other badges, accomplishes this in many ways. Engineering is one of the most exacting professions and the Activity Badge includes projects that will provide some insight into some types of engineering.

Before you begin your meetings, find out if any of your Webelos dads are engineers. Ask them to help in this activity even if you are an engineer yourself. Using the Webelos Scout Book, work with the dads in planning where they can be the most helpful in the program. You can also get a good deal of input if you take time to discuss the badge with your Webelos... Find out their interests and which activities or projects they would like to do.

As you prepare to work on this badge, keep in mind that the engineer's job is to apply the laws of physics and chemistry to the solutions of problems of construction, industry and other works of man.

CONSTRUCTION SITES

Visiting large construction sites is dangerous and in most instances hard hats are required. Always contact the contractor at his office and ask. Do not feel bad if you get turned down. The contractors' insurance may not cover visiting groups as he might be doing some particularly hazardous job that week.

It might be a better idea to contact a house builder and follow the various stages from a lot survey through to the completion of the house. OSHA regulations may require hard hats for each visitor.

SURVEYS

All land surveys tie into a "bench mark". The bench mark is a bronze disc about 2 inches in diameter with the location and elevation of the spot. These bench marks were established by the Geodetic Survey Office on some of the earlier surveys through the U.S. Since the railroads were some of the first construction on U.S. land grants, bench marks can generally be found along the railroad. The city engineer will be able to tell you where the bench marks are located within your area.

BRIDGES

Within our area are the many types of bridges and it may be well to plan a tour. The type of bridge is usually determined by its usage and span. In many cases a bridge of several different types could be used so the bridge designer must calculate what bridge would meet the requirements at the least cost.

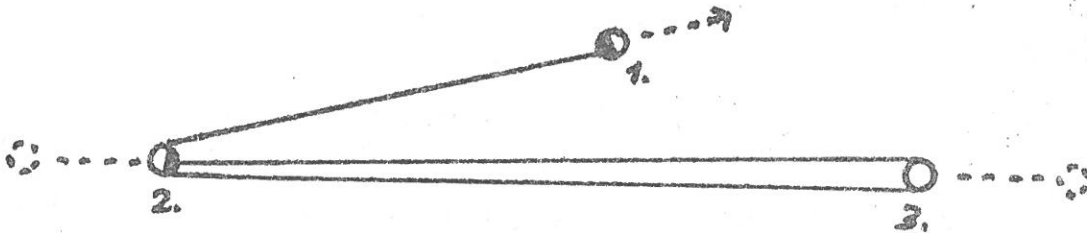
WEBELOS ACTIVITY BADGES

ENGINEER

BLOCK AND TACKLE

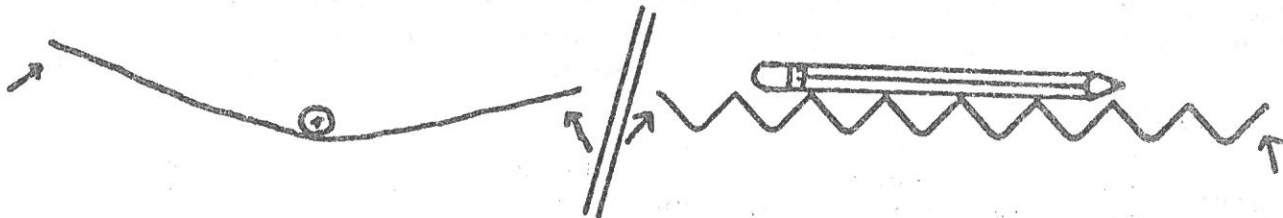
The block and tackle is a device used to increase lifting or moving advantage or changing directions. The total amount of work using block and tackle is never more than the work applied to the running end (loose end). The force applied at the load end is multiplied by the number of moving ropes but the distance moved is divided by the number of moving ropes.

Three 1-foot long dowels of approx. 1" dia. and a clothesline can be used to demonstrate the increase in pulling power gained by use of block and tackle. Tie the line to two of the sticks. Wrap it around the third stick and back around the second stick. Have two of your larger Webelos grasp stick three and two and the smallest Webelos grasp stick number one (the running end). The smallest boy will be able to pull the two larger boys together no matter how hard the bigger boys try to hold back. You may want to put two round pieces of cardboard on each stick to protect the boys' hands from the moving rope.



FOLDED PLATE ENGINEERING PRINCIPLE

To demonstrate the folded plate principle, hold a sheet of paper at the ends. the weight of a pencil will cause the paper to bow at the center. Take the same sheet of paper and fold it one inch from the end, turn sheet over and fold back one inch. Keep doing this until the sheet is all folded up. Let the paper out with the folds at approx. 45% angles from each other and support the paper at each end again. Now the pencil is supported easily without the paper bowing.





With this particular Activity Badge the Webelos Scout is told to ask an adult member of his family to initial the scorecard when he has completed a requirement. This is not to say that some portions of the badge could not be done at a den meeting to get the boy interested in completing these badge requirements.

The Family Member Activity Badge is one of those which has most of the same requirements which a Boy Scout Skill Award has. You will want to take time to make sure that the Webelos Scout understands this and by doing so the boy will probably have an added interest in this badge.

WASHING AND DRYING CLOTHES

Learning how to operate a washer and dryer is only half the battle in the war for clean clothes. Much more is needed to be known about dirty laundry than just the operation of a few knobs or switches on a washing machine. Here are some ideas;

Clothes need to be sorted before being placed into the machine. You will want to sort them according to color, permanent press vs. non-permanent press, weight, and lint producing vs. non-lint producing articles. Lint is a good reason to wash all towels together rather than putting them in the machine with other clothes which attract lint.

Some articles of clothing need to be washed on a delicate cycle. For an example, lingerie and sweaters.

100% cotton material should not be washed in hot water because of the shrinkage factor. Also if permanent press is washed in hot water it could loose its permanent press factor.

Some clothes should be hung-up to dry, such as nylons and silks. Sweaters should be laid flat to dry to reduce wrinkles and to maintain size.

Stains can usually be taken care of if they are treated before the stain is set through washing and drying. Any good stain remover should be applied to the stain and rubbed in before the clothes are put into the machine. Care must be taken to find these stains prior to washing.

As you can see, there is alot to know about doing laundry. Credit should be given to the individuals who are responsible in the home for this tough and unrewarding job.

As Scout Leaders we should be responsive to the family involvment that this Activity Badge can produce and use this opportunity to help not only the boy and his family, but to respond to one of the goals of the Cub Scouting Movement.

WEBELOS ACTIVITY BADGES



Scientists have found that most boys of Webelos age spend about 90% of their time just sitting. Sitting in school, sitting and watching TV, eating, doing homework, playing a game, whatever. One result of all this sitting is that there are a lot of boys in this age group who are obese. That means that they are fat. And fat is bad news. Too much fat in the body means there's too much fat in the circulatory system --and that can lead to heart disease and other problems. The sooner a boy gets on a fitness program and the right diet--the better off he will be. He will feel better, look better, think clearer, and be more energetic. And if he keeps a good fitness program going into his adult years, he will still be fit when he is a grandfather. Fitness is fun, but it's not a game, so he won't have to worry about losing. When you're fit, you're always a winner!

HOW FIT AM I?

Use this comparison chart to find your standing among others of Webelos age boys. National percentile rank is shown at left. If your percentile is 80, you rank above 80% of others of your age and below the top 20%. Do the best you can do to achieve a score of 100%.

<u>Percentile</u>	<u>Pullups</u>	<u>Situps</u>	<u>Shuttle Run*</u>	<u>Standing Long Jump</u>	<u>50-yd Dash</u>	<u>1-mile Run</u>
100	19	70	9.2	6'5"	7.0	6:25
95	9	47	10.0	6'	7.3	6:56
90	7	44	10.2	5'10"	7.5	7:26
85	5	42	10.4	5'8"	7.7	7:40
80	4	40	10.5	5'6"	7.8	7:57
75	3	38	10.6	5'3"	7.8	8:10
70	3	36	10.7	5'3"	7.9	8:23
65	2	36	10.8	5'1"	8.0	8:34
60	2	35	11.0	5'1"	8.0	8:49
55	1	33	11.0	5'	8.1	9:03
50	1	31	11.2	4'11"	8.2	9:19
45	1	30	11.5	4'10"	8.4	9:34
40	1	29	11.5	4'9"	8.6	9:45
35	1	28	11.7	4'8"	8.6	10:10
30	0	27	11.9	4'7"	8.8	10:38
25	0	25	12.0	4'6"	8.8	11:05
20	0	23	12.2	4'5"	9.0	11:31
15	0	21	12.5	4'2"	9.2	12:11
10	0	19	13.0	4'	9.5	
5	0	13	13.1	3'10"	9.9	14:28
0	0	2	17.0	3'1"	11.0	

*Shuttle Run: Equipment; 2 blocks of wood, 2"x 2" x 4", and a stopwatch. How To Do It; Two parallel lines are marked on the floor 30 feet apart. A regulation volleyball court serves as a suitable area. Place the blocks of wood behind one of the lines marked on the floor. You start behind the other line. On the signal "Go", run to the blocks and bring them back to the finish line, one block at a time. Allow two trials with a rest in between, scoring the better of the two.

PROPER NOURISHMENT

Food

The food you eat should do three things:

- It should build your body and keep it in repair. Protein and minerals in meat, fish, eggs, and milk products will do this.
- It should give your inside organs--liver, spleen, intestines, and others--what they need to run smoothly. Vitamins and minerals in citrus fruits and vegetables, and protein and bulk in other foods work together to do this.
- It should provide fuel for the energy you need for what you do. And it must give you warmth on cool days. Bread and cereals, fats and oil take care of this. There is some fuel in everything you eat.

The four basic food groups form the basis for a balanced diet. They have all the foodstuffs, vitamin, and minerals that are needed for good health. They can be put together in millions of variations.

Water

Besides solid nourishment and milk, you need plenty of water during the day. Water is needed to digest food. It carries away waste through the kidneys. Water regulates the heat of the body when you sweat.

FOUR BASIC FOOD GROUPS

Milk Group - Milk, cheese, ice cream, yogurt.
(Every day)

Meat Group - Meat, fish, poultry, dried peas, beans, lentils
(Two or more servings a day)

Eggs
(At least four or five a week)

Vegetable/Fruit Group - Citrus fruits and tomatoes
(At least one serving a day)

Leafy green and yellow vegetables
(At least one serving a day)

Other vegetables and fruits
(Two or more servings a day)

Bread/Cereal Group - Bread or cereals
(At every meal)

WEBELOS ACTIVITY BADGES

FORESTER



Learning to know the trees that live and grow in our midst can be exciting. Life means more when we have an awareness of and an appreciation for things about us. If we can develop this in our Webelos, we will be giving them something of lasting value. A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking of trees for harvesting. He is interested in woodland conservation and learns how to preserve and protect them from fire and disease.

Webelos Scouts working on their Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark, and types of wood as well as how they grow.

Many of our Webelos look at trees and think of them as useful only for supplying wood or perhaps for climbing. Thousands of things come from trees--things like rayon, camera film, fruit, nuts, paper, maple sugar. Ash and Hickory are used for baseball bats and other sporting equipment. Another very important value of trees is the aesthetic. Our world would not be nearly as interesting if there were no trees. Think of the beauty we would be missing.

A few things about trees your Webelos might find interesting...

Tree leaves, like snowflakes and fingerprints, are individuals, no two leaves are exactly alike.

Leaves are arranged on trees to catch every available ray of sunlight. The leaves from a large maple tree spread on the ground would cover half an acre.

Mature trees are placed in three general size categories: Small - 10 to 30 feet high, such as dogwood; Medium - 30 to 70 feet high, such as the spon and horse chestnut; and Large - over 70 feet high, like the beech and red oak.

FOREST FIRES

Life is short. Forest animals don't need us to make it shorter. Their lives are in our hands. When the trees and grass grow dry as tinder, don't be the one to leave burning embers after a campfire.

Even "contained" fires can get out of hand and grow like fury. A few smoldering twigs can become a raging blaze. A single careless act can turn the forest world into a wholesale horror. Fire destroys burrows, nests, seeds, roots, hunting territories, mating grounds and life.

It takes no more than one fool to start a fire. It often takes an army of cool heads to put one out. Man is responsible for over half of all forest fires, and about 1/3 of them are set on purpose. People who use the woods for recreation are responsible for 1/3 of all forest fires each year. Lightning causes many forest fires, too, but when it strikes - whamo! - it often happens on the top of a hill, where the temperature is cooler, the fuel is sparse, and the flames are more easily spotted. Animals caught in a forest fire can't outrun the flames.

Three kinds of fires can destroy the forest:

1. SURFACE FIRE

A surface fire burns along the forest floor. It is usually slow-moving and close to the ground, but it can spread fast. It kills the small trees and either kills or permanently damages larger trees. Most fires are of this type.

2. GROUND FIRE

A ground fire burns on or below the forest floor. These are often started by lightning. They move slowly, and can often go undetected for weeks. They are hard to put out. The heat they create beneath the ground destroys the trees' roots and any chance for life.

3. CROWN FIRE

A crown fire moves faster than most people can run. These are often started as surface fires, and are blown by winds into tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees 'topping out' in this way is doomed.

A fire has to be fed or it dies. If you want to kill one fast, cut off its supplies: (1)heat, (2)fuel, (3)air. The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil), weather (wind, moisture, and temperature), and slope.

MAKE A DIAMETER AND CRUISING STICK

Foresters use cruising sticks to measure a tree's height and a special tape to measure its diameter.

Cruising Stick

1. Glue a strip of paper to one side of a yard stick.
2. Begin at one end and make marks 6.17 inches apart.
3. Label the first mark one, the second two, and so on.

WEBELOS ACTIVITY BADGES

FORESTER

4. To measure the tree, stand 66 feet from it, hold the yardstick out vertically at arms reach (25") from your eyes. (Number one near the top.) Slide the stick up or down to line up the end with the top of the tree. Without moving your head, sight to the bottom of the tree (be sure stick is still vertical) and see the place on the stick where your line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. (Example: If the figure is three, there are 3 16-foot lengths and the tree is 48 feet high.)

Diameter Tape

1. Cut a strip of flexible material about 1" wide and 45" long.
2. Start at the left end of the tape and make a line every 3.14 inches. Number these marks (left to right) from 1 up. Each mark is equal to one inch diameter of the tree.
3. To measure the diameter, wrap the tape around the tree about 4-1/2 feet from the ground. Be sure you are straight horizontally. The diameter of the tree in inches will be the mark nearest where the tape overlap the zero end.

COLLECTING LEAVES

There are several ways to record the appearance of a leaf...either by preserving the leaf itself or making a print in some form. Some ways are as follows:

1. WAX PAPER - Place a cloth on a flat surface. Lay a piece of wax paper large enough to trim to a size you want to keep your collection. Put the leaves and a slip of paper identifying the leaf in the position you want it. Add another piece of wax paper the same size as the first on top. Cover with a cloth and press with a moderately heated iron until the two pieces of wax paper are fused together. Trim to a uniform size.
2. SPATTER PRINT - Cover the table with newspapers. Place a sheet of construction paper on the table. Arrange your leaves on the paper. Cover the paper and leaves with a piece of window screen. Pin leaves in position and using a stiff bristled (old toothbrush) brush spatter watercolors over the surface by dipping in color and rubbing across the screen. Lift screen...dry, remove leaves.
3. CRAYON PAINT - Place a piece of bond paper over the leaf you want to copy, vein side up. Rub over surface of paper with the side of a crayon until the impression of the leaf is indicated on the paper. You could mount this on a piece of colored board for display.

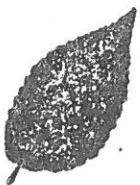
4. **RUB PRINT** - Rub the bottom (rib side) of a leaf with a piece of cotton containing colored chalk. When leaf is covered, lay on a smooth surface and place a piece of paper over it. Rub firmly with a roller or a piece of cotton. Be careful not to shift the leaf. Lift paper from leaf, spray with fixative.
5. **PLASTER CAST** - Mix plaster of paris to a consistency of heavy cream, pour into a shallow pan or dish (try a plastic coated paper plate or the plastic lid of a 2 lb. coffee can or shortening can.) Grease the bottom (rib side) of a leaf. Place in the wet plaster, press lightly and evenly into plaster. Insert a small eyehook at the top and let dry. Remove leaf and paint with water colors if you wish.

KNOW YOUR TREES

If you want to become expert in identifying tree, learn to look for seven features in each tree you see. Trees growing in the wild are of many different ages and young saplings sometimes do not look much like the fully developed tree. That's when the seven identification points become useful.

Look first of all at the shape of the tree and its general size. Next examine the shape of its leaves and the way they are placed on the stem. What kind of veins and what sort of texture do the leaves have? If it is blooming, note the shape, color and size of the blossoms. After the blossoms have gone, you may see the fruit which contains the seeds of the tree. Look at these carefully, for they are good clues. The twigs, likewise, with their color and other markings, are useful for identification, especially in winter. The shape of the buds, their position on the twig, their size, smell and texture are important. The bark is also a clue.

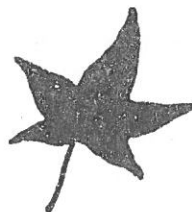
FOUR COMMON KINDS OF LEAVES



Simple



Compound



Simple Palmate



Palmate Compound

WEBELOS ACTIVITY BADGES

GEOLOGIST



Most boys, at one time or another, have a rock collection of some sort. Some of them may be surprised to learn that the study of Geology deals with rocks, and it can be fun. The "Webelos Scout Book" contains information on volcanoes, geysers, and the formation of mountains so that the boys will acquire a fairly good knowledge with only a little assistance.

Your Webelos Scouts probably know a little about geology already. They may have had some work in "earth science" in school. Most of it will have been "book learning". For a change of pace, get at the real excitement of geology. It begins out under the open sky where the geologist looks for rocks and minerals. Scouting begins there, too. For this reason, encourage your Webelos to get specimens that are required for the badge out in the field. Arrange a hike to a likely spot for minerals, rocks and fossils. Arrange for a "rock hound" or professional geologist to accompany the den and aid in identifying specimens and to tell how rocks were formed.

Webelos Scouts are not going to become geologists in a month, or a year. They can, however, learn in a very short time a good deal about rocks and minerals and about some of geology's contributions to modern life. While working on the badge, the Webelos will develop an increasing awareness of the outdoors, they will learn how the earth was formed, how rocks and minerals are used and how a Geologist works. They will have an opportunity to see the wonders of our earth.

MAKE A VOLCANO

Materials:

- 12-inch square board
- aluminum foil
- a coat hanger (cut in half)
- newspaper
- ammonium dichromate (from a druggist)
- a 1-piece jar lid
- paper toweling
- wallpaper paste

Directions:

Stick the ends of the wire in holes in the board diagonally. Fill under the wires with aluminum foil wadded to give a base for the paper-mache. Cover with several layers of newspaper strips (coated with wallpaper paste) and glue the jar lid in the peak. Put on a few final layers using paper towel strips. Allow to dry. Paint with tempera or enamel.

To make your volcano erupt, place about 1 teaspoon of ammonium dichromate in the jar lid. Light with a match and watch the action. (This is safe to use indoors and is very impressive when the room is dark.) (cont'd next page)

If you use chicken wire for the base of your volcano (instead of foil) and leave the jar lid out or lower it into the crater, you can use it with a red electric light bulb and drop a small piece of dry ice into the crater. This way you will see only smoke.

MAKE YOUR OWN FOSSILS

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

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

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

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

Next, mix a small amount of plaster. Stir it with a stick mixing to a consistency of thick cream, fill the mold. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell. Now compare the original shell with the plaster cast. Notice that even some of the more delicate markings on the shell have been preserved in plaster.

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

WEBELOS ACTIVITY BADGES

HANDYMAN



When we say someone is a handyman, we mean that he can do a lot of different jobs. He knows how to clean things, how to take care of a house and lawn, and how to build things.

While earning the Handyman Activity Badge, your Webelos Scouts will learn some of these skills. They will learn how to take care of a car and a bicycle. Fixing things at home and taking care of tools are also part of this badge. By working on this badge the Webelos Scout will be able to do many things that will help himself and his family.

This particular Activity Badge is one of those which the Webelos Scout is told to ask an adult member of his family to initial the scorecard when he has completed a requirement. This is not to say that some portions of the badge could not be done at a den meeting to get the boy interested in completing the other badge requirements.

CHANGING CAR LIGHT BULBS

Sooner or later every driver must change a burned-out bulb somewhere on his car. For the number of the bulb instruct the Webelos Scouts to check their car owner's manual or the base of the old bulb. Most discount store auto departments carry replacement bulbs.

Go through each step with your den to ensure that they master this Handyman skill. Be sure the car ignition switch is off. To get to the bulb, you'll probably have to unscrew the plastic lens covering it. Access to bulbs in the rear end may be made through the trunk. Often you may unscrew the entire socket.

Biggest danger comes from accidentally breaking the glass bulb and cutting yourself. For larger bulbs, use a plastic 35 mm film can to hold the old bulb as you remove it and then to replace the new one. If the bulb is small, use a thick cloth to protect your fingers.

Most car bulbs have small pins near the base that hold them in their socket. Twist the bulb a quarter turn. It should pop out. To insert a new bulb, align the pins with slots in the socket, press in, and twist a quarter of a turn. If the bulb doesn't seat, pull it out, twist the bulb a half turn, and try the pins aligned with the slots that way.

Before you replace the lens or the socket, try the light to see if it works. Often you must screw in the metal socket to its proper position on the car body to complete the electrical circuit. If all works well, replace the parts as before.

Insects play an important part in the balance of nature. Many of our song birds eat nothing but insects. Fresh water game fish feed on many kinds of insects. Insects help make our rich plant life and wildlife possible. Although at times insects are a nuisance and we hear much of new chemicals designed to destroy them this world would be a sad place without insects. We would have no apples, grapes or clover, much less cotton and fewer oranges and vegetables, for these and many other common plants depend on insects to pollinate their flowers. Some insects help to control others, and all help maintain a balance in nature.

Several kinds of insects can be captured alive, taken home in small cages or collection jars and kept quite easily. A tin can set in the ground and baited with meat or fish will make an effective beetle trap. Beetles fall in and cannot climb out. Hold an umbrella under a shrub, while you beat the branches with a stick. Insects will fall into the umbrella where they are easily captured.

Collecting Equipment:

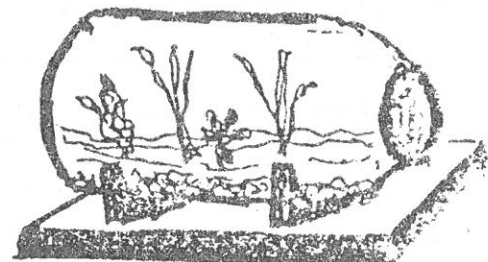
1. Net: Buy or make one from a broom handle, wire and an old nylon stocking.
2. Killing Bottle: A wide-mouthed jar with cotton in the bottom dampened with nail polish remover or ethyl acetate.
3. Tweezers: For handling insects.
4. Assorted jars and Bottles: For storing and carrying.
5. Notebook, Magnifying Glass, Pins, Dip Net, Reference Books.

MAKE A TERRARIUM

Materials:

- large jar - 1/2 or 1 gallon
- wood base (6" x 11" x 1/4")
- wood cradle pieces (2)
- (6" 1-3/4" x 3/4")

Cut wood base to size. Cut 2 cradle pieces. Curve to hold the bottom (side) of jar. Put jar on base, spread the small stones on the bottom of the jar. Add potting soil (dirt) and moisten. Plant the small plants. Close lid on jar.



- > small plants
- > potting soil
- > stones

WEBELOS ACTIVITY BADGES

NATURALIST

MAKE A NATURE TRAIL

Pick a location in a park, a farm, camp or field and layout your Nature Trail in advance. Mark each station with a number. Supply each Webelos Scout with maps of the nature trail showing them the location of each station. Also give them a score sheet such as the one below that they are to mark as they follow the trail from station to station.

Proceed to the starting point, follow your map along the trail and mark this sheet as you go.

1. Near this spot there are several animal tracks.
Identify one _____
2. Observe the effects of water erosion here. What did you see?

3. You are now standing under a tree. Identify the tree.

4. Observe this large flowering bush. Smell the flowers. Look at the leaves. Can you identify the bush?

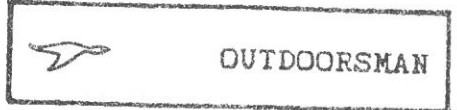
5. Near this spot is an insect home. DO NOT disturb it.
Identify the insect _____
6. Here you will find a roped off square...study it...write down all the things of nature that you see in the area.

7. Pick up a leaf or a blade of grass...toss it into the air. From which direction is the wind blowing?

8. Did you see any wildlife on the trail? List what you saw.

9. List any wild flowers that you found along the trail. DO NOT PICK ANY OF THE FLOWERS YOU SEE.

NOTE: The Naturalist Activity Badge is one of the optional badges that may be used to fulfill the requirements for the Arrow of Light.



"The bridge between the Cub Scout Program and the Scouting Program is the Webelos Den." This has been said many times...if it is true, then the foundation for the Scouting end of the bridge must be supported by the Outdoorsman Activity Badge. While working to earn this badge, the Webelos Scout will receive a preview of the fun he will find in the Scouting program. It will help your Webelos prepare for the outdoor activities that are a large part of the Scouting Program. In many cases the activity of your den, while the Webelos are working to earn this badge, will have a direct bearing on his decision to move on to the new adventures he will find in a Scout Troop.

Your activities on the Outdoorsman Activity Badge should point toward the father-son overnight campout, and guide them along the way to earning the Arrow of Light. The Outdoorsman badge is where many of the Webelos in your den will have their first experiences with many of the skills they will use as a Scout. It may be their first overnight campout with boys of their own age, working together to learn the skills of a Scout. Remember, when you plan this weekend (with the dads) it should be designed to give your Webelos just a taste of what they will be doing when they become members of a Scout Troop, not a full meal.

If you start your work on the Outdoorsman Activity Badge in the spring, instead of regular indoor den meetings you could plan to conduct your meetings at a nearby park that has designated areas for building fires. Concentrate on outdoor activities such as fire building, outdoor cooking, or hiking. The activities should give your Webelos Scouts enough rudiments of outdoor living to make them comfortable on an overnight campout with a small amount of equipment, and allow them to enjoy the experience, without trespassing on the Scout camping activity he will have in the future.

It might be fun, and a big help, if you invited a few qualified Scouts to come along with your Den Chief on the campout. They could assist you (and the dads) in demonstrating some of the Scout skills that are used in camping. This would also enable the Webelos to make some new friends from the Troop. In that way they will not be total strangers when they become Scouts.

Some of the things that your Webelos could learn are...

HOW TO CHOOSE A CAMPSITE

In preparing for a tent camping experience the first step is naturally the selection of the area that you will use to set up your camp. A few of the things you should consider are:

SOIL - Ideally the site should be on grass covered, sandy, or gravelly soil. (cont'd on next page)

WEBELOS ACTIVITY BADGES

OUTDOORSMAN

AVOID CLAY because it could present drainage problems in case of rain. LOOSE SANDY SOIL will give you sand in your meals, clothes, and tents... avoid it. Another possible problem area is the RICH, THICK AREA OF GOOD GREEN GRASS. It could indicate water filled, damp ground and loads of mosquitoes.

LOCATION - Choose an area that has shelter against winds and offers sunlight for a good part of the day. (Trees on the western and northern sides of your area will do this.) The ground should be fairly level, with a very slight slope for drainage. A source of water should be nearby. DO NOT locate on the side of a hill (a good rainfall could create many problems) or in a low spot (valley) where excessive morning dew could give you problems with dampness. Find an area that will provide several safe areas for tent sites and cooking fires for each tent. A large clear area for an evening campfire should be available.

Now that you have found your campsite, the next step is planning the layout of your camp...where should you place your tents?...Where will you hold the campfire?...Where will the cookfires be placed? These decisions will become part of:

CHOOSING A SITE FOR YOUR TENT

A tent site is the home for its occupants during the campout. It should be selected with care to ensure the Webelos enjoying their weekends.

In making the decision remember...

- DON'T - Put your tents under a tree...if it should rain, the tree will continue to rain on your tent long after the rain stops, and your tent will not dry out as fast as you wish. Branches from the tree could fall on your tent.
- DON'T - Put your tent on the side of a hill. A rain could create a group of Swimming Webelos in their tent.
- DON'T - Place the door of your tent into the wind or on the high side if your tent is not level.
- DO - Check over the ground that will be under the tent, remove any sticks, rocks or other sharp objects that will be uncomfortable for you to sleep on.
- DO - Place the location of your tent and cookfire to keep the fire a safe distance from the tent and downwind.
- DO - Place your tent with its back to the wind.

PREPARING FOR YOUR COOKFIRE

The first consideration in building any fire must be safety...check your area carefully, (many campsites have designated fire areas -- use them) and build your fire in a clear spot from which the fire cannot spread. Clear a space about 10 feet in diameter, removing all burnable material. If there is grass in the area where you will have the fire, remove it carefully and place it in a shady spot...keep it moist and replace it before you leave. Keep a bucket of water and a shovel by the fire for emergencies.

Collect the materials you need to build the fire:

TINDER - small bits and shavings of wood, twigs, dry bark from dead trees.

KINDLING - dry branches, small pieces of wood.

FUEL - larger branches, logs (split if too big), lumber.

Place the fuel and extra kindling within reach of the fire area, cover to keep dry.

TO BUILD YOUR FIRE...

1. Prepare your fire site for the type of fire you are planning to use. (Be sure to set it up to allow for the proper draft.)
2. Place your tinder in the center of the fire area.
3. Add kindling over the tinder, taking care to insure there will be air circulation.
4. Light the tinder from the windward side.
5. After the kindling has started burning - add more kindling and the larger wood (fuel). Be careful not to smother the fire.
6. Add fuel as needed.

DO NOT LEAVE THE FIRE UNATTENDED.

Webelos Leader

Outdoor Training Weekend

Blackhawk Area Council offers a training course called Webelos Leader Outdoor Training Weekend twice a year. The next course is scheduled for April 1990. Watch the council newspaper "The Blackhawk Courier" for registration information. Also consult your district training chairman.

WEBELOS ACTIVITY BADGES

READYMAN



A 'Hurry Case' is an injury or condition where first aid is needed right away - or the victim may die. Severe bleeding, stopped breathing, and stomach poisoning are three hurry cases which often cause the fourth hurry case - shock. Shock could also be caused by fear or bad news.

4 'Hurry Cases' - Bleeding
Breathing
Poisoning
Shock

You may want to also teach the boys - Heart Attack
Bandages
Splints
Carries
Rescues
Drownings
Tornadoes and Floods

All of the information you need in order to teach the boys these things is located in the Boy Scout Handbook, a good reference for all good Webelos Leaders. Remember, our job is to prepare and encourage our boys to become Boy Scouts and to make their time in Cub Scouts

FUN - FUN - FUN !!!

REMEMBER - "KISMIF"

"C.A.U.S.E. Patient Care" are the key letters of the seven steps for handling first aid emergencies:

- C - take Charge
- A - Approach safely
- U - Urgent treatment
- S - Shock treatment
- E - Examine thoroughly
- P - Plan a course of action
- C - Carry out your plan

POISON PREVENTION CHECKLIST:

In General;

- Install safety latches on all cupboards containing harmful products.
- Keep all products in original containers.
- Know the names of the plants in your house. Keep them out of reach of children.
- Keep ashtrays empty and out of reach of children.
- Keep alcoholic beverages out of reach of children.

Kitchen;

- Remove household products like detergents, drain cleaners and dish soaps from under the sink.
- Remove medicines including vitamins from countertops, window sills and open areas.
- Store all household products away from food items.

Bathroom;

- Keep all medicines, cosmetics, colognes, mouthwashes, etc., out of sight and reach of children -- or lock them up.
- Remove drain and toilet bowl cleaners, etc. from under the sink.
- Flush old medicines down the toilet.

Bedroom;

- Remove medicine from the dresser or bedside table.
- Keep all perfumes, colognes, cosmetics and powders out of reach of children.

Laundry Area;

- Keep all bleaches, soaps, detergents, fabric softeners and sprays out of sight and reach of children or in a locked cupboard.

Garage/Basement;

- Keep insect sprays, weed killers and fertilizers in locked storage.
- Keep turpentine, paints and rust removers in locked storage.

Poison Control Center

toll free number:

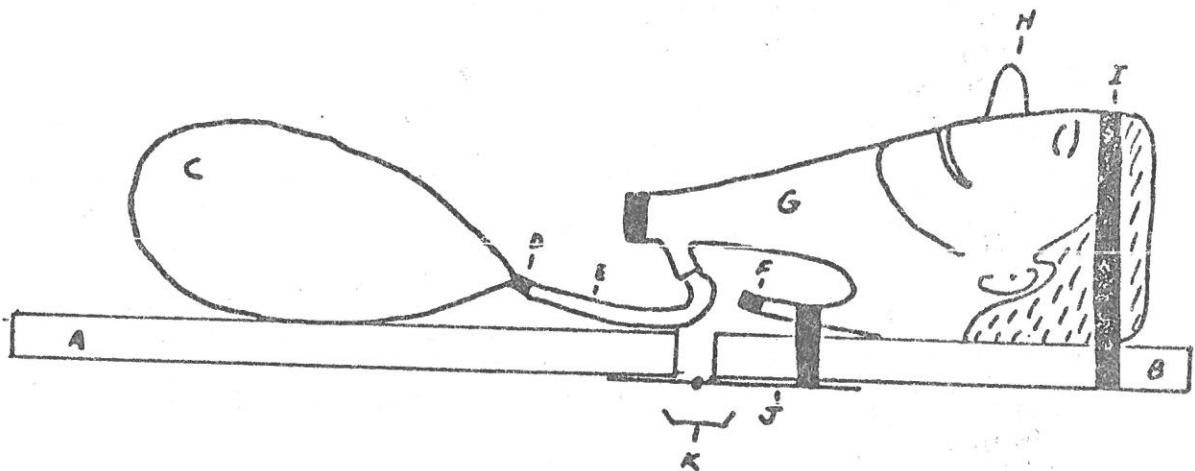
1+800+252+2022

Ask your Webelos Scouts to look up the telephone number for the poison control center in your city. Most hospitals have a special telephone number for this.

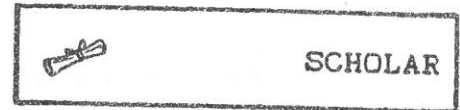
WEBELOS ACTIVITY BADGES

READYMAN

RESCUE BREATHING AID - 'BILL BLOW'



- A. (1) - Board, 3/4" x 5" x 15"
- B. (1) - Board, 3/4" x 4" x 8"
- C. (1) - Plastic Bag
- D. (1) - Small Rubberband
- E. (1) - 5/8" diameter (OD) Plastic Tube x 6" long
- F. (1) - Small Cork
- G. (1) - Half Gallon Plastic Bottle
- H. (1) - Finger Stall
- I. (1) - Large Rubberband
- J. (1) - Metal Hinge
- K. (6) - Small Wood Screws



Let's face it, a majority of Webelos-age boys may not like school. There may be one or a dozen reasons. Probably the main reason is that a boy in the 4th or 5th grade is a free spirit, doing whatever he feels like when he feels like it. School is often seen as a place of 'confinement' rather than 'learning'.

A Webelos Scout has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, Mathematics, English, History and Geography are not very high on their current list of interests.

Through the Scholar Activity Badge, we hope to encourage boys to do well in their school work, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge. The requirements are quite easy.

As a Webelos Leader you can help your Webelos Scouts on this badge in several ways. You will find the ability to listen to the boys most helpful. Give them a "pat on the back" for school accomplishments. You can influence your Webelos' thinking by your own attitude toward the badge and your opinions on the importance of education and the school system. Webelos Scouts are in the most receptive period in their lives to learning. You can guide them in establishing a good foundation and thirst for knowledge.

Here are some suggestions to help you increase the value and effectiveness of your Webelos Scouts education, which can be worked into your den program:

By keeping physically fit, the boy is more likely to get the most out of school

Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his problems and listen when he does.

Help each Webelos to live a balanced life. Studies should be counter-balanced with recreational and social activities.

Help him to make wise use of his time. Horace Mann wrote: "Lost yesterday; somewhere between sunrise and sunset; two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever."

A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He is looking to you for guidance.

(continued on next page)

WEBELOS ACTIVITY BADGES

SCHOLAR

Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education and you, as his leader, are an integral part of his growing-up process.

Albert Einstein said, "The most important method of education always has consisted of that in which the pupil was urged into actual performance." Make this happen in your Webelos den, so that the boys are doing something as often as possible and under your guidance are learning the skills which will help him get more out of life and become a better citizen

A BRIEF HISTORY OF EDUCATION

The education system in early America was of four types:

1. Apprenticeship Training - Poor children and orphans were bound as apprentices to learn a trade.
2. Elementary Schools - Many were supported by churches and similar groups. Schools were at first private, later they were supported by town taxes.
3. Secondary and higher institutions - where the emphasis was on Latin to prepare the boys for college
4. Pre-vocational Schools - that taught technical subjects. These were called Academies.

There were nine universities established in America by 1751. Harvard was the first. All except the University of Pennsylvania were founded by religious groups.

The first of many Normal Schools for teacher training was established in 1739. Massachusetts passed the first compulsory public school attendance law and Boston opened the first public high school in that same year.

America, today has a greater percentage of young people to the age of 18 attending school than any other country in the World.

BRAIN TEASER:

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

Answer: 20



A boy does not join Cub Scouts and advance to become a Webelos Scout to become a scientist, he joins to have fun. This badge like many of the others, takes an area of interest and adds that ingredient of "FUN". No doubt your Webelos are studying science in school. They have probably done some experiments in class. So the Scientist Activity Badge will not be new to them. However, since the requirements stress doing rather than reading and writing, they will find science more fun in the Webelos den than it was in school. In fact, many Webelos Leaders enjoy doing these experiments as much as the Webelos in their den. It would be wise to practice the experiments prior to doing them in your den, just to eliminate some of the surprises. Also, this will give you a chance to prepare for that question of "Mr. Webelos Leader, why did that happen?" The principles and ideas are explained as simply as possible in the "Webelos Scout Book".

Webelos can use their scientific knowledge to astound the Cub Scouts in the Pack with some of their experiments and scientific tricks using Bernoulli's Principle, Pascal's Law, atmospheric pressure, and other phenomena, which they will learn about in this activity. Learning scientific methods helps a boy develop his power of thinking.

We no longer think of electric lights, cameras, radio, television, airplanes, phonographs or automobiles as wonders. Scientific experimentation made these possible. We take them for granted, but the inventors of the modern 'necessities' were once boys like your Webelos Scouts. Who knows which of your Webelos might become a future Edison, Einstein, Carver or Bell.

When the Webelos become a part of Scouts, he will be confronted with over one hundred Merit Badges from which to choose. Although the Merit Badges will be somewhat more difficult, this badge helps bridge the gap from Cub Scouts to Boy Scouts. One of the purposes of Cub Scouting is to provide fun and exciting new things to do, and the Scientist Activity Badge does just that.

FUN EXPERIMENTS

The most universal question asked by boys is "Why?" Now you have a chance to answer with, "Let's find out." These experiments are designed to show many simple projects that your Webelos will find are "FUN".

Static Electricity

- Run a comb through your hair and then use the comb to pick up bits of paper.
- Rub a balloon on your clothes. Place it against the wall and it will stick.
- Tie a balloon to each end of a four foot piece of string. Hold the string at the center and let the balloons hang side by side. Rub both balloons against your clothes...watch them fly away from each other.

WEBELOS ACTIVITY BADGES

SCIENTIST

Hindu Thread Trick

Hold a short piece of thread on one end and with the other hand rub a pocket comb briskly over your clothes. Then, hold the comb near the free end of the thread and it will stand upright and can be made to move in weird circles.

Sound and Music

Any material that will vibrate sends out sound waves. Try these tricks: Drop an object in water and notice the waves. Sound waves travel just like these. Experiment by striking a drum, pail, glass of water, pipes and thongs. Do you hear sound better through air, water or solid? Remember when you tap rocks together while under water? Hold one end of a ruler between your teeth and the other end against the face of a clock.

Tie the end of a five-foot string to the handle of a spoon. Hold the ends of the string to the inside of each ear with your fingers. Let the spoon hang freely and strike against a chair. The loud, clear sound will surprise you. The string carries the sound better than the air.

To prove that light travels faster than sound, have your Den Chief strike a pail about a half a block away. Do you hear the sound at the same instant you see the striking motion?

Sea shells and open cylinders transmit sounds they pick up from the air. Have one of the Webelos blow across the mouth of a bottle and another bottle nearby will pick up the vibrations. Strike the prongs of a fork against a table, then hold the handle to the bone behind the ear. Repeat, but this time hold the handle between your teeth. Add water to bottles and glasses of the same size. Strike with a pencil and see what happens to the pitch as the water levels are changed.

Stick Trick

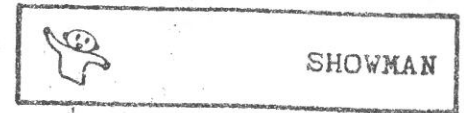
Hold a yardstick across both your index fingers, with one end of the stick protruding. Now, slide your fingers together slowly along the yardstick. Which way do you think it will fall? It won't. The stick will end up balanced on your two fingers, which meet in the middle. This shows weight affects friction, that force resists the sliding of one body over another.

Bewitched Pencils

Look through a round jar filled with water. If you stand a pencil a foot behind it, its image appears doubled in the jar. If you close your left eye, the right-hand pencil disappears, and if you close your right eye, the other goes.



Bewitched pencils



"There's No Business Like Show Business..."

PUPPETRY, MUSIC, DRAMA... Three areas of Showmanship for Webelos Scouts to delve into and further their creativity and earn another Activity Badge.

Showman is another name for that helpful Cub who is needed when the Pack is going to have a skit, play, circus or other form of group entertainment as part of the program. It is a lot of fun to 'put on a show' - to be a showman - and there are other reasons why there is a Showman Activity Badge.

Every conscientious leader of boys works to further the development of the whole boy...physically...emotionally...spiritually...and mentally, so he will be prepared to take his place as a well-adjusted member of his social group. Educational trends are so definite toward creativity that dramatics is becoming a regular part of classroom activities in most areas. The underlying theme of the creative arts is to develop richer living through a well-rounded personality. The Showman Badge offers, through its various requirements in puppetry, music and drama, the opportunity for a Webelos Scout to develop his creativity and to broaden his base of aptitude.

It is doubtful that you will produce any skilled entertainers, but the Activity Badge should help expose the Webelos Scouts to the theater and musical arts, and perhaps build self-confidence in some of them. It is bound to be 'FUN'.

You might decide to use as a theme for the Showman Activity Badge, the Cub theme of the month, so that all the entertainment at the Pack meeting will be coordinated. Then again, your Webelos Scouts may have some ideas of their own about a good theme to follow.

The Showman Activity Badge has something for every Webelos Scout. For the "ham" actor, there's drama..for the shy boy, puppetry..and for almost every Webelos, music. After working on this badge, your boys should be able to provide some good entertainment for Pack meetings or a Webelos den family night.

So...let's go, "On With The Show"

PUPPETRY

For the Webelos who want to work with puppets as their area of effort to earn the Activity Badge, remember, there are several types of puppets that they can work with.

(cont'd on next page)

WEBELOS ACTIVITY BADGES

SHOWMAN

Sock Puppet

One of the easiest to make. Slide your hand into the sock, allowing the toe to touch your fingers, bring your thumb up to grasp the sock, forming a mouth, draw on facial parts with a felt pen.

Another version that is a little more work, can be made by cutting a piece of cardboard and a piece of red felt the same size (about the size of the foot of the sock). Put the cardboard in the sock and the felt on the outside. Sew or staple the two pieces together, push in at the center to fold in to form a mouth. Sew on buttons for eyes, insert a small bead and wire behind it to make a nose. Add yarn for hair.

Paper Bag Puppet

Place a #5 or #8 paper bag, folded end up on table. Draw eyes, nose and half of the mouth on the bag bottom. Lift folded bottom and finish the mouth by connecting top half of the mouth on the side of the bag. Place hand in the bag, bend over the fold, open and close your hand to make the puppet talk.

Basic Hand Puppet

This puppet is made by sewing two pieces of white material cut to have a shape of a head, 2 arms and a body together to make a basic body. You can stuff the head area (be sure to leave space for a finger) and draw a face on it, add hair and any other decoration you want. Make simple pull over costumes to dress your puppet for its part.

Another version of this could be made by making the head area to fit a finger and use a styrofoam ball for the head.

You could also use marionettes (puppets operated with strings), finger puppets, or many other types indicated in the Webelos Scout Book.

MUSIC

The requirements for the Music area of the Showman Badge will not be a problem for most of your Webelos. Most of them have had several years of music in school and some of them are members of the band and can play some instrument.

Folk music is defined in the dictionary as music that is handed down from generation to generation among a people. It is as old as man himself. Early man probably sang folk songs keeping time by clapping his hands. Many folk songs were brought to our country by people by people who left their native lands to seek their fortune in the "new world".

Traditional folk songs are those passed on by word of mouth. A folk singer may come from many backgrounds. The American folk music is a mixture of different cultures, races and music styles. You can hear the sea chanty "Blow the Man Down", French Canadian tunes like "Alouette", Southern mountain love songs, Negro spirituals, English Ballads, Negro Blues or something as new as a John Denver Tune.

DRAMA

Drama is something that probably is not as easy for most of your Webelos. Some of them may have participated in a play in school. They may have seen a show performed by a local theater group or even a professional performance. But, the idea of writing a play will probably be new. The Webelos Scout book has information that will help them in working on writing a play. Once the story is developed and a script written you can count on the natural "ham actor" to come out in most of your stars.

HOW TO WRITE A PLAY

PLACE: Living Room, Kitchen, Bedroom, ? ? ?

TIME: Morning, Noon, Afternoon, Evening

1. BOY WANTS SOMETHING: Friendship, a gold mine, a trophy, find a lost civilization, or something else.
2. BOY STARTS TO GET IT: By canoe, plane, horseback, on foot, by using his brain, some other way.
3. OBSTACLES STOP BOY: Crocodile, native head hunters, a secret, the enemy, any other problems.
4. BOY ACHIEVES GOAL: Through an act of kindness, bravery, wisdom, magic, unexpected help, or some other way.

SHOWMAN

MAKE A MOVIE

One of the ways you can handle the play writing phase of the badge is to let your Webelos Scouts produce a movie. This should excite any boy. The main idea is to let the boy write his script, direct it, film it (if possible), and have the rest of the den act in the film.

Here is a rough outline of the necessary steps:

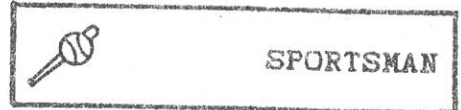
1. The type of camera used does not matter, but an explanation of its use should be given to be sure the boys understand its operation.
2. A fifty-foot reel of film will run about 3-1/2 minutes. Five seconds is the shortest time for any scene. This makes it important that there is a script and that it be carefully followed. The script should contain a play outline that tells the story and a detailed scene-by-scene outline describing the scene and time to be elapsed.

Example:	Title	Haunted House	
	Credits	John Doe, Director Bill Smith, Writer	5 seconds
		Cast...	7 seconds
	Scene 1	Front of house	5 seconds
	Scene 2	Boys sneaking up to the house...some to the door	15 seconds
		Etc., Etc...	

3. Have a 'table run' where the boys learn what they are to do and the director takes them through a first reading. This will probably be a pantomime unless you have a sound camera or are taping the sound.
4. Then comes a dress rehearsal using an unloaded camera, to check out film angles and let the 'actors' get used to their parts. Make any script changes that are needed.
5. A final dress rehearsal with all changes and as realistic as possible.
6. Shoot the film. It is best to do the story in proper scene sequence, so editing will not be necessary.
7. Have the film developed and show it at a Pack meeting.

NOTE: Although the boys will probably enjoy 'acting' in a movie, you should also consider the possibility of using puppets, cartoons, cutout figures, or any combination of these.

WEBELOS ACTIVITY BADGES



Sports are high on the list of favorites of Webelos age boys. You can be certain of instant interest by most members of your Webelos den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring and techniques for several sports so that they could meet the requirements for the Sportsman Activity Badge very easily.

But, that is not really enough. One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body". If your Webelos learn all the skills and rules involved in every sport you work with during the time you spend on the badge, and fail to get an inkling of what good sportsmanship means..then the den, and you have wasted your time.

What does good sportsmanship mean in actual practice? It means that the least skilled gets as much instruction and encouragement as the best athlete. It means that the better athletes should learn not just to tolerate the awkward boy, but learn to help a fellow Scout. It means that all boys must learn to both win and lose with grace and good sportsmanship. It means that the Webelos Scout should not take advantage of his size and experience when participating in a Pack activity with the younger Cubs. Your example and training of your Webelos should guide them in good sportsmanship.

The Scouting program is not a recreation of sports organization like Little League or various other athletic programs for youth. But, among its chief purposes is personal fitness, and we recognize that sports provide a good way to achieve fitness.

Webelos Scouting as well as Scouting and Exploring, therefore, have a place for some sporting activity. In recent years, Scouting has encouraged sports on an informal basis. This is usually no higher than Pack or Troop level. Some metropolitan Councils have found that Cub Scout Softball provides an excellent means of keeping units active during the summer, and provides a good base for a summer program. However, it must be remembered that the purpose of Scouting's involvement in a sports program is to provide fun, and help the Scout or Cub learn sportsmanship. The Webelos especially should be helped to understand that an 11 year old boy is not fair competition for an 8 year old Bobcat and he should be encouraged to move up to the Scout troop and its program.

As you begin to work on this badge, review the requirements with your Webelos and learn of their major sports interests. Plan to devote a large part of the time working with them on these sports. For the balance of the program use some of the other sports that will give them specific information they can use to complete the badge requirements.

WEBELOS ACTIVITY BADGES

SPORTSMAN

Your den meeting programs will depend on what facilities you have for sports and also, perhaps, on the season. If your den meetings are in the evenings, and you plan your Sportsman badge for fall or winter, it may be too dark to play outside. So you will have to have a big space indoors such as the school gym. On the other hand, if the den meets on Saturday mornings, you could use the school or other playground.

Another reason the time of the year may be a factor in planning your program is that the Webelos' interests will be the highest in certain sports at various times of the year. In the fall, football will be popular, in the winter, basketball, hockey, volleyball, and in the spring or summer, baseball, swimming or other outside sports.

As a Webelos Leader your major objective in this program is to conduct the den meetings in such a way that every boy in the den becomes sufficiently skilled to meet the requirements for the Sportsman Badge. Just participation in a sport is not enough. The Webelos should be able to demonstrate his skill and knowledge in his four selected sports. He should learn that, by "doing his best", he will achieve a feeling of real accomplishment.

You must also remember that the purpose of the Webelos participating in sports is to help them to learn sportsmanship and practice it in his play. Your own example will help him to achieve this understanding. Put stress on the fun of the game, not winning. When you have intra-den competitions, make up the teams so that the strength is about even. If you let the boys choose teammates, there is a good chance that most of the best players will wind up on the same team. Encourage the less skillful players. Discourage others from belittling them.

* * * SPORTS IN A WEBELOS DEN SHOULD BE FUN FOR ALL BOYS. * * *

"It is a well known fact that
the older a man gets, the faster
he could run as a boy."

Outdoor Activities



A Careful Scouter

A careful Scouter I ought to be,
A little Scout follows me.
I do not dare to go astray,
For fear he'll go the self same way.

Not once can I escape his eyes,
What ever he sees me do he tries.
Like me, he says he's going to be--
That little Scout that follows me.

I must remember as I go,
Through summer sun and winter snow.
I'm building for the years to be,
That little Scout who follows me.

Unknown

IDEAS FOR
OUTDOOR
CUB SCOUT ACTIVITIES

Prepared by
Nancy Lamps
Pack 707
Mauhnahteese District

1. Ice skating at Trailside Center - Rockford.
2. Blackhawk State Park and Statue, Oregon, Illinois - picnic, hike, identify trees and plants.
3. Continuous Fire - the Boy Scouts of Mauhnahteese District keep a fire going for a week in February to celebrate Scouting's birthday. The Cub Scouts can attend and patches can be purchased for the boys from Ralph Zitelman. The Scouts will usually offer you hot cocoa. Bring along some marshmallows to roast or some other treat. The boys like to play football with the Boy Scouts.
4. Play in the snow. Make a snowman. Build a fort, play fox and geese.
5. Shovel somebody's sidewalks.
6. Go Christmas caroling.
7. Deliver gifts.
8. Visit the Railroad Museum in Union, Illinois. There are several types of trains that are working and may be ridden. There are other trains that may be viewed. Picnic areas are available.
9. Feed the deer and lambs at the White Pines Deer Park near Oregon, Illinois (about 10 miles southwest of town). Give a 24 hour call and they will reserve a picnic area and make up ticket books for a group. A group rate will give you two rides for the usual entrance fee. A nice relaxed atmosphere.
10. The John Deere Home in Grand Detour, Illinois (Hwy. 2). There is a fee to enter the grounds and a guided tour.
11. Outdoor cooking.
12. Introduce sports from the CUB SCOUT SPORTS PROGRAM: baseball, softball, marbles, basketball, badminton, fishing, skating, biking, swimming, skiing, volleyball, soccer, physical fitness, etc. At present there are twenty approved sports by B. S. A. headquarters.

Ideas for Outdoor Cub Scout Activities, cont.

13. Play games
 - a. cooperative games
 - b. competative games - stress "doing your best"
14. Take a walk to see the fall leaves, rustle through them, rake the leaves, jump in them. Rake leaves for an elderly or handicapped person as a service project. Identify trees and their fall colors.
15. Go on a winter hike - identify trees without their leaves. Look for animal and bird tracks in the snow. See which birds stay in your area.
16. Go on a spring hike and see the early plants as they appear, and the beauty of the new leaf growth. See what birds are now in your area.
17. Anderson Garden's Rockford Japanese Garden - tours are given free - call to make an appointment.
18. Go to a Rockford Expos game or a local baseball game. The Expos will give special group rates. This summer they had a special free night for Scouts in uniform.
19. Go to a professional or school football game.
20. Plant a vegetable garden and tend to it.
21. Take a bike safety class together.
- 21a. Go for a bike ride on a bike path.
22. Have a Bike Rodeo.
23. Ride the Rockford Forest City Queen boat ride.
24. Ride the Trolley in Rockford.
25. Visit a bird banding station such as the Colored Sands Bird Banding Station. Contact Lee Johnson at the Burpee Museum. Boone County Conservation District in Belvidere also bands birds.
26. Plant a flower garden and tend to it. It could be for your sponsoring organization, for one of the parent's yards, an elderly person, or a handicapped person.
27. Plant a tree.
28. Go to a council day camp or an overnight camp at Lowden or Canyon Camps.
29. Take your den or pack to the Galena Pilgrimage. You get special prices to see places of historical interest. You get a patch with your registration fee. You can march in the parade.
30. Participate in your community parades.

Ideas for Outdoor Cub Scout Activities, cont.

31. Go to the Indian Pow-Wow at the Burpee Museum of Natural History. See Indian articles and crafts displayed. See and dance with Indians. Taste their fried bread. Make some Indian crafts taught by Indians. Hear stories.
32. Ask the fire department to come to your pack meeting with a fire engine. They will show the boys around the fire engine. Perhaps they will let the boys hold onto the hose to feel the force of the water pressure going through the hose. Our pack enjoyed this very much.
33. Go sledding.
34. Have a pack meeting outside with games set up and run by adult leaders, boys, and parents; take turns running the games. Have each den make different types of games. Adult leaders or parents can make other fair or carnival-type games. The Cub Scouts and their brothers and sisters, or parents can go to the games of their choice. Small prizes may be given if desired. This has been fun for our pack.
35. Have an outdoor Arrow of Light ceremony and a cross over ceremony at a park with a bridge. Check local ordinances for a permit to shoot an arrow or for the use of fire. An outdoor ceremony is very impressive - have a picnic.
36. Visit Rockford Museum Center. Go through the museum on a tour, then go outside to tour Mid-Way Village. Take a group at Halloween time to trick-or-treat, hear ghost stories, see a haunted house, enjoy all the costumes and kids. They have a special time at Christmas also. Actors dressed as characters from "A Christmas Carol"; everything is decorated for Christmas. Check for other special events.
37. Nature games or activities:
 - a. Give each boy his own rock. Let him feel it, look at, study it. Have them close their eyes. The boys pass the rocks to the left, to the right, and then one way until they think they have their own rock. Have them open their eyes to see if they are right.
 - b. Show the boys a small rock. Have them in a circle. Tell them one thing about the rock. Keep passing the rock around the circle, with each boy telling something different about the rock.
 - c. Have each boy pick out a spot to watch on the ground about 2 feet square. Give them 5 or 10 minutes to observe everything in that small area - insects, litter, grass, weeds, dirt, rocks, etc. They will be amazed at all the things they can see. Have them tell what they saw.

Ideas for Outdoor Cub Scout Activities, cont.

- d. Have the boys build a nest with available materials using only their first and second fingers. My den didn't think they could do it without their thumbs so I taped their thumbs down.
- e. While sitting outdoors, let the boys use their imaginations while they are enjoying a lovely outdoor setting. Ask them to think of a kind of bird or animal they would like to be in that environment and why. Give them time to let their minds dream and imagine. Have each boy tell the group what they decided.
- f. Adopt a tree. Divide the boys into partners. One partner closes his eyes and the other partner leads his partner to a tree. Try to take them in different directions and across different surfaces. The boys examine their tree, feeling the trunk for identifying features. When a boy is ready, lead him away from the tree to the starting point. The boys open their eyes and try to identify their tree. It is fun to take 2 or 3 boys at a time while the others are watching.
- g. Go on a conservation hike. Each boy carries a bag. Pick up trash and aluminum. Let the boys see how much junk is in our outdoor environment. Give them a card with the Outdoor Code. Have them read it together. Turn in the cans for recycling.



NATURE IN CAMP

Conservation Pledge: I give my pledge as an American to save and faithfully defend from waste the natural resources of my country... it's air, soil, and minerals, forests, waters, and wildlife.

Outdoor Life: Leave only your footprints. Take with you only pictures and fond memories.

Suggested nature activities:

1. Use nature games to create interest.
2. Go on walks to see things--birds, trees, flowers, insects.
3. Watch weather signs, birds, insects, etc.
4. Collect rocks, small plants, moss, flowers, when approved by leader.

Suggested projects:

1. Make a terrarium in a wide-mouth jar. Place charcoal in the bottom to keep sweet. Add soil, then moss, small ferns and other plants.
2. Go on a marked nature trail. Explore a new trail and with the aid of handbooks learn the plants and animals along the way. Make a "what is it" table of nature objects and oddities.
3. Make plaster casts of animal and bird tracks.

Weather wisdom:

1. To find the temperature by the cricket's chirp-- count chirps in 15 seconds and add 40.
2. Birds perch more before storms because low pressure air is less dense making it harder to fly. Fowl tend to fly higher in good weather than in bad.
3. High clouds won't rain on you no matter how threatening they look. It's lowering clouds that drop rain.
4. Rising smoke foretells fair weather. Lowering pressure preceding a rain drives smoke downward.
5. Face the wind and the storm will be on your right. In this hemisphere, winds circle lows counter clockwise.

WHO HAS SEEN THE WIND?

CALM	Smoke rises vertically	Less than 1 m.p.h.
LIGHT AIR	Smoke drifts - can hardly be felt	3 "
LIGHT BREEZE	Leaves rustle - can be felt on face	5 "
GENTLE BREEZE	Leaves and twigs in motion - small flags extended	10 "
MODERATE BREEZE	Small branches moved - dust and light paper lifted	15 "
FRESH BREEZE	Small trees sway - wavelets on inland lakes - hold onto your hats!	20 "
STRONG BREEZE	Wind whistles in wires - large branches move	25-30 "
HIGH WIND	Whole trees in motion - walking difficult	35 "
GALE	Twigs broken off trees	40-45 "
STRONG GALE	Roof damage - branches broken off	50-55 "
WHOLE GALE	Trees uprooted	55-60 "

---Adapted from Beaufort Wind Scale---

WEATHER RHYMES

When the wind is in the South
The rain is in its mouth.

On calm cays:

When smoke settles in pockets
Rain is on the docket.

A stormy day will betide
Sound traveling far and wide.

When the grass is dry at morning light
Look for rain before the night.
When the grass is dry at night
Look for rain before the light.
But when the dew is on the grass
Rain will never come to pass.

Rainbow to windward, foul fall the day.
Rainbow to leeward, damp runs away.

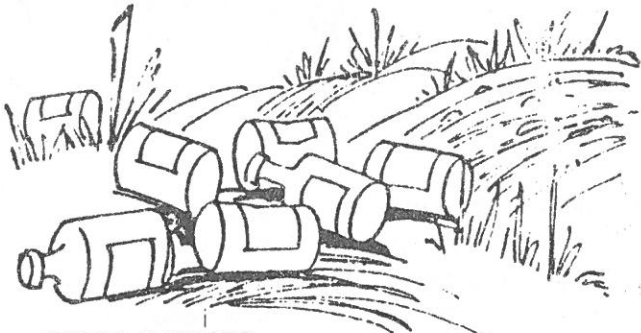
When smoke goes west
Good weather is past.
When smoke goes east
Good weather is next.

Red sky at night,
Sailors delight.
Red sky in the morning,
Sailors take warning.

WILDLIFE IDENTIFICATION



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



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



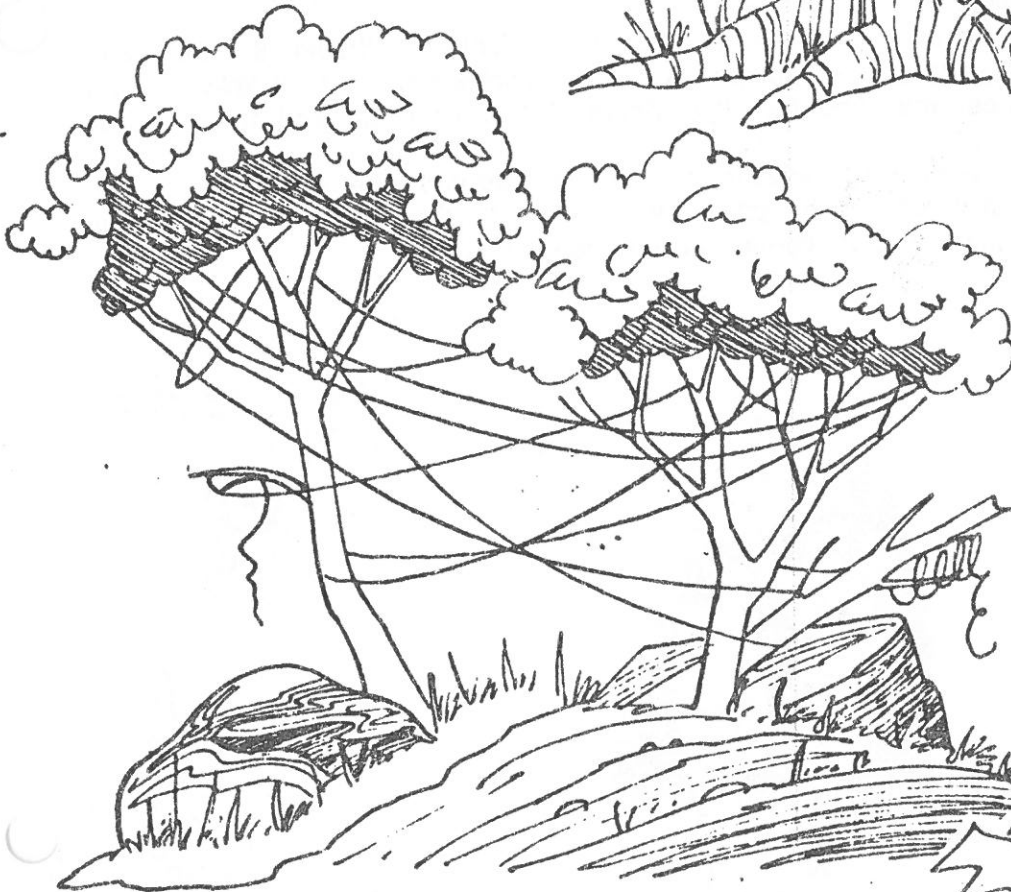
ELK PRACTICE ATTACKING SIGNBOARDS TO SHARPEN ANTLERS, LEAVING NEAT HOLES OF .22 TO .30 CALIBER.



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

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

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



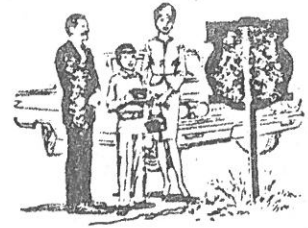
SYNTHETIC SPIDERS WEAVE ORNATE AND ARTISTIC WEBS OF MONOFILAMENT FISHLINE AT



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



PLANNING FOR SUMMERTIME



Cub Scouting is a year-round program. Remember to include the summer months in planning your activities. This not only helps keep the pack together but it provides opportunities for some of the easiest and most fun activities, such as: picnics, ice cream socials, watermelon seed spitting contests, fishing derby, nature hikes, pet shows, swimming practice...and many others.

Advance planning is the key to the success of any den and pack activity. This allows time for leaders to make the best use of available resources and to obtain the help needed to conduct a quality program.

Start now to plan for your pack's summertime activities. Plans do not have to be elaborate. Remember: K.I.S.M.I.F. (Keep It Simple. Make It Fun.)

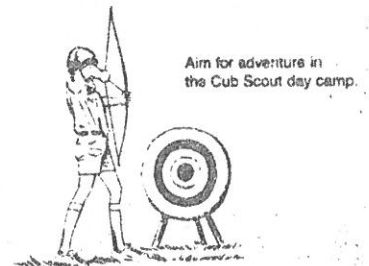
If you have not already done so, set the dates and decide the location and what special activities will take place. Ask someone to be in charge of finding a meeting place (if needed) and planning the special activities.

The special activities should be planned and carried out by the "second" team--adults who have not been busy leading the pack and dens all year.

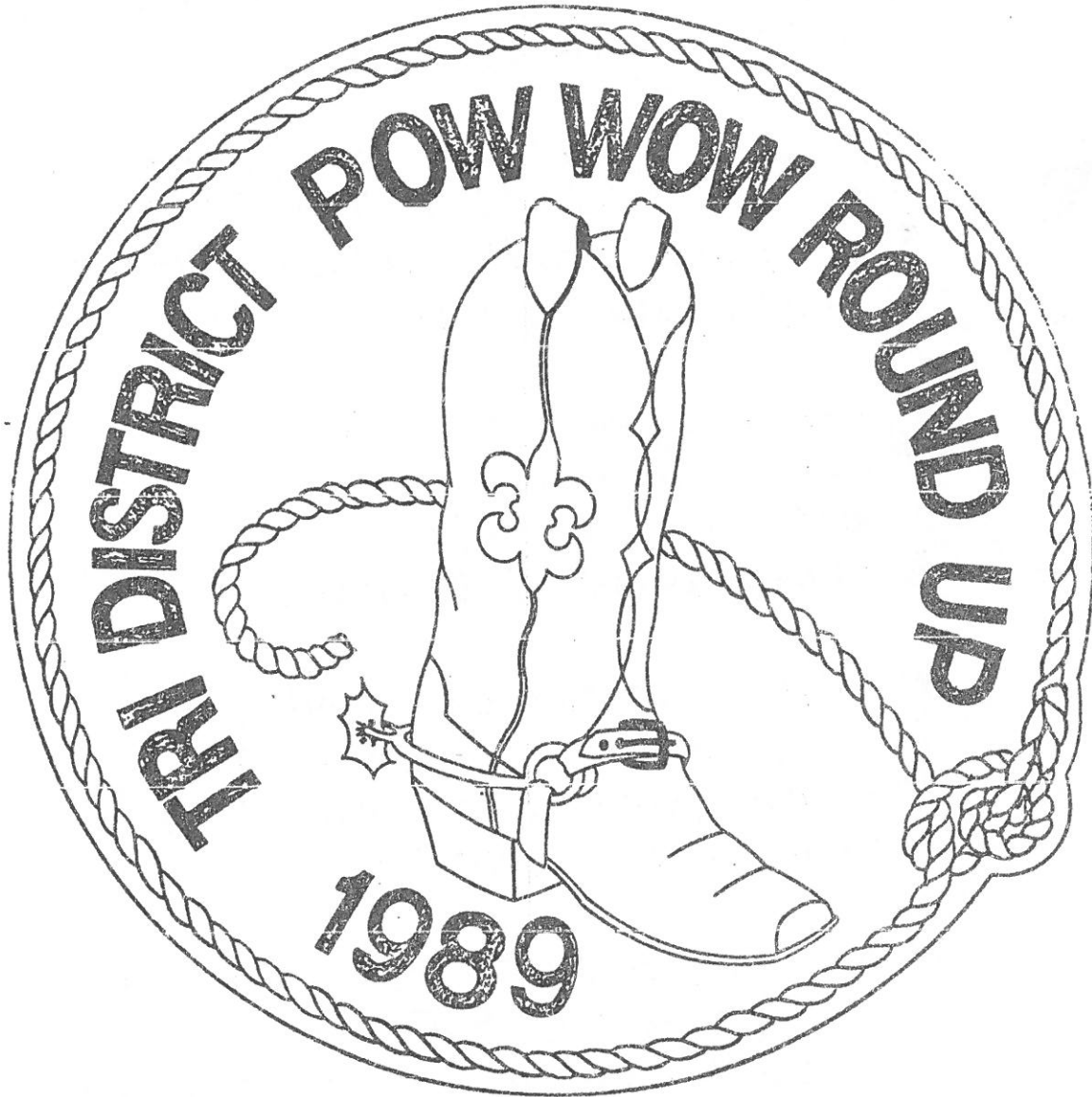
There are so many activities to choose from--so many that over fifty pages are dedicated to Special Pack Activities in Chapter 9 of the Cub Scout Leader How-To Book. Your team of summertime planners may also want to consult Chapter 8 of the same book and get ideas for Nature and Outdoor Activities.

Your planning team should also review Chapter 7 (Policies) and Chapter 8 (Health and Safety) in the Cub Scout Leader Book. Chapter 5 includes sections on Special Activities and Outdoor Program Activities, including the Cub Scout Sports Program and the National Summertime Pack Award.

You may decide to continue with advancement ceremonies and other recognitions. The Cubmaster would still be in charge of this part of the "meeting". Ceremonies can be special whether held indoors or out...but outdoor ceremonies can be extra special!



Derbies



This chapter includes planning and communication ideas that Pack 405 of Mauhahteese District has used successfully for their pinewood derbies and raingutter regattas.

The Humpty Dumpty Pinewood Derby was submitted by Terry Hall of Pack 600, also Mauhahteese District.

IT'S ALL IN A STATE OF MIND

*If you think you are beaten, you are;
If you think you dare not, you won't;
If you like to win, but don't think you can,
It's almost a cinch you won't.*

*If you think you'll lose, you're lost;
For out in the world you'll find
Success begins with a fellow's will;
It's all in a state of mind.*

*For many a game is lost
Ere even a play is run,
And many a coward fails
Ere even his work is begun.*

*Think big and your deeds will grow,
Think small and you'll fall behind;
Think that you can and you will;
It's all in a state of mind.*

*If you think you are out-classed, you are;
You've got to think high to rise;
You've got to be sure of yourself before
You can ever win a prize.*

*Life's battles don't always go
To the stronger or faster man,
But sooner or later, the man who wins
Is the fellow who thinks he can.*

Derbies and Special Events

Prepared by

Fred Sauer

Cubmaster

Pack 405

Mauhnahteese District

RACE TIME SCHEDULES:

Developing a race schedule is easy, once the date and time for the event have been selected. The selection is done by the pack committee and the committee for the special event.

Since derbies and other similar events take more time to complete than a normal pack meeting, the committee might want to consider either starting the event at an earlier time, say 5:00 instead of 7:00, or moving the meeting to a weekend. The length of time of the event is dependent on how large of a pack there is, and if the races are single or double elimination. When deciding how much time you will need, consider how long the event has lasted in previous years.

At our pack we usually start with the youngest den and progress up the grade levels.

We stagger the registration times, allowing each group 15 minutes to complete registration. After the first den's registration time is complete then they are allowed to start racing. Each grade level then competes when the grade level before it has finished.

RULES/INSTRUCTIONS:

If anyone has ever had to face one or more tearful scouts or angry parents saying "I didn't know! No one told me!" you'll understand the importance of publishing the instructions and rules of events.

continued on next page...

Derbies and Special Events, cont.

If the derby such as the pinewood has specific construction rules, then make sure the scout and his parents know them. The more information they have, the less problems you have. At our pack we hand out the rules with the kits and publish the rules in the pack newsletter.

The rules for all events should be short and specific.

1. List the construction details such as size or weight. Include in here that the item must have been made that year. This eliminates a scout using perhaps a winning car from a previous year.

2. List the registration schedule. It is much easier and less confusing for the parents handling registration if only one grade level at a time is trying to check in.

3. Avoid problems with late arrivals by stating in the rules that a scout may not register or race if his grade level has already started racing. Stress to the scout and parent that it is their responsibility to be on time. It is unfair to the scouts that have already been eliminated to allow someone who arrived late to join in the middle of the race. And restarting the races would be difficult and time consuming.

4. Explain the racing progression. That is--

- a. listing whether the race is single or double elimination,
- b. how many times will the scout race,
- c. which scout will pass on to the next level.

This is extremely helpful in answering everyone's questions as to what is occurring, especially for those new to the program.

The most important thing is not to assume that everyone knows what is to happen. Let them know! Write it down! And then sit back and have a great race that should be trouble free.

- - -

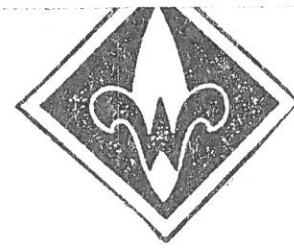
For more information and details on constructing a Pinewood Derby track and equipment for other derbies, see the Cub Scout Leader How-To Book, chapter 9 (Special Pack Activities).



PACK # 405

PINEWOOD DERBY RACE

RULES



1. RACE WILL BE CONDUCTED BY HEATS WHEREIN ALL THREE AGE CATEGORIES WILL BE COMPLETED FOR A HEAT BEFORE PROCEEDING TO THE NEXT HEAT.
IE. 1 ST. HEAT 8 YR. OLDS, 9 YR. OLDS, 10 YR OLDS.
2 ND. HEAT 8 YR. OLDS, 9 YR. OLDS, 10 YR OLDS.
ETC....
2. RACERS WILL BE CALLED BY COLOR/AGE AND NUMBER.
8 YR. OLD- RED
9 YR. OLD- GREEN
10 YR. OLD- BLUE
3. RACERS WILL BE EXPECTED TO BE IN THE HOLDING PEN AREA WHEN THEIR AGE GROUP IS CALLED.
4. ONE GROUP OF THREE RACERS WILL BE AT THE TRACK.
NEXT GROUP OF RACERS WILL BE AT THE PIT.
NEXT GROUP OF RACERS WILL BE AT THE IN-GATE.
5. NO OTHER BOYS ALLOWED WITHIN THE TRACK ENCLOSURE.
6. ANY RACER WHO DOES NOT REPORT TO THE STARTER AFTER 3 CALLS TO RACE WILL BE DISQUALIFIED.
7. BOYS ONLY WILL HANDLE THEIR CAR DURING A RACE.
8. ALL CARS WILL REMAIN ON THE PIT TABLE UNTIL THE DERBY IS COMPLETED.
9. EACH RACE WILL CONSIST OF TWO/THREE RUNS SUCH THAT EACH CAR HAS THE OPPORTUNITY TO MAKE A RUN ON EACH RACE LANE OF THE TRACK.
10. TIE RACES WILL BE COMPLETELY RE-RUN.
11. IF A CAR JUMPS THE TRACK THE RACE WILL BE RERUN.
12. IF A CAR DEVELOPS A MECHANICAL FAILURE, THE RACE COMMITTEE SHALL DETERMINE IF REPAIRS ARE FEASIBLE OR IF THE CAR SHALL BE DISQUALIFIED.
13. LUBRICATION WILL NOT BE PERMITTED AFTER A CAR HAS BEEN CHECKED IN AND PLACE ON THE PIT TABLE.
14. THE RACE CHAIRMAN SHALL RETAIN THE 1ST. AND 2ND. PLACE CARS IN EACH AGE CATEGORY. THESE CARS WILL BE ENTERED INTO THE BLACKHAWK AREA COUNCIL PINEWOOD DERBY.
15. RACE METALS WILL BE GIVEN TO THE 1ST, 2ND, AND 3RD PLACE CARS IN EACH AGE GROUP. A PRIZE WILL ALSO BE AWARDED TO THE BEST DESIGN CAR IN EACH AGE CATEGORY.

REMEMBER THE MAIN IDEA BEHIND COMPETITION IS TO GAIN YOUR OPPONENTS RESPECT AND DO YOUR BEST WHETHER YOU WIN OR NOT. IF YOU DO NOT WIN, LOOK AHEAD TO THE NEXT CONTEST AND TRY TO IMPROVE. DO YOUR BEST AND ABOVE ALL ELSE HAVE FUN.

PINEWOOD DERBY RACE

CAR REGULATIONS:

1. THE CAR MUST BE CONSTRUCTED USING ONLY THE MATERIALS SUPPLIED WITH THE KIT NO. 1622 OR 1623.
- ★ 2. CARS CONSTRUCTED AND USED IN PRIOR YEARS' DERBIES WHETHER PACK 405 OR OTHER PLACES ARE NOT PERMITTED AND ARE SUBJECT TO DISQUALIFICATION.
3. LENGTH: OVERALL LENGTH SHALL NOT EXCEED 7.000 INCHES.
4. WIDTH: OVERALL WIDTH SHALL NOT EXCEED 2.750 INCHES.
5. WEIGHT: MAXIMUM TOTAL WEIGHT OF CAR, INCLUDING DRIVER, TRIM, WEIGHT, ETC. SHALL BE 5.000 OUNCES (0.315 POUNDS; 141.7469 GRAMS)
6. WHEELS & AXLES: MUST BE CONSTRUCTED FROM THOSE SUPPLIED IN KIT NO. 1622 OR 1623. AXLE BORE OF THE WHEEL AND THE MATING SURFACE OF THE AXLE MAY NOT BE FUSED, SLEEVED, LINED OR OTHERWISE MODIFIED TO CHANGE THE BASIC WHEEL TO METAL AXLE INTERFACE OTHER THAN THE APPLICATION OF LUBRICANT.
7. TRACK CLEARANCE: THE CAR MUST HAVE UNDER BODY CLEARANCE AND IN-BETWEEN-WHEEL CLEARANCE WHICH WILL ALLOW IT TO FREELY TRAVEL OVER A TRACK LANE STRIP WHICH IS .375 INCHES MAXIMUM IN HEIGHT AND 1.750 INCHES MAXIMUM IN WIDTH.
8. SUSPENSION: THE CARS SUSPENSION SHALL CONSIST ONLY OF THE WHEEL AND AXLES RIGIDLY MOUNTED TO THE CAR BODY. NO OTHER SYSTEM IS PERMITTED.
9. DETAILS: DETAILS SUCH AS STEERING WHEEL, WINDSHIELD, EXHAUST PIPES, ETC. ARE PERMITTED AS LONG AS THEY ARE RIGIDLY MOUNTED TO THE CAR BODY AND DO NOT EXCEED THE OVERALL CAR SPECIFICATIONS.
10. STARTING DEVICES: THE CAR MAY NOT INCORPORATE ANY DEVICES WHICH MAY HELP IT IN STARTING; SUCH AS MAGNETS, LIQUIDS, SPRING MECHANISMS, ETC. THE CAR MUST ALSO BE FREE WHEELING.

CAR INSPECTION:

1. EVERY CAR ENTERED WILL BE SUBJECTED TO AND MUST PASS AN INSPECTION ACCORDING TO THE RULES AND REGULATIONS OF GRAND PRIX KIT NO. 1622 OR 1623 AND AND THE ABOVE.
2. IF A CAR DOES NOT MEET THE ABOVE SPECIFICATIONS, IT MUST BE ALTERED BY AN ADULT OR IT WILL BE DISQUALIFIED.
3. THERE ARE EXTRA WHEELS, NAILS, AND WOOD BLOCKS AVAILABLE. CONTACT GARRY TUBBESING AT 226-7125.
- ★ 4. SUNDAY, NOVEMBER 26, 1989 YOU CAN TRIAL TEST YOUR CAR DOWN THE TRACK AND CHECK IT AGAINST THE SPECIFICATIONS AT

PINEWOOD DERBY RACE

PIT AND RACE RULES:

1. ONCE A CAR ENTERS THE PIT AND DURING THE RACE ONLY THE BOY WILL HANDLE HIS CAR.
2. ALL CARS WILL REMAIN ON THE PIT TABLE UNTIL THE DERBY IS COMPLETED. IF YOU NEED TO TAKE THE CAR PERMISSION MUST FIRST BE GRANTED BY THE PIT TABLE MANAGER.
3. NO BOYS ARE ALLOWED WITHIN THE TRACK ENCLOSURE AREA EXCEPT THOSE WHO ARE RACING OR HAVE BEEN CALLED IN BY THE PIT MANAGER.
4. ANY RACER WHO DOES NOT REPORT TO THE STARTER AFTER 3 CALLS TO RACE WILL BE DISQUALIFIED.
5. TIE RACES WILL BE COMPLETELY RE-RUN.
6. IF A CAR JUMPS THE TRACK THE RACE WILL BE RE-RUN.
7. IF A CAR DEVELOPS A MECHANICAL FAILURE, THE RACE COMMITTEE SHALL DETERMINE IF REPAIRS ARE FEASIBLE OR IF THE CAR SHALL BE DISQUALIFIED.
8. LUBRICATION WILL NOT BE PERMITTED AFTER A CAR HAS BEEN CHECKED IN AND PUT ON THE PIT TABLE.

RACE FORMAT:

1. THE RACE FORMAT FOR EACH GRADE RACING WILL BE DOUBLE ELIMINATION CONDUCTED IN HEATS.
2. NO MORE THAN THREE CARS WILL RACE AT A TIME, EACH CAR MAKING ONE RUN DOWN EACH OF THE THREE DESIGNATED LANES OF A MULTIPLE LANE TRACK.
3. HEAT WINNERS WILL BE DETERMINED BY A TOTAL POINT SYSTEM FOR THE HEAT WHERE BY A CAR WILL BE ASSIGNED 1 POINT FOR FIRST PLACE, 2 POINTS FOR 2ND PLACE OR 3 POINTS FOR THIRD PLACE AFTER EACH OF THE THREE RACES IN A HEAT. THE CAR WITH THE LEAST TOTAL POINTS AT THE END OF A HEAT WILL ADVANCE TO THE NEXT HEAT IN THE UPPER BRACKET. THE OTHER TWO CARS WILL DROP TO THE LOWER BRACKET AND CONTINUE RACING UNTIL THEY HAVE LOST TWO HEATS IN TOTAL.
4. ALL RACE RESULTS WILL BE DETERMINED BY THE ASSIGNED TRACK JUDGES: AND ALL TRACK JUDGE DECISIONS WILL BE FINAL. VIDEO REPLAYS, PHOTOS, ETC. WILL NOT BE CONSIDERED.
5. CARS THAT FINISH FIRST AND SECOND IN EACH GRADE WILL BE BOXED UP AT THE END OF THE EVENING AND WILL REPRESENT OUR PACK AT THE DISTRICT PINEWOOD DERBY AT CHERRY VALE MALL.

PACK # 405

PINEWOOD DERBY RACE

PAGE 3 OF 3

REGISTRATION:

REGISTRATION FOR DEN #2 IS AT P.M., WITH THE FIRST RACE STARTING @ : P.M.
REGISTRATION FOR DEN #1 P.M.
HAWKS P.M.
EAGLES & OWLS P.M.

ANY SCOUT NOT REGISTERED BEFORE THE FIRST HEAT FOR HIS DEN WILL NOT BE ELIGIBLE FOR THE RACES.

AWARDS:

1. MEDALS WILL BE AWARDED FOR THE 1ST, 2ND, AND 3RD PLACE WINNERS IN EACH GRADE.
2. BEST DESIGN WILL BE AWARDED A PRIZE IN EACH GRADE.
3. ALL SCOUTS PARTICIPATING IN THE DERBY WILL RECEIVE A PARTICIPATION RIBBON. THIS CAN BE WORN ON THE BOYS RED VEST.

REMEMBER THE MAIN IDEA BEHIND COMPETITION IS TO GAIN YOUR OPPONENTS RESPECT AND TO DO YOUR BEST WHETHER YOU WIN OR NOT. IF YOU DO NOT WIN, LOOK AHEAD TO THE NEXT CONTEST AND TRY TO IMPROVE. DO YOUR BEST AND ABOVE ALL ELSE HAVE FUN.

PACK 405
PINWOOD DERBY
RACE COMMITTEE

RACE CHAIRMAN: _____

ASST. CHAIRMAN: _____

CAR REGISTRATION: 1. _____
2. _____

CAR MEASURE: 1. _____
2. _____

CAR WEIGH-IN: 1. _____
2. _____

PIT CREW: 1. _____
2. _____
3. _____
4. _____

TOOLS FOR PIT CREW:

1. DRILL
2. BITS
3. FILE
4. GLUE
5. SCALE

PIT MGRS. 1. _____
2. _____

GATE KEEPERS: 1. _____
2. _____

SCORE KEEPERS: 1. _____
2. _____

MC (ON MICROPHONE) 1. _____

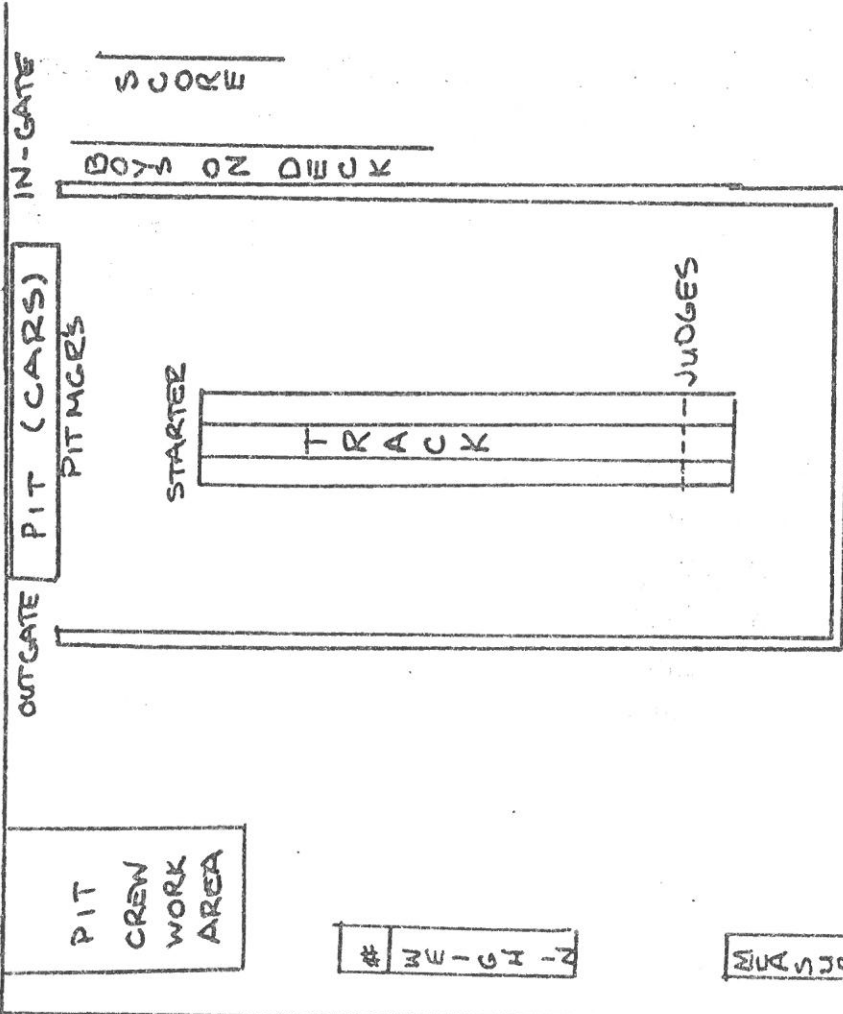
STARTER: 1. _____

JUDGES: 1. _____
2. _____
3. _____

PINEWOOD DERBY

CHECK LIST

- 1) REGISTRATION
 - A) PENCILS
 - B) REGISTRATION FORMS
 - C) PACK ROSTER
 - D) STICKER ID, FOR BOY & CAR.
- 2) MEASUREMENT
 - A) TIN BOX - LENGTH
 - B) TEST TRACK FOR CLEARANCE
- 3) WEIGH-IN
 - A) ACCURATE SCALE
 - B) TEST WEIGHT
- 4) PIT CREW
 - A) DRILL
 - B) BITS
 - C) GLUE
 - D) FILE
 - E) SPARE CAR PARTS
 - D) TAPE
 - E) BEND WEIGHTS
- 5) SCORER
 - A) LARGE POSTER BOARD
 - B) MARKERS
 - C) DOUBLE ELIMINATION SCORE SHEETS FOR EACH COMBINATION OF BOYS RACING
 - D) NO. PLACKS FOR RACE POSITION SELECTION
- 6) AWARDS
 - A) PARTICIPATION RIBBONS
 - B) 1ST, 2ND, 3RD METALS
 - C) BEST DESIGN PRIZE



PINEWOOD DERBY
FLOOR PLAN

These forms have been reduced in size for the purpose of printing.

REGISTRATION

DEN # 1

PINEWOOD DERBY

NO.	PARTICIPANT'S NAME (Please Print Name)
1. *	
2. *	
3. *	
4. *	
5. *	
6. *	
7. *	
8. *	
9. *	
10. *	
11. *	
12. *	
13. *	
14. *	
15. *	
16. *	

REGISTRATION

DEN # 2

PINEWOOD DERBY

NO.	PARTICIPANT'S NAME (Please Print Name)
17. *	
18. *	
19. *	
20. *	
21. *	
22. *	
23. *	
24. *	
25. *	
26. *	

These forms have been reduced in size for the purpose of printing.

REGISTRATION

WEBELOS - EAGLES & OWLS

PINEWOOD DERBY

NO.	PARTICIPANT'S NAME (Please Print Name)
33.	*
34.	*
35.	*
36.	*
37.	*
38.	*
39.	*
40.	*
41.	*
42.	*
43.	*
44.	*
45.	*

REGISTRATION

WEBELOS - HAWKS

PINEWOOD DERBY

NO.	PARTICIPANT'S NAME (Please Print Name)
27.	*
28.	*
29.	*
30.	*
31.	*
32.	*

RACE

	CAR #	CAR #	CAR #
1st Heat Points			
2nd Heat Points			
3rd Heat Points			
TOTAL POINTS			

PACK 405
PINEWOOD DERBY
REGISTRATION

RACE DATE: _____

NAME: _____ NO.

RACE CATEGORY (AGE): _____ YEARS OLD

DEN NO.: _____ RANK: _____

BIRTH DATE: _____ AGE @ PACK RACE: _____ YR. _____ MO. _____

CAR INSPECTION (OK IF INITIALED)

LENGTH (7 IN. MAX.)..... _____

WIDTH (2 3/4 IN. MAX.)..... _____

GROUND CLEARANCE (3/8 IN. MIN.)..... _____

INSIDE WHEEL WIDTH (1 3/4 IN. MIN.)..... _____

WHEELS AND AXLES (ORIG. EQUIPMENT)..... _____

NO WASHERS, BUSHINGS, ETC. _____

NO LOOSE PARTS..... _____

NON-MAGNETIC NOSE..... _____

WEIGHT (5 OZ. OR 141.75 GM. MAX.)..... _____

(ACTUAL WEIGHT)

Number _____ Name _____ Grade _____ Den _____

Length _____ Width _____ Clearance _____ Weight _____

Wheels _____ Axels _____ Rigid Suspension _____

Solidly Attached Detail _____ Other _____

Number _____ Name _____ Grade _____ Den _____

Length _____ Width _____ Clearance _____ Weight _____

Wheels _____ Axels _____ Rigid Suspension _____

Solidly Attached Detail _____ Other _____

Number _____ Name _____ Grade _____ Den _____

Length _____ Width _____ Clearance _____ Weight _____

Wheels _____ Axels _____ Rigid Suspension _____

Solidly Attached Detail _____ Other _____

Number _____ Name _____ Grade _____ Den _____

Length _____ Width _____ Clearance _____ Weight _____

Wheels _____ Axels _____ Rigid Suspension _____

Solidly Attached Detail _____ Other _____

RAINBOW REGATTA INSTRUCTIONS

BOAT CONSTRUCTION

- * Boat hulls are to be made from the piece of styrofoam included in the kit. This may be cut in any way. It is to the scout's advantage not to cut too much from the length and width other than for general shaping to ensure that the boat does not tip easily.
- * The straw is the mast. It is installed by making a hole in the boat and inserting the straw. Place the included screw into the bottom of the straw.
- * The rudder and sail are to be cut from the cup included in the kit (see drawing). Experiment with the placement to achieve a speedy boat.
- * Decorate your boat in any way. There is an award for best design.
- * Scout wind will power the sails.

RACES

- * Each scout is allowed 1 practice run before he begins racing.
- * The races are to be single-elimination with the best 2 out of 3 races winning the heat.
- * Winners of the first heat compete against the winners of the following heats.
- * A false start will result in a warning and a restart.
- * Once a race has started, the scout may not touch his boat with his hands or the judge will issue him a warning.
- * Three warnings and the scout is disqualified from the race.

REGISTRATION

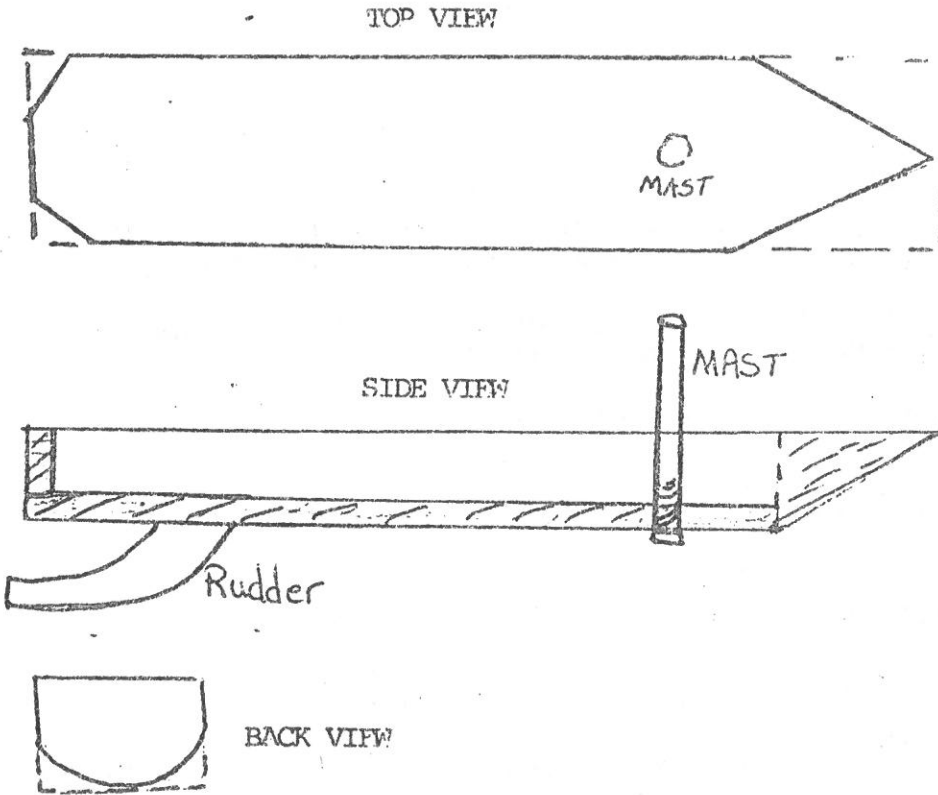
Registration for Den 2 is at 6:00 p.m., with the first race starting promptly at 6:15 p.m.
Registration for Den 4 6:15
Den 1 6:20
1st year Webelos 6:30
2nd year Webelos 6:40

Any scout not registered before the first heat for his den will not be eligible for the races.

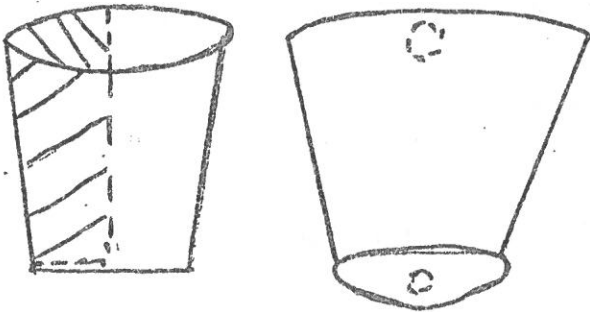
AWARDS

Medals will be awarded for the 1st, 2nd and 3rd place winners in each den. All scouts participating in the regatta will receive a participation ribbon.

HULL:

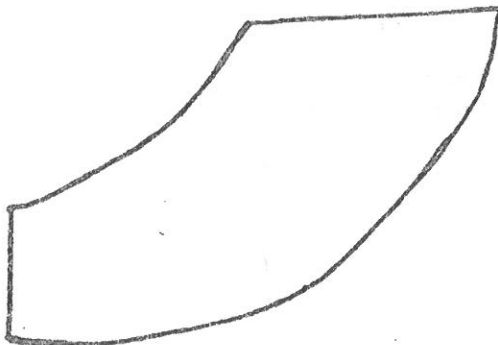


SAIL:

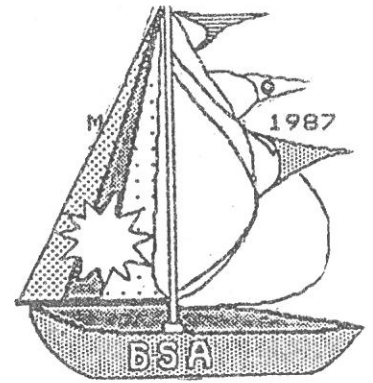
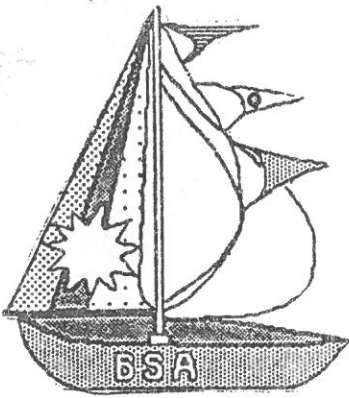


1. CUT AWAY $\frac{1}{2}$ OF THE SIDE OF THE CUP LEAVING THE BOTTOM WHOLE (SAVE THE CUT PIECE FOR THE RUDDER).
2. POKE A HOLE IN THE BOTTOM AND SIDE OF THE CUP FOR THE MAST.

RUDDER:



1. CUT THE RUDDER FROM THE REMAINING CUP PIECE.
2. MAKE A SHALLOW CUT IN THE STERN BOTTOM OF THE BOAT TO INSERT THE RUDDER



REGISTRATION

DEN # _____

RAINGUTTER REGATTA

NO. PARTICIPANT'S NAME (Please Print Name)

1. *

2. *

3. *

4. *

5. *

6. *

7. *

8. *

9. *

10. *

11. *

12. *

13. *

14. *

15. *

16. *

17. *

18. *

19. *

20. *



RAINGUTTER REGATTA

PACK 405

FINAL STANDINGS

W E B E L O S - 5 T H . G R A D E

- 1. _____
- 2. _____
- 3. _____

W E B E L O S - 4 T H G R A D E

D E N # 1

- | | |
|----------|----------|
| 1. _____ | 1. _____ |
| 2. _____ | 2. _____ |
| 3. _____ | 3. _____ |

D E N # 2

D E N # 4

- | | |
|----------|----------|
| 1. _____ | 1. _____ |
| 2. _____ | 2. _____ |
| 3. _____ | 3. _____ |

HUMPTY DUMPTY PINEWOOD DERBY



SAFETY BELT "EGG EXPERIMENT"

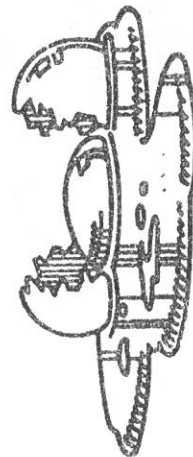
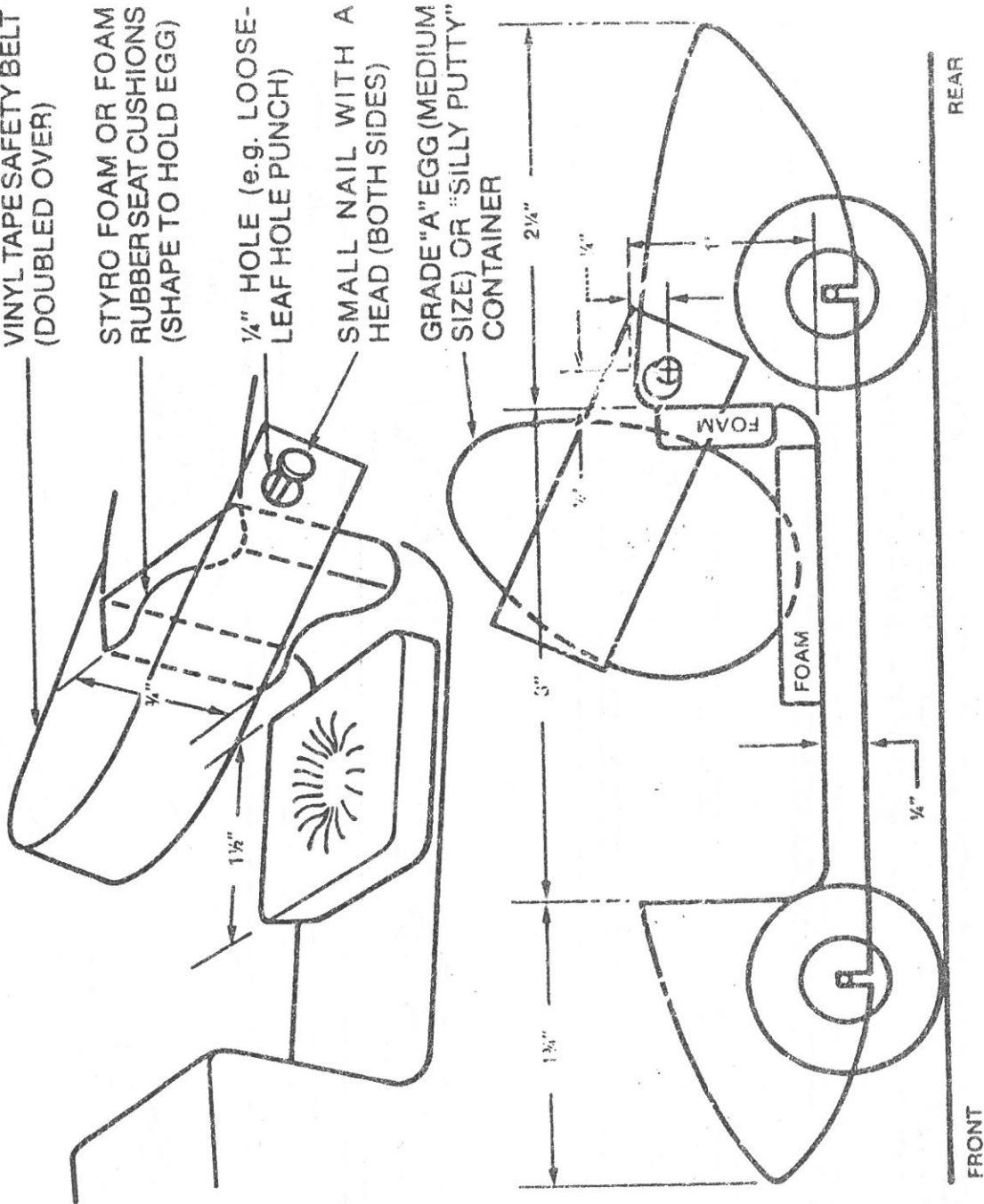
PLANS FOR A MODIFIED PINEWOOD DERBY GRAND PRIX CAR

SCALE: FULL SIZE

PACK/DEN LEADER INSTRUCTIONS

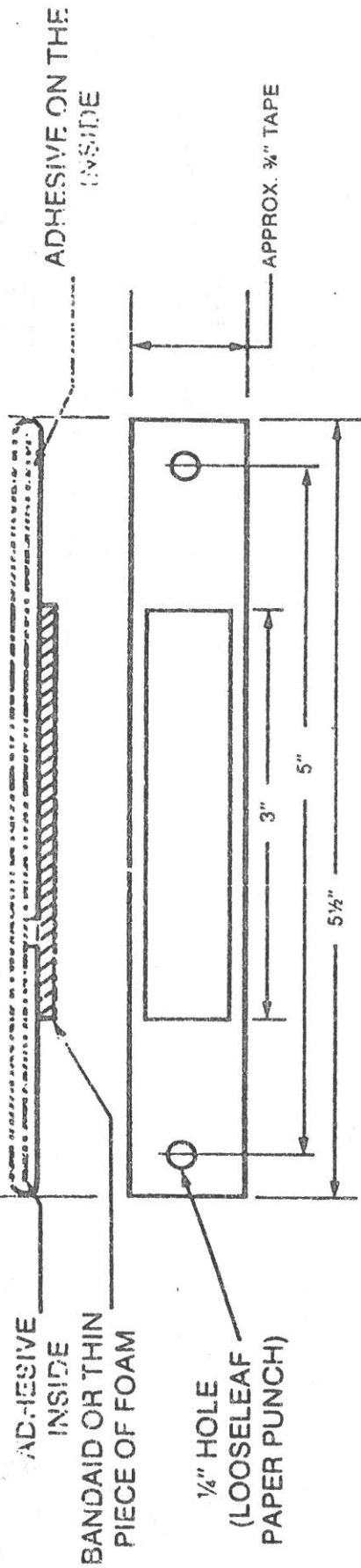
This simple Cub Scout Pack or Den demonstration using a modified Pinewood Derby Grand Prix Car can show in concept how safety belts work. The focus of attention is a raw egg which rides down a one meter incline in the Pinewood Car, crashing into a wall at the bottom. Without the vinyl tape safety belt, the egg flies into the air. (A plastic egg such as a "Silly Putty" container can be substituted for repeat performances.) This demonstrates "inertia," "momentum" and how in an automobile crash or sudden stop we keep moving forward into the windshield. When the egg flies up and forward it also demonstrates the concept of "ejection" (a person being thrown out of an open door or window), which can happen if safety belts are neglected. Now, repeat the experiment with the egg restrained using the vinyl tape safety belt. The young men in your Pack or Den can see that the safety belt "vinyl tape" protects the fragile egg from damage just as safety belts in our family's car are designed to protect us. If you are satisfied with this experiment, take it to your next Pinewood Derby Pack Meeting and demonstrate the effectiveness and utility of safety belts for the other Dens in your Pack.

- VINYL TAPE SAFETY BELT (DOUBLED OVER)
- STYRO FOAM OR FOAM RUBBER SEAT CUSHIONS (SHAPE TO HOLD EGG)
- 1/4" HOLE (e.g. LOOSE-LEAF HOLE PUNCH)
- SMALL NAIL WITH A HEAD (BOTH SIDES)
- GRADE "A" EGG (MEDIUM SIZE) OR "SILLY PUTTY" CONTAINER

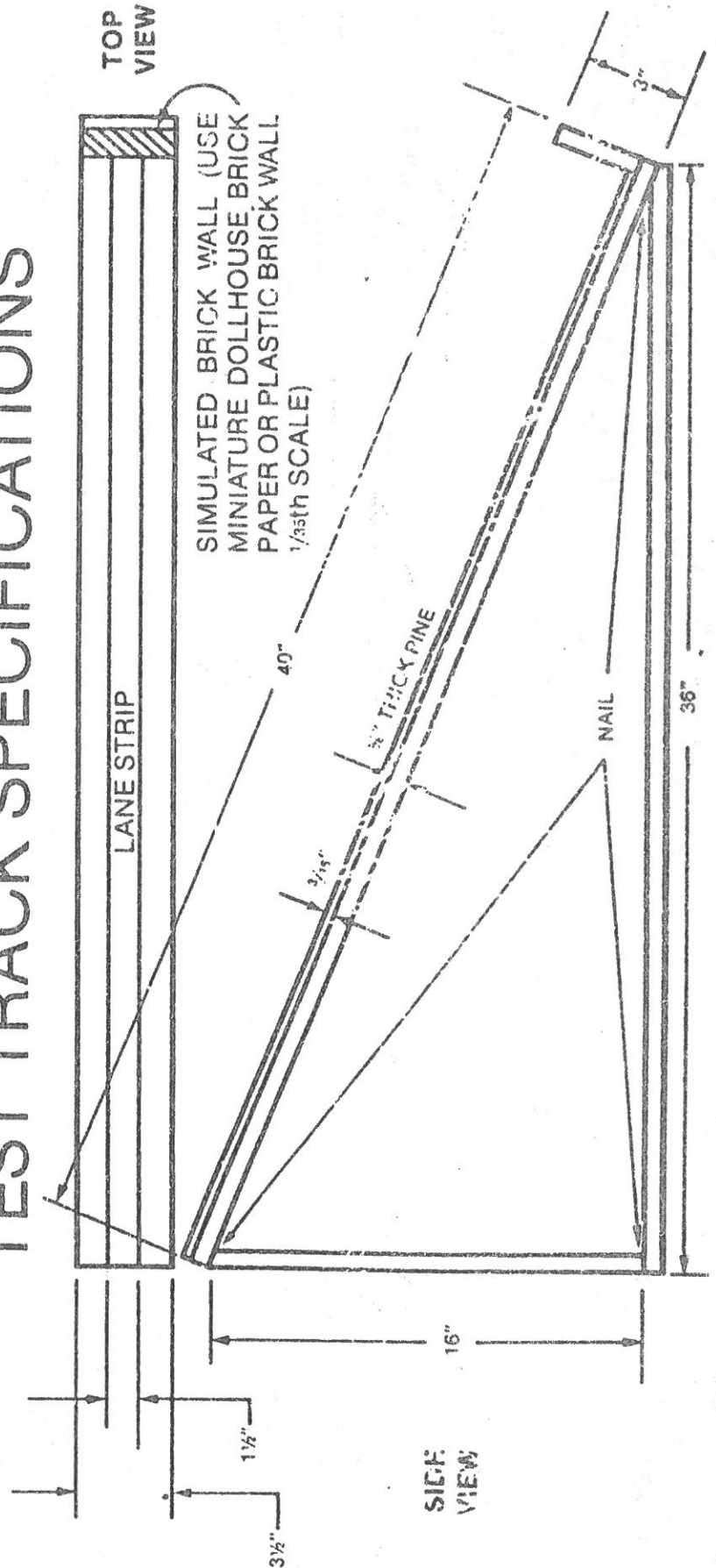


SAFETY BELT SPECIFICATIONS

(VINYL TAPE DOUBLED OVER WITH 1/8" THICK FOAM PAD OR "BANDAID")



TEST TRACK SPECIFICATIONS



Songs



Applause Stunts

1. BOBCAT APPLAUSE: Stand up and give a loud "Meow" 3 times.
2. WOLF APPLAUSE: Stand up and give three wolf howls.
3. BEAR APPLAUSE: Stand up and growl like a bear--a BIG bear!
4. WEBELOS APPLAUSE: Shout "Webelos are neat. They can't be beat!"
5. ROUND OF APPLAUSE: Clap hands while moving arms in a circle.
6. SEAL OF APPROVAL: Put elbows together, open and close forearms and hands and bark in a high pitched "arf!"
7. SANTA CLAUS APPLAUSE: "Ho! Ho! Ho!" Pull in reins and say, "whoa, Rudolph!"
8. ROBOT APPLAUSE: Stand up and stiffen arms and legs. Say "beep, beep, does not compute, does not compute." Use monotone voice.
9. PAC MAN APPLAUSE: Hold hands together at palms with fingers spread in curve, open hands while saying, "wa, wa, wa, wa, wa."
10. GHOST APPLAUSE: Shout a scary "boo!"
11. POTATO APPLAUSE: Say "mash, mash, mash"
12. TRIPLE DREADED POOBAH: Divide group into 3. One group shouts "triple", another group shouts "dreaded, and the third group shouts "poobah". Say several times and increase speed.
13. THUNDERSTORM: Lightly slap thighs and increase noise (represents rain), then clap hands together (represents hard rain), then put hands above head and say "boom!" (loud). Reverse action to close storm.
14. MOSQUITO: Pretend you are slapping mosquitoes all over and say "ooh! aah! ooh! aah!"
15. KETCHUP BOTTLE: Make a fist with one hand. With the other hand slap the side of your fist several times as you would slap the bottom of the ketchup bottle (trying to get the ketchup out).
16. HOME RUN APPLAUSE: Simulate swinging a baseball bat, shade your eyes with your hand and yell, "thar she goes!"
17. BLUNDER BUSS: Pretend to pour powder into the gun barrel, stamp it down, raise the fun and fire. Say "click, bang".
18. SAILBOAT REGATTA APPLAUSE: Hold right hand palm up in front of face and blow across it with a series of puffs.
19. PINWOOD DERBY: Hold right hand above head and bring it down with hand pointing in front of you as a car going down a track while saying, "swoosh! thud."
20. RINGMASTER'S APPLAUSE: Say, "And now behind me in the center ring are the lions. Yeooow!"

S O N G S

"Astronomer's Song"

Tune: Yankee Doodle

August theme:
Harbors, Stations,
and Airports

We've got our eyes upon the,
We watch the stars that shimmer.
The sun and moon are friends of ours,
We know their every glimmer.
Keep you eyes upon the skies,
Watch the twinkling stars,
It's better than a T. V. show,
By Jupiter and Mars!

"Whoops! You're a Genius!"

Tune: Round the Mulberry Bush

January theme:
Invention Convention

A block of wood, a piece of wire,
Or junk that seems the seediest.
Just put it all together now,
Whoops, you're a genius!

You never know the size or shape,
From biggest to the teeniest,
But put it all together now,
Whoops, you're a genius!

"Three Gray Ghosts"

Tune: Three Blind Mice

October: Halloween

Three gray ghosts, three gray ghosts.
See how they moan, hear how they groan.
They're clammy and cold and out of date.
They'll catch you all if you're out too late.
And snatch you away to an awful fate.
Oh! Oh! Oh! Oh-h-h-h-h-h-h-h-h-h-h!

"Witches Song"

October: Halloween

Tune: Ten Little Indians

One little, two little, three little witches.
Fly over cornfields, fly over ditches.
Slide down the moon without any hitches.
Heigh-ho! Halloween's here!

Stand on your head with a lopsided wiggle.
Tickle your little black cats till they giggle.
Swish through the clouds with a higgety piggle.
Heigh ho! Halloween's here!

"Do Your Best"

Any month!

Tune: Do Re Mi

Do - to us, means do your best.
Re - are cheers for all the fun.
Mi - is what I do myself.
Fa - means father, mom and son.
So - what happens to our pack.
La - with lots of this and that.
Ti - together, to the top!
(clap-clap)
Then that brings us back to do.
Do, re, mi, fa, so, la, ti, do.
Do you best!

"Propel Your Craft"

August theme:
Harbors, Stations,
and Airports

Tune: Row, Row, Row Your Boat

Propel, propel, propel your craft,
Placidly down the liquid solution.
Ecstatically, ecstatically, ecstatically,
Existence is but an illusion.

"Our Car"

Pinewood Derby month

Tune: Camptown Races

1. Pinewood Derby's here again.
Oh boy, oh boy!
Dad and I would like to win.
Oh boy, we will try!

CHORUS:

My pop's thumb is sore,
From the carving knife.
Wish he'd let me try it, too.
You can bet ;your life.

2. Our car looks a little weird.
Oh my, oh my!
Glad it doesn't have to be steered.
Oh my, time to go!

CHORUS.

3. Now it's racing down the track.
Hurry, murry!
We're close to the finish line.
Hurry up and pass.

CHORUS.

4. We won the trophy, Dad and me.
Hurrah! Hurrah!
See the smile on an old dad's face.
Cause we won the race.

CHORUS.

"Cub Scout Harmony"

Recruit month.

Tune: 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 the Cub Scouts in the land.

We're the real thing (Cub Scouts).
Why not join us, you'll see.
What fun can really be (oh, yeah).
We're the real thing.

"Taps for Cub Scouts"

Any month; good closing.

Meeting's done
Gone the sun
Now it's time
to go home
and get rest
'til next time
we all pledge
to do our best.

Sun of gold,
sky of blue
Both are gone
from our sight
day is through.
Do your best,
then to rest,
Peace to you.

"The Sandwich Song"

Any month

Tune: The Battle Hymn of the Republic

I walk into a restaurant
And this is what I cry,
I want a chicken sandwich,
Cub of coffee, piece of pie.
Oh, you will surely hear me
Sing this song until I die,
I want a chicken sandwich,
Cub of coffee, piece of pie.

"O Blue and Gold"

February theme:
Blue and Gold Banquet

Tune: 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 your colors bright
until the whole world you will light.
Oh blue and gold, oh blue and gold.
The memories live though we grow old.

"A Stretching We Will Go"

Tune: A Hunting We Will Go

This is an audience participation song which could be sung at a pack meeting or a den meeting. This could be led by Cub Scouts or adults.

A stretching we will go,
Moving to and fro.
And when we're done
We've had some fun,
And relaxed our muscles, too.

Come on folks, let's stand,
And raise up high each hand.
Then spread them wide
Now to your side,
As your muscles you relax.

Now let us stomp our feet.
But please don't take your seat
Before you're down
Please turn around
And then you'll take your seat.

"Whew!"

This is an audience participation song which could be sung at a den or pack meeting.

Tune: Jingle Bells

Clap your hands, stamp your feet,
Let's all stand up please.
Face to the left, face to the right.
Now hands upon your knees.
Sit down now, stand back up.
Clap your hands two beats (clap, clap).
Now we'll all wipe our brows,
and collapse into our seats!
Whew!

"Old MacDonald Had a Farm"

October theme:
Fire Prevention Week

Old MacDonald had a farm, E-I-E-I-O.
And on his farm he had some woods, E-I-E-I-O.
With a chop-chop here, and a chop-chop there,
Here a chop, there a chop, everywhere a chop-chop.
Old MacDonald had some woods, E-I-E-I-O.

Then Old MacDonald lit a match, E-I-E-I-O.
And he was careless burning trash, E-I-E-I-O.
With a spark-spark here, and a spark-spark there,
Here a spark, there a spark, everywhere a spark-spark.
Old MacDonald burned his woods, E-I-E-I-O.

(slowly)
Through carelessness, he burned his woods, E-I-E-I-O.
Now, Old MacDonald has no woods, E--I--E--I--O.

"The Sharp Den Song"

Any month;
pride in uniform.

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 (number) Cub.
We're the best den in the U. S. A. (clap-clap).

Note: Webelos dens would replace the words "Den (number) Cub"
with the words "Webelos den".

"Three Myopic Rodents"

Tune: Three Blind Mice

Three myopic rodents,
Three myopic rodents.
Observe how they perambulate,
Observe how they perambulate.
They all circumnavigated the agriculturalist's spouse,
She excised their extremities with a carving utensil,
Did you ever regard such an occurrence in your whole existence,
As three myopic rodents.

"It's an Insect Covered World"

Tune: It's a Small World

It's a world of centipedes, a world of moths,
It's a world of katydids, a world of wasps.
There's so much that we share that it's time we're aware,
It's an insect covered world.

It's an insect covered world, it's an insect covered world.
It's an insect covered world, it's an insect covered world.

It's a world of beetles, it's a world for fleas.
It's a world of caterpillars and a world of bees.
In this world that we know, there is so much to show
It's an insect covered world.

It's an insect covered world, it's an insect covered world.
It's an insect covered world, it's an insect covered world.

It's a world of snakes and a world of snails,
It's a world of turtles and a world of whales.
Big or little, great or small, it's a wonder to us all.
It is Mother Nature's world.

It is Mother Nature's world, it is Mother Nature's world,
It is Mother Nature's world, it is Mother Nature's world.

(From a Great Salt Lake Council, Utah pow wow book.)

- - -

Boys don't like to sing?

Most boys like to sing but sometimes don't like to sing with other boys. However, music can be made in other ways. Clap hands or stamp feet to the beat of familiar tunes. Make noises that imitate musical instruments as in "The Calliope Song" and "The Cub Scout Orchestra" found in the Cub Scout Songbook.

Make musical instruments. Beat the coffee can drum, rub the sand blocks together, and hum on a comb-and-paper kazoo for "music" and Cub Scout fun. See Elective 8 in the Bear Cub Scout Book and Chapter 3 of the Cub Scout Leader How-To Book for help and more ideas in making musical instruments.

When singing songs, remember to K.I.S.M.I.F. (keep it simple, make it fun). Sing short songs or use only one or two verses of a long song.

I AM SLOWLY GOING CRAZY

Musical notation for the song "I AM SLOWLY GOING CRAZY". It consists of three staves of music in treble clef with a key signature of one flat (Bb). The first staff has a C chord above it. The second staff has F, G, Am, Em, F, and C chords above it. The third staff has F, G, and C chords above it. The lyrics are: "I am slow-ly go-ing cra-zy. One, two, three, four, five, six, switch. Cra-zy go-ing slow-ly am I Six, five, four, three, two, one, switch."

Actions: For the first 2 lines of the song, rest your chin in the palm of your right hand, support your right elbow with your left hand and cross your right knee over your left knee. When the word "switch" is sung, the last 2 lines are sung with your chin resting in the palm of your left hand, supporting your left elbow with your right hand and crossing your left knee over your right knee. Each time the word "switch" is sung, your actions are switched. As the song is repeated, it can be sung faster and faster to add to the fun.

TOM THE TOAD

Tune: O Tannenbaum

Musical notation for the song "TOM THE TOAD". It consists of five staves of music in treble clef with a key signature of one flat (Bb) and a 2/4 time signature. The first staff is labeled "CHORUS" and has F, C7, F, and C7 chords above it. The lyrics are: "Oh Tom the toad, Oh Tom the toad, Why are you ly-ing on the road? O Tom the toad, Oh Tom the toad, Why are you ly-ing on the road? You did not see the car a-head, Now you're all marked with tire tread. Oh Tom the toad, Oh Tom the toad, Why are you ly-ing on the road?"

2. Sing this verse sadly with tears in your eyes because Tom the Toad is dead.
3. Sing this verse lustily with joy because Tom the Toad has gone to that great lily pad in the sky.

A Big Fat Hen

(memorize this)

1. A big fat hen!
2. A couple of ducks, and a big fat hen!
3. 3 running hares, a couple of ducks, and a big fat hen!
4. 4 brown bears, 3 running hares, a couple of ducks, and a big far hen!
5. 5 fat felines, 4 brown bears, 3 running hares, a couple of ducks, and a big fat hen!
6. 6 simple simons,
7. 7 seasick siamese sailors sailing the 7 seas,
8. 8 egotistical elephants eagerly awaiting entrance into Ethiopia...
9. 9 nimble ninnies nimbly nibbling gnats,
10. 10 tiny tom-toms tapping timely tunes,

SILLY WILLY

CHORUS F

I know a lit-tle boy, His name is sil-ly Wil-ly - He

G7

is so ve-ry smart but, oh, he acts so sil-ly - 1. And

F

so goes his fin-ger and his finger it is so And his

Wiggle your finger

C7

finger It is al-ways so - o - o.

2. And so goes his arm and his arm it is so

Wiggle your arm

And his arm it is always so - o - o

And so goes his finger and his finger it is so

Keep wiggling your arm and wiggle your finger

And his finger it is always so - o - o

CHORUS

3. And so goes his foot and his foot it is so

Wiggle your foot

And his foot is always so - o - o

And so goes his arm etc.

Keep wiggling foot and wiggle arm

And so goes his finger etc.

Wiggle foot, arm and finger

CHORUS

4. And so goes his head, then foot, arm, finger

Nod head

CHORUS

5. And so go his hips, then head, foot, arm, finger

Wiggle hips

CHORUS

6. And so goes his tongue, then hips, head, foot, arm, finger

Wag tongue

CHORUS

Ten Little Tigers

(Tune: Ten Little Indians)

One little, two little, three little tigers.
Four little, five little, six little tigers.
Seven little, eight little, nine little tigers.
Ten little Tiger Cub boys. ROAR!

Ten little, nine little, eight little tigers.
Seven little, six little, five little tigers.
Four little, three little, two little tigers.
One little Tiger Cub boy. ROAR!



Tiger Cubs, BSA

"I Hear Thunder"

(Tune: "Frère Jacques" or "Are You Sleeping?")

I hear thunder, I hear thunder. (slap hands on "thunder")

Hark, don't you? Hark, don't you? (hold hand cupped to ear on "hark")

Pitter patter raindrops, pitter patter raindrops. (slap thighs)

I'm wet through, so are you. (shake like a wet puppy)

From Beaver Scout Book (boys ages 5, 6, and 7), Boy Scouts of Canada.

Soap and Towel

(Tune: Row, Row, Row Your Boat)

Soap, soap, soap, and towel,
Towel and water please.
Busily, busily, busily, busily,
Scrub your dirty knees.

Puppets, Costumes, and Skits



Run-ons

Run-ons are short, quick skits usually involving two people. Use run-ons as "fillers" when there's a lull or to change the pace of the program.

A few run-ons are listed here. Question and answer riddles like those found in Boy's Life Magazine may also be used.

1. 1st person: Mom just bawled me out for eating with my fingers.
2nd person: Well, you should know better. It isn't very clean.
1st person: If the food isn't clean enough to pick up with your fingers, it isn't fit to eat.
2. 1st person: Will you go out and cut some wood?
2nd person: lays down and starts snoring.
1st person: What are you doing?
2nd person: Oh, just sawing logs.
3. 1st person: (singing) soap, soap, soap...
2nd person: What are you doing?
1st person: Oh, just singing a few bars.
4. 1st: I've been seeing spots before my eyes.
2nd: Have you seen a doctor?
1st: No, just spots.
5. 1st: We interrupt this program for a spot announcement.
2nd: (off stage; barks like a dog) arf! arf! arf!
1st: Thank you Spot.
6. 1st: When will the rain stop falling?
2nd: I don't know. When?
1st: When it hits the ground.
7. 1st: Why is it so hard to keep a secret in a bank?
2nd: I don't know. Why?
1st: Because there are so many tellers.
8. 1st: Did you know it was impossible to send mail to Washington now?
2nd: No. Why?
1st: Because he's dead. But you can send mail to Lincoln.
2nd: How come? He's dead, too.
1st: I know, but he left his Gettysburg Address.
9. Two silent figures run across the stage, one chasing the other with an upraised club. Repeat several times. The figures move slower each time. Finally the first man stumbles, followed by the second, who crawls forward on his hands and knees, panting, and raises his club to hit the first man who cowers helplessly. The first man taps the second quickly and lightly with the club and yells, "You're it!" and runs off at top speed, followed closely by the second.

PUPPETS AND COSTUMES

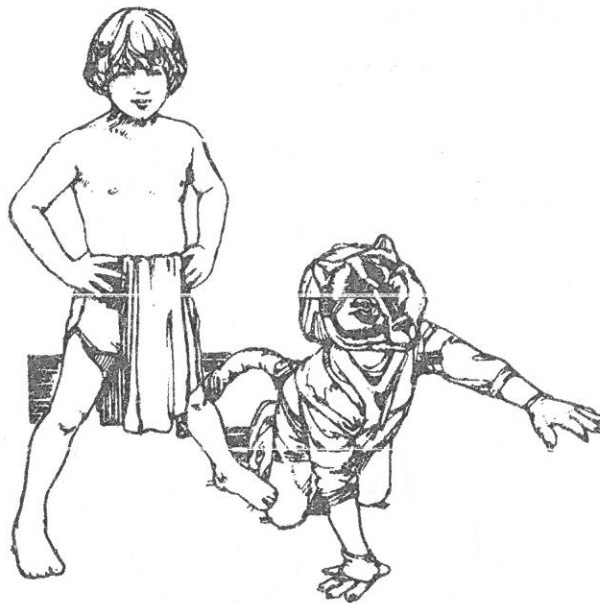
As a Den Leader one of your greatest HELPS will be the "HOW TO BOOK". Your How To Book has a section of Puppets and Costumes. Cub Scout age boys may be reluctant to be in a skit. Let them wear a costume or use a Puppet and they take on a new personality.

The How Book Tells you;	
Why we use puppets	Crepe paper costumes
Types of puppets	cardboard box costumes
Tips for puppeteers	
Resources for Puppets	Paper sack costumes
Puppet playwriting	Character Makeup
Puppet plays	Vegetable costumes
Hand puppet Stages and Theaters	Masks
	Pioneer, Astronaut, Pilgrim,
	Indian, Circus & Pirate Costumes

The puppets you find in your PowWow Book is in addition to ones in the How To Book.

Before you start making Puppets with your Cub Scouts read the Puppet section of your How To Book.

When you ask your boy's about being in a skit remind them they can be anyone or anything they want to be, by using a PUPPET OR COSTUME.



The first 16 pages
prepared by
Virginia Hammer
of Winnebago District.

CONSTRUCTION-PAPER WRAP-AROUND PUPPET

HOW TO MAKE THE PUPPET

Draw your own caricature needed to fit the story or song. Use color best suited for your caricature. You will need about a 4 inch square of construction paper for each puppet.

Make the drawing large enough to fit around your finger snugly. Be sure to draw your caricature with a flap on each side.

Cut around the outline.

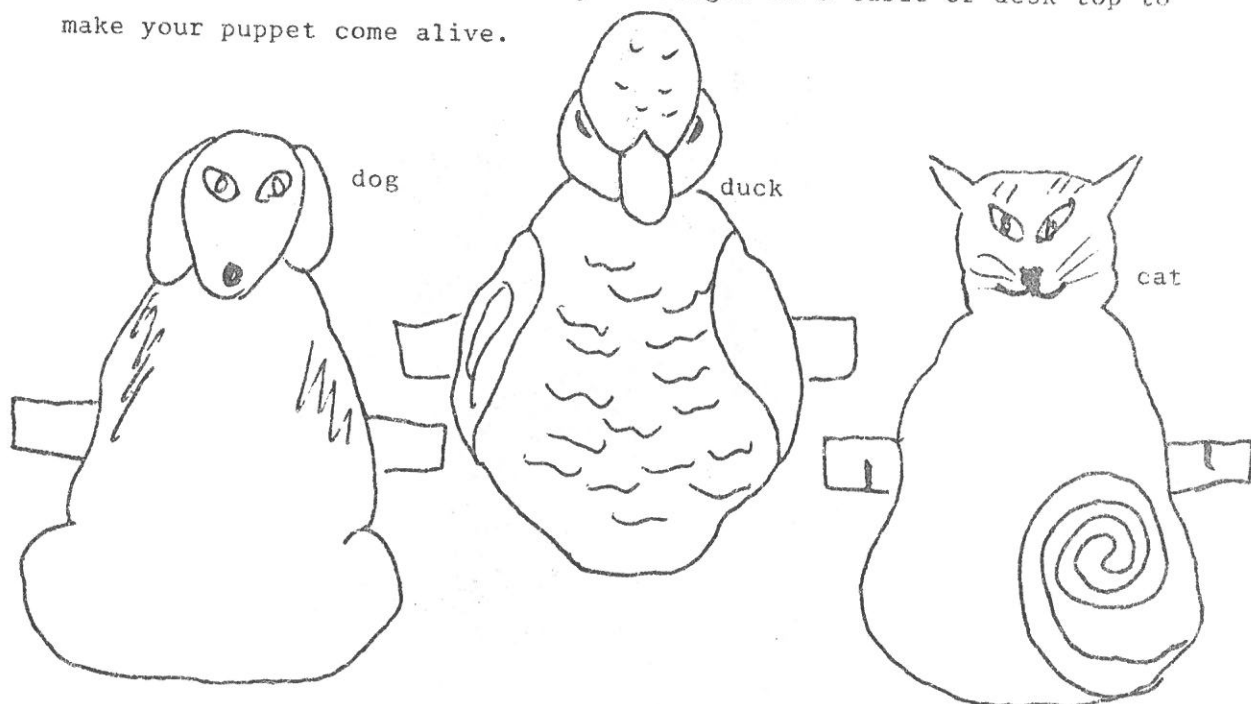
Color the drawing with crayons.

You may want to decorate with pieces of felt pasted on.

Your puppet is finished.

HOW TO MOVE THE PUPPET

Put the drawing against your finger with the front facing forward and the top against the knuckle. Wrap the drawing around your finger snugly with one flap over the other. Scotch tape or paste the flaps to hold the puppet in place, or cut a notch into each flap, notch one flap on top and the other on the bottom. Fit one notch into the other to hold the puppet in place. Now move your finger on a table or desk top to make your puppet come alive.



FINGERLING PUPPETS

HOW TO MAKE THE PUPPET

Draw your own picture of caricature needed on paper. Make it large enough to fit over your finger and a little extra to allow for glueing the sides of your puppet together. His body will be about 3 inches tall and $1\frac{1}{2}$ inches wide. Draw his arms a little wider than his body. Cut around the outline.

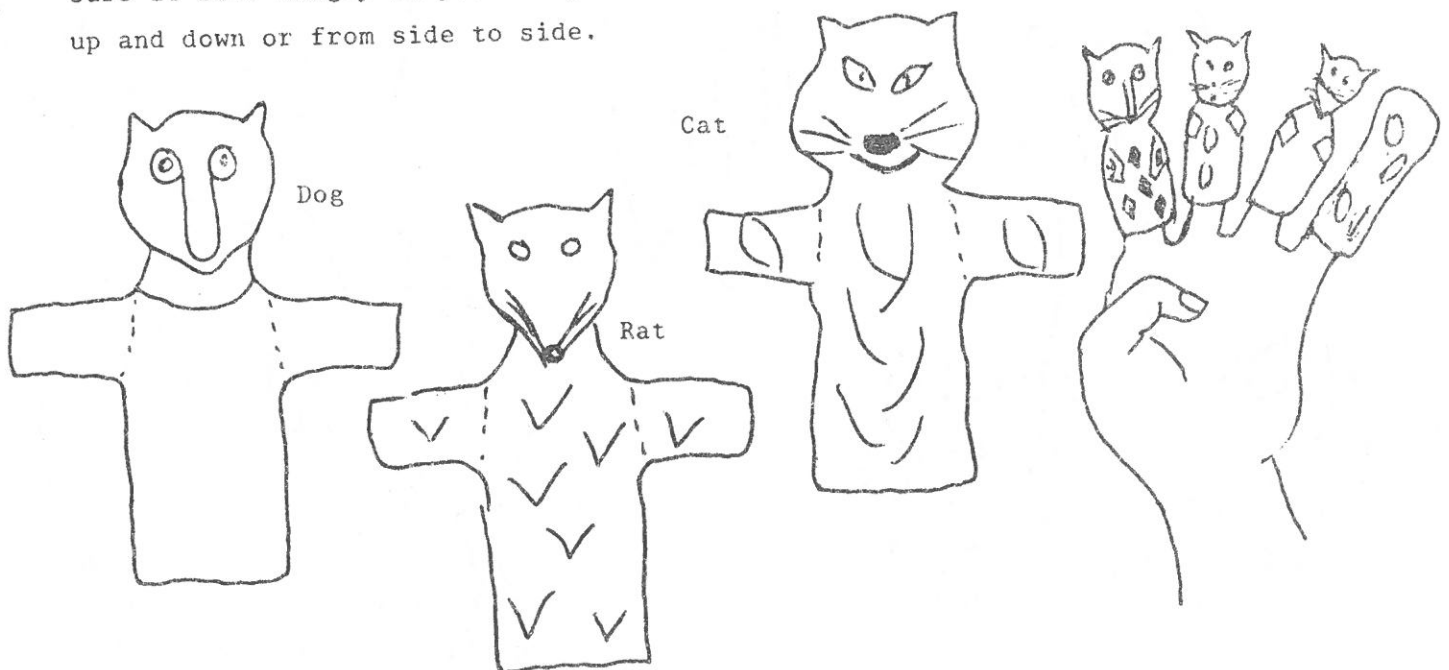
Pin the drawing on to two pieces of felt (one on top of the other). The drawing will be your pattern.

Cut around the outline. Remove pins. Paste edges of the two pieces of felt together, but do not paste the bottom. This is kept open for your fingers. Press the two pieces together. Allow to dry. Finish the caricature's face by pasting on pieces of felt for his hair, beard, eyes nose or whatever is needed. Allow to dry.

Bend and fold down the two arms so that they reach forward. Your fingerling puppet is done unless you want to add frills, a bow, buttons or anything else.

HOW TO MOVE THE PUPPET

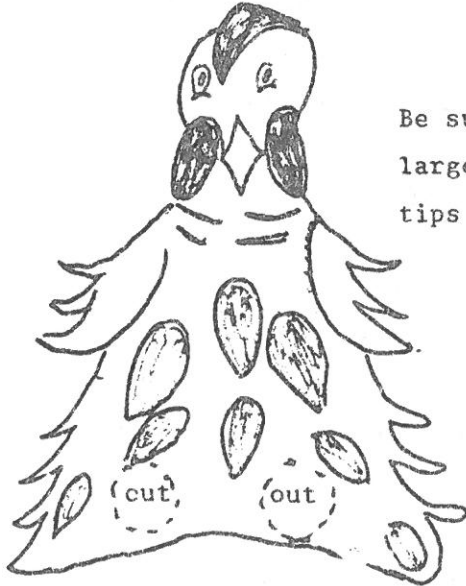
Slip the fingerling puppet over your finger through the open end. Be sure it fits snugly on your finger. Move the puppet by bending your finger up and down or from side to side.



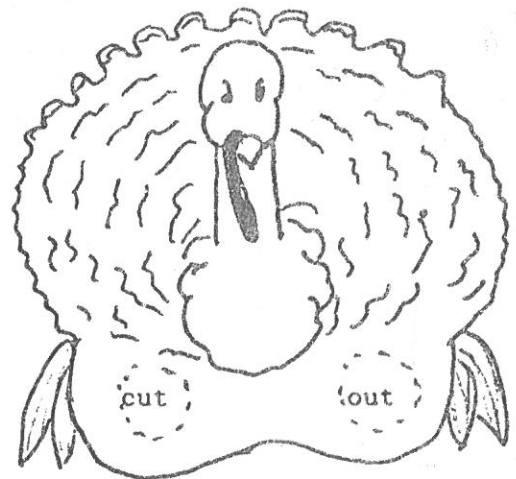
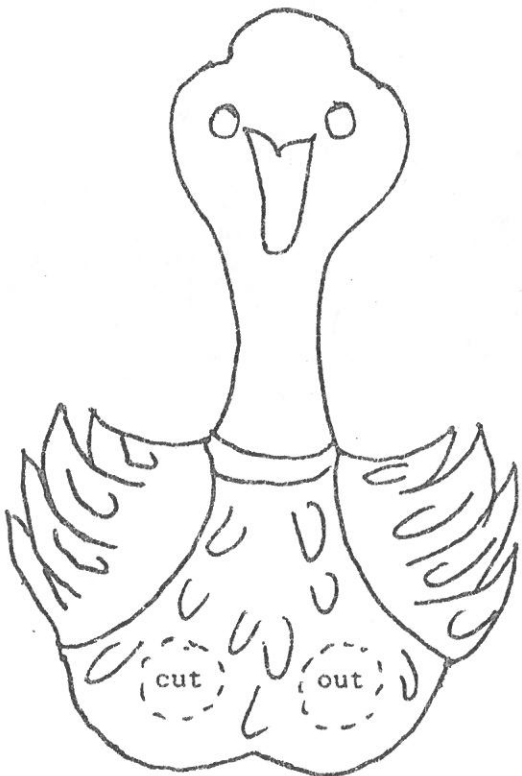
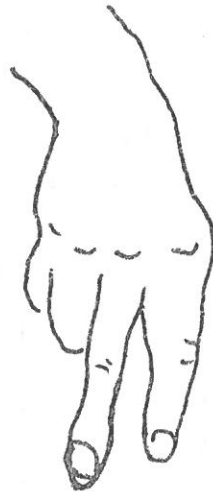
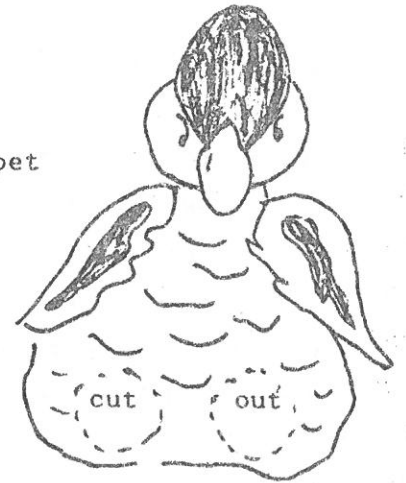
TWO FINGER PUPPET

Draw desired puppet on shirt cardboard. Decorate with markers, crayons or construction paper.

The tips of your 1st and 2nd fingers are used as feet to give your puppet action. (Be sure the body of your puppet is large enough to cover the rest of your hand)



Be sure to cut the circles large enough for your finger tips to fit through.



FROG PUPPET

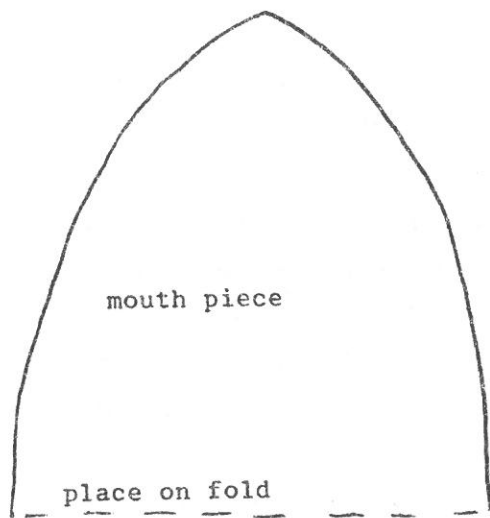


Figure 1

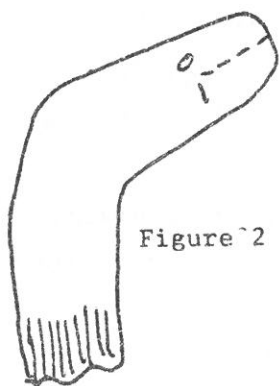


Figure 2

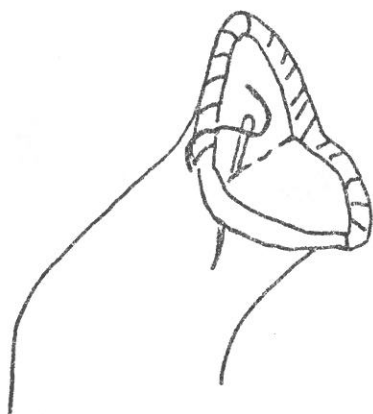


Figure 3

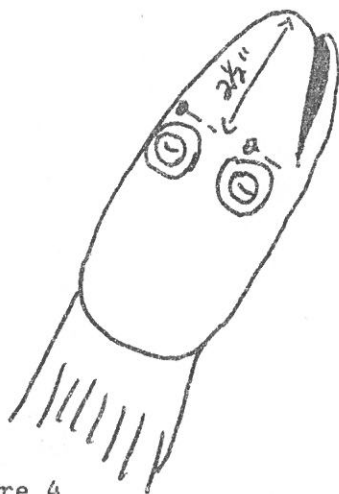


Figure 4

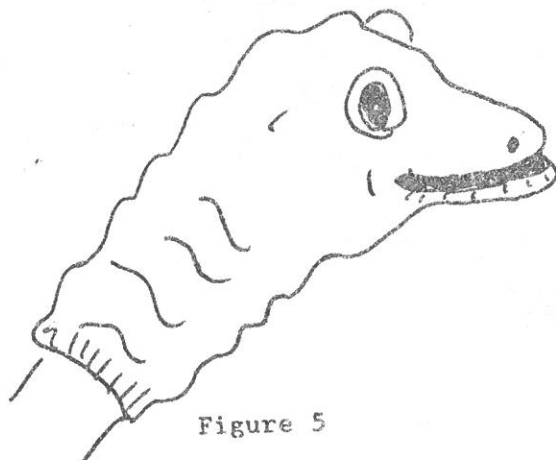


Figure 5

1. Trace mouth pattern onto shirt cardboard and red felt. Cut both out. Glue the felt to the cardboard. Weigh it down until the glue dries. Fold on the dotted line.
2. Lay the sock flat on a table and measure $2 \frac{1}{2}$ inches from the tip of the toe (Figure 2). Mark it with a pin. Cut a straight line from toe to pin, as shown by dotted line (Figure 2).
3. Thread the needle with green thread. Insert the mouthpiece inside the slit. Whipstitch it in place with the sock edges overlapping the mouthpiece $\frac{1}{4}$ inch (Figure 3).
4. For eyes, measure $2 \frac{1}{2}$ inches up from the tip of the nose. Mark it with pins. Center two black buttons over two white buttons, and sew one set on each side of the sock, using black thread. The lower edge of the white button should just touch the pins (Figure 4).
5. With the felt-tipped pen draw on two black dots for the nose. Slip the sock over your hand so that the second joints of your fingers bend just above the eyes, Work the mouth with your fingers and thumb.

use one size 7 boy's green sock two $\frac{1}{2}$ " black & two 1" white buttons

ALLIGATOR PUPPET

1. Trace the mouth pattern onto cardboard and red felt. Cut it out. Glue the felt to the cardboard. Weight it down and set it aside to dry. When dry, fold where indicated at fold line. 2. Lay the sock flat on the table. Measure $2\frac{3}{4}$ inches from the tip of the toe and mark it with a pin. Cut a straight line from the tip of the toe to the pin, (see figure 2.) 3. Thread six strands of white embroidery floss through the needle, Knot the ends together. Insert the mouthpiece in the slit. Whipstitch in place, with sock edges overlapping the mouthpiece Figure 3. The white stitches will look like teeth. 4. For the eyes, cut two 1-inch circles from the red felt. Place them 4 inches back from the tip of the nose and $\frac{3}{4}$ of an inch apart. Pin in place. Center the buttons on the felt circles and sew them in place with black thread Figure 4. 5. With a felt-tipped pen, mark two black spots on the end of the nose for nostrils Figure 5, Stuff two cotton balls in the tip of the nose. Slip the sock over your hand with your knuckles at the heel. Work the mouth with your fingers and thumb.

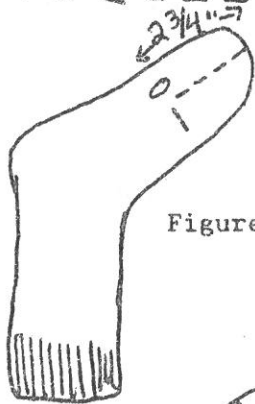
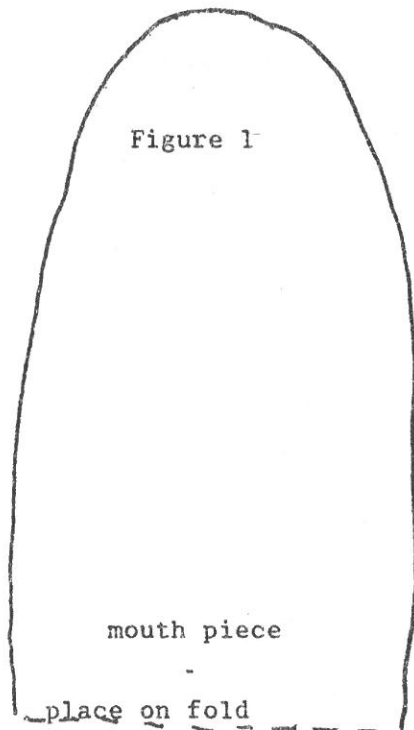


Figure 2

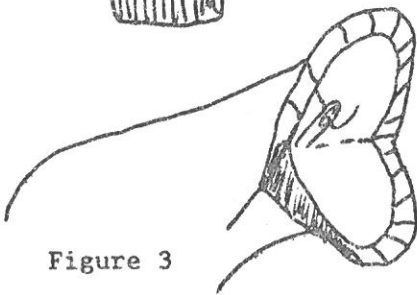


Figure 3

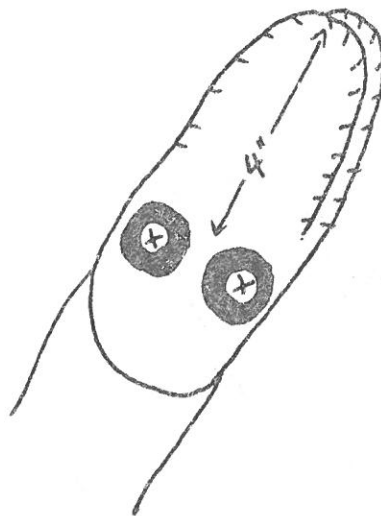
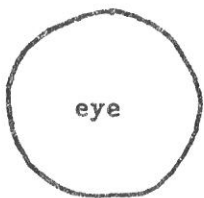


Figure 4

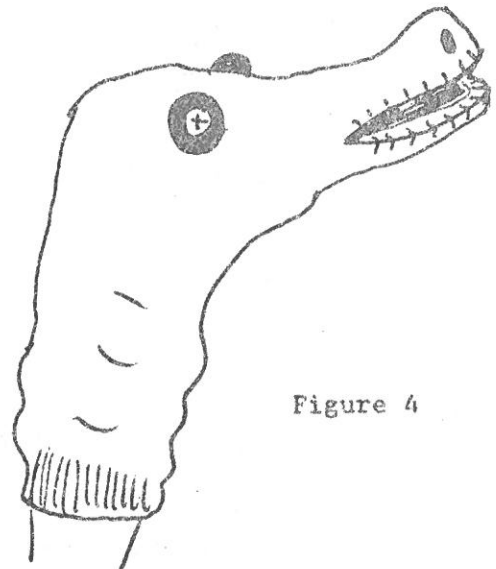


Figure 4

USE SIZE 7 GREEN BOYS SOCK FOR PUPPET

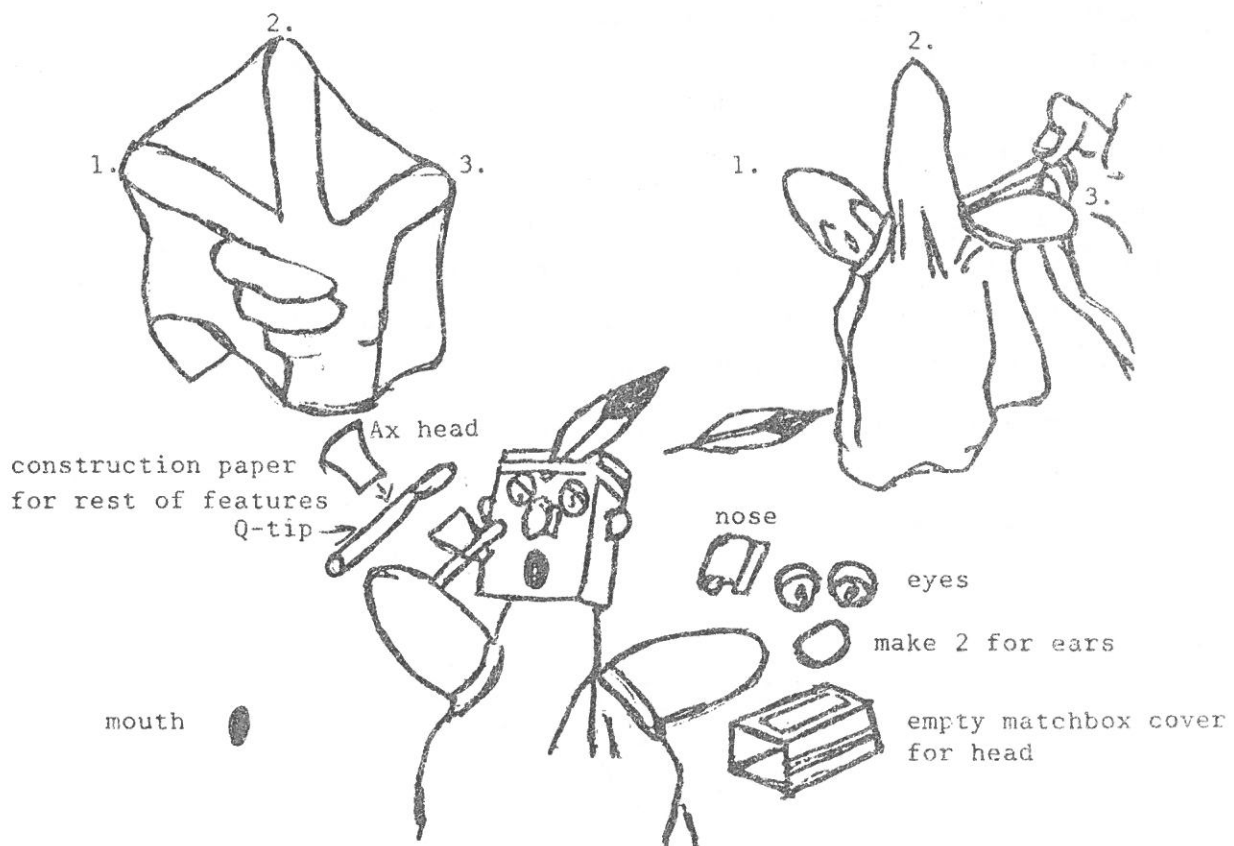
MATCHBOX PUPPET

Separate the two parts of a small empty matchbox and throw away the inside drawer. Cover this outer shell with construction paper or colored plastic tape. Decorate to complete the head of desired puppet. (Indian head is shown).

MAKING YOUR PUPPET'S BODY

Making your puppet's body is as easy as 1-2-3- fingers, that is. Hold your hand with the last two little fingers folded onto your palm and the other three extended as in figure 1. Now drape a handkerchief or paper napkin evenly over the extended fingers. Hook a rubber band over the handkerchief around finger number 1, pull it in back of your pointer finger(2), and hook it over the handkerchief and around your thumb (3). See figure 2. The head (your matchbox decorated as desired puppet) is slipped onto your pointer finger (2). The thumb and middle finger (1 and 3) become your new friend's hands - and there he is, right at your fingertips, ready to do your bidding.

You can also make your puppet's head from an empty egg shell, instead of the empty matchbox cover.



STYROFOAM-AND-FREE-FINGER PUPPET

(use a 6 inch styrofoam ball for puppet)

HOW TO MAKE THE PUPPET

Make a hole in the ball by pressing the point of a pencil into the styrofoam. Make it large enough for your first finger.

Decorate to complete your puppet.

TO MAKE A CAT

Cut the cat's ears out of two pieces of construction paper or felt, about 1 inch wide and 1 ½ inches long. Place the two pieces together before cutting so both ears will be exactly alike.

Paste the ears on the styrofoam ball.

Paint on the cat's eyes, nose, and mouth.

For whiskers, press pipe cleaners into the styrofoam. If you like, you may paste on pieces of construction paper or felt for eyes, nose, mouth and whiskers.

You may even use small strands from a whisk broom for whiskers. Press these pieces into the styrofoam. (figure 1)

See Figure 2 for details on making a Robin styrofoam-ball puppet.

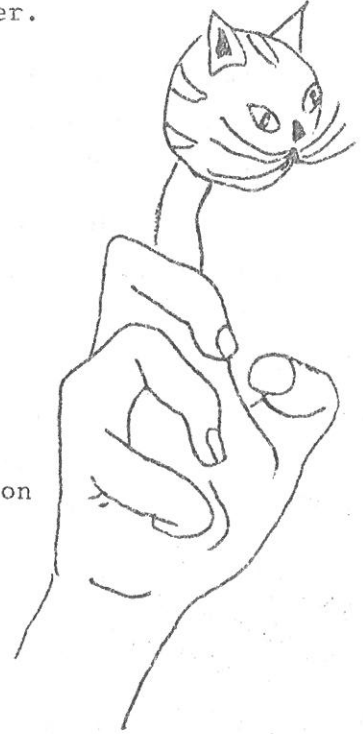


Figure 1

HOW TO MOVE THE PUPPET

Put the first finger of your hand into the hole of the ball. This becomes the puppet's neck. Use the bare fingers of the same hand to show the puppet's feelings and action. Move them as much as you like. With a puppet in each hand you can invent many action.

This kind of puppet works well with a song:

(use poster paint to decorate your styrofoam puppets)

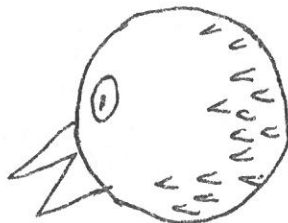


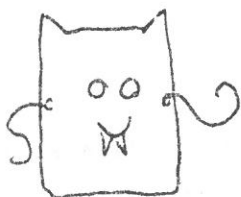
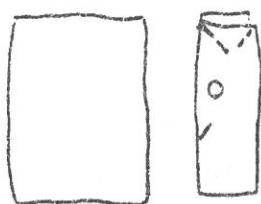
Figure 2

GARBAGE BAG COSTUMES

A BAT

TO MAKE THE BAT YOU WILL NEED:

alown-and-leaf size plastic trash bag, lightweight cardboard, a stapler, tape, construction paper, string.



THE MASK

Use a 9X12" sheet of black construction paper. Fold it in half the long way.

Cut out the ear and eye shapes as shown.

Open the mask and poke a hole in each side.

Thread a knotted string through each hole.

Make teeth from white construction paper and glue under mouth that has been cut out.

To put on the costume;

Have the boy put his arms in the wings. Tape the costume closed in the back. Put the mask on and tie it in place.

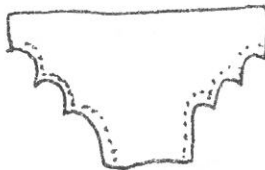
HAVE FUN ALL YOU BATMAN

THE BODY

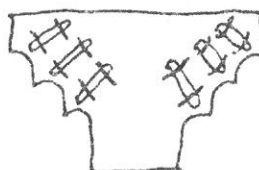
Hold the trash bag horizontally.



Fold it in half. Cut out the shape shown.



Now open the bag. Lay it flat. Staple the side seams together.



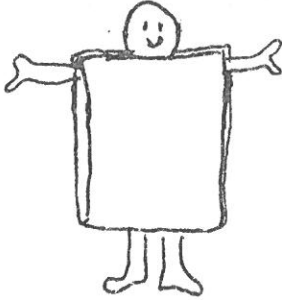
Cut 6 strips of cardboard two 6"X1": two 9"X1" and two 12"X1". Tape the cardboard strips to the wings of the costume.



Turn the costume over and cut a neck opening and a slit down the back. Also slit the bottom of the costume open.

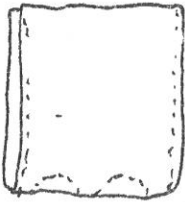
SACK COSTUMES

THE TOMATO

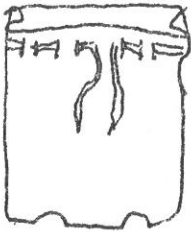


THE BASIC SACK

Measure a length of cloth as wide as the distance from elbow to elbow with arms extended, and twice as long as the distance from neck to knees.



Fold the material in half, with the wrong side out. Staple the sides together leaving holes for the arms as shown. Cut 2 holes out of the bottom for the legs to go through.



Turn the sack right side out. Make slits, at intervals, near the top and thread a ribbon or string through the slits. Put the sack aside and make the accessories.

THE ACCESSORIES



Cut leaf or petal shapes all around the open end of a paper bag.



Decorate with green paint or colored paper.

TO PUT ON THE COSTUME:

Have the child step into the sack. Stuff the sack with shredded or crumpled newspaper until it is round and full.

Pull the ribbon to gather the sack at the neck and tie. Put the petal hat on the boy's head.



FURRY GORILLA
PAPER BAG COSTUMES

Make the Shaggy Dogs' costume body. Add a gorilla mask and 4 Large hands.
(see below).

Use a luncheon-size paper plate and cut out eye holes.

THE MASK

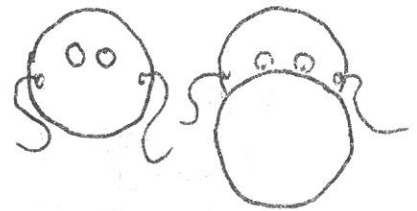
Poke holes in each side of the plate and tie strings through.

Staple a larger paper plate to the small plate just below the eyes as shown.

Paint on a nose and mouth.

Cut ears out of paper. Glue on.

Glue on Fringed paper for hair.



THE HANDS

Cut 4 Large hands out of lightweight cardboard.

Cut openings for the boy's ankles in two of the hands as shown.

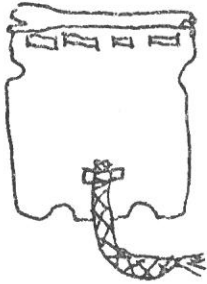
Put these hands around the child's ankles over his sneakers.

Poke 2 holes in each hand where the sneaker laces tie. Pull the laces through the holes and tie them.

Have the child wear a long-sleeved shirt under the costume. Pin the other pair of hands to the cuffs of the shirt.



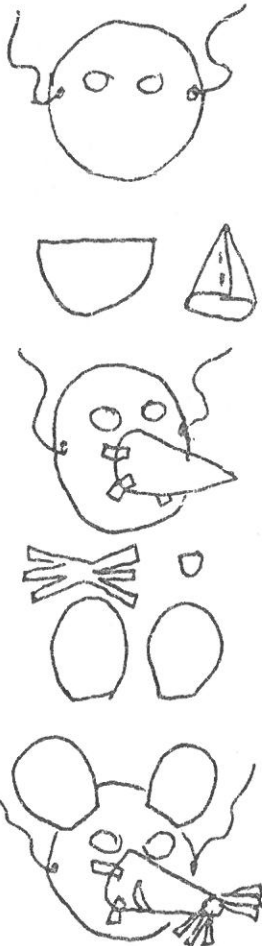
SACK COSTUME
MOUSE



THE BODY

Make a basic sack out of an old white sheet.
(see tomato costume) Make a tail out of braided
pink ribbon or yarn.
Pin or staple the tail to the back of the sack.

THE MASK



Cut eye holes out of a paper
plate to fit the boy's eyes.

Poke a hole on each side of
the plate and tie strings
through the holes.

Cut a semicircle out of white
paper. Overlap the ends to
form a cone. Staple the cone
together. Tape the cone to the
plate as shown.

Cut paper strips for whiskers
and a piece of pink paper for
a nose. Tape them to the tip
of the cone.

Cut 2 large ears out of white
paper plates. Tape, glue or
staple them in place.

Draw or paint a mouth on the
underside of the cone.

TO PUT ON THE COSTUME:

Have the boy step into
the sack. Stuff sack as
described for tomato,



but do not use as much
stuffing. The Mouse
should be thinner than
the Tomato.

Tie the sack at the neck.

Put the mask on the boy
and tie in place.

White or pink gloves
and socks will com-
plete the costume.

PAPER BAG COSTUMES

SHAGGY DOG

THE BODY

Cut a slit up the back of 1 bag. Cut neck and arm holes.

For the dog's fur, fold a sheet of newspaper in half and cut fringe along the open side.

Now tape the fringe around the bag, starting at the open end. Repeat the process until the bag is covered with overlapping rows of fringe.

Cut a tail out of lightweight cardboard. Tape newspaper fringe to the tail.

Staple the tail to the back of the bag as shown.

THE HEAD

Cut an eye opening in the other large grocery bag about three inches from the top.

Use the small lunch bag for the nose piece. Cut a slit in each corner of the bag and fold back to make tabs as shown.

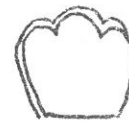
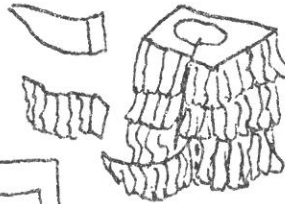
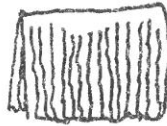
Glue or tape the tabs in place on the large bag under the eye opening.

Cut large eyes and ears out of paper and glue them in place.

Cut more paper fringe. Glue to the top of the bag at the front and back as shown.

Cut a big black nose and a large red tongue out of paper. Glue them in place.

Cut 4 paws, larger than the boy's hands, out of construction paper or brown paper. Staple 2 of the paws together to form a mitt.



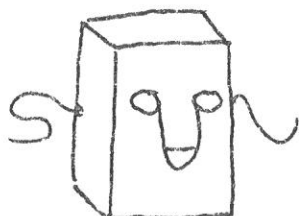
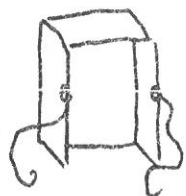
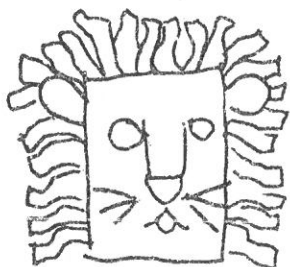
TO PUT ON THE COSTUME:

Have the boy put on the body bag and tape the back closed.

Put the mask over the child's head. If necessary, trim at the bottom so that the eye opening is in the right place. Slip the paw mitts on the boy's hands.

PAPER BAG COSTUMES

A SCARY LION



Make the Shaggy Dog's costume body and paw mitts, but use 3 old nylons stockings braided together for the tail. (Tie the 3 stockings together at the heels and then braid.) Staple the tail to the back of the costume.

THE HEAD

Use a cereal box large enough to cover the child's face.

Cut away the 4 flaps at the open end of the box.

Cut away the back of the box.

Cover the outside of the box with yellow construction paper.

Poke holes in each side and tie string through.

Cut eye holes in the front of the box.

Cut a nose shape as shown.

For a mane, cut orange construction or tissue paper into strips. Glue or tape strips all around the box.

Add paper ears. Draw or paint a mouth and tongue.

Glue on paper strips for whiskers.

PAWS

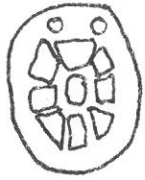


Cut 4 paws, larger than the boys hand, use construction paper, staple 2 of the paws together to form a mitt.

Have the boy wear a long sleeved yellow shirt. Attach the paws to shirt cuffs after boy has rest of costume on.

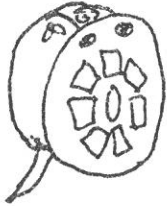
SANDWICH BOARD COSTUMES

THE TURTLE



you will need:
2 large pieces of cardboard
a grocery bag, construction
paper, heavy string, white
glue & a stapler.

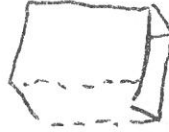
THE BODY
Cut 2 large circles. Paint a
shell design on each.



Poke 2 holes at the top of
each circle. Tie the circles
together to make a sandwich
board.

Staple a tail to the bottom
of the back circle.

Have the child wear a turtleneck
sweater under the shell

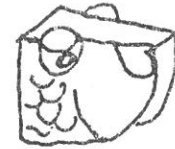


THE HEAD

Cut away one of the narrow
sides of the grocery bag.



Cut bottom as shown. Glue
green construction paper
to the remainder of the
bag.



Glue a large eye on each
side of the head. Draw
on a mouth and scales.

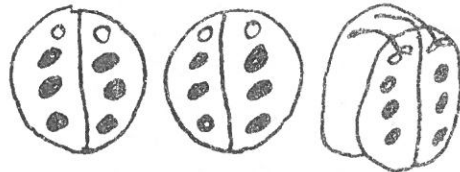


Poke a hole on each side
of the head and tie a rib-
bon on.

THE LADYBUG

THE BODY Cut as for Turtle, decorate
as shown, at right .

THE HEADDRESS Cut a 2" band out
of construction paper large enough
to go around the boy's head with an
overlap of about 1".



Staple the band together.

Staple pipe cleaners to the front
of the band.



Bend the pipe cleaners at the top
to complete the feelers.



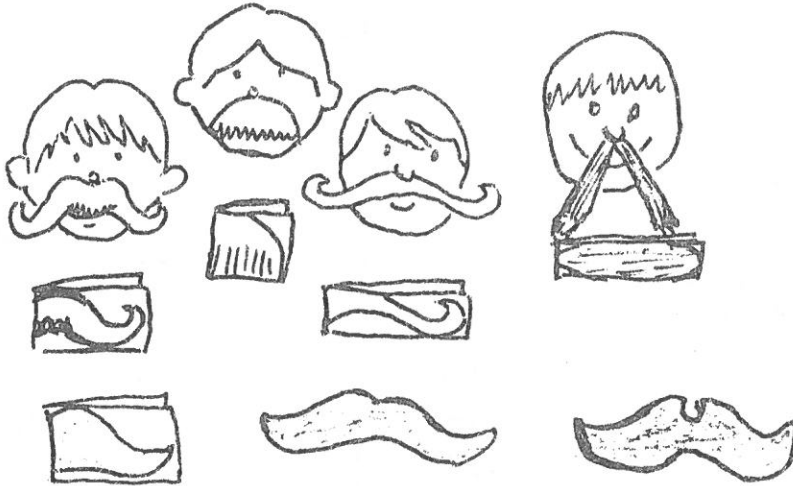
THE EYE MASK

Cut a piece of black paper
into a 3" X 6" strip.

Fold the strip in half and
cut as shown.

Tape the eye mask to the
head band.

QUICK DISGUISES



MUSTACHES

Fold construction paper in half. Draw a half of any mustache shape along the fold. Cut out the shape and open the paper.

Tape the mustache to the upper lip or cut a nose hook as shown.

Fringe the bottom of the mustache if you wish.

FOLDED PAPER MASKS

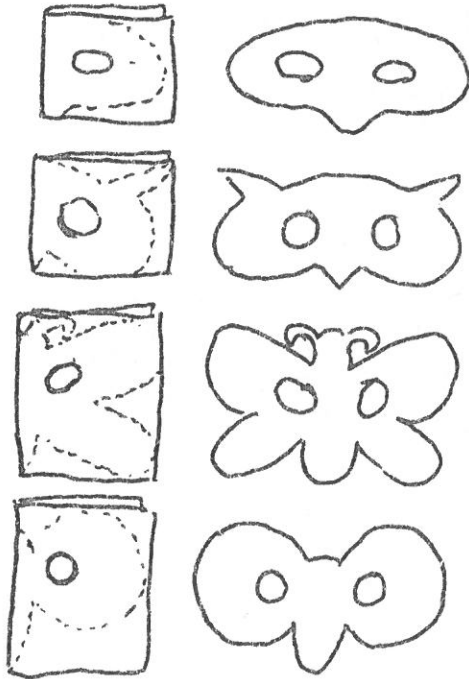
Use a piece of construction paper large enough to cover the boy's eyes and nose.

Fold the paper in half. Draw shapes as shown, or shapes you wish, and cut it out.

Leave paper folded and cut out any eye hole.

Open the mask. Poke holes in each side and tie strings through.

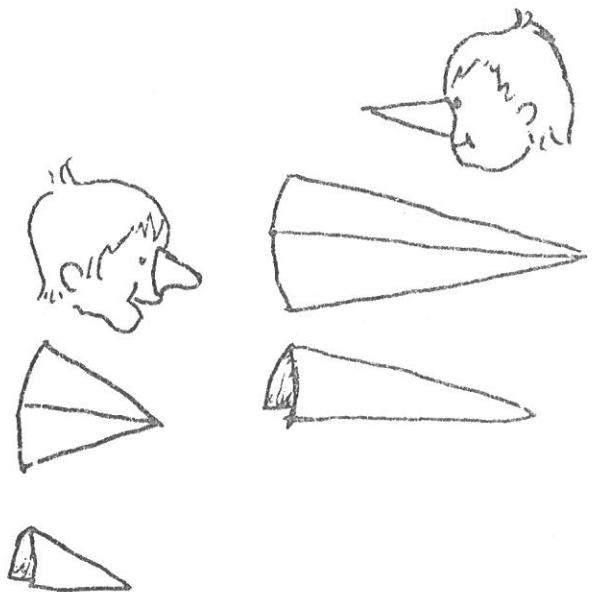
Tie the mask on.



NOSES

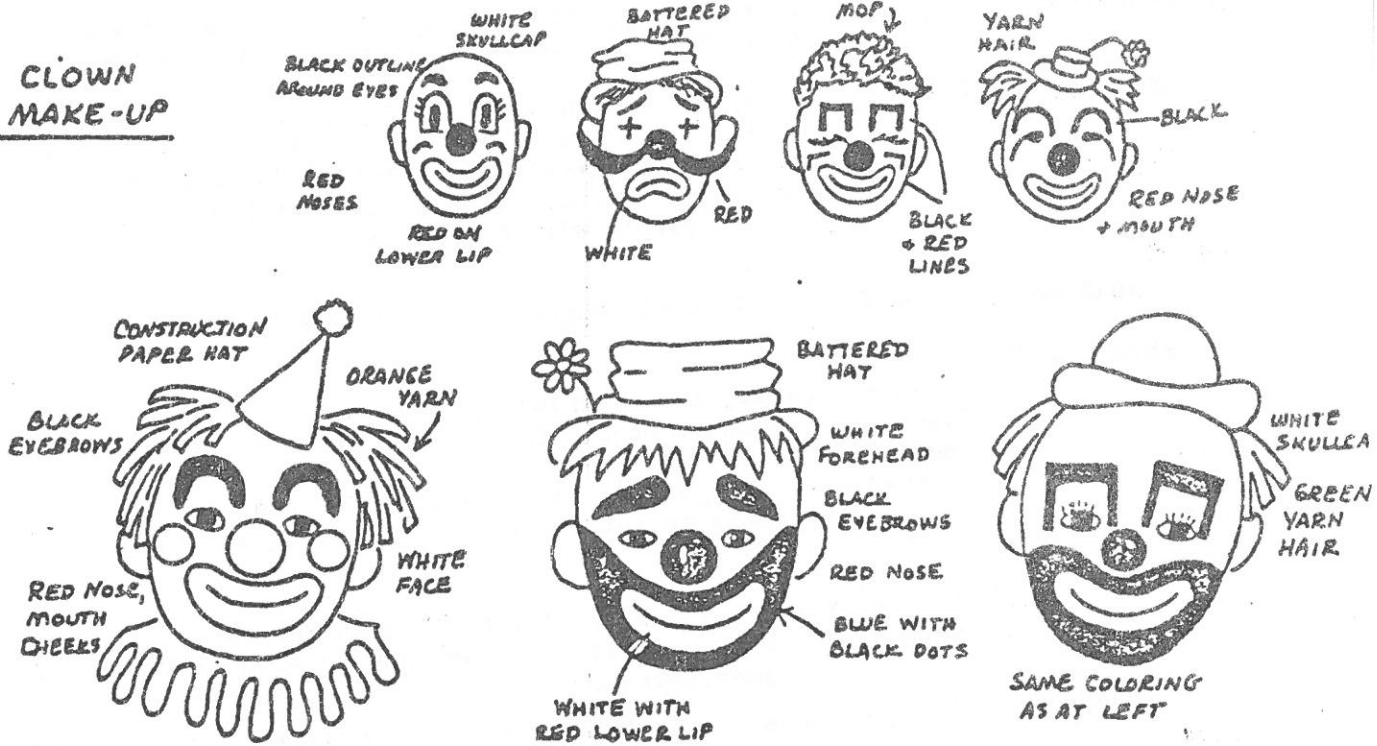
Cut a triangle out of construction paper as shown.

Fold the triangle down the middle and attach it to the boy's nose with masking tape.

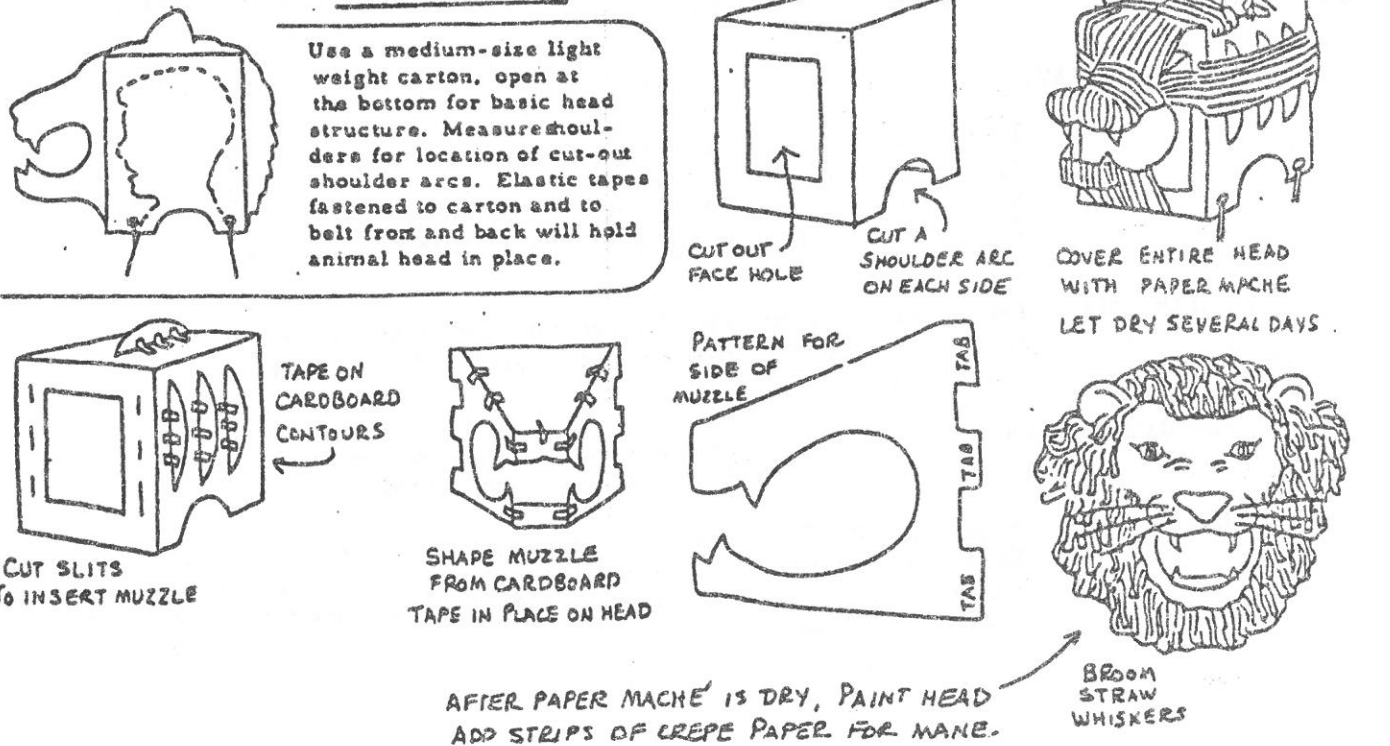


CIRCUS COSTUMES

CLOWN MAKE-UP



LION MASK



SOME SUGGESTIONS FOR CIRCUS ACTS:

ACROBATS - They perform rolls, tumbles, cartwheels, human pyramids, etc.

LION TAMER AND LIONS - Tamer uses chair and whip to make Lions walk a 2' by 4' board, jump up on wash tubs and jump through hoops.

TIGHT ROPE WALKER - He performs on rope which is lying on the floor using actions resembling those of balancing on a high wire. Audience is cautioned to be absolutely quiet during this act. This act can be particularly hilarious if a boy dress as Madame So and So with a wig and tights.

STRONG MAN - He performs weight lifting feats using fake weights.

ANIMAL ACTS:

Bears can dance, skate, wrestle, or box.

Elephants can put feet on stools, count objects by stamping feet and lie down and roll over.

Trained dogs can jump, climb over a ladder and sit up and bark/bark.

Ponies can prance in formation and jump over barrels.

CLOWNS:

Clown fights - using stuffed stockings as weapons.

Clown band - various 'kitchen' instruments with silly actions and poor rhythm.

Fire Act - one clown pretends to start a fire, another runs to get a bucket that is filled with shredded newspaper and throws it on the audience.

Policemen clowns, hobo clowns, fat lady clowns, comic strip character clowns, and any thing else your wonderful imagination can dream up with the Cubs.

SIDESHOW ACTS:

Tattooed Man - use water-color markers to draw tattoos.

Two-headed boy - two boys in one large shirt and trousers.

Magician - consult the Book of Cubscout Magic.

Tall Man - A boy/s in long pants; walking on stilts.

WILLIAM TELL - The clowns act out the famous shoot-the-apple-off-the-head trick; but the victim eats the apple... then gets shot with a water gun.

CLOWN WALKS ACROSS STAGE - with a plant. Each trip, he comes across the stage with a different, larger plant.

FOOTBALL GAME - A ball is tied to one clown's foot with an elastic band. He kicks the ball and trips. Another clown picks up the ball and walks off, then releases the ball which bounces back and hits the first clown.



Each stunt will need a Ringmaster (leader) and several Clowns (scouts) in full make-up. One clown will be the speaker and the other clowns will carry out the action described.

Start your stunts with three clowns walking out, each carrying a sign that reads: "The (name of your group) Circus," "Presents," "The Clowns."

(First scene: Two clowns are hitting a third clown on the head with big rolled-up wads of newspaper.)

Ringmaster: Gracious, what are they doing?

Clown: Trying to knock some sense into him.

Ringmaster: Doesn't it hurt?

Clown: Sure!

Ringmaster: Doesn't he mind?

Clown: No!

Ringmaster: How come?

Clown: 'Cause it feels so good when they stop!

(Next scene: The clowns are all walking around, tip-toeing. All is very quiet. Not a sound is heard.)

Ringmaster: What are they doing?

Clown: Shhh!

Ringmaster: What's the matter?

Clown: Mr. Vavoom is here!

Ringmaster: Who's he?

Clown: The human cannonball - he gets shot from a cannon.

Ringmaster: So what?

Clown: So that's why we're tip-toeing!

Ringmaster: Why?

Clown: He can't stand the noise!

(Next scene: All clowns are crawling around on all fours in search of something.)

Ringmaster: What are they doing?

Clown: Looking for the trained flea.

Ringmaster: That's hard to find!

Clown: Yah. They think he may have run off!

Ringmaster: Oh, with another flea?

Clown: No, with a dog!

(Next scene: All clowns are sobbing and trying to console each other.)

Ringmaster: Why are they crying?

Clown: The circus is over.

Ringmaster: They'll be back next year.

Clown: They know.

Ringmaster: They know! Then, why are they crying?

Clown: 'Cause they'll have to go home.

Ringmaster: But they'll see their mothers.

Clown: That's just it!

Ringmaster: What do you mean?

Clown: They'll have to take their make-up off.

Ringmaster: So what?

Clown: Well, you know mothers! Then, they'll have to WASH!

CHIEF SHORTCAKE

Cast: 3 braves and 1 squaw, all wrapped in Indian blankets. Braves can wear headbands.

FIRST ACT - Squaw (Chief Shortcake's widow) stands with arms folded in center of stage. She says nothing but shakes her head back and forth slowly, indicating 'no'. 1st brave enters.

1ST BRAVE: I have come for Chief Shortcake's body. We wish to bury your husband with honors. Give us Chief Shortcake.

(Squaw continues to shake head 'no')

SECOND ACT - Squaw stands in same place, arms still folded, mouth still silent, still shaking head 'no'. 1st and 2nd braves enter.

1ST BRAVE: I bury Shortcake for you.
(Squaw shakes head 'no')

2ND BRAVE: O.K. We bury Shortcake together ... use lots of blankets .. him keep plenty warm at the Happy Hunting Ground. (Both braves kneel and beg)

(Squaw shakes head 'no')

THIRD ACT - Squaw in same position, with same actions. Three braves enter.

1ST BRAVE: More tickets sold for funeral. Standing room only now. We bury Shortcake.

(Squaw shakes head 'no')

2ND BRAVE: You be nice squaw. You give us Shortcake.

(Squaw shakes head 'no')

3RD BRAVE: We heap big braves in tribe. Why you not wish us to bury Chief? We bury him heap big good!

SQUAW: (Finally and emphatically)
SQUAW BURY SHORTCAKE!

Heap Big End

HOW THE CHIPMUNK GOT ITS STRIPES

Cast: Narrator, Eagle, Owl, Bear, Chipmunk

NARRATOR: Long ago all the birds and animals got together to decide how much light they should have.

EAGLE: I think we should have light all the time.

OWL: No. Light hurts our eyes. it should be dark all the time.

EAGLE: No, no.

BEAR: Owl is right. Hunting is better in the dark. It should always be dark.

CHIPMUNK: I think half the day should be dark and the other half light.

NARRATOR: Most of the animals thought Chipmunk had the best idea. So they decided day should be divided into a light part and a dark part. But Bear wanted it all dark. He was so mad at Chipmunk that he chased him. (Bear chases Chipmunk) Just as Chipmunk reached his hole, Bear clawed his back, leaving long scratches. (Chipmunk dives for hole; bear scratches back) So, from that day to this, all chipmunks have had stripes on their back.

- An Old Indian Legend

Real Incredible Indian People

A spoof of the "unusual person" television shows

HOST 1: Good evening, Ladies and Gentlemen! Welcome to "Real Incredible People."

HOST 2: Tonight's guests have one thing in common. They're both Indians!

HOST 3: That's really incredible!

HOST 1: Let's give a big hand to our first guest, Chief Pepperoni!

(Chief Pepperoni enters wearing traditional Indian garb covered with a large white chef's apron.)

HOST 2: Chief Pepperoni, how did you get your very unusual name?

PEPPERONI: Actually, this is not my real name.

HOST 1: What was your given Indian name, Chief Pepperoni?

PEPPERONI: Cheese and Sausage. But there was another guy in the tribe named Cheese and Sausage, too, and we always got our mail mixed up. So I changed mine. I was thinking of calling myself "Chief Anchovy" but that's too controversial. So I'm plain ol' Pepperoni.

HOST 3: That's really incredible!

HOST 1: Chief, how did you get started with your really incredible line of work?

PEPPERONI: It all started about 10 years ago when I was making corn bread. Just before I put the bread in the oven a terrible storm came up. It became a tornado! It was followed by a hurricane! Then an earthquake! And finally a monsoon!

HOST 1: Weather like that is enough to wilt anybody's head dress. Sounds like it was the worst day you'd ever had.

PEPPERONI: Actually it turned out to be my luckiest day. The storm had everything flying all around! Food was flying around the tepee, falling everywhere. When the storm stopped, I looked down at my corn bread. There were tomatoes and cheese and one old tennis shoe on my dough. I removed the shoe, but I baked the rest as it was. The tribe loved it! They asked me to make it again and again. Well, before I knew it, I owned a chain of restaurants called Pizza Tepee. *(He exits.)*

HOST 3: That's really incredible.

HOST 2: Be sure to have a reservation if you stop at a Pizza Tepee.

HOST 1: Our next really incredible Indian person is Able and Agile Fingers. Thank you for joining us tonight, Able.

ABLE *(wearing Indian garb with quiver and arrows in plain view)*: It's my pleasure.

HOST 3: That's really incredible!

HOST 2 *(to Able)*: I hope my next comments won't embarrass you. *(To audience)* Folks, Able and Agile Fingers is known to be the finest maker of bows in America.

ABLE *(shuffling his feet in a modest manner)*: Aw, shucks!

HOST 1: Legend has it that the secret of making bows was passed on from your grandfather to your father and now to you.

ABLE: That is correct.

HOST 2: A bow made by Able and Agile Fingers is a piece of art, I've heard. Could you show our audience some of the bows you're proudest of?

ABLE: Certainly. *(He leaves stage, then returns with a board to which are attached different kinds of bows - the sort that decorate packages! Labels showing names of various bows are beneath each specimen. He points to each as he describes it.)* This is the double-swift curled bow. And here's my favorite, the pointed-tipped spring bow. This is the bow that won first prize in the Midwest Bow Competition - the triple-loop, back and forth, inside out, upside down, inverted, double-back *(at this point Able turns display board over to continue reading label)* high and low, side saddle bow. *(Able exits.)*

HOST 3: That's really incredible!

HOST 1: And there you have tonight's "Really Incredible People."

HOST 3: That's really incredible!

HOST 2: Tune in next week when we bring you...

HOST 3 *(interrupting Host 2)*: That's really incredible!

HOST 2: ...when we bring you...

HOST 3: That's really incredible...edible...edible...edible...

(It now becomes apparent that Host 3 is a mechanical man which has gone awry.)

HOST 1 *(near panic)*: Just tune in next week and meet more really incredible people. Until then, uhh, good-night.

HOST 2: Yeah, good-night, everybody. *(To Host 1)* This SHOW is really incredible!

(Hosts 1 and 2 lift Host 3 who keeps repeating his line as he's carried off.)

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 waiting 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!

A MOO!

Characters: Three COWS, one MOM, one SON, one DAUGHTER, one VILLAIN,
and one HERO.

(The three COWS are placed at stage left; COWS on all fours, with front legs
on chairs or tables - they are to be elevated in some way.)

COWS: A moo a moo a moo moo moo, I said, a moo a moo a moo moo moo.

MOM: A sob a sob a sob sob sob, I said.....(repeat).

SON: What's the matter Ma, I said what's the matter ma.....(repeat).

MOM: I ain't got the money for the mortgage on the cows.....(repeat).

MOM & SON: A sob a sob a sob sob sob.....(repeat)

COWS: A moo a moo.....

(DAUGHTER ENTERS)

DAUGHTER: What's the matter ma, I said....(repeat).

MOM & SON: We ain't got the money for the mortgage for the cows....
A sob a sob a sob sob sob.....

COWS: A moo a moo a moo moo moo.....

(VILLAIN ENTERS)

VILLAIN: I came to collect the money for the mortgage on the cows,
I said, I came to collect the money.....

MOM & CHILDREN: We ain't GOT the money for the mortgage.....
A sob a sob.....

COWS: A moo a moo a moo moo moo.....

VILLIAN: I'll take your pretty daughter for the mortgage on the cows,
I said I'll take your pretty daughter.....

DAUGHTER: Never, never, never will I go, I said, never.....

MOM & CHILDREN: A sob a sob.....

COWS: A moo a moo.....

(HERO ENTERS)

HERO: I've got the money for the mortgage on the cows, I said.....

ALL: Yea, yea a yea yea yea, I said, yea.....

COWS: A moo a moo.....

HERO: Bang bang a bang bang bang, I said.....(shoots VILLAIN).

VILLAIN: Ugh ugh a ugh ugh ugh.....(clutches at heart).
Curses curses foiled again, I said, curses.....

MOM & CHILDREN: yea yea....yea yea yea....

COWS: A moo a moo a moo moo moo....

DAUGHTER: Oh my Hero!

"WHAT TO DO"

Skit for the "Wheels, Wings, and Rudders" Theme. Written by Jane Picht, Den Leader Coach, Pack 139, Maunnahteese District.

LEADER: Boys, your assignment next time is to make something with wheels, rudders, or wings. I'll see you in two weeks and good luck. Remember, you are to work with your dad or other adult.

[sometime later]

BOY NO. 1: My dad says I have to make a plane.

BOY NO. 2: He does? My dad says, "boats are best". He was in the Navy.

BOY NO. 3: No, really, cars are rad!

BOY NO. 1: Hey, maybe we should ask our leader, Mr. Johnson.

LEADER: Really, boys, you could make any one of them. That's what is fun about this theme. You have your choouce. Who knows? Maybe you'll learn something.

BOY NO. 2: But Mr. Johnson, my dad says, "we have to make a boat".

BOY NO. 3: Mine says, "a car"

BOY NO. 4: I just can't decide which to do.

LEADER: Why don't you go home and talk it over with your dads.

ALL: O.K.

[later at the meeting]

BOY NO. 1: Hi, Joel What did you make?

BOY NO. 2: Well, I did make a boat but my dad really let me design and help build it. You know, my dad is pretty smart and I learned a lot about boats.

BOY NO. 1: Yeah! My dad and I visited the Air Force Museum before we made our plane. I learned a lot, too. And you know what? My dad is really fun to work with on projects!

BOY NO. 3: Hi, guys! You won't believe this great machine my dad and I made. We even went to the stock car races to get ideas. Hey, here comes Bob.

[carries in a box]

BOY NO. 4: Boy, this was some fun project. [They all look curious.] Wait till you see this! My Big Brother helped me--you know, the one I see once a week through the program. [He pulls out a wheeled, ruddered, and winged vehicle.]

ALL: Wow!

BOY NO. 4: My Brother said I didn't need to decide because this has it all. This vehicle can go on land, sea, and air.

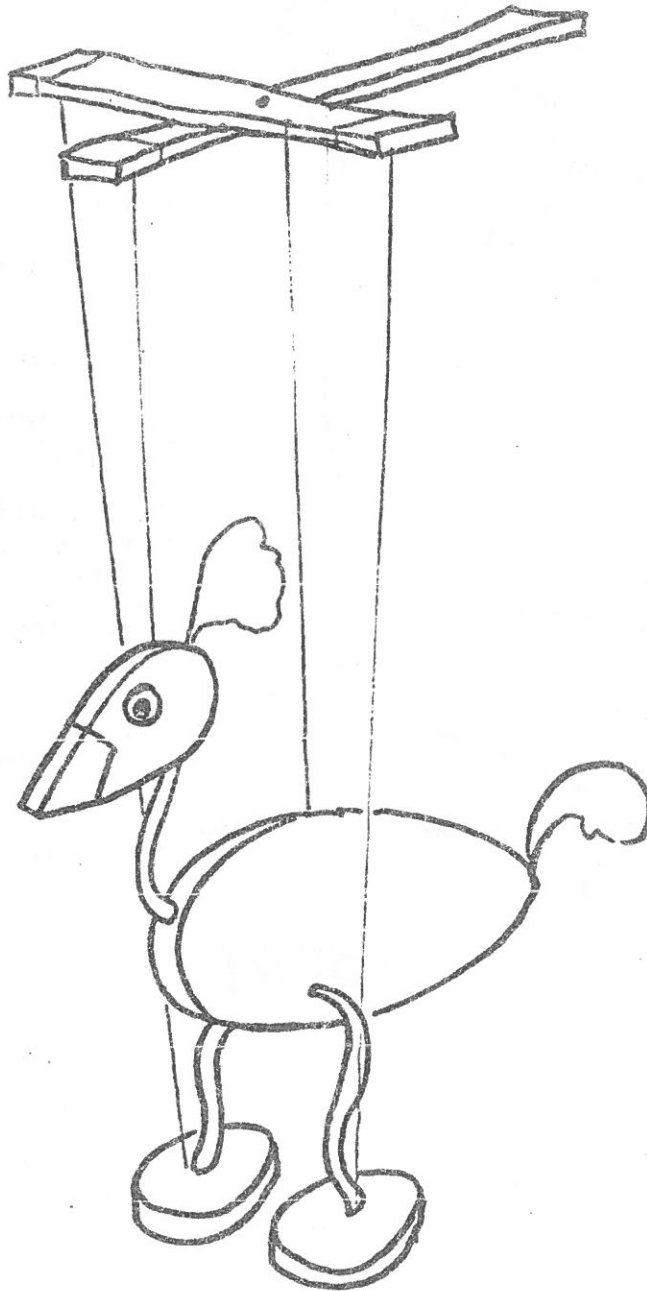
LEADER: Boy, I am really surprised and proud of how well you boys did this project. Who knows? Maybe you've invented a new vehicle. [No. 4] Adam, it's great your Big Brother could work with you.

NO. 4: Yeah! He's great!

LEADER: O.K. guys, now let's run them and see what they can do. [Walk off.]

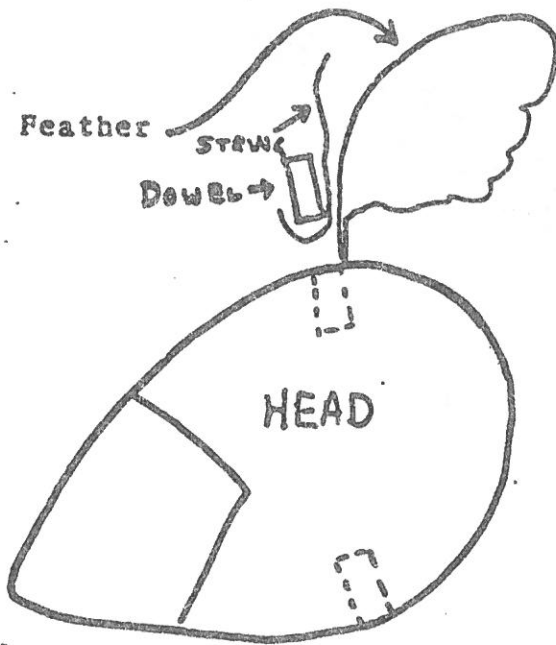


Goose Marionette Puppet



This is a simply constructed string operated puppet that can provide hours of entertainment as well as develop manual dexterity skills for the operator. Webelos Scouts could use this as a project for the Craftsman Activity Badge. Pattern and directions on next page.

Patterns and directions for Goose Marionette Puppet:



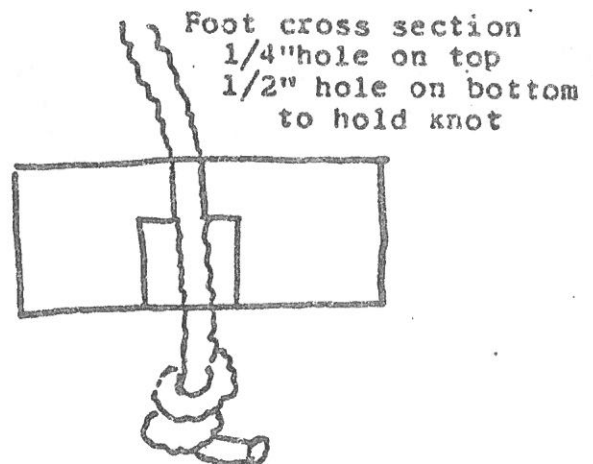
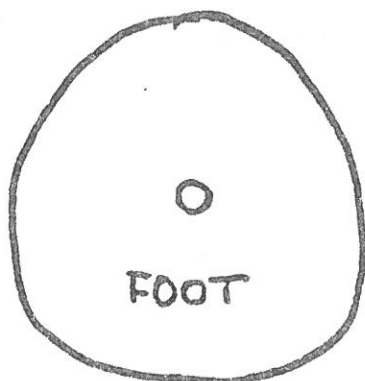
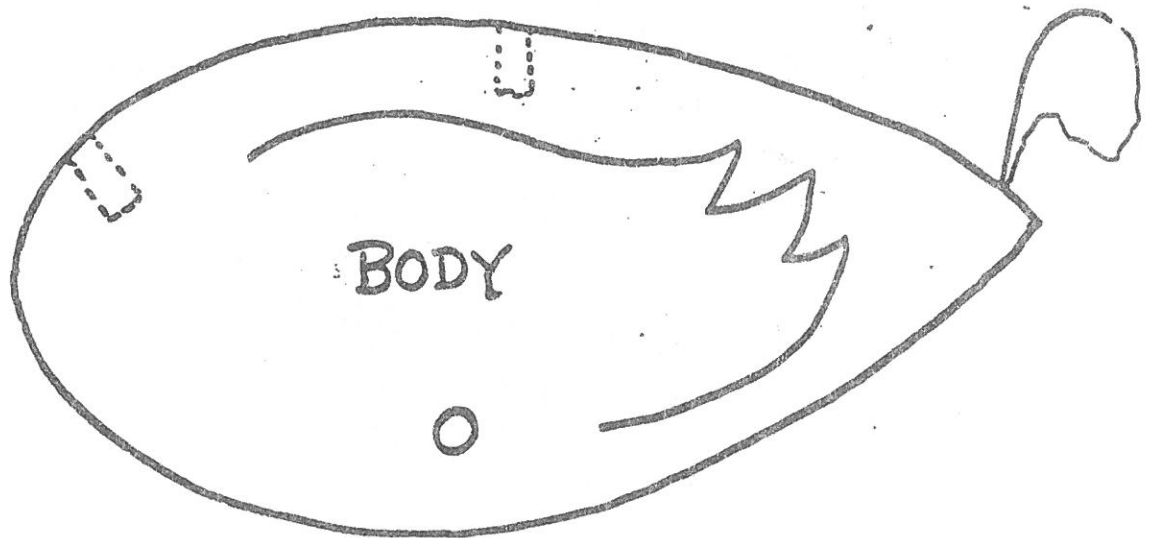
Cut parts from 3/4 " pine

Sand all edges smooth

Paint to suit (White and Yellow looks nice)

Use 1/4" white nylon rope for neck and legs

Use Monofilament fishing line for strings. Secure by drilling 1/8" holes where indicated and plugging with 1/3" dowels.



FASHIONS FOR OUR LEADERS

Fashions for fun with the latest in leaders' apparel.

A group of youngsters, either boys or girls, will delight in making these fashions to present to their leaders. Or, the leaders can do a turnabout and entertain the children by presenting the fashion show. The show is presented as a regular fashion show, with a commentator and as many models as are available. The staging can be as simple or elaborate (complete with runway) as desired. A minimal amount of rehearsal is needed—just be sure the models know how to pivot and show off their creations to full advantage. The models can either exit after their appearance or line up on the stage.

COMMENTATOR: As we start the year, it seems only fitting that we present a few of the latest fashions, especially suited for our leaders. We're sorry that patterns for these fashions are not available. They were accidentally used in a paper mache project that—well, it never quite got off the ground. Well, now, on to our show. Our first model is wearing the fashionable long skirt that is seen everywhere these days. This particular skirt buttons down the front and has added features especially for our leaders. (*The model unbuttons the skirt to reveal the unusual underside.*) As you can see, a woman wearing this skirt will be ready to set up a craft session at the drop of a stitch. (*The model opens the long skirt. Sew or taped to the inside are many kinds of scrap materials, plus scissors, tape, glue bottles, rulers, etc.*)

COMMENTATOR: Our next model is wearing a specially designed "Leader's Stole." From the front, this stole has the regular appearance of any stole. But on the back, and always at hand (*the model turns around*), is a telephone—something a leader should never be very far away from. Added features of this stole are on the inside. (*The model removes the stole and displays the inside.*) Here we find all important phone numbers listed, as well as pads of note paper for jotting down any messages and reminders. The unusual fringe on this stole also assures the wearer of never being without a pencil. (*The stole is a long piece of material. Tied to the back is a telephone—use a toy plastic one, as they are lightweight. Tape phone numbers and pads of paper to the inside of the stole. Tie pencils to the ends of the stole for "fringe."*)

COMMENTATOR: Popular on today's fashion scene is the fringed vest. This design, made with mop strings, will be an indispensable addition to a leader's wardrobe. At a moment's notice, she can whip off her vest and wipe up any spills of paint or soda pop. The marvelous feature of this is that the mopping up will give the best and overall, abstract, spotted design which will guarantee that there will never be two-of-a-kind of this vest. (*Use an old pillowcase to make the vest. Cut out holes for arms and neck; slit up the front. Baste mop strings to the pillowcase, covering it solidly. Spill things, at random, over the vest, so it will have that abstract design.*)

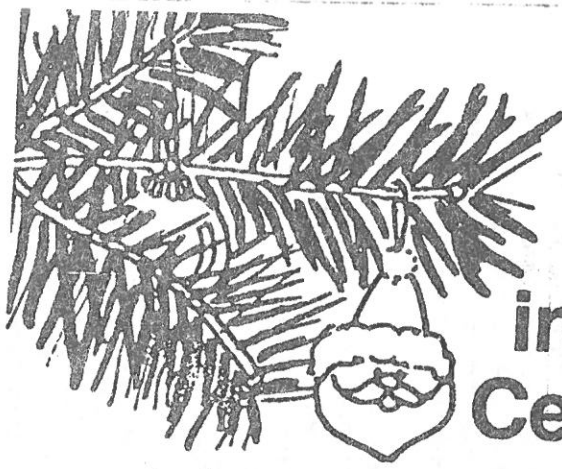
COMMENTATOR: Our next model is wearing the special "Leader's Apron." This apron is made especially full around the top. Why? Because, on some days, meetings run late and things begin to pile up. And no matter how busy she is, a leader must always remember to have dinner ready for her own family. With this apron, she will always have dinner at her fingertips! (*The apron is simply made, adding any decorations on the outside that you wish. On the inside of the waistband, tie several packages of "instant" foods, letting them hang down. The more packages you attach, the better the effect will be.*)

COMMENTATOR: The next accessory we have to show you is one that any woman who works with children should have. This lovely scarf will keep your hair in place as you work, but it will also serve another important purpose. This scarf has built-in earmuffs, to help you get through the days when you can't stand the noise. But that's not all! Concealed inside one earmuff is a tiny, battery-operated tape recorder that plays a recording of "Self-Hypnosis Can Work for You!" (*The model wears the scarf and, at the proper time, removes it to show the audience the earmuffs which are secured inside. For the tape recorder, simply attach a film reel to the inside of one earmuff.*)

COMMENTATOR: And now, we have another skirt for you. Light and airy, this skirt will gracefully flutter as you walk. That's because it's made entirely of facial tissues. Each tissue is attached individually, so that they may be ripped off as they are needed. This skirt will save you countless steps when the children need a tissue for wiping hands and drying tears and noses. See how easily it works? A tearful eye appears and, presto!—you have a tissue! (*For the skirt, use a regular skirt, covering it with tiered rows of facial tissues. To attach the tissues to the skirt, use small pieces of tape.*)

COMMENTATOR: The next fashion note will save much wear and tear on a leader's voice, as it takes care of 90% of the situations that arise with children. As the need arises, you simply turn your hat so the appropriate side faces the child. (*The model wears a pyramid hat made of cardboard. To make the three sides of the hat, cut three large triangles the same size. Tape them together on the underside. On each side, print one of the following words: "Yes!" "No!" and "Quiet!" The model turns the hat on her head as the Commentator speaks, showing each side to the audience.*)

COMMENTATOR: As with all fashion shows, we have saved our pride and joy until last. This final creation is completely individual. You can make one of your own, because the materials it is made from are those that only a woman working with children can collect. You can make it at the end of a rewarding year. We are proud to present the first "Leader Coat," made entirely of things we have left behind and never claimed! (*The coat is indeed made of everything imaginable that a child might forget and leave behind—mittens, hats, scarves, tennis shoes, belts. You will probably be able to think of many other items children have been known to lose. Take them all and attach them to an existing coat. The more outlandish, the better. After this model has shown the coat to full advantage, the entire cast of models comes out, forms a line and bows to the audience!*)



Read this story
at a den or pack meeting.

How do Kids in Other Countries Celebrate Christmas

In France, kids set out shoes, not stockings, for presents. In Sweden, on December 13 at sunrise, the youngest girl in the family wears a long white gown and crown of candles as she serves her family coffee-cake. In Germany, kids believe Santa comes down from heaven using an umbrella. In Holland, Santa rides a beautiful white horse!

In some European countries, Christmas is celebrated with fireworks. And in others, kids get their presents January 6, the date the Wise Men brought their gifts to Baby Jesus.

There's not a snowball in sight in India during the holidays because it's HOT there then. Families decorate banana trees instead of evergreens. It's summer in December in Australia, too, so many Aussie families have Christmas dinner on the beach.

In Brazil, kids go to church with their parents on Christmas Eve and stay up all night celebrating Christ's birth. After a brief nap, they awaken their parents with their present to THEM: breakfast in bed for Mom and Dad. (I'd love it if that custom got going in America!)

In Mexico, families celebrate by dressing in costume and parading down the street singing carols. The highlight of the celebration is breaking open the pinata which is filled with candy and gifts. There's a parade and pinata every night for nine nights. On the last night, everyone ends up at church, and afterwards there's a great party.

In Italy, an old, wrinkled woman who rides a broom is said to deliver gifts to the children. Yes, she certainly does sound like a witch, but she isn't. The story goes that the Three Wise Men came to her door one day and invited her to go with them to find Baby Jesus. Instead of joining them, she continued sweeping. Now, at Christmastime, she flies on her broom looking into every cradle for Jesus, and leaving presents for all the children she finds along the way.

In Switzerland, Santa and Mrs. Claus are known as Father Christmas and his wife Lucy. (I wonder if she's like Charlie Brown's friend Lucy? If she is, Santa had better behave himself!)

Some believe Santa lives on the North Pole. That's an icy spot in the Arctic Ocean which really isn't land at all so doesn't belong to any country. That means Santa Claus belongs to EVERY country!

Ceremonies



You Ask Me

You ask me what it's all about,
Why turn a boy into a Scout?
To take some boy, so young and frail
And start him up the Cub Scout trail,
From Bobcat, to Wolf, and on to Bear,
With all those awards and arrow points share.
Through to Webelos and then on to Scouts,
Giving guidance through his problems, fears, and doubts.
And then on through school and out into life he'll tread,
With respect and love for his fellow man and for God.
To watch him grow so tall and free,
Till one day a leader he, too, will be.
And then, he, too, just like you and me,
Will take another boy so small and wee.
And will teach that boy,
With pride and with joy,
To grow in love and kindness and to be a Scout.
Yes, yes! That's what tonight is all about!

PREPARATION: Play music in the background as this poem is read. The music should be loud enough to be heard but soft enough so that the speaker may be heard. The music may be patriotic, Cub Scouting, or anything you think appropriate. "America" is a good choice.
PERSONNEL: Choose someone with a good speaking voice.

Why do we use Ceremonies?

1. To focus attention on the Cub Scouts receiving awards and to recognize the parents of the boys at the same time.
2. To honor pack leaders, including den chiefs, for their efforts on behalf of the pack. Without these leaders there would be no pack.
3. To welcome visitors and guests.
4. To welcome new families into the pack. Both boys and their parents should be a part of any welcoming ceremony.
5. It is an opportunity to present the ideals of Scouting in a dramatic manner to the Cub Scouts being recognized and to those watching the ceremony.
6. But the best reason is because the boys like them. If the ceremony is dramatic and includes them, they will remember it all of their lives and will work harder so they may be a part of it again.

A Good Ceremony is--

1. Not too long.
2. Keep the speeches short and to the point. Don't use fancy words the boys will not understand. Remember, we are talking to second, third, fourth, and fifth grade boys.
3. Make sure that everyone can hear.
4. Rehearse if possible. You do not have to be word-for-word on your parts if the general idea is still there.
5. Don't use the same ceremony too often. Use another or change the first one around so that it is different.
6. Keep it serious and avoid laughs.

Helpful Hint--

See Staging Den and Pack Ceremonies for a wealth of ceremonies. Use your imagination and change a basic ceremony to fit a theme or season or situation.

THE ALL-PURPOSE, ALL-OCCASION, DO-ANYTHING, GENERIC

CEREMONIES CREATOR

Directions for use:

- * Choose one or more phrases from each list-
- * Assemble the necessary PROPS-
- * Add your own PERSONAL WORDS for each occasion
- * Conduct the successful Ceremony.

"Would the following please come forward:"

Cub Scout(s) _____ Leaders(s) _____ Special Event _____
Webelos Scout(s) _____ Parent(s) _____ Dens(s) _____

"Before you is:"

A Candle	A Drum	A Bucket	A Branch
A Torch	A Cross	A Tripod	A Flashlight
A Scout Book	A Neckerchief	A Bridge	A Picture
Akela	A Trail	A Box	Your Parents
A Ladder	Your Leader	The Pack	Other _____

"This represents:"

The Spirit of Scouting	Fun & Adventure	The Family
The Pack	The Church	Good Deeds
Your Future	Your Den	Your Accomplishment
Our Dedication	Your Advancement	The World
Character	Fitness	Our Community
Other _____		

"You have earned this Award by:"

Helping Others	Doing Your Best	Completing Achievements
Joining Our Pack	Helping Boys Grow	Being a Denner
Being the Best _____	Helping with _____	Selling the Most _____
Collecting _____	Serving as _____	Serving for _____ Years
Other _____		

Please accept this award and continue to:"

Do Your Best	Come to Meetings	Work Hard	Grow Strong
Give Goodwill	Follow Akela	Be You	Follow the Trail
Help the Pack Go	Help Your Son	Other _____	

"Would the rest of the Pack join me in congratulations for this Award"
(Lead a Tasteful Applause)

THERE - WASN'T THAT EASY? KEEP THE SPIRIT ALIVE!

Family Welcome Ceremony

(This could also be used to present the Bobcat rank.)

Equipment: Three sticks of equal length with rounded ends, labeled
A short piece of small rope

Personnel: Cubmaster, Cub, parents, Den Leader

Arrangements: Call the boy up in pack meeting and introduce him to the Pack. Explain that the pack is happy to have him as a Cub Scout, but before he can enter the Pack, he must be like an Indian warrior, who must pass a test to become worthy to enter the Pack.

Ask the new Cub if he is willing to take on the challenge and become worthy to join the pack.

His challenge is to stand the stick with "Cub Scouting" written on it in an upright position. This is to be free standing without any other means of support.

When the Cub fails to achieve this, ask one of his parents to come up and see if they can balance two sticks together in a free standing position.

When this fails, have the den leader come up, and with the third stick they might be able to have the three sticks stand up.

When it looks like they have achieved this feat, the Cubmaster steps in with the rope, and ties the three sticks together at the top so they will all stand without assistance from any other means.

Explain that this symbolizes the Cub Scout program. The Cub Scout needs the help and commitment from the parents and the Den Leader to achieve a successful Cub Scouting program, and the rope is the spirit of scouting tying all things together.





"Recipe for a Den Leader"



Recognition Ceremony



Use this short and simple ceremony to recognize and thank new leaders for joining your pack. You may also use this to recognize and thank leaders for attending training events.

Call leaders forward. Committee Chairman then reads:

"Take one container, any size container;
Den Leaders come in every size and shape.

Into the container put:

lots of love,
plenty of energy,
large helping of patience,
king-size sense of humor,
two extra hands,
one leader's uniform.

Season well with:

training sessions,
pow wows,
roundtables,
pack leaders' meetings,
Program Helps magazine,
Souting Magazine,
Boy's Life Magazine,
and The Blackhawk Courier.

Add one Den Chief and a dash of nonsense.

No need to mix--the den will keep things stirred up.

Garnish with:

hammer,
nails,
wood,
glue,
scissors,
plastic bottles,
and bandages.

Serves 8-10 boys very well.

Note: will last indefinitely if glazed
occasionally with kind words and
thank-you's from parents, Cub Scouts,
and Cubmaster.



Bobcat Advancement Ceremony



All ages of boys joining a Cub Scout pack must earn the Bobcat badge first. This is just one of many ceremonies that could be used to present this badge of rank at the pack meeting.

This ceremony was found in a Roosevelt Council, Arizona, pow wow book. You will find more ceremonies in the "Staging Den & Pack Ceremonies" book. Adapt this and other ceremonies to suit your needs.

PROPS: an egg, cup of flour, package of seeds, a 13-star flag (if you don't have a 13-star flag, make one out of paper).

NARRATOR: Cubmaster and/or Assistant Cubmaster

CUBMASTER: (calls up Cub Scouts to be advanced and the parents) (Picks up each symbol and explains in his own words how each is the beginning of something very special. Example: the egg--of a chicken, the cup of flour--of a cake or cookies, the package of seeds--of a great harvest of food from our country, the flag--the beginning of our country. The CM further explains that each thing by itself cannot produce something else. It must be combined with other things: the egg--with the warmth of the hen, the flour--with sugar and milk, the seeds--with soil, water, and sunshine, and the flag--with patriotism, sacrifice, and ideals.)

"There is another special beginning symbol and that is the Bobcat badge of rank. It symbolizes the first step on the Cub Scout trail. And, like the other symbols we talked about, it cannot do anything by itself. It must be mixed with a family's love, a den leader's care, a personal commitment to the ideals of Scouting and the friendship of other Cub Scouts."

"It is all mixed together, the end result is a strong, proud young man. Tonight we want to start several young men on the way to the Scouting ideals. The Bobcat badge is the beginning of the Cub Scout trail. It symbolizes the family commitment and the leader commitment to the future of the wearer. The leaders have committed their time to provide a solid program for the coming year. Mom and/or Dad, it's time for you to stand by your son and also commit to be included in that very special mix called Cub Scouting. Signify your acceptance of this challenge by pinning the Bobcat badge of rank on your son."

(Parents pin badge on boy's shirt. The CM congratulates everyone.)



Wolf Advancement ceremony:
"What is a Wolf Cub?"



NEED: Wolf badge for each Cub Scout who earned the rank of Wolf.

OPTIONAL (and very impressive): Props and decorations--a large poster of the Wolf badge or large cut-outs of the wolf track, or large cut-outs of *Jungle Book* characters (see the Parent Guide in the Wolf Cub Scout Book for details). Badges may be displayed on an "advancement board" which may have theme-related decorations applied to it.

PERSONNEL: Akela (Cubmaster, Assistant Cubmaster, or Advancement Chairman) and Den Chief.

DEN CHIEF: [Call forward the boys who have earned the rank of Wolf Cub Scout. Ask them to stand facing the audience at the pack meeting.]

AKELA:

What is a Wolf Cub? I looked up the definition of a Wolf Cub in the dictionary and found the following: a member of the junior branch of the Boy Scouts.

This is true but I feel that a Wolf Cub is so much more. He is a boy in the second grade who likes to have fun, play games, and belong to a group. Several of the boys in our pack fit this description, but they have done so much in addition to having fun.

They learned to serve in the community and to conserve energy. They have been physically active, and exercised their minds by reading books. They have collected useful and beautiful things. These boys obey our country's laws and worship God.

Because of all they have achieved in addition to all the fun they have had, we feel that they earned the rank of Wolf Cub Scout.

DEN CHIEF: Will the parents of these boys please come forward and stand behind their sons?

[Akela presents the Wolf badges to the parents, thanking them for working through these achievements with their Cub Scout sons. The parents then present the badges to their sons.]

Written by Nancy Schuchard. Based on the "Shere Khan--Wolf Advancement" ceremony in the (new) *Staging Den & Pack Ceremonies Book*, no. 3212.

This was in a Maunhahteese District Roundtable newsletter.

ARROW OF LIGHT CEREMONY



EQUIPMENT: Seven candles arranged on a table or a ceremony board; an Arrow of Light emblem enlarged (see next page).

PERSONNEL: Webelos Den Leader and Assistant Webelos Den Leader, Cubmaster and Assistant Cubmaster, somebody to turn out the house lights.

Webelos Den Leader: [Calls all the candidates and parents up front.]

[Turn off lights.]

Assistant Cubmaster: [arranges the candidates and parents behind the ceremonial table.]

Webelos Den Leader: [pointing to Arrow of Light on the ceremonial table]: "Scouts, with your parents help, you have completed the four ranks of Cub Scouting--Bobcat, Wolf, Bear, and Webelos Scout--and will soon graduate into Boy Scouting. The emblem you see before you represents the Arrow of Light Award. The seven candles represent the rays in the Arrow of Light. Each candle represents the seven great virtues of life."

Webelos Den Leader: "WISDOM" [reads the virtue and lights first candle]

Assistant Webelos Den Leader: "Wisdom does not necessarily mean superior knowledge. It means to use your knowledge in a way that will be positive and helpful."

Webelos Den Leader: "COURAGE" [lights next candle]

Assistant Webelos Den Leader: " Courage is not the quality that enable men to meet danger without fear; it is being able to meet danger in spite of one's fear."

Webelos Den Leader: "SELF CONTROL". [lights next candle]

Assistant Webelos Den Leader: "Self control isn't limited to the control of one's temper, but control of one's self in all things such as eating, playing, and even working and talking."

Webelos Den Leader: "JUSTICE" [lights next candle]

Assistant Webelos Den Leader: "Justice is the practice of dealing fairly with others, without prejudice or regard to race, color, or creed."

Webelos Den Leader: "FAITH" [lights next candle]

Assistant Webelos Den Leader: "Faith is the conviction that something unproved by physical evidence but yet is true. Someone once said faith was, when you turned the light switch, you knew the light would go on."

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Arrow of Light Ceremony, cont.

Webelos Den Leader: "HOPE" [lights next candle]

Assistant Webelos Den Leader: "Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community."

Webelos Den Leader: "LOVE" [lights last candle]

Assistant Webelos Den Leader: "There are many kinds of love--love of family, love of home, love of fellow man, love of God, and love of country. All these loves are necessary for a full life."

Assistant Cubmaster: "If you live by the seven great virtues you will become a happy man, and a happy man is a successful man. The Boy Scout Law is a continuation of the seven virtues of the Arrow of Light. Scouts, follow the Scout Law as you have followed the path lit by the Arrow of Light."

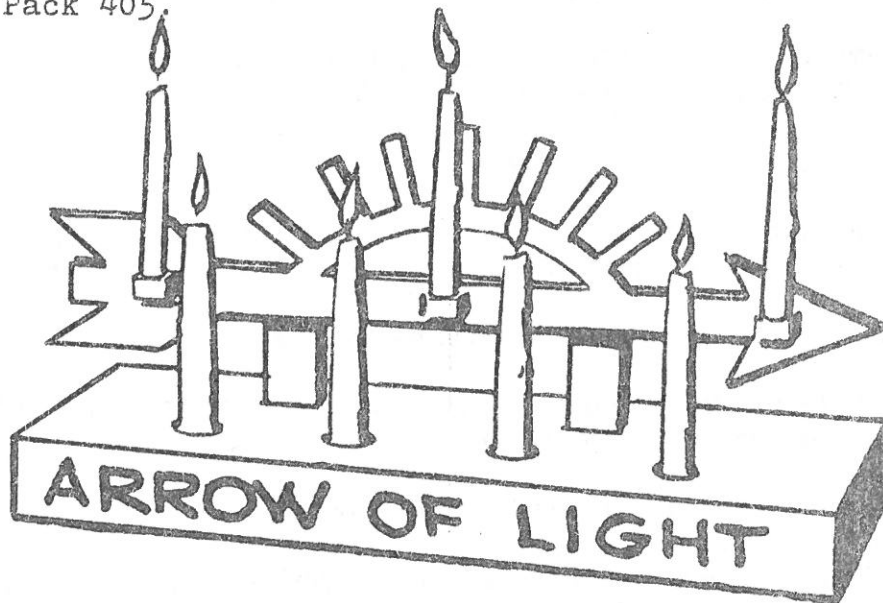
Cubmaster: "Arrow of Light is the highest rank a boy can earn in Cub Scouting. It is also the only award that can be carried over and worn on a Boy Scout uniform. Parents, I commend you for the support you have given your son during these past years. It is my honor to present these scouts this grand award."

[Turn on lights.]

Cubmaster/Assistant Cubmaster: [awards the Arrow of light]

Cubmaster: "Pack ____, let all stand and congratulate these fine young men and their parents!"

This ceremony was submitted to the Mauhnahteesee District Roundtable Newsletter by Webelos Scout Den Leader Russ Moser of Pack 405.



More ideas for Arrow of Light ceremonies and props may be found in the Staging Den and Pack Ceremonies Book, No. 3212 or 3214. Also consult pow wow books from our council and other councils.

Advancement Ceremony

Theme: Trees/Forester



PROPS: Awards tied to a tree branch (also see notes at end of ceremony).

PERSONNEL: Narrator. Cubmaster, Assistant Cubmaster, and/or Advancement Chairman.

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 plants to withstand the gales;
The keel, the keelson, the beam, the knee;
We plant a ship when we plant a tree.

CUBMASTER:

We have ___ boys receiving their Bobcat badge this evening. Will they come up with their parents?

You are the roots of Cub Scouting. You will grow and flourish. I will present this Bobcat badge to your parents with pleasure. They will in turn present it to you.

NARRATOR:

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

CUBMASTER:

We have ___ boys receiving their Wolf badge. Will they come up with their parents?

You are the seedlings of Cub Scouting. Your branches will grow. Each day you will add leaves on those branches. I am pleased to present your parents with the Wolf badge. They in turn will present it to you.

NARRATOR:

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 a Pinewood Derby car,
For model planes that we can fly far.
We plant the staff for the flag of the free,
Yes, we plant all these when we plant a tree.

CUBMASTER: We have ___ boys receiving their Bear badge. Will they come forward with their parents?

You are the full grown tree. Your branches have spread in the bright sunshine. But you will continue to grow. Each year you will add more branches and leaves. Each year you will attain even higher heights. I am proud to present your parents with your Bear badge. They in turn will present it to you.

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Advancement Ceremony (Theme: Trees/Forester), cont.

NARRATOR:

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

CUBMASTER:

Congratulations to all of you.

NOTES:

1. Make a cardboard cutout of a tree, small enough to stand on a table top or large enough to stand on the floor--you decide. Attach the Bobcat badges at the roots, the Wolf badges on the trunk, and the Bear badges in the branches.
2. The Webelos Scout badge of rank may also be added. They could be the leaves that grow from the branches.
3. If fewer badges of rank will be presented, simply choose the wording to fit your needs.

Adapted from an advancement ceremony found in the 1987 Roosevelt Council Pow Wow Book, Arizona.



Advancement Ceremony

Theme: Trees/Forester

PROPS: A large tree, cut from cardboard and set firmly in a stand. Large green construction paper leaf for each boy who will receive award. Tape or pin for each leaf. You may write boys' names on the leaves.

PERSONNEL: Cubmaster, Assistant Cubmaster, and/or Advancement Chairman.

CUBMASTER:

The tree is a symbol of the natural beauty of our land. It takes Mother Nature a long time to grow a beautiful tree. It requires sunshine, water, and care.

This tree represents our Cub Scout pack. In order for it to grow and flourish, much time and effort must be spent by Cub Scouts and their parents.

As each of you receive your award, place a leaf on our tree and you will be able to see how much more attractive it is because of you.

[Call boys and parents forward and present awards. Each boy attaches a leaf to the tree.]

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

NOTES:

1. Ask another adult (not the Narrator/Cubmaster) to help attach the leaves to the tree.
2. Ask each parent/guardian to attach a leaf to the tree whether or not names are written on.

Adapted from an advancement ceremony found in the 1988 Indian Nations Council Pow Wow Book, Oklahoma



"Hiawatha"

Advancement Ceremony

PERSONNEL: Narrator and presenter. These should be the Cubmaster and Assistant Cubmaster; the Advancement Chairman may also be included. The presenter is Hiawatha and should be dressed in full or partial Indian regalia.

PROPS: ceremony board equipped for candles--one candle for each rank, matches and ashtray.

NARRATOR: Indians and Indian Festival--what does it bring to mind? Perhaps you think of the many tribes that once roamed the United States--the Chippewa, Ottawa, Winnebago, Sauk. Perhaps it brings to mind the immortal works of Longfellow: "By the shores of Gitche Gumee, by the shining Big Sea Water". Picture, if you will, an Indian tepee beside the Big Sea Water. Before it stands Hiawatha.

(Enter Hiawatha who, with arms folded across chest, stands before the ceremony board.)

NARRATOR: "Of all beasts he learned the language,
Learned their names and all their secrets.
How the beavers built their lodges,
How the reindeer ran so swiftly.
Why the rabbit was so timid,
Talked with them when'er he met them,
Called them Hiawatha's Brothers."

NARRATOR: How well the story of Hiawatha applies to Cub Scouts. You, like the little Hiawatha, are learning and advancing in strength and wisdom. Just as Hiawatha learned the secrets of the forest, you are learning the secrets of Scouting. It is indeed fitting and proper that Hiawatha should light the candles on the award board in honor of those boys receiving awards tonight, and also in honor of those Cub Scouts who have previously earned them.

(Hiawatha lights the candles on the board. As he lights each candle the narrator says...)

NARRATOR: First the Bobcat candle. Then the Wolf.
The Bear. And the Arrow of Light.

(Narrator then asks candidates for awards to come forward with parents/guardians and Hiawatha presents the awards.)

Note: This ceremony would be even more impressive if held outdoors around a campfire.

PINEWOOD DERBY ADVANCEMENT CEREMONY

PERSONNEL: Cubmaster, advancing Cub Scouts, and their parents

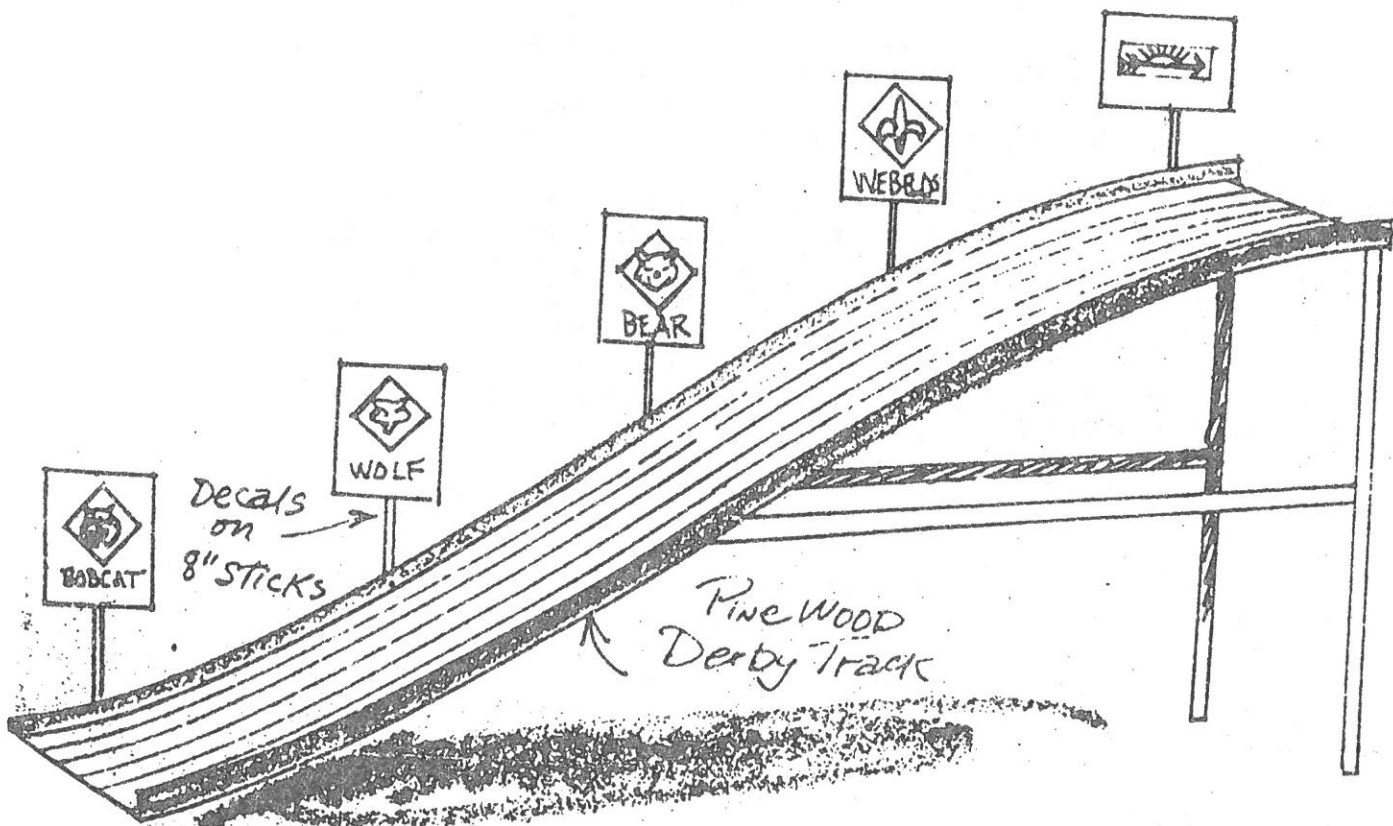
EQUIPMENT: Pinewood Derby track, badges of rank, awards for boys
Put decals or actual badges of rank on stiff cardboard and attach to 8" long sticks. Tape or tack these to siderails of Derby track in ascending order -- Bobcat near bottom and Arrow of Light at top. Along the track tape badges and arrow points to be presented.

CUBMASTER: We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill, don't they?

Well, you can go uphill on this track, too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelos and the Arrow of Light.

Some of our Cub Scouts have been climbing this course, and how we're going to show how far they've gotten. Will the following Cub Scouts who have made the climb as far as Wolf please come forward with their parents?

(When boys and parents have assembled, remove their awards from the track and have parents pin badges on. Do the same for Bear badges, arrow points. Have Webelos den leaders take over for Webelos activity badges, Webelos badges, and Arrows of Light.)



Advancement Ceremony for a sports theme

Equipment: You may want to attach the badges of rank on sports items like a basketball, soccer ball, football, baseball bat or glove, tennis racket, running shoe, etc.

Narrator:

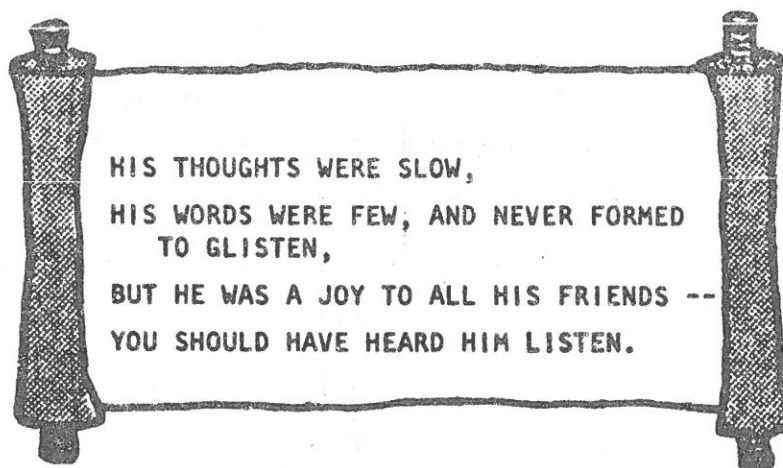
Just as all sports played in the great outdoors are a challenge to each individual competitor, so the Cub Scout trail is a challenge to each individual Cub Scout. Professional athletes and Olympic competitors don't just become great overnight. It takes years of practice and dedication to achieve success.

This is also true in Cub Scouting. A boy does not join a pack and then immediately receive the Arrow of Light Award. A boy joins a pack and begins to grow. First he must learn the Cub Scout Promise, the Law of the Pack, the Motto, the meaning of the word "Webelos", the Cub Scout salute, handshake, and sign...and so earn the rank of Bobcat.

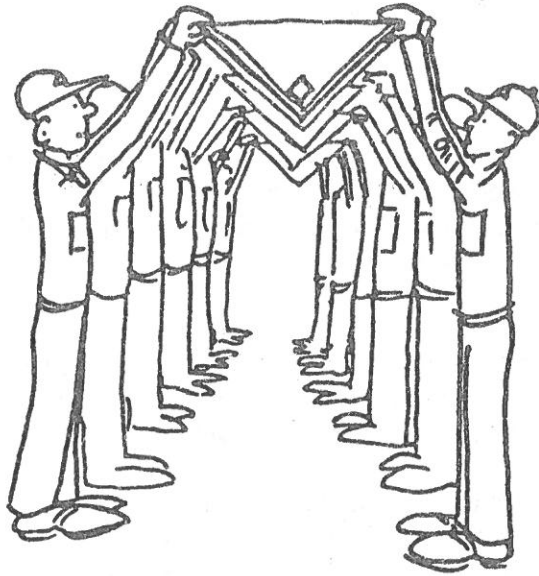
As he continues his growth, the challenges become more difficult, but he overcomes the difficulties and reaches toward the Wolf, Bear, and Webelos ranks. If he is able to maintain his dedication and hard work, he will reach the top just like the Olympic champion.

Today, our pack has several boys who are maintaining that dedication and Cub Scout spirit and are ready for their next rank advancement. Will (name) and their parents please come forward?

NOTE: As with any ceremony, change it to suit your needs.
This is from the 1982 Indian Nations Pow Wow Book, Oklahoma.



Neckerchief Arch Ceremony

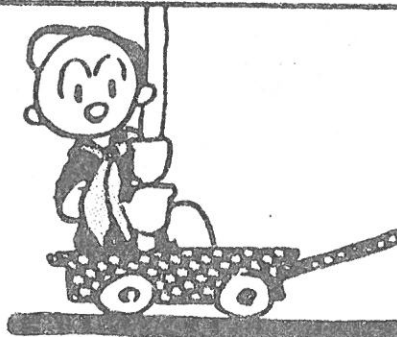


Boys form a line facing each other, remove their neckerchiefs, and hold it in their right hands. At the signal they hand the loose end of the neckerchief to the boy facing them. All neckerchiefs are raised to form the neckerchief arch. Inductee passes under arch.

The arch may be formed as part of a ceremony to induct new boys into the den or pack, welcome Webelos Scouts into the Boy Scout troop (arch formed by Boy Scouts), and to honor boys receiving awards.

(From a Sam Houston Area Council pow wow book, Texas.)

**IF YOU DON'T BELIEVE IN COOPERATION,
JUST OBSERVE WHAT HAPPENS TO A WAGON
WHEN ONE WHEEL COMES OFF.**





Hanukkah

a miracle remembered

Jewish families celebrate Hanukkah in December. It's a joyful time for them! They remember a miracle which happened thousands of years ago when a temple lamp with just a small amount of oil burned for eight days!

Hanukkah Candle Ceremony

(Cubs light candles as they recite each verse.)

- H -- Stands for Hannah, courageous and true,
Who would not yield, so her sons they slew.
- A -- Stands for Antiochus, Syrian king,
Who tried from Judea, Greek worship to bring.
- N -- Stands for "NES," that wonder so great,
When oil in the cruse, 'stead of one day
burned eight.
- U -- is for unfurling the Maccabee banner
By Judas who fought in so valiant a manner.
- K -- Is for kindling of light and of hope,
For those who in sorrow or darkness now
grope.
- K -- Is for keepsake of candles so bright
That father, with "Brochos," will light
every night.
- A -- Stands for all, living far and wide,
Who tonight are glowing with true Jewish
pride.
- H -- Stands for Hebrew, our language so old,
In which the story of Hanukkah is told.



Reprinted with permission from Hanukkah Program Suggestions For Cub Scout Leaders, issued by National Jewish Committee on Scouting, Irving, TX.

"Genius"

Opening Ceremony

For January theme: Invention Convention

- 1st Cub Scout: Everyone can't be brilliant,
Everyone can't be smart.
We may not be geniuses
But we have a great big heart!
- 2nd Cub Scout: I can dam a stream with boulders,
I can climb trees to the top.
I can run for blocks and blocks,
And never ever stop!
- 3rd Cub Scout: I can't solve a chemical equation,
I can't explain Newton's rule.
But I can make a peanut butter sandwich
That will really make you drool!
- 4th Cub Scout: We can do our best at home,
We can do our best at play.
We can treat each other rairly,
By watching what we do and say.
- 5th Cub Scout: I don't know much about flowers,
But smelling them is a joy.
We don't think we are failures;
We're geniuses at being boys!

Closing Thoughts/Cubmaster's Minute

1. In order to succeed in anything, the most important thing to do is to try. The best angle to approach a problem is with the try-angle. Good night scouts.
2. All of us are always going to do better tomorrow. And we would, too--if we started today. Good night scouts.

(From Quapaw Area Council, Arkansas, pow wow book.)

CUB SCOUT CITIZENS

Opening Ceremony

Eight boys line up on stage holding blank cards with letters printed on the other side spelling out the word CITIZENS. As each boy says his line, he then turns over the card. Another way is to have a narrator read the lines into a microphone as the boys turn the cards over.

C is for Cub Scout and good ones we strive to be.
I is for the interest my leaders show in me.
T is for trying our best to always do.
I is for including parents in Cub Scouting too.
Z is for zeal for doing, which Scouting does teach.
E is for every goal we strive to reach.
N is for our neighborhood, (or nation) of which we're citizens, you see.
S is for Scouting, helping us better citizens to be.

All boys together can then speak the following lines or one can step forward and speak or a narrator at the microphone can do it.

As citizens together,
The Pledge of Allegiance we'll now give,
Pledging loyalty to our country,
As long as we live.

Audience please rise and join us in the Pledge of Allegiance.

-Joyce Newell, San Diego County Council

CANDLE CEREMONY

A den ceremony

Props: 1 candle, table.

This ceremony is to be done at the den meeting. When a Cub Scout received a bead for three achievements, the den stands in a circle around the table. The Den Leader lights the candle, and all say the Cub Scout Promise and give the honored Cub Scout the Cub Scout Handshake. Have him blow out the candle.

When the ceremony is done at the end of the den meeting (giving us extra minutes), it can be used as a closing and it sends the Cub Scouts off with the spirit to try harder.



"Astronaut's Prayer"

Closing Ceremony

For August theme: Harbors, Stations, and Airports

PREPARATION: Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster or other adult then reads the following prayer which was broadcast to earth by Astronaut Frank Borman while on a moon-orbiting mission.

"Give us, O God, the vision which can see Thy Love in the world in spite of human failure. Give us the faith to trust in Thy goodness, in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each of us can do to set forward the coming of universal peace."
-- Good night, Scouts.

"Indian Prayer"

Closing Ceremony

This prayer was composed by Chief Yellow Lark, a Blackfoot Indian.

The Cubmaster or other adult could be dressed in full or partial Indian costume as this is read.

"Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world, hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I may hear your voice. Make me wise, so I may learn the things you have taught my people, the lessons you have hidden under every rock and leaf.

I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy--myself. Make me ever ready to come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirit will come to you without shame."

Good night, Scouts.



Under the Big Top

(A skit or opening ceremony for
the May 1990 theme: Under the Big Top)

Six Cubscouts: (Your other Cubs could precede the group as a clown act.)
Each carries a large poster with the letters C I R C U S
written on them; one letter per poster. Their lines can
be written on the back of the poster. They enter, one at
a time, and make a line facing the audience.

- C The circus is our theme; this month, we think it is a dilly,
Both circuses and young boys can sometimes be quite silly.
- I Den Leaders find it a natural to do this kind of show,
They run a three-ring circus every single week, you know.
- R At a circus there is shouting, roaring, stamping, whistles tooting,
Tumbling, pushing, falling, wrestling, and a-rolling and a-rooting.
- C At den meeting, things keep moving, constant motion, constant noise.
- U We've got our acts together; it's not Ringling Brothers, you know.
- S But we think you will enjoy it; so let's get on with the show.

FOR A GREAT CIRCUS:

1. Have some good circus music. Calliope music and circus band music is available on records and tape.
2. Have good animal acts, with variety and excitement.
3. Consider a grand entry march of all the circus performers.
4. Have lots of colorful decorations; balloons, pennants and flags. Consider popcorn and peanuts.
5. A good ringmaster (your Cubmaster?) is essential to keep things moving. He announces the acts and encourages lots of applause at the proper time.



THE GIFT OF TREES

This is an old Iroquois legend which could be read by Akela to a group of boys and adults seated around a campfire.

The Indians believe that the secret of happiness comes from giving to others. "All nature gives freely", they say. "The sun gives his light. The rain feeds the thirsty earth. The stars guide and comfort the traveler."

Many, many moons ago, when the Great Spirit put Man on earth, Man was frightened. "Where shall I find food and shelter?" he said. The trees laughed softly. "We are your brothers", they murmured. "We will help you."

The maple tree spoke up: "I will give you sweet water to drink and to make into sugar", he said. The elm tree said: "Use my soft bark for your baskets, and tie them together with my tough muscles." "My cousins and I will fill your baskets with sweet nuts", said the hickory tree, and he called to the chestnut, beech and walnut to help him. "When you get tired, little brother" whispered the great pine tree softly, "I will make you a bed. My cousins, the balsam and cedar will help me."

There was sunshine in the heart of Man as he set out to explore his world. But soon he came to a deep, wide river. "How shall I ever cross the river?" asked Man. The trees laughed and laughed. "Take my white skin", said the birch. "Sew it together with the muscles of the elm tree and you can make a boat that will carry you across the widest river."

But when the Sun had crossed the sky to his lodge in the west, Man felt cold. Then the balsam fir tree whispered to him: "Little brother, there is much sunshine in my heart. Rub my branches together and you will make fire." So man made fire. And that night he slept soundly on the branches of the great pine tree. The North Wind blew cold, but there was sunshine in the heart of Man.

When Indian children asked how they could repay their friends, the trees, the wise men answered: "They do not ask for payment. But you can give them care and attention. You can give love and care to every plant and flower that makes life beautiful."

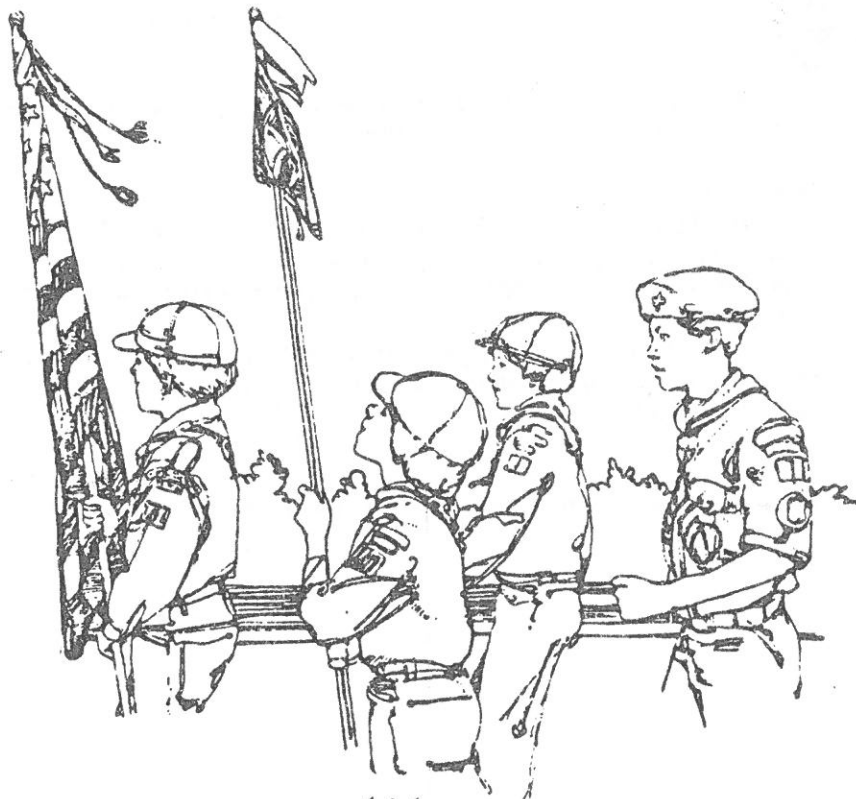


Outdoor Ceremonies

Ceremonies are important even in the outdoors. You need an opening and closing ceremony and usually an advancement ceremony.

Consider these points:

1. Weather - Candles won't stay lit in the wind or rain. Have a back-up plan.
2. Acoustics - wind will carry a voice the wrong way. Make sure the speaker can be heard.
3. Natural surroundings - lake fronts, open areas in the woods make great outdoor ceremony sites. Make the most of what you have to set up your ceremony.
4. Length - Make it short especially if everyone has to stand.
5. Flag - insist on respect for the flag indoors and outdoors. Make sure flags are secure. Normal flagstands may not stand in the wind.
6. Understandability - ceremonies should be meaningful and Cub Scouts should be able to relate to them.



Opening Ceremony for a campfire

PROPS: Print each boy's lines on a separate card. Provide a flashlight if necessary. Adults should be in charge of the campfire at all times.

1st boy: [As fire is lighted] The early cave men used the fire to protect themselves from wild beasts and to warm their bodies.

2nd boy: In ancient times the Phoenicians used fire on the mountain tops or high pillars as beacons for their ships.

3rd boy: The American Indian used fire to hollow logs for his canoes, to fire pottery, and for ceremonial purposes.

4th boy: The pioneer used fire to forge rims for his wagon wheels. The silhouette of the village smithy against his fire was a common sight in early America.

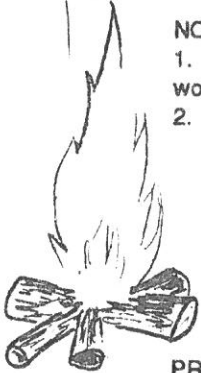
5th boy: The cowboys of the old west sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail, accompanied by guitar or harmonica.

6th boy: Fire today makes the wheels of commerce and industry turn. In essence, fire has put men on the moon.

7th boy: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Boy Scout. In just a few months, our Webelos Scouts will have an opportunity to participate in a Boy Scout campfire. All Cub Scouts have this to look forward to. If every Boy Scout troop in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.

NOTES:

1. If using a large card (like 9" x 12" construction paper), draw a campfire on the front of each card. Print words on back.
2. This could be adapted to use as a Webelos-to-Scout graduation ceremony.



Closing Ceremony for a campfire

PROPS: Give each person a sprig of dried cedar, pine, juniper, or some other kind of tree. If using an artificial campfire indoors, use toothpicks.

NARRATOR:

The light from hundreds of campfires around the world have brightened the Cub Scout spirit for many years. Tonight we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout pack family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared.

I ask that you now slowly walk past our campfire in silence.....throw your twig upon the embers.....and think of what Cub Scouting means to you. Then please leave our council ring, remaining silent. Good night.

These ceremonies are from the 1988 Indian Nations Council Pow Wow Book, Oklahoma.

The Blue and Gold Banquet



Cub Scout Antics

Clap your hands and stamp your feet.

Get on with the Cub Scout beat.

Reach your hands up to the skies.

Turn to meet your partners' eyes.

Put your arms up, tug each ear,

Wiggle your bottom to get in gear.

One leg up and the other leg down,

Then move your arms like you're jogging to town.

Flap your arms like a bird a-wing.

See--you can do most anything!

Now reach over and shake someone's hand.

Bow to your partner as you know you can.

Pound on the table and shout HOORAY!

To show we're all for the B.S.A.!

Written by
Lu Zitelman
Mauhahteeseesee District
1976

THE BLUE AND GOLD BANQUET

The Pack Blue and Gold Banquet is usually held in February, supplanting the February pack meeting. This is not to say that normal pack meeting activities such as advancement, recognition, skits, songs, etc., are forgotten. These items are incorporated into the Blue and Gold program. The purpose? To bring the Cubs and their families together for that "special" event of the year, the observance of Boy Scouting's anniversary.

The Blue and Gold should incorporate the following:

1. Display of projects by dens. These exhibits may be related to Boy Scout Week, past themes, den history, etc.
2. Opening ceremony—The ceremony need not be elaborate or lengthy, the important thing is that the boys be involved in the ceremony.
3. Invocation—May be given by a pack official, a cub, or a clergyman. The important thing to remember is that an invocation be given.
4. The Dinner—The meal may take many forms. Many packs operate on a potluck format for main dishes, with the pack providing beverages and dessert. Others favor a catered affair, using a local women's group or a professional caterer. The important things to remember are: Keep the cost as low as possible, serve food that is generally accepted by all families (example—no rutabagas!) and make sure the food is served hot. No matter how you organize the meal, it will go smoothly if adequate planning and preparation has been made.

Table decoration can be made easily by the boys, and the best centerpiece of all is a cake decorated with a Cub Scout motif which may be eaten for dessert.

5. Welcome and introductions—The master of ceremonies (usually the cubmaster) will want to recognize other pack leaders, guests, the head of the sponsoring institution etc., at this time. Remember that boys are restless, so keep the comments short and to the point, with plenty of applause.
6. Songs or entertainment—Each den may have a special song or skit they have prepared for the occasion. These performances should be short (3-5 minutes) and well rehearsed. Outside entertainment may be used but remember, much of it is expensive. For this reason, free entertainment is usually best. A little thought well in advance of the banquet can turn up some excellent free or nominal entertainment. One more thing, for the most part, speeches are not entertainment, if you must have a speech, keep it short, to the point and directed at the boys.
7. Awards Ceremony—This is the part most of the boys and their parents have been waiting for. Everyone likes recognition, and boys are no exception. This ceremony must be impressive, well-executed, and meaningful. An awards ceremony loses its importance when dragged out.
8. Closing Ceremony—Following the awards, the "tone" of the meeting becomes more subdued. The closing should put a perfect end to the evening. Something of a patriotic or scouting nature is appropriate.

LET'S HAVE A BIRTHDAY PARTY

Think Blue and Gold! It is banquet time!

Think fast! It's later than you think!

ANNUAL BLUE AND GOLD BANQUET—A BIRTHDAY PARTY!

Note to "old Cub Scouters: Be sure that the first year pack leaders know just what a Blue and Gold Banquet is what "traditions" your pack follows. Is it for parents and Cubs only? Does the whole family attend? Is it a potluck affair? Or catered perhaps? New people want and need information—all that you can provide.

CHECK LIST

ARRANGEMENTS:

- _____ Set date and appoint person to secure place to hold banquet.
- _____ Committee decides whether banquet will be potluck or catered.
- _____ Whether potluck or catered, determine menu.
- _____ Prepare den leaders and dens to decorate banquet hall or tables.

IF POTLUCK:

- _____ If planned on den basis, will den leader or other serve as coordinator?
- _____ Let each den family know how much food to bring and whether it will be the meat, vegetable, bread, etc.
- _____ Who will furnish drinks and desserts? Pack? Den?
- _____ Be sure to prepare for guests. They will not be bringing food.

IF CATERED:

- _____ Determine cost of Dinner. Adults _____ Children _____
- _____ Will caterer furnish drinks, dinner, dessert? Table settings?
- _____ Set date final reservations must be turned in.
- _____ Prepaid? Reservations MUST be paid for!

INVITATIONS:

- _____ Invitations to sponsor head and spouse.
- _____ Invitation to Institutional Representative
- _____ Invitation to Scout Council or District Executive
- _____ Don't forget the Den Chiefs

PROGRAM:

- _____ If you have a printed program, who will handle it?
- _____ Person or persons (or den) responsible for opening ceremony.
- _____ Person to give the invocation—notify in advance.
- _____ Songs? Have a song sheet and song leader.
- _____ Achievement awards ceremony—who will handle?
- _____ Special Awards—good chance to honor den leaders, den chief, etc.
- _____ Special event: Speaker, magician, den skits—who will handle?
- _____ Special ceremony—Webelos? Graduation?
- _____ Closing ceremony—who will handle?

The Program

The Blue and Gold Banquet program may be put on in three different ways. It may be provided by:

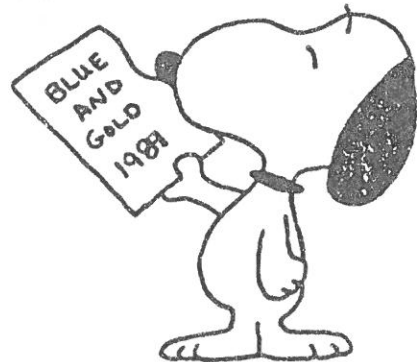
- | | |
|---|---|
| <ol style="list-style-type: none"> 1. Paid entertainer <ol style="list-style-type: none"> a. Ventriloquist b. Puppeteer c. Magician d. Speaker e. Pantomimist f. Other | <ol style="list-style-type: none"> 2. Cub Scout dens <ol style="list-style-type: none"> a. Song Leading b. Theme skit c. Opening ceremony d. Closing ceremony |
| <ol style="list-style-type: none"> 3. Volunteer entertainer <ol style="list-style-type: none"> a. Skit by Roundtable Staffers b. Demonstration by Boy Scout Troop c. Den leader or pack committee play d. Quartette | |

If the dens help with the program, it is especially important that their decorations be kept simple, yet meaningful and made by the Cub Scouts. If time permits, have someone type and run off a copy of the program for each place at the table. These programs should have a cover reflecting the theme also.

Be sure to list names of all pack leaders and their positions if they appear on the program. Any group singing that is done should be confined to well-known songs or new, simple words set to old familiar tunes.

TYPICAL BANQUET PROGRAM

Opening Ceremony	Den 4
Invocation	Rev. John Doe
Dinner	Led by Den 1
Group Singing	by Den 1
Welcome and Introductions	John Rowe, Cubmaster
Skit	Den 2
Greeting from Institution	Marian Wilson, P.T.A. President
Awards and Recognitions	John Dony, Awards Chairman
Skit	Den 5
Announcements and Thanks	David Hill, Committee Chairman
Closing Ceremony	Den 3



"Penny Wise" Banquet Game

Give each person a Lincoln penny, a piece of paper and a pencil. Or give each a sheet of paper on which you have typed or written clearly the following nine items:

1. The name of a song
2. A privilege
3. A part of Indian corn
4. Something denoting self
5. A foreign fruit
6. A perfume
7. A Chinese beverage
8. Part of a plant
9. A Method of voting



Persons are told to find the above things on a penny. They must be written on the penny. Write the answers down within a given period of time such as 10 minutes. The person who has the greatest number of correct answers is the winner. Answers are as follows:

1. America
2. Liberty
3. Ear
4. Eye - I
5. Date
6. Scent - cent
7. Tea - T
8. Leaf
9. ayes and noes - eyes and nose

CUB SCOUT UNIFORM GAME

This is a good game to have at the banquet since it concerns uniforming. Maybe it will open the eyes of some parents as to the importance of correct uniforming. Have the denner or den chief slip in with his uniform rearranged in the following manner and let the Cub Scouts tell what is wrong. Perhaps you can think of even more wrong things.

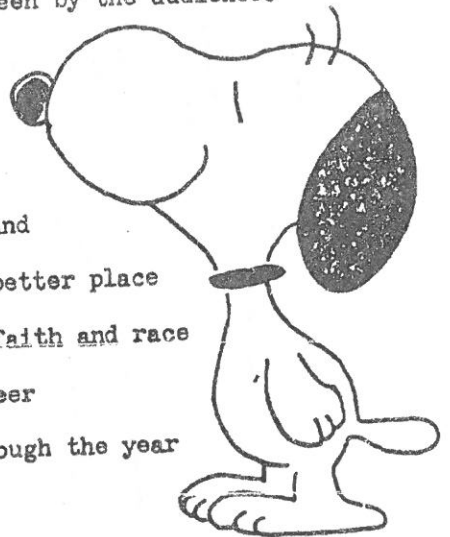
1. Cap on backwards
2. Campaign button on cap
3. Wearing Denner cord on wrong shoulder
4. Service star on neckerchief
5. Neckerchief not rolled
6. Belt buckle worn on one side
7. One sleeve rolled up
8. Plaid pants with a Cub Scout shirt
9. Pocket turned inside out
10. Shirt tail hanging out.



CLOSING CEREMONY

8 Cub Scouts stand before audience, holding large cards. As each says his part, he turns his card over so his letter is seen by the audience.

G Good Cub Scouts are friends to all
O On their honor to obey the pack law
O Once they spread goodwill all around
D Doubled friendships will surely be found
W Working together to make the world a better place
I Including as friends, boys from each faith and race
L Leaving behind them a path of good cheer
L Let's all practice it now and all through the year



CLOSING CEREMONY

A Cub Scout stands blindfolded, gagged and bound before the audience.
The Cubmaster says:

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

Turn out lights, spotlight the American Flag and repeat the Pledge of Allegiance.

FOOD SONG

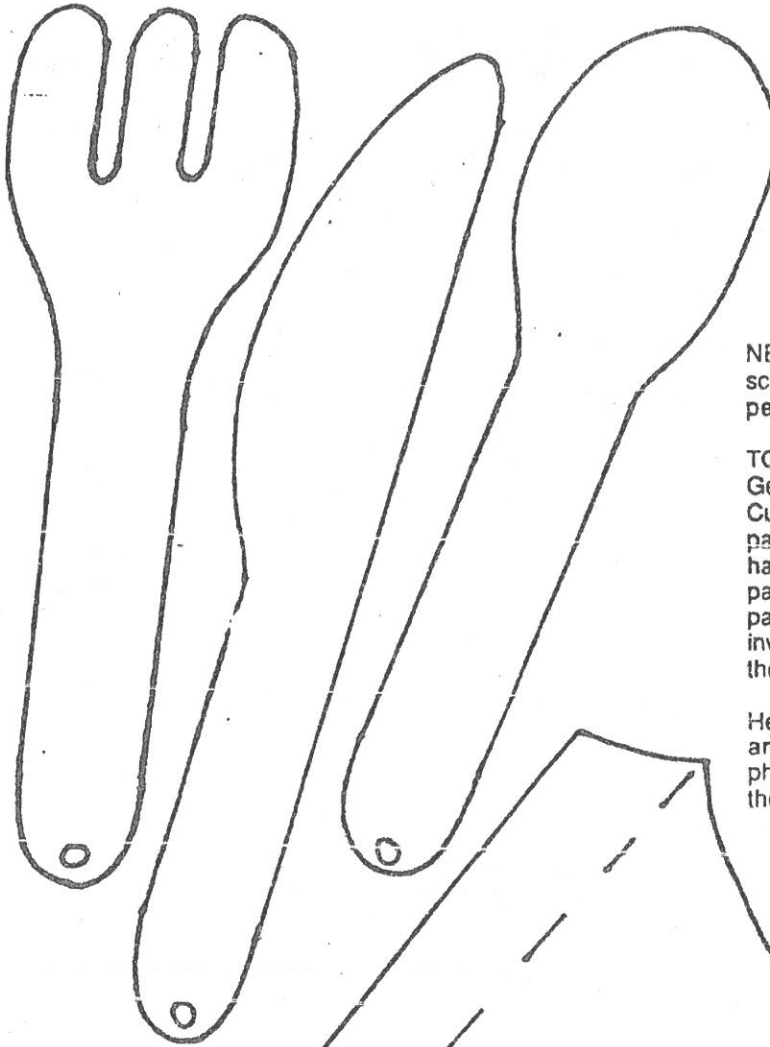
Tune: Hail, Hail, the Gang's All Here

Hail, hail, the Cubs are here!
What's the bill today, please.
Pass 'em right this way, please.
Hail, hail, the Cubs are here.
Pass the food this way right now!

Soup, soup, we all want soup.
Tip your bowl and drain it.
Let your whiskers strain it.
Hark, hark, the funny noise.
Listen to the gurgling boys!

Pie, pie, we want our pie.
Coconut and cherry,
Peach and huckleberry.
Mince pie is mighty fine,
That's the way we always dine!

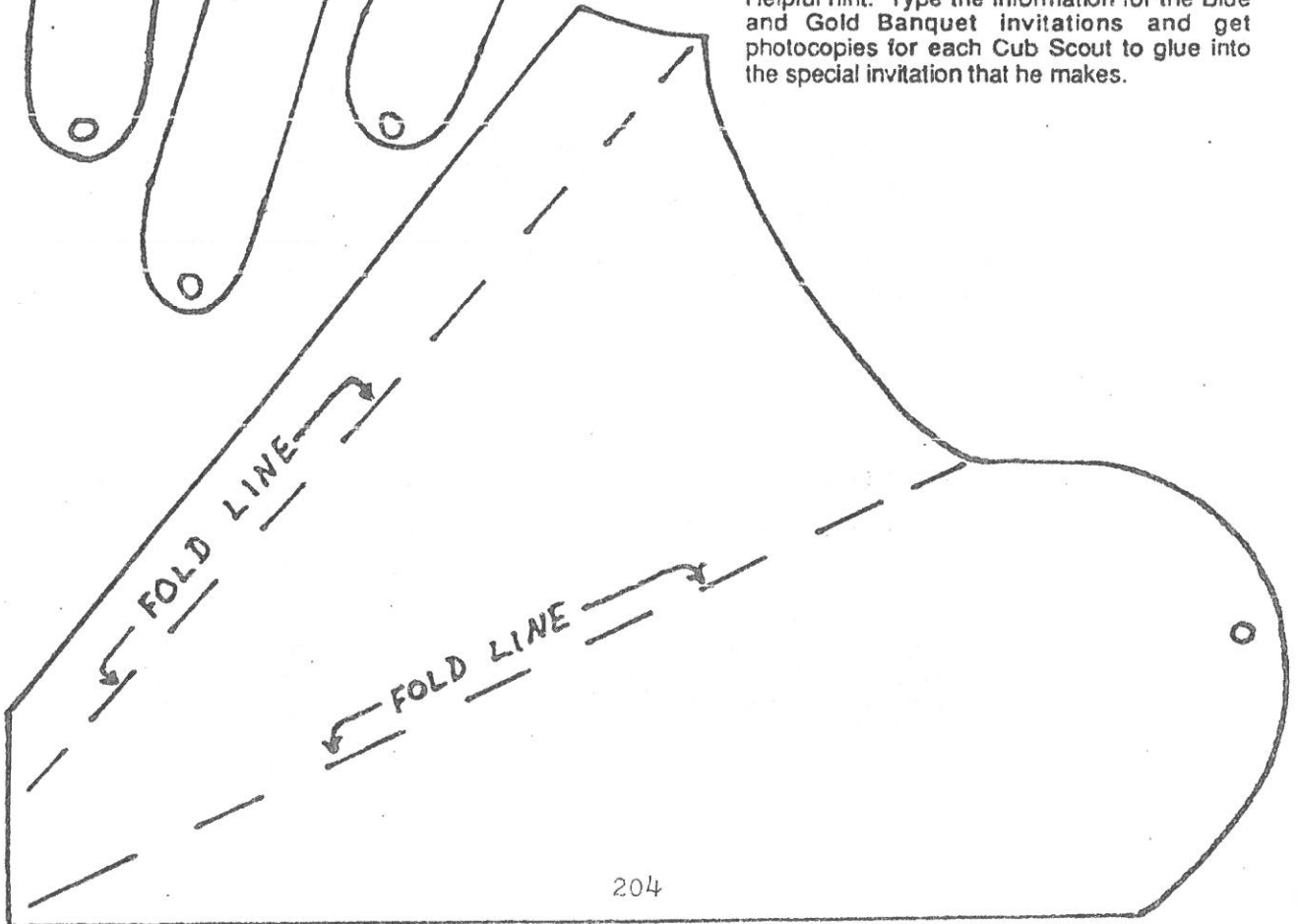
VITT-L-KIT INVITATION



NEED: blue and yellow construction paper, scissors, paper punch, paper fasteners, glue, pens.

TO MAKE: Use these actual size patterns. Get photocopies or trace using carbon paper. Cut out the knife, fork, and spoon from yellow paper. Punch holes in the ends of each handle and fasten the three pieces with a paper fastener. Cut the holder out of blue paper. Fold on lines; glue flap. Print the invitation on knife, fork, and spoon. Slide into the holder. Deliver with a smile!

Helpful hint: Type the information for the Blue and Gold Banquet invitations and get photocopies for each Cub Scout to glue into the special invitation that he makes.



Invitations

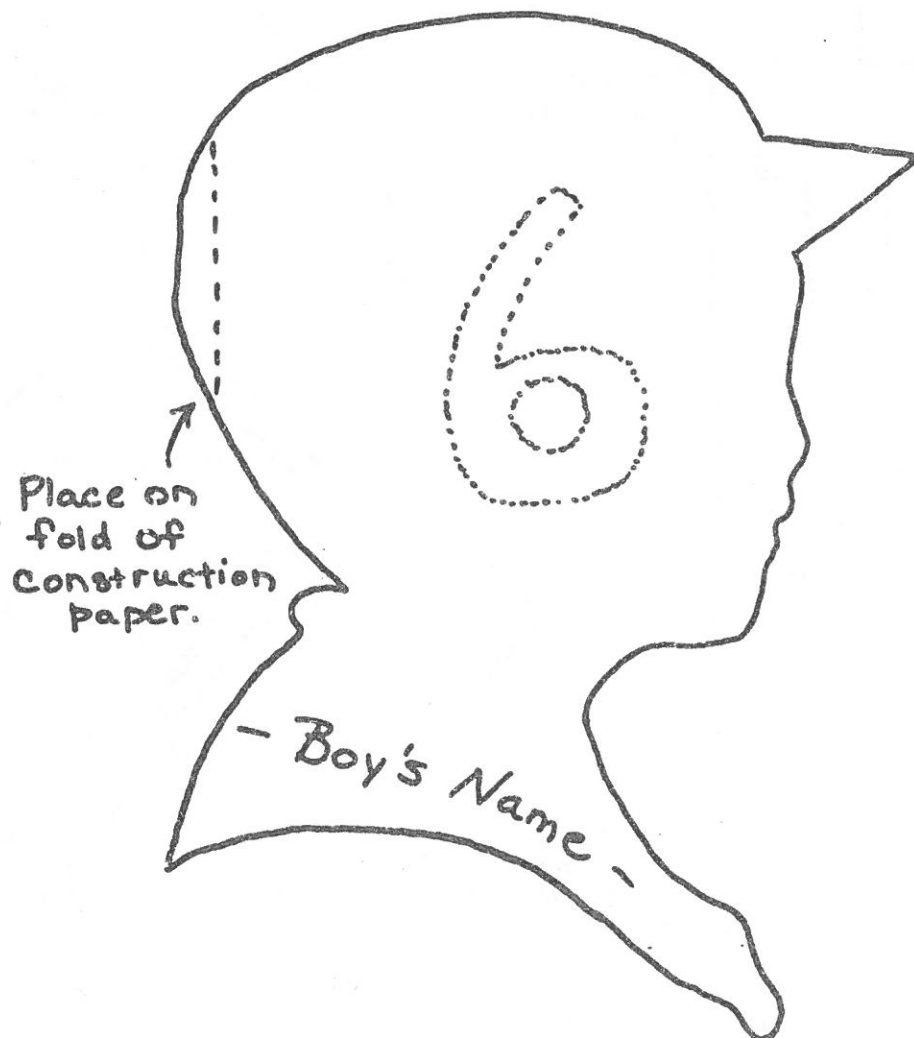
Invitations are usually sent to honored guests and to each family in the pack. One den might be asked to invite the honored guests or an adult might do this. The shape of the invitation and its contents should reflect the high ideals of Cub Scouting and also the theme of that year's Blue and Gold Banquet.

The invitations should include the event (Blue and Gold Banquet), the time (Date and hour), and the place.

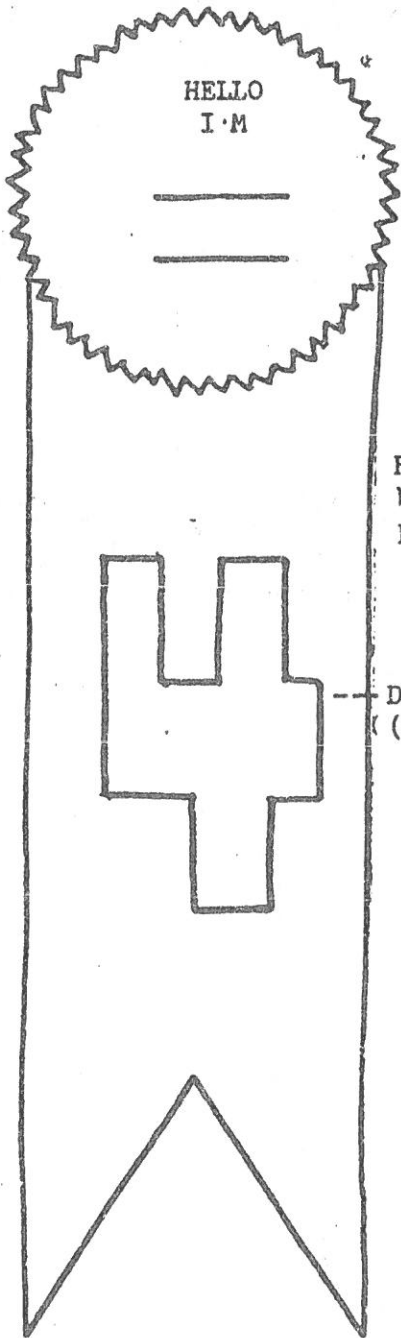
A favorite invitation design is the Cub Scout silhouette, easily adaptable to small or larger size and for making into napkin rings, place cards, and place mats.

MATERIALS: cardboard silhouette pattern
blue construction paper (or gold)
gold glitter (or blue)

INSTRUCTIONS: Place the back of the boy's head on the fold of the paper. Cut out double so the invitation can be opened. Den number is outlined in glue on the front and sprinkled with glitter. Name of boy sending the invitation can be written across shoulder section of the silhouette.



NAME TAGS

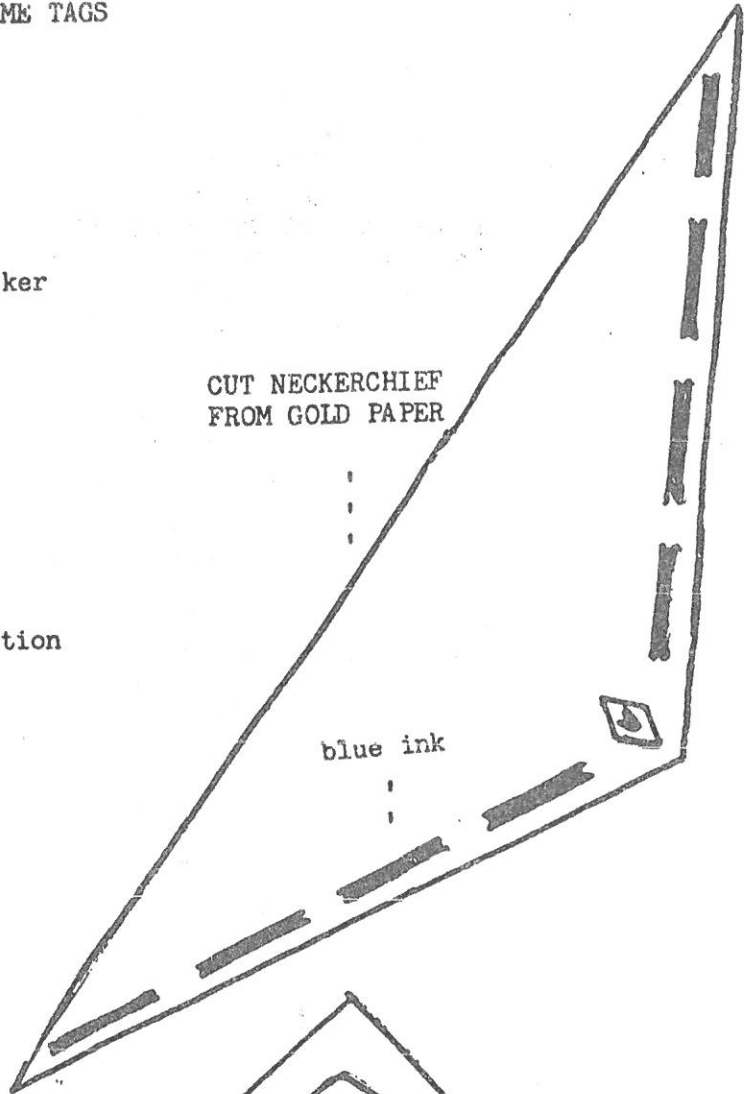


--- Gold sticker

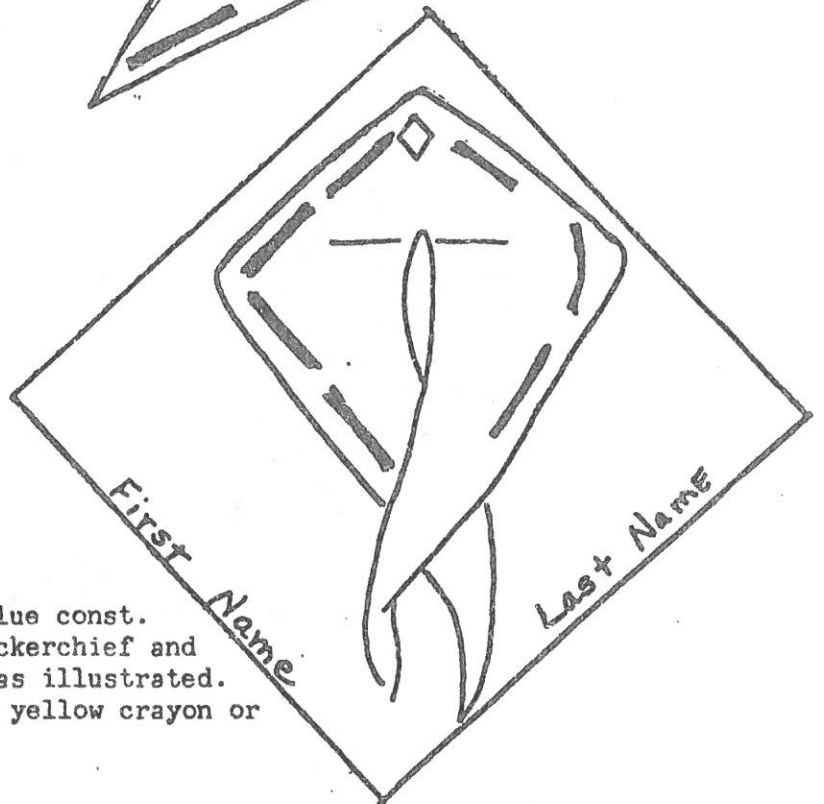
Ribbon of blue construction paper.

Den Number (gold paper)

CUT NECKERCHIEF FROM GOLD PAPER



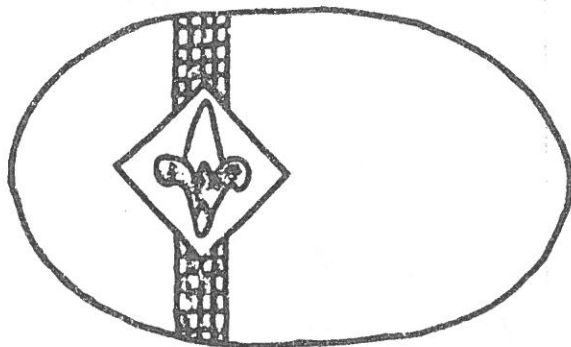
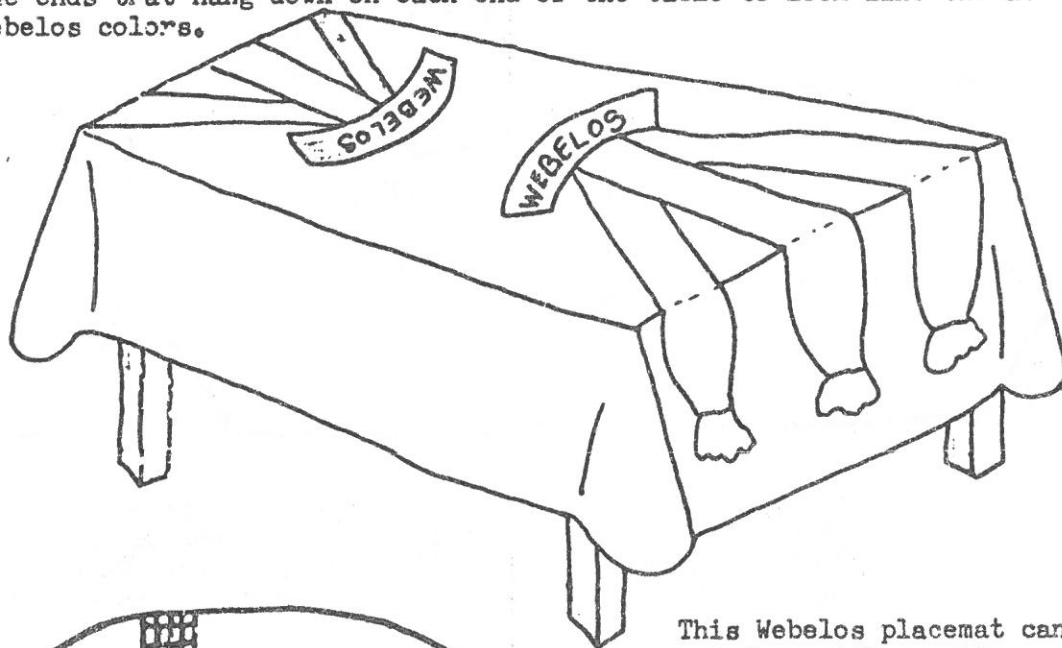
blue ink



Cut square of blue const. paper. Fold neckerchief and place on paper as illustrated. Print name with yellow crayon or paint.

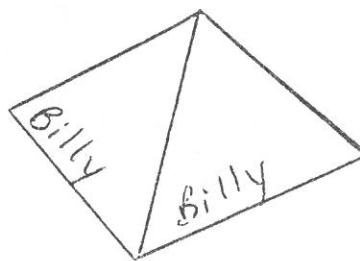
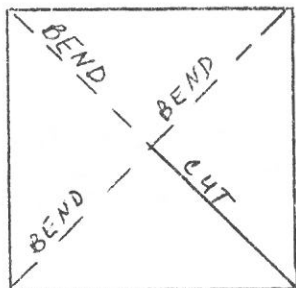
Table Decoration for the Webelos Den

Buy crepe paper streamers in the Webelos colors of green, yellow, and red. Run the streamers down the center of the table laying them to look like the Webelos colors. Start from the center of the table and run them from one end and then the other, taping them in place as you go. Then right in the center place the curved bar that makes the top of the Webelos colors. These can be made out of blue and gold construction paper and taped into place. To make them look even more authentic, tape or tie the ends that hang down on each end of the table to look like the actual Webelos colors.



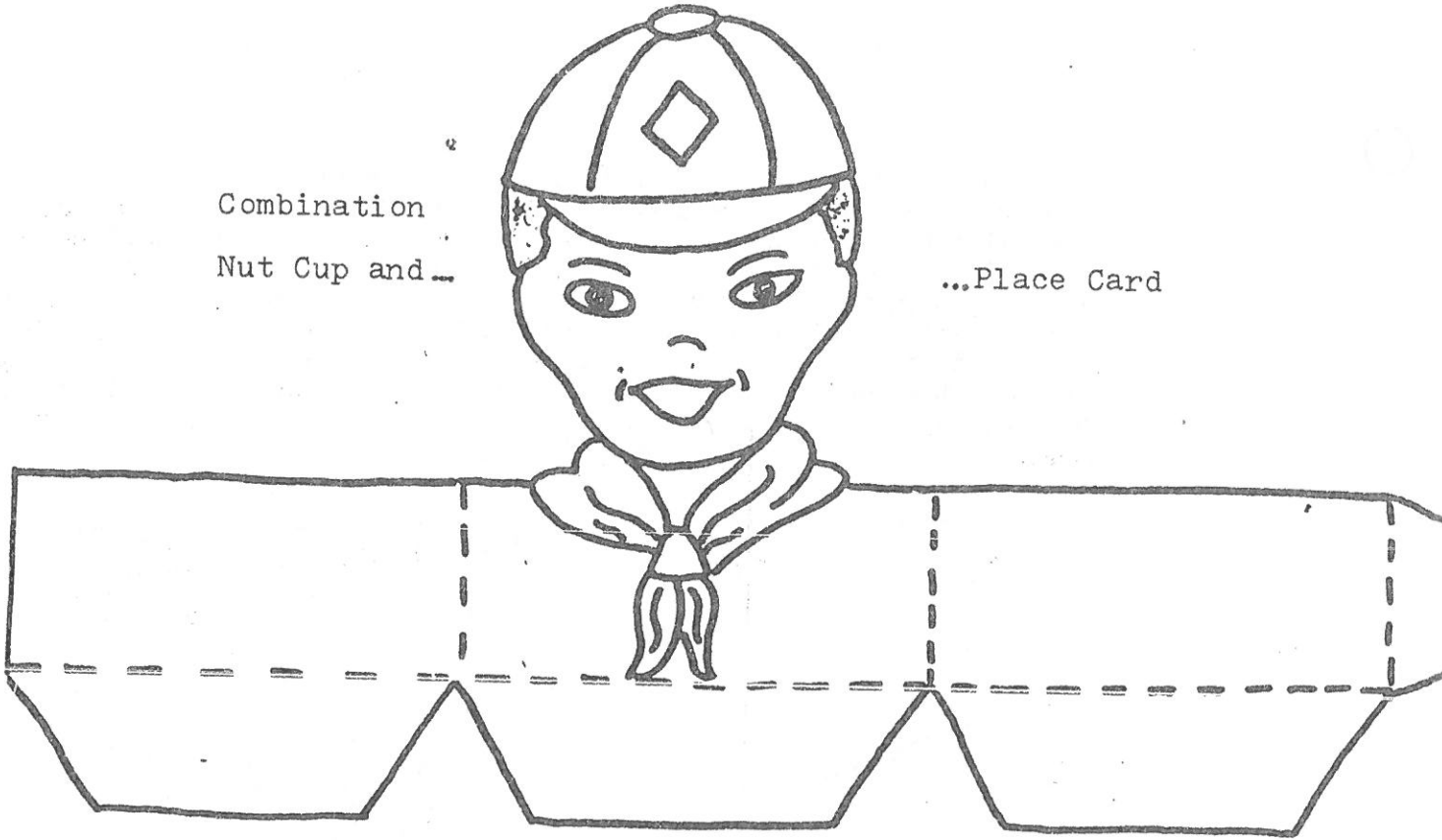
This Webelos placemat can be cut from either yellow or blue construction paper. Run a plaid ribbon down the side of the placemat and place a Webelos emblem on it. The placemat could also be cut from red construction paper.

Triangle Place Card



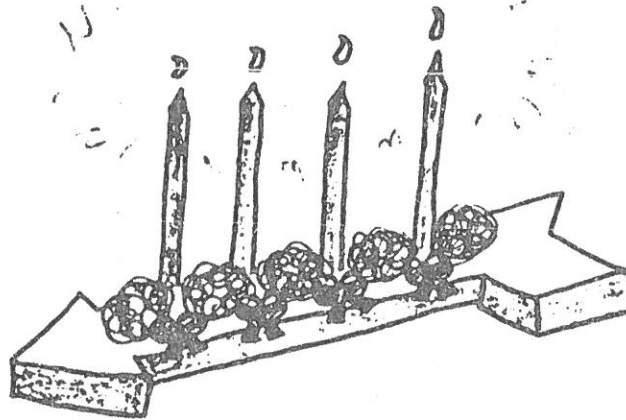
Combination
Nut Cup and...

...Place Card



Trace the above pattern onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a 3-sided nut cup. Glue all edges together. Fill with goodies. To add a name card, glue nut cup to piece of construction paper and place name on it.

Arrow Centerpiece



For the above arrow centerpiece, cut an arrow from styrofoam and decorate as follows: alternate blue and yellow candles and carnations which can be made from either wood fiber (hobby shop) or tissues. Use blue and gold ribbons for bows.

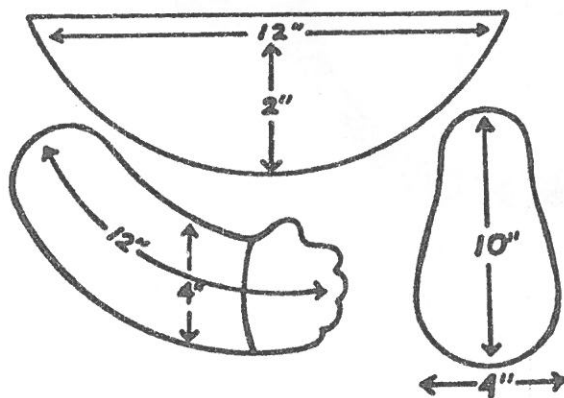
P A P E R B A G C U B S C O U T

All you'll need for this centerpiece are two identical grocery bags, newspaper, cord, a bit of cardboard, yellow crepe paper, and glue and paint.

With crushed newspaper, fill one bag full and the other half full. Slide the half filled bag over the filled one. Tie with cord to form head and body. Tape the bags together where they meet. (This becomes belt.)



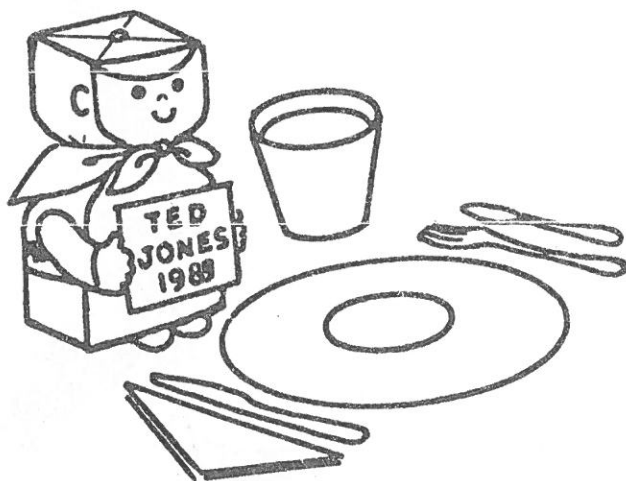
Using the patterns given, cut hat brim, shoes and arms from cardboard.



Glue in place. Cut a piece of cardboard 9" x 12" for sign. Tape to hands.

Paint Scout. Cut crepe paper into a triangle and tie around Scout's neck. Or perhaps you'd rather use an actual Cub scarf.

For favors, make the Cub in the same manner, but use two lunch bags for each.



Scale down hat brim, shoes, arms and sign. Sign held should show each guest's name and the year.

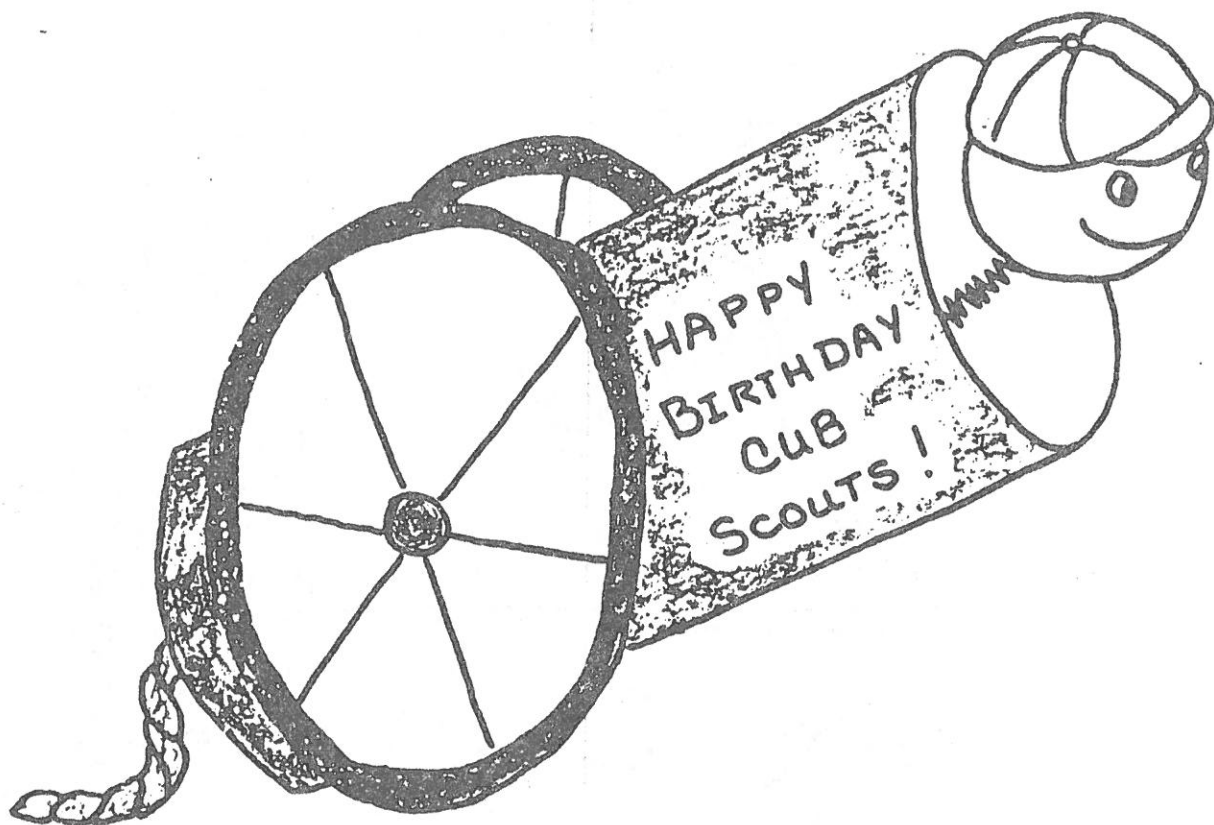
CUB SCOUT CANNON DAREDEVIL CENTERPIECE

Cover a toilet tissue roll with black construction paper for the main body of the cannon. Make a small cone to cover the back end of the cannon. Make 3" diameter wheels from corrugated cardboard. Use black magic markers to draw in the spokes. Either glue wheels to the cannon body or put a small dowel stick through the roll and attach the wheels on each side. Glue a bead on the end of each of the dowels.

Weight the bottom of the cannon with 3 marbles. Make a fuse out of yarn and glue it into the hole at the back of the cannon. Decorate if desired.

Make a Cub Scout from a dark blue chenille stick with a 3/4" styrofoam ball for his head. Place the Cub Scout in the open end of the cannon.

These could be used as your main centerpiece or you could use them as "fillers" on a particularly long table.



Communications



The first seventeen pages of this section were taken from the 1986 Tri-District Pow Wow Book. These were prepared by Virginia Hammer of Winnebago District.

The story called "Scouting's Greatest Secret" was contributed to the Mauhnahteese District roundtable by Bill and Nancy Lamps, Pack 707.

A SHORT COURSE IN HUMAN RELATIONS



THE **6** MOST IMPORTANT WORDS:

“ I ADMIT I MADE A MISTAKE ”

THE **5** MOST IMPORTANT WORDS:

“ YOU DID A GOOD JOB ”

THE **4** MOST IMPORTANT WORDS:

“ WHAT IS YOUR OPINION ”

THE **3** MOST IMPORTANT WORDS:

“ IF YOU PLEASE ”

THE **2** MOST IMPORTANT WORDS:

“ THANK YOU ”

THE **1** MOST IMPORTANT WORD:

“ WE ”

THE **LEAST** IMPORTANT WORD:

“ I ”

"TALKING AND LISTENING"
HOW WELL DO YOU DO IT ?

YOUNG MAN, I WANT
TO TALK TO YOU!"

"YES SIR! I AM READY
TO LISTEN TO YOU."

TURN THE PAGE FOR SOME
INFORMATION THAT MIGHT
HELP YOU COMMUNICATE AND
LISTEN BETTER.

TEN COMMANDMENTS OF
GOOD COMMUNICATION

1. SEEK TO CLARIFY YOUR IDEAS BEFORE COMMUNICATING.
2. EXAMINE THE TRUE PURPOSE OF EACH COMMUNICATION.
3. CONSIDER THE TOTAL PHYSICAL AND HUMAN SETTING
WHENEVER YOU COMMUNICATE.
4. CONSULT WITH OTHERS, WHEN APPROPRIATE, IN
PLANNING COMMUNICATIONS.
5. BE MINDFUL, WHILE YOU COMMUNICATE, OF THE OVERTONES
AS WELL AS THE BASIC CONTENT OF YOUR MESSAGE.
6. TAKE THE OPPORTUNITY, WHEN IT ARISES, TO CONVEY
SOMETHING OF HELP OR VALUE TO THE RECEIVER.
7. FOLLOW UP YOUR COMMUNICATION.
8. COMMUNICATE FOR TOMORROW AS WELL AS TODAY.
9. BE SURE YOUR ACTION SUPPORT YOUR COMMUNICATIONS.
10. LAST, BUT BY NO MEANS LEAST; SEEK NOT ONLY TO BE
UNDERSTOOD BUT TO UNDERSTAND- - BE A GOOD LISTENER.



WHAT DO YOU MEAN?

Read the statement, and answer each question following the statement. Use your best judgement to determine what each statement means.

1. The proposal was approved overwhelmingly. (what % of the vote was in favor of the proposal?)
2. My neighbor just bought an expensive car. (How much did it cost?)
3. I recently saw an article on this subject. (How long ago was it?)
4. My boss is an older man. (How old is he?)
5. I saw several movies this summer. (How many movies did I see?)
6. The assailant was described as a white male of average height. (how tall was he?)
7. In the past year, I have been moderately successful on my new diet program. (How much weight did I lose?)
8. A mechanic looks at your car's engine and says, "This will take a while." (How long will it take?)
9. In your letter you write, "You will hear from us in the near future". (When will this be?)
10. My in-laws live very comfortably. (What is their annual income?)
11. Many people were standing in line. (how many people were in line?)
12. I filed my income tax early. (How long before the due date did you file?)



COMMUNICATIONS IDEAS

1. PERSONAL SPACE

There is a bubble of personal space surrounding each of us. This area is sensed by some unknown mechanism, and signals sent to the autonomic nervous system. Intrusion upon another's personal space is most uncomfortable and seriously inhibits communication.



COMMUNICATIONS IDEAS (page 2)

2. EMOTIONAL AGREEMENT

The most positive feedback you can give another human is to agree with their expressed emotion. This is done by reflecting the emotion or by describing what the other person is feeling. Phrases such as, "You're upset.", or "That made you happy.", or "What you really wanted was...", etc.

3. FACTUAL AGREEMENT

The next most positive mode of communication is to encourage continuation by agreement. Short sounds of praise or agreement show that you want the other to continue what they are saying. Phrases like, "Uh huh.", or "Yes", or "Go on.", or "And then?", etc.

4. REFLECTION

A somewhat less positive but still powerful aid to communication is reflecting the ideas of the other. This is done by restating the basic thought or logic thread expressed by the other. Summarizing the ideas is a reflecting method. Phrases like, "Your basic idea was...", or "You're saying that...", or "If I understand correctly, you ...", or etc.

5. QUESTIONS

Asking direct questions, and then waiting for a complete answer is a neutral communications mode with possibilities for positive or even negative reactions.

6. OTHER COMMUNICATIONS

In order of negative impact, giving information, giving orders, and criticism reduce communication success potentials. Unfortunately for the communications process, these three types of statements dominate most of our conversations.

7. VIOLATIONS

At the extreme, violating someone's personal space, or disagreeing with their facts or emotions absolutely inhibit communications. The interpersonal damage may be substantial and long lasting.

"Diplomacy is the art
of letting someone else have your way."

To make the world a friendly place One must show it a friendly face.



BARRIERS TO EFFECTIVE COMMUNICATION

1. Failure to use language that can be clearly understood by those to whom it is addressed.
2. Failure to recognize that the same words may have different meanings for different people and under different circumstances.
3. Incorrect statements.
4. Failure to recognize that words convey not only information but also sentiments and feelings.
5. Failure to distinguish between "fact" and "opinion."
6. Failure to recognize that tone of voice and actions also convey meanings.
7. Poorly organized communications that are difficult to interpret.
8. Lengthy or complicated communications that are difficult to follow.
9. Incomplete communications-lack of essential facts to support ideas.
10. Poor timing of communications.
11. Distracting circumstances:-emotional situations - noise-interruptions - telephone calls- lack of privacy.
12. Failure to select the method and channels of communications most likely to accomplish the purpose intended.
13. Failure to explain or give reasons.
14. Distortion of meaning in the chain of communication.
15. Failure to reach all those who should be informed.
16. Failure to ascertain if the communication is understood.
17. Failure to take into account the attitudes, feelings and viewpoints of those involved in or affected by the communication (lack of confidence, fear, resentment, past experiences, beliefs, etc.)
18. Failure to take into account your own attitudes, feelings and viewpoints (prejudices, beliefs, likes, dislikes, etc.)
19. Failure to observe the behavior and circumstances with which the communication is concerned.
20. Failure to listen to what others are saying or trying to say.
21. Failure to provide opportunities or encourage others to express facts or viewpoints, and to raise questions.
22. Failure to get and hold attention.
23. Taking an arbitrary position which may close the door to reaching an agreement.
24. Inadequate advance planning or communications.
25. Failure to relate the communication to " the demands of the situation."

Stop



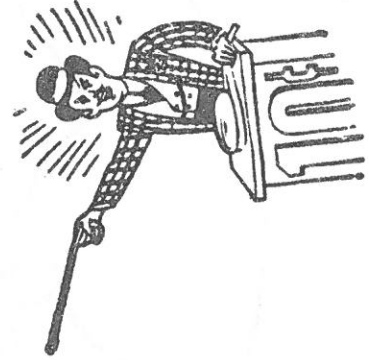
COMMUNICATION QUIZ

To find out how you rate as a communicator, answer the questions and then evaluate your score.

1. Do I realize that even if an idea is clear to me, it may not be clear to another person?
2. Do I make sure I understand what another person has told me before I reply?
3. Am I understanding of others feelings, knowing they may be different from my own?
4. Do I try to be sensitive to someone else's point of view before judging that person's message?
5. Do I ask questions when I communicate to clear up misunderstandings?
6. Do I understand that once a person feels understood. She or he tends to be less aggressive?
7. Am I careful not to prejudge people by their appearance and manner of communicating?

(put a 1 under the column that best fits what you feel)

	Always	Sometimes	Never
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
Total answers			
Multiply by these points	X3	X2	X0
Total score	+	+	+



Score
 18-21 Exceptional Communicator
 14-17 Good; you're getting through
 13 or less Room for improvement

ARE YOU A GOOD LISTENER?



LISTENING SELF-CHECK LIST

HERE IS A LIST OF STATEMENTS YOU SHOULD ANSWER. THEY MAKE US HUMBLE YET THEY CAN MAKE US WORK HARDER ON LISTENING.

Answer each question with 1, 2, 3, 4, or 5:

1. very seldom
2. about $\frac{1}{4}$ of the time
3. about $\frac{1}{2}$ of the time
4. about $\frac{3}{4}$ of the time
5. almost always



- ___ 1. I try to make the person I am talking to comfortable by inviting him to sit down.
- ___ 2. I am willing to listen to the parents in informal situations as well as in planned meetings.
- ___ 3. I find that listening is hard work.
- ___ 4. I show a friendly attitude toward others when they talk to me.
- ___ 5. I am careful not to prejudge the quality of someone's ideas.
- ___ 6. I give the speaker my undivided attention when he talks to me.
- ___ 7. I let the other person finish an idea before interrupting or finishing it for him.
- ___ 8. I distinguish between facts and opinions-when I listen.
- ___ 9. When I do not fully understand I say "I'm not clear on that. Could you tell me more?"
- ___ 10. I am able to restate the person's point of view to his satisfaction; for example, "Your point is...You mean this..."
- ___ 11. I don't permit my feelings to be triggered by emotionally toned words used by others.
- ___ 12. When people talk to me, they can honestly say, "He understood me."
- ___ 13. As I listen, I also ask questions to be sure that I received the message correctly.


Cont. LISTENING SELF-CHECK LIST

- _____ 14. People feel equally free to give me negative reports as to give me favorable ones.
- _____ 15. I realize that by listening, I better understand others and that our working together will gain in the long run.
- _____ Total for all 15 questions.



If you score.
above 70: watch out for motor boats when you take a walk!
60 to 69: an honest score here is a pretty realistic target
to shoot for.
Below 60: start getting with it!





HOW CAN I TALK TO CHILDREN
SO THEY WILL LISTEN TO ME
AND TALK TO ME?

The next few pages
will give you some
ideas that have
worked for other
people.

TO ENGAGE A CHILD'S
COOPERATION

1. DESCRIBE WHAT YOU SEE, OR DESCRIBE THE PROBLEM.



"There's a wet towel on the bed."



2. GIVE INFORMATION.

"The towel is getting my blanket wet."

3. SAY IT WITH A WORD.



"The towel!"



4. DESCRIBE WHAT YOU FEEL.

"I don't like sleeping in a wet bed!"

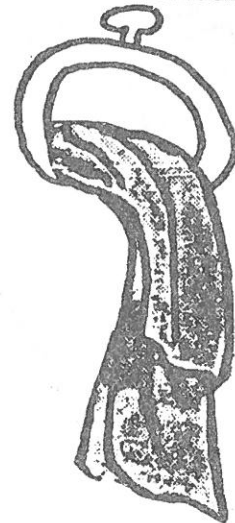
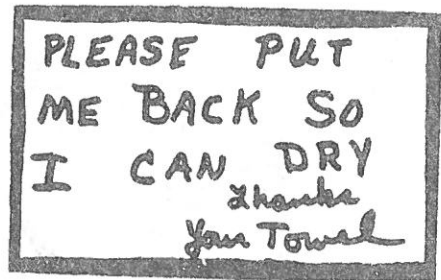
5. WRITE A NOTE.

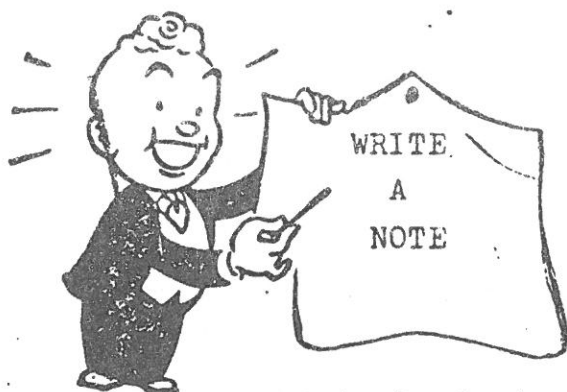


(above towel rack)

Please put me back so I can dry.

Thanks!
Your Towel

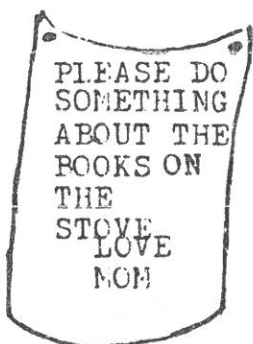




Note

What do you think about when you see a piece of paper on your pillow or near your plate or as a book marker? I get excited "oh a note". I hasten to open it. I know someone wanted to give me a special message.

Most children are the same, they love to receive a note.



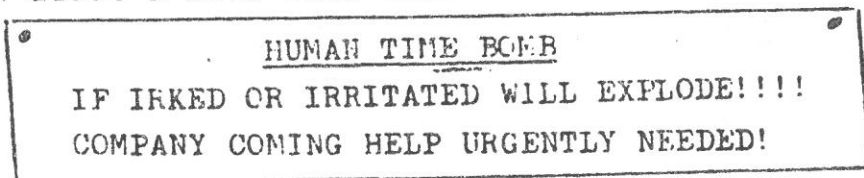
Think about it, how often do they receive a note. Remember the first letter they got? What did they do with it, most often they tucked it away for safe keeping.

Notes should be direct and to the point, like the note at the left. If you talked to your child about the books you might have said something like this " How many time have I told you not to put your books on the stove. How do you expect me to cook a meal with your books in the way. Why can't you think of someone except yourself. Get the book off the stove!". If you were the child would you respond better to the note or the tongue?

At times a note can give you the extra time to collect yourself. It been a hard day and the kitchen floor is wet the children are due home. Put a note on the door.

You say they cant read yet. So meet them at the door and read it to them, and the next time they see the note they will know what it says.

Stop and think about the places a note will help you. If you are needing help and want them to pitch in. how about a note like this:



HELPING CHILDREN
DEAL WITH THEIR FEELINGS

CHILDREN NEED TO HAVE THEIR FEELINGS
ACCEPTED AND RESPECTED.

1. YOU CAN LISTEN QUIETLY AND ATTENTIVELY.
2. YOU CAN ACKNOWLEDGE THEIR FEELINGS WITH A WORD.

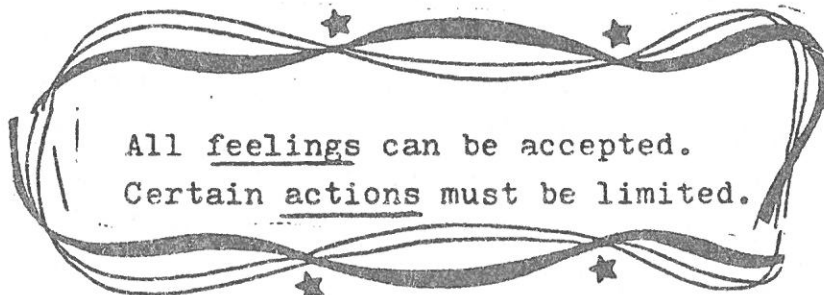
"Oh . . . Mmm . . . I see . . . "

3. YOU CAN GIVE THE FEELING A NAME.

"That sounds frustrating!"

4. YOU CAN GIVE THE CHILD HIS WISHES IN FANTASY.

" I wish I could make the banana ripe for you right now! "



" I can see how angry you are at your brother.
Tell him what you want with words, not fists. "



PRAISE AND SELF-ESTEEM



1. DESCRIBE WHAT YOU SEE.

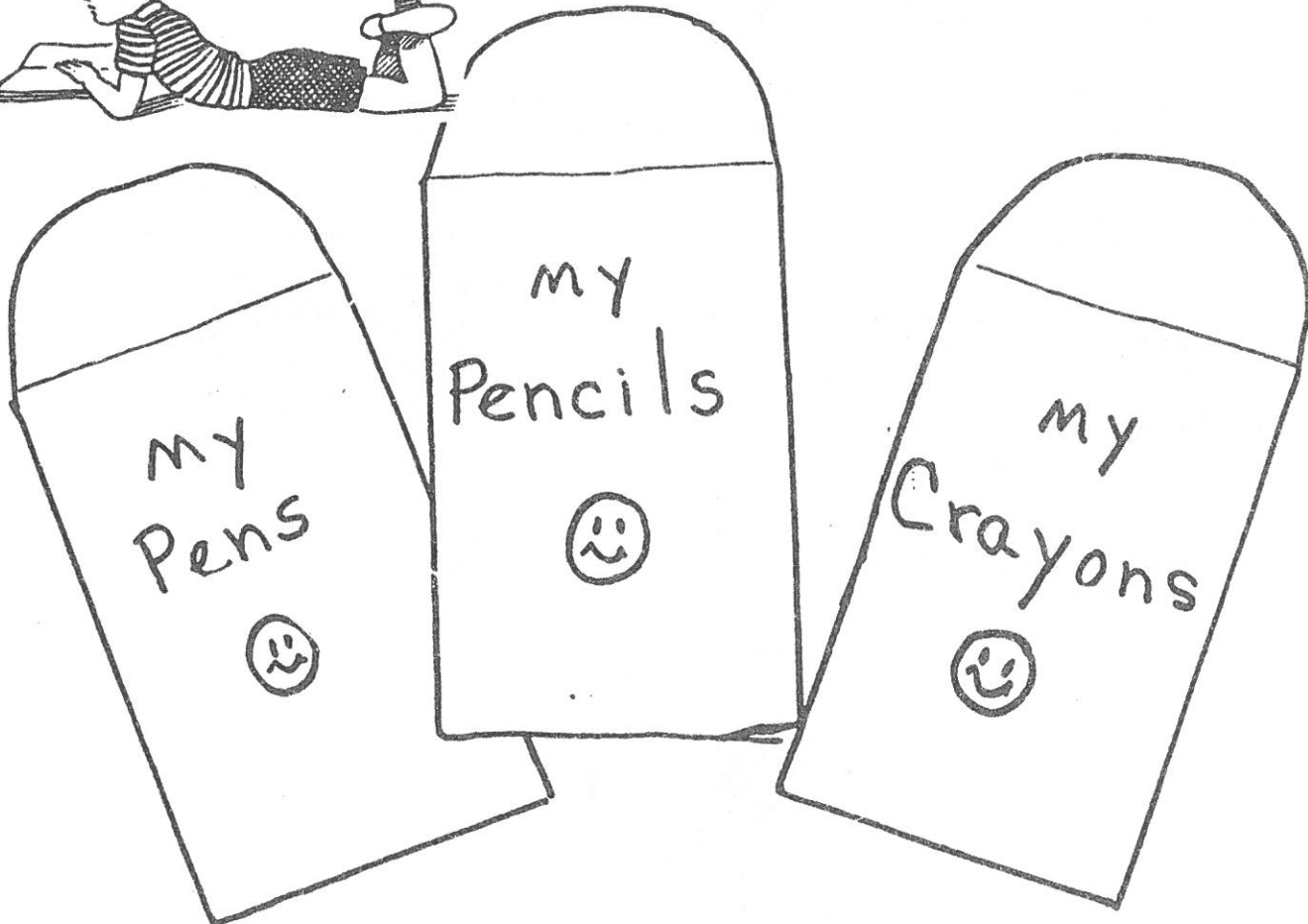
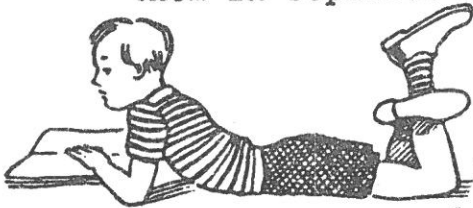
" I see a clean floor, a smooth bed, and books neatly lined up on the shelf."

2. DESCRIBE WHAT YOU FEEL.

"It's a pleasure to walk into this room!"

3. SUM UP THE CHILD'S PRAISEWORTHY BEHAVIOR WITH A WORD.

"You sorted out your pencils, crayons and pens, and put them in separate boxes. That's what I call organization!"



INSTEAD OF PUNISHMENT

1. EXPRESS YOUR FEELINGS STRONGLY--WITHOUT ATTACKING CHARACTER.

"I'm furious that my new saw was left outside to rust in the rain!"

2. STATE YOUR EXPECTATIONS.

"I expect my tools to be returned after they've been borrowed."

3. SHOW THE CHILD HOW TO MAKE AMENDS.

"What this saw needs now is a little steel wool and a lot of elbow grease."

4. GIVE THE CHILD A CHOICE.

"You can borrow my tools and return them, or you can give up the privilege of using them. You decide."

5. TAKE ACTION.

Child: Why is the tool box locked?
Father: You tell me why.



6. PROBLEM-SOLVE.

What can we work out so that you can use my tools when you need them, and so that I'll be sure they're there when I need them?"



TO ENCOURAGE AUTONOMY

1. LET CHILDREN MAKE CHOICES.

"Are you in the mood for your grey pants today, or your red pants?"

2. SHOW RESPECT FOR A CHILD'S STRUGGLE.

"A jar can be hard to open. Sometimes it helps if you tap the side of the lid with a spoon."

3. DON'T ASK TOO MANY QUESTIONS.

"Glad to see you. Welcome home."



4. DON'T RUSH TO ANSWER QUESTIONS.

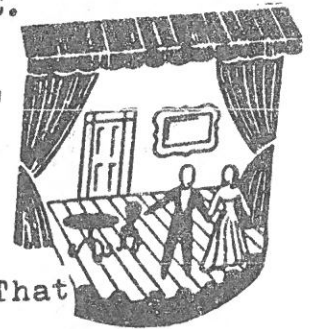
"That's an interesting question. What do you think?"

5. ENCOURAGE CHILDREN TO USE SOURCES OUTSIDE THE HOME.

"Maybe the pet shop owner would have a suggestion."

6. DON'T TAKE AWAY HOPE.

"So you're thinking of trying out for the play! That should be an experience."



Hope you got
some good
ideas!

7 Steps to Stagnation

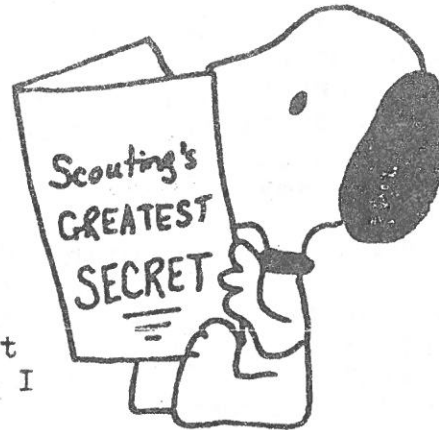
1. We're not ready for that!
2. We've never done it that way before!
3. We're doing all right without it!
4. We tried that once before!
5. It costs too much!
6. That's not our responsibility!
7. It just won't work!

SCOUTING'S GREATEST SECRET

A PARENT SPEAKS OUT...

IN A CHALLENGE TO SCOUTERS

Hi. I believe that I am a typical Scout parent. Like many, I'm probably a little lazy, a little too uninformed about Scouting, and a little too busy to help with Scouting. But I do a fairly good job of getting my kid to den meetings, and making sure he doesn't lose his Webelos book or whatever. And I try to make the pack meetings if he is getting a patch.



For the most part, I am extremely satisfied with the Cub Scout program. No, I'd make it stronger--my wife and I are delighted. During my son's three years in Scouting, we have seen Scouting benefit him in solid, visible, tangible ways--in his sense of self-esteem, his self-confidence, maturity, his know-how in various areas.

Today Jeff is looking forward eagerly to becoming a Boy Scout. But in one respect, as a Scout parent, I'm kind of upset at Scouting. I'm upset that Scouting hasn't really let me in on what just might be one of the best kept secrets anywhere.

That so-called secret about which I'm talking is the set of ideals and attributes that you have worked so hard to instill in my son. Character development, leadership, and a sense of accomplishment, a stronger family bond.

As a parent, I like my kids to have those things. I want them to have all those traits when they grow up. I know darn well that if my boys assimilate those ideals, they are going to have a richer and more rewarding life now and when they become adults. I also know that if my boys gain those ideals that my wife and I will find that being parents is a lot more rewarding--not to mention a lot easier.

I don't think that I'm the only parent who reacts this way when he finds out what Scouts are trying to do--really trying to do--for young people.

Now that being the case, why in heaven's name haven't you told me about all this? Sure, you're thinking, Scouts put all that information in their literature. There's that fine-print tear-out booklet in the front of my son's Wolf and Bear and Webelos Books. And sure, you're right, the volunteers in my Cub Scout pack are supposed to be telling me all this.

...continued on next page...

Scouting's Greatest Secret, cont.

But remember, I'm a typical Scout parent. I'm a little busier and a little lazier than probably I should be. I'm not going to seek out all this information. Like it or not, it has to be delivered to me, and delivered in such a way that I have to go out of my way to ignore it. What's more, I need to hear it not just once, but over and over again, and in a variety of ways.

My first experience with Cub Scouts as a parent came when I attended a Cub Scout orientation meeting. That meeting had all the earmarks of a shotgun wedding with the volunteers telling us in no uncertain terms that unless we volunteered that night to work on Cub Scouts that our sons would have no Cub Scouting program.

Those volunteers made a mistake. They assumed that I and the other parents had bought the Cub Scout program for our sons. Those volunteers were sold on Cub Scouting, so they concluded we must be sold on Cub Scouting, too. Wrong.

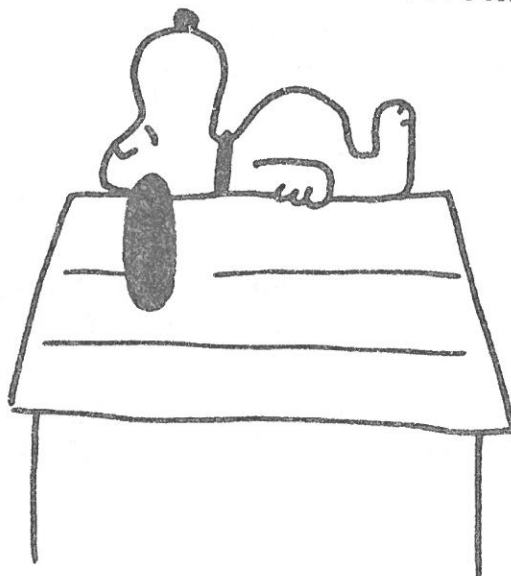
We were window shopping. After all, there is a YMCA in our neighborhood, too. They have a nice building. They teach swimming and other sports. And all they want from me is my money, not my time and support.

Or the Little League. With Little League, all I have to do is cough up a \$25 or \$30 fee, or somehow get rid of \$25 worth of raffle tickets. They don't ask me to sign off achievements, attend monthly meetings, build things with my boy, or help a den mother with her meetings.

My point is this. Don't assume that when I walk into a School Night for Scouting event or any other orientation meeting that I understand what Scouting really is.

I don't.

...continued on next page...



Scouting's Greatest Secret, cont.

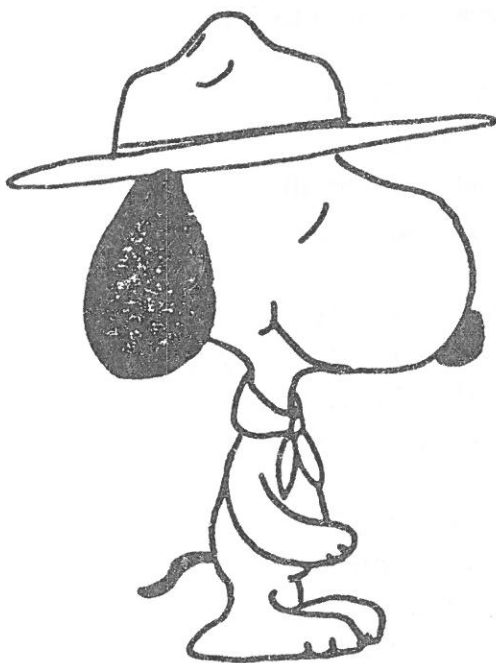
You and your fellow volunteers must work hard during that initial contact to educate me, to sell me. To give me a good first impression of what it is that you are all about. Separate yourselves from the competition. Make Scouting stand out above those other things.

Don't try to sell me by talking just about the den meetings, or the badge earning or the pinewood derby racing. And for heaven's sake, don't try to sell me on Cub Scouting by threatening to cancel my son's program unless I volunteer to run it!

Instead, tell me why you have those activities. Tell me what the real importance of those badges is. Tell me that the Pinewood Derby is held because it gives me a chance to do something with my sons. And tell me about all the successes you have achieved through the years with literally millions of boys using those very same methods.

Then, and only then, tell me that you cannot do all these things for my son by yourselves. Tell me that you and I need to form a partnership. Tell me that, together, we can accomplish all these things for my son. And another thing...tell it to me with enthusiasm. You've got a program for my son that no one else can even try to match.

Be proud of it -- Brag about it -- Drive it home loud and clear.



Can't Get Away

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

At the end of the day, I'm tired, you know
Just want to go out and see a show,
Or watch T.V. or play some bridge
Just too darned tired to mess with kids.

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

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

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

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

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

HOT OFF THE PRESSES

The latest news from _____

WHO: _____

WHAT: _____

WHEN: _____

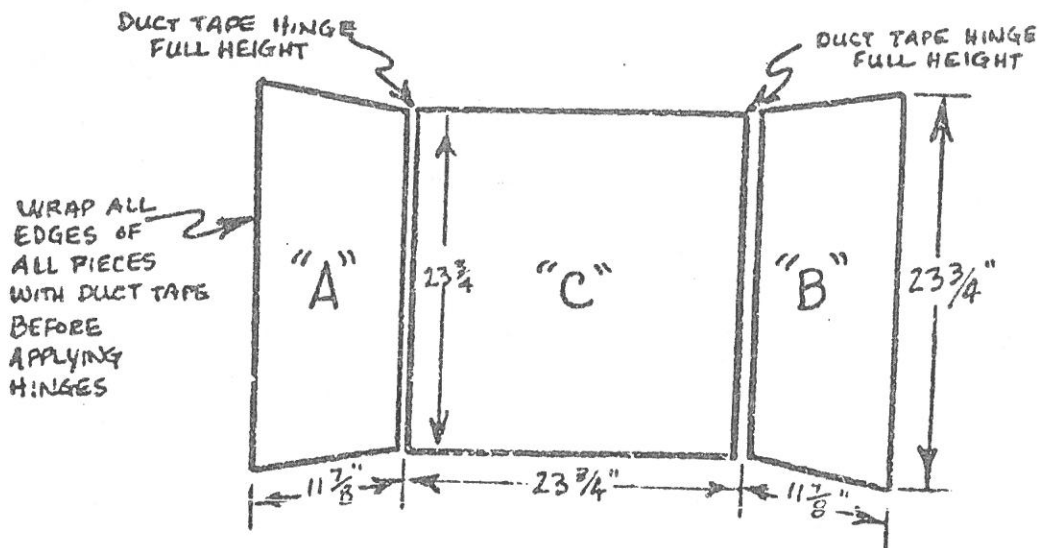
WHERE: _____

WHY: _____

HOW: _____

DISPLAY BOARD

Cubmasters, leaders of dens, advancement chairmen-- use this for your exhibits and displays.



MATERIALS NEEDED

- 1 pc. (suspended) Ceiling tile, 2' x 4' ($23\frac{3}{4}$ " x $47\frac{1}{2}$ ")
- roll Duct tape - 2" wide and 26' long (minimum)
- 1 Yardstick or tape measure
- 1 Carpenter's knife (or small handsaw)
- 1 Carpenter's square
- 1 pr. Scissors
- 1 Sharp pencil
- Misc. Pressure sensitive lettering, decals, designs - as desired

PROCEDURE

- Cut tile across middle, producing 2 pieces each $23\frac{3}{4}$ " x $23\frac{3}{4}$ "
- Cut one of the pieces in half lengthwise, producing 2 pieces each $23\frac{3}{4}$ " x $11\frac{7}{8}$ "
- Wrap all edges of all pieces with duct tape (Lay tape on face of tile, parallel to edge - then wrap around edge to back)
- Lay piece "C" on its back with face up - Lay "A" and "B" face down on top of "C"
- Line up all edges
- Wrap long edges with duct tape perpendicular to edges (3 or 4 12" strips)
- Then wrap edges with duct tape parallel to edges ($23\frac{3}{4}$ " piece of tape)
- Example: Tape is fastened along the back of "B" - then wrapped around the edges of "B" and "A", and fastened to the back of "C".*
- Do the other hinge, and presto! AN EASY, INEXPENSIVE DISPLAY BOARD

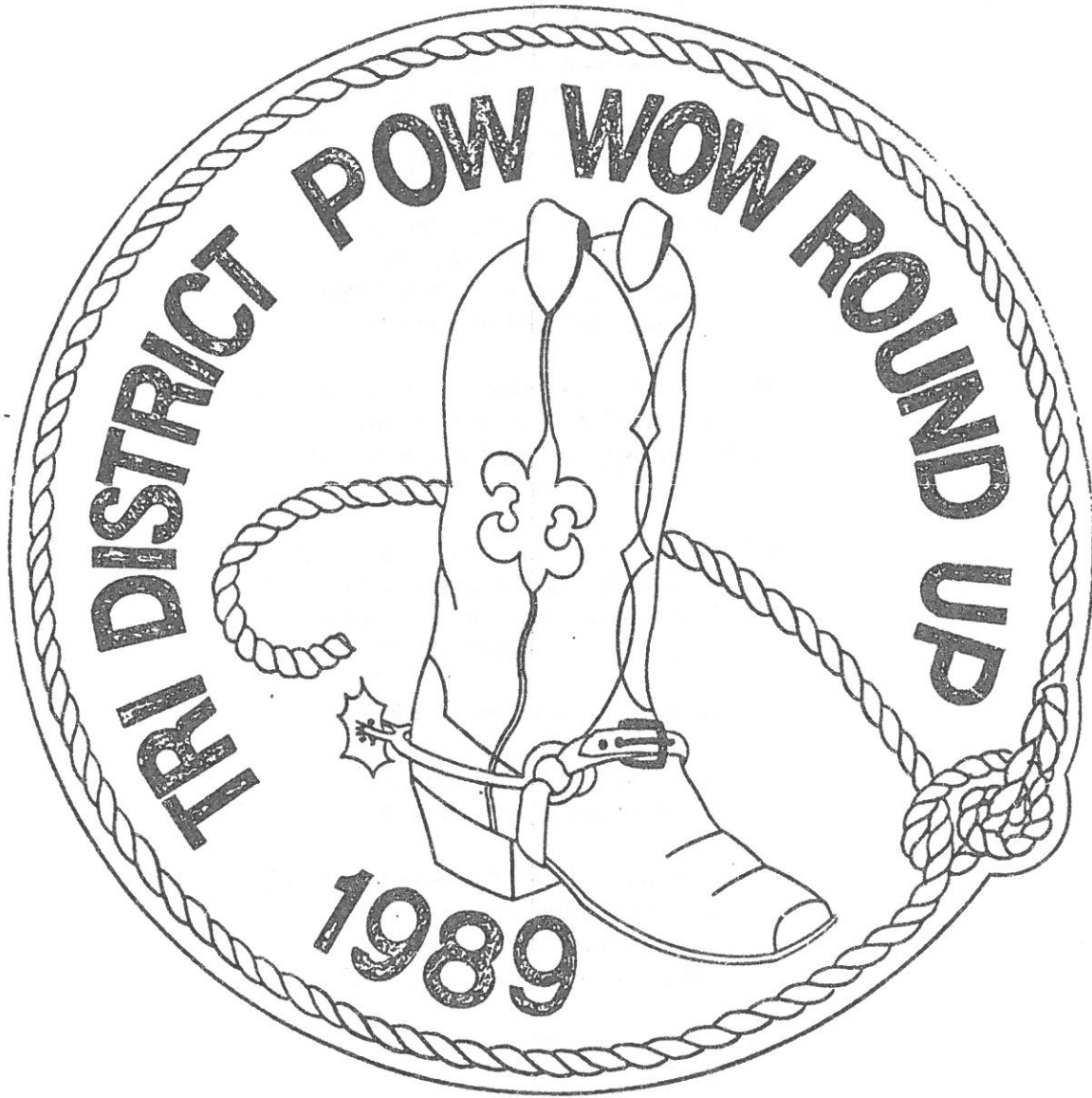
If desired, for a stronger hinge:

- Lay entire display board on its back, face up (with "A" and "B" open)
- Apply $23\frac{3}{4}$ " strip of duct tape to the face of display where "A" meets "C" and where "B" meets "C"

Variations of this design could use two 2' x 4' ceiling tiles.

1. A display board identical to the one above, but taller (up to $47\frac{1}{2}$ ")
2. A display nearly 2' tall and 8' wide - joining 2 tiles together at the end, using the same hinge procedure as described above
3. Whatever you can create

Boy Behavior



These pages were contributed to the Mauhnahteese District roundtable by Russ Moser, Pack 405.

Halloween Skeptic

I don't believe in Halloween,
With all the spooks and stuff.
There just ain't any witches,
And black cats don't make things rough.

I even looked inside a sheet,
To see if it had a head.
But the only thing that was under there,
Were dust balls from my bed.

My neighbor has a cat that's black,
And she looks kind of frail.
So just to set all matters straight,
I stepped right on her tail!

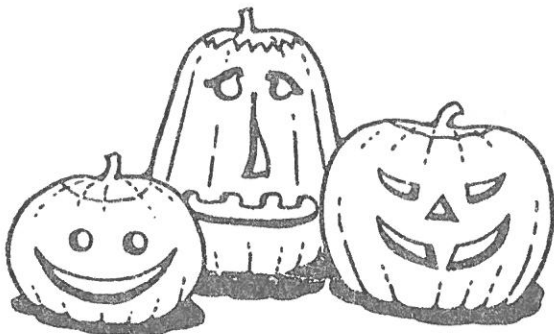
Didn't do no harm - - didn't even get caught,
But she let out such a screech.
Say - - that's the day I broke my arm,
When I ran across the street!

Well, maybe cats - - but witches - - never!
There's no one can cast a spell.
'Cept I have to say last Halloween,
I heard the wierdest yell.

It came from outside my window,
Right where I lay my head.
I jumped and ran to my parents room,
But they said, "Get back to bed!"

So, mind you - - I ain't scared or nothing',
But, next year, to play it cool,
I'll just stay home and "Do My Best",
And work real hard at school.

'Cuz Cub Scouts should be very brave,
But, very thoughtful too, so - - -
I'll stay home - - - protect my Mom,
And be a Cub Scout Hero!!!



Written by
Lu Zitelman
Mauhnahteese District
1968

DISCIPLINE IN THE DEN

DISCIPLINE - The process of discipline is to help a child understand and adopt a set of values so that his character is shaped rather than his behavior merely controlled temporarily. Discipline is focused on the child, while control emphasizes the adult. Control is evident when a den leader raises a hand in the Cub Scout sign and the den responds by becoming quiet. This is a temporary situation. Discipline, however, reaches beyond this to help boys grow and learn healthy self-control. Discipline helps a child learn to do right because it is right and not because he is forced or pressured to conform.

There is a difference between discipline and punishment. Discipline is instruction in desired behavior. Punishment involves pain or penalty for misbehavior. The real distinction between the two is that they have very different goals. Punishment seeks revenge and retribution - getting even for unacceptable behavior. Discipline seeks to instruct the child in positive and acceptable behavior.

PREVENTING UNACCEPTABLE BEHAVIOR

NEWTON'S FIRST LAW OF MOTION

A body continues in a state of rest or of uniform motion in a straight line unless compelled to change that state by some external force.

We are certain that Sir Isaac Newton was not thinking of boy behavior and certainly not of Cub Scouting when he wrote his first law of motion in 1687. But you can apply this law to a group of Cub Scouts. Since Cub Scouts are seldom in a "state of rest", we must assume that they are in "uniform motion" and in a straight line for your television, sofa, swing set, pool table, refrigerator, or any place that you don't want them. The den leader, the den code of conduct and peer pressure are the external forces which are used to propel each boy to follow a desired course of action. This will allow den meetings to be conducted with a minimum of distraction and disturbance.

1. Create an atmosphere which will encourage responsibility and positive behavior.
 - a. Develop a feeling of love and acceptance. Accept each boy as he is. Acceptance does not mean approval. Children need to be understood, especially in moments of tension and upset.
 - b. Provide meaningful activities. A well-planned den meeting based on the boys' interests will help prevent behavior problems.
 - c. Allow the boys to make choices. One of the best ways to build responsibility and self-discipline is to allow the boys to make decisions. Have several different activities available, or provide more than one way to do a single activity. Expecting all boys to complete a project in the same way ignores their individual skills and interests.

- d. Be realistic and consistent in your expectations. Deal with boys on their own level. Unrealistic or arbitrary standards only frustrate and confuse children. Set reasonable rules for conduct.
 - e. Focus on positive action. Praise good behavior. Giving honest recognition will increase a boy's motivation to repeat it. He will not find it necessary to resort to negative behavior to get attention. But avoid using praise so often that it becomes meaningless.
2. Develop a den code of conduct. The boys are more willing to follow a code of conduct if they help make it. These are some of the rules you may wish to have followed:
- a. Enter by the back door.
 - b. Put coats and books on the hall table.
 - c. Go directly to the meeting room.
 - d. All bedrooms are off limits.
 - e. No running in the house.

After you have made your den code, stick to it.

3. Use a good conduct candle to help enforce your den's code. If a boy must be called down twice during the same meeting for breaking the code, he must blow out the candle. When the candle has burned down, plan a special activity - a field trip, a meeting of games they like, a special refreshment or treat, etc. This is an incentive for good behavior.
4. Once misbehavior has occurred, take steps to correct it.
- a. When the good conduct candle has been extinguished and the boy continues to misbehave, have him call his parents to come after him immediately. Most parents are curious as to why their son should leave early. Have the boy tell his parents why he must leave while you are present.
 - b. Deal with the behavior problem immediately. Talk to the boy alone. Do not embarrass him in front of his friends.
 - c. Have the boy tell you what he did. Do not ask why he behaved this way - he may have no idea. If he is reluctant to tell what he did, tell him what you saw or heard and then ask: "Is that what happened?"
 - d. Be sure he understands why this behavior is not acceptable.
 - e. Redirect him into positive behavior. If possible, have him take steps to undo the results of the misbehavior.
 - f. Let him experience the consequences of his behavior. If materials are misused, either remove the boy from the materials or the materials from the boy. If Tim persists in pulling Bill's chair away, the consequence should be that Tim cannot sit beside Bill. Boys can accept the consequences of behavior when they can see the connection between the two.

5. At some point one or all of the boys will rebel or lose interest in what you have planned. Don't panic! He may just be expressing his individuality. This means that he is growing and developing. If this should persist, check your program plans to be sure it presents enough challenge for all the boys.
6. There are no pat solutions for the problem situations you may encounter in Cub Scouting. There are usually several different ways that a behavior problem can be handled. The key is to do everything you can to prevent unacceptable behavior.
7. Set loving limits of conduct with consequences for misbehavior. Be sure all the boys and their parents understand the rules, as well as the consequences.

Do you sometimes talk to other den leaders and the den leader coach about their dens? If so, does the problem of discipline ever creep into your conversation? Or are your boys always well behaved? Chances are once in a while you do experience what you consider a discipline problem.

A discipline problem is what happens when boys become less interested in what you try to get them to do than they are in what they can think up by themselves. In other words, if your boys get more satisfaction from kicking each other in the shins than from doing what you want them to do, then they will probably kick each other in the shins.

Remember, you are having a contest with a group of boys during every meeting. If they learn that they can have more fun doing the things you bring them, then they'll probably do those things. If they look upon the den program as an interference with their fun, then you face a serious problem.

More often than not, then, a discipline problem is a program problem. A den meeting program which has been carefully planned to hold the interest of boys is not likely to require disciplinary measures.

LETTING OFF STEAM

A steam boiler has its safety valve. Steam pressure can build up just so far. Then it must be released through a safety valve or through an explosion. Boys are much like steam boilers. The pressure can build up just so far, then it must be released.

If you accept this as a simple fact, you will run your den meeting in such a way that boys are frequently given an opportunity to let off steam. They can sit still for only a very short time. When they have reached that limit something will happen, and that something is not likely to improve your disposition. So don't expect them to sit still and be quiet for long. Alternate "sitting" with "doing"; "quiet" with "less quiet."

CONTROL AND BALANCE

It's important to remember that you must keep your boys under control at all times. If you lose control of the group, it's most difficult to regain it. Yet, your controlling hand must not lie so heavily that your boys constantly feel smothered and held down.

Balance is the important thing. An atmosphere of spontaneous fun is necessary. You can have that and still keep the group under control. Go at it lightly, with a smile and with enthusiasm. Your boys will be flattered if they believe you, too, are having fun.

GETTING ATTENTION

If you lose control of the group, how can you regain it?

You might try to shout your boys, but that isn't recommended. It ends with hoarseness and usually failure. The best way to get the attention of the boys is to stand where they can see you and raise your arm in the Cub Scout sign.

When they see you give this signal, they are to stop talking and raise their own arms in the sign. After you have used this signal a number of times, it will work. In the beginning, compliment the boy who returns your sign first. Next time you use the signal, the response will improve.

One last point about getting attention. Don't try to get it by talking loudly. Talk very quietly, so the boys will have to listen carefully to hear. This works best if the expression of your face indicates that you want to tell them something special. It also helps to have something interesting in your hands to show them.

THAT PROBLEM BOY

There is at least one problem boy in every den. Sometimes he is a problem because he is too vocal. Sometimes it's because he does things more quickly, and therefore he has a shorter interest span. Again it may be because he has more energy than you have been able to harness. Sometimes-not too often-that problem boy may be a boy whom nobody has found the answer to yet.

If you have a boy in your den who seems to be a problem, watch him carefully. Try to discover at what point he usually becomes a problem. Is it while you are leading the den? Or is it while the den chief is in charge? When this boy leads off in the other direction, do the others follow him?

There is no general remedy for you to use with all problem boys. Each requires different treatment.

There is one simple remedy which often works. If the problem boy tends to carry the others with him, then recognize such ability and give him a definite job. Perhaps you can work things out so that he can be elected the denner or the assistant denner.

TIPS FOR DEN LEADERS

1. Always plan the den meeting in advance.
2. Never discipline under the influence of anger. If you do this, you will tend to inflict more punishment than discipline.
3. Do not create impossible goals for your Cub Scouts. A boy's spirit must never be crushed in the event of failure.
4. Teach the boys self-respect and respect for others. Acquaint them with the meaning of the Golden Rule.
5. Insist on attention while you are talking. Use the Cub Scout sign.
6. Praise in public; criticize in private.
7. Keep den meetings going at a fast pace. Alternate active and quiet.
8. Give boys responsibility and expect them to meet it. Troublemakers are often motivated by a need for attention.
9. Get everyone into uniform. A uniformed den and den leader have much better discipline and pride.
10. Put yourself in the position of the boys. Would you be able to pay attention to a lengthy lecture after a day at school?
11. Be fair and consistent with discipline, especially with your own son. Don't permit one boy to do something you would discipline another boy for doing.
12. Always mean what you say.
13. Get to know each boy. Problem situations often stem from home situation.
14. Be firm in a friendly manner.



OUR OBJECTIVE FOR HIM

AN ETHICAL CODE

The Cub Scout Promise and the Law of the Pack provide an understandable and workable guide for everyday living which the Cub Scout accepts voluntarily and follows because he wants to.

FUN

A chance for happy, satisfying associations with other boys in activities that are interesting and adventuresome.

RESOURCEFULNESS, INITIATIVE AND SELF RELIANCE

Opportunities to learn the ways of using what is at hand; how to get along without too much equipment, what to do in emergencies, are some of the things which will help each Cub Scout in the development of these characteristics.

PHYSICAL WELL-BEING

A well-founded program of healthful and safe activities under the wise guidance of trained adults can aid in the physical and mental well-being of each boy participating in the program.

KNOWLEDGE OF AND WILLINGNESS TO GIVE SERVICE TO OTHERS

All children desire to be of help to others. Cub Scouting provides a constructive program of community service that gives each boy a chance to learn the values of service and its correct application.

ABILITY TO WORK AND PLAY WITH OTHERS

How to get along with other people is important to everyone. Through his den and pack he gains the knowledge of how to work and play with his fellow members, to share in the fun, as well as the responsibilities, to make plans and aid in the realization of these plans and the principles of good sportsmanship.

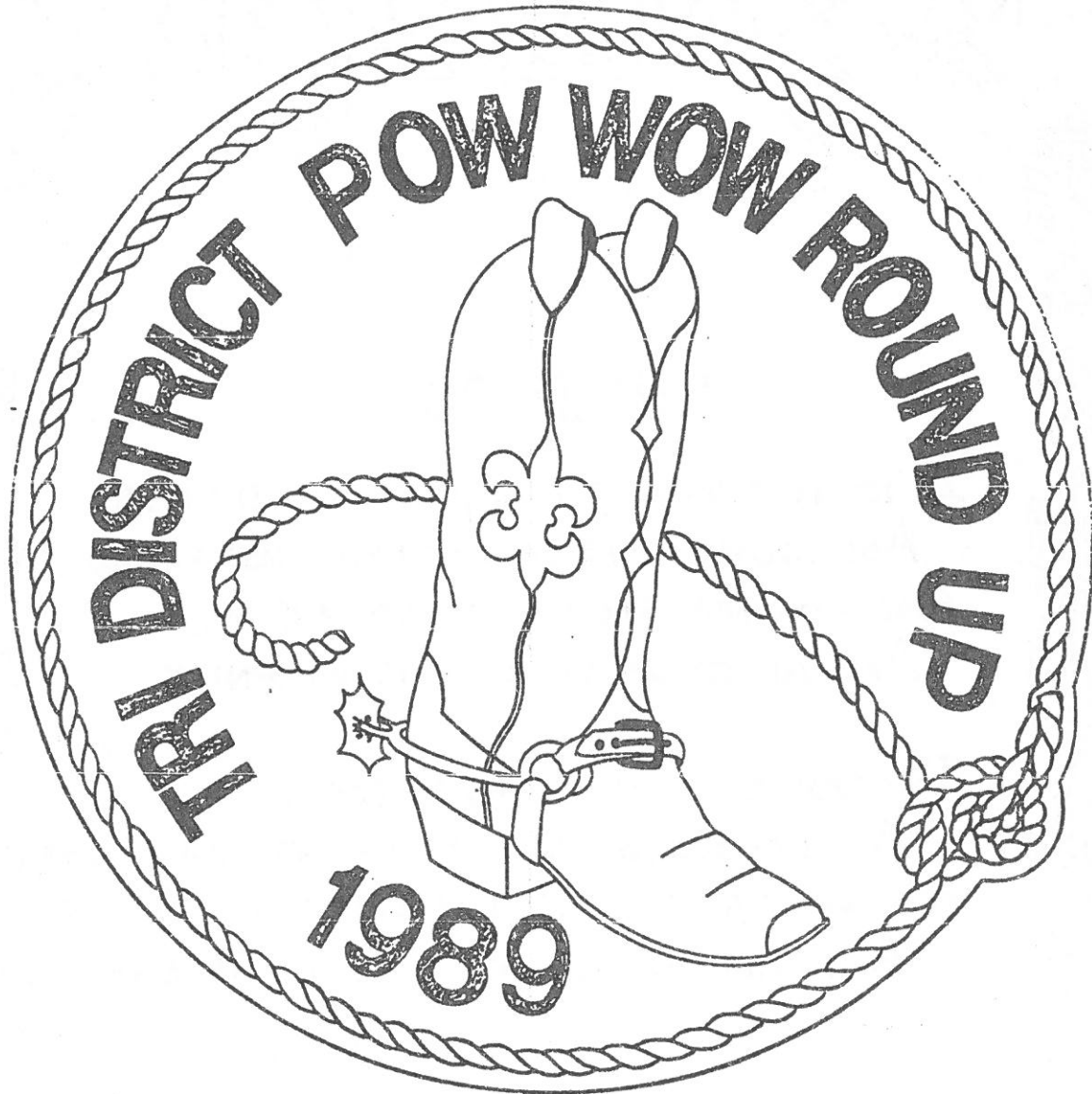
SKILLS

How to do it ... a chance to learn by doing it himself under the guidance of skilled adults. Useful skills and knowledge will be of value to him all his life and there is always the possibility that the acquisition of such skills will awaken latent talents that will lead to future vocations or avocations.

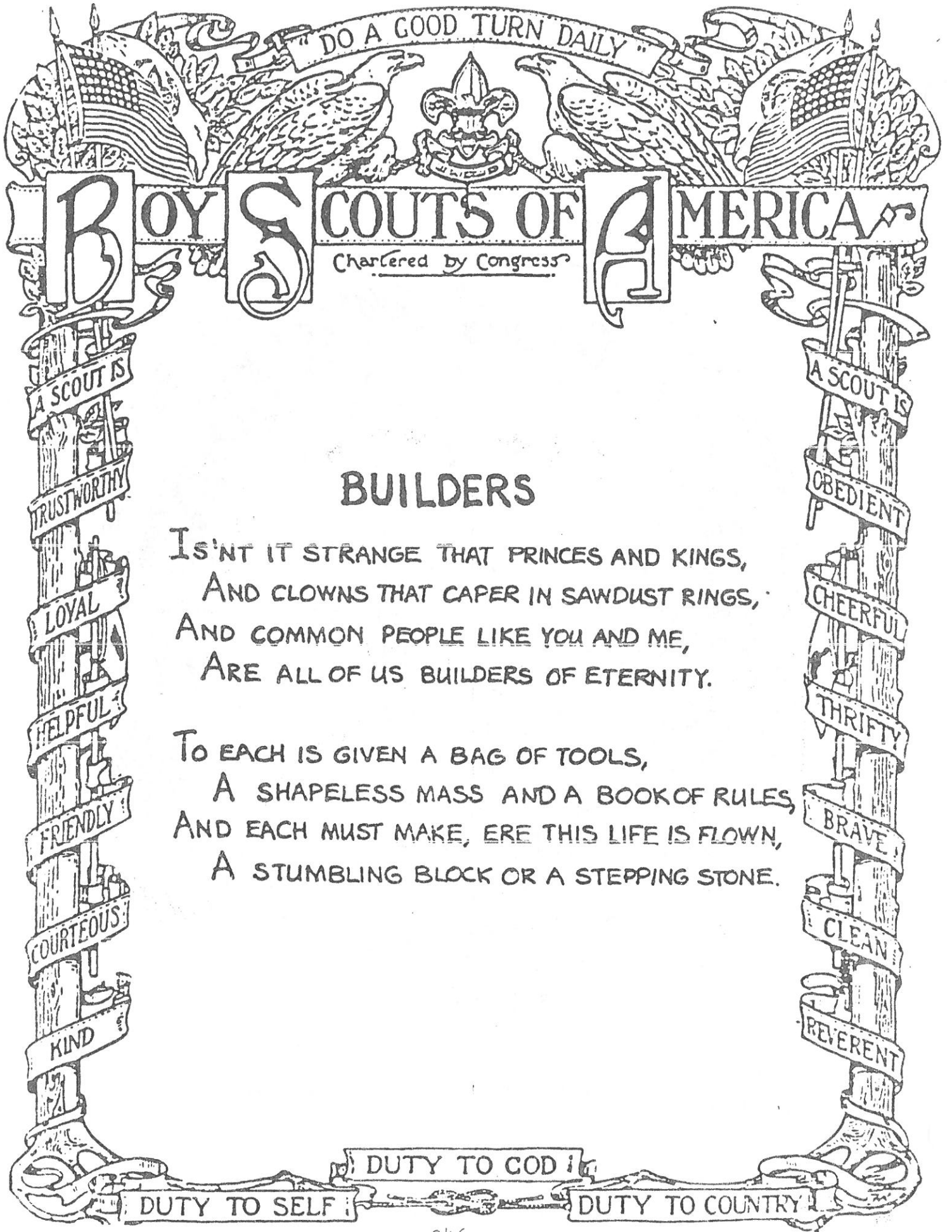
FRIENDLY ASSOCIATION WITH ADULTS

The leaders with whom the boys come in contact can aid the boy in his development of attitudes and appreciations that are desirable by the example they set for the boy. These older friends can do much to supplement the teachings of the home and the school.

The Den Chief



These pages were contributed by Mary Anne Rounds of Winnebago District.



BUILDERS

IS'NT IT STRANGE THAT PRINCES AND KINGS,
AND CLOWNS THAT CAPER IN SANDUST RINGS,
AND COMMON PEOPLE LIKE YOU AND ME,
ARE ALL OF US BUILDERS OF ETERNITY.

TO EACH IS GIVEN A BAG OF TOOLS,
A SHAPELESS MASS AND A BOOK OF RULES,
AND EACH MUST MAKE, ERE THIS LIFE IS FLOWN,
A STUMBLING BLOCK OR A STEPPING STONE.

DUTY TO GOD

DUTY TO SELF

DUTY TO COUNTRY

The Den Chief

The den chief is a Boy Scout (or Explorer) selected by the Scoutmaster (or Explorer Advisor) in cooperation with the Cubmaster. He may be of any rank or age, but he can be of the greatest help when he has been a Cub Scout. It is desirable for him to be an older Scout, since his maturity and experience will be of great value. The Scoutmaster will know which boys are qualified and interested.

It should be understood by the den chief and his pack and troop leaders as well that his service as a den chief, although an important responsibility, will not be so demanding on his time and interests as to interfere with his patrol and troop activities.

The den chief becomes a member of a leadership team which also includes the den leader, assistant den leader, and den dad. He acts as an activities assistant to the den leader and may be expected to lead games and songs, help teach crafts or skills, and conduct ceremonies. He is helped by the denner and assistant denner. He shows by his example what leadership means.

It isn't just an accident that we use Scouts as den chiefs. Because of his close association with the den members, he can encourage them to advance in their Cub Scout achievements and live up to the Cub Scouting ideals in their everyday life. He is already what every Cub Scout would like to be...a Boy Scout. He is the person whom the Cub Scouts would most like to follow, and that makes him a natural leader for them. By directing this natural leader and directing him wisely, we influence the den of boys under his leadership.

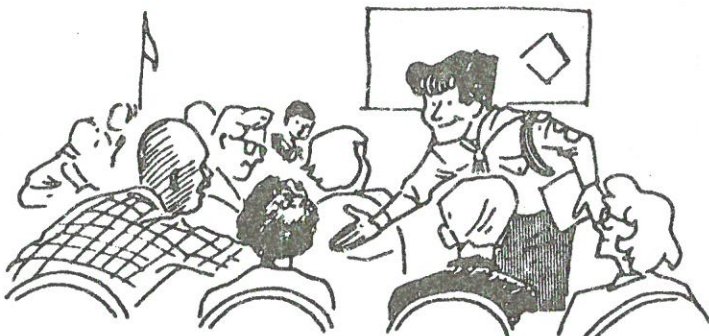
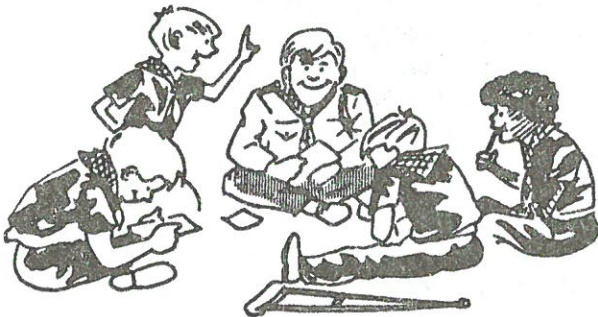
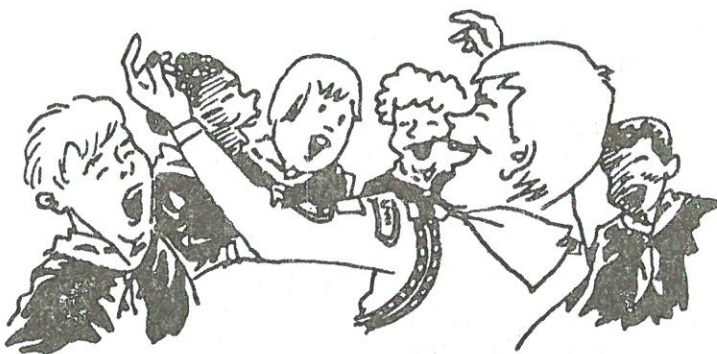
Fortunately, most den chiefs serve because it is fun... because they like it. We should remember to recognize their efforts. The Den Chief Shoulder Cords are presented in front of his troop as a visible means of recognition.

There are four clues to use with den chiefs:

- obtain
- train
- use
- praise

Once the den chief is obtained (through the cooperation of the Cubmaster and the Scoutmaster) the next step is to see that he is properly trained. If a Den Chief Training Conference is not scheduled in the near future, the den leader or Cubmaster may give him temporary training. These are some of the things he needs to know:

- Relationships: how he works with the den leader and other leaders.
- Discipline: how he can help the den leader maintain discipline by leading, not pushing.
- Patience: important in dealing with Cub Scouts.
- Boy nature: how the viewpoint of an 8-year-old differs from that of an older boy.
- Skills: how to lead songs, games, yells, and other activities.



What do I do with my Den Chief

Now that I have One?

Use him. Include him in your planning meetings. Assign him specific responsibilities for den and pack meetings. Give him a copy of the agenda. He can be an important help to you...but only if you give him the opportunity.

Let him know what you want...then let him use his own resourcefulness.

Give him responsibility and authority according to his position. He will show you how well he can handle it.

As a den leader, you take the lead...but remember that your den chief is part of your leadership team. Treat him as a team member.

Your den chief should think, talk, and act as a Scout in order to set a good example. He should not lead the Cub Scout in Boy Scout activities. Play Cub Scout games, not Boy Scout games.

During craft periods, the den chief should help the Cub Scouts with their projects, not do one of his own.

Encourage your den chief to talk about Scouting to the boys. It could make the difference!

Placing too much responsibility on the den chief is just as bad as giving him too little responsibility. He also has obligations to his patrol and troop.

Get to know your den chief and understand his problems. He will appreciate an indication that you understand his limitations as well as his abilities.

Treat your den chief with respect. Cooperate with him and he will probably cooperate with you.

Build up your den chief in the eyes of the Cub Scouts so they will respect him. Praise publicly. Criticize privately.

Be patient with your den chief. Remember that he is a boy, too.

Let him know there are some things he can do that you can't do.

Help him feel that he is successful.

Do not leave discipline problems up to him. They are your responsibility.

What is a Den Chief?

Somewhere between the innocence of Cub Scouting and the dignity of adult Scouting, there is a fascinating and very useful creature called the den chief. Den Chiefs come in assorted sizes, weights, colors and religions, but they all have the same purpose in life...to help Cub Scouts and to enjoy the feeling of being needed and admired by younger boys.

The den chief is many different things to different people. To Mom, he's a uniform which must be washed every week, badges to be sewn on, lunches to be packed, mess kits to be scrubbed and a lump in her throat when he marches by on parade.

To Dad he's a source of pride, a pack of trouble, a constant stream of information and a chip off the old block.

To a den leader he is an assistant, playing rough-and-tumble games with the Cub Scouts while she maintains her dignity, setting a good example, teaching the younger boys to do things...always predictable and yet a constant surprise.

To the Cub Scouts "he" is Scouting...a peek into the future, a hero to worship, a fellow with all the answers... someone to imitate and admire.

Den chiefs are found in most every successful den... in the middle of a game, helping with a ceremony, answering questions, showing how to do a craft project, encouraging discipline, and in general, being very useful to the den leader.

A den chief is Helpfulness with a boyish smile, Discipline with a little impatience, Courtesy with youthful fun all wrapped up in one young man. Den leaders need them, older sisters tolerate them, younger boys respect them. Scoutmasters teach them, parents support them and Heaven protects them.

A den chief is a magical creature. You can be exasperated at him sometimes when he doesn't act like an adult, but then you remember he's just a boy. You can run a meeting without him but you might as well admit that it's easier when he is there. Might as well give up... he is your helper, your assistant, your partner and your right arm...a fun loving young man full of boy-type ideas and action.

When you try to get along without him and your world tumbles down, everything seems amiss and all of your efforts seem to have been in vain...he can make you feel ten feet tall with a few magic words, "Hi, I'm your den chief and I'm here to help you. What can I do?"

The Den Chief's Relationship to his Den

How the Den Chief fits into Cub Scouting:

1. He is a leader and friend to the Cub Scouts. He is earnest about his job and doesn't "horseplay". He is fair to all and does not show favoritism.
2. He "knows his stuff" and is prepared for meetings. He is willing to learn more.
3. He is ready to be of assistance to the den leader and help in planning meetings.
4. He is the guardian of Scouting and keeps the den from trespassing on Scouting. But he helps prepare the Cub Scouts for Scouting.
5. He maintains an active relationship with the den and attends meetings regularly.
6. He expects every Cub Scout to "do his best" and encourages them by his knowledge and by his example.

There are five elements which the den chief should provide in his relationship with his den:

1. Makes the den meetings interesting, in advancement as well as games.
2. He helps the Cub Scouts work on advancement and encourages them.
3. He sees that there is fun in every meeting.
4. He lets the Cub Scouts show their initiative and push ahead, while encouraging them to do their best.
5. He provides a light touch of inspiration to the meetings.

The den chief's entire relationship with the den is one of guidance toward Cub Scouting ideals, assistance in games, crafts, stunts, and as a planning advisor to the den leaders.

The next step is to use the den chief. Let him take an active part in planning the den meetings. The den leader may meet with him monthly to make these plans, then meet briefly with him before and after each den meeting. Assign him specific responsibilities for the den and pack meetings. This boy will become a valuable aid in livening the meetings and keeping them moving.

Finally, praise the den chief. It doesn't take much to keep him happy. A simple "thank you" or "you did a great job" will reinforce his enthusiasm and stimulate him to good performance. Packs often recognize their den chiefs with the Den Chief's Appreciation Certificate.

The Den Chief Helps at Den Meetings

- Gathering period: helps teach boys tricks, puzzles, games, while den leader is busy checking attendance and collecting dues.
- Opening: helps den leader organize boys and get them ready for the more serious part of the den meeting. He could hold a uniform inspection during this time.
- Business: He will have some good ideas for theme projects, service projects, trips, etc. Give him a chance to voice his ideas.
- Activities: This is the time when the den chief can be of the most help. After all, he is your activities assistant. He can help the Cub Scouts with craft projects, games, or songs.
- Closing: helps restore order and quiet for closing ceremony. He can help make announcements.
- After meeting: Ask him to help evaluate the meeting just completed, and get his ideas in planning next week's meeting.

The Den Chief
and the Webelos Den Meeting

Your den chief can assist you at each part of the meeting if he knows what his job is. Plan with him. Adjust his part of the schedule to his time of arrival if he has late classes at school.

Gathering: Your den chief should be ready when the Webelos Scouts arrive. He can start them on a game, trick, puzzle, practice Tenderfoot tests, or work on activity badge areas.

Opening: The opening can be like that for a troop meeting. The Cub Scout Promise or the Scout Oath can be used. It's okay for your Webelos Scouts to use the Scout Oath and Law every now and then. They are getting ready to become Scouts and will need to know and explain the Scout Oath and Law.

Activity Badge Fun: The den chief may be asked to help out with demonstrations and work on skills. Be sure your den chief knows the requirements for the various badges.

Preparations: Again, ask your den chief for help in setting up the display area or exhibit for the pack meeting. Or perhaps the Webelos den will do the flag ceremony at the pack meeting. Now's the time to practice.

Closing: Let the den chief take the lead in the closing. It can resemble a troop closing, too.



The Den Chief Helps at Pack Meetings

1. Helps den leader set up displays.
2. Helps den leader during stunts or skits.
3. Helps den leader maintain good behavior.
4. Helps return meeting room to order.
5. Helps get the boys seated and organized.
6. Helps with den yell or song.
7. Helps remove displays after meeting.

The Uniform

Your den chief should wear his uniform to den and pack meetings because

- it will encourage the Cub Scouts to wear theirs,
- it puts the den chief on a different level than the Cub Scouts and sets him aside as a leader,
- and it will encourage the Cub Scouts to ask about the insignia and badges that appear on the Boy Scout uniform thereby encouraging interest in Scouting, especially in the Webelos dens.



Recognition

The den chief wears special shoulder cords suspended from the uniform epaulet on the left shoulder of the Scout uniform with the cord passing under the armpit.

The Cub Scout Den Chief wears the blue and gold cord, the Webelos Den Chief wears the blue, red, and gold cord, and any den chief who has earned the Den Chief Service Award wears the red, white, and blue cord.

The Den Chief Service Award is presented to den chiefs who complete certain training and service requirements and are approved by the Cubmaster and Scoutmaster. For procedures and requirements, see the Den Chief Handbook.

The Den Chief, the Cub Scout,
and Discipline
(a strategy for the den chief)

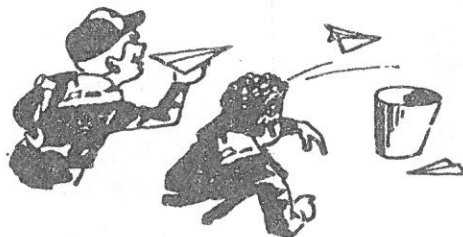
As a rule, boys of Cub Scout age have a very bad case of "ants in the pants"--that is to say, they cannot sit still for more than ten minutes without getting restless. This is normal and must be expected.

The secret of handling the "ten minute fidgets" is simple. Keep them busy and change your battle plan before they get the "fidgets" and you loose the war.

Strategy #1

Sit-down, quiet-type activities should be limited to ten minutes or less.

- a. After ten minutes, play a game--not just a quiet game but one that will let them blow off steam.
- b. Any time you see the "fidgets" starting to develop, stop what you are doing for a few minutes. Play a game. Then return to the project.
- c. Always "be prepared" with at least four active games for a den meeting, and don't use the same games each week. A little variety will keep the Cub Scouts interested and keep the "fidgets" under control.
- d. Choose your games to fit your meeting place. Have active games outside, if possible.
- e. You will find some games that Cub Scouts especially like. Use them often if you wish, but not every week or they will grow tired of them.



Strategy #2

There will always be a "super fidget". He is not a bad guy. He just wants to be in the middle of everything and he usually is.

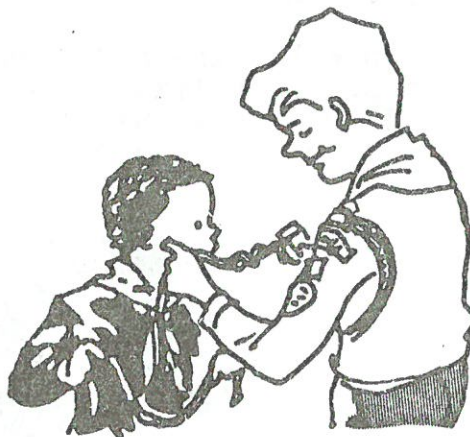
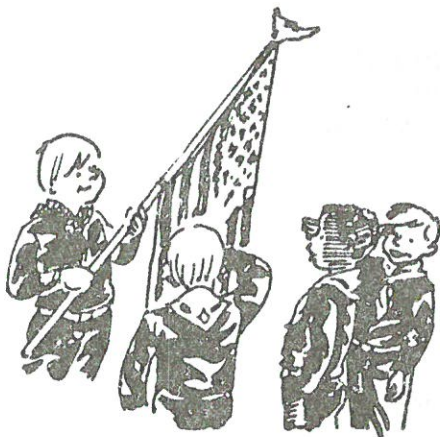
Use him to your advantage. Don't put him down. He wants to be noticed and made to feel important.

Super Fidget is perfect for running errands, getting the equipment for the games, setting up furniture for the meetings, cleaning up afterwards. Use your imagination.

Strategy #3

The "hard shell fidget" can be recognized by one or more of these habits: doesn't want to participate, starts fights, will not play by the rules, and generally causes problems.

- a. Use Strategy #2. If this doesn't work, discuss it with your den leader before taking any action on your own. Some dens have a policy of sending a boy home when he will not cooperate.
- b. Try to find something that you can give him personal attention with. He may just be unsure of himself and your recognizing and helping him will be just the trick to get him involved.
- c. Above all, don't blow your cool, shout, make silly threats, or clobber him. Remember, you are a junior leader. Conduct yourself in such a way that will give you the respect you deserve.



Recipes



This chapter includes recipes for craft clay and finger paint as well as recipes for bird food and people food.

The Wolf, Bear, and Webelos Books include sections on food preparation and meal planning.

Cub Scout Garden

First, plant five rows of PEAS:

1. Preparedness
2. Promptness
3. Perverserance
4. Politeness
5. Praise

Then, plant five rows of LETTUCE:

1. Let us be faithful.
2. Let us be unselfish.
3. Let us be loyal.
4. Let us be truthful.
5. Let us help one another.

Next, plant three rows of SQUASH:

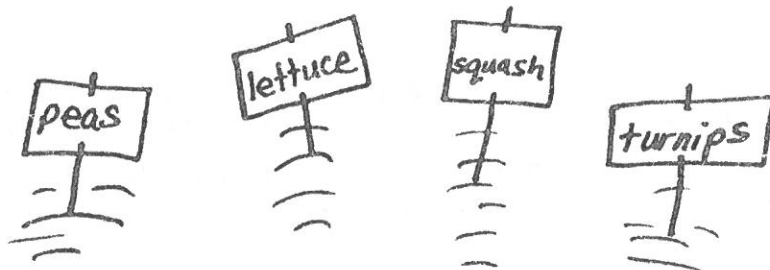
1. Squash impatience.
2. Squash criticism.
3. Squash indifference.

No garden is complete without TURNIPS:

1. Turn up for pack meetings.
2. Turn up with new ideas.
3. Turn up with determination.

But without many hours of work and care, no garden can grow, so.....

1. Don't wait to be asked. VOLUNTEER!
2. Don't say, "I can't." DO IT!
3. Don't wait for someone else. BE FIRST!



Craft Recipes

1. SALT-CORNSTARCH CLAY:

Mix 2 cups table salt and $\frac{2}{3}$ cup water in pan. Simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and $\frac{1}{2}$ cup cold water. Mix hard. This will make a thick dough. Add food coloring if desired, or it can be left white and painted later. Store in plastic bag in the refrigerator until ready to use.

2. SALT-FLOUR CLAY:

Combine $\frac{1}{2}$ cup salt and 1 cup flour. With your hands, mix and knead in enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator.

3. CORNSTARCH-BAKING SODA CLAY:

Mix 1 cup cornstarch and 2 cups baking soda (2 cups baking soda = a one-pound box). Add 1 and $\frac{1}{4}$ cups water and mix. Bring to a boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes. Turn dough onto a plate and cover with a damp cloth. Let cool. When cool enough to handle, knead like dough. Shape as desired, or store tightly covered for later use.

4. FLOUR CLAY:

Mix 1 cup flour, $\frac{1}{2}$ cup salt, 3 teaspoons powdered alum, food coloring (if desired), and a few drops of water. Add a little bit of water at a time until mixture is stiff and holds its shape.

5. BREAD MODELING:

Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until it is the consistency of clay. Color with tempera paint, if desired. Store in plastic bag in refrigerator.

6. SAWDUST MODELING CLAY:

Mix 4 cups sifted sawdust, $\frac{1}{4}$ cup plaster, and 1 and $\frac{1}{2}$ cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay--moist enough to mold and stick together. Store in refrigerator until you are ready to use it.

All of the recipes above can be used for modeling objects like clay. They will dry to a hard finish by air drying; no special baking or heating is necessary.

Craft Recipes, cont.

The length of drying time will depend on the thickness of the object. Poke pin holes into objects to speed drying.

All recipes can be stored for long periods of time in tightly closed containers or plastic bags in the refrigerator.

All can either be colored with food coloring or tempera paint, or painted after model is completely dry. When dry, paint with water colors, poster paints, enamel paint, or felt-tip pens.

7. FINGER PAINT:

Add 1/2 cup liquid starch to 1 quart of boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Divide into small jars. Color with tempera paint or food coloring. Keeps in refrigerator.

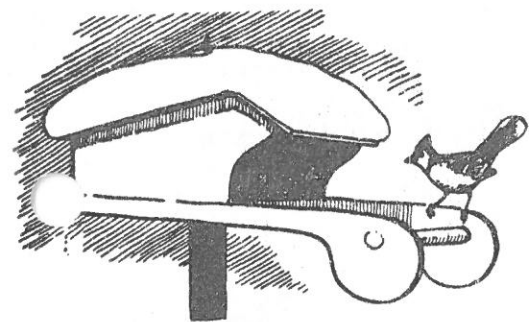
8. PRINTING INK:

To make your own ink for block prints, spatter prints, etc., mix 1 pint linseed oil, 1 pint varnish, and 2 pints powdered tempera paint to the consistency of thick paste.

9. GREASE PAINT (MAKE UP):

Ingredients: 2 teaspoons white shortening, 5 teaspoons cornstarch, 1 teaspoon white flour, glycerine, and food coloring. Using a rubber spatula, blend first 3 ingredients on a plate to form a smooth paste. Add 3 or 4 drops of glycerine for a creamy consistency. This should be enough for one child's face. If you need more, make the amount you will need before adding the coloring. Add the coloring a drop at a time until you have the desired shade. Using fingers, stroke onto face in one direction. To remove make up, wipe off with tissue or paper towel then wash face with cold cream or soap and water.





Recipes
for our
Feathered Friends

IMPORTANT: These recipes are for birds, not humans.

About the ingredients:

SAND: ordinary beach sand or sandbox sand will do. Grit is needed to grind and digest the coarse food that birds eat

KITCHEN SCRAPS: store leftover cake, doughnuts, cookies, and pie crusts in plastic container with cover. Keep crusts and stale bread in another container.

JAY JAMBALAYA

raw beef suet	1/2 cup bread crumbs
1/4 cup meat scraps	1 cup peanut hearts or pieces
1 cup cornmeal	1 teaspoon sand

Save your meat scraps; do not remove fat. Put these through meat grinder and set aside in medium bowl. To this add the cornmeal, bread crumbs, and peanut pieces and sand.

Cut up suet and put through meat grinder. Place in a double boiler and melt, set aside to cool and harden.

Reheat and, while in liquid form, pour 1 cup over dry ingredients. Spoon into suet container or feeder. Refrigerate until firm.

FLICKER FRICASSEE

1 cup Grape Nuts cereal	1 cup peanut hearts or pieces
1 cup raisins	1 1/3 cup suet
1/4 teaspoon sand	

Into an 8" x 8" cake pan, put Grape Nuts, raisins, peanut pieces, and sand. Set aside.

Put suet through meat grinder, melt down in a double boiler and set aside to cool and harden slightly.

Reheat and pour over dry ingredients. Refrigerate until firm, cut into pieces, and serve in plastic coated wire basket on tree trunk.

Recipes for our Feathered Friends, cont. (for birds, not humans)



GROSBEAK GOOLASH

1/2 cup sunflower seeds	half of a coconut shell
1/2 cup hamster pellets	1/4 cup All-Bran cereal
1/3 cup dog biscuits	1/4 teaspoon sand
	3/4 cup suet

Put sunflower seeds, hamster pellets, crushed dog biscuits, All-Bran cereal, and sand into a coconut shell half. Set aside.

Put suet through meat grinder and then place in a double boiler. Melt and set aside to cool and harden slightly. Reheat and, while in liquid form, pour 3/4 cup over ingredients in coconut shell half. Refrigerate to harden.

WAXWING WEDGE

raw beef suet	3/4 cup raisins
1 large apple	1 teaspoon sand
2 cups kitchen scraps	

Peel and core apple. Put peel through meat grinder and cut apple into small cubes. Place in 8" x 8" pan or foil container. Add kitchen scraps, and 3/4 cup raisins that have been steamed in a little water until plump.

Put suet through meat grinder then melt in double boiler. Set aside to cool and harden slightly. Reheat and, while in liquid form, pour 1 1/2 cups over fruit and scraps combination. Add 1 teaspoon sand. Refrigerate until firm. Cut into wedges to fit your suet feeder.

NUTHATCH NIBBLE

raw beef suet	1 cup sunflower seeds
2 cups bread crumbs	1 teaspoon sand
1 cup popped pop corn	

Combine 1 cup popped pop corn, 2 cups bread crumbs, and 1 cup sunflower seeds in a medium bowl. Set aside.

After putting suet through meat grinder, melt it down in a double boiler. Remove from heat and allow to harden slightly.

Reheat and, while in liquid form, pour 1 1/2 cups over dry ingredients. Sprinkle with 1 teaspoon sand. Stir mixture with a fork until well coated.

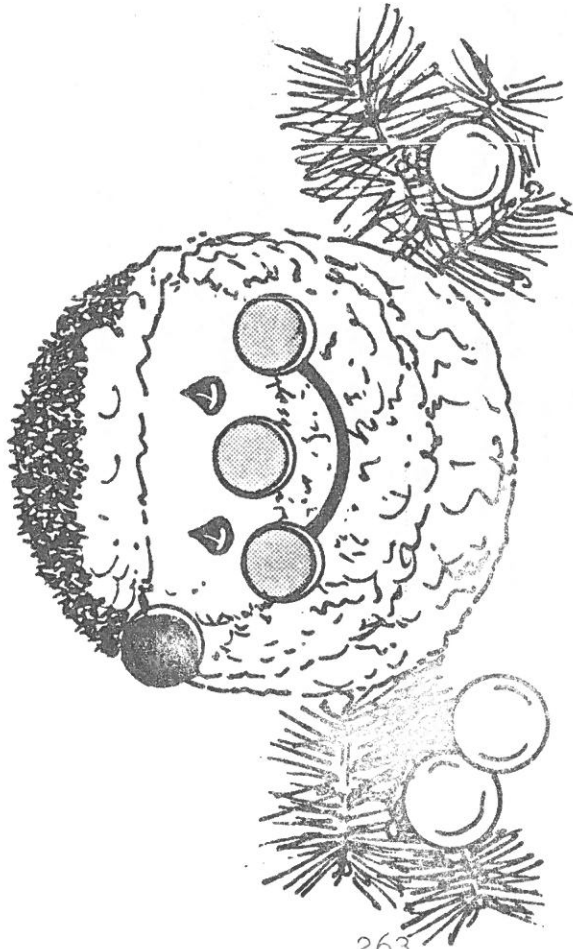
Turn out onto waxed paper. Bring paper up around suet, pressing to form a ball. Refrigerate until firm. Place in a netted suet bag.



Kids in the

Kitchen

These recipes and ideas are dedicated to kids ... designed for kids ... can be made by kids ... and should be eaten by kids! (Unless, of course, adults want to take the taste test!)



Santa Cake

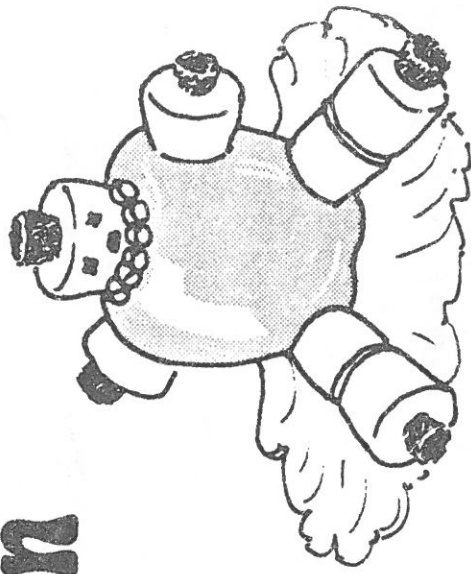
Follow the directions for mixing your favorite box cake mix and for preheating the oven.

Grease and flour two 9" round cake pans. Fill each with batter about half full. Bake as directed on box. When done, remove from oven. When cool, remove from cake pans. Place one layer on plate. Frost top white. Place second layer on top of first. Frost top and sides of entire cake white.

Sprinkle coconut, dyed red, on top of cake for hat. To dye coconut, place coconut in a plastic bag. Add a few drops of red food coloring. Shake until coconut is the right color. Add more food coloring if needed. Sprinkle white coconut on top and sides of cake for beard and hat trim.

For his eyes, use chocolate candy kisses. For his nose, hat tassel, and cheeks, use pink mint wafers. Use red licorice for his mouth.

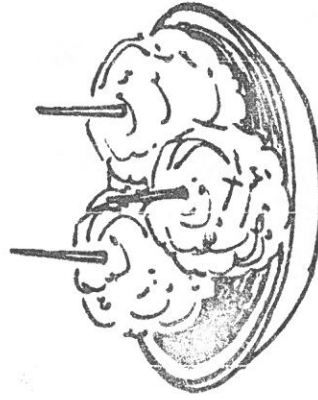
PACK-O-FUN



Apple Santa

Sit this Santa on a bed of lettuce!

Use an apple for his body. Stick in toothpick arms and legs. Stick on a marshmallow for each sleeve and two marshmallows for each pant leg. Stick on red gumdrops for gloves and black for boots. Stick a toothpick on top of apple. Add a marshmallow head and red gumdrop hat. Break toothpicks in half, and stick on a miniature marshmallow beard. Stick in clove eyes and a piece of cherry for a mouth. Stick on a tiny marshmallow mustache.



Go Bananas!

Two nutritious treats that also look like decorations.

Banana Snowballs: Cut bananas into 1" chunks. Sprinkle with lemon juice (so they don't turn black). Mix together equal parts of sour cream and cream cheese. Roll banana chunks in cream cheese mixture, then in coconut. Place a toothpick in the top.

Banana/Pineapple Candle: For candleholder, place two pineapple rings on a plate. Cut off both ends of a banana and stand inside rings. For the handle, attach a half pineapple ring with small pieces of toothpick. Add a cherry to top for flame.

CHRISTMAS 1987



Kids in the Kitchen

Have a bunch of fun with bananas!

Bananas are naturally sweet and delicious. They're also nutritious...rich in Vitamin A for healthy skin and good vision!

Banana Breakfast Yogurt (for 4)

- 2-1/4 cups sliced bananas (about 3 medium-size ripe bananas cut into 1/4" slices - save 4 slices to use later)
- 1 - 16 ounce container unflavored low-fat yogurt
- 2 tablespoons honey
- 1/4 cup dark raisins and granola cereal

Put banana slices, yogurt, honey, granola and raisins in a medium-size bowl. Stir to mix well.

Divide mixture among 4 bowls. Sprinkle each with extra granola and raisins and top with a banana slice. Serve immediately.

Banana-Chocolate Chip Ice Milk (for 2)

1 cup mashed bananas (about 2 medium-size)

1/2 cup miniature chocolate chips

1/2 cup ice milk, softened

In medium bowl, using rubber spatula, fold bananas and chocolate chips into ice milk until just blended. Spread mixture in 8" square metal baking pan. Freeze 3 to 4 hours until firm.

Fifteen minutes before serving, remove ice milk from freezer to thaw slightly. Cut into squares.

Banana-Pudding Pie (for 8)

1 cup

1/2 cup instant vanilla pudding

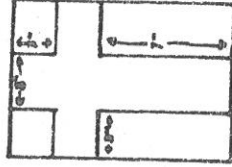
1/2 cup

1/2 cup sliced bananas, cut in 1/4" slices

1/2 cup lemon juice concentrate

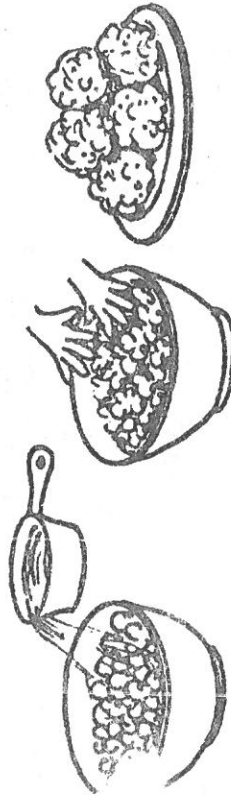
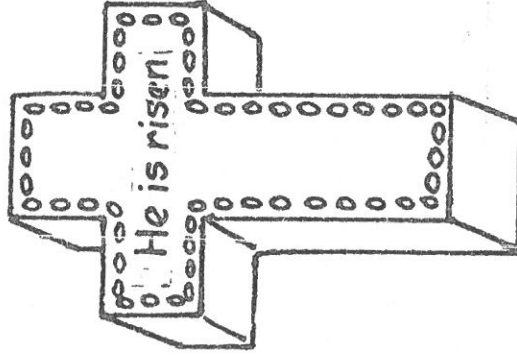
1/2 cup dairy frozen whipped topping

Make pudding as directed on package with 3 cups skim milk. Sprinkle banana slices with lemon juice. This will prevent them from turning brown. Alternate layers of wafers and pudding in a 9" pie plate. Spread whipped topping over last layer. Refrigerate several hours until firm.



Easter Cross Cake

Bake your favorite box cake mix in a 9" x 13" pan. Let cool. Remove cake from pan and place on foil covered cookie sheet. Carefully cut cake into a cross shape as shown. (Save the extra pieces. Cut them into small squares, frost, and serve as mini-cakes.) Frost the top and sides of cross and print "He is risen." Decorate with jelly beans.



St. Pat's Popcorn Balls

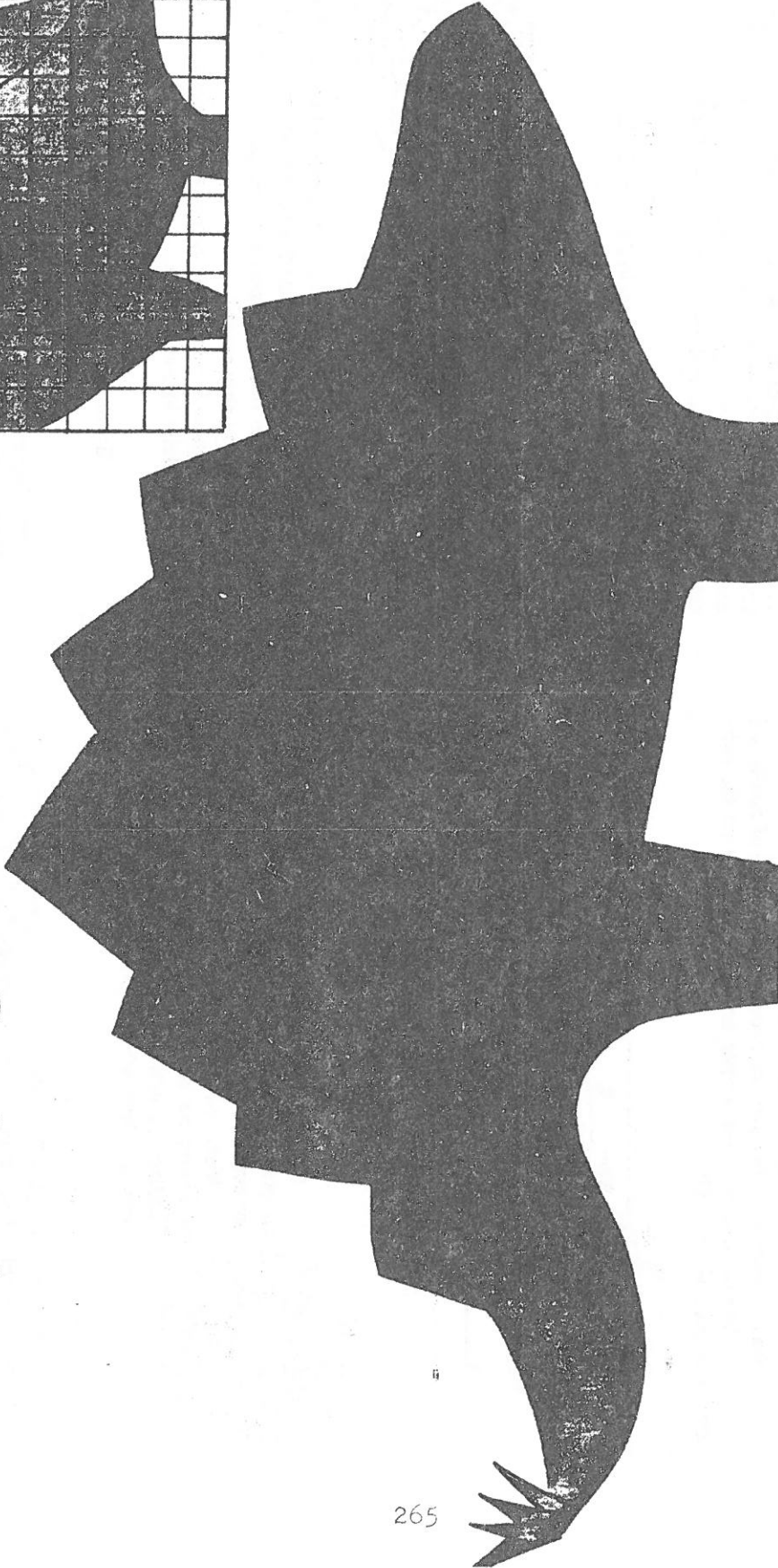
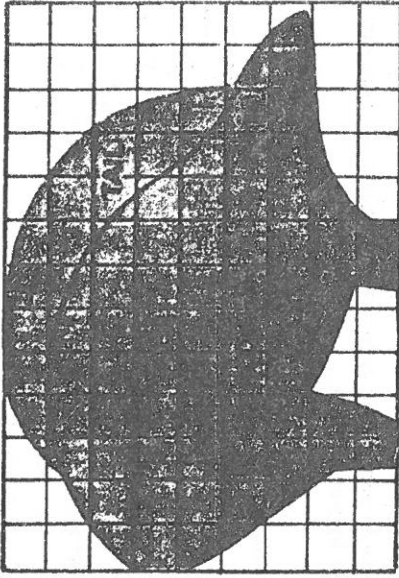
- 1 - 3 oz. pkg. lime gelatin
- 1/2 cup sugar
- 1 cup light corn syrup
- 9 cups popped popcorn

Ask Mom to combine gelatin (dry from the box), sugar and corn syrup in a saucepan. Stir over medium heat until the crystals dissolve. Immediately pour over popped popcorn. Allow mixture to cool.

Then you can butter your hands, and form the popcorn into balls. After you're done, wrap the individual balls in plastic wrap.

Dinosaur Cake

Bake a yummy stegosaurus



Follow the directions on a box of cake mix. Pour batter into a 9" x 13" pan and bake. Let cake cool fully.

For a platter, cover a piece of cardboard about 10" x 24" with aluminum foil.

Make a pattern on waxed paper using the diagram. (Use a crayon to draw on the waxed paper.) Each square on the diagram equals 1". Set the pattern pieces lightly on the cake to make sure they fit.

Cut the cake as you trace around the two pattern pieces. Set the body piece on the platter. Flip the tail piece over and set it in place.

Frost with chocolate frosting from a can (or make your own). Add a drop of milk to the frosting if it's too thick.

For the plates on the dinosaur's back, stick chocolate-covered crackers into the cake. Use a whole cracker in the center for the largest plate. Make the plates smaller near the head and tail by trimming the crackers into smaller squares.

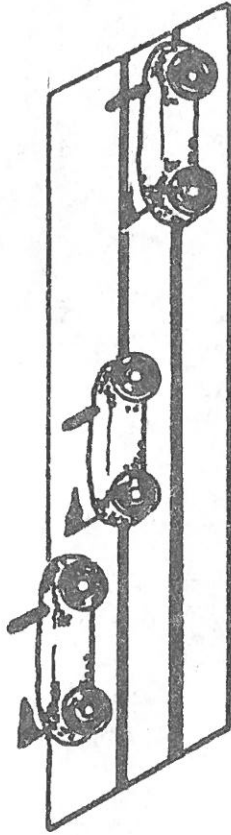
Add an M & M eye. Add four M & M toes to each back leg and five to each front leg. For the spikes on his tail, cut a chocolate bar into four pointed pieces.

Derby Delight

To make one car, you'll need a Twinkie, four mini doughnuts, a flat round cookie, frosting, foil, construction paper and toothpicks.

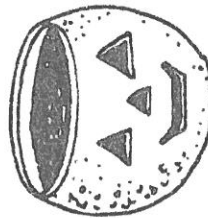
Attach doughnut wheels to Twinkie with toothpicks. Attach cookie steering wheel with a dab of frosting. Make a tiny paper flag. Stick toothpick through flag and then into car.

Make a racetrack serving tray. Just cover a large piece of cardboard with foil. Use colored tape for stripes on track. Set cars on the right track and get ready to roll!



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Orange Pumpkin Pudding



For a miniature pumpkin, cut the top off of an orange. Scoop out the insides (and eat!). Cut out eyes and mouth.

Make instant chocolate pudding according to directions on box. Fill the orange/pumpkins with pudding. (You'll have enough pudding for eight oranges.) Keep refrigerated until ready to eat.

Open-Face Pumpkin Sandwich

Use a pumpkin-shaped cookie cutter to cut one slice of whole grain bread.

Mix together one teaspoon canned pumpkin, two teaspoons applesauce and three shakes nutmeg. Spread on top of bread.

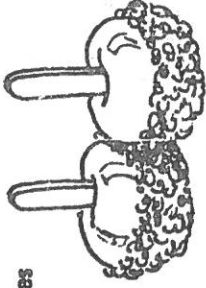
Decorate a pumpkin face with raisins, chopped peanuts or sunflower seeds.



Caramel Apples

Easy as 1, 2, 3!

apples
ice cream sticks
caramel candies
honey
chopped nuts



Poke a stick into each apple. Unwrap the caramel candies and melt in a double-boiler over low heat. Add a little honey to the caramels and stir well. Remove from heat and pour into a bowl. Before mixture cools, dip apple in mixture, coating evenly. Hold apple over the bowl to catch the drips, then roll the apple in chopped nuts. Place on waxed paper to dry.

Pumpkin Popcorn Balls

A new flavor for popcorn!

3 cups miniature marshmallows
1/4 cup margarine
2 tablespoons orange-flavored gelatin
8 cups freshly popped popcorn
1/2 cup unsalted dry-roasted peanuts
1/2 cup miniature chocolate chips



In a 5 quart saucepan, over medium-low heat, melt marshmallows and margarine, stirring often until smooth. Stir in gelatin until blended and remove from heat. Add popcorn and peanuts and stir gently until popcorn is thoroughly coated.

With greased hands, shape mixture into eight 3" popcorn balls. Wrap individually in plastic wrap.

Gummy Worm Special

Great Halloween dessert!

Make orange jello according to directions on package. Let cool.

Fill clear plastic tumblers with jello. Put in a couple of gummy worms. Let jello set until almost firm, then stick a couple of gummy worms in the top. Serve when jello has set completely.

