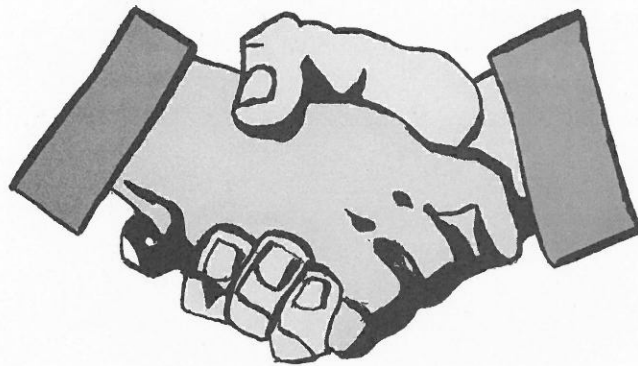


*"Reach Out And Touch....*

*Somebody's Hand"*



**D.A.C.**

**POW WOW**

**Oct. 21, 1989**







## BOY SCOUTS OF AMERICA

Denver Area Council  
2901 W. 19th Ave.  
Denver, Colorado 80204  
303-455-5522

WELCOME SCOUTERS!

We are pleased to have you join us this year as we "REACH OUT AND TOUCH SOMEBODY'S HAND." This theme was chosen to help us realize we are all a part of the World Brotherhood of Scouting.

In the beginning, Lord Baden-Powell, the founder of the Scouting movement, wanted to touch the lives of the BOYS in his community. Yet, over the span of a few short years, his desire to help young men took root, not only in his own country but throughout the world.

This year's theme will hopefully serve as a reminder that we as Scouters touch not only the lives of BOYS in our own neighborhoods, but we ultimately touch the lives of young men wherever we may go.

Providing Quality programs for our BOYS is the goal of every Cub Scout leader. We feel we have provided a well-balanced program which will enable you to provide Quality programs for your BOYS, no matter what position you hold in your Pack.

Volunteers from all six districts have spent the past twelve months working on the information which is being shared with you today, both in your classes and especially in this year's Pow Wow Book.

We applaud the extraordinary efforts of these hard working volunteers. They have all truly DONE THEIR BEST!!!

Just as you have been touched by the Spirit of Scouting, we hope you will each go back to your own units and "Reach Out" and touch the BOYS and their families who help us continue the great tradition of Scouting. We also hope you enjoy your day at Pow Wow.

Yours in Scouting,

A handwritten signature in cursive script that reads "Gary &amp; Gayle Campbell".

Gary and Gayle Campbell



POW WOW STAFF 1989

Pow Wow Staffs are made up of special people. People who care about BOYS; people who indeed "Reach Out" everyday. The Scouters listed below have volunteered their time and efforts to help make the Pow Wow of 1989 a first-rate success. If anyone was inadvertently missed, we sincerely apologize. Please take some time during this event to say "Thank You" to these terrific people.

Jay Adkins  
Carissa Anderson  
Tim Anderson  
Gary Anguilm  
Charlie Arbogast  
Rita Bader  
Lynda Ballard  
Judy Beacham  
Mike Bonfiglio  
Donna Bonfiglio  
Bill Buchtel  
Debra Bush  
Marcella Butler  
Gayle Campbell  
Gary Campbell  
Kim Capps  
Laura Castellaw  
Carolyn Chartier  
Sue Cole  
Linda Davidson  
Sofia DeAngelis  
Deb DesMarteau  
Neal Dow  
Marj Dow  
Candace Drawe  
Gail Fawcett-Montano  
Richard Fawcett-Montano  
Susan Fenney  
Gary Fletcher  
Gary Freeman  
Jackie Garcia  
Carol Gierwatoski  
Jeanette Hadden  
Leslee Harclerode  
Judy Hickman  
Don Hironimus  
Marge Hoagland  
Jacki Hocum  
J. David Holland  
Dick Keyes  
Janet Klocker  
Don Kurtz  
Sharon Lee  
Melva Long

George Long  
Diane Madison  
Edie Mayer  
Jerry Mayer  
Rich Miller  
Nancy Miller  
Cindy Miller  
Nancy Minerly  
Kimberly Ott  
Paul Pappenheim  
Roy Peters  
Steve Powell  
Karen Radford  
Wayne Radford  
Debi Randolph  
Gary Reed  
Joyce Rogers  
Jon Scheffing  
Dennis Schmidt  
Jim Scott  
Rose Shipley  
Richard Shipley  
Don Shriver  
Al Smith  
Lynda Steffen  
Bill Stonner  
Lorrie Stonner  
Roxie Strong  
Frank Sturges  
Tandy--Kay Thompson  
Elly Taysom  
Jim Thompson  
Pauline Thornton  
Linda Veen  
Curt Waibel  
Carol Waibel  
Mary Wallace  
Steve Walters  
Ralph Wappel  
Prue Watters  
Barbara Weskamp  
Roxanne Whitsides  
Nancy Yackel  
Tom Zaphet



## MIDWAY STAFF

Debra Bush  
 Tim Anderson  
 Karen Radford  
 Kathy Bridger  
 Jim Pyeatte

GREAT BRITAIN	SWITZERLAND	AUSTRALIA	GERMANY
Barbara Weskamp Pat Schweighofer <u>Scout Booths</u> David Atkins Joel Garcia Sandro Marcantonio Eric Scheighofer Carter Martin David Schoep Steven Weskamp Greg Schmid	Joyce Rogers James Shipley <u>Scout Booths</u> Robert Hogland Eddie Hoagland Jason Rogers Jeremy Hannah Luke Rogers David Bragg Aaron Harclerode Andrew Schmitt Eric Rasmussen	Elly Taysom Debra Bush <u>Scout Booths</u> Arron Radford James Pyeatte Shawn Morahan Tim Forshay Andy Bush Brett Hanson Rick Write	Marcella Butler Tammy Sotelo Linda Hofsetz <u>Scout Booths</u> Chris Scherrer Brandon Trefethen Colby Montgomery Mike Lif Matt Jahasz Marty Sadorf Mike Jones Del Knowles Joshua Loye Matt Phelps







## BOY SCOUTS OF AMERICA

Denver Area Council  
2901 W. 19th Ave.  
Denver, Colorado 80204  
303-455-5522

As your 1989 Denver Area Council Pow Wow Book Committee, we have made every attempt possible to bring you the newest (or possibly the oldest) high-quality materials from many books and resourceful people to enhance your Cub Scout program. We have not attempted to give you everything you will need but only to help your own imagination.

The enclosed materials are not intended to be offered as originals, and we gratefully acknowledge and thank all contributors known and unknown for their contributions.

Our section dividers have been drawn by BOYS in Scouting throughout Denver Area Council, and we very much appreciate their valuable participation and contributions to this book.

As your book committee, it is our sincerest hope that you will enjoy this production as much as we have enjoyed putting it together for your use. (We can say "enjoyed" now that the task has been completed!)

Not only do we ask you to "Reach Out and Touch Somebody's Hand" but also to share your ideas and information with fellow Scouters. Your knowledge and input will make the Scouting program better for the BOYS.

May all the rewards and blessings of Scouting be yours.

Your Pow Wow Book Committee

Co-chairmen:	Rose Shipley and Candace Drawe
Committee Members:	
Arapahoe District	Nancy Minerly
Centennial District	Jackie Garcia
Frontier District	Deb Kulczewski
Gateway District	Rich and James Shipley
Timberline District	Marj and Neal Dow
Valley District	Judy Hickman
	Donna Bonfiglio
	Jon Scheffing
	Bill Buctell
	Linda Davidson
	Janet Klocker
	Kim Capps





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# PACK Administration



BY MATTHEW KULCZEWSKI  
PACK 753



## PACK ADMINISTRATION

The goal of Pack Administration is a successful, well-run, enjoyable, enthusiastic, quality Cub Scout Pack!

How do you do this? How do you maintain a Quality Unit even though leadership changes every few years? How do you repair a broken Pack? You have done the first thing—Pow Wow! Now let's look at Pack Administration.

Who needs it?

THE BOYS NEED IT...

FOR WITHOUT LEADERSHIP THERE IS NO

DESIRE TO SUCCEED AND NO PURPOSE IN SCOUTING

To do what is best for the Pack, there needs to be a large cast of players in Pack Administration. Here is a thumb nail sketch of that cast:

### CUBMASTER

This is the visible, dynamic, and charismatic leader of the Cub Scouts. This person is who the BOYS look to and enjoy at the Pack meetings. This person makes the Pack meetings fun, constructive, and ceremonial. If a Cubmaster has a universal trait, it is that they are "showmen."

Pack meetings sparkle with special awards, audience participation, leader recognition, organized meeting plans, and meaningful award ceremonies.

The Cubmaster is the master of ceremonies of the Pack meeting. The arrangement of the room, the props for the awards, the costumes, and the content of the meeting are also vital parts of the Pack meeting.

### COMMITTEE CHAIRPERSON

This position could be named "Mr./Ms. Organized." They control the Pack/parents committee meeting (more later on); they make the committee work and make the meeting worth coming to. They listen, think, evaluate, and persuade the group to come to the best solution for the success of the BOYS and the completion of the Scouting ideals. They make the program succeed by planning, organizing, and motivating everyone on the committee to "Do Their Best."

TREASURER

That is what we call this position; but make no mistake, if the Pack is to succeed, this position is a critical player on the committee cast. If we could look at all the ways a Pack could fail, problems with finance would be close to the top. The lack of a quality person in this position very often leads to Pack failure. It takes money to run a quality Pack and den organization. This position keeps an orderly accounting of the income and is responsible for the proper dispersal of the funds. Think of this position also as the financial historian.

Picture this scene: The Cubmaster questions, "How much did the Blue and Gold dinner cost last year?" Who should know to the last penny? The treasurer, of course. It should be in the Pack Record Book from last year.

SECRETARY

An unsung hero of the Pack committee, the keeper of open information channels from the Pack leadership to all the Pack (BOYS, parents, leaders, and sponsor), this position has a working knowledge of the Pack Record Book, Pack policies, and Pack related forms. These forms are the means to communicate with the council office (advancement, training, money earning, Pack inventory, and the forms for charter renewal). This person also keeps the Pack roster of BOYS, the Parent Talent Survey sheets, and the past copies of the Pack Record Book, BOY advancement forms, and the yearly programming planning sheet. The secretary is the person the Pack depends on for the knowledge of who, what, where, and how for the Pack. Keeping all of this information is really not as hard as it sounds, but this person must be organized to retrieve the information and communicate it to the Pack.

Picture this: "Who did the last Pack meeting opening?" the Committee Chairman asks. The secretary opens the Pack notebook and says, "The last Pack meeting was opened by Den 3 and closed by Den 4 with Den 5 doing cleanup and Den 1 getting the gym chairs setup." Now is that easy or what? The secretary knows what happened and can find it in the Pack notebook!

ADVANCEMENT CHAIRMAN

A well-seasoned Cubmaster once said, "The Advancement Chairman is like the Paymaster at work. The Paymaster pays me for the work I do; the Advancement Chairman 'pays' the BOYS for the work they do earning achievements--their ADVANCEMENTS!"

That idea really sums up this job. This position secures the proper advancement form (not a piece of scrap paper) from the Den Leader, consolidates the needed badges, insignias, pins, ribbons, or certificates on the advancement form and turns it in at the Scout Shop. They help plan the advancement ceremonies with the Cubmaster and Assistant Cubmaster so the ceremonies flow together and there is understanding of who, how many, and what they are doing for the BOYS. This position is the point person for advancements; they know the BOYS "paycheck" is on the line and not to disappoint a Cub who worked hard for recognition in the Pack.

## PROGRAM PLANNING

This section is to sharpen your skills and present an outline on how to plan for your Pack. It is often said, "I don't have a need to plan for the Pack meetings. All we do is give awards, and that's the entire meeting!!" Although the Pack meeting often seems like that is what happens, let's see if we can do more.

Leaders planning for Cub Scouts should begin by asking five major questions:

1. What are we doing?

This question is the cornerstone for your program. The yearly planning process is whereby your leaders and parents sit down and plan the year's program of Scouting. This very important meeting is often poorly attended so why not make it a Pack event that everyone wants to attend. Plan this meeting as a family gathering, have activities for the children and Cubs (use those Den Chiefs).

During the planning meeting work with the program helps to incorporate the den themes into the Pack meetings and to plan for the award ceremonies. Link Pack activities--boat races, family sports day, Pack-sponsored trips for day hikes, plan a bike rodeo, have an ice skating trip, or visit a nature preserve. Planning the yearly program will ensure that the Pack has a complete, balanced program. The planning meeting, if well-attended, will result in the parents seeing that the program is really for the BOYS and all the dens will know the plan for the year.

2. How are we going to do it?

The Scouting program offers many resources to help the leaders do their best planning Pack activities. The "Program Helps" give insight and ideas on the published monthly themes. This book from Pow Wow gives additional ideas.

The "How" question should always be well answered. As an example, "How will the Cubs build a bird house at the den meeting if there is only one hammer available for six Cubs?" (Plan to have parents come to the construction meeting to help with the project or plan to borrow hammers from a contractor nearby.)

3. Where are we going to do it?

During the yearly planning session, look for the opportunity to ask, "Is this the best place for this meeting?" Den and Pack activities do not have to be in the same location all the time. Think of the BOYS; they want to go places and see things. Given any opportunity, they will be off exploring. The theme often gives ideas for new locations:



## SEPTEMBER--AMERICAN HERITAGE

go to the Capitol building or visit a  
historical site or local government agency

## APRIL--MOUNTAIN TRAILS OF AMERICA

a perfect time for a local trail hike in a  
park or in the mountains

## JUNE--SPORTS ARENA

have a swimming Pack meeting

## AUGUST--HARBORS, STATIONS, AND AIRPORTS

???? (You have the idea; where are you  
going?)

## 4. Can we afford to do it?

This answer should always be "Yes!" The yearly planning meeting makes it possible to plan for the expenses foreseen in the year. Making the program happen will only be difficult if the parents are asked to contribute to every event. The Pack needs to plan the ways and means to raise the money for planned events plus some extra for unforeseen events.

The treasurer has a very important role in the ability of the Pack to review the past performance of the money raising events and the expected needs of the Pack. Be sure to complete the Unit Money-Earning Application (4427) and send it to the Council office.

## 5. Why are we doing it?

IF IT ISN'T FOR THE BOYS, IT'S FOR THE BIRDS. If the Pack leaders cannot answer this question, "for the BOYS," don't do the activity.

The planning meeting needs to be an enthusiastic presentation of the 12-month program. This enthusiasm coupled with the reality of the needs of the Pack produce a successful Pack. Program planning should be an exciting time for the BOYS and the parents. It provides the Pack an outline of the activities, the resources, and fun which the BOYS can look forward to. The time and quality leadership put forth on program planning will pay off in an organized, informed, enthusiastic, and quality unit.

## CONFLICTS

A SAILOR IS IN HIGH SEAS; AND AS THE WAVES BREAK OVER THE BOW, HE LAMENTS:

To bail or sail?  
To flounder or float?  
Oh what is important the most?

To keep it a boat  
By keeping a float  
By sail and bail is most.

Even though conflicts should never happen in the Scouting organization, they sometimes do. If resolution of a problem should be decided upon by what is the most important, what is the answer? Who is most important to the Cub Scouting program? Why, the BOY, of course!!! The best solution is always whatever is best for the BOYS. That is what Scouting is all about!

Communication, or the lack of, is the most common cause of "Pack Failure." Is it any wonder a Den Leader is angry when their Den has been working on the wrong theme because the committee changed the theme three months ago? This conflict is also the easiest to avoid. Prevention might be as simple as a 25-cent stamp and a handwritten note.

Pack policies, i.e., plans for new leaders, handling money from Den dues, and how much money can be used for a Den project, need to be understood by all of the Pack leaders and parents. The Pack leadership will have enough to do without having to deal with problems that can be avoided through a clear understanding of how the Pack works, the relationship of the Den Leaders, Cubmaster, Committee Chairperson, and other committee positions.

The Pack meeting is never the place to resolve conflicts. Pack meetings are for the BOYS. Conflict resolutions may take place at a regularly scheduled committee meeting or at a special meeting called by the Committee Chairperson. The Committee Chairperson should maintain control of the committee meetings and promote an environment in which anyone can ask questions and get the answers they need. The committee meets monthly to discuss, ponder, express, question, and finally, agree on what is best for the BOYS.

RECRUITMENT

How in the world does a Cub Scout Pack stay viable when the longevity of its leaders is only as long as the BOY is in the Pack? A viable Pack does it by recruiting quality people who want the Pack to be a quality unit. Think of recruitment as part of this strange formula:

- Quality Program
- + Quality, Organized Pack
- + Quality, Organized Den
- + Quality Adult Scouts
- Quality Cub Scouts

The meaning of this formula is: To produce a quality Cub Scout there are more factors than just the Den Leader. The objective of the Pack is to continually try to recruit new adult members who will contribute to the Pack.

This is all well and good, but HOW does the Pack get new volunteers? Yearly, the Pack needs to do a Pack membership inventory. This census will give the committee the guidelines on where and how many new people will be needed. A Pack may begin by recruiting a membership and registration position. This person is the coordinator of recruitment. Recruit for the Assistant Cubmaster at least a year in advance of when needed.

How does recruitment happen? First, have a Parent's meeting and explain the Pack's needs. Introduce the parents to the many jobs they can help with. It is very often misunderstood that all the Cub Scout program needs is a Den Leader and a Cubmaster. Use the Parent Talent Survey form (7362) and the Adult Registration Application (28-501) to find experienced personnel. This meeting should be a positive, fun-filled meeting because Scouting is fun and rewarding—show the prospective members the Scouting spirit.

Be prepared to honestly answer all the questions a new Scouter has:

"How can I do that and everything else?"

"Gosh, I don't know how to have a Den meeting."

"What does the Cubmaster do?"

"I'll bet the Committee Chairperson's job is hard."

Resources that the Pack will need to have available are: job description cards, meeting notes from past meetings, the yearly program planner, a list of upcoming training dates, a list of baby sitters available while new leaders take training, the Den Leader Coach to outline a typical Den meeting.

#### NATIONAL QUALITY UNIT AWARD

Just as the BOYS earn achievements, the Pack is recognized for its performance by the Quality Unit Award. This information is on Form 14-220A; however, because it is so important to the District and Council evaluation, here are the requirements:

The first three are required:

1. CUBMASTER: selected and approved by the chartered organization (at minimum has fast start training)
2. ASSISTANT CUBMASTER: at least one registered and active in the Pack (at least one will be qualified to succeed the Cubmaster)
3. PACK MEETINGS: hold a minimum of nine Pack meetings a year, including one summertime activity

Now at least three more:

4. TIGER CUBS: have an affiliation with the Pack
5. SERVICE PROJECT: annually, preferably with the chartered organization
6. ADVANCEMENT: at least 50% of the BOYS advance in rank
7. BOY'S LIFE: at least 50% of the BOYS subscribe
8. MEMBERSHIP: show an increase in youth over a year ago

What does this give the Pack? Earning the Quality Unit Award enables all Pack members to wear a quality unit patch on their uniform. Everyone in the Pack gets the feeling that his Pack is contributing to the Scouting organization through a Quality Cub Scout Program.

## MONEY EARNING GUIDELINES

The first thing a Pack should do to save money is ask the chartered partner to provide the Pack with the organization's tax exempt number or secure a tax exempt number by getting an application at the Council office and filing the paperwork.

All activities need to fulfill the spirit of Scouting; therefore, sell a product on its merits, sell tickets to events that are worthwhile and are in harmony with the Scouting ideals. For more information, please refer to the Cub Scout Leader's Handbook. Finally, be sure to fill out the Unit Money-Earning Application and send it to the Council office before you set out to sell anything.

## FORMS, FORMS, FORMS MAKE THE JOB EASY

### FORMS FOR PLANNING

- Pack Program Planning Chart
- National Summertime Pack Award Guide
- Parent Talent Survey
- Campfire Program Planner
- Weekly Den Meeting Program
- Webelos Den Meeting Program

### FORMS FOR ADVANCEMENT

- Den Advancement Chart
- Webelos Den Advancement Chart
- Den Advancement Report
- Pack Advancement Report

### FORMS FOR FINANCE

- Monthly Dues Envelopes
- Unit Money-Earning Application
- Pack Record Book

### FORMS FOR REGISTRATION

- Cub Scout Applications
- Adult Registration Applications

### FORMS FOR THE PACK

- Unit Charter Renewal Application
- A Note to New Tiger Parents
- Tiger Cub Charter Renewal Checklist
- Charter Renewal Checklist
- Checklist for Quality Unit
- Unit Registration Recap

Go placidly amid the noise and haste,  
and remember what peace there may be in silence.

As far as possible without surrender,  
be on good terms with all persons.

Speak your truth quietly and clearly,  
and listen to others, even the dull and ignorant,  
they too have their story.

Avoid loud and aggressive persons  
They are vexations to the spirit.  
For always there will be greater  
and lesser persons than yourself.

Enjoy your achievements as well as your plans.  
Keep interested in your own career, however humble;  
It is a real possession in the changing fortune of time.

Exercise caution in your business affairs;  
for the world is full of trickery.

But let this not blind you to what virtue there is,  
many persons strive for high ideals;  
and everywhere life is full of heroism.

Be yourself especially, Do not feign affection.  
Neither be cynical about love;

for in the face of all aridity and disenchantment  
it is perennial as the grass.

Take kindly the counsel of the years,  
gracefully surrendering the things of youth.

Nature strength of spirit to shield you in sudden misfortune.

But do not distress yourself with imaginings.

Many fears are born of fatigue and loneliness.

Beyond a wholesome discipline, be gentle with yourself.

You are a child of the Universe,

No less than the trees and the stars;

You have a right to be here.

and whether or not it is clear to you,

No doubt the Universe is unfolding as it should.

Therefore be at peace with God,

Whatever you conceive him to be,

and whatever your labors and aspirations,

in the noisy confusion of life keep peace with your soul.

with all its sham, drudgery and broken dreams,

It is still a beautiful world.

Be careful. Strive to be happy.

# How To LOCATE & USE

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# RESOURCES



BY BRANDON FOSTER  
PACK 448



## HOW TO LOCATE AND USE RESOURCES

Congratulations, you're a leader in a Cub Scout Pack!

### WHERE DO YOU GO FROM HERE?

1. The best resource a leader can have is CUB SCOUT LEADER BASIC TRAINING. All you need to know about Scouting, its program, your place in the Scouting community, and where you go next will be presented at this extensive, fun course. If you have not had basic training, make it a point to do so at the next available date.

The volunteers you meet at training have done it all. They know what you are going through and can answer your questions, give you the tools, and share an unforgettable session with you.

### WHAT NEXT?

2. You're here at POW WOW! This annual event is designed to provide the material you need whether you are a new Scouter or an "old hand."

You will find an opening and closing to inspire and challenge, classes to educate, together times for fellowship, and lots to take home for a year's worth of activities. What more can you ask for? How about to meet other leaders from your district, make new friends from across the Council, welcome visitors who come from other Councils both in and out of Colorado. Why are they at Pow Wow? They are here for FUN and to learn new ideas--the same reasons you are here. Learn to share the fellowship and friendship. Remember, Pow Wow is an annual event. Put it on your calendar for next year now!

### NEXT?

3. After several months of meetings, you may begin to feel alone again. Where do you go to recapture the Pow Wow spirit--the enthusiasm we all shared today? Didn't anyone tell you about ROUNDTABLE? You probably will not find King Arthur or even Sir Lancelot there but then again you may. It depends on the theme for the next month's activities.

Each district has a monthly Roundtable for all Scouters. The Cub Scouts have meetings for committee people, cubmasters, and den leaders. You will again be inspired to go out and conquer the Scouting world with ideas, news events of the Council, and enthusiasm. Openings, closings, and activities provide ideas of a practical nature.

Mark your calendar, attend Roundtable not just when you need a pick-me-up but every month. No two months are the same theme, and each Roundtable is different.



The following is a list of District Roundtables and the night they meet:

<u>DISTRICT</u>	<u>MEETING NIGHT</u>
Arapahoe	The first Wednesday of the month
Centennial	The first Thursday of the month
Frontier	The first Thursday of the month
Gateway	The first Thursday of the month
Timberline	The first Thursday of the month
Valley	The first Tuesday of the month

Call the Council Office at 455-5522 for the time and location for your district.

#### IS THERE MORE?

4. It is to be anticipated that every Pack has a DEN LEADER COACH—usually an experienced Den Leader who has been trained to anticipate your questions, problems, concerns, and give you answers.

Hopefully, in the Den Leader Coach's possessions is a Pack Library that includes all kinds of good things (craft ideas, games, songs, activity material, and pamphlets). These ideas will be "tried and true." Some ideas may not have worked too well the first time, but annotations were made so the next time they are tried the same problems can be alleviated.

As leaders in the Pack, you are not alone—help is there just ask for it. Perhaps the Den Leader Coach also attends the monthly Roundtable. It does not hurt for everyone to attend—each person picks out what they need—so much information is provided!

5. Each level of Cubbing (Wolf, Bear, Webelos) has a HANDBOOK. You may get a copy from the Pack library or you may wish to purchase your own to keep. It is filled with ideas geared to each age level—the hardest problem is picking what you will use. This handbook helps you and the BOYS climb the trail of advancement. It is written at the BOY level but you can use it too.

There is even a Cub Scout Leader's handbook that will be a benefit to have in your possession when you have questions about policies and how-to's with the BOY. Even after you have taken training, there will be times when more questions arise and your first stop should be your CUB SCOUT LEADER'S HANDBOOK.

6. As a registered Scout, you will receive SCOUTING MAGAZINE. It contains articles of interest for adults, program notes, a center section specifically for the "job" you do in Scouts, other leaders experiences, and items of topical interest.

BOY'S LIFE can also be ordered. The articles are written for BOYS but many are related to monthly themes. This magazine contains items of interest and the two pages of the "worst" jokes the BOYS will spring on you all month.

7. THE DENVER AREA COUNCIL OFFICE and DENVER SCOUT SHOP located on West 19th Avenue by Mile High Stadium are filled with local and national Scout publications that can be yours for the asking or to purchase. Much time and research have gone into these publications. The ideas work and only need to be fitted to your situation. It is a fun place to spend some time. The people who work there are very willing to help you and answer your questions.
8. The PUBLIC LIBRARY is also a source of ideas. The library is a place to take the BOYS—one idea leads to another. The school librarian may be able to offer your ideas and show you material the BOYS are studying in school. Although you may not be able to take material from the school library, you can probably make copies and the ideas are waiting for you.
9. There are CRAFT MAGAZINES of all kinds available; Pack-O-Fun is the first to come to mind. Subscription information can usually be found in Scouting magazine. Maybe your Pack library has some old copies—hurrah! There are more craft magazines out there—dig in and use them.
10. Never underestimate the value of OTHER SCOUTING VOLUNTEERS. If you have been to Cub Leader Training, you have met some of them. At Roundtable, the same faces keep popping up! Some are not leaders now but remember "when." Most are willing to share their experiences.

Other volunteer resources include parents with special interests, grandparents, senior citizens, teachers who are willing to share, other members of your Pack committee, and BOY Scouts—look for the assistance of a Den Chief—but use him wisely!

There are volunteers, like yourself, who are having fun with the BOYS and enjoying themselves. Join the group. If you don't make your concerns known, you will suffer in silence. Help is close by—use it and enjoy Scouting.

The fellowship of Scouting does not end at your den, your Pack, or your District. You have enjoyed a Council-wide event—Pow Wow. There are more events such as this. You will meet Scouters from out of council but the spirit is the same. Take advantage of your Pow Wow experience, savor it, and mark it on your calendar for NEXT YEAR. Your "job" title may change, but the fellowship with other Scouters will be rekindled to send you on your way with renewed dedication to the goals of Scouting.

I have a boy to bring up. Give him an understanding brain and hands that are cunning that he may work out his own happiness. Help me to send him into the world with a mission of service. Strengthen my mind and heart that I may teach him that he is his brother's keeper.

I'VE SAID "YES" ONCE TO OFTEN  
(Volunteer's Prayer)

Oh, God, I've done it again. I've said "Yes" once to often and now I'm stuck with this extra job.

How will I manage to accomplish everything? All these committees, and these meetings, all these phone calls?

Right now I don't see where there'll be enough time in the day (or night). I don't see where my strength is coming from.

Only you will help me. You will give me strength. You will give me the intelligence to manage. You, who created time, will even give me that.

Now let me quietly thank you for this challenge. If I'm a fool to take on so much--all right. You, who make me so, will not leave me stranded. You will fortify; you will supply my needs.

Bless the people with whom I'll be involved. Bless the job I've undertaken, and I know it will prove worthy of the efforts I bring to it.

By Marjorie Holmes

SCOUT TALK

Achievements - Requirements for advancement by 8 & 9 year old Cubs

Activities Chairman - The member of your committee in charge of promoting and planning an activity for your Pack.

Activity Badge - One of 20 awards for Webelos Scouts in hobby or vocational fields (drama, science, athletics, etc.)

Advancement - The process by which a BOY meets certain requirements and earns recognition

Advancement Chairman - The member of the committee who helps plan advancement ceremonies and works with the den leaders to promote advancement of all boys in the unit

Advancement Chart - Chart on which BOYS progress is recorded; kept by the den leader

Advancement Report - The form that is turned in to Council office in order for a unit to receive any awards that will be given out at the Pack meeting

Akela - A good leader; legendary Chief of the Webelos Indians

Arrow of Light - Highest award for a Webelos Scout; the only Cub badge that can be worn on the Boy Scout uniform

Arrow Point - Award for earning 10 electives in Wolf or Bear books; first 10 electives (projects) earn a Gold Arrow Point; Silver Arrow Points for succeeding 10 elective projects--BOYS can earn as many as they wish.

Assistant Cubmaster (CA) - A person 21 years of age or older who assists the Cubmaster in many areas

Assistant Den Leader (DA) - The adult who helps the den leader in planning and putting on the den meeting

Bear - Rank for a 3rd grade Cub Scout, earned by completing 12 achievements in the Bear book

Blue and Gold Banquet - A birthday dinner held annually in February to commemorate the founding of Boy Scouts of America in February 1910. The dinner can be of your choosing; ex: potluck, birthday party, picnic, etc.

Blue and Gold Colors - Blue stands for Truth and Spirituality, loyalty, and the sky above; Gold stands for warm sunlight, good cheer, and happiness

Bobcat - Entrance rank into Cub Scouting, regardless of age

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

Budget Plan - A yearly budget is established and weekly dues are agreed upon; possible ways of producing additional money may also be included

Camporee - A term derived from 2 words; camp and jamboree. A camporee is a district or council activity to demonstrate the techniques of living in camp. The Webelos may be invited to participate in a camporee.

Charter - The B.S.A. issues charters annually to organizations upon application from the duly constituted authorities of such organization. Once a year every member of your Pack must register with Council and renew their membership fees.

Chartered Organization - A religious, civic, fraternal, educational, or other group of citizens that has applied and received a charter to operate a Scouting unit. Also called Sponsoring Institution.

Commissioner - A volunteer Scouter who will work with an individual unit in order to help them to successfully meet their goals; they help with rechartering and encourage monthly Roundtable attendance.

Council - A geographical area made up of several districts, for administrative purposes--we are the Denver Area Council.

Cub Scout - A BOY who is registered with a Cub Scout Pack

Cub Scouter - An adult, registered member of a Cub Scout Pack, 18 years of age or older (assistant leaders may be 18)

Cubmaster (CM) - An adult, registered member of a Cub Scout Pack, 21 years of age or older who is the Pack's chief planner

Den - A neighborhood group of Cub Scouts who meet once a week at the home of their Den leader; contains no more than 10 BOYS

Den Chief - A BOY Scout, selected by his Scoutmaster and Senior Patrol Leader to work in a Cub Scout Pack, assisting a Den Leader at den and Pack meetings

Den Dad - A den father who helps the Den Leader with transportation, gathering materials, providing special help, etc.

Den Dues - Dues paid by the Cub Scout to his Den Leader to cover den and Pack expenses

Den Leader (DL) - A registered adult, 21 years of age or older, who leads a den of 7-10 BOYS

Den Leader Coach (DC) - A key leader in the Pack whose job is to encourage, assist, and give immediate training to Den Leaders

Den Leader's Award - Medal and certificate in recognition of continuous service over a 2 year period and sustained high performance, in addition to training

Den Leader Coach Award - Medal and certificate in recognition of continuous service, required training, high performance for a 2 year period

Denner - An elected or appointed officer of a den; his duties are assigned by the Den Chief or Den Leader; he may wear the Denner cords only during his term of office; he may have an assistant denner

District - A geographical breakdown of a Council. There are six districts in our Council: Arapahoe, Centennial, Frontier, Gateway, Timberline, and Valley

District Chairman - The person charged with heading up the District Committee

District Committee - A group of adults responsible for carrying out the Council program within the District

District Executive (DE) - A professional Scouter who works under the direction of the Scout Executive and is responsible for achievements of the District

Electives - Hobby and vocational fields explored by Cub Scouts to earn their Arrow Points that are found in the back of the Wolf and Bear books

Federal Charter - A document granted by Congress to the Boy Scouts of America (June 15, 1916) protecting the name, emblems and badges, descriptive or designating marks, words or phrases used in carrying out the program.

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

- Law of the Pack - The Cub Scout follows, helps, gives; a Bobcat requirement
- Living Circle - A ceremony for Cubs (See Cub Scout Leader's Handbook)
- Members of the Committee (MC) - Parents and friends of a Cub Scout Pack who help in the planning and organizing of the Pack and activities
- National Office - Main office of Boy Scouting located in Irving, Texas
- Pack - The unit that conducts the Cub Scout program for the Chartered Organization
- Pack Committee - The committee appointed by the Chartered Organization to administer the affairs of the Pack
- Pack Meeting - Monthly meeting of dens for advancement and awards, also songs, demonstrations, games, skits, and varied other activities; the entire family attends the Pack meeting
- Philmont Scout Ranch - A Scout camp located in New Mexico open to all Scouters; includes a center for volunteer and professional training
- Pinewood Derby - A Pack racing competition where Cubs and an adult work together to make model pinewood derby cars and compete for prizes
- Pow Wow - An activity held for leaders on a Council basis for the purpose of supplemental Cub Scout training in Pack administration, crafts, ceremonies, games, Webelos activities, and other related areas
- Program Kickoff - A meeting held in August for Unit Leaders where the District program for the new year is distributed to each unit. This is usually the August Roundtable
- Program Planning Conference, Annual - Meeting of all Pack leaders and interested parents to plan the Pack's program for the coming year; usually held after the Program Kickoff
- Registration - The formal application for a boy or adult to join Scouting; re-registration is necessary each year
- Roundtable - Monthly, District meeting for all Pack leaders with ideas for planning and running den and Pack meetings
- School Night for Scouting - A program held for membership drive; usually the 3rd Thursday in September
- Scouting Coordinator - The liaison between the Chartered Organization and the Scout unit; represents the unit to District and Council
- Service Star - An insignia to denote the number of years in the program; worn on the uniform
- Silver Beaver Award - Recognition accorded a Scouter for distinguished service to BOYS within the local Council

Sustaining Member - Persons who desire to be identified with the local Council through their financial support and influence in the expansion of the Council program

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

Tiger Cubs BSA - 1st grade BOYS and an adult team member; sponsored by the Pack but operating apart from the Pack

Tiger Cub Organizer - The liaison from the Pack to the Tiger Cub Groups (see above)

Tour Permit - Every unit traveling should have registered a form with Council

Training Course - A course designed to help train Cub Leaders in all phases of the program

Troop - A BOY Scout unit for BOYS age 10 1/2-18 years

Unit - A Cub Scout Pack, Boy Scout Troop, Varsity Team, or Explorer Post; each has a unit leader and committee

Webelos Scout - 4th or 5th grade Cub Scouts; is the last step before entering BOY Scouting

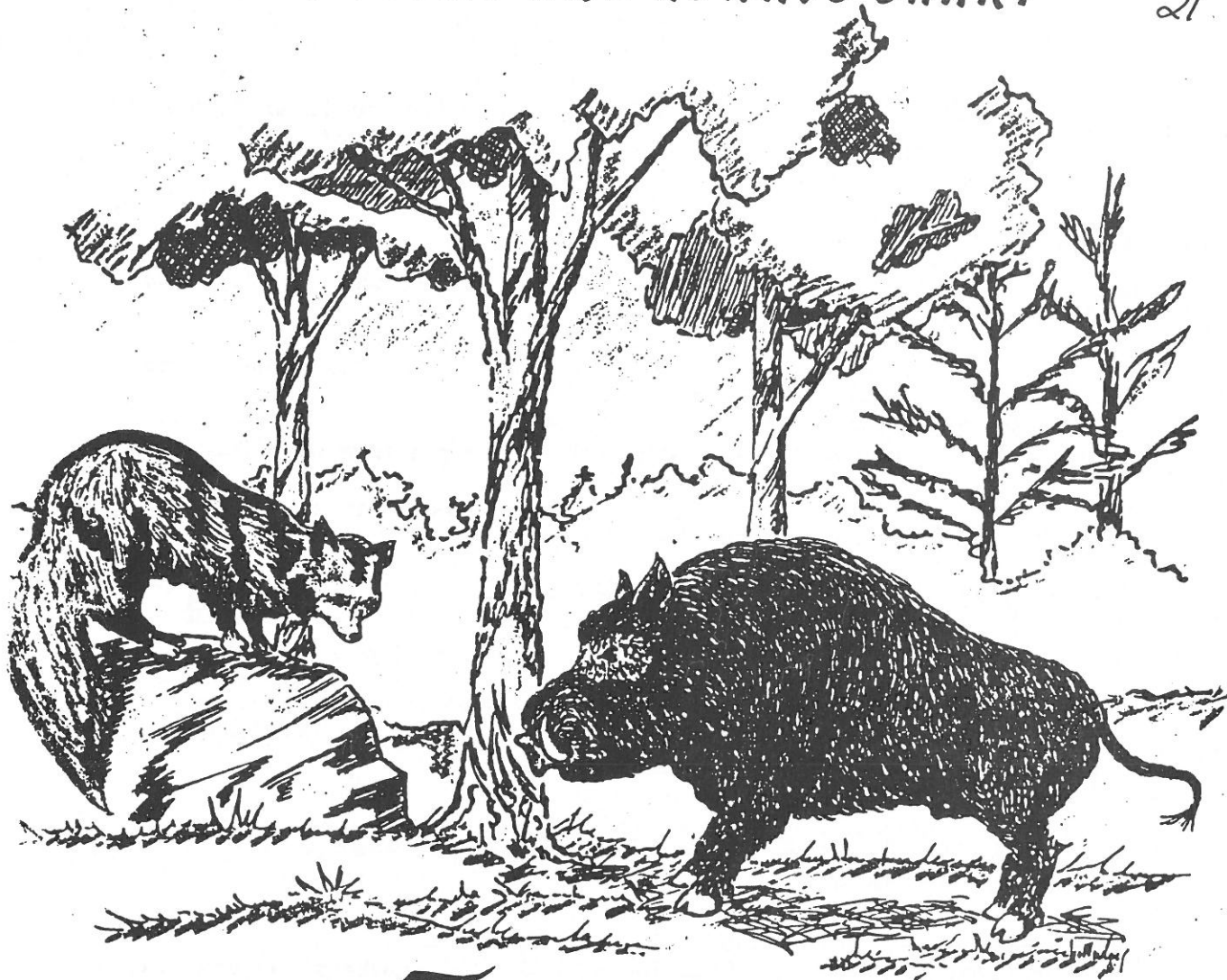
Workshops - A supplemental training in a specific area; i.e., themes, crafts, outdoor skills, skits and puppets

Wolf - Rank for a 2nd grade Cub Scout; earned by completing 12 achievements

Wood Badge - A week-long course designed to prepare Cub Scouters for training responsibilities and a deeper, dedicated involvement in the Cub Scout program







## Training

The fox, finding the boar sharpening his tusks upon a tree, asks why he is doing that when there is no danger. "When danger comes," responds the boar, "it will behoove me not to sharpen my tusks, but to use them."

(Aesops Fable)



Dear Cub Leader:

Today my son became a Cub Scout. It's all going to be sort of strange and new to him for awhile, and I wish you would treat him gently. Scouting can be a big step on his road to becoming a man, and I need your help.

Growing up is a great adventure. It's an adventure that may take him across continents, across oceans, and perhaps into space. It's an adventure that will probably include tragedy and sorrow, but it can also include achievement of success. To live in this old world of ours he will need to have faith, love, and courage. So, Cub Leader, I wish you would look after him and help me teach him the things he will need to know.

He will have to learn that all men are not just--all men are not true. But let's teach him also that for every scoundrel, there is a hero; for every enemy, there is a friend.

It will take time, I realize; but let's teach him, if we can, that a nickel earned is of far more value than a dollar found. We'll teach him to learn to lose so he'll enjoy winning that much more.

Let's teach him how to be proud of his fine American heritage and to become a responsible citizen of this great land.

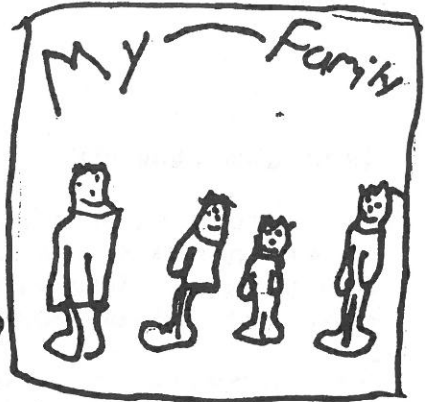
We'll teach him that it is far more honorable to fail than to cheat. And we'll teach him to have faith in his own ideas, even when everyone says they are wrong. Let's help my son learn not to follow the crowd when everyone is getting on the bandwagon. Let's teach him how to close his ears to a howling mob but to stand up and fight if he thinks he's right.

We'll teach him how to laugh when he's sad. We'll teach him there is no shame in tears. We'll teach him there can be glory in failure, despair in success.

We'll treat him gently, Cub Leader; but we must not pamper him. Only the test of fire makes fine steel. Let him have the courage to be impatient. Let him have the patience to be brave. Let him be no man's man. We'll teach him always to have faith in himself, because then he will have faith in mankind.

That's quite an order, I know; and I sure can use your help. He's such a nice little guy...my son.

A Cub Scout Parent



DEN  
CHIEFS

By MATTHEW KULCZEWSKI  
PACK 753



## THE DEN CHIEF

The Den Chief is a Scout or Explorer selected by his unit leader in cooperation with the Cubmaster. He may be of any rank or age, but he can be of 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 or Explorer Advisor 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. Den meetings are usually scheduled at such a time that they will not interfere with 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.

It isn't just an accident that we use Scouts as Den Chiefs. Because of his close association with the den member, 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 most like to be 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.

### HOW DO I GET A DEN CHIEF?

1. Let your Cubmaster know that you want a Den Chief.
2. The Cubmaster will go to the Scoutmaster of the troop nearest you to request that a den chief be selected.
3. The prospective Den Chief fills out an Application to Become a Den Chief. This application will be signed by his parents.

Once the Den Chief is obtained, the next step is to see that he is properly trained. If a Den Chief training conference is not scheduled in the 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?

Let him take an active part in planning the den meetings. The experience of a Den Chief should be a learning one—for both of you. The den leader should 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. Let him know what you want but let him use his own resources. This BOY can become a valuable aid in livening up the meetings and keeping them moving.

Your Den Chief should wear his uniform to your den meetings because it will encourage the Cubs to wear theirs. It puts the Den Chief on a different and higher level than the Cubs and sets him aside as a leader. It will encourage the Cubs to ask about the insignia and badges that appear on the Scout uniform and thereby encourages interest in Scouting—especially in Webelos dens. A Cub Scout Den Chief wears a blue and gold shoulder cord with the tab worn on the right shoulder with the cord passing under the arm. The cord for the Webelos Den Chief is red, blue, and gold. A service star can be worn on the tab to indicate years of service as a Den Chief.

Fortunately, most Den Chiefs serve because it is fun. . .because they like it. We should remember to recognize their efforts. The Den Chief's shoulder cords are presented in front of his troop as a visible means of recognition. Remember, praise your 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.

#### DEN CHIEF SERVICE AWARD

The Den Chief Service Award is for BOYS who serve actively in that capacity for at least one year. The requirements are found in the Den Chief Handbook along with the record that is to be signed off. It is awarded at a Troop Court of Honor; however, the pack should be sure Den Chiefs are encouraged to get all the records signed off.

#### A MESSAGE TO DEN LEADERS:

Always remember that your Den Chief is a busy young fellow. He is a member of a Boy Scout troop that stresses his advancement and outdoor experiences. He may be involved in several projects with his troop, his school, and his friends. Chances are he will lose interest in being a Den Chief unless you make it fun. Make the Den Chief's job important. Don't delegate the BOY to doing minor tasks and being a disciplinarian. Recognize your Den Chief at pack meetings. He can be the most valuable asset you have towards running a successful den program.

DEN CHIEF RECOGNITION CEREMONY

- PERSONNEL: Cubmaster, a Cub Scout, new Den Chief, an older Den Chief, and a Den Leader
- EQUIPMENT: Two 8' lengths of rope made of yarn, one blue and one yellow; table; scroll; copy of the Den Chief's Handbook
- ARRANGEMENTS: Cub Scout stands on Cubmasters right holding blue rope. Other Den Chief on Cubmasters left holding yellow rope. Book is on the table.

CUBMASTER:

Cub Scouts and friends of Pack \_\_\_\_\_, we wish to recognize a new leader who will serve as Den Chief for Den \_\_\_\_\_. I, Akela, Chief of the Webelos tribe pondered long into the night who should lead the young Cub Scouts of our Pack. An important council was held with the Scoutmaster, Chief of our older brothers, to choose this important leader. Now, we call to our council, Scout \_\_\_\_\_ of Troop \_\_\_\_\_.

The blue rope (points to it) represents the Cub Scout Pack, its leaders, the Promise and Law. The gold rope (points to it) represents the Boy Scout Troop, its leaders, the Scout Oath and Law. You will notice the ropes are made up of many strands, representing all the BOYS in the Troop and Pack. Let us now bind together these ropes into a bond of friendship. (Cub Scout and older Den Chief each grasp an end of the two cords and twist them in opposite directions.)

Now you can see that these ropes represent the Den Chief's badge of office. The Den Chief is wearing this shoulder cord encircling his right sleeve. This was presented to him in his troop in recognition of his new position.

And now (speaking to new Den Chief) in recognition of your high office, we of Pack \_\_\_\_\_, would like to present you this Den Chief's Handbook.

When Akela was a BOY, he was taken on trips by his Chief to learn the ways of the braves, to prepare him for the day when he would become Chief. You have now become a Chief in Akela's Pack to lead younger ones so that they shall become mighty hunters and honorable Webelos. Your Den Leader will be with you to lead the Cub Scouts of your den along the Cub Scouting trail.

Mr./Ms. \_\_\_\_\_ will you come forward and stand beside your new Den Chief as we give him the Grand Howl of Welcome. (Den and Pack give the Grand Howl. All return to their places. Den Chief sits with his Den.)

DEN CHIEF'S AWARD

Would \_\_\_\_\_ and his parents please come forward.

It is a with honor and pride that I present to you, \_\_\_\_\_, this Den Chief Award.

We have worked very closely together this past year. We had our Den meeting weekly, monthly Pack meetings, and a week at Day Camp. You made this Pack very proud of you, and you made Troop \_\_\_\_\_ very proud of you. You showed the world that there is value in Scouting.

The requirements for this award are quite strict and you had to work hard. You had to dedicate yourself to a group of 8 and 9 year old, plus being a Patrol Leader in the Troop, and keeping up your studies.

It has taken a year of hard work. You had to go to training, teach songs, help with skits, crafts, and games. You have set the example by your uniform, manners, and by showing your leadership abilities. Quite a long time ago you took the Den Chief Pledge. You promised to help the Cub Scouts in your Den to the best of your ability, to encourage, guide, and protect them in all Pack and den activities, and to show them by example what a Scout is. You promised to strive to be prompt and dependable and to cooperate with the leaders in carrying out the den program. As each Cub Scout completes the third grade, you encourage them to join a Webelos Den.

Will you continue to carry out that promise? (Answer--Yes)

Mom, will you remove his old cord?

Dad, will you replace it with this Den Chief Award cord? The one year pin denotes that he has served one year.

\_\_\_\_\_, here is a certificate that you can put with your other awards to tell the world that we are all very proud of you.

CONGRATULATIONS!!!! (Hand shake is left-handed)

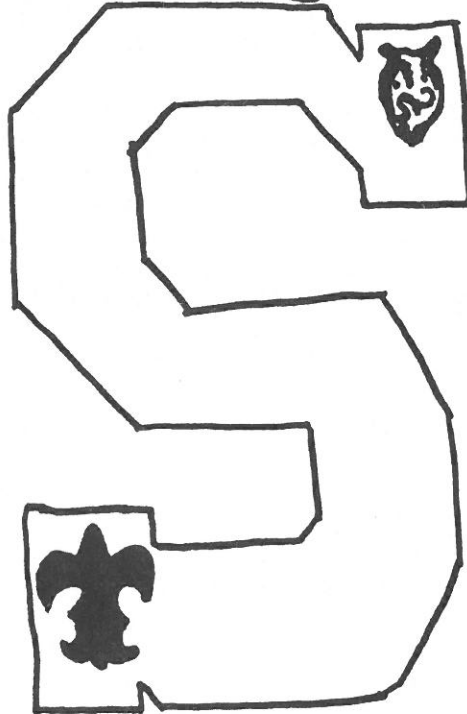
VOLUNTEERISM





# Sports Award

# Program



BY KEVIN SCHWEITZBERGER, JR.  
PACK 6







## SPORTS PROGRAM

## I. PURPOSE

- A. FUN--An alternative to normal theme activities. Most BOYS enjoy games and sports.
- B. SPORTSMANSHIP--To teach values of good sportsmanship in an enjoyable atmosphere.
- C. FAMILY INVOLVEMENT--As the parents may participate with their child and earn recognition, it generates more complete and active family involvement with the child.
- D. RETENTION OF MEMBERSHIP--BOYS no longer have to choose between participation in sports and Scouts. This program fills in time between completion of rank and movement to the next level so the BOY doesn't become bored. It gives BOYS already involved in Scouts a chance to receive recognition from his leaders and peers for his accomplishments. When used as a Pack program it promotes a sense of healthy competition. The sports program compliments many achievements and elective chapters in the Bear and Wolf books.

## II. PROCEDURES

- A. COMMITTEE APPROVAL--The Sports Program does entail some cost to the Pack, i.e. awards, books, patches, and in some cases, materials and equipment.
- B. DON'T FORGET TOUR PERMITS AND PERMISSION SLIPS.
- C. COORDINATING--It is helpful to have a sports coordinator in your Pack. Preferably a parent who is interested but as yet holds no current committee position. This person would be in charge of your sports library, a sports advancement chart (if you have one), help in interpreting the program, troubleshooting any problem areas. This person might also help coordinate events between dens. This person should work hand in hand with the advancement chairman in procuring the appropriate awards. This person could be responsible for keeping records and charts for tournaments and creating trophies or providing ribbons for any event, obtaining playing fields, coaches or referees when necessary. Look to help from the parents in some of these areas. Some families may have equipment they are willing to loan, etc. It would also be helpful to have an assistant or two to help and break the program down to age or ability levels.

## III. RECOGNITION

- A. PARTICIPATION BELT LOOPS--Please note this award is referred to as a participation award. While the Cub should have a basic knowledge and understanding of the sport (rules, safety equipment, etc.), proficiency in the sport should not be expected.

A belt loop is awarded whenever the Cub Scout participates in a sport within the Scouting organization (Pack, Den) or in an outside sponsored event or class. These belt loops are to be worn on the official Cub Scout Uniform belt.

- B. PINS--Pins are earned by a point system. The BOY earns one point for every thirty minutes of practice. No more than five points may be earned in any one day. When 60 points are earned the BOY has qualified for his pin as long as the points were accumulated within a 90-day period. A record of this point system is kept by the BOY and his parent on a progress record, a copy of which is in the back of each book.

Pins are displayed on the Cub Scout Sports Letter.

- C. LETTERS--A sports letter may be earned in one of two ways:

1. By earning a belt loop and pin in any activity.
2. By involving an adult in earning a sports pin.

Letters may be displayed on a brag vest or on civilian clothing but not on the uniform.

- D. ADULT RECOGNITION--The adult earns a pin (not necessarily the same one the BOY earns) by the exact same point system as the BOY. There is a separate record in the back of each book for an adult partner. The BOY and adult may practice together.

The adult recognition may be worn on civilian clothing or on a mother's ribbon.

- E. SPORTS PROGRAM PATCHES--Cub Scout Sports Program Patches are available from the Scout Shop (for a charge) to be awarded to any leader or Cub Scout participating in the program.

- F. TROPHIES AND RIBBONS--may be purchased or with a little effort and imagination made by the Pack. Be creative!

#### IV. RECORD KEEPING

- A. ADVANCEMENT REPORTS--There currently exists an official sports advancement report. While it does omit a few sports, recently added to the program, it is functional and should be used for reporting the advancement chairman.

- B. INDIVIDUAL RECORDS--There is no official form at this time for keeping a record of a BOY'S progress in the sports program. You should, however, keep a record of recognitions received with the BOYS permanent records even if its on a sheet of paper.

- C. ADVANCEMENT CHARTS--There currently is no advancement chart on sports. It is not required but is FUN. If you decide to do one keep it simple as the sports program is continually adding sports.

## V. RESOURCES

The following are places you may look for additional help and information regarding the Sports Program. This list is not all inclusive but merely general suggestions. There will naturally be more resources for help in some sports than others.

1. Parents with a particular sport as a hobby or interest.
2. Physical Education instructors.
3. Service organizations where safety and the youth are emphasized; for example, The Optimist Club and their annual Bicycle Rodeo.
4. Library.
5. Specialized magazines.
6. Professional and amateur clubs in the area.
7. The actual Cub Scout Sports Book.
8. Some monthly Roundtables will be highlighting a sport a month and giving you suggestions on various resources.

## VI. INTERPRETATION

The books are guides. You must, as with most activities, be flexible. Always consider the feasibility of performing an activity. When due to economics, availability of facilities, etc. indicate that an activity cannot be completed look for a workable alternative.

Always keep in mind the objectives of the program. Look at the BOY, den and/or Pack situation as a whole when making a judgment call. When in doubt or a unusual situation arises you can and should contact your District Executive for clarification.

Be flexible, remember this is supposed to be FUN as well as multi-purpose learning and sharing experience. If you make it too hard it becomes work and something to be avoided.

## VII. SPECIAL NEEDS BOYS

There are many BOYS who have special needs or disabilities. The sports program may be more important to them than to anyone else. It may be their only opportunity to involve themselves in sports activities, especially if their disability is severe enough to limit recreational or community events.

With the BOY'S physician as a guide, any sports program may be altered to accommodate a BOY'S actual abilities.

If this is not possible consider making the BOY a coach, scorekeeper, judge on rules, a referee, the librarian, etc. Involve him somehow.

On another note we need to be sensitive to parental disabilities when encouraging involvement. We can alter a program just as easy for a parent, so they, too, can be involved in the sports program with their BOY.

When in doubt on a BOY, a physicians release should be obtained before allowing a BOY to participate in the sports program. A good health record should be maintained on any BOY participating in the sports program. (Shots current, last physical, allergies, disabilities, doctor's name and phone number, and any instructions from parents or physicians).

#### VIII. TIPS

Be Flexible. Keep in mind our Cub Scout Motto and remind the BOYS of it often. You can't expect a Wolf Cub to perform with the same ability as a Webelos.

Remember the books are guidelines. Check your resources in order to put together the best program possible.

Have unbiased parties referee events. Parents and boys are more likely to argue with den leaders, Cubmasters, or other parents. This is counter productive.

The Sports Program is a new program. It is only three years old. As such problems and questions not covered will arise. Don't let such situations become controversies. It will kill any sports program you try to start. Ask for help right away from your District Executive or from other Packs who are involved in the program.

AND PROBABLY MOST IMPURTANT, have FUN and really enjoy the BOYS while they are doing something they really love. It is a reward all its own to see BOYS happy, learning and having FUN (just like the rest of the Cub Scout Program).



# WORK SHEET FOR BUILDING A PACK SPORTS PROGRAM

Decide which Sports emphasis theme will help your pack program. How will parents become involved?

SPORT	TEAM	FACILITIES	EQUIPMENT		PERSONNEL NEEDED	INDIVIDUAL MANUALS	RECOGNITION			
			Individual	Pack			Patches	Belt Loop	Pins	Letter
Archery	Individual	Open Area		Bows Arrows Targets Finger Tabs Arm Guards						
Baseball	Team	Level Area	Gloves Caps	Bases Bats Balls Helmets						
Basketball	Team	Level Area Backboard	Shoes	Basketball						
Bowling	Individual	Bowling Lanes								
Golf	Individual	Course	Clubs Balls							
Marbles	Individual	10-ft. Playing Area	13 Marbles Shooter							
Physical Fitness	Individual	Area		Stop Watch Measuring Tape Softball						
Skiing	Individual	Slope	Ski Equipment							
Soccer	Team	Open Area		Ball Goals						
Softball	Team	Field	Gloves	Bats Balls Bases						
Swimming	Individual	Pool	Swimsuit Towels							
Table Tennis	Individual	Area Tables		Tables Nets Ball Paddles						
Tennis	Individual	Court w/Net	Racket Balls Shoes							
Volleyball	Team	Field		Net Volleyball						

## WHY AND HOW OF CUB SCOUT SPORTS

The program of the Boy Scouts of America is continually being improved and adjusted to meet the needs of boys in a changing world. The Cub Scout Sports program was designed to promote life-long fitness, recognize the tie between Cub Scouts and other community activities today's boys are involved in, and to encourage adults to be more active in fitness activities. The Cub Scout Sports program is often misunderstood, and made more difficult than necessary by the adult leaders of most Packs.

How does a boy earn the sports belt loop?

The belt loop represents exposure to and learning about a sport. The boy should be able to tell about the sport, especially the following information:

1. Some history of the sport... where and how was this sport developed.

2. Rules of the game, including how a player scores, equipment needed, safety factors, care of the clothing and equipment needed, and what the playing field looks like.

3. Demonstrate some skill in playing the game or sport. Championship form is not needed, as this recognition is for learning about the sport.

4. Participation in a "tournament." This can be a formal community tournament or a special pack tournament (a marble tournament at a pack meeting, a soccer skills course at a pack meeting, a den tournament to pick the den representative in the pack table tennis tournament, etc.). The "tournament" is defined by the pack, especially to meet the needs of the pack's boys and meeting location--just as long as the pack committee agrees on the definition.

How does a boy earn the sports pin?

The sport pin indicates practice, participation, and persistence in the sport. To earn the pin a boy or adult must accumulate 60 points in ninety days. One point is given for every 30 minutes of participation in the sport. Remember 30-60-90 and you have the formula (30 minutes/ point-60 total points- in 90 days) to earn the Cub Scout sports pin.

How does an adult earn the sports pin?

The same way a Cub Scout does--30 minutes playing the sport equals one point--60 total points earned--within ninety days.

Does a boy have to earn the belt loop and the sports pin in the same sport?

No, but he can if he wants.

Can a boy earn the same belt loop or pin more than once?

No, once per pin or belt loop.



How does an adult help a Cub Scout earn the sports letter?

The adult helps the Cub by being active in a sport and earning a pin themselves. The pin the adult earns does not have to be the same one that the boy earns. The pin is earned the same way a boy earns it (remember 30-60-90).

How many boys can an adult be a partner with?

The ideal is one boy and one adult, but if a boy doesn't an adult close to him who is able to participate in sports or exercise another adult can be shared by two boys.

How many sports letters can a Cub Scout earn?

One. Additional pins can be put on the same letter (just like a high school sports letter).

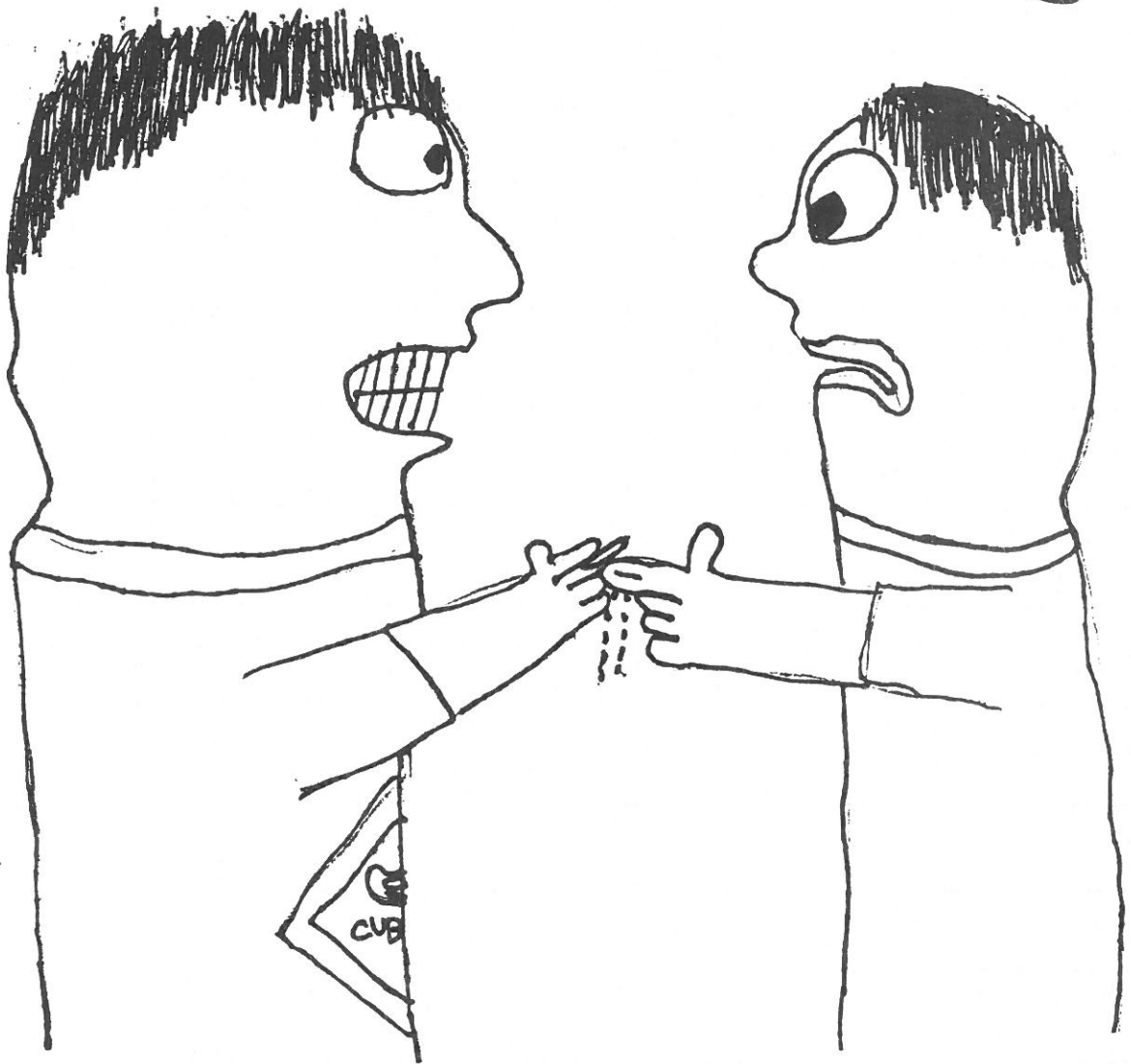
Where can a pack get the equipment necessary to run a sports program?

Try community recreation centers, church sports programs, community teams or leagues, parents of Cub Scouts. Information on \*how to set up a single elimination or a double elimination tournament can be found in the Cub Scout Leader's Guide.

Does every Cub need his own sport booklet?

The Cub Scout Sports booklets are an excellent source of information about each sport, how to play, how to warm-up before playing, etc. and a place for recording the time spent playing. The record page can be copied so it could be used by more than one person. Each boy does not need to have the booklet, but the adult supervising the sports program should have it. Booklets in the pack library would be very useful so they could be checked out as needed. This booklet are a great teaching aid for coaches.

# Special Health Concerns



By MATTHEW  
KULCZEWSKI

PACK 753



"AIDS" is an acronym for "Acquired Immune Deficiency Syndrome". It is a condition that interferes with the body's natural ability to fight off infection and protect itself from disease. The word "syndrome" refers to the fact that a group of symptoms tend to develop due to the condition.

It is now known that AIDS is caused by an infectious virus, the Human Immunodeficiency Virus. This virus attacks certain white blood cells which normally fight off disease, weakening the body's resistance to infection. Cancer and opportunistic infections take advantage of the weakened immune system (thus the word opportunistic) and become life-threatening to the person with AIDS. The most common infection is a form of pneumonia called Pneumocystis Carinii Pneumonia.

A child with AIDS has a greater risk of contracting whatever infections are "going around." This child may get a worse case of the infection. A healthy child's immune system may protect him/her from the same infection.

#### TRANSMISSION:

AIDS is contracted primarily through the sharing of bodily secretions involved in intimate sexual contact, exposure to infected blood or blood products, or transmission from an HIV mother to baby. Since body fluids are the means of transmission of the virus, education and routine procedures should be available for the handling of body fluids, for instance nose bleeds or vomiting. CDC (CENTERS for DISEASE CONTROL) guidelines recommend disinfecting solid surfaces with bleach (diluted 1 part bleach to 10 parts water), strict handwashing, and avoidance of contact with open skin lesions. AIDS has not been shown to be transmissible through casual contact nor through the air. Of all reported cases of AIDS, there is no documentation of transmission to other family members, except for those cases that are due to shared needles, sexual contact, or in cases of babies born to infected mothers.

We must all recognize and address the fear that AIDS evokes. We are dealing with a disease which, at present, has no known cure. When we address policy for public schools in dealing with students with AIDS, we are talking about our children. We are addressing the possibility that our children might get AIDS.

If the intimacies of family living do not bring about the transmission of AIDS among family members, certainly there is much less risk for children in a school setting. Remember, the number of pediatric cases is, and will be, low.

The importance of educating yourself about AIDS cannot be overemphasized! The recommendations which have been made are based on extensive research and case study, and have not been made lightly!

As with any situation involving a BOY and his health, a visit with the parents to get his medical history is most important. An educated leader will know the BOYS in the den and their special needs. A meeting with all the BOYS in the den will smooth the way for a BOY with special problems. Encourage them all to talk about their own differences and similarities. The new BOY will fall right in place because of the other BOYS in the den relating with their own experiences and feelings. They may know what the other is feeling and can relate to each other.

There is a place in Scouting for all BOYS!

AIDS is a complicated disease, and raises ongoing questions. In an effort to assist parents and professionals in discussing and making decisions regarding AIDS, the Colorado Medical Society has networked together a speakers bureau whose speakers are ready to serve throughout the school districts in Colorado. As always, the State Department of Health (303-331-8320) is available to answer questions.

For more information about AIDS, call the toll free U.S. Public Health Service hot line number 1-800-343-AIDS.

\*Information supplied by the Colorado Medical Society (779-5455).

The Red Cross offers brochures for AIDS education.

"AIDS and Children/Information for Teachers and School Officials" contains Public Health service guidelines for Local Authorities concerning school, day care, and foster care in addition to general information about AIDS and more information about pediatric AIDS and school and AIDS. October 1986



IS THE CUB PROGRAM  
GETTING YOU DOWN?

CUB LEADER BASIC  
TRAINING CAN HELP!

JOIN US!

#### WHY SCOUTING FOR THE HANDICAPPED?

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

Too often in the past when the child was diagnosed as retarded, parents as well as friends lost sight of the fact that there was any potential for development at all and thereby denied their child what was given automatically to other children.

The retarded child benefits from all types of attention and training, and physical activity seems to satisfy many of his needs. New evidence indicates that physical fitness increases the child's ability to learn. He seeks several basic things that all BOYS seek: Love, Acceptance, Achievement, Development, Creativity, and Discipline. How does Scouting fulfill these needs?

Dr. Gunnar Dybwad, former executive director of the International Association for Retarded Children stated, "If Scouting is good for normal BOYS of Scouting age, it is absolutely essential for retarded BOYS of that age." Scouting can challenge BOYS who cannot run, jump, swim, or hike like other BOYS. The challenge is from boyhood spirit, and all BOYS regardless of their handicap have boyhood spirit.

Participation in Scouting is one of the major activities through which handicapped children can be helped to attain their optimum development. It gives them a sense of personal worth and dignity. It offers them many excellent group experiences enabling them not only to develop sound character and good citizenship, but an opportunity to put these attributes into practice.

The supreme effort is given for what a BOY seeks in a gang of BOYS--it is to belong, to be accepted and to learn with it some skills. It is what he calls fun, and what his leaders say is tonic to upgrade his health, his self-reliance, and his adjustment to the world in which he, as a handicapped BOY, must live. It is the opportunity to establish relationships outside of the previously sheltered life within the home and the school. Scouting helps BOYS prepare themselves for assuming as full and active role in the community as possible.

When handicapped youth participate in Scouting, they experience the fulfillment of many basic needs that they may not experience in any other way in their lives.

# Children's Bill of Responsibilities

Grow in character and ability as I grow in size.

Be honest with myself and others in what I say and do.

Learn and practice my religion.

Honor my parents, my elders and my teachers.

Develop high moral principles and the courage to live by them.

Strive for health in body, mind and spirit.

Respect the rights of others.

Set a good example so that others may enjoy and profit by my company.

Give honest effort to my work.

Regard my education as preparation for the future.

Obey our laws so that we may live more happily together.

Preserve and strengthen our American way of life and government.



# Children's Bill of Rights

*For each child regardless of race, color or creed-*

1. The right to the affection and intelligent guidance of understanding parents.
2. The right to be raised in a decent home in which he or she is adequately fed, clothed and sheltered.
3. The right to the benefits of religious guidance and training.
4. The right to a school program which, in addition to sound academic training, offers maximum opportunity for individual development and preparation for living.
5. The right to receive constructive discipline for the proper development of good character, conduct and habits.
6. The right to be secure in his or her community against all influences detrimental to proper and wholesome development.
7. The right to the individual selection of free and wholesome recreation.
8. The right to live in a community in which adults practice the belief that the welfare of their children is of primary importance.
9. The right to receive good adult example.
10. The right to a job commensurate with his or her ability, training and experience, and protection against physical or moral employment hazards which adversely affect wholesome development.
11. The right to health services to prevent and treat disease and to insure the fullest mental, physical, and social development.







Read these instructions now, when you don't need to, then fill in the phone numbers and hang the poster in an easy-to-spot place. The front gives instructions for the most immediately life-threatening emergencies and convulsions. See the back for how to handle other problems, big and small.

BY LORAIN STERN, M.D.

FOR SERIOUS

EMERGENCY!

CALL:

911

FIRE DEPARTMENT \_\_\_\_\_
EMERGENCY MEDICAL SERVICES \_\_\_\_\_
THE ADDRESS HERE IS \_\_\_\_\_
THE PHONE NUMBER HERE IS \_\_\_\_\_
POISON CONTROL CENTER \_\_\_\_\_
PEDIATRICIAN \_\_\_\_\_
PARENTS' WORK NUMBERS \_\_\_\_\_
NEIGHBOR \_\_\_\_\_
RELATIVE \_\_\_\_\_

ADAPTED FROM RECOMMENDATIONS OF THE AMERICAN ACADEMY OF PEDIATRICS

CHOKING

Is your child turning blue, making no noise, not able to get air in or out? Call for help loudly. If you are alone, don't stop to phone. If someone else is present, have that person call 911, 0 or the local EMS.

For infants under 1 year:

- 1. Turn the baby face down while you kneel on the floor. Rest the baby on your leg or forearm, head lower than trunk. (Picture A below.)
2. Give four sharp blows with the heel of your hand in the middle of the baby's back between the shoulder blades.
3. If that doesn't work, turn the baby over. Give four quick chest thrusts with your first and second fingers, placed one finger's breadth below nipples, in center of chest.
4. Look in the baby's mouth for an object. Don't reach in unless you see something: You may push it down again.
5. If the baby isn't breathing now, start rescue breathing: Straighten the baby's neck, lift the jaw slightly and cover the baby's mouth and nose with your mouth. Blow gently but hard enough to move the baby's chest up and down at about 20 breaths per minute. Remove your mouth briefly after each breath to allow air to escape before the next breath.
6. If you can't make the chest rise, start over with step 1.
7. If someone else hasn't already called for help, call yourself only after you've done this entire procedure at least two times.
8. Continue efforts until the child breathes alone or the paramedics arrive.



ILLUSTRATIONS: TERNION DESIGNS

For children over 1 year:

- 1. Perform the Heimlich maneuver: If your child is standing or sitting, stand behind and place your fist between the breastbone and the belly button. Put your other hand over the fist, and pull sharply upward and inward in an exaggerated bear hug four times in rapid succession. Usually the object will pop out. (Picture B above.) If the child is lying down, kneel next to the child and place the heel of your hand in the upper abdomen with your other hand on top. Push sharply inward and upward four times in rapid succession. Open the child's mouth to look for an object. Don't reach in unless you see something. (Picture C above.)
2. If the child is not breathing, try rescue breathing: Tilt the child's head back slightly and lift the jaw so that it juts forward slightly. Pinch the nostrils shut and cover the child's mouth with yours. Blow as though you were blowing up an easy balloon, at a rate of about 15 breaths per minute. Remove your mouth briefly after each breath to allow air to escape before the next breath.
3. If you can't make the chest rise, start over with step 1.
4. Have someone else call for help or call yourself only after you've done this entire procedure at least two times.
5. Continue efforts until the child breathes or the paramedics arrive.
Is your child coughing, gagging, turning red, crying, making some noise? This means there is only a partial obstruction, and air is getting into the lungs.
1. Do not pound on the back: This can push the object farther down.
2. Keep your child calm, sitting in a chair or on your lap.
3. If coughing, wheezing or noisy breathing persists, go to an emergency room.
4. If your child seems all right after a while, call your pediatrician anyway. Some things can stay in the airway and set up an infection.

CONVULSIONS

- 1. Lay your child on the floor, turned slightly to the side so that mucus or vomit can drain out of the mouth.
2. Do not try to restrain the movements; do not put anything into the child's mouth and do not grab the child's tongue.
3. Wait for the seizure to end and check for breathing. Allow your child to recover quietly, then call your doctor.
Note: Most convulsions in children are from fevers and last only a minute or two. Some children turn a little blue from spasms, but their color rapidly returns to normal. Don't automatically try CPR while the child is twitching. You might push mucus or vomit into the airway.

DROWNING

Call for help loudly. If you are alone, don't stop to phone. If someone else is present, have that person call 911, 0 or the local EMS number.

- 1. Lay child on the ground face up and clear any material out of the mouth.
2. Check for breathing by watching for chest movement. If the child is not breathing, start CPR.

For infants under 1 year:

Straighten baby's neck, lift jaw slightly and cover the baby's mouth and nose with your mouth. Blow gently but hard enough to move the baby's chest up and down at about 20 breaths per minute. Remove your mouth briefly after each breath to allow air to escape before the next breath.

For children over 1 year:

Tilt the child's head back slightly and lift the jaw so that it juts forward slightly. Pinch the child's nostrils shut and cover the child's mouth with yours. Blow as though you were blowing up an easy balloon, at a rate of about 15 times a minute. Remove your mouth briefly after each breath to allow air to escape before the next breath. (Pictures D, E, F below.)

CPR

FOLLOW DROWNING INSTRUCTIONS IN NUMBERS 2-4



- 3. If the child vomits, turn the child to the side to prevent choking.
4. Check for a pulse—in the neck of a child next to the windpipe or over the heart or the inside of the upper arm for an infant.
If there is no pulse:
Infant: Using two fingers on the breastbone between the nipples, compress the chest 1/2 to 1 inch at a rate of between once and twice a second. Breathe for the child once every five compressions—about 20 times a minute.
Child over 1 year: Using the heel of the hand over the lower breastbone, compress the chest 1 to 1/2 inches about 80 times a minute. Breathe once for the child every five chest compressions—about 15 times a minute.
5. Don't stop until the child breathes, the paramedics come or you are at the point of exhaustion. Children can survive remarkably well, especially if they were in cold water.
6. Keep the child warm by removing wet clothes and covering with blankets.

SERIOUS BURNS

(Minor: See other side)

- 1. Remove clothing only where it is easy to do so.
2. Lay child flat.
3. Apply cool, wet compresses but to no more than one-fourth of the body at a time to avoid cooling the child too much. Do not use ice.
4. Keep the child warm.
5. Do not give anything by mouth and use no ointments, creams or powders.
6. Call for emergency medical help.

Electrical burns:

- 1. Disconnect the power source or separate the child from the current using a broom handle, wooden stick or other nonmetal object. Do not use your bare hands.
2. Check if the child is breathing and has a pulse. If not, start CPR (see DROWNING, numbers 2-4).
3. Call for emergency medical help.

Inhalation burns:

If hot smoke or chemical fumes are inhaled, the lining of the child's lungs may be burned even if there are no burns on the skin. THIS IS A MEDICAL EMERGENCY. Call for emergency medical help if you suspect fumes or smoke were inhaled.

SEVERE ALLERGIC REACTIONS

An insect bite or sting or any drug or food may cause a sudden, potentially life-threatening allergic reaction. Signs may include facial swelling, difficulty breathing, wheezing, hives, collapse with pale or blue skin color and abdominal pain.

- 1. Call 911, 0 or the local EMS number immediately.
2. Perform CPR if the child stops breathing. (See DROWNING, numbers 2-4.)
3. Keep the child quiet.

TURN OVER FOR... POISONING • BLEEDING • HEAD INJURIES • BROKEN BONES • EYE INJURIES • MINOR BURNS • SNAKE BITE • ANIMAL AND HUMAN BITES • BEE, WASP AND ANT STINGS • NOSEBLEEDS • KNOCKED-OUT TOOTH • SPLINTERS • WHEN A CUT NEEDS STITCHES



### BEE, WASP AND ANT STINGS

See other side for serious allergic reactions. For routine bites and stings:

1. Remove the stinger with a scraping motion, using your fingernail or a clean, dull knife. Do not pull out.
2. Apply cold compresses to relieve pain, but do not use ice.
3. If you suspect a black-widow-spider bite, watch for abdominal pain, muscle spasms, vomiting, sweating, swollen eyes, and severe pain. In a baby, the only sign may be uncontrollable crying. If this happens, take your child to an emergency room.

### NOSEBLEEDS

1. Sit the child up, head slightly forward.
2. Pinch the nostrils between your thumb and first finger for 5 to 10 minutes. Don't cheat and peek every few seconds to see if bleeding has stopped.
3. If you can't stop the nosebleed, call your pediatrician. For persistent nosebleeds, or if bleeding is excessive, also check with your doctor.



### KNOCKED-OUT TOOTH

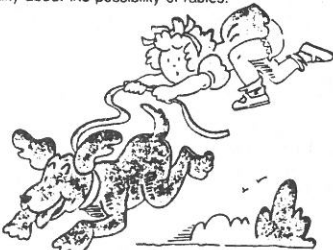
1. Rinse the tooth gently in running water to clean it. Do not scrub it or use any soap or cleaning agent.
2. Gently insert the tooth into the socket and hold it there—if your child allows you to do so.
3. If you can't insert the tooth, put it in a clean container and cover with milk, preferably, or cool water.
4. Get to a dentist within 30 minutes if possible.



### ANIMAL AND HUMAN BITES

All bites, including human, easily become infected.

1. Wash the bite with soap and water gently.
2. Cover with sterile gauze.
3. See your doctor for any bite on the head or neck, or a severe bite elsewhere.
4. Check your child's last tetanus shot and ask your doctor if a booster is necessary.
5. Check with your pediatrician or emergency facility about the possibility of rabies.



### SNAKE BITE

The smaller the child, the more severe the problem. Also, bites on the chest, head and neck are more dangerous than ones on the extremities.

- The more rapidly the bitten area becomes swollen and red, the more venom has been injected. However, assume that all bites are serious. If your child is bitten:
1. Keep him or her quiet.
  2. If you can, either identify the snake or kill it and take it with you to an emergency facility.
  3. If the bite is on an arm or leg, keep the bitten area below the level of the heart.
  4. Get the child to medical care immediately. If more than an hour away, check by phone with a medical facility.
  5. Do not give any medicines, especially aspirin.
  6. Do not cut the bite or attempt to suck the venom out with your mouth.



### SPLINTERS

1. Clean the area with soap and water. If the splinter is wood, clean but don't soak.
2. Gently remove with clean tweezers or a needle washed with alcohol or heated with a match.
3. Wash the area again after the splinter is out.
4. If the splinter won't come out, see your pediatrician within 24 hours to avoid infection.



### BROKEN BONES

1. If there's any possibility of the neck or spine being injured, or if a leg shows an obvious deformity, do not move or pick up the child. Call 911 for assistance.
2. For a possible broken arm or finger, or a leg injury without any visible deformity, use any available firm, well-padded surface of appropriate size—a magazine, board wrapped with a towel or so forth—to keep the injured part from moving while you take the child to medical help.
3. Apply cool compresses for pain and swelling, but do not put ice on the injury.

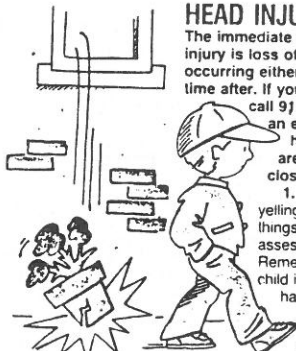


### WHEN DOES A CUT NEED STITCHES?

- See your doctor quickly for:
1. Any wound on the face, no matter how small.
  2. Cuts with jagged edges; if there is a gap or hole; if the cut is longer than 1/2 inch.
  3. Short but deep cuts.

### HEAD INJURIES

The immediate sign of serious head injury is loss of consciousness, occurring either immediately or a short time after. If your child is knocked out, call 911 to transport the child to an emergency room. Most head injuries, however, are minor and require only close watching.



1. If your child is crying and yelling, wait a few minutes until things calm down before assessing damage. Remember, a vigorously crying child is not unconscious or having trouble breathing.
2. If it is naptime or bedtime, let your child sleep and check every hour or two to make sure the child can be roused, is not vomiting, and is breathing well.
3. Call physician immediately for: vomiting; fluid drainage from ears or nose; unequal pupils; weakness of one side of the body; difficulty walking or speaking; headache that gets worse and worse; diminishing alertness or confusion.

### POISONING

Any nonfood substance swallowed by a child is a potential poison.

1. Get the container and then call your pediatrician, poison-control center or local emergency room. You will be asked the exact brand name and other questions.
2. Do not make the child vomit unless you are told to do so. Some substances do more harm coming up than staying in the stomach.
3. If you are instructed to take the child to the emergency room, take the container with you.
4. Drive slowly and carefully. You have time—you don't need to run red lights.



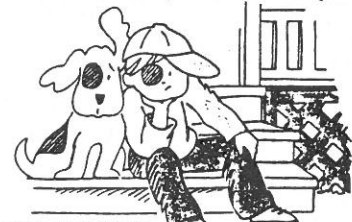
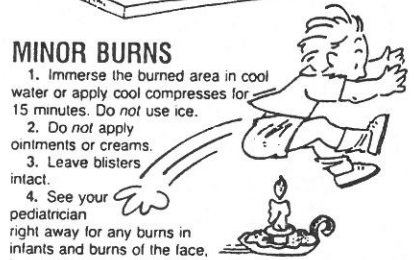
### BLEEDING

1. Apply constant pressure with gauze pads or a clean cloth directly over the cut for several minutes.
2. If possible, elevate the cut above the level of the heart, unless you suspect a fracture.
3. If bleeding soaks through the bandages, add more on top. Don't remove the bottom ones.
4. Seek medical assistance for severe bleeding only after you've tried to stop the bleeding, unless someone else is available to call for help sooner.



### MINOR BURNS

1. Immerse the burned area in cool water or apply cool compresses for 15 minutes. Do not use ice.
2. Do not apply ointments or creams.
3. Leave blisters intact.
4. See your pediatrician right away for any burns in infants and burns of the face, hands, feet or genitals in older children.
5. Cover burns loosely with a clean dressing.



### EYE INJURIES

Never use drops or ointments for any injury without checking with your doctor.

Chemicals in the eye:

1. Hold the eye open under running water for 15 minutes or as long as the child will let you.
2. Call your pediatrician, poison-control center or ophthalmologist with the exact name of the substance to find out if your child should be seen.

Foreign material in the eye:

1. If you can see the offending matter, try flushing with water or wiping a moist cotton swab gently over it.
2. If it is not easily removable, bandage both eyes shut to relieve pain and get the child to your pediatrician, ophthalmologist or emergency facility. Sometimes what seems like something in the eye is really a scratch.

Blunt trauma to the eye:

Always see a doctor, especially if there is a black eye, swelling, or if your child complains of flashing lights, floating specks or blurred vision.

Sharp objects or missiles striking the eye:

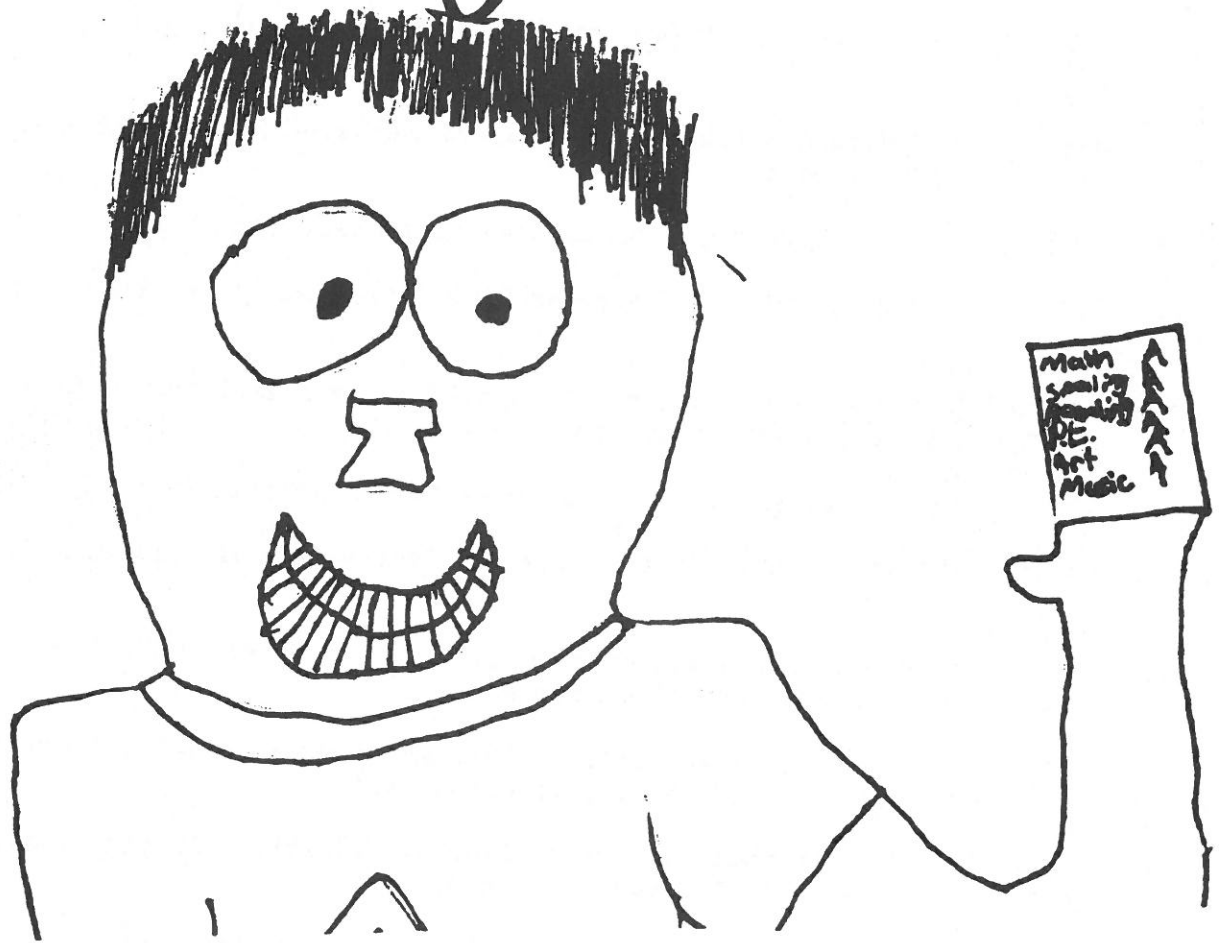
1. Do not remove anything in eye or try to wash.
2. Get the child to an emergency room immediately.
3. Keep the child quiet, preferably on her back.
4. Cover both eyes loosely. Do not apply pressure.

TURN OVER FOR . . .

A CHILD'S VIEWPOINT OF DISCIPLINE

1. Don't spoil me. I know quite well that I ought not have all I ask for. I am only testing you.
2. Don't be afraid to be firm with me. I prefer it; it makes me feel more secure.
3. Don't let me form bad habits. I have to rely on you to detect them in the early stages.
4. Don't make me feel smaller than I am. It only makes me behave stupidly "big."
5. Don't make me feel that my mistakes are sins. It upsets my sense of values.
6. Don't correct me in front of others if you can help it. I'll take much more notice if you talk quietly with me in private.
7. Don't protect me from consequences. I need to learn the painful way sometimes.
8. Don't be too upset when I say, "I hate you." It isn't you I hate but your power to thwart me.
9. Don't take too much notice of my small ailments. Sometimes they get me the attention that I need.
10. Don't nag me. If you do, I shall have to protect myself by appearing deaf.
11. Don't make rash promises. Remember that I feel badly let down when promises are broken.
12. Don't forget that I cannot explain myself as well as I should like. That is why I'm not always very accurate.
13. Don't tax my honesty too much. I am easily frightened into telling lies.
14. Don't be inconsistent. That completely confuses me and makes me lose faith in you.
15. Don't put me off when I ask questions. If you do, you will find that I stop asking and seek my information elsewhere..
16. Don't tell me my fears are silly. They are terribly real and you can do much to reassure me, if you try to understand.
17. Don't ever suggest that you are perfect or fallible. It gives me too great a shock when I discover you are neither.
18. Don't ever think it is beneath your dignity to apologize to me. An honest apology makes me feel surprisingly warm toward you.
19. Don't forget that I can't thrive without lots of understanding love, but I don't need to tell you, do I?

# Awards & Recognition



By MATTHEW KULCZEWSKI  
PACK 753



AWARDS AND RECOGNITIONS  
(Make Your Own)

All BOYS (and their parents) like recognition. Whether you give out an elaborate trophy, a ribbon, or a paper certificate, everyone likes to receive awards. If your Pack operates on a limited budget (and most of them do), you can save some money by making your own awards. Special projects, activities, and events are made special when everyone is recognized, and homemade awards are a tremendous savings for a Pack. They are easily made and are economical enough to enable your Pack to present every boy with an award or participation ribbon for his effort. Just use your imagination and you can come up with many unique ideas on your own!

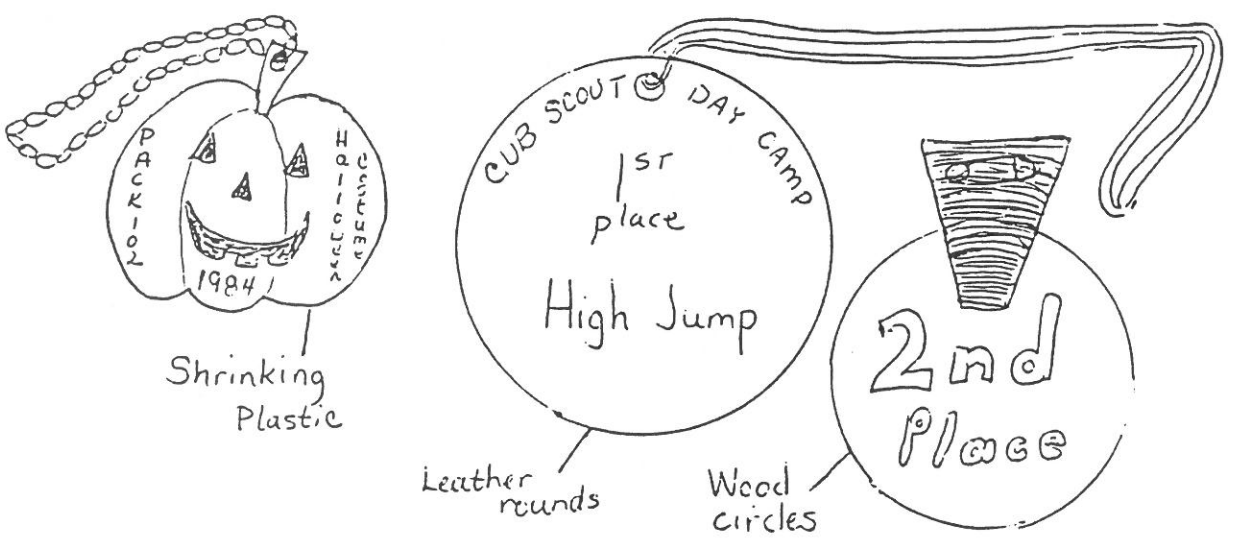
MEDALS

A medal is anything that can be hung on a string or ribbon and placed around a BOY'S neck. A variety of small objects can be used: party favors, tiny toys, a leather round, a wooden circle with wood-burned letters on it, or even a piece of cardboard cut into an interesting shape.

A unique idea for medals is to use "shrinking" plastic. Commercially sold as Shrinky-Dinks, this plastic material can be purchased at most hobby shops. A design can be drawn on and colored in, depicting anything you like. After the design is traced onto the plastic and cut out, the material is placed into an oven at low heat. There it shrinks into an attractive small picture suitable for hanging on a string and being used as a small medal. The shrunken design is very detailed and makes an attractive medal.

Leather rounds are inexpensive and can be stamped with a variety of designs or can be written on with markers to resemble a real medallion. Wooden circles can be cut from thin wood, such as panelling, and decorated by using a wood burning set or markers.

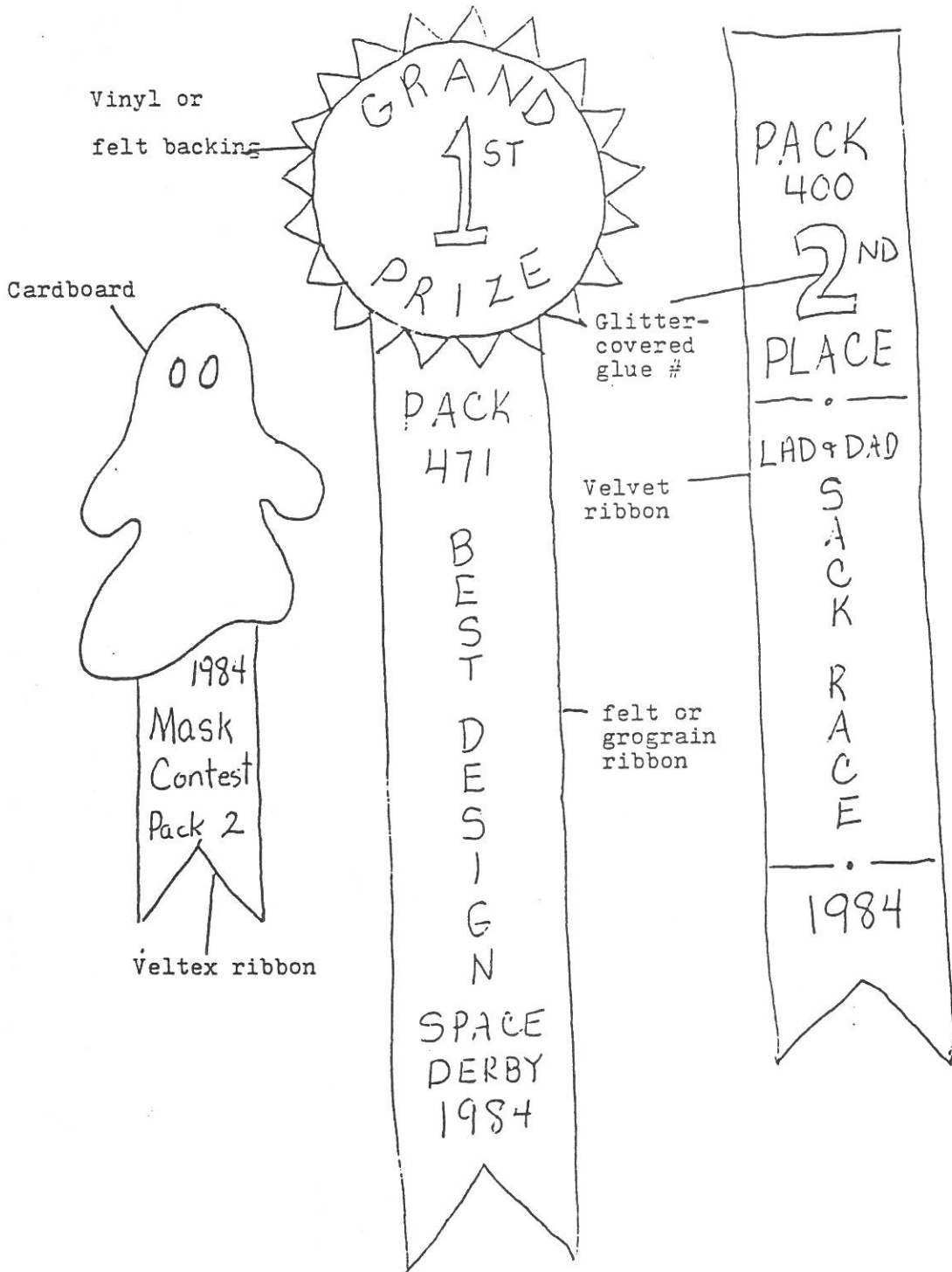
Medals can be made from a variety of materials and strung on strings, ribbon, inexpensive chains, rope, or other suitable things. The only limit you will find is in your own imagination.





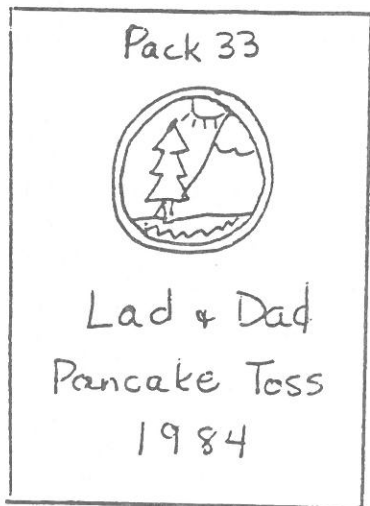
RIBBONS

Certain kinds of ribbon are not practical to use as awards if you intend to write on them. Satin ribbons tend to allow inks and markers to run or easily wipe off. Be sure to try writing on your ribbon before using it for awards. You can use ribbon alone to make awards or combine it with disks and felt in many different ways. Black felt tip markers usually work well for lettering. To make a special award you can use glue and glitter sprinkled on for interesting lettering. Use your imagination! Ribbons cut out of construction paper or cardboard can make impressive awards too.



PLAQUES

A plaque is a neat way to display pictures, patches, and lettering for recognition. Plaques can be made out of practically anything. Paneling, hardboard, lumber, tree trunk slices, sheet metal, plastic sheets, linoleum pieces, and much more, are all good candidates for plaques. Plaques are versatile and can be used in many ways. Lettering can be done by carving, wood burning, painting, stenciling, using stickers or lettering tape, and many others. They can be stained, decoupage, painted, left natural, etc. You can be creative.



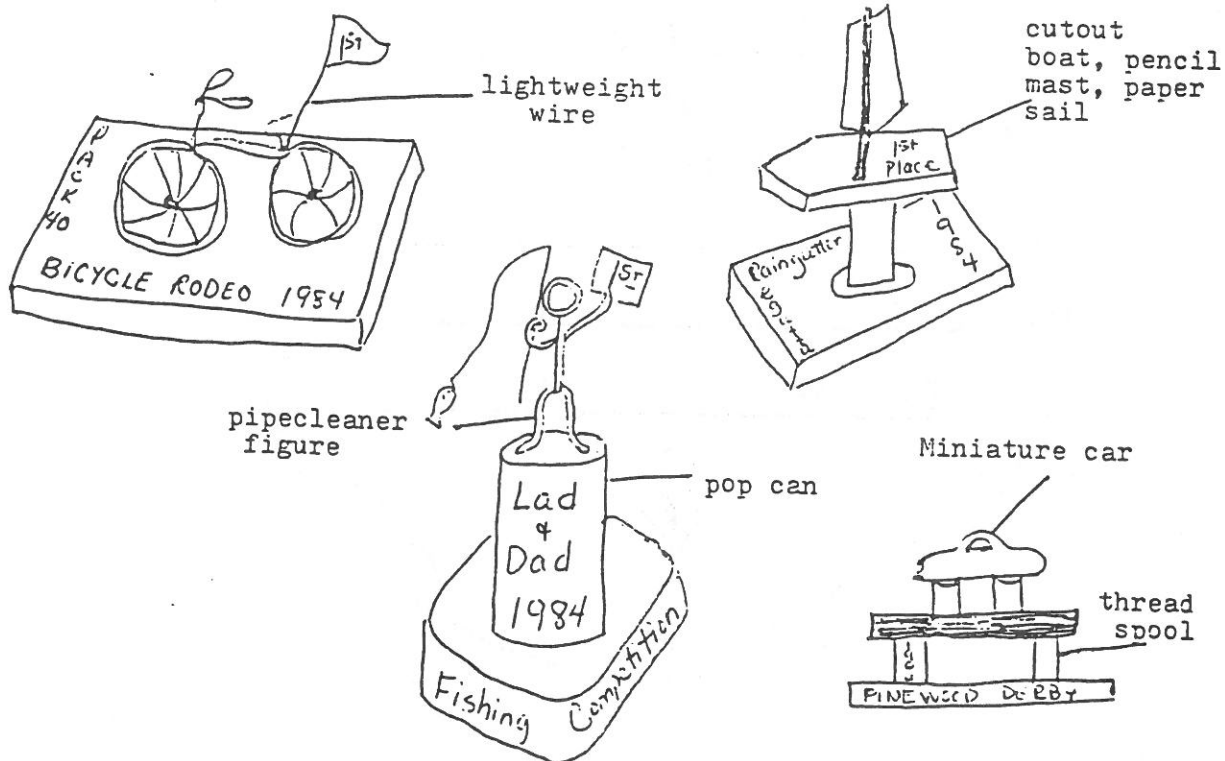


## TROPHIES

Trophies are very easy to construct and can be made from a wide variety of materials. Impressive ones can be made from old trophies and their parts. Most bowling or sports trophies are pieced together, and they can be disassembled and their various parts reused. Most consist of a base, pedestal, and decorative figure, and the top section can be replaced with any number of items in order to create an appropriate trophy. Miniature cars painted gold, small action figures, carved items and much more can be substituted for those pre-made figures, and can make very nice trophies. Old trophies can often be found at swap meets and garage sales. If you do not have access to old trophies, you can assemble your own simply by using the same basic three parts. A plaque or base holds the pedestal or supporting piece, and a decoration usually tops it off. Sometimes a trophy will consist merely of a base and a figurine. Adding the lettering to personalize it finishes it off.

Bases can be made of any materials that plaques can. The pedestals can be anything from a box, can, or block of wood or the tope decoration can stand by itself, eliminating the pedestal altogether. The decorative figures can be made of papier mache, salt dough, tinker toys, miniatures or many kinds, and the list is endless.

The most important thing to remember when making your own trophies is to glue them securely and let them dry adequately, especially when working with heavy materials. Also, be sure that the glue you select is the appropriate one for the job. Remember that your trophies are unique so they don't have to fit anyone's standards but your own. You can be as creative as you wish. Here are a few ideas to get you started.



CERTIFICATES

Homemade certificates can be as impressive as those you purchase at a store. Varying the size, shape, type or paper, and writing implements you use can make your certificates truly unique.

2

Participation Award

is awarded this \_\_\_\_\_  
 certificate for participating  
 in \_\_\_\_\_

Date: \_\_\_\_\_ Pack # \_\_\_\_\_

5

CERTIFICATE OF MERIT

FOR UNEQUALLED NONSENSE,  
 UNEQUALLED IMAGINATION  
 AND CREATIVE GENIUS IN  
 MAKING "Something Out of Nothing"  
 GUB SCOUT GENIUS NIGHT

Date: \_\_\_\_\_

Witnessed: E. M. Clark \_\_\_\_\_  
 W. R. J. Smith \_\_\_\_\_

Certificate of Merit

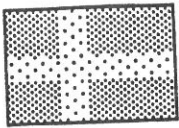
To: \_\_\_\_\_

FOR: \_\_\_\_\_

Pack # \_\_\_\_\_ Date: \_\_\_\_\_



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# Certificate of Achievement

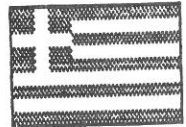




\_\_\_\_\_ is hereby recognized for the service to  
the Pack by

Presented this \_\_\_\_\_ day of \_\_\_\_\_, 19\_\_.

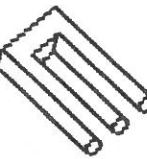



YOU MAKE THE DIFFERENCE.



 **You're the Best** 

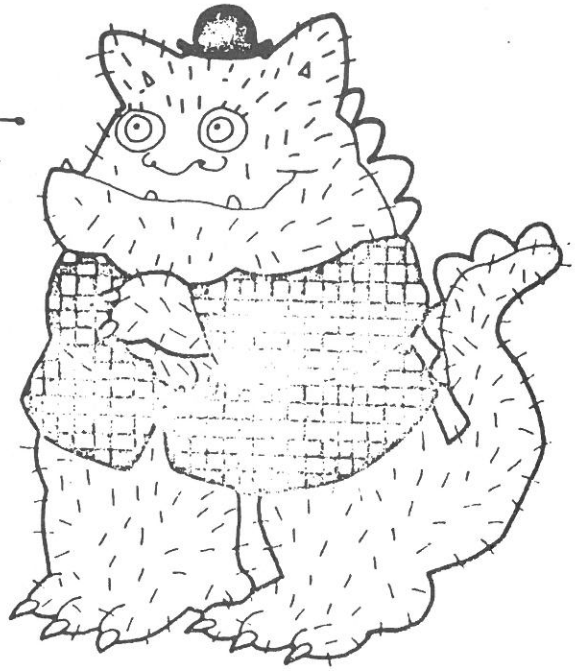
**Keep Up the Good Work !!!**

 **Boy Scouts of America** 





YOU ARE  
THE BEAST  
BEST!



To \_\_\_\_\_

For \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_  
Name



To \_\_\_\_\_

For

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_  
Name

Here are some special ceremonies. Some help say thank you; some are just for fun. Always remember to say, "We appreciate you and all you do."

### DEN LEADERS INDUCTION

ARRANGEMENTS: Committee Chairman and Cubmaster stand behind table in front of the room. On the table is a lighted candle and Den Leader's Handbook.

COMMITTEE CHAIRMAN: The Den Leader's occupies a unique and essential place in Cub Scouting. The Den Leader sees a particular need for BOYS of Cub Scouting age and performs a fundamental service that no one else can give. A Den Leader, therefore, becomes an indispensable person in our scheme of operation. Mrs. \_\_\_\_\_ of Den \_\_\_ and Mr. \_\_\_\_\_ of Den \_\_\_, will you please step forward? These parents have been selected by the Pack Committee to serve as Den Leaders.

Mrs. \_\_\_\_\_ and Mr. \_\_\_\_\_, will you promise to:

1. Give interest to the BOYS in your den.
2. Take advantage of all training opportunities.
3. Be responsible for the organization and operation of the den.
4. Lead the Den Chief and help him use the denner in activities of the den.
5. Attend monthly Pack meetings, Pack Leaders Meetings, and District Roundtables.
6. Work with parents of your Cub Scouts so they will have the opportunity to share in the fun of Cub Scouting.
7. Observe the policies of our chartered institution, of the Denver Area Council, and the National Council.

If you promise to do all this please answer, "I will." (Leaders do.)

CUBMASTER: Wearing the Den Leader's uniform not only identifies you as a very important member of the Boy Scouts of America, the largest BOYS' organization of its kind in the world, it also sets a good example for the Cub Scouts in your den to follow. We welcome you as new leaders in our Pack and present you this Den Leader's Handbook. Congratulations and good Cubbing.

### A DEN LEADER THAT IS STEPPING DOWN

From time to time a leader for one leader for one reason or another step down as a leader. Such is the case with the Den Leader of Den \_\_\_\_\_. Would \_\_\_\_\_ please come forward.

Unless you have been a leader and especially a leader of young BOYS, you have no idea of what kind of person it takes to be a Den Leader. You have to guide a Den of BOYS. You give a lot of your time and a lot of yourself in doing it. You do this without receiving much reward except for the knowledge that you have helped a BOY at a time when it is most important. Tonight I would like to present you with a certificate and a pin that you can wear that will remind you that you have helped others and that it was appreciated. You have had a hand in helping young men in this Pack, and I want you to know that it was appreciated. Let's have a hand for \_\_\_\_\_ who gave so much and received so little.



### FAMILY INDUCTION CEREMONY

Challenge your new Cub Scout parents when their son is inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used following the regular Bobcat Induction.

**PERSONNEL:** Cubmaster, four Pack committee members, Committee Chairman, and parents of new Bobcat.

**EQUIPMENT:** Candle holder, four candles.

**ARRANGEMENT:** Pack Leaders stand at one side of candle board; parents on other side.

**CUBMASTERS:** (To parents) I welcome you and your son to Cub Scout Pack \_\_\_\_\_. The success of Cub Scouting depends upon the BOY'S family relationships. To all the new parents in our Pack, we offer a challenge. As members of our Pack committee light candles, hear the challenge.

**1ST COMMITTEE MEMBER:** (Lights candle) Learn to have more fun with your BOY. Encourage and help with his achievements. Help him progress regularly through Cub Scouting into Scouting.

**2ND COMMITTEE MEMBER:** (Lights candle) Learn to live together better as Cub Scouts in a den, as families, as neighborhoods, and as a nation.

**3RD COMMITTEE MEMBER:** (Lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition, and security, moving with your son into Scouting upon his graduation from Cub Scouting.

**4TH COMMITTEE MEMBER:** (Lights candle) Extend and strengthen the influence of the institution on BOYS, parents, and the community.

**COMMITTEE CHAIRMAN:** We welcome you and your family into our Pack. There is a place for you, Mr. and Mrs. \_\_\_\_\_, on the Pack committee. Good luck and good Cub Scouting with your son.

### FAMILIES OPENING CEREMONY

Make letters for each letter in the word FAMILIES. Hold each one up and say the following in order:

- F. . .Folks, we are here to welcome you now.
- A. . .Advantages, we have so many.
- M. . .Mom and Dad, we're glad you're here.
- I. . .Imagine how much fun we're going to have this year.
- L. . .Laughing and playing together as a family.
- I. . .I think it's great to be a Cub Scout.
- E. . .Everyone, let's all please stand up.
- S. . . Salute together as we Pledge Allegiance to our flag so dear.



### FASHIONS FOR OUR LEADERS

A fashion show for children to show their appreciation of their leaders' need for more appropriate and practical design in leaders' apparel. BOYS will delight in making these fashions to present to their leaders, or the leaders can do a turn about and entertain the children by presenting the fashion show. The show is presented as a regular fashion show with the 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 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 papier mache project that--well, it never quite got off the ground. Ha, Ha! Well, now, on to our show. Our first model is wearing a fashionable long skirt that is seen everywhere especially for our leaders. (Waits as 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. Ha, Ha! (The model opens the long skirt. Sewn or taped to the inside are many kinds of scrap materials, scissors, tape, glue, 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 lots of 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 plastic one because it is 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 from 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 vest an overall, abstract, spotted design which will guarantee that there will be two-of-a-kind of this vest at no time. (Use an old pillowcase to make the vest. Cut 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 fun around the top. Why? 'Cause 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" food, 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 sewn inside. For the tape recorder, simply attach a file 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 rows of facial tissues. To attach the tissues to the skirt, use small pieces of tape.)

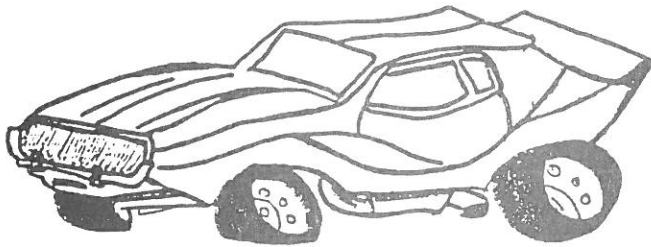
COMMENTATOR: This next fashion note will save much wear and tear on a leader's nose, as it takes care of 90% of the situations that arise with children. As the need arises, you simply turn your hat so the appropriate side faces the child. (The model wears a pyramid made of cardboard. To make the 3 sides of the hat, cut 3 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 to the 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 kids 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.)

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.

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CUB SCOUT \_\_\_\_\_



DID HIS BEST

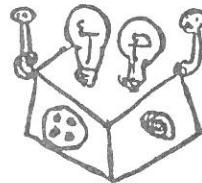
IN THE 198 PINWOOD DERBY OF PACK \_\_\_\_\_

\_\_\_\_\_  
CUBMASTER

\_\_\_\_\_  
DATE



# #Certified GENIUS



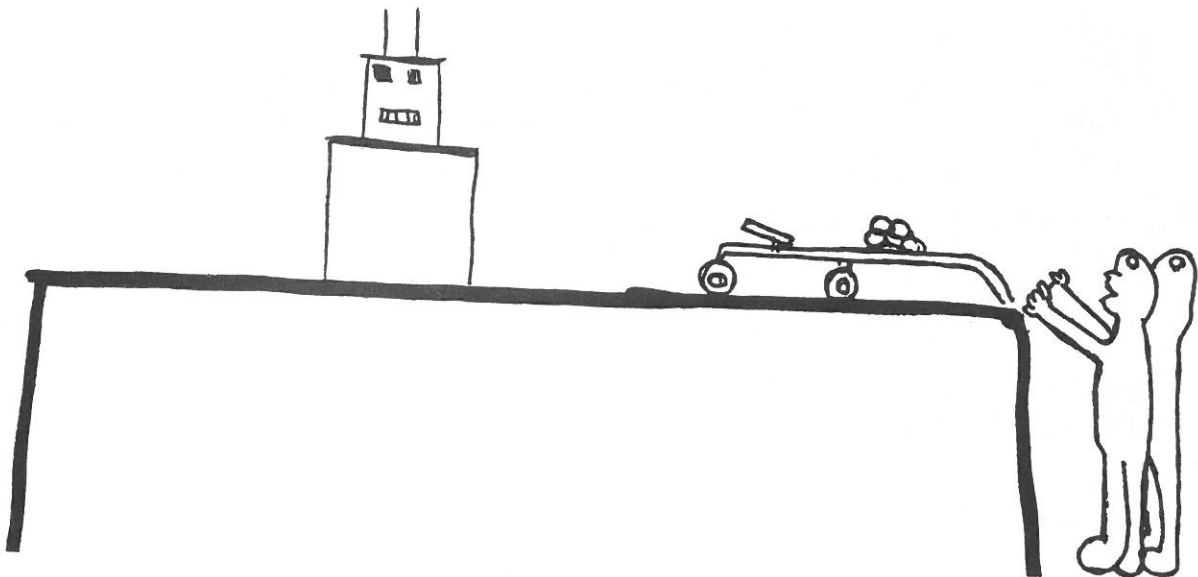
Cub's Name • \_\_\_\_\_

Date • \_\_\_\_\_

Cubmaster • \_\_\_\_\_

PACK: \_\_\_\_\_

# BLUE & GOLD



By DANIEL KNIPSTEIN  
PACK 448



## BLUE AND GOLD BANQUETS

On February 8, 1910, BOY Scouts of America was founded by Robert Stephenson Smyth Baden-Powell. In 1930, Cub Scouts was started in the United States after BOYS of Cub Scout age and their parents asked for a program of their own.

Throughout the month of February we honor BOY Scouts of America by having special events. Scout Sunday, usually the closest Sunday to Feb. 8, is set aside for Scouts to attend the church of their choice. This exposure of the uniform being worn inspires pride and self respect and shows prospective Scouts what Scouts in the program look like.

Blue and Gold Banquets, birthday parties, honoring the founding of BOY Scouts of America are held usually on regular Pack meeting nights. Blue and Gold Banquets combine the principles of Scouting and total family participation in the celebration. Dens are seated together to encourage strengthening of Den spirit and family relationships.

These banquets can be pot-luck, catered, prepared by members of the Pack, dessert socials, prepared by the partner Troop as a fund raiser, or prepared by the chartered organization. They are many other ideas or ways to have the banquet, these are just a few.

Advance planning is essential to a successful evening. An adequate facility and entertainment should be secured at least six weeks in advance to insure availability. Don't forget special guests; mail or hand deliver invitations well in advance and obtain a commitment so you can plan for food and seating. Cost for your guests should be paid for by your Pack. Be sure you have table settings and decorations for the guests table. Guests might include: District Executive and spouse, Unit Commissioner, Head of your chartered organization, Scouting Coordinator and spouse, and your entertainment.

These are some important things to remember:

1. Be sure that Pack leaders, BOYS, and parents know that the Blue and Gold Banquet is Cub Scouting's birthday celebration. Be sure that all are well informed as to date, time, and location.
2. Begin planning at least three months in advance, to secure a facility and entertainment.
3. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.
4. Let the BOYS help make the decorations and take them home after the banquet.
5. Be sure and get head counts early, if the BOYS are inviting a special guest, Grandparents, etc. Be sure they understand that they must let their leader know so they make the correct amount of decorations.

6. Remember to limit your program to two hours or **LESS**. Keep the program **moving** to maintain interest.
7. Be sure that the entertainment you select is of interest to the Cub Scouts--they are what the program is all about.
8. **Remember**, Scouts leave their place cleaner than they found it.
9. **HAVE A GOOD TIME.**

#### BANQUET COMMITTEE RESPONSIBILITIES

Set the date and time of the banquet if this has not already been pre-determined. Most Packs hold the banquet on the regular Pack meeting night.

Secure an adequate facility at least six weeks in advance. The space needed will be determined by the serving arrangements and the type of exhibits used. Check on rental fee. Check seating capacity and the equipment available. Inquire about kitchen facilities. Secure permission to use special items--PA system, tables, stove, etc.

Confirm reservations at least one month in advance.

#### BANQUET FOOD COMMITTEE RESPONSIBILITIES

Decide on a meal serving plan: Pot luck, catered, served by a group, or restaurant, etc. Decide what each family brings if anything. Decide on who furnishes utensils and serving ware. If meals is prepared decide on number to be served. Determine serving time and the meal. If catered decide cost per person and collect in advance.

#### BANQUET PROGRAM SUBCOMMITTEE RESPONSIBILITIES

Cubmaster should be a member of this committee.

Select a theme for the banquet.

Select a Master of Ceremonies.

Plan the general room decoration and display areas.

Working with the Cubmaster, plan format of program and recruit a person to handle each item in the agenda. The banquet program can be like a regular Pack meeting with songs, skits, stunts, and awards. Or it can be something different and special such as a magician, puppet show, group of singers, someone famous, movie, or slide show. Avoid using a speaker--this might appeal to adults but not to the BOYS.

Sample Agenda: Greetings and Games  
 Invocation  
 Dinner  
 Welcome and Introductions  
 Opening Ceremony  
 Song  
 Induction Ceremony  
 Den Skit  
 SME Presentation  
 Sparkler  
 Advancements  
 Song or Den Skit  
 Leader Recognition or Special Recognition  
 Brief Announcements, if any  
 Entertainment  
 Closing Ceremony  
 Clean Up

Send written invitations to special guests of the Pack.

Select a welcoming committee (preferable Scouts in uniform).

Select the entertainment and secure it for the date.

Send thank you notes after the banquet.

#### PHYSICAL ARRANGEMENTS SUBCOMMITTEE RESPONSIBILITIES

Develop a seating plan so that Den families can sit together. Be sure everyone will be able to see and hear.

Make arrangements to get into the building early on the day of the banquet to set up tables.

Inform Dens what time they may arrive to decorate. Be sure to allow enough time for people to go home and dress for the banquet.

Check rest room and coat room facilities.

Check on need to work with the custodian.

Be sure there is adequate parking.

Arrange for the adult clean up committee. Have trash bags available.

#### THEME

Select a theme for the banquet. This can be the theme for that month as set out in the Program Helps or any other theme agreed upon by the committee. Make it an easy theme to plan around. Ideas: Birthday theme, Circus theme, Indian theme, Space theme, Batman theme, Cub Scouting Around the World theme, etc.



## DEN DECORATIONS FOR THE BANQUET

Making the decorations is the most exciting part of the Blue and Gold Banquet for the Den Leaders and the BOYS. The decorations should be simple and easily made by BOYS. Make good use of inexpensive items and scrap materials.

There should be coordination between the Den Leaders, Den Leader Coach, and the Blue and Gold Committee, so that each Den will be making the amount needed for the number of people planning to attend.

Some items which BOYS might make in Den meetings are:

Centerpieces  
 Nut Cups  
 Place Mats  
 Corsages For Mother And Boutonnieres For Dad  
 Favors For Brothers and Sisters  
 Name Tags  
 Program Covers  
 Invitations

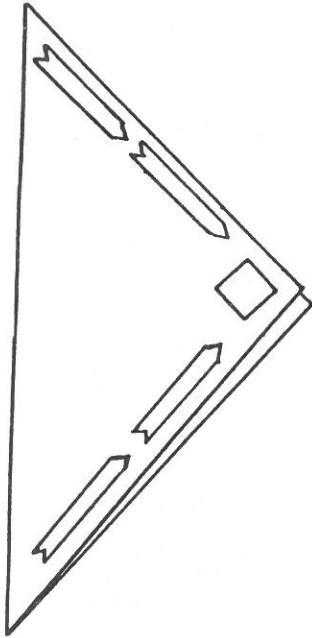
SUGGESTED PROGRAM COVERS  
 FOR BOYS TO MAKE



**INVITATIONS**

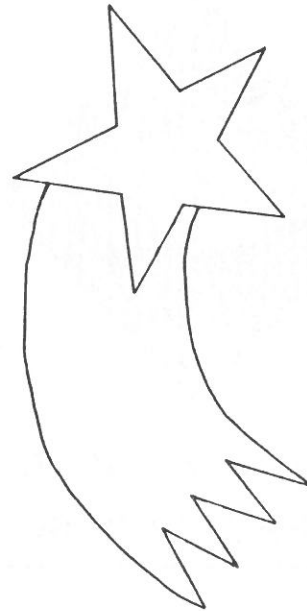
**Beckerchief**

Yellow construction paper folded into a triangle. Pre-printed message to be glued inside or print message inside. Use blue construction paper to make the ribbons on the sides and the diamond at the point.



**Shooting Star**

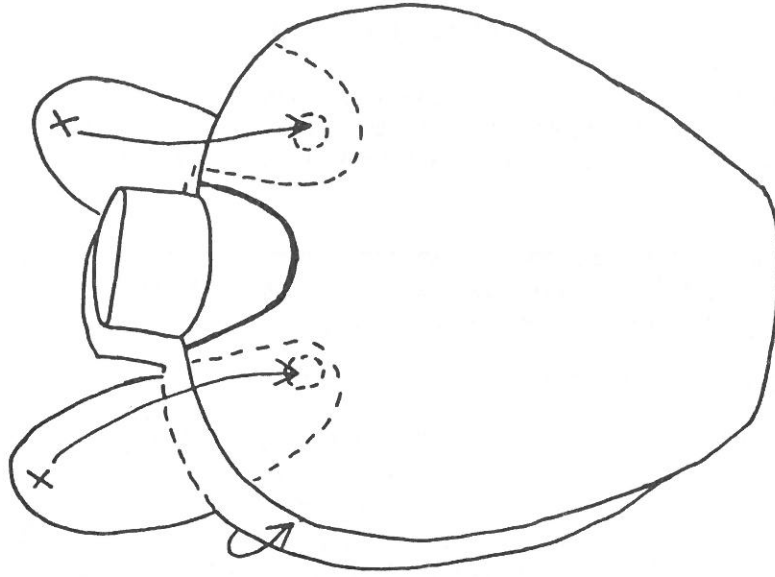
Fold a piece of construction paper in half. Decorate top with the cut out of the shooting star. Pre-printed or hand printed message goes inside.



A special guest list could include the district executive, unit commissioner, minister or rabbi, Scouting Coordinator, school principal, local newspaper editor. Naturally, the guests should be invited to bring their spouse. The guest list could become endless but hold the numbers down according to the pack capabilities. Invitations should be mailed or hand delivered at least a month in advance to give the guests time to make a commitment and plans.

**Canteen**

Place bottom of canteen on fold and cut flaps on the back (remember to draw snaps on these flaps). Glue printed invitation inside or hand print inside. Fold over flaps and seal with a dot of glue.

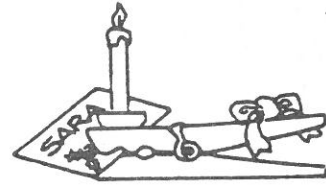


### Silhouette Scout Plaque

Clip the pattern to a sheet of construction paper. Lightly print the appropriate name. Place a piece of heavy cardboard underneath for a working surface. Using a push pin, outline the pattern, pushing pin through each dot. Punch holes in the top corners. Remove pattern, and add a yarn hanger to construction paper.

JEFF

### Clothespin Placecard Holder



These holders can be used as Christmas tree ornaments or placecard holders.

Paint a clip clothespin and a bottle cap; let dry. Glue top of bottle cap to the clip end of the clothespin.

Place a small ball of clay in the center of the bottle cap, and insert a candle in the center of the ball. Make a ribbon bow, and glue on the other end of the clothespin. Clip placecard in clothespin.

### Blue & Gold Centerpiece



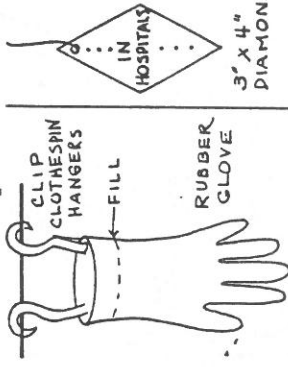
Sue says, "We used this simple and inexpensive decoration for our banquet. Remove the labels from baby food jars. In a bowl, mix together one bag each of blue and yellow aquarium stones. Fill jars with the stones. Arrange blue and yellow silk flowers in the jar. They make cute centerpieces for the table."

# Blue and Gold Centerpieces

Soon Cub Scouts everywhere will be preparing for their annual Blue and Gold banquets. These centerpiece pieces depict a Scouting goal: Helping Others.

## Lend a Helping Hand

**HAND:** Use a rubber glove for the mold. Turn the glove inside out and lightly grease or oil the inside. Turn right side out. Fill the glove two-thirds full of water. Empty water into a large bowl and add plaster of Paris, stirring constantly. When the plaster reaches the consistency of mayonnaise, pour it into the glove, to about 1" from the top. Hang glove, as shown, until plaster hardens.



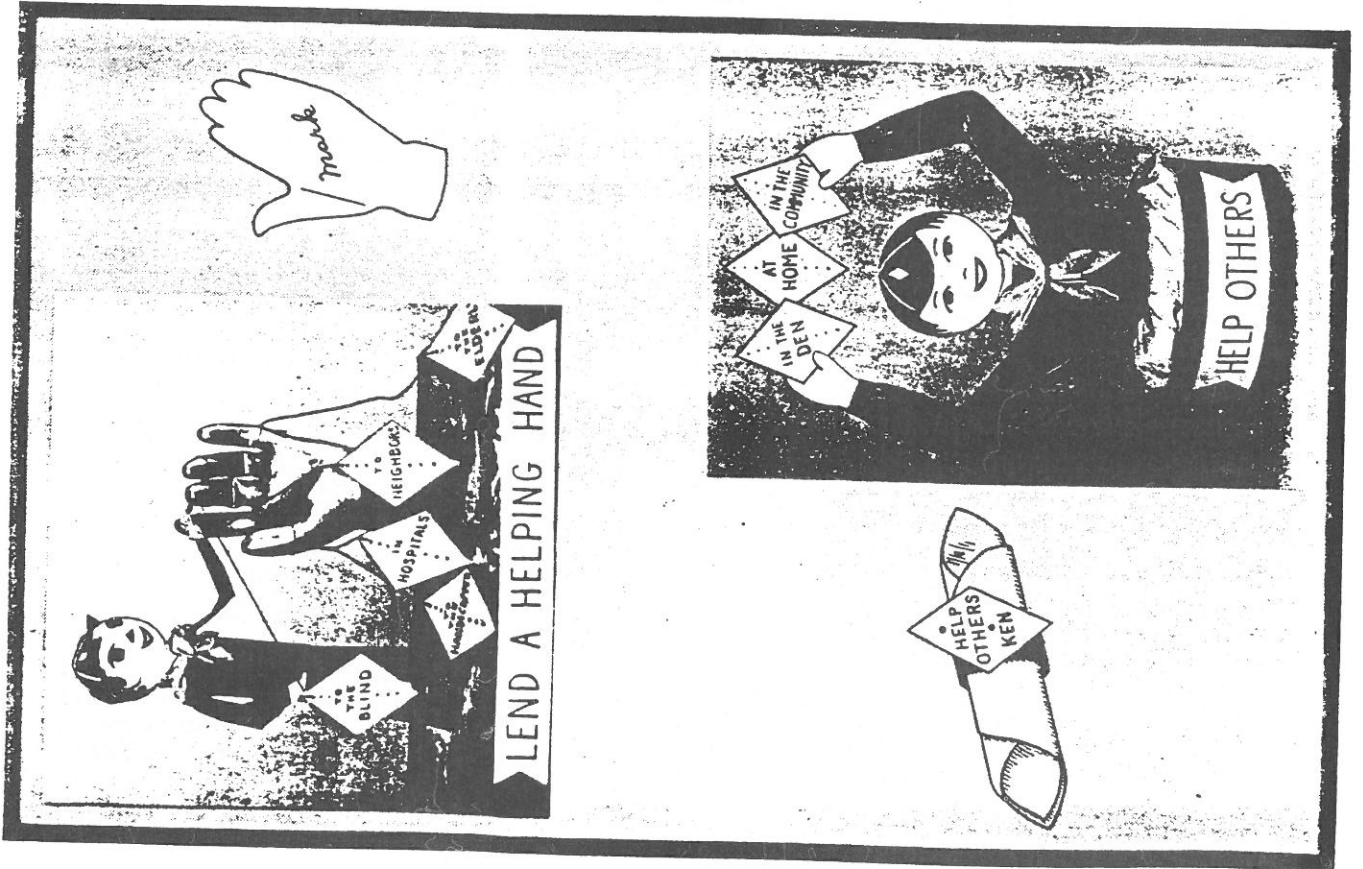
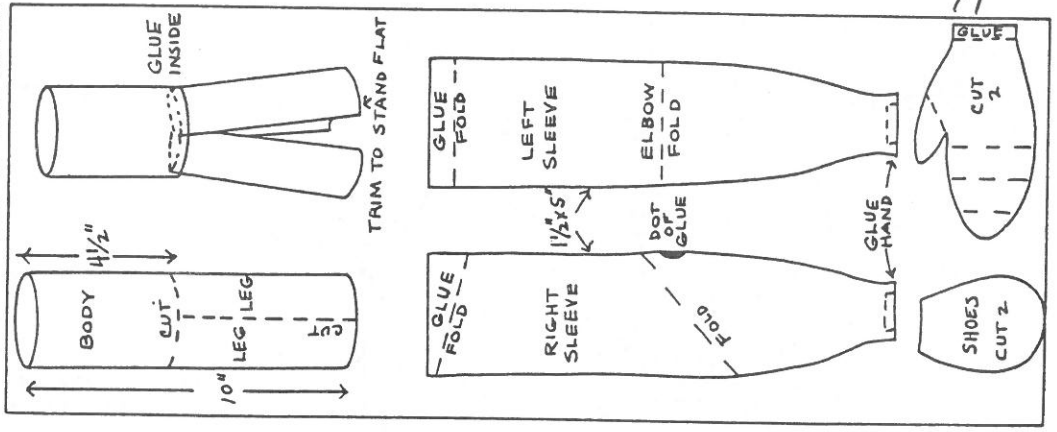
After the mold no longer feels warm, peel or cut off the glove. To shape the palm, scrape away plaster with a knife. Smooth with sandpaper. Spray hand metallic gold and wrap a cuff, of blue construction paper, around the wrist.

**CUB SCOUT:** This Cub is made from a cardboard roll 10" long. Use 4 1/2" for his body. Cut remainder in half lengthwise for his legs.

Apply glue around the inside of the bottom of the body. Insert the two legs about 1/2". Spread legs apart at the bottom. When dry, trim bottom of legs, so figure stands flat.

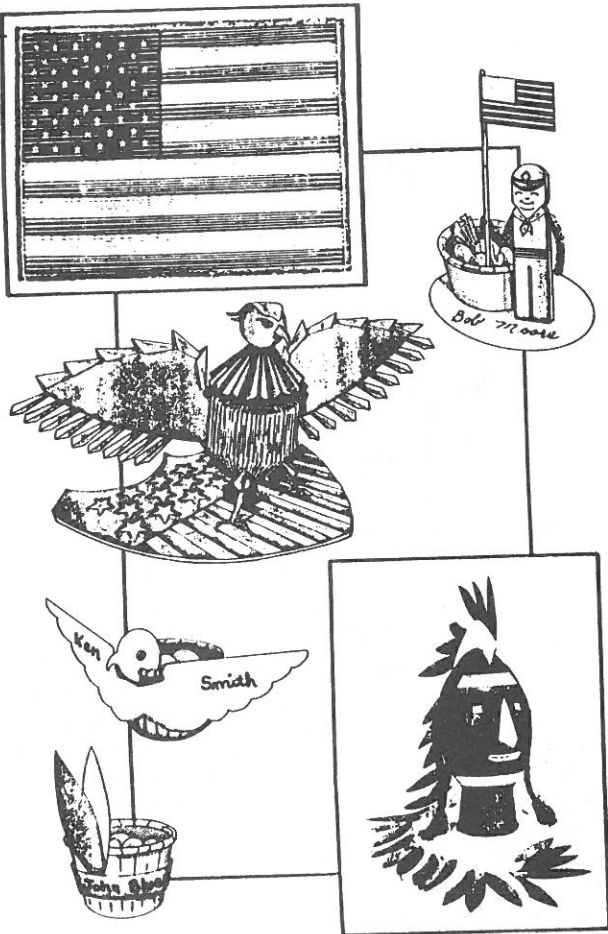
Paint figure blue and glue on shoes cut from black construction paper.

From two strips of blue construction paper, 1 1/2" x 5", cut tapered sleeves. Cut two hands and fold on dotted lines. Glue to each sleeve.



# Blue and Gold Salute

A flag, an eagle and Akela for decoration

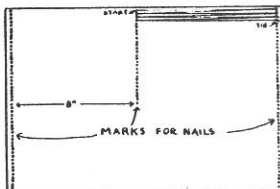


Here are three nominations for award-winning centerpieces and favors for that special night — the Blue and Gold banquet.

### Yarn and Nail Flag

You will need red, white and blue cotton rug yarn or knitting worsted, 1/2" headless nails (brads), and a piece of plywood, 13 1/4" x 18".

Sand the edges of the plywood until smooth. Along each short side, draw a line about 1/4" in from the edge as a guide for inserting the nails. In the upper left hand corner, mark off an area, 7" x 8", for the field of stars.



Hold the nails with a pliers and hammer them uniformly about halfway in, every 1/4" as shown, along the sides of the flag and the end of the field. You should have 52 nails along each side and 28 nails at the end of the field.

Each stripe uses four nails on each side. Begin by tying red yarn to the first nail. Bring the yarn back and forth around the nails, tying off on the fourth nail. Continue as above, alternating the red and white stripes.

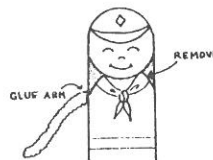
For the field, begin at the upper left hand corner. Knot blue yarn around the first nail; string as before. Tie off on last nail at the lower right hand corner.

Evenly space fifty 1/2" gummed silver stars on the field. When they are properly positioned, pick up each star with a tweezers, apply a dab of glue to the back and lightly press it onto the field. This gives a more permanent bond than just moistening the gummed backing.

Glue metallic braid around the outside edge. Attach a sturdy cardboard or wooden easel to the back. For a centerpiece to be viewed from both sides, repeat on the other side, or make two flags and prop them up, back-to-back, taping them together at the top.

**Favor:** With a kitchen shears, cut a tongue blade in half. (Each blade makes two Scouts.) Using a penny as a guide, draw a head at the round end. Draw features, cap and uniform with felt markers.

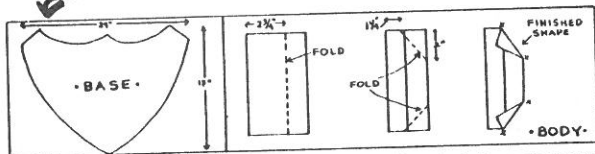
Cut away the shaded area between the head and shoulders with a knife, or simply leave it uncolored. Glue paper, felt or pipe cleaner arms to the body.



For the staff of the flag, use a sucker stick or 5" piece of coat hanger wire. Glue a flag sticker to the staff. Tape the staff inside nut cup. Glue the nut cup and the Scout, with one arm around the flag, onto a 4" paper circle.

### Paperback Eagle

From corrugated cardboard, cut the base as shown. Paint or cover it with



colored paper, and trim the edges with braid or tape.

For the body, remove the covers from a 400 page paperback book. Fold the pages as shown. As a guide for folding, mark the edges of the book at the X's after folding the first page. Staple the first and last pages together.

Cut two pieces of cardboard the size and shape of the folded pages. Place about 80 pages between the cardboards and, with a knitting needle, push a hole through from cardboard to cardboard near the binding. Insert a piece of coat hanger wire, 21" long, through the hole and bend the ends down. Tape the wire

to the cardboards at the angle shown. Spray paint the body.

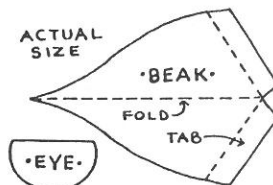
For each leg, cut a section about 5 1/2" long from a cardboard roll from a coat hanger. Make four slits, about 2" long, in one end of the roll. Remove one section and bend the three remaining sections out for claws; trim into points and curve downward. Slip each leg up over the wire, taping it flush to the body. Push the ends of the wire through the base, and tape to the underside.

For the feathered leg trim, cut a 6 1/2" circle from colored paper. Remove and discard a 3" circle from the center. Cut in half and fanfold each piece. Place the

trim around the top of the leg, gluing the ends together to make a cone.

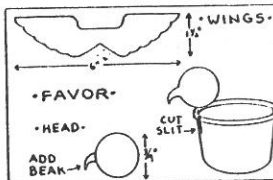
To make the neck, cut a 9" circle from paper. Remove a 2" circle from the center. Slit as shown and fanfold, gluing the ends together to make a cone. Glue the neck to the body.

For the top of the head, slightly flatten one side of a 3" plastic foam ball by pressing it against a hard surface. With thumbs, make eye impressions. Cut the crest, eyes and beak with tabs from colored paper. Fold the beak along the dotted line, glue tabs to the head and



bend the end of the beak down. Fringe the crest and glue it and the eyes to the head; glue the head to the neck.

From colored paper, cut the tail the size and shape indicated. Fanfold and glue to the body. Cut the wings from corrugated cardboard. Paint or cover each with paper. Cut 30 feathers and crease on dotted line. Glue 9 feathers to the bottom of each wing and 6 feathers along the top. (The top feathers will have to be trimmed to fit.) Glue and staple wings to body.



**Favor:** Cut wings and head from colored paper. Draw features and details with felt markers. Make a small slit in a nut cup, insert and glue head. Write guest's name on wings and glue the center of the wings onto the cup under the head.

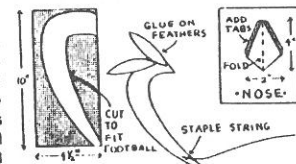
### Akela

For the stand, remove the bottom from a one-pound cottage cheese container. Paint the container, invert it and place a football in it for Akela's head.

Cut the nose with tabs, as shown, and other features from colored paper. Glue or tape them to the head.

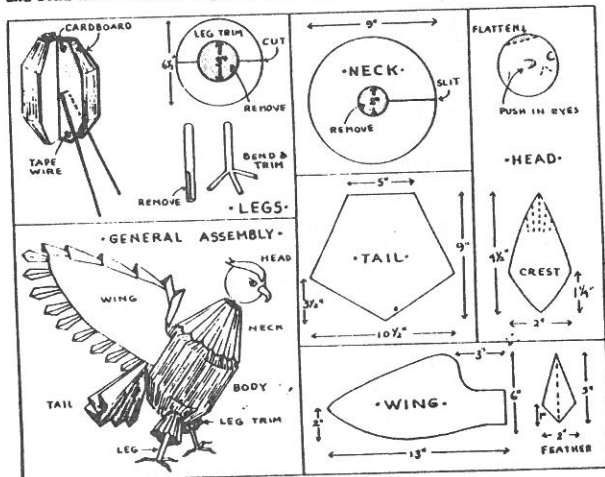
For hair, use 12 pieces of yarn, each 1 yard long. Center the yarn across the top of the head, attaching it to the head with a ring of tape, sticky side out. Make a 12" braid at each side, tying each with a colorful yarn bow.

From medium weight cardboard, about 4 1/2" x 10", cut the headdress. Trim the inside edge carefully to fit snugly over the head. Trace the headdress onto colored paper and cut two pieces. Make colorful paper feathers, about 1 1/2" x 5 1/4", or use real feathers.



Staple a piece of string, about 5 1/2" long, to the narrow end of the cardboard; glue feathers along the entire outside edge and along the string. Then cover both sides of the cardboard with the colored paper pieces. Glue or tape the headress on the head.

**Favor:** Cut feathers and band from colored paper and glue then onto a nut cup. Write guest's name on the feathers.



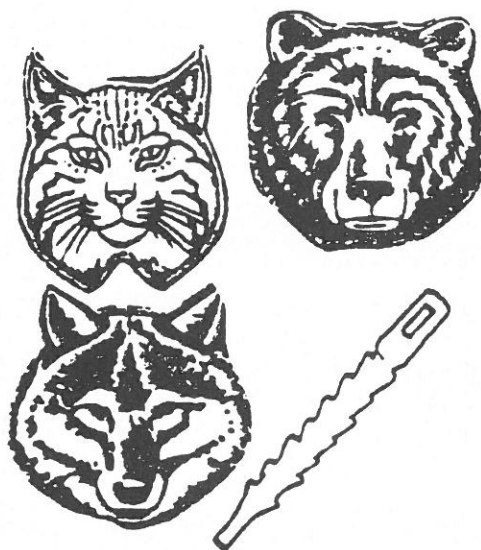
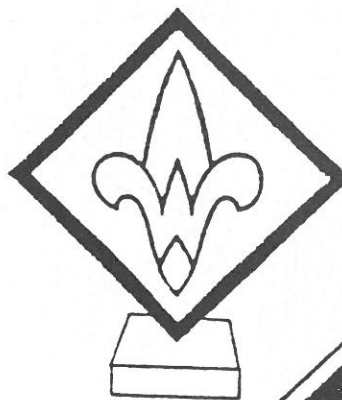
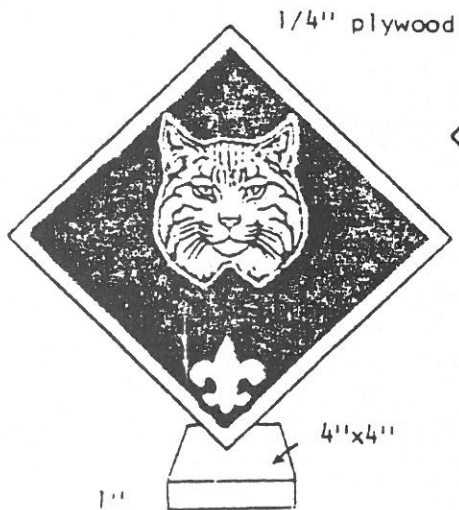


### Insignia Centerpieces

#### Materials:

- 1/4" plywood
- 4 blocks 4"x4" of 1"x4" pine boards
- Large Cub Scout insignia stickers

- 1 Cut 1/4" plywood squares to fit large Cub Scout insignia stickers.
- 2 Cut a square 1" base for each.
- 3 Paint wood, affix stickers on both sides.
- 4 A Cub Scout den could have the Bobcat, Wolf and Bear emblems placed at intervals down the table.
- 5 The Webelos den could use the Webelos emblem in the center, with candles on either side.

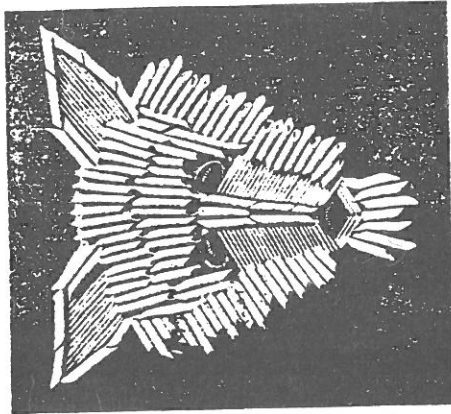
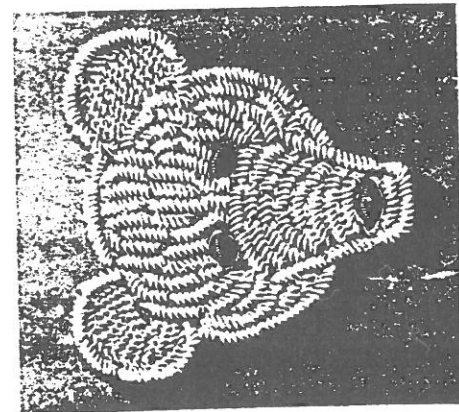


### Insignia Napkin Ring

Cut design from styrofoam meat tray. Cut it quite a bit larger than desired finished size. Place in warm over (like shrink art).

While it is still warm, use a little glue to attach a plastic garbage bag tie to the back of design.

Make the Cub Scout sign, or a rank emblem for each Cub Scout.



# Macaroni Wolf and Bear

Simply done, and then spray painted, these heads make great wall trophies for the den or recreation room.

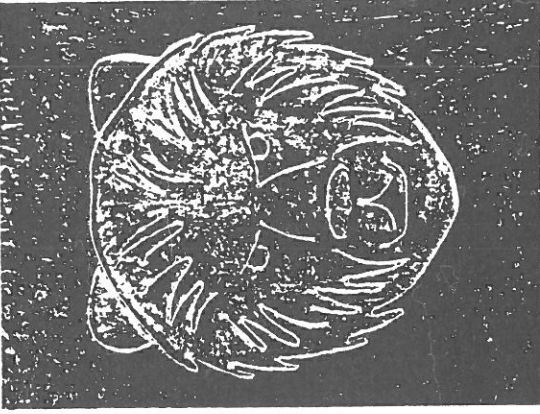
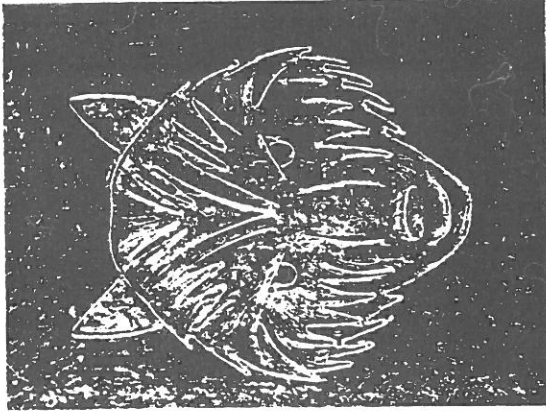
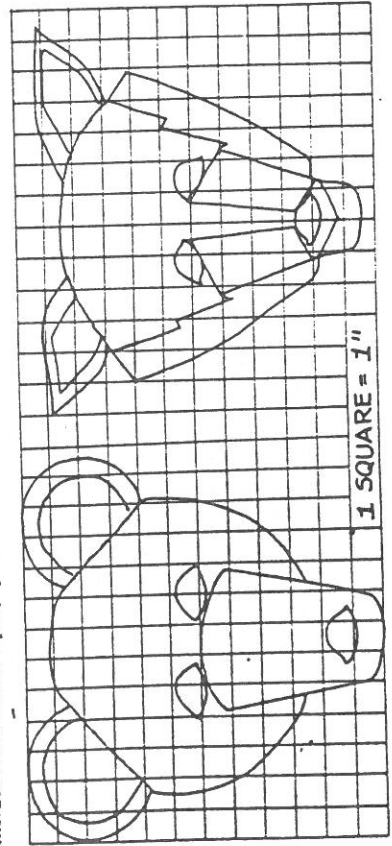
For each plaque, enlarge the graph and make a paper pattern. Trace onto corrugated cardboard and cut out the cardboard head. To prevent warping, coat the cardboard with shellac or spray with lacquer.

For the bear, use large rotini (spirals) for his curly hair, large shells for his eyes and nose, and small spirals for the insides of his ears. Spray paint the head

the color you want. When dry, paint his eyes and nose black.

For the wolf, use mostaccioli (fat macaroni with slanted ends) for his shaggy hair. Straight macaroni is used for sides of nose and insides of ears, and large shells for eyes and nose. Paint as you did the bear.

For full-size patterns of the wolf, bear, and a lion, send for pattern No. 1026. Send 35c with your name, address and pattern number to: PAT. TERNS, Pack-O-Fun, Park Ridge, Ill. 60068.

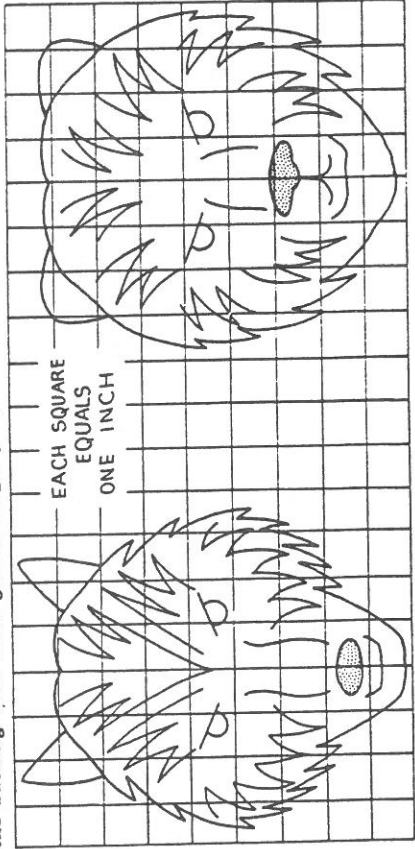


# Foil Wolf and Bear

String underneath the foil adds details to heads

For a backing, use heavy cardboard, press the foil into place. Then with 9" x 12". Enlarge the graph and trace a cloth around your finger, press the foil head onto the backing. Glue string to all firmly into place. Glue or tape excess lines and a thick cardboard nose to the foil to underside of backing.

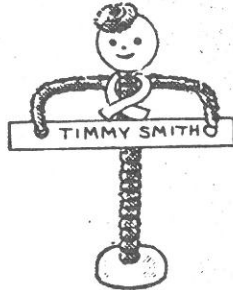
Paint the plaques with felt markers, lightly crumple kitchen foil, 12" x 15", into a ball, flatten out again. Coat the backing with white glue and lightly antique them, or combine the two methods. To antique, paint with black paint and wipe off immediately.



### Pipe Cleaner Place Cards

This colorful Cub can be used for the Blue and Gold banquet or other Cub Scout functions.

The Cub's body is an 1/8" dowel, about 3 1/2" long. His head is a small wooden bead, glued to top of body.



For his shirt and arms, wrap a bright blue pipe cleaner around the body, beginning a little below the head; leave two ends extended for "arms." For trousers, wrap another blue pipe cleaner around the lower portion of the body.

Coil a short piece of blue pipe cleaner for the Cub's hat; add a piece of yellow pipe cleaner for the neckerchief.

The Cub's arms hold the name card. Insert the bottom of the body in a small mound of clay on a place mat or table.

### Placecard

- 1 Form body from 2 dark blue chenille stems, twisted together to shape.
- 2 Head can be made from a cotton ball, covered with pink tissue. Or glue on a pink round bead.
- 3 Make hat from lightweight yellow paper.
- 4 Neckerchief is lightweight yellow paper, glued to body.
- 5 Glue feet of figure to cardboard base. Add name card.

construction paper hat

wooden or plastic bead head



pipe cleaner body

## PLACE CARDS

### WARM SCOUT FUZZY

Materials needed:

Yarn            Glue            Paint  
Wiggle eyes      Egg carton  
Construction paper

Wrap yarn around folded cardboard or small glass, the size being determined by the size of the fuzzy wanted. NOTE: A single piece of yarn has been placed under the wrapping. Pull the two ends of the piece and tie in a knot. Pull off the form. Holding the knot end tight cut the loops opposite and fluff.

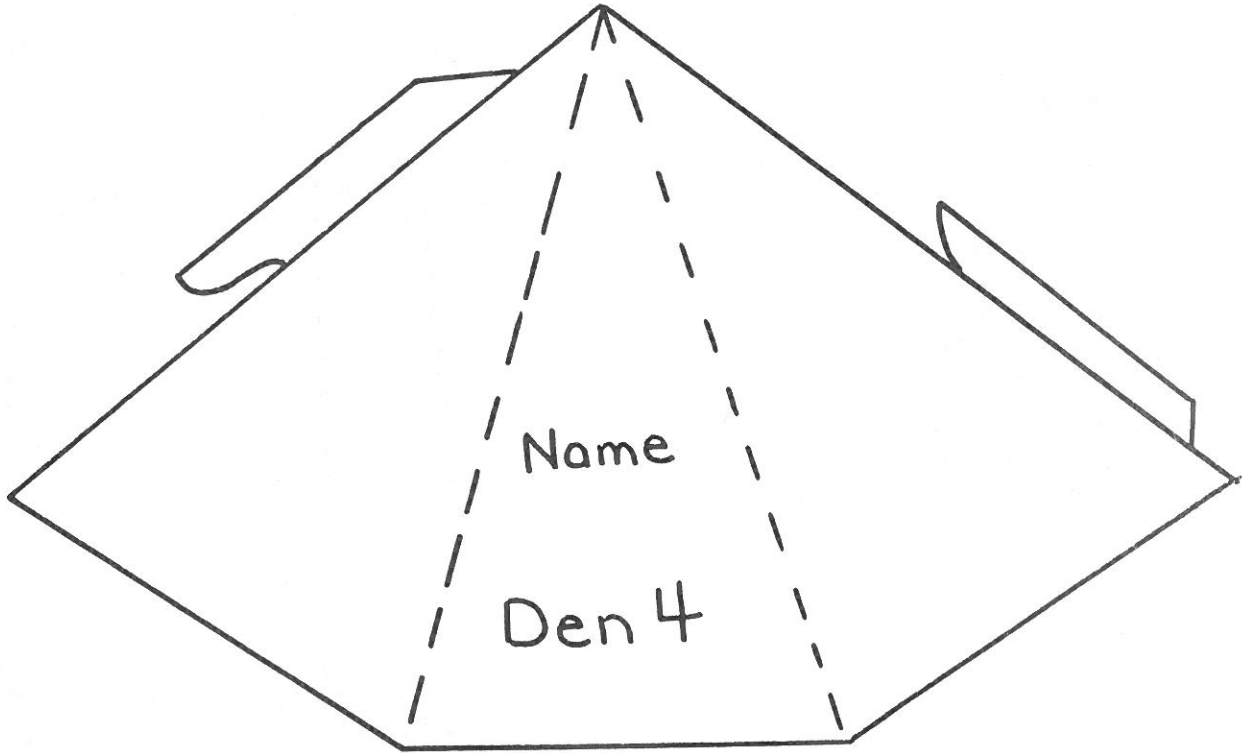
To make hat, cut an egg carton section out, leaving a small amount of carton on one side to make brim. Spray paint or paint with tempera. Glue to fuzzy. Glue on eyes.

Cut feet ( heart shape) from paper and glue on fuzzy.





# Stand Up Place Card



## Clothespin Scouts

Art and Cheryl Snyder  
Spotsylvania, VA

### Materials Needed

Round clothespins, doll pin stands (sold at craft stores), bumpy chenille stems, toothpicks, small slips of paper, marking pen, paint, glue and no. 26 drill bit.

### General Directions

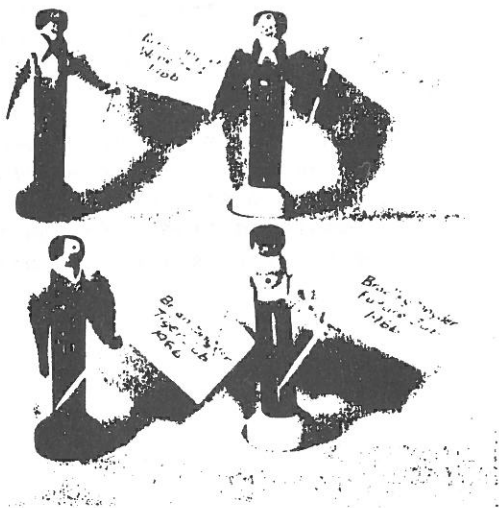
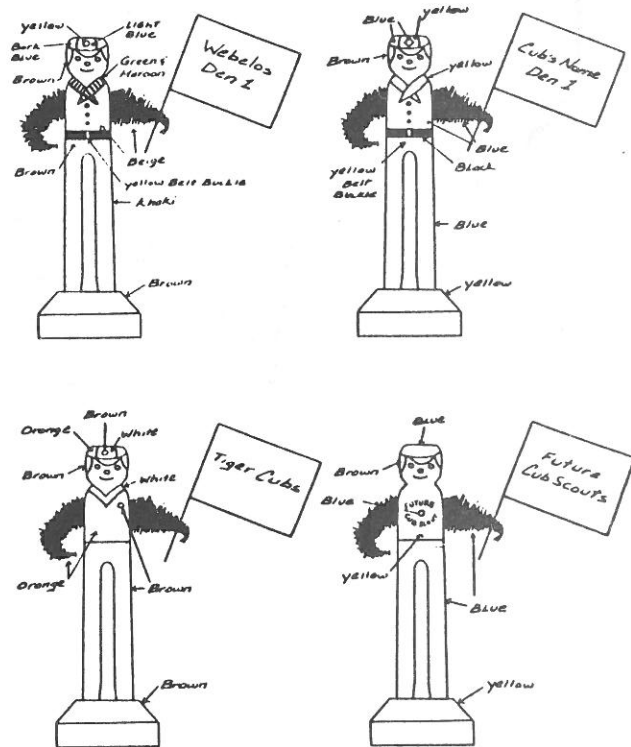
Drill a hole all the way through the side of the clothespin. (This hole will be for the chenille bump arms.)

Paint the Cub Scout and stand the

appropriate colors. (Note: For small details, paint with a toothpick.) After the paint has dried, pull the chenille bump through the hole. This will form both the arms.

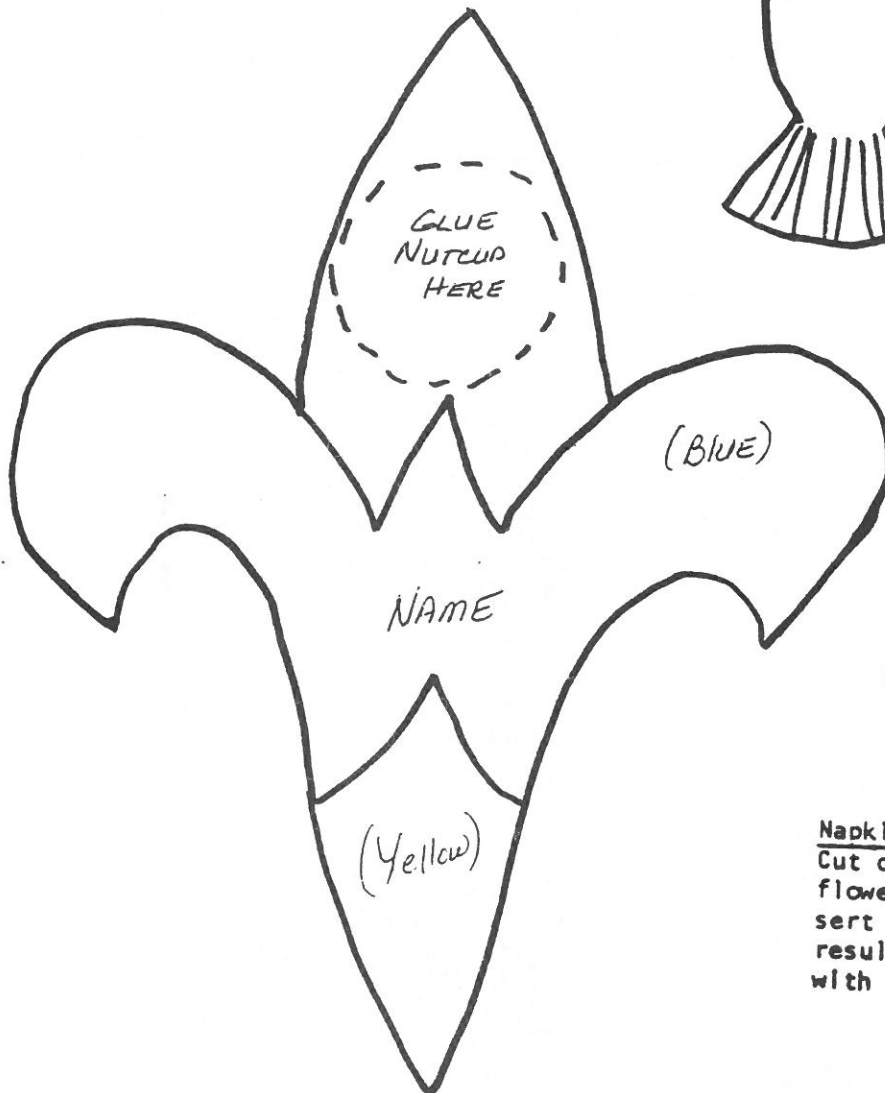
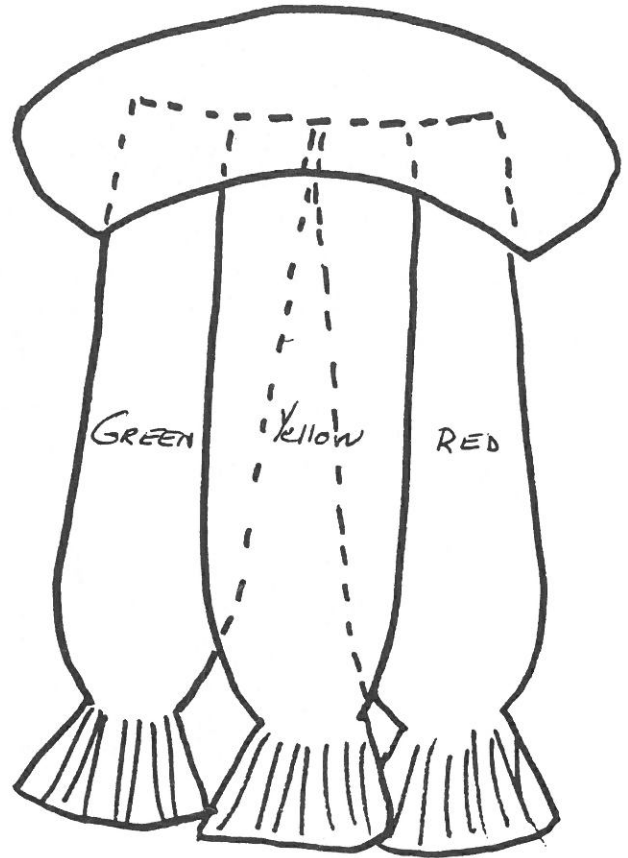
Use a fine marking pen to draw on facial features.

Print the Cub's name and den number on the paper flag. Glue the flag to a toothpick, and wrap one end of the bumpy chenille around end of toothpick.



NAME TAG

We have designed the nametag around the Webelos colors. The strips are green, yellow and red. They are 1 inch wide by 3 inches long. Fringe the bottom tips as shown. Make the top of the name tag blue (a lighter blue than is used on the actual colors so that the name may be easily read.) Glue the strips to the top piece with the yellow strip over-laying the green and red side strips. Write the person's name on the top of the name tag.

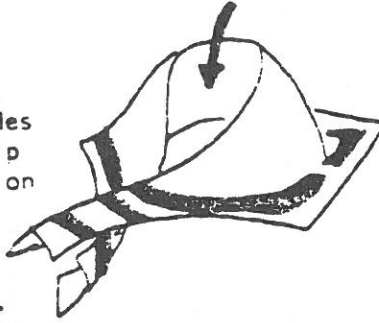
Napkin Rings

Cut out the center of an egg cup flower (see illustration) and insert a paper napkin through the resulting ring. Yellow flower rings with blue napkins are attractive.

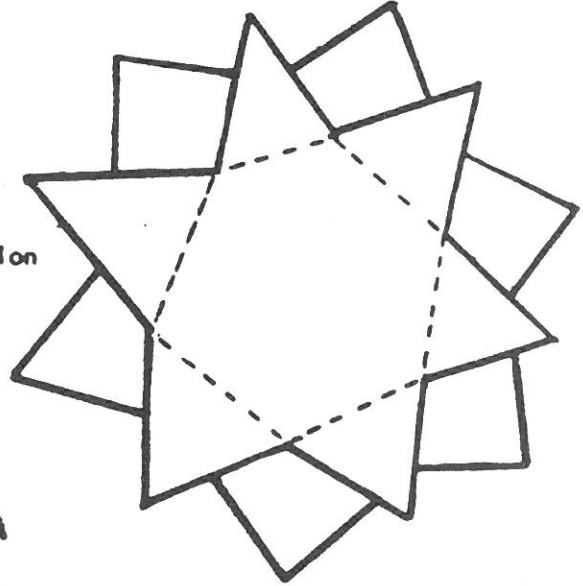
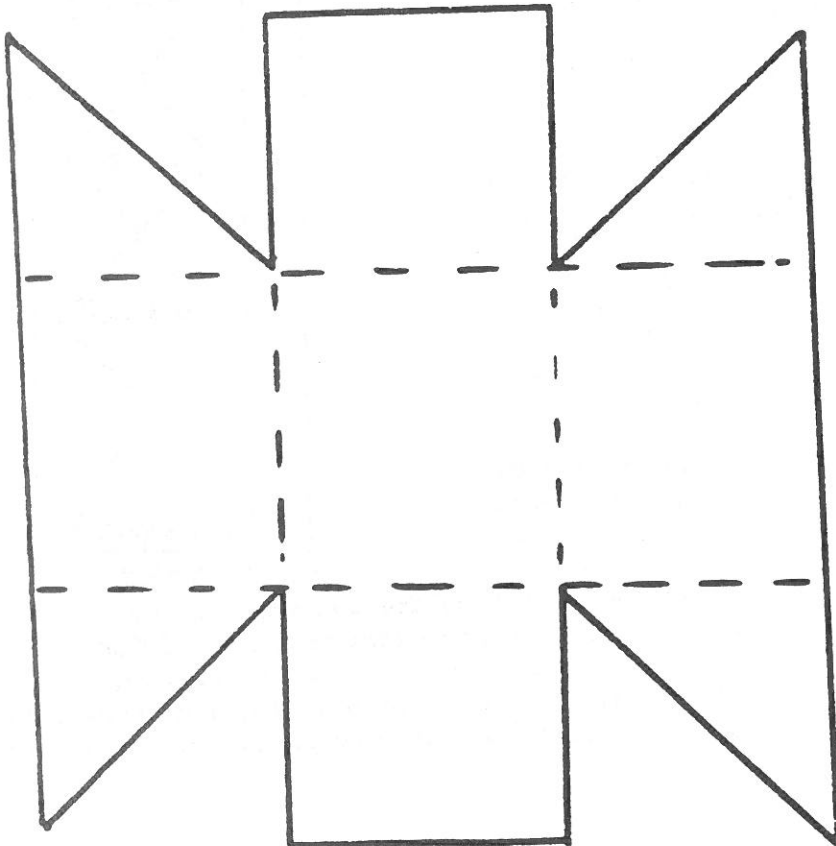
insert nutcup

Neckerchief Nutcup

Cut a triangle from yellow construction paper (or crepe paper), with a base  $8\frac{1}{2}$ " across and sides 6" long. Add detail with felt-tip marker or paint. Roll over  $\frac{1}{4}$ " on long edge, as if rolling a real neckerchief. Bring two ends together at a point where the tie slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nutcup inside.

Star Nutcup

Cut bottom star from blue construction paper. Cut top star from gold construction paper. Glue together as shown. Fold up on dotted lines.

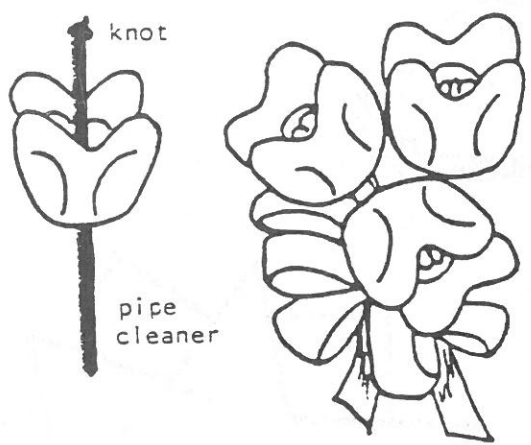
Basic Nutcup Pattern

O BLUE AND GOLD  
(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 on your colors bright  
Until the whole world you will light.  
Oh, Blue & Gold, Old Blue & Gold  
The memories live though' we grow old.

-DANIEL BOONE COUNCIL



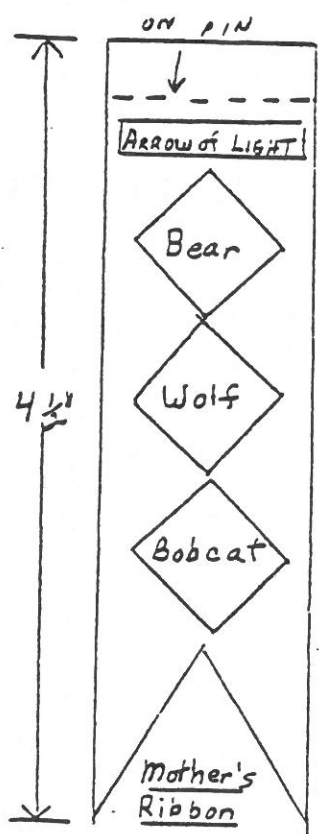
*Corsage*

THE BANQUET  
(Tune: On Top of Old Smokey)

Our Blue and Gold Banquet's  
The best one in town.  
We celebrate Scouting  
While gulping food down.

Cub Scouting's a pleasure,  
And eating is too.  
So pass the fried chicken,  
Hurray, Gold and Blue!

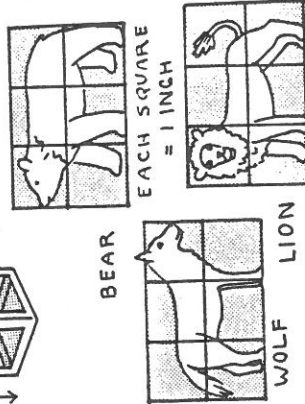
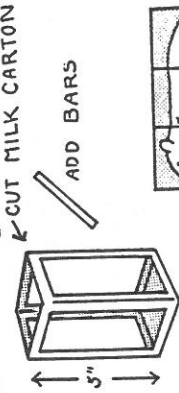
MOTHER'S RIBBON - A very nice presentation at a Blue & Gold Dinner, if your pack does not already use them, is to have each Cub give his mother a Mother's Ribbon. The actual size pattern for a Mother's Ribbon is to the right. You could give the Mother the following note to explain the meaning and purpose of the ribbon. "This ribbon is presented to you by your son and Pack \_\_\_\_\_ so you can proudly display your son's rank as he climbs the ladder of achievement. The mother's pins that are presented to you as your son advances in rank are to be pinned on the ribbon with the Bobcat pin at the bottom, then the Wolf, the Bear, and, at the top, the Arrow of Light. The colors of the ribbon are the blue and gold of the Cub Scout uniform. These colors have meaning in Cub Scouting and are a constant reminder of Cub Scouting's aims and ideals. The BLUE stands for truth, spirituality, loyalty, and the sky above. The GOLD stands for warm sunlight, good cheer, and happiness. Wear your Mother's ribbon to all Cub Scout events to show how proud you are of your son's achievements."



# Party Gimmicks

at top, cut out shape of gun, making muzzle about 3" x 6". Unfold and fold in 2" at end of muzzle; cut this fold in flare shape. Refold gun and operate as with the Indian head.

**CAGEY ANIMALS:** From cardboard, cut animals about 2" x 3". Cut cage from quart milk carton; glue on construction paper bars. Paint with tempera (add a little soap). Tie 12" string to top of cage and to animal string through hole punched at neck. Flip animal into cage.

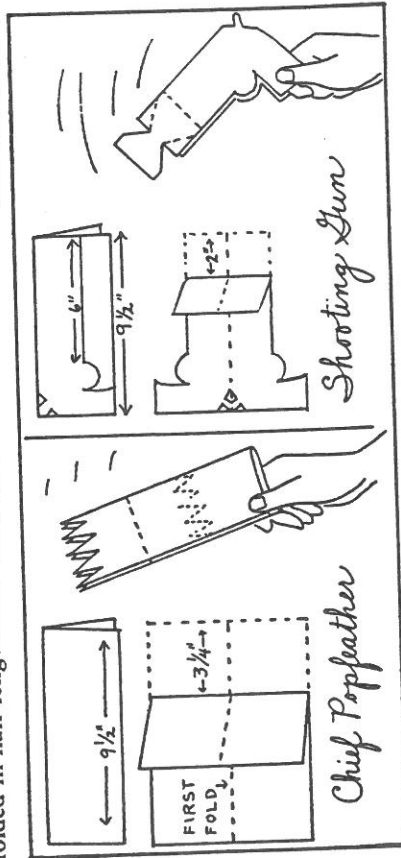


**FLYING CUBS:** Glue the rims of two 8" paper plates together. Paint on face and cap. Flip wrist outward to send cubs into orbit.

**SENORITA BANGLES:** From cardboard, cut out senorita as pictured, making her about 7" high with an armspread of 11". Paint as desired. For each bracelet, use top 1/2" of nut cup (double thickness, glued together). Use 12" long strings to tie bracelets through holes punched at waistline. Now slip bracelets onto each wrist.

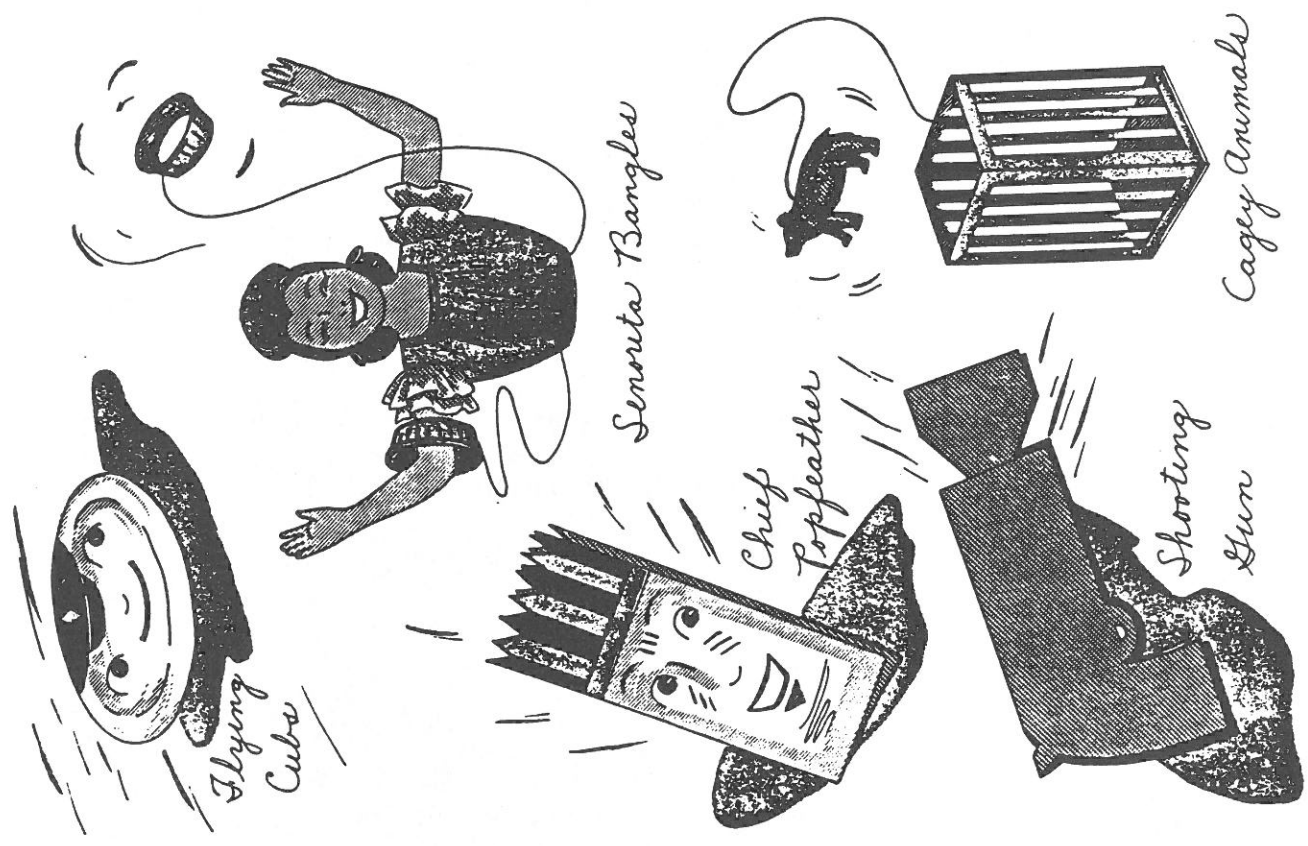
**SNAP SHOOTERS:** Fold a 7" x 9 1/2" piece of paper (construction or typewriter) in half lengthwise. Open out and fold crosswise about 3 1/2" from one end; refold first fold. Paint a face on outside and feathers on inside folded end. Cut Grasp "Chief Popfeather" by open corners at chin end, snap head down sharply to make feathers pop out with a snap!

Make a shooting gun by this same method, using an 8 1/2" x 9 1/2" paper folded in half lengthwise. With fold



Shooting Gun

Chief Popfeather



Flying Cube

Senorita Bangles

Chief Popfeather

Shooting Gun

Cagey Animals



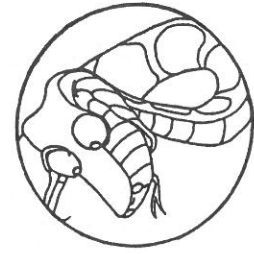
Abela



Nowgli



Wolf Pack



Kaa

**THE JUNGLE BOOK GAME**  
 Cub Scouting started in 1930 based on the story by Kipling, "The Jungle Book." When Cub Scouting came to America from England, the theme was changed to an Indian theme. Indians were easier for young American boys to identify with.

Now let's test your knowledge on the East Indian story, "The Jungle Book."

Match the name of the following characters with their descriptions.

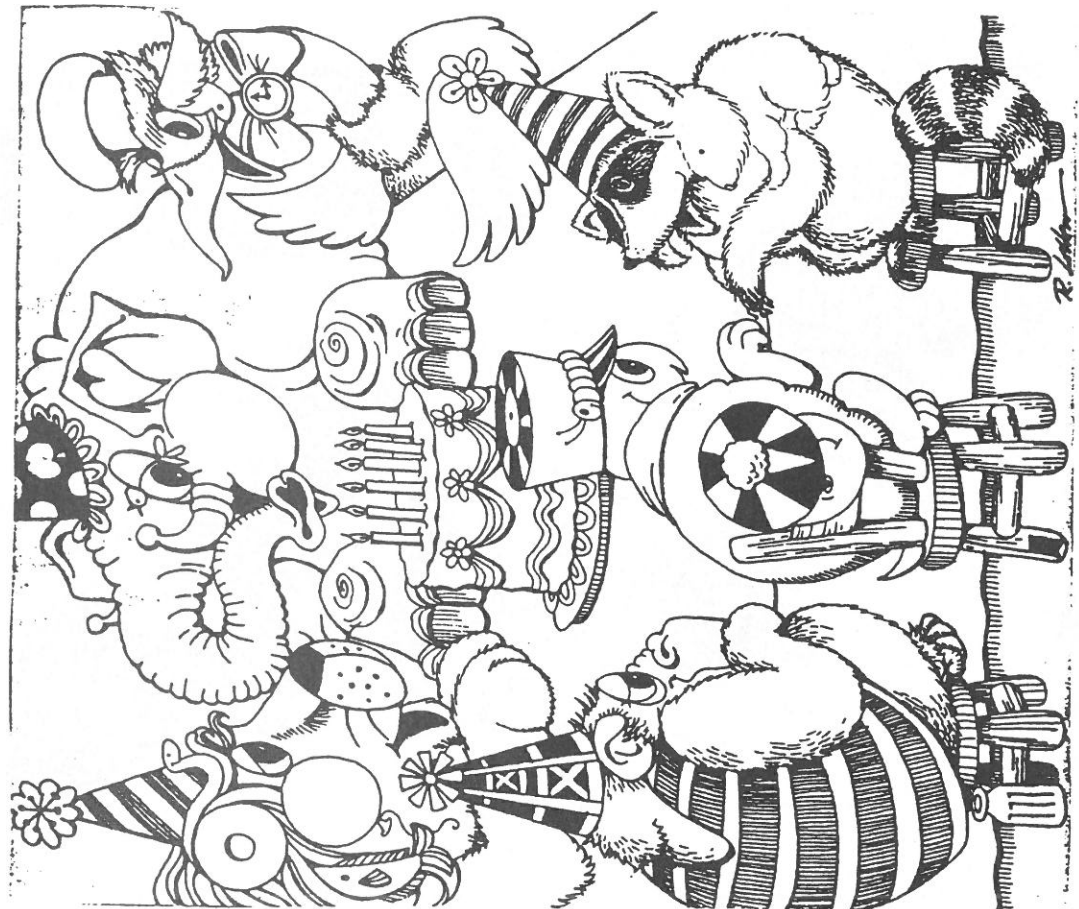
- Characters:**
- Bagherra
  - Baloo
  - Kaa
  - Shere Khan
  - Nowgli
  - Rama
  - Akela
  - Colonel Hathi
  - Bandar-log

**Character Descriptions:**

- A - monkeys
- B - old wolf/leader of the pack
- C - tiger/lord of the jungle
- D - old leader of the elephants
- E - black panther
- F - small boy - man cub
- G - bear
- H - sly python
- I - wolf father

**Answers:**

- Bagherra - E
- Baloo - G
- Kaa - H
- Shere Khan - C
- Nowgli - F
- Rama - I
- Akela - B
- Colonel Hathi - D
- Bandar-log - A



**Welcome To The Birthday Party**

Can you find these hidden things? sport beret, half smile face, record, caterpillar, rabbit, clock, dove, mushroom, snake, heart, apple, bird, windmill, balloon, milk bottle, toothbrush, donut, lady bug, fish.

BLUE & GOLD NAME GAME

The object of this game is to meet new people. So mingle around the room and find either a first or last name to correspond with each letter.  
HAVE FUN.

B \_\_\_\_\_

L \_\_\_\_\_

U \_\_\_\_\_

E \_\_\_\_\_

A \_\_\_\_\_

N \_\_\_\_\_

D \_\_\_\_\_

G \_\_\_\_\_

O \_\_\_\_\_

L \_\_\_\_\_

D \_\_\_\_\_



## OPENING CEREMONIES

NARRATOR: WE'RE GATHERED HERE TONIGHT,  
TO HONOR THE BLUE AND GOLD,  
AND PAY A TRIBUTE TO SCOUTING,  
WHICH IS (PUT IN NUMBER) YEARS OLD

NOW, AS WE LOOK ALL ABOUT US,  
SCOUTING IN ACTION WE SEE,  
BRINGING FUN AND ADVENTURE,  
AS BADEN-POWELL MEANT IT TO BE.

LET US JOIN TOGETHER,  
AS OUR PROGRAM WE START,  
BY PLEDGING ALLEGIANCE TO OUR FLAG  
WITH OUR HAND OVER OUR HEART.

### ACTIONS FOR BOYS:

1ST VERSE: BOY COULD HOLD UP BLUE AND GOLD CARD FIRST 2  
LINES AND THEN TURN THEM OVER FOR LAST LINE WHERE THE  
NUMBER OF THE YEAR IS PRINTED ON BACK.

2ND VERSE: AS FIRST 2 LINES ARE READ THEY PLACE HANDS  
OVER EYES AS IF SHADING THEM AND LOOK FROM LEFT TO RIGHT.  
AS SECOND LINES ARE READ, EACH ONE CAN HOLD UP SOMETHING  
SHOWING CUBBING FUN SUCH AS PINWOOD DERBY CARS, CRAFT,  
ITEMS, ETS.

3RD VERSE: BOY STAND AT ATTENTION AND TRUN TO FACE THE  
FLAG AND LEAD THE PLEDGE.

### Magic Candle Opening

Arrangement: On head table are arranged magic candles (instructions below) which should be lighted as ceremony begins.

Narrator: Our candle stands tall, straight and white. It burns and gives forth inspiring light. As its light shines forth, you will see our colors blue and gold are regal as can be. As the blue appears, think of truth and loyalty, the sky so blue, steadfastness and spirituality. When the gold shines forth, be of good cheer and think of happiness and sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and true. Mold each of us to be like our candles, straight and tall, and be inspired to give to God and our country our all.

### How to Make Magic Candles

Use a tall white candle. Drill 1/4" diameter holes every two inches down opposite sides of the candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle turns, it will drip blue and gold wax decoratively down the side of the candle.

ADVANCEMENT CEREMONIESLinks to the Past

Scouting began in England in 1907, with a small group of boys. Lord Baden-Powell, our founder, took these boys to Brownsea Island off the coast of England for 12 days of adventure in camping and pioneering. He was testing an idea for an organization for boys. That was how Scouting began.

Tonight we have some boys who are beginning their adventures in Cub Scouting. (Call names of Bobcats and have them come forward with their parents.) Baden-Powell based his idea for Scouting on some principles he had been taught as a boy: trust and loyalty, helpfulness, courtesy, and cheerfulness.

In Cub Scouting, we have these same principles encompassed in the Cub Scout Promise and the Law of the Pack. Will you repeat with me the Cub Scout Promise? (they do)

Now I'll ask all the Cub Scouts here tonight to stand, give the Cub sign, and repeat with me the Law of the Pack. (They do. Cubmaster presents Bobcat badge to parents and congratulates boys and parents.) You boys have now started your Scouting adventure, just like the boys on Brownsea Island.

A Chicago publisher, William Boyce, was lost in a London fog. A boy appeared and offered to take him to his destination. Mr. Boyce offered a tip, but the boy said, "Scouts do not accept money for doing a good turn." Mr. Boyce was interested in Scouting and was responsible for starting it in America.

We have some boys here tonight who have been doing their daily good turns, and have been working hard on achievements and electives, so that now they have earned Wolf badges and arrow points. (Call forward Wolves and parents). Your Wolf achievements and electives are helping you along the Scouting trail. (Cubmaster presents Wolf badge to parents and congratulates boys and parents.)

Scouting had been in America for only a few years when younger boys and their parents asked for a program of their own. That's when Cub Scouting started. The first year there were 5,000 Cub Scouts, and now 55 years later, there are more than 2 million Cub Scouts in America. Scouting has grown.

There are some boys in our pack who are really growing too. They have completed the requirements for Bear badges and arrow points. (Calls forward Bears and parents.) You are moving along the Scouting trail. (Cubmaster presents the Bear badge to the parents and congratulates the boys and parents.)

Baden-Powell left a message for Scouts before he died. In that message he said: "Try to leave this world a little better than you found it. We have some Webelos Scouts in our pack who are doing just that. They have been working hard in the different activity badge areas, and exploring fields of knowledge which will be helpful to them all their lives. (Call boys and parents forward.) Congratulations. Continue to do your best along the Scouting trail.

TAPS FOR CUBS

85

Baden-Powell

(Tune: Found a Peanut)

Found an honest man,  
Found a humble man,  
Baden-Powell was his name;  
Started Scouting back in England  
Which then led to his great fame.

First came Boy Scouts,  
Then came Cub Scouts,  
At first their numbers were quite  
small;  
But they spread to other countries  
Now we're several million all.

When he died,  
It was sad  
To lose such a man;  
But his teachings have inspired us  
To do the very best we can.

Finest Pack of Cub Scouts

(Tune: Yellow Rose of Texas)

We're the finest pack of Cub Scouts  
That you have ever seen,  
We're loyal and we're honest,  
We're never rude or mean.  
We're proud to wear our uniforms;  
We like the Gold and Blue;  
You know that you can count on us,  
To live our Promise true.

We follow our Akela,  
We always Do Our Best;  
We work on our Advancements,  
We rarely stop to rest.  
We learn while earning badges,  
Cub Scouts know more than most;  
We learn to be good citizens  
About that we can boast.

We love our God and Country,  
We respect our fellow man,  
We're busy doing good turns,  
We help each time we can.  
We're proud to be Americans,  
We fly our flag to show  
Our land is free for you and me  
To live and learn and grow.

Meetings 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.

SKIT

Actors: 5 - 10 persons  
Costumes: Cub Scout uniforms  
Props: TV camera made from cardboard  
box

Skit opens with parents, a new Cub  
Scout, and his den on stage with  
Cubmaster.

Announcer: Ladies and gentlemen, we  
are about to witness one of the most  
exciting events of Scouting . . .  
and you are there!

Camera Operator: Are we ready?

Announcer: I think so. Stand by to  
roll.

Cubmaster: (to a new Cub Scout)  
Raise your right hand in the Cub  
Scout sign and repeat after me.

New Cub: (raises his hand in the  
Cub Scout sign and repeats Cub  
Scout Promise after the Cubmaster)

(Cubmaster shakes hands with Cub  
Scout, using left hand, and with  
right hand he shakes the hand of the  
parents symbolizing an everlasting  
bond between Cub Scouts, parents and  
leaders. Cubmaster should state  
this in his own words.)

(Den gathers around new boy and  
parents and all leave stage.  
Cubmaster smiles and also leaves.)

Announcer: You were there, ladies  
and gentlemen, and what an event!  
This is your announcer returning you  
to our regular programming. The  
World Cub Scout Broadcasting Network  
brings you all the up-to-date news  
that is news.

## THE STORY OF THE BLUE & GOLD

(Closing Ceremony)

Personnel: Eight Cub Scouts

Equipment: Blue Flannel Board; cards for flannel board (TRUTH, SPIRITUALITY, STEADFAST LOYALTY, WARM SUNLIGHT, GOOD CHEER, HAPPINESS); yellow sun for flannel board.

1st CS: Back in the good old days, the waving of school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.

2nd CS: (Pointing to blue flannel) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

3rd CS: (Placing "TRUTH" card in upper left corner of board) Truth means we must always be honest.

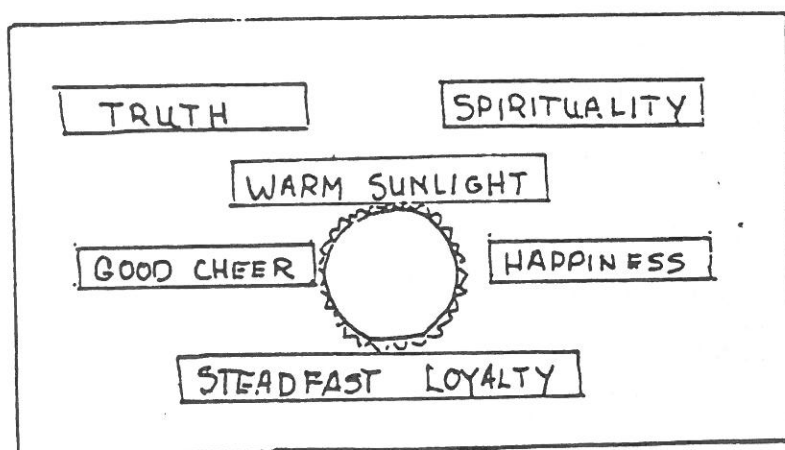
4th CS: (Placing "SPIRITUALITY" card in upper right corner) Spirituality means a belief and faith in God.

5th CS: (Placing "STEADFAST LOYALTY" card across bottom) Steadfast loyalty means being faithful and loyal to God, Country, and your fellow man.

6th CS: (Placing sun in center of board) The gold stands for the warm sunlight. (Places "WARM SUNLIGHT" card across top of sun).

7th CS: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (He places "GOOD CHEER" and "HAPPINESS" cards on each side of sun).

8th CS: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us remember our Cub Scout ideals, the Cub Scout Promise, and the Law of the Pack.



CLOSING

As we close our meeting here tonight let's give a thought to what the Blue and Gold colors of Cub Scouting means. Did you know that the Blue and Gold you see on the Cub Scout uniform was not selected merely because it was attractive? You see, each color has a definite meaning. Blue stands for truth and spirituality for steadfastness and loyalty, and for the sky above. Gold stands for the warm sunlight, good cheer, and happiness. So, may the meaning of these two colors shine forth in our lives as we bring the Scouting into the lives of our boys.

CLOSING CEREMONY

**Personnel:** Cubmaster and Cub Scout poem reader.  
**Equipment:** Candles, one on each table.  
**Setting:** House lights out; single candle burning on each table.

**Cubmaster:** Cub Scouting is part of family life in sixty countries. On an evening such as this, Cub Scouts are joining in a Grand Howl and repeating the Cub Scout Motto. What is the Motto?

**Pack:** Do Your Best.

**Cubmaster:** As we face each other around our tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to share. Now join me in rededicating ourselves to the Cub Scout Promise.

**Pack:** (All stand and repeat the Cub Scout Promise.)

**Cubmaster:** Thanks to everyone for your assistance tonight. We will say good night after Cub Scout (name) reads Edgar A. Guest's "A Creed."

**Cub Scout:**

Lord, let me not in service lag,  
 Let me be worthy of our flag;  
 Let me remember when I'm tired  
 The sons heroic who have died  
 In freedom's name; and in my way  
 Teach me to be as brave as they.

In all I am, in all I do,  
 Unto our flag, I would be true.  
 For God and country let me stand,  
 Unstained of soul and clean of  
 hand  
 Teach me to serve and guard and  
 love  
 The starry flag which flies above.

CLOSING

**CM:** Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere: "I often think when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some men have small deeds but they have made their hole in the blanket by doing good before they went to heaven."

Try to make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good. Think of the words of Baden-Powell when you promise "to help other people."

## Today Is A Gift

Today is a gift:  
 A package filled with time,  
 Beauty, and love.  
 Inside are thousands of seconds  
 Waiting to be shared  
 With family, friends,  
 Co-workers, one's self.  
 Today is a gift  
 Filled with sunshine,  
 Smiles from strangers,  
 Tears of goodbye, and  
 Touches of love.  
 Today is a gift freely given  
 To you and to me  
 With no conditions,  
 Only that we cherish  
 And use it well.

In the life of the Cubmaster there are certain distinct ages--certain periods of thought and action, each one a progression toward perfection. Let us try to picture these ages through the simple medium of hats.

#### FIRST--THE HAT OF THE BABY:

Here you see him--the Cubmaster--in a baby bonnet, just born into Scouting, without knowledge--just the idea to get on somehow, to keep the Pack running, to exist. Every plaything pleases him for the moment. Each new idea attracts him in turn. He is pulled this way and that way on every new experience. There is no purpose or program. Just motion. Sometimes forward; sometimes backward--mostly sideways.

#### SECOND--THE HAT OF A CHILD:

Look at him now--a kid among kids. He thinks that to be successful as a Cubmaster he must be a kid again in word, in thought, in action. "King of the Kids," they call him. He must run the Pack solely on the good-time principle.

"They are only BOYS," he says, "I can't expect much of them." And so, expecting little, he gets little. The noise the Pack makes is terrific. The motion the Pack makes is gigantic. The accomplishment is nothing. This is the age of treats, of thinking that one can but one's way into the respect of BOYS. It is the age of joshing, of fooling, of playing at Scouting.

He leaves us now, discouraged because it hasn't worked and changes his tactics so that he next appears in--

#### THIRD--THE HAT OF THE MILITIA:

He has become "Hard-boiled." Yes, Sir, he did everything for those kids, and they didn't appreciate it. "They have to be ruled with an iron hand," He says. "I'm running this Pack. Do as I tell you. Never mind suggestions. I'll make up the program. Cut that out, you. Stop that, you birds. Do this; do that. Go here; go there. I'll run the meeting. I'll issue the commands."

He is sad--especially as disillusioned, dejected, broken, he appears next in--

#### FOURTH--THE HAT OF THE DUNCE:

So, you see him in his cap of ignorance. He has tried and failed. He has decided he doesn't know how. He admits it; he thinks he will quit. He can't learn. It can't be done. But then--other men have succeeded...There must be a way.

Next he appears--willing, hopeful, trying, in--

#### FIFTH--THE AGE OF THE THINKER:

He puts on his thinking cap. He thinks. He reasons. He observes other Cubmasters. He investigates. He studies with an open mind. He accepts training and the experience of others. At night, in bed, he considers and plans. He seeks out fundamental principles. He clarifies his ideals. He selects tried and true methods. He sticks and doesn't quit, and all of a sudden he finds himself.

And so he appears in the last scene--

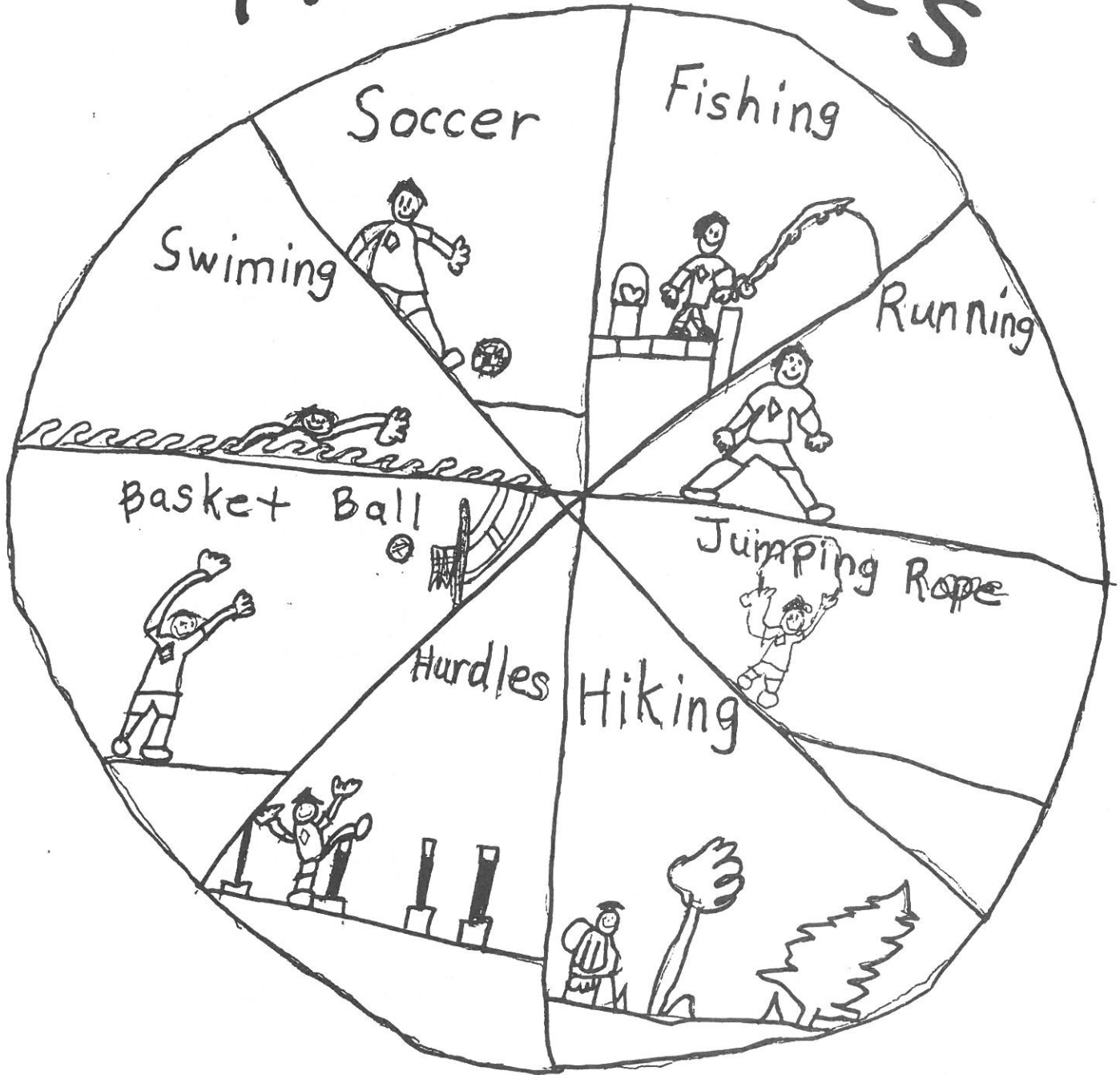
#### SIXTH--THE HAT OF THE SKIPPER:

You see him now wearing the cap of the captain of the ship. He has become master of his organization. Like a skipper, he is on the bridge in full command, directing, piloting, leading. Each department of his Pack, though a separate unit in itself, working by itself, is under full control. There is no confusion, no wasted motion, no conflict. Every man has a job; and so long as he does his job well, the skipper can give the Pack, like a ship, direction.

Now we leave him, sailing the high seas of Scouting, prepared alike for calm or storm. He is the master and his organization lives with him. May he always wear the hat of the skipper.



# Summertime Activities



BY BEN MILLER  
PACK 466





## SUMMER IS THE TIME FOR ACTIVITY

Summer is the time of long days and short nights. Summer is lean back, have fun, kick off your shoes, and discover the world under foot. School's out and time to enjoy yourself. Summer is probably the best time of year; it's watermelon and the 4th of July.

The successful operation of a Cub Scout Pack depends largely on the continuation of the program from one year to the next. The best way to ensure this continuity is by keeping in touch using the summertime program. There are endless possibilities of things to do in the summertime to get Cub Scouts and their families together for fun and entertainment.

A basic program of one activity a month through June, July, and August involves a minimum of organization and can result in a lot of fun and good results:

1. Newly recruited BOYS and leaders have a chance to get acquainted with the program.
2. BOY and parent interest is kept up. Advancement work can be continued as a summer family activity.
3. The Pack Committee is kept organized.
4. The Pack will be ready to go in the fall without reorganization.
5. The Cubs can participate in the new experiences like Day Camp and Webelos Camp.
6. New and different parents can be invited to help with summertime activities.
7. It's good to get the families in the Pack together for informal atmosphere helps in building friendships among BOYS and adults.
8. Many Cubs will not be taking trips or extended vacations so it's a bright spot in their summer.
9. A certain percentage of families are always home to participate.
10. Cub Scouting was designed to be a year around activity--don't cut your Cub's program short.

During the Pack's annual planning conference in August, think ahead to next summer. Make up a schedule of the three Pack activities and a list of suggested den and family activities. Distribute a schedule to each Pack family.

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

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

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

**LET'S GO OUTDOORS:** Parks, forests, botanical gardens, cemeteries, fish hatcheries, game preserves, or wild bird sanctuaries; hiking and nature trails; ball games, field meets and other athletic events; pools, lakes, and beaches for swimming, fishing and boating; zoos, circuses, and amusement parks; special recreational areas suitable for family picnics, cookouts, and games; areas suitable for bike rodeos, field trips, service projects, kite derby, fishing derby, space derby, summer olympics, carnival, and scavenger hunt.

**LEARN ABOUT YOUR HERITAGE:** Art galleries, museums and memorials, celebrated old homes, forts, old section of town, monuments, and other historical sites; houses of worship, civic centers, important local buildings, summer theaters and band concerts, special local historical celebrations and local activities.

**WHERE TO GO? WHAT TO SEE?** Seeing things made: manufacturing plants, such as aircraft, automotive, appliance, electronics, science, chemical, paper, paint, plastic, furniture, toy plants, handicrafts, nurseries, and other small industries.

**HOW OUR CITY RUNS:** Power, light, water, gas, sewage treatment plants, police and fire stations, city hall, courthouse, telephone building, post office, hospitals, newspaper publisher, and radio and television stations.

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

**HOW OUR CITY TRAVELS:** Bus, boat, truck, railroad, subway, airplane, ferry and shipping terminals and facilities.

### PLANNING SPECIAL EVENTS

**OBJECTIVE:** Why are we having this activity? Does it help to achieve the purposes of Cub Scouting? Is it in line with Scout policies?

**LEADERSHIP:** There should be adequate adult leadership. (Refer to Scout policies in the Cub Scout Leaders' Handbook.) In major Pack activities, the Pack Committee usually appoints a chairman and an event committee is recruited to carry out the various responsibilities.

**FACILITY:** What type of facility is needed? Can the event be held in the regular Pack meeting place? Is it an outdoor activity? Are reservations necessary? Will there be a charge for the facility?

**PHYSICAL ARRANGEMENTS:** What type of seating arrangement is needed? How much space is available? If it is outdoors, what is available; and what do we need to provide? Are there ample parking facilities?

**SCHEDULE:** A written schedule or program will be helpful. When will the activity be held? What time does it begin? Who does what and when? What time does it end.

**ALTERNATIVES:** Plan for backup leadership to fill in for emergencies. It is an outdoor activity; have a backup plan in case of bad weather.

**PUBLIC RELATIONS:** Be sure all Pack families are informed about the activity. Is this an event that could be publicized in local newspapers and other media?

**RULES:** For competition events, establish clear and simple rules that everyone can understand. Be sure everyone knows the rules in advance. This will save disagreements and help prevent hard feelings.

**JUDGING AND AWARDS:** Special Pack activity which takes the place of regular Pack meetings should include advancement awards so the BOYS get recognition promptly. If it is a competitive activity, will each BOY get something for participating? Or will only one winner be recognized? How and when? What type of awards will be used? Who will do the judging? How? Remember, awards can be very easily made and don't have to be complicated to be effective.

**HEALTH AND SAFETY:** The plan should include adequate supervision and ensure the proper use of equipment. A harmless object can become dangerous when used in the wrong way. Take necessary measures to ensure the health and safety of the BOYS and others taking part in the activity.

**MATERIALS AND EQUIPMENT:** What materials and equipment are needed? Who will provide and transport them?

**FINANCES:** Estimate the cost of the activity, if any. Will the Pack budget cover the expenses? If not, how will costs be covered? Keep in mind, there are so many activities that cost little or nothing; these are the activities which may need to be considered.

**TRANSPORTATION:** Will transportation be needed? Will each family provide its own? If not, what arrangements need to be made?

**COUNTDOWN:** Does everyone involved know what is expected? Remember, Cub Scouting's secret word KISMIF--KEEP IT SIMPLE MAKE IT FUN / KEEP IT SECRET MAKE IT FAIL.

**BACK-DATED PLANNING CALENDAR:** To ensure that nothing is overlooked, a back-dated planning calendar such as the one shown on the next page should be developed for each special event. List all of the steps which should be completed before the activity, with a target date for the completion of each phase of the planning.

6 months before	Chairman and Co-Chairman selected.
5 months before	Committee recruited.
4 months before	Have detailed, written plan with specific assignments.
3 months before	Order materials, awards. Arrange for facility.
2 months before	Begin publicizing the event.
1 month before	Make arrangements at a Pack meeting and contact the media for publicity.
2 weeks before	Last minute check on materials, equipment, facility.
THE DAY	Hold the event--HAVE FUN!
1 week after	Evaluate success of the event. Thank you notes to those who helped.

## DEN AND PACK TRIPS

Den and Pack trips are a welcome change from the routine of Den and Pack meetings during the school year. They are also good summer activities that teach the BOYS something about their community and how it is run.

Adult family members should be called on to provide assistance, supervision, and transportation for the Den and Pack trips. They will be a big help and will enjoy the experience.

Good planning contributes to fun filled, worthwhile Den and Pack trips. Both BOYS and leaders should be properly prepared. These guidelines should be followed:

- \* File LOCAL TOUR PERMIT (refer to Scouting Policy). Applications can be obtained from the Council Office prior to the event. Read the back of the tour permit and cover with your Den and Pack the PLEDGE OF PERFORMANCE. Tour permits ensure, safer, better-planned trips and furnish the Scout Service Center with important information in case of emergency.
- \* Obtain permission slips for each Cub Scout before starting on any trip or outing. Most Packs make up a Parent Permission Form and have them signed by parents or guardians of all BOYS before traveling anywhere. This is for information as well as protection. Every BOY should have a permission slip completed even if his parent is on the trip--what if he and his parent are both hurt? THERE IS A SAMPLE PARENT PERMISSION FORM IN THE CUB SCOUT LEADER HANDBOOK, pg. 84.
- \* Make sure the permission slip for each Cub is in the vehicle that he is riding in and kept with his group leader during the trip.
- \* Secure adequate, safe transportation with responsible drivers. Use passenger cars, station wagons, or vans (refer to Scouting policy). Ask families to help provide transportation.
- \* Each Cub Scout and Leader should be in proper uniform.
- \* Provide plenty of adult supervision.
- \* Consider the distance and the travel time involved.
- \* Make arrangements in advance. Know the name of the person to contact upon arrival. BE ON TIME.
- \* Tell the BOYS in advance the highlights of what they can expect to see and do.
- \* Coach BOYS so they are attentive, courteous, and observe all the necessary rules.
- \* Establish the Buddy System before starting the trip. Explain that the BOYS must remain together at all times.

- \* Locate rest rooms immediately upon arrival.
- \* Decide on rendezvous points, gathering times, and plans for eating.
- \* Know where emergency care can be obtained.
- \* Know how many BOYS in the group and which adult will be responsible for them.
- \* At the next Den meeting have the BOYS write a THANK YOU note to the hosts.

#### NATIONAL SUMMERTIME ACTIVITY PACK AWARD

REQUIREMENTS: Packs can qualify for the attractive, full-color National Summertime Pack Award Certificate and Pack flag ribbon by conducting three Pack activities, one each month during June, July, and August. There is no attendance requirement to earn the certificate and Pack ribbon.

REQUIREMENTS FOR DEN RIBBONS: Dens that average at least 50% of their families at three summer Pack activities are eligible for a colorful Den ribbon to hang on the Den flag. This award has nothing to do with Den activities.

REQUIREMENTS FOR BOYS' PINS: BOYS in Packs earning the award who participate in all three Pack events are eligible to receive the National Summertime Award Pin which is worn on the right pocket flap of the uniform and can be purchased and presented by the Pack. This is an individual recognition for the BOYS only--not adults.

TO RECEIVE: As soon as the August Pack activity is completed submit the application for the National Summertime Pack Award (available at the Service Center) to the Council Office for approval. Plan a special presentation of awards at your next Pack meeting.

#### KEEP COOL TREATS

##### FROZEN BANANAS

Makes 6

You will need:

- Small package Chopped Nuts
- 3 Bananas
- 12 oz. package of Chocolate Chips
- Skewer sticks for handles
- 1-1/2 Tablespoons of Vegetable Oil
- Empty 6 oz. Juice Can

1. Peel bananas, then slice them in half.
2. Stick a skewer in each banana and freeze on separate pieces of foil.
3. When bananas have been in the freezer for 1/2 an hour, fill saucepan half full of water and begin to heat it. Meanwhile fill juice can with the package of chocolate chips plus the oil. Then put can into saucepan to melt chocolate.

4. Take each banana out of freezer, dip in liquid chocolate, and roll it in nuts if you desire. Rewrap each banana and freeze 1 to 1-1/2 hours more. ENJOY!

JUICE POPSICLES are a yummy cooler. Make them with limeade, orange juice, grape juice, or your favorite juice. You will need: Paper cups, wooden skewer or sticks for handles, small can of frozen juice concentrate.

1. Mix contents of frozen juice can with 1-1/2 can of water in jug.
2. Fill each cup about 2 inches full; put the cups in the freezer.
3. Check the cups in about 45 minutes. When ice crystals begin forming put stick in each cup and freeze until solid.
4. Peel paper and eat.

### 20 WAYS TO SURVIVE THE SUMMER AND HAVE FUN

1. Melt old nubs of crayons together in a tin can. Do not stir. Pour into small orange juice can, peel can off when cool. Resulting GIANT crayons make wonderful striped ribbon effect when drawn across paper.
2. Dye alphabet letter macaroni with food coloring. Dry and use to make signs on piece of cardboard.
3. Role colorful 1" strips of paper cut from magazines, around a plastic straw. Paste down end and slide off straw. Paint with clear nail polish, string for indian beads.
4. Boil spaghetti until just limber. Keep it wet. Make circles and curves on colored construction paper. Sticks to paper when dry.
5. Mad scientists can put a little water and vinegar in a jar. Add baking soda, a pinch at a time, and watch it fizz.
6. Press wildflowers or leaves in a telephone directory. When dry, paste on cardboard and cover with plastic wrap.
7. Shine up old pennies with vinegar, salt, and a small piece of carpeting.
8. Spread leftover frosting between graham crackers for a sweet snack.
9. Hang a large tire to the limb of a tree for a giant swing.
10. Make kites.
11. Funny noses can be made from egg carton cups. Cut a hole in the bottom of cup for your nose to poke through. Poke a hole on each side of cup, attach strings through holes, and tie around your head.
12. Save, wash, and paint all sizes of cans for building towers and castles.
13. Have a harmless water war with clean, squirt-type bottles.
14. Offer a small prize for the "horriblest" bug anyone can draw. Make a 1990 BIG BAD BUG BOOK.
15. Make mini-pizzas. On toasted white bread, lay a slice of cheese. Mix a little Italian seasoning into a can of tomato sauce and spread a spoonful of this over the cheese. Shake Parmesan cheese over all and add hot dog slices. Bake at 250 degrees until cheese melts.
16. Modeling Clay--recipes in Bits and Pieces section of this book.
17. Plant seeds in egg carton hollows. Keep damp and watch a garden grow.
18. Roll newspaper logs, secure with rubber bands, soak in detergent and water. Dry for fireplace logs for next winters fires.
19. Tie-dye old T-shirts.
20. Make biscuit people out of canned biscuits and bake for a treat.



SEND AWAY FOR INFORMATION

When you write away for things, tell them exactly what you want. Make sure someone else can read what you have written, especially the return address which should always be on your letter as well as on the envelope. Be friendly. Don't feel you have to send off a formal adult-type request. Most people who open mail love letters from kids. The cheapest letter you can write is on a postcard.

**TIME SHEETS:** How would you like a whole poster of moon faces, a whole months worth? What if the back side of the poster was filled with a surprising photo of what happens when a bullet rips through a series of balloons, plus some other shots of "frozen moments?" You can get both of these posters plus a leaflet that will give you some ideas for studying moments and cycles or, in short, the stuff of time. All of this costs \$1.25. Learning Magazine calls them study prints. They are written for teachers, but kids can use them too. Send your request for a study print to: STARTING POINTS, 530 UNIVERSITY AVENUE, PALO ALTO, CA 94301.

**SUN SHOWER:** The Ecology Center has a sheet that tells how to make a simple solar shower. It is a project that would require a large drum and plenty of adult help, but the idea is very straightforward. If you are interested write: THE ECOLOGY CENTER, 2179 ALLSTON WAY, BERKLEY, CA 94704. Include a stamped, self-addressed envelope.

**OLD TIRES MAKE NIFTY NESTS:** There is a free information sheet on how to make old tire into homes for doves, wood ducks, woodpeckers, and squirrels. You might need some strong-arm help cutting and shaping tough old tires. If you have that, you need some ideas. Write for "Wildlife Homes From Old Tires, OSA 17, 2702. It is free from: PUBLICATIONS, UNIVERSITY OF CALIFORNIA, DIVISION OF AGRICULTURAL SCIENCES, 1422 SOUTH 10TH STREET, RICHMOND, CA 94804.

**SALTY TALES:** Did you know that all water is a little bit salty? Some parts of the oceans are saltier than others. If you could evaporate the earth's ocean, there would be enough salt to spread a 500 foot layer over the land. You can get all this and more information in a booklet called: "Why is the Ocean Salty?" It's free from: U.S. DEPARTMENT OF THE INTERIOR GEOLOGICAL SURVEY, 1200 SOUTH EADS STREET, ARLINGTON, VA 22202.

**BIRD BOOK:** Want to know about bird watching? The National Wildlife Federation has a really nice color booklet that will help you spot and identify birds common to America. It's called "Bird Watching with Roger Tory Peterson." He is a famous bird expert. Single copies are free from: NATIONAL WILDLIFE FEDERATION, 1412 SIXTEENTH STREET NW, WASHINGTON, D.C. 20036.

**BIRD FLASH CARDS:** Get to know birds in a flash with Audubon Bird Cards. One side has a beautiful bird in living color; the flip side has a description and other bits about the bird's life-style. They would make nifty postcard-sized pin ups. They come in sets of 50. (Can you imagine all 50 flying above your bed?) Each set costs \$4.20. You can choose from: Western Birds, Winter Birds, Spring Birds, Summer Birds. Write to: EDUCATIONAL SERVICES, NATIONAL AUDUBON SOCIETY, 950 THIRD AVENUE, NEW YORK, NY 10022. P.S. Ask for their catalogue. There are also posters and other nature study stuff.

## JUST FOR THE FUN OF IT DID YOU KNOW

1. True or False. Denver has more sunny days every year than Miami or Honolulu?
2. There are three mints in the United States. Denver has one; where are the other two?
3. Where is the Face on the Barroom Floor?
4. What famous Denver lady was known as "unsinkable" because of her experience on the Titanic?
5. What famous big band leader went to the University of Colorado?
6. How many times, in it's 58 year history, has Stapleton actually been closed due to bad weather?
7. What is made with pure Rocky Mountain spring water?
8. What famous buffalo hunter, Indian fighter, and pony express rider is buried on Lookout Mountain just west of Denver?
9. Colorado has the highest automobile road in North America. Where is it?
10. Colorado also has the highest suspension bridge in the world. Where is it?
11. Stapleton is the fifth busiest airport in the world. Can you name the numbers one through four?
12. At one point in Colorado, you can lie on your back, put one arm in Colorado and the rest of your body in three other states. What states are they?
13. One of the world's oldest apartment houses is located in Colorado. Do you know its location?
14. There are 66 peaks over 14,000 feet in the United States (excluding Alaska). How many of them are in Colorado?
15. What famous Head of State went to North High School in Denver?

ANSWERS: 1. True, 2. Philadelphia and San Francisco, 3. The Teller House Hotel in Central City, CO--about 90 minutes west of Denver, 4. Molly Brown, 5. Glenn Miller, 6. Twice, for a total of 54 hours and 44 minutes, 7. Coors Beer, 8. Buffalo Bill, 9. On Mt. Evans, about 90 minutes from Denver, 10. The Royal Gorge, near Canon City, about 2 hours from Denver, 11. O'Hara International, Chicago; Hartsfield International, Atlanta; Los Angeles International; and Dallas-Ft. Worth International, 12. New Mexico, Arizona, and Utah, 13. The cliff dwellings at Mesa Verde--Circa 1300 A.D., 14. 53, 15. Golda Meir.

## ACTIVITIES AND THINGS TO DO IN THE SUMMERTIME

The following pages are full of ideas that kids can do in the summertime, instructions of growing plants, directions for making collections, craft projects, and carving, getting acquainted with night critters, ways to keep cool, good stuff to send away for, games to play, toys to make, and things to think about while you're doing all of the above. There are lots of ways to spend the summer so lets dig in. Summer is to good to waste.

**SEEDS:** One of the best things about eating watermelons is the seeds. Some people just spit them out. They are the unlucky ones who have never known the thrill of shooting these slick little seeds at high speed to bull's eye your opponent. Watermelon seed shooting is a fine art not to be confused with the lowbrow seed spitting sometimes resorted to by the unskilled. Watermelon seed wars are best fought in the evening about dusk. Start with a big slice of juicy watermelon. Combat can be carried on as your mouth enjoys itself. Eating is a hand-to-mouth operation. Hold the wet seeds between thumb and forefinger. Point and press. You should be able to hit a munching target at about six feet. Expect to be shot back. Watch out for sneaking shots and cross fire. Don't forget to taste the watermelon.

**NIGHT LIFE UNDERWATER:** If one of your den's activities runs past nightfall, let the BOYS see aquatic life with the aid of a flashlight. Seal the flashlight in a plastic bag and tie it to a length of strong cord, using a yoke so that it will hang level. Lower the light slowly from a dock or boat to 6 to 8 feet underwater. Fish and other aquatic life will be attracted to the light. (Check local laws if you plan to try to catch aquatic life.)

**STRAY FEATHERS:** A bird of many possibilities emerges from collecting stray feathers over a period of time. Learning to identify the bird by color, shape, and size of feathers, figuring out if it's from the tail section or wing assembly, and going on "wild turkey hunts" will all be part of "stray feathers" fun. Put up a large bird outline. Ask people to bring in any feathers they find and glue them in the "right" place. You can also help the search for finding the feathers by planting a few that can be purchased or collected and placed in the wild before the great feather hunt begins, thus assuring a well-feathered bird as a finished product.

**DINOSAUR EGG HUNT:** Set up a hike with stations of obvious things that do not belong in nature. Example: A bird nest with a fried egg in it, walnuts and shells under a pine tree, doughnut growing in the grass, etc. Divide the BOYS into groups with pencil and paper. Send them on the trail to discover what when wrong with nature, at the end of the hunt serve them chilled dinosaur eggs (watermelons). This can also be set up as a treasure hunt with the dinosaur eggs as the last thing they find.

**EVERYBODY LISTEN:** Spread the BOYS out into an area of their own(5-6 feet apart); give them each a pencil and paper. Have them lay on their backs and listen. Time them for 5 minutes. Have them write down everything they heard, birds, animals, airplanes, cars, etc. Make some notes of your own to compare with theirs.

**MAKE A TERRARIUM:** An old fish tank makes a great terrarium. It doesn't matter if it leaks, because you are not going to fill it with water. If you use an old fish tank, place a sheet of glass on top over rubber washers to allow air space between top and sides. You can make your own terrarium from window panes. Tape the panes together as a glass-sided box. Place this on a board in which to set the sides. Tape this on top and on side so that you can raise and lower it. Painting a scene on the back of the terrarium adds much to its appearance. You could cut appropriate scenes from a magazine and paste them on. Paint or paste the scene on the outside of the terrarium so that your pet will not scratch it off and ruin it. You can also plant plants in your terrarium by mixing the following: 2 cups of top soil, 2 cups perlite, 2 cups moistened brown peat moss, 3 teaspoons bone meal, 1 teaspoon limestone. Stir with wooden stick until mixed thoroughly, place enough in terrarium to plant plants (about 3"). Plant vegetation and moisten very little. Watch it grow.

**TREES, TREES, TREES:** Did you know or can you find evidence that: Trees absorb noise? Attract birds, squirrels, and insects? Provide shade and cooling? Hold soil in place to prevent erosion? Cut down the wind? Give off oxygen and reduce air pollution? Provide beauty?

How can you help a tree? Water it, fertilize it, help protect the tree from harmful insects and other parasites, trim off dead limbs, help prevent smog which hurts trees, cover wound with tree tar, don't carve on a live tree or pull off its bark, loosen soil around its roots, protect trees from being injured by cars, lawn mowers, bikes and careless people. **DON'T** cover the soil around the base of a tree with bricks, asphalt, or cement. Covering the soil cuts off the tree's water supply and blocks air circulation to the roots.

Find out: Which department in your city is responsible for tree care.

**DO A TREE SURVEY TO FIND:**

- Healthy trees that should be preserved
- Dead trees that should be removed
- Diseased trees that need attention
- Areas where new trees are needed.

REMEMBER, TREES NEED SUN, WATER, AND YOU.

THINGS TO LOOK FOR IN THE WOODS

1. How many different kinds of trees did you see?
2. If you don't know what kind of a tree you see, make a sketch of the tree branches, bring back a few leaves, and look at the charts.
3. If you find a tree stump, estimate the age of the tree; when it was cut. Each ring is a year's growth.
4. If you see a place where there is seemingly washed gravel, tell us about it. Why? Make a sketch. What can you do to improve the situation?
5. Pick up different kinds of rocks.
6. If you find a peculiar kind of rock, make a sketch of it. Tell us about it.
7. If you find an animal track, make a sketch.
8. If you see a bird, make some notes about it. Size, color, does it hop, walk, etc. Did you see what it was eating, Did you see its nest?

9. Did you see any nests? Make a sketch.
10. Did you see any large animals? Did you see any small animals?
11. Did you see any food for animals or birds? Tell us about it. What food and for what animals and birds?
12. Did you notice any evidence of nature's way of healing nature's wounds?
13. Did you see a peculiar piece of dead wood? What could you use it for?
14. Did you notice any evidence of man?
15. Did you see any holes in the ground? What were they?
16. Look at the trunk of a tree, what did you see? Did you see any burls on the tree? (Burls are very highly prized in New England for making drinking cups.)
17. Did you see any tree seeds? What did they look like? Were they just seeds? Did they have wings? How do you suppose they get from one place to another?
18. How do you know a female tree from a male one? How are tree and plant seed fertilized?
19. Why is a hill steep on one side and slopes gently on the other? Did you see any evidence that would tell you the answer? Like scars on a rock?
20. What kind of trees do you expect near a brook, or did you see?
21. What kind of trees did you see on dry, poor land?

**PLANT A GARDEN:** Pick a spot in the family yard or even a flower bed, lots of vegetable plants make great landscaping. Plant your seeds, water, and care for your garden. Keep a record of when you planted the seeds, when you first notice plants coming through the ground. Can you tell the difference between plants and weeds; if not have a family member help you.

**COLORED EARTH COLLECTION:** In Victorian times people liked to bring home bottles of colored earth as souvenirs of their journey. Some rare places have soils of many colors in one area. Sometimes these place have special names: Black Canyon of the Gunnison, Painted Desert, Red Rocks Park, etc. Usually you will have to travel around to pick up a change in the earth's colors. Vacation time is the perfect time to collect colored earths. Things you will need to take with you are a spoon and some little plastic bags. Cliffs and shores are good places to look for colored dirt and sand. Coarse sandy soils look best in bottles. Here is how to display your collection: (1) Sift your collected sands through cheesecloth or wire screen, and (2) pour the earths into a jar, layer by layer. (Nice jars to use are vitamin jars, bubble bath jars, or a large narrow olive bottle.)

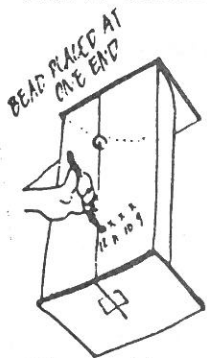
**STONE SCULPTURE:** This is a good thing to do when you are near an ocean or lake. Sit yourself down with a good supply of stones. Pick one up and look at it. Chances are there is a person or animal right there in the rock. Use a pen or brush to complete the sculpture. Try another. You will find it is a bit like eating popcorn; once you get started, it is hard to stop. Seals, trolls, dogs, cats, pigs, wolves, will be lurking everywhere. If you do a piece you want to save, give it a couple of coats of liquid wax or clear paint.

**BODY SUN DIAL:** Use a friend's body as a sun clock. Track his footprint, or foot on the sidewalk so they will stand in the same place each time. Then at one hour intervals trace their shadow with a piece of chalk on the sidewalk or driveway. Notice how the shadow changes and the different sizes.



**MIRAGE:** Looking ahead on the highway, you sometimes see shimmering patches of water up ahead. You drive and drive but you never get your wheels wet, WHY? That's because what you saw was not water at all; it is a mirage. Mirages are tricks that the light plays on your eyes. On a warm day over a paved road there is a layer of air. This hot air layer can bend light. Instead of seeing the road, you see light rays from the sky. The hot air layers acts like a prism (like a rainbow when it rains). The road shimmers with a silvery glow that you mistake for water.

**ANOTHER SORT OF SUN CLOCK:** You can make this sundial from a round box (oatmeal box or a large mailing tube). All you need is a string, some tape, and a little bit of cardboard.



1. Cut the box or tube in half. Cut the lid as well.
2. Tape the lid to the box.
3. Cut two rectangles from stiff card or poster board. They should be exactly the same size.
4. Thread a small bead to the center of the string. Tie it in the center; or you can tie a fat knot in the string if you don't have a bead.
5. Tape the string in place down the center of the box.
6. Glue or tape the rectangles to either end of the sun clock.

Place it out in the sun so that the string lines up in a north-south position. Every hour mark the spot where the knot's shadow shows. Gradually the spots will shift. You might try different colored markings for different months.

**P.S.** This is not the most waterproof sun clock. Don't forget to bring it in when it rains. Also, warn your Mom about its whereabouts, so she doesn't accidentally water it.

**OBELISK:** What would you do if you came face to face with an obelisk? Freeze until it goes away? Call the police? Hit it over the head with a rock? **ALL WRONG!** You would size it up then get it to tell you the time. An obelisk is a long, thin thing with a pointy top that sometimes stands in public places. Its job is to cast a shadow by which you can tell the time. The first obelisks were made by Egyptians to honor their Sun God, Ra. They were carved out of a single slab of stone and some were as tall as 100'. They were marvels of their time; engineers still wonder how the Egyptians managed to raise such stones.

**AS THE WORLD TURNS:** Have you ever just laid on your back on the ground and watched the stars? Here's an experiment:

1. Lie flat on your back or with your head resting on the back of a chair.
2. Pick out a bright star towards the top of the sky.
3. Line it up next to a non-moving object like a tree or a telephone pole. Fix it in your vision so that it is just to the left of the object when you are facing south. In fact, it should be so close that it disappears when you shut your left eye.
4. Now hold your head perfectly still while staring at the star. In a short time it will disappear. You have just seen the earth move. If at first you don't believe it try the experiment again. In fact, you may have to try it a couple of times to convince yourself. You are actually riding around the sky on a ball (earth).

**YOU'RE PRETTY HOT STUFF:** Pound for pound your body produces more heat than the sun!! But because the sun is so much more dense than you are, it is able to produce great amounts of heat. Still, your body and every mammal's body is pretty hot stuff.

How your body loses heat:

EVAPORATION--25%--sweat turns to gas vapor on your skin

RADIATION--60%--all objects hotter than their surroundings lose heat, like coals in a fire.

CONDUCTION--3%--this is heat lost through one object touching a cooler object.

Like a pot on a hot plate or your feet on a cold floor.

CONVECTION--12%--tiny winds caused by hot skin cause extra evaporation.

#### THINGS TO MAKE:

**BUBBLES:** This is a good activity for hot summer days. Your bubbles won't live as long as they do in humid or rainy days, but have fun anyway. How to make the bubble solution. Liquid dish washing soap as bubble soap. If you can find glycerin, buy a small bottle at a pharmacy. Pour ingredients into a tall thin bottle, shake until mixed. Use 1/3 cup water, 1/3 cup dish soap, and 1/3 cup glycerin. Take soft wire and form your own rings to blow the bubbles through. A juice can can be used as a ring. Lots of other things work also.

**NEED NEW SHOES?** Make some instant tap shoes with a pair of aluminum cans. Be sure they are recycled when you finish. Fit your "shoes" to your shoes by stomping squarely in the middle of the cans. Make rhythms with your feet.

**SOAP CARVINGS:** Maybe you would like to try whittling, but you are not sure you want to invest your savings in a pocketknife. Here is a way to get the feel of carving without having to spend more than the price of a bar of soap.

Get a bar of white or colored hand soap; use a sharp paring knife from the kitchen. Don't use a serrated blade and be careful. A nail file might also be helpful.

Work on a sheet of newspaper so that you don't make a mess.

Draw a basic shape onto the bar of soap.

Cut away the big sections you don't need.

Refine the shape by cutting away with little strokes, finish shaping with a file.

Use the knife point for details and lines.

Paint your carving with water colors if you like. When you finish you might want to try your hand at whittling with wood. Soft wood like pine, redwood, or fir are easiest to use. Be sure to study about the safety and use of a pocketknife before you use one.



**WILD NATURAL COLORS:** Pick out some old white t-shirts and get them ready for a natural tie dye. Collect some walnut shells, spinach, tea bags, coffee, onion skins, berries, marigolds, beets, and various other things. Now you are ready to do some real tie dyeing:

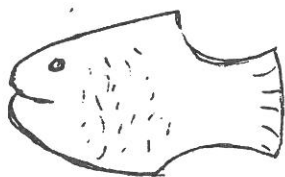
1. Put dye material into a pan; add enough water to cover.
2. Simmer the dye stuff until the water turns a rich color.
3. Strain the bath (dye).
4. Tie the shirts however you please and dip them in the bath until they are the color you desire. Rinse in cold water to set the colors.

**POTATO GARGOYLES:** What is a gargoyle? It is a stone demon that was attached to cathedrals to frighten away evil. So let's make one to keep evil out of our homes. Grab a potato that will shrivel and dry to look like it was made out of stone. Carve away a face; remember, it will shrink so not too much detail is needed. Be sure to remove all the skin of the potato. Stick a wire through the carving. Hang it in a warm place to dry. As it dries, it will shrivel up. You can still mold it with your fingers and carve away bits as it dries.



**FOOD COLOR BLOTS:** Made on shelf paper, these designs could transform it into gift wrapping paper. It's the old ink blot principal with a different ink. Fold a rectangle of paper in half and then open it again. Put tiny drops of food coloring on one or both halves. Fold on the previously made crease and rub lightly with your finger. Open the paper and blot immediately with facial tissue or a blotter. Isn't it a colorful, interesting pattern?

**FORTUNE-TELLING FISH:** The heat from your palm causes cellophane to curl. The cellophane fish flips his tail to tell your fortune. That's the "magic" but a magician need not divulge all his secrets. You need a small piece of cellophane—cigarette packs and some sorts of bread come wrapped in cellophane. (Sometime it's hard to tell the difference but not matter how sweaty your palm is plastic won't curl; plastic fish won't tell a fortune.) Lay the cellophane over this picture and trace the fish onto the cellophane. Cut out the fish.



To tell a fortune: Place a fish flat on somebody's palm. If the tail curls it means: Head moves—stubborn, Sides curl—fickle, Turns over—intellectual, No movement—a real deadhead, Head and tail up—in love, and Tail motions—tricky.

**ROCK SKIPPING:** You can't do this just any place; you need a body of water with a nearby supply of flat stones. The body of water needs to be calm (such as a lake, pond, etc.).

THE  
PERFECT  
STONE:



Here's the lesson in throwing stones. The perfect skipping stone is flat on both sides and it has rounded edges. It's not too heavy and not too light. You should be able to give it a good snap when you throw it.

THE GRIP: 1. Steady it with your thumb and forefinger.  
2. Hold it so you can give it some high speed and lots of spin.

THE IDEAL THROW: 1. It should fly low over the water with the flat side of the stone next to the water's surface.  
2. It should have lots of snap so the stone has speed and spin.

Sometimes a rock will skip along the water and other times it goes plop--why? Anybody who has ever done a belly flop has some clues to that question.

When you throw a flat rock along the water, the flat surface slaps the water rather than digging in. If you throw a flat rock along the water hard enough, it will slap the surface and glance off, thus skipping. The stone will gradually slow down and sink. Try for a record and count the number of skips.

COOKING PAPER: Adjust the magnifying glass and the paper so the spot of light is as small as you can get it. Do this on cement or on metal tray so you don't start a fire or burn a hole in the furniture. The more light you can collect and focus, the hotter the spot will get. This is a simple demonstration of the power packed by a dot of concentrated sunlight. On a sunny day you can burn a hole through a piece of paper in just a few minutes.

EGGS ON THE SIDEWALK: You probably have never thought of the sidewalk as a solar cooker. Well, it can be done. Have you ever hear, "It's hot enough to fry an egg on the sidewalk?" Well, let's try!

Sidewalks have a way of collecting and holding the sun's heat energy, getting hot enough to cook an egg. You will need 144 degrees to get eggs to thicken. Try these ways and see which one works the best: (1) just crack the egg on the sidewalk, (2) put one in a black frying pan, and (3) put the other in a black frying pan with a glass cover. Which cooks fastest?

A friend is a person--who will cheer you up when you are sick; who will help you learn new skills so you will be tops; who will stick up for you; who will believe in you; who doesn't say bad things about you; who doesn't care if you are rich or poor; and who will do all these things just because he likes you.



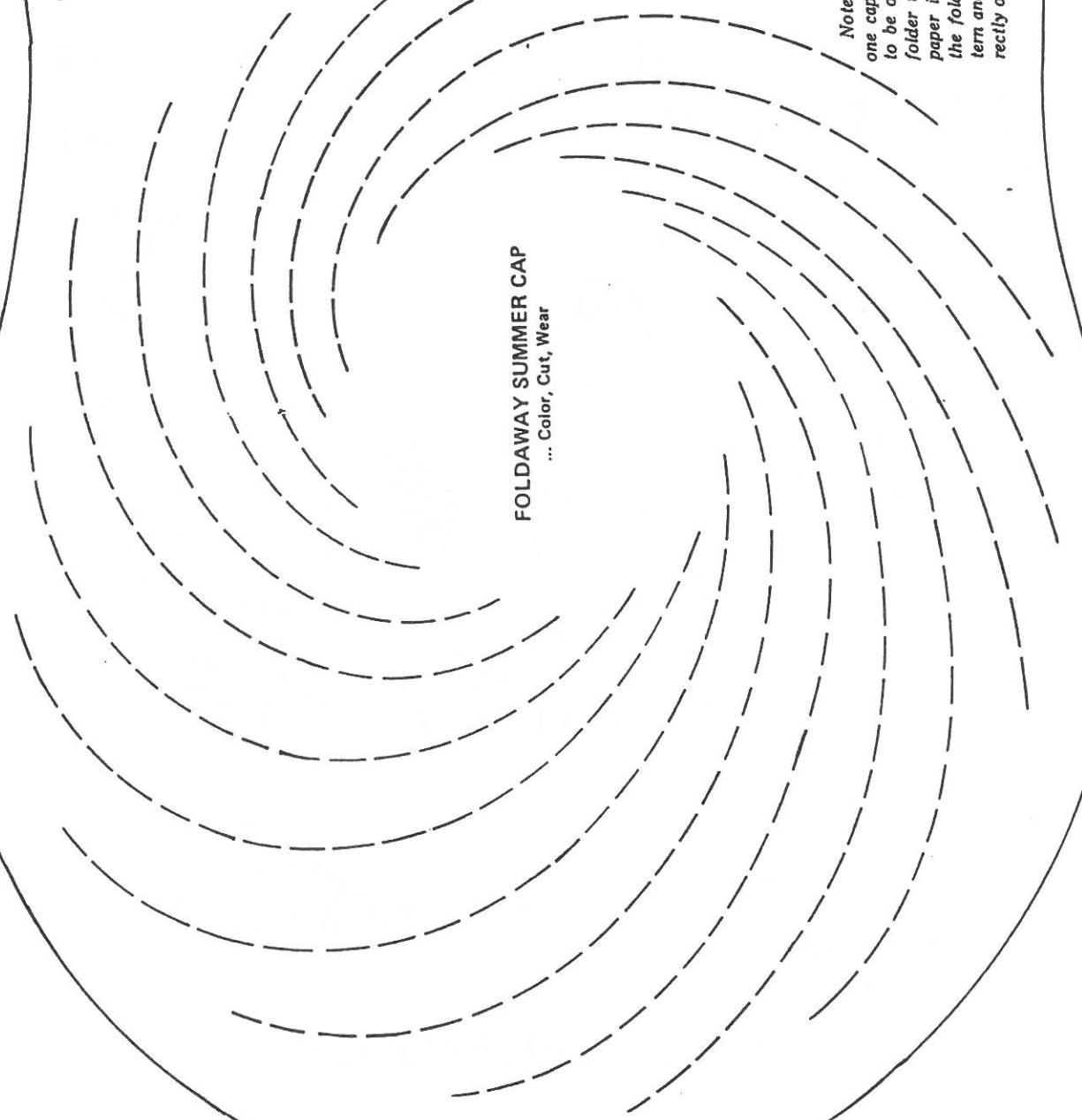
With its spiral cuts, this unique cap will fit any size head. It's perfect for shading out the hot summer sun. Carry it with you between the pages of a book or folded up in your back pocket.

**General Directions**

To make this foldable cap, carefully remove the staples from the center of the book. Turn the page over and decorate as desired. You may want to personalize the cap and print a name on the bill. Once the decorating is done, you are ready to cut. Turn the paper back to this side. Using a craft knife, carefully cut along broken lines as indicated. With scissors, cut along outer edge to form the cap and bill.

*Note: If you plan to make more than one cap or if you would like your cap to be on more durable stock, a manilla folder would work well. Place carbon paper in between the cap pattern and the folder. Trace all lines. Remove pattern and tracing paper. Cut and color directly on folder as instructed above.*

**FOLDAWAY SUMMER CAP**  
... Color, Cut, Wear



Tiger Cubs



**MOTTO**

**Search,**

**Discover,**

**Share**

BY ZACH GILL  
PACK 438

### **TIGER CUB PROMISE**

**I promise to love God, my family,  
and my country and to learn about  
the world.**



# Getting To IT'S OK TO BE DIFFERENT I'M SPECIAL BOOK



**YOU'LL NEED:**

- scissors
- yarn
- several pieces of colored 9" x 12" construction paper
- hole punch
- Tempera or poster paint for handprint and footprint
- crayons
- Felt tip marker
- ruler

**WHAT TO DO:**

1. Fold a 9" x 12" piece of construction paper in half. Cut 1/4" off right side.

2. Cut another piece of construction paper in half. This time, cut 1/2" off right side.

3. Cut another piece of construction paper in half, cutting 3/4" off right side.

4. Fold a fourth piece of construction paper. Cut 1" off right side. (if desired, cut several more pages in this way)

5. Assemble so book has colorful index-like pages.

6. Punch holes and bind with yarn.

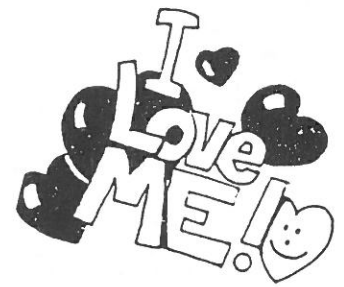
7. On the first few pages, do a

- handprint
- footprint
- I can write my name.

8. Then, use these topics for drawings:

- "When it rains"
- "An animal I know"
- "A friend"
- "Things that make me happy"
- "A make-believe place"
- "What I like to do when it is hot"

I'm Special  
by Sara White



I'm Unique!

Know You

# Family Entertainment



## GOD BLESS BY UNDERWARE

TUNE: GOD BLESS AMERICA

GOD BLESS BY UNDERWARE,  
MY ONLY PAIR.  
STAND BESIDE THEM  
AND GUIDE THEM  
AS THEY SIT IN A HEAP  
BY THE CHAIR.  
FROM THE WASHER,  
TO THE CLOTHES LINE,  
TO BY CAMP PACK  
TO MY REAR.  
GOD BLESS BY UNDERWARE,  
BY ONLY PAIR,  
GOD BLESS BY UNDERWARE,  
OR I'LL BE BARE!!!!!!!!!!!!



## FIVE CARELESS TIGER CUBS

TUNE: ITSY BITSY SPIDER

FIVE CARELESS TIGER CUBS  
HIKING ONE FINE DAY.  
ONE FOUND A BIG BEAR  
IT CARRIED HIM AWAY.

(CHORUS)

NO ONE ELSE WAS WATCHING  
NO ONE SAW HIM GO  
FOUR CARELESS TIGER CUBS  
HIKING IN A ROW.

FOUR CARELESS TIGER CUBS  
HIKING ONE FINE DAY.  
ONE STEPPED IN A BIG HOLE  
AND OOPS! HE SLIPPED AWAY.

(CHORUS, THREE CARELESS TIGER CUBS)

THREE CARELESS TIGER CUBS  
HIKING ONE FINE DAY.  
ONE FELL IN THE WATER  
AND WASHED HIMSELF AWAY.

(CHORUS, TWO CARELESS TIGER CUBS)

TWO CARELESS TIGER CUBS  
HIKING ONE FINE DAY.  
ONE WALKED IN POISON IVY  
AND SCRATCHED HIMSELF AWAY.

(CHORUS, ONE CARELESS TIGER CUBS)



ONE CARELESS TIGER CUB  
HIKING ONE FINE DAY.  
WALKED AROUND IN CIRCLES  
AND WALKED HIMSELF AWAY.

NO ONE ELSE WAS WATCHING  
NO ONE SAW HIM GO.  
NO CARELESS TIGER CUBS  
HIKING IN A ROW.



## DO YOUR EARS HANG LOW?

TUNE: TURKEY IN THE STRAW

DO YOUR EARS HANG LOW,  
DO THEY WOBBLE TO AND FRO,  
CAN YOU TIE THEM IN A KNOT,  
CAN YOU TIE THEM IN A BOW,  
CAN YOU THROW THEM O'ER YOUR SHOULDER,  
LIKE A CONTINENTAL SOLDIER?  
DO YOUR EARS HANG LOW?

DO YOUR EARS HANG HIGH,  
DO THEY REACH UP TO THE SKY,  
DO THEY DROOP WHEN THEY'RE WET,  
DO THEY STIFFEN WHEN THEY DRY,  
CAN YOU FLAG DOWN YOUR NEIGHBOR,  
WITH A MINIMUM OF LABOR?  
DO YOUR EARS HANG HIGH?



## Worms

Nobody likes me  
Everybody hates me  
I'm gonna eat some worms.

Chorus:

Long slim slimey ones  
Short fat juice ones  
Itsy bitsy fuzzy wuzzy worms.

First you get a bucket  
Then you get a shovel  
Oh, how they wiggle and squirm.

(Chorus)

First you pull their heads off  
Then you suck their guts out  
Oh, how they wiggle and squirm.

(Chorus)

Down goes the first one  
Down goes the second one  
Oh, how they wiggle and squirm.

(Chorus)

Up comes the first one  
Up comes the second one  
Oh, how they wiggle and squirm)

(Chorus)





# Discover Nature and Energy

# OUTDOOR SCAVENGER HUNT

## You Need:

- lists of items to find
- a sack for each team

## You Do:

- ① Divide children into teams of equal numbers.
- ② Give each team an identical list of everyday outdoor items to find in the neighborhood.
- ③ Set a time limit and reward the team with the most items at the end of the time limit. (Discourage garbage cans as hunting grounds).

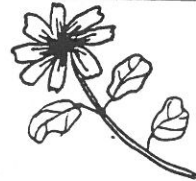


### SAMPLE LIST # 1

- a white stone
- a bird feather
- a yellow flower
- a lady bug
- a metal object
- an acorn
- an elm leaf

### SAMPLE LIST # 2

- a popsicle stick
- an ant
- an oak leaf
- a piece of vine
- twist-top lid from a soft drink bottle
- a clover



Skit - THE ANTS.

Props: Paper Sacks

Setting: Skit opens with boys standing together in a backyard. Card-board cutout of trees & Bushes could be used.

1st boy: Gee there's nothing to do.

2nd boy: Yeah, I know

3rd boy: Hey, let's take a birdwatching Hike.

ALL: Yeah!

4th boy: But what if there aren't any birds?

1st boy: I don't think that will happen. If it does we can eat.

2nd boy: I'll bring the potato chips.

3rd boy: I'll bring the hot dogs.

4th boy: I'll bring the hot dog buns.

5th boy: I'll bring the drinks.

6th boy: And I'll bring something special.

(All walk off stage, and come back carrying sacks.)

2nd boy: Here are the chips

3rd boy: Here are the Hot dogs

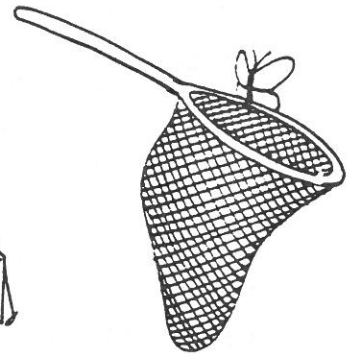
4th boy: And the buns

5th boy: Here are the drinks.

6th boy: (drops his sack) Oh, no!

5th boy: What's wrong?

6th boy: I brought the ants !!!



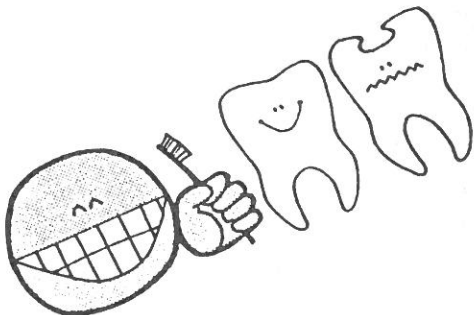
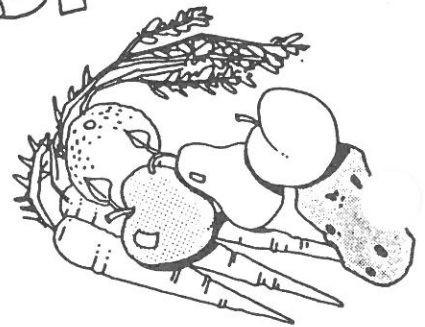
# Prepare for Emergencies

- 10 - Ten little firecrackers standing in a line.  
One thought he'd light a match, then - there were nine.
- 9 - Nine little firecrackers walking very straight.  
One caught an engine spark, then - there were eight.
- 8 - Eight little firecrackers dancing on an oven.  
One went too near the gas, then - there were seven.
- 7 - Seven little firecrackers cutting up tricks.  
One played with lighted punk, then - there were six.
- 6 - Six little firecrackers glad they are alive.  
One went to have a smoke, then - there were five.
- 5 - Five little firecrackers wishing there were more.  
One went to find a friend, then - there were four.
- 4 - Four little firecrackers merry as could be.  
One played upon the hearth, then - there were three.
- 3 - Three little firecrackers puzzled what to do.  
One stirred the kitchen fire, then - there were two.
- 2 - Two little firecrackers looking for some fun.  
One met a little boy, then - there was one.
- 1 - One little firecracker sat him down to cry.  
'Tis such a risky thing to live in July!

**BE  
SMART!**



**SAFETY  
FIRST**



**FIELD TRIPS**

DENVER FIREFIGHTERS MUSEUM

HALL OF LIFE - DENVER



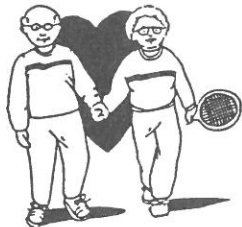
# Know Your Family



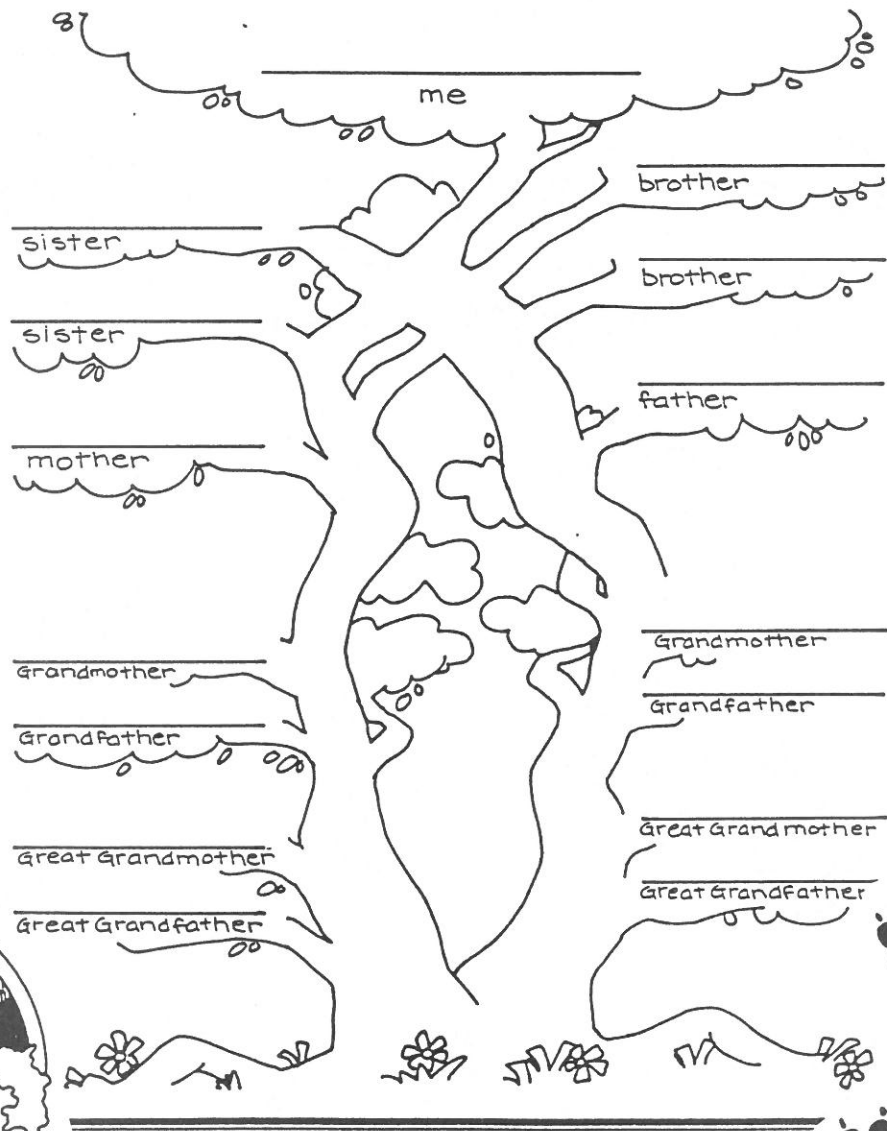
I LOVE YOU, GRANDMA!



GRANDPARENTS' ★★★★★ DAY!



I LOVE YOU, GRANDPA!



# Helping Others



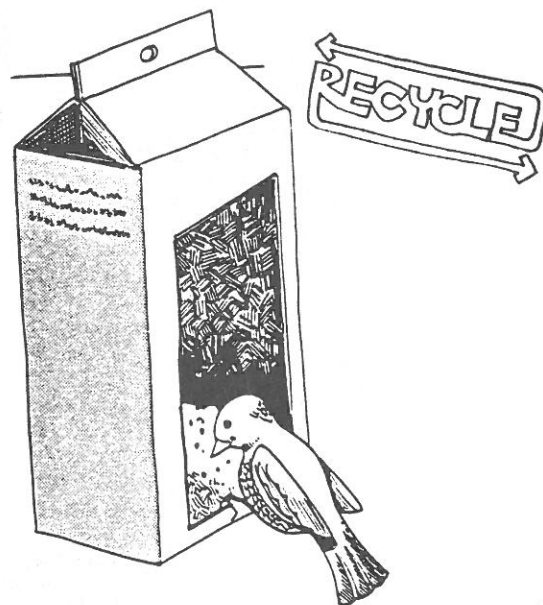
## Cardboard Bird Feeder

### Supplies:

- \* Quart milk carton
- Sharp scissors
- Twine
- Suet
- Birdseed

### Procedure:

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



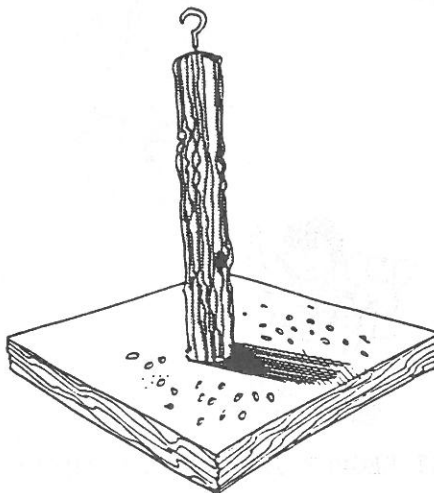
## Bird Feeder

### Supplies:

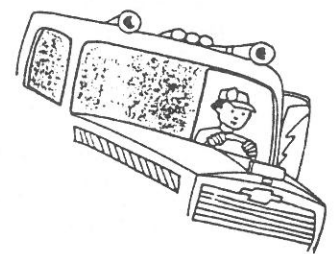
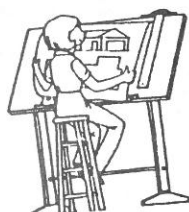
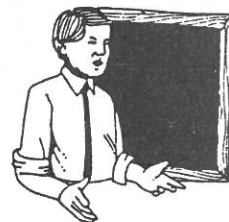
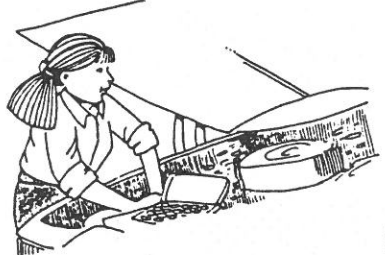
- \* Stick (about 1" in diameter and 10" long)
- \* Wood scrap (about 9" square)
- Nail
- Cup hook
- Hammer
- Saw
- Pencil
- Ruler
- Hand drill
- String
- Birdseed

### Procedure:

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



# Know Your Community



THESE ARE THE PEOPLE IN YOUR COMMUNITY. DO YOU KNOW THEM?

GOLDEN GATE CANYON STATE PARK

# Go See It

KARL'S FARM DAIRY - NOR

ENN

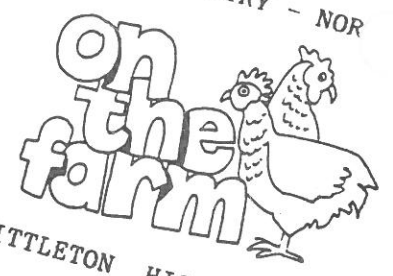
KEEBLER



SAFEWAY

KING SOOPERS

DENVER MINT



LITTLETON HISTORICAL MUSEUM



COLORADO CAPITOL

IMAX

GATES PLAETERIUM



RED ROCKS NEAR MORRISON

DENVER BOTANIC GARDENS

GARDEN OF THE GODS - COLORADO SPRINGS

FISKE PLANETERIUM - BOULDER



CHILDREN'S MUSEUM



GOVERNOR'S MANSION

AURORA HISTORY MUSEUM



DENVER ART MUSEUM

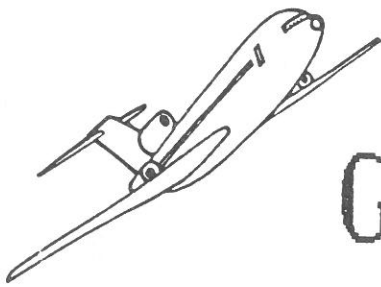
MUSEUM OF NATIONAL HISTOR

LOWRY HERITAGE MUSEUM

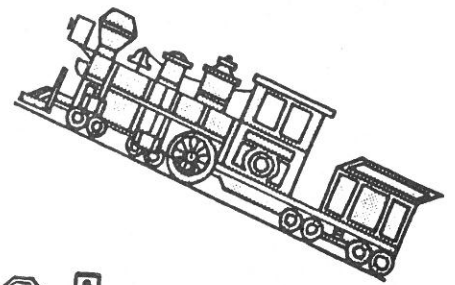
NATIONAL EARTHQUAKE INFORMATION CENTER - GOLDEN

PLAINS CONSERVATION CENTER - AURORA





# Getting There

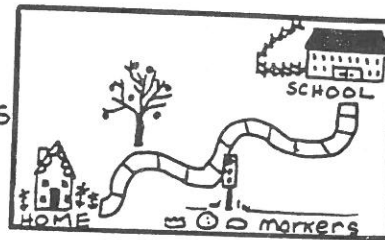


## STOP AND GO

A SAFETY GAME

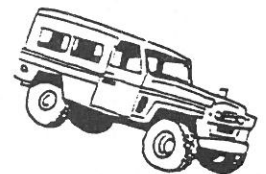
### YOU NEED

- a large piece of cardboard and several smaller pieces
- crayons or felt tipped markers
- ruler • scissors • buttons, bottle caps, stones for markers - a different one for each child.



### YOU DO

1. Draw a sidewalk of about 20 squares on the cardboard.
2. Draw (or glue) on a house for the "start" and a school for the "finish." Add trees, cars, etc.
3. Make a set of game cards from small squares of cardboard or paper. Write a basic safety rule on each card. (see samples below)
4. Shuffle the cards and put them in a pile face down for each player to draw in turn.
5. The first player to get to "school" is the winner.



**GO CARDS**  
(make 3 of each)

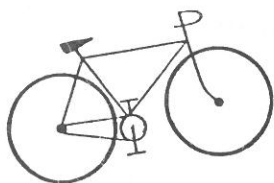
- 1) You waited for a green light to cross the street. Go ahead  $\frac{1}{2}$  spaces.
- 2) You stayed between the crossing lines... go ahead  $\frac{2}{2}$  spaces.
- 3) You held a small child's hand while crossing. Go ahead  $\frac{2}{2}$  spaces.
- 4) You looked both ways before crossing. Go ahead  $\frac{4}{2}$  spaces.

**STOP CARDS**  
(make 1 of each)

- 1) The light is red. Stop! Stay where you are.
- 2) You ran after your ball in the street without looking. Go back  $\frac{1}{2}$  space.
- 3) You didn't cross with the guard. Go back  $\frac{1}{2}$  space.
- 4) You ran out between two parked cars. Go back  $\frac{2}{2}$  spaces.

**WAIT CARDS**  
(make 2 of each)

- 1) The light is yellow. Wait where you are.
- 2) Your bike has a flat tire. Stay where you are.
- 3) You cut through a neighbor's yard. Wait out your turn.
- 4) You forgot your lunch. Go back home!



### FIELD TRIPS:

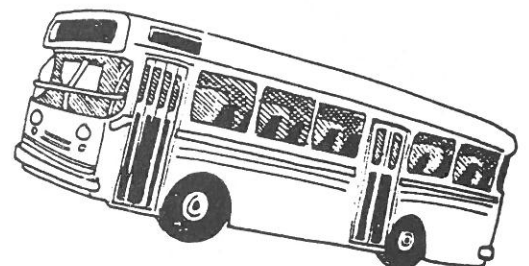
FORNEY TRANSPORTATION MUSEUM

AIR FORCE ACADEMY

STAPLETON AIRPORT

BUS DEPOT

CENTENNIAL AIRPORT





# Making Your Family Special



# I LOVE YOU!

## Sign Language Flower

Here is a unique flower for children to make and give to their moms on Mother's Day. The hand forms a sign language symbol for "I love you."

### Materials

construction paper, burlap or felt  
plaster of paris  
polyester or cotton batting (if using fabric)  
tagboard  
water

ice cream stick or thin dowel  
colored paper drinking cup  
scissors  
glue  
pencil or felt-tip pen  
newspapers  
container for plaster

### Procedure

- Have students trace around their hands on tagboard with a pencil to make a handprint.
- Cut out pattern and place on folded construction paper, burlap or felt.
- Trace around pattern with pencil or pen and carefully cut out pieces. Insert end of stick or dowel between handprint cutouts. Dot dowel with glue to secure. Glue hands together by lining edges with glue. Let dry. (Note: if handprints are cut from fabric, glue edges together, let dry, stuff with batting, then insert stick or dowel.) Bend middle and ring fingers down and glue to palm, thumb out, as shown. Cover work area with newspapers.
- Mix and quickly pour plaster into cup. Insert flower and secure until set and dry.
- Paper or felt leaves may be glued to stem of flower.



# Thank You!



## Soap on a Rope

An inexpensive way to create a unique gift for Dad.

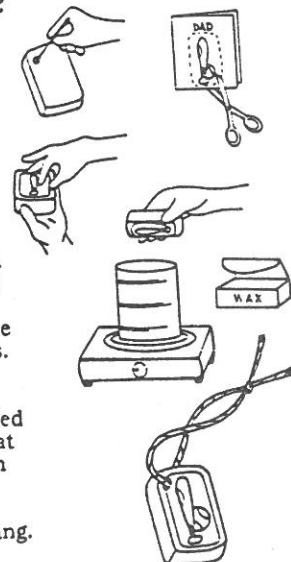
### Materials

new bar of soap  
yarn needle  
paraffin  
yarn, twine or shoelace  
old electric fry pan or hot plate

gift wrap, small scraps, or small picture from greeting card  
coffee can  
scissors

### Procedure

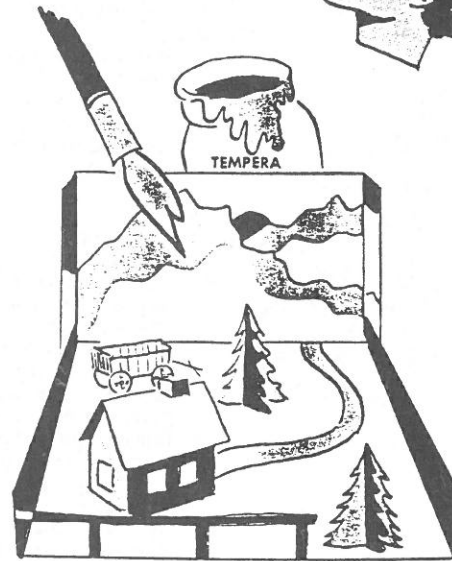
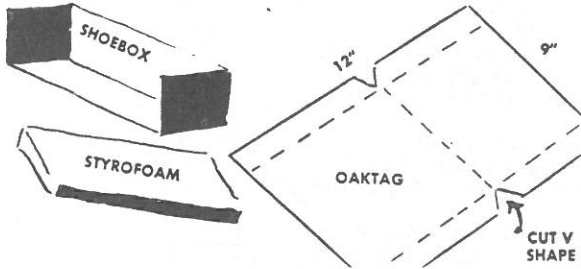
- Carefully poke hole in bar of soap with yarn needle.
- Cut gift wrap scrap or picture slightly smaller than bar of soap.
- Dip back side of gift wrap or picture in water, place neatly on soap. It will stick. Smooth out air bubbles.
- Place coffee can in fry pan or on hot plate. Fill with paraffin, melt at low temperature.
- Carefully turn soap upside down and dip into melted paraffin up to a depth of 1/4" to 1/2". This will coat the wrapping paper and make a permanent design in the soap.
- Quickly lift out soap, let dry.
- Thread twine, yarn or shoelace through hole to hang.



Something  
Special, All  
Your Own

# DIORAMA

Many materials may be employed to make the basic background; cardboard, styrofoam, shoe boxes, and as illustrated, oaktag. Use construction paper or tempera paint for coloring large areas. If using oaktag, fold and cut as indicated in the illustration at right.



Use your imagination and scrap materials for 3-D objects.

Be  
Creative!

# SILHOUETTES

COLOR OUTLINE A DARK COLOR

Let the child pick a color for the background from some light color.

This,

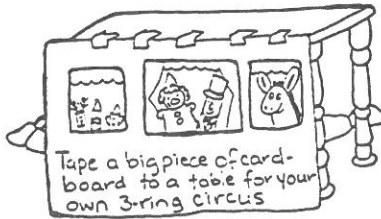
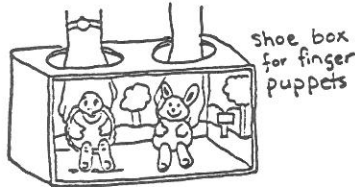
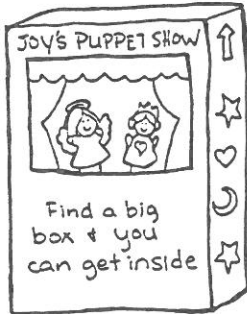
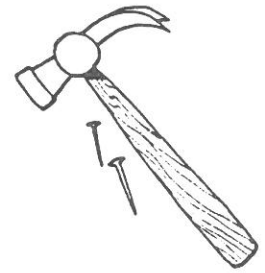
or This.

Any way to reflect the light on the student will do.

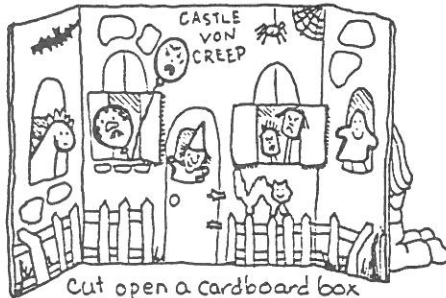
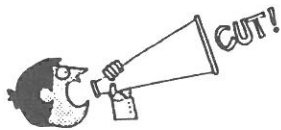
# Make Your Own

## PUT YOUR PUPPETS ON STAGE

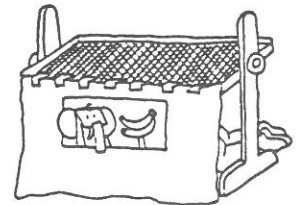
and your play will be all the rage  
Here are some ideas for stages. Try a few of these or think up some of your own!



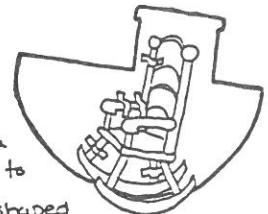
You can use an old sheet with an opening cut in it - you can decorate it too



Cut open a cardboard box & make a scene



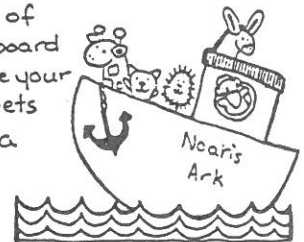
Turn a chalk board into a puppet stage



Attach a rocker to a boat-shaped piece of cardboard & take your puppets to sea



Open a downstairs window - you can perform indoors or out

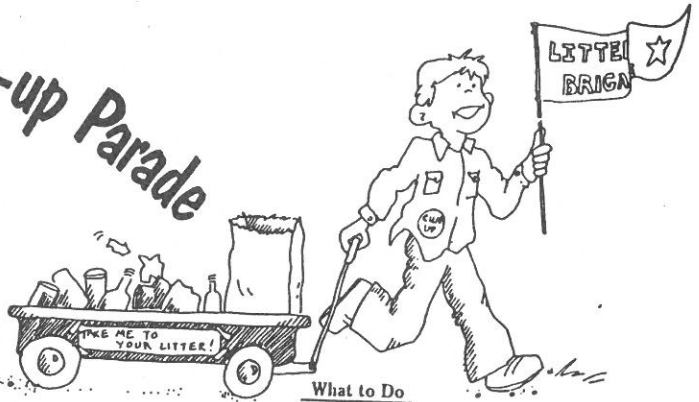


# Caring for Your Home and Household

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## Litter Brigade... Clean-up Parade

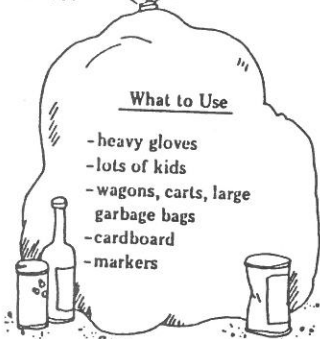


What to Do

1. Gather some friends to form a Clean-up Parade. Bring wagons, carts, large bags, and boxes for collecting litter.
2. Use the cardboard and markers to make signs to carry or hang on your carts. The signs will identify your group as a Litter Brigade.
3. March along together or split up into groups to cover as much of your neighborhood or school yard or park as possible.
4. Pick up paper, cans, bottles, or other trash that's lying where it doesn't belong. Wear gloves so that you won't get hurt picking up bottles and cans. Be very careful not to touch broken bottles or rusty cans with your bare hands.
5. When your containers are full, meet the rest of the Litter Brigade members and sort out the litter. Separate the paper, cans, glass, and other junk.
6. Try to find recycling centers that will take the glass and the cans you find.
7. Enjoy a cleaner neighborhood!!

### What to Use

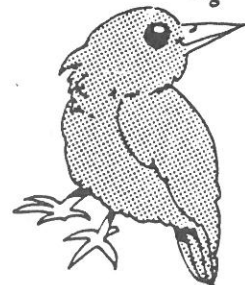
- heavy gloves
- lots of kids
- wagons, carts, large garbage bags
- cardboard
- markers



As you march along, let people know what you're doing. Maybe this will encourage them to help in the fight against litter!



DON'T TAKE WILD ANIMALS HOME!





# Watching Out for the Outdoors

Who's watching out for your environment? Are you careful not to contribute to damage or pollution of your land, air, and water? How about the folks in your neighborhood?

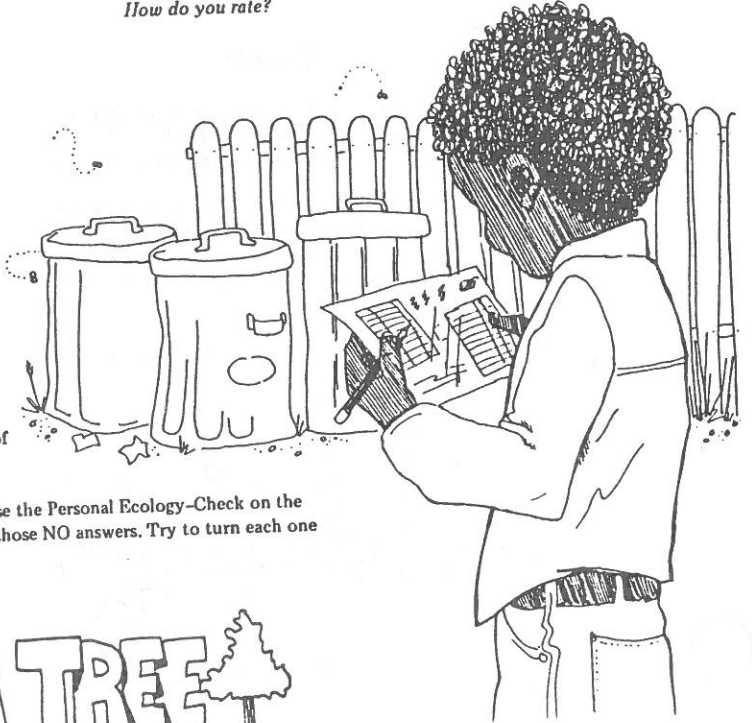
Here are some Ecology-Checks for you and for the area where you live. How do you rate?

### What to Use

- Ecology Checklists (on the next page)
- pencil

### What to Do

1. Take a tour of your neighborhood. Repeat this on several days. Each time, watch for the items on the Neighborhood Ecology-Check.
2. After several days of watching, check YES or NO on the list. Count up the YES and NO answers.
3. Get together with your friends and see if you can think of some ideas for helping to turn some or all of the NOs into YES answers.
4. Check yourself on your care of the environment. Use the Personal Ecology-Check on the next page. How do you score? Take a hard look at those NO answers. Try to turn each one into a YES.

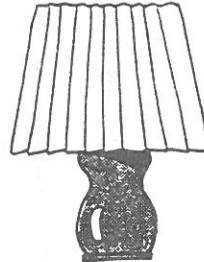


# PLANT A TREE

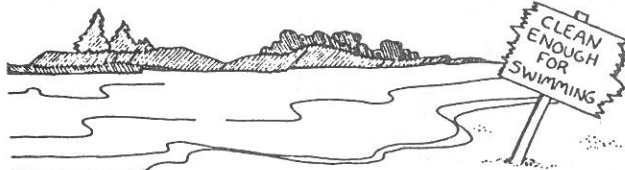
NEIGHBORHOOD ECOLOGY-CHECK		
	YES	NO
Area is usually quiet with little bothersome noise.		
Lights are turned out at night in most houses and buildings.		
Leaves are hauled away or composted instead of burned.		
Very little litter is lying around on ground or in water.		
Citizens keep yards and streets cleaned up.		
Trash can areas are neat.		
Streams, ponds, rivers, or lakes are free of trash or chemicals or oil.		
Many citizens use unleaded gas.		
Many folks ride in car pools.		
Many folks walk or ride bikes instead of driving cars.		
The air is usually free of smoke or dirty particles.		
Poison sprays banned in the area.		
Many folks show concern for the environment.		



# SAVE ENERGY



PERSONAL ECOLOGY-CHECK		
	YES	NO
I remember not to litter.		
I save or recycle newspaper.		
I turn off the water while I'm washing or brushing my teeth.		
I save or recycle egg cartons.		
I use both sides of drawing paper and writing paper.		
I return bottles to the store.		
I recycle glass and aluminum.		
I am careful to turn off lights.		
I re-use plastic bags, lunch bags, wrapping paper.		
I walk or bike places instead of riding in a car.		
I take short showers.		
I use paper towels, toilet paper, and tissues sparingly.		
I try to read and learn all I can about ecology.		
I help to keep my neighborhood clean.		





## a Marathon for Everyone

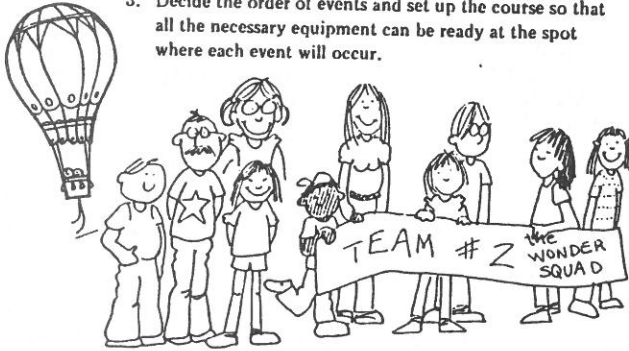
### What to Use

- lots of people
- equipment needed for the events planned
- a wooden stick or baton for each team
- paint to make each baton a different color
- starting line
- finishing line

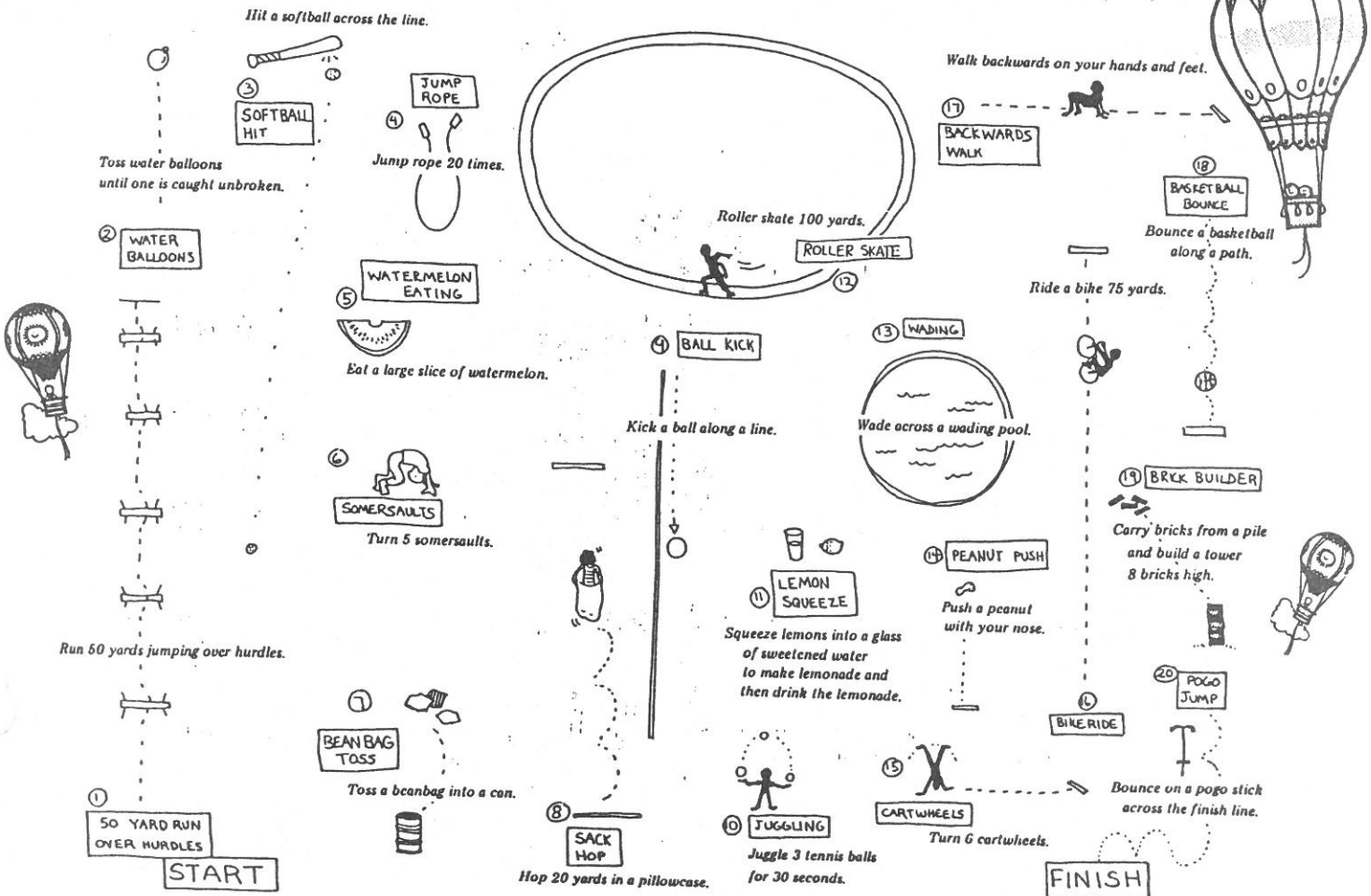
*Lots of folks can be involved in this kind of a marathon. Find out who wants to participate—and start planning the events!*

### What to Do

1. Start by getting a list of all the people who want to join in. Divide the people into two or more teams. Try to balance the teams so that each includes members of different ages.
2. Decide what the events will be and assign an event to each team member. Match the people to events according to their ability to do the event. These pages will give you ideas for some of the events you might include. You can add other activities, too.
3. Decide the order of events and set up the course so that all the necessary equipment can be ready at the spot where each event will occur.



4. Choose a time and day for the marathon. Give everyone a chance to practice his or her event ahead of time.
5. Here's the way the marathon will work. All members of both teams take their places along the marathon route. Those doing the first event begin at the starting line at the same time, each holding a baton in one hand. When a member has finished her event she passes the baton to the next team member. He does his task and passes it on. The baton may be laid down during the event if necessary. This continues until all the events are completed.
6. Have a great marathon!!



# Fitness and Sports



## Up...Down...On...Around...Over...Under... Obstacle Course

### What to Use

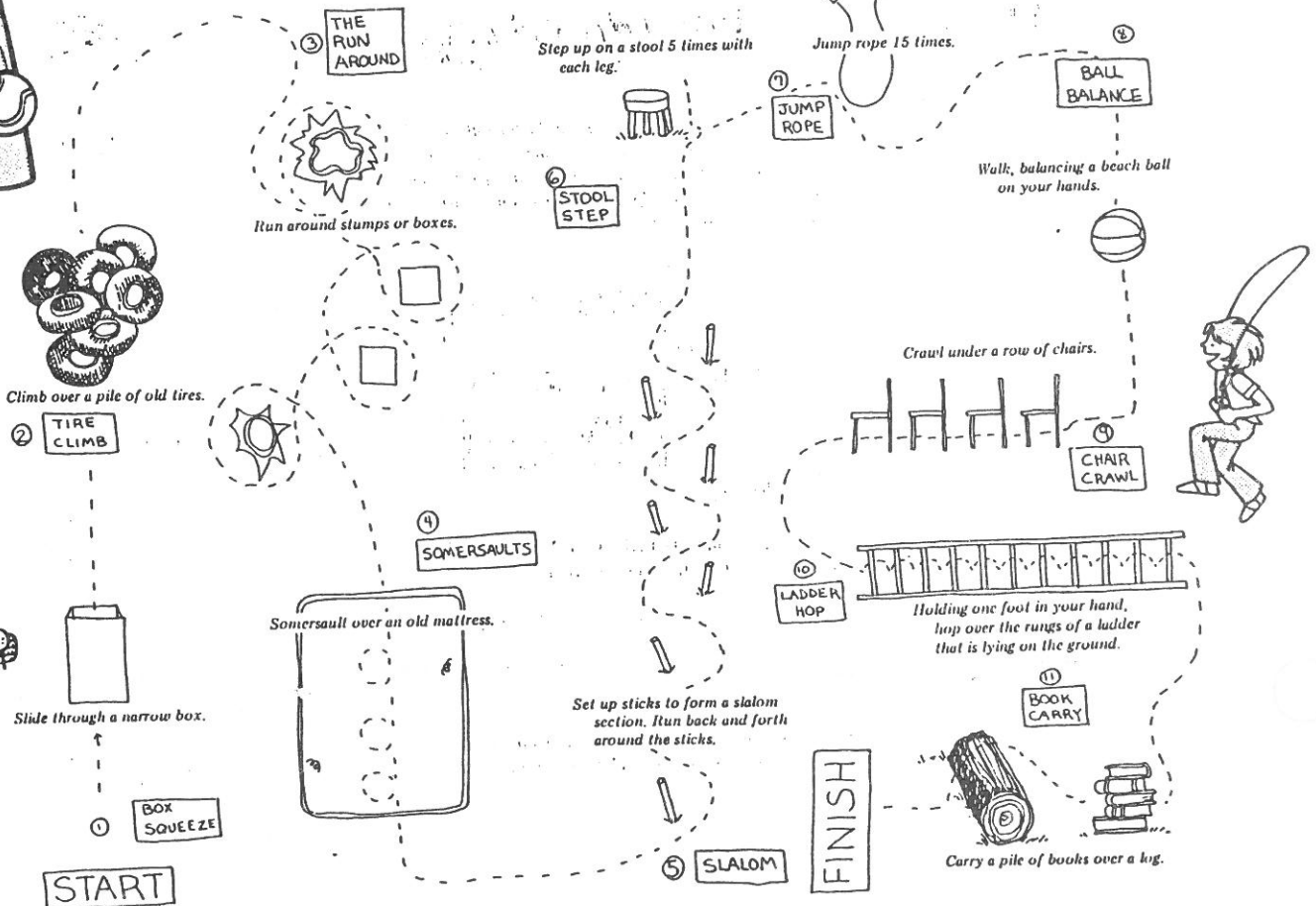
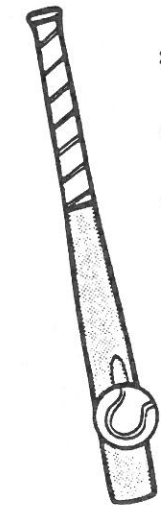
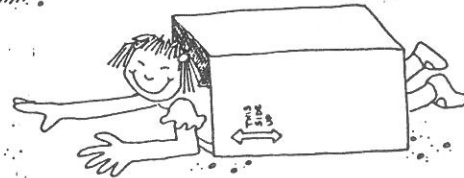
- clock or stopwatch
- old boxes, ropes, ladders, balls, and other equipment needed for obstacles you design
- friends



Brush up on body skills and have a lot of fun at the same time with your own homemade obstacle course.

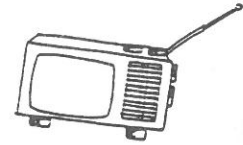
### What to Do

1. Find or make several things to use as obstacles.
2. Decide what activities can be done with each obstacle. You can use some of the ideas on these pages and add some of your own.
3. Find an open space and set up your obstacle course. Practice running it a few times.
4. Have a friend time you as you do the course. Keep track of your time. Try to improve it next time.
5. Try rearranging the obstacle course to make it more difficult. This will provide a new challenge once you've mastered the first course.





# Tell It Like It Is



125

## Mirror Writing

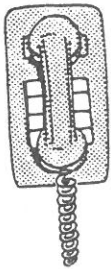


One of the easiest codes to encipher and to decipher is mirror writing. Most people print their mirror messages; but some *handwrite* them, which makes them a bit more difficult to decipher. To decipher a message written in mirror writing, simply hold it up to a mirror and read.



### Activities

- ▲ 1. Copy your spelling list in mirror writing.
- ▲ 2. Make up a math worksheet for your class. Print the instructions in mirror writing.
- ▲ 3. Create a treasure map. Use mirror writing to write place-names on the map.



THIS IS PRINTED IN MIRROR WRITING.  
This is written in mirror writing.



## CODE IT

*give real meaning to actions*

Make up an action code and use it when you need to send top-secret messages without making a sound.

Maybe some of these will help you get started.



Pointing,  
right, left,  
in front, behind,  
giving directions.

Finger on lips,  
quiet, not a word!

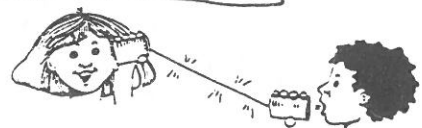
Arms over chest  
in X,  
DANGER!

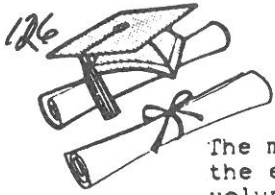
Waving the hand,  
goodbye!

Touching ear,  
I hear something!

Hands outstretched,  
"flopping"  
run!

Touching nose,  
I smell something!





## TIGER CUB INDUCTION CEREMONY



The most ideal situation in a Tiger Cub Graduation into a Pack is when the entire group graduates together with parents from that group volunteering for leadership positions of the den. This can be accomplished the easiest when representatives from the Pack Committee attend the Tiger Cub groups last gathering before induction into the Pack. Hold a parents orientation at that time, pass out Wolf books and Cub Scout volunteer registration forms. You might want to ask the Cubs to wear their Tiger Cub uniforms to the Induction. This will avoid some in uniform while others are not. When everything is handled before the Induction, the transition for everyone will be simple and pleasant. Remember all ceremonies should be short, simple but impressive.

### MATERIALS

Either Pack or Wolf scarfs  
Candle for each inductee



### CEREMONY

Call the Tiger Cub den and their families to the front. Introduce the new Den Leader and the Assistant. As each boys name is read by the Cubmaster, the Assistant Cubmaster places the scarf on each boy and welcomes them into the pack. Following behind the Assistant Cubmaster, the Den Chief, or new Den Leader hands each Scout a candle.

The Cubmaster then comes forward with a lit candle. The lights are dimmed and the Cubmaster proceeds to light each candle and offer the Cub Scout handshake.



**CUBMASTER:** May the light of Scouting burn deep within your hearts, urging you always to "DO YOUR BEST". Welcome Den \_\_\_\_\_ to Pack \_\_\_\_\_.



The Cubmaster might want to close by challenging the boys to be back as a Den to receive the Bobcat badge at the next Pack Meeting.

## TIGER CUB GRADUATION

Cubmaster calls forward the Tiger Cubs and their parents. Ask the boys and parents to repeat their Tiger Cub promise, "I promise to love God, my family, and my country, and to learn about the world."

**CUBMASTER:**  
"Tiger Cubs, we are very happy to welcome you and your parents into our pack. I'm sure you've had a lot of fun as Tiger Cubs. I can promise you that you'll have even more fun as Cub Scouts." (Briefly outline the pack's plans for the next events.)

"As your first act as Cub Scouts, I'm going to ask you to repeat after me the Cub Scout Promise and Law of the Pack." (Show how to make the Cub Scout sign, then lead them through the Promise and Law by repeat-after-me method. Ask parents to put new Cub Scout neckerchiefs on their sons. Then ask the whole pack to give their den yells, or lead them in the grand howl, in honor of the new Cub Scouts and their parents.)

Note: You may want to notify Tiger Cub parents in advance about getting their boys the Cub Scout neckerchiefs and what your pack uses as uniforms.



# Cub Scouting, Here We Come

God and Family



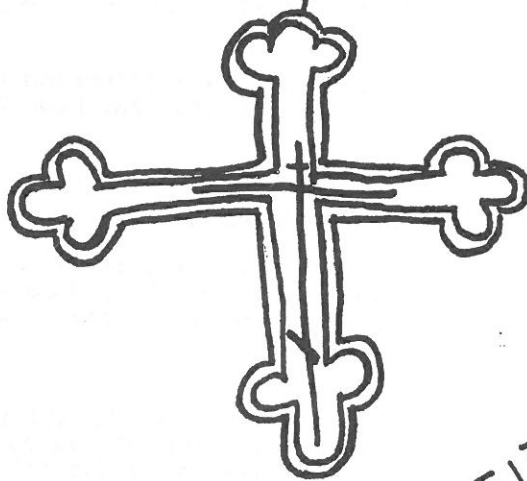
Meta



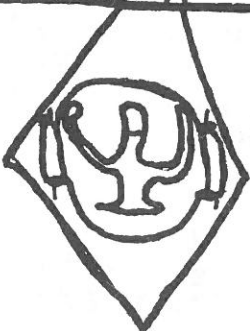
Religious

Emblems

chi ✕ rho



% Aleph %



BY KEVIN SCHWEITZBERGER, Jr.  
PACK 6





## RELIGIOUS EMBLEMS

Duty to God is a fundamental principle of Scouting. It is a pledge recited by every Cub Scout. From Scouting's earliest beginnings its members have been encouraged to be faithful in the practice of their religion.

Since Scouting is nonsectarian it espouses no creed and favors no faith over another. Instead, it provides programs and ideals that complement the aims of all religions. The result is that nearly half of all Scouting units are chartered to religious organizations.

Among the contributions Scouting makes to the Church are these values:

1. It provides a habit rather than a precept basis for morals. Living the Cub Scout Promise is entirely different from hearing it read and discussed.
2. Its program is built around recreation which is educational. Scouting under church auspices gives the Church a chance to become the "hub" of the wheel of a BOY'S recreation.
3. Scouting offers the Church a seven-day program, but leaves specific religious instruction to the church of the BOY'S choice.
4. It grips the BOY'S interest, holding him to the church by an added and powerful bond. It means more BOYS and later more men in the Church. In the Sunday School it means more BOYS, more regularly, and more permanently.
5. Scout morale and discipline bring a fine constructive tone to Sunday School discipline.
6. Scouting gives the Church an attractive task for holding adults in church work as Cubmasters and other leaders.
7. Scouts were a powerful war-service force recognized by the United States government during both World Wars. These same useful powers await mobilization by the church for various types of church service.

The church has a need of recreational programs for BOYS. The Scout program is planned to fill this need. Through the charter, the authority for responsibility and leadership of a Scout unit connected with the Church is in the hands of the Church itself. This authority enables the Church to use the Scouting program in conjunction with its other programs for BOYS in a way so that there is no conflict of authority with a local council.

One of the unique developments that has emerged from the partnership of Scouting with religious bodies is the Religious Emblems program, which literally belongs to the religious organizations.

The idea to recognize those who demonstrate faith, observe creeds or principles, and give service originated in 1939 with the Roman Catholic Archdiocese of Los Angeles. After a program was developed by the National Catholic Committee on Scouting and approved by the Council of Bishops in Washington, D.C., an emblem was created for presentation. It was called Ad Altare Dei, a phrase derived from the Forty-third Psalm, "With joy I come to the altar of God."

The Ad Altare Dei program provided a pattern and guide for other religious bodies as they created their own versions in accord with their concepts of spiritual education. The various programs have some general characteristics:

1. Requirements and emblems of recognition are developed by each religious body for its own constituents who are in Scouting.
2. No matter where a candidate gets his Scouting, he enrolls in the emblem program of his own faith and is instructed by his own priest, pastor, minister, rabbi, iman, or other religious counselor.
3. It is recommended that presentation of the emblem be made in the context of a religious service.
4. The Boy Scouts of America recognizes the Scout's achievement by permitting him to wear the religious emblem on his uniform centered above the left pocket flap. BSA has also developed a cloth knot so recognition can be shown without wearing the medallion itself.

The first religious emblem program in the Protestant field was prepared and implemented in 1943 by the National Lutheran Committee on Scouting under the title Pro Deo et Patria. In the same year the Jewish Committee on Scouting introduced an experimental program, which was made available in 1944 and was entitled Ner Tamid. The God and Country program was developed in 1945 by the Protestant Committee on Scouting.

From these beginnings the religious emblems program has spread to many religious bodies and expanded to include not only Boy Scouts but also Tiger Cubs, Cub Scouts, and Explorers.

Generally, a youth member may start work toward a religious emblem upon joining a unit. However, some religious bodies require that the candidate achieve a certain rank or be in the unit for a minimum period before receiving the emblem.

More information may be obtained by writing directly to the specific religious governing body or to the Religious Relationships Service, Boy Scouts of America, 1325 Walnut Hill Lane, Irving, TX 75038-3096.

Adult recognition emblems are presented upon nomination and approval to deserving men and women who have given distinguished service to children and youth through Scouting in a religious institution. A person may not nominate himself or herself. The award "seeks the individual," the individual does not

"seek the award." BSA has also developed a cloth knot as an alternative to the medallion for wear on the BSA uniform.

When a boy has earned a religious emblem, it is presented to him by his priest, rabbi, or clergyman at his place of worship. It is nice to recognize the boy's achievement at the Pack meeting also. The following is a suggestion for the Cubmaster to acknowledge the BOY:

"As Cub Scouts we promise to do our 'duty to God.' To help him understand what this duty is, (name of Cub Scout) has earned the (name of religious award). (Name of Cub Scout) worked with his pastor (priest or rabbi) (name of clergyman) on special requirements. (Name of Cub) was presented with the (name of award) on (date) at (name of church). Tonight we would like (name of Cub) to come forward with his parents and show his award to us."

When the BOY has come forward he should be congratulated by the Cubmaster and the Pack.

#### RESOURCE MATERIAL

Scouting in the Eastern Orthodox Church  
 With Jesus on the Scout Trail  
 Scouting in Town and Country Churches  
 Scouting in Your Parish  
 Scouting in National Baptist Churches  
 Scouting in the Church's Ministry  
 When Scouts Worship  
 Scouting, a Ministry to Boys (Episcopal)  
 Salvation Army and the B.S.A.  
 Scouting in the Lutheran Church  
 Religious Awards Program  
 Religious Emblems for Catholics  
 Aleph Program Pamphlet  
 Aleph Program Record  
 Parvuli Dei Workbook  
 Parvuli Dei Pocket Certificate  
 Parvuli Dei Record Book  
 God and Family Student Manual  
 God and Family Counselor Manual  
 Pro Deo et Patria Counselor Manual

Available from Catholic Relationships, Nat'l Headquarters:  
 Religious Emblem Order Form (Catholic)  
 Organizing New Units in Catholic Parishes  
 Guidelines for Securing Leadership

Available from Jewish Relationships, National Headquarters:  
 Jewish Service for Scouts and Explorers  
 Hanukkah Suggestions for Cub Scout Leaders  
 Boy Scout Sabbath  
 Scouting in Synagogues and Centers



## PRAYERS IN CUB SCOUTING

Scouting believes that a religious foundation is important for every boy and adult. Our attitude toward religious training is nonsectarian, and we should take care to respect the religious beliefs of others.

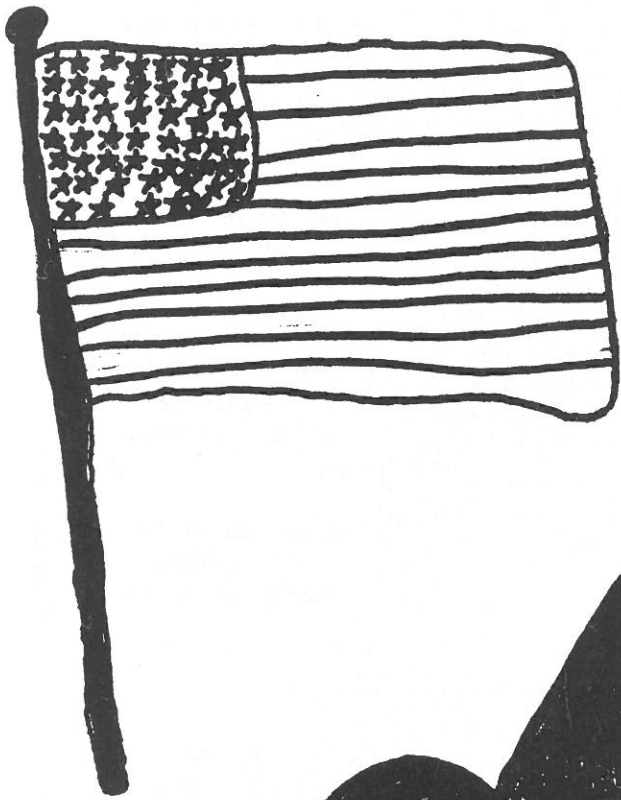
Prayers for Pack or Den Meetings

- a. We thank You, God, for Scouting, and all it means to us. We thank You for the fun and things we learn to do; and the opportunities of helping other people, which is our way of trying to serve you. Amen
- b. Dear God. You know how hard it is for us to do right. Help us to fight against wrong. Help us to be brave when we are afraid; to be cheerful when we are disappointed; to be pleasant when we feel angry. Help us always to tell the truth, even when it may be difficult for us. O God, You are strong and you are loving. Help us, we pray. Amen.
- c. Dear God. We thank you for our homes and for all who love and care for us. May we ever be grateful for the good things we enjoy, not taking them for granted, but remembering always to give thanks. Help us to be thankful in all things. Amen.

Prayer For Scouting's Birthday

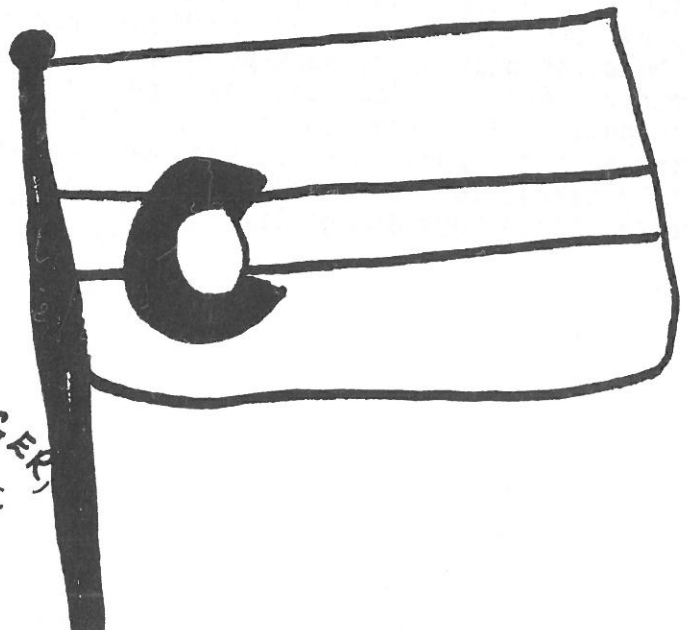
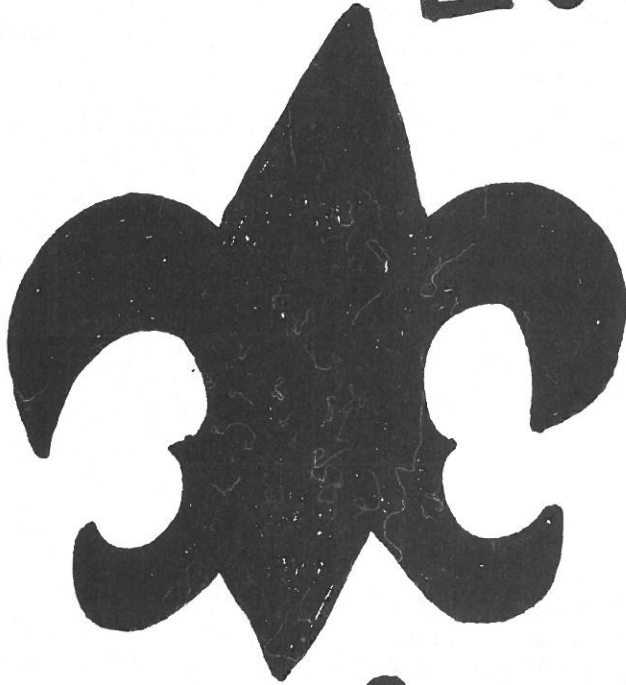
Dear God. Please bless our Pack (or Den) especially this day when we are celebrating our birthday. Bless all Cub Scouts everywhere. Bless all boys and men who have been Cub Scouts in the past, wherever they are now. May they always remember their Cub Scout Promise and do their best to serve You, as we are trying to do. Bless all who are members of our Pack now and help us to be worthy Cub Scouts, not only of the Pack, but of the world-wide brotherhood of Scouting. Amen.

When God wants a great work done in the world or a great wrong righted, he goes about it in a very unusual way. He doesn't stir up his earthquakes or send forth his thunderbolts. Instead, he has a helpless baby born, perhaps in a simple home and of some obscure mother. And then God puts the idea into the mother's heart, and she puts it into the baby's mind. And then God waits. The greatest forces in the world are not the earthquakes and the thunderbolts. The greatest forces in the world are homes where loving parents raise little boys and girls.



Flag

Etiquette



By KEVIN SCHWEITZBERGER,  
PACK 6 Jr.



## FLAG ETIQUETTE

As part of the Cub Scout promise, we promise to do our duty to our country. There are many ways we show duty to country. One of these is by displaying the flag of our country at Pack activities.

Laws have been written to govern the use of the flag and to insure a proper respect for the Stars and Stripes. Custom has decreed certain other observances in regard to its use.

Respect your flag and render it the courtesies to which it is entitled by observing the following rules:

The National flag should be raised and lowered by hand. Unfurl the flag, then hoist quickly to the top of the staff. Lower it slowly and with dignity. Place no objects on or over the flag. Avoid covering a speaker's table with the flag.

When displayed from a staff in a church or public auditorium, the flag should hold the position of superior prominence, in advance of the audience, and at the clergyman's or speaker's right as he faces the audience, with other flags at his left.

The flag should never be displayed with the union down except as a signal of dire distress.

Do not use the flag as a portion of a costume or athletic uniform. Do not embroider it upon cushions or handkerchiefs nor print it on paper napkins or boxes.

A federal law provides that a trademark cannot be registered which consists of, or comprises among other things, "the flag, coat-of-arms, or other insignia of the United States, or any simulation thereof."

When the flag is used in unveiling a statue or monument, it should not serve as a covering of the object to be unveiled. Do not allow the flag to fall to the ground, but let it be carried aloft to form a feature of the ceremony.

Take every precaution to prevent the flag from becoming soiled. It should not be allowed to touch the ground or floor, not to brush against objects.

The flag should not be dipped to any person or thing, with one exception: Navy vessels, upon receiving a salute of this type from a vessel registered by a nation formally recognized by the United States, must return the compliment.

When carried, the flag should always be aloft and free--  
never flat or horizontal.

Never use the flag as drapery of any sort whatsoever. Bunting of blue, white, and red--arranged with the blue above, the white in the middle, and the red below--should be used for such purposes of decoration as covering a speaker's desk or draping the front of a platform.

Do not use the flag as a receptacle for receiving, holding, carrying, or delivering anything. Never place upon the flag, or attach to it, any mark, insignia, letter, word, figure, design, picture, or drawing of any nature.

No other flag may be flown above the Stars and Stripes, except: (1) the United Nations flag at U.N. Headquarters; (2) the Navy church pennant during church services conducted by naval chaplains at sea.

During a ceremony of hoisting or lowering the flag, or when the flag is passing in a parade or in a review, those present in uniform would render the right-hand salute. When not in uniform, men should remove their headdress with the right hand and hold it at the left shoulder, the hand being over the heart; women should place the right hand over the heart.

It is the universal custom to display the flag only from sunrise to sunset on buildings and on stationary flag-staffs in the open. However, when a patriotic effect is desired, the flag may be displayed 24 hours a day if properly illuminated during the hours of darkness.

The flag should not be displayed on days when the weather is inclement, except when an all-weather flag is displayed.

Many of the Nation's dry cleaners, in cooperation with the American Legion, will dry clean the National Flag free of charge between June 1 and 12 provided the owner of the flag promises to fly it on Flag Day, June 14.

When the flag is in such a condition, through wear or damage, that it is no longer a fitting emblem for display, it should be destroyed in a dignified way, preferably by burning.

You may see the flag used in ways that do not seem to give it due honor or respect. It is important for each of us to set the example and to teach others the correct flag ceremonies and uses of the flag so that we may show loyalty to our country.

## FLAG TERMS

BADGE	Emblem, device, seal, usually on the field
BEND ON	Attach a flag to a halyard
BUNTING	Inexpensive cotton or thin wool cloth for flags and patriotic decoration
BURGEE	A small triangular or swallowtail pennant
CANTON	Upper corner of flag's own right; the point of honor; also called the union
COLORS	The national, regimental, or organization flag; a banner, standard, ensign
COURTESY FLAG	Another nation's flag hoisted on special occasion; example, a ship entering a foreign port
ENSIGN	National flag flown by a naval vessel; same as a standard in some countries
FIELD	The ground of each division of a flag, the U.S. flag is divided into a red and white-striped field and a white-starred blue field
FIMBRIATION	The narrow line separating the colors
FLAG HOIST	One or more signal flags on one halyard
FLY	Length of flag from end to end; also the end away from the canton, called the free end
FURL	To wrap or roll tightly; opposite of unfurl, meaning to allow a flag to fly freely
GARRISON FLAG	Large 20' by 38' flag
GROMMET	Metal eyelet for halyard
GROUND	Same as field
HALYARD	Rope for hoisting and lowering flag
HOIST	Width of flag at canton side; to raise a flag
PENNANT	Triangular, swallowtail flag or streamer
POST FLAG	10' by 19' flag
REEVE	To pass a rope through a pulley
RETREAT	Lower flag at sundown

RUN UP A FLAG	Raise it smartly
STAFF	The pole a flag hangs from
STANDARD	A banner; ensign colors; personal banner of a ruler; flag of mounted or mechanized units
STORM FLAGS	5' by 9'6" flag flown in bad weather
STRIKE THE FLAG	To lower flag as sign of surrender
SWALLOWTAIL	Tapering flag with free end divided into two or more pointed tails
TRUCK	Top of flagpole to which flag is hoisted; often has ornament attached to cap
UNION	Same as canton; also, the whole of a flag as the union jack on U.S. naval vessels
VEXILLUM	A square flag of the ancient Roman calvary
VEXILLARY	A standard bearer in ancient Roman legions

### I PLEDGE ALLEGIANCE

How halfheartedly we hear and see many persons salute our flag. Often it is done in a routine fashion and sometimes even with a veiled apology by a leader who may say, "Now, by regulations, we must have our flag salute." Often the Chairman may merely stand and announce, "Stand, ready, begin!"

What a splendid opportunity is being missed! Let us urge those who have the privilege of leading the flag salute to put some meaning into it. Just a few words to suit the occasion and the persons concerned could be given and the emphasis would be on the meaning and purpose of our flag salute instead of mere repetition of words.

Here are a few suggestions:

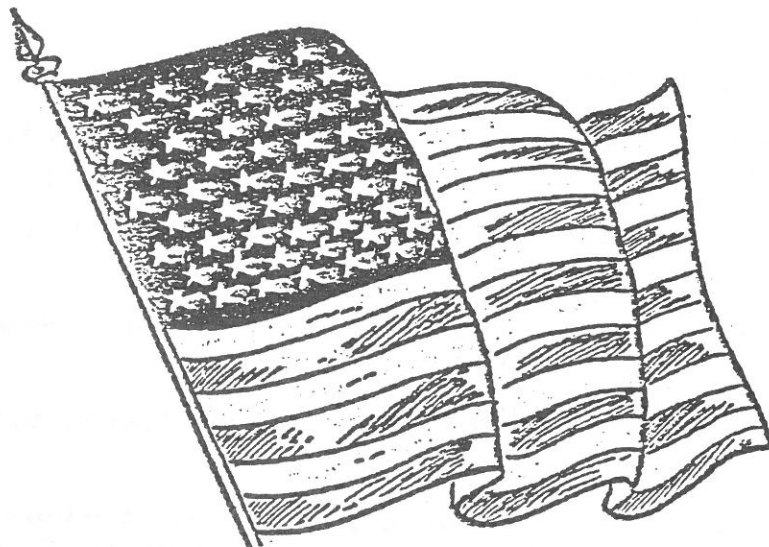
1. Today, let us salute the flag in honor of our founding fathers who had visions of today's America.
2. Please join me in saluting the flag of our county, the emblem of truth and justice.
3. When we realize what our flag stands for, it is with genuine enthusiasm we salute the flag of our country.
4. We will now salute the emblem of America, the flag of the United States.
5. In peace and war our flag flies proudly because Americans are not forgetful of others. Please join me in saluting our flag.



## FLAG CEREMONIES

Things to remember and flag etiquette:

- A. Keep flag ceremony simple.
- B. Handle flag always with dignity and respect.
- C. The flag of the U.S. is carried at the marching right (the flag's own right) or when there are several other flags, it may be carried in front of the center of that line.
- D. The color guard is made up of a color bearer for each flag used, and at least two color guards for the entire group. If an outdoor ceremony, it is advisable to have 4 color guards for the American Flag in order to fold and unfold the flag properly.
- E. COLOR GUARD AND BEARERS NEVER JOIN IN THE SINGING, SPEAKING OR SALUTING DURING THE FLAG CEREMONY.
- F. There is absolute silence from the time the procession starts from a given point.
- G. The salute by the group, begins when the first clip of the American Flag is fastened to the flag rope and is held until the flags reach the top of the pole. When lowering the flag, the salute begins when the flag starts down and is held until the last clip of the American Flag is loosened from the rope.
- H. The ceremony takes place **AFTER** the flags have been raised or **BEFORE** they have been lowered, since the ceremony is for the flags and they should be in position during the ceremony. The ceremony itself varies. It may consist of appropriate poetry, Pledge of Allegiance, Promise, singing, etc.



## STANDARD FLAG CEREMONY

- Personnel: Flag bearers for American flag and Pack flag; color guards for American flag and Pack flag; Speaker (If there is an uneven number of color guards, the American flag has precedence and should have the most guards)
- Equipment: American flag; Pack flag; flag stands; music, if desired
- Arrangement: Flag stands are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room. Speaker may be rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den that will perform the ceremony. At this point, the speaker advances to the front of the room.
- Speaker: Attention! Will the audience please rise? (They do so)  
Color guard, advance!

(Color guard advances from rear of room with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker gives his next command.)

- Speaker: Hand salute! (He salutes and audience does likewise; speaker's eyes follow American flag until it is in position in front of the room.)

(Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.)

- Speaker: Please join me in the Pledge of Allegiance. (He begins and audience joins in.)

(At this command the Pack flag is lowered slightly with care that it does not touch the floor and full attention is given to the America flag. Flag bearers and color guards do not salute or repeat Pledge. When Pledge is finished, the speaker gives the next command which is the signal for all salutes to be dropped. The Pack flag is raised to vertical position again.)

- Speaker: Two! Color guard, post the colors!

(The Pack flag is placed in its stand; then the Pack flag bearer and color guards salute it and step back into place. The American flag is then posted, and its bearer and guards salute it and step back into place.)

- Speaker: Color guard, retreat!

(Flag bearers lead procession to back of room with speaker following last.)

## MIXING THE STARS AND STRIPES

EQUIPMENT Flag, large pot, cut pieces of red, white and blue construction paper, white construction paper stars

BOYS of Den enter humming "America the Beautiful" and carrying large pot. Place pot in center of stage.

Cub #1 Red is for valor. (Puts red stripes into pot.)

Narrator For the courage of all men who with a dream in their hearts crossed the oceans to begin life anew in a free land, for the bravery of men who with hope and faith crossed the prairie and mountains of our vast land, for the steadfastness of those men who through all adversities shouldered this country's burdens to emerge as stronger individuals.

Cub #2 White is for purity. (Puts white stripes into pot.)

Narrator For the integrity of all men whose fortitude wove the strands of diverse cultures into an integral National heritage, for the piety of all men whose faith formed the foundation upon which our country was built and continues to grow.

Cub #3 Blue is for justice. (Puts blue stripes into pot.)

Narrator For the foresight of all those men who created an atmosphere in which each of their children could develop to their fullest potential, for the perseverance of all those men who contributed their talents to further the development of our Country.

Cub #4 These stars are for dreams. (Puts stars into pot.)

Narrator For the dreams of the future that the generations of tomorrow may fulfill the promise of the past 20 years, so that the visions of our forefathers will be revitalized and the future will hold forth hope and promise for all generations to come.

Cub #5 (Stirs the pot.)

Narrator Stirring all the stories of the Stars and Stripes, symbolizes the soul of America, typifies her ideals and aspirations, her institutions and traditions.

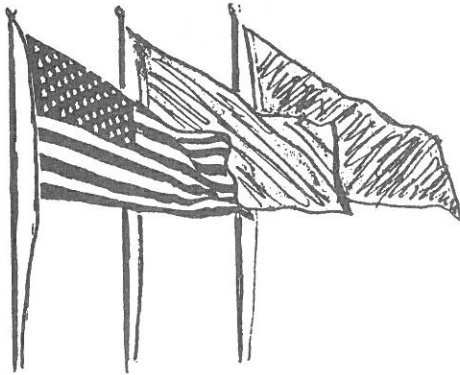
Cub #6 (Reaches into pot and removes flag. All other Cubs step up to help unfold.)

Narrator This Flag, which we honor and under which we serve, is the emblem of our unity, our power and though and purpose as a Nation.

Cub #7 I pledge allegiance. . . (Audience joins in). . . justice for all.

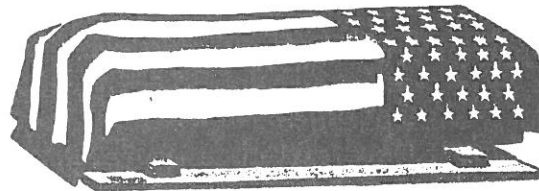
(BOYS carry flag around the room and out. Carry the flag vertically by the four corners with blue field at shoulder height.

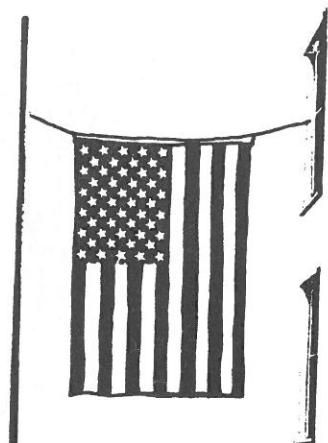
When a number of flags of states or cities or pennants of societies are grouped and displayed from staffs with our National flag, the latter should be at the center and at the highest point of the group.



When the flags of two or more nations are displayed, they should be flown from separate staffs of the same height; and the flags should be of approximately equal size. International usage forbids the display of the flag of one nation above that of another nation in time of peace.

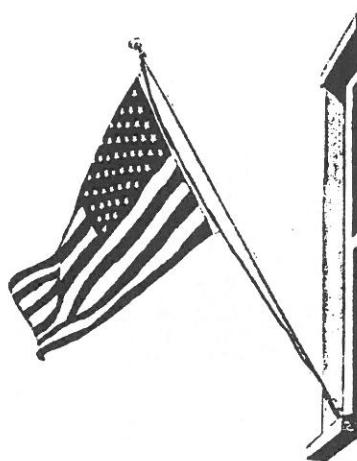
When the flag is used to cover a casket, it should be so placed that the union is at the head and over the left shoulder. The flag should not be lowered into the grave or allowed to touch the ground.



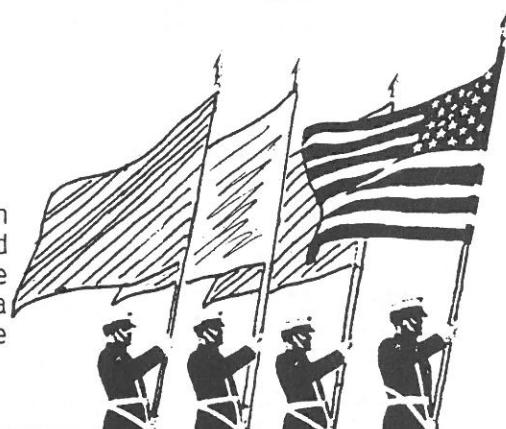


When the flag is suspended over a sidewalk from a rope extending from house to pole at the edge of the sidewalk, the flag should be hoisted out from the building, toward the pole, union first.

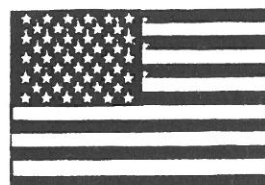
When the flag is displayed from a staff projecting horizontally or at any angle from the window sill, balcony, or front of a building, the union of the flag should go to the peak of the staff (unless the flag is to be displayed at half-staff).



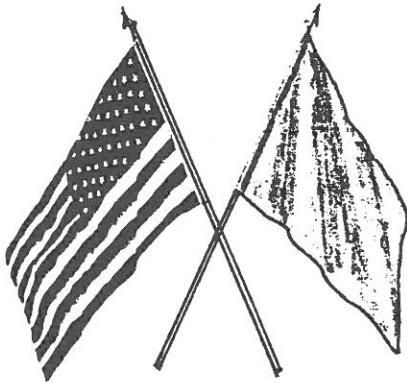
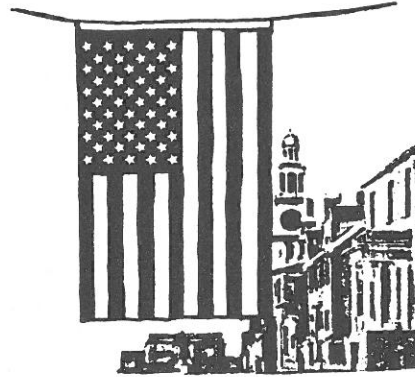
When carried in a procession with another flag or flags, the stars and stripes should be either on the marching right, or when there is a line of other flags, in front of the center of that line.



When the flag is displayed in a manner other than being flown from a staff, it should be displayed flat, whether indoors or out. When displayed either horizontally or vertically against a wall, the union should be uppermost and to the flag's own right, that is, to the observer's left. When displayed in a window it should be displayed in the same way, that is, with the union or blue field to the left of the observer in the street.

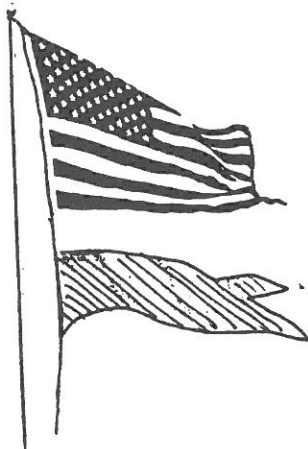
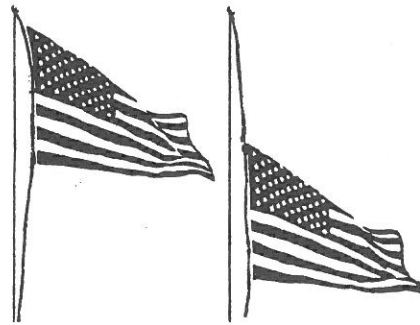


When displayed over the middle of the street, the flag should be suspended vertically with the union to the north in an east/west street, or to the east in a north/south street.



When displayed with another flag from crossed staffs, the flag of the United States of America should be on the right (the flag's own right) and its staff should be in front of the staff of the other flag.

When it is to be flown at half-staff, the flag should be hoisted to the peak for an instant and then lowered to the half-staff position; but before lowering the flag for the day it should again be raised to the peak. "Half-staff" means the position of the flag when it is one-half the distance between the top and bottom of the staff. On Memorial Day display at half-staff until noon only; then hoist to the top of the staff.



When flags of states or cities or pennants of societies are flown on the same halyard with the flag of the United States of America, the latter should always be at the peak. When flown from adjacent staffs the Stars and Stripes should be hoisted first and lowered last.

# STRESS MANAGEMENT



By MATTHEW KULCZEWSKI  
PACK 753





WHAT IS STRESS?

Stress is any disruption of the body's physical, chemical, or mental functioning. Technically, stress is the body's responses to stressors (sources of stress). A stressor can be anything that threatens you, pushes you, prods, or worries you; anything that speeds up, keys up, or tenses your body. The responses include both physical reactions and psychological changes. Physical reaction might be elevated blood pressure, headaches, restlessness, or sweaty palms; psychological change could be worry, depression, anxiety, or feelings of unimportance. Examples: You have a deadline to meet and have to work faster and longer. You are under stress. Your young child has a very high fever during the night and you are quite upset and worried and worn from lack of sleep. You are under stress. You may have to lay off a couple of employees for economic reasons, and this bothers you especially because they have families to support. You are under stress.

Stress is unavoidable, and some stress is even beneficial. Called "eustress" or good stress, it excites you, pushes you to achieve, to cope with a problem, to get things done. Speaking before a group, getting ready to go on vacation, competing in sports, or entertaining guests can be stressful, yet rewarding.

So stress can be positive or negative. It can be likened to the tension on a violin string - you need enough tension to make music, but not so much that the string snaps.

Stressors - the sources of stress - can be classified as environmental (or external) and psychological. Environmental stressors are life events or situations that are stressful to the individual; for example, a sick family member, an unreasonable boss, deadlines, noise, long hours, or crowded living conditions. Sometimes small things cause stress: not being able to find your car keys, running out of gasoline when you're in a hurry, or locking yourself out of your home. Psychological stressors, on the other hand, are things that you do in your head that stress you, such as constant worry, unrealistic fears, excessive competitiveness, unresolved resentment, and feelings of inadequacy.

THE STRESS RESPONSE

All stress - exciting, joyful events as well as fearful, depressing ones - provoke a basic reaction called the "fight or flight" reaction or the "stress response." A hormonally stimulated reaction of arousal and alarm prepares your heart, nervous system, muscles, and other organs to face the challenge at hand. "Distress" occurs when stress reactions come too frequently or are too intense.

When the stress response is activated, certain signs and symptoms become evident. They can be classified into three categories:

**BEHAVIORAL.** Heavier smoking and use of alcohol or drugs are often signs of stress, as are absenteeism and lowered job performance. Increased errors, diminished concentration, and forgetfulness are also common reactions to stress. Other behavioral indicators include a drop in energy level, lack of enthusiasm, and pulling away from people.

**PHYSICAL.** Elevated blood pressure, headaches, pain in neck and shoulders, and visible restlessness or nervousness are some of the physical indicators of stress. Stress may also show itself in increased urination, sweaty palms, shallow breathing, sleeping difficulties, or stomach upset.

**EMOTIONAL.** Most common among the emotional indicators are worry, irritability, depression, and low morale. A person under stress may experience a dislike of self, a sense of futility, and feelings of unimportance, and may begin to blame others for his or her circumstances and become increasingly suspicious and distrustful.

Experiencing any one or two of the signs of stress does not necessarily mean something is wrong. However, anyone who experiences several of these stress indicators should ask these questions; "What's going on in my life that may be stressing me? Am I in control of things? Is there anything I want from the key people in my life that I'm not getting?"

In summary then, stress is made up of an event (the stressor) an emotional response (how we feel about it) our interpretation of the event and the coping method we use to deal with it.

### TECHNIQUES FOR COPING WITH STRESS

There are several ways you can control stress. You can remove the sources of stress in your life, or remove yourself from the stressful situation, so you are exposed to less stress. You can equip yourself so that when stress comes along it meets a well-prepared mind and body. And you can learn how to deal with stress when you meet it head-on in specific situations. The sections below address each of these of these approaches, as well as what not to do.

### ESCAPING AND REMOVING STRESS

Often, the easiest way to remove stress is to escape it. You can go away and leave the stress behind. Or you can remove the sources of stress from your life. Not all stress can be escaped; if you want to live in a large city, for instance, you will have to cope with crowds. The two sections after this offer tips for dealing with stress that you're stuck with. But first ask yourself how much stress you can get rid of. Maybe it's more than you think.

1. Ask yourself what activities or events make you feel tense or frustrated. See if you can change or avoid these events. (If you hate driving home in rush hour, try taking the bus. If a certain relative drives you crazy, try to avoid frequently seeing that person.)
2. Reduce the amount of noise you are exposed to. Use the bedroom, or rent an apartment on the side away from the street. Move noisy appliances away from the walls. You can think of other ways to reduce the noise.
3. Learn your own energy rhythms and try to work with them. If you are a morning person, use the time for your more challenging work. If you are an owl, try to use the morning for routine tasks that you could do in your sleep.
4. Plan your time schedule in advance. If you have too much work to do, decide what's the most important and what you can eliminate.
5. Allow a little extra time for everything. Leave a few minutes early when you are going someplace so you won't have to hurry. Leave some time in your day for the unexpected.
6. Learn to say "no." "No, I'm sorry, but I can't help you. I have too much work of my own to do." "No, I would love to see you, but I need some time to rest this week." "No, I don't really enjoy the activity you are suggesting."
7. Examine your own attitudes and ask yourself how you may be creating unnecessary pressure for yourself. For example, do you always try to beat the red light? Do you always have to do better at an activity than the next person? Pick one area and try practicing a more casual attitude. Maybe next time you play a game with some friends, you could forget about winning and concentrate instead on helping other players to improve their performance, or on playing just for the fun of it. It's hard to change old habits, do keep on practicing the new approach for awhile. If you find yourself getting comfortable with it, look for other areas where you can reduce the pressure you put on yourself.
8. In a similar manner, look at the underlying values that influence the choices you make. Do you always take every opportunity to advance your career because you believe you owe it to yourself and your family? Do you always spend your holidays with your parents because it's your duty, even if you don't want to? Ask yourself what you would most like to do. Now ask yourself what will be the consequences of not doing what you think you should do. Are they all that bad? What difference will it make five years from now? It is not being suggested that you become irresponsible, but that you decide for yourself what your real responsibilities are.
9. Reduce or eliminate entertainment that causes you to feel tension, such as newspapers, competitive spectator sports, and certain T.V. programs.

10. Plan around major life changes as much as you can. Go easy on yourself when a big event happens to you. If possible, space big events out so they don't happen too close together. For example, don't move to a new city and adopt a baby in the same year. Don't change careers while you are going through a divorce.

### EQUIPPING YOURSELF TO COPE WITH STRESS

Since a certain amount of stress is inevitable, it pays to improve your ability to deal with it effectively. The suggestions below involve improving your physical health and your body's ability to handle the stress response, learning skills to handle stressful situations better, and acquiring resources that can help you cope. You may not choose to incorporate all of the ideas into your life immediately, but whatever you do will help you.

1. Exercise regularly in some vigorous activity that develops the heart and lungs (such as jogging, swimming or bicycling). Twenty to forty minutes of strenuous exercise three to five times a week can work wonders for your ability to cope with stress. Such exercise can eliminate stored-up stress, prepare you to handle future stress, and make you feel very good. Beware of competitive sports if you tend to become angry or anxious when playing to win. Check with your doctor before you start.
2. Eliminate smoking. The nicotine in tobacco produces a stress response in your body, in addition to the other harmful effects of smoking. If you can't quit "cold turkey," cut down while you are working up to it. If you don't smoke, avoid secondhand smoke from other people.
3. Eliminate or reduce caffeine in your diet. Caffeine also stimulates as stress response. Sources of caffeine include coffee, black and green tea, cola drinks, chocolate, many pain-killing preparations and stay-awake products.
4. Reduce salt in your diet. Salt increases the amount of fluid your body retains and this can lead to nervous tension and raised blood pressure. You can use lemon juice, spices and herbs to flavor your foods.
5. Eat plenty of fresh fruit and vegetables, nuts, beans and whole grain foods for a healthy supply of vitamins and minerals. Eat regular meals and a variety of foods. Remember breakfast so you will have sufficient energy through the morning.
6. Get as much sleep as you need. Individual sleep requirements vary, so experiment to find out how much you need to maintain energy and alertness. Try to sleep on a regular schedule for more consistent rest.

7. Learn a relaxation technique and practice it regularly to increase your ability to stay calm. Regular relaxation has been shown to reduce the harmful physical effects of stress. Suggested techniques include meditation, biofeedback, autogenic training, deep breathing and Progressive Relaxation Training.
8. Have an "escape" activity, a hobby or passtime which is strictly for your own enjoyment on which you can use pleasure on a regular basis.
9. If you can arrange it, have an "escape place." It may be a room in your home, a cottage in the counrty, or a park you like to visit. Go there to get away and don't take your problems or pressures with you.
10. Schedule regular times in your life for relaxation and fun. Do what you enjoy: reading quietly, going dancing, eating out with friends. Treat this time as something that is just as important as your other responsibilities.
11. If you have a continuing problem that is causing you to feel anxious, frustrated, depressed or worried, or if you have those feelings without knowing why, get help. Most communities have several qualified, inexpensive counseling services which are there for you to use. If you aren't satisfied with the first counselor you see, try another.
12. If you are frustrated because you feel presured by other people or taken advantage of, learn assertiveness skills. Most communities have clases called "assertiveness" or "effectiveness" training. You can probably find qualified trainers from public organizations rather than expensive private trainers.
13. Think about your values and life priorities. If you know what you believe in and what your most important goal is, you will be able to put the demands in your life in perspective, and you will be less likely to be overwhelmed by them.
14. Develop a support network of people who care about you and whom you care about. This might be your family, a circle of friends, or an ongoing support group that is formed for this purpose. People can frequently benefit from belonging to a group of individuals who are working together to solve particular problems they have in common, such as alcoholism, adjusting to divorce, single parenthood, etc.
15. If you drink alcohol, limit the amount to no more than one to two drinks per day. If you have problems limiting your drinking, seek help. (Consult the yellow pages under "Alcohol," "Alcoholism," or "Counseling Services.")



MEETING STRESS HEAD-ON

There are those times when you know you are experiencing stress right now. What can you do to deal with this particular situation while it is happening?

1. Practice deep breathing in tight situations. Exhale slowly as far as you can and then slowly fill your lungs from the diaphragm. Hold for a few seconds and repeat. Do it three to ten times.
2. Close your eyes and relax. Visualize yourself in a pleasant place, lying on a beach, floating in a mountain stream, enjoying the vista from a mountain peak, or whatever scene represents peacefulness to you. Or visualize the stressful situation as you would like it to be. This might give you some ideas about what changes you can make.
3. Take a break. Go for a walk, do a few stretching exercises, or do something distracting for a moment. Then come back to the situation in a calmer frame of mind.
4. Ask yourself how important is the situation which is causing you stress. If someone has been rude to you, for example, does it really matter? Can you decide not to let it bother you?
5. If the problem is important, confront it directly whenever possible, especially if it is likely to recur. If someone is being unfair to you, is pressuring you, or is causing you stress in some way, can you talk to the person about it? Do this in an assertive, non-apologetic way. But don't pick a fight, which would only create more stress. Even if the source of stress is too much for you to change singlehandedly, you will feel better if you do something. Go to the City Council meeting and speak about the excessive noise in your neighborhood. Write a polite letter to the editor asking smokers to be more considerate of the discomfort they cause nonsmokers in public places. This will let off some of the steam and reduce feelings of helplessness.
6. If you can't confront the problem directly, talk it out with a sympathetic listener, a friend or counselor. Or write it out in a journal or in an angry letter that you will throw away later.
7. Work off the steam. Lift weights, go for a brisk walk, smash a cushion, or find a private place to cry.



WHAT NOT TO DO

1. DON'T USE ALCOHOL or other drugs to cope with stress. The relaxation, extra energy or escape that chemicals seem to provide is only temporary. In the long run, the physical strain they cause your body, and the emotional and social strain that result from possible dependence, will probably be a greater source of stress than the one you are dealing with right now.
2. Don't repress negative feelings. There are appropriate and inappropriate ways of expressing anger, fear, frustration and sorrow, but it is never worth the price to keep strong feelings locked inside where they continue to cause stress. Find a place where these emotions can be released appropriately. Talk with a friend or seek professional help.
3. Don't compare yourself with others. Don't think: "Lisa can run a household, raise well-behaved children and excell in law school - why can't I?" "Dan is so calm in the face of pressure - what's wrong with me?" Everyone is different. Be yourself.
4. Don't get stressed about stress. It is important to pay attention to your stress level and do what you can to regulate it for your optimum health, but don't become over-anxious about. Do what you can, and then don't worry.

TIPS TO REDUCE FAMILY STRESS

Families face numerous stresses in their everyday life. These tips may help you cope with them.

"FAMILY" TIPS Your family can better deal with stress if you...

1. Learn to distinguish between things you can change and those which are beyond your control.
2. Recognize that stress is temporary, sometimes even positive.
3. Expect some stress as a normal part of family life without considering yourself a failure.
4. Work together on solutions to minimize the stress.
5. Remember how you have sucessfully dealt with stress in the past.
6. Find solutions to problems rather than blaming someone or something else.
7. Be realistic. Don't expect perfection of yourself or others.
8. Don't bottle up anger or frustration, but learn to express desires and opinion on important issues.
9. Reward yourself occasionally for a job well done. Go to a double feature or splurge on an ice cream sundae.
10. Remember that a large part of stress may be created from your reaction to a situation rather than the situation itself.
11. Look for other ways to handle problems. If Plan A doesn't work, try Plan B.

12. Find a support group to share your problems, put them in perspective and generate new solutions.
13. Find help when you are overwhelmed and unable to deal with stress on your own.
14. Seek support from friends and relatives when you need it.
15. Allow each family member a measure of freedom - time for favorite activities or a private place to be alone.
16. Look for workshops or seminars offered by community groups.
17. Laugh at yourself and with others and keep a good sense of humor.
18. Give of yourself by doing things for others at work or in the community.
19. Take care of your health by eating a balanced diet and getting enough rest.
20. Reduce stress by walking, jogging, or participating in some sort of physical exercise or in stress relieving techniques such as deep breathing or stretching.
21. Avoid overindulgence in food, drugs, alcohol, caffeine and nicotine.
22. Think positively. A positive attitude about situations and yourself is your most important asset in coping with stress.

"COUPLE" TIPS    If you and your partner need to handle stress better you might...

1. View stress as a normal part of a close relationship.
2. Share dreams, expectations and disappointments as well as words.
3. Understand your own, individual needs and take time for them.
4. Be flexible about one another's roles.
5. Make plans together rather than simply responding to situations or circumstances.
6. Share the decision making.
7. Don't let outside pressures change plans that are important to you.
8. Don't assume what the other is feeling.
9. Learn how to solve disagreements to one another's satisfaction.
10. Learn how to take "time-out." Stop a discussion or walk away from a confrontive situation until you have regained your self control.
11. Express anger safely without harming people, things, or yourself.
12. Don't put off problems, thinking they will go away, but address them as soon as they arise.
13. Reconcile after a disagreement and don't let tension build because of unresolved arguments.
14. Remember disagreement is a natural part of any relationship - the key is to deal with it constructively.

"CHILDREN" TIPS    If you want to deal more effectively with children...

1. Enjoy your children rather than seeing them as a duty.
2. Recognize that all children are different and special in their own way.
3. Accept problems with children and deal with them rather than just hoping they'll go away.
4. Learn to forgive yourself for being imperfect.
5. Spend time with your children and listen to their needs.

6. Treat your child with respect.
7. Have fun together even when doing household chores.
8. Have a family dinner on a regular basis - at least once a week. Use the time to let everyone share good times.
9. Don't do things for your children that your children can do for themselves, including settling their own squabbles.
10. Keep children busy - they're happier that way.
11. Feel confident in your right to set rules. Don't have a lot, but stick to the rules you have.
12. See things through your children's eyes and try to remember how it was when you were their age.
13. Let your children know what the consequences will be for violating a rule and be consistent in following through.
14. Practice company manners at home. "Please" and "Thank you" are as important with family members as they are with guests.
15. Develop family traditions around holidays or other special events.
16. Let your children help define their family responsibilities and trust them to carry them out.
17. Learn how to deal with anger. Step back from a situation by leaving the room or closing the door. Get rid of your anger by punching a pillow, doing jumping jacks or mopping the floor. Calm yourself by taking deep breaths, listening to music or taking a shower.
18. Spend time with each child separately.
19. Control the use of the television set.
20. Distinguish between early and late teens rule-setting and demands for behavior.
21. Accept and encourage your teens to hold different opinions from your own.
22. Don't solve your children's problems but help them grow by learning to solve their own.

"MONEY" TIPS Money causes stress in most families. If this is true in yours you could...

1. Be realistic about your financial situation. Decide what's important in terms of spending and what is not.
2. Talk about money openly rather than fight over spending.
3. Not link self esteem with earning power.
4. Regard money as "ours" rather than "mine" or "yours."
5. Develop a budget, but maintain some flexibility.
6. Cope with inflation by scaling down spending rather than taking on extra jobs.
7. Revise your expectations. You may have to wait awhile before you realize the American Dream.
8. Find ways to deal with financial shortages without casting blame.
9. Support one another when there is a loss of job status.
10. Develop money-management skills and control money stresses together.
11. Don't be tied to a set pattern of providing money to your children but have a variety of patterns for different ages and circumstances.
12. Teach your children about money by giving them opportunities to earn, save and spend their own money.
13. Concentrate on long range goals rather than short-term gratification.

14. Open a savings account and save some money every month - no matter how little.
15. Get some advice from people you respect - family, friends, financial counselor.
16. Look at your budget in terms of what you can do, not what you can't afford.

**"TIME" TIPS** If you want to work toward having more time, you could...

1. View time as a controllable commodity and budget your time effectively.
2. Pay attention to the need for balancing family time and your personal time.
3. Spend some one-on-one time with those people who really matter to you - spouse, partner, children, parent or a special friend.
4. Define your priorities and keep focused on what is really important to you. No one can do everything.
5. Don't allow work and other activities to infringe routinely on family time.
6. Spend time with friends sharing feelings, laughter and enjoyment.
7. Know how to say no when asked to do something that overloads your time or budget or diverts you from what you consider to be most important.
8. Make daily and weekly "To Do" lists - whether or not you complete them it helps you feel more in control.
9. Look at your children's schedule of activity. One activity that requires practice may be enough.
10. Slow down. Put some things off until tomorrow. Set your overscheduled lifestyle aside occasionally.
11. Do one thing at a time. Finish one task before going on to the next.
12. Be satisfied with a less-than-perfect job when the alternative is not getting the job done at all.
13. Take a "mental health" day every two or three months. Use it to do something you enjoy or have been wanting to do.

**"SHARING" TIPS** Families can share responsibility by...

1. Developing an understanding about the value and responsibilities of each family member. If one family member fails to perform his or her responsibilities, it affects the whole family.
2. Jointly setting up a family work list each week with timelines for accomplishing tasks.
3. Remembering that times are changing. In most families today, everyone needs to pitch in.
4. Asking children to help figure out ways to accomplish household tasks more quickly and efficiently.
5. Posting a schedule of chores on the refrigerator. Allow some negotiating or rotating of responsibilities.
6. Not taking on responsibilities that belong to another family member.
7. Structuring tasks according to the skills that each person has.
8. Making tasks progress on the same track as privileges - always appropriate to the age and capability of the child.

- 9. Minimize guilt for not accomplishing more.
- 10. Putting things in perspective. Remember that if the dishes aren't washed on time, it's not a major catastrophe.
- 11. Rewarding family members for accomplishing tasks - going out to dinner or taking the children to the zoo.
- 12. Being clear in instructions and generous with praise and rewards. A Saturday filled with household chores might be rewarded with a favorite meal or a family outing.
- 13. Considering paying children for special tasks.

REMEMBER A DIAMOND IS JUST A PIECE OF COAL  
THAT MADE GOOD UNDER PRESSURE!!!

DON'T QUIT

When things go wrong, as they sometimes will,  
 When the road you're trading seems all up hill,  
 When funds are low and the debts are high,  
 And you want to smile, but you have to sigh;  
 When care is pressing you down a bit,  
 Rest if you must, but don't you quit!  
 Life is queer with it's twists and turns,  
 As everone of us sometimes learns,  
 And many a failure turns about,  
 When he might have won, had he stuck it out;  
 Don't give up though the pace seems slow—  
 You might succeed with another blow.  
 Often the goal is nearer than  
 It seems to a faint and faltering man.  
 Often the struggler has given up,  
 When he might have captured the victor's cup;  
 And he learned too late, when the night slipped down  
 How close he was to the golden crown.  
 Success is failure turned inside out—  
 And you never can tell how close you are;  
 It may be near when it seems afar.  
 So stick to the fight when you're hardest hit—  
 It's when things seem worst that you MUST NOT QUIT!!!

Arthor Unknown

## IF--

If you can keep your head when all about you  
 Are losing theirs and blaming it on you;  
 If you can trust yourself when all men doubt you,  
 But make allowance for their doubting too;  
 If you can wait and not be tired by waiting,  
 Or, being lied about, don't deal in lies,  
 Or, being hated, don't give way to hating,  
 And yet don't look too good, nor talk too wise;

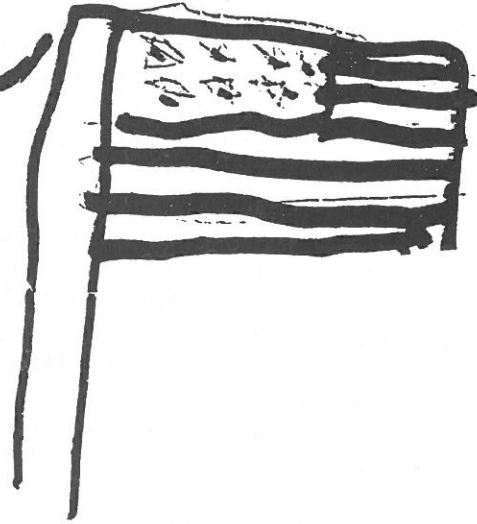
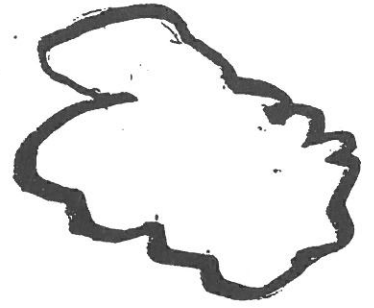
If you can dream--and not make dreams your master;  
 If you can think--and not make thoughts your aim;  
 If you can meet with triumph and disaster  
 And treat those two impostors just the same;  
 If you can bear to hear the truth you've spoken  
 Twisted by knaves to make a trap for fools,  
 Or watch the things you gave your life to broken,  
 And stoop and build 'em up with wornout tools;

If you can make one heap of all your winnings  
 And risk it on one turn of pitch-and-toss,  
 And lose, and start again at your beginnings  
 And never breathe a word about your loss;  
 If you can force your heart and nerve and sinew  
 To serve your turn long after they are gone,  
 And so hold on when there is nothing in you  
 Except the Will which says to them: "Hold on";

If you can talk with crowds and keep your virtue,  
 Or walk with kings--nor lose the common touch;  
 If neither foes nor loving friends can hurt you;  
 If all men count with you, but none too much;  
 If you can fill the unforgiving minute  
 With sixty seconds' worth of distance run--  
 Yours is the Earth and everything that's in it,  
 And--which is more--you'll be a Man, my son!

Rudyard Kipling

# Bits & Pieces



By MATT BISHOP  
PACK 438





## BITS &amp; PIECES

## CRAFT IDEAS

Printing--to make designs for printing, carve them in soft wood, on the end of wooden clothes pins, or in potatoes or carrots. An ink pad can be made from a piece of old woolen sock or strips of felt placed in a jar lid and soaked with ink. Stencils can be used on paper, material, or whatever as border prints, for cards, banners, scarves, or insignias.

Mobiles and Stables--Mobiles hang in the air; stables are usually anchored down (plaster of paris makes a good support for them). Using wire (coat hangers work fine), string, dowel pins, use pictures or objects of various sizes and shapes such as glass, wood, clay or paper. Suspend frame from door frame, slowly attaching items and balancing them. A wire coat hanger bent into an odd shape and anchored can be the base for a stable.

String Balloon--Blow up a balloon and tie the end. Wind string around your balloon (colored crochet thread is very pretty) crisscrossing it as you wind so you have an even netting. When finished, tie the ends of the string together at the top of the balloon leaving about 6" extra. Pour some liquid starch into a pan, set the balloon in pan and spoon the starch over the string making sure the string is saturated completely. Hang this "mess" to dry (be sure you have a catcher under it). When the string is completely dry, prick the balloon with a pin and carefully remove the pieces of broken balloon. Balloons can be made large or small.

Planters--Use tin cans, milk cartons, jars, bottles. Decorate them with paper, string, yarn, one of the molding compounds and adding sea shells, or paint.

Pencil Holders--Use small jars, juice cans, bottles, cut down milk cartons and decorate them.

Bird Houses--Use milk cartons (cardboard or plastic). Cut holes, insert a dowel or pencil, put wire or string through top for hanging.

## PRESERVING LEAVES

These are two ways to treat leaves so they will last for some time:

Glycerine--Fill jar with two parts water and one part glycerine. Tough fiber leaves, such as oak, beech, holly or ivy, give the best results. Gather fresh leaves and hammer about 2" at bottom of the stem to split the fibers. Insert stem in solution and soak for 2 weeks. Leftover solution can be reused later.

Twist on wire stems, then wrap with crepe paper.

Paraffin--Melt paraffin in old pan or coffee can set in pan of hot water. Place over low flame until wax is melted. Leaves may be wired on stems before dipping. They can be used in bouquets, used as border for picture frame. Arrange before wax has cooled, so leaves can be curved over the edge of the frame however you wish.

## LEAF PRINTING

Trees, shrubs, flowering plants and weeds offer an infinite source of leaf designs for printing on stationery, book covers, greeting cards, gift wrapping paper, and wall decorations.

Ink Pad Printing--Use inked stamp pad (variety stores and office supply stores). Place leaf, vein side down, on pad; lay a piece of newspaper over leaf and rub fingers over it. Remove leaf and place it on surface you are printing; place clean newspaper on top and rub.

Tempera Printing--Mix small amount of instant powdered starch with a small amount of water. Add tempera. Brush mixture onto paper over an area as large as the leaf. Proceed according to instructions for ink pad printing above. Try using several colors of paint for a multi-colored leaf print.

Crayon Rubbing--Place leaf vein side up on paper or textured surface, such as burlap, wood, or leatherette. Cover with sheet of plain paper and rub crayon held sideways. Outlines and veining of leaves will stand out.

Crayon Paper Printing--Place a piece of carbon paper, carbon side up, on a padding of newspaper. Place the leaf on the carbon paper, vein side down. Cover with another piece of newspaper and press for a minute or two with a warm iron. Carefully lift the leaf and place on a sheet of white paper, vein side down, and again press with a warm iron.

## PAPIER-MACHE

Pulp Paper--Tear newspaper into 1" sections and put into large kettle half filled with water. Leave about 1 week, then drain excess water, being careful not to squeeze water out of paper. Sprinkle flour and wallpaper paste into pot with hands. Continue to add flour and paste and squeeze and knead until mixture resembles clay. Use this pulp papier-mache with a variety of molds to make all types of shaped figures. All 1 week to dry before painting.

Strip Method--When making an object with this method, try to construct as much of the final form as possible in a dry state. Make additional support from coat hangers, cardboard tubes, wooden framework, chicken wire, crushed paper, or balloons. Prepare a bowl of paste. (Wallpaper paste is best for this project. Liquid starch also works.) Mix according to directions. Paste should be consistency of thick pea soup. Tear (do not cut) strips of paper about 1" or 1-1/2" wide. Torn edges are frayed; blend into the paste mixture and run between fingers to take off excess paste. Lay them over the form to be molded. Be sure all parts are covered. The number of layers necessary will depend on the strength desired in the object being made and its use. For final coat, use paper towels to give an even textured surface for painting.

## PAINTING

Storing Paint Brushes--Empty plastic toothbrush containers are ideal for storing small paint brushes between projects.

Mass Painting--A window cleaner sprayer makes a good device for doing mass painting with water paints. Spray things to be painted in a carton so paint is confined to interior of box.

Coloring Sawdust--Use water-base paints when coloring sawdust. It gives you better color.

Paint Brush Saver--If you are working with varnish, etc. and giving the article several coats and hate to keep cleaning your brush, get a glass baby bottle. Cut out the top of the nipple and stick the top of the brush up through the nipple. Fill the bottle half full of lacquer thinner and put the lid (with the brush) back on. Each time you only have to wipe the excess thinner from brush and you are ready to go.

Finishing--To put a finish on small water-painted objects, apply a coat of white glue. Or, mix lacquer thinner with small pieces of pressed styrofoam (cups, egg cartons, etc.) in a jar until styrofoam dissolves and mixture becomes thick.

Painting Styrofoam--Be sure to use a type of paint that is recommended for styrofoam, some types will dissolve it.

Tempera Paint--Tempera water-base paint is best to use with Cubs. Mix powder with water and add liquid starch. The paint goes farther and it doesn't run.

Painting on Plastic--When painting plastic containers or milk cartons, etc., mix powdered tempera with liquid detergent instead of water or starch.

Sand or Salt Painting--White sand or regular table salt, mixed with food coloring will give you pictures with a rough, glittered surface. To make the mixture, put the sand or salt in a glass jar. Add a few drops of food coloring and shake vigorously. Use separate jars for each color. Spread the mixture on a tray and let dry about one hour. To make your painting, trace a picture on you paper or cardboard. Spread ordinary white glue on all areas that are to be the same color, and then sprinkle with the sand. Shake off excess and save for reuse. Repeat with next color. You could make this method of painting to make very pretty greeting cards and posters or cover the picture with clear adhesive-backed paper for trays.

Staining Wood--To stain wood a brush can be made by wrapping one end of a popsicle stick and smooth out plaster over hanger.

Raw Wood--Never paint or varnish raw wood. Give it one or two coats of thin shellac or wood sealer first.

Painting Plastic Bottles--Mix tempera paint with a little powdered detergent. This makes it adhere to the bottles better. Acrylic paint works well, too.

Paint Brush Substitutions--When painting large objects such as scenery for a skit, use a sponge dipped in tempera. Some small objects can be painted with a cotton swab instead of a brush.

Paint Substitute #1--Food coloring mixed with water or liquid starch makes a quick substitute for water paints.

Paint Substitute #2--Shave crayon bits and dissolve in turpentine (one part crayon to two parts turpentine). These paints will not run, look like oil paints, and work well on unbleached muslin or sheeting.

Coffee Grounds--Mixed with glue make an excellent "paint" for a bear cub and for the beard and eyebrows on an Abraham Lincoln plaque or other pictures.

Safety--Many painting supplies are combustible. Stay away from open flames. Use spray paint in a well-ventilated area. Fumes are dangerous.

Besides painting with brushes, try using pieces of sponge, Q-tips, sticks, pieces of material, wadded paper towels, string, roll-on deodorant containers, toothbrushes, or craft sticks. Likewise, don't limit your painting surfaces, try paper towels, material, glass, plastic, wood, etc. Tempera and poster paints are recommended for the Cubs because in most cases they wash out and off easily. Acrylic paints offer a more permanent picture and work better on plastic and glass.

Crayons--can be fun, too. Try coloring on fabric. Put a brown paper under colored area, apply warm iron to wrong side and crayon will become permanent. Great for decorating T-shirts.

Crayon Etchings--Cover surface with a thick layer of wax crayon. Press heavily to get a waxy finish. Now cover the area with a thin coat of poster paint (color should contrast with crayon colors). When paint is dry, take a pointed object (orange stick or nail) and scratch a picture on the painted surface.

## PLASTER CASTING

Few den leaders complete their term of office without having had some experience in plaster pouring. This technique is used frequently. Plaster is especially suitable for neckerchief slides and numerous craft and gift ideas.

Type of Plaster--Plaster of Paris may be used, but casting plaster from a hobby shop or molding plaster from a lumber yard is less expensive and stronger. Dental and orthopedic plaster is the best quality available, but the cost may be prohibitive.

Molds for Plaster--Commercial molds are made from either rubber or plastic.

Preparing Mold--It is helpful to prepare the mold by wiping it lightly with a coat of vegetable oil or spraying it with a mold release compound. Another method is to rinse the mold in a weak solution of liquid detergent. This helps the plaster cast slip out easily. An excess of any of these may cause defects in plaster cast.

Mixing Plaster--Fill the mold with water, then pour that water into a disposable container such as a paper cup or small aluminum pan. Add enough plaster to water until it stops dissolving and a small peak of dry plaster shows at the top. Stir gently to avoid air bubbles. The mixture should resemble heavy cream or sour cream. Don't make it too thick to pour. Don't mix more than you intend to use, as it hardens quickly and cannot be thinned.

Hardening Process--To speed up drying of plaster castings, add a few grains of table salt to dry plaster before mixing. (There is also a commercial product available to speed up drying.) To slow down normal hardening process, add powdered borax (in a 1 to 8 proportion to plaster) which will cause it to take twice as long to set up.

Pouring Plaster--Pour plaster into mold. Tap or bounce mold against table so that air bubbles will rise to the surface. Allow the mixture to stand until it is hard. If water forms on the surface, this is an indication that too much water was used in the mixture. As casting begins to harden, pour off this excess water. Next time, mix it a little thicker. When the casting feels hard to the touch, it may be removed carefully from the mold. Allow it to dry completely (several hours for small objects; several days for the larger ones) before painting it. Any rough edges may be sanded after plaster is hard.

Painting Plaster--Many kinds of paint will soak into plaster because it is porous. It is a good idea to seal the plaster with a spray sealer, spray plastic, or plain latex wall paint. After the sealer is dry, any type of paint can be applied, such as tempera, acrylic, oil, or enamel. Enamel and lacquer will leave a glossy finish, whereas water base paints will usually leave a dull finish. The latter can be given a final coat of clear shellac or spray varnish for a shine. Avoid mixing enamels and lacquers--the paint will bubble and peel.

For an Antique Finish--Paint the object with blue-green tempera; allow to dry.

Coat object with dark brown shoe polish and wipe it with a soft cloth. If too much of the polish soaks in, try spraying over tempera with clear plastic before applying polish. The shoe polish will give a copper finish. It is also possible to purchase commercial antiquing finishes in either spray or paint form.

Vermiculite Carving--Combine the following items with enough water to make a heavy paste: 4 parts vermiculite (available at garden stores), 1 part plaster of paris, and 1 part sand. Pour into a mold or box of any kind (1/2 gallon milk carton is good) and allow to dry. Trace designs onto blocks; cut out with a knife. (Should be used within a month's time--the longer it sits, the harder it gets to carve.)

## GLUE

Egg Whites--Makes good adhesive to glue the paper of kites; it is strong and almost weightless.

Heavy Duty Glue--Mix cornstarch with regular white glue until mixture is as thick as desired.

White Glue--Buy in quart sizes for economy sake. Pour into small containers for the BOYS to use.

Plastic Glue--The best glue to use on plastic (such as bleach bottles and milk cartons) is clear silicone, usually available at hardware stores.

Rubber-Plastic-Wood Glue--Scotch Contact Cement is good for bonding rubber or plastic to wood. It has an "anti-sniff" ingredient.

Styrofoam Glue--Tacky white glue is best for use on styrofoam and foam. It is well worth the cost. A little goes a long way. If glue doesn't work on your plastic egg cartons, try fusing the sections together with a wood burning iron or soldering gun.

Wheat Paste (Wallpaper Paste)--Good for paper mache. It doesn't mold.

#### SCRAPS AVAILABLE AT LITTLE OR NO COST

Egg Cartons--Make caterpillars, animals, cars, boats, starting pots for seeds, table decorations (mini baskets); add pipe cleaners and paint.

Jars--Become planters, vases, doorstops. To make a doorstop, begin with a fairly large jar and fill it half full with sand. Now convert the bottle into a decorative doorstop by dressing it like a doll. Add a styrofoam head or cover it with yarn or string or a molding compound.

Meat Trays--Become picture frames; add some rick-rack. Objects can be cut out for a mobile.

Felt--Becomes banners, coin purses, book marks, dusting mitts, protection bottoms for other crafts, pictures, decorating jars or other items.

Aluminum Pieces (flexible)--Good for aluminum tooling. (Available from local lithographing companies)

Blueprint Paper--Good for making leaf prints. (Blueprint companies)

Bowling Pins--Use for making figures or as game equipment. (Some bowling alleys give discards away)

Buttons & Beads--Make jewelry, pictures, animals. (Goodwill, Salvation Army, DAV, and other thrift stores)

Cans (gallon size)--Make tom-toms, doodle stands, use for storage. (Restaurants and school cafeterias)

Cardboard Boxes (large)--Make scenery props. (Furniture and appliance stores)

Cardboard Boxes (small)--Make shields, costumes. (Grocery stores)

Cardboard Cartons (round)--Make knight's and astronaut's helmets, trash cans, game chests, and storage containers. (Ice cream stores, Kentucky Fried Chicken, paint stores)

Carpet Scraps--Cover stools, make foot scrapers. (Carpet shops)

Ceramic tile--Make Hot pads or plaques; use under clay and papier-mache projects--makes clean up easy. (Tile stores--broken pieces, etc.)



- Cigar Boxes--Make storage boxes or gift boxes. (Tobacco stores, department stores, drug stores)
- Concrete Blocks--Make book ends, door stops, paper weights, etc. (Construction companies--flat broken pieces)
- Cork--Make coasters, place mats, pictures. (Gasket companies--scrapes and pieces)
- Drapery Samples--Make costumes, line gift boxes, cover wastebaskets, etc. (Drapery shops)
- Foil Paper--Use for mosaic pictures or costume trim. (Florists)
- Leather--Make costumes and leather craft. (Leather companies--scraps)
- Lumber--Woodcraft projects. (Lumber companies and cabinet makers--scraps and curls of planed wood)
- Plastics--Plastic crafts. (Boat manufacturers--windshield scraps)
- Pill Bottles--Storage; make toys and gifts; to keep rolled posters stored neatly, place plastic pill bottles over the ends. (Druggists)
- Popsicle Sticks--Craft stick projects. (Dairies)
- Rope (1/4")--Rope crafts. (Venetian blind repair shops)
- Sawdust--Clay. (Lumber yards, cabinet makers)
- Spools--Totem poles, animals; cable spools make tables. (Dressmakers, tailor shops and alterations departments of stores; telephone company)
- Tires--Obstacle course. (Gas stations)
- Upholstery Samples--Plastic and leather projects; costumes. (Upholstery shops)
- Wallpaper Sample Books--Cover wastebaskets, scrapbooks, etc. (Wallpaper dealers or paint stores)
- Wire (colored)--Wire craft projects. (Telephone company)
- Wire--Wire projects. (Electrical contractors, appliance repair shops--used wire)

#### HANDY HINTS FOR DEN LEADERS

Stuffing for Puppets--Lint from automatic dryers make good, clean stuffing for puppets. Another good stuffing is thin plastic laundry bags or worn out nylons.

Fabric Softener--Over your hands and arms will keep shredded foam from sticking and will be much easier to work with.

Suitcase Storage--An old suitcase makes a great storage place for your scrap-craft projects. The side pockets can hold your scissors, tape, glue, pencils, and rulers, etc. The main part of the suitcase can hold your fabric, jars, plastic bottles, and other neat, good things.

Preparing Decals--Add a few drops of vinegar to the water used for soaking off the back of decals. The vinegar water on the decals will cut the film or dirt and grease on the surface to which the decal is being applied and the decal will stick better and last longer.

Making Holes in Plastic--To drill holes in hard plastic, heat an ice pick or nail by holding over a flame with a pair of pliers. Then pierce plastic. Do not get the ice pick red hot since plastic burns easily. An eyebrow pencil makes an excellent spot marker. Coping saws or jig saws will cut the thick portion of plastic bottle better than scissors.

To Kill Wood Mites--If you are using things like nut shells, pods, acorns, old pieces of driftwood and the like, soak for at least 24 hours in a bleach solution, then let dry in the sun. Nuts can also be heated for several hours on a pan in the oven.

Pull Tab Hangers--Pull tabs from soda cans make excellent hangers.

To Color Macaroni--Buy the cheapest alcohol you can. Put in jar and add food coloring. Drop in dried ingredients until desired color is obtained. Remove with spoon and spread out on paper towels or newspaper to dry. Turn once. This can be used to make Indian beads.

Transfer Printing--Mix together 1/2 cup hot water, 2 tablespoons turpentine, 1 teaspoon liquid detergent, a few drops ammonia, and a few drops kerosene. Cut out a newspaper picture (glossy pictures won't work) and coat it with the solution. Let stand for a few minutes. Then place picture face down on paper or cloth and rub lightly with the back of a spoon. The picture will transfer.

Elasticizing Clay--A permanently plastic clay can be obtained by mixing regular clay with glycerine and then adding vaseline. The proportion of clay to vaseline varies according to the desired consistency, varying from 10 to 50 percent.

Pine Cones--To open up pine cones all the way and remove the sap on them, simply place them on a foil-covered cookie sheet and put in 250 to 300 degree oven for a while.

To Clean Egg Shells--Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

Cutting Styrofoam--Some types of styrofoam can be cut with a knife. One with serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

Plastic Bottle Necks--When using plastic bottle parts for craft projects, save the necks. Cut in 1" pieces can be the basis for neckerchief slides.

Using Sandpaper--Make a sander by cutting a piece of 2 X 2 about 3" to 4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

Indian Necklaces--Save cantaloupe seeds and pumpkin seeds. String them together with colored beads in between to make Indian necklaces.

Dying Feathers--Soak feathers in diluted ammonia solution for 20 minutes. Rinse in warm water and place in solution containing 2 cups vinegar to a gallon of water. Add dye solution, making sure all feathers come in contact with dye. Simmer until desired color is reached. (Feathers will dry a lighter shade.) Rinse in cool water, holding base of feather up. Spread on paper to dry. To fluff feathers, place in a shoe box with a hole cut out of the bottom and shake over a steaming kettle. You can also place them in a tightly closed pillow case and fluff in an automatic dryer set at a low temperature.

Cracked Marbles--Heat marbles in 375 degree oven. Remove and pour into bowl of ice water and watch them crack. These have many uses in craft projects.

Facial Tissue Raffia--Pastel colored facial and bathroom tissue can be used as a substitute for crepe paper raffia. Cut narrow strips and twist carefully since tissue is more apt to tear.

Paper Raffia--Cut crepe paper in narrow strips; use portable mixer, egg beater or electric drill. Tie one end of paper to door knob, etc., and the other end to the beater and turn on low and watch it wind.

Simplifying Skit Presentations--A tape recorder is helpful in preparing and presenting a skit. The voices and noises are recorded in advance and played at the Pack meeting as the BOYS go through the action. It is especially effective with an Indian theme.

Quickie Duplicator--Designs prepared with an "Embroidery Transfer Pencil" (such as one used with liquid embroidery tube paints) on paper can be printed 4 or more times each onto paper, cloth, or smooth wood with your household iron. As duplication starts to fade, apply heat for longer time. The red pencil gives stronger prints than the green pencil. REMEMBER, designs will be reversed in printing.

Felt Tip Decorations--When using felt tip markers to decorate plastic bottles, first sandpaper plastic lightly. Then spray with hair spray to protect decoration.

Bonding Plastic--To bond clear plastic to cardboard, first sandpaper lightly. Then press plastic on with a moderately warm iron, using constant circular motions.

Dying Rice, Beans #1--Soak overnight in "Rit" dye or in solution of water and colored crepe paper. When you use turquoise colored dye, your results will look like chunks of turquoise stone, which makes good Indian beads.

Dying Rice, Beans #2--Rinse in cold water, then soak in diluted food coloring until rice, beans, or macaroni is proper shade. Use for mosaics or plaques.

Working With Tin--When working with tin cans, rub the edges with steel wool and you will be less likely to cut yourself with the sharp edges.

Making Candles--Use crayon stubs for coloring wax for candles. Before pouring hot wax into plastic containers, check first to see if it will melt the container. It will melt styrofoam cups! Waxed cups can be used!

Old Shirts--Are great to put on over Cub Scout shirts when painting or doing messy crafts.

Newspapers--Old newspapers are a MUST--on top of work area and on the floor making clean-up quick and easy.

#### CRAFT RECIPES

Baker's Clay--Mix 4 cups flour, 1 cup salt, 1-1/2 cups water together with fingers in a big bowl. (This recipe should never be doubled or halved. Always use within 4 hours of mixing.) If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold objects. Bake on cookie sheet in 350 degree oven for an hour. Test for doneness with a toothpick. When object is cooled, paint with tempera and glaze with clear plastic spray.

Whipped Soapsuds--Mix thoroughly 2 cups soap flakes and 1 cup water and whip with egg beater until thick enough to model. This can be applied to boxes or cans to give a mortar-like effect or can make building on a relief map.

The following clay recipes can be used for modeling objects. They will air dry to a hard finish. The length of time for drying depends on the thickness of the object. Punch pin holes into the object to speed drying. All recipes can be stored indefinitely in plastic bag in refrigerator. All recipes can either be colored with food coloring or tempera or painted after model is dry.

Homemade Modeling Clay--Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated, (approximately 3-4 minutes). Remove from heat; add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix well. If mixture is too thin, place on stove for a minute or two longer. This will make a thick, stiff dough. It can be divided into parts and colored with food coloring, or can harden in the air and be painted like clay. This mixture does not need to be refrigerated and will not harden as long as it is kept in plastic.

Salt-Flour Modeling Dough--Combine 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.

Cornstarch-Baking Soda Dough--Mix 1 cup cornstarch, 2 cups baking soda; add 1-1/4 cups water and mix. Bring to boil over medium heat, stir constantly. This will thicken to the consistency of mashed potatoes. Store in frig.

Flour Clay--Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture

is stiff and holds its shape.

Bread Modeling Dough--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 consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

Sawdust Modeling Clay--Mix 4 cups sifter sawdust, 1/4 cup plaster, and 1-1/2 cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay (moist enough to mold and stick together). Store in plastic bag in refrigerator.

### Roses From Bread

5 slices of bread  
4 Tablespoons white glue  
Red Food Coloring  
Yellow Food Coloring  
Green Food Coloring

1. Remove crust from the five slices of bread.
2. Crumble bread into plastic bowl.
3. Add four (4) scant tablespoons glue.
4. Mix well, let stand one or two hours, then kneed like bread until smooth.
5. Divide and add four drops or desire colors.
6. Mix well, shape into roses.
7. Let stand 24 hours to harden; cover with clear spray to protect.

Costume Make-up--In a jar mix some liquid skin cleanser with powdered sugar for thickness. Add food coloring for color. This make-up will wipe right off. It works even better if the face is cleansed with liquid cleanser and wiped clean before applying make-up.

Flame Proofing--Mix 2/3 cup 20 Mule Team Borax and 1 quart water. Spray on paper and dry. Dip cloth into solution, wring and hang. OR...Mix 9 oz. borax, 4 oz. boric acid, and 1 gallon water. OR...Mix 3 parts borax, 2-1/2 parts boric acid, and 50 parts water.

Blue and Gold Mints--These are edible and very tasty! Cream 6 Tablespoons butter, 2 Tablespoons peppermint or spearmint flavoring, dash of salt, and 7 Tablespoons water (color with food coloring). Add 2 lb. powdered sugar. Blend with mixer and knead with an additional lb. powdered sugar. Cut or shape mints. Spread on cookie sheet and refrigerate.

Coal Garden--Place a piece of coal (or charcoal briquette) in a pie plate, sprinkle with 1 Tablespoon of salt and carefully pour 2 Tablespoons of water over salt. Add 2 Tablespoons of laundry bluing, 3 drops of mercurochrome, and 3-4 drops of food coloring. After several days you should have a colorful growth of crystals. Additional water can be added but must be done carefully so as not to break the crystals.

Eggshell Mosaic--Save eggshells; remove the inner membrane. Place 3-4 drops of food coloring in tea cups and add 2/3 cup water and one Tablespoon vinegar.

Place eggshells in cups until desired color. Remove eggshells with a teaspoon and place on paper towels to drain. Let them dry overnight before using. After shells are dry they can be crushed by placing in a plastic bag and rolling with rolling pin. Mosaics can be used to decorate vases from jars, create pictures, decorate cards--whatever.

Sugar Crystals--1 cup water, 2 cups granulated can sugar. Boil water, stir in sugar, cool. (Food coloring can be added.) Pour into glass or jar that has been heated good in hot water. Put in string that is weighted down on one end and tied to pencil on the other end. Now watch crystals form up on the string.

Barometer--Materials can be found in drug or hobby stores. 3 oz. water, 1 oz. cobalt chloride, 1/2 oz. table salt, 75 grains calcium chloride, 1/4 oz. gun arabic. Apply to white material, paper, string, etc. It tells change in the weather--blue for sunny days, pink for rain, and lavender for cloudy.

#### PAINTS AND INKS

Finger Paint #1--Mix 1/2 cup liquid laundry starch with 1/2 cup water. Add to one quart boiling water, stirring to paste consistency. Use 1/2 cup powdered tempera to color.

Finger Paint #2--3 tablespoons sugar, 1/2 cup cornstarch, 2 cups cold water, food coloring. Mix the first two ingredients and then add water. Cook over low heat, stirring constantly, until well blended. Divide the mixture into 4-5 portions; add food coloring to each portion for the shades desired. Finger paint is usually thicker than regular tempera paint (about the consistency of cream). If the paint dries out, simply add a bit of water, and let it stand overnight.

Finger Paint #3--Add 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator.

Printing Ink--To make your own ink for block prints, spatter prints, etc., mix 1 pint boiled linseed oil, 1 pint varnish, and 2 pints powdered tempera to consistency of thick paste.

Stencil or Poster Paint--Mix 1/2 cup laundry starch with 3/4 cup cold water in pan. Soak one envelope unflavored gelatin in 1/4 cup cold water. Add 2 cups hot water to starch mixture and cook over medium heat, stirring constantly until it comes to a boil and is clear. Remove from heat; blend in softened gelatin and add 1/3 cup powdered detergent. Stir until thick. To color add powdered tempera, food coloring, or all purpose dye. This can be thinned with water later, if necessary.



# CUSTOMS OF OTHER



BY MATTHEW  
KULCZEWSKI

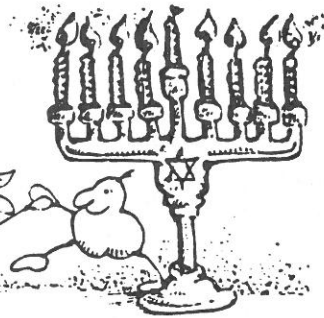
PACK 753







# DECEMBER

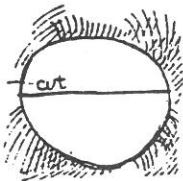


## CHANUKAH

Chanukah is the eight-day Festival of Lights. Each night one more candle on the menorah is lit until all eight are burning brightly. This recalls the "miracle of the lamp," when the victorious Hebrew army returned to worship in its damaged temple to find only enough oil for the "eternal light" to burn for one day... but, instead, it lasted for eight—until a messenger brought more. Today's families play games and exchange gifts on each of the eight nights of Chanukah.

For a simple but attractive menorah, flatten a ball of clay into a circle about an inch thick. Cut it in half and join together. Poke eight candle holes in the base and one at the top for the Shamus, the candle that lights the others.

## Menorah



The hero of the Chanukah story is Judah Maccabee, who for three years led his tiny band of soldiers against the powerful Syrian army of Emperor Antiochus IV. The Maccabees' clever strategy was to set up a "dummy camp" to fool the Syrians. They then hid in the neighboring hills in order to surround the enemy when they attacked the "camp."



## Mural

Draw a mural depicting the story, using such figures and symbols as the temple with an altar, an oil lamp, Judah Maccabee, army shields with Star of David insignias, Antiochus, and the dummy camp.

## Chanukah Game

You could also reenact these early days with a game. The leader, Judah Maccabee, stands in his camp, a circle drawn on the ground; the other players, the Syrians, tease him by running in and out of the circle trying not to get caught. Judah may not leave his camp until he tags a Syrian; then that player becomes the next leader.

## Chanukah Treat

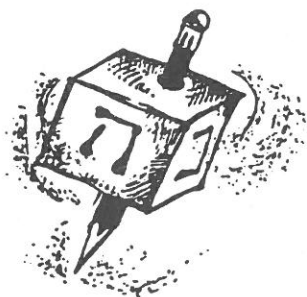
Whether you're having a holiday party or just a family dinner, no Chanukah meal is complete without POTATO LATKES!

- YOU NEED:**
- 4 potatoes, grated
  - 1 egg
  - 1 small onion (optional)
  - salt
  - 1 tablespoon flour

- YOU DO:**
- Mix all ingredients well; then drop by large rounded spoonfuls onto a hot skillet (greased generously with melted margarine). Fry on both sides until brown. Serve piping hot with sour cream or applesauce.

## Dreidels

Dreidels make festive party favors or decorations. A dreidel is a four-sided wooden or plastic top... but you can easily make one out of a square cardboard box and a pencil. There is a Hebrew letter on each side.



נ nes ג gadol ה haya ש sham

These letters begin the words that mean "a great miracle happened there."

Dreidels are most often enjoyed as a game. Who can spin theirs the longest? Which letter will land on top?

Chant this typical Chanukah song:

*I have a little dreidel  
I made it out of clay  
And when it's dry and ready  
Then dreidel I shall play.*

I'D LIKE TO TEACH THE WORLD TO SING

"Coke Song"

I'd like to build the world a home  
And furnish it with love.  
Grow apple trees and honey bees  
And some snow white turtle doves.  
I'd like to teach the world to sing  
In perfect harmony.  
I'd like to hold it in my arms  
And keep it company.  
I'd like to see the world for once,  
All standing hand in hand,  
And hear them echo through the hills,  
Peace throughout the land.

Make It Better Allene Wolfe P-393

Tune: "Frere Jacques"

*We are looking, we are looking,  
Around our world, yes we are.  
Trying to make it better.  
Trying to make it better,  
For everyone - everyone!*

# Games of Other Countries

**Afghanistan Stick Ball:** Using a soft sponge, plastic, or rubber ball and any suitable bat, a batter tries to hit the ball past a group of fielders, run to a goal and return without being tagged or hit by a thrown ball. The batter continues as long as he can. The fielder who puts him out becomes the batter. One of the fielders serves as pitcher and, as in baseball, the batter gets three strikes. Sometimes the game is played as a team sport with one side batting until all have been tagged out.



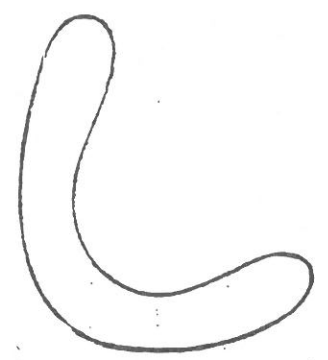
### Swaggie's Bag

In Australia swaggies were hobos. For this game, wrap old pieces of clothing in newspaper. Use baggy pants, a battered hat, anything a swaggie might wear. Put the newspaper bundles in a bag. Have the guests sit in a circle, and pass the bag to music. When the music stops, the guest with the swaggie's bag unwraps one of the packages. Then he has to put on whatever he finds in his package.

### Boomerang Throw

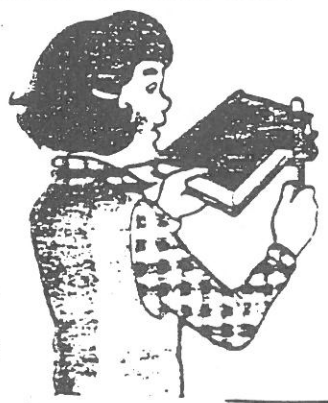
Each guest makes his own boomerang from cardboard. Have ready some pencils, scissors, and patterns to trace. The boomerang pattern is a curved L-shape, one inch wide.

When the guests finish making their boomerangs, have a contest outside to decide the champion thrower. Allow time to practice.



1 square = 1 inch

To throw the cardboard boomerang, lay it flat across a book. Let one end extend over the book edge. Hold the book slanted upward and, with a pencil or your finger, give a sharp tap to the end of the boomerang, as shown in the illustration below.



**Catch the Dragon's Tail:** This game is played in many parts of Asia. Six or more players form a line, each person holding the belt of the player just in front of him. The front player attempts to swing around and catch the last player. The tail attempts to elude the head without breaking the line. If the line breaks, the head becomes the tail. If the head catches the tail, a new tail—the player who was next to the end—takes his place.

### Kangaroo Hop

Divide into teams. Give each team an old pillowcase. The members of each team line up behind one another. At a given signal, the first player pulls the pillowcase over his feet and hops to a finish line. He then turns around and hops back to his team. He passes the pillowcase to the next player to hop, and so on down the line. The first team finished wins the game.



### From Yugoslavia

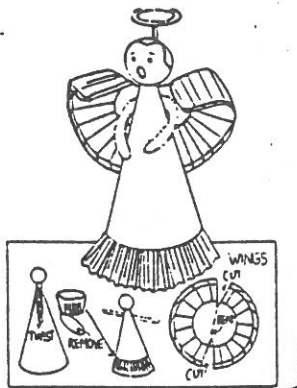
To make a Yugoslavian angel, a traditional tree ornament in that country, use a paper cone 3 1/2" high or a drinking cup cone. For a head, push a doubled pipe cleaner into a foam ball. Insert ends of pipe cleaner into tip of cone, and twist to hold.

Cut ruffles from a paper baking cup, and slide over cone to decorate skirt.

Push a pipe cleaner through upper part of cone for arms.

Make a pipe cleaner halo. Push free end into cone, twisting end inside cone.

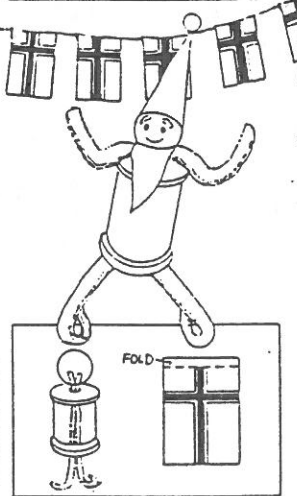
Cut through two opposite sides of a nut cup. Spread for wings, and glue or pin to angel. Paint features and hair.



### From Norway

Mischievous Christmas elves play a large part in Scandinavian folklore. To make replicas of these characters, push two red pipe cleaners into a foam ball. For legs, push other ends of pipe cleaners down through a spool painted red. Twist two pipe cleaners just below head for arms. Add cotton beard, painted features, and a cone-shaped hat.

Scandinavian trees are often decorated with small flags. To make a garland of Norwegian flags, cut pieces of bright red paper 1 1/4" x 2 1/4". Color with blue crosses outlined with white. Fold flags at end, and glue around string, as pictured.

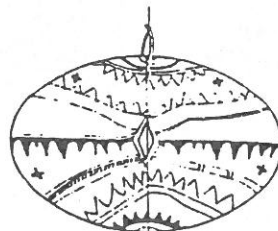


### From Africa

In Nigeria, Christians sing carols and hymns, and the mission bells ring out during the Christmas holidays. People play special games and have a feast. But they don't exchange Christmas gifts as Americans do. Sometimes a few eggs or a little game corn is given to a friend as a Christmas present.

You can make a Christmas decoration from the plastic eggs used for hosiery. Decorate the outside by gluing on felt or paper designs, or use acrylic paints to color an African design on the egg.

Cut a piece of string. Open the plastic egg. Leaving a loop of string outside the egg, put both ends of the string inside the egg, and close the egg. Hang the egg singly on the tree, or cluster several near each other to represent the eggs some Africans give their friends at Christmas.

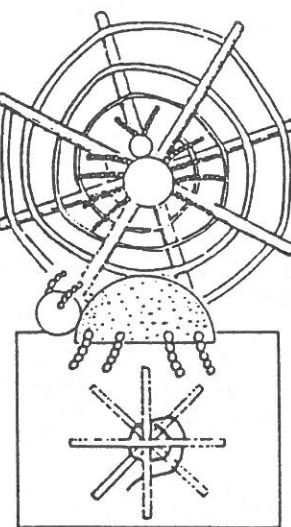


### From the Ukraine

In the Ukraine, a spider web on a Christmas tree is a sign of good luck. If you'd like to bring a little good luck to your home this Christmas, make a Ukrainian spider and web!

Use half a small foam ball for the spider's body. Glue on a bead for the head. String beads on fine wire for legs and feelers, and insert or glue in place.

For a web, make a frame from four pipe cleaners. Tie together with string. Weave long string around frame. Glue spider to web.



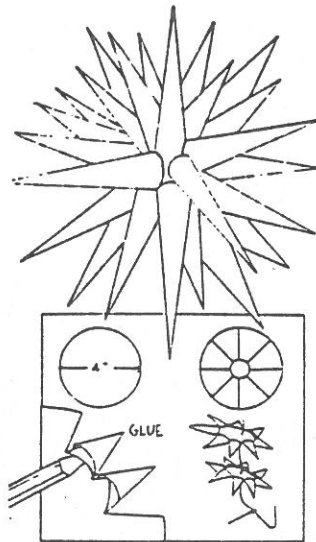
### From Poland

The first evening star seen on Christmas Eve begins the Polish Christmas which is sometimes known as Festival of a Star. This star ornament, which looks like a fluffy ball, is a beautiful ornament originally from Poland. Ordinary white typing paper or any decorative paper can be used to make a Polish porcupine ornament.

Cut 12 identical 4" circles. Draw a 1/4" circle in the center of each. Divide the outer ring into eight equal parts, and cut slits from outer edge to inner circle.

Roll each section around a pencil to form a sharply pointed cone. Roll first one corner around the pencil and then the other, and glue the top.

When all 12 circles are complete, sew the centers together as tightly as possible for your Polish porcupine.



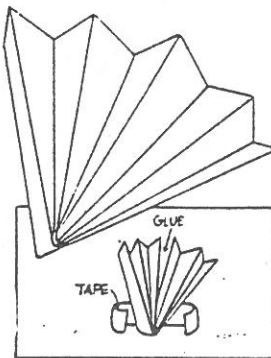
### From Japan

Christmas was unknown in Japan until a century ago. Now it is a popular holiday!

You can make a Japanese fan to decorate your Christmas tree with the look of the Far East. Start with a piece of plain white paper. Fan-fold the paper into 1/2" divisions, making a sheet of pleats.

Fold the pleated paper in half, and glue the two inside pleats together. Tape around the base of the fan. Tape on a yarn hanger.

Decorate with crayons or stick-ons. Or, fold fan closed, and cut tiny designs into the pleats.



### From Lithuania

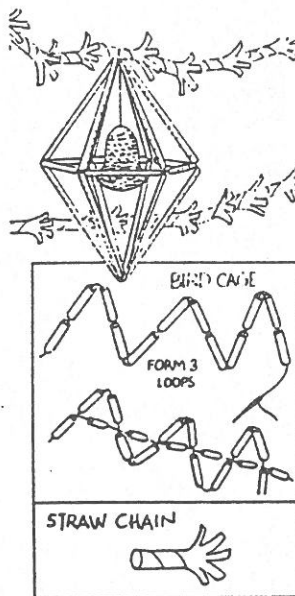
Lithuanian trees are decorated with intricate and beautiful ornaments made from field straw. You can use plastic soda straws.

For a bird cage, cut six soda straws in half. Thread them onto doubled thread as shown. Arrange the pieces of straw as shown.

Cut two more straws into four pieces each. Use six of these pieces. Thread one at a time onto doubled thread, placing pieces between loops, as shown. Wrap thread around each joint to hold the shorter pieces in place. Tie the ends of thread together.

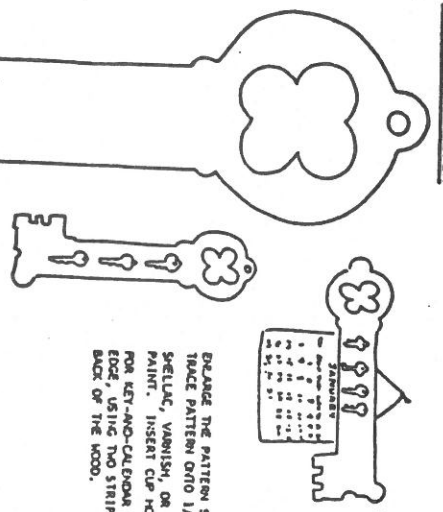
Join top loops together and tie. Join bottom loops together and tie. Hang a bell or bird ornament inside this little cage.

To make a straw chain, cut soda straws into 1 1/4" pieces. With scissors, snip one end of each piece into narrow fringe. Bend the fringe back. String together.



WOODEN KEY HOLDER

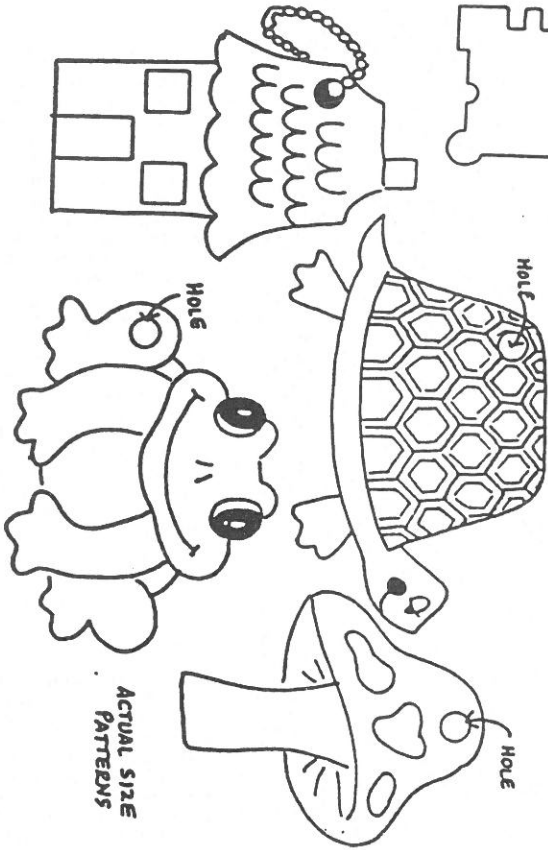
CHRISTMAS GIFTS



TRACE THE PATTERN SHOWN SO THAT IT MEASURES 8" LONG. TRACE PATTERN ONTO 1/4" PLYWOOD. CUT OUT. SAND, SEAL, VARNISH, OR PAINT KEY HOLDER WITH ENAMEL PAINT. INSERT CUP HOOKS AS DESIRED TO HOLD KEYS. FOR KEY-AND-CALENDAR HOLDER, GLUE CALENDAR TO LOWER END. USING TWO STRIPS OF FELT TO SECURE IT TO THE BACK OF THE WOOD.

WOODEN KEY RINGS

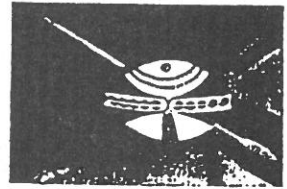
USING ACTUAL SIZE PATTERNS SHOWN, CUT FROM 1/8" PLYWOOD. SAND. PAINT AS INDICATED WITH ACRYLIC PAINTS. ADD KEY CHAIN THROUGH HOLE.



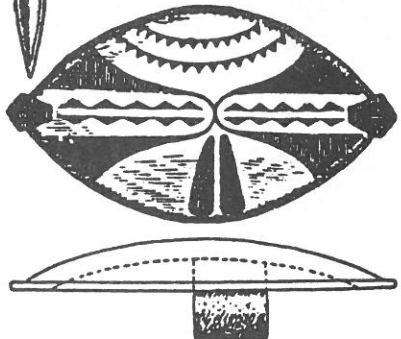
ACTUAL SIZE PATTERNS

MADE OF THE MONTH  
By WHITTIN' JIM

African Masai Shield

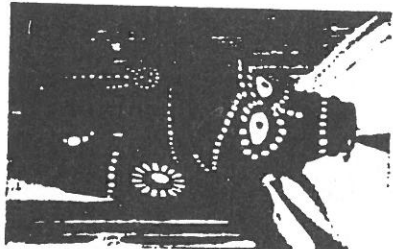


THIS SHIELD and spear are miniatures of the ones used by native African lion hunters. The Africans make theirs of buffalo hide, but we'll whittle ours of soft pine wood. The drawings for the shield at right and the spear below are full-size. Hollow out the back of the shield so that it will fit around the neckerchief. Then cement a leather loop to the back of the shield. Cut out a can of white paint first, and then paint over it a can of black paint. Make the spear head of brass or some other soft metal. Or, use the head of the spear from a "down" and use the entire spear of wood. The shield and spear are two separate pieces. After the shield is in place on your neckerchief, simply slip the spear through the loop. Incidentally, a big, new Slide of the Month reprint book is available now. Just send 15 cents to Circulation Department, Boys' Life, New Brunswick, New Jersey. Request catalog number 6-81.

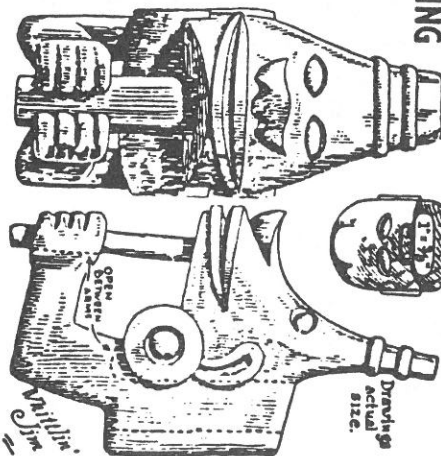
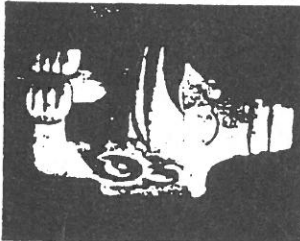


Slide of the Month

SOLOMON ISLAND CARVING



This slide takes a bit of whittlin'. Saw silhouette, and bore holes for finger and opening under chin. Paint black with white dots.

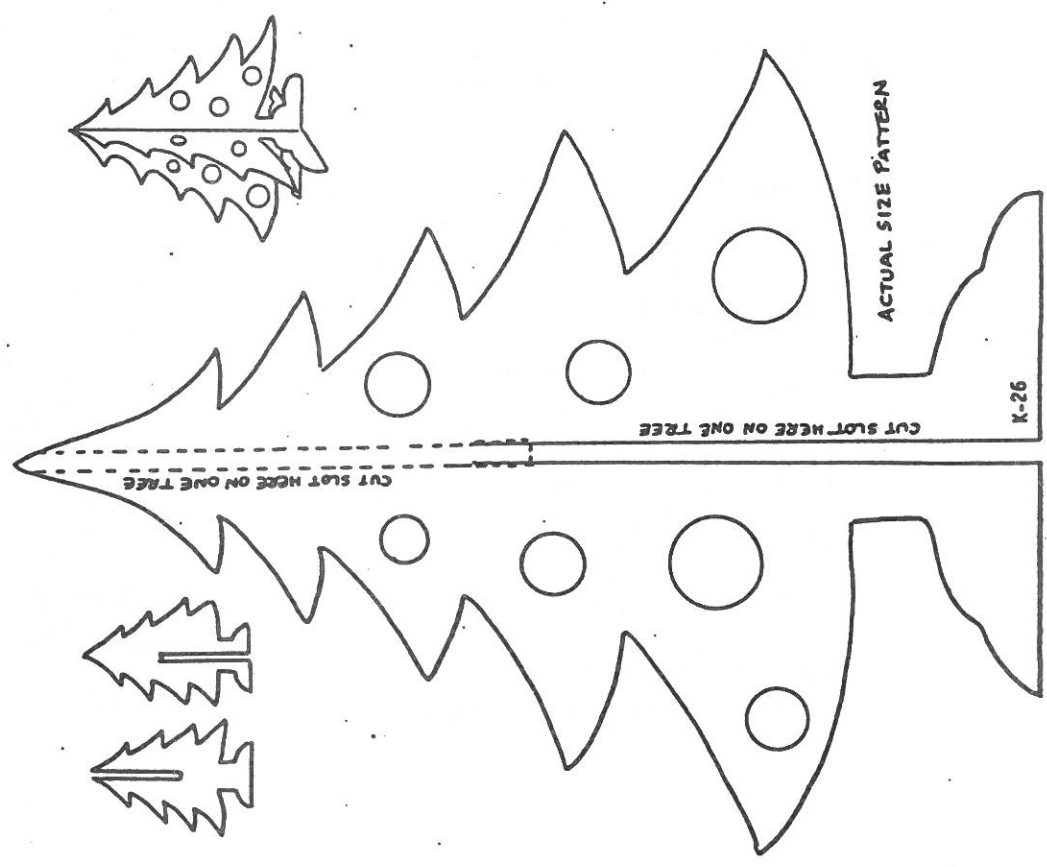


Drawings actual size.

Whittin' Jim

CHRISTMAS DECORATIONS.

Use the pattern below to cut two trees from either 1/4" plywood or heavy cardboard. Be sure to cut the slit as shown so trees will interlock. One groove should be at the top of the tree and the other at the bottom. Glue two trees together. Paint and decorate as desired. (Cutting circle openings in tree is optional. It is attractive, but a little difficult to cut)

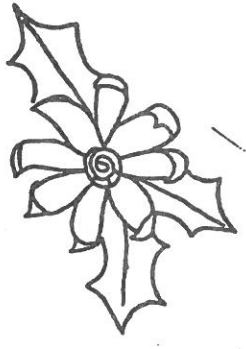


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STARCH FOLISETTE

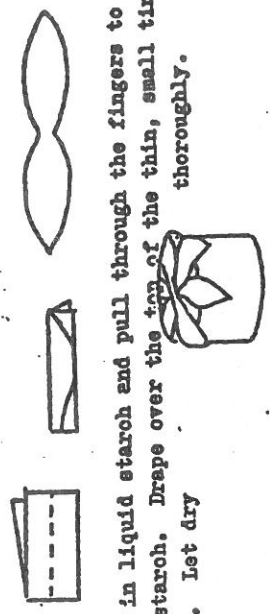
**MATERIALS:**

- (6) 2" x 6" pieces of red tissue paper, construction paper or fabric.
- (2) 3" x 5" green construction paper.
- yellow yarn or paper for centers
- liquid starch
- a small, thin tin can
- scissors



**STEPS:**

Fold the 2" x 6" pieces of red paper or fabric in half, lengthwise and then widthwise so that they are in quarters. Cut off corners as illustrated.



Dip the petals in liquid starch and pull through the fingers to remove excess starch. Drape over the top of the thin, small tin can as illustrated. Let dry thoroughly.

Fold the 3" x 5" pieces of green construction paper lengthwise and out leaves.

Carefully remove dried flower from tin can. Use yellow yarn or paper to make the center for the flower. Glue leaves to the underside of the flower.





OPENING

- Arrangement: Ten boys come on stage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn.
- 1st Cub: Secrets! Secrets! In the air!  
Merry greetings everywhere! That's Christmas!
- 2nd Cub: Cedar boughs in every nook!  
Holly! Everywhere you look. That's Christmas!
- 3rd Cub: Christmas trees with baubles bright,  
Flashing in the candle light! That's Christmas!
- 4th Cub: Hearth fires leaping high to show  
Faces in the firelight's glow! That's Christmas!
- 5th Cub: Spicy smells of things to eat,  
Promising a welcome treat! That's Christmas!
- 6th Cub: Bundles big and bundles small!  
And we must not look at all! That's Christmas!
- 7th Cub: Little whispers all about!  
But we can't find one thing out! That's Christmas!
- 8th Cub: Such a lot of things to do!  
Shopping trips and wrapping too! That's Christmas!
- 9th Cub: Time for fun and song and play!  
Just the year's most happy day! That's Christmas!
- 10th Cub: Joy in all we have and do!  
Wishing joy for others too! That's Christmas!
- ALL: So we gladly join to say  
Here's to wish your happiest day - That's CHRISTMAS!

OPENING

Dim the lights and have the boys come in marching very slowly, singing Christmas carols. Have the boys carry a lighted candle. Have the Webelos color guard follow and when the lights come on, a Webelos Scout leads everyone in the Pledge of Allegiance. Then have everybody sing "Silent Night".

DEN OPENING

Each Cub may stand or come forward to read his part.

- F Faith that the Cub den can always have  
a festive atmosphere, all winter long.
- E Each Cub can fill and know the importance  
of his own job.
- S Satisfaction of being able to advance in  
Cubbing.
- T Together the Cub Scouts find their needs  
fulfilled.
- I In doing this, individual Cub Scouts see  
their own achievements.
- V Voice of each Cub Scout having fun.
- A All for one, one for all.
- L Love for what we do well will produce  
a strong and healthy Cub Scout.



OPENING

Each boy is asked in advance to bring an ornament for the pack Christmas tree to be donated afterwards to a needy family or adopted grandparent. Ornaments are placed on tree as the boys arrive.

Cubmaster asks everyone to be seated. Suddenly an angel appears and says: "It's a beautiful tree, but something is missing. What could it be?" Someone says: "It's the star!" The angel agrees and explains that he brought a star from Heaven to place at the top of the tree. As he puts the star in place, he explains: "The star was a signal for the Wise Men to start on their journey many years ago, and it guided them along the way. Let this star signal the start of our pack meeting tonight, and guide us in the Spirit of Scouting." Angel disappears.

Cubmaster leads the Pledge of Allegiance.

CLOSING

Arrangement: Nine Cub Scouts come onstage, one by one; each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spell out the word CHRISTMAS.

- C C is for candles, we burn of Christmas night  
To gladden weary travelers with their light so bright.
- H H is for happiest; the happiest time of year;  
It's jolly, gay old Christmas time, with all its mirth and cheer.
- R R is for ring; we ring the Christmas bell  
All the Christmas gladness, the world to tell.
- I I is for the infant who lay in a manger  
Little Lord Jesus, a dear little stranger.
- S S is for shepherds who kept their flocks by night;  
And heard the angels singing, and saw a wondrous light.
- T T is for tree, all green and gold and red,  
We see it Christmas morning when we jump out of bed.
- M M is for the mistletoe we hang at Christmas time;  
In merry wreaths, when candles burn and Christmas bells chime.
- A A is for all; to all men we wish cheer,  
Joy and gladness, love and hope, for Christmas time is here.
- S S is for the star that shone on Christmas night,  
Star and candle, bell and wreath, all make our Christmas bright.

CLOSING THOUGHT

This is the last meeting of the year. We have had some fine times together. As we look forward to the new year, we have a lot to be thankful for ... Cub Scouting, our friends, our homes, our families, and especially for this fine land in which we live. May God keep our faith in what America stands for strong so that we can appreciate our many precious freedoms. Let's stand and sing "God Bless America".

CLOSING THOUGHT

Did you ever stop to think that each one of us is like a light switch? We all tend to give off some light and heat. One of the most important questions is: How much light and heat radiates from you? Every one of us gets 'turned on' by different things. And when each of us gets our switch turned on, we should shed more light than heat. Look at it this way: When someone throws your switch, what do they get? Do they get heat, in the form of anger, grumbling, argument? Or light - friendliness, kindness, and understanding. What you give off depends on what you are plugged into - what you really are inside, as a person. Every day we should try to be a little better than the day before. When someone throws our switch, we should reflect the very best of which we are capable, and brighten up the world around us.

CLOSING THOUGHT

God gave us memories so that we might have roses in December. May the happy times we've had during the past year and the spirit of this holiday season remain with us through the coming year. Good night.

Advancement

Props: 1 small snowflake for each award with the award attached.  
1 cut out snowflake for each Cub and parent.

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

1. Will all Bobcats please come forward with their parents. Awards Chairman presents the award and gives each a snowflake

Do the same as above for all of the following:

2. Wolf
3. Wolf Arrow Points
4. Bear
5. Bear Arrow Points
6. Webelos

Have all boys remain at the front of the room until all awards are presented.

With this group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.

HELP SOW THE RIGHT SEEDS!

Cub Leader Basic Training



JOIN US FOR FUN!

- Scene: The time is Christmas Eve. The place is the Jones' house, around the Christmas tree. The room is gaily decorated for the arrival of Santa. The boys are in various stages of dressing for bed.
- Characters: Jimmy Jackie  
Johnny Joey (the youngest, who has THE END  
Mother (in offstage sign pinned to seat of pants, which  
voice) audience doesn't see until end of  
Santa (in offstage skit.)  
voice)
- Jimmy: Boy! (looking out of window) It looks like it's going to be a White Christmas after all. Say, do you all hear Jingle Bells?
- Johnny: No. It's a Silent Night, Jimmy. Maybe you heard Rudolph The Red-Nosed Reindeer.
- Jackie: (With a lisp) I bet he heard Frosty The Snowman, out walking in a Winter Wonderland.
- Jimmy: Boy, I can hardly wait 'til morning, cause Santa Claus is Comin' To Town. What do you want for Christmas, Johnny?
- Johnny: Well, I Want a Hippopotamus for Christmas, but I don't know if Santa can take him for a Sleigh Ride.
- Jackie: Boy, mom'll love that! All I Want for Christmas is My Two Front Teeth! (He grins widely and shows audience where teeth are blacked out.)
- Jimmy: I want a whole Parade of Wooden Soldiers, and a Little Drummer Boy, and some Silver Bells, and ... (Joey is looking very sad)
- Joey: Gee, I bet I'm Gettin Nuthin' for Christmas cause I Saw Mommy Kissin' Santa Claus. Besides, I hit Angie the Christmas Tree Angel with a Jingle Bell Rock.
- All 3: Oh, Oh, It's gonna be a Blue Christmas for Joey...
- Jimmy: That's OK, Joey. We're gonna have the Happiest Christmas Tree ever, and I'll share my toys with you. (He pats Joey on shoulder, as Joey smiles.)
- Mother: (Offstage) Boys... time for bed. Remember, Santa Claus is Comin' To Town!
- All Boys: (They scramble and whisper madly... then they yell) Yes, Mother! (All come forward, stand in a line, facing audience, and sing...) We Wish You a Merry Christmas, we wish you a merry Christmas, we wish you a merry Christmas and a Happy New Year.
- Santa: (Offstage) Here Comes Santa Claus. (Boys run off, Joey turns to the audience so they can see "THE END" sign pinned to his seat.)

CHRISTMAS TRADITIONS

Characters: 6 Boys

Arrangement: Each boy comes on stage holding the object he's speaking about, or a poster with an appropriate picture on it. He can read his lines, or they can be read by a narrator.

1st Boy: The Christmas Tree. The custom of decorating small evergreen trees at Christmas time began in Germany. However, it reached America before it arrived in England. The German settlers in Pennsylvania decorated the trees with lights, sweets, and colored paper. That is how the Christmas tree became a part of our traditional Christmas.

2nd Boy: The Mistletoe. Ancient Celtic priests believed mistletoe had medicinal powers and was sacred. They thought it brought good fortune. Mistletoe was also considered the plant of peace, and under it, enemies met and reconciled their differences. From this ceremony came the English custom of kissing beneath it - the one tradition that has survived to the present.

3rd Boy: The Christmas Wreath. During the 16th century in Germany, branches of fir or spruce were intertwined in a circular shape. This symbolized the love of God which had no beginning or end. One legend tells of a young girl of Bethlehem who wept because she had nothing to bring to the Christ Child but a crown of holly leaves. The babe touched the crown and the leaves gleamed and scarlet berries appeared where her tears had fallen.

4th Boy: The Christmas Candle. Medieval Christians believed that on Christmas Eve, the Christ Child wandered through town and countryside in search of those who believed in him. On that night they placed candles at their windows to guide him.

5th Boy: The Poinsettia. This Christmas flower was discovered in Mexico in 1828 by Dr. Joel Poinsett. The people of Mexico and Central America call it "Flor de la noche buena" or flower of the Holy Night, because it reaches full bloom at Christmas.

6th Boy: The Christmas Card. At Christmas in 1843, in London, "A Christmas Carol" by Charles Dickens had just been published. A friend, Sir Henry Cole had an artist friend design a Christmas greeting to send to his friends. This was to be the first Christmas card. It took more than 30 years for them to become popular. They were first introduced in the United States in the late 1870's.

JUST ASK US--HOW TO DECK THE CACTUS

CHARACTERS: Narrator and five boys.

COSTUMES: Boy from Mexico, boy from Holland, boy from South Pacific, boy from the Orient and a boy from America. (See Costume section) (Boy from America can be in Scout uniform.)

PROPS: Pup tent style stand-up display for each boy. Undecorated cactus on one side, decorated cactus on the other. Same with windmill, palm, pagoda and evergreen. Stuffed monkey.

SETTING: Boys come in and line up across the front of stage. They place their display undecorated side facing the audience. Each boy then sits down behind his display until his turn.

NARRATOR: Have you wondered what others around the earth do for a tree at Christmas time? Follow us and we'll show you with a little rhyme.

MEXICAN BOY  
At first you say, what can that be  
You see what just seems to be a cactus  
But to us it is a fine Christmas tree  
We're from Mexico - Just ask us.

(Mexican boy turns his display around as decorated cactus)

DUTCH BOY  
In Holland we do the best we can  
With so few trees it's not so simple  
We get out our lights and lend a hand  
Before long we've decorated a windmill with tinsel.

(Dutch boy turns his display around as decorated windmill)

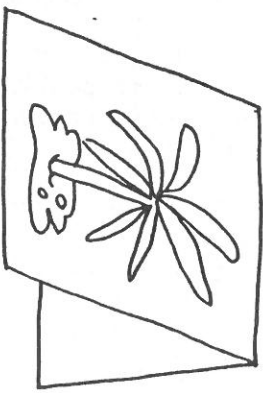
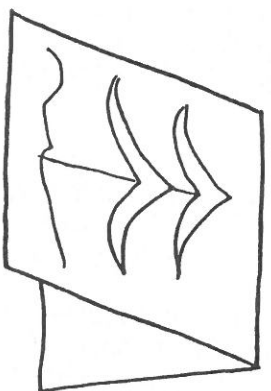
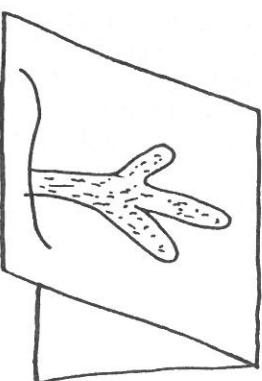
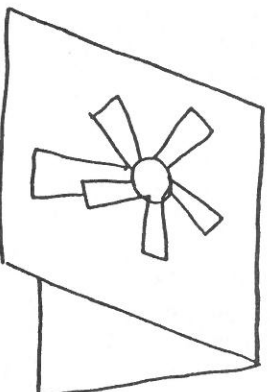
SOUTH PACIFIC  
In the South Pacific we have a life of ease  
Lie around all day and stay calm  
Each year we have to teach new monkeys  
How to correctly decorate a palm.

(With the aid of his stuffed monkey turns his display around)

ORIENTAL BOY  
In the Orient our culture is different  
You don't have to look twice to notice  
But if it were the same, I'll give you a hint  
We would be decorating our Pagodas.

AMERICAN CUB SCOUT  
To us these others may look strange  
But at this sight - our eyes get a gleam  
We have to get ours out on the range  
For Americans trim the evergreens.

NARRATOR: To you this all may seem nonsense  
A little funny and silly, I'll merit  
But don't get confused and tense  
It's just old-fashioned Christmas Spirit.





TO PEOPLE FROM PRESENTS

Have you ever wondered, in the midst of your Christmas shopping, what the gifts you pick out might be thinking about your choice? In this skit, six typical Christmas presents have a chance to express themselves on the subject. The skit is brief, requires little rehearsal, and can be performed by either live boys or puppets. The setting can be anywhere.

**CHARACTERS:** Hand-painted Tie, Handkerchief, Electric Train, Set of China, Girl Doll, Money, Announcer.

**COSTUMES:** Suggestions are given in the body of the skit for costuming live performers. Each player should be labeled with a large sign identifying the item which he represents.

**SETTING:** As the curtain opens, the players are heard singing, off stage, the 3rd stanza of "Jolly Old St. Nicholas". The announcer appears and speaks:

**ANNOUNCER:** At last it is here - that time of year when children are writing to Santa, when lists are compiled with gifts for each child, Old friends, and Aunt Jane from Atlanta. "Uncle Harry", we cry, "always wears a dull tie; Let's pick one that's cheerful and merry"; But maybe we ought to give a wee bit of thought To how the tie will feel about Harry.

So let's lend an ear, this particular year, While bells carol out from the steeple, And hear what gifts say, if they had their way, And presents could pick out people!

(One at a time the players enter, speak their lines, and move to the back of the stage. The first player is the one labeled "Hand-painted Tie". He wears an enormous tie cut from yellow fabric or cardboard, with brilliant painted designs.)

**TIE:** I'm a hand-painted tie and it's fitting that I should be worn by a dashing type fellow. Don't let me be sent to a sober-faced gent Who sooner would die than wear yellow!

(Enter player labeled "Handkerchief", carrying a large cardboard square with dots around edge to indicate hem-stitching)

**HANDKERCHIEF:** Santa, dear Saint, I've a long-time complaint; Though I really don't wish to be cranky. But it causes me pain, that insulting refrain, "You can always give her a hanky."

(Enter player labeled "Electric Train". He wears a large circle of cardboard, painted to resemble the front of a train)

**TRAIN:**

As a shiny new train, I've a right to be vain, I'm king of the toys, so I'm told. Could I go to a lad, instead of a Dad, Whose youngster is just two months old?

(Enter player labeled "Set of China", wearing a large cardboard cutout of a cup and saucer)

**CHINA:**

For the elegant dine-ah, there's china no fine-ah, For a lady to get from her spouse; But get angry I'm apt, if on Christmas I'm wrapped As her gift to the Man of the House!

(Enter player labeled "Girl Doll", walking stiff legged, and wearing a wig and dress)

**DOLL:**

My complexion's like milk; my clothes are of silk; I'm a doll for a girl to adore. Do I have to be got by some two-year-old tot, Who'll use me to wipe up the floor?

(Enter "Money" wearing rectangular cardboard \$5 bill)

**MONEY:**

Oh, money is dandy and sure comes in handy, To the fellow who is loaded with woe. But I'd surely resent being wrapped up and sent To a person who's loaded with dough!

(All players come forward and speak in unison)

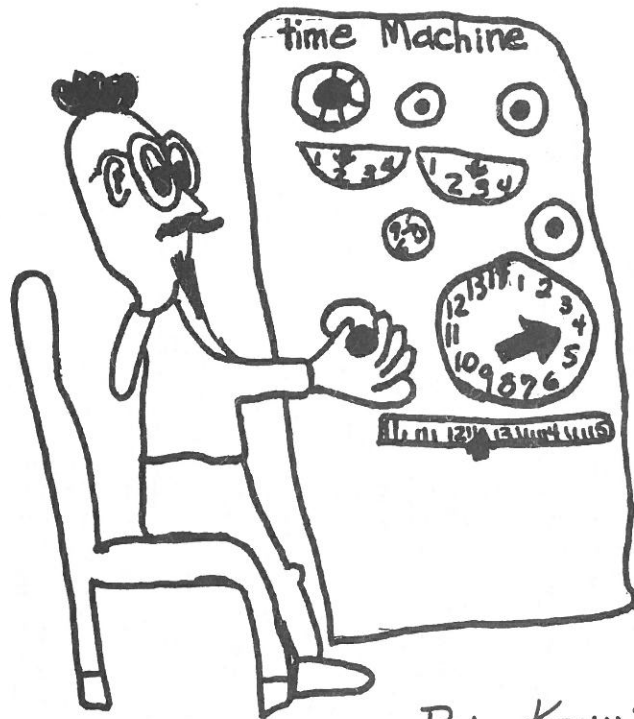
**ALL:**

But wherever we go, we want you to know We hope you'll be glad we appear. To bring happiness, we're proud to express This greeting of love and good cheer.

(Players sing one chorus of "We Wish You a Merry Christmas")

soviet scientists

soviet scientists



By KEVIN  
SCHWEITZBERGER, Jr.  
PACK 6



IDEAS FOR PACK ACTIVITIES

- Display inventions
- Invite a patent attorney to tell how inventions are created, developed and patented. (listed in Yellow pages)
- Divide into Dens (adults and boys), give each group a stack of newspapers, safety pins, and tape. Have them create and develop a costume that relates to the theme.
- Have a Parent - Boy cake baking with the cakes related to the theme. Give awards (most creative, most colorful, oddest shape, etc.). Auction them off afterwards.

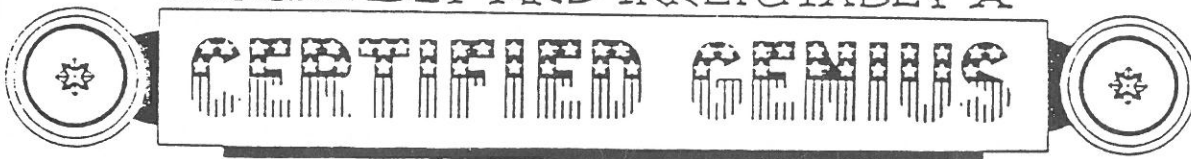
IDEAS FOR DEN ACTIVITIES

- Visit a Museum
- Create and develop an Invention to display at the Pack meeting
- Visit shut-ins or children's hospital to show and tell them about your invention.

FILL IN THE CERTIFICATE BELOW AND HAVE YOUR CUBMASTER SIGN IT AFTER YOUR PACK MEETING. YOU MAY PHOTOCOPIY IT FROM THIS MAGAZINE IF YOU WISH

CUB SCOUT \_\_\_\_\_ OF PACK \_\_\_\_\_

IS NOW INCONTESTABLY, AUTHENTICALLY,  
UNDENIABLY AND IRREFUTABLY A



\_\_\_\_\_ DATE \_\_\_\_\_ CUBMASTER \_\_\_\_\_

THE WONDER OF WATER

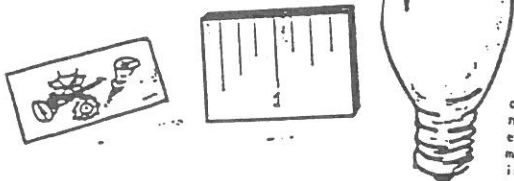
Have everyone think about how many uses of water they use in a day. Then share the following information with everyone.

- Cub Scout #1: They don't call it a watermelon for nothing - it's 97 per cent water.
- Cub Scout #2: Even if you're a hard-as-nails fullback with the Denver Broncos football team, your body is 70 per cent water.
- Cub Scout #3: During a lifetime, you'll take in about 16,000 gallons of water.
- Cub Scout #4: If all of the valleys and mountains on land and under the sea were leveled, water two miles deep would cover the entire earth.
- Cub Scout #5: In northern Chile, years may go by without so much as a drop of rain, but parts of India get more than 400 inches a year.
- Cub Scout #6: Water power is no idle phrase. Water flowing at 10 miles an hour can move rocks 10 feet thick. And look at what water carved in Arizona -- the Grand Canyon.
- Cub Scout #7: Water helps regulate climate. It absorbs heat in summer and releases it in winter.
- Cub Scout #8: A birch tree releases about 70 gallons of water into the atmosphere each day, almost the amount a person uses each day in his home.

GENIUS NIGHT

Designate Genius Night with the use of the lightbulb (for bright ideas). See candy making suppliers for molds of bulbs. Add loop or flip-top opener for the tie holder.

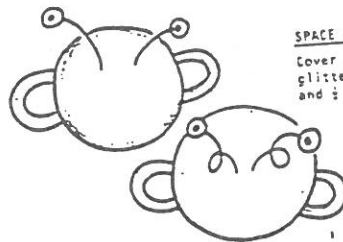
Other designs indicating genius might be a portion of a ruler (yard stick), stained with a loop glued to back. And use



clock gears, nuts and bolts, etc. to symbolize material used in inventions, glued to small piece of board.

SPACE CREATURES

Cover a 1" styrofoam ball with green glitter. (Glue made of Elmer's glue and water makes a good glitter adhesive.)



"Goggle Eyes" on pipe cleaners will make these critters come alive. Add other colored pipe cleaners or some chenille bumps for other features. Put pipe cleaner through the back and form a loop for sliding on the neckerchief.

CUB ASTRONAUT

Make a helmet shape from a modeling dough that hardens as it dries. Use the boys' school picture to put in the face of the astronaut, glue to secure. You might want to add a piece of clear plastic to act as a face shield. Fun for the boy to picture himself as a space flyer.



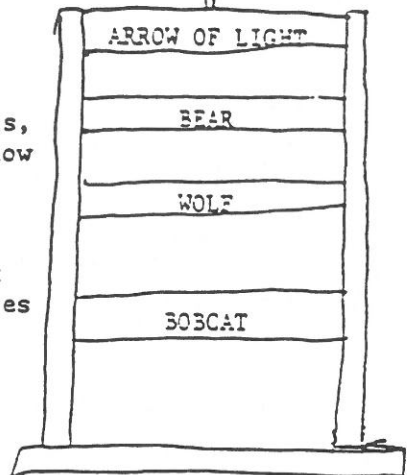
### ADVANCEMENT LADDER

Square at top is made of 1/4 inch plywood, 4 1/2 in. square. Mount on pivot belt to swing down for transporting. Paint yellow with blue numbers. Rungs, spaced 5 in. apart, are 1/4 x 3 x 18 in. Paint yellow with blue letters.

Spring type clothespins, one for each Cub. Painted blue, letter Cub's name in yellow. Uprights are 1 x 1 1/2 x 41 in., painted blue. Corner irons for braces are 3 x 3 in. Baseboard is 1 x 10 x 24 in.

When a BOY joins as a Bobcat, he is given a pin to place on the first rung as a part of his Bobcat induction ceremony. When a Cub Scout transfers into the Pack, he is given a pin which he places on the rung corresponding to his rank, a part of the welcoming ceremony for the new family.

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### ADVANCEMENT LADDER CEREMONY

**CUBMASTER:** When a BOY becomes a Cub Scout, he starts on an upward trail. I say "upward" because as he grows older, he advances in Cub Scouting. He does not join a Cub Scout Pack and then wait idly for 3 years until he becomes a Boy Scout. With the help of his parents and leaders, he will work and earn the various badges which are marks of achievement.

Since our last Pack meeting, \_\_\_\_\_ of our Cub Scouts have completed all the achievements for Wolf or Bear Cub Scout. Tonight we honor them and their parents. Will Cub Scout \_\_\_\_\_ (Name) and your parents come forward. Cub Scout \_\_\_\_\_ (Name) according to your Wolf or Bear Cub Scout book, you have completed all the achievements for the Wolf or Bear Cub Scout. I am glad you have attained this honor and hope you will continue to progress.

Parents, we are happy that your son has completed all the requirements for his badge. You were privileged to help him on his achievements. To you goes the honor of presenting him his badge and certificate. (Cubmaster presents badge to father; certificate to mother. They then present them to their son.) Cub Scout \_\_\_\_\_ (Name) will you now move your name up the ladder of progress.

Now you all can see that these Cub Scouts are on the upward trail. They are moving forward and upward. With the same effort that you have shown before, keep working toward the highest award in Cub Scouting, the Arrow of Light. My congratulations to you Cub Scouts, and your parents, for the fine work you have done in Cub Scouting. Keep up the good work.

CLOSING

Have Scouts and their families form a large circle. The Cubmaster then reads the following prayer, which was broadcast to earth by U.S. Astronaut, Frank Borman, while on a moon-orbiting mission in December 1968. (Cubmaster should explain what he is reading.)

"Give us, O God, the vision which can see the love in the world, in spite of human failure. Give us the faith to trust 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 one of us can do to set forward the coming of universal peace."

LEADER RECOGNITION CLOSING

Props: Large gold stars with a hole in center; large enough for each boy to poke his head through. Star is frame around face.

Each boy, in turn, repeats the following speech:

"My star represents our \_\_\_\_\_ . Mr./Mrs. \_\_\_\_\_ and his/her assistants,  
Mr./Mrs. \_\_\_\_\_ ."

When all have done this, then all repeat in unison:

"On behalf of all Cub Scouts, we wish to say thank you for the leadership you have given our pack."

CLOSING THOUGHT

The words "Aim for the Stars" has an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed hundreds of times before he perfected the electric light bulb. He never quit trying. A Cub Scout who tries to do his best and keeps trying, is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "aim for the stars".



OPENING

Props: Have each boy come in with a small American Flag and then recite the ten freedoms guaranteed us in the Bill of Rights.

- 1st Cub: The right to worship God in one's own way.  
 2nd Cub: The right to free speech and press.  
 3rd Cub: The right to peaceable assembly.  
 4th Cub: The right to petition for a redress of grievances.  
 5th Cub: The right to privacy in our homes.  
 6th Cub: The right to habeas corpus--no excessive bail.  
 7th Cub: The right to trial by jury--innocent until proven guilty.  
 8th Cub: The right to move about freely at home and abroad.  
 9th Cub: The right to own property.  
 10th Cub: The right to a free election and personal secret ballot.

Now sing America

OPENING

Props: Have one boy come out carrying the American Flag. Then have seven boys come out carrying a card with one of the letters that spell out "OUR FLAG" and then have each of the boys tell what his letter stands for.

O Only Flag for America  
 U Understanding for all Americans  
 R Rejoicing for our freedoms

F Freedom for all  
 L Legions to God and Country  
 A American United for all  
 G Glory, Grace and Goodness

Have everyone repeat the Pledge of Allegiance.

FOR STANDARD FLAG CEREMONY - REFER TO FLAG ETIQUETTE SECTION

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OPENING

Arrangement: 7 boys, 6 holding cards, one acts as narrator

NARRATOR: This month the theme is "Genius" of which there are quite a few. Here are some we've learned about, and what they've done for you.

G Gutenberg invented moveable types of printing presses so that more people could have books to read.

E Edison gave us the light bulb, the phonograph, storage batteries, and many other things that we regard as necessities today.

N Newton's studies of gravity and light started many other genius's on their way.

I Irving's stories have enchanted young and old for years.

U Urey's discoveries in chemistry and nuclear power will be used for generations to come.

S Scouting's founder Lord Baden-Powell, developed a plan for using the genius of every boy.

ADVANCEMENT

As each boy receives recognition (in den or pack meeting) for advancement, let him give his own idea of a genius. What...why...how...where...

-Ruth Wilson and Helen Vance

CLOSING

1st boy: Everyone cannot be brilliant, everyone cannot be smart,  
I may not be a genius, but I can build a neat go-cart.

2nd boy: I can dam a stream with boulders, I can climb trees to the top,  
I can run for blocks and blocks and never even stop.

3rd boy: I can't solve a chemical equation or lecture on Newton's rule,  
But I make a peanut butter sandwich that will really make you drool.

4th boy: I don't know much about flowers, but smelling them is a joy,  
I don't think I'm a failure. I'm a genius at being a boy.



THE ROBOT INVENTORS

CHARACTERS: 6 Scientists in lab jackets (shirts, collars turned inside, put on backwards) 7th Scientist is dressed in the same manner and has a top hat.

SETTING: Table, covered with old sheet reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, etc. are on table. The six scientists stand behind and at sides of table. One of the scientists is reading a book, plainly marked "How to Invent a Robot" while another looks over his shoulder. Another scientist is stirring in a large bowl with a large wooden spoon.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it.

SCIENTIST 3: We'll have to change the formula.

(Scientist 7 enters from stage left, carrying top hat.)

SCIENTIST 7: I've got it! I've got it! A friend of mine told me just how to do it. (He places hat on table) You just say "Abra-cadabra 1-2-3", reach in, and .....

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 5: That's 'rabbit', not 'robot' you idiot!

(They chase Scientist 7 offstage waving book, spoon, etc. Scientist 6 starts to join them, but stops and looks at hat on table)

SCIENTIST 6: (shrugging shoulders) It might work! Abra-cadabra 1-2-3!  
(He takes hold of hat with left hand, tips it toward himself at edge of table, reaches 'in' - really reaches behind table and pulls out 'robot' who has been hidden behind table.)

SCIENTIST 6: Hey, it worked! Now I'll just push this button (pushes robot's button - robot drops to all fours, hops offstage, showing a bunny tail bobbing at back)

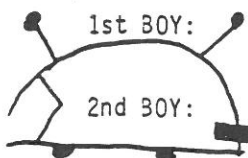
DEN MEETING OF THE FUTURE

CHARACTERS: Den Leader (in long blue cape with blue tie ribbon), 5 <sup>BOYS</sup> boys wearing elbow length blue capes with blue tie).

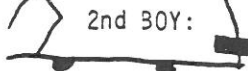
PROPS: Poster Board with solar system sketch, poster of space scooter, flying saucer pizza, recipe formula, chemical water garden formula, large crepe paper flower in wild colors, plain white poster, plain black poster and a poster half and half. Large rank beads for each boy such as colored croquet balls.



DEN LEADER: I see you <sup>BOYS</sup> boys have brought some special things to today's den meeting. (She points to first boy and asks him to show what he brought.)



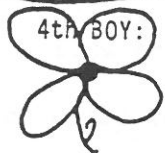
1st BOY: We visited the planets Jupiter, Mars and Saturn this weekend. (Boy holds up poster of solar system and points out planets.)



2nd BOY: I've completed my space scooter, here is a picture of it! (Holds up picture of his space scooter and shows it.)



3rd BOY: I have completed my cooking project! I have made a flying saucer pizza for today's refreshments. I have brought the recipe in case you like it. (Hands recipe card to Den Leader then shows his pizza.) (Pizza is large round poster board with 1/2 styrofoam ball in the center.)



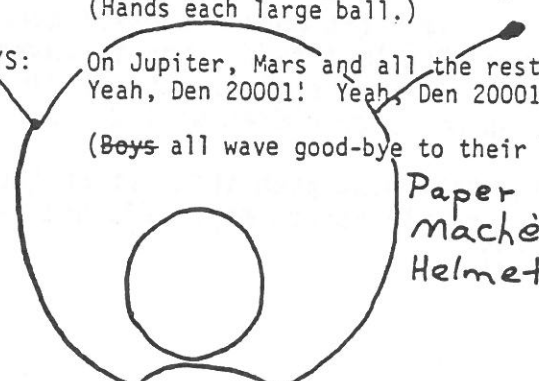
4th BOY: I've grown a chemical garden. I've brought some of my flowers to show you! (Holds up poster board with chemical formula for growing and then shows large crepe paper flowers in wild, wild colors.)



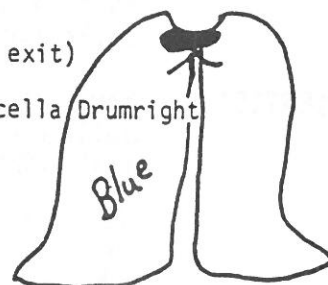
5th BOY: I've completed my photography project! I took three pictures of the moon in three different lightings. Want to see? (First holds up blank white poster, then black poster, then poster half black, half white.)

DEN LEADER: It seems you <sup>BOYS</sup> boys have really been working hard this past week. Here are your progress beads! (Hands each large ball.)

ALL BOYS: On Jupiter, Mars and all the rest, we're the best, we're the best! Yeah, Den 20001! Yeah, Den 20001! (Boys all wave good-bye to their leader and exit)



Paper Mache Helmet

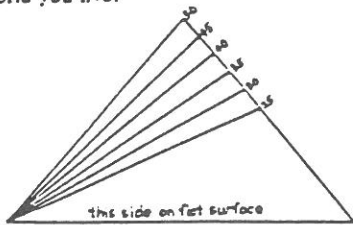


-Druecella Drumright

# 200 SUN CLOCK

Before mechanical clocks or watches were invented, and for the last two thousand years, sundials were used for telling time. Some sundials were gigantic, the size of buildings, and some were so small they could be worn as a ring. Although we have more accurate and reliable clocks today, the sundial is still one of the simplest time tellers ever invented. All you had to do was read the position of the shadow on the sundial face to tell what time it was. If the shadow was halfway between four and five o'clock, then the time was about four thirty. The only problem, of course, was a cloudy day or nighttime when there were no sun shadows.

There are many types of sundials, and most of them have to be calculated and constructed mathematically for a particular placement on earth. For example, a sundial that has been made to tell time accurately in Florida will not tell correct time in Maine. The SUN CLOCK is a version of an "equatorial sundial" and is the only type of sundial that will tell accurate time anywhere on earth. However, an equatorial sundial must be positioned so that it is parallel to the earth's equator, and requires a small adjustment depending on where in the world you live.



## MATERIALS

large clear or semi-transparent plastic can lid  
new pencil

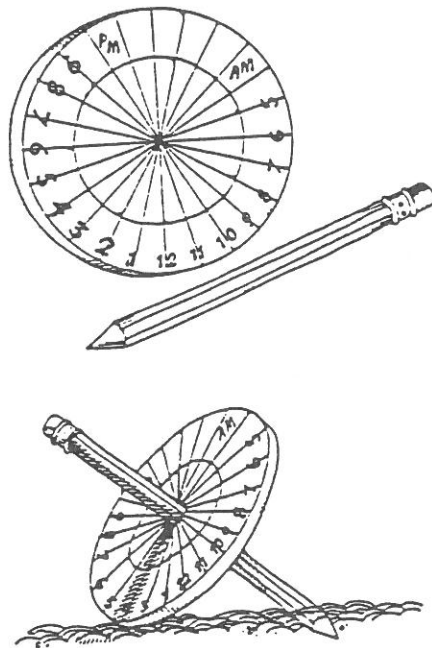
## TOOLS

ballpoint pen or laundry marker

## CONSTRUCTION

The plastic can lid will be used to make the face of the SUN CLOCK and must be layed out accurately with hour markings. If you have a protractor and can do simple geometry, lay out the can lid in twenty-four equal, spaced radial lines from the center (15° segments). If you don't know how to do it that way, you can use a less accurate but satisfactory method. Draw a line completely across the top face of the lid through the center. (Most soft plastic can lids are made of a slippery plastic that is best written on with a ballpoint pen.) Draw a second line across the lid face through the center perpendicular to the first line. Now the lid is divided into four equal parts. Draw two more lines through the center, dividing each quarter in half. The lid is now divided into eight equal parts. Using your best judgment, divide each of the eight spaces into three smaller equal spaces by drawing two lines from the center to the edge in each space. You should have twenty-four equally spaced radial lines emanating from the center. If the SUN CLOCK could work all day and night, each one of the radial lines would represent one hour of the day. But no sundial can work during the night, so you only need to mark those hours when there is usually some daylight. Use the ballpoint pen or a laundry marker to write the hours at the edge of the radial lines. Start with any radial line and mark it 5, then going clockwise mark the next radial 6, then 7 and so forth up to 12. After 12, start at 1 and number through 9. If it stays light outside past nine P.M. where you live, continue to mark the radials with whatever additional hours you need.

Using a new full-length pencil with a point, poke the pencil through the exact center of the lid, top to bottom. Push the pencil through about halfway. The pencil serves two functions: it casts the shadow that gives the time and it acts as a stand to support the SUN CLOCK.



The eraser end of the pencil acts as the "gnomon" or the part that casts the shadow, the pointed end of the pencil supports the SUN CLOCK and is meant to be stuck in the ground so that the SUN CLOCK will keep its position and not be blown away.

Look for a good sunny spot outdoors at which to station your SUN CLOCK. If that is

## SEND AWAY:

## TIME SHEET

How would you like a whole poster full of moon faces, a whole month's worth? What if the back side of the poster was filled with a surprising photo of what happens when a bullet rips through a series of balloons, plus some other shots of "frozen moments"? You can get both of these posters plus a leaflet that will give you some ideas for studying moments and cycles or, in short, the stuff of time. All of this costs \$1.25. Learning Magazine calls them study prints. They are written for teachers, but kids can use them too. Write for a Time Study Print. Send your request to:

Starting Prints  
530 University Avenue  
Palo Alto, California  
94301

GAMES

Genius Quiz

1. When a horse lies down, which end of him gets up first? (front)
2. Which end of a dog gets up first? (either)
3. Does a cow trot? (no)
4. With which hand does the Statue of Liberty hold her torch? (right)
5. What does she hold in her other hand? (book) (no)
6. Did the Lincoln part his hair in the middle? (no)
7. Which is larger, a dime or a penny? (penny)
8. How many keys are there on an ordinary piano? (88)
9. On which side does a policeman wear his badge? (left)
10. Whose picture is printed on a \$1 bill? (George Washington)
11. When we chew, does the upper jaw move? (no)
12. How many stars in the Big Dipper? (7)
13. How many legs has a spider? (8)
14. Does a hen have teeth? (no)

Words and Letters - Each of the following words can be represented by a single letter of the alphabet. See if you know the letters:

1. An insect (B)
2. A beverage (I)
3. An exclamation (O)
4. A river in Scotland (D)
5. A question (I)
6. A blue bird (J)
7. A printer's measure (M)
8. An organ in the head (I)
9. A vegetable (P)
10. A puzzle solver (U)
11. Deep and wide (C)
12. A girl's name (K)

Little Words from Big Words - See how many smaller words you can make from the big ones. There are many possibilities.

1. Consolidate
2. Adhesive
3. Belligerent
4. Intolerable
5. Emphatic
6. Hieroglyphics
7. Intelligent
8. Capitate
9. Ingridiate
10. Miscellaneous

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

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2.
4. Draw five small squares in the upper-left-hand corner of this paper.
5. Put an "x" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an "x" in the lower left-hand corner of this paper.
9. Draw a triangle around the "x" you just put down.
10. On the reverse side of this paper, multiply 70 by 61.
11. If you think you have followed directions up to this point, call out "I have".
12. How that you have finished reading carefully, do only No. 1 and No. 2.
13. You have finished. How did you do?

Who Invented It? - Each of the following inventions has played an important part in modern industrial development. Who invented each of them?

1. Telephone
  2. Phonograph
  3. Telegraph
  4. Dynamite
  5. Power Loom
  6. Steamboat
  7. Reaper
  8. Vulcanized rubber
  9. Nylon
  10. Thermometer
  11. Penicillin
  12. Airplane
- Answers: 1. Alexander Graham Bell, 2. Thomas A. Edison, 3. Samuel F. B. Morse, 4. Alfred Nobel, 5. Edmund Cartwright, 6. Robert Fulton, 7. Cyrus McCormick, 8. Charles Goodyear, 9. The Du Pont Company, 10. Galileo, 11. Sir Alexander Fleming, 12. Wilbur and Orville Wright.

Alphabet Objects - The first person to see an object in the room that begins with an "A" says "A" see something that begins with A, and it's the apple in the dish". The next person goes on with B and so on through the alphabet until someone gets stuck.

Memory Test - Collect 20 articles and place them on a tray - such as a leaf, stick, spoon, small stone, needle, etc. Pass the tray around so all boys have a good look. Then cover or remove the tray and see which boy can remember the largest number of items.

Bottle Target - The boys take turns seeing how many toothpicks they can land in an empty milk bottle, which is placed on the floor an arm's length away. Players drop the toothpicks one at a time. They can lean toward the bottle, but they can't move their feet. The boy who gets the most toothpicks in the bottle wins.

Genius Quickies - These are all catch questions, but they all have fair answers. See how well you do.

1. When can you add 2 and 11 and get 1 as the correct answer? (Two hours after 11 o'clock is 1 o'clock)
2. I'm thinking of a number. Three times that number is no larger than twice that number. What is the number? (zero)
3. Can you write eleven in such a way that when you divide it in half the answer is six? (XI = 11 ... divide in half VI = 6)
4. If 3 men can chop down 3 trees in 3 hours, how many men will it take to chop down 6 trees in 6 hours? (3 men)
5. There used to be gold coins as well as paper money. A \$20 gold piece had twice as much gold in it as a \$10 gold piece, and both were pure gold. Which would be worth more: half a pound of \$20 gold pieces or a pound of \$10 gold pieces? (A pound of gold is worth more than a half pound)

Genius Code - Geniuses seem to communicate in a language all their own. Even if you're not quite as bright as Mr. Einstein, writing in a code will make your notes take on an air of importance. Design a code all of your own, or use the genius code shown below. Use an equal sign between each word and set off each sentence with parentheses. Your sentences will look like complex math formulas, and you'll look like a genius to all your friends.

GENIUS CODE

(	X	Δ	π	⊗	=	→	π	=	7	;	7	)
A	+	J	2	⊗	π	⊗	7	÷				
B	-	K	⊕	⊗	⊗	⊗	U	V	W	X	Y	Z
C	1	L	M	N	O	X	Y	Z	3	0	6	
D	Δ	π	⊗	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
E	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
F	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
G	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
H	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
I	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
J	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
K	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
L	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
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N	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
O	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
P	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
Q	⊕	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
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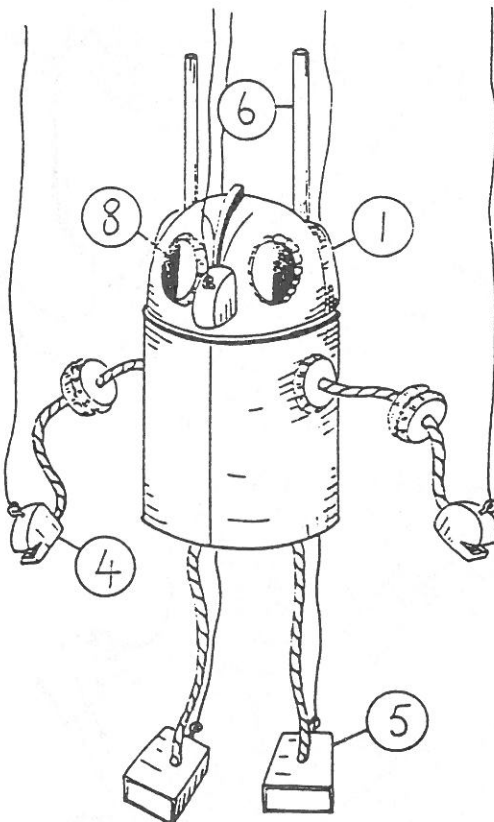
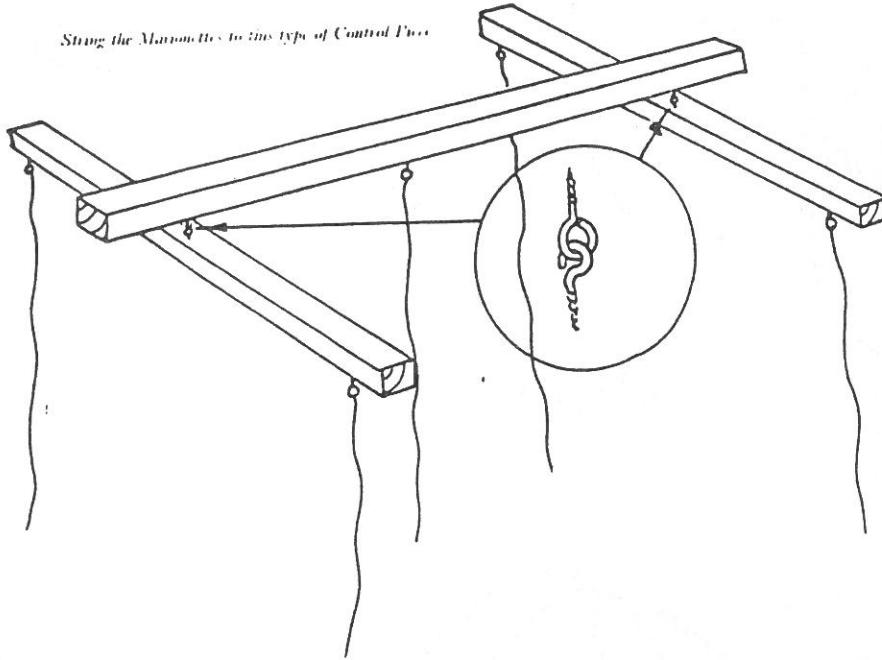
17 - = ⊗ 1 x 7 ÷ = 5 π : √ 9 7 ⊗  
 CUB SCOUT GENIUS  
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Magic Age - Ask each person to write down the number of the month in which he was born; multiply it by 2; add 5; multiply that by 50; add his age; subtract 365; add 115. Ask for the answer. You will be able to tell him his birth month and present age. (The first digit is the birth month, the last two digits is the age. If answer has four digits, the first two are birth month)

Example: Month of Birth (February) 2  
 Multiply by 2 ..... 4  
 Add 5 ..... 9  
 Multiply by 50 ..... 450  
 Add age (9) ..... 459  
 Subtract 365 ..... 94  
 Add 115 ..... 209 (2 = February; 09 = 9 years of age)



String the Marionette to this type of Control Piece



### Spindleshanks, the Spaceman Marionette

#### MATERIALS

One cocoa-tin, one reflector from a rear light, .6 cm. dowel, bottle-tops, sewing cord, balsa wood, two matchboxes, old plasticine, screw-eyes, enamel paints or Marvin Medium and Margros powder colour, Evo-stik.

#### METHOD

1. Stick the glass reflector firmly on to the body with Evo-stik.
2. Pierce the tin underneath and fix in the legs, using Evo-stik.
3. Pierce the sides of the tin and glue in arms. Punch holes in six bottle-tops, thread cord through these holes and glue together as in the diagram.
4. Cut hands from balsa wood and glue on to the arms.
5. Punch holes in the matchboxes, thread legs through the holes, and fix with Evo-stik. Pack the matchboxes with old plasticine.
6. Glue dowel on to the head.
7. Paint the body half blue and half green, using either enamel paint or powder colour mixed with Marvin Medium. Paint the feet black, antennae green, bottle-tops on arms red, and hands blue.
8. Stick on the eyes—paint half black.
9. Glue on the nose cut from balsa wood.
10. Stick screw-eyes into the nose, hands, feet, and back; use these for stringing on to the cross-pieces for manipulation.

This little spaceman will have movement of arms, legs, and body.



MARDI GRAS

By  
JAROM VIGIL  
PACK 44





IDEAS FOR PACK ACTIVITIES

- Encourage Cub Scouts to wear their uniforms each day during Scout Week.
- Undertake a goodwill project for sponsoring organization.
- Have a Mardi Gras Parade
- Plan a Blue and Gold Party

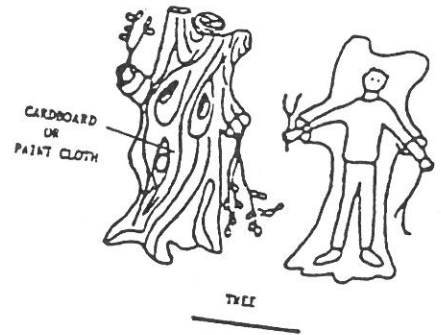
IDEAS FOR DEN ACTIVITIES

- Plan float for parade at pack meeting
- Plan costumes to wear at pack meeting
- Plan skit, song, or stunt to perform at pack meeting

Flintstone applause: Shake hands over head and yell "Yabba-dabba-doo".

Frozen Cub applause: Wrap your arms around yourself and say "Brrrrrrrr".

Ketchup applause: Pretend to pound on the bottom of the bottle six times, saying "Pop, Pop, pop, pop, pop, pop". On the sixth pop, go "Squish, uh oh, too much".



PRE-OPENING ACTIVITY

Match each of these New Orleans dishes with its description:

- |                  |     |  |
|------------------|-----|--|
| 1. roux          | ___ | a. a green pear-shaped vegetable often served deep-fried.  |
| 2. po'boys       | ___ | b. fresh crawfish boiled in a spicy oil.   |
| 3. Creole gumbo  | ___ | c. oil and flour mix which forms the base for several Cajun sauces.                                    |
| 4. jambalaya     | ___ | d. hot, spicy broth made with any or all of the following: crab, shrimp, sausage, chicken, vegetables. |
| 5. beignets      | ___ | e. sandwich of fried seafood on French bread.  |
| 6. mirliton      | ___ | f. squarish doughnut-like pastries heaped with powdered sugar.   |
| 7. Cajun popcorn | ___ | g. sticky rice dish with shrimp, sausage and chicken.  |
| 8. pain perdu    | ___ | h. French toast  |

OPENING

**Setting:** 4 uniformed Cub Scouts, carrying suitable props (such as a megaphone, nightcap, church model, and a star) speak the following lines.

1st Boy - You can say anything that you want to say, whoever you may be.  
Some things cost a lot of money, but speech is free.

All - That's what it means to be an American.

2nd Boy - You can write anything that you want to write and dare to disagree.  
You can sleep without feeling afraid at night.

All - That's what it means to be an American.

3rd Boy - You can't be put in prison unless you have been fairly tried.  
You can choose your church to worship with your family by your side.

All - That's what it means to be an American.

4th Boy - You can dream any dream you want to dream, and make it all come true.  
We live in a land where liberty is meant for me and you.

All - That's what it means to be an American.

(Lead "America the Beautiful", then the Pledge of Allegiance)

CLOSING THOUGHT

America promises us freedom to worship, to learn, to assemble, and to debate any issue. It is a land where people from other countries can find a home, where there is work to do, where we can express our opinions, and where we are free to come and go as we please. Our wonderful heritage, earned for us by our forefathers, is sometimes taken for granted. Unless we cherish this legacy and use it wisely, it may be lost to future generations. People working together with imagination, vitality, and persistence, have produced marvelous inventions and wonders of technology beyond anything our forefathers might have dreamed of. Working together, we can preserve and protect our beautiful land for future generations.



LIBERTY BELL OPENING CEREMONY

- PERSONNEL...** Den Chief, 6 Cub Scouts (if you have more boys available, break down the narration into more speaking parts).
- ARRANGE-MENTS .....** Large poster of replica of Liberty Bell on stage. Cub Scouts are off stage. In turn, they come on stage carrying a large sign with the appropriate date and recite their parts.
- DEN CHIEF...** One of the most cherished symbols of American Independence is the famous Liberty Bell, now preserved in a special building in Philadelphia. It has been rung on a number of important occasions, some of which we'd like to tell you about now.
- 1st CUB:** On July 4, 1776, the bell was rung to announce the official adoption of the Declaration of Independence. This was actually the birthday of our nation, and marks the most important single event in our history.
- 2nd CUB:** On October 14, 1781, it was rung to celebrate the surrender of Lord Cornwallis of the English forces, and the virtual close of the Revolutionary War. On April 6, 1783, it announced the proclamation of peace with Great Britain.
- 3rd CUB:** On September 29, 1824, it was rung to welcome Lafayette, the famous French general who had assisted Washington, to Independence Hall. On July 4, 1826, it tolled to announce the death of Thomas Jefferson, principal author of the Declaration of Independence.
- 4th CUB:** On July 14, 1826, it ushered in "The Year of Jubilee", the 50th Anniversary of the American Republic. On July 4, 1831, the famous bell rang for the last time on Independence Day.
- 5th CUB:** On February 22, 1832, the bell was rung to commemorate the birthday of George Washington. Later that same year it tolled to announce the death of the last surviving signer of the Declaration of Independence, Charles Carroll of Carrollton, Georgia.
- 6th CUB:** On July 8, 1835, while it was being tolled for the death of Chief Justice John Marshall, a crack developed in the bell. It started from the brim and inclined in a right hand direction toward the crown. On February 22, 1843, when an attempt was being made to ring the bell on Washington's birthday. The fracture increased to such an extent that no effort has been made to ring it since that time.
- DEN CHIEF:** Some of you may have been to Philadelphia to see the Liberty Bell. Perhaps you remember the inscription "PROCLAIM LIBERTY THOROUGHOUT THE LAND", from which the bell got its name.

## CLOSING

This is an impressive closing for the Blue and Gold Banquet or any other type of dinner.

PERSONNEL: Cubmaster, Cub Scout poem reader, person to turn off lights, audience.

EQUIPMENT: Candles, one on each den's table.

ARRANGEMENT: On each den's table a single lighted candle burns. All houselights are out.

CUBMASTER: Cub Scouting is a part of family life in 60 countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout motto. What is the Cub Scout motto?

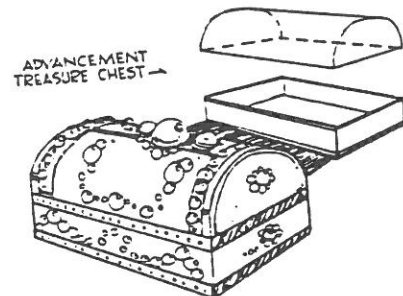
CUB SCOUTS: Do Your Best.

CUBMASTER: As we face each other around our blue and gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise. (All repeat Cub Scout Promise.)

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say goodnight after Cub Scout (name) reads Edgar A. Guest's "A Creed."

CUB SCOUT: "Lord, let me not in service lag,  
Let me be worthy of our flag;  
Let me remember, when I'm tired,  
The sons heroic who have died  
In freedom's name, and in my way  
Teach me to be as brave as they.

In all I am, in all I do,  
Unto our flag I would be true;  
For God and country let me stand.  
Unstained of soul and clean of hand,  
Teach me to serve and guard and love  
The starry flag which flies above.



## ADVANCEMENT TREASURE CHEST

Make the treasure chest from a cigar-box size carton. Make rounded top with cardboard, cover with colorful paper, and add bright buttons and glitter beads.

King Rex (Cubmaster) makes the advancement awards using the treasure chest that the badges and arrow-points have been put in.



## 'MARTY GRASS' IS COMING!

Scene: All boys in various costumes in Mrs. Smith's house. Mr Smith sitting in a chair reading a paper.

Mr. Smith: (Puts down paper) What's up, boys? It's a little eary for Halloween! Are you having a party?

1st Boy: No, Mrs Smith told us to put on costumes and meet here for our den meeting.

2nd Boy: That's right! She said Marty Grass is coming and we're going to have yeast!

Mr. Smith: Is that a new boy at school?

3rd Boy: Nope! We'd be the first to know if a new boy moved in here!

4th Boy: Maybe it's a new type of grass and she is going to teach us about it.

5th Boy: Gee whiz! Now we're celebrating grass with yeast!

Mr. Smith: I've never heard of that type of grass before. Hmm! seems strange!

1st Boy: I know all about quack grass and crab grass, but not about Marty Grass with yeast!

2nd Boy: And there's perennial grass and annual grass and even field grass . . . . (fades off as Mrs. Smith enters the room).

Mrs Smith: (walks in wearing a crown and "Kingly" robe) I see you boys are here . . . and in costume too!

3rd Boy: Why are you dressed like a King?

4th Boy: And who is Marty grass?

5th Boy: And why are we having yeast?

Mrs Smith: That's feast, not yeast! And Mardi Gras, not Marty Grass!

Mr Smith: Now I understand!

Mrs Smith: Mardi Gras is a type of celebration they do in the South just before Lent. King Rex leads the big parade, and everyone is dressed in costumes. Afterwards, they have a big feast. Are you all ready to go?

Boys 1, 2: Hurray, Parades!

Boys 3,4,5: And EATS, too!

## THE FISHERMAN

All den members except one are seated on a bench and hold fishing poles. A Policeman (identified by a sign around his neck) arrives and asks what they are doing.

One Fisherman replies, "We're fishing."

The Policeman says, "But there's no water here!"

A Fisherman looks down and says, "Fellas, you know, he's right!"

All Fisherman reel in their lines, straddle the bench, and "row" away with imaginary oars.

## BIOGRAPHY OF A FAMOUS PERSON

Each person is given a sheet of paper. He is instructed to number it down the side from 1 to 19 and put his name at the top. He is then directed to write the following in the 19 spaces.

- |                                   |                         |
|-----------------------------------|-------------------------|
| 1. Any year not earlier than 1800 | 11. A color             |
| 2. Any city or county             | 12. Another color       |
| 3. A number not greater than 25   | 13. A part of your face |
| 4. Another city or country        | 14. A bad habit         |
| 5. Either yes or no               | 15. A sport or hobby    |
| 6. A number not greater than 25   | 16. A flower            |
| 7. An occupation                  | 17. A kind of food      |
| 8. Any number                     | 18. A number under 1000 |
| 9. Another number                 | 19. Any number          |
| 10. A number under 50             |                         |

When the papers are completed they are collected and the leader reads the "biography" of each player using the statements written by the player to fill in the blanks in the following.

Mr. \_\_\_\_\_ was born in 1 in 2, at the age of 3 he moved to 4 where he now lives. He is married (or not married) 5 and has 6 children. His profession is 7. He earns 8 dollars a year and spends 9 dollars a year. His shoes are size 10. His hair is 11 and his eyes are 12. His most attractive feature is his 13. His worst vice is 14. His hobby is 15. His favorite flower is 16, and his favorite food is 17. He is expected to live to the age of 18 and his heirs will inherit 19 dollars.

## MARDI GRAS

BOY # 1 : Mardi Gras is a European custom; a spirit of fun, a time of wholesome revelry, music noise, feasting and a carnival atmosphere.

BOY # 2 : In New Orleans and some other southern cities, Mardi Gras is two weeks of merrymaking climaxed with a big parade just before Lent begins.

BOY # 3 : In Louisiana Cajun cooking is one of the most popular forms of regional American cooking. "Cajun" is a corruption of the work Acadian.

BOY # 4 : The Acadians were Catholic French pilgrims who were driven out of Nova Scotia by the British in the mid-1700's. They migrated to Louisiana, where the climate was well suited to their traditional occupations of farming and fishing.

BOY # 5 : Their food uses many of the crops they raise, plus the variety of fish and shellfish that are found in Louisiana. Many of the dishes use French cooking techniques.

GAMES

## DUTCHMAN'S BOWLING:

Using tape, suspend a rubber ball on a string from the top of a door frame so that the ball almost touches the floor. On the floor set up several quart-size milk cartons in bowling pin fashion. Boys take turns swinging the ball, trying to knock down the pins.

## SECRET SHOES:

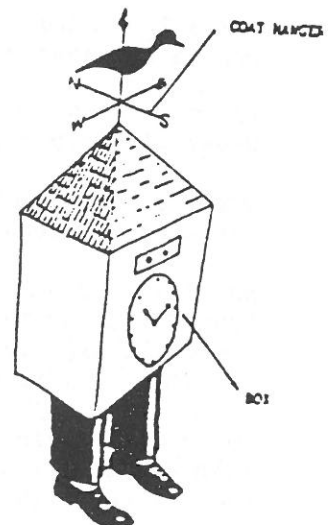
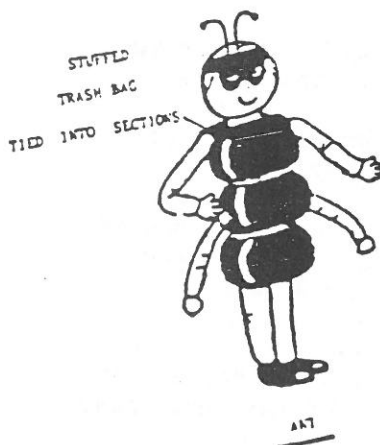
You need an old sheet or tarp. Divide the den into two teams and have all players take off their shoes and put them under the cover. Scramble the shoes. The teams line up relay-fashion some distance from the shoes. On signal, the first player on each team runs to the cover and without looking under it, he tries to find his shoes. When he finally does, he puts them on and runs back to touch off a teammate. Continue until all have raced. Winners are team with all shoes on the owner's feet.

## CIRCLE GAME:

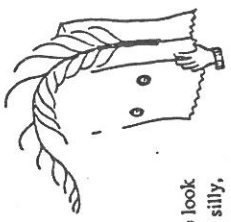
Everyone, including parents, join in. Players scatter about the room. Leader blows a number of short blasts on a whistle. If there are four blasts, all players try to get into groups of four before the leader counts to 10. Players left out are eliminated. Leader continues to whistle different numbers of blasts. Game ends when only two players are left.

## FLYING SAUCERS:

Staple or glue together two paper plates. Make a hoop from a coat hanger and suspend from doorframe or tree lim. Boys take turns standing about 10 feet away and trying to sail the flying saucer through the hoop.



# Paper Bag Masks

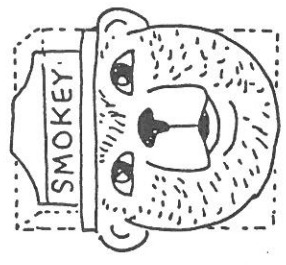
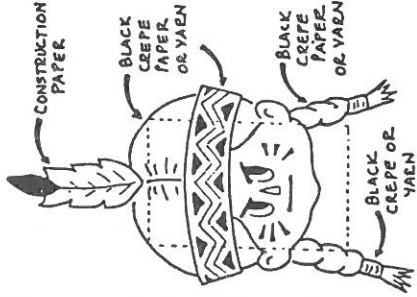


Masks are fun to make because they don't have to look like real faces at all. They can be funny, sad, scary, silly, young or old. You can decorate your masks with paints, crayons, chalk or ink. You can glue extra parts on your masks such as yarn, feathers, absorbent cotton, sipper straws, bottle caps, toothpicks, candy papers, and so forth. Make masks for special parties, holidays, plays, or just for the fun of pretending to be someone else.



Grocery-bag size paper sacks can be used to make masks which will fit over a boy's head. Cut out the features and trim from construction paper, or paint on where possible. Lion's mane sticks out past paper bag - see dotted lines.

Often a paper-sack mask is adequate costuming, without much else added. If you desire more costuming, animals could wear ski-type pajamas, dyed to match the mask, with appropriate type tails added. The Indian could wear jeans, moccasins, and a simple crepe paper or brown wrapping paper vest.



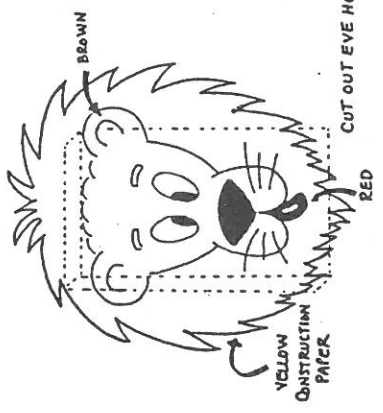
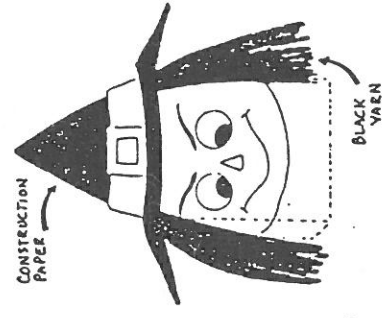
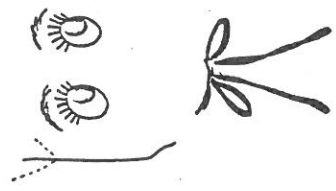
## A TIE-ON MASK

**WHAT YOU NEED:** Paper... scissors... crayons... string  
**WHAT YOU DO:** Cut a mask shape from paper large enough to cover your face. Attach strings to the sides for tying. Cut out the eye holes and decorate the mask as you please.



## A STUFFED HEAD MASK

**WHAT YOU NEED:** Paper bag... paints or crayons... newspapers... string... long stick, dowel or sink mop  
**WHAT YOU DO:** Turn the bag upside down so that the opening is at the bottom. Draw or paint any kind of a face on the mask. Push a long stick into the open end of the bag. (The piece that sticks out will serve as a handle.) Stuff the "head" with newspapers and tie it at the bottom with a piece of string.



Throw a handkerchief into the air with instructions for applause to last until you catch it or it falls to floor. Vary length of applause from long throw to short throw to no throw at all.

### Handkerchief applause:

# Paper Bag Puppets

You don't need a real theater in order to put on a puppet show. Here's one you can make with a little help from an older person.

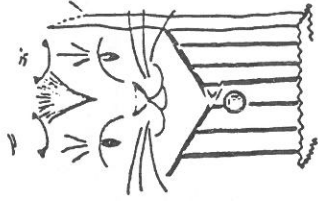
**WHAT YOU NEED:** Large grocery carton...scrap cloth...glue...paints or crayons...scissors...knife

**WHAT YOU DO:** Have an older person cut away the top, bottom, and one long side of the grocery carton. You will have a folding-type screen with one long side and two short sides left. Cut a window in the center of the long side for the stage opening. Cut out a pair of curtains from scrap cloth and glue them inside the theater at the sides of the opening. Print the name of the theater at the top and add as many decorations as you like. Now put on a puppet show!

## Grocery Carton Puppet Theater



**Motorcycle applause:** Start with foot, rev up and take off with hands out like on handlebars, yelling "yarooooom".



Puppets are little doll-like figures that can be made to act as you want them to. The animal puppets on this page will perform for you, but you must do the talking for them.

### A PAPER BAG PUSSY CAT

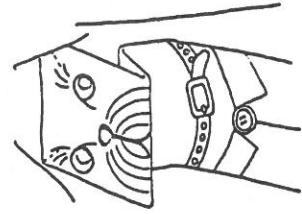
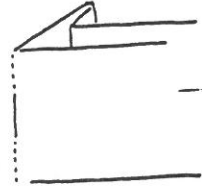
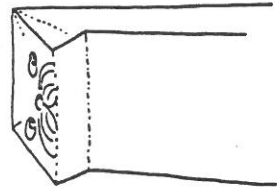
**WHAT YOU NEED:** Paper bag to fit over your hand...sipper straws or broom straws...crayons...scissors

**WHAT YOU DO:** Turn the bag so that the fold is at the top. Draw the pussycat's face and decorations on one side of the bag with crayons. Push sipper or broom straws into the face for whiskers. Make two holes at the top of the bag above the face. Put your hand in the bag and push your two fingers up through the holes for ears. Wiggle your fingers to make the pussycat's ears move.

### A PAPER BAG PUPPY DOG

**WHAT YOU NEED:** #4 paper bag with a square bottom...paper...glue...paints or crayons...scissors

**WHAT YOU DO:** Turn the bag upside down so that the square fold is at the top. Draw the puppy's features on the folded flat part of the bag. Open the fold and draw the puppy's tongue under the bottom fold and part of the way down the front of the bag. Cut out two paper ears and glue them to the back of the head. Slip your hand inside the bag and curl your fingers over the fold. Open and close your fingers and the puppy will open and close his mouth.



the fingers (for tying on balloons later). Insert the pipe cleaner inside the arm and tie the wrist tightly with string.

**Legs:** Cut two strips of cardboard, 2 1/4" x 19". Bend 1/2" at each end for tabs. Paint or cover them with tissue or pieces of cards. Glue on large cardboard feet. Bend each leg at the knee.

**Assembly:** Punch holes in the sides of the body; insert the arms and glue and tape them to the inside of the body. Glue and staple the head to the tabs on the top of the body. Cut additional 2" squares from cards. Fold and glue them to the tabs for a collar. Glue additional squares between.

Fill the body with candy if desired, and glue and staple a 7 1/2" cardboard circle, which has been painted or covered with tissue, to the bottom tabs. Glue the tabs on the legs in place.

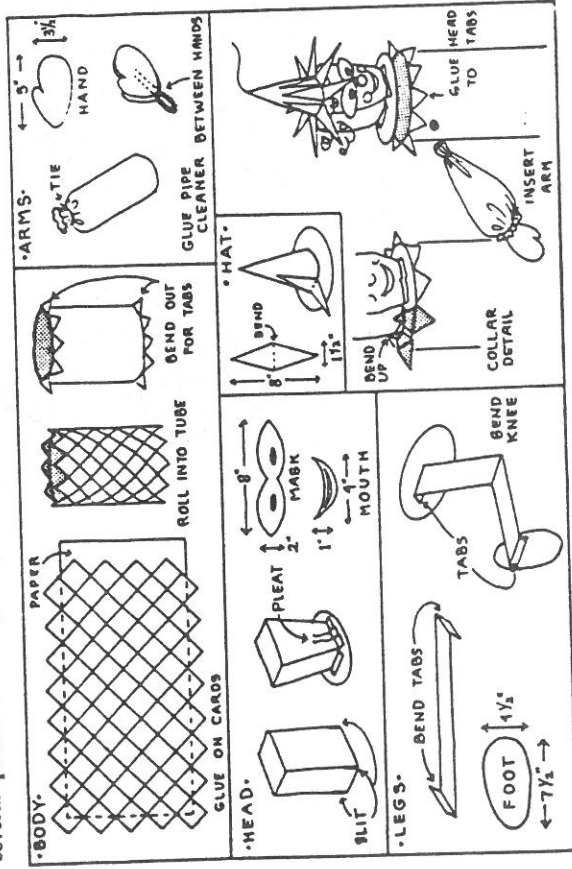
The little bells around the collar and tie a bead to each foot. Attach balloons to the strings between the hands. Suspend your harlequin with string hangers at the feet, lower back, arms and hat.

and 1 1/2" circles for cheeks from colored paper or cards. Glue the features to the head; add curled ribbon for hair.

**Hat:** For the brim, cut a 7 1/2" circle of cardboard. For the crown, make a cone, about 8" high and 3 1/2" across the base, from colored paper. Thread a string up through the center of the brim and the top of the crown to use as a hanger. Glue brim to crown.

Paint or cover the hat with tissue paper. Decorate it with colorful diamonds, 1 1/2" x 8", cut from cards. Bend the diamonds in half and glue around the bottom of the hat as shown. Glue a tiny bead to each point on the brim and a small ornament to the tip of the crown.

**Arms:** Cut two 13" squares of colored tissue paper. Roll them into tubes and tape or glue along seam. Tie with string about 1" from one end of each arm. Stuff each arm with tissue paper. From paper, cut two pieces for each hand. Glue the pieces together, with a pipe cleaner between at the wrist, and several pieces of string dangling from



# Harlequin Pinata

For classroom, birthday party or New Year festivities

This wearer of the cap and bells is gaily dressed in a Christmas card harlequin suit. Fill him with candy for a pinata or simply use him as a decoration. Either way, he'll be the life of your party. If you decide to make the pinata, use a plastic foam ball for the nose, and other unbreakable beads and ornaments for trim.

**Body:** Cut a piece of brown wrapping paper, 11 1/2" x 24". Cut your most colorful Christmas cards into 2" squares. Glue them diagonally to the paper, as shown, with points extending at top, bottom and one side. Overlap

and glue the shorter ends of the paper, pointed end over the plain end, to make the body. Bend extending top and bottom points out for tabs.

**Head:** Use a paper bag, about 4" x 6 1/2" around the bottom. Cut it down to 8" high, and cut a 1/2" slit in each corner, as shown. Bend the edges out for tabs. Make two small pleats in the front and back of the bag; glue to hold them in place. Stuff the head with tissue paper. Cut a 7 1/2" circle from cardboard and glue it to the tabs.

Use a small ornament or plastic foam ball for the nose. Cut the mouth, mask



# Quick Costumes from BOWES and BAGS

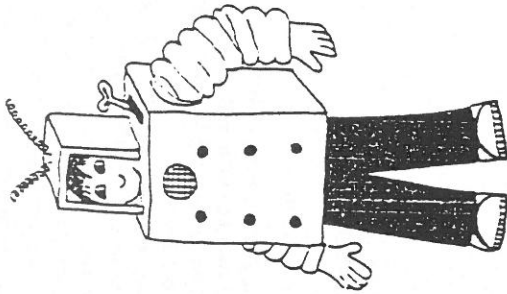
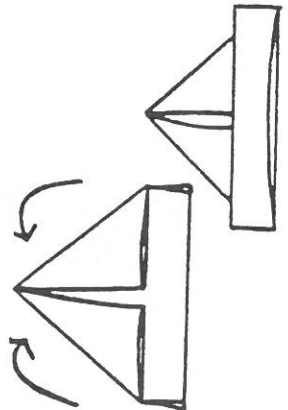
If you're looking for last minute costumes, try these on for size! They're easy to make, imaginative and best of all - safe to wear - for a Happy Halloween!



## Paper Boy

Glue pages from your local newspaper around a brown grocery bag. Cut neck-hole and armholes.

To make a hat, fold a sheet of newspaper in half; fold upper corners to meet in the middle; fold each lower end to outside, leaving an opening for head, as shown. Add an elastic chinstrap, taping ends securely in place to each side.



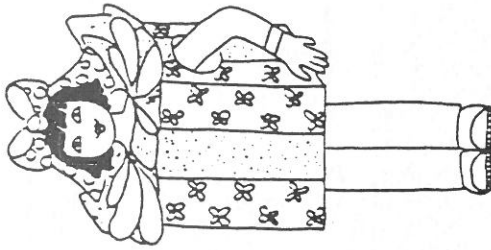
## Robot

You need one box to fit over the body and a smaller box to fit over the head.

Cut face and neck holes in smaller box; remove cover from bigger box. Turn the box upside down, and cut holes for arms and head. Cover both boxes with aluminum foil, and glue boxes together.

For the antennas, wind strips of metal wire or floral wire around a pencil. Slip off pencil, and twist ends through holes cut in box. For the knobs on the front of the box, glue on corks and bottle caps.

For the arms, old clothes dryer ducts work well. Attach them together with cord across chest to hold them in place. If you don't have old dryer ducts to use, wear a large sweatshirt underneath your costume, and stuff the sleeves with crumpled newspaper.

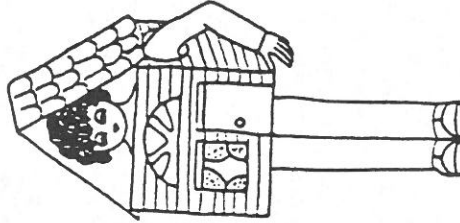


## Gift Box

You need a square, lightweight box, to fit over child's body. Remove cover, and turn the box upside down. Glue pretty paper or comic pages on each side and top. Cut holes for head and arms. Wrap wide ribbon (from crepe paper or leftover fabric, cut with pinking shears) around the box, gluing and taping it securely in place. Tie a huge bow on child's head.

## House

Remove cover from box. Turn the box upside down, and cut holes for head and arms. Make roof from poster board, and attach it securely in place with tape. Paint or glue colorful details on house and roof.



## Monster

A large brown grocery bag fits nicely over a small child for a one-piece costume. Cut holes for face and arms. Glue or paint designs on bag. Attach paper cup ears around head. Apply facial make-up for a monster look.

For an older child, use a smaller bag for the head, cutting it into a helmet shape to leave face free. Tape the bag securely in place with masking tape or add a chinstrap. Draw designs with markers. Glue on paper cup ears and shredded hair from construction paper. Draw black circles around mouth and eyes.

Reprinted with permission from *Easy Halloween Costumes For Children*, written and illustrated by Leticia Albala.

Book available from Alpel, Dept. P-86, Box 203, Chambly, Quebec, Canada J3L 4B3 (US \$7.95 + \$1.50 for shipping.)





Cub Scout, ballerina and clown.

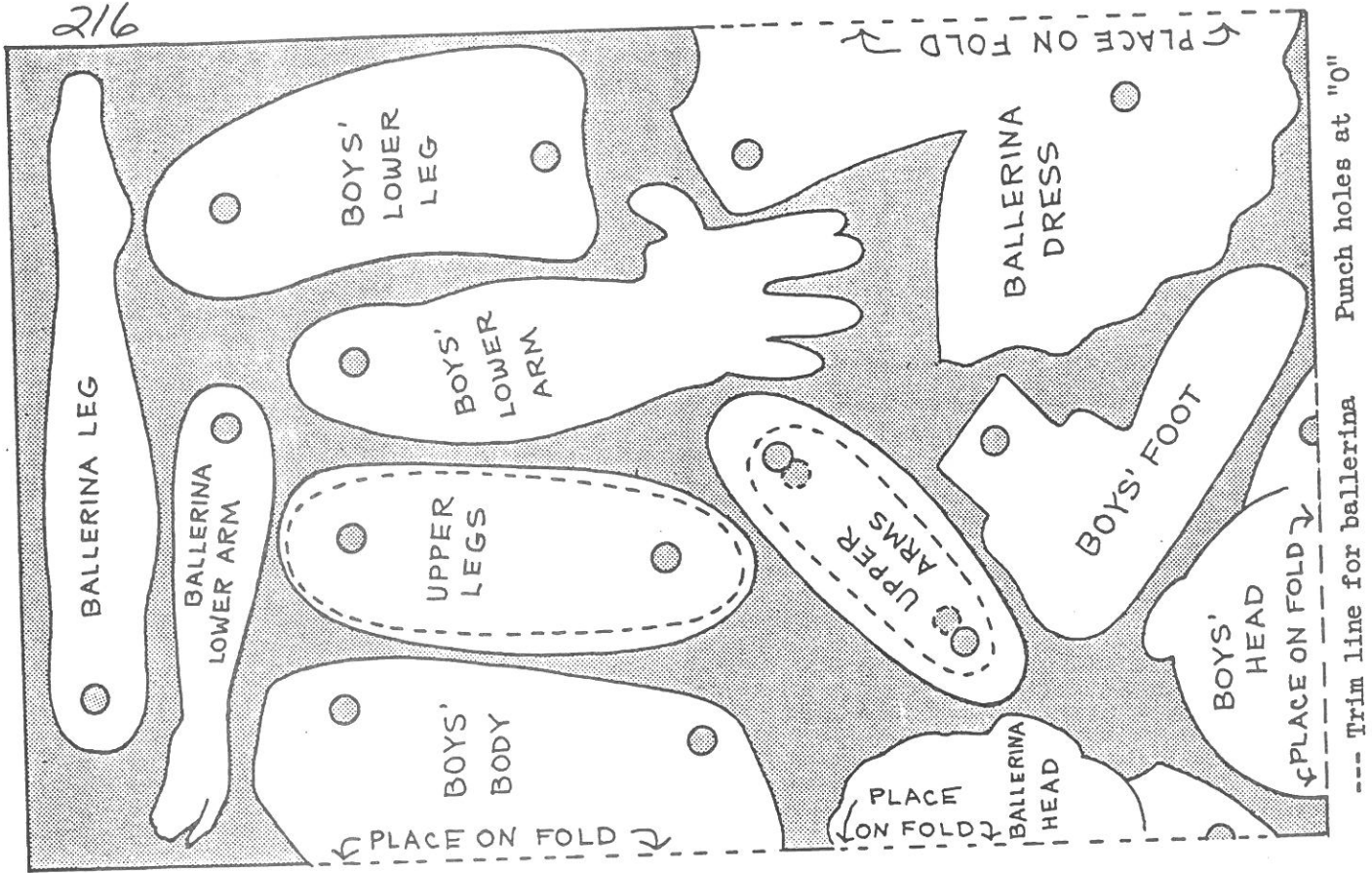
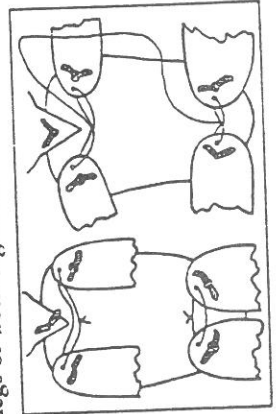
## Jiggly-Jointed Puppets

by Mrs. Maynard Parlett

Pull the string to make these lively, colorful puppets jump and dance. Trace actual size pieces and cut out of plastic bottles. Trim some pieces narrower for the ballerina, as shown by the dotted lines. For the dress, bodies and heads, first make paper patterns by placing the pieces along the fold of paper.

With plastic bottles, it's fun to pick different colors for your puppets. Draw features on heads with felt tip pens. Add characteristic hats, ruffs, crowns and so on, of paper. Punch holes in the pieces and as-

semble puppets with paper fasteners. With needle and thread, run heavy thread between arms and between legs, and tie. Then tie a 12" piece of thread between arms and legs, leaving a loop for pulling to work arms, legs or both together.



### THE LITTLE WHITE DUCK

There's a little white duck,  
sitting in the water,  
A little white duck,  
doing what he oughter.

He took a bite of a lily pad,  
flapped his wings  
And he said, "I'm glad  
I'm a little white duck,  
sitting in the water,  
Quack, quack, quack."

There's a little green frog,  
swimming in the water,  
A little green frog,  
doing what he oughter.  
He jumped right off the lily pad  
That the little duck bit  
And he said, "I'm glad  
I'm a little green frog  
swimming in the water,  
Glump, glump, glump."

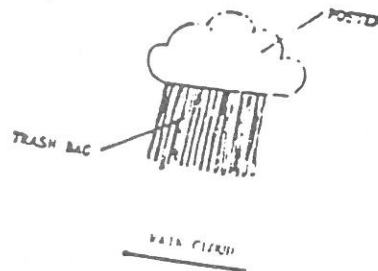
There's a little black bug,  
floating on the water,  
A little black bug,  
doing what he oughter.  
He tickled the frog on the lily pad  
that the little duck bit  
And he said, "I'm glad  
I'm a little black bug,  
floating on the water,  
Chirp, chirp, chirp."

There's a little red snake,  
lying in the water,  
A little red snake,  
doing what he oughter.  
He frightened the duck and the frog so bad,  
he ate the bug  
And he said, "I'm glad  
I'm a little red snake,  
lying in the water,  
Wriggle, sss, wriggle, sss, wriggle, sss."

### A SCOUTER'S SMILE

(Tune: When Irish Eyes Are Smilin')

When Scouters all are smiling,  
Sure it's like a morn in spring  
For amid their joy and laughter  
You can hear the music ring.  
When all the crowd are happy  
And the night seems bright and gay,  
With that fine old Scouting spirit,  
Sure it wins you right away.



#### GREAT EVENT IN SCOUTING

Honor Scouting's great events by making tie slides with a Scouting flavor.

Have each boy make a slide with his current badge of rank or obtain the mold of the Cub Scout emblem.

Make the slide with the mold of the Cub Scout sign.

February also conjurs up visions of presidential days and Valentine's Day, both tie slide making material.



#### NECKERCHIEF SLIDE

Mrs. Joyce Newell  
San Diego, Calif.

This little Cub Scout neckerchief slide was made from a wooden bead with a face painted on it and a hole through the center.

For the body, fold a pipe cleaner in half and glue the folded end in the hole of the head. Next, wrap a



pink pipe cleaner around the first, where it joins the head, and shape into arms.

From blue felt or other blue material, cut out a shirt to fit the pipe cleaner body and arms.

For the neckerchief, wrap a bright yellow pipe cleaner around the neck and tie in front with blue yarn.

For the hat, cut a circle with a visor, out of blue material. Glue to head. For a button on the cap, push a pin with a plastic bead through cap into hole in head. Sew or glue a ring on the back, and your neckerchief slide is ready for use.

For a novelty neckerchief slide a la op-art, cut the top and bottom off a mini salt shaker. Slip the mini shaker on your neckerchief. What could be easier or more fun!

THINGS TO TEACH BOYS

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

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

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

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

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

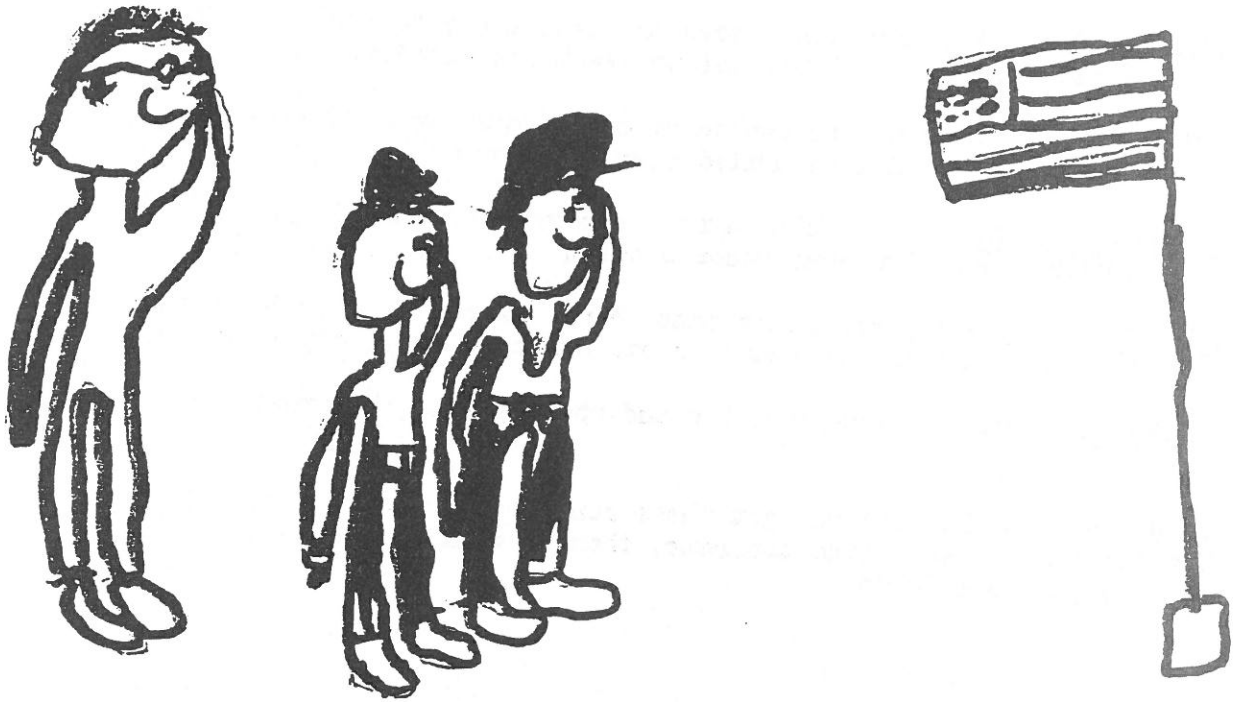
A SENSE OF HUMOR. The Bible says: "A merry heart doeth good like a medicine". Everyone needs a dose.

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

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

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

# ACHIEVEMENT PARADE



BY AARON SCHEET  
PACK 438



Ideas for Pack Activities

- Display den doodles, wall achievement charts, etc.
- Plan an advancement trail display.

Ideas for Den Activities

- Help new boys with Bobcat requirements.
- Encourage the boys to achieve their next rank.
- Plan a den inspection.
- Have a Scavenger Hunt looking for boys who have earned certain achievements and electives.
- Invite a prospective Den Mother (first grade boy) to observe your den.
- Have a den uniform inspection.

PRE-OPENING ACTIVITY

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

Words can be found horizontally, vertically, or diagonally.



- |              |           |
|--------------|-----------|
| ACHIEVEMENTS | DENNER    |
| AKELA        | ELECTIVES |
| AWARD        | MOTTO     |
| BADEN POWELL | PROMISE   |
| BEAR         | SALUTE    |
| BOBCAT       | SCOUTS    |
| CAMP         | SIGN      |
| CUB          | TRIPS     |
| CUBMASTER    | WEBELOS   |
| DEN          | WOLF      |

## OPENING CEREMONIES

- Props: 3 candles; 1 red, 1 white, 1 blue; Flag; Darkness
- Cub 1: (Lighting red candle): The red of my flag is the lifeblood of brave men ready to die or worthily live for this our country.
- Cub 2: (Lighting white candle): The white of my flag is for purity; cleanness of purpose, thought, word and deed.
- Cub 3: (Lighting blue candle): The blue of my flag is for truth and justice, like the eternal blue of the star filled heavens.
- Cub 4: (All Cubs salute): My flag -- the flag of America, home of liberty, land of opportunity, where men of all races and creeds live in peace and friendship together. Please stand and repeat the Pledge of Allegiance.

## AMERICA

PERSONNEL: Seven Cub Scouts and two color guards for flag onstage or at front.

EQUIPMENT: United States flag, pack flag, flag stands. Individual letters of America -- A-M-E-R-I-C-A should be cut from cardboard or painted on cardboard, some red, some white, some blue.

ARRANGEMENT: As each Cub Scout recites his line, his letter is held or tacked up so as to spell out the word America. If the letter is tacked up, the Cub Scout takes his place to form a line to join in the Pledge of Allegiance to the flag, which is led by the denner.

- A is for ALL people in our land;
- M is for ME who helped build, so grand;
- E stands for EQUALITY of race, color, and creed;
- R is RESPECT for all peoples' need;
- I is for IDEAS - new ways to know your neighbor;
- C stands for CARING and sharing in labour;
- A is for ALLEGIANCE we should feel for our land.

Let us now stand and pledge it with heart and with hand. (All pledge allegiance to the flag.)



OPENING

Props: Each boy has a card with these letters printed on them and the saying on the back of each.

- C is for for comradeship we learn to get along.
- U is for unity; together we are strong.
- B is for boys; wild and wooly--but nice.
- S is for socials; you needn't ask us twice.
- C is for courtesy, of which we all know.
- O is for outings; we're rarin' to go
- U is for universal; Scouts are known in every land.
- T is for teamwork; we'll lend you a hand.

CLOSING

Arrangement: Pack Flag is placed in center of stage. 10 Cubs in uniform, in turn, come onstage, stand near the Flag and recite one of the lines below. Upon finishing, each Cub salutes the Flag and retires to rear of stage, where a horseshoe is formed.

- 1st Cub: May I grow in character and ability as I grow in size.
- 2nd Cub: May I be honest with myself and others in what I do and say.
- 3rd Cub: May I learn and practice my religion.
- 4th Cub: May I always honor my parents, my elders and my leaders.
- 5th Cub: May I develop high moral principles and the courage to live by them.
- 6th Cub: May I strive for health in body, mind and spirit.
- 7th Cub: May I always respect the rights of others.
- 8th Cub: May I set a good example so that others may enjoy and profit from my company.
- 9th Cub: May I give honest effort to my work.
- 10th Cub: May I regard my education as preparation for a future in lifes' Doorway to Adventure.

(As last Cub finishes his lines and completes the horseshoe formation behind the Pack Flag, all 10 boys join hands for the Living Circle, and repeat the Cub Scout Promise. If you do not have 10 boys in your den combine 2 dens or, double up on some of the lines so that you have enough for each of your boys.)

CLOSING

Arrangement: Flag is staffed on stage behind closed curtain. Curtain is opened at proper time in ceremony. Patriotic background music may be played as narrator speaks these lines:

Behind the curtain is a canvas.....a canvas begun long ago but not yet finished.

It is a picture of our past, and there is something of John Paul Jones, Davy Crockett, Washington and Jefferson in it. Lee and Grant are there too, and Abe Lincoln.

There are those who gave their lives at Gettysburg, Flanders, Salerno, Korea and Vietnam, and when you look at the picture you will see these men as clearly as if they marched across the stage.

It is a picture of our land. We see the rich blessings of oil and wheat, timber and granite. It is a picture of great cities and throbbing industries, busy sea-ports and millions of farms.

It is a picture of our people.....200 million of them. They are the part of the picture we are helping to paint. To this picture we would add the portraits of boys, growing into men, who will live useful lives and who will add to that history of noble actions which is our American heritage.

Cub Scouts and parents, the picture of our country!

(Curtain opens revealing U.S. flag)

The flag of the United States of America!

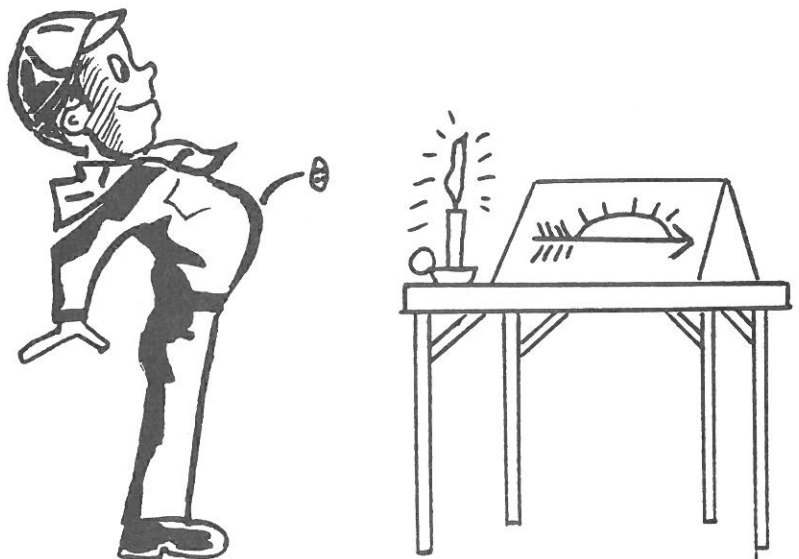
CLOSING

There's a battlefield at Gettysburg  
where swords and sabers rust.  
And brothers who were flesh and blood  
are scattered in the dust.

But every night at Gettysburg  
when everything is still.  
They say a golden bugle blows  
on Cemetery Hill.

Who was the unknown bugle boy  
at Gettysburg that day.  
And was he wearing Yankee blue  
or wearing Southern gray?

Why did he die? What was his motive?  
That Government of the people,  
by the people, and for the people  
shall not perish from the earth.



ADVANCEMENT

225

General

Props: Two doors with a bridge between, candles, Wolf, Bear, Webelos, and Arrow of Light Posters.

Cubmaster: You see before you, two doors. One representing Cub Scouting and the other one Boy Scouting. Both doors can be opened to adventure. Tonight, our boys will only open one of the doors (unless a boy is graduating) some to begin a journey of fun and adventure, the others who have started on the road and are advancing right along.

Awards Chairman: Will these boys and their parents please come forward when your names are called. (Call names of Bobcats.)

Cubmaster: Boys, you have expressed a desire to join our Pack and be a part of our adventure team. There were some requirements for you to learn when you registered to become a Cub Scout. Have you learned them?

Boys: We have.

Cubmaster: To show that you have learned these requirements, please repeat with me the Cub Scout Promise, the Law of the Pack, and the Motto. (Cubmaster and boys repeat all three at this time.) Parents, your sons have passed their requirements for the Bobcat Rank. It is with pleasure that we present you with their Bobcat pins to place on their uniform. For it is you who will help your boy down the Cub Scout trail to fun and adventure. One last requirement for the Cub Scout to do is a good deed. So that we might know that he has done this, we ask that you place the pin on him upside down. When he has done his good deed, you may turn the pin right side up. Congratulations to you all and welcome to our Pack.

(A good way to place the pin on the boy upside down is to turn the boy upside down and let parents pin the pin on right side up.)

Between the two doors is a bridge. This bridge is one a boy must cross each year until he is eleven and can go through the Boy Scout door to adventure. There are some Cub Scouts here tonight who have passed their 12 achievements for Wolf and Bear. We have some Webelos who have been working on activity badges. Will these boys and their parents please come forward when their names are called.

(As boy's names are called for each rank, light a candle in front of that poster representing their rank.)

Congratulations to you all on the work you have been doing. One day soon, you will all be able to pass through the Boy Scout door to adventure.

(If you have an Arrow of Light and/or Graduation, do it now, but with a special ceremony.)

Homer Barnes  
Indian Nations Council

Advancement

What do we plant when we plant a tree?  
 We plant the ship which will cross the sea.  
 We plant the mast to carry the sails,  
 We plant the planks to withstand the gales;  
 The keel, the keelson, the beam, the knee;  
 We plant a ship when we plant a tree.

What do we plant when we plant a tree?  
 We plant the houses for you and me.  
 We plant the rafters, the shingles, the floors,  
 We plant the studding, the lath, the doors,  
 The beams and siding, all parts that be;  
 We plant a house when we plant a tree.

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 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.

But what do we plant when we plant a lad?  
 With the help of his mother and his dad,  
 We plant a Cub 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.

(From here the Cubmaster goes into a standard awards ceremony. Narration could be done by Committee Chairman and Awards Chairman during the ceremony. When awards have been given out, these last two lines are said by the narrator.)

What do we plant when we plant a lad?  
 We plant a Scout when we plant a lad.

Congratulations to all of you.

Props: If you want, you could have awards tied to a tree branch.

### DEN ADVANCEMENT CEREMONY

Set up the den doodle in a convenient spot where all the boys can see it. Have the boys stand facing the den doodle, in a circle around it, or in a semi-circle or line facing it.

Den Leader: We have a boy (or boys) today who is ready to add another achievement doodle to his string on our den doodle (or who has completed three more achievements and has earned a bead to wear on his thong). He has been working hard on achievements to earn his (Wolf or Bear) badge.

Will \_\_\_\_\_ please come forward. Our assistant Den Leader, Mrs. \_\_\_\_\_ will present him with his doodle which he will add to his string (or bead to be added to his thong).

Asst. Den Leader: (Presents boy with recognition.) Congratulations \_\_\_\_\_ . You're doing fine on your achievements. Keep up the good work.

Den Leader: Now, while \_\_\_\_\_ is adding his doodle to his string on our den doodle (or adding his bead to his thong), our Den Chief \_\_\_\_\_ is going to lead us in the Den Achievement Pledge.

Den Chief: Let's all give the Cub Scout Sign and repeat with me:

We the boys of Den # \_\_\_\_\_  
Promise to do our best  
To keep working on our achievements,  
And make our den stand out from all the rest!

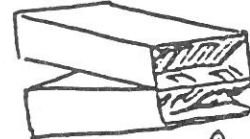
Den Leader: Now, let's give \_\_\_\_\_, # \_\_\_\_\_ Big How's. (Match the number of How's to number of achievements or number of boys being recognized). How! How!, etc.

This ceremony can be changed for variety and sometimes the boys could give the den yell or sing the den song instead of the pledge.

ACHIEVEMENT PARADE

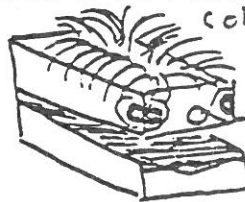
Here is a good simple puppet show. The Cub Scout puppets are made from Jello boxes covered with blue and gold paper. One puppet is made to look like a Boy Scout. As each puppet says his part, a Cub Scout holds up one of the large cardboard insignia posters for the appropriate rank.

1st CS: I'm a little Bobcat  
As you can plainly see,  
I've learned my Law and Promise  
So a full-fledged Cub I'd be.



2nd CS: Now I am a Wolf Cub  
With a gold arrow too,  
Soon I'll have a silver one  
To sew on my shirt of blue.

Cover 2 jello boxes with flesh colored paper.



colored paper.

Tape Together

3rd CS: I'm in my second year now,  
And a Bear Cub I've become  
I've even earned some denner stripes  
When you work, they'll give you one.

Add Features



Add paper body

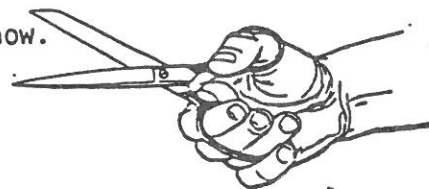
4th CS: Webelos is the name for me,  
And now it is the time,  
They teach us to be Boy Scouts,  
And the dads keep us in line.

5th CS: At last I am a Boy Scout  
And my Cubbing days are done,  
When I think back the last 3 years,  
It really has been fun.



6th CS: Once I was a box of Jello  
Sitting in a store,  
When a lady came and bought me  
And took me out the door.  
She used me in a salad,  
And I thought my life was doomed,  
When she thre me in a basket  
Where the other trash loomed.

Then this little Cub Scout  
Came and rescued me,  
And told me that a puppet I was going to be.  
He gave me a face and a brand-new name,  
Then started teaching me a puppet game.  
Now it's time for us to go,  
And we really hope you liked our show.



ACHIEVEMENT PARADE

Print the letters of the word 'ACHIEVEMENT' on cardboard. Put verse on the back. Boys line up according to letters with sign held down at side and each boy brings his sign up in front of him as his turn comes.

- A - Stands for advancement. We are starting up the ladder of Scouting which will help us grow in body, mind and spirit.
- C - Stands for co-operation. Scouting is a program for the whole family. The cooperation of the parents in gaining achievement is necessary for the Cub's advancement and growth.
- H - Stands for HELPS. Cubs are no longer 'little boys' when they are eight. He can give good will by raking leaves, washing dishes, and best of all, keeping his room in order.
- I - I, \_\_\_\_\_, promise to do by best, to do by duty to God and my country, to be square and to obey the Law of the Pack.
- E - is for energy - of which we have plenty. We are wild and 'rarin' but also nice. Our Den Leader channels our energy into worthwhile tasks.
- V - Stands for the volunteers who at first looked with terror upon the eight howling, bug-eyed boys, but with understanding love you are helping us grow to be men.
- E - is for enthusiasm, which is very contagious if put where a Cub can catch it. A cub only reflects the attitudes of his leaders in what he does.
- M - is for muscles we are building in our physical fitness achievements. When we are older and ready to join our school team, we will be alert, quick, and ready - we hope.
- E - stands for the Electives and more fun. These arrows we wear under our new badge each stand for ten credits. Electricity, handicraft, nature and swimming are just a few that help us learn as we play.
- N - stands for your name - be proud of it. As you advance from Bobcat through Webelos you will add new honor to your name. Everything you do or say, adds or takes away from your good name.
- T - stands for Teamwork, this means one big, happy group of boy and parents all striving for the same principles - keeping boys healthy, happy and busy in a pleasant atmosphere.

Keep me from weakening my son through granting him pleasures that end in pain, ease of boy that brings sickness of soul and a vision of life that ends in death.



ADVANCEMENT BEAD STORY

A group of Cub Scouts are talking when a non-cubby comes in.

Non-Cubby: What are you guys talking about?

Cubby #1 : We are talking about all the neat things we do in scouting.

Cubby #2 : (wearing an advancement in rank patch with yellow beads)  
We have achievements we have to do as well as having fun projects like the Pinewood Derby.

Non-Cubby: Where did you get those yellow beads? They are neat!

Cubby #2 : I worked hard for these. After doing three achievements, we receive a yellow bead. We can earn 4 yellow beads. Then we start on four red beads for the Bear achievements.

Non-Cubby: Golly -- gee that's terrific. (runs off)

Non-Cubby: (Coming in a bit later to the same boys, he is now wearing high yellow beads which are ballons.)

Cubby #1 : Where did you get those big beads?

Non-Cubby: Well, I worked EXTRA HARD and FAST!

SONGSHey, Look Me Over!

Hey, look me over, Lend me an ear,  
Watch me advance in Scouting every year,  
First I'm a Bobcat, then a Wolf and Bear,  
Soon I'm a Webelos and on I'll go from there  
A-singing,  
Hey look me over, lend me an ear  
Join me in a song and sing out loud and clear,  
That our Cubbing advancement is the way to grow,  
Stand back parents, here we go!

Four Cub Scouts

Tune: *Three Blind Mice*

Four Cub Scouts, see how they go,  
They all went after their Bobcat Pin,  
The Wolf, the Bear they were next to win,  
And then they went to the Webelos Den,  
Our four Cub Scouts.

Advance in Rank

Tune: *There is a Tavern in the Town*

Advance in rank is what you do, what you do,  
Cub Scouts can be lots of fun for you, fun for you,  
Bobcat, Wolf, Bear, and Webelos, too,  
Come join our happy, happy crew!

### Master of the Ring

A circle is drawn on the ground. The players stand shoulder to shoulder, inside the circle with arms folded either on their chests or behind their backs. When the signal is given, players try to push one another out of the circle. When a boy steps on the circle, he is out. He is also out if he unfolds his arms or falls down. The last player to remain is the "Master of the Ring."

### Object Passing Tag

The den selects some object which is passed from one boy to the other. This may be a ball, neckerchief, or small stone. One can only be tagged when he has this object in his possession. Another player must take it as soon as it is offered to him, and if he refuses to do so, he is immediately "It."

### Advancing Statues

All players stand in a line, except one. He stands some distance ahead of the line and covers his eyes as he counts from 1 to 10. The players try to get from one side of the room to the other while "It" is counting to ten. As soon as "It" reaches ten, he looks up suddenly. Any player caught in motion must go back to the starting point. The others hold whatever position they happen to have at the time, statue-like. The first player to cross the room becomes "It" or has the privilege of selecting the next "It."

### Spud Spear Relay

Divide the den into teams for a relay race. Provide each team with a fork. Potatoes are arranged on a course from four to twenty feet apart, depending on the space available. Runner #1 runs to the first potato, spears it with the fork, carries it back and drops it in a basket before handing the fork to his next teammate. #2 gets the second potato in the same manner. The team first to get its last potato back home and in the basket, wins. The hand must not touch the potato at any time.

### Sardines

One player hides in a closet, behind a door, under the steps, in a cavern, behind a big rock, in a clump of trees or bushes. The rest scatter and hunt, each player hunting singly. As a player finds the hidden player, he hides with him. However, he is careful not to tip off the hiding place to the others so, if he observes others near at the time, he may go on as if still seeking and come back at a more favorable opportunity. Imagine the fun when ten or more boys crowd into the same hiding place. The game is good fun either indoors or outdoors.

Den doodles are an excellent way to stimulate advancement. They also make the den meeting and Pack meeting places more eye-appealing. There are some ideas for doodles shown on the following pages, but there are many other ways to make them. You and your Boys will have some good ideas of your own. The main thing to remember is to use some object to recognize each BOY'S advancement.

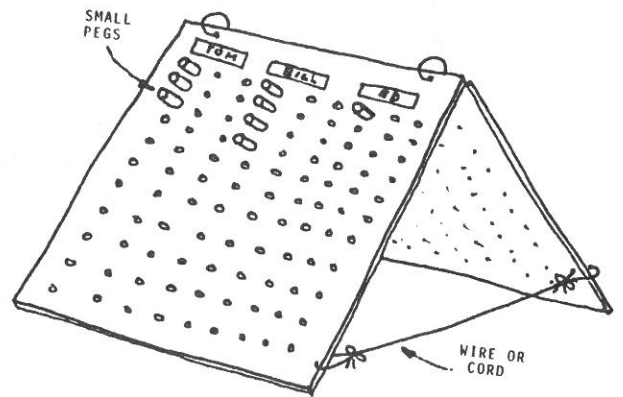
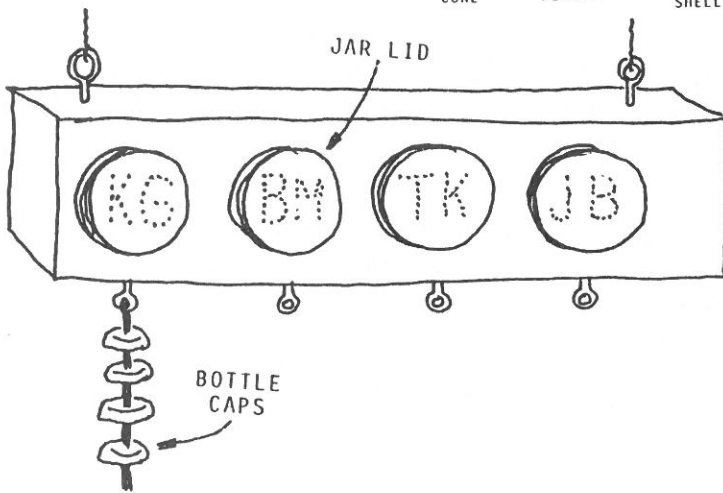
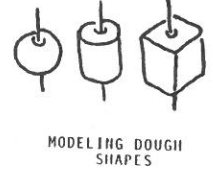
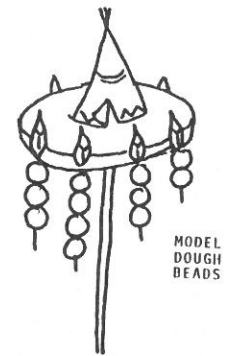
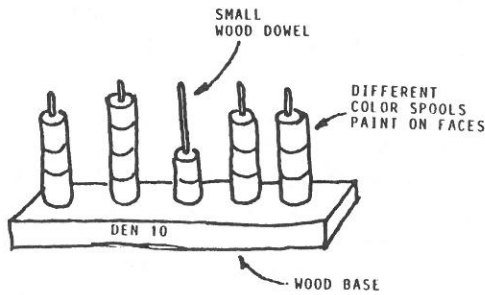
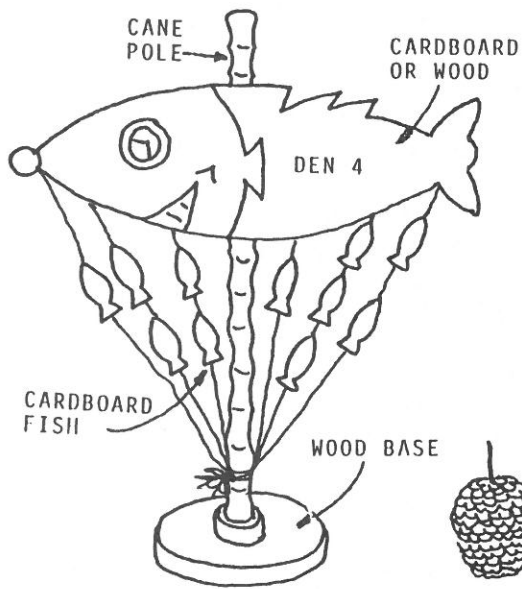
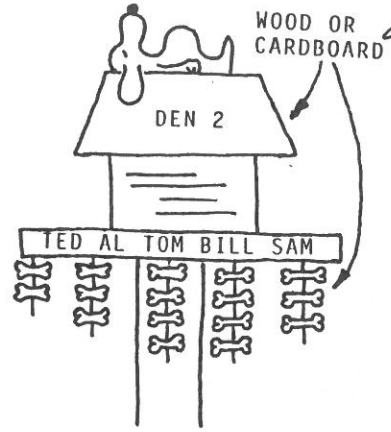
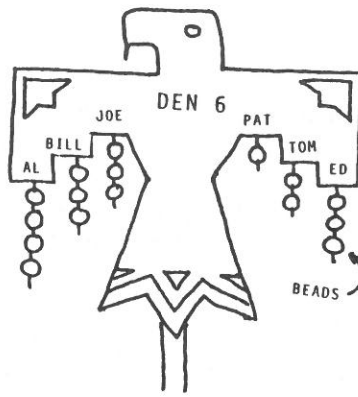
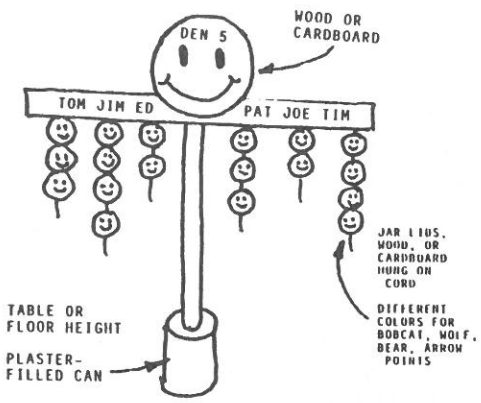
When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each BOY the opportunity to color or paint his own additions to the doodle. Be sure to take your doodle to Pack meetings for display. This will give the parents an idea of where their BOY stands advancement-wise in the den and Pack.

The floor model doodle is usually fastened to some type of pole, such as a broomstick or dowel. The base can be a large can filled with plaster. If you wrap the stick with foil or grease it with petroleum jelly and insert it when the plaster is soft, you can remove the stick after the plaster is hard. This makes for easier handling and transporting from place to place. The plaster-filled can serves as a weight so the doodle won't topple over.

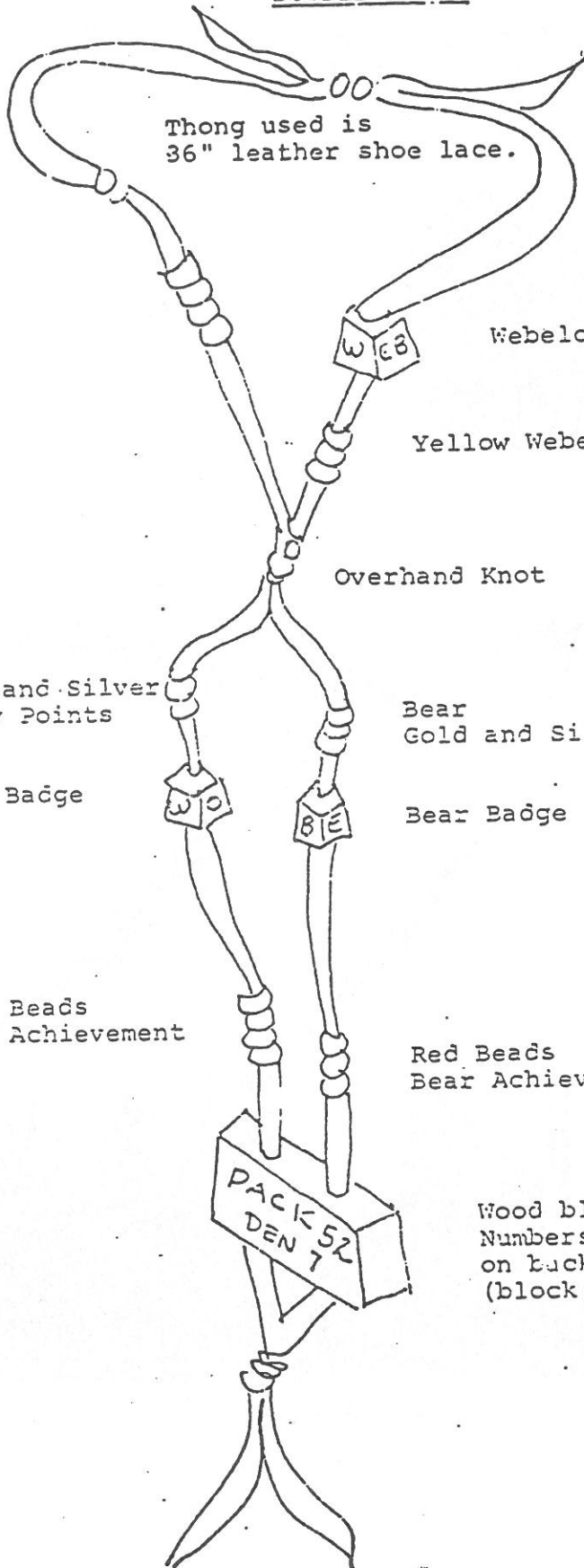
A tabletop doodle can be made with two pegboards (whatever size you need), ice cream sticks for nameplates, yarn and push pins, paper fasteners or small bolts for achievements. Using yarn, tie boards together at top and bottom to form easel, as pictured. Write each BOY'S name on an ice cream stick. Glue nameplates across the top on both sides of easel. Insert doodles in rows under each Boy's name as goals are achieved. Use as many rows as necessary for each BOY. Use a different type of doodle for each different type of achievement.

A hanging doodle (as pictured) can be made by attaching jar lid nameplates to board, 1/2" thick, to hang on the wall. The length of the board depends on how many nameplates you are attaching. Using a hammer and nail, punch out BOY'S initials on the jar lid. Paint the lid. Pound nail in board on which to hang each jar lid. To recognize achievements on this board, use painted bottle caps (puncture centers with nail) or pieces of hardware. Tie one to a strand of yarn each time the BOY achieves a goal. Keep adding doodles to same strand for that BOY. Attach yarn to board under name with screw eye. To hang, insert screw eye at ends. Knot ends of long strand of yarn to eyes.

Any number of things can be used to recognize advancement on the doodle; examples: colored beads, spools, wood cutouts, cardboard cutouts, peanuts, modeling dough beads or objects, pine cones, heads made from cardboard rolls or modeling dough or walnut shells, etc.



DOODLE THONG



Thong used is  
36" leather shoe lace.

Tie at back of neck with  
square knot. Clip ends.  
Doodle should hang one  
inch below belt.

Webelos or arrow of light

Yellow Webelos Activity Beads

Overhand Knot

Wolf  
Gold and Silver  
Arrow Points

Bear  
Gold and Silver Arrow Points

Wolf Badge

Bear Badge

Blue Beads  
Wolf Achievement

Red Beads  
Bear Achievement

Wood block with Pack and Den  
Numbers on front and boys name  
on back, use wood burning tool.  
(block is 1-5/8" long )  
3/4" wide  
3/5" thick

# Mountain Trails of America



By KEVIN SCHWEITZBERGER, Jr.  
PACK 6





Ideas for Pack Activities

- Arrange a trip to the local area's tallest building and hike to the top (up the stairs). Have the Cub Scouts view the surrounding panorama and identify distant land marks or prominent buildings. You may use the aerial tram (elevator) for the downward trip.
- Plan a nature safari in the local "mountains". Have a couple of knowledgeable dads pre-mark a route and identify the local flora and fauna (avoid areas where poisonous snakes or plants may be encountered).
- Obtain a high country adventure film from the local library, a government agency (U.S. Forest Service, Corps of Engineers), or other source. Preview film and prepare a competitive quiz on important points of the film. Award prizes for the most observant adventurer.

Ideas for Den Activities

- Have a slide presentation of the beautiful country we live in.
- Plan and take a bike hike in your den and have a picnic.
- Tell the Cub Scouts about Philmont Scout Ranch and Explorer Base in New Mexico. This is something to look forward to in Scouts when they're older. There are also many other High Adventure Bases available to Scouts.
- Have a nature hike.

OPENING CEREMONY (INDIAN ORIENTED)

STAGING: U. S. Flag is posted on stage.  
Four Cub Scouts in Indian costume say the following lines.  
Narrator, in Indian costume.

NARRATOR: We, the first Americans call your attention to this flag, the symbol of our country's beginning. Let us go back to a time before our flag and country was formed. We witnessed the early history that led to our becoming an independent nation. How its growth spanned a continent. Hear the words of those who have seen this history.

1st BOY: I am an Algonquin. I stood by the big water and saw the Pilgrims land.

2nd BOY: I am of the Iroquois tribe. I served for a white man in the battle the call the Revolutionary War.

3rd BOY: My people are called the Souix. We saw the wagon trains cross the prairie to the land of the sun.

4th BOY: I am of the Navajo tribe. Our young men served as radio operators in the Signal Corps during World War II.

NARRATOR: When we look at this flag, we think of these things. Will you now please stand and join us in the Pledge of Allegiance?

Opening

My name is Litter Bug Lou,  
 And, oh, what us litterbugs do!  
 We clutter the country with papers and trash,  
 At making a mess we're really a smash.  
 The roadsides and parks are scenes of our folly.  
 We really enjoy it and think it quite jolly,  
 To leave behind garbage, bottles and paper,  
 As little mementos of our daily labor.

I'm Tidy Bug Ted of the Tidy Bug clan,  
 We work to keep things spick and span.  
 We pick up the litter together we are,  
 And always carry litter bags in our car.  
 We'll K. O. Lou and all of the band,  
 And make America a beautiful land,  
 Free of litter, trash, and clutter,  
 Won't you help us, dear Fadder and Mutter?

Props: Two boys dressed in paper sack costumes as shown and the other boys used as color bearers for the flag. Or you might dress all of the den as litterbugs half as one and the other half as the other. Then you will need to change the I pronoun to we.

CLOSING

Distribute copies of the Outdoor Code to the audience, so everyone can join in reading it for the closing ceremony.

"As an American, I will do my best to:

Be clean in my outdoor manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's water, fields, woods, roadways.

Be careful with fire. I will prevent wild fires. I will build my fire in a safe place and be sure it is out before I leave.

Be considerate in the outdoors. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Be conservation minded: I will learn how to practice good conservation of soil, water, forests, minerals, grass lands and wild life, and I will urge others to do the same. I will be a good sportsman in all my outdoor activities.

DEN OPENING

This ceremony could be used just before taking the boys on a hike.

Arrangement: Den leader passes out one candle and one numbered slip of paper to each Cub Scout. She then asks each boy to come forward to light his candle and read his phrase.

1st Cub: We are going to see Nature's treasures.

2nd Cub: We will help to maintain Nature's balance.

3rd Cub: We will observe and learn from Nature's animals.

4th Cub: We Will help maintain Nature's resources.

5th Cub: We will protect them from harm.

6th Cub: We will follow the laws of Nature.

## FLAG RECIPE

INGREDIENTS: 6 Cub Scouts  
 1 cup red crepe paper bits  
 1 cup blue crepe paper bits  
 1 cup white crepe paper bits  
 Stars (glitter)  
 Large pot  
 American Flag  
 Spotlight

ARRANGEMENT: Cub Scouts form semi-circle around large pot. American flag is folded and hidden in pot. Each Cub is holding the ingredients which he adds.

Cub 1: We are going to fix you a treat that is really grand:  
 And make for you a recipe. . .that's the greatest in the land.

Cub 2: First we'll put in a heaping cup of red for courage true.  
 (He adds paper bits to pot)

Cub 3: And then we will add for loyalty, a dash of heavenly blue.  
 (He adds blue bits to pot)

Cub 4: For purity, we will now sift in a layer of snowy white.  
 (He sprinkles in white paper)

Cub 5: We will sprinkle in a pinch of stars to make it come out  
 right. (He adds glitter)

Cub 6: We will stir and stir and then you will see,  
 That what we have made is. . .  
 (He uses large spoon and pretends to stir, taking care not  
 to disturbe flag.)

All: Old Glory. (All reach in and pull out flag.)

Cub 1: Our flag is the most beautiful flag in the world. Let us  
 always be loyal to it.

(Two boys hold American Flag high. Lights out, spotlight  
 on the flag as curtain closes.)



## THE MAGIC LIGHT OF SCOUTING

Our candle stands tall, straight, and white.  
 It burns and gives forth inspiring light.  
 As it's light shines forth, you will see  
 Our colors, blue and gold, as regal as can be.

As the blue appears, think of truth and loyalty,  
 The sky so blue, steadfastness, and spirituality.

When the gold shines forth, be of good cheer  
 And think of happiness and sunlight so clear.

As our candle's flame reaches toward the sky so blue  
 Let us ask the Lord to give us wisdom to lead each boy  
 straight and true.

Help each of us to be like our candles, straight and tall  
 and be inspired to give to God and our country, our all.

To make the magic candle used with this poem, take a white candle and  
 drill 1/4 in. diameter holes every two in. down opposite sides of the  
 candle. Place scrapings of blue and gold crayons in the holes. Melt  
 paraffin, using a fork to give the candle a rough decoration. As the  
 white candle burns, it will drip blue and gold wax decoratively down  
 the side of the candle.

\*\*\*\*\*

## BADGE, BOOK AND CANDLE

(Place a Cub Scout badge, a Wolf handbook and a lighted candle on a  
 table.) Cub Scouts, these three things have been significant in Cub  
 Scouting since it began in 1930. This badge is a symbol of Cub Scouting  
 all over America. There are many books that are important to Cub  
 Scouts. The Wolf and Bear and Webelos handbooks help us learn new skills.  
 The Bible is another important book. It guides our daily lives. The  
 candle is a symbol of the light of Scouting which penetrates the darkness  
 of hate, prejudice and distrust. It is a light that must be kept burning  
 in the heart of every Scout, now and as he grows into manhood.

\*\*\*\*\*

"GOD IN EVERY BOY"

CUB SCOUT!

Catholic, Protestant, Jew,  
 The Lord forever dwells in you!  
 He seeks expression through your deeds,  
 Through truth revealed in every creed.  
 What greater glory can you do  
 Then let his nature shine through you?  
 Love and compassion, wisdom, joy.  
 Express the Lord in every  
 It shines through brown or black or white,  
 And floods the darkest trail with light.

CHARACTERS: Street clothes.

PROPS: Different kinds of maps.

SETTING: Travel agency, desk and travel posters

1st Boy: "High adventure and bright dreams-  
Maps are mightier than they seem" (Holds large map)

2nd Boy: "Ships that follow leading stars-  
Red and gold of strange bazaars" (Holds large map)

3rd BOY: "Ice flows hidden beyond all knowing-  
Planes that ride where winds are blowing!" (Holds large map)

4th BOY: "Train maps, maps of wind and weather-  
Road maps, taken altogether" (Holds large map)

5th BOY: "Maps are really magic wands-  
For home-staying Vagabonds!" (Holds large map)

-Jimmy Corbell

## TRASH TRAGEDY

Litter is bad.

Smokey the Bear doesn't like it. First Ladies don't like it. Park rangers and the highway patrol don't like it. School teachers and preachers don't like it. Nobody likes litter.

Most of the reasons for not littering sound like the reasons you hear for not wearing your socks two days in a row. It smells bad, it's not respectable.

Here are some better reasons for not littering:

Litter can be dangerous to all sorts of wildlife. Birds get hung up in strings. Animals get strangled by pop tops and plastic wraps. Small animals fall into bottles or cans. If they can't get out they are either fried, frozen, or starved to death.

Garbage tossed out along a highway attracts scavenger animals. Here they are exposed to getting hit by a car.

Litter doesn't stand a very good chance of being recycled. It is real waste.

## SEND AWAY: DEADLY THROWAWAYS

If you need more convincing, send for a booklet called "Deadly Throwaways." It has some really sad pictures of animals who have been littered to death. It should send you scurrying to pick up not only your trash but any you encounter. It says the best way to fight litter is to make less of it. It has some ideas for making things a "litter" better...

Write to:

Defenders of Wildlife  
1244 Nineteenth Street  
Washington, D. C.  
20036

Oscar and His Dream Trip

Here is a story that will keep the interest of your audience because they take part in it and the results are funny. Write the following words and phrases on cards - one to a card - and distribute the cards to the audience. As you read the story and come to a blank, each member in turn reads his card aloud.

Light Bulb  
Baby Chick  
Pink Mouse  
Cake of Soap  
Bunch of Bananas  
Harmonica

Golf Club  
Bottle of Ink  
Bicycle  
Sour Pickle  
Black Snake  
Elephant

Glass of Milk  
Broom  
Coffee Pot  
Pillow  
Rubber Band  
Motorcycle

Oscar followed the little creek to where it passed by the stone wall and sand cliffs. The spring air was full of \_\_\_\_\_ and the gentle whisper of the wind. He was getting tired from such a long walk and sat down to rest on a \_\_\_\_\_. It was then that he noticed a yellow door in the side of a sandy cliff.

"This is very strange," Oscar thought. "I've been here often and have never noticed that door before." He got up with true Cub Scout curiosity and went to the door. He was surprised to find that it opened easily. Inside he was surprised to see a huge \_\_\_\_\_ and a \_\_\_\_\_.

Just then a \_\_\_\_\_ jumped out at him and said "Will you stay for dinner?" A \_\_\_\_\_ told Oscar to shut the door while a \_\_\_\_\_ stared fearfully at him with big eyes. At the sound of the door closing, a \_\_\_\_\_ got up and ran around in circles at Oscar's feet.

Oscar sat down at the table. He sat beside a \_\_\_\_\_ which was always poking a \_\_\_\_\_ with a \_\_\_\_\_. Then a \_\_\_\_\_ brought in a big silver platter on which Oscar saw a scrumptious looking \_\_\_\_\_. Everyone began to eat. When the waiter brought in a big bowl of fried \_\_\_\_\_, Oscar decided he really wasn't hungry.

He excused himself and nearly tripped over a \_\_\_\_\_ as he left the table. He saw a \_\_\_\_\_ which he thought would make a nice pet, but he knew his mother wouldn't let him keep it. Oscar also saw a \_\_\_\_\_ which he would have liked to take home to put in his room. But when he went to pick it up, a \_\_\_\_\_ slapped him on the hand and told him to leave it alone.

Oscar thought that some of the things in this house were very rude, especially a \_\_\_\_\_ which kept interrupting when everyone else was talking. With a loud noise, a \_\_\_\_\_ came running through the door, followed by a \_\_\_\_\_ and a \_\_\_\_\_. That was when Oscar knew it was time to leave.

As he tried to get to the door, a \_\_\_\_\_ caught him around the neck and held on tightly. Oscar got away and rushed out the door very frightened. He took one last look at a \_\_\_\_\_ which was right behind him. Breathlessly he banged the door shut and ran. He sat down to catch his breath. When he next looked at the cliff he saw that the door was gone and he felt very sleepy.



The Happy Hikers

Narrator: We're going on a hike. Just do what I do and listen carefully.

(begin hiking in place) Here we go on a hike through the woods and over the mountains. Come on along with me (smile, wave to audience, hike in place). We're coming to a steep hill (bend over as if climbing). Now we're on top. What a lovely view (look around in appreciation). Now we'll have to get down (slip and slide downhill). Wheee, we're out of breath (hold hands on chest, breathe heavily).

Now we're passing through a meadow (hike in place). What's that I see? (stop, peer to one side). It's a rabbit! And a meadow lark (look up). And a bumblebee (jerk head around). Watch out for the bumblebee! (run swiftly in place, waving arms as if fighting off bumblebee).

We're happy hikers (hike in place). We're happy because of the beautiful mountains we see (shade eyes with hand and smile), and because of all that clean, fresh air we are breathing (breathe while expanding chest), and especially because we got away from that buzzing bumblebee (smile, turn heads slightly to rear, and wave goodbye to bumblebee).

Now we're getting tired (slow pace, walk droopily). There's what we need! (point) A cool, refreshing drink from the river (smile, pick up hiking pace, kneel down at river, drink, scoop water over face). Ahhhh, how refreshing. Let's be on our way (hike in place). Now let's try to jump over the river without getting our feet wet (take big step, get feet wet, shake them off). Oh well, don't feel too bad about not making it. It was a wide river. At least we have cool toes.

(Hike in place) Look what's up ahead ... a fork in the road. Hope we take the right road (turn to left). Maybe this is the right road (still hiking in place). No, it's really the left road ... oh well. Let's see what happens (hike in place, turn to right, then to left). Now we're lost. I guess the right road was the right road after all (hike in place). Now we're on the right road again.

We'd better stop for lunch (stop, reach into pocket, bring out imaginary sandwich, munch briefly, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place). Ummmm, that feels better.

Look, there's a lovely lake (point). Let's swim across (make swimming motions). That's better than trying to hike across (resume hiking). Look at that crooked trail ahead (points). It's nothing but twists and turns (continue hiking, twisting and turning as you hike) (resume regular hiking). I'm glad that's over ... I was getting dizzy.

Looks like we have come to the end of the trail (stop). What do we do now? (resume hiking in place) Hike some more? Are you tired? Do you want to stop? So do I (sits down, wipes brow and slumps in chair).



THE THREE TREES

Act out the following stunt or skit, making the specific sound effects or motions as characters are mentioned. If you don't have props, make vocal sounds indicated in the story.

- BIG TREE: Drop a medium-size rock into a metal waste-basket or can.  
MIDDLE-SIZE TREE: Drop a pencil into a metal waste-basket or can.  
BABY TREE: Drop a paper clip into a waste-basket or can.  
BABBLING BROOK: Blow through a large soda straw into a pan of water.  
RABBIT: Hop in and around trees.  
HUNTERS: Blow bugle.  
GUN: "Bang."

Once upon a time in the deep, dark woods there stood three trees, the big tree (plunk), the middle-sized tree (plank), and the baby tree (plink). And through the trees ran the babbling brook (gurgle gurgle) and hopped the little rabbit (clippety-clip).

One day a group of hunters (bugle call) came into the forest where stood the three trees--the big tree (plunk), the middle-size tree (plank), and the little baby tree (plink). And through the trees ran the babbling brook (gurgle-gurgle) and hopped the little rabbit (clippety-clip).

As the hunters (bugle call) wandered through the forest, in which stood the three trees--the big tree (plunk), the middle-sized tree (plank), and the little baby tree (plink), and through which ran the babbling brook (gurgle-gurgle) and hopped the little rabbit (clippety-clip), one of the hunters (bugle call) spied the little rabbit (clippety-clip). He raised his gun (bang) at the little rabbit (clippety-clip), and sadness reigned in the forest in which stood the three trees--the big tree (plunk), the middle-size tree (plank), and the little baby tree (plink)--and through which ran the babbling brook (gurgle-gurgle), but no longer hopped the little rabbit (clippety-clip.)

The big tree (plunk), the middle-size tree (plank), and the little baby tree (plink) were all very sad. Even the babbling brook (gurgle-gurgle) was sad. But all of a sudden, out from the thicket hopped the little rabbit (clippety-clip). The hunter's (bugle call) gun (Bang) had missed.

And once again happiness reigned in the forest where the three trees--the big tree (plunk), the middle-size tree (plank), and the baby tree (plink), and through which ran the babbling brook (gurgle-gurgle), and hopped the little rabbit (clippety-clip.)



## Parade of the Mountaineers

The five groups of mountaineers in this skit can be made up of as many people as you wish, or each group can be represented by just one person. No special props are needed, but each person taking part should carry a paper pennant with the name of his mountains printed in large letters. These will be held aloft and waved as the verses are spoken and in the final parade. Ordinary everyday clothing can be worn, but the ears of each group will be "dressed" as indicated in the cast of characters below.

### CHARACTERS

- GREEN MOUNTAINEERS** (huge green paper ears taped on)
  - ROCKY MOUNTAINEERS** (rocks tied on strings and hung over ears)
  - WHITE MOUNTAINEERS** (large white paper ears taped on)
  - SMOKEY MOUNTAINEERS** (cornucop pipes tied on string and hung over ears)
  - COLD MOUNTAINEERS** (largest earmuffs you can find)
- Each group enters, speaks the lines and then lines up at the back until all groups have entered and spoken. For the parade, the groups circle the stage, waving their pennants, before exiting. If you like, a parade through the audience would be fun.

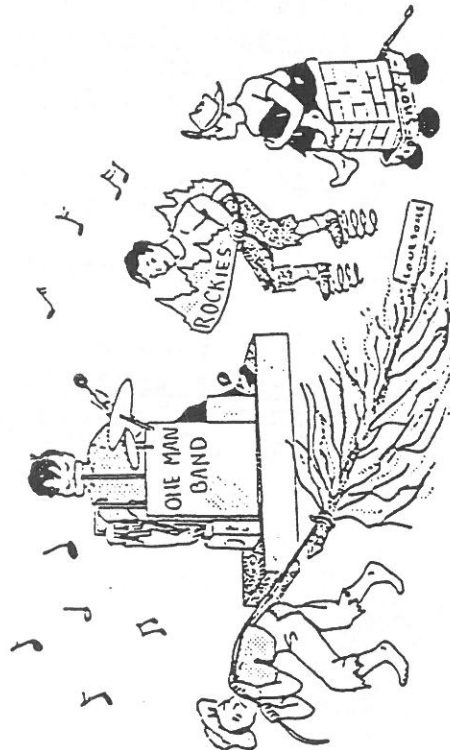
We're Green Mountaineers, we're Green Mountaineers.  
 As you can see, we have green ears!  
 We're Green Mountaineers, Vermont's our state  
 And we sing her praises from early to late.

Our rocky earrings are quite unique,  
 These rocks came from a famous peak.  
 We're Rocky Mountaineers and we tell you, Brothers,  
 We love our mountains above all others.

We're White Mountaineers — our ears are white!  
 The view from our mountains is a gorgeous sight.  
 We're White Mountaineers, we're White Mountaineers  
 And the State of New Hampshire wins our cheers.

These pipes on our ears are just a joke!  
 We love our mountains wreathed in smoke.  
 We're Smokey Mountaineers, it's plain to see,  
 We hail from North Carolina and Tennessee.

No doubt you have noticed earmuffs on our ears  
 'Cause we're from Alaska and we're cold mountaineers.  
 We're cold mountaineers, we shiver as we speak,  
 We climbed Mt. McKinley, America's highest peak.



## Mountain Skit Suggestions

### Musical

Using the One Man Band described elsewhere in the magazine, you can put on an amusing, even hilarious, musical performance. Feature well-known mountain tunes, such as "Trail of the Lonesome Pine," "Springtime in the Rockies," "On Top of Old Smokey," "She'll Be Comin' Round the Mountain," and so. In appropriate costumes, those taking part march across the stage as each tune is played, carrying articles remotely suggesting the tune being played. For instance, they could carry a beat-up old Christmas tree during the first tune, bounce in on bed springs for the second, and so on.

### THE HAPPY WANDERER

I love to go a wandering, Along the mountain track,  
 And as I go, I love to sing, My knapsack on my back.

CHORUS: Valdera, Valdera, Valdera, Valdera ha, ha, ha, ha, ha, ha,  
 Valderi, Valderi, Valderi, My knapsack on my back.

I love to wander by the stream, that dances in the sun,  
 So joyously it calls to me "Come join my happy song. CHORUS

I wave my hand to all I meet, And they wave back to me,  
 And blackbirds call, they love to sing, As o'er the world we roam. CHORUS

NATURE TRAIL

Pick a location in a park, a farm, camp or field and lay out your nature trail in advance. Mark each station with a number. Supply boys with maps of the nature trail showing them where they can locate each station. Also give them a score sheet such as the one below which they are to mark as they go from station to station.

Proceed to the starting point. Mark your score 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 standing under a tree. Identify the tree. \_\_\_\_\_
4. Observe the large flowering bush. Smell the flowers. Look at the leaves. Can you identify the bush? \_\_\_\_\_
5. Near this spot is an insect home. Identify the insect. \_\_\_\_\_
6. Here you will find a square foot claim staked out. Write down all the things of nature you see in that area. \_\_\_\_\_  
\_\_\_\_\_
7. Pick up a leaf or a blade of grass and toss it in the air. From which direction is the wind blowing? \_\_\_\_\_
8. Did you see any wild life on your tour? What did you see? \_\_\_\_\_  
\_\_\_\_\_

DIFFERENT KINDS OF HIKES

1. NATURE HIKES...for observation; for purposes of setting out bird feeding stations; to protect rare wild plants by killing pests; cut and clear trails; to remove dead trees; for listening.
2. GET-TOGETHER HIKES...two or more den hike to a location for games, stunts and fun.
3. TREASURE HIKES...a trail laid out with treasure at the end.
4. TRACKING AND TRAILING HIKES...one den stalks another.
5. HISTORICAL HIKES...to historical landmarks. Know the history of the spot before going.
6. PIONEER HIKES...carry no equipment. Improvise any equipment needed along the way and at the destination.
7. EXPLORING HIKES...Try a zig-zag hike. At first crossroad turn right; at second turn left, etc. Carry sack lunch and water.
8. RAIN HIKES...go dressed in raincoats for observation of nature in the rain.
9. BREAKFAST HIKES...reach the destination in time to see the sunrise, then cook breakfast.
10. HEADS-TAILS HIKE...toss a coin each time you reach a crossroads. Turn left if coin turns up heads..turn right if coin is tails.

# THE ROCKIES

## Exploring the Mountains

### 1. Pearl Pass, between Crested Butte and Aspen

"It's an old stage road from Gunnison to Aspen. It's an all-day trip just to get over to Aspen. In some years, it never opens because there's so much snow. I think it's 12,700 feet. When it's open, there usually is a lot of motorcycle and bicycle traffic. You can see the Collegiate Peaks. You can see deer, even elk, up there. An article

described it like the surface of the moon. I've never been on the moon, but it's sure a different place."

— Ken Glover, Gunnison, president of the Blue Mesa Four Wheelers

### 2. Black Bear Pass, between Red Mountain Pass on U.S. 550 and Telluride

"The trail begins at an intentionally unmarked side road near the top of Red Mountain Pass. You go over a series of alpine basins and then through a harrowing series of switchbacks right into downtown Telluride, and then you're ready for a beer. It's a one-way road down, and it's truly spectacular, but hideously dangerous."

— Don Koch, Denver, author of *The Colorado Pass Book*

### 3. Trails in southwestern Colorado

"For the average person interested in 4-wheeling, I'd recommend something down in the San Juans. If you're bothered by heights, it might be too intense. The sky is blue, Red Mountain is red, and the grass is green. They cater to Jeeps. It's well mapped, with lots of information about the history."

— Bill Hughes, Adopt-A-Trail chairman for the Colorado Association of 4-Wheel-Drive Clubs Inc.

### 4. Trails near Marble, about 30 miles south of Carbondale off Colorado 133

"I like to go out to Marble for a week at a time. If you try to go over Schofield Pass, you'd better be an experienced driver. But the Lead King Basin Road next to it doesn't require much experience. It's a beautiful drive through the high mountains, with lots of wild flowers in July. There's lots of history in the area. You can go to the old marble quarry, and that's fascinating in itself."

— Darrell Chapman, Lake-wood, president of the Big Horn Jeep Club

### 5. Transfer Trail, between Glenwood Springs and Meeker

"If it's someone who hasn't had

a whole lot of driving experience, I would suggest the Transfer Trail, which goes up to the Flat Tops. You can go all the way from Glenwood Springs to Meeker, all on Jeep roads that used to be an old stagecoach route. It would take a couple of days. The Flat Tops range from 9,000 feet to just over 10,000 feet. There are a lot of meadows and some lakes, and you can see a lot of wildlife, too."

— Steve Fisher, Glenwood Springs, president of the High Country 4-Wheelers

### 6. Johnny Park Road, between U.S. 36 and Colorado 7 near Estes Park

"It's an easy trail. At one spot, you can stop and have a picnic and see down in the flatlands between Longmont and Boulder. Right now, part of the road goes through private ground, and we're in the process of rerouting it onto Forest Service ground."

— Dave Campbell, Loveland, president of the Big Thompson 4-Wheelers

### 7. Diamond Park Road, near Seed House Guard Station north of Steamboat Springs

"It traverses the North Fork of the Elk River to a junction. You can go to Diamond Park, which is near the Mount Zirkel Wilderness, or you can go over Farwell Mountain and Hahns Peak and out near the old towns of Hahns Peak or Columbine. You can see over into Wyoming and the Red Desert. And you end up near Steamboat Lake. It's open from mid-June until we get heavy snows in the fall."

— Jim Ficke, Steamboat Springs, recreation staff officer for Routt National Forest

### 8. Elwood Pass, between Pagosa Springs and South Fork of Del Norte via Summitville

"With the exception of one bad ford, I would say this one's easy. It's the only 4-wheel-drive road across the Continental Divide south of Wolf Creek Pass between the pass and the New Mexico border. When you leave U.S. 160 about 10 miles northeast of Pagosa

Springs, you're following the East Fork of the San Juan River. It's a typical steep-sided valley with real lush vegetation. About 2 miles west of the pass, you break into an open, alpine meadow. The pass is at 11,630, which, in northern Colorado, would be close to timberline. Down here, it's still well below timberline."

— Walt Werner, Durango, recreation forester for San Juan National Forest

### 9. Hagerman Pass, between Leadville and Basalt

"It opens in June and will be open until November, at least until late October. It's an easy trail. I took my LTD on it and nearly lost it by crossing a creek that was too deep, but, overall, the trail is easy. The thrill of going through snow that's 20 feet high on either side is special. Douglass City was once mostly a tent camp, a pretty rowdy. It's sole purpose was for the construction of the Hagerman and Carlton tunnels on the Colorado Midland Railway. The railway bed is still visible, and you can see exactly where the trestles were."

— Larry Heck, author of *Pass Patrol 4x4 Trails-N-Tales*, a guide to four-wheel drive trails in Colorado and adjacent states

### 10. Lambert Road on Grand Mesa, near Collbran

"Make a loop from Collbran, taking the Big Creek Road to Lambert Road, which is Forest Service Road 260. Then to Leon Creek Road, Forest Service Road 280, which takes you to Vega Reservoir and brings you back into Collbran. Chances of seeing wildlife are pretty good. On the mesa itself, there are more than 300 reservoirs and lakes, with good fishing. The snow basically closes the road. Around Sept. 20 is the best time to view fall colors. The road goes through open meadows with aspen and spruce stands."

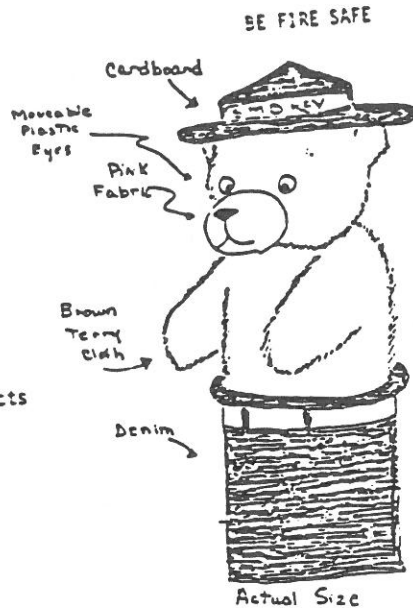
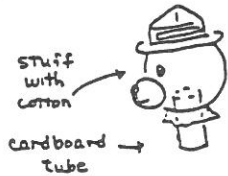
— Tom Sierzega, recreation officer for the Collbran Ranger District of the Grand Mesa National Forest

**SMOKEY BEAR FINGER PUPPET**

Cub Scouts can write their own skits using Smokey Bear puppets as the central character.

Let them perform these skits in den or pack meeting.

Read about the forest and trees. People need trees and trees need soil, water and sunlight. Learn how these things help a seedling grow. Find out how a tree protects the soil.



**MATCH HOLDER:**

1. For a handy kitchen match container, use a fruit juice can with a plastic lid.
2. Cover can with sandpaper.
3. Cut felt piece to cover the can - with a design cut out so sandpaper shows through. Glue felt on top of sandpaper.
4. Fill can with kitchen matches. Replace lid.



**A Litter Box**

You will need a one-pound cottage-cheese carton, a pipe cleaner, a piece of cardboard 4 inches by 4 1/2 inches, some beans or crushed rock, and the leg of a pair of worn-out jeans to make this litter box for your father's car.

From the pant leg cut a piece 10 inches by 15 inches, and fold it in half lengthwise. Sew the long edges together (Figure 1).

Insert the piece of cardboard in the center of the material. Then make stitches on each side of the cardboard to hold it in place (Figure 2).

Fill the two end sections half full of beans or crushed rock, and sew the ends closed (Figure 3).

Now punch two holes in the bottom of the cheese carton. Make two matching holes in the cardboard section of the pant-leg piece (Figure 4).

Insert a pipe cleaner through the holes in the carton and the pant-leg piece, and twist the ends together.

When the "bean bags" are placed on each side of the hump on the floor in the middle of the car the litter box will stay firmly in place.

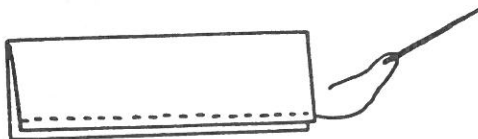


Figure 1

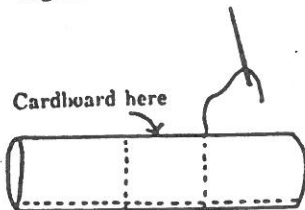


Figure 2



Figure 3

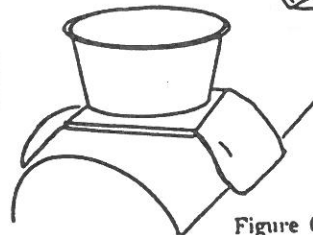


Figure 6

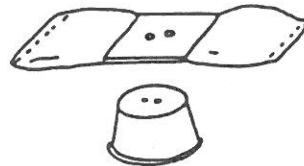
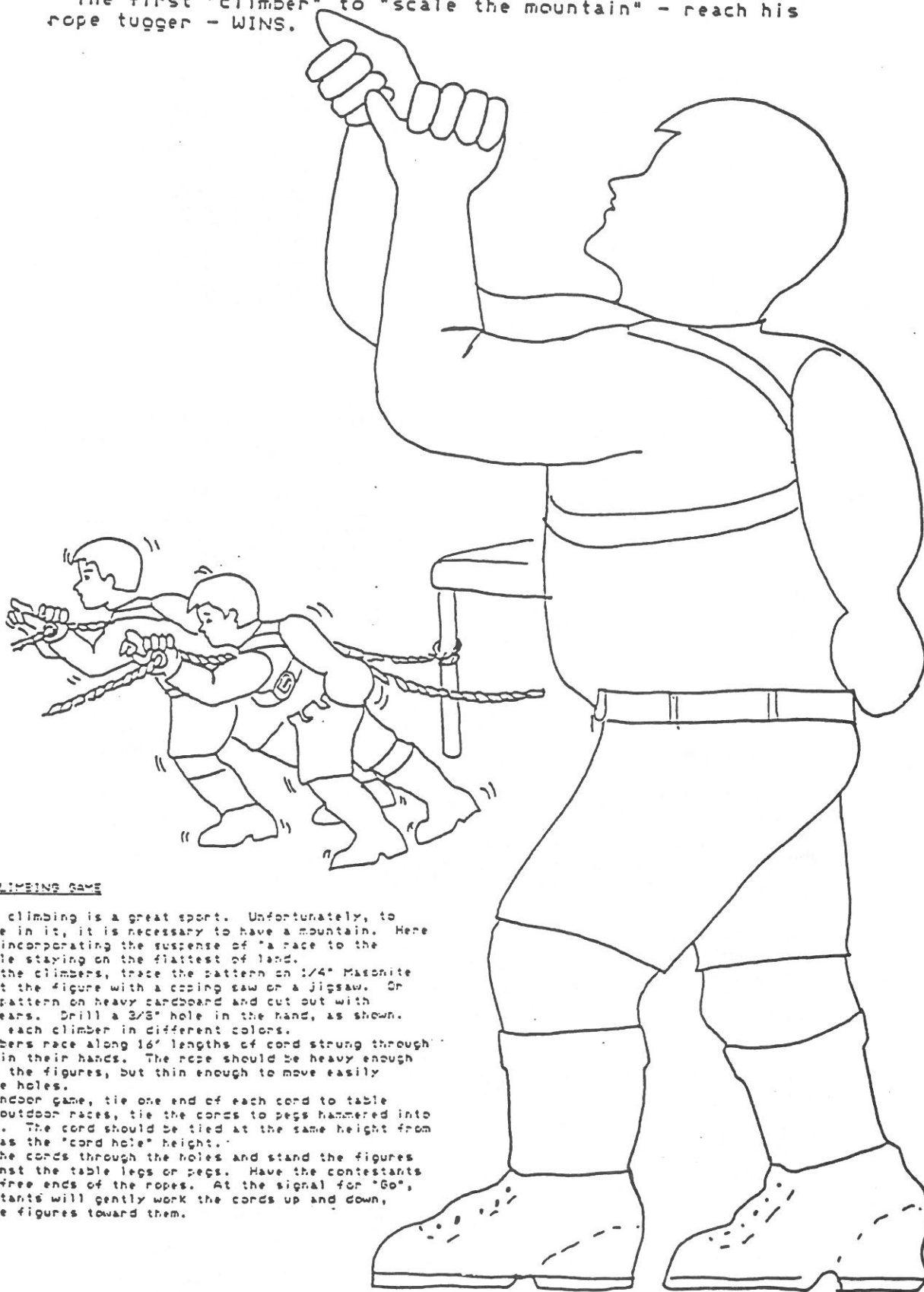


Figure 4



Figure 5

The first "climber" to "scale the mountain" - reach his rope tugger - WINS.



#### MOUNTAIN CLIMBING GAME

Mountain climbing is a great sport. Unfortunately, to participate in it, it is necessary to have a mountain. Here is a game incorporating the suspense of "a race to the peak", while staying on the flattest of land.

To make the climbers, trace the pattern on 1/4" Masonite and cut out the figure with a coping saw or a jigsaw. Or trace the pattern on heavy cardboard and cut out with kitchen shears. Drill a 3/8" hole in the hand, as shown. Decorate each climber in different colors.

The climbers race along 16' lengths of cord strung through the holes in their hands. The rope should be heavy enough to support the figures, but thin enough to move easily through the holes.

For an indoor game, tie one end of each cord to table legs; for outdoor races, tie the cords to pegs hammered into the ground. The cord should be tied at the same height from the floor as the "cord hole" height.

String the cords through the holes and stand the figures erect against the table legs or pegs. Have the contestants grasp the free ends of the ropes. At the signal for "Go", the contestants will gently work the cords up and down, inching the figures toward them.



**TWIGS 'N' THINGS**

Just looking at the shape of a twig can sometimes inspire an idea for a creature or other twig creation. After making their figures and objects, try to think up some new things to fashion with twigs.

You'll need a variety of twig sizes, ranging from very small and thin, to long and about 1/2" thick. The small twigs can be cut with kitchen shears, the larger ones with a small saw.

Wood shavings, upholsterer's tacks and any kind of paint are used for the details. Use white glue for the twigs and heavy-bodied craft glue for any gluing of wire or plastic decorations.

**EMPELJILISKIN**

Using a straight twig for his body, glue on a shorter and slightly thicker section for a head, and two narrow pieces of twig for his arms. Glue on some wood shavings for hair and a beard. Press in tack eyes and paint on features. Insert the figure into clay or a plaster-filled bottle cap for a base.



**DRAGONFLY**

Use a straight twig, about 2-1/2" long, for the body, and glue on a shorter and thicker slice of twig for the head. Make three pairs of legs from sturdy but flexible wire (about 18 gauge), 1-1/2" long, bent at both ends as shown. Wrap the middle part of the legs with tape, to provide a gluing surface. Glue the legs to the underside of the dragonfly. Cut two sets of wings from plastic lids from margarine tubs. Cut each set in one piece, making one set about 3-1/2" and the other about 2-1/2" long. Remove any lettering with nail polish remover; glue the wings onto the back.



**BACHEMIND**

For the head and body, use twigs, 1/2" thick. Taper the nose of the dog by whittling, and add tacks for eyes and nose. Glue the head to the body. For the legs, glue on shorter, thinner twigs. Make ears of wood shavings or paper, and glue on a thin twig for a tail.

**BING**

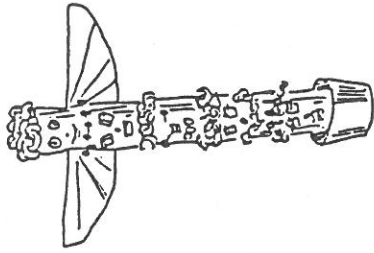
Cut a 1/2" slice of a thick twig. Make holes in the sides, opposite each other, with tacks; remove the tacks. Cut a piece of flexible but sturdy wire (about 18 gauge) to fit your finger, and bend the wire, as shown. Insert the ends of the wire into the holes on the twig and glue to hold.



**RACER**  
The racing car is made from a thick twig, 3" long. Taper the front of the racer by whittling it. Hammer in tacks for headlights. Carve out an opening for the seat. Glue on a half circle of paper for a windshield. Glue on four buttons for the wheels.

**TOTEM POLE**

Use a straight twig, about 5" to 7" long and 1/2" thick. Make the various heads, inserting tacks and gluing on wood shavings for the features. Decorate with paint. Cut cardboard wings, and paint. Glue the wings to the sides of the pole. Allow space at the bottom of the totem pole to insert into a plaster-filled bottle cap or clay for a base.

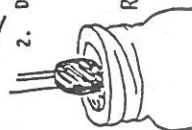


**MATCH KERCIEUF SLIDE**

1. Use stick 5/16" square and 4-1/2" long. Build up match head with plastic wood. Shape and let dry.

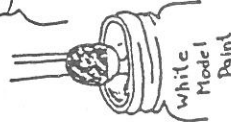


2. Dip head in red paint. Let dry.



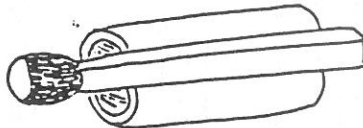
Red Model Paint

3. Dip tip in white paint. Let dry.



White Model Paint

4. Glue match to leather loop





**GAMES**

Log Cabin on a Pop Bottle

Divide the den into two groups. Give each boy 10 toothpicks. The object is for each player to alternately place a toothpick across the top of a pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first side to get rid of all their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick.

River Jumpers

You have often told your boys, "Don't get your feet wet." In this River game you will find out just how far your boys can jump without getting their feet wet. If the boys play this game where the ground is soft, you can draw two parallel lines about two feet apart to form the river. If it is played on the grass, use two pieces of string to make the river. All the players stand on one side of the river and try to jump across it without touching any part of their feet inside the lines. The river is then widened to about 2 1/2 feet by moving one of the lines, and the players jump back across it. They jump back and forth across the river, each time the river must be widened by about 6 inches for each jump. The play continues with the players who get their feet wet dropping out. The last player is proclaimed the Champion River Jumper and wins the game.

Bear Stalking

Two players are blindfolded and placed at either end of a long table. At the signal to go they begin to move around the table. The stalker tries to catch the bear. Each player must stay within touching distance of the table. Absolute silence on the part of the audience and stalker is essential.

Discovering America

Place the Cub Scouts in a circle with a leader in the center. He should point to one of the players and ask a question about America - its history or cities or rivers, such as, "Who discovered America?" Then he begins counting to 10 while looking at the boy to whom he points. But that boy is not the one who should answer. The third boy to his left should answer. If the boy answers correctly, he takes over as leader. If he doesn't answer in time or if the wrong boy answers, either is out of the game.



Here are some games that can be played enroute to Field Trips, Pack Activities or family outings.....

Itame The Car

This game may be played in two ways. Players may take turns trying to identify the make of an oncoming car winning one point for correct identification. Instead of taking turns, the game may be played with the first person to call out a guess winning one point if he is right...or losing one point if he is wrong. One person does not take part in the game, but acts as Judge to settle disputes.

Highway Alphabet

The purpose of the game is to go through the alphabet by finding the letters on signs and billboards along the road. There are two teams - one takes the left side and the other takes the right side of the road. They must spell out the alphabet in order, taking only one letter from each sign. The first team to go through the alphabet is the winner.

How Far Away

In this game, the driver points out some distinctive landmark, such as the highest building in a distant town, an outcropping of land, the bend in a river or a mountain peak. Each player makes a guess as to how many miles it is to this spot. The guesses are written down and the distance is then clocked on the speedometer. The player whose guess is the closest to the actual distance is the winner. This game is most successful when the air is clear, so the distant landmarks can be seen clearly.

Roadside Scavenger Hunt

Materials needed are paper and pencil. Make up a list of all the different kinds of objects and people that are likely to be seen along a country road. Typical items might include - horse - cow - barn - bicycle - river - haystack - tractor - pond - house trailer - train - cemetery - etc. Each player gets a copy of this list, he calls out its name and checks it off. First player to see an object and call it out gets credit. Winner is player who crosses off most items in half an hour.

Stop Me If I'm Wrong

Read the following story slowly. Whenever a boy hears something wrong, he stops and tells what it is. For every correct stop, score a point for the boy. For every clear miss, score a point for yourself.

"Cub Scout Tommy wasn't in a hurry, so he came down the stairs only three at a time. He was headed for his weekly pack meeting held each Tuesday morning at the den chief's home. Tommy was a Bearcat Cub Scout, 12 years old. He was eating all he could these days, because his Cub Scout Promise said something about being round. Tommy wanted to be a Boy Scout someday so that he could be a Webelos. He kept saying over and over, "The Cub Scout Leads Akela. The Cub Scout helps the pack eat. The pack helps the Cub Scout play. The Cub Scout gets goodwill."

## A PARENT'S PRAYER

Oh, Heavenly Father, make me a better parent. Teach me to understand my children, to listen patiently to what they have to say, and to answer all their questions kindly.

Keep me from interrupting them or contradicting them. Make me as courteous to them as I would have them be to me.

Forbid that I should ever laugh at their mistakes, or resort to shame or ridicule when they displease me. May I never punish them for my own selfish satisfaction or to show my power.

Let me not tempt my child to lie or steal. And guide me hour by hour that I may demonstrate by all I say and do that honesty produces happiness.

Reduce, I pray, the meanness in me. And when I am out of sorts, help me, Oh Lord, to hold my tongue.

May I ever be mindful that my children are children, and I should not expect of them the judgment of adults.

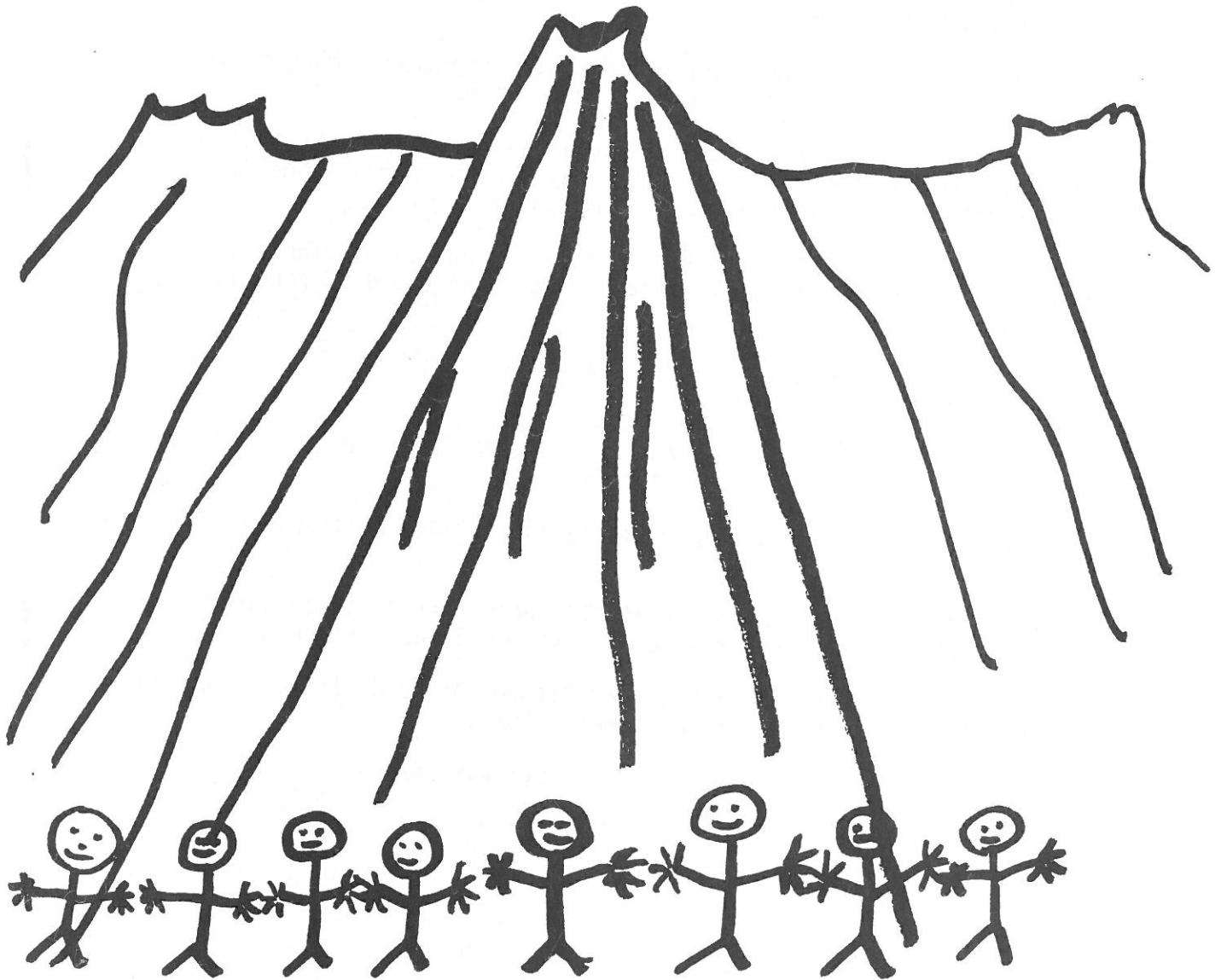
Let me not rob them of the opportunity to wait on themselves and to make decisions.

Bless me with the bigness to grant all their reasonable requests, and the courage to deny them privileges I know will do them harm.

Make me fair and just and kind. And fit me, Oh Lord, to be loved and respected and imitated by my children. Amen.

By Dear Abby

# UNDER THE BIG TOP



By AARON JOHNSON  
PACK 448



IDEAS FOR PACK ACTIVITIES

- Have a pack circus. BOYS come dressed in circus costume and perform circus acts. (See p. B-34-35)
- Have a midway with booth games. Provide prizes.
- Sell popcorn to raise funds.
- Award prizes - funniest costume, most original act, etc.
- Have a circus parade through the neighborhood before pack meeting.
- Have a bicycle rodeo.
- Have a bicycle safety inspection clinic.
- Be sure boys are registered for Cub Scout Day Camp
- Shoe kick - mothers loosen one shoe and kick for distance.
- Plan and carry out a conservation project on SOAR.
- Watermelon feast.
- Show a movie.
- Have a box supper auction.
- Have a cake auction



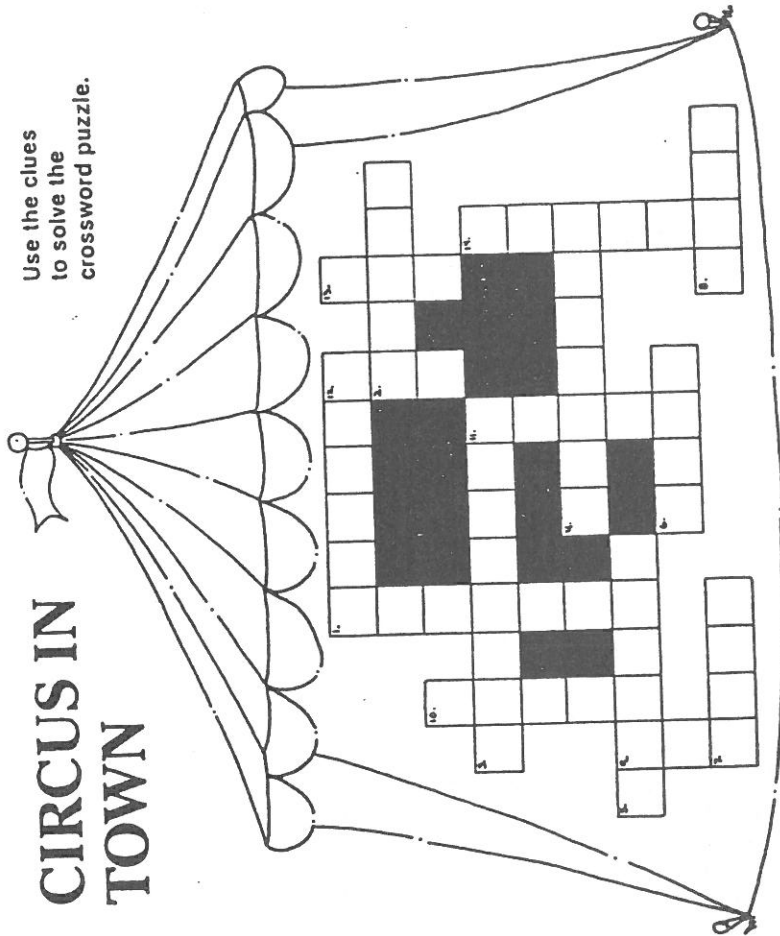
IDEAS FOR DEN ACTIVITIES

- Take your circus act to a day-care center or children's home.
- Plan an act for the pack circus.
- Get bikes in shape for inspection
- Visit a circus as a group, if possible.
- Learn some magic tricks.
- Visit some town clowns.



PRE-OPENING ACTIVITY

# CIRCUS IN TOWN



Use the clues to solve the crossword puzzle.

**CLUES**

**ACROSS**

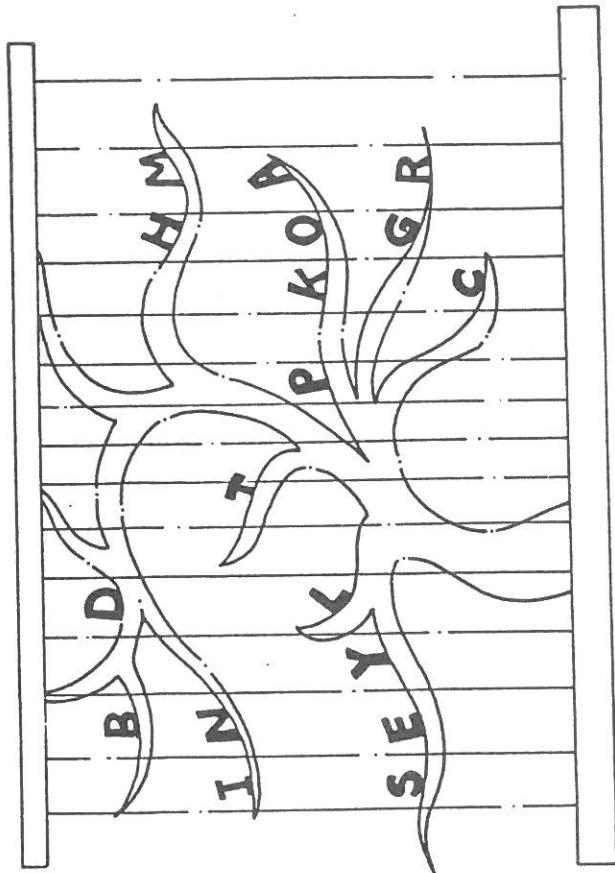
1. Buy a \_\_\_\_\_ for the circus.
2. frequently
3. large animal that likes peanuts
4. a person who balances several objects in the air at one time
5. African animal that swings in the trees
6. We enjoyed the \_\_\_\_\_ back riding show.
7. African animal that roars
8. A large \_\_\_\_\_ covers the circus.

**DOWN**

1. The \_\_\_\_\_ artists swing in the air.
9. a bird that asks "Who?"
10. a funny man in a silly suit
11. an African animal with stripes
12. under the big \_\_\_\_\_
13. I \_\_\_\_\_ too many hot dogs!
14. All the acts marched together in the \_\_\_\_\_.

# ANIMAL SCRAMBLE

Use the letters in the cage to find the names of eight animals that live in the zoo. Use each letter as often as necessary. Write your answers below.



1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_

PATRIOTIC

OPENING

"Remember Me"

Arrangement: Have Flag staffed at the front of the audience spotlighted. Cub Scout enters.

THE FLAG SPEAKS: "Hello, remember me? - (the BOY stops and looks at the flag.)  
"Some people call me Old Glory, others call me the Stars and Stripes, also I have been referred to as the Star-Spangled Banner. But whatever they call me, I am your Flag. There is something that has been bothering me, so I thought that I might talk to you about it. Because it is about you and me. I remember some years ago, I think it was on a Memorial Day. People were lined up on both sides of the street to watch the parade. The town's high school band was in back of me and naturally I was leading the parade. When your grandfather saw me coming along waving in the breeze, he immediately removed his hat and placed it against his left shoulder so that his hand was directly over his heart.

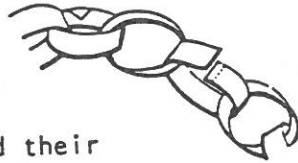
I was very proud as I came down your street. There were some soldiers home on leave and they were standing at attention giving the military salute. Ladies as well as men were all paying me the reverence that I deserve. I may sound as if I am a little conceited. Well, I am. I have a right to be. Because I represent the finest country in the world, the United States of America. More than one aggressive nation has tried to haul me down but they all felt the fury of this freedom-loving country.

What happened? I am still the same old Flag. Oh, I have a couple more stars added and a lot more blood has been shed since that Memorial Day so long ago. The old town has a new look. Some of the old landmarks are gone and in their place, shining majestically in the sun, were a number of new buildings, and beautiful new homes. Yes, the old town sure has changed.

But now I don't feel as proud as I used to. When I come down your street, people just stand there with their hands in their pockets and give me a small glance and look away. When I think of all the places I have been - Anzio, Guadacanal, Korea, Vietnam ---who knows where I'll be next. Then I see the children running and shouting. They don't seem to know who I am. I saw one man take off his hat and then look around. He didn't see anybody else with their hats off so he quickly put his back on. Is it a sin to be patriotic anymore? Have they forgotten all the battlefields where men fought and died to keep their nation free? When you salute me, you are actually saluting them, you know.

Well, it won't be too long until I'll be coming down your street again. So when you see me, stand straight, place your hand over your heart, and you'll really see me waving back. My salute to you, and I'll know that you as a Cub Scout .... REMEMBERED.



CLOSING CEREMONIES• One

The Cubmaster asks Cub Scouts and their parents to join hands all around the room. The Cubmaster explains that a chain is no stronger than its weakest link. The real joy of Cub Scouting comes when complete unity exists between parents and Cub Scouts. Every boy and his family here tonight can help Scouting keep America strong by learning more about our great heritage.

"DO YOUR BEST"

• Two

Have Cub Scouts form a circle, then say the following:

We must meet as Cubs  
We part as friends  
As now we part,  
Our meeting ends.

• Three

Have Cub Scouts form a circle, then say the following:

"Let this ring be a token,  
Of friendship unbroken.

As through Cub Scouting we roam,  
As Akela guides us home."

CLOSING SONG

(Tune: Tannenbaum (O, Christmas Tree))

Quietly we now will part,  
Pledging ever in our heart,  
To strive to do our best each day,  
As we travel down life's way.  
Happiness we'll try to give,  
'Til all the world be joined in love,  
Living in peace, under skies above.



CLOSING

YOUR DUTIES AS A CITIZEN

Procedure: The Cubmaster reads our duties as a citizen, the asks all Cub Scouts to read with him in unison the "Citizenship Pledge" from a large chart.

Cubmaster: If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of.

Your duties as a citizen are to:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of national and local government.
- Vote in elections.
- Serve and defend your country.
- Assist the agencies of law enforcement.
- Practice and teach good citizenship in your home.

Cub Scouts, would you please read with me the Citizenship Pledge?

CITIZENSHIP PLEDGE:

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



WHERE WE LIVE

Do you know why it is that some people in the United States live in a big city, some on a farm, some by the ocean, some on the desert, some in the mountains and some in other places? It is because the people of our land can choose for themselves where they want to live and can move from one place to another whenever they choose.

Do you know why it is that some people living in the United States are doctors, nurses, some scientists, lawyers, airline pilots while others do something else? It is because in the United States the people can choose for themselves what work they want to do and can change jobs whenever they want to.

That is the way the people who started this country wanted it to be! We call it freedom of choice. As you discover America, notice how many different ways people live, work and worship. Be proud of our freedom. It is something that many people in this world do not have.

## ADVANCEMENT CEREMONY

This is a basic idea for an advancement ceremony to use with the Circus theme. Adapt it to fit your own pack's needs.

CUBMASTER: (Dressed as Ringmaster)

Ladies and Gentlemen, you are about to see a parade of achievements like you have never seen before!

For our first act tonight we have trained Bobcats and their trainers (parents). They will be in the center ring and will perform for us showing what feats they have mastered. (Bobcats and parents come forward and go through Bobcat requirements with Cubmaster. Badges are presented.) Notice how these Bobcats have been trained well by their trainers. Let's have a fine round of applause for this fine act we have just seen performed before our very eyes!

And now we have for our second colossal act of achievement this evening, a fine trained Wolf act. The Wolves in this act are: (read BOYS' names receiving Wolf Badge or arrow points under Wolf Badge.) Here come those Wolf Cubs and their trainers into our center ring! (BOYS and parents come forward.) (Go through similar type of circus talk to cover some of Wolf requirements.)

(Handle Bear badges and arrow points in same manner as Wolf.)

And now ladies and gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights ... in fact, to the very top in the Cub Scout Parade of achievements. Let's all watch breathlessly as we give special honors in a ceremony which will demonstrate to you what heights these boys have climbed with the help of their trainers along the way. It is a privilege to introduce you to the participants in this outstanding feat! (Call boys, Webelos leader, and parents forward. Present activity badges with appropriate flowery language pertaining to badge such as:) These are our skilled athletes ... who have shown their dexterity in physical fitness feats (or) these are the aquanauts whose remarkable agility in the water is unequalled ... etc.

And now for the stars of our show ... the young men who have completed the requirements for the Arrow of Light ... the highest award in Cub Scouting. In order to qualify for this award, these young men have shown superior knowledge about Scouting, citizenship, and emergency first aid. As these stars step into our center ring, let's give them a roaring round of applause. (Read names...)

We have presented for you one of the most exciting, most stupendous shows in the history of Cub Scouting. The young men you have seen before you have attained the heights of achievement... an amazing array of ability and stupendous skill ... an extravaganza extraordinary!

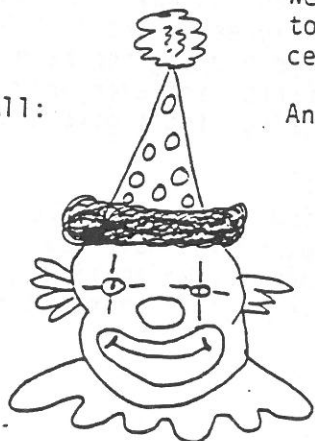


Advancement

- Chairman: Scouters, this is our problem. Every year hundreds of red blooded American BOYS drop out of Scouting in our Council. We are meeting here tonight to do something about this deplorable situation. Have you any suggestions?
- Dic-tater: Yes, I certainly do have a suggestion! Just don't let them drop out! After all, the young whippersnappers don't know what is best. As long as we are bigger and stronger than they are, we can simply forbid them to drop out. A firm hand will solve this drop out problem.
- Imi-tater: Well, Mr. Chairman, that sounds a little rash. Why don't we look around and see what some other groups are doing about this same sort of problem. Seems to me, we could just adopt their plans. Those other organizations are doing quite well, so it might behove us to copy their tactics.
- Spec-tater: Mr. Chairman, perhaps we are trying to participate too much. Scouting is after all a boy's organization. Let's just leave it up to the BOYS and let them work out whatever solution they seem to think is best. We can sit back and watch and let them know that we are behind them 100%.
- Agi-tater: NO! By Gussie, we've got to get in there and fight! We've got to be on our toes with our shoulders to the wheel, pushing at all times. We'll get the Chamber of Commerce and the PTA and the local chapter of Sigma-Phi working on this. We'll have a membership rally and a big bonfire and really get things stirred up.
- Hesi-tater: Oh now, I don't know. Maybe we ought to wait till after the summer slump and the fall rush. Sometimes it's wise to use a little caution.
- Demons-tater: Mr. Chairman, the best way to keep BOYS in Scouting to show them what Scouting is and what Scouting does. As proof of what I say, we have here tonight several BOYS who have not paid much attention to our other "taters" and their thoughts. (Each BOY is called forward and presented with his award.) We can show them what it's really like and the BOYS will want to go on in Scouting and not drop out. The problems will cease to be.

All:

And how.

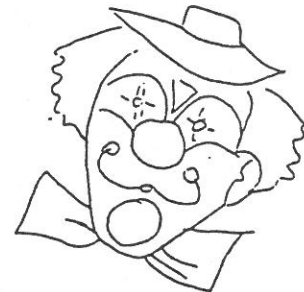


A CIRCUS TRIP

By Joyce Newell, SanDiego Council

LIONS: "GRR-RR-RR"  
 ELEPHANTS: "SWING AND SWAY"  
 CLOWNS: "HA-HA-HA"  
 CIRCUS: All Noises at Once

I went to the CIRCUS to see the LIONS,  
 One bright and sunny day.  
 What fun to watch the trainer,  
 As with them he did play.  
 The ELEPHANTS were really great,  
 As each one swayed his trunk,  
 While CLOWNS were making people laugh,  
 Acting as if they were drunk!  
 The CIRCUS is full of many thrills,  
 As the LIONS roar so loud,  
 That even the ELEPHANTS shiver and shake  
 While the CLOWNS soothe the crowd!  
 There's many acts for you to see  
 When to the CIRCUS you do go.  
 Acrobats and trapeze artists,  
 Gee, what a fantastic show!  
 Oh, sure, the ELEPHANTS are great,  
 And the CLOWNS are funny, tis true,  
 But the biggest thrill is the LION'S roar,  
 It seems he'll bite the trainer in two!  
 So when the CIRCUS comes to town,  
 Go and see all the shows,  
 As each CLOWN and ELEPHANT,  
 Does all the acts he knows.  
 But there's nothing in a CIRCUS as frightening  
 As the LION'S noisy roar.  
 Sending shivers down the spine,  
 As you look for the nearest door.  
 Yes, LIONS, ELEPHANTS and CLOWNS galore,  
 All make up a CIRCUS team.  
 Teamwork is what makes the world go 'round,  
 Helping others fulfill a dream.  
 We're all a part of some kind of group,  
 While LIONS, ELEPHANTS, or CLOWNS we're not,  
 We're working together toward a common goal,  
 And the happiness of a CIRCUS we've got.



## WATER SAFETY SEALS

**CHARACTERS:** Ringmaster, six seals, Clown (all in appropriate costume)

**SETTING:** A cardboard ring, about 2' high, large enough for all seals to stand inside, painted to resemble a pool. As curtain opens, seals are in pool, flapping arms. Ringmaster enters.

**RINGMASTER:** And now, Ladies and Gentlemen. We present those barking aquanauts, those super swimmers of the sea, our very own Water Safety Seals!

**SEALS:** (Flapping arms and singing to tune of Clementine:)

In the ocean, in a home pool,  
In a lake, or in a tub.  
Where there's water, there is danger,  
Even in a shower scrub.

If you plunge down to the bottom  
Of the ocean, cool and green,  
You must take some swimming lessons,  
For you're not a submarine.

**SEAL 1:** (Clapping flippers) Arf! arf! You'll get a glad hand from us seals if you'll only swim where there is a lifeguard.

**SEAL 2:** Arf! arf! We'll applaud you if you always swim with a buddy. Never swim alone! (Claps flippers)

**SEAL 3:** Arf! arf! Encore! Encore! Learn to swim well, then learn some simple reaching rescues. Learn to give artificial resuscitation.

**SEAL 4:** We seals say by all means, enjoy your swim!

**SEAL 5:** But, be a smart seal. Stay out of water during thunderstorms!

**SEAL 6:** Stay out of water when you have just eaten.

**ALL:** If you're in trouble, call for help, but only if you need it.

(Flapping arms and singing)

If you plunge down to the bottom  
Of the ocean, cool and green,  
You must take some swimming lessons,  
For you're not a submarine!

(During chorus, clown crosses stage carrying sign reading "Don't Be Wet Behind the Ears". At mid-stage, he turns over sign which reads: "Don't clown in the water.")

(Curtain)



THE PHONEY BALONEY CIRCUS

This skit can be adjusted to fit the size of your den by making up more lines for a larger den or leaving out some for smaller dens.

Announcer: (Dressed as Ringmaster) Ladies and Gentlemen, Den \_\_\_ presents the STRONGEST MAN IN THE WORLD ... the one... the only...MR. LIMBURGER!

(A boy dressed in a strong man costume comes out onto stage carrying a barbell which has each end looking like a chunk of cheese, labeled "1000 lbs. Limburger." Boy pretends to be eating the cheese. He stops in center of stage and holding fingers on nose says:)

Don't you smell the joke? Phew!! (He exits)

Announcer: Now ladies and gentlemen, we have a TRAPEZE ARTIST, like you have never seen before. Here he is ... MR. ART BRUSH!!

(A boy dressed in an artist's smock with beret on his head enters, carrying paint palette and brush in one hand and canvas in the other. He holds canvas up for audience to see the picture of a trapeze painted on it. He exits.)

Announcer: And now, ladies and gentlemen, we have the most daring act in all the Circus world! The WILDEST ANIMALS in the world with their courageous trainer! Here they come...the most ferocious wolf and bear Cubs you have ever seen!

(A group of Cub Scouts in uniform run onto stage, jumping around wildly and howling like wolves and growling like bears.)

Announcer: And here comes their COURAGEOUS TRAINER, MRS. DEN MOTHER!

(The Den Mother enters. After watching the wild animals perform for a while, she raises her hand in the Cub Scout sign. The boys react immediately by becoming quiet and raising their hands in the sign also.)

(At this point, other acts can perform if desired. Some suggestions are: Siamese Twins - two boys wearing one large shirt which rips apart during their act; Bearded Lady - a Cub Scout wearing a bear which gets knocked off; Trained Seals - any number of boys balancing balls on their heads... etc.)

Announcer: (As all acts return to stage for a bow) Ladies and gentlemen, you have just witnessed the GREATEST CIRCUS ACTS EVER PERFORMED ON THIS STAGE. (All performers bow and exit.)



CIRCUS COSTUMES

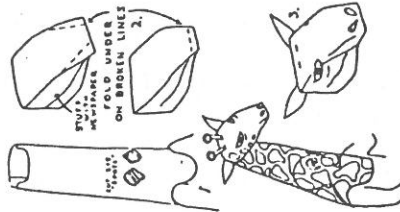
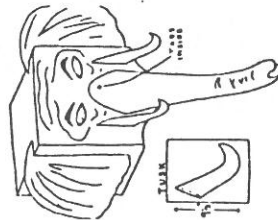
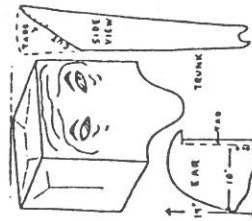
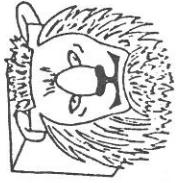
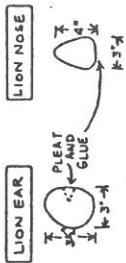
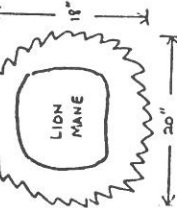
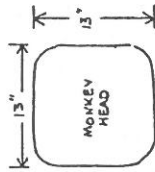
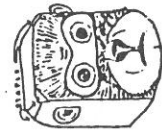
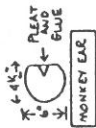
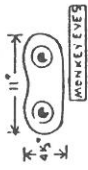
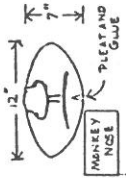
CIRCUS ANIMAL MASKS

Lions, tigers, monkeys, elephants, bears can be a part of your circus. These animal masks are made from grocery bags. The brown bag is the base for the mask. Eyes, ears, etc are cut from colored construction paper and glued on. To prepare the bags, clip up about 4" at the four corners of the bag's open end. Slip the bag on the boy's head. The clipped portions will fit down his back, on his shoulders and down onto his chest. Cut off the front flap but leave the other three. Mark positions for the eyes, nose and ears. The eyes will be cut out, but the nose marking can be left uncut.

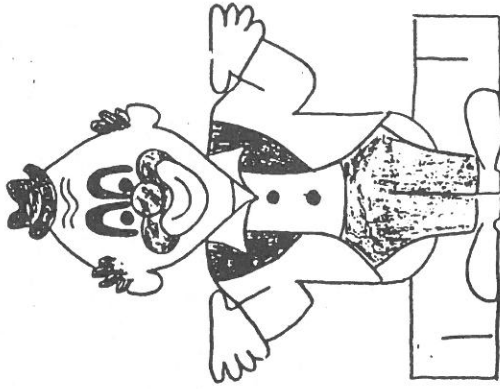
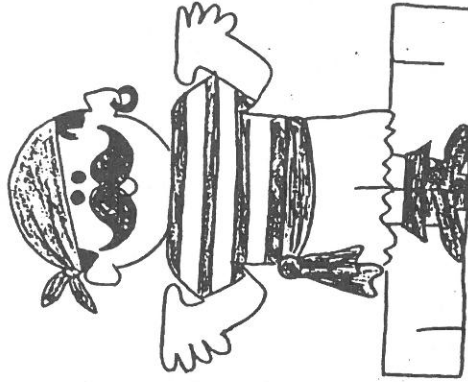
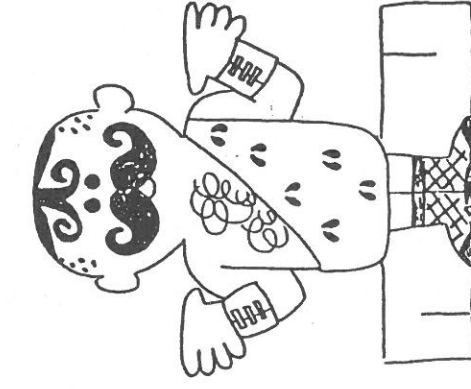
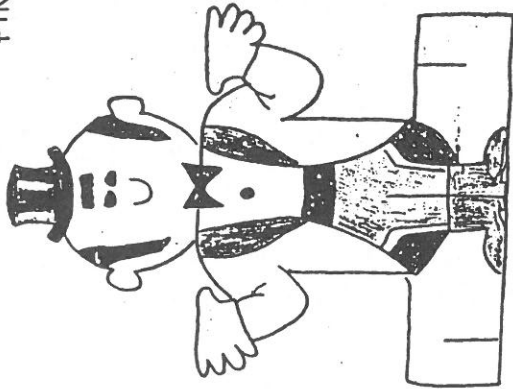
To assemble the elephant, glue the ears in position behind the headpiece. Glue the trunk in place and then glue the head to the front of the bag.

For the lion, first glue the mane to the front of the bag. Glue the ears behind the headpiece, then the headpiece to the mane. The topknot should be glued in the center only so that the jagged ends can be carried away from the head.

For monkey, glue ears behind head. Glue head to bag. Add eyes and nose.

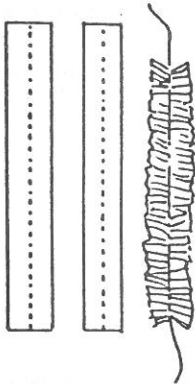
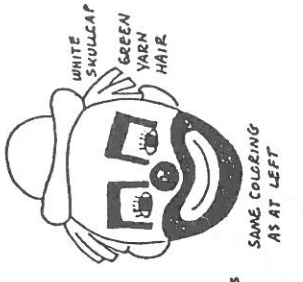
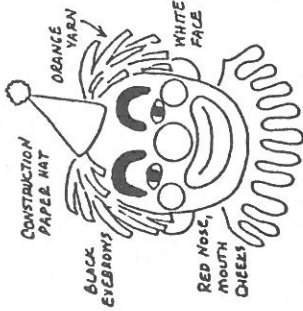
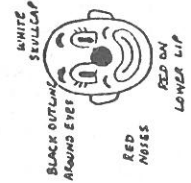


CIRCUS ACROBATS  
FINGLER PUPPETS



CIRCUS COSTUMES

CLOWN MAKE-UP



CLOWN MUZZLE - Cut package of crepe paper in half, across width. Use same amount of contrasting color, placing colors one on top of other. Sew through center of both thicknesses, by hand or machine, using large stitches so paper will gather for refits. Fasten with snap or tie.

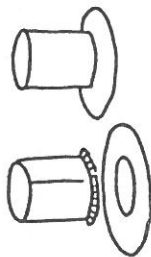


CLOWN SHOES - Borrow a large pair of tennis shoes and stuff toes with paper, or draw a pattern, using boy's foot and doubling size. Pattern, paper, fabric or other heavy material. Make 2 soles, each 2" wide. Sew sole or glue securely. Stuff toe with cotton or tissue paper. Add ties, so shoe can be tied to foot over regular shoe.

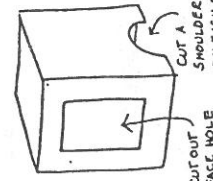


LION TAMER OR RINGMASTER TOP HAT - Cut crown and brim from black cardboard, following the illustration. Cut 3/4" tabs along bottom edge of crown. Overlap sides and staple together to top brim over top. Staple tabs back to underside of brim. Curl brim on stiffer side.

ACROBAT'S CAPE - Staple a 35" length of bright colored crepe paper and contrasting color crepe paper together. Fold collar in half, lengthwise - open out and fold edges to center. Fold over at center. Gather top edge of cape. Glue in place. Turn collar points down and both sides of front. Staple cape together down front fastener. Insert paper fasteners on back. Hoop cape with squares of cardboard beneath inside cape with squares of cardboard beneath reinforcements. Hoop paper-clip chain over reinforcement buttons. Cover prongs on inside of cape with tape.

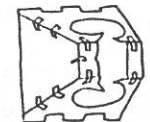
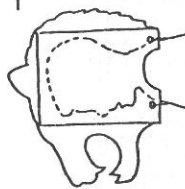


COVER ENTIRE HEAD WITH PAPER MACHE LET DRY SEVERAL DAYS.

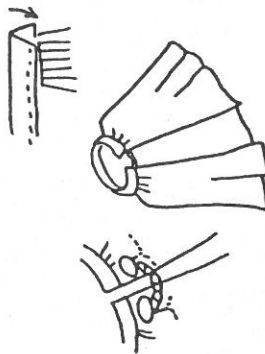
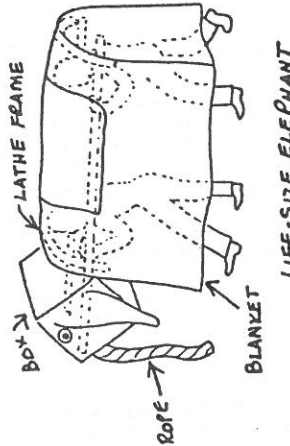


LION MASK

Use a medium-size light weight carton, open at the bottom for basic head structure. Measure shoulders for location of cut-out shoulder arcs. Elastic tapes fastened to carton and to belt front and back will hold animal head in place.



SHAPE MUZZLE FROM CARDBOARD TAPE IN PLACE ON HEAD



AFTER PAPER MACHE IS DRY, PAINT HEAD. ADD STEPS OF CREPE PAPER FOR MANE.

BROOM STRAW WHISKERS

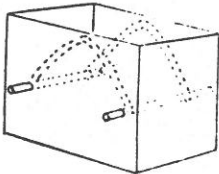
# Colossal Circus Parade

The circus is coming to town today.  
With breath-taking acts in grand array!

Huge wild animals, ornate circus wagons, freaks, acrobats, and comical clowns — all join forces to make this a "really big show."

For these marvelous creations, you will need appliance or furniture cartons, as well as smaller boxes. In some cases, two youngsters will be inside, carrying these big cartons.

As supports, insert two wood strips or poles through carton from side to side, so each child can support one strip. Where only one child is inside the carton, fabric straps can be at-



tached between the poles, then rested on the child's shoulders.

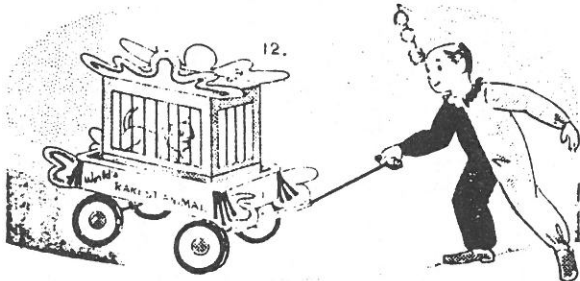
Don't forget to cut openings in the front and sides of the cartons so the carriers can see out.

Where fabric is needed to complete your project or for costuming, use a felt tip pen or enamel to add any desired markings.

## 1. Elephant

Use your largest carton for this animal, with a second smaller carton wired to the front for a head. Paint legs on carton. Glue on large paper ears.

For a trunk, make a fabric tube and insert a long piece of coat hanger



sewed on for decoration. Stuff paper bag for head; paint features and add yarn hair. Tie figure to wood strip and attach leg to wire. (Boy inside carton can manipulate rider by turning other end of strip.)

## 5. Unicycle

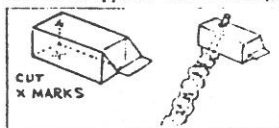
As the base for this, use a narrow carton large enough for one child. Draw a large wheel on each side of carton. Insert a wood strip through top of the carton, letting it extend at least three feet.

Make a rider as before and tie to strip so he appears to be pedaling. Glue small boxes or blocks of wood under feet to simulate pedals.

The operator inside carton can tilt pole a bit so cyclist seems to lean first one way and then the other.

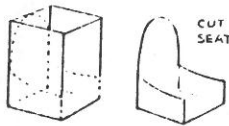
## 6. Giraffe

Choose a tall, large carton for the body. Draw legs and paint as desired; then add spots. For the long neck and head, insert a long pole through X's cut in opposite sides of a large



wire through the tube. Use a wire long enough to extend on through the head and into body, so trunk can be manipulated from inside. Add a rope tail and a jeweled headress made from colored foil cutouts.

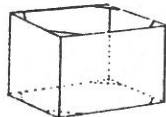
If you wish a rider on top your elephant, cut a seat from a small carton, as shown; glue to top. For the



rider, stuff children's clothing with newspaper; add a stuffed paper bag for the head. Paint features and wrap head with a turban. Add a sash and cardboard shoes cut with curved tips for an East Indian appearance. Seat figure, cross-legged in chair.

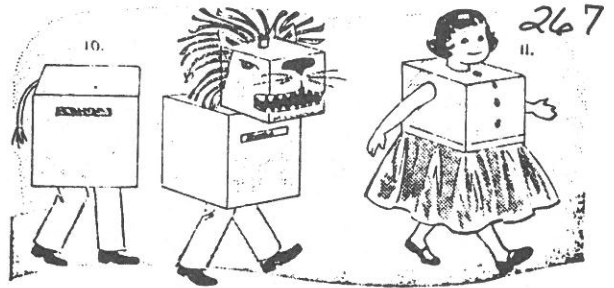
## 2. Clown's Chariot

Use a carton of a size so that the operator's head extends at top. Cut out top and bottom, as shown. For



wheels, use two open umbrellas with handles inserted through lower sides of carton and tied to carrying pole also inserted through carton.

One clown walks inside the carton, supporting it with carrying pole



which he turns to revolve the umbrella wheels. A second clown pulls the chariot with a rope attached at center front of carton.

## 3. Large Circus Wagon

Use an appliance carton large enough for two boys. Cut large wheels from cardboard. To add sparkle, cut 1 1/2" circles from aluminum foil pans. With pins at an angle, pin to wheels; then glue to wagon. To decorate top of wagon, cut fancy cardboard shapes with curved ends extending beyond wagon, as pictured.



Include tabs at bottom for gluing; also add easel-type supports to back, as shown.

Make four decorative poles for corners from cardboard rolls, slit and fitted together for desired length. Wire a pole at each lower corner of wagon; then wire other ends to top decoration, letting poles slant out a bit.

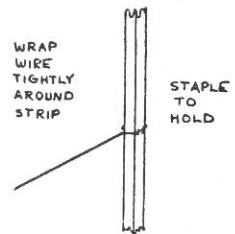
Cut out windows in sides of wagon

so the heads of youngsters inside are visible. Paint wagon in gay colors.

## 4. Bareback Rider

Use a carton of appropriate size and shape for the body of the horse. Tie or glue on a box for the head. Paint as desired and glue on a paper mane and plume. Add a rope tail.

Insert carrying poles as before. Also insert an upright wood strip through horse's back, letting one end extend enough to support figure of rider. At center of extended strip, attach a



piece of coat hanger wire with staples, as shown, to support the rider's leg.

For the figure of the rider, stuff light-colored leotards. Add a short fluffy skirt with sequins or spangles



Occasionally as tiger moves along, the boys can separate a few feet so the body extends to its full length.

## 9. Giant Clown

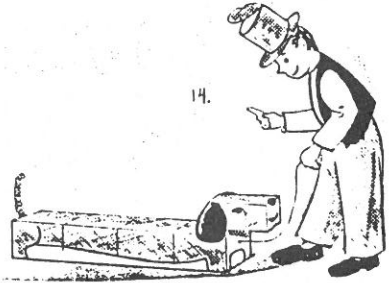
Use your tallest carton for this giant clown, or combine cartons. Use a smaller carton for the head or make a papier mache head. Insert an upright wood strip through body and into the head, so head can be manipulated from inside the carton.

For arms, stuff stockings and attach to sides. Add large paper hands. Cut large cardboard feet and tape or tie over shoes of youngster inside carton. Paint clown clothing and add a crepe paper bow and silly hat.

## 10. Two-part Lion

Use two cartons, one for the front and the other for the back. Use a third carton for the head, with a mouth made as for tiger and a crepe paper mane. Insert a pole through the head and into front carton. Add a rope tail to back carton. Paint body and cover trouser legs as for tiger with matching fabric.

The youngster in front carton, operating the head, can turn it around completely when lion discovers that back half of body is far behind. For a touch of comedy, have a clown run



alongside, trying to keep the parts together. Let him become very upset, trying to crawl underneath to determine the trouble as one would do with an automobile.

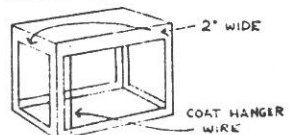
## 11. Fat Lady

Cut openings in a fairly large carton for arms and head. Attach a gathered fabric skirt and draw on any other desired dress details.

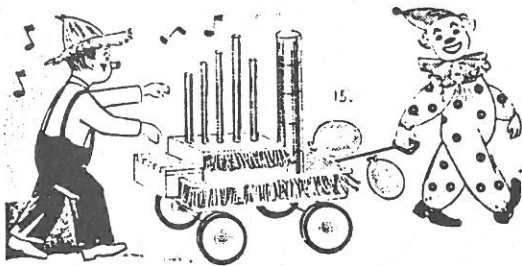
## 12. Caged Animal Wagon

Labeled, "World's Rarest Animal," this cage can hold a pet of your choice. To make the cage, use a carton placed so corrugations run vertically. Keep the top flaps attached so cage can be closed later.

Cut out openings on all four sides of the carton. Leave a 2" border on sides and top and a 1" border at the



bottom, as shown. For bars, cut pieces of coat hanger wire 2" longer than the openings. Push one end of wire into corrugation at top; then insert



other end in corresponding corrugation in bottom border.

For easier viewing, place cage on a second carton (tie or wire together); then place in a decorated coaster wagon. Attach pennants, fringe, or any desired decoration on the cage. Let your pet wear a fancy collar.

**13. Dwarf**

Use two cartons for this project, one at the back that is large enough for a child to stand inside with his upper body and arms extending at top; the other tied or wired at the front as a foot rest for the dwarf.

Glue on cardboard wheels and print, "World's Smallest Dwarf," on the sides of the carton.

For the short legs, partially stuff the legs of old trousers. Push the unstuffed lower portion into a pair of old shoes which have been glued to the foot rest, as pictured. Cut the upper back of trousers so they can be fastened around the child's waist after he is inside the carton.

**14. Dog Act**

The longer this dachshund is, the funnier he will look. For the body, glue together several identical cartons of suitable size and shape. Add another carton for the head.

Draw body and tiny legs; then paint as desired. Draw features and glue on floppy ears and little feet cut from leatherette or similar material. For a springy tail, attach a door spring.

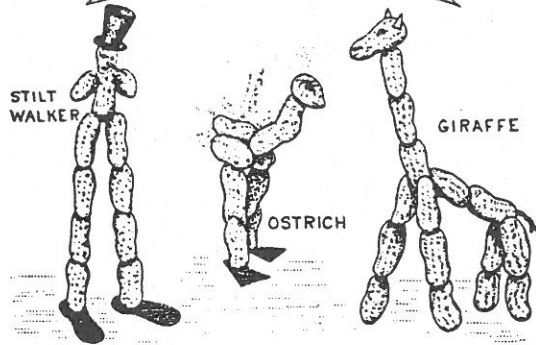
Let a youngster in clown outfit pull him along with a rope.

**15. Calliope**

Build your calliope on a coaster wagon. At one front corner inside the wagon, stack and glue several coffee cans for a stovepipe. Add some cotton "smoke" at the top. For pipes, insert several long cardboard rolls, varying in length, upright in holes cut in a carton. Place this carton in the wagon. Next, cut slots in the sides of another carton, so sides can be fitted down over the back of the wagon. Paint a keyboard on top this carton. Paint the stovepipe as desired and also the musical pipes.

Decorate the calliope with crepe paper streamers, balloons and so on. Have one clown pull the wagon while another walks behind pretending to play on the keyboard. For the music, a small crank type phonograph can be operated inside the wagon, or several small transistor radios can all be tuned to the same station.

**Goodies for the Circus**



STILT WALKER

OSTRICH

GIRAFFE

Try these mouth-watering items to sell at your circus or serve at a child's birthday party.

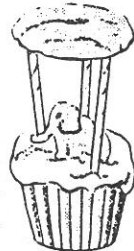
To make amusing *peanut characters*, assemble the peanuts for each section, such as legs, neck and so on; then glue shells together with household cement. Prop while drying; glue the parts together, making sure they balance well. Use large cardboard feet on two-legged creatures.

For jolly *clown*, wrap popcorn balls with cellophane. Cut eyes, nose and smiling mouth from paper and glue in place. Add paper cone hat or use an ice cream cone.

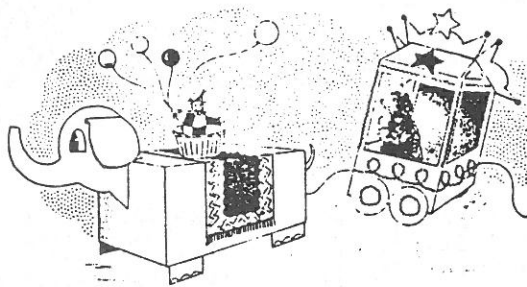
To make this little *animal cage*, set an animal cracker upright in the frosting on a cupcake. Insert soda straws or peppermint sticks in cake to support a cookie roof. Attach cookie with a bit of frosting.



POPCORN CLOWN



CIRCUS CAGE CUPCAKES

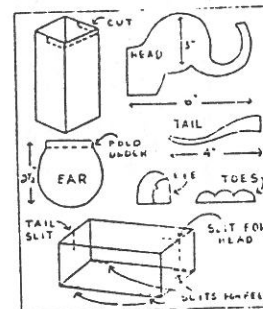


**Milk Carton**

All you need to make these circus novelties are half-gallon or quart milk cartons, plus paint and a variety of trim. For the animals and people, trace coloring book pictures on construction paper and cut out.

**Elephant**

Open the peaked top of a half-gallon carton and cut off 1/2" at top as shown by dotted lines. Fold and glue top down flat. Turn carton on side with top end at back.



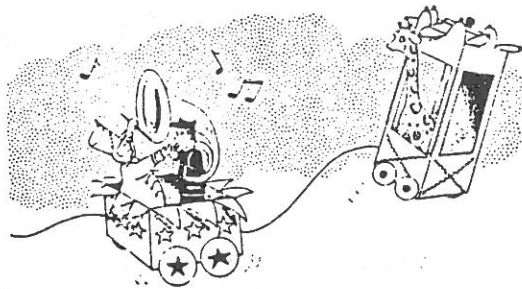
From a second carton, cut four 2" squares for feet, a head, ears and tail the size and shape shown. Slit bottom corners of body carton for inserting feet; also cut slits for head and tail as shown. Insert and glue parts in slits. Fold ear tabs and staple to head. Paint body.

Paint eyes and toes or cut them from paper. Cut a colored paper blanket; fringe edges and add rick-rack trim. Top this with a smaller blanket with scalloped edge. Glue a nut cap on top of the elephant for rider's seat. Use clown outfit for rider.

**Animal Circus Wagon**

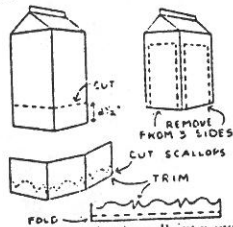
Cut out the bottom portion of a half-gallon carton about 2 1/2" from the bottom. Cut out front and sides of top portion, as shown. Insert top in bottom to within 1" of bottom; glue in place.

From another carton, cut a strip of trim, as shown. Fold along the



**Circus Fun**

dotted line to form tab; then glue across top and down the sides of roof. Cut four wheels about 1 1/2"



across and glue in place. Paint wagon as desired and add narrow rick-rack, gummed stars and beads for trim. Place an animal in the wagon.

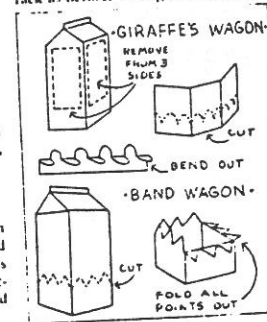
**Band Wagon**

For this vehicle, cut a half-gallon carton as shown by dotted lines. Fold out the points. Glue on wheels as for the animal wagon. Paint and decorate with gummed stars; then add musician cutouts.

**Giraffe's Wagon**

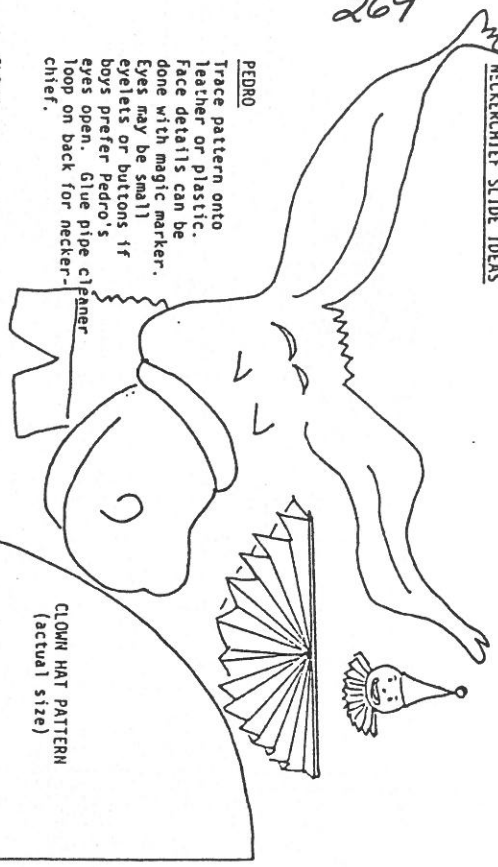
For this tall wagon, use a quart carton. Cut openings in front and sides, as shown. Cut a scalloped strip from another carton for the top trim. Bend out alternate scallops; then glue around top. Cut 1" wheels and glue in place.

Paint and trim with beads and rick-rack as before. Add giraffe cutout.





NECKERCHIEF SLIDE IDEAS



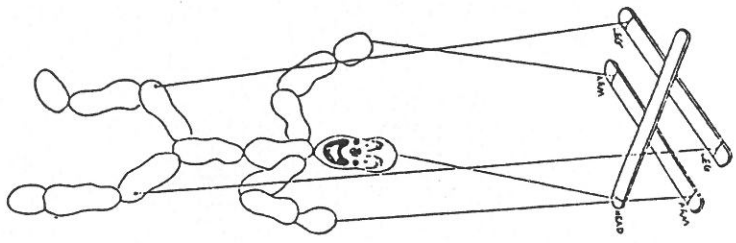
**PEDRO**  
Trace pattern onto leather or plastic. Face details can be done with magic marker. Eyes may be small. Eyelets or buttons if boys prefer. Pedro's eyes open. Glue pipe cleaner loop on back for neckerchief.

**CLOWN**  
Paint a funny clown face on a ping pong ball and glue on a wooden bead for a nose. Make a cone-shaped hat from colored construction paper, using pattern on right. Glue hat to clown's head, and add a puff of cotton on top of the hat. Accordion pleat a contrasting piece of construction paper 1-1/4" x 6", making about 1/3" pleats. Form it into a semi-circle and glue a toothpick across the back to stiffen the collar. Glue collar to clown's neck. Glue on vinyl loop to slip the neckerchief through.

**PANCAKE STACK**  
This novel neckerchief slide is made from REAL pancakes. Make your favorite pancake recipe, adding some extra water to the batter to make thinner cakes. Have the boys bake three pancakes about 2" across. Place the pancakes between two sheets of waxed paper to dry out and set a bowl on top to keep from curling. In 3 or 4 days (or at your next clean meeting), paint each cake with two coats of clear satin finish varnish to preserve it. Then glue them together with household cement. Make a neckerchief loop from 1/4" wood and cement it in place. The butter pat is a 3/8" square of 1/16" balsam wood, painted yellow. To make the maple syrup, add a drop or two of brown food stain to two spoonfuls of clear gloss varnish in a jar lid. Stir them together and let the mixture stand for an hour or so until it starts to set up and become thick and "syrupy". Carefully dribble the syrup over the stack of cakes, letting some run down the sides. When dry, you have a tie slide good enough to eat!



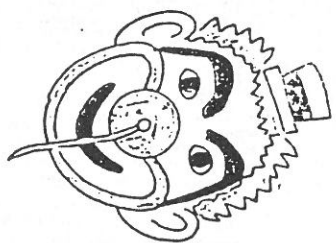
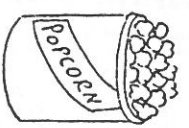
BEAUTY CLOWN



USE AN EMPTY 35 MM FILM CAN. MAKE TWO SMALL CUTS IN THE BACK TO INSERT A PIPE CLEANER RING. COVER THE CAN WITH EITHER RED OR WHITE ADHESIVE VINYL TAPE. ON A PIECE OF WHITE ADHESIVE TAPE PRINT THE WORD "POPCORN" AND FASTEN TO FRONT OF CAN. PUT ONE OR TWO COTTON BALLS IN CAN AND POUR A SMALL AMOUNT OF PLASTER OVER THEM FOR WEIGHT. WHEN THE PLASTER IS DRY, GLUE POPPED CORN IN THE TOP PART OF THE CAN. BE SURE TO USE SUFFICIENT GLUE SO THAT POPCORN WILL STICK. WHEN DRY, SPRAY WITH CLEAR ACRYLIC SHINE.

CLOWN STRING HOLDER

DRAW A CLOWN'S HEAD WITH HAT, ABOUT 8" X 10", ON CARBON. CUT OUT AND PAINT, ADDING FEATURES AND HAIR. FOR HIS HAIR, USE A STRAY CAT OR ABOUT 2 1/2" IN DIAMETER. PUNCH A HOLE IN THE CENTER OF THE CAP WITH A HEATED IRON OR IRON. PLACE THE CAP ON THE FACE AND TRACE AROUND IT. CUT OUT THIS CIRCLE, SAVING IT. INSERT PLASTIC CAP INTO HOLE FROM BACK SIDE. GLUE AND TIE THE LINE AT THE BACK OF THE HEAD. INSERT A BALL OF STRING IN THE BACK OF NOSE, BRINGING THE END OF THE STRING OUT THROUGH THE HOLE. COVER THE OPENING AT THE BACK WITH THE CARBON CIRCLE, SHINGING AT ONE SIDE WITH TAPE, SO THE STRING CAN BE REFILLED IF NECESSARY.



POPCORN NECKERCHIEF SLIDE

USE AN EMPTY 35 MM FILM CAN. MAKE TWO SMALL CUTS IN THE BACK TO INSERT A PIPE CLEANER RING. COVER THE CAN WITH EITHER RED OR WHITE ADHESIVE VINYL TAPE. ON A PIECE OF WHITE ADHESIVE TAPE PRINT THE WORD "POPCORN" AND FASTEN TO FRONT OF CAN. PUT ONE OR TWO COTTON BALLS IN CAN AND POUR A SMALL AMOUNT OF PLASTER OVER THEM FOR WEIGHT. WHEN THE PLASTER IS DRY, GLUE POPPED CORN IN THE TOP PART OF THE CAN. BE SURE TO USE SUFFICIENT GLUE SO THAT POPCORN WILL STICK. WHEN DRY, SPRAY WITH CLEAR ACRYLIC SHINE.

The Man on the Flying Trapeze

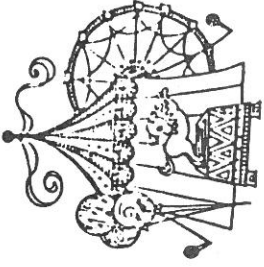
He floats thru the air with the greatest of ease,  
The darling young man on the flying trapeze,  
His actions are graceful, all girls he does please,  
And my love he has stolen away.

This maid that I loved, she was handsome,  
And I tried all I knew her to please,  
But I never could please her one quarter so well!  
As the Man on the Flying Trapeze, OH!

He floats through the air with the greatest of ease,  
The darling young man on the flying trapeze,  
His actions are graceful, all girls he does please,  
And my love he has stolen away.

The Den Trapeze

Tune: *The Man on the Flying Trapeze*  
We flew to our task with the greatest of ease,  
Our circus would have a sturdy trapeze,  
With hammer and nails and our Den Hooter's care,  
We thought we'd be able to fly through the air.  
We'd finished the job for our circus fings,  
But our trapeze was leaning - we hoped it would swing,  
When our trapeze crashed down - the star of the show!



## GAMES

**Lion Chase** - Two parallel lines are drawn on playing field, 50-75 feet apart. A player chosen as lion goes into his 'den' which is behind one of the lines. The other players venture as close to the line as they care and challenge the lion, taunting: "Lion, oh lion, come out of your den. The one you catch will be one of your men." The lion charges out of the den and tags as many players as possible before they run across the other line. All players caught become lions. Then, the other players taunt the lions again, and all lions join hands and run after others, trying to catch them by clissing like a net around them and joining hands. Players caught in this manner are allowed one attempt to break loose. If they succeed, they are free; otherwise, they join the lions.

**Circus** - Sides are chosen and the two captains sit about four feet apart, facing each other. The other players get as close to their captains as possible. One captain mentions an animal whose name starts with the letter "A" and then counts to 10. Before he reaches 10, the other captain must name another animal beginning with the same letter. This continues until neither can think of any more animals beginning with that letter, then they go on to "B". The other players on each team help their captains think of names. When a team fails to give a word before the count of 10, the opposing captain chooses a player from that side, to join his team.

**Peanut Relay** - Each member of each team is given a spoon. The first player on each team is given a peanut. At the signal, each first player carries the peanut on his spoon to a goal line, touches it with his foot, returns and places the peanut on the second player's spoon. Then he goes to the end of the line. The next players repeat until all have carried the peanut. If the peanut is dropped, it may not be touched by the hands, but must be scooped into the spoon.

**Balloon Bump Relay** - Teams are formed and each player is given a balloon. At a signal, the first player on each team blows up his balloon, holes it or ties it (depending on how rules are set up ahead of time) and then runs to a chair. He sits on the balloon and breaks it; returns and touches the second player and goes to the end of the line. The second player blows up his balloon, and so on. The first side to finish wins. This same type of game can be played as a race where all players line up side by side. At the signal, all blow up balloons, run to goal line, sit on balloon to break it and run back. The first person back in place wins.

**Dress-Up Relay** - Players are divided into two teams. Each team is given a suitcase or paper bag which is filled with old clothing, such as necktie, old hat, shoes, vest, scarf, etc. Both bags should have the same number of articles in them. When signal is given, the first two players on each team open the bag, one pulls out the clothing while the other puts them on. When he is dressed, he runs to the other end of the room, takes off the clothing, puts it back in the bag and runs back to the line where the next two players repeat the action. First team finished wins.

**Clown Hat Pitch** - Two clown hats are placed on the floor, open side up. Each boy is given three peanuts in the shell. From a distance of about 10 feet, each in turn, tries to toss the peanuts into the hat which belongs to his team. After all have played, team with most peanuts in their clown hat wins.

### Gypsy Odd or Even?

Give each 'Gypsy' six beans, corn kernels or small stones. Ask each Cub Scout to add to his collection as many as he can obtain from other 'gypsies' in the following manner: One Cub Scout 'A' extends to Cub Scout 'B' a hand which holds several of the beans, etc. asking "Have I Odd or Even?" If 'B' replies, "odd" and 'A' holds an even number, 'A' collects the beans which 'A' held in the hand and extended to him. Allow 5 to 10 minutes for this game, declaring the 'gypsy' who has collected the most beans the winner.

### Snake Eating Contest

Perhaps your Cub Scouts might like a safari to deepest Africa for a Snake Eating Contest! Have boys choose or draw for partners, line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy. Each one of the pair puts one end of the stick in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. Pair who first reach each other are champion 'Snake Eaters'.

### Wild Animal Hunt

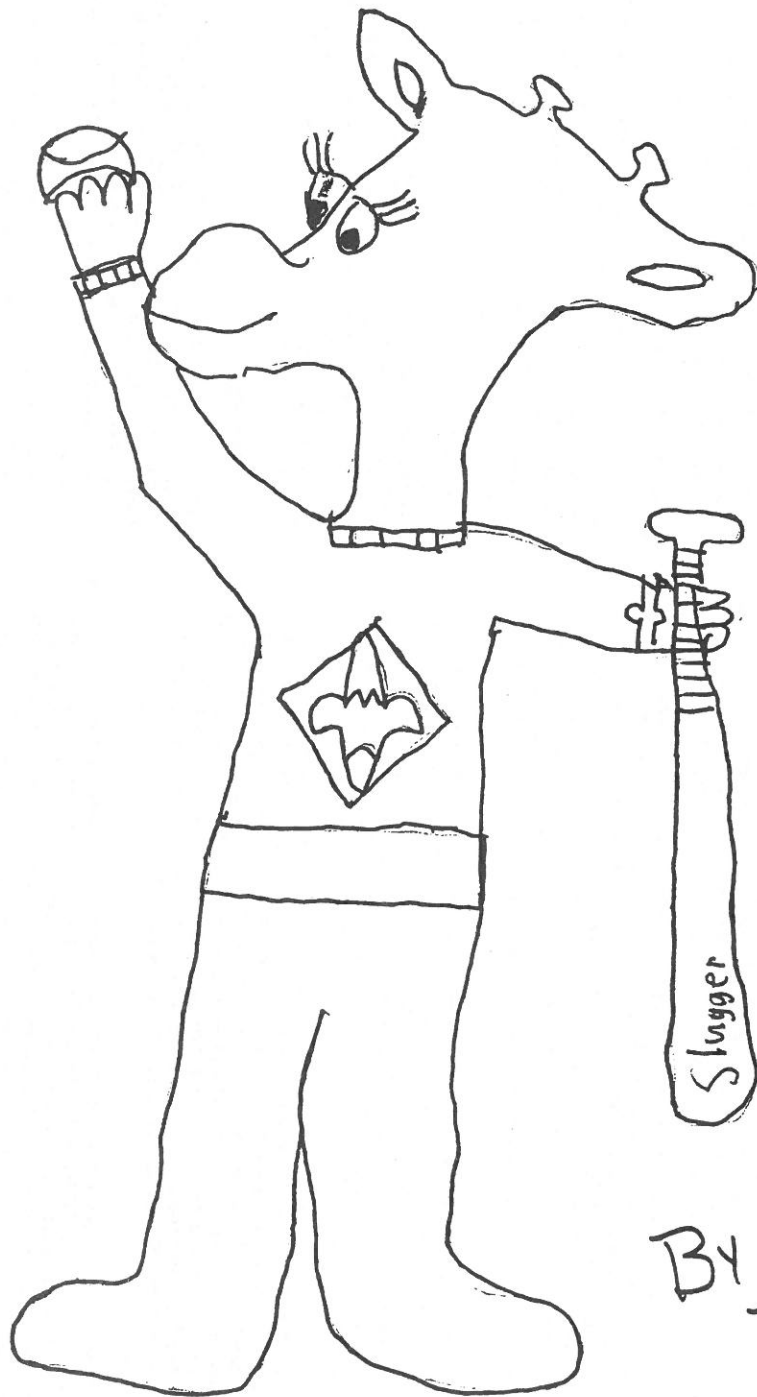
Cut out paper animal shapes such as lions, tigers, elephants, giraffes, rhinoceros, zebras, etc. These are hidden indoors or out. Each should have a certain number of points printed on it. Each boy is given paper and pencil. (Map of area showing where wild animals are hiding is optional.) When a Cub Scout spots a 'wild animal' he notes it on card, giving animal's name and points, but he tries to keep the location secret from other Cub Scouts. 5 to 10 minute time limit is set. Hunter with most points wins.

### Feed The Elephant

You will need a sheet of construction paper, folded into a cylinder, fastened with paper fasteners which is the 'Elephants' trunk. Seat Cub Scouts in a circle, with 'Trunk' horizontally placed in center of ring. One open end of 'Trunk' should be faced toward Cub playing. Each Cub gets three peanuts in shell. Object of game is to 'Feed The Elephant', by tossing peanuts, one at a time, into cylinder. Three rounds of play are used. Cub Scout with most peanuts in 'Trunk' at close of game is winner.

While on Safari, take the Cub Scouts Through The Underbrush. This game is also called Under the Broom. You will need a mop or broom handle, and two stacks of books, about 4' high, each. Build up two stacks of books about 3 feet apart. Lay broom across top of books. Line up Cubs behind broom and books. First player goes under the broom handle, circles it and walks to end of line. Next player does same, etc. Touching broom is out. When first player reaches head of line, again, remove a few books from each stack. Continue playing, removing a few books each time around, until only one player can wiggle 'Through The Underbrush', without touching broom handle.

# sports Arena



By JOSH ALTMAN  
PACK 753





MUSCLE BUILDING CHAMPS

Characters: 6 boys in uniform, holding props as described below.  
 Setting: All boys come on stage and speak their lines.

All Together: We excel in building muscles  
 We're champs at that, you see;  
 Just listen to our stories  
 And I'm sure you will agree.

(Each boy steps forward as it becomes his turn to speak)

1st Boy: I hold the title of strongest in my den,  
 Do you suppose it's because of my friend?  
 (holds up toy skunk. Other boys hold their noses)

2nd Boy: I'm known as the den's muscle man this year,  
 Most of my muscle is between my ears.  
 (Pulls out small hat from behind his back and tries  
 desperately to fit it on his head).

3rd Boy: I hold the title of the fastest of all,  
 I'm first in line for the chow basket call.  
 (Pulls out bag of cookies and begins eating).

4th Boy: I'm known as the champion of the high jump,  
 One time I missed and got a big lump.  
 (Rubs head, with painful expression on face).

5th Boy: To keep in shape, I exercise each day,  
 I wonder why my muscles turned out this way.  
 (Removes sweat shirt to show colorful padding on arms and legs).

6th Boy: I'm the champ at making things disappear, you see,  
 Watch us all disappear, as I count to three.  
 (He counts slowly 1 - 2 - 3 as curtain closes.)



Little Boy: I wonder what is really good for me to eat.  
I think I'll hold an interview and find out what's neat.

( he goes to each junk food and asks what they have to offer -  
then onto the health foods )

10-Up Drink: I contain carbonated water, citric acid, sodium saccharin,  
salts, stannous chloride, oils of lemon and lime.

Mushy Bars: I am just chuck full of milk cocoa butter, chocolate,  
soya, litchen(an emulsifier), vanillin ( an artificial  
flavoring), all just for you.

Earth Dust: In me you will find: sugar, lactose, corn syrup, adepic  
acid, coconut oil, artificial flavoring and color,  
processed with carbon-dioxide to provide sizzling.

Color Ice: Corn syrup solids, citric acids, stabilizer, guar gum,  
locust bean gum, sodium citrate and artificial colors  
are in me.

Bubble Yuck: Come and chew my sugar, corn syrup, dextrose, softeners,  
artificial flavors and BHA (to keep freshness).

Leprecan Stars: You will find a variety of stuff in me. How about:  
sugars, corn syrup, dextrose, gelatin, calcium  
carbon, sodium phosphates just for a few.

Host Sweet Cakes: Again I have like the rest: sugar, corn syrup,  
artificial flavors, scorbic acid etc.

Blue Chips: Lets try potatoes thats the best in me and then there's  
vegetables oil, cottonseed oils and the like.

#### NOW TO THE HEALTH FOODS.....

Wheat Germ: I come from the kernals of wheat and I am natural.

Soya Flour: I am milled from lightly toasted soy beans and am  
low in starches.

Barley: I have no glutens and malts are made from me.

Kelp: I am a very good source for iodine which is good for you.

Prunes: I am a dried plum with many vitimins.

Carrots: We contain carotine which is marvelous for your eyes.

Bran: I have vitimin B you need. I can give you energy.

Little Boy: *Well, I guess the answer is plain....  
The junk foods are all the same.  
All color and sugar and not much more....  
I'll start going to the health food store.  
So I can grow up big and strong,  
Not a junk food junky-for that is wrong.  
Eat the healthy foods that are all around  
And keep my body strong and sound!*

OPENING

Cubmaster: We promise that we will take part in our games, in fair competition; respecting the rules that govern them and with the desire to take part in the true spirit of sportsmanship for honor to our dens and for the glory of the sport.

Do you all promise to do your best to obey this promise?

Boys: We do.

Cubmaster: Let us all stand and face our Country's Flag as we repeat the Pledge of Allegiance.

OPENING

Arrangement: Seven Cub Scouts line up across stage holding cardboard barbells and fastened to center of each one so it will show to audience is a large letter. The letters spell out the word MUSCLES.

- M Muscles can make you big and strong.
- U Unless you try to use them all wrong.
- S So as we try with all our might,
- C Cub Scouting teaching us to use muscles right.
- L Learning to build our muscles so healthier we'll be.
- E Each one doing his best to take care of his body.
- S So these weights we hold up here now, showing that to build muscles we've learned how.

OPENING

Arrangements: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and, in turn, speak these lines:

1st boy: To keep your body strong and healthy  
Is more valuable than being wealthy.

2nd boy: When you are fit, you feel so good,  
And try to do the things you should.

3rd boy: It helps you lend a helping hand  
To needy folks around our land.

4th boy: Eating the right foods is always wise,  
And everyone needs some exercise.

5th boy: Stand on tiptoes, one, two, three.  
Touch your toes, don't bend a knee.

6th boy: Run a while, then slow your pace;  
Practice will help you win the race.

7th boy: Scouting builds young boys into men,  
And this is where it all begins.

Riddle

I am something that is lighter  
than a feather, and yet harder  
to hold. What am I?  
Your breath.

Riddle

What did one salad say to the  
other salad?  
I'm all mixed up.

OPENING CEREMONY

NARRATOR: I present to you Cub Scouts and parents, the eight best doctors. Give heed to their words.

1st DOCTOR: I am Doctor Rest....  
I cure you when you are tired.

2nd DOCTOR: I am Doctor Exercise..  
I make you strong.

3rd DOCTOR: I am Doctor Fresh Air..  
I give you vigor.

4th DOCTOR: I am Doctor Proper Food ... I help you live long.

5th DOCTOR: I am Doctor Bath.....  
I keep you clean.

6th DOCTOR: I am Doctor Sleep.....  
I make you well and help you grow.

7th DOCTOR: I am Doctor Sunshine..  
I make you cheerful.

8th DOCTOR: I am Doctor Play.....  
I keep you happy and make you smile.

DOCTORS in Unison: Employ us doctors every day, we help you all and ask no pay!

CLOSING THOUGHT

CUBMASTER: Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle applies to us. We have a body, which when kept in good condition, will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do your best to keep fit!

CLOSING

Arrangement: The following closing ceremony leaves the audience with some good closing thoughts. Seven boys line up across stage holding barbells which have letters printed on each end spelling out MUSCLE BUILDERS. Thus the first boys prop has the letters M and U and so on.

Muscles some think are really a must,  
unless you want to be a bust.

So flex your muscles and raise those weights high,  
Cause it will make you a healthy guy.

Lift all of the load you possibly can,  
Else you could be called a shirking man.

Buckle down and lift your share of the load,  
Unless you want to be a shirker on life's road.

If you always do your part,  
Lifters you will be from the start.

Do your best to lift your share,  
Everyone showing that they care.

Reaching always a little out of reach,  
Since that's the best philosophy to teach.

A PLAY ON WORDS

7 boys ( one line each )

costumes: baseball hat, holding bowling ball, football etc.  
(anything simple)

Baseball drives me batty, but I get a kick out of soccer.

Football tackles me, but skiing on snow leaves me cold.

Bowling pins you down, but sometimes there's time to spare.

Car racing is a drag and water skiing is a splash.

Basketball leaves me dribbling and with track  
I'm always on the run.

Sailing is a breeze and pole vaulting gives me a lift.

Skating is a fall sport, but there's nothing like a  
high jump for spring.

100 LB. WEAKLING

CHARACTERS: Dillard (the weakling) Henry, Muscleman, Doctor, and Marco

COSTUMES: Dillard wears shorts, long-sleeved t-shirt or sweat suit. Henry wears street clothes. Muscleman wears shorts and long-sleeved t-shirt with stuffing in arms to simulate muscles. Doctor in white jacket with large cardboard stethoscope around his neck. Marco wears black cape, top hat and magic wand.

SETTING: Dillard and Henry are in a gym. Henry is laying on a bench trying to benchpress weights. Henry wants muscles and Dillard brings Muscleman who feels of Henry's muscles and gives up; Doctor who listens to Henry's muscles with stethoscope and says there's no hope. Finally Marco the magician comes in, puts Henry in a trance. While he's in the trance, Marco stuffs rags in pantyhose and puts them under Henry's t-shirt. Marco says magic words over Henry and wakes Henry up. Marco says, go ahead and lift that 100 lb. dumbell. Henry lifts it with no problem. Henry is surprised and asks Marco how he did it. Marco pulls the stuffing from Henry's shirt. Henry can't believe it. Marco tells Henry it was all in his mind and tells him "Your only as strong as you think you are!"

A Stretching We Will Go

The following song is an audience participation-type song which could be sung and led by a den of Cub Scouts or some of the pack leaders. It can serve as a stretcher in the meeting to rest the seat. (Tune: *A Hunting We Will Go*)

1. A stretching we will go,  
Moving to and fro,  
And when we're done,  
We've had some fun,  
And relaxed our muscles too.
2. 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.
3. 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-W-W-W"

(Tune: *Jingle Bells*)

Here is a good exerciser song for stretching during a pack meeting. Do actions as song indicates, be sure to start this one sitting down. Have a group of pack leaders to sing it while the audience does it.



Clap your hands, stamp your feet,  
Let's all stand up please.  
Face to the left, face to the right,  
Now hands on your knees.  
Sit down now, stand back up,  
Clap your hands two beats.  
Now we'll all wipe our brows,  
And collapse in our seats.

Sing it through several times and each time get a little faster.

Fitness

Tune: *On Wisconsin*

Hurry Cub Scouts! Build your muscles!  
Get in shape for play.  
When we feel our very best,  
We'll do our best each day.  
Keep on running, Keep on jumping,  
Trying to improve.  
When we've grown a little older,  
We'll remain Scouts on the move.

Get In Shape

Tune: *Row, Row, Row Your Boat*

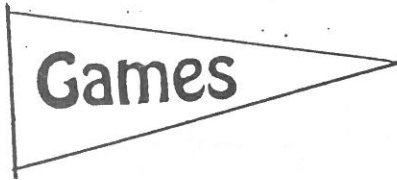
Throw the ball to others,  
Kick it to the sky,  
Get in shape for sports and games,  
We'll win more if we try!

Chew Your Food

(Tune: "Row, Row, Row Your Boat")

Chew, chew, chew your food  
Gently through the meal.  
The more you chew,  
The less you eat  
And the better you will feel.





### Wrestling

A towel will take the brunt of the punishment in this wrestling match. Gather and tie the ends of the towel. Mark the center of the towel with paint or colored string. Mark a line on the ground.

Tie each couple together at the wrist. Give each pair an end of the towel. Have the center of the towel over the line on the ground. At a signal, the test of brute force begins, as each pair tries to pull the other over the line to defeat.

### Weight Lifting

The weight isn't really the challenge in this event, but balance is. First, nail a paper plate to the top of a ladder. Then, with their wrists tied together, have each couple try to lift an egg on a spoon and deposit it on the paper plate. Start with the egg on the ground.

### Track Event

This time, tie a left and a right ankle of each pair together. Attach a balloon to a string about a foot long, and then tie it to the tied ankles of the pair.

At a signal, the teams will race toward a finish line. Any team breaking its balloon, en route, will be disqualified.

### Soccer

For each soccer ball, use a paper bag with a ball inside. Tape the bag closed. This will make the ball easier to control.

Tie each pair together, side by side, at the waist. Standing about 20 feet from a finish line, have them kick their ball toward it — if they can! No fair using hands!

### Fizzical Toes

Have each boy remove one shoe and one sock. Then give each boy three marbles. Without using their hands in any way, the boys are to lift and carry each of their marbles with their toes from the starting point to another point. The first to get all three marbles to the finish line wins. (When first using this stunt, have the finish line nearby so the boys don't get discouraged. Each time you use the stunt with the same group of boys, though, be sure to move the finish line further away as they will be able to do this quite quickly.)

### Balance Tag

Have two players start, one is "it" and the other is the runner. Give each a book which he must balance on his head during the chase. This game results in some funny postures.

# Mixed Up Sports



### Flipper-Jogging

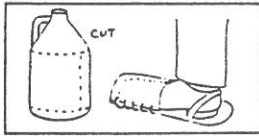
With swim flippers, the popular sport of jogging takes on a whole new dimension.

Make a pair of flippers for yourself out of two gallon plastic bottles. For each flipper, remove the top and bot-

tom of the bottle. Cut down seam and flatten remaining section out. Fold one end of the plastic over the top of your foot and staple to fit your foot. Trim to the curve of your foot. Stitch sides of toe with string; remove staples. Attach a ribbon or

string loop to the back of the sole to fit around the back of your heel.

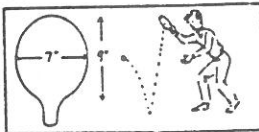
Put on your flippers and you're ready to flipper-jog! Get on your mark! Get set! Go! Race either as individuals, competing against one another, or organize into teams and hold relays.



### Ping-Pong-Basketball

For this hodgepodge game, make a paddle, about 7" x 9", out of stiff cardboard. Also, round up a wastebasket and some ping-pong balls.

Set the basket on a chair and draw a chalk circle around it, 4 to 6 feet



away. The first player to hit a ping-pong ball into the basket without crossing the line is the winner.

This is great fun for team play, too. Set a basket at each end of the room, omitting the chalked circles.

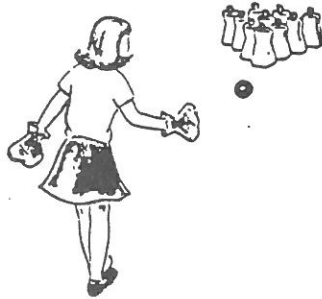
Put two sports together and you can have lots of crazy fun. Some of these games are designed for outdoors, others for indoors, and some may be played either indoors or outdoors. If you like a challenge, you'll really go for these games.



### Ball-Fencing

Two players take on each other. Each player has a ball and tries to tag the chest of the other player with his ball. First to tag the other fellow's chest wins.

Player uses hand with ball to defend himself. Other hand and arm are up, fencing-style.

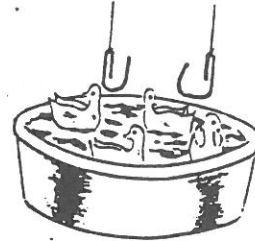


### Box-'N-Bowl

You'll need boxing gloves for this mixed up sport. Make each glove from a small paper bag, stuffed with paper. Slip your hand into the bag and fasten the bag around your wrist with a rubber band.

For pins, set up plastic bottles. Toss or punch a ball with your gloved hands to knock down the pins.

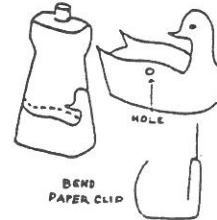
Keep score. Player knocking down the most pins wins.



### Duck-fishing

Instead of shooting for ducks, why not try your hand at fishing for ducks?

From flat-sided plastic bottles, cut ducks, as shown. Add a small hole in



one side. Make a good many ducks, so there are lots of them for everyone to fish for. Set ducks in a large tub of water. Shape paper clips into hooks and attach lengths of string.

Every player has a "hook and string" to fish for ducks. Player getting the biggest catch wins and gets to keep all the ducks.

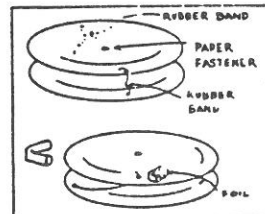


### Shot Put-Discus

Here are two track and field events combined. For the discus, attach two paper plates at the center, bottom to bottom, with a paper fastener. On opposite sides of the plates, punch holes in the rims near the edges. Tie a rubber band through the holes, with about a 2" length between plates.

To hold the shot, bend a 2" soda straw in half and glue near the edge of the top plate. For shots, crunch up tiny pieces of paper.

To play this wild game, place the shot in the soda straw on the discus. Hold the discus with the shot opposite you. Turn the top plate as far as you can and let go. Player who puts the shot the farthest wins.



### 1. Bird and Bug

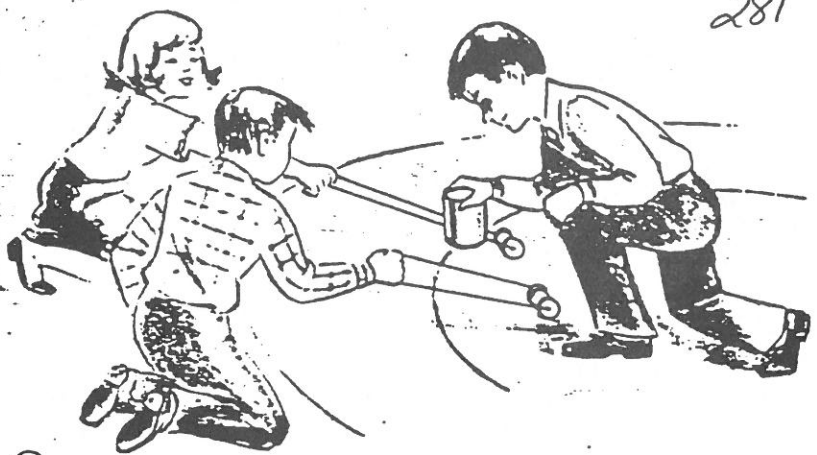
This is a fast moving, hilarious game. What you need can be put together in a jiffy.

The object of the game is for the bird who is "it" to catch a bug. The bird has a can for catching the bug, which is a spool tied on a string.

Make a bug for each player. To do this, merely slip a spool on the middle of a piece of string, about two yards long, and tie ends together.

To play the game, draw a circle with chalk, 3 to 4 feet across, for the bird to stand in. Then, draw another circle, about two feet outside of this, for the bug's guideline.

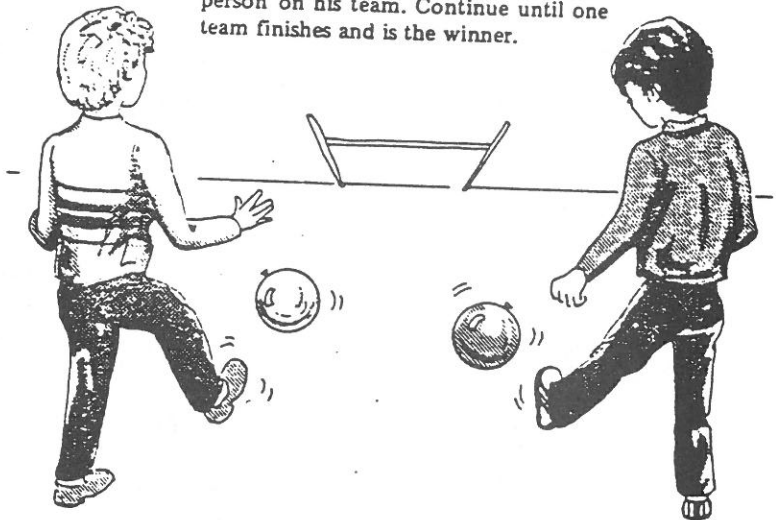
Players, one at a time or all together, roll their bugs into the bird's circle. The bird tries to plop his can down on one of the bugs before the bug escapes by a pull on his string. When the bird catches a bug, that player becomes "it" and changes places with the bird.



①

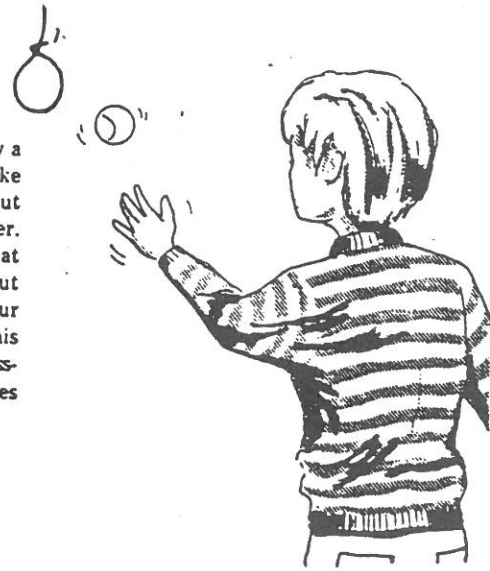
### PUNT RELAY

Divide the group into teams. At a signal, the first member of each team kicks the football (a balloon) along the floor to a "goal," then picks up the balloon and runs back to give it to the next person on his team. Continue until one team finishes and is the winner.



### FORWARD PASS

The object of this game is to throw a tennis ball through a wire circle. Make the circle, larger than the tennis ball but not too large, from a wire coat hanger. Suspend the circle from the ceiling at about shoulder height. Standing about 10 feet away, each player gets four "downs" in which to throw the tennis ball through the circle. Reward successful passers with award ribbons or badges made from ribbon or paper.



# TREASURE HUNT

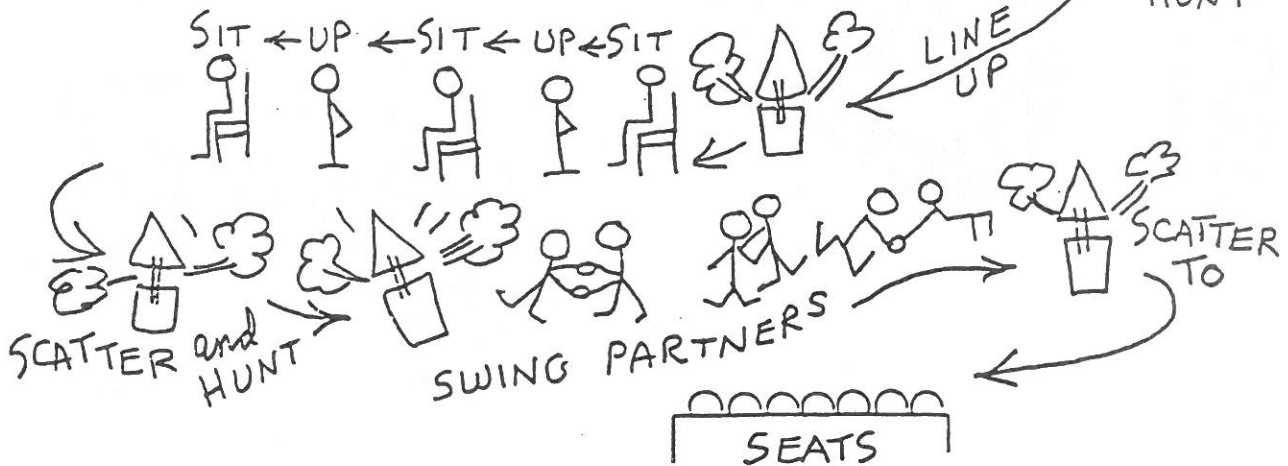
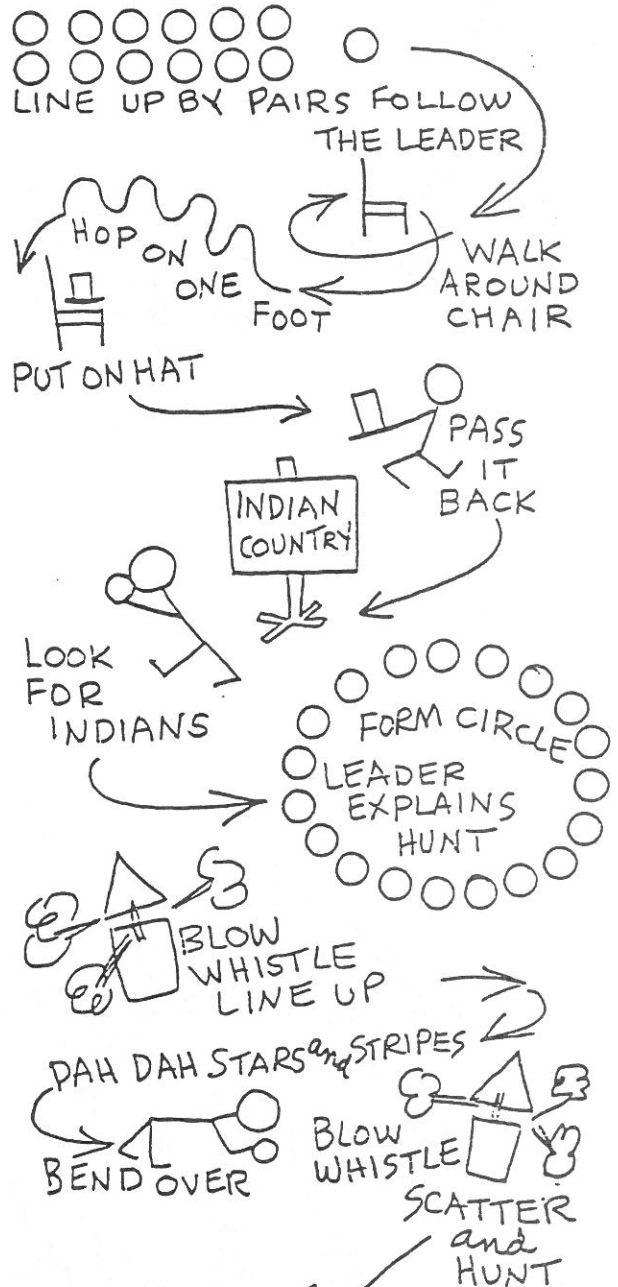
This game combines features of a grand march, follow-the-leader and a treasure hunt. Everyone gets a partner and lines up for the march. They follow the leader. At a point, the leader halts and explains the treasure hunt. He gives a starting signal and partners, holding hands, scatter to hunt for wrapped candy or gum.

When a pair sights a piece of candy or gum, they point to it and call out the name of their Den Chief who rushes to the spot and picks up the wrapped article.

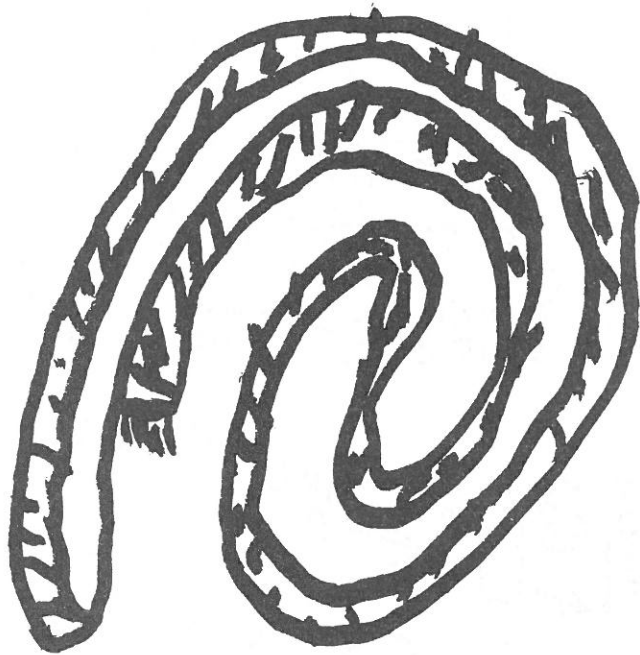
When leader blows whistle, every pair falls into line and continues follow-the-leader until the whistle sounds again as signal for the hunt.

Gum or candy should be placed so it can be easily seen.

Den Chief is the only one who can retrieve the candy or gum for the den.



# BUCKSKIN PIONEER



By ZACH GILL  
Pack 438



PRE-OPENING

AKELA	A	K	E	L	A	A
ARROW OF LIGHT	R	O	W	R	Q	D
WOLF	R	O	E	B	T	V
BEAR	O	R	B	E	S	A
BOBCAT	W	R	E	S	N	N
FUN	O	O	L	F	U	C
ADVANCEMENT	F	W	O	L	F	E
PACK	L	S	S	A	P	M
ARROW	I	N	O	B	M	E
WEBELOS	G	E	P	B	A	N
BB	H	D	A	S	C	T
GAMES	T	A	C	B	O	B
DENS	H	D	K	E	U	T
	M	S	E	M	A	G

OPENING

PERSONNEL: Akela (an adult), operator of spotlight, tom-tom beater, a Cub Scout, A Scout, and an Explorer (each in uniform), Cub Scout or adult dressed as Indian.

EQUIPMENT: Indian tom-tom, spotlight, large cardboard compass board painted blue in east - gold in south - silver in west - with large cut-out Scout badge at north, 8 to 18 inch candle with a strip from the side of a safety match box wrapped around its base, a wooden arrow painted old with wooden safety matches taped to tip.

ARRANGEMENT: Compass board is supported by a small easel, and a candle is inserted in center. Room Darkened. A tom-tom beats off-stage, a spotlight swings around room, centering on compass board.

AKELA: We look to the compass for our guide. We find at the north an Indian with his spirit of adventure. (Indian enters, carrying arrow, and stands behind compass board) We find at the east a Cub Scout bringing his eagerness like the dawn of a new day. (Cub Scout enters and stands at right of compass board) We find at the west an Explorer, only a step from manhood, whose ideals of Scouting. (Explorer enters and stands at left compass board) We read the compass, we set the course...trained leadership will not lose the trail. Look again, the "light of Scouting" burns (the Indian places his gold arrow to the candle, scratching the wood his gold arrow lights the candle) Now will everyone join me in the Pledge of Allegiance to the flag.



Closing Ceremony

Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me. I come before you, one of your many children. I am weak and small I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I may hear your voice. Make me wise, so I may learn the things you have taught my people, the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy - myself. Make me ever ready to come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirit will come to you without shame.

(This prayer, composed by Chief Yellow Lark, a Blackfoot Indian could be read by Cubmaster (dressed as Indian Chief) with hands raised before audience.)

Indian Version of the 23rd Psalm

Ther great Father above, is a shepherd chief.  
 I am His...and with Him I want not.  
 He throws to me a rope...and the name of the rope is love.  
 He draws me into a place where the grass is green and the water  
 is good.  
 I eat, and drink and lie down, satisfied.  
 Sometimes my heart is very weak and falls down,  
 But He lifts it up again and leads me onto a good road.  
 His name is Wonderful.  
 One day He may take me to a place between high hills...  
 It is dark there, but I will not draw back or be afraid.  
 For it is there, between those mountains  
 That the Shepherd Chief will meet me...  
 And the hunger I have had in my heart will be gone.  
 Sometimes He makes the love rope into a whip,  
 But afterwards He gives me a staff to lean on.  
 He spreads before me a feast, with all kinds of food.  
 He puts his hands on my head and all the tired is gone.  
 He fills my cup, to overflowing.  
 What I tell you is true...I lie not.  
 If I stay on the straight path and walk toward the sun through  
 his life,  
 Sometime, it may be soon, it may be longer,  
 It may be a long, long time.....  
 But I will go to live in the big teepee  
 And sit down with the Shepherd Chief, forever.

## CLOSING

INDIAN PRAYER

Morning Star wake us, filled with joy  
 To new days of growing to man from boy.  
 Sun, with your power, give us light  
 That we can tell wrong and do what's right.  
 South Wind, we ask, in your gentle way  
 Blow us the willingness to obey.  
 North Wind, we ask, live up to thy name,  
 Send us the strength to always be game.  
 East Wind, we ask, with your breath so snappy,  
 Fill us with knowledge of how to be happy.  
 West Wind, we ask, blow all that is fair  
 To us, that we may always be square.  
 Moon, that fills the night with red light,  
 Guard us well while we sleep in the night.  
 Akela, please guide us in every way,  
 We'll follow your trail in work or play.

\* \* \* \* \*

## CLOSING

INDIAN STYLE CLOSING CEREMONY

Form group into huge circle and do the friendship dance. Everyone faces in and holds arms around neighbor's shoulders or waist while doing a slow side-step dance to the beat (1 - 2) of the Tomtom. Close by repeating this Benediction: "May the Great Spirit be with you until we meet again."

\* \* \* \* \*

## GAME

INDIAN SHINNY OR FIELD HOCKEY

Here's how the Dakotas played shinny. Use a broomstick about 30 inches long, a ball of rags (about the size of a grapefruit) covered with tape, and two goal stakes 10 feet apart at each end of the playing field.

The ball is placed in the center of the field, and the teams start to drive it, as in hockey. No one may touch the ball with his hands. The first team to drive the ball through the other team's goal wins the game.

CLOSINGS

PERSONNEL: Akela, eight Cub Scouts

EQUIPMENT: Small campfire, blue paper or cardboard 3 feet square, with cutouts for stars in Big Dipper and the North Star, eight small or pen-type flashlights (one for each Cub Scout)

ARRANGEMENT: Akela and 8 Cub Scouts stand near campfire with the figure of the Big Dipper and the North Star at one side of the fire. Cub Scouts stand behind the figure of stars with lights, they flash behind their star in the Big Dipper as they speak.

AKELA: For thousands of years people have grouped the stars together as figures in constellations. This was probably done by the early shepherds as they lay on the grass looking at the sky while tending their sheep. There they could see pictures of heroes, kings, queens, men, maidens, and monsters in the stars. The constellation we know best is the Big Dipper. Taking the stars that form the outer edge of the Big Dipper, sight upward, and the bright star you see is the North Star, which for centuries has been the guiding star for travelers. (One Cub Scout flashes his light in the cutout for the North Star.) It remains in the same place all the time. Let the North Star be our guiding star representing our God. Keep your eyes on the North Star. Each star in the Big Dipper can help you keep your eyes on the North Star--to become your guide for living. Then let your light so shine that you can help others find the way. Now each of the Cub Scouts will tell what each star in the Big Dipper represents to him in his quest to find the guiding star. (As they speak, they flash their light behind their star.)

1st Cub: The Holy Bible

2nd Cub: My minister (pastor, rabbi, or priest)

3rd Cub: My mother and father

4th Cub: the Cub Scout Promise and Law of the Pack

5th Cub: My Den Leader

6th Cub: My Cubmaster

7th Cub: My Den Chief

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. Goodnight.

Indian Lore Advancement Ceremony

Personnel: Cubmaster is dressed as an Indian Chief; an adult is dressed as a medicine man, and another adult is dressed as an old fur trader with saddle bags. Medicine man and Indian Chief at front of room.

Medicine Man: There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!

Fur Trader: (Looking wild, wooly and hurried, enters room carrying saddle bags.) Is this the meeting of Cub Scout pack \_\_\_?

Cubmaster: Yes, it is. Who are you?

Fur Trader: I'm the rider from the trading post.

Medicine Man: I'm heap glad to see you.

Fur Trader: Well, I hope you're ready to trade.

Medicine Man: Hmmm. I have 3 blue beads for \_\_\_ (name) \_\_\_ who has earned the Bobcat rank.

Fur Trader: Good enough. Where is the varmint?

Cubmaster: Will \_\_\_ (name) \_\_\_ and his parents please step forward? Congratulations on your hard work!

Medicine Man: I have 3 red feathers for \_\_\_ (name) \_\_\_ who has earned the Wolf rank.

Fur Trader: Good deal!

Cubmaster: Will \_\_\_ (name) \_\_\_ and his parents please step forward?  
(Continue presenting awards in similar manner.)

Cubmaster: (To Fur Trader.) Thanks for getting here on time with all our awards. The boys really appreciate it.

Medicine Man: Ugh!

Fur Trader: , My pleasure, son. Now I gotta be gettin' along. So long!  
(He exits.)

COONSKIN CAP TIE SLIDE



Use 1/2" strip of tan fake fur, glue around suitable tie slide material. (card-board circle, plastic pip cut to the right length, etc.) Cut a tail out of fur. With a black permanent marker, make strips on hat and tail. Glue tail to hat.

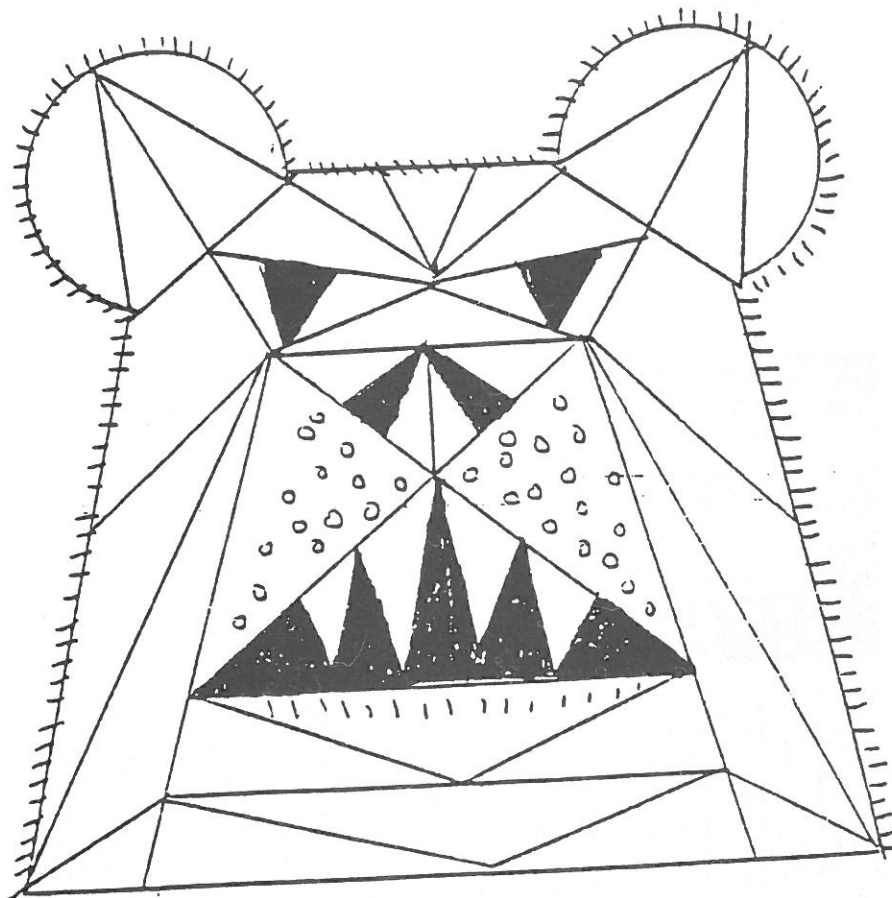
## GAMES

**PONY EXPRESS RELAY**—Each den is given a paper bag full of crumpled newspaper and is divided into two groups. They should be separated as far as possible. On signal the first "rider" in each den grabs the bog from the floor and races to the other group and puts the bag down. The first "rider" in the other line then races back to the start. This continues until all "riders" in the den have finished. First den through wins.

**COYOTE AND SHEEP**—One BOY is the shepherd, one the coyote, the rest sheep. The shepherd and sheep form a line, hands clasped around the waist of the BOY ahead, with the shepherd at the front. The coyote says, "I want fat meat!" and the shepherd extends his arm. The whole line weaves this way and that to avoid the coyote. When the coyote tags the last sheep, the shepherd becomes the coyote and the next BOY in line becomes the shepherd.

GATHERING TIMEGRIZZLY HUNT:

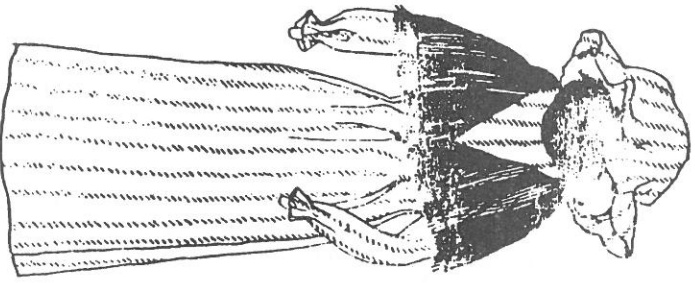
Can you Bear it? Find the total number of triangles in this bear. If you can find 50 (or more) -- You're a really Grr-eat Hunter!



# 291 Make An Apple Doll

MATERIALS NEEDED:

- 1 medium-size apple
- 1 small kitchen knife
- 8 pipe cleaners or thin pliable wire
- Salt water or lemon juice
- Small wad of cotton
- 8" x 10" piece of fabric
- 8" x 10" piece of another fabric
- White glue
- Thread
- Needle

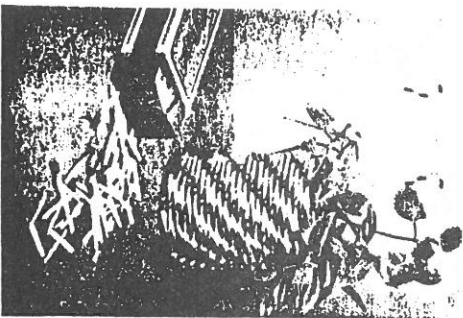


1. Peel and core the apple.
2. Cut a flat plane for the forehead and cut around to make a wedge-shaped nose. Make slits for the eyes. Slice the sides of the face down to flat planes. Put a slit for the mouth. Cut around flaps for the ears. Make light slashes on forehead and around the eyes for wrinkles.
3. Soak the head in salt water or lemon juice to avoid discoloration for no more than half an hour. More time than that will make it soggy.

4. Take two pipe cleaners and put them through the core, then twist them together on the top. Bend the ends of the cleaners at the bottom side and hang the apple in a warm, airy room to dry. In winter you can put the head in the oven and heat it at a very low temperature of about 200° for no more than ten to fifteen minutes. This will take the excess moisture out. The head will rot if it dries too slowly. It should dry in about three to four days. When dried, it will be about a third of its original size and will feel spongy. It will

- look like an old person's head.
5. Bend the twisted ends of pipe cleaners to the sides of the top of the head.
  6. For the body, take two pipe cleaners and twist them around the two ends at the bottom of the head. For arms, about  $\frac{3}{4}$ " down, take

- two more pipe cleaners and about in the middle twist them around the body part to form a cross. For legs, wrap 1 pipe cleaner around bottom of body and wrap another on top for the other leg. Pipe cleaners form the body's skeleton.
7. For the hair take a small wad of cotton and glue it on the head. Let it dry.
  8. Make a bonnet by cutting a  $\frac{1}{4}$ " circle of cloth. Hem around the edges. About  $\frac{3}{4}$ " from the outer edge, stitch a circle and pull 1" of thread out to make a gathering and tie it off. The hat should fit loosely on the head.
  9. To make the dress, cut two pieces of material, 3" x 2", for the sleeves. Fold one piece in half, wrong side out, and stitch lengthwise,  $\frac{3}{8}$ " from the edge. Make a gathering at the wrist, about  $\frac{3}{8}$ " away from the edge. Do the same thing with the other piece for the sleeve.
  10. Cut two pieces, 3" x 7", for the dress. Fold in half lengthwise, wrong sides out,



A CHARMING WINDMILL. Plaques and a "striking" vase from burnt matches.

## It's Match-Craft!

Nice enough for gift-giving, these burnt match projects are so pretty you'll make more for yourself!

Use wooden kitchen matches and white glue. Work on waxed paper.

To prepare the matches, light them and blow them out immediately, so the just the tips are burnt. Use kitchen shears to cut the burnt matches to the desired length, when necessary.

### Windmill Plaque

So simple the kids can make it, this quaint plaque adds a touch of charm any room.

For each vase, glue five matches together, as shown. Make nine vases; for the tail, glue seven matches together, shown. Cut the heads off two more matches, and cut one of these in half to the tail (shown shaded).

Use ten matches to make each leg of the windmill, gluing the matches together, as shown. Make two legs. Let dry. For the top of the windmill, paint a 2" circle of cardboard, and glue 10 vases evenly around it, as pictured. Glue the tail between any two vases.

Place the legs so that the tops touching and the bottoms are 3" apart. To make the crossbars, glue 10 matches together as shown, spread each set of matches to the width needed. When the crossbars are dry, glue them in place across the legs. Glue the tops of the legs to the bottom of the cardboard circle. Add a hanger





### CUB SCOUT PROMISE (by Indian Sign Language)



OATH

On my honour I promise



EFFORT

that I will do my



WORK (GOOD)

best to do my duty



(WITH GREAT) MEDICINE

to God and my



(WITH MY) COUNTRY

country



(WORK) WITH

to help



ALL

other people



PEOPLE



OFTEN (LISTEN)

at all times



WOLF

to obey the Scout Law



TRUE

Most boys of Cub Scout age love watching "Westerns", whether in the cinema or on television. They all probably have some idea that the Indians of North America use sign language to communicate with each other, and not just smoke signals!

There is a particularly unusual and expressive method of communication. Look how an Indian might make the Scout Promise in sign language.

Why not get the Cub Scouts to renew their Promise in Indian sign language? It will be interesting to see how, in the first phrase, instead of *I promise*, they manage to express *I renew* or *I promise again!*

# Western Costumes

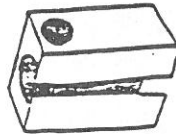
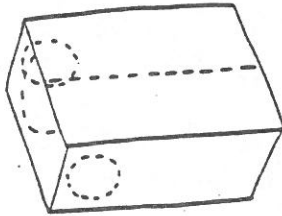
You can make some quick and easy Western costumes with just brown paper bags and wrapping paper.

These costumes could be used for playtime, or to dress the actors for the skits found on page 31.

To give some of your costume pieces a leather-like appearance, crush and recrush the paper with your hands until it is softened and wrinkled as much as possible. Then, spread out the paper and iron with a lukewarm iron. To decorate your finished garments, use crayons or felt markers.

## Cowboy Costume

**Vest:** Use a large grocery bag. With the bottom of the bag for the shoulders, slit the grocery bag up the front; then cut openings for the neck and arms, as shown by the dotted lines.

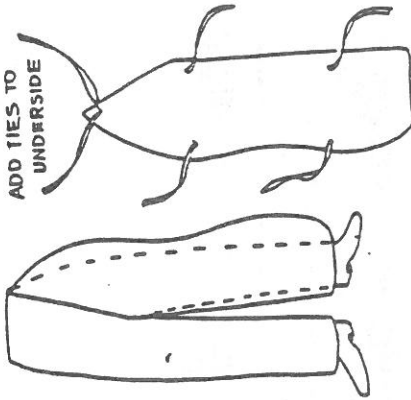


Now, crush the bag and iron it for a leathery look. Cut fringe around the bottom of the vest. For added decoration, glue on paper circles with fringe added at the centers. If you want, you could also draw on cattle brands.

**Chaps:** From brown paper, cut each leg of the chaps; taper it at the top, as shown.

Crush and iron the paper. To attach the chaps to your belt, staple tape or ribbon ties to the top. Also add pairs of

ties, as pictured, to the underside of the chaps, to tie around your thighs and below the knees.

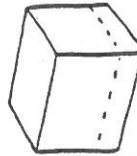


ADD TIES TO UNDERSIDE

Add paper circles, with fringe at centers, for decoration.

**Hat:** You will need two brown paper bags for this hat. For the crown, use a bag that fits loosely over the child's head. Use a 10" x 16" bag for the brim.

For the crown, fold in the top edge of one bag until you have the height desired. Invert the bag and push in the top of crown for a crease, as shown.

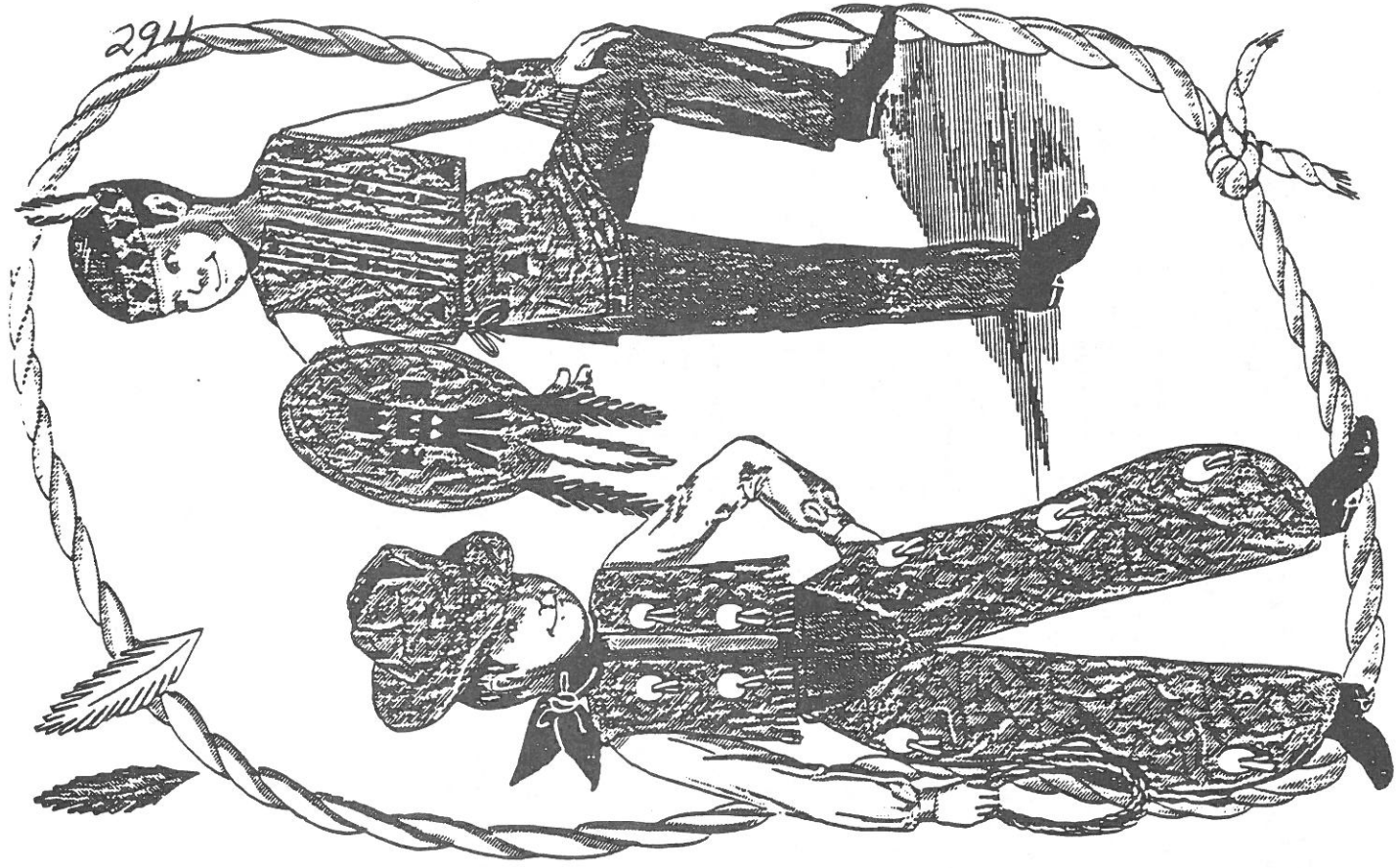


FOLD TO INSIDE

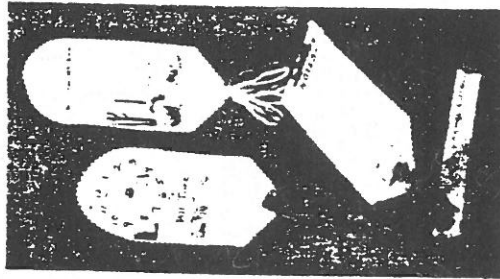
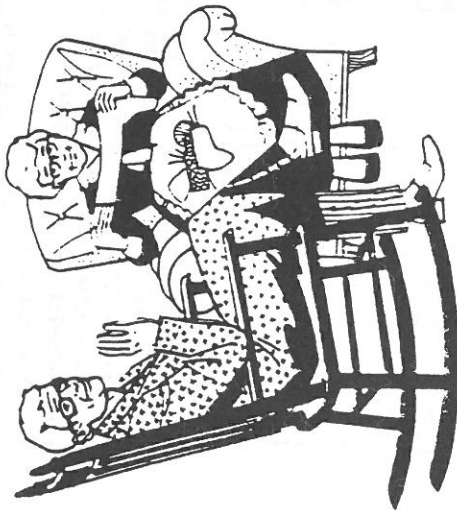


CREASE TOP

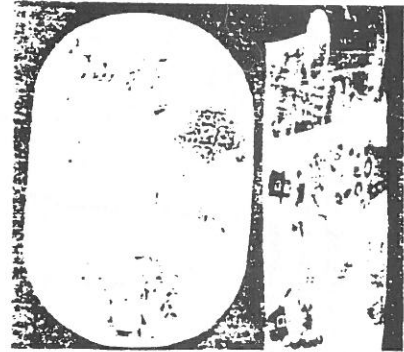
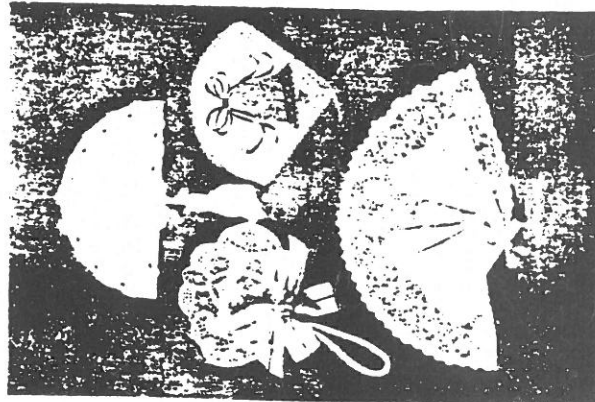
For the brim, cut off the bottom of the other bag. Flatten so you have two layers about 16" square, with the seam running down the center of the underside. Brush glue between layers, press together, and let dry thoroughly.



# Service Projects to make for a



Spread summer sunshine to the elderly with simple craft decorations.



# Retirement Home

Edith Jensen  
Milwaukee, WI

## Fan Flair

*Fancy fans bring back a little nostalgia and keep you cool on hot summer days.*

**Gold Fan:** Cut two identical triangular shapes with rounded top edge from a gold gift box. Glue shapes together.

Glue a gold bell on one side and a gold cross on the other. Glue gold braid trim around edges on both sides, and attach a matching bow to bottom of fan.

**Lacey Fans:** Cut two identical shapes from discarded plastic lace tablecloths and construction paper. Glue paper to each lace piece. Cut a slightly smaller shape from cardboard. Insert cardboard and chenille loop handle between the two fan shapes. Glue all pieces together. Attach a pretty bow for trim.

**Paper Plate Fan:** Fold a paper plate in half. Punch holes an inch apart around the half moon shape. Thread yarn through holes around fan to hold fan together, and tie at bottom center in bow. Decorate fan with pretty pictures from old cards or magazines and a yarn tassel.

**Folded Fan:** This type of a fan can be made from paper lace placemats, wrapping paper, magazine pages, etc.

Simply double the material, and glue together. Starting at sides, fold in accordion pleats. Glue bottom folds together and punch a hole in center for ribbon bow to hold it together and for a decorative touch.

## Bookmarkers

*A variety of bookmarkers that can be easily made from decorative cardboard gift boxes with different trims.*

For the marker, use pinkish shears to cut cardboard to about 3" x 8", shaping

the edges as you choose. Punch a hole at the bottom for adding a bow or tassel trim.

**Prayer Marker:** Glue on a religious verse and decorate with pictures.

**Reminder Marker:** Glue on a paper clock face to top of marker. Insert a paper fastener for hands and the message, "PILL TIME."

**Noteпад Marker:** Label the top of marker, "NOTES." For notepad, cut pieces of white paper to fit bookmarker. Staple at top edge. Add a bow at top for trim.

## Seasonal Placemats

*A clever project for using up all the greeting cards you received during the year.*

Divide the cards into seasonal categories: Spring - Easter cards, birds and flowers; Summer - animals, sports and scenery; Fall - Halloween, Thanksgiving and fall scenes; Winter - Christmas, snow scenes and valentines.

For placemat, cut the size you desire from an old clean window shade (11½" x 16½" is shown). Use oval shape for egg; use rectangular for the rest.

Arrange the cards close together or apart to depict the season you wish to feature. When you have shifted cards to your liking, glue each card to window shade. With the aid of a friend, place clear Contact paper over cards on mat. The clear plastic must be kept taut to prevent wrinkles.

Next, peel adhesive off decorative Contact paper, and place mat on adhesive side. Do not wrinkle - keep taut. Press down firmly. Trim sides so there are no uneven edges.

BRAVE PIONEERSTune: Battle Hymn of the Republic

Who were the fearless pioneers  
 Who helped carve out our land,  
 Who traveled down the rugged trails  
 They were a fearless band.  
 They braved the weather and the wilds,  
 Those men and women bold,  
 Their story should be told.  
 (chorus)

Buffalo Bill and Daniel Boone  
 Two of the very best;  
 Zebulon Pike, Kit Carson,  
 And Jim Bridger and the rest.  
 Brave pioneers who risked their lives  
 To make this country grand.  
 We thank you for our land.  
 (chorus)

Chorus

Traveling to an unknown land,  
 A very brave and daring band,  
 Pioneers, we think you're grand,  
 For lending us a hand.

COLUMBUS SONGTune: Yankee Doodle

In fourteen hundred and ninety two  
 Columbus sailed from Spain,  
 With three small ships and eighty men  
 Across the bounding main.  
 (chorus)

Columbus was a sailor fine  
 He knew his navigation  
 And even though his men were scared,  
 He was their inspiration.  
 (chorus)

Don't be frightened men" he said,  
 "Just think what's on the shore,  
 "Silks and spices, jewels and gold,  
 "What sights there are in store."  
 (chorus)

All night long he kept his watch  
 The ship tossed to and fro  
 And when the light of dawn appeared,  
 The first mate yelled: "land ho!"

Chorus

"Sail on", he said, "Sail on and on,  
 There's nothing you should dread;  
 We'll find the New World soon I'm sure,  
 Just think what lies ahead".



YAHOO! BIKE RODEO

A bicycle rodeo requires most of the work early. The benefit, of course, is that when the event finally comes, even you can have a good time, and your group will love it.

The best place for a bike rodeo is a large parking lot. If it is being planned for a Cub Pack, each den thinks up a ranch name which is printed on cardboard and attached to the back fender of each bike. Names can be simple ones such as \*(double star) or an R-on its side(Lazy R). Each Cub makes up his Cowboy name, such as Wyoming Ed, Sundance Bob, or Hopalong John. These can be written on cardboard and taped to the handlebars. These may also serve as each BOYS score card, as shown below. Activities can be written on these cards for scores for each event.

SUNDANCE BOB  
\_\_\_\_\_  
CACTUS \_\_\_\_\_  
CORRAL \_\_\_\_\_  
PONY EXPRESS \_\_\_\_\_  
RATTLER \_\_\_\_\_  
CAMPFIRE \_\_\_\_\_  
  
TOTAL \_\_\_\_\_

Dens may compete against dens with one den as Pack Champion. You may wish to have one champion per den or one individual, overall Bike Rodeo Champion.

Arrange before hand to have enough adults on hand to serve as judges. Provide each with pencils and score sheets which should be prepared before the rodeo. Encourage the judges to dress for the occasion with cowboy hats and shirts.

If possible, have cowboy songs playing on a record player for background music. Maybe you can round up a big brother or sister who can entertain with a song or two on the old "gee-tar."

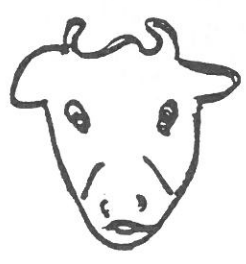
Be sure the BOYS know exactly what they'll be judged for in each event. . .timing, accuracy, whatever. If they're being tested for accuracy, for example, they should know it means it's not necessary to hurry. The BOYS should walk through the course and ask questions before it begins. The way this bike rodeo is set up, low score wins.

The BOYS will be judged on dexterity, speed, and accuracy. . .but mostly you'll want them to have a rip-snortin' good time!!!

CORRAL THE DOGGIES:

THE IDEA--Each Cowboy must circle the doggies twice following the marked line.

TESTS--Speed and Dexterity



PROPS--With tape, mark a circle about 6-8 feet across, paint several half gallon milk cartons brown. Following pattern, add a calf head made of paper to each carton. Set them in the center of the circle as "doggies."

SCORING--Each cowboy is timed. Time in seconds is added to score.



PONY EXPRESS:

THE IDEA—Get the message through and Pronto! At a signal from a marked spot, each cowboy rides as fast as he can to a marked destination.

TESTS—Speed

PROPS—Starting and stopping points can be made easier to spot with the help of cowboy hats or boots set at the finish line.

SCORING—Time in seconds is added to score.

STOMP THE RATTLER:

THE IDEA—Biker must ride over a wriggling "rattler."

TESTS—Dexterity and accuracy

PROPS—One of the adults pulls a wriggling rope (supposedly a rattler) as the biker tries to cross over it and "stomp the varmit!" Rattler is painted red at tip, then yellow, then blue.

SCORING—If biker rides over rope at red, he gets two points added to his score. If he rides over yellow, 4 points. If he rides over blue, 6 points. (Remember, LOW score wins.)

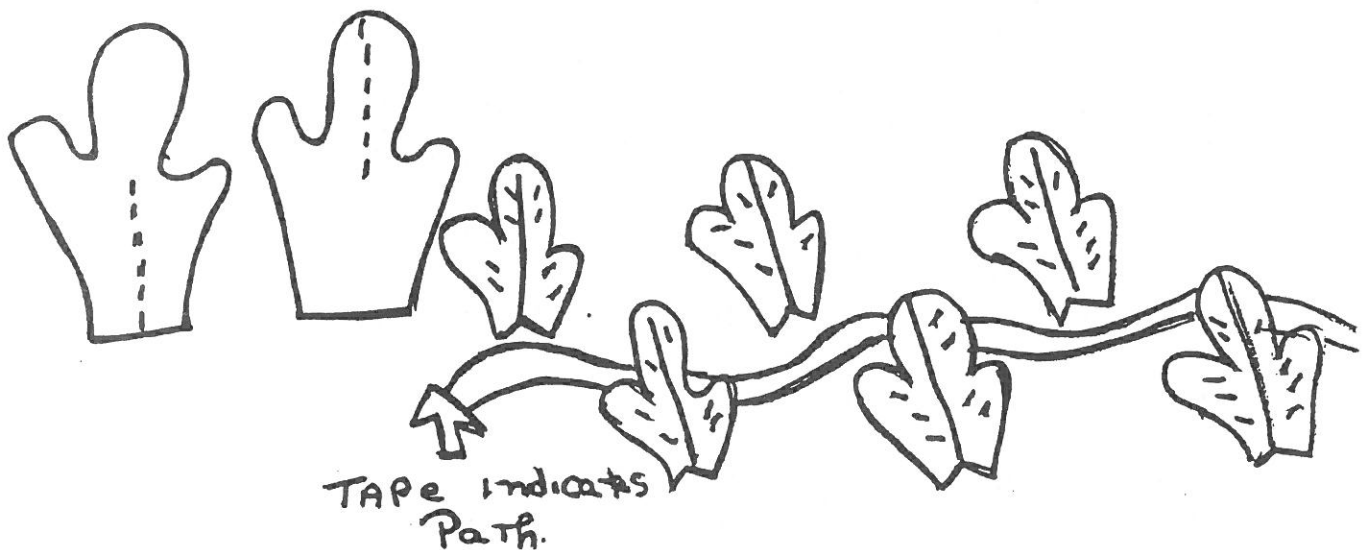
CACTUS SLALOM:

THE IDEA—Biker rides between rows of cactus without touching them.

TESTS—Dexterity

PROPS—Make at least 6 standing cactus. To make one cut two identical pieces of cardboard in a cactus shape. Slit as shown below and fit the pieces together. Paint green and paint on black prickles.

SCORING—add 2 points to score each time a cactus is touched.



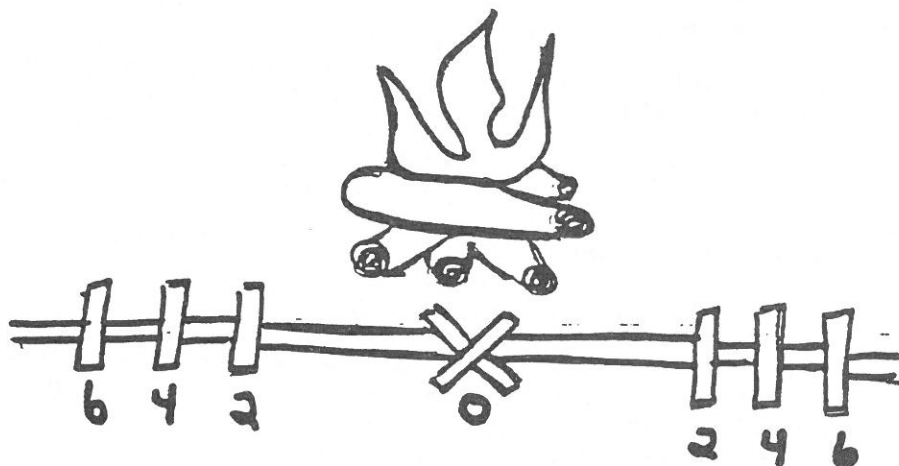
STOP BY THE CAMPFIRE:

**THE IDEA**—Biker stops front wheel as near campfire as possible without stopping short of the mark or overshooting it.

**TESTS**—Accuracy

**PROPS**—Make a campfire by stacking several logs and inserting a paper flame between top logs. Tape a path line next to campfire. Tape an "X" on the path adjacent to the fire as shown below. At about 3" intervals, tape cross lines with the penalties. **BOYS** should start about 50 feet back from the fire so they have built up a little speed when they approach the mark.

**SCORING**—No points if front wheel stops on "X". Add points to score as shown below if bike stops before or after the "X".

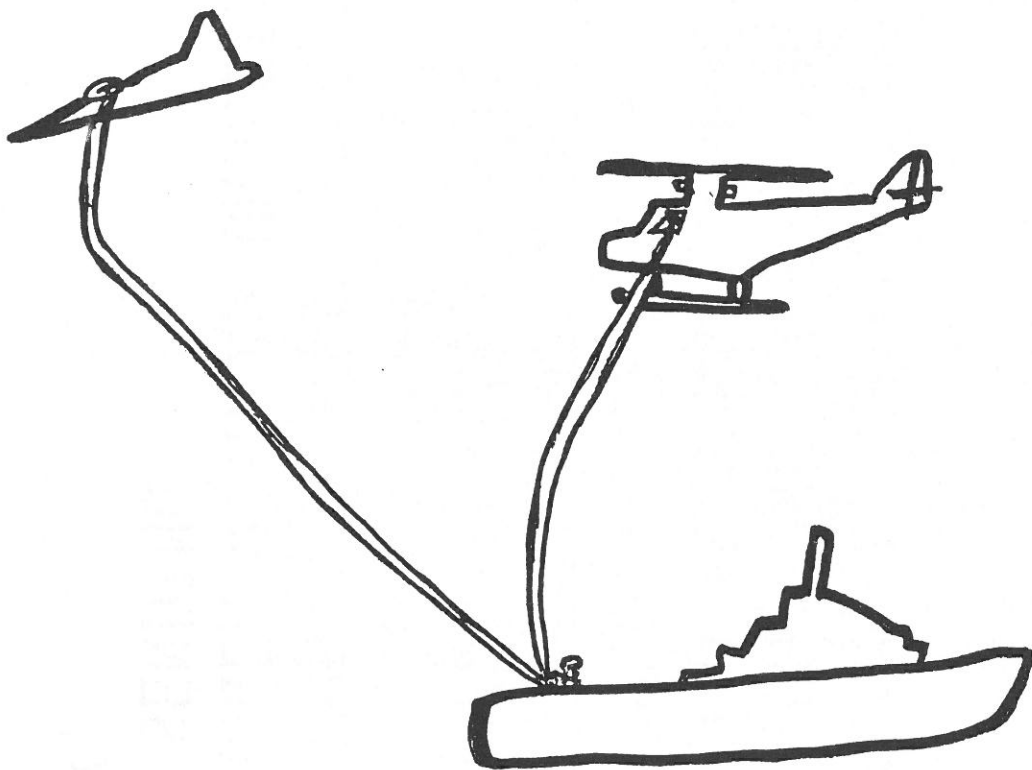




## STRANGERS ARE FRIENDS WE HAVEN'T MET

GOD KNOWS NO STRANGER, HE LOVES US ALL,  
THE POOR, THE RICH, THE GREAT, THE SMALL.....  
HE IS A FRIEND WHO IS ALWAYS THERE  
TO SHARE OUR TROUBLES AND LESSEN OUR CARE.....  
NO ONE IS A STRANGER IN GOD'S SIGHT,  
FOR GOD IS LOVE AND IN HIS LIGHT.....  
MAY WE, TOO, TRY IN OUR SMALL WAY  
TO MAKE NEW FRIENDS FROM DAY TO DAY.  
SO PASS NO STRANGER WITH AN UNSEEING EYE,  
FOR GOD MAY BE SENDING  
A NEW FRIEND BY.

# HARBORS, STATIONS AND AIRPORTS



By MARC DAVIS  
PACK 448



## HARBORS

Pack Service Project: Feed the Birds

Den Activities: Visit Stapleton International Airport  
 Visit Union Station  
 Visit the Bus Depots  
 Ride the RTD

Pack Activity: Pinewood Derby

## TRANSPORTATION

Characters Using 2-8 BOYS or more, each BOY can alternate a line repeating first, "Happiness is...", second BOY repeating the sequel, "Misery is...", etc.

Props The BOYS can hold up cards or cardboard cutouts (painted) of smiling and sad faces that BOYS themselves can make to add to this skit.

HAPPINESS IS... hearing your dad has won an all expense trip to Hawaii.  
 MISERY IS... when you find out this trip is for two and you have to stay home with the baby-sitter.

HAPPINESS IS... when your dad drives you to school in his brand new car and all your friends are there to see you.  
 MISERY IS... when the door falls off as you get out and lands on your toes.

HAPPINESS IS... when your dad takes you and your friends for a ride in his her convertible with the top down.  
 MISERY IS... when it starts to rain cats and dogs and the top won't go up.

HAPPINESS IS... when you dad is flying home from a business trip in time for your birthday with a big surprise.  
 MISERY IS... when you mom gets a collect call from your dad from Havana, Cuba.

HAPPINESS IS... when you're flying in outer space in a big space ship and you are in command.  
 MISERY IS... waking up with a big headache after you've fallen out of bed, from the top bunk.

HAPPINESS IS... getting a do-it-yourself build your own motorcycle kit and your dad is going to help you put it together.  
 MISERY IS... opening the box and finding the instructions written in Japanese.

HAPPINESS IS... getting a bike for your birthday  
 MISERY IS... when you find out it has three wheels.

## WEBELOS SCARF BURNING CEREMONY

MATERIALS: Webelos scarf minus the Webelos patch  
 Candle, holder, and matches  
 2 coat hangers, 2 safety pins, and 2 "O" rings (paper clips)  
 1 large mouth peanut butter jar  
 1 bottle or can of Acetone  
 1 1/2 cups of water  
 wire pliers

PROCEDURE: 1. Remove scarf (without patch) from Webelos.  
 2. Attach scarf by tips to safety pins that are attached to the ends of the extended coat hanger.  
 3. Carefully wad up the scarf and dip completely into the jar containing exactly 40% acetone and 60% water. Squeeze out scarf and extend quickly (scarf cannot be rolled in any part and the jar lid must be replaced for fire safety--a 2-person job).  
 4. Pass the scarf over the open flame of the candle.  
 5. Praise the Webelos for being a perfect Scout.

## RULES FOR FEEDING BIRDS

1. Once feeding starts continue. Birds will get used to coming and finding food in feeders. Don't disappoint them.
2. Birds need moisture, too. Use an old hub cap or shallow pan on top of an overturned garbage can. If temperature is freezing boil water every morning and pour over pan. Take out ice. Remaining water will cool quickly for birds to use.
3. Feed every day and early--5:00 or 6:00 a.m. is not too early to get out and check feeders. This is when birds eat.
4. Food for birds: Sunflower seeds, small seed mixtures, bread crumbs (but no mold please), popcorn, rolled oats, suet in mesh bags (combination of suet and seed), corn, peanuts, corn meal, buckwheat, thistles, and wheat. OCCASIONAL SPECIAL TREATS: Peanut butter (put this on a pine cone and roll in bird seed), bits of apple, other fresh and dried fruit.

LIVING IN 2000A.D.

THE ASTRONAUT'S PLEA

Tune: My Bonnie Lies Over the Ocean

I went for a ride in a spaceship,  
The moon and the planets to see.  
I went for a ride in a spaceship,  
Now, listen what happened to me.

Chorus:

Bring back, bring back,  
O bring back my spaceship to me,  
to me.  
Bring back, bring back,  
O bring back my spaceship to me.

I went for a ride in a spaceship,  
The capsule was crowded and I,  
Developed a cramp in my muscles,  
So I decided to walk in the sky.

Chorus:

I went for a wlk in my spacesuit  
The ship was controlled from the  
ground,  
And someone in charge down at  
NASA  
Forgot I was walking around.

Chorus:

THE DARING SPACEMAN

Tune: When Johnny Comes Marching Home

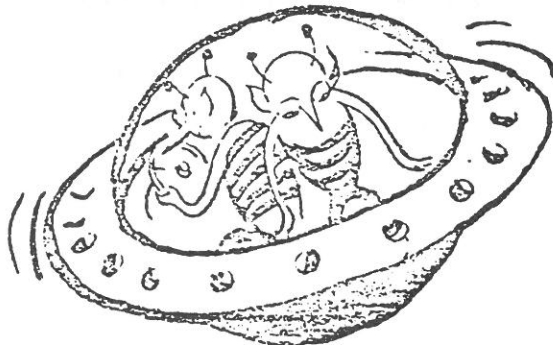
1. I am a daring astronaut, Hurrah, Hurrah.  
I'm getting ready to blast off, Hurrah, Hurrah.  
The rocket takes me high in space  
My capsule is a most comfortable place,  
To a space adventure, I am on my way.
2. I' orbiting now around the moon, Hurrah, Hurrah.  
I think I'll land there very soon, Hurrah, Hurrah.  
I pitch and yaw and roll through space,  
I've not seen these sights any other place.  
I'm a daring spaceman--Won't you come with me?
3. Let's fly to another planet now, Hurrah, Hurrah.  
Come fly with me--I'll show you how, Hurrah, Hurrah.  
We'll stop at Merdury, Venus, Mars,  
At Neptune we'll take a food look at the stars,  
What a lovely sight--The wonderful world of space.

ASTRONOMER'S SONG

Tune: Yankee Doodle

We've got our eyes upon the sky,  
We watch the stars that shimmer,  
The sun and moon are friends of ours,  
We know their every glimmer.

Keep your eyes upon the skies,  
Watch the twinkling stars,  
It's better than a TV show,  
By Jupiter and Mars.



### WHERE TO GET MAPS

Maps can be found in lots of places. Of course, map makers make them for a whole lot of reasons. And they have all sorts of different information on them.

If you belong to the Automobile Association of America, you can get all sorts of free maps there. They have big state maps and more detailed maps of counties.

Gas stations have good road maps and lots of details. You will have to buy these, but they don't usually cost too much. You might shop around and hold out for the more colorful ones. They are easier to read. Gas stations should have both city street maps and highway maps.

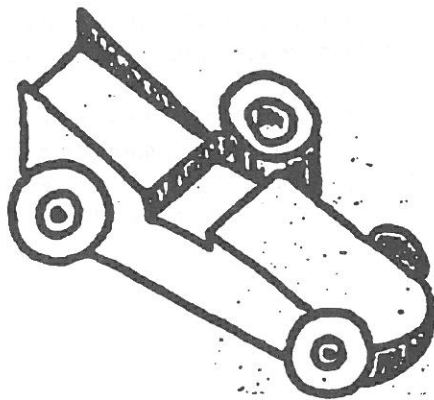
Your local Chamber of Commerce might have a free map of your town; or if you live in a bigger town, you can try the Tourist Bureau.

State Highway Departments will often supply you with free maps. Write to Department of Highways in the capital city of the state you are interested in.

### PINEWOOD DERBY SLIDE

Materials: Block of soft pine 1 1/2" X 1 1/2" X 3"  
 Knife, Sandpaper  
 Rubber or wooden wheels  
 Paint, Epoxy  
 1/2" diameter plastic pipe

This slide is made much the same way a full size pinewood car would be made. The cub should draw the outline of his car style on the block of wood. Then he should carve his design, sand, and finish the car. He can paint and add decals as desired. A piece of 1/2" diameter plastic plumbing pipe cut to 1/2" long is epoxied to the back to complete the slide.





## GAMES

## PIECES OF EIGHT

Sixteen "pieces of eight" (pennies) are laid, heads up, in a row on a table, in turn, each boy uses a spatula to flip the pieces of eight over to tails up as fast as he can. The den chief serves as timer.

## SUBMARINES AND DESTROYERS

Divide the den into two teams--submarines and destroyers. Give the submarines a balloon, which they bat in the air, trying to keep it away from the destroyers. The destroyers try to break the balloon with their hands or feet (no sharp articles may be used). When the balloon is broken, change sides and start with another balloon.

## OCTOPUS RACE

Divide the den into two teams of three to four BOYS each. The teams form with backs together, elbows linked. On signal, they race to a turning point and back to the start. First team through wins.

## DEEP-SEA FISHING CONTEST

You need a bucket or large pan of water, several wooden clothespins (not the kind with springs), two homemade fishing poles at least three feet long, two pieces of string, and two nails or bolts.

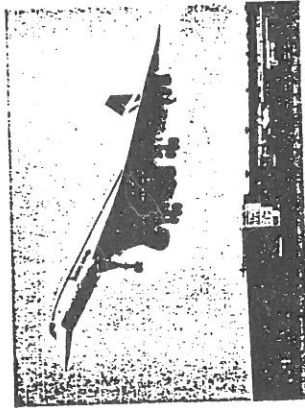
With a wax crayon, write a number on one side of each clothespin. Tie the strings to the poles and tie a nail or bolt onto the other end of the line.

Put the clothespins in the water with the numbered side down. Cub Scouts then go "fishing," trying to maneuver the nail or bolt so that the string goes between the prongs of the clothespins and catch the "fish" by pulling up. Scoring may be on the basis of the most "fish" caught or highest point total.

# Facts and records

## Record crossing

The supersonic Concorde crosses the Atlantic Ocean in less than half the time taken by other airliners. The record from New York to London is just under 3 hours. This is for a distance of about 3,480 miles (5,600 km).



△ Concorde coming in to land.

## High flyer

Concorde is not only the fastest airliner. It also flies higher than any other airliner.

## Jumbo jet

The greatest number of passengers carried by an airliner is 610. This record was set by a Boeing 747 "jumbo jet" in 1981 on a flight from Hong Kong to Oakland, California.

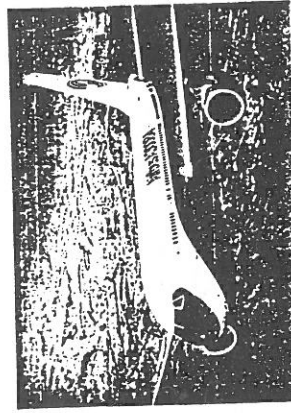
The 747 is also the largest, widest, and heaviest of all airliners.

## Around the world

The famous American golfer Arnold Palmer flew his Learjet 36 around the world in 1976. He set a record time for a business jet of 57 hours 25 minutes 42 seconds, not counting stops for refueling the plane.

## Airbus

The Airbus A300 carries up to 336 passengers, more than any other twin-engine jet. It is also one of the quietest of the big jet airliners.



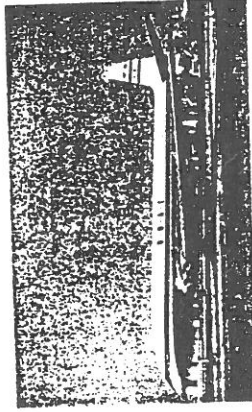
△ The Airbus A300.

## Non-stop

The longest regular airline flight is made by a Pan-Am Boeing 747 SP. It travels non-stop between San Francisco, USA, and Sydney, Australia, in 13½ hours. The distance of this weekly flight is nearly a third of the way round the world.

## The first jet

The world's first jetliner was the De Havilland Comet I. When it first flew in 1952, it was twice as fast as the planes it replaced. It flew at 490 mph (789 km/h). The

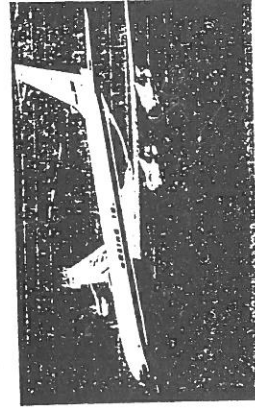


△ The first jet airliner, the Comet I, was powered by four turbojet engines.

Comet had a range of 1,750 miles (2,816 km), and could carry 36 passengers.

## The great Boeings

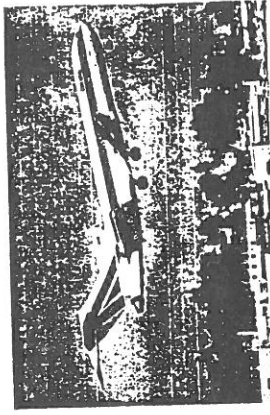
The Boeing company began work on jetliners in 1952. In 1958, the first version of the 707 went



△ The Boeing 707.

into service with Pan American Airways. The 707 was the first of the big jets, and could carry 189 passengers. Production of this great airliner went on for 25 years, and 707s are still used in many parts of the world.

Another successful Boeing airliner has been the 727, produced in 1963. It was one of the first three-engine airliners.



△ The Boeing 727.

The 747, or "jumbo jet," was brought out in 1969. Improved versions are still being produced.

## Faster than a bullet

The first supersonic airliner to enter service was Concorde, in 1976. Passengers who fly in Concorde are traveling faster than a bullet from a gun. The cruising speed of Concorde is 1,450 mph (2,333 km/h), more than twice the speed of sound.

# The story of airliners

## A little background.

### Why it's called Stapleton.

The name comes from a fellow who was once the mayor of Denver. During the 1920s, he bought some land on which to build an airport.

The site? It was "way out on the prairie." In fact, the land was so far away from the city that some people (whose names we won't mention) referred to it as "Stapleton's Folly."

But despite such criticism, Mayor Stapleton — along with several other visionary folks — persevered.

The result was Denver Municipal Airport, which later became Stapleton International Airport.

Which later became the fifth busiest airport in the world. And there's one more thing: Stapleton is now known as one of the nation's few major airports that's close to the city.

### Who's in charge?

Operations at Stapleton are administered by the Director of Aviation, whose job it is to run the airport.

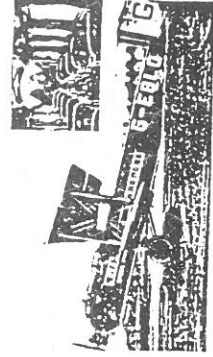
But Stapleton is owned by the City and County of Denver and operated by the Department of Public Works — so it actually belongs to everyone.

You would probably think, then, that Stapleton is funded with Denver tax dollars. Right?

### Wrong.

The fact is, through airline and concessionaire fees, Stapleton earns its own income. But not only does it pay for itself — it offers another benefit as well.

Stapleton generates retail tax revenue totaling many millions of dollars. Which, in turn, is used to operate city services for all the people of Denver.



△ An Argosy of Imperial Airways, with a picture showing the inside of the passenger cabin. The Argosy cruised at 90 mph (145 km/h) and had a range of 415 miles (670 km).

### The first airliners

The first airliners were made from World War I bombers. The war ended in 1918, and air travel became popular soon afterwards.

One of the first airlines was Imperial Airways, formed in 1924 as the British national airline.

Many early airliners were "biplanes" — aircraft with two sets of wings.

### The Tin Goose

Air transport grew rapidly in the



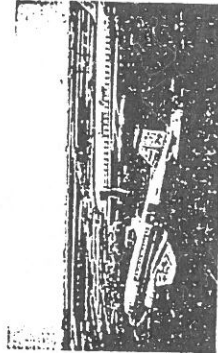
△ A Ford Trimotor of Island Airlines.

USA when letters and parcels began to be carried by air. A famous American airliner was the Ford Trimotor, called the "Tin Goose." It had single wings and three engines. The Tin Goose flew at 107 mph (172 km/h) and had a range of 580 miles (933 km). The last Trimotors were built in 1932, but a few are still flown today.

### The Douglas DC-3

The DC-3 was one of the finest aircraft ever built. It became the most widely used air transport in history. The first models were built in 1936, to carry 21

passengers. The DC-3 was used



△ The DC-3 has two piston engines. Behind it in the picture is a DC-8.

in World War II for dropping troops and supplies. It was known as the Dakota in Britain and the Skytrain in the USA. Over 10,000 DC-3s were built, and many are still in use today.

**"THE SIX SHIPS OF SCOUTING"**  
(Opening Ceremony)

- Arrangement:** 6 Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words: SCHOLAR-SHIP; FELLOW-SHIP; FRIEND-SHIP; WORKMAN-SHIP; STATESMAN-SHIP.
- CUBMASTER:** Tonight, Den \_\_\_\_\_ would like to tell you about the six ships of Scouting. These are ships which were launched in America strong and mighty...ships that will last forever.
- 1ST CUB:** SCHOLAR-SHIP. This ship is very important on the sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence and Application. Her flag bears symbols of the letter "A" and the plus sign.
- 2ND CUB:** FELLOW-SHIP: This ship stands for good cooperation and never-failing unity. Its flag floats high - the flag of Scouting.
- 3RD CUB:** FRIEND-SHIP: This is the most handsome ship of all. It is true blue and its flag is golden - since friendship itself...is golden.
- 4TH CUB:** STATESMAN-SHIP: This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.
- 5TH CUB:** WORKMAN-SHIP: This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.
- 6TH CUB:** STATESMAN-SHIP: This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.
- CUBMASTER:** And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!

WELCOME BACK

No scenery or costumes are required for this program. Have the performers line up on stage with each performer stepping forward as he speaks. In the seventh verse, have the performers point to the audience on the last line. Close the program with everyone rising and singing "The Star Spangled Banner".



Another year is starting,  
And we'd like to welcome you,  
And tell you what our purpose is,  
And what we hope to do.

Cub Scouts is a group of boys;  
It helps us grow up strong,  
And teaches us to do what's right.  
And fight against what's wrong.

It shows us how much we can do  
If we work as a team;  
Then we'll have fun and jobs won't be  
As hard as they first seem.

We'll go on hikes and field trips,  
To learn of nature's wonders.  
So we'll respect her when we're grown  
And not make any blunders.

And we'll be shown in many ways  
That each man is our brother;  
And we will see the joy there is  
In helping one another.

We'll learn to be good citizens  
And, hopefully, we'll see -  
That laws are made for all the men  
So each man can be free.

To do all this, the Cub Scouts need  
Good leaders - this is true -  
That means we need the help of all  
Of you - and you - and YOU!

And now, to start the year off right,  
In a good and proper manner,  
We'd like you all to rise and sing  
Our own "Star Spangled Banner".



# Denver in 3 hours or less. (Or "What to do if you have a luyover at Stapleton.")

*Of course, you could read the paper. Or do some people watching. (There are plenty of comfortable places for people watchers to set up shop.) But if you want to stretch out a little, or sight-see, or even do something educational, you can. Because Stapleton offers you something that most airports can't: A 15-minute ride to downtown, the core of the city. Which means that there are a lot of things to do, even when you have a short layover at Stapleton. Here are just a few:*

1. Take a cab to the Museum of Natural History (10 minutes.) It's rated second in the country, behind that of Washington, D.C. See the extensive exhibits, watch a movie on the 1½-story IMAX screen, or visit the Gates Planetarium. 570-6363.
2. Go to the City Park Zoo (10 minutes.) One of the nation's finest, it offers over 1,500 specimens including Bengal tigers, polar and grizzly bears and an island of South American monkeys. 575-2754.
3. Play golf (10 minutes.) Choose between the Park Hill Golf Course or the City Park Golf Course. (In Denver, 333-5411, 295-2095.)
4. Walk through the Denver Botanic Gardens and Conservatory (20 minutes.) More than 700 tropical and subtropical species thrive in spectacular indoor and outdoor arrangements. 575-2547.
5. Shop the Cherry Creek boutiques on Third Avenue (20 minutes.) You'll find the finest in clothing, jewelry and art selections in the shops of this cozy upscale neighborhood.
6. Take a cab to the Denver Art Museum (15 minutes.) Visit seven handsome floors of outstanding exhibits, including the Kress Collection and famed native art floor. 575-2793.
7. Take a cab to the gold-domed State Capitol Building and stand on the 13th step (15 minutes.) You'll be exactly a mile high. 866-2664.

8. Visit the Twinkl. (20 minutes.) The former brewery for Tivoli Beer and Denver Beer, it now houses some of the city's newest shops, theatres and restaurants. 629-8712.
9. Tour the Denver Mint—for free (15 minutes.) Be sure to do this one while you're here. With America's largest depository of gold outside of Fort Knox, the Denver Mint is one of only three in the nation. 844-5582.
10. Visit the new Tabor Center on the beautiful 60th Street Mall (20 minutes.) In historic lower downtown Denver, you'll find a full variety of shops, from boutiques and clothing stores (including Brooks Brothers) to art and gadget shops. 572-0100.
11. Gaze at the nine-story Victorian rotunda of the famed Brown Palace Hotel (15 minutes.) Then lunch at the Brown's Ship Tavern, right in the heart of downtown Denver. 297-3111.
12. Get out down to the Western Art Museum (15 minutes.) In a restored 19th century gem of a building, it's right across the street from the Brown Palace. 296-1880.

- 13.
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- 20.

Scroll along historic Larimer Square. (15 minutes.) A restored segment of lower downtown, it once was one of Denver's wildest streets. Today it offers a number of flavorful shops, restaurants and courtyards. 534-2367.

Eat at the Buckhorn Exchange. A restored 1893 saloon, it's a combination museum/restaurant. (25 minutes.) The Buckhorn offers great food—including buffalo steaks—along with an array of Old West and Indian memorabilia. 534-9505.

Visit the Colorado Heritage Center. (15 minutes.) This museum highlights Colorado's colorful history. See exhibits with cowboys, Indians, gold miners and explorers. 866-3681.

See two of the West's most beautiful Gothic cathedrals (15 minutes.) Just ask your cab driver to take you to St. John's Cathedral and the Basilica of the Immaculate Conception (they're just four blocks apart). 831-7115, 831-7010.

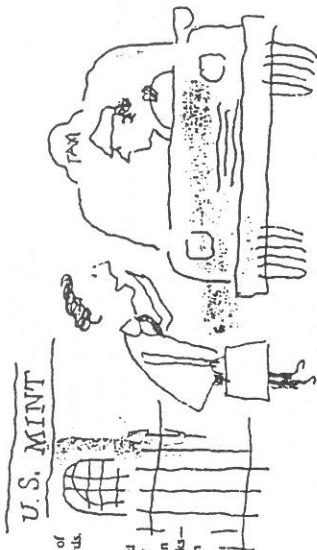
Tour the Molly Brown House. (15 minutes.) That's right, the home of the "Unsinkable" lady. Inside the impeccably restored House of Lions are horsehair sofas, leaded glass, and pictures of Molly, herself. 832-4092.

Check out the Forney Transportation Museum. (25 minutes.) With some rare items, it's one of the world's best collections of cars, carriages, cutters, cycles, steam locomotives and rail coaches. 433-3643.

Take yourself and your kids to The Children's Museum. (25 minutes.) A "participatory" place, this is a treat for both young and old. Exhibits can be touched and explored—everyone loves the microscopes, gravity cubbies and naive interpretations. 433-7433.

The Signature Rooms. (0 minutes.) Just in case you thought you had to leave the airport to do something nice, we thought we'd better tell you about this. Our newest restaurant offers extras like taxideried waiter and fresh flowers on the tables. And speaking of fresh, the fish is flown in daily—crusts think it's some of the best food around. Yes, right here in the airport.

\*One-way automobile travel time.

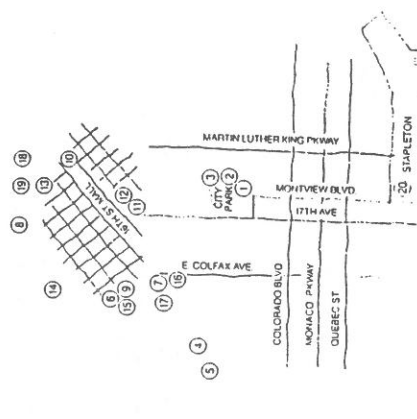


## Enjoy.

*Remember that a layover at Stapleton offers all kinds of possibilities.*

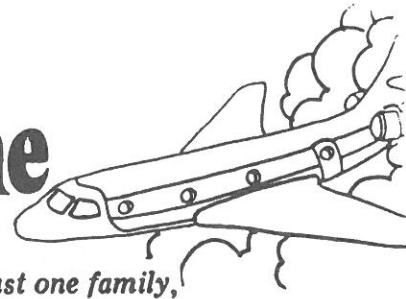
*All you have to do is follow these simple instructions.*

1. Choose your destination.
2. Get in a cab.
3. Have a good time (but remember to get back in time to make your connection).





# Family Fun Time



*If there's a gathering of several families or just one family,  
here's an activity sure to delight young and old.  
(Nothing like a little laughter to build some wonderful family memories!)*

A narrator reads the following story while family members respond every time the trigger word (or a form of it) is read. Groups should practice their action two or three times with Narrator before the story is begun.

GROUP:	TRIGGER WORD:	ACTION:
Dads with hair	airplane	stand, applaud, sit
Dads without hair	fly	stand, turn in a circle, sit
Moms under 29 *	up	stand, wave arms, sit
Sons *	walk	stand, march in place, sit
Daughters *	excite	stand, yell "Oh my," sit
Grandpas, aunts, etc.	thrill	stand, yell "Good grief," sit

\* Notice there's no category of moms over 29. Expect there won't be anyone acknowledging that fact! Here's where the Narrator should have a little fun with the audience. Also, Narrator should tell Dads and Moms that they must react when Sons and Daughters do, too, because they are also sons and daughters. *(Everyone is going to be terribly confused, you know. That's ¾ of the fun!)*

Capitalized words should be given special punch by Narrator. Audience is supposed to respond to these.

**NARRATOR:** There was a young man who wanted to learn to FLY. He didn't want to be a bird. He wanted to soar through the skies in an AIRPLANE. He loved the idea of going UP in the clouds. But he didn't know how. So he WALKED to the nearest airport and told them of his EXCITING wish. When they told him he could begin lessons the next day, he was THRILLED.

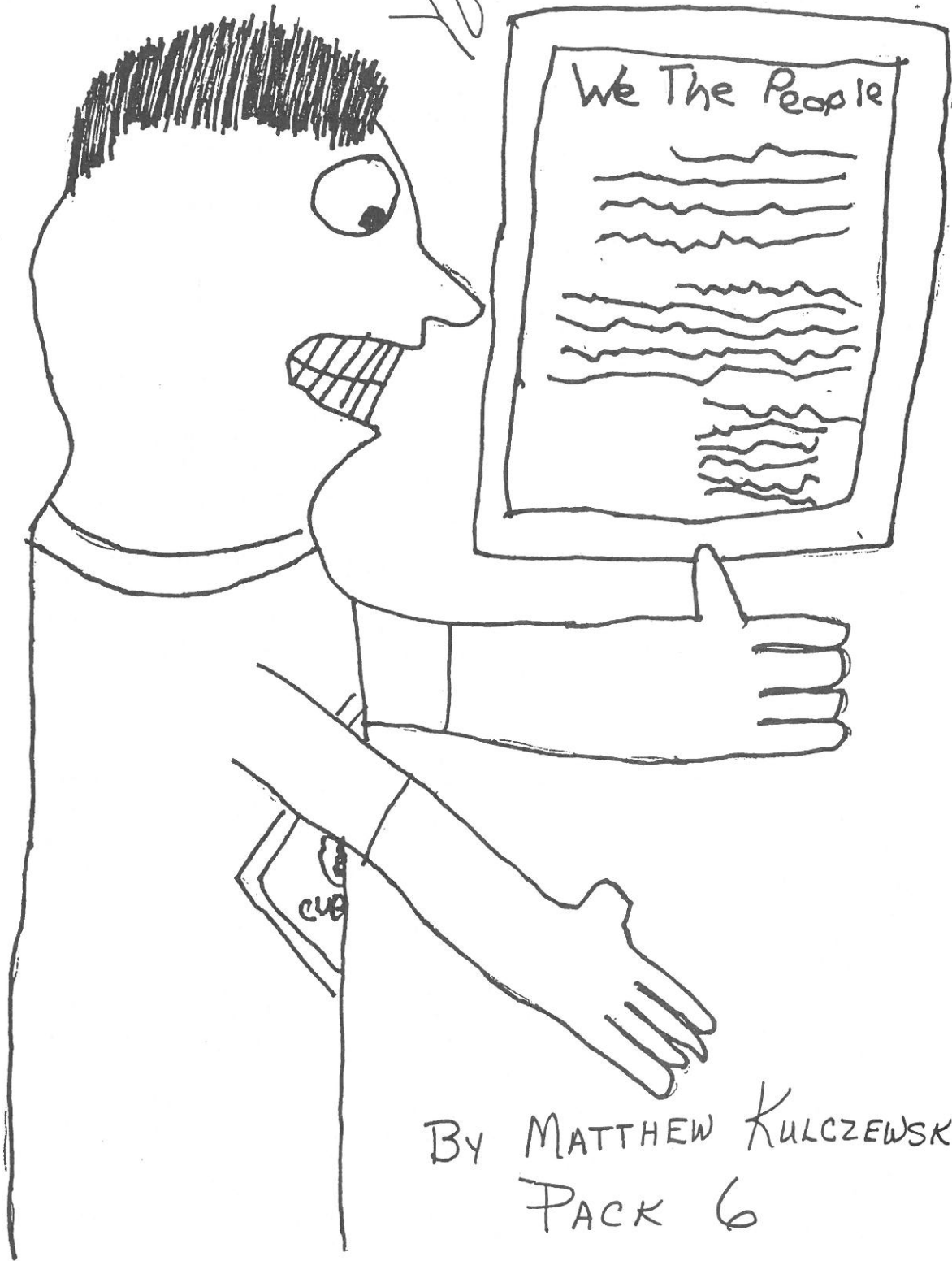
Home he WALKED. That night he dreamed about FLYING in an AIRPLANE, going UP, UP, UP, UP, UP. *(Here the Narrator should hesitate after each "up," misleading audience to believe it's the last "up" every time he says one. He should wait until the Moms have been seated before proceeding to the next "up.")* The idea of FLYING was EXCITING and THRILLING to him. FLYING in an AIRPLANE! He was WALKING on air just thinking about it!

Morning finally came. He woke UP. He got UP. He ran UP the stairs to the kitchen. (He lived in a two story basement apartment.) He poured himself a big glass of Seven-UP, and he threw UP. Too much EXCITEMENT!

He WALKED to the airport, sat inside the AIRPLANE with the instructor next to him, and began to FLY. He was EXCITED! He was THRILLED! He was UP ... UP ... UP in the air.

When he finished his first flight, he WALKED out of the AIRPLANE, knowing he had never been as EXCITED or THRILLED before because he could now FLY. Proudly he marched off the field ... UP, UP, UP, UP ... *(Narrator marches himself off stage saying, "up," with each step he takes. Should drive the Moms wild!)*

# EXPLORE *YOUR* NEIGHBORHOOD



BY MATTHEW KULCZEWSKI  
PACK 6





EXPLORE YOUR NEIGHBORHOOD

Suggested Pack Service Project: Write letters for seniors at a nearby Senior Center, collect clothes for a home for "battered women and children," or choose a nearby stretch of highway and clear the litter away.

Suggested Den Activity: Visit a City Council meeting, hold a pretend City Council meeting (invite your parents), or write letters to the Mayor of your City and/or City Council Member and share any returns. Pack a sack lunch and go for an exploration of your neighborhood. Take a bike hike (bring some change for a stop at a 7-11 or in case you meet an ice cream truck or to call home). Visit a history museum.

## SCOUTING WITHIN OUR COMMUNITY

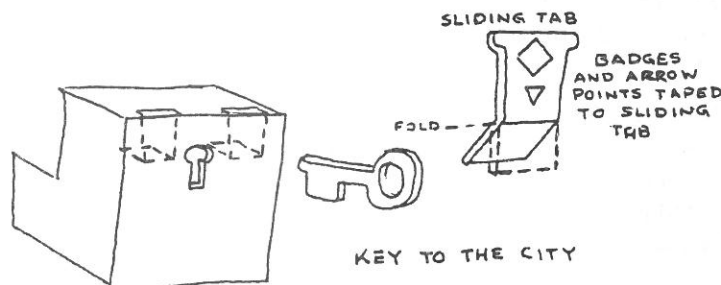
- POLICE STATION:** A Cub Scout tries to obey laws of his city.  
A Cub Scout tries to be honest.  
A Cub Scout tries to follow bicycle safety rules.  
A Cub Scout tries to be a good citizen.  
A Cub Scout shows respect to his Country and his Flag.
- FIRE STATION:** A Cub Scout follows fire safety rules.  
A Cub Scout learns the outdoor code.  
A Cub Scout learns "911" and uses it in an emergency.
- SCHOOL:** A Cub Scout works toward being a scholar.  
A Cub Scout learns more about his City, State, and Country.
- PARK:** A Cub Scout has FUN.  
A Cub Scout tries not to litter.  
A Cub Scout learn and practices water and bicycle safety.  
A Cub Scout tries not to pollute water.
- HOSPITAL:** A Cub Scout tries to keep himself clean.  
A Cub Scout learns and tries to practice good health rules.  
A Cub Scout learns home First Aid.  
A Cub Scout places emergency numbers near home phones.
- GROCERY STORE:** A Cub Scout helps recycle aluminum cans.  
A Cub Scout learns to be helpful; like carrying out groceries or putting groceries into the car and later at home.  
A Cub Scout learns to eat healthful foods.
- CHURCH:** A Cub Scout tries to practice the religion his family has chosen.
- OFFICE BUILDING:** A Cub Scout is always curious!  
- What is in that tall building?  
- What job will I have when I grow up?  
- I wonder what my mom and/or dad do when they go to work?

**NATURE NOTES FOR CITY FOLKS:** The National Wildlife Federation has a set of nine sheets that should be helpful for city nature lovers. They are "Birds of the City," "Things to Know About Bird Watching," "The Tree Squirrels," and "Creep Up On Nature." As a bonus there are fact sheets on five endangered animals: the whales, the polar bear, the bald eagle, the American alligator, and the California condor. You can get a free set of nature notes by writing to: INQUIRY SERVICES, NATIONAL WILDLIFE FEDERATION, 1412 SIXTEENTH STREET, WASHINGTON, D.C. 20036.

### ADVANCEMENT CEREMONY

"Mayor" uses "Key to the City" to unlock Wolf and Bear badges and arrow points for presentation to BOYS. Have stage area set up as for outdoor special recognition of a new person to the city. Do a traditional ceremony but add a "flair."

Cut "lock" and "key" from heavy cardboard box and paint gold and silver. Tape Bear badges and arrow points to one sliding tab, Wolf badges and arrows to the other. The Cubmaster (Mayor) points out that this key unlocks the fun of Cub Scouting and the way to the next higher rank.



### COWS EAT BROWNIES

The leader calls out real or imaginary statements and the players respond by clapping, but *only* after a true statement. For example, Birds fly (clap, clap, clap); Leopards are spotted (clap, clap, clap); Cows eat brownies (no claps!). Keep the pace lively by chanting and clapping in rhythm. Whoever claps at the wrong time is out; last "in" is the next leader.

**DEN GAMES. EXPLORERS.** Give each boy a pencil and sheet of paper. Quiz them with questions about your community. Examples:

1. What street is St. Joan of Arc Church on?
2. Where is the nearest fire station?
3. Name three stores that sell candy.
4. Who is the mayor?
5. How many blocks is it to Hubbard School?
6. Where is the nearest police station?
7. What do you think is the oldest building in our community?

### ADVANCEMENT CEREMONY

**Personnel:** Cubmaster, Den Leaders, advancing Cub Scouts and Webelos, parents.

**Equipment:** A three-foot high tree with several branches, set as if it were a tree in a can of mortar; green paper leaves (made with thin wire frame with wire stem sticking out) with Cub Scouts' names and awards, badges, arrow points.

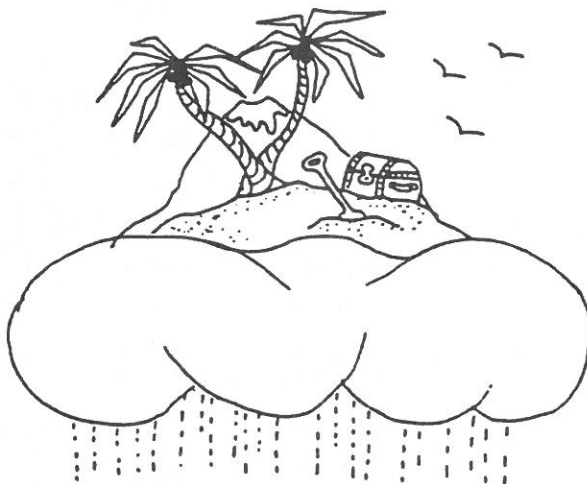
**Cubmaster:** This little tree is a symbol of the natural beauty of our land. The tree also represents Cub Scouting.

It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancing from rank to rank. So do his parents who help him.

Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents.

(Call forward boys and their parents who are receiving Wolf badges and arrow points, give them their awards and have them put one leaf on the tree for each award they have received. Then award Bear badges and arrow points and have those boys also put leaves on the tree. After all the awards are presented and leaves added to the tree, the Cubmaster resumes speaking.)

Each of you has helped to nurture this tree. Just as trees endure for many years, so the values you have gained from working on achievements, electives and Webelos activity pins will last you a lifetime. May you always stand strong and tall like a tree--and be a beautiful resource for our land.



GOPHER GUTS

(Tune: The Old Gray Mare)

Great green gobs of greasy,  
grimy gopher guts,  
Multilated monkey meat,  
Little hairy piggy feet.  
French fried eyeballs floating  
in a pool of blood.  
Don't you wish you had a  
spoon or straw.....  
Slurp, spoon or straw  
Slurp  
Spoon or straw...  
Slurp!!!

THE BUG SONG

They go wild, simply wild over  
me.  
They go wild, just as wild as  
they can be.  
Every morning, noon and night,  
Every minute how they bite--  
The spiders, mosquitoes, and  
every fly in sight.

Every morning my pillowcase,  
pillowcase.  
There's a daddy longlegs stares  
me in the face, in the face.  
In my bathing suit and shoes  
Bugs assemble for a snooze.  
They go wild, simply wild  
over me.

They go wild simply wild over  
me;  
They go mad, just as mad as  
they can be;  
No matter where I'm at,  
All the chiggers, lean and fat,  
The tall ones, the small ones--  
I scratch them off like that!!!

Every night, how they fight  
over me,  
They just run from my head  
down to my feet.  
Though I use some salty grease,  
I can never rest in peace---  
They go wild, simply wild  
over me...

HOW PECULIAR

(Tune: Battle Hymn of the Republic)

When one sly snake slid up  
the slide,  
The other sly snake slid  
down;  
(REPEAT 3TIMES)

CHORUS:

Glory, glory how peculiar.  
Glory, glory how peculiar.  
Glory, glory how peculiar.  
When one sly snake slid up  
the slide,  
The other sly snake slid  
down.

When one drunk duck dropped  
in the ditch,  
The other drunk duck dropped  
dead;  
(REPEAT 3 TIMES)

CHORUS: (Repeat, using  
"Drunk Duck")

When one black bug bled  
blue-black blood,  
The other black bug bled blue;  
(REPEAT 3Times)

CHORUS: Repeat, using "Black  
Bug".

\*\*\*\*\*

ATTEND YOUR MONTHLY CUB SCOUT  
ROUNDTABLE AND LEARN TO SING  
THESE SONGS TO TEACH YOUR  
BOYS. BOYS LOVE TO SING ESPEC-  
IALLY SONGS LIKE THESE.



# SCRAPPY'S WALK



Scrappy Mouse, our P.O.F. mascot, travels far afield (his cousins are field mice, you know), but one of his favorite trips is closer to home — his very own block. Scrappy knows we often don't pay attention to things we see every day, so he invites us along on a walk around the block.

## ACTIVITY No. 1. Special Kinds of Walks

- Shadow Walk.** Walk only in the shadows - this may require some jumping. (A hint: don't plan this walk at noon since that's when shadows are shortest.)
- Smell Walk.** Sniff your way around the block. Write down the odors you recognize. Draw a picture of what causes those smells. Label how you feel about each smell. (Can smells make you hungry? happy? alert? afraid? angry? nervous? sad?)
- Color Walk.** Choose a color, like red, and walk only toward red objects for as long as you can. Can you make it all the way around your block? Write a history of your color walk. You might want to draw a map of it.
- Sound Walk.** Listen your way around the block. Write down the sounds you recognize. Draw a picture of the things which cause these sounds. Label how you feel about each sound.
- Initial Walk.** Walk toward objects or things that begin with either of your initials. Write a history of your walk. You might want to map it out.

## ACTIVITY No. 2. Things to Find on Your Block

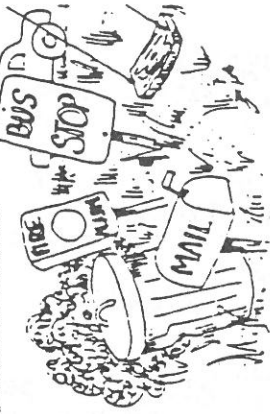
- Find something soft, find something wet. Find something that reminds yourself of you. Find something very old. Find something scary. Find a hiding place. Find something free, something magical. Find an omen of the future. Find a terrific place to sit. Find something that can't be photographed. Find something rotten. Find something beautiful. Find something edible.
- Pretend you are an alien from another planet. Find a footprint. From this footprint you can prove the existence of other creatures on your block. How many of them are there? Where do they live? Are they extinct?

## ACTIVITY No. 3. Block-A-Laneous

- When is your mail delivered? What time is the garbage picked up where you live? How many times a week?
- At night, what is your favorite shadow? What casts it? Take paper outside and trace pictures of shadows. Can your friends guess, from the pictures, what casts these shadows?

- Watch a sunrise. Which buildings, houses or shrubbery catch the first glow of the light from the sun?
- Watch a sunset. What is the last thing to be sunlit?
- With colored crayon, draw a picture of a sunset.
- Make a list of the things you like about your block. Make a list of the things you don't like. How can you change the things you don't like in your neighborhood? How can other people change these things?

## ACTIVITY No. 4. Neighborhood Statistics



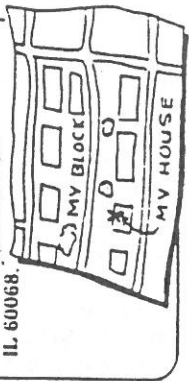
- Count the number of swings, garbage cans, bus stops, public telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, abandoned cars, parked cars, traffic signs, other signs, bicycles.
- Count the piles of litter (if you find some, organize some friends together for a clean-up squad).
- Count the numbers and kinds of "wild" animals that live on your block.
- Count the pets; count the flowers.
- How many people live on your block? How many different kinds of people live on your block? What are their different kinds of jobs? How many of your friends live on your block? Make a list of the things you and your friends have in common; the things you don't have in common.
- How many of the things you counted are increasing in number? How many are decreasing? How many are staying the same?

## ACTIVITY No. 5. Maps

- Look at the sky above your block. Draw a picture of the clouds in the sky.
- Can you see faces, animals, buildings, or other things in the clouds?
- Look at the sky at night. Can you map the stars?
- Can you map three different ways to get from your home to your neighborhood grocery store? Your school?
- Can you map how the people on your block get to work?
- Make a population map of your street. Draw squares to show each house or apartment building. With crayon, put a dot in the square for everyone living in the building. Use different colored crayons for men, women, boys and girls. Are some squares crowded with dots and some practically empty?

Scrappy would like to know where you live. Draw a map of your block, putting in all the houses, buildings, garages, the alley, sidewalks, etc. Make a big "X" on the map to show where you live.

Mail your map to:  
Pack-O-Fun, Scrappy's  
"Walk Around the Block",  
14 Main St., Park Ridge,  
IL 60068.



THE LAND OF PLENTY  
(Audience Participation)

When you hear a word having to do with water (rain, snow, river, etc.),  
Cub Scouts say "Splash, splash!"  
When the word Chief is mentioned, Webelos Scouts say "How!"  
When the word Food is mentioned, Parents say "Yum, Yum" (rub their stomachs).

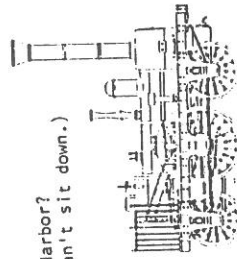
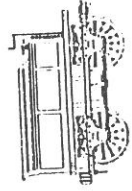
In the Indian camp by the river \_\_\_\_\_ the Sioux council and Chief \_\_\_\_\_ talked together about how bad the hunt had been lately. Once there had been many bears, beaver, birds, and deer, but now there was little game. It had been many days since their people had plenty of food \_\_\_\_\_ to eat. The council feared that their people would go hungry when the stormy weather of winter came with rain \_\_\_\_\_ and cold and snow \_\_\_\_\_.

One morning a strange paleface rode into the Indian camp. He was a missionary by the name of Pere Marquette. Speaking in a loud voice, this wise man talked with the Chief \_\_\_\_\_ and the council. He said, "The Sioux people have lived here by the River \_\_\_\_\_ for a long time, but the time has come to move. Where once you hunted many types of game, there now is very little -- the bear is dead; the beaver is dead; gone are the deer. Your people are hungry, and the time of cold and snow \_\_\_\_\_ is coming. Hear me, O Chief \_\_\_\_\_ of the Sioux, for I can lead you to a valley in the mountains, four days and four nights north of here, where you'll find plenty of food \_\_\_\_\_ and shelter for your people."

Having heard previously of this wise man, Pere Marquette, and knowing that they had to do something soon, the council and the Chief \_\_\_\_\_ agreed that they would follow him to the new land. The next morning the entire Indian camp -- every man, woman, child and horse -- began the journey. For four days and four nights they journeyed north into the mountains. At noon of the fifth day they suddenly came upon a beautiful, wide valley, nestled among the high mountain peaks. In the center lay a deep blue lake \_\_\_\_\_ which was almost completely surrounded by the lush green forest which spread as far as the eye could see. On one side of the lake \_\_\_\_\_ was a broad, rolling meadow divided by a small stream \_\_\_\_\_ which ran down to the lake \_\_\_\_\_. It was here that the Chief \_\_\_\_\_ said they would set up their camp and build their campfire.

The valley was truly a place of abundant game and shelter and the tribe was sure that the spirit of the sun and plenty food \_\_\_\_\_ would smile upon them forever. In a formal ceremony they made Pere Marquette a member of the tribe, a brother of the Sioux. Speaking to Pere Marquette in a loud voice to all his people to hear, the Chief \_\_\_\_\_ said: "Because you have led us to this new home, we have decided to name it after you, who are now our brother. From this day forward, this place of plenty food \_\_\_\_\_ shall be known as 'Sioux Pere Marquette'."

Riddle: Why does the Statue of Liberty stand in New York Harbor?  
(Because it can't sit down.)



AUDIENCE PARTICIPATION STUNT

THE BIG BUGS

BEES: Buzz--buzz  
MOSQUITOS: Bite--slap, bite--slap  
ANTS: Hop--two--three--four  
FROG: Rrrabbit, Rrrabbit  
WOODS: All sounds together

Let me tell you a story about Billy and his family and their adventures in the WOODS...

One fine spring day Billy's family decided that it was too nice a day to spend just sitting around home, so they packed up a picnic lunch and headed for the WOODS... where they could enjoy Mother Nature and see all the beautiful things coming to life after the long winter months.

As soon as they arrived, they picked out a nice spot to spread out their picnic lunch. Billy and his little brother, Johnny, ran off to chase a FROG... they saw leaping by. They heard some BEES... Gathering nectar, watched some ANTS... busy at work, swatted a few MOSQUITOS... and really felt at home with all their nature friends.

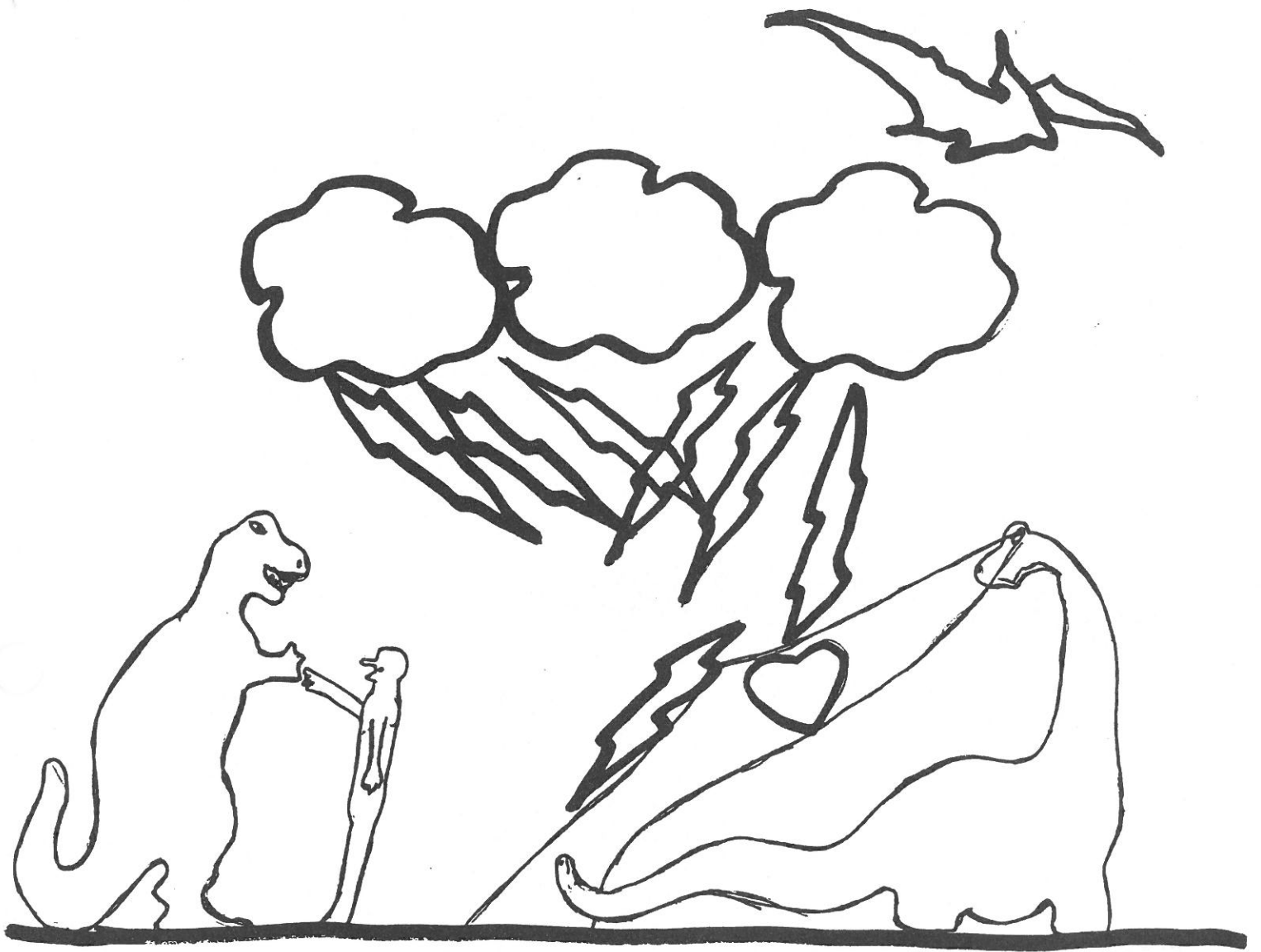
When they came back to their picnic area, they were simply bubbling over with things to tell their family about the WOODS... As they sat down to eat, the boys began telling about the BEES... they saw gathering nectar, the ANTS... busy at work, and the FROG... down by the pond, catching MOSQUITOS...

While Dad listened intently, he opened up another sandwich and carelessly threw the wrapper on the ground. Jean threw down her pop can under a bush and ran off to chase a FROG... that happened by. Mom threw her used napkin down on the ground and jumped up in disgust. "That does it!" she said. "I refuse to eat leftovers. The ANTS... seem to have gotten that sandwich first!"

By this time Dad decided he was ready for a nap, so he stretched out on the blanket and tried to sleep, only to jump up again when Sue screamed she had been stung by a BEE... Mom hurried off to take care of her, so Dad tried again to sleep, but the pesky MOSQUITOS... would not leave him alone. Finally, after no luck at sleeping, Dad called the family together and announced they were going home.

Billy cried, "Oh, Dad, I almost had that FROG... I've been trying to catch!" Little Johnny announced he couldn't leave yet because the army of ANTS... he had been watching weren't finished marching by yet. The girls were having fun watching the BEES... go from flower to flower, so they weren't ready to go. At this point Dad was slapping MOSQUITOS... all over his arms and legs and becoming more frustrated by the minute. Mom was throwing trash right and left out of the picnic basket, trying to get ready to leave. Billy said, "Why do we have to leave now?" Dad replied, "Well, Billy, it seems we're not wanted in the WOODS... We may be guests here, but we haven't been treated like guests. The MOSQUITOS... are eating me alive,





# LAND OF MAKEBELIEVE

BY NICHOLAS KLEWEIN  
PACK 448



## LAND OF MAKE BELIEVE

- Pack Service Project: Make a Book Collection for a Children's Home or Hospital
- Den Activities: Visit a theater—high school production, etc. Go during rehearsal and then again for the show. Learn a magic trick.
- Pack Activity: Visit a Haunted House or put on one for the BOYS yourself.  
Go to a magic show.

SCOUTINGS LADDER

(Tune: Jacobs Ladder)

We are climbing Scouting's ladder,  
We are climbing Scouting's ladder,  
We are climbing Scouting's ladder,  
Loyal Cub Scouts, true.

There are lots of folks who help us  
While we're climbing Scouting's  
ladder,  
Every rung gets higher, higher,  
But you can climb it too.

First there's Bobcat, then there's  
Wolf,  
Then comes Bear and Webelos.  
Finally we join the Scout Troop,  
Loyal Boy Scouts true.

DEAR OLD DADDY

(Tune: Farmer In the Dell)

I have a dear old daddy  
For whom I nightly pray.  
He has a set of whiskers  
That are always in the way.

I have a dear old Daddy,  
His whiskers in the way,  
They hide the dirt on  
Daddy's shirt  
And that is all I'll say.

THE LONG, LONG NAIL

(Tune: Long, Long, Trail)

There's a long, long nail  
a-grinding,  
Up through the sole of my  
shoe.  
For it's ground its way into  
my foot  
For a whole mile or two.  
There's a long, long hill  
before me,  
And what I'm dreaming about  
Is the time when I can sit me  
down  
And pull that long nail out.

SOAP AND TOWEL (ROUND)

(Row, Row, Row Your Boat)

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

BRUSH YOUR TEETH (ROUND)

(Row, Row, Row your Boat)

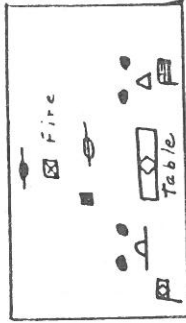
Brush, brush, brush your teeth  
Morning noon and night.  
See your dentist twice a year,  
And you will be all right.

**BOBCAT JUNGLE INDUCTION CEREMONY:**

**Personnel:** Akela (Cubmaster); Assistant cubmaster; Den chief-dressed as Baloo; Den chief dressed as Bagheera; Webelos Scout; Four Cub Scouts for special parts; New Bobcats and their parents.

**Equipment:** Ceremony board with candles or lights (lit), artificial campfire if possible, American flag, pack flag, badges, certificates.

**Arrangement:** Ceremony board on table at front of room, artificial fire in front of table, Bagheera is at the rear of the room with new Bobcats and their parents.



- Cubmaster
- Baloo
- ▲ Bagheera
- ◻ Cub Scouts
- △ Assistant Cubmaster
- ◓ Webelos Scout

At prearranged signal, the pack gives the howl of a bobcat (a long drawn-out wail).

**AKELA:** Baloo, why does the pack howl?  
**BALOO:** I know not, Akela, but I shall ask Bagheera, the panther, who guards our path. (Baloo addresses Bagheera)

**BALOO:** Bagheera, why is the pack uneasy?  
**BAGHEERA:** They are uneasy, Baloo, because there are strangers in our midst.

Then bring them before Akela, that he may know who they are. (Bagheera brings new bobcats and parents before Akela. Parents stand behind boys.)

**AKELA:** Who are these strangers, Bagheera?  
**BAGHEERA:** Oh, Akela, Chief of the pack they come with their parents to become Cub Scouts.

**AKELA:** Then if they seek to be our brothers, they are not strangers. (addresses new bobcats) You have taken a big responsibility upon yourselves when you set out to become Cub Scouts. You have decided wisely. Our pack appreciates your choice. But...the Cub Scouts who meet here will expect you to help them. Your den will need you and your parents too, and all in the pack will help you. This is a big task...Listen!!!

(Bagheera silently directs the parents to stand to one side.)  
**ASSISTANT CUBMASTER:** Now this is the Law of the Pack, as old and as true as the sky. As the vine that grows on the tree trunk, the Law runneth forward and back; for the strength of the Cub is the pack. Now listen you well, tell you hear the Law...be sure before the promise you take. Then, always help others, do your duty to God and your country, and do your best. For remember... your honor's at stake.

**WEBELOS SCOUT:** The Cub Scout follows Akela  
The Cub Scout helps the pack go  
The pack helps the Cub Scout grow  
The Cub Scout gives goodwill.  
The Cub Scout hears the Law of the Pack. It comes to you from the four winds, the four sides of our emblem, to tell you that there are Cub Scouts in the four corners of the earth. No matter where you travel, you will find friends.  
**CUE SCOUT #2:** Like the alert ears of an animal represented by the two upright fingers of the Cub Scout sign, they mean... to obey, to be square.  
**CUB SCOUT #3:** In the lower corner are three blue lights, which represent the three folded fingers of our Cub Scout sign. These three fingers stand for the three secret letters in our Law...F, G, H.  
**CUB SCOUT #4:** These letters mean: Follows...Helps...Gives. They also mean Fair...Happy...Game. And they also stand for something the Cub Scout respects: God...Home...and Family.

**CUB SCOUT #1:** Across the square you see the Arrow of Light representing action and progress. To the Indians it means straight. To the Cub Scout it means going straight.  
**CUB SCOUT #2:** The arrow, together with the Golden Sun, is Akela's totem. The sun means health and happiness and the seven rays of light symbolize the seven happy Cub Scouting days each week.

**CUB SCOUT #3:** We all belong to the tribe of the Webelos which has a secret meaning, "we'll be loyal Scouts". It's symbol is Akela's totem, the Arrow of Light.  
**CUB SCOUT #4:** The corners, as well as the sides, have special meaning. Each corner represents a landmark or turning point in Cub Scout travels. The Cub Scout starts at the bottom and climbs the left side to his wolf rank. At 9 years of age he turns into the trail of the bear. At 10 he again turns, this time on the trail of the Webelos. At 11 he turns to complete his "Cub Scout square" by graduating into Boy Scouting.

**AKELA:** You have now seen and heard about Cub Scouting. If you wish to go on and become a member of Pack, make the Cub Scout sign and repeat the Cub Scout Promise.  
**NEW BOBCATS:** I promise to do my best  
To do my duty to God and my country  
To help other people  
And to obey the Law of the Pack.  
(At this point Akela asks the parents of the new bobcats to present the bobcat badges and their registration certificates.)  
**AKELA:** Tonight you have pledged your loyalty to the pack. We welcome you and wish you much success as you follow the trail to Scouting. Bagheera, will you escort these new bobcats and their parents to their seats within the pack?

## ADVANCEMENT CEREMONY

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Props: Black kettle, this can be cardboard painted black, set on a fire to look like natives are cooking; large soup ladles; Recording of the song "The Witch Doctor"; shrunken heads, these can be made by blowing up small balloons and coating them with papier mache and then painting them appropriately. Another way is to use apples and put faces on them with raisins. Either insert the boy's awards into the heads or attach them to the outside of the heads.

Arrangement: There is no story line. Just simply call out the boy's name in a very rough voice and have them form a line at the front. When all the boys are at the front they will receive their shrunken heads (awards). Then the Witch Doctor (cubmaster) will lead the boys around the room to show off their trophies, as the record is being played and they "bunny hop" to the tune.

The cubmaster is dressed up as a witch doctor.

####

## CLOSING CEREMONY:

Cubmaster reads the following:

This month we celebrate Scouting's 74th birthday in the United States. Everywhere Scouts are taking time to listen to the story of Scouting and to rededicate themselves to the aims and purposes of our movement.

Scouting was started in England by Lt. General Robert Baden-Powell, a British war hero. Guided by his experience in training army scouts, Baden-Powell made Scouting for boys an outdoor program with ideals...a way of thinking and living, a way of doing things.

Today Scouting is still a program filled with fun and adventure. It is learning worthwhile skills that train us to be responsible citizens. It is the spirit of all the men who worked to make our nation great.

More than 4 million boys and leaders are registered in Scouting in the U.S. today. Men who earned badges as Scouts now sit on the Supreme Court bench and in the chambers of Congress. Others hold important offices in our government, business and industry. Former President John F. Kennedy was the first president who had been a Boy Scout. Former President Gerald Ford is an Eagle Scout. Many of our astronauts were Scouts. More and more men, trained as Scouts, are taking their places in today's world as responsible adult leaders.

This 74th anniversary of Scouting and 54th anniversary of Cub Scouting is a time to recommit ourselves to the goals of Scouting...character, citizenship and personal fitness.

Will you all stand with me now and repeat the Cub Scout Promise as we rededicate ourselves to the purposes of Scouting?

###

## CLOSING CEREMONY:

Tell the story of Mowgli from either the preface of the Wolf Book or Walt Disney's Jungle Book.

A U D I E N C E P A R T I C I P A T I O N .  
S K I T S A N D S T U N T S

BUILDING THE PERFECT SCOUT

SET UP: One Cub Scout is lying on a table under a sheet. Three other Cubs are standing behind the table, playing the part of doctors. Another Cub is waiting in the wings with a U. S. flag.

Cub 1: We are about to bring to life one of the most unusual and least understood creatures on the face of the earth, a Cub Scout.

Cub 2: But first we have to add some important parts to bring it to life.

Cub 3: (holds up a piece of red poster board cut into the shape of lips)...First we will add a mouth so our Cub Scout can tell us what a good time he is having. And maybe he'll be able to sing. (slips poster under sheet)

Cub 1: (Holds up a light bulb)...Here's something that might help him come up with some bright ideas that will shed some light on what Cub Scouts like to do. (slips poster under sheet)

Cub 2: (holds up red poster in shape of a heart) And he's going to have to have a lot of heart. (slips poster under sheet)

Cub 3: Well, that about does it. He ought to come to life now.

Cub 1: I wonder how long it's going to take.

Cub 2: He should be moving or doing something by now.

Cub 3: Maybe we didn't do it right.

Cub 1: I guess we might as well give up.

Cub 2: Back to the drawing board.

Cub 3: At least we did our best.

The Cub Scout waiting in the wings with the flag enters and crosses the stage. As he passes the table, the Cub under the sheet jumps up, comes to attention, and salutes the flag.

Cubs 1, 2, & 3: Alright! The Perfect Cub Scout!

THE INVENTOR

CHARACTERS: Three or four boys. (more can be added)

SETTING: First boy is sitting on a chair (bed). Toys are scattered around the room. He is deep in thought. Several of his friends have come to see him.

(Friends enter.)

ALL: \_\_\_\_\_! What are you doing?

BOY 1: Just thinking.

BOY 2: Thinking about what?

BOY 1: My invention.

BOY 3: Are you inventing something?

BOY 1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

BOY 4: What are you going to make? Maybe we can help.

BOY 1: Really? Do you all want to help?

ALL: Sure!

BOY 1: O.K. (getting up). First of all, I need a big box. There's one in my closet.

(one of the boys goes off-stage to get box)

Then I need two toy airplanes. (another boy picks it up)

(Continue until all toys are picked up off floor)

Last I need some rags. We can use my clothes for that. (they all pick up clothes)

Now, put everything in the box. (looks around room) Well, that just about takes care of it.

BOY 4: Takes care of what?

BOY 1: My invention. I just invented a way to get my room cleaned before my mom gets home!

**BILLY BUILDER, THE GENIUS**  
(Audience Participation)

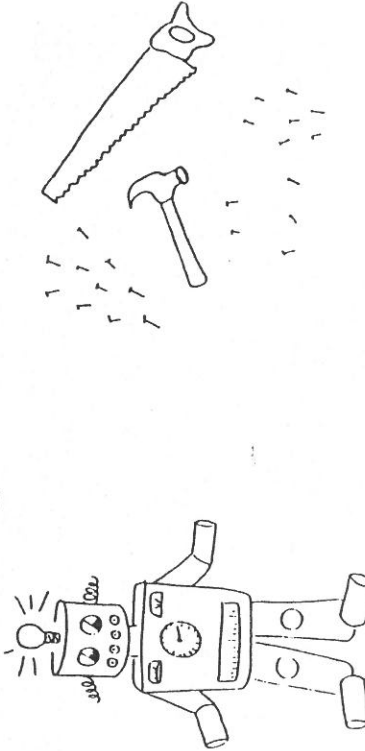
Saw \_\_\_ "Zip, Zip"  
Hammer \_\_\_ "Bang, Bang"  
Nails \_\_\_ "On the Head!"

Billy Builder \_\_\_ "If I had a hammer"  
Robot \_\_\_ "Does not compute, Does not compute"

One fine day, young Billy Builder \_\_\_ had nothing to do. So he decided to build a robot \_\_\_ with nothing but a hammer \_\_\_ and some nails \_\_\_. He decided that his robot \_\_\_ should be very large, so it would require many nails \_\_\_. He drew his plans, picked up his hammer, and reached for the nails \_\_\_. He started to work, day and night, and he wore out saw \_\_\_ after saw \_\_\_ finished. His hammer \_\_\_ was worn out, and the robot \_\_\_ was still not finished.

Ten years passed and Billy Builder \_\_\_ was still at work; hammer \_\_\_ and saw \_\_\_ busy for days on end. Finally, after many years of hard work, Billy Builder \_\_\_ and his last hammer \_\_\_ and his last saw \_\_\_ was dull; stood 35 feet tall and was a work of art!

Now the moment had come for Billy Builder \_\_\_ to activate the mechanism that would make him famous. His name would go down in history as a genius. He laid down his saw \_\_\_ and what was left of his hammer \_\_\_. Pushing aside the remaining bent nails \_\_\_, he made his way to the robot's \_\_\_ controls. He pushed a button and waited. The robot \_\_\_ said: "Should your name be linked to this project, I will deny any knowledge of your existence, and I will completely self-destruct in 5 seconds."



Robot Applause: Walk in place, stiff-legged and stiff-armed and say "Does Not Compute, Does Not Compute" in sing-song fashion.

Mad Scientist Applause: Pretend to hold up test tube in one hand. Pour something into it with the other hand, then go "Boooooom!"

**DRAG-ON-AROUND**

**CHARACTERS:**

Dragon (with head boy and as many body peices as you need for the correct number of boys in the den - finishing with a tail piece.)  
Knights - Sir Bobcat, Sir Wolf, Sir Bear and Sir Webelos

**SCENERY AND PROPS:**

C...board bushes, sword, flames, feather (large), marshmallow or weiner and red sock.

**SETTING:**

Dragon cones on stage. Head boy sticks red-socked hand out of mouth occasionally as if fire is shooting out. Dragon sneezes. Head boy tapes flames to back curtain or bushes, as if it is being set afire. All boys making up dragon sneeze together.

**DRAGON:**

Oh, voo is me! Everybody hates me. Nobody likes me. (sneeze)  
I'm so miserable. I just keep sneezing and I can't help it. (Sneeze)  
I just can't figure out what is wrong with me.....

**SIR BOBCAT:**

(All knights enter - Sir Bobcat pulls out his sword and waves it at Dragon) All right, Dragon, if you have any last words, say them now! You have caused enough havoc.

**DRAGON:**

(Sounding miserable) Oh, who are you? (Sneeze) Why are you bothering me? Can't you see I have enough problems? I can't eat (Sneeze) I can't sleep. I'm so tired.

**SIR WOLF:**

I am Sir Wolf and I and my fellow Knights, Sir Bobcat, Sir Bear and Sir Webelos have been sent from the Roundtable to take care of you. You have ruined the countryside. You're not the only one who can't eat or sleep. Neither can anyone else -- with you setting everything on fire."

**DRAGON:**

Well, take care of me then. Find out what's the matter with me. I really mean no harm. I just keep sneezing and when I sneeze, I breathe fire. I don't intend to do it.

**SIR BEAR:**

We're supposed to kill you, but I suppose it wouldn't hurt if we could take care of your problem some other way. Let's see now (he looks over the Dragon). Why, here is the problem! (he pulls a large feather from the Dragon's nose). How do you feel now?

**DRAGON:**

Oh, Sir Cub Scouts, I feel so much better. I promise to be good. Perhaps you could find a job for me. I would like to help people.

**SIR WEBELOS:**

I have an idea!!! (he pulls out a marshmallow or weiner and puts it on the end of his sword - then he holds it out as if to cook it over the Dragon's flame.)

CURTAIN



## An Egg Carton Martian

For this man from Mars you will need three pipe cleaners and half of the bottom part of a pressed-cardboard egg carton.

Cut two cups off the end (Figure 2). Then cut through the piece that joins the two cups, fold them over, and glue one on top of the other (Figure 3). Hold them in place with a clamp clothespin until the glue dries. This section forms the head. Outline the holes for eyes, and paint on a mouth.

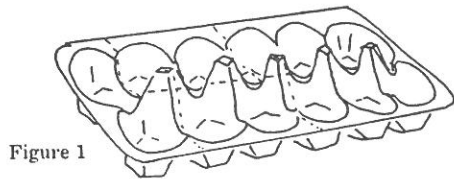


Figure 1

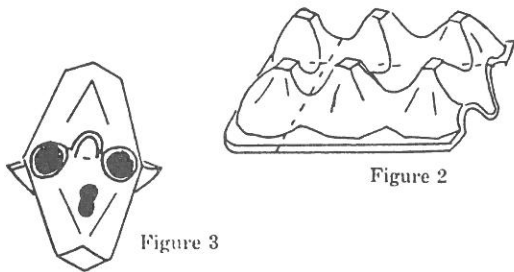


Figure 3

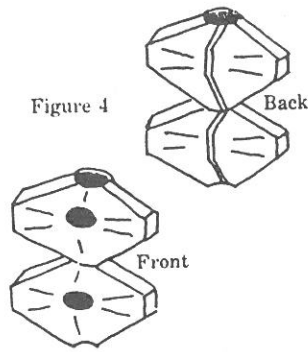


Figure 4

Then insert a pipe cleaner at the top, curling it at each end for antennae (Figure 5).

Use the other four cups for the body. Trim off the outside edges and the center sections, and place them, open side down, on the table. Cut through the sections that join the cups. Fold them over and glue them together (Figure 4). Hold them securely with rubber bands until they dry.

Next, punch holes in the ends of the cups, and insert pipe cleaners to make arms and legs.

Glue the head onto the body, and decorate the man any way you want.

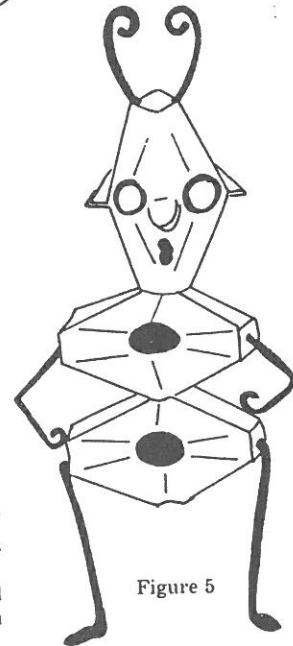


Figure 5

## Silly Sea Serpent

You will need two pressed-cardboard egg cartons and two marbles to make this sea serpent.

Cut away the lid of the first carton. Then make a cut right through the middle of the eggcups on each side of the center section, as shown by the dotted lines in Figure 1.

Remove the triangular section at one end to form a tail (Figure 2).

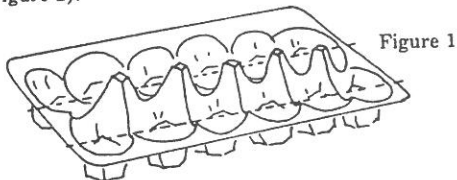


Figure 1

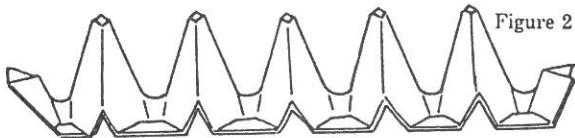


Figure 2

Next, take the second egg carton and remove its lid also. Cut out two eggcups and their center peak, as shown by the dotted lines in Figure 3, and throw the rest of the carton away.

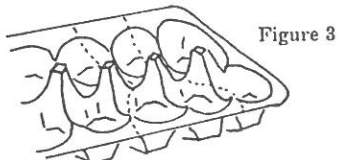
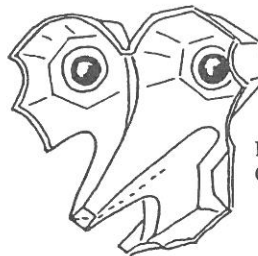


Figure 3

Figure 4  
Cut along dotted lines.

Trim away the two eggcups on the other side of the peak, leaving a partitioning section for the neck (Figure 4).

As shown by the dotted line in Figure 4, make a slit in the peak for the mouth. Glue in pieces of red crepe paper for fiery breath.

Then glue the head onto the front of the body section (Figure 5).

Paint the sea serpent green. Glue marbles in place (Figure 4) for eyes.

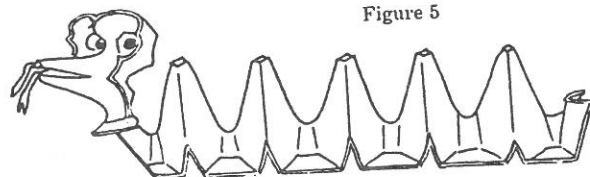


Figure 5

# A Red Dragon

To make this dragon you will need six cardboard tubes from paper towels or toilet tissue, four of them  $4\frac{1}{2}$  inches long, and two of them  $3\frac{1}{2}$  inches long and somewhat smaller in diameter. You will also need a piece of cardboard from a cereal box and six round toothpicks.

Trace a head pattern onto the cardboard (Figure 1). Then make a circle in the center of the head by drawing around one of the smaller tubes. Divide it as shown and cut on the straight lines. Lift the tabs to make a hole.

At one end of a small cardboard tube cut V notches for a mouth. At the other end make square notches (Figure 2). Slip the head-piece over the mouth end of the tube and tape or glue it in place.

Make square notches about  $1\frac{1}{2}$  inches deep on both ends of the remaining five tubes. Cut a  $2\frac{1}{2}$ -inch slit in the top of each tube.

For the dragon's scaly spine cut out six cardboard rectangles 3 inches long and  $1\frac{1}{4}$  inches wide. On each one make jagged cuts along one length, and cut out a  $\frac{1}{4}$ -inch square from both bottom corners, as shown in Figure 3. Insert five of them in the slits at the tops of the tubes (see the dotted lines in Figure 4).

Then punch tiny holes just big enough for toothpicks in the ends of the tubes. Overlap the end of one tube over that of another, so the holes are together, as in Figure 4, and put toothpicks through the holes. Fasten together all five tubes and the mouth section in this way, placing the smaller tube at the end (Figure 4). Make a semicircle out of cardboard by drawing a circle 6 inches in diameter and cutting it in half. Roll the semicircle into a cone shape for the tail (Figure 5). Notch the open end of the tail and fasten it with a toothpick to the small tube at the end of the dragon. Now add the sixth spine to the tail.

Paint the dragon red with white, gold, or black markings, and glue red and orange streamers in the mouth to serve as his flaming breath. Pick him up by the middle, and he will twist and turn as if he were alive.

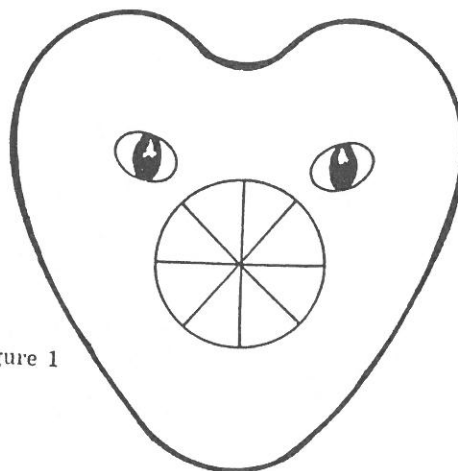


Figure 1

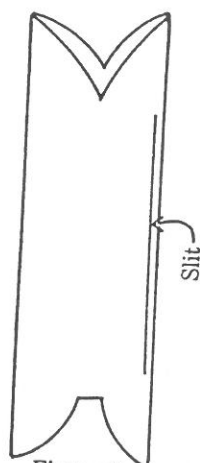


Figure 2

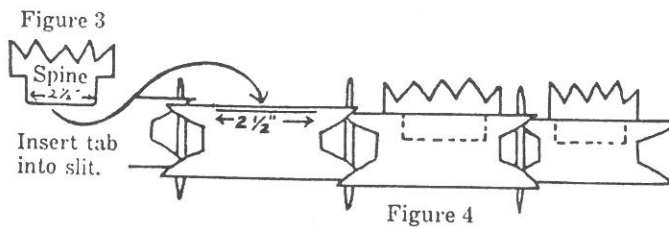


Figure 4

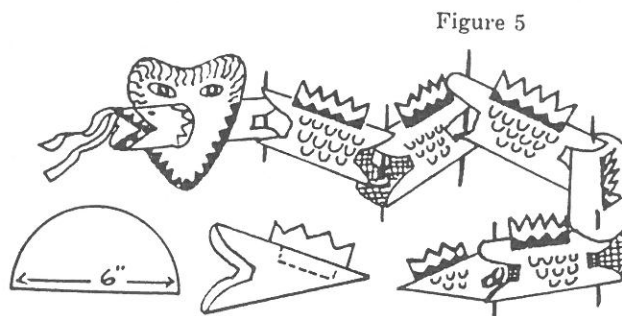


Figure 5

# A Pirate Hat

Use a 3-inch-high cottage-cheese or similar carton (Figure 1), a piece of cardboard 12 inches square (the side of a giant-size detergent or powdered-milk box will do), and one pipe cleaner to make this pirate's hat.

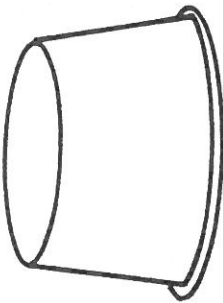


Figure 1

Cut a 12-inch circle from the cardboard to form a brim. Trace another circle in the center of the brim to fit the top of the cheese carton. Make a smaller circle inside this one and cut it out. Cut slashes in the first circle (Figure 2), and bend the sections up as tabs (Figure 3).

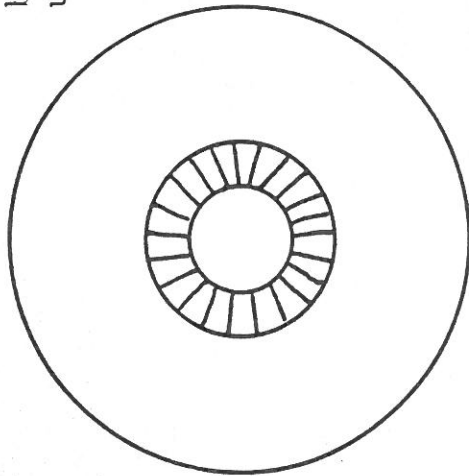


Figure 2

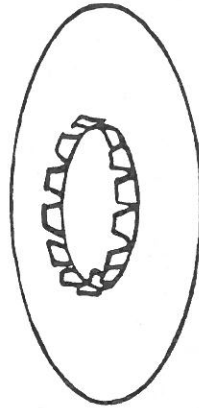


Figure 3

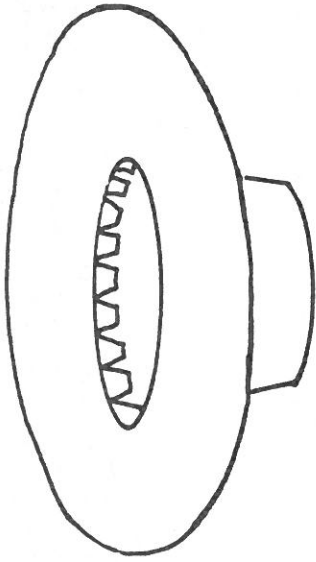


Figure 4

Use the tabs when you tape the brim to the carton (Figure 4). Fasten a string to each side as a tie.

Paint the hat black.

Fold up one side of the brim so that it reaches the top of the crown. Punch a hole through the crown and brim and fasten them together with the pipe cleaner.

Cut crossbones from white paper and glue the crossbones over the pipe cleaner.



Figure 5

# Willy Willie

## the Tin Can Coyote

*A tin can coyote of life-size proportions will be a howling success at your puppet show! He costs little but has a lot of potential.*

**Materials.** You'll need one 2-pound coffee can with plastic lid for the head, two 1-pound coffee cans (one with plastic lid) for the body, four soda pop cans with the tops fully removed for arms, six 3" x 4 1/2" cans for legs, a plastic detergent bottle, standard-size oatmeal box, two buttons, yarn, felt, sturdy but flexible wire (about 20 gauge), two nuts and bolts, four washers, and a hammer and nail for punching holes. Paint all cans and lids.

**Head.** Use a 2-pound coffee can for the head. Cut an oatmeal box to 3 1/2" high. Trim the cut edge of the box so that it fits snugly around the side of the can. Trim a detergent bottle to 4" and cut, as shown, leaving two tabs on the bottle. Punch a hole in each tab, and slip the tabs into the slots. With string through the holes in the tabs, tie the tabs together on the inside of the snout, and paint.

Make two holes, 1" apart, at the center of the bottom of the 2-pound can, and invert. Cut two matching holes in the plastic lid of the can, and set this aside. With the open end of the coffee can forming the bottom of the coyote's head, glue the snout to the front of the head.

**Arms and Upper Body.** Punch a hole on the side of a pop can (upper arm), near the bottom, and invert. Punch a hole in the side of a 1-pound coffee can (top of body), near the bottom, and invert. Set the coffee can next to the pop can, matching the holes. Attach the cans at the holes with a nut, bolt and washers, as shown. With the open end down, glue an-

other pop can to the bottom of the upper arm. Tape for added strength.

Repeat for the other arm, attaching it to body can, across from the first arm.

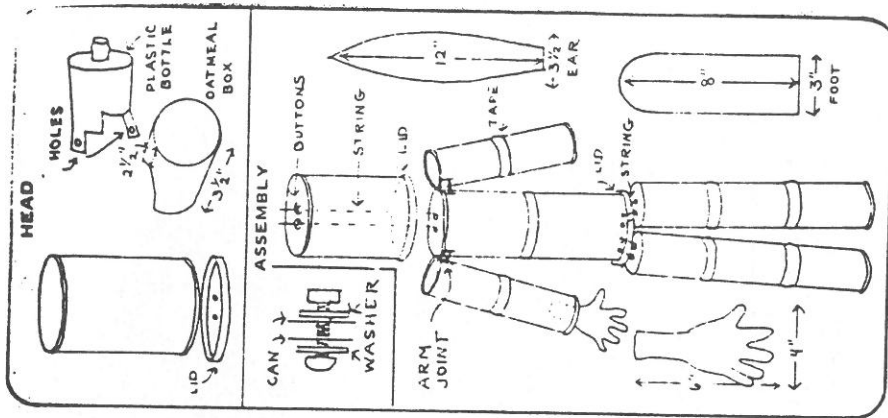
To join the head and top of body, make two holes, 1/2" apart, in the lid of the 1-pound coffee can. Thread strings through the holes in the body can and up through the holes in the plastic lid of the 2-pound can. Tie a button to each part of the string, about 7 1/2" from the body can. (The buttons will rest against the top of the coyote's head and leave some exposed string for his neck.) Thread the strings through the top of the coyote's head, and cover the bottom of the head with the plastic lid. Tie the strings to a crossbar.

**Legs.** For each leg, punch two holes, 1/2" apart, in the bottom of a 3" x 4 1/2" can, and invert. Thread string through these holes but do not tie. Glue and tape two more cans of the same size beneath the string can, open ends down, forming a stack of three cans. Repeat to make the other leg.

To attach the legs to the lower body (other 1-pound coffee can), punch four holes, 1/2" apart, in the plastic lid of a 1-pound coffee can. Thread the strings from the legs through the holes in the plastic lid and tie. Cover the lower body with the lid.

To join the upper and lower body, glue and tape the two 1-pound coffee cans together.

**Coyote Trim.** Cut four ears, four hands and four feet from felt. Run wire between two matching pieces. (The wire allows you to shape the pieces.) Glue the matching pieces together. Glue the ears and feet in place. Glue the hands to the inside of the pop cans at the wrist. The coyote's hair, "sideburns" and tail are made by wrapping yarn around a long piece of cardboard, 2 1/2" high. For the fur at the top of the head, wrap the yarn about 60 times; for each "side-



burn" wrap about 90 times; for each of the four sections of the tail, wrap about 40 times. After wrapping, slip a piece of yarn between the cardboard and yarn, and tie. Then, slide the yarn off the cardboard, and cut open the yarn loops. To assemble the tail tassels, tie each tassel to the tassel above it. Glue all the yarn pieces in place.

Add paper or painted features. If you wish, attach strings to feet and hands, and tie these strings to the crossbar.

Ready for action, this whimsical and winning coyote will make any audience its willing prey!

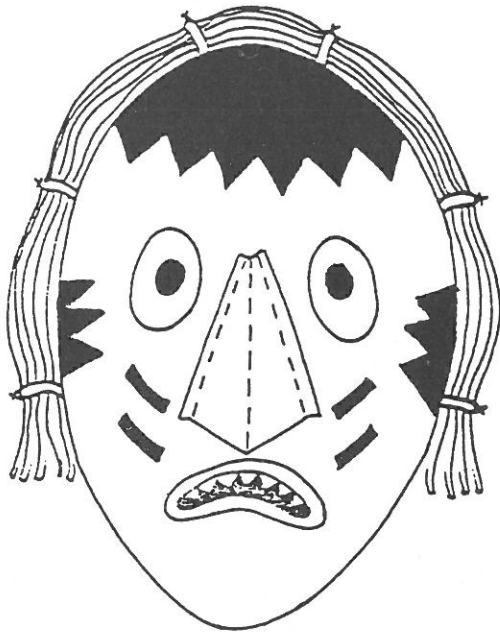
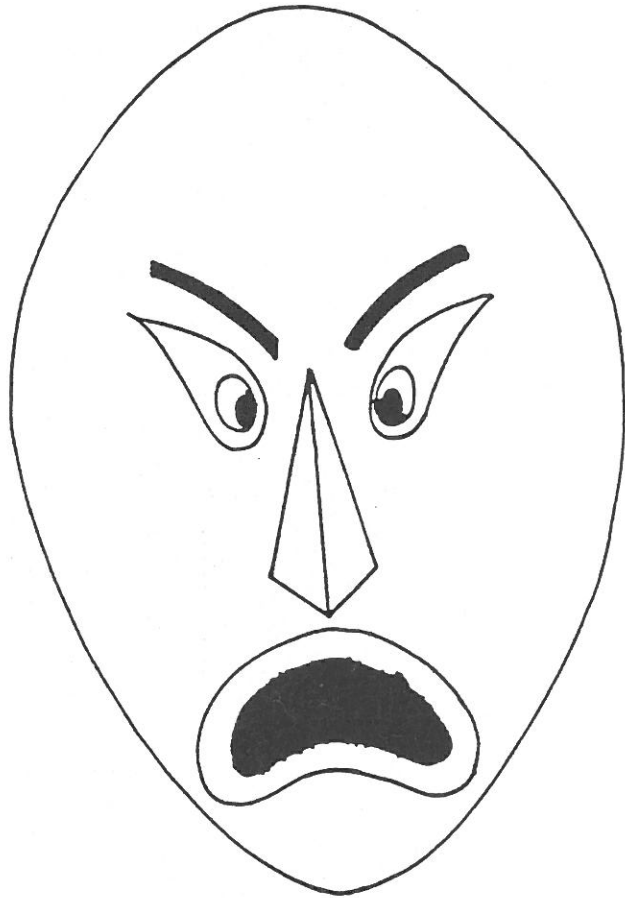
## FEARSCHE FRED

## MATERIALS

Large sheet of Manila card, Copydex, green, blue, silver, and red foil, sugar-paper.

## METHOD

1. Make a large template from sugar-paper, approx. 60 cm. in height and 45 cm. across. Fold the sugar-paper in half, cut out the shape and unfold--this makes a perfect oval.
2. Place the template on the sheet of Manila, trace the outline, and cut out.
3. Open a roll of green foil, cover the card with Copydex, and stick to the foil.
4. Carefully cut round the card to complete the mask base.
5. Cut out slanting eyes, eyebrows, nose, mouth, and teeth from different colored foils and stick them on with Copydex.



## CALAMITY KATE

## MATERIALS

One balloon about 45 cm. long, Polycell paste powder, newspaper, scrap Manila card, paint, lengths of straw, sharp craft knife.

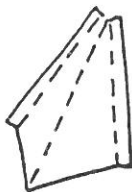
## METHOD

1. Inflate the balloon until really firm and cover with papier mache.
2. When thoroughly dry, cut the balloon in half lengthways with a very sharp knife, making two mask bases.
3. Pencil in the design roughly. Paint the face of the mask. It is important to make the eyes and mouth stand out. Some colors may be outlined with black paint or felt pen.
4. Make a nose from Manila card, stick it to the face, and paint it.
5. Take a number of strands of straw, tease them out, and bind them together every 12.5 cm. with either straw or raffia.
6. Fit the straw over the top of the mask to make hair and glue firmly into place.

The second half of the balloon mask can be used to make a second mask.

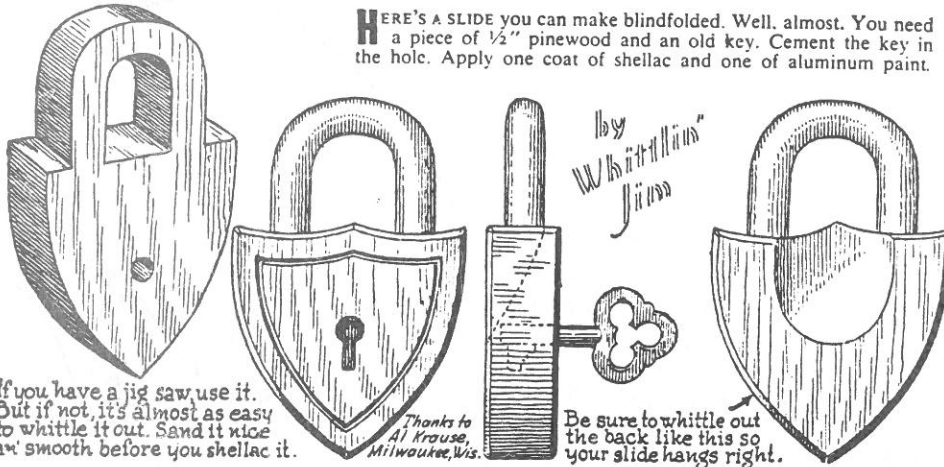
## POINT TO NOTE

If BOYS work in pairs they can each make a mask from one balloon.



# PADLOCK

HERE'S A SLIDE you can make blindfolded. Well, almost. You need a piece of 1/2" pinewood and an old key. Cement the key in the hole. Apply one coat of shellac and one of aluminum paint.



If you have a jig saw use it. But if not, it's almost as easy to whittle it out. Sand it nice an' smooth before you shellac it.

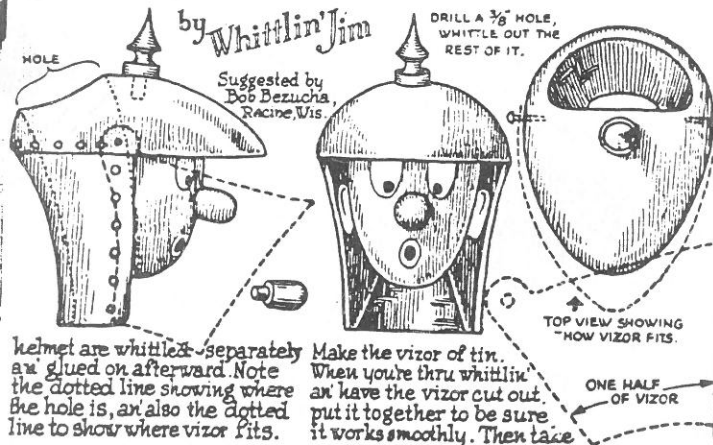
Thanks to Al Krause, Milwaukee, Wis.

Be sure to whittle out the back like this so your slide hangs right.

by Whittlin' Jim



# THE BOLD KNIGHT



by Whittlin' Jim

Suggested by Bob Bezucha, Racine, Wis.

DRILL A 3/8" HOLE, WHITTLE OUT THE REST OF IT.

TOP VIEW SHOWING HOW VIZOR FITS.

ONE HALF OF VIZOR

This bold knight may look like a tough project, but it isn't. Just whittle the wood part as I have sketched it. The nose an' the spike on the

helmet are whittled separately an' glued on afterward. Note the dotted line showing where the hole is, an' also the dotted line to show where vizor fits.

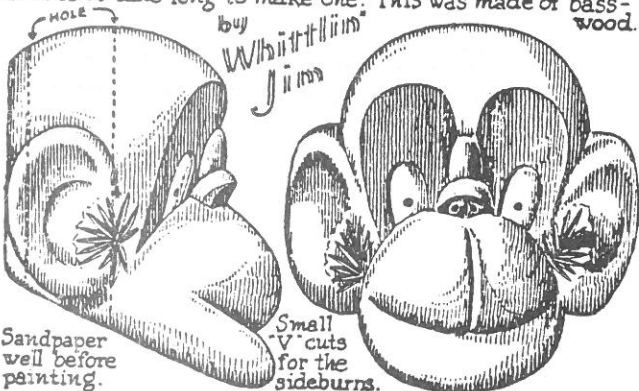
Make the vizor of tin. When you're thru whittlin' an' have the vizor cut out, put it together to be sure it works smoothly. Then take

it apart an' give the vizor an' the wood part of the helmet a coat of aluminum paint. When that's dry paint the face flesh color, an' the eyes an' mouth.



# MONKEY

Probably you saw this one at Irvine Ranch. I whittled it one evening on the way to the Jamboree, so you see that it doesn't take long to make one. This was made of basswood.



by Whittlin' Jim

Sandpaper well before painting.

Small V-cuts for the sideburns.

Start with a squared block an' bore the hole first. Then lay out the side view an' rough out the silhouette. You can trace it from the side view. The nose is a little tricky, so watch it. This was painted a dark reddish brown with white eyes an' eyebrows, an' white sideburns. I think little tufts of fur could be glued on for those sideburns an' maybe thin strips for the eyebrows would look good.





### WHAT IS A BOY?



You can absolutely rely on a boy if you know what to expect.

A boy is Nature's answer to false belief that there is no such thing as perpetual motion. A boy can run like a deer, swim like a fish, climb like a squirrel, balk like a mule, bellow like a bull, eat like a pig, or act like a jackass, according to climatic conditions.

The world is so full of boys that it's impossible to touch off a fire cracker, strike up a band, or pitch a ball without collecting a thousand of them. Boys are not ornamental; they're useful. If it were not for boys, the newspapers would go undelivered and unread and a hundred thousand picture shows would go bankrupt.

The boy is a natural spectator; he watches parades, fires, fights, football games, automobiles and planes with equal fervour. However, he will not watch a clock.

A boy is a piece of skin stretched over an appetite. However, he eats only when he's awake. Boys imitate their Dads in spite of all efforts to teach them good manners.

Boys are very durable. A boy if not washed too often and if kept in a cool quiet place after each accident, will survive broken bones, hornets nests, swimming holes and five helpings of pie.

Boys love to trade things. They'll trade fish hooks, marbles, broken knives and snakes for anything that is priceless or worthless.

When he grows up he'll trade puppy love, energy, warts, bashfulness and a cast-iron stomach for a bay window, pride, ambition, pretense and a bald head and will immediately begin to say that "boys aren't what they used to be in the good old days."

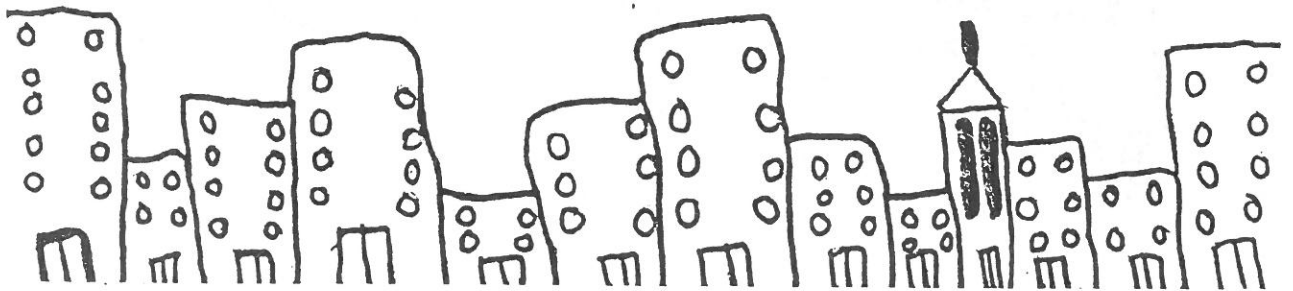
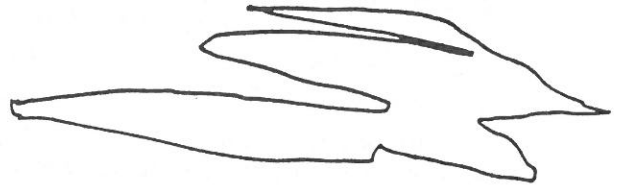
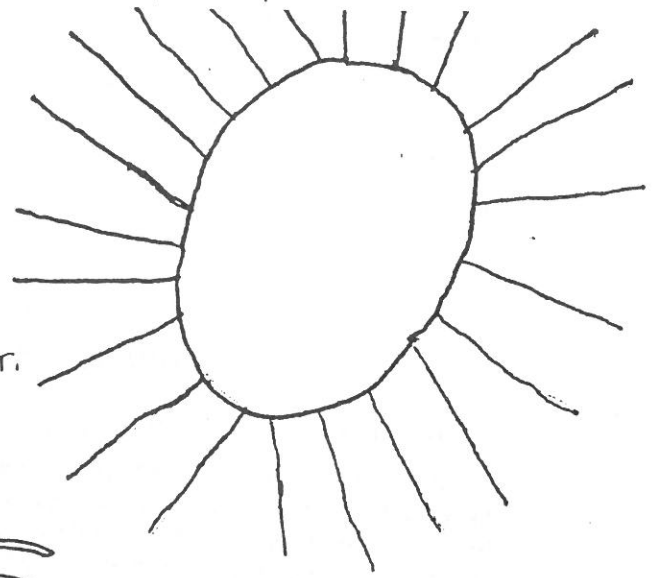


*Herbert Hoover*



# Heros in Books

BY KEVIN SCHWEITZBERGER, Jr.  
PACK 6





Pack Activities

Have a "Tall Tale" contest.  
 Hold Pinewood Derby contest.  
 Invite Indian dancers to perform.  
 Have a tongue twister contest.  
 Have a Paul Bunyan look-a-like contest.

Den Activities

Build snowmen.  
 Have snowball contests.  
 Have a "Fish Tale" contest.  
 Visit the library.  
 Roast marshmallows in fireplace.  
 Build a teepee.  
 Pull taffy.  
 Make home made cookies, candy or ice cream.

## DEN OPENINGS

Doing It

Wisdom is KNOWING what to do.  
 Skill is knowing HOW to do it.  
 Virtue is DOING it.



Let's repeat the Cub Scout promise.

Scouting

Den Leader: Scouting was started by Lord Baden-Powell of yore.  
 To teach young boys hunting and tracking lore.  
 Our boys learn to have pride in all they do  
 Whether it be daily activities, crafts or what have you.  
 So wear the blue and gold for truth and spirituality  
 Also for sunshine, happiness and steadfast loyalty.

Let's repeat the Cub Scout Motto.

## DEN CLOSINGS

Tall Tales

Den Leader: Tall tales are stories passed from generation to generation. These are usually stories about real people, places and events. These are stories of a struggling America doing its best. The Cub Scout motto is "Do your best." By doing your best, tall tales can be told about you, and perhaps, these stories will be passed down through the years.

Advancing

Den Leader: Life never stands still. If you don't advance, you go backwards. In Cub Scouting, you have many opportunities to learn to advance as you do achievements and electives. Do them well so that you are proud of the badges you wear.

## AMERICAN FOLKLORE

## PREOPENINGS

American Heroes

Match these American heroes with why they are remembered.

Hero	Why Remembered
1. Paul Bunyan	a. Spread the news the British are coming
2. Blackbeard	b. Samuel Clemens
3. Rip Van Winkle	c. Very big man with blue ox
4. Benjamin Franklin	d. Freed the slaves
5. Paul Revere	e. Slept for twenty years
6. Daniel Boone	f. Congressman turned frontiersman
7. Davy Crockett	g. Father of all Yankees
8. Casey Jones	h. Father of mass production
9. Mark Twain	i. Was a ghost at sea
10. Henry Ford	j. Established apple tree nurseries
11. Johnny Appleseed	k. Railroad hero
12. Abraham Lincoln	l. Hunter of Kentucky

Riddles of America

How many can you identify?

Round as a saucer, deep as a cup,  
Yet the whole Mississippi couldn't fill it up. (Strainer)

The longer she stands, the lower she grows. (Candle)

House full, room full,  
But can't get a spoonful. (Smoke)

Green as grass, but is not grass,  
Red as blood, but is not blood,  
Black as ink, but is not ink.  
What is it? (Blackberry)

## ADVANCEMENT CEREMONIES

American Pioneers

Personnel: Cubmaster, Cub Scouts, Advancing Cubs and parents.

Equipment: Stage, curtains, props for pioneers (if available), badges.

Cubmaster:

American pioneers have been men with curious minds, strong purpose, courage, determination, persistence, and a proud, fierce, unswerving loyalty. Through every hardship they have refused to give up.

Our theme, American Folklore, is the story of some of these heroes and pioneers of our country. Our purpose is to remind ourselves how our country grew out of a wilderness into what it is today. Let's quickly take a look at some of the men who helped build it.....

Miles Standish came with the pilgrims seeking religious freedom and learned to live with the Indians. After the first years harvest, they celebrated the first Thanksgiving together.

Other great men followed! Patrick Henry who said "Give me liberty or give me death". Daniel Boone opened up the trail west through the Cumberland gap. Thomas Edison invented the electric light. Alexander Graham Bell gave us the telephone.

As we entered the 20th century, Henry Ford produced a successful motor car; Orville and Wilbur Wright launched our first airplane.

For you Cub Scouts, the United States is still a land of expanding opportunity and tonight we have (number) boys who have had the determination, persistence, and loyalty to follow the Cub Scout trail and complete the achievements for their badges.

Will (give names) and their parents please come forward? These boys have earned their Wolf badge (and/or arrow points). (Present badges, handshake with Cubs and parents.)

(Give names) have completed the achievements for their Bear badge (and/or arrow points). Will these Cubs and their parents please come forward. (Present badges.)

Now we have (give names), Webelos Scouts, with strong purposes and curious minds who have completed the requirements for (number) badges. Will these boys and their parents please come forward? (Present badges.)

Now, will the pack please stand with me and salute these fine Cub Scouts who have had the courage and loyalty of the pioneers of our past years to advance. Cub Scouts, SALUTE...(pause)...TWO. Congratulations! (Cubs and parents dismissed from stage.)

Paul Bunyan Awards

Prepare in advance oversized awards. Make rank advancements ten inches square with boys patch attached. Arrow points should be five inches tall. If the pack gives coup beads for attending the pack meeting, a large wooden (2") bead could be used.

Cubmaster: It is said that Paul Bunyan was a mighty big man. He was a logger with Babe, his blue ox. Paul and Babe could haul 640 acres of logs at one time, and if a road was crooked, Paul hitched Babe to it and had Babe pull out the kinks. Mighty feats were known around the country. Paul and Babe could accomplish any logging task!

Advancement Chairman: Now, I'm here to tell you, those were mighty big feats, but we have here with us tonight those who have accomplished feats almost as big. We'd like to honor those boys. (Have boys and parents come forward.) I'd like to present \_\_\_\_\_ with his Wolf badge for doing a bigger-than-life sized job.

CLOSING CEREMONIESPinewood Derby Closing Thought

Cubmaster: At the conclusion of our pinewood derby night, I would like to say that we are all winners here tonight. Dad has more respect for his son whether he was a humble winner or a graceful loser. Mom was proud of her son whether she gave him a hug of congratulations or comfort. Each boy gained a better knowledge of competition; how to win, how to lose, how to be happy for a friend who is taking home the trophy he himself wanted so badly. The leaders gained knowledge of competition too in the pride they felt knowing each of their boys had done his best. There are only winners here tonight. Thank you all for helping to make the pack go and Cub Scouts go. Good night and congratulations to all winners.

American Dream

Cubmaster: America is a melting pot of people from many lands. They came here to worship and live as a free people. This inspired many to dare to dream. These dreams lead to a better life for all. Benjamin Franklin discovered electricity. Thomas Edison invented the telephone. Henry Ford dared to make a horseless carriage. Man learned to travel through air; television was born; and man even walked on the moon. Through good times and bad the American dream has lived. I challenge each of you to dream. Dream for an America full of tomorrows and work to make those tomorrows come true. Goodnight Cub Scouts.

Freedom

Cubmaster: Boys, I want to tell you a story that has a meaning. When I was a boy, I had three turtles. They had a beautiful terrarium with rather low sides. They had everything they needed except one thing...freedom. Every chance they had, they would climb out.

People in many countries in this world lack the same thing...freedom, but not in America. In America, we have freedom of speech, freedom of the press, freedom to go wherever we please, freedom to worship God as we wish, freedom to choose people to govern us.

A boy like you can grow up to be whatever he dreams of being. This is why I love America. Don't you?

"Casey at the Bat"

It looked extremely rocky for the Mudville nine that day;  
The score stood two to four, with but one inning left to play.  
So, when Cooney died at second, and Burrows did the same,  
A pallor wreathed the features of the patrons of the game.

A straggling few got up to go, leaving there the rest,  
With that hope which springs eternal within the human breast.  
For they thought: "If only Casey could get a whack at that,"  
They'd put even money now, with Casey at the bat.

But Flynn preceded Casey, and likewise so did Blake,  
And the former was a pudd'n, and the latter was a fake.  
So on that stricken multitude a deathlike silence sat;  
For there seemed but little chance of Casey's getting to the bat.

But Flynn let drive a "single," to the wonderment of all.  
And the much-despised Blakey "tore the cover off the ball."  
And when the dust had lifted, and they saw what had occurred,  
There was Blakey safe at second, and Flynn a-huggin' third.

Then from the gladdened multitude went up a joyous yell--  
It rumbled in the mountaintops, it rattled in the dell;  
It struck upon the hillside and rebounded on the flat;  
For Casey, mighty Casey, was advancing to the bat.

There was ease in Casey's manner as he stepped into his place,  
There was pride in Casey's bearing and a smile on Casey's face;  
And when responding to the cheers he lightly doffed his hat,  
No stranger in the crowd could doubt 'twas Casey at the bat.

Ten thousand eyes were on him as he rubbed his hands with dirt,  
Five thousand tongues applauded when he wiped them on his shirt;  
Then when the writhing pitcher ground the ball into his hip,  
Defiance glanced in Casey's eye, a sneer curled Casey's lip.

And now the leather-covered sphere came hurtling through the air,  
And Casey stood a-watching it in haughty grandeur there.  
Close by the sturdy batsman the ball unheeded sped;  
"That ain't my style," said Casey. "Strike one," the umpire said.

From the benches, black with people, there went up a muffled roar,  
Like the beating of the storm waves on the stern and distant shore.  
"Kill him! Kill the umpire!" shouted someone on the stand;  
And it's likely they'd have killed him had not Casey raised his hand.

With a smile of Christian charity great Casey's visage shone;  
He stilled the rising tumult, he made the game go on;  
He signaled to the pitcher, and once more the spheroid flew;  
But Casey still ignored it, and the umpire said, "Strike two."

"Fraud!" cried the maddened thousand, and the echo answered "Fraud!"  
But one scornful look from Casey and the audience was awed;

They saw his face grow stern and cold, they saw his muscles strain,  
And they knew that Casey wouldn't let the ball go by again.

The sneer is gone from Casey's lips, his teeth are clenched in hate,  
He pounds with cruel vengeance his bat upon the plate;  
And now the pitcher holds the ball, and now he lets it go,  
And now the air is shattered by the force of Casey's blow.

Oh, somewhere in this favored land the sun is shining bright,  
The band is playing somewhere, and somewhere hearts are light;  
And somewhere men are laughing, and somewhere children shout,  
But there is no joy in Mudville--Mighty Casey has struck out.



"A Good Imitation"

A Kentuckian imitates the crowing of a rooster so well that the sun, upon several occasions, has risen two hours earlier by mistake.

Here are a couple of favorites. The boys can each read part or an adult can read all.

"The Ballad of Casey Jones"

Come all you rounders if you want to hear  
The story told of a brave engineer.  
Casey Jones was the rounder's name,  
A high right-wheeler of mighty fame.

Caller called Casey about half-past four;  
He kissed his wife at the station door,  
Climbed into the cab with his orders in his hand,  
Says, "This is my trip to the Holy Land."

Through South Memphis yards on the fly,  
He heard the fireman say, "You got a white eye."  
All the switchmen knew by the engine's moan  
That the man at the throttle was Casey Jones.

It had been raining some five or six weeks;  
The railroad track was like the bed of a creek.  
They rated him down to a thirty-mile gait--  
Threw the southbound mail some eight hours late.

Fireman says, "Casey, you're running too fast.  
You ran the block board the last station we passed."  
Casey says, "Yes, I believe we'll make it through,  
For she steams better than ever I knew."

Casey says, "Fireman, don't you fret.  
Keep knocking at the fire door; don't give up yet.  
I'm going to run her till she leaves the rail  
Or make it on time with the southern mail."

Around the curve and down the dump,  
Two locomotives were bound to bump.  
Fireman hollered, "Casey, it's just ahead!  
We might jump and make it, but we'll all be dead!"

'Twas round this curve he spied a passenger train.  
Rousing his engine, he caused the bell to ring.  
Fireman jumped off, but Casey stayed on.  
He's a good engineer, but he's dead and gone.

Poor Casey Jones was all right,  
For he stuck to his duty both day and night.  
They loved to hear the whistle and ring of No. 3  
As he came into Memphis on the old I.C.

Headaches and heartaches and all kinds of pain  
Are not apart from a railroad train.  
Tales that are earnest, noble and grand  
Belong to the life of a railroad man.

## HEROES

WHATEVER HAPPENED TO MOTHER NATURE?

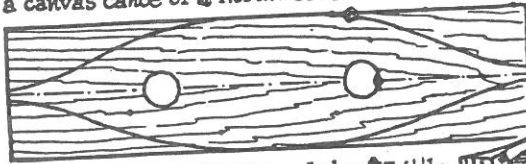
- CHARACTERS:** MOTHER NATURE (wearing long dress, construction helmet, goggles, earmuffs, surgical mask, carrying canteen)
- SETTING:** Outdoor scene. See story for props. Den Chief and Webelos are walking along. Backdrop—painted factories with grey smoke.
- DEN CHIEF:** Well fellas, you wanted to see Mother Nature. This is where she lives (Points to sign "Mother Nature—Don't Disturb—I'm Brooding.")
- 1ST CUB:** Mother Nature, won't you please come out and talk to us? (She comes on stage, dressed as described above)
- DEN CHIEF:** Why in the world are you dressed like that?
- M. NATURE:** It's a long, sad story. I wear this terrible costume to protect me.
- 2ND CUB:** Protect you from what?
- M. NATURE:** From ordinary people. Just look. (She points to sign near pile of trash—"Don't Pick the Flowers"—and another sign by a fake stream—"Polluted—No drinking, Swimming, or Fishing.")
- 3RD CUB:** Where is the lovely meadow?
- M. NATURE:** (Pointing down) This is the meadow.
- 4TH CUB:** Where are the flowers and birds? (Sound effects—horn honking)
- M. NATURE:** Now you see why I wear earmuffs and a mask. You'd be mad, too, if somebody dumped junk on your jonquils and trash on your tulips!
- 5TH CUB:** Look at the smoke that fouls the air.
- 6TH CUB:** Look at the slime that spoils the water.
- M. NATURE:** This is the world that people made. What a woeful world the people made!
- 7TH CUB:** I'm the Webelos Scout all forlorn, who coughs and chokes on the smoke each morn. I'll write my Congressman, sure as you're born! (Waves letter in his hand).
- M. NATURE:** To clean up the world that people made.
- DEN CHIEF:** People can undo what people have done.
- 1ST CUB:** Turn off the smokestack, turn on the sun!
- 2ND CUB:** Clean up the streams; green up the grass!
- 3RD CUB:** Hush up the noise where traffic must pass.
- 4TH CUB:** Then we'll sing as we hike through meadow and glade.
- ALL:** (In unison) What a wonderful world the people have made!  
(Mother Nature removes her mask, earmuffs, and goggles.)

# BIRCHBARK CANOE

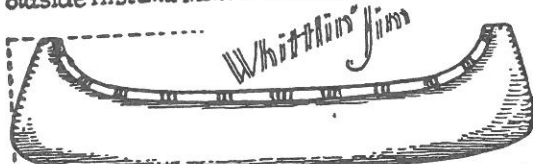


I wish you could see this slide on a dark green neckerchief. Using this same method, you could make it a canvas canoe or a Northwest coast canoe slide.

Birch bark canoes are usually made with the inner side of the bark to the outside, which gives it a sort of brownish orange color. The seams are covered with black pitch and the gunwale is left natural. Small "V" cuts are made in the gunwale to simulate the wrappings. Drawings are actual size.



Mark the block and drill two holes. Whittle outside first and then hollow it out like this.



Canoe before painting. Get marking from photograph.



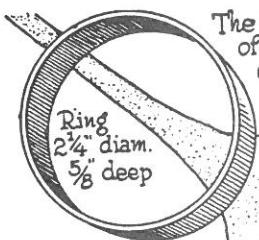
Sandpaper the outside.



THIS SECTION IS HOLLOWED. THIS PART IS SOLID.

This and the sketch above show how inside is whittled.

# TOM-TOM



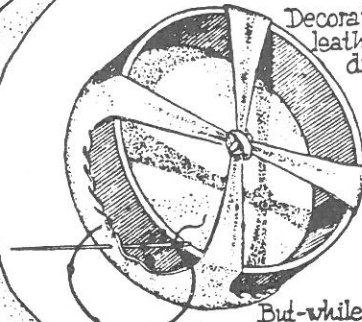
The ring can be made of a piece of thin-wall tubing, of copper or brass soldered together, or of bent wood. Paint it brown.

Skin is put on wet just like a regular tom-tom, and the ends are knotted together.

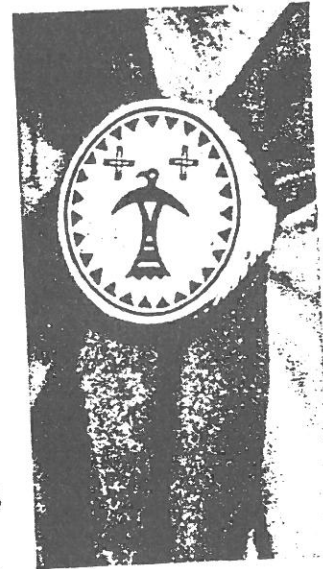
Decorate when leather has dried.

This slide was made of rawhide, but you can use a piece of cheap chamois skin cut about like this. Leave ends long enough for tying at center.

Whittlin' Jim



But-while still wet, take up the slack with a needle and thread. Neckerchief slips under ties.



# OLD ZEKE



THIS IS SOMETIMES called "chip carving," because it shows where each chip of wood was whittled off. These whittlins are not sanded or finished off in any way. So—each cut must mean something.

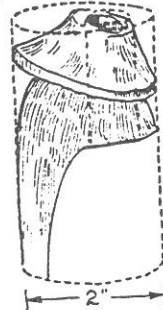
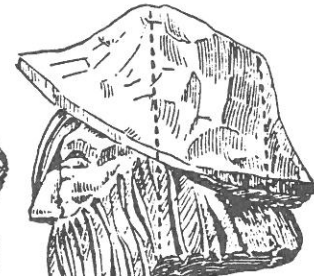
I don't expect anyone to copy this slide cut for cut. That'd be foolish. The idea is to make a similar slide, and no doubt it'll be better'n this one.

Start by roughing out a 2" round piece of soft wood, like the sketch at the lower right. First, of course, drill the 3/4" hole.

Get the small blade of your knife razor sharp and don't fuss too much about detail, such as the eyes. Between the photo and the sketches you've got a pretty good idea of how to go about it. If you find a piece of 2" green poplar or willow branch, you'll find it whittles easy.



Whittlin' Jim



2"

PAUL BUNYAN, THE TALL TIMBER HERO

NARRATOR: Tonight I'm going to tell you a story about Paul Bunyan. I'd like for you to watch and listen carefully. Do everything that I do.

In the old logging days of the American northwest, men who cut timber sat around the campfire at night and told tall tales about a mythical lumberjack named Paul Bunyan.

The loggers said that Paul was so tall that he used a young pine tree to comb his hair. (pantomime combing hair). He always did things in a big way (stretch out arms). His axe had a woven grass handle and when he swung it in a circle (pretend to hold axe in hands and swing it in a circle) he could cut down 1000 trees at a time.

Babe, his big blue ox, had a head that was forty-two axe handles wide (arms outstretched). She could drink a river dry. She was so big that a bird flying from one horn in the fall didn't reach the other horn until spring (make flying motions with hands).

Paul Bunyan had a helper called Johnny Inkslinger. He was a bookkeeper. Johnny used a fountain pen made from a hose attached to a barrel. It took thirty men just to keep the barrel filled with ink (pretend dumping bucket of ink into barrel).

The griddle on which the pancakes were cooked at Paul's logging camp was so big that the cook hired boys with bacon strapped to their feet to skate across the griddle to grease it (make skating motions with feet). One day a visitor to the camp said to the cook, "Why do you have those logs piled up outside the kitchen?" "Those aren't logs", the cook replied. "They're sausages!"

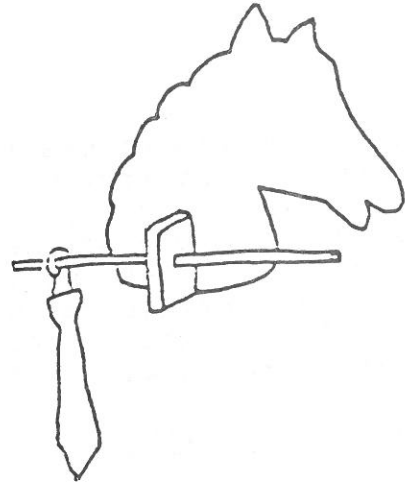
One story tells how Paul dug a channel for the Mississippi River (pantomime digging motions). The dirt he piled up on both sides of the channel became the Rocky and the Allegheny Mountains.

Another story tells how Paul once needed some water for Babe. He dug five holes (pantomime digging motions) and filled them with water. Those water holes became the Great Lakes.

The men in Paul's logging camp were ordinary sized men. They came up to the toes of Paul's boots (look upward). The smokestacks in camp were so high they were rigged up on hinges so they could be lowered to let the clouds go by. (pantomime lowering).

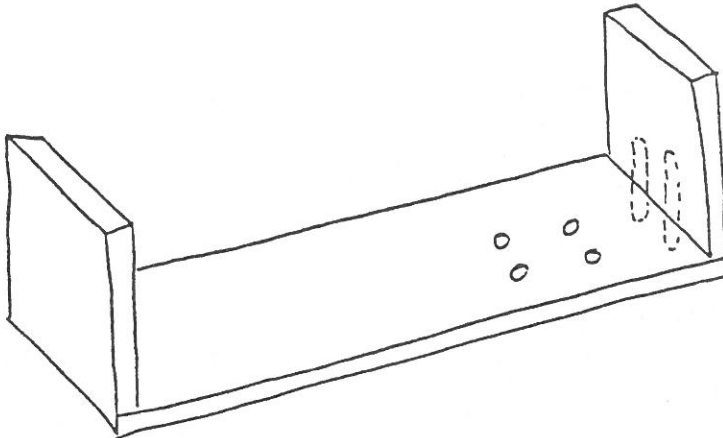
And that folks is the story of Paul Bunyan, the tall timber hero.

## CRAFTS

Horse Tie Rack For Clip-on Ties

Cut horse's head from  $\frac{3}{16}$ " or  $\frac{1}{4}$ " plywood or  $\frac{1}{2}$ " pine lumber. Trace designs on thin paper and transfer to wood with carbon paper. Cut a block of wood and drill for  $\frac{1}{4}$ " dowel to fit in snugly. Attach block with screws from the back, glue dowel in place. Decorate with paint and coat with clear shellac or plastic spray.

OR -- Enlarge head design and use on stick horse.

Moveable-end Book Ends

Glue dowels into end but not into base. Drill several sets of holes so end can be moved to the place it is needed. Stain and varnish. Ends can be decorated if desired.

Juice Can Wind Chimes

Materials needed: 2 popsicle sticks  
 4 - 12" pieces of yarn  
 1 - 18" piece of yarn  
 16 - juice can caps

Tie popsicle sticks together with 18" piece of yarn and let rest of yarn hang down center. Glue one cap every 2 1/2" on this piece of yarn. Tie one of the 12" pieces of yarn on the four corners of the popsicle sticks. Glue 1 popsicle stick at the top, one in the middle and one on the end of these pieces of yarn. Add a piece of wire for hanger.

Salt Water Taffy

Materials needed: 1 cup sugar  
 3 T corn starch  
 1/2 cup water  
 2/3 cup honey  
 Few grains salt

Mix dry ingredients. Add water and honey. Cook to hardball stage (265° - 270°F). Pour into well buttered pan. Cool. Pull until porous. Cut into 1" pieces. Pieces can be wrapped in wax paper to be stored.

Candle Dipping

Materials needed:

Paraffin wax (from craft store) or candle ends  
 Crayons for color  
 Candle wicking  
 Stick or pencil  
 Double boiler (deep---you can use a large juice can in a pot of water.)

Melt wax in double boiler to a temperature of 125° - 130°F. Tie an 11" piece of wicking to the stick. Tie a knot at the top of the wick. This will show how far to dip the wick into the wax. Dip wick into the wax up to the knot. Allow 5 seconds between dips, and dip again. Dip candle to the thickness wanted. Cut the bottom end flat with a knife and cut from stick.

Striped Bookmark

Materials needed: 1/8" hardware cloth, 1 3/8" x 5 1/2"  
 black lanyard - 30"  
 yellow lanyard - 15"  
 blue lanyard - 37 1/2"  
 glue  
 tin snips  
 scissors

Trim rough ends of hardware cloth with tin snips. Apply several coats of glue and let dry. Cut all lanyards into 7 1/2" lengths. Beginning in upper right corner weave a strand of black lanyard through the cloth. Weave another black, 1 yellow, 5 blue, 1 yellow, and 2 black. Trim fringe evenly.

## GAMES

Marbles

Provide each player with 4 or 5 marbles of the same color. Mark an area on the floor approximately 2 feet square. Have each boy shoot his marbles into the square from 6-8 feet away. The player with the most marbles in the square wins.

Balloon Bag

Provide each player with a balloon bat. This is made with a ruler or paint stick attached to a paper plate. Divide the players into teams. Give each team one balloon (use a different color for each team). If the balloon touches the floor, that team is out. The team to keep the balloon afloat is the winner.

Pea Relay

Give each player one drinking straw and one pea. The boys may be divided into teams or play individually. The boys blow through the straw onto the pea moving the pea across the floor. They may not touch the pea. The first team to finish wins.

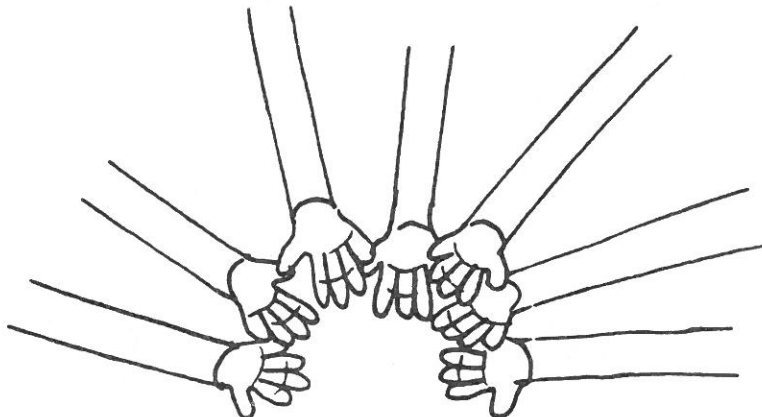
Plink, Plop, Clunk, Boing

Gather 12 to 15 different items such as an orange, a ping pong ball, a peanut in its shell, a marble, a beanbag, a piece of sandpaper, etc. Put all these things on a table. Let all boys look at the objects for one minute. Then they turn their backs to the table and remain quiet. Leader takes the objects, one at a time and drops them from a height of 2 feet to the table. Give each boy a chance to guess the name of the object dropped by its sound.

Tightrope Walk

Stretch out along the floor a piece of rope 12 to 15 feet long. Let each boy try this. Stand on rope with both feet, toe to heel, and looking through the large end of a pair of field glasses, walk forward and backward along the rope.

MANY HANDS  
MAKE THE JOB EASIER!







# GIVING GIFTS

BY MATTHEW  
KULCZEWSKI

PACK 753



### GIVING GIFTS

Suggested Pack Service Project: Be "Christmas Cub Scouts" (story to follow). Collect used clothing for Goodwill, Salvation Army, etc. Adopt Grandparents for your Pack and invite them to your Pack meeting.

Suggested Den Activities: Shovel walks for your street or at least your neighbor (even the one who yelled at you). Make and hang bird feeders; and remember to keep them filled. Find someone and help them—don't let them know it was you (just enjoy the good, warm feeling you get inside).

### THE LEGEND OF THE CHRISTMAS CUB SCOUT

This is the legend of the Christmas Cub. It was told to me by a small BOY whose faith in the story was absolute. He showed me a toy airplane and said emphatically that it came from the Christmas Cub Scout.

The Christmas Cub was going home on Christmas Eve from a party with his Den. He had received lots of gifts. His sled was full of presents, just the things he had been hoping for; and although it was cold, he was warm because he was wearing his favorite plaid jacket.

In spite of everything he had, he was not happy. This was because it was to be his first Christmas without his brother who had, during the year, been the tragic victim of a reckless driver. His brother had been a good Scout and a fine example to him.

The Christmas Cub had taken a short cut through the Flats hoping he might meet his Den Chief who lived there with his widowed mother. This was a section of town in which many of the poor lived. His Den Chief, one of the best Scouts in the Troop, had to work hard and had missed the Den party. Not that the Christmas Cub was rich—his family was just a step above the Flats.

As he hiked down the street, the Christmas Cub Scout caught glimpses of the trees and decorations in many of the homes. He had no intentions of prying; but suddenly, in one glimpse, he had seen a shabby room with two limp stockings hanging above an empty fireplace and a woman seated near them weeping. The stockings reminded him of the way he and his brother had always found them the next morning, full to brimming. Then he remembered that he had not done his Good Turn of the day.

He knocked at the door. "Yes?" the sad voice of the woman inquired.

"May I come in? I am a Cub Scout."

"You are very welcome," she said, "but I cannot help you. I have nothing for my own children."

"That is why I am here," he replied. "You are to choose whatever you need from this sled."

"Why, God bless you!" she answered gratefully. "My little BOYS will be very happy." She took some candy and a game, a toy airplane, and a puzzle.

Then, as she took the new official flashlight, the Cub almost cried out. But he did not. He saw that the stockings were filled and turned to go.

"Won't you tell me your name?" she asked.

"Just call me the Christmas Cub," he replied.

He was glad to have done the Good Turn, but he was not really happier. He had seen that his sorrow was not the only sorrow in the world, and before he got out of the Flats that night, he had given the remainder of his toys away. The plaid jacket had gone to a BOY who had no jacket at all.

He trudged homeward, cold and disconsolate. He had given his gifts away, and he could think of no explanation he could give his family that would seem reasonable. He wondered how he could make them understand. His parents tried to be patient, but his father was firm. "You made your choice son. You know we cannot afford to replace the gifts."

The Christmas Cub realized that he seemed foolish in the eyes of his parents and even, to a degree, in his own. His brother gone, his family disappointed, he suddenly felt dreadfully alone. He hadn't thought to be rewarded for his generosity, for in the wisdom of his young grief, he knew that a good deed should always be its own reward. It would be tarnished otherwise. He didn't want his gifts back. The BOY thought of his brother and sobbed himself to sleep.

The next morning he came down to find his parent listening to the Christmas music on the TV. Then the announcer spoke. "Merry Christmas, everybody! The nicest Christmas story we have this morning comes from the Flats. It appears that a crippled boy down there has a new sled this morning, another youngster has a fine plaid jacket, and several families have reported that their children have been made happy by the visitation of a Cub Scout who gave no name, but simply referred to himself as the Christmas Cub. The BOY with the jacket declared that the Cub gave it off his own back. No one can identify him, but the children of the Flats are claiming that the Christmas Cub was a personal representative of old Santa Claus himself."

The Christmas Cub felt his father's arms go around his shoulder and he saw his mother smiling at him through her tears. "We are proud of you, son."

The Christmas Cub caught his breath. "Mother, Father!" he cried. "This is a happy Christmas after all!"

The carols came over the air again filling the room with music. "And praises sing to God the King, and peace to men on earth."

OPENING CEREMONY Room lights go out; turn tree lights on.

CUBMASTER: "Cub Scouts, isn't that a beautiful tree? It's bright and colorful, like the joyous seasons of Christmas and Hanukkah. And we all had a part in making it so beautiful. When all Cub Scouts work together and do their best, the result is always something fine like this tree. Let's remember that as we repeat the Cub Scout Promise. (Lead Promise)"

### CHRISTMAS TREE ADVANCEMENT CEREMONY

All advancement awards are placed in Christmas wrappings and hung on the tree. Also, in each package is a Christmas tree light bulb with the Cub Scout's first name lettered on with a felt pen.

Use pink bulbs for Bobcat; red for Wolf; green for Bear; gold for fold arrow points; white for silver arrow points; orange for Webelos activity badges; and multicolored or a special bulb for Arrow of Light.

BOYS being given awards are called forward with their parents and take their packages from the tree. Their parents pin on their new award. The BOYS the screw in their bulbs which remain on the tree for the rest of the meeting.

After the meeting the BOYS can have their bulbs to take home.

### CLOSING CEREMONY

"I will do my best!" Do these words sound like there is a job that has to be done? Yes, it does. What do they mean? These words explain what every Cub Scout, Webelos, and adult leader has promised to do.

What do they mean for the young 8 year old Cub Scout? For him they mean that he will try to do his best in all things that are taught him by his Den leader at Den meetings and by his Cubmaster at Pack meetings. He has to do his best in helping around the house, school, and community.

What do they mean for the Webelos? He now turns his thoughts to going on Scout trips, hiking and for the first time that he will camp out under the stars with just the sounds of the night all around him. He learns the first part of the Scout Oath says: "On my honor, I will do my best." Yes, like the knights of old, he has to be gallant, brave, and strong. He has to do his best to be kind, courteous, thrifty, and be prepared at all times, especially when called upon to help in times of need.

What do they mean for the adult Scouter? This is the person who lives up the street and has volunteered to see that the above works can be carried out. The adult leaders have to do their best in showing and teaching the BOYS how to do their best. They give up time to be at trainer meetings, committee meetings, and Den and Pack meetings.

But what is the true meaning of "To do your best?" It means doing the best work and service that you are capable of at all times. Service to your family, to God, and to your community.

**Merry mix-up**

Use 3x5 cards and print on them the items listed below - one to a card. Deal all the cards to the players. Have each player leave his card face down in a pile on the table. One person reads the story aloud. At the first blank space he pauses, and the player to his left chooses a card at random and reads it. Continue in this manner until the story is finished and then start over. It will be different each time.

A blue kite	horseshoes	a broken television
an electric toaster	a torn Christmas card	moldy feathers
a purple dinosaur	a fat reindeer	a little lamb
3 pounds of butter	a holly wreath	a fluffy pillow
green shoelaces	a snow shovel	a bow and arrow
14 cookies	bubblegum	some dirty socks
an evergreen branch	a silver dollar	a long white beard
a candy cane	a dog's bone	mistletoe
a tail light	a quart of eggnog	a ragged apron
a lipstick	hot mince pie	furniture polish

It was a cold winter night at the North Pole. The icicles on the eaves of Santa's cozy house hung down like \_\_\_\_\_ and the snowflakes were falling as fast as \_\_\_\_\_. Inside, Mrs. Santa Claus sat in her old rocker that creaked like \_\_\_\_\_. She was knitting a pair of mittens the color of \_\_\_\_\_. "Where can Santa be?" she wondered, as she went to the stove. She picked up a \_\_\_\_\_ fastened to \_\_\_\_\_ and stirred a whole pot of stew with it. The stew smelled delicious, like \_\_\_\_\_. "It's time for Santa to be home from his round-the-world trip," Mrs. Claus grumbled. "Last year his sleigh got stuck in \_\_\_\_\_, a runner broke off and he had to fit it with \_\_\_\_\_ and \_\_\_\_\_. But this year he promised nothing would go wrong, because he took along \_\_\_\_\_ for good luck." Just then two little elves bounded into the room. Their frightened faces were the color of \_\_\_\_\_ and the bells on their shoes jingled like \_\_\_\_\_. "Mrs. Clause!" They cried, "Come with us! Something's happened over at the workshop." Mrs. Claus tossed her knitting onto \_\_\_\_\_, which happened to be nearby. She followed the elves so fast she almost tripped over \_\_\_\_\_ in the doorway, and the door slammed with a noise like \_\_\_\_\_ as the three rushed to Santa's workshop. Overhead, the stars twinkled like \_\_\_\_\_, and snow lay on the ground as deep as \_\_\_\_\_. The quaint windows of Santa's workshop, which were shaped like \_\_\_\_\_, were brightly lighted, and Mrs. Claus could see a figure inside. He was grabbing left-over toys off the shelves with as much noise as \_\_\_\_\_ and tossing them into a big bag now as lumpy as \_\_\_\_\_. "A robber!" she whispered to the elves.

"You grab \_\_\_\_\_, and you grab \_\_\_\_\_ and I'll make a noise like \_\_\_\_\_ with \_\_\_\_\_, and we'll scare him away!" But before Mrs. Claus could say "\_\_\_\_\_", the workshop door opened and the person inside hurried out, his heavy sack loaded with Santa's toys.

"Stop thief!" Mrs. Santa tried to shout but she was so frightened her voice sounded like \_\_\_\_\_. The figure with the sack stopped short; then there was a jolly laugh and a "Well, bless my buttons - what are you doing out here so late?" It was Santa himself! He explained that he'd run out of toys and had to return to the North Pole for more. He hurried into the house for a bowl of stew, which tasted better than \_\_\_\_\_ on that cold night. Then Santa rushed to his sleigh, the reindeer stamped their feet with a noise like \_\_\_\_\_, and they rose into the air as gracefully as \_\_\_\_\_.

CHRISTMAS MEANS

- CAST: 1 small undecorated tree, tinsel, and ornaments that Cub Scouts have made in den meetings.
- SANTA: We hear so often that the spirit of Christmas is lost; that everything is so commercial and that all the children care about is the presents they receive. But there is so much more to Christmas when you think about it. Let's see if we can think of some reasons why Christmas is such a special time of year.
- CUB #1: The Christmas carols we sing with joy.  
The smiling faces we see  
Mean so much more than any toy  
And makes Christmas special for me.
- CUB #2: Christmas dinners, with families together  
The lights on a Christmas tree,  
Riding my sled in snowy weather  
Makes Christmas special to me.
- CUB #3: People so nice to one another  
The way we should always be,  
I don't even fight with my little brother  
So Christmas is special to me.
- CUB #4: A Christmas card from a good friend,  
That we don't often get to see.  
From far away, good wishes they send  
And make Christmas special to me.
- CUB #5: But the best part of Christmas, let's not be forgetting  
For Cub Scouts such as we,  
Is the spirit of giving, instead of getting,  
THAT makes Christmas special to me.
- SANTA: The spirit of Christmas is good will to our fellow man. And now we would like to invite all of you to help us decorate this Christmas tree which will be presented to \_\_\_\_\_ by the Cub Scouts.

AT THIS POINT HAVE EVERYONE HELP DECORATE THE TREE. PUT ON THE ORNAMENTS AND TINSEL AND SING A CHRISTMAS CAROL AROUND THE FINISHED TREE. AFTER THE PACK MEETING THE CUBS AND CUBMASTER COULD TAKE THE DECORATED TREE AND DELIVER IT TO AN ELDERLY PERSON OR A SHUT-IN IN YOUR AREA.



-Gladys Gilson



## Milkweed Pod Cradle

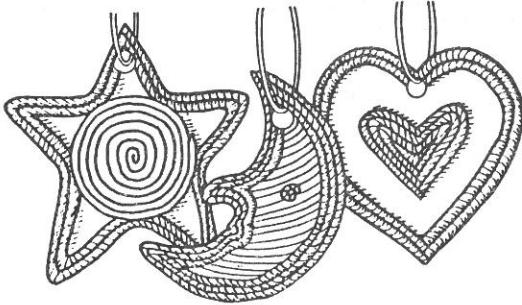
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A legacy from ingenious pioneers. Choose milkweed pods that are fairly wide open. Glue some of the milkweed fluff or a piece of cotton into the pod. Then glue an infant or a child face, cut from a card, into the end of the pod. Glue on a hanging string.



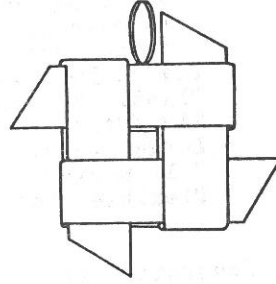
## Yarn Designs

Cut simple shapes from cardboard — candles, hearts, flower outlines, moon, house. Spread glue on the cardboard and cover the entire surface with short lengths of yarn, pushed close together. Use different colors for different areas. Try a rainbow surrounding a rising sun. Make these as bright and fanciful as you wish.



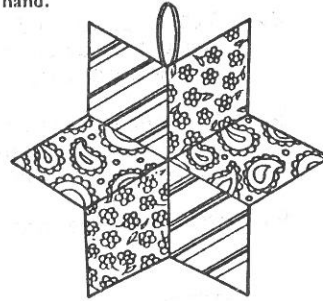
## Woven Star

Cut 4 strips of paper 1/2-inch wide and 5 inches long. Fold each strip in half, short ends together. Weave strips together as shown. A drop of glue at the center will hold strips in place. Pointed tips may be trimmed off or left as is. Oak splints were used for this traditional craft but paper works just fine.



## Patchwork Star

Cut 12 diamond-shaped pieces of calico fabric. Sew six pieces together as shown, for each side. Press. Sew both sides together, right sides facing, leaving a small gap. Stuff lightly. Sew up opening by hand.



## Elf

Cut a one-inch dowel into three-inch lengths. Rasp top-inch of the wood into a point. Finish by sanding smooth. Paint on cap and features. Glue on a cotton or fur beard and hanging string.



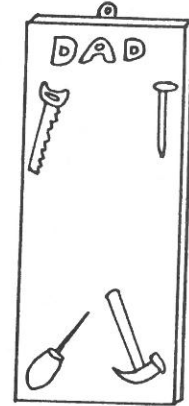
## Patchwork House

Cut 2 sides, 2 gable ends, 1 bottom and 1 wide roof-piece from scrap fabric. Sew bottom and sides together, sew gable ends in, sew roof on, leaving gap for stuffing. Make chimney out of rolled scrap of felt and sew or glue on. Sew or glue on windows, doors, bushes flowers. Stuff. Sew opening closed. Sew on hanging loop.



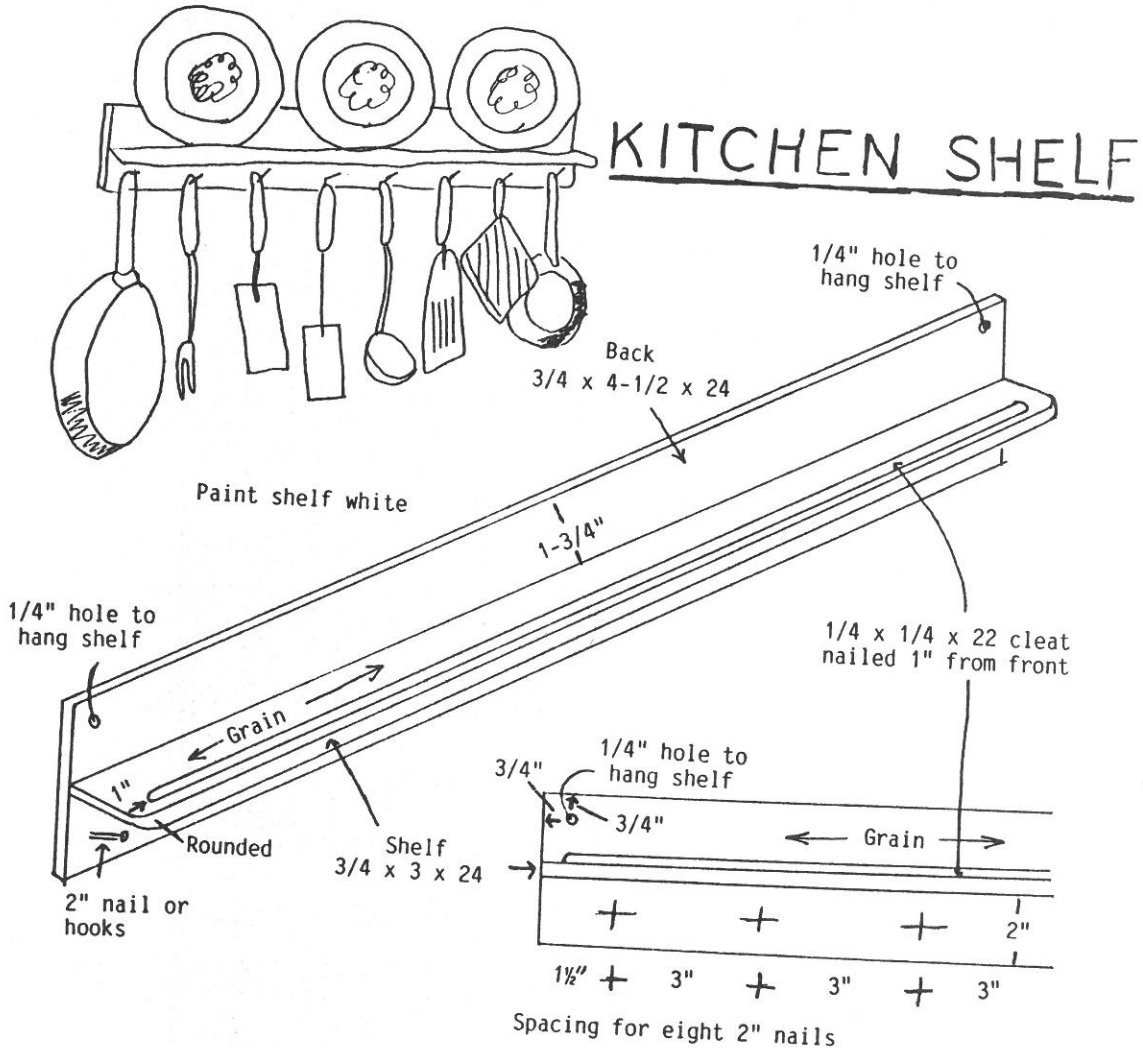
Materials Needed:

- Cardboard insert from yardgoods, approximately 22 1/2" X 8" X 3/4" or enough corrugated cardboard to make up those dimentions taped together.
- 15 1/2" X 30" piece of burlap
- Plastic scraps for decorations
- Glue/Stapler (Silicone sealer)
- Large grocery bag
- Felt marker
- Flexible picture hanger



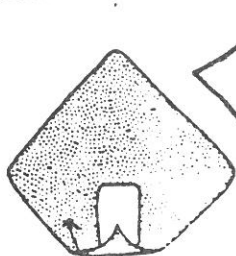
Instructions:

1. Cover cardboard with burlap, being careful to wrap the corners neatly and glue or staple the cut edges to back side of the cardboard.
2. Cut a piece of brown paper about one inch smaller all around than the cardboard. Glue or staple this to cover the cut edges and finish the backside.
3. Cut tool shapes from plastic and detail cut-outs with felt marker. (Pinking shears make a nice saw edge) Glue cut-outs on front of board to identify it for Dad.
4. Add picture hanger on back.

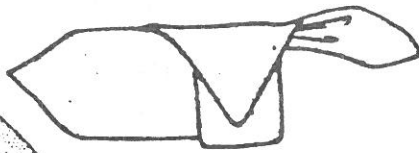


### Soap-ful Gifts

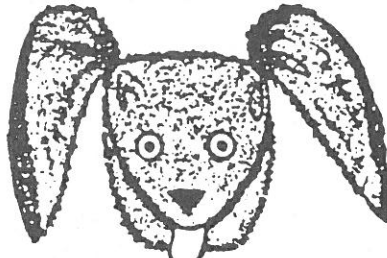
These engaging animals are made-in-a-minute gifts. Each is a bar of facial soap wrapped in a washcloth. Tie off with matching string or yarn. Sew on ribbon bows and features of buttons, and glue on felt.



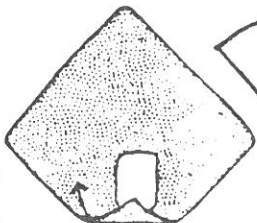
ROLL UP SOAP



TIE OFF FOR EARS.  
ADD FELT TONGUE  
UNDER  
CORNER FLAP.



• PUPPY •

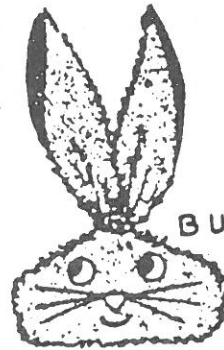


ROLL UP SOAP

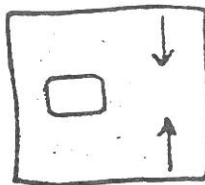


PULL UP FLAPS OVER  
SOAP FOR EARS  
AND TIE.

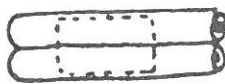
NARROW  
SIDE  
IS FACE



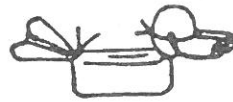
• BUNNY •



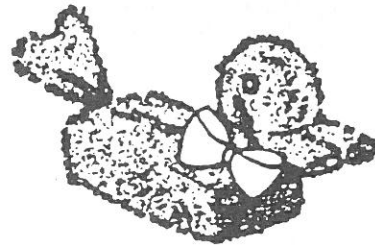
TIE FOR TAIL  
AND NECK.



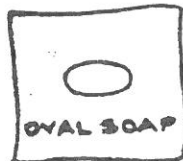
ROLL SIDES AND BRING  
TO TOP.



FOLD AND TIE FOR HEAD.



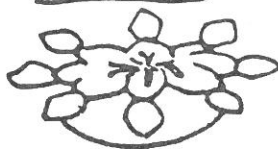
• DUCKY •



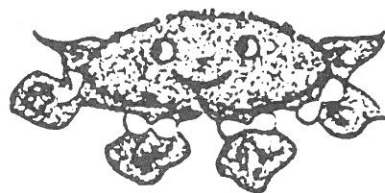
• OVAL SOAP



PULL UP CLOTH AND TIE



TIE AGAIN TO  
FORM EIGHT LEGS.



• OCTOPUS •

CHRISTMAS SONG

(Tune: Rudolph the Red-Nosed Reindeer)

Here's to the Cubs in our den,  
As they follow, help and give;  
All of the BOYS in our den  
Know just how a Cub should live.

Now that it's time for Christmas,  
We've been very helpful BOYS,  
We've gathered lots of old things,  
Fixed them up like brand new toys.

Saved our pennies every meeting,  
Bought a lovely Christmas tree,  
Trimmed it up to take to our  
Den-adopted family.

Bright and early Christmas morning,  
When they see our shiny toys,  
We'll be happy that we shared  
Our Christmas joy with other BOYS.

CHRISTMAS BELLS

(Tune: Baa-baa, Black Sheep)

Ring bells, swing bells,  
Christmas time is here.  
Ring bells, sing bells,  
Loud and clear.  
One for giving,  
One for mirth,  
and one for the glory of the Christ Child's birth.

SO SLOW

(Tune: Where Has My Little Dog Gone?)

Oh why, oh why, hasn't Santa come yet?  
Oh why--does anyone know?  
If he'd trade his sleigh for a modern jet,  
He wouldn't be so slow!

CHRISTMAS COLORS

(Tune: The Merry Widow Waltz)

Christmas colors, Christmas colors,  
Red and green.  
Bright and jolly, like the holly,  
Full of sheen.  
Red for light and laughter,  
Green for growth and strength,  
May the meaning, linger  
Through the year's full length.

CHRISTMASTIME

(Tune: Jingle Bells)

School is out, we won't pout,  
Cubs shout "Hip-hurray."  
Something special's coming soon,  
And it's Christmas Day.

Wrap the gifts, trim the tree,  
Mind your Mom and Dad.  
You'll get presents if you do,  
BOY, won't we be glad?



### SOME FACTS ABOUT HANUKKAH

The story of Hanukkah dates back 2200 years. The Jews lived in Palestine. They were ruled by the SYRIANS.

ANTIOCHUB was the king of Syria. He wanted the Jews to accept the religion of the Greeks. The HELIXNISTS were Jews who became like the Greeks. They tried to imitate the Greek way of life. The CHASHMANAYIM were the loyal and true Jews. They would not give up their religion and Torah.

MATTATHIAS, the high priest, was the father of the brave leaders. He had five sons, the bravest was JUDAS. He and his five sons were among the first Jewish leaders to rise up against the orders of Antiochub. After 3 years of fighting they captured the city of JERUSALEM. They cleaned and repaired the HOLY TEMPLE. They celebrated their victory for 8 days. The called this holiday of victory, HANUKKAH, which means dedication.

JUDAS MACCABEE was the leader of the fight against the Syrians.

HANNAH was the mother of seven sons who gave up their lives rather than give up their religion.

KISLEV is the Hebrew month in which HANUKKAH occurs. It begins on the 25th day. THE FEAST OF LIGHTS is another name for HANUKKAH. The lighting of the HANUKKAH candles is a special ceremony observed in the home during HANUKKAH. Three blessings are recited the first night, while two blessings are recited all the other nights. MENORAH is the nine-branched candelabra used on HANUKKAH. SHAMMASH is the name of the extra candle used to light the other candles.

Jewish children play the game of DREIDEL, the HANUKKAH top. The letters on the dreidel stand for: Nes Gadol Rayah Shom, which means, "A great miracle happened there."

LETKES (potato pancakes) and potato pudding are special dishes served during HANUKKAH.

MODIN was the village in which Mattathias and his sons lived.



1. Hide the Top

One Cub leaves the room and the other Cubs hide a HANUKKAH top (dreidel). The Cub returns and tries to find it. When Cub comes near top others yell, "warm." When he is faraway, the others yell, "cold."

2. Chasing the Greeks

The players stand in groups of three, forming small circles, to represent caves. In each cave is stationed one player called a Greek. Besides these there are two players, one a Greek and the other a Jew. The Jew chases the Greek who may take refuge in any cave. However, no two Greeks can remain in one cave. Thus, as soon as the fleeing Greek enters the cave, the one previously there must run for shelter to another cave. Whenever a Greek is caught, he changes places with one of the players who represent the cave. This player then becomes a Jew and the pursuer a Greek.

3. Pin the Candle (or Pin the Sword)

On a large piece of cardboard draw a menorah (or the figure of a Maccabee).

For the menorah game, cut out a number of candles to represent the Shammash. (If the Maccabee is used, cut from cardboard a number of swords.)

Tack the menorah (or Maccabee) on the wall. A Cub is blindfolded, given a candle (or sword) with a pin at the end. The Cub is then turned around several times. Then he is sent to pin candle on place for Shammash (or sword in the Maccabee's hand). The one who comes closest wins. The one farthest away receives "booby" prize.

4. Putting the Tail on Antiochus' Elephant

This game is played as the one above using a large figure of an elephant and a number of tails.

5. HANUKKAH Peanut Hunt

Secure a quantity of peanuts

- On four peanuts write in ink the letter K
- On four others write the letter H
- On four others write the letter N
- On four others write the letter U
- On four others write the letter A

The peanuts that are lettered and a number not marked are hidden throughout a room (or rooms); at a signal, the hunt begins. At the end of 15 minutes a signal is given to stop the hunt.

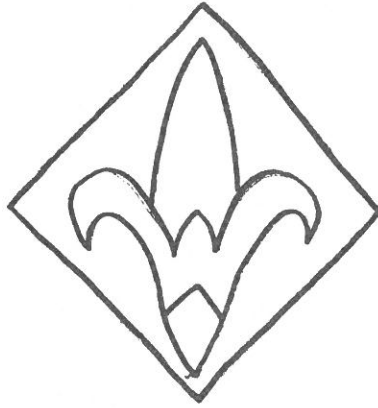
- 10 points are given for greatest number of peanuts
  - 5 points are given for each lettered peanut
  - 20 points are given to Cub finding enough peanuts to spell HANUKKAH.
- Cub having most points wins prize. This game may be played with teams competing.



## CHILDREN LEARN WHAT THEY LIVE

- If children live with criticism, They learn to condemn.
- If children live with hostility, They learn to fight.
- If children live with ridicule, They learn to be shy.
- If children live with shame, They learn to feel guilty.
- If children live with tolerance, They learn to be patient.
- If children live with encouragement, They learn confidence.
- If children live with praise, They learn to appreciate.
- If children live with fairness, They learn justice.
- If children live with security, They learn to have faith.
- If children live with approval, They learn to like themselves.
- If children live with acceptance and friendship,  
They learn to find love in the world.





**WEBELOS  
ACTIVITY  
PINS**



AQUANAUT ACTIVITY BADGE

To most ten year boys in our area, the Aquanaut Activity Badge will be one of the easiest to earn. It will be fun for both the boys and the Webelos leader.

One of the main points of this badge is to teach water safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout at a neighborhood pool where he swims daily, but next year at summer camp, their value will become apparent to him.

DEN ACTIVITIES

1. Assign buddies and explain the importance of the buddy swimming system.
2. Have a demonstration of mask, fins and snorkel by an expert. People who have completed the scuba class at the YMCA would be good. Have boys take turns using the equipment, or have them use their own. Start with the fins and show them the difference in speed with and without them. Have the boys practice seeing in the water with the masks on and learning how to breathe. Next, the boys can try the snorkel, in shallow water (learning to breathe) before venturing into deeper water.
3. Take the den swimming. Classify boys according to swimming ability. Assign boys to areas according to ability. Let them try to pass the 100 - foot requirements and the surface dive optional requirement and the snorkel optional requirement.
4. If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give the boys a chance to practice these methods.
5. Have the boys learn the four basic rescue methods as illustrated by the words: "Reach", "Throw", "Row", "Go", "Tow". Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring, or other lifeline.
6. Take boys to a swim meet or diving exhibition.
7. Make buddy boards.
8. Invite an expert to explain to the boys how to handle emergencies in the water. Contact a swimming instructor, the YMCA or Coast Guard. Three rules to remember are: Don't panic.....think.....save your strength.
9. Learn about water pollutants in the lakes and rivers in our area. How do they affect water used for consumption and recreation?
10. Study the Safe Swim Defense Plan.

The following are some good beginner games:

1. Catching ball in shallow water.
2. Passing water ball while standing in the water.
3. Tunnel ball-passing a ball back and between the legs.
4. Cat and mouse — cat outside circle, mouse inside.
5. Spoon and Ping-Pong ball relay.
6. Kickboard race to 25 yards away.
7. Kickboard relay - width of the pool.
8. Relay race in shallow water — running and gliding on stomach.

PACK ACTIVITIES

Exhibit: Mask, fins, snorkel, boat equipment, practice-breathing dummy.  
 Demonstrate: Swimming strokes, rescue assists, artificial respiration.

## HELP WITH THE HEAT!!

The dog days of summer are here! Even though "dog days" refer to a constellation in the sky this time of year, most people think of them as the hottest days of the summer. As for me, I can see there are two ways to handle the heat: stay still inside or get into the water. Here are some good water ideas to try out:

### GIANT SLIPPERY SLIDE

"This could be the most popular spot in your backyard all summer!"

WHAT YOU NEED: A long sheet of plastic about 2 yards wide  
Duct tape or plastic tape  
Scissors A water hose

### HOW DO I DO IT:

1. You can make the garbage bags into one long sheet of plastic by cutting them with a pair of scissors along the edge on either side.
2. Lay the bags flat end to end and carefully tape them together with the tape. Make sure that they overlap in the same direction every time.
3. When you have a long sheet of plastic, lay it out on the lawn. Run the water hose to one end of the plastic and turn on the water. When the sheet gets wet, it will be very slippery. Who can slide the farthest standing up? Who can make it down the slide the fastest on their stomach? Your back? Or sitting down?
4. Have a relay. Get several of your friend to play. Divide into teams and give each team a container of water. Make sure the container is not breakable. Each person then runs and slides on the wet surface, holding the container over his head. When he gets to the end of the slide, he empties his container into a bucket. The other team has its own bucket. The team that has the most water in five minutes is the winner.

### MUSICAL WASHPAILS

This game is alot like musical chairs but it will keep you cool at the same time.

WHAT YOU NEED: A washtub or pail for every payer. Make sure they are big enough for the players to sit in.

A whistle or tape player for music.

HO TO DO IT:

1. Fill all tubs with water and stand them in a circle. Keep a water hose handy for refills when you need them. Be sure to set out one less washtub than people playing the game.

2. Everyone marches around the tubs until the music stops playing or until a whistle blows. When the music stops, everyone must find a tub or pail to sit in. The person without a tub is eliminated. One tub is removed and the game continues. This goes on until there is one tub left. The person who get the last tub wins.

HYLAND HILLS WATER WORLD

1850 W. 89th Ave. Federal Heights 427-SURF. May to mid September, 11-6; Wednesday until 8.

Not even Laguna Beach can guarantee twelve minutes of continuously rolling four-foot waves, synchronized for body surfing.

Water World's 18 acre aquatic park has an 18,000 square foot swimming pool, part of which is used for body surfing and rafting. The momentous, ocean-like rolls are interspersed with ten minutes of calm waters.

The surrounding grassy slopes have water-filled chutes which funnel into a splashdown pool: two Bonzai Pipelines (400 foot winding reid); two Hotdoggers (360 degree loop); and the Kamikazee ( a310 foot high speed slide).

WEBELOS AQUANAUT SWIMMING GAMES

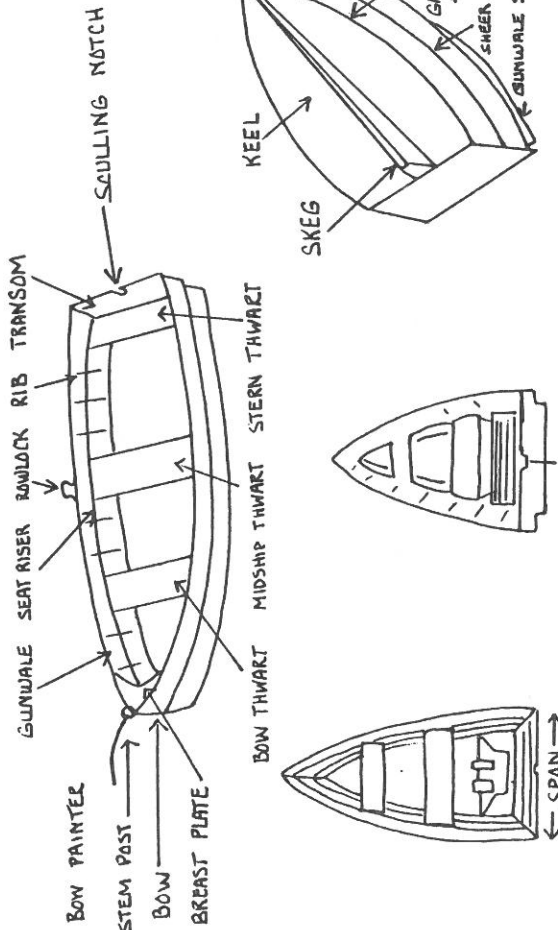
Underwater Balloon Blowing: Each den member receives a balloon. On signal, everyone ducks under in waist deep water and tries to blow up his balloon. Winner is the first team with all its balloons inflated to (at least) a minimum size.

Balloon Dive: Inflated balloons are partially filled with different amounts of water (so they stay submerged at various depths.) On signal, competitors jump into the water and dive to retrieve as many balloon as possible. Winner is the individual or team collecting the most balloons.

Water Touch Football: In waist deep water, players advance the ball by running, swimming, or passing. A player with the ball is stopped when tagged while part of his body is above the surface. Teams have only four downs to score, or they must give up the ball. Team size depends on swim space available.

ROWBOATS

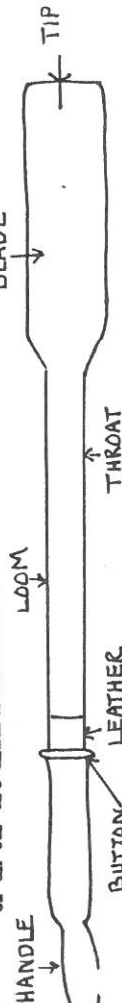
The following terms apply to parts of rowboats, regardless of how the boat is constructed or what the materials are.



Rowboats can be capsized or swamped. It usually takes an effort to do it. If it should happen - STICK BY THE BOAT!! The boat will float and will easily support or carry you until someone comes to help. You are safe to HANG ON!

Aluminum rowboats are light, rugged and require little maintenance. Flotation units are usually built in. Fiberglass boats also use flotation units. They require little care but can be heavy to handle.

With oars you propel the boat. Rowlocks hold the oars in place. The parts of an oar are illustrated below.

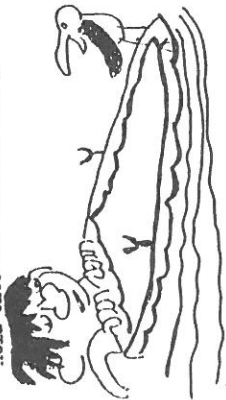


Oars are made of straight grained spruce or hardwood. Spruce, while light, wears quickly. Hardwood oars are heavy but last longer and can take more hard knocks.

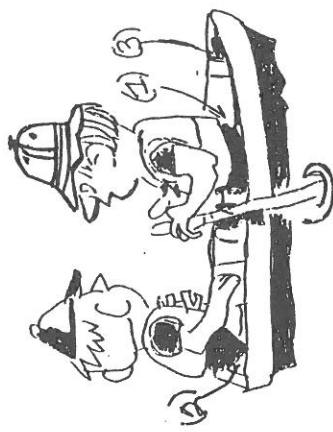
Safe in a rowboat. In some ways a rowboat is like a person. It can carry you but it can carry only so much. It can be caught off balance. It gets hurt if it slams into anything. Take care of the rowboat you go out in. It will then take care of you and bring you back.

Each person sitting in the boat must have his own life preserver. Don't crowd too many people in one boat. That is unsafe, take the fun out of boating, and makes more work for the rower. One person on a seat is enough. Once you are in the boat sit. Never stand up.

Hang onto a swamped boat. Rest for a while, then try to get back into the boat, OR - Point the boat at the shore. Hold onto the back and kick your feet.



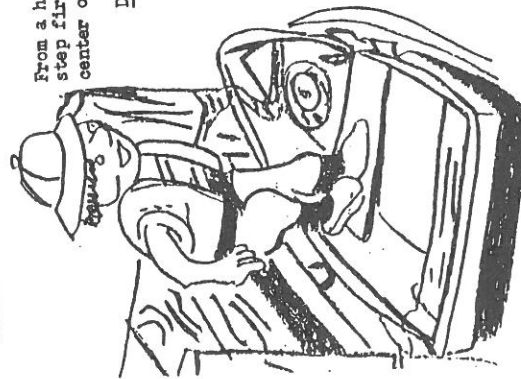
When getting into a rowboat step into the center.



Paddling a water-filled boat is easier when the passengers spread out to keep the boat level.

From a high place step first onto the center of a seat.

DO NOT JUMP!



The rower usually sits on the middle seat (1). His passenger sits on the stern seat (2). If he has another passenger, he sits on the forward seat (3).

-Boys' Life Magazine

SNORKELING



For posises live their whole lives in the water. Of all the mammals, they are probably the most skillful swimmers. It follows, therefore, that the closer you can come to imitating these swift and friendly creatures, the more easily you'll swim and the more you'll enjoy the water.

Just a few pieces of simple equipment and a little practice are all you need to start making the water your second home. The key to new fun and adventure in the water is a simple J-shaped plastic tube with a soft rubber mouthpiece fitted on one end. This is a snorkel tube. When the snorkel is combined with a rubber face mask that has a glass face-plate, you can swim face-down in the water while you breathe through the snorkel. Add a pair of swim fins for your feet and you can slide, streamlined, along the surface of the water while you enjoy the underwater world below, with your vision enormously improved by the presence of the face mask.

There are a few sensible safety rules that go along with snorkeling:

- Before you try snorkeling, you should be able to swim at least 100 feet comfortably.
- When you buy a face mask, make sure the headband fastens near the faceplate. A dark color is best, and no bright metal parts should show on the rim of the faceplate or the buckles of the strap if you plan to swim in tropical waters. Test the mask by fitting it over your eyes and nose, without the head strap, and inhaling gently. The suction should hold the mask in place easily if the fit is good. Keep on trying masks until you find a comfortable one.
- Be equally careful in choosing swim fins. There are two types—adjustable and slipper style. It is easier to find an adjustable pair to fit your feet, and they are usually cheaper. The slipper style is more expensive and must be carefully fitted. Slippers offer greater foot protection on rough terrain.
- Snorkels should be simple, curved, semi-flexible tube. The mouth-piece fits on the short end of a J-shaped tube. The long end of the tube should be straight with no curves or valves. When worn with the mask, the snorkel tube runs from your mouth, under the strap of the mask in front of your ear, and above the back of your head.
- Practice with your mask and snorkel in shoulder-depth water. If the mask fogs up and obscures your vision, rub the inside of the faceplate with saliva and rinse it out. Excess water in the mask can be cleared by pressing the top of the mask against your forehead and exhaling through your nose. The snorkel tube can be cleared of water with a sharp puff of breath before you start to inhale. Breathe naturally through the snorkel. If you pant, you will soon find yourself dizzy.

- Swim fins will more than double the normal power of your swimming kick. Use an easy flutter kick or scissors kick, bending your knees more than normal. Breathe stroke, crawl, or dog-paddle with your arms. Don't try for speed.
- With a swim buddy, whose skills equal your own, you can begin to explore deeper water with the use of a boat, raft, or float.

WHEELS AQUANAUT

GALES

Rope Throw Rescue Relay

Each team has a coil of rope (clothesline will do). Fathers representing drowning persons are in the water. Each "belos Scout throws the rope to the "drowning person" who grasps it and lets go. The "belos Scout recalls the rope and hands it to the next boy on the team. Repeat until all members have thrown.

Egg and Spoon Race

For swimmers only. "belos line up in chest-deep water. Each has a spoon and an egg. The egg is placed on the spoon and is held between the teeth. On signal, "belos swim a short distance (about 15 feet) and return, keeping egg on spoon. If it falls off, the swimmer must stop and replace the egg before going on. This game could be a relay.

Bubbling Contest

"belos are in chest-deep water. On signal, all submerge their faces and exhale slowly but steadily. The last one to raise his face out of the water is the winner.

Ball-Driving Underwater

Equipment: One hammer, 5 nails, and a piece of 2 x 4 for each contestant. Winner is one who drives most nails. This is not a pool activity.

Up and Under

Equipment: One rubber ball for each team (the larger the ball, the more fun, but balls should be the same size.) Teams line up in relay formation in waist-deep water. A ball is given to the first boy in each line. On signal, he passes the ball overhead to the second boy, who passes it between his legs to the third boy, who passes it overhead, and so forth to the end of the line. The last boy "rins" to the head of the line and passes it as before. First team back in its original order is the winner.



WATER GAMES

CORK RETRIEVE:

Assign a small area of the poolside to each player. Scatter a dozen or more small corks or blocks of wood on the water close to the far side of the pool. On signal, each player dives into the pool and brings back corks one at a time and places them in his assigned area. The player who retrieves the most corks wins.

DOG RACE:

Racers line up, bark three (3) times, like a dog, and swim with a dog-paddle stroke to the finish line.

FROG IN THE SEA:

This is a good back game that can be played in a yard or in shallow water. Players form a circle around five 'frogs' who sit with their feet crossed. The players in a circle skip (if on land) or walk (if in the water) close to the frogs and try to tap them on the head as they repeat the words, 'Frog in the sea, can't catch me'. The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog.

PIRATES' GOLD HUNT:

Bind 3/4-inch numbers with gold paint. Scatter them over a roped-off area of water that is between knee and waist depth. On signal, the boys recover as many gold pieces as they can in an allotted time. Be sure boys have to duck for most of the gold pieces.

SAILBOAT RACES:

Have the boys build small sailboats. For a race have them line up 5 yards from the bank and blow their sailboats back to shore.

SIMON IN THE WATER:

Then leader gives a command by saying "Simon says", each player must follow instructions immediately. If he gives a command without saying "Simon says" no player may move. Commands may deal with any stunt in the water such as swimming, floating, ducking head, touching bottom, etc.

TABLE WATER RACE:

For this race each swimmer carries a paper plate containing a stone or cork on the plate when he crosses the finish line. If it falls off, the swimmer may replace it.

TOWEL RELAY RESCUE RACE:

Divide group into two teams. Station one boy from each team on the shore. Give him a bath towel. The other team members stand in shoulder-deep water, facing the shore. On signal, the boy on shore runs into the water, heaves an end of the towel to first teammate, and pulls him to shore. Boy just rescued jumps back into water and rescues next boy, etc.

TURTLE FLOAT:

The boys pretend to be turtles. They start by standing in a circle in waist-deep water. On signal, they take deep breath, grasp their ankles, and pull their knees against their chests. If their chins are kept on their chests, the boys will float with their backs out of the water. Demonstrate this for them and allow practice until they learn that the body will rise and float by itself.

WATER LOG:

Line the players up at either end of a pool or establish goals about 60-feet apart in open water. Have one player act as a 'log' and float on his back midway between the goals. The other players swim around him. Suddenly the log rolls over and gives chase. The players try to reach their goal before being tagged. Those tagged become 'logs' and float in the center with the first 'log'. The last one caught is the 'log' in the next game.

WATER POISON:

Players join hands in a circle around some floating object (poison) that is anchored. On signal, all try to pull the others into the 'poison' and avoid touching it themselves. All who touch it are out. If two players break their grip, both are eliminated.

WATER POLO:

Use the entire pool as the playing area. Line the teams up at opposite ends of the pool and have them change sides after each score. Toss the ball in the center of the pool. The players may advance it by any means while they and the ball remain in the pool. A score is made by placing the ball in the goal at either end of the pool. The game consists of two 10-minute halves.

NIGHTSHIRT RELAY:

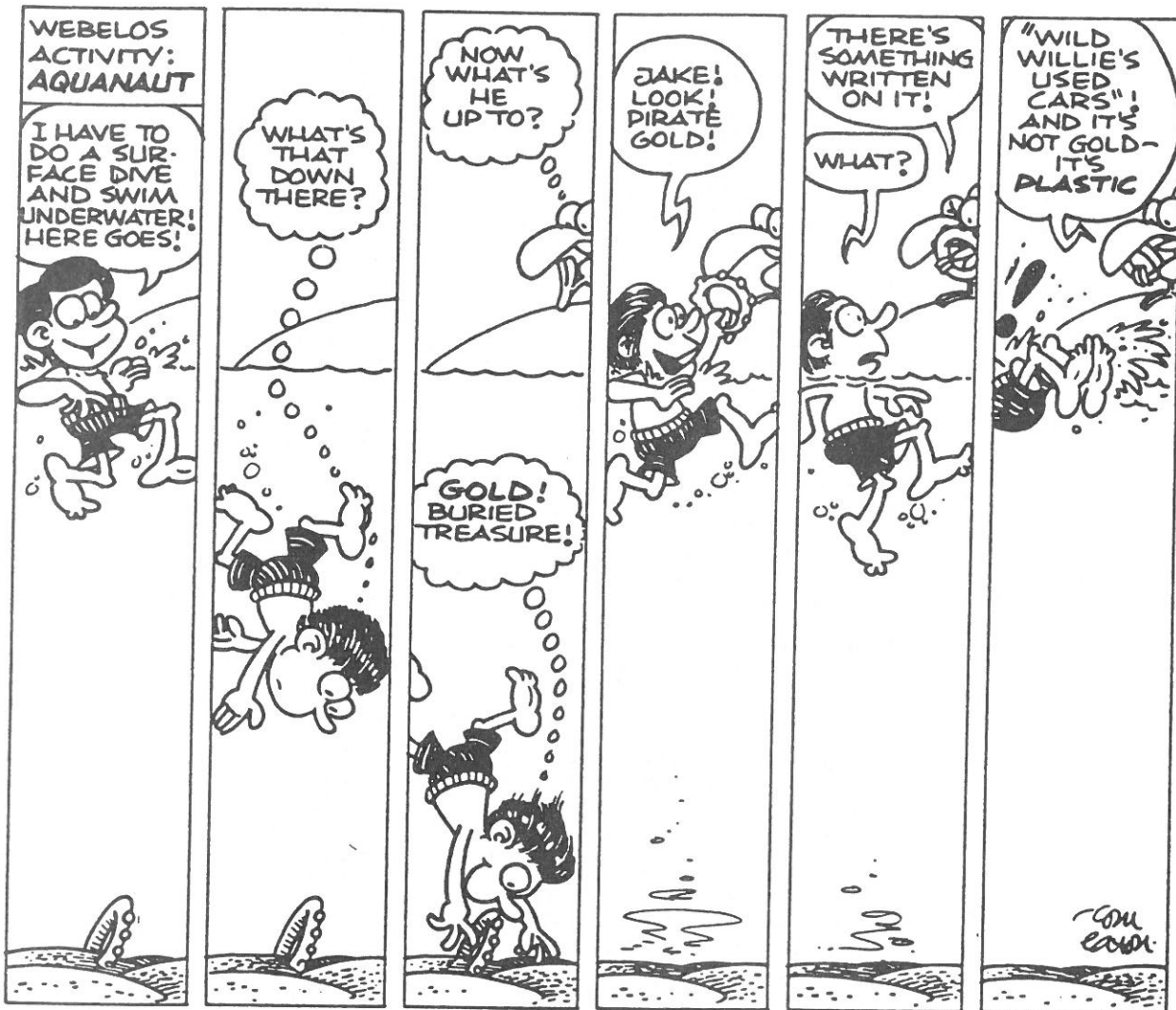
You will need one nightshirt (or pajama top or sweat shirt) for each team. Dads may be on the teams with the boys. Each team member wears the shirt while swimming his lap in the water, then he passes it on to the next player, who puts it on and swims his turn. First team to finish is the winner.

SHALLOW-WATER SCAVENGER HUNT:

Place a number of objects (all different) in shallow water and then line up the boys at the water's edge. Call out a specific object that is in the water... flat stone, golf ball, piece of brick, etc. The boys then go into the water to try to find that object and return it to the leader.

TREASURE DIVE:

Divide the players into two teams. Have them line up on opposite sides of the pool. Toss a coin into the center of the pool, and have one player from each team dive at the same time. The one who brings up the coin scores for this team. Continue until all have tried.



**SCRAMBLED WATER**  
 SCRAMBLED AT LEFT BELOW ARE THE NAMES OF EIGHT KINDS OF BODIES OF WATER. CAN YOU UNSCRAMBLE THEM?

KEAL	_____
NECOA	_____
YOUBA	_____
DROIF	_____
FULG	_____
GOANOL	_____
NOPD	_____
VERIR	_____

**UNDERWATER WORDS**  
 HOW MANY WORDS CAN YOU MAKE FROM THE LETTERS IN THE WORD UNDERWATER?  
 WE MADE 80. YOU MAY FIND MORE.

**UNDERWATER**

REMEMBER - REAL WORDS, FOUND IN THE DICTIONARY.





TRIBUTE TO LEADERSHIP  
"TOUCH OF THE MASTER'S HAND"

It was battered and scarred and the auctioneer  
thought it was hardly worth his while  
to waste much time on the old violin,  
but he held it up with a smile.

What am I bid good folks, he said,  
who'll start the bidding for me,  
a dollar, a dollar, now two, only two  
two dollars, and who'll make it three.

Three dollars once, three twice,  
and going for three, but no  
from the room far back, a gray haired man  
came forward and picked up the bow.

Then wiping the dust from the violin  
and tightening all the strings  
he plays a melody pure and sweet  
as the angel sings.

The music ceased and the auctioneer,  
with a voice that was soft and low,  
said what am I bid for the violin  
and held it up with the bow.

A thousand dollars, and who'll make it three  
three thousand once, three thousand twice  
and going and gone said he.

The people cheered but some of them cried,  
we do not quite understand  
what changed the worth of the violin?  
"The touch of the master's hand".

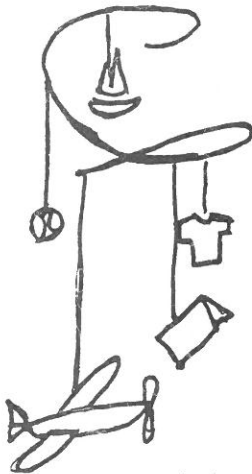
And many a boy with life out of tune  
and battered and torn with sin  
is auctioned cheap to a thoughtless crowd,  
much like the old violin.

But the Master comes and the foolish crowd  
never can quite understand,  
the worth of a soul and the change that is brought  
by the touch of the Master's Hand.

## ARTIST—WEBELOS

Ideas for Webelos Den Meetings and Activities

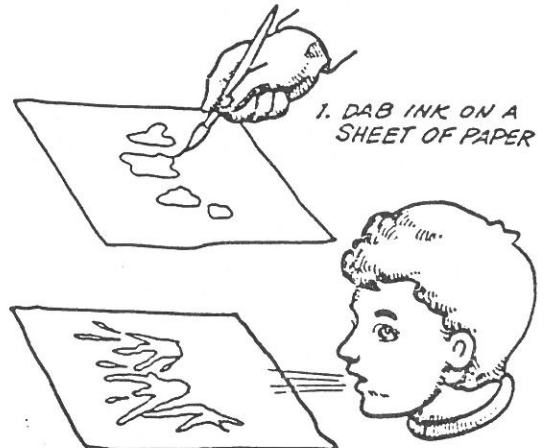
1. Attend an art exhibit or museum.
2. Invite a school art teacher or commercial artist to a den meeting to talk about art and answer any questions the BOYS may have.
3. Visit the art department of an advertising agency.
4. Have each boy make a pencil sketch of a still life object.
5. Take a hike to do nature sketches.
6. Have each BOY prepare a color scheme for his own room.
7. Study the color wheel. Give the BOYS a chance to mix colors to make hues, shades, and tints using water colors or tempera paint.
8. Look at the color spectrum in a prism.
9. Practice silhouettes of den members so the BOYS can do these of a family member at home.
10. Make mobiles. Use hanger wire or dowel rods and string. You could make these with things the BOYS have collected in nature or from objects made from modeling dough or stained glass.
11. Have pencils, rulers, or other straight edges, and compasses or templates on hand for the BOYS to use in making designs. The BOYS can experiment with design by using pieces of string. Cut some long and short pieces and tie the ends of some together for circles and figure eights.
12. Talk about design and balance. Show some simple examples of balance using design symmetry and color.

**FAMILY PORTRAIT**

Cut out objects from construction paper which represent hobbies or favorite things of each member of your family. Suspend them from a coat hanger frame with thread.

**MIRROR DRAWING**

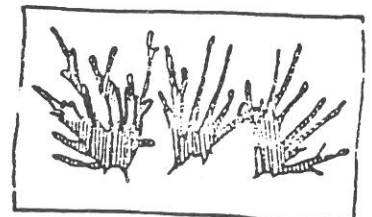
Hold a mirror on the edge of a table and place on the table a sheet of paper in front of the mirror. Ask a friend to draw a square and its diagonals by watching the reflection of his drawing hand and the paper in the mirror. Hold a sheet of paper so that your friend cannot look at his hand, pencil, and paper directly, but only in the mirror.

**INK BLOWING ART**

1. DAB INK ON A SHEET OF PAPER

2. BLOW ON THE INK TO MAKE IT SPREAD OVER THE PAPER

3. INTERESTING PATTERNS WILL APPEAR



# OVALS AND CIRCLES ARE EASY TO DRAW

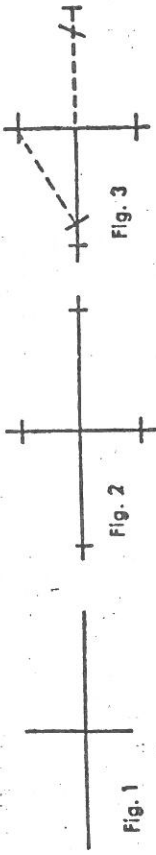


Fig. 1

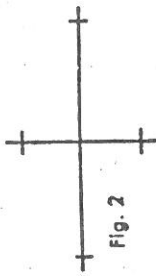


Fig. 2

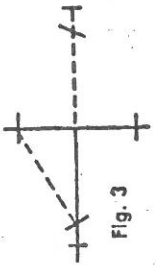


Fig. 3

(Fig. 1) Make a cross. (Fig. 2) Mark the up-and-down line for the height of your oval —half above the cross line and half below. (Fig. 3) Measure the height of your oval on another piece of paper. Place one end of that paper measure at the top point on the up-and-down line and the other end on the cross line to the left and make a mark. Now measure to the right and make a mark.

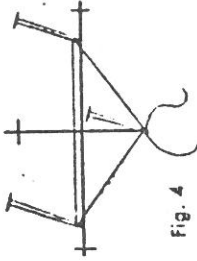


Fig. 4

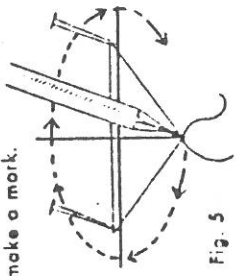
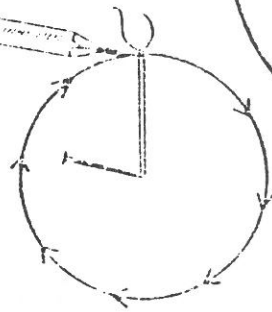


Fig. 5

(Fig. 4) Place a pin on each of the marks made to the left and right of the up-and-down line and a pin at the lower point on the up-and-down line. Tie a thread around all three pins. (Fig. 5) Pull out lower pin and place pencil point through string. Draw oval by pulling string tight and circling two remaining pins.



Insert a pencil in the thread, pull tight, and circle the pin.

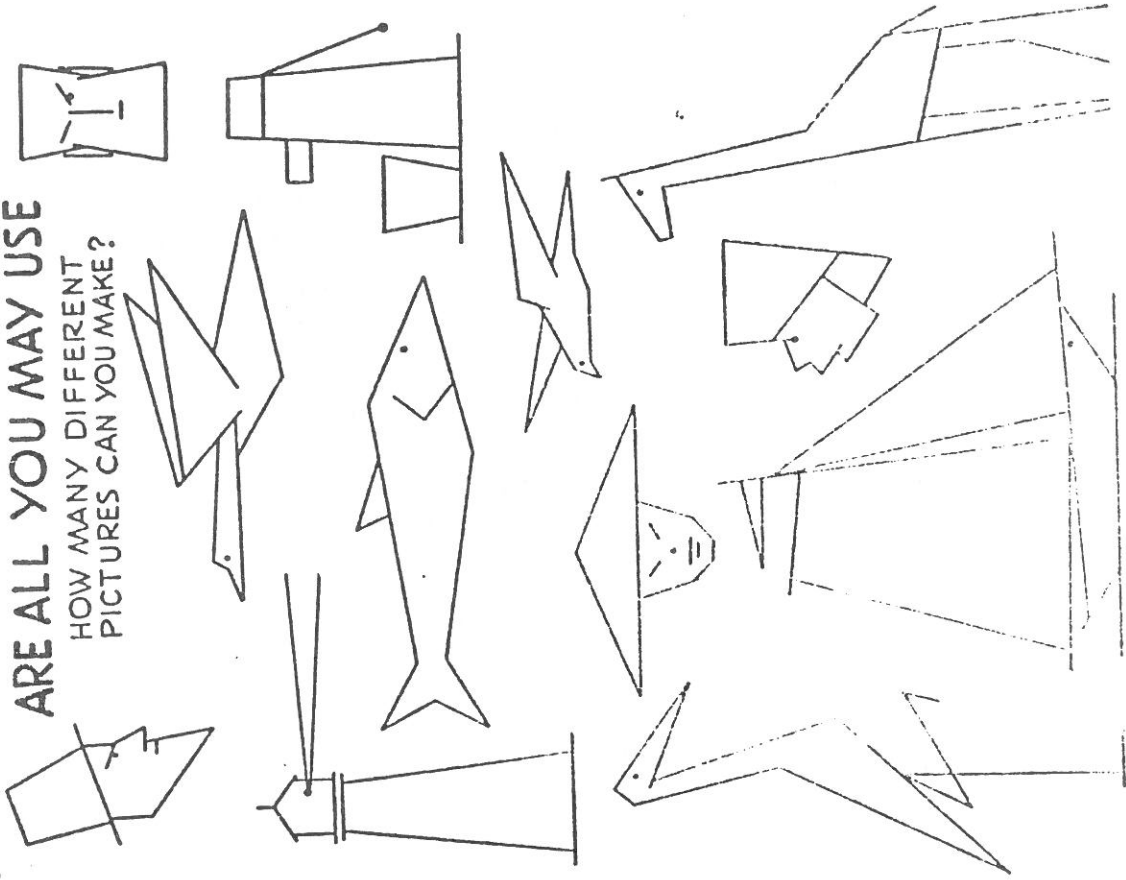
Stick a pin firmly into your paper. Tie a thread around the pin, making a loop half as long as your circle is to be big.

Here are two oval patterns. Cut them out and use them to help make your drawings.



# TWELVE LINES AND A DOT ARE ALL YOU MAY USE

HOW MANY DIFFERENT PICTURES CAN YOU MAKE?



# Be a paper sculptor

BY KEN AND PAT KRAFT

With papier-mâché, you can sculpt almost any shape in a matter of hours.

**Y**OU DON'T HAVE to tackle a huge hunk of rock or wood to be a sculptor. Using strips of paper, you can sculpt a pleasing project in a matter of hours.

The method is an old one, called papier-mâché (PAI-per-muh-SHAH). It's based on a simple idea. You form a lightweight framework and then build it up to the final size and shape by pasting on strips of torn paper dipped in paste. After it dries, you sculpture that you can be proud of.

You can use this method to make a sculpture of your patrol symbol. As an example, we made an owl for the Owl Patrol. But you can make any animal or other shape you want.

1. Make a rough sketch of your project, using photographs or drawings as guides.

2. Find a piece of wood for a mounting block. We used a wood block 1 inch thick, 4

inches wide and 8 inches long. For the owl's perch, we nailed an inch-thick tree branch on top of the block.

3. Shape a thick wire or coat hanger into a stick figure to serve as a framework. Anchor the ends of the wire in holes bored into the mounting block.

4. Flesh out your wire framework by taping wads of newspaper onto it until it looks roughly like the animal you're making. At this point, we made our owl's ear tufts, beak and claws by folding parts of the newspaper wads in those spots into the proper shapes.

5. Tear a dozen sheets of newspaper into strips about 1 inch wide and 4 inches long. Make a paste to dip them into, gradually stir one cup of water into a half cup of flour until smooth (or buy wallpaper paste instead).

6. Dip the strips into the paste, one by one, and press them onto the framework. Pat and shape with your fingers as you go.

to sculpt your project. Some places will need more strips than others. When complete, the sculpture will probably have six or more layers of paper on it.

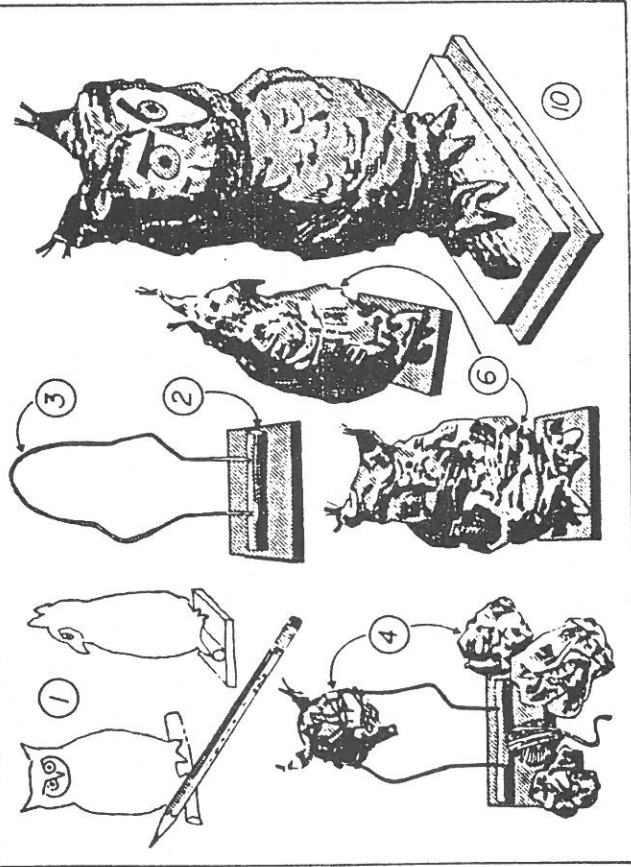
7. Let the sculpture dry for about 24 hours. It will become lightweight but sturdy.

8. Using white glue for quick drying, patch any places that need it, and trim rough edges with scissors. We had to trim the owl's beak.

9. Finally, paint your sculpture. We used latex paint, a first coat of white followed by dark brown. Work with an almost dry brush on the final coat.

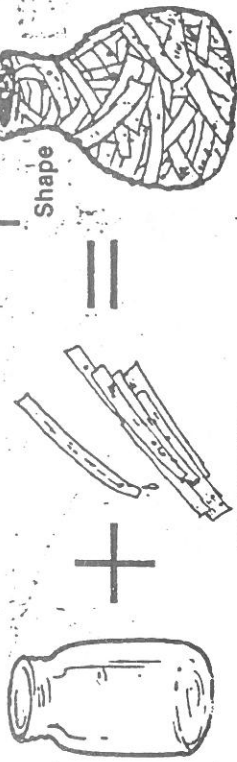
10. Finish by adding features such as eyes and eyebrows. We used buttons and leather strips for this.

You can make other projects with papier-mâché. Try making trays, picture frames or catchall boxes. Just paste paper strips onto cardboard or lightweight wooden forms, let dry and then paint. \*



OPPELS GARD

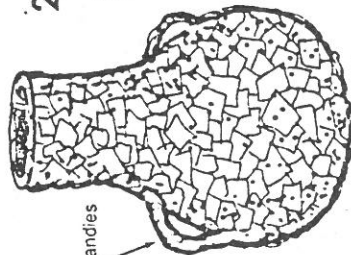
# Make a Jug



1 Jar

Newspaper strips, dipped in wallpaper paste

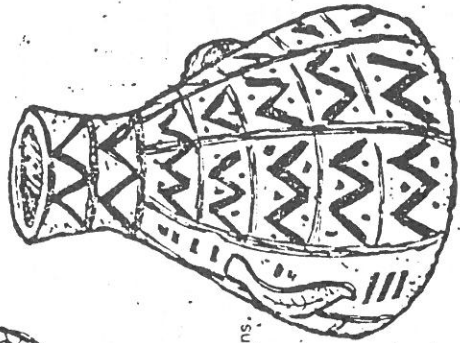
Make Shape



2

Paper handles

Add smaller pieces. Let dry.



3 Paint tan. Let dry.

4

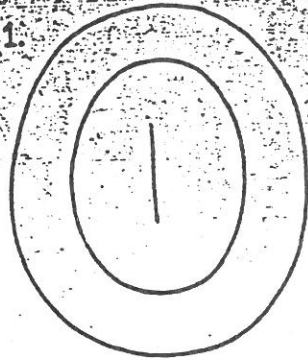
Paint on designs.





# DOODLES

DOODLES are a sort of scribbling. They do not look like much at first, but if you look at them in the right way, they begin to take on meaning. Can you guess what these are?



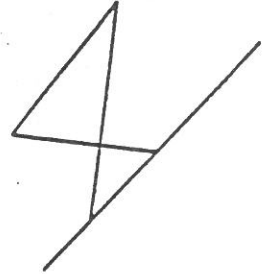
2.



3.



4.



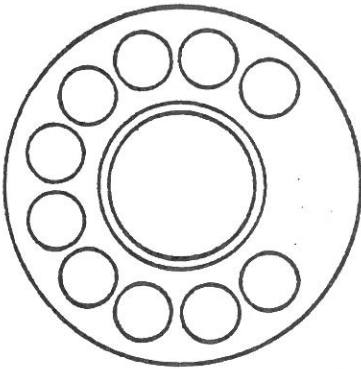
5.



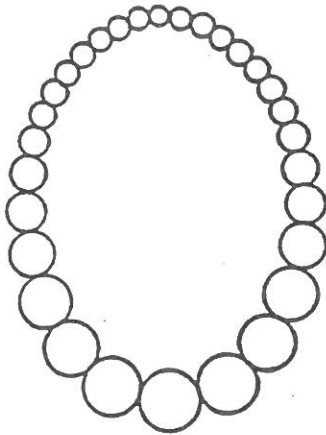
## ANSWERS

- 1 Bird-eye view of a man's hat
- 2 A side view of a pig's tail
- 3 A rooster passing on the other side of a low fence
- 4 A number 4, trying to climb a hill
- 5 Rear view of two people sitting on a sofa

5. You can make a telephone dial with nothing but circles. Just copy the one below, and write your name and phone number in the middle.

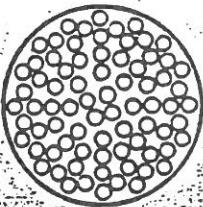


7. These little circles, of course, make a—  
Can you guess what?

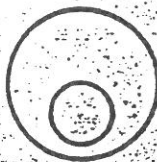


7. A necklace

6. This big circle filled with little circles may be found in many streets. Can you name it?



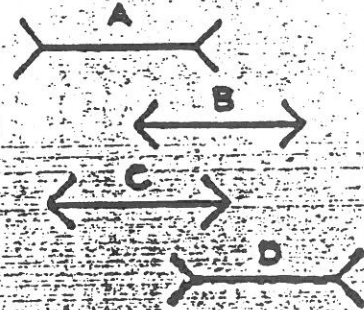
8. Guess what this is.



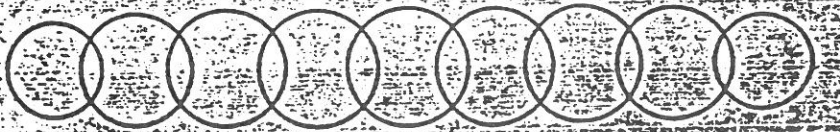
- 8. A Solid-headed fat man as seen from a 5th story window
- d. A manhole cover

## ARE YOUR EYES SHARP?

Here are four lines of different lengths. Without using a measuring device, can you number them from one to four, beginning with the shortest and ending with the longest?



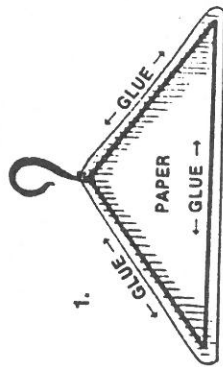
## ANSWERS



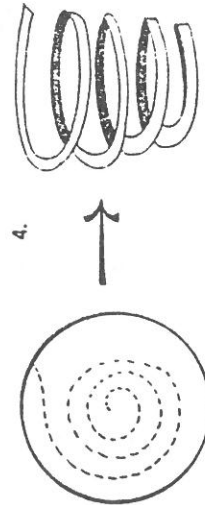


# Santa Face Mobile

**THINGS YOU'LL NEED:** HANGER  
 RED, BLACK AND WHITE  
 CONSTRUCTION PAPER  
 DOWEL STICK — ABOUT  
 THE SAME LENGTH AS THE  
 HANGER  
 GLUE  
 NYLON THREAD  
 NEEDLE

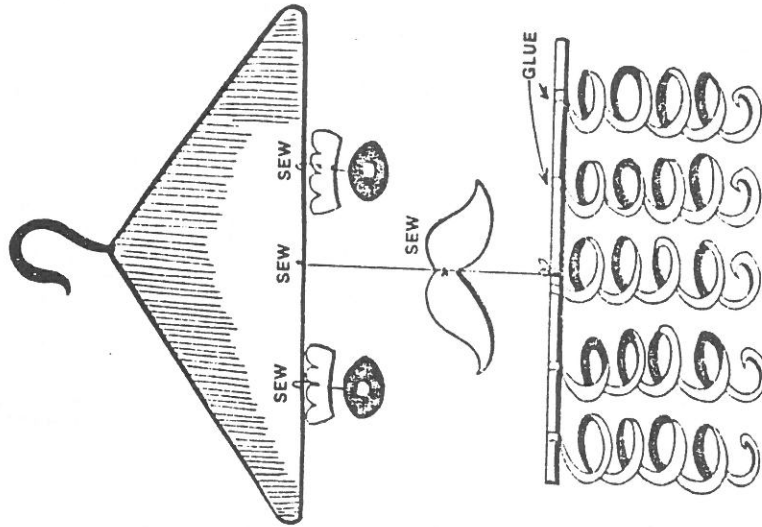


1. Glue hanger onto red construction paper. Leave the hanger's hook end sticking out. Let dry.
2. Cut eyebrows and moustache from white paper.
3. Cut eyes from black paper.



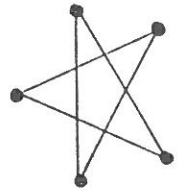
4. Cut five white circle spirals for Santa's beard.

5. Sew eyes to eyebrows, and eyebrows to hanger (hat) with nylon thread.
6. Tie the dowel stick to the red hat with a long piece of thread.
7. Glue spirals onto the dowel stick for Santa's beard.



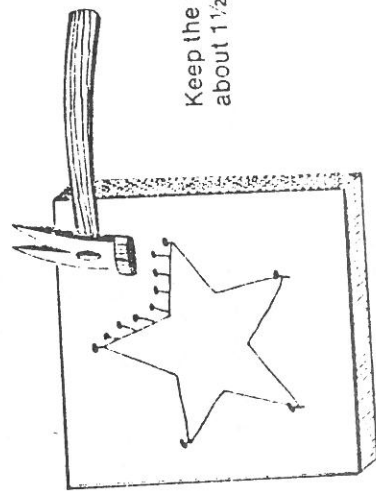
HANG SANTA WHERE EVERYONE CAN SEE HIM!

# STRING STAR



- THINGS YOU'LL NEED:**  
 CHALK  
 WOODEN BOARD  
 STRING  
 1" NAILS  
 HAMMER

1. Draw a star on the wood with chalk.
2. Ask Father or Mother to help you hammer in the nails in a star shape.

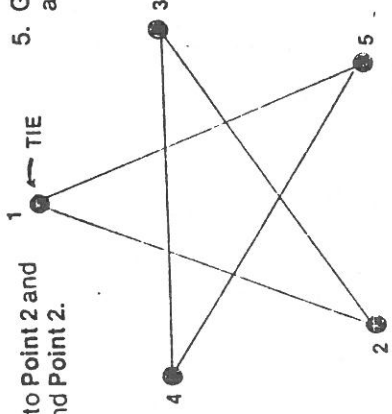


Keep the nails about 1 1/2" apart.

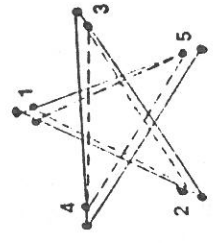
Be sure there's a nail at each point.

3. Start by tying a long string to any point of the star (Point 1). You may use white string or string of different colors.

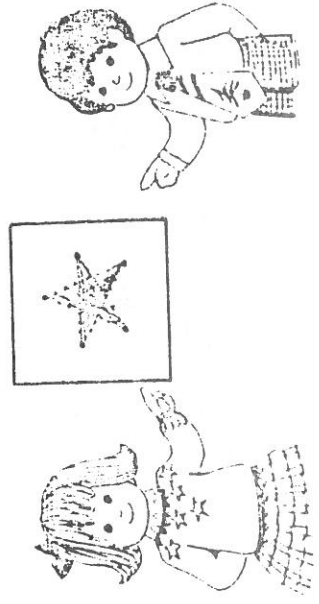
4. Bring string to Point 2 and wrap it around Point 2.
5. Go to Point 3, then 4, 5, and back to 1.



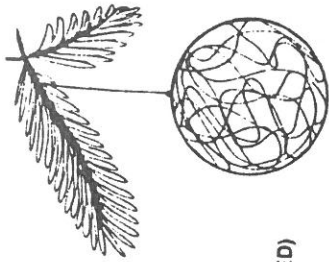
6. Now go to the nail next to Point 1 and follow the same pattern, going to the nail next to Points 2, 3, 4, and back to 1.
7. Continue this way until all the nails are wrapped.
8. At the last nail, tie the string securely.



(If you run out of string along the way, tie on some more. Good string would be beautiful too.)



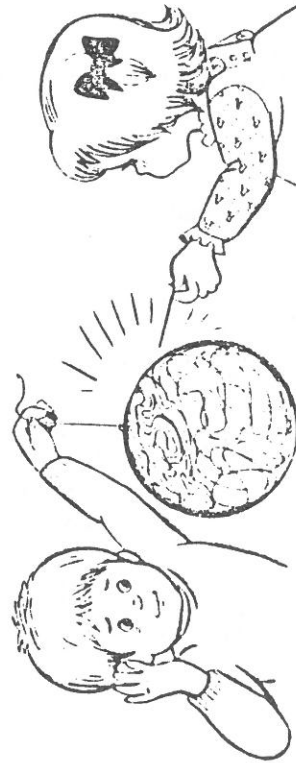
# STRING DECORATIONS



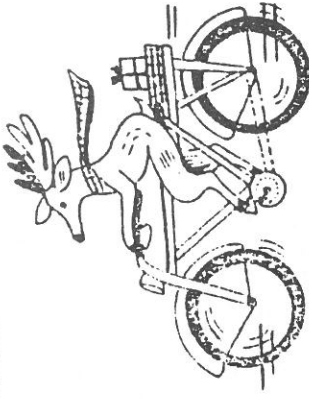
THINGS YOU'LL NEED: BALLOONS  
STRING (WHITE OR COLORED)  
GLUE  
GLITTER

1. Blow up a balloon and tie it with string.
2. Cut a long string and dip it in glue.
3. Wrap the string every which way around and around the balloon.
4. Sprinkle on some glitter.
5. Let the string dry thoroughly.
6. Now —

## POP THE BALLOON!

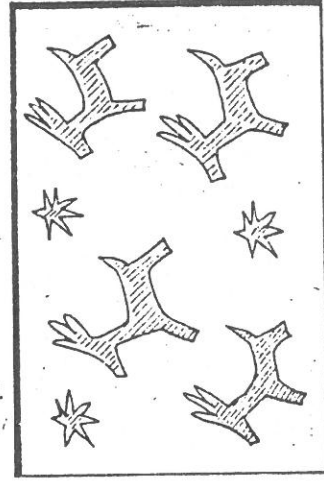


# REINTEGRATED



THINGS YOU'LL NEED:  
AN OLD INNER TUBE  
SCISSORS  
PIECE OF WOOD  
WHITE GLUE  
TEMPERA PAINT  
BRUSH  
PAPER

1. Cut the old inner tube into pieces. They may be pictures of things or just shapes.
2. Paste these shapes onto a piece of wood, leaving a small space between each piece. This gives you a printing block.
3. Brush tempera paint on the shapes, then press printing block onto a piece of paper. You may use more than one color, but make sure the first color is dry before you press on the second one.

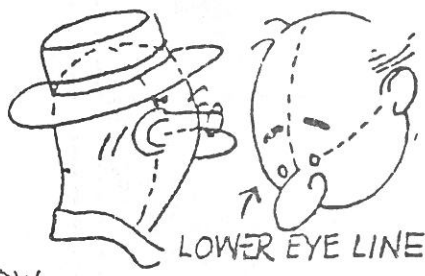
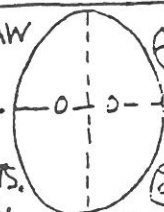


4. Repeat the print several times to make pretty Christmas wrapping paper.



# CARTOON FIGURES

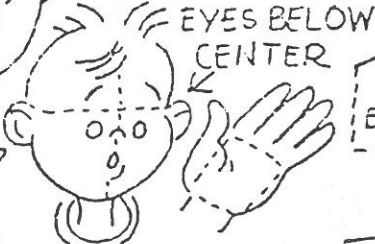
FIRST DRAW A CIRCLE OR OVAL. DIVIDE IN FOUR PARTS.



LOWER EYE LINE



RAISE EYE LINE



EYES BELOW CENTER



BACK

PALM

KEEP HAIR SIMPLE



OVAL OR TRIANGLE

TWO OVALS OR TRIANGLE

COPY THESE FORMS AND CREATE YOUR OWN FIGURES



FIRST DRAW THIS

THEN THIS

# Finger, Thumb and Hand Prints

The secret of making good fingerprints is to use paint that is not too wet, just sticky. Spread some poster paint on an old tray or plate, or use a print pad (see page 5). Dab your fingers in the paint and press them gently onto a clean sheet of paper. If the paint stickiness is just right, it will show up the swirls of tiny lines on your fingertips.

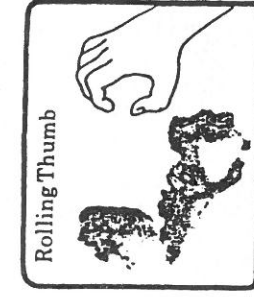
To print bigger shapes, spread paint on a tray or plate. Press down your fists, palms or the sides of your hands and roll backward and forward to cover them with paint. When the prints are dry, draw or paint in details to make pictures.



With a magnifying glass you can see that the lines on your fingertips are really grooves and ridges.



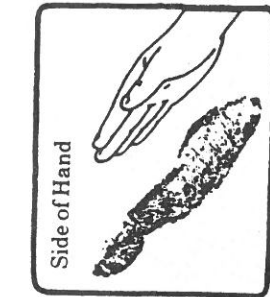
Curl your little finger and rock it toward the tip as you press it down.



Press down your thumb, and rock it slightly toward the knuckle.



Make a fist and press it down with a rolling movement.



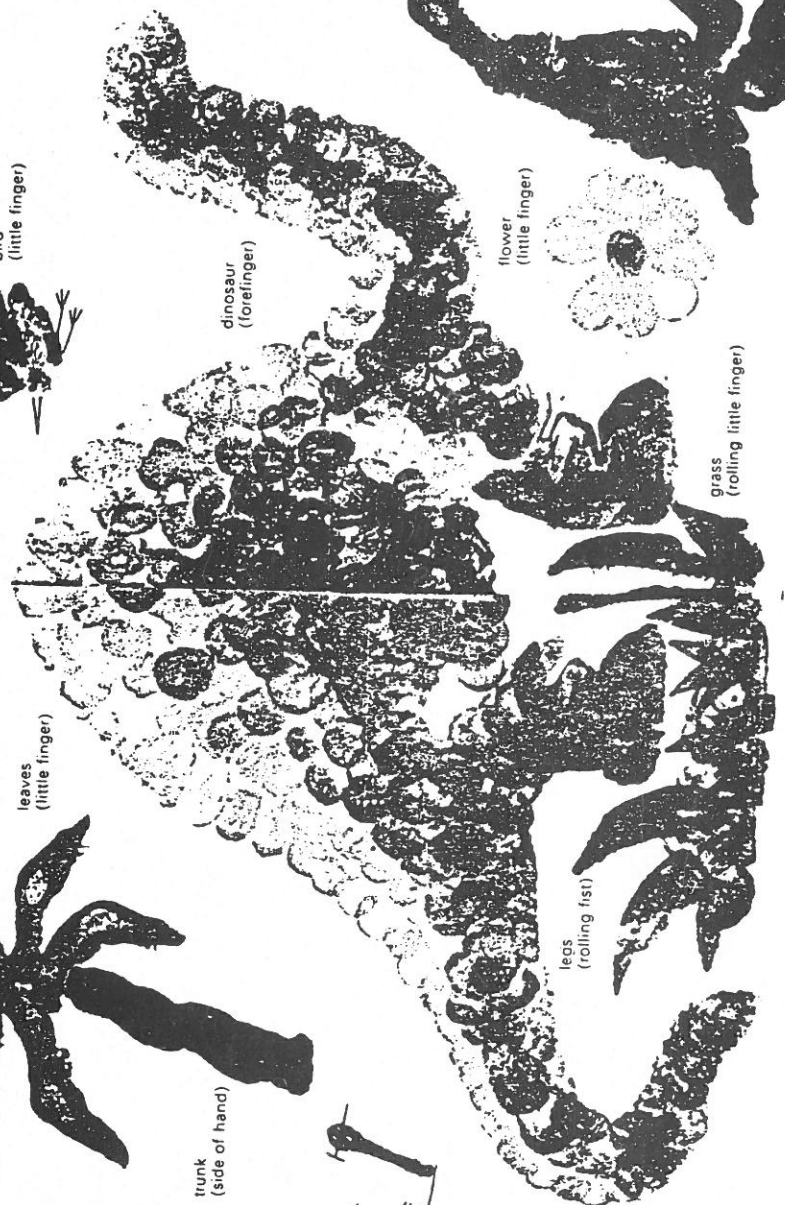
Press down the side of your hand and rock it from side to side.



trunk (side of hand)



bird (little finger)



dinosaur (forefinger)

birds (fingertips)

monster (side of hand)

peacock (fingertips)

flower (little finger)

grass (rolling little finger)

cavemen (rolling forefingers)

cavemen (forefingers)

legs (rolling fist)

# Who's Who at a Museum of Art

Do you enjoy art? Would you like to work for an art museum someday?

Some art museums have small staffs. Others might have larger ones.

Here are some of the jobs you might find interesting.

## The Director



- runs the museum.
- works with the board of directors to make future plans.

## Curators



WE NEED THIS FOR OUR COLLECTION.



- look after the collection. (Some museums have many curators, each one in charge of a certain department or type of art.)
- find and suggest new paintings for the museum to buy.
- plan exhibitions or shows.
- write catalogs, or guides to exhibitions.

## Designers



A design team for the National Gallery of Art at work.

- plan galleries or exhibit rooms that will display the works of art in the best way.

## Registrar



- keeps careful records of the museum's collection.
- keeps up with art in storage, on display, and borrowed or loaned to other museums.

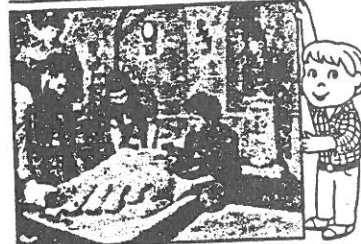


THIS CHIP MUST BE PATCHED.

## Conservators

- check to see that the art is kept in good condition.
- repair damaged pieces of art.

## Installers



Installers at the National Gallery of Art put a piece of sculpture into place.

- are trained how to pack, move and handle works of art. They also build and paint gallery walls.

## Graphic Designers



- design posters and gallery signs.

## Photographers



- take photos of works of art.

## Publicity Director



- informs the public about the exhibits and other events.

## Members of the Education Division



As volunteer guides (called docents) watch, a member of the education staff demonstrates how to conduct a tour for children.



LET'S LOOK FOR...

- help plan lectures and children's programs.



- help produce radio and video shows.

- help produce recorded tours used to guide visitors around the exhibit.



Gauguin lived from 1840 to 1903.



- help write labels to be placed on walls.

## Librarian



- is in charge of the books that are used for research.

## Security Guards



- protect the art and direct visitors.

The Mini Page would like to thank the National Gallery of Art in Washington, D.C., for help with this issue.



## ATHLETE

The Athlete Activity badge is a good badge to work on first. Most BOYS are able to do the skills required of them in the Webelos book, but they should all be encouraged to increase those skills over a period of time. At your first meeting it might be a good idea to demonstrate the exercises from their book and any others that might be suitable for BOYS this age. From then on you might want to start each meeting with a 10-15 minute workout session. Record each BOY'S results. They should be encouraged to work out between meetings, too. At the end of the year, compare each BOY'S results with his beginning results. There should be a significant improvement. BOYS of this age have very different abilities and should be encouraged to improve their own records and not to compare themselves with others. Some BOYS will need more help in some areas than others, and the leader should be aware and willing to help when needed.

## SUGGESTED DEN ACTIVITIES:

1. Watch a high school track meet.
2. Have a Physical Education instructor talk to your den concerning fitness.
3. Invite a professional weight lifter to talk to your den and demonstrate.
4. Attend a gymnastics exhibition or meet.
5. Set up a regular schedule of exercising with a chart for keeping a record of improvement.
6. Make physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4 inch pipe on the ends, embedded in 46 oz. cans filled with cement. A bicycle inner tube is good for stretching exercises to build legs, arms, back, and chest muscles.
7. Practice pull-ups and push-ups.
8. Practice 600 yard run (walk).
9. Plan a short physical fitness demonstration for Pack meeting. For example: show proper techniques for doing front roll, back roll, push-ups, sit-ups, etc.
10. Practice light, loosening-up exercises to be done before strenuous exercises.
11. Agility is the major requirement of an athlete. Try out the agility exercises described on the following pages.
12. Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.
13. Plastic bleach bottles (1/2 gal. to 1 gal. size) filled with sand, make good barbells used to develop arm and shoulder muscles.
14. Invite a professional athlete to a den meeting to discuss exercises, training rules, and why they are important. If you are unable to obtain a professional athlete, how about a college athlete.
15. Visit a local health spa or gymnasium.
16. Visit a local baseball or football facility. Try to schedule your trip to coincide with a practice session.
17. Go to your local indoor pool once a month for practice in swimming skills.



## SUGGESTED PACK MEETING IDEAS:

1. Lead the Pack and parents in exercises.
2. Demonstrate dual contests to the Pack.

EXERCISES FOR DEVELOPMENT OF STRENGTH AND MUSCULAR ENDURANCE

Shoulder - Jump Through - Lie in the prone position with the chest touching the floor and feet together. The hands are directly under the shoulders with the fingers forward. On the count of "one," the BOY thrusts the legs forward through the arms, changing the position of the body from prone to supine. On the count of "two," the BOY repeats the movement in reverse, returning to the starting position. For maximum benefit the BOY should keep the body straight throughout the exercise. For those BOYS having difficulty, this exercise can be performed slowly as a "Walk Through."

Arm - Turtle Walkers - In the prone position the BOY supports the body with the arms extended and feet spread beyond shoulder width. This is a single command exercise. On the command, the BOY moves forward, backward, and/or sideways for a specified period of time. Since the body is spread over a large base of support, the movements of both the hand and feet should be small. The wider the hands and feet are spread apart, the greater stress on the muscles. The BOYS should be encouraged to spread the arms and legs further apart each time the exercise is performed. The knee and elbows should remain flexed throughout the movements.

Abdomen - Crunches - The BOY lies in the supine position with legs together and hands clasped behind the head, the legs bent at the knees, forming a 90 degree angle. This is a two count exercise. On 1, the BOY brings the knees and the elbows together, directly over the midsection. On 2, the BOY returns to the starting position. To make the exercise more difficult the BOY can be required to hold the crunch position for a count of five. In order to maintain balance it may be necessary to extend the arms forward.

Hip - Kickers - The BOY stands erect with feet together and hands placed on the hips. This is a four count exercise. On 1, the BOY swings the right leg forward in a kicking motion and returns it to the floor. On 2, the right leg is swung backward, then returned to the floor. On 3, the left leg is swung forward and returned to the floor. On 4, the left leg is swung backward and returned to the starting position. The child may be required to hold the leg in the up position for a specified length of time to aid in the development of balance. The arms may be fully extended from the sides to assist the BOY in holding the balanced position.

Thigh - Stride Jumps - The BOY stands erect with the feet shoulder width apart. The right leg is forward and the left leg is back in a stride position. The left arm is extended straight in front of the body while the right arm is extended backward. This is a two count exercise. On 1, the BOY jumps, moving the left foot forward and the right foot backward. At the same time, the arms reverse positions. On 2, the BOY returns to the starting position. This exercise can be performed to various cadences. The cadence should be slow in the beginning and gradually quicken as the exercise continues.

BASEBALL 500

Use baseball or softball, bat, and gloves. Batter tosses the ball up and hits it toward the other players. A fielder scores 100 points for catching a fly, 75 for catching the ball on one bounce, 50 for two bounces, and 25 for a grounder. When a fielder reaches 500 points, he become the new batter and scoring starts all over. A fumbled ball reduces a player's score by the number of points he would have scored if he had caught it.

BACKYARD HOCKEY

Lay out rink as shown on a driveway or grass. Play parents against sons or divide den families into equal teams. Teams stay outside the rink and along their own sideline. Teams defend goal to their right. Game starts with the ball being dropped between opposing centers. Both teams try to hit and sweep the puck past opponents' goal line. Sticks may not be swung above knee heights. When the puck goes out of bounds, have a face-off near that point between opposing players who were nearest to it.

FITNESS CIRCLE GAME

Form a circle as large as the room permits, all facing the same direction. Give instructions for the various activities.

1. Start walking in the circle and keep walking between the following exercises.
2. Start Hopping.
3. Make yourself as small as possible and continue walking, now reach your hands high over your heads.
4. Bend your knees slightly, grasp your ankles, and continue walking.
5. Walk as if the heel of one foot and the toes of the other were sore.
6. Walk stiff-legged.
7. Squat down and jump forward from the position.
8. Walk on hands and one foot with the other leg held high, imitating a dog with a lame foot.
9. Walk forward at a rapid pace (don't run) while swinging your arms vigorously.
10. Take giant steps.
11. Walk forward, raising your knee as high as possible on each step.

#### HOME MADE EXERCISE EQUIPMENT

Making and demonstrating the use of some of these items is a good den meeting activity.

#### Newspaper Gym

Take a large double sheet of newspaper and hold it by one edge. Using only the fingers of the hand that is holding the paper and without allowing the paper to touch any other part of your body, work it up into your palm with your fingers and hand until it is a ball. For a double workout, try it with a sheet in each hand. Have the boys note how hard this makes their fingers work and how their forearms ripple while they try to get the newspaper into a ball.

Take two double sections of newspaper and fold them in halves until you have a flat section with one edge that is a foot wide. Roll that piece up to form a baton. Try to pull the baton apart as you hold it in front of your chest. Then try to pull it apart as you hold it behind your back. Then, see if you can break it by twisting it, clockwise with the right hand and counter-clockwise with the left hand. See if you can jump over the baton without letting it go. Then try jumping back through it.

#### Rope Gym

The rope is a gym that is extremely portable and can be used for all kinds of fitness activities. Use it at den meeting for one of the toughest sports--tug of war. Pit half of the den against the other half. Put the middle of the rope over a center line. The winning team is the one who pulls the last man of the other team over this line.

For individual exercise, tie the rope to a tree or pole and pass the end over your shoulder. Pull as hard as possible to give leg, stomach, and back muscles some tough exercise.

Play tractor-pull--a dual contest. Loop a rope around the back of the neck and under the armpits of two players who are on all fours facing in opposite directions. They then try to drag each other across a dividing line.

Jumping rope develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

For rope climbing, tie a rope that is at least 1" in diameter securely to a sturdy tree limb about 15 feet off the ground. At first, climb it any way possible using calf and thigh pressure. Later, learn to go up hand over hand from a sitting start. Besides being a skill that will help in future emergency rescue or survival situations, this builds arms, grip, shoulder, and upper torso muscles.

Knot a stout rope at the middle of a broomstick or large dowel rod and fasten the other end securely to a bucket of sand on the floor. Use both hands to rotate the handle so the rope winds up, raising the bucket.

#### Inner Tube Muscle Builder

Discarded inner tubes make great exercise equipment. Cut an inner tube in half and loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides and stretch the tube forward as far as you can. Do this 8 or 10 times.

If you have two bike inner tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with the tubes resting at just about your heels. Try this for six times with each leg to start.

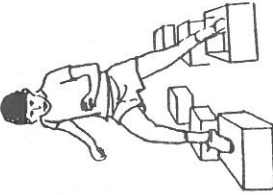
#### Barbell

Use a three foot dowel rod or broomstick with 3/4" pipe caps on each end. Imbed these pipe caps in 46 oz. cans filled with cement. Allow cement to dry overnight. Use for standing press or prone press.



#### Spring Register

This is made with five No. 7 screen door springs which are 16 1/2" long. Connect them with eyebolts to two wooden frames about 8" long. Put large screen door handles on the outside of the frames for grips. Grip the handles and pull apart in front of the chest and behind the back for arm, shoulder, and back development exercises.



#### Cardboard Boxes

Lay two rows of large and shallow cardboard boxes about a pace apart on a carpeted floor or on the ground. Start out walking through them with each step in a box. Gradually increase speed until you can run through the course and not miss any boxes. This course can also be set up outside using old tires laid on the ground.

ATHLETE ACTIVITY BADGE

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, friendly, he'll find that worries and irritations disappear. He will discover a feeling of success, confidence and excitement in his everyday life. A wise man once said, "As a man thinketh in his heart, so he is." When boys "think" themselves strong and do something about it, they are well on their way to being strong.

Mental and emotional health are very important. They affect our ability to accept new challenges and responsibilities and to get along with others. We live in a world that is rapidly changing. To many people, this is unsettling. 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 and learn how to handle their bikes. Meeting new challenges and accepting new responsibilities fall into the same category. A boy learns 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 any necessary repairs, then he can proceed with more confidence..confidence gained through experience.

INDOOR GYM EQUIPMENT. If you have a basement with an exposed beam, put up a chinning bar. The simplest type is a broomstick fastened to the beam with a rope. A barbell can be made using a 3 foot dowel or broomstick with a 3/4" pipe caps on the ends. The latter are then embedded in 46 oz. cans filled with cement. Allow cement to dry overnight. Dumbbells can be made similarly by using foot long dowels and No. 2 size tin cans filled with cement and placed at the ends of the dowels. Two quart plastic containers filled with sand make good dumbbells. An old inner tube (not inflated) makes an excellent muscle builder for arms, legs, back and chest.

OUTDOOR OBSTACLE COURSE. This helps keep a boy in shape. Make a rope climb by hanging a 10 foot one inch rope from a tree. To help develop balance, set a 10 foot 2 x 6 walking plank securely in the ground. Five or six old tires make an excellent zig-zag course which will help the boy develop balance while building up his leg muscles. The object is to step from tire to tire as he runs the course. Stagger tires one full pace apart. Make a "crawl through" by using an old barrel turned on its side. Cardboard boxes will also work.

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

AGILITY EXERCISES

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

## Set 1 - 8 minutes:

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

## REST TWO MINUTES

## Set 2 - 6 minutes:

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

## REST TWO MINUTES

FLEXIBILITY EXERCISES

Fingers - extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open hand position (30 seconds)

Palms - extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements (30 seconds)

Wrists - same position as palms (above). Rotate wrists clockwise, then counterclockwise (30 seconds)

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

## CITIZEN—WEBELOS

### Suggested Den Activities:

1. Decide on a good turn for the school, church, or community. Discuss why it is good to help the community. Carry out the plan.
2. Make logbook for each BOY to record his work on the badge.
3. Visit a local government agency. Find out how it works, what services it provides, how it affects you and your family.
4. A campaign against litter is a "must" for good citizenship. Discuss how your Den can carry on such a campaign and do it. This could include making posters for display, litter clean-up, making litter bags, a fight against pollution, collecting items for recycling.
5. Attend a naturalization ceremony.
6. Observe a voting process.
7. Visit a City Council meeting or School Board meeting.
8. Remind people to fly the flag.
9. Invite a new citizen to speak to the Den on what becoming an American citizen means to him or her.
10. Visit a court. Ask the judge to speak to the BOYS about citizenship. Acquaint the BOYS with the court procedure.
11. Visit a police and/or fire department.

### Activities for the Pack:

1. Plan a special good turn for the next Pack meeting, such as setting up chairs, ushering, clean up, etc.
2. Exhibit your logbooks of requirements, charts, or posters on community activities.
3. Give oral reports on any trips taken or requirements completed.

## 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 officers 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 responsibilities. Every American shares them.

Your duties as a citizen include:

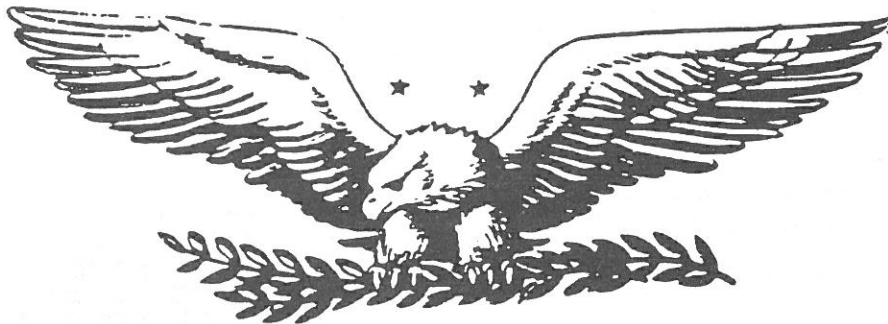
- The duty to obey the laws.
- The duty to respect the rights of others.
- The duty to inform yourself on issues of government and community welfare.
- The duty to serve on juries if called.
- The duty to vote in elections.
- The duty to serve and defend your country.
- The duty to assist agencies of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

### Citizenship Pledge

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

### Citizenship Rating Sheet

Ask the BOYS to rate themselves on their citizenship, using a chart like the one shown. Rating themselves might have the effect of improving their citizenship traits—or at least their efforts to become better citizens. Tell the BOYS that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week.





### Citizenship Through Service

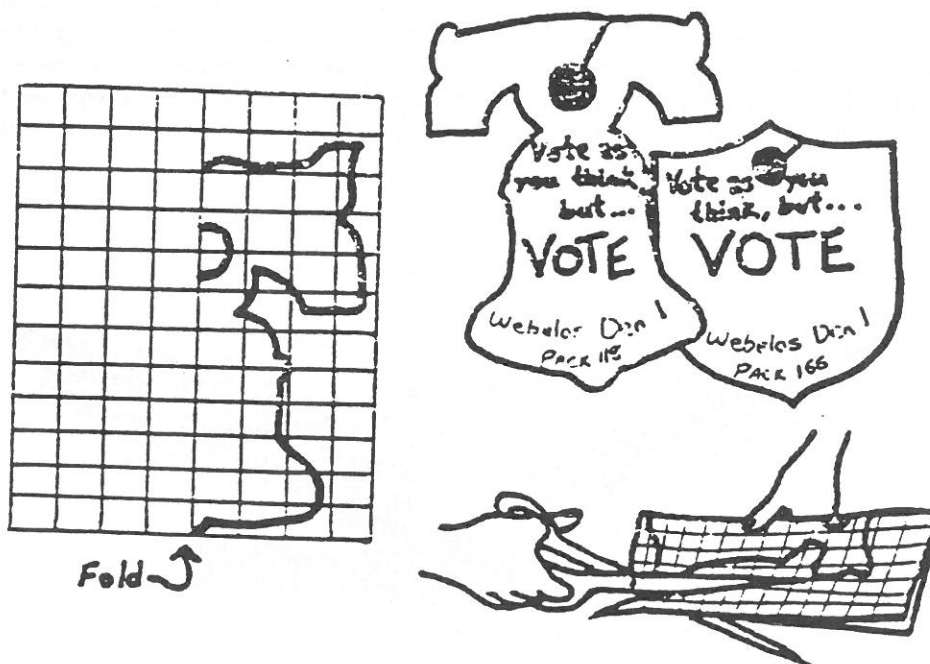
**PROVIDE LITTER BAGS**—Campaign for the idea that every motorist should carry a litter bag in his car. At a central place such as a cooperating service station or store, distribute bags to any motorist who desires one. Disposable litter bags with an insignia can be purchased at small cost, or units can use medium-sized grocery bags and stencil their own names on them.

**ORGANIZE A SNOW-SHOVELING BRIGADE**—When the snow flies, units may provide a much needed service by organizing to keep fire hydrants cleared during the winter. Each BOY is assigned one or two hydrants when it snows. Assignments might also be made to clear snow from the homes of senior citizens or shut-ins.

**CLEAN UP STREAMS**—A stream clean up project will improve the appearance of many streams. All glass and aluminum collected can be turned in for recycling.

**GOOD TURN TO VOTERS**—Make doorknob hangers like those shown below. They will remind adult citizens to vote.

Make the doorknob hanger "vote reminders" from construction paper. Start by drawing a grid with 1" squares. Put the outline of half the doorknob hanger on it. Fold the grid and cut out the form. Open the grid and use to trace other hangers on paper. Letter the hangers as shown. If more than one Den is doing this project in the same neighborhood, coordinate your efforts.



**CITIZENSHIP** means membership in a nation, state, or community. The word comes from the Latin "civitas," meaning "a member or citizen of a city (civis)." This meaning stems from the laws of ancient Greek and Roman City/States.

THE STORY OF THE STAR-SPANGLED BANNER

Francis Scott Key was a lawyer in Washington, D.C. In 1814, during the War of 1812, Key was asked to go on a mission with Colonel J.S. Skinner. They were to sail under a flag of truce to ask for the release of an American prisoner being held by the British Navy. The British agreed to free the prisoner but would not let the American return immediately because the British were planning to attack Baltimore.

During the night of September 13-14, Key, Skinner, and Dr. Beanes (the prisoner) stood on the deck of their flag-of-truce ship which was anchored eight miles downriver, watching the attack. They were well out of the fight but near enough to see most of the action. During the night the bombs and rockets proved that the city had not surrendered; but now there was an eerie silence, broken only by an occasional distant gun. Key found himself torn with anxiety. He did not know the fate of the city or of Ft. McHenry. He hated the war, yet here he was in the middle of it. But he was first and last an American, and in these hours of suspense he fervently—desperately—prayed that the American flag was still flying over the fort.

The rest of the night the three Americans paced the deck, scarcely daring to think what daylight might bring. Again, and again, they pulled out their watches, trying to judge when the dawn would come. At five o'clock the first light of day tinged the sky. But there was no sun...rain clouds hung low... and patches of mist swirled across the water. It was growing brighter all the time. Finally Key raised his spyglass, and he saw it! Standing out against the dull gray of the clouds and hills was the American flag, still proudly floating above the fort. Turbulent, fervent thoughts raced through his mind. These thoughts began to take poetic shape. Using the back of a letter which happened to be in his pocket, Francis Scott Key began to jot down lines and phrases...

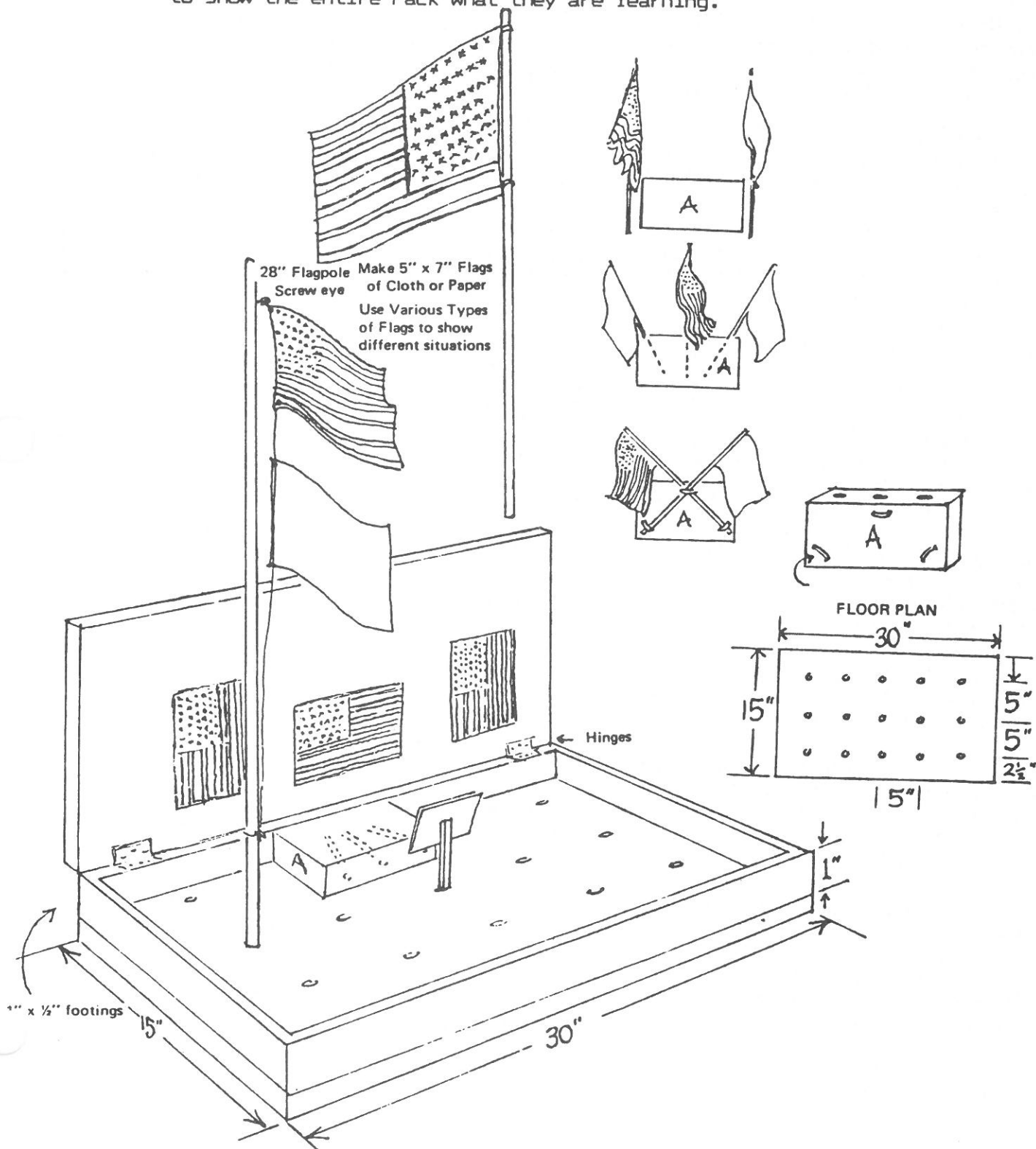
Finally on the evening of September 16, the Americans returned to Baltimore. There would be no sleep for Francis Scott Key that night. Vivid thoughts of the scenes he had witnessed raced through his poetic mind. He had tried to express his feelings—the thrill of seeing the flag at dawn—in a few lines scribbled down right after the attack. Later he added more lines. He called this poem "The Defense of Fort McHenry." Almost from the start he thought of it as being sung to the tune of "To Anacreon in Heaven," a popular song of that period. It would be weeks before it would become known as "The Star Spangled Banner."

The song caught Baltimore's fancy right away. It was published in the newspaper and people were singing it. The Ft. McHenry garrison adopted it—every man received a copy—and the tavern crowds took it up. The song quickly spread to other cities, as the whole nation rejoiced in the news from Baltimore. Everywhere Key's stirring lyrics struck the right chord—the rare sense of exultation people felt about this totally unexpected victory.

"The Star Spangled Banner" was made the official United States national anthem by an act of Congress in 1931.

Flag Courtesy

Build and use this flag demonstration board as a simple aid to teaching and testing flag courtesy. Place demonstration board on a table in front of the Webelos Den or at a Pack meeting. The Cub Scout or Den demonstrating how to properly display the flag shifts and inserts the dowel staffs of miniature flags into the correct holes drilled into the board. A Webelos Cub Scout does this to prove he knows the requirement. His Den can use it a Webelos Den skit to show the entire Pack what they are learning.



## THE LAW OF LIFE

THE TREE THAT NEVER HAD TO FIGHT  
FOR SUN AND SKY AND AIR AND LIGHT,  
THAT STOOD OUT IN THE OPEN PLAIN  
AND ALWAYS GOT IT'S SHARE OF RAIN  
NEVER BECAME A FOREST KING,  
BUT LIVED AND DIED A SCRUBBY THING.

THE MAN WHO NEVER HAD TO TOIL  
WHO NEVER HAD TO WIN HIS SHARE  
OF SUN AND SKY AND LIGHT AND AIR  
NEVER BECAME A MANLY MAN,  
BUT LIVED AND DIED AS HE BEGAN.

GOOD TIMBER DOES NOT GROW IN EASE  
THE STRONGER WIND, THE TOUGHER TREES  
THE FARTHER SKY, THE GREATER LENGTH  
THE MORE THE STORM, THE MORE THE STRENGTH  
BY SUN AND COLD, BY RAINS AND SNOWS  
IN TREE OR MAN GOOD TIMBER GROWS.

## WEBELOS COMMUNICATOR



### Communicator Activity Badge

Communication is the art of giving and receiving information. People communicate with the spoken word and with the written word. Words are not the only way in which we transmit messages to one another.

Simple forms of communication start with a smile, a laugh, a gesture, and a handshake. Our faces express how we feel such as happy, sad, sleepy, and even puzzled.

Communication became more complex with the invention of the telegraph, telephone, radio, television, computer, and satellite hookups.

As human beings, each of us needs to learn how to communicate our messages and get along with others. The communicator activity badge is designed to give the boys a chance to see how to express their feelings to others. The boys have the opportunity to learn different ways in which to express themselves including communications with people who are deaf, mute, or blind. Each person communicates in his own way.

### Den or Pack Activities

Visit TV, radio or newspaper and have someone talk about jobs in these industries.

Pretend to be blind, deaf or mute for a period of time.

Go through a handicap awareness trail.

Visit a facility where a number of computers are used and have someone talk about their different uses.

Play charades.

Learn and use Morse code.

Learn and use signal flags.

Find someone with a CB radio and let the boys sign on -- talk and sign off.

Talk with a HAM radio operator and listen to him talk to others over the radio.

Visit a newspaper or library microfilm facility.

Find someone with a movie or video camera and have the boys do a newscast or weathercast. Play it back and let the boys watch themselves on TV.

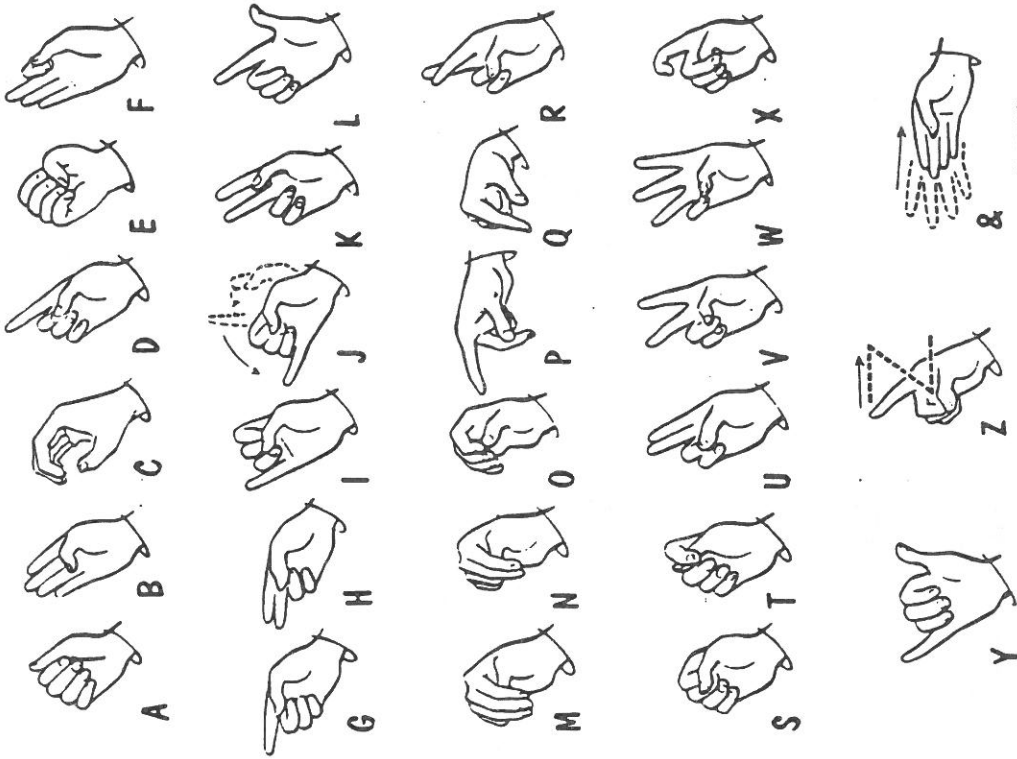
Visit the telephone company.

Have someone explain how deaf people communicate over the phone.

Have someone explain how deaf people use sign language to communicate.

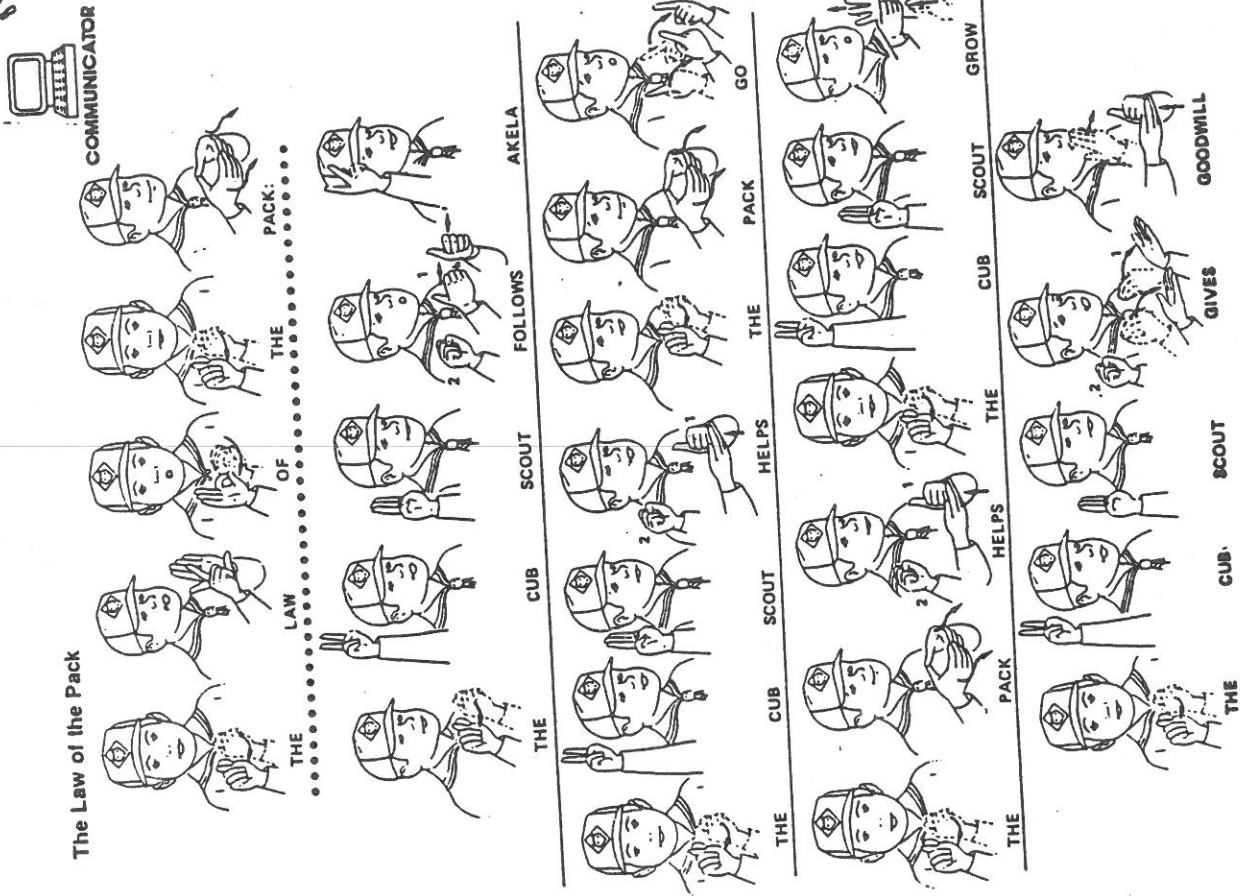
Visit a facility that has the machine for the hearing impaired people to view TV.

# SIGN LANGUAGE FOR THE HEARING IMPAIRED



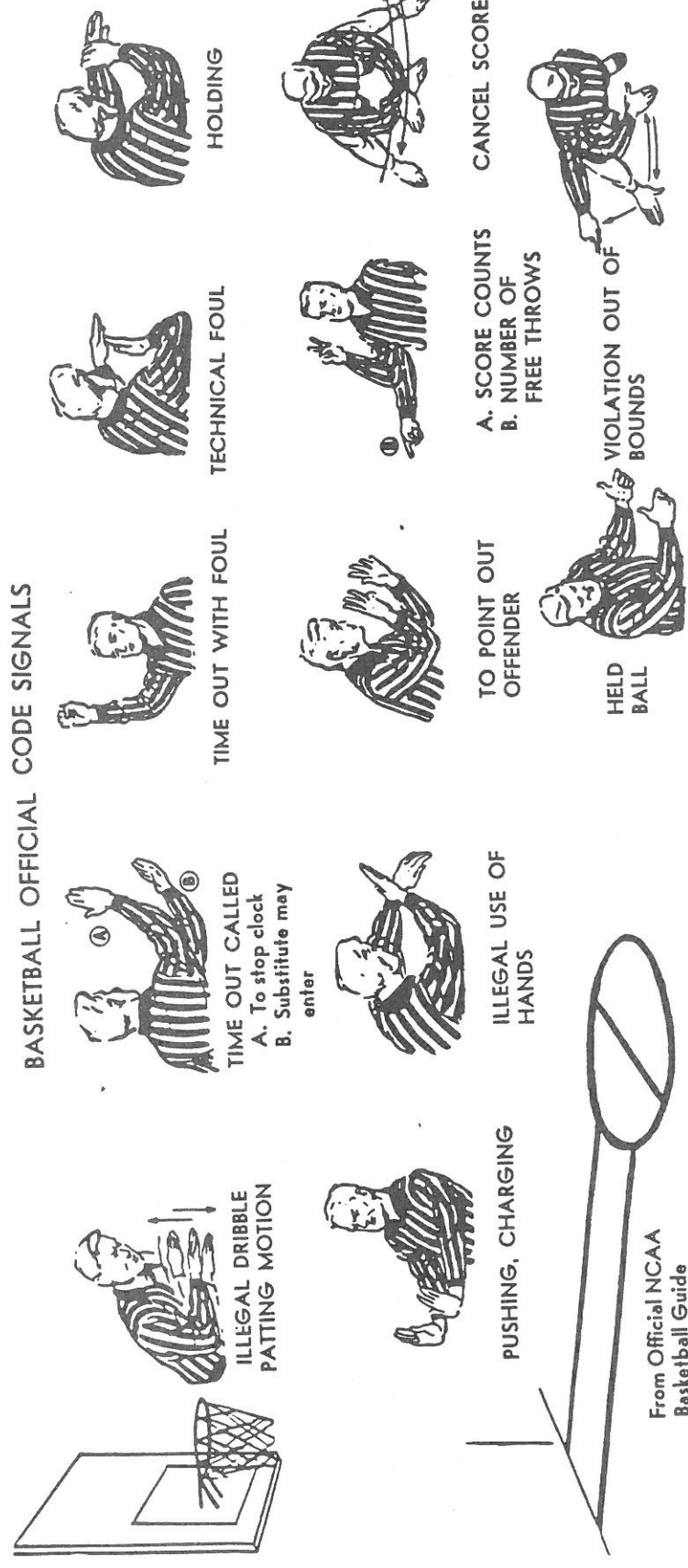
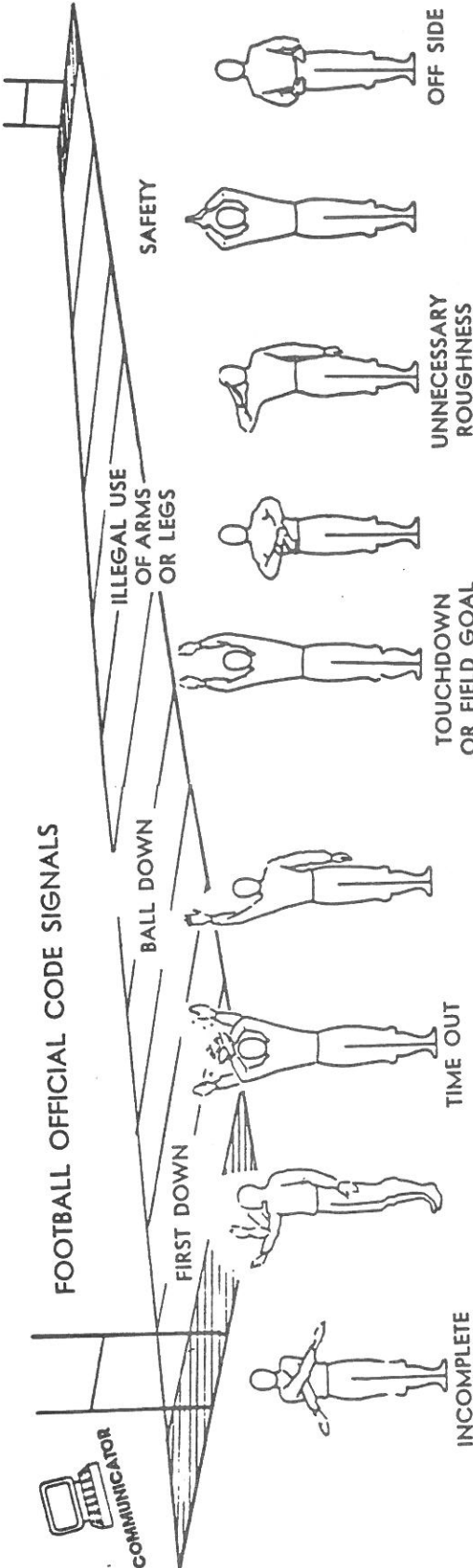
Visible English or fingerspelling to be used as a supplement to speech for people who want hearing-impaired children to see English.

## The Law of the Pack









BASKETBALL OFFICIAL CODE SIGNALS

From Official NCAA Basketball Guide



**Semaphore**

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

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

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

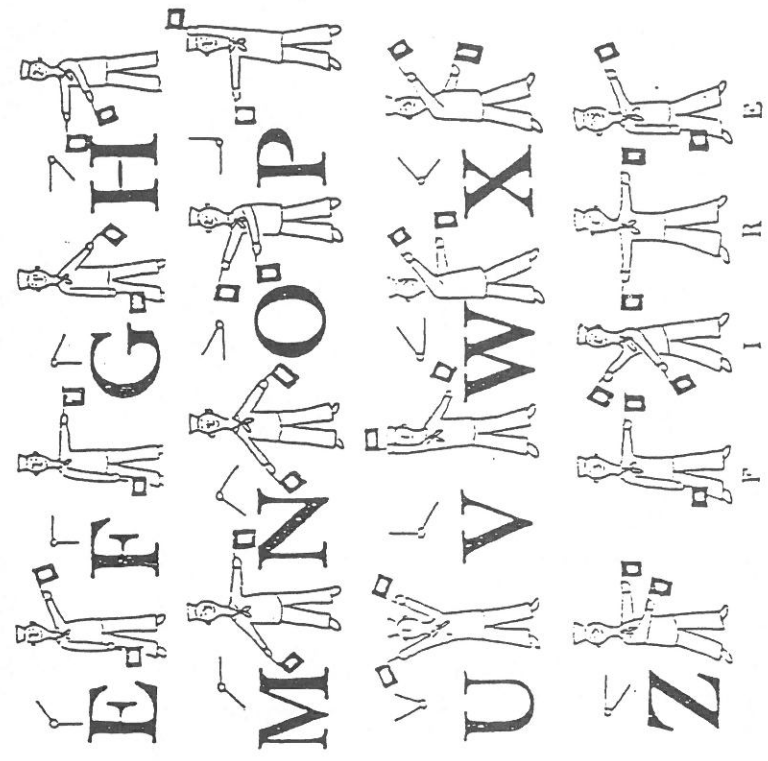
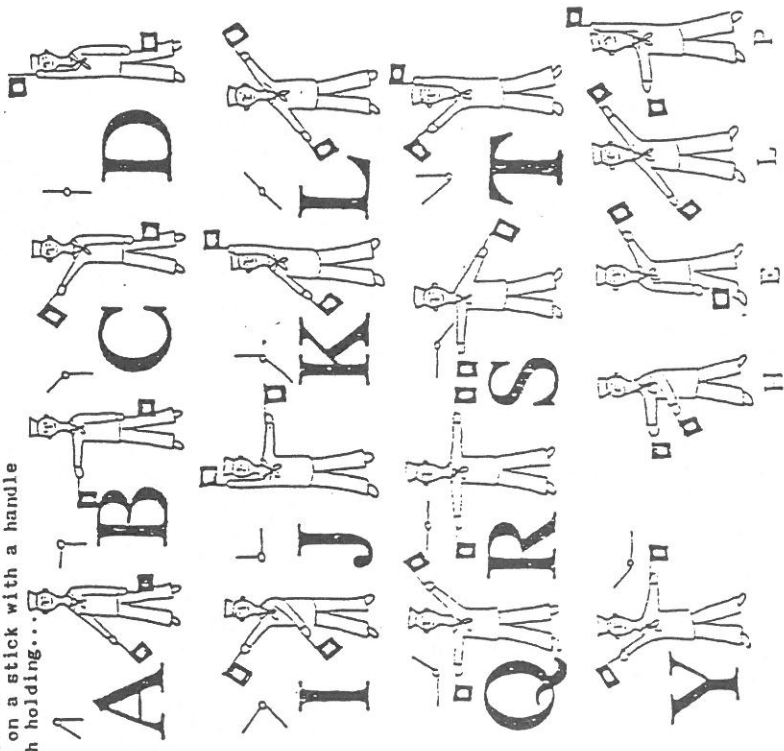
Try an opening. Make it simple using these flags. Inform audience what each letter is. Try a skit. Try a closing. Just try-try-try.

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

DIRection shows receiver which way sender is facing.

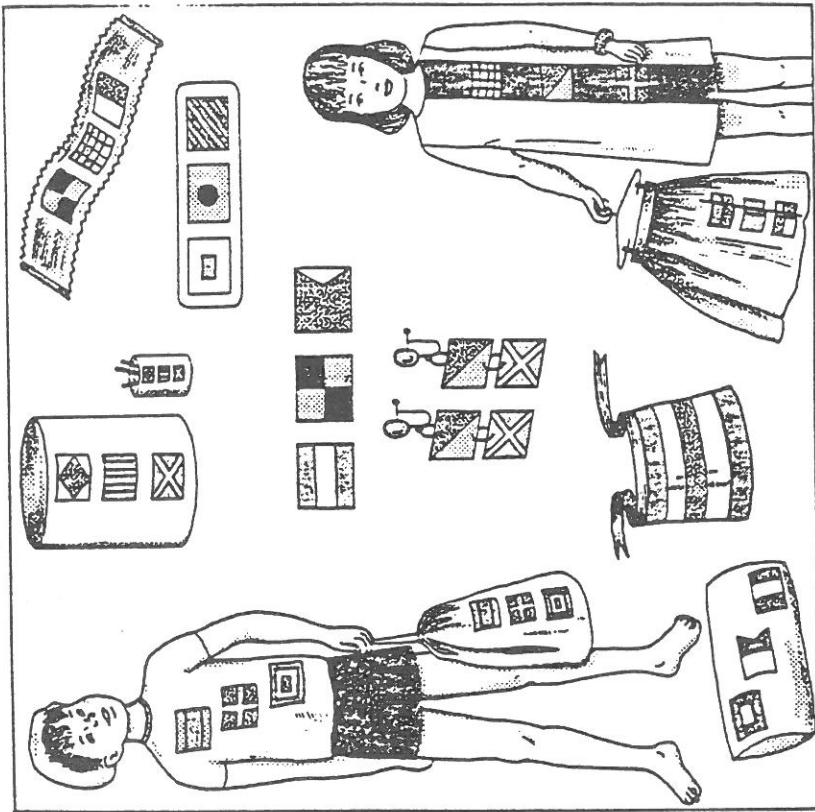
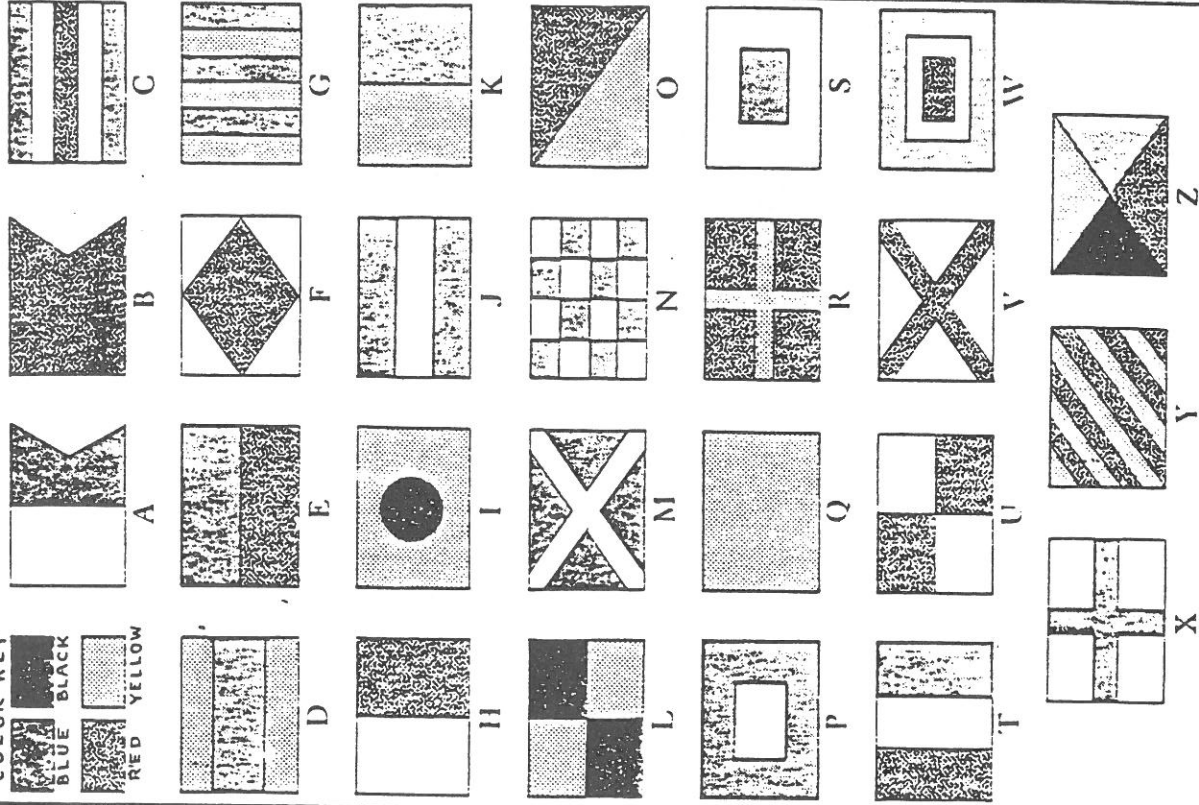
Attention used as preliminary call. **FRONT** shows finish of word.

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



International Code of Signals

COLOR KEY  
 RED  
 BLUE  
 BLACK  
 YELLOW



# Nautical Monograms

Use International Code signal flags to fashion clever, original monograms.

The International Code, used for communications between ships, contains twenty-six flags — one for each letter of the alphabet. These flags are pictured with a color key on the opposite page.

Plan monograms, using the flags for letters. Do this with fabric tape, cloth appliques or paint, depending on your type of background. Pictured here for boys, are a T-shirt, a wastebasket and a flannel shoe polisher. For girls, there's a set of pins, squares cut from plastic bottles, earrings to match, a shift or skirt, a pillow cover and apron.

# FLAG TALK



ONCE YOU HAVE MASTERED THE MORSE CODE YOU CAN SEND AND RECEIVE MESSAGES OVER DISTANCES AS EASILY AS TALKING TO YOUR BUDDY BESIDE YOU.

HERE ARE THE BASIC MOTIONS IN SIGNALING WITH ONE-FLAG, CALLED WIGWAG.



**DOT**  
(PRONOUNCED "DIT" OR "DI")  
FLAG SWUNG TO RIGHT.  
REMEMBER: "DOTS RIGHT" — OR YOUR ROUND OR "DOT" PATROL EMBLEM IS ON YOUR RIGHT SLEEVE!

**DASH**  
(PRONOUNCED "DAH")  
FLAG SWUNG TO LEFT.  
REMEMBER: THE COMMUNITY STRIP ON YOUR LEFT SLEEVE IS A LONG STRIP.

LETTERS WITH SEVERAL DITS AND DAHS MUST BE MADE WITHOUT STOPPING BETWEEN WIGWAGS OR RECEIVER WILL GET A WRONG LETTER.

END OF LETTER: FLAG HELD UPRIGHT.

END OF WORD. FLAG DROPPED DOWN IN FRONT.

## THESE LETTER GROUPS WILL HELP YOUR CODE PRACTICE

<b>E</b> DIT	<b>T</b> DAH	<b>A</b> DI-DAH	<b>O</b> DAH DAH DAH	<b>I</b> DI-DIT	<b>N</b> DAH-DIT	<b>S</b> DI DI DIT
<b>H</b> DI-DI DI-DIT	<b>R</b> DI DAH DIT	<b>D</b> DAH DI DIT	<b>L</b> DI-DAH DI-DIT	<b>U</b> DI-DI DAH	<b>C</b> DAH-DI DAH-DI	<b>M</b> DAH DAH
<b>P</b> DI-DAH DAH DIT	<b>F</b> DI-DI DAH DIT	<b>W</b> DI DAH DAH	<b>V</b> DI-DI DAH	<b>B</b> DAH DI-DI DIT	<b>Y</b> DAH DI-DAH DAH	
<b>G</b> DAH DAH DIT	<b>J</b> DI DAH DAH DAH	<b>Q</b> DAH DAH DI-DAH	<b>K</b> DAH DI DAH	<b>X</b> DAH DI-DI DAH	<b>Z</b> DAH-DAH-DI-DIT	

OTHER WAYS TO SEND MESSAGES BY MORSE CODE

FLASH-LIGHT    MIRROR    BUGLE    AUTO LIGHTS OR HORN    WHISTLE    BLITZER OR BLINKER OR WIRELESS    WIGWAG WITH SCOUT NECKERCHIEF TIED TO STICK

Old-Fashioned Telegraph Set

Need:

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

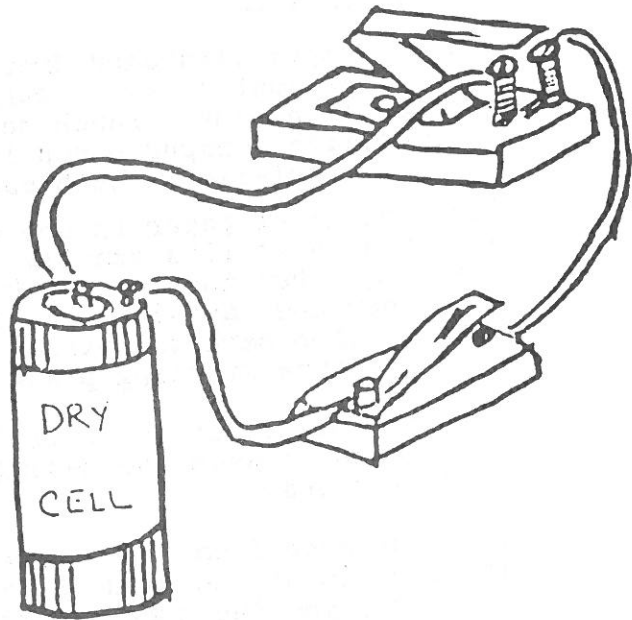
One dry cell battery

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

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

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

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



Cryptopics

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

Hobo Signs

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

[USE PICTURES TO MAKE UP YOUR OWN SECRET CODE]

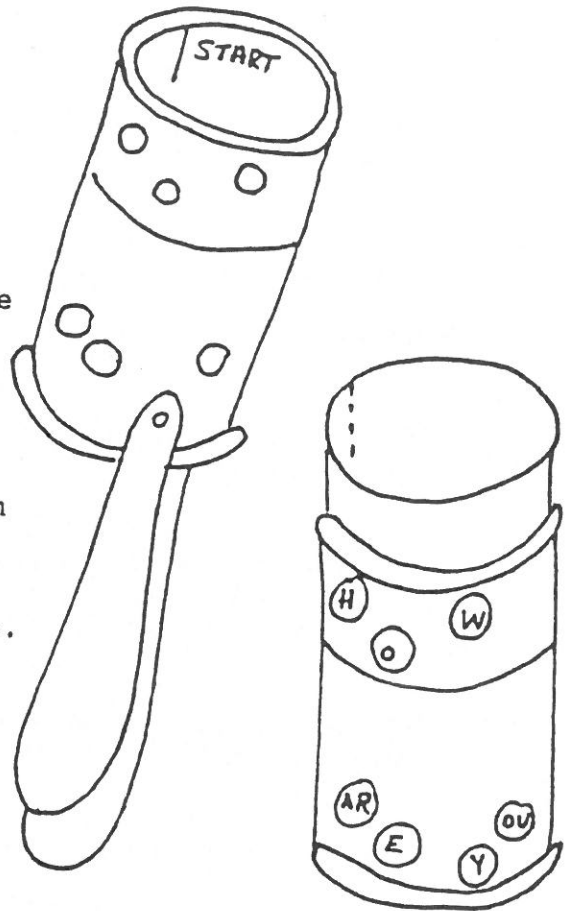
Crypto-Machine

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

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

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

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



Z K H C O G M W L P R J D X

F A R E J Y V O U N Q S B T N

[SECRET CODE]

THE CREE ALPHABET

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

SOMEBODY ELSE

There's a clever young fellow named SOMEBODY ELSE,  
There's nothing this fellow can't do.

He's busy from morning 'til way late at night,  
Just substituting for you.

You're asked to do this, or asked to do that,  
And what is your ready reply?

"Get SOMEBODY ELSE, Mister Chairman,  
He'll do it much better than I."

There's so much to do in our Scouting,  
So much, and the workers are few,

And SOMEBODY ELSE is getting weary and worn,  
Just substituting for you.

So, next time you're asked to do something  
Worthwhile, just give them this honest reply,

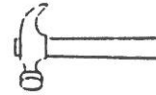
"If SOMEBODY ELSE can, give time and support,  
You can bet your last dime, so can I!"

\*\*\*

This may be useful when your pack needs new leaders.



## WEBELOS CRAFTSMAN

Craftsman Activity Badge

The Cub Scouts coming in to your Webelos den have probably been working on crafts for two years, so it is time to present some more advanced projects and give them a challenge. The activity badge requires woodworking and one other material that you and each boy agree upon (leather, tin, plastic, glass, etc.). Some boys will want one option and some another, so you will need to be familiar with all. You don't have to be a master craftsman. Almost anyone who can pick up a hand tool can do the projects. But if you are convinced that you have ten thumbs, then seek help from some of the parents, or your Boy Scout troop. Sometimes craft stores have classes on the boys' level for a nominal fee.

This next paragraph I am going to borrow out of POW WOW books of previous years. When working with the boys on their projects, you must have P,P,P!

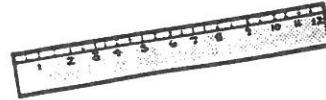
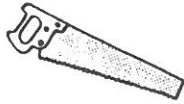
Patience - Some boys require a high degree of patience. Stick with it and be rewarded. Enlist the help of the assistant den leader, den chief, and fathers. Do not do it all alone.

Preparation - Have all tools laid out before the den meeting starts. Build a sample of the item and make note of the steps that are required. Be prepared to help boys individually in these areas. Show them the sample to give them an idea of what the finished product will be like.

Perserverance - Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings or enlist the help of others. Do not use a project which the boys cannot complete within a reasonable length of time. Watch for signs of discouragement and help the boys who seem to be having trouble.

Encourage every boy to put forth his very best effort. Praise only what deserves praise. Give encouragement in other areas. Do not encourage competition. This activity badge can be quite a problem for some boys. Remember "DO YOUR BEST" is the only judging criteria for you and the boys.

At this point, we should discuss safety. By necessity, some tools will be sharp. Make sure those tools are sharp. Do not allow boys to use dull tools. Explain to them why tools are sharp and review the safety procedures. Do not allow any horse play or scuffling. Ensure the craft area is well organized and always clean up the area. Any professional shopworker will tell you that poor housekeeping will lead to a poor safety record. When working on metal projects, it is a good idea for the boys to wear gloves as the edges can be very sharp. Use tools only under adult supervision and allow only one boy with an adult at a time around power equipment.



### Den Activity Ideas

Visit a furniture factory, lumber yard, saw mill, or cabinetmaker.

Visit a tannery or leather goods manufacturer. Tandy Leather is always willing to help Cub Scouts.

Invite an expert to give a demonstration on the proper care and use of tools.

Have someone give a demonstration of leathercraft and explain how to use leather tools.

Have someone give a demonstration of metal work, using tin snips and vise.

Discuss finishing methods for wood projects:  
 The importance of sanding, filling holes and scratches.  
 Various types of finishes such as shellac, stain, lacquer, varnish and enamel.

Have a nail-driving contest. Give each boy a scrap of wood, nails and a hammer.

Let them practice driving nails straight.

Have a bird house building activity.

Make a den knot board.

Build the bridges you will study in engineering.

Tie in with scholar and discuss how education will help in doing crafts and working on the job.

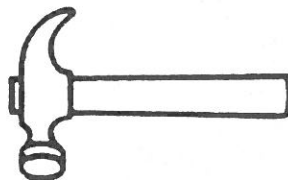
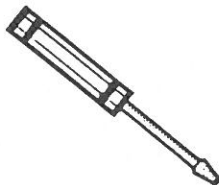
If the pack doesn't have a pine wood derby track, build one.

NOTE: The How To Book is full of craft ideas.

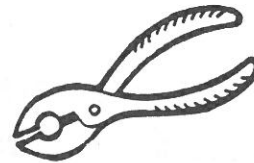
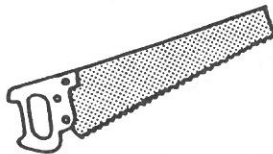
### Pack Demonstration Ideas

Have a display of hand tools. Explain their uses and safety.

Have a display of craft projects. Tell how they were built.



SKIT

Dad's Workbench

Characters: 4 boys to represent tools (saw, hammer, file, screwdriver). Have them carry large placards in shape of their respective tools.

4 boys to act as narrator, dad, mother, Cub Scout.

Narrator: As our scene opens, we find dad looking for his hammer.

Dad: Has anyone seen my hammer?

Mother: No, dear, did you look on your bench?

Dad: It's not there. No one ever puts anything back where it belongs.

Hammer: No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me.

Dad: Now where in the world is my saw?

Mother: Look on your bench. It should be there.

Dad: It isn't here. No one puts my tools back.

Saw: Here we go again. I'm lost because he didn't clean me and put me back again after I was used on the garage roof to spread the tar because I was bigger than the putty knife.

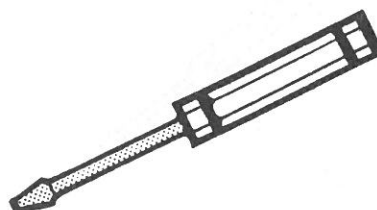
Dad: Good grief! Now where is my file?

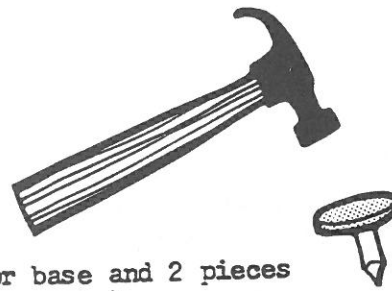
File: He has forgotten that he left me out in the yard when he sharpened the lawn mower blade last fall. He'll be sure to find me when I get caught in the lawn mower the next time he mows the grass.

Dad: I can't find my screwdriver now, and I just had it a little while ago. Did you borrow it, son?

Cub: Yes, Dad, but I gave it back to you.

Screwdriver: Here I am, right in his big pocket where he put me. Why can't people remember to put tools back where they belong.



**PROJECT:**

Paintbrush Cleaner Rack

**MATERIALS:**

Scrap lumber (2 pieces 1x5x6" for base and 2 pieces 1x2x12" for side supports)

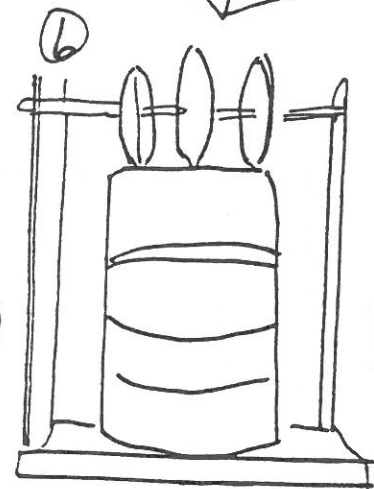
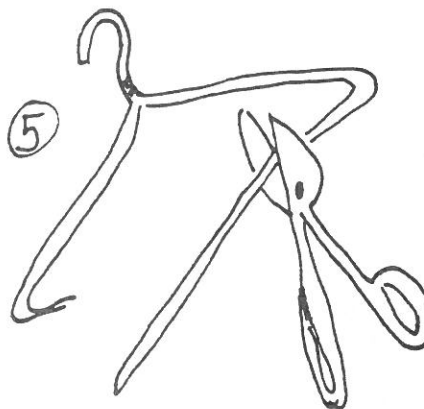
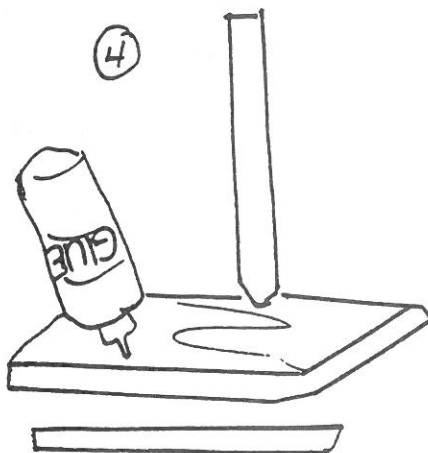
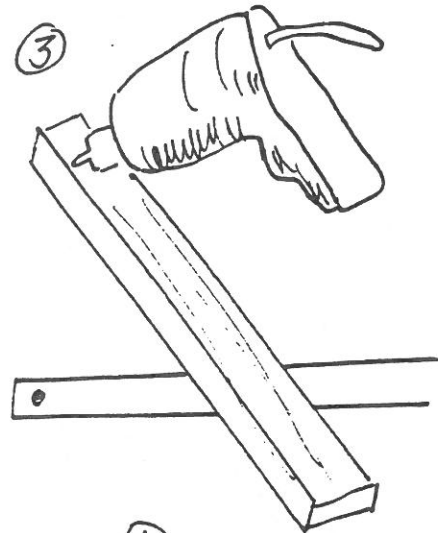
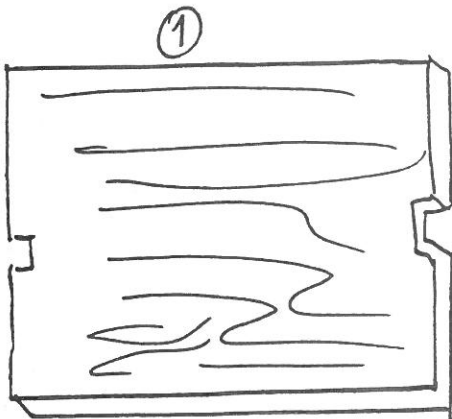
Coat hanger

Tin can (such as 1 lb coffee can)

Glue

Sandpaper

- INSTRUCTIONS:**
1. Cut a notch in the center of each side of the base 1 3/4" wide and 3/4" deep.
  2. Sand all rough edges.
  3. Drill a 1/4" hole in the center of each strip, approximately 3/4" from the end.
  4. Glue or nail 12" strips into notches in base. Hole should be at top.
  5. Cut a 7" piece of wire from the coat hanger.
  6. Place can on base and suspend brushes in solvent from wire, held by side supports.

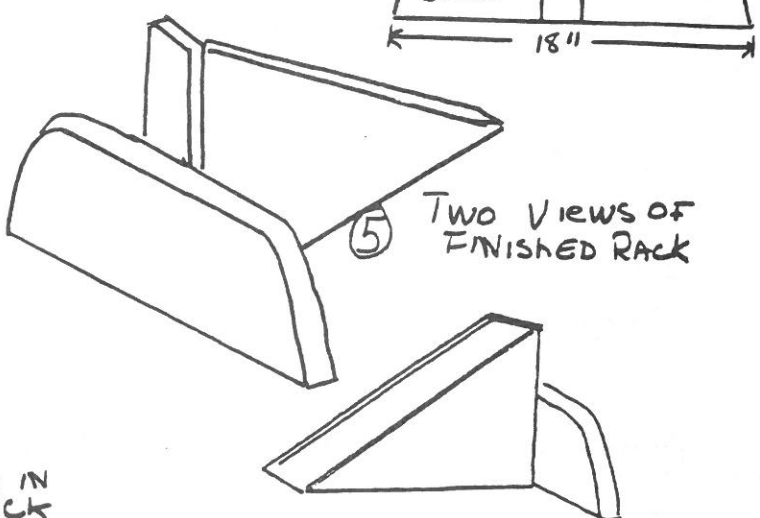
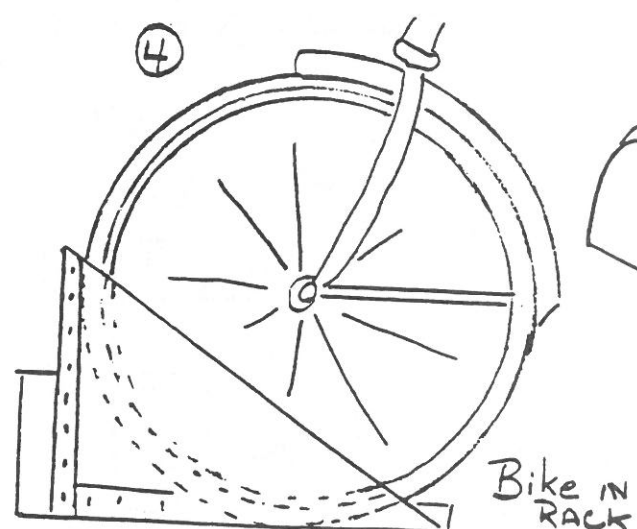
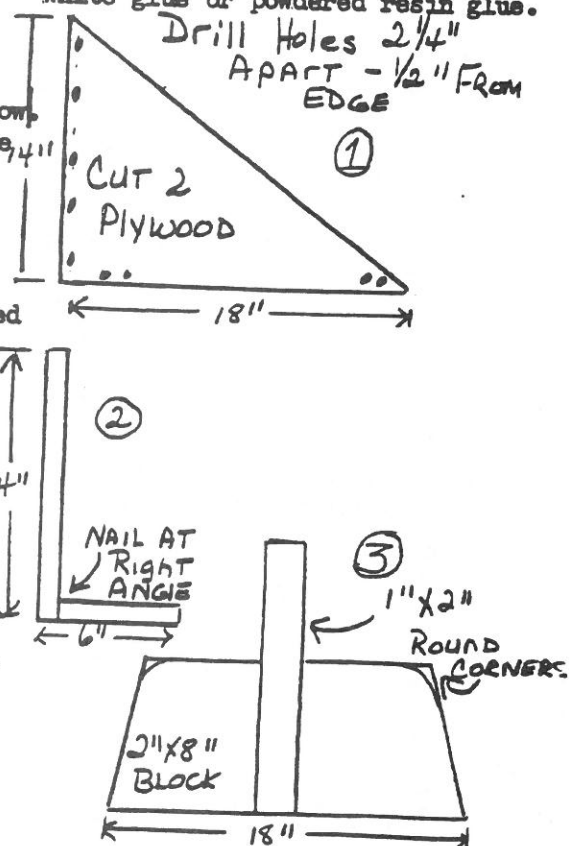




YOUR PERSONAL BIKE RACK. If you have a workshop, you may have all the materials for this bike rack on hand. Scrap lumber can be obtained at your local lumber yard at little or no cost. You will need:

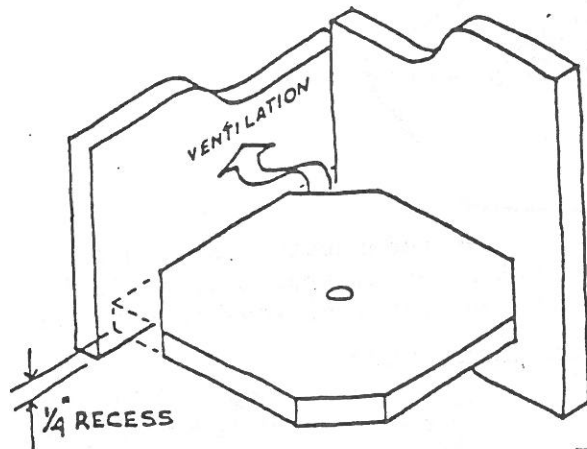
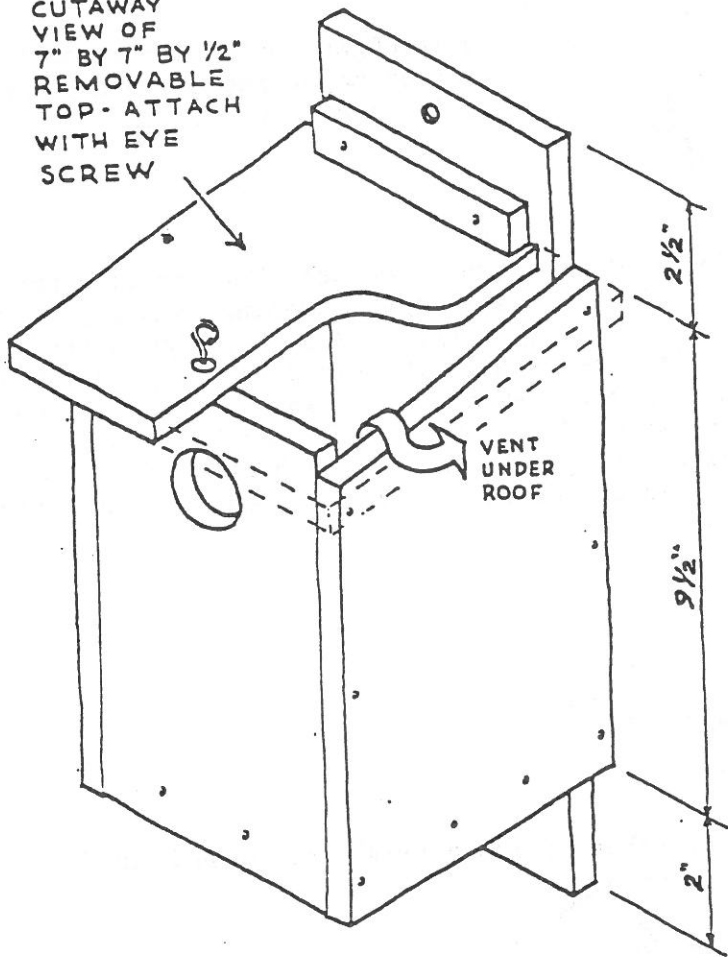
A piece of 1/2" plywood 14" x 18" (for medium weight bicycle with 24" wheels) A two-foot length of 1" x 2" wood — An 18" length of 2" x 8" wood. No. 6 flathead screws 1 1/4" long Six-penny nails. — Hammer, screwdriver, Saw, drill, Varnish or paint White glue or powdered resin glue.

1. Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.
2. Cut the 1"x2" pieces. Nail the two longest pieces at right angles.
3. Cut the 2"x8" pieces. Attach the nailed 1" x 2" with screws. Paint or varnish the 1" x 2" now. (Note the right angle is fastened to the 2" x 8" with screws from the inside.)
4. Fasten the plywood triangles in place with screws through the pre-drilled holes. Don't forget the small piece of 1" x 2" that joins the tips of the triangle.
5. Sand and complete paint or varnish job.

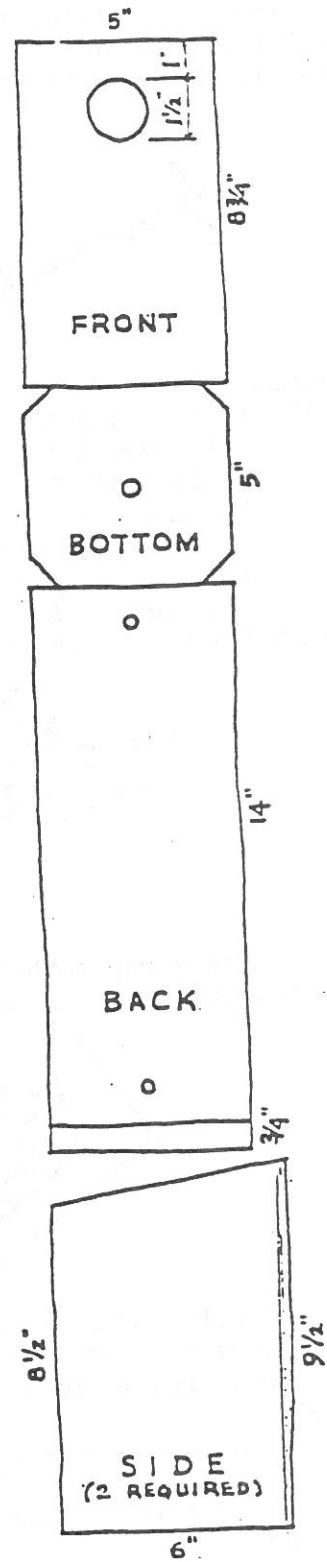


# DUNCAN BLUEBIRD NEST BOX

CUTAWAY VIEW OF 7" BY 7" BY 1/2" REMOVABLE TOP - ATTACH WITH EYE SCREW



CUTAWAY SHOWING BOTTOM  
SIZES NOTED ARE FOR 1/2" THICK MARINE PLYWOOD

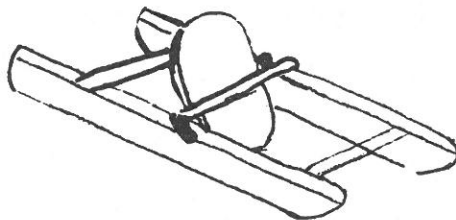


BUZZ SAW - CUT A 2½" circle from any thin scrap of wood. Drill 8-¼" holes around outer edge of circle, and 2 small holes 3/8" apart, in the center. For pull handles, cut 2 ea 3" dowel lengths (¼" dowel); drill a small hole in the center of each. Sand all pieces, thread heavy nylon string through the 2 holes in center of circle and the holes in the dowel handles, and tie. Buzz saw makes a low humming noise when you wind it up and then pull it in and out like an accordion.

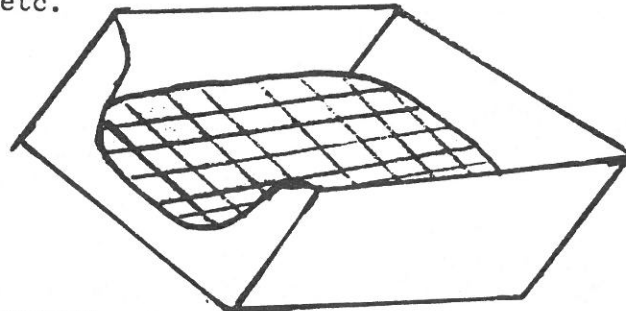


Cover Cigar Boxes with masculine contact paper and put a big knob on for handle to open.

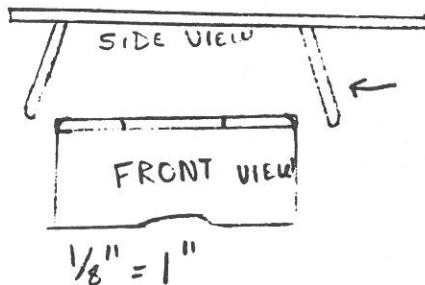
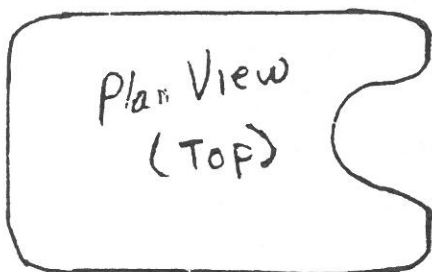
PADDLEWHEEL BOAT - Cut 2 ea 9" pieces of 1X2 lumber (we used Douglas fir) and angle the 4 ends slightly. Cut 2 ea 3½" pieces of 3/8" doweling, and 2 ea 1½" pieces of 3/8" doweling, and 2 ea 1½" pieces. Drill a 3/8" hole ½" in from ends of each 1X2, and 1 hole in center top of each 1X2 (½" deep). To assemble the boat, fit and glue the dowels in place. Let dry, then sand. The Paddlewheel is made from 2 ea 2X3" pieces of scrap wood no more than ¼" thick. Round the corners, cut 1 of the pieces in half, and glue 1 half on each side of the center of the second piece. Let dry, then sand. Connect paddle to boat with a heavy rubber band attached to the dowels



DOG BED - Use scrap lumber, nail together. paint a bright color and put in a pillow, towels, etc.



CUTTING BOARD W/LEGS - You can slide bowl or pan underneath. Make with walnut or pine. Finish the board with a coating of mineral oil applied with a rag. Put 4 small rubber headed tacks on bottom of legs to serve as bumpers.

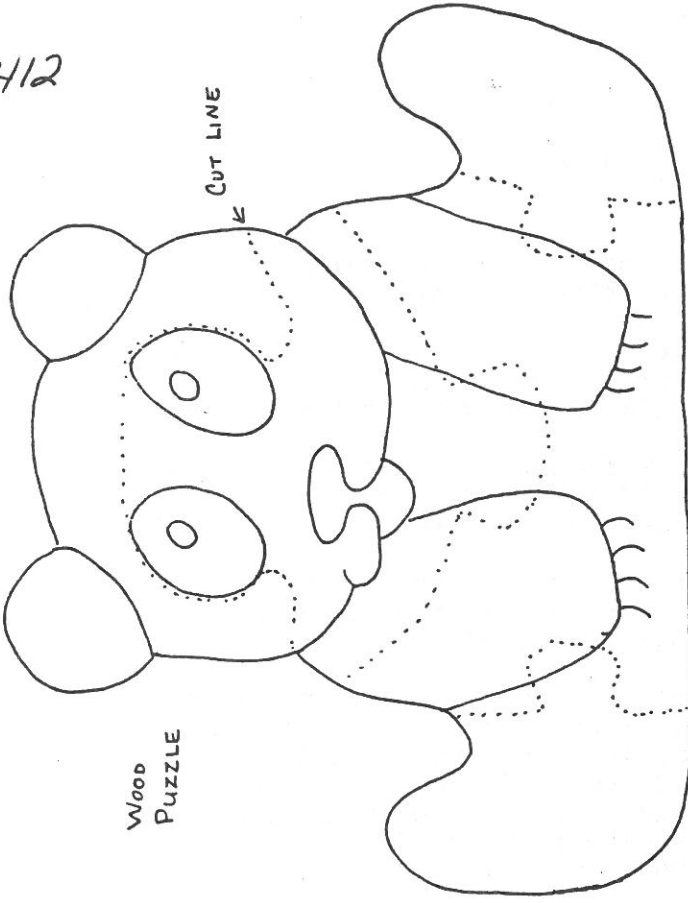


Legs at 70° angle waterproof glue



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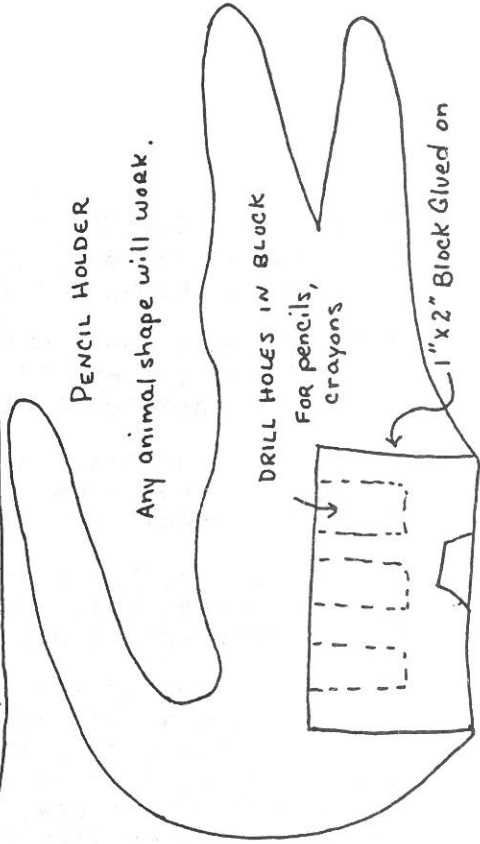
Wood  
PUZZLE



CUT LINE

PENCIL HOLDER

Any animal shape will work.

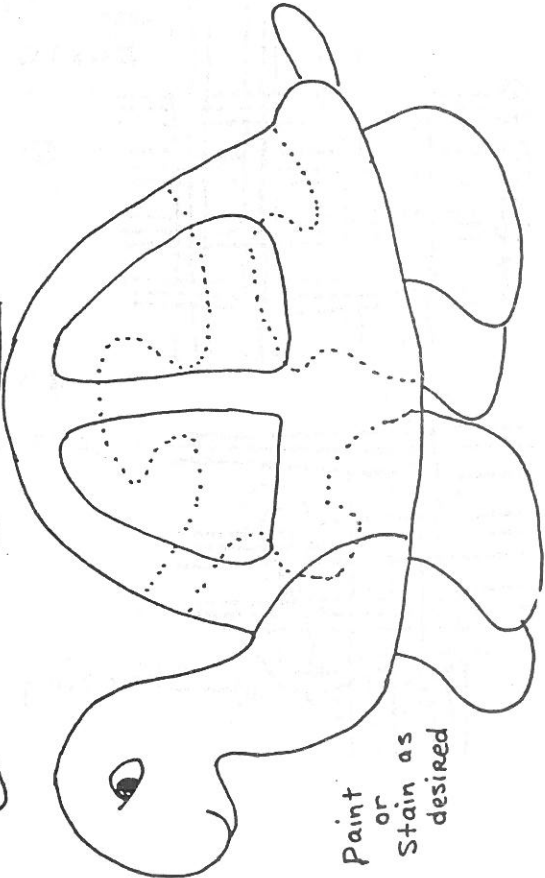
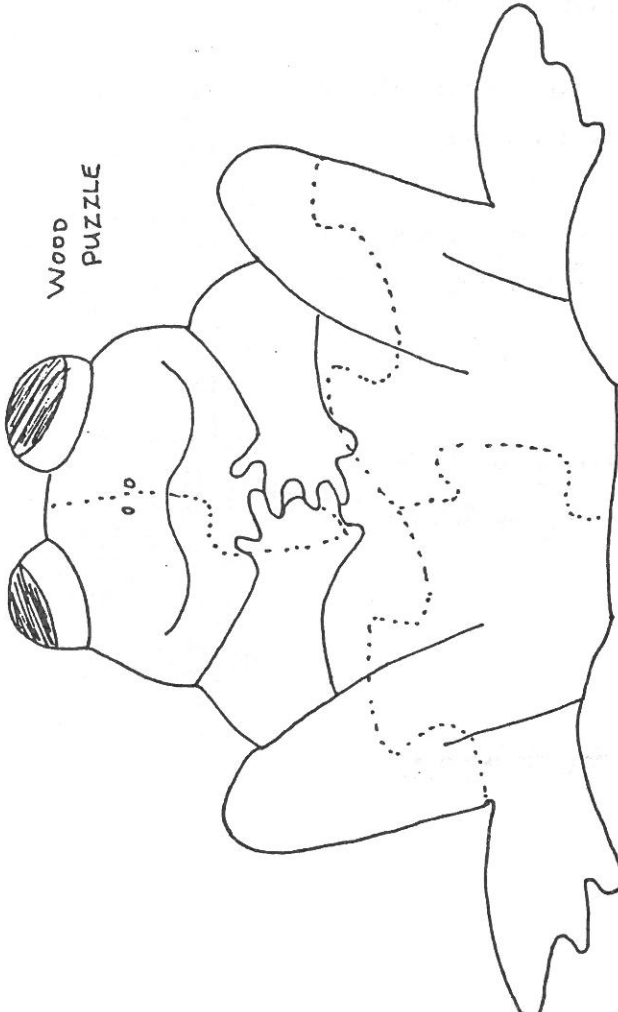


DRILL HOLES IN BLOCK

FOR pencils,  
crayons

1" x 2" Block Glued on

Wood  
PUZZLE



Paint  
or  
Stain as  
desired

### TIE BELT

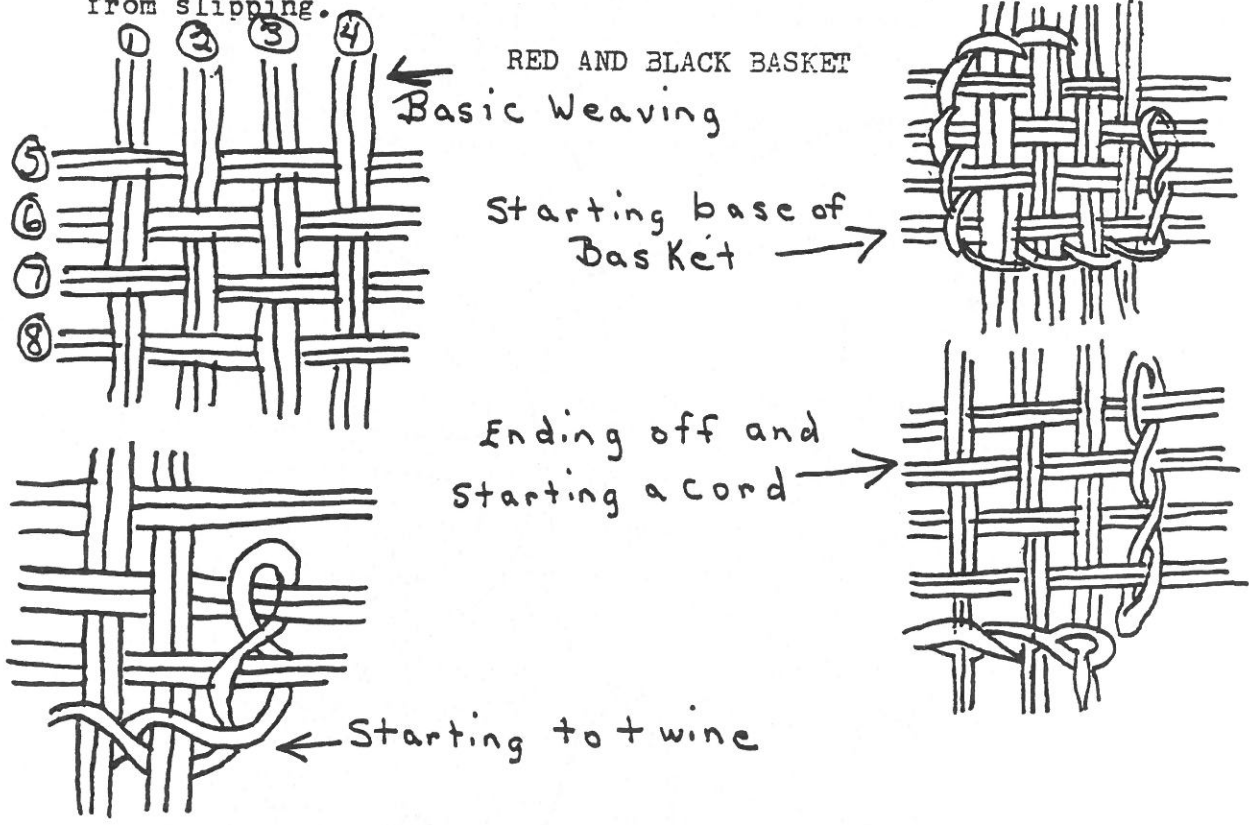
#### MATERIALS REQUIRED:

- 12 yards of yellow 3 ply Acrylic Cord or yarn
- 11 yards of brown 3 ply Acrylic Cord or yarn

- CUT: 8 brown cords 4 feet  
 1 yellow cord 12 yards long  
 Finished length is 24 inches without tassel



1. Pin each of the brown 4 foot cords down to a macrame board, spacing evenly apart, 12 inches from the ends of the cords. This will become the tassel when the belt is completed.
2. Number your brown cords from left to right 1-8. These are called warp cords. Warp cords on this belt will remain straight through the pattern and we will weave around them.
3. Pin the end of one yellow 12 yard cord next to cord 1. This will be called a weft cord. A weft cord is what we use to go over and under the warp cords. Your weft cord should go over cord 1 and under cord 2, over cord 3 and under cord 4 and so on. When you get to the end of the row, turn your weft cord around and come back. Continue this weaving pattern back and forth across the belt until the belt is the length you want it.
4. To finish your belt, pull your yellow weft cord ends back through the last row of weaving and glue. Trim off excess cord. Tie a knot with each two brown cords on the tassels as close to the yellow weaving section as possible to keep the weaving from slipping.



Leather Key Case

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

Need:

- 2 scraps-size pieces of soft, thin leather (such as calfskin)
- $\frac{1}{2}$ "x12" strip from the same leather for the thong
- Sharp scissors
- A leather punch
- 2" long needle and button thread
- White glue or rubber cement

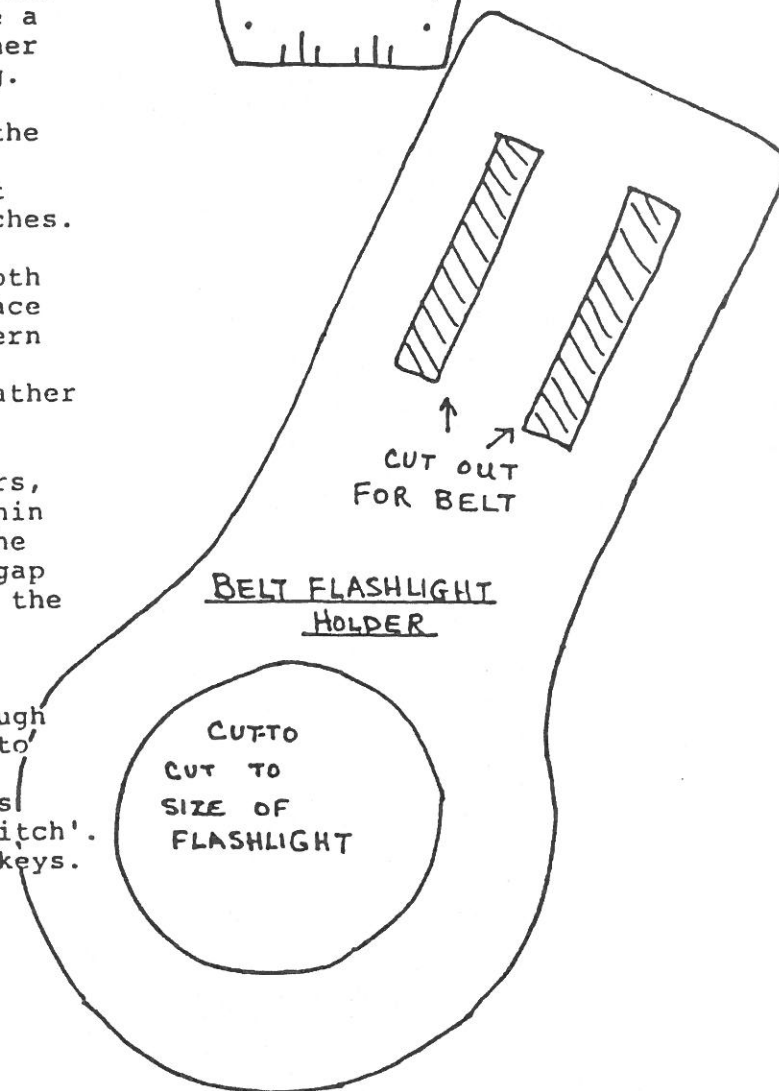
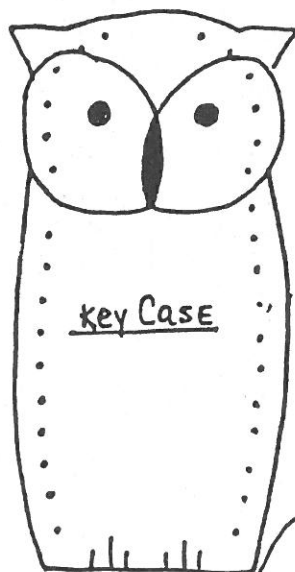
Make a duplicate paper pattern, or cut out the drawing. Use a waterproof laundry pen, rather than a ballpoint for marking.

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

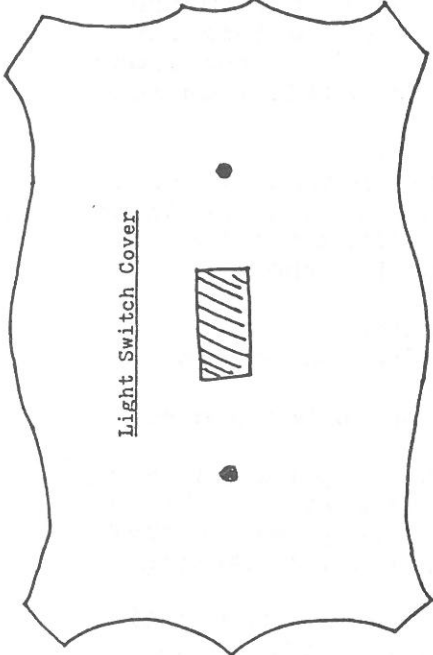
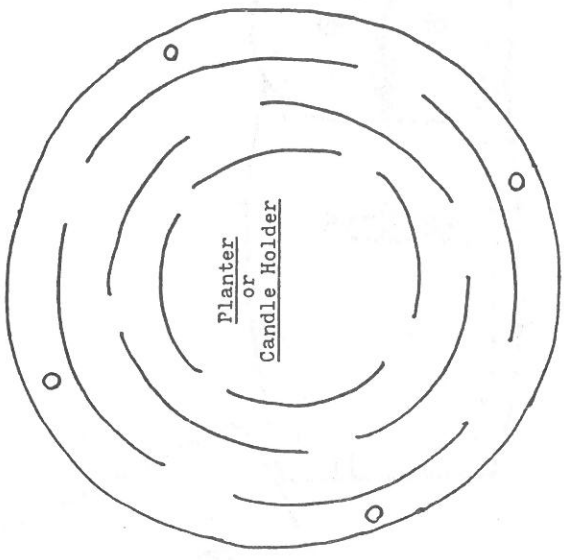
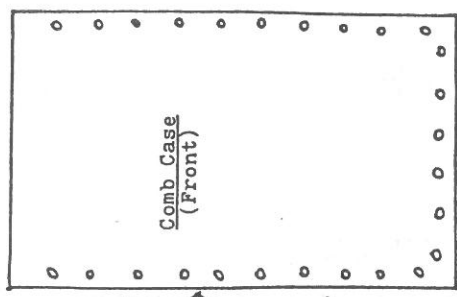
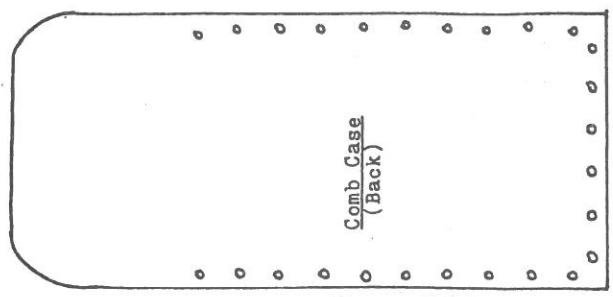
Tape the pattern on the smooth side of the leather, and trace the outline. With the pattern still in position punch the thread holes through the leather with the sewing needle.

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

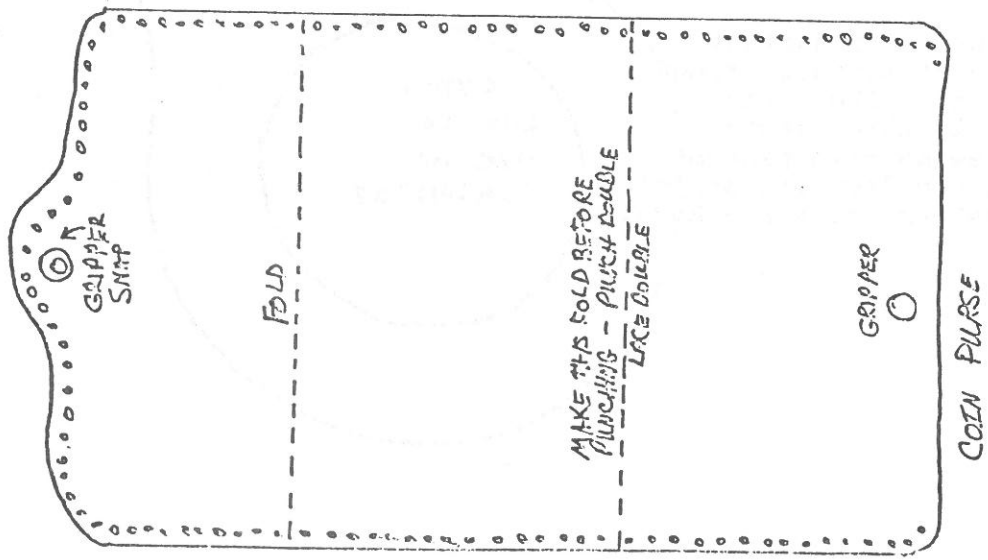
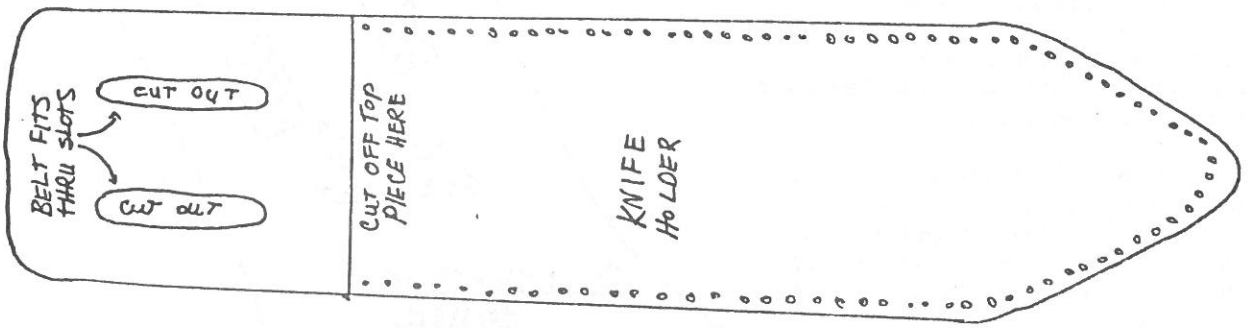
Glue the front onto another larger piece of leather, rough sides together. Then trim to get the double-thick shape. Finish by sewing both pieces together with a 'running stitch'. Then add leather thong and keys.



Leatherworking



LEATHER CRAFT:



METAL ART

A variety of decorative pieces can be made from metal strapping. It can even be painted to resemble wrought-iron, if you wish. This is a craft skill which is done easily by 8, 9 or 10-year old boys. They are able to bend this type metal and make expensive-looking items.

Materials Required:

Metal Strapping - (metal strips which secure large appliance cartons - available as scrap material at most trucking companies. Comes in different thicknesses, lengths and colors).

Hammer - to straighten metal

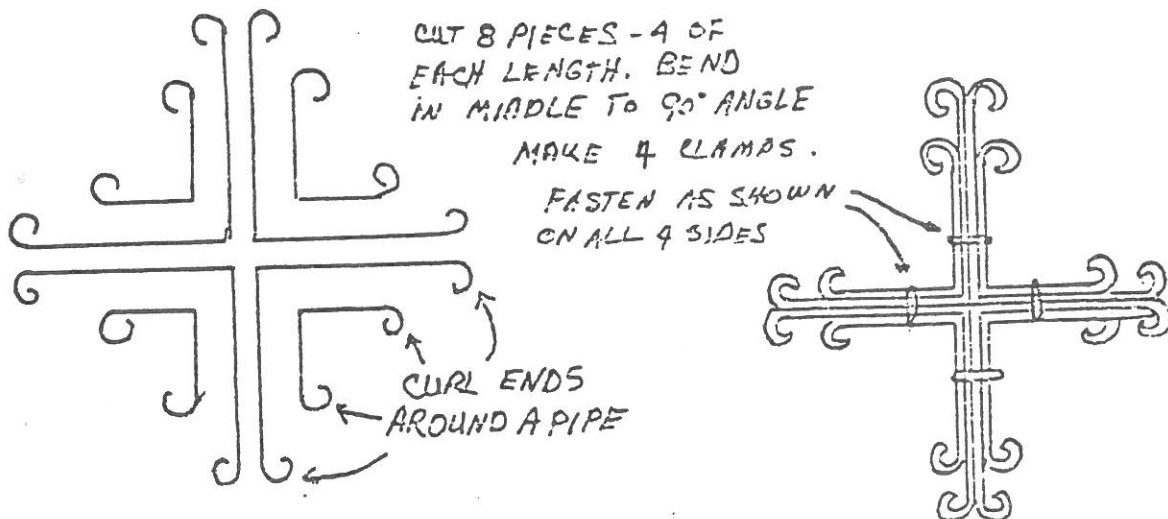
Tin Snips - to cut metal to desired length

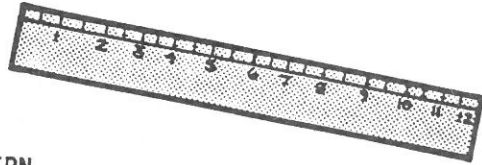
Pliers - to bend metal and fasten metal snaps

Some of the gift items which can be made from metal strapping are trivets, decorator keys for wall, key holders, flower pot holders, candelabra, sconces and gun or bow racks.

General Instructions:

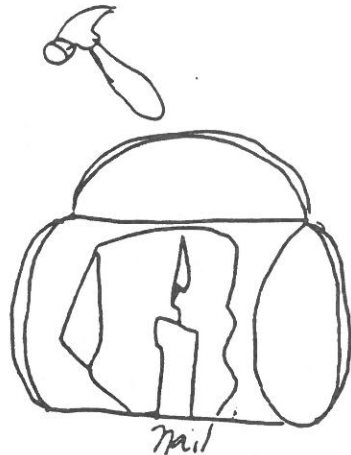
1. For the trivet shown below, cut metal to desired length. (If metal is bent, straighten it with a hammer first).
2. Bend to shape with pliers - rounded ends are bent around a scrap of gas pipe.
3. Cut metal snap fasteners; bend both ends; place on section to be fastened together and secure tightly with pliers.
4. When piece is assembled, leave with natural finish or spray with flat black lacquer for wrought-iron look.





TIN CAN LANTERN

This lantern is built to hold a candle  
Cut one end out of a middle-sized or large tin can, punch holes in the top at both ends and thread a wire handle through the holes so that the can is on its side (see illustration). Either pound a nail upward into the bottom center of the lantern and screw a candle onto the nail or cut a square hole through the tin the same diameter as the candle and screw the end of the candle into the can. Let the bottom of the candle extend below the entrance hole, screwing the candle into the lantern as it burns.

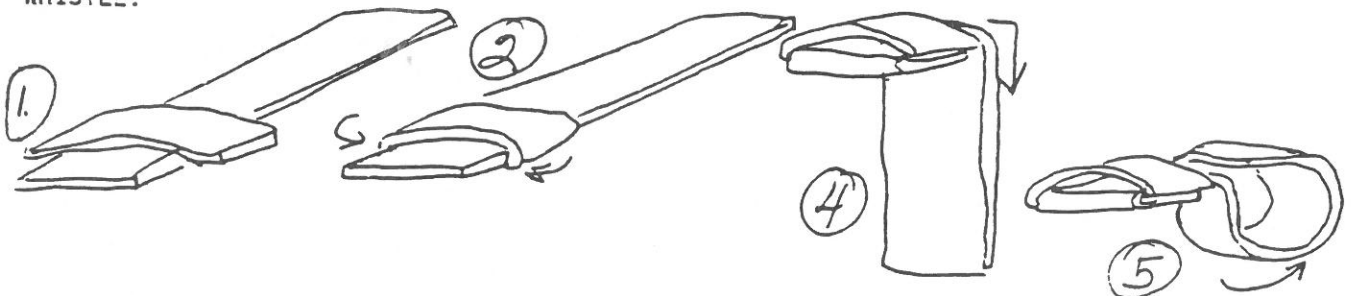
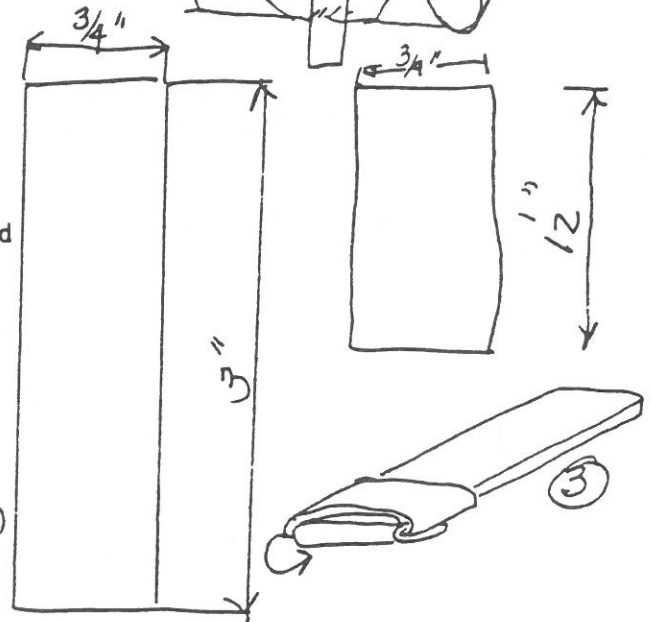


- Roughing It Easy Book

TIN WHISTLE

Directions

1. Cut two pieces of thin aluminum sheet as shown. (.12" - .020") thick. Smooth edges with abrasive paper or file.
2. Crimp the short piece. Place it cross-wise near one end of the long piece (Fig.2)
3. Bend overlapped ends of short piece around long piece. (Fig. 3)
4. Bend lip of long piece under as shown (Fig. 4)
5. Bend long end of long piece down at right angles as shown (Fig. 5)
6. Bend long piece into loop. Aim the plain end at the slit made by crimped piece. (Fig.6)
7. Place thumb and middle finger over ends of the loop and blow! NOW YOU 'TIN WHISTLE.





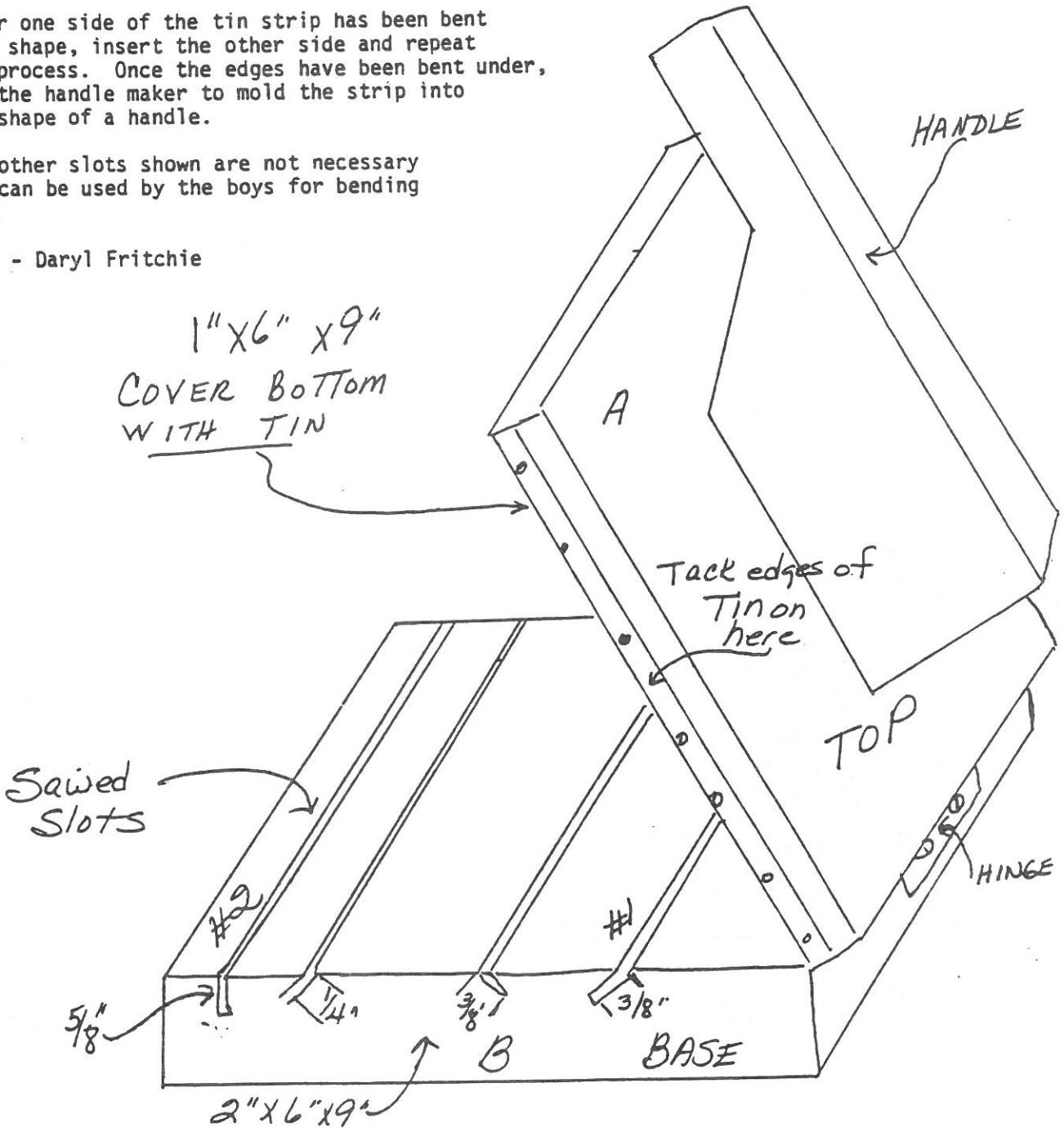
DARYL'S TIN BENDER

This is a very handy tool which can be made easily from scrap wood and is very useful in working with tin. This tool enables boys to bend tin edges under without fear of cutting themselves. It is used by simply inserting one side of a piece of tin strip into slot No. 1 and lowering the top all the way down. The tin will bend. Raise the lid and finish flattening the edges of the tin by hammering with a mallet. Do not use a regular hammer for finishing the bending process as it will dent the tin and leave marks.

After one side of the tin strip has been bent into shape, insert the other side and repeat the process. Once the edges have been bent under, use the handle maker to mold the strip into the shape of a handle.

The other slots shown are not necessary but can be used by the boys for bending tin.

- Daryl Fritchie







## WHAT ARE VOLUNTEERS?

VOLUNTEERS are like Ford . . .

They have better ideas.

Volunteers are like Coke . . .

They're the real thing.

Volunteers are like Pan Am . . .

They make the going great.

Volunteers are like Pepsi . . .

They've got a lot to give.

Volunteers are like Dial Soap . . .

They care more; don't you wish everyone did?

Volunteers are like VO5 Hair Spray . . .

Their goodness holds in all kinds of weather.

Volunteers are like Hallmark Cards . . .

They care enough to give the best.

Volunteers are like Standard Oil . . .

You expect more and get it.

But most of all,

Volunteers are like Frosted Flakes . . .

They're GREEAAAT!!!!

ENGINEER ACTIVITY BADGE




One of the great things about being a Webelos leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with the Engineer Activity Badge.

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

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

DEN ACTIVITIES

1. Arrange for the boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Visit the municipal water works, TV or radio station.
4. Have someone explain how to read a topographic map.
5. Visit a college engineering department.
6. Have someone show and explain the floor plan of a house.
7. Make a block and tackle. Be sure to explain its purpose.
8. Tour a house under construction with a knowledgeable guide.
9. Discuss property lines. Have an expert show how property lines are determined and measured.
10. Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties are.
11. Have boys collect pictures of bridges and note the different types of construction.
12. Take a field trip to an operating draw bridge, grain elevator, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

Engineer Activity Badge 

This activity is fun as well as educational. Have the boys in your den bring their own batteries, socket, and bulb.

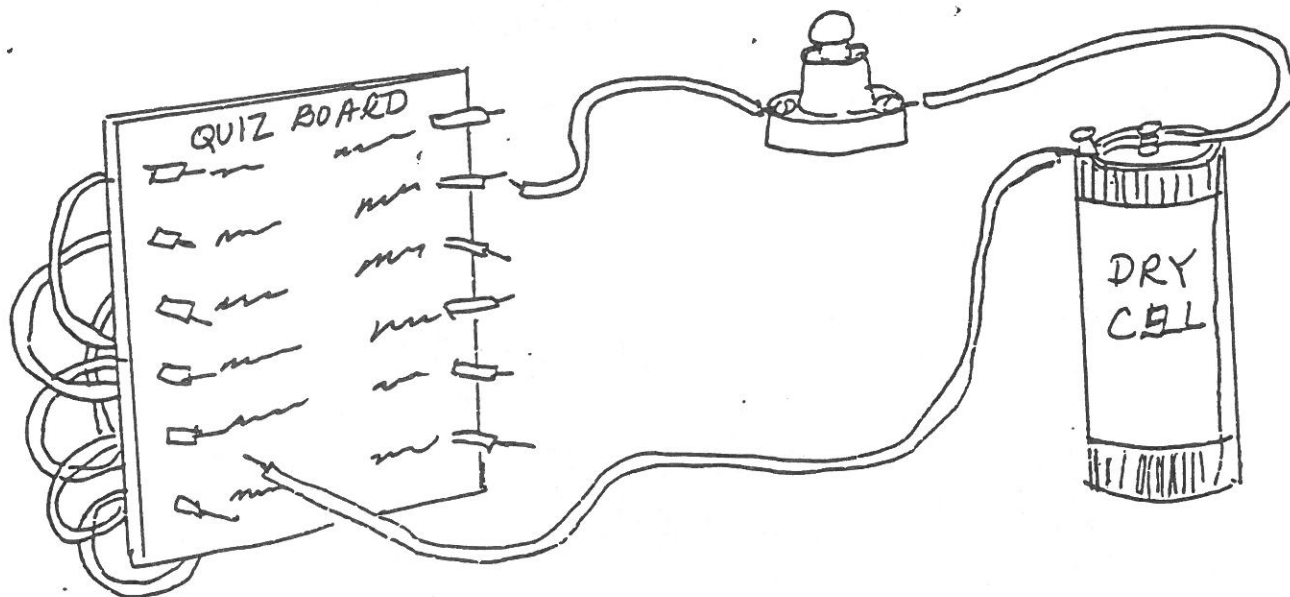
- |                   |                  |                  |
|-------------------|------------------|------------------|
| Materials Needed: | Dry cell battery | Miniature Socket |
|                   | Wire             | Cardboard        |
|                   | Flashlight bulb  | Nail             |

Instructions:

1. Use the nail to punch six holes down the left side of a piece of cardboard and six holes down the right side.
2. Place the end of one wire in any hole at the left and the other end in any hole at the right.
3. Strip the insulation from the ends of the wire and secure it in place.
4. Repeat this with the other five wires. Six wires are now in place, haphazardly.
5. Connect a wire between the dry cell terminal and a socket terminal. Connect another wire to the remaining terminal of the dry cell. Attach a third wire to the remaining terminal of the socket.
6. Touch the two free ends of the wires together briefly. The light will go on.
7. Hold the cardboard so that you can see how the wires are connected.
8. Place the name of a baseball player on the left side, which will serve as the question. Put the name of his team on the right side, which will be the answer. Be sure that the player and his team are on opposite ends of the same wire.
9. Now ask someone to take the two free ends of the wires from the cell and socket. Try to touch the matching questions and answers.

Why does it work? By touching the question with one end of the wire and the answer with the other end of the wire, the light will go on. This happens because the circuit has been completed.

- Indian Nations Council



WHIRLIGIGS

Whirligigs operate only in wind strong enough to spin the windmill blades, which turn the shaft of coat hanger wire. The wire is bent and at the end connected to the figure with a thinner length of wire. It works as a crank to make the figure bob. Washers and a lubricant help reduce friction.

Most carpentry can be done with a jig, band or sabre saw (dremel, ok!) The 1/4" and 3/8" wooden pieces are cut from thin pine door moldings. The groove for coathanger wire can be cut with a hand or table saw. You are also going to need a hammer, pliers and a drill. Ask a hardware dealer to cut 2" of copper tubing for the sleeve into which the mounting nail fits, allowing the whirligig to rotate with the direction of the wind.

For the one shown, start with a piece of wood 1 x 2 x 15 inches, cut a groove about 2/3's of the way down the piece, centered on the one inch side. The notch should be about one inch deep and long enough to provide free play for the hanger wire.

The windmill blades are cut out of 1/4" plywood and are about 6 1/2" long. The center can be a piece of broom handle about 1" thick, with a hole drilled in the center just large enough for the hanger wire. Notch the edges of the handle at a 45 degree angle deep enough to hold the blades when glued in.

The axe, tree, and man's body are cut of 3/8" plywood, while the arms and legs are 1/4" plywood. The wood being chopped is a 5/8" dowel.

Fasten the legs to the 1 x 2 at the toes with brads, and the body to the legs with a stove bolt.

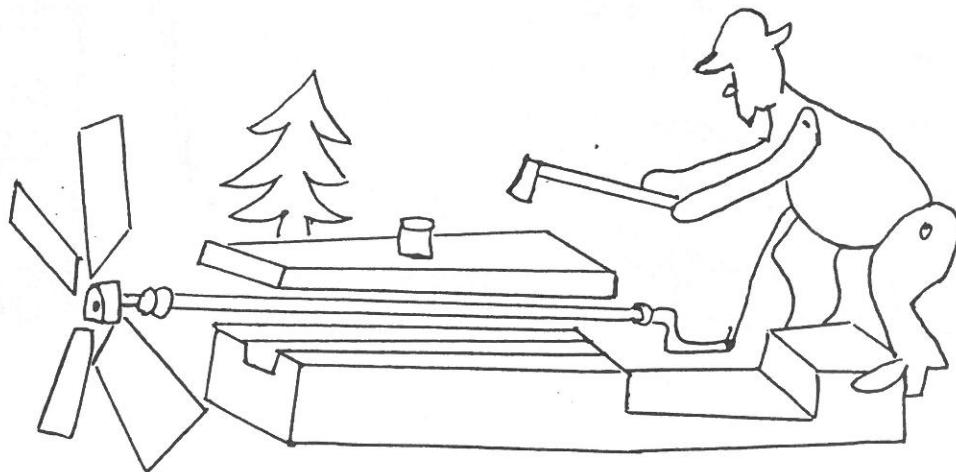
Place washers between the legs and the body to provide free movement. The arms are bradded to the body and the axe is bradded to the hands. Put a small brad about where the belly button would be and wrap one end of a piece of 16 gauge wire around the brad.

Take a piece of coat hanger wire and put it through the center of the broom handle section and bend a small part of it back into the broom handle section in an off-center hole. Measure the wire so that it goes the length of the groove and, with an offset bend sets into the notch. Using washers at each end of the groove will give easier rotation. The other end of the 16 gauge wire that was attached to the body is wrapped around the end of the coat hanger. File a cut in the coat hanger so that the wire will not slip off.

Cover the groove with a piece of 1/2" plywood that the tree and dowel have been attached to, and paint to suit.

Make sure that all the pieces reach where they are supposed to, that they are in proportion, and that if they are to move, that they do.

(This is in the Engineer section because of the mechanics that are used and the lack of dimensions, which make the boys use rough proportions in finding how it fits together.)



### A Monkey Bridge

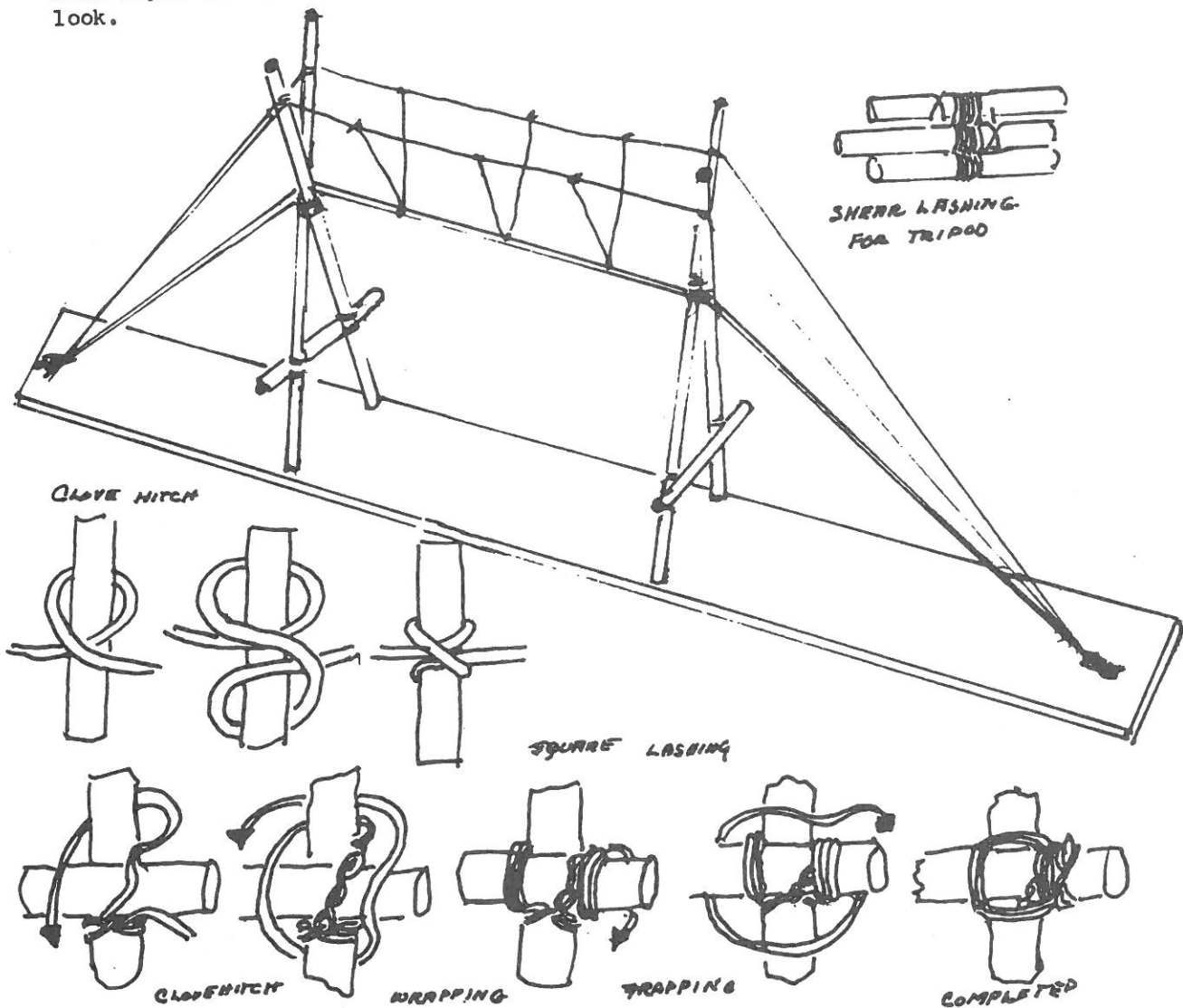
Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope to walk on and two others as hand ropes.

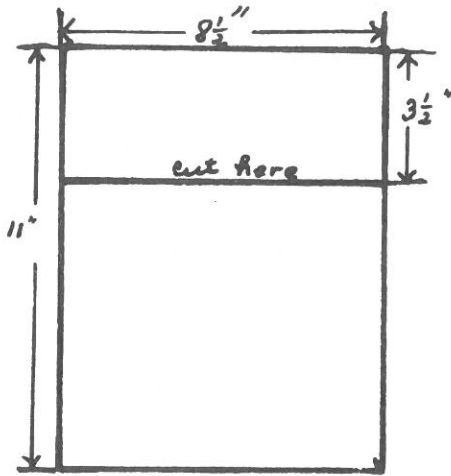
All the same knots and the same design are used in this model as are found in the full-sized version, which is often built in Scout camp as part of the Pioneering Merit Badge.

You'll need some hamp cord, some pieces of strong string, four  $\frac{1}{2}$ " dowels 10" long and two  $\frac{1}{2}$ " dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

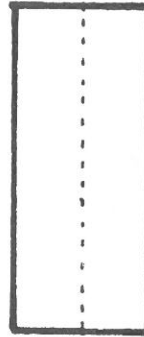
Make the shear lashings first, about 4" from top of the shear legs. Tie loosely so the legs can open. Add the crosspieces, fastened with square lashings begin and end with a clove hitch.

Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain for a rustic look.

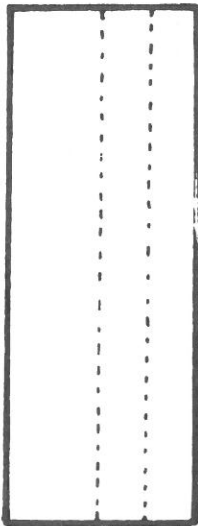




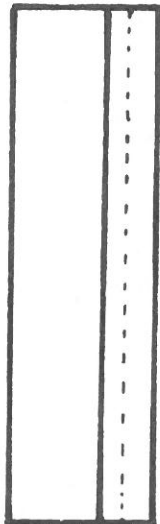
1. Measure and cut a piece of typing paper, as shown.



2. Fold the smaller piece in half, as shown, and open again.



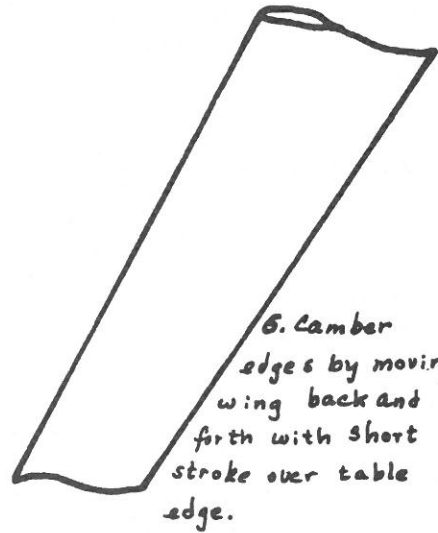
3. Fold one side in half.



4. Fold same side in half again.



5. Fold over again. Tape.



6. Camber edges by moving wing back and forth with short stroke over table edge.



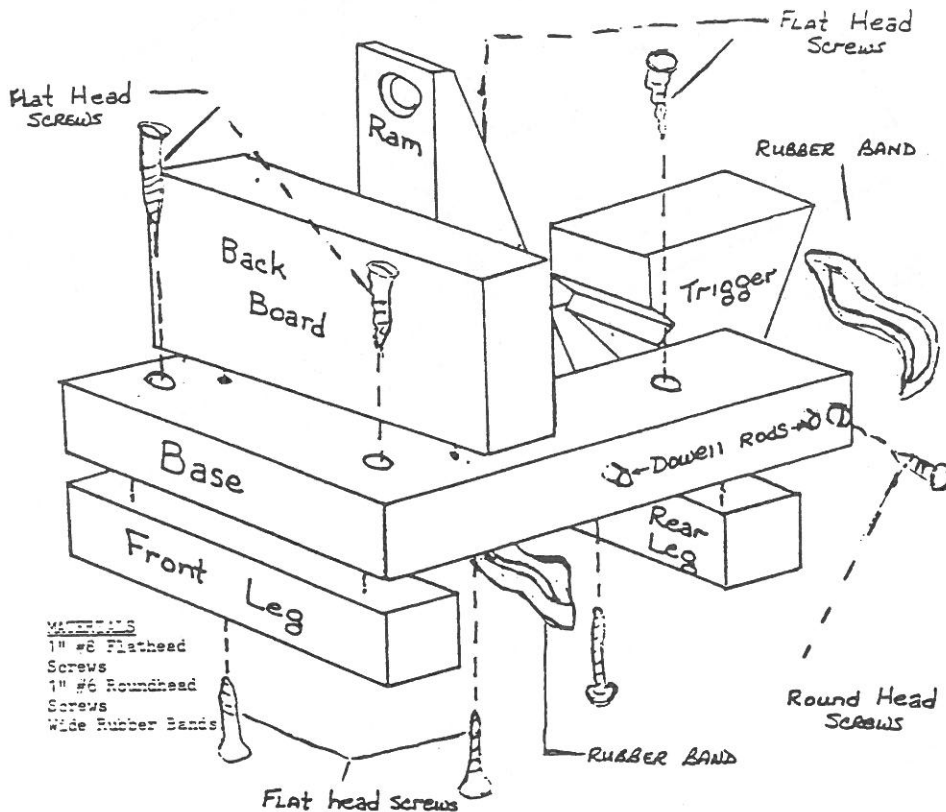
7. Crease folded section at center point. Hold between thumb and forefinger and launch with gentle horizontal motion.



### Catapult with Rubber Bands

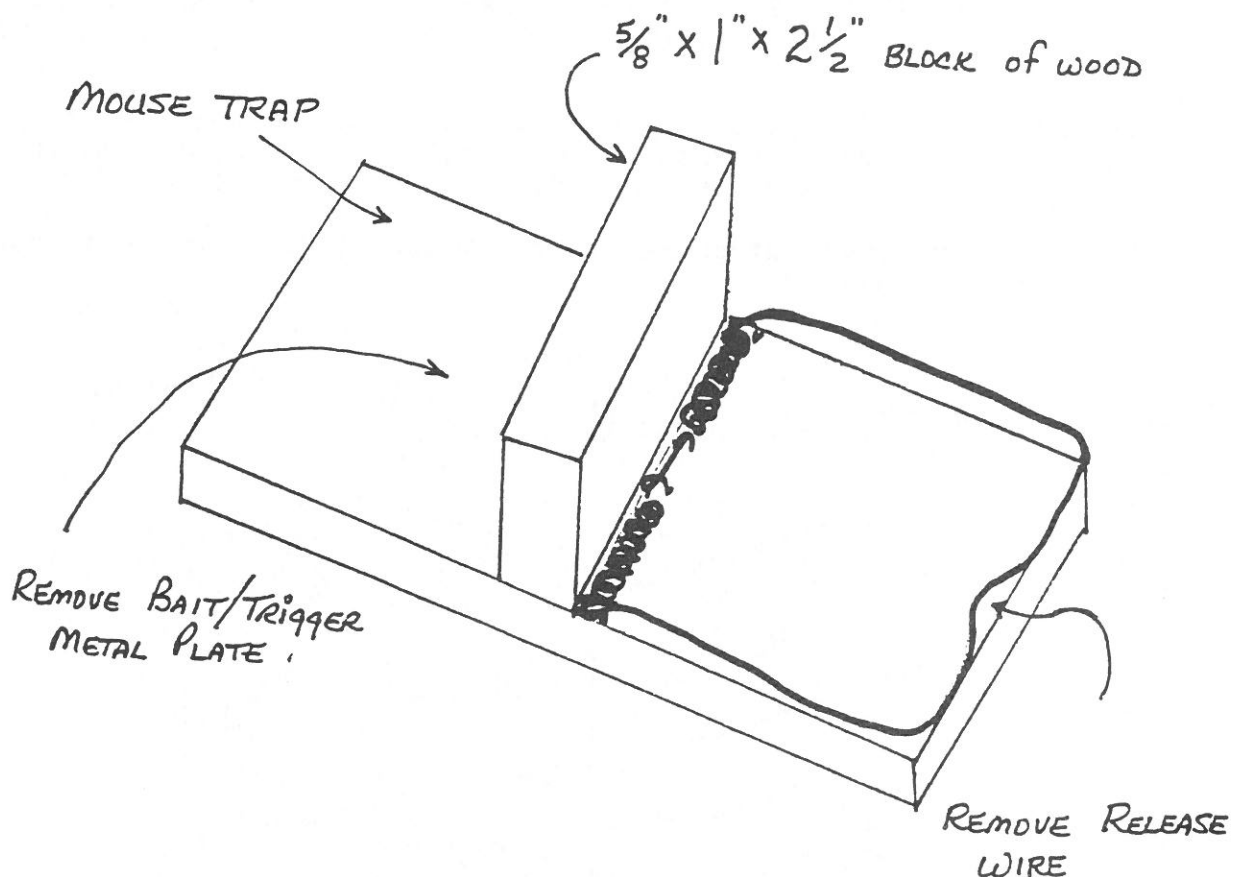
Materials needed: 6 - 1" #8 flathead screws  
 4 - 1" #6 roundhead screws  
 2 - wide rubber bands

1. Attach front and rear legs to underside of base through the pre-drilled holes with four (4) of the 1" #8 flathead screws.
2. Attach back board to upperside of base through the pre-drilled holes with two (2) of the 1" #8 flathead screws.
3. Install the ram and the trigger into the base using the two (2) dowel rods.
4. Install two (2) 1" #6 roundhead screws to the rear of the base. One (1) on each side.
5. Install two (2) 1" #6 roundhead screws to the underside of the base in the pre-drilled holes leaving about 1/4" sticking out of the base.
6. Attach the rubber bands to the 1" #6 roundhead screws. Feed one (1) rubber band through the rear hole of the trigger so it will spring back into position after releasing the ram.
7. Place object to be catapulted on ram after cocking ram in trigger then release trigger.



Catapult

Webelos Scouts dearly love to propel objects. A simple catapult can be made by nailing a block of wood to a small mouse trap and having the Webelos propel an object with the force of the trap spring. There are many other types and kinds of catapults. The plans for a simple catapult are on the following pages. Experience has taught this leader that the Webelos are given these in kit form and are instructed to complete the catapult at home before the next Webelos den meeting. Then at the den meeting each Webelos is given a piece of "sugarless" chewing gum and told to save the wrapper. Later during the den meeting the boys have a "catapult propelling" competition and see whose catapult can throw the gum wrapper the farthest.



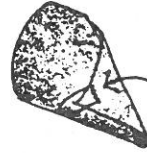
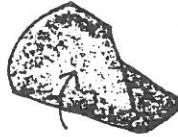
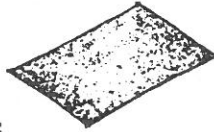
# Spinning Tunes

by Sandy Allen

With a little bit of time and some materials you'll find around the house, you can make a record player. Try it!

## YOU'LL NEED:

- 1 sheet of construction paper
- 2 pieces of tape, any kind will do
- 1 straight pin or needle (an adult's help may be needed here)
- 1 pencil with a dull point
- 1 old 33 rpm record album, or a 45 rpm, with a center adapter

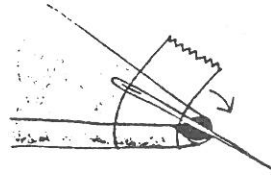
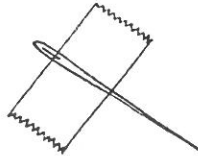
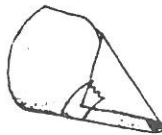


## YOU DO:

1. Take the construction paper by one corner and roll it into a funnel. Make sure one end of the funnel has a small opening. While holding the small end, spread the other end out so it becomes large. Tape the remaining corner to the funnel with

one of the pieces of tape. The funnel should remain in this shape. This is your amplifier and speaker.

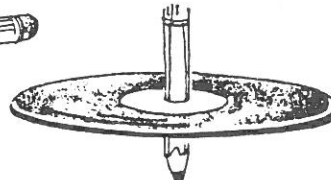
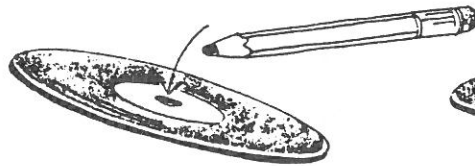
*An amplifier takes small vibrations and makes them larger. A speaker takes the larger vibrations and sends them out into the air as sound.*



2. This next step is the one for which you may need an adult's help. Take the straight pin, or needle, by the middle. Be careful of the sharp-pointed end. Hold the pin on the small end of the funnel. Make sure  $\frac{1}{4}$  to  $\frac{1}{2}$  of the pin hangs past the end of

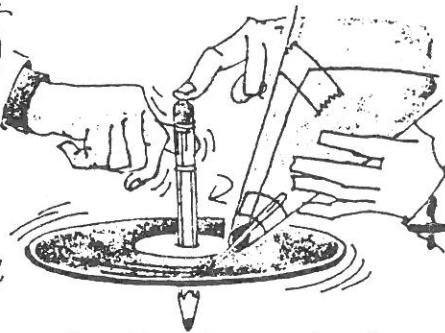
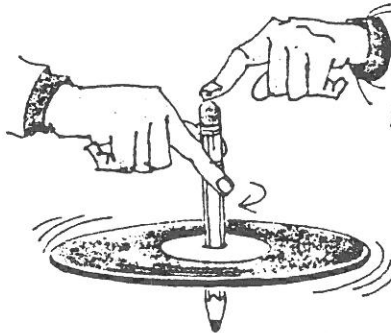
the funnel. Use the remaining piece of tape to fasten the pin in place. This is the record player's needle.

*The needle makes small vibrations as it runs over the grooves on the record. The small vibrations travel up the needle to the amplifier.*



3. Take the point of the pencil, and push it through the small circle in the very center of the record. Pull the

record up until it is stuck firmly on the pencil. You now have a makeshift turntable.



## OPERATION:

Ask a friend to hold the pencil in one hand, put the point of the pencil on a flat surface, and spin the pencil. This will make the record spin.

Now pick up the paper tube or funnel, hold it around the middle, or toward the small end. Place the pin point on the spinning record. Hold the funnel at an angle.

WEBELOS FAMILY MEMBER

Family Member Activity Badge

One definition of a family is "all the people living in the same house". Families have many and varied faces. Some families are the traditional mother, father, and children, while others are one parent families. Still other families consist of grandparents raising grandchildren. Even if a guardian is in charge of rearing a child, we hope that love and understanding is part of every family structure.

The family member activity badge helps each boy understand his family and his part in that family. This badge is geared to open each boy's awareness of how the family works and what makes the family work well. Chores, laundry, grocery shopping, and house cleaning are all elements included in the family unit. Remember to stress that each boy is important to his own family and that his family is important to them.

Den and Pack Activities

Invite a fireman, policeman, or security personnel to den or pack to talk about home safety -- how to and why.

Invite home economics teacher or dietician to talk to den.

Tour waste disposal facility -- have an employee give a talk.

Invite an energy conservation engineer to give a talk on energy.

Make a list of fun activities of little cost and do them over several den meetings.

Invite someone from professional housecleaning or maid service to give talk.

Tour fast food restaurant or small restaurant.

Have someone from OSHA or plant safety committee give talk after touring a manufacturing facility.

Have family relations teacher visit and talk.

Switch chores with another family member for a month.

Keep a personal budget for a month.

Tour energy conservation home (underground or energy efficient).



Family Communication

Most families don't actually have a meeting each week, or day even, but when you are all at the dinner table you probably talk about the days activities, what happened that day, how the day went for each member of the family. You may also talk about things that need to be done that day or the following day. This is a time to share you feelings with other members of your family, they may disagree on some things but this is a time for family sharing and caring for each other.

Family Jobs

It takes a lot of work for a family to run smoothly. You work together as a team, and each person has a part to do. Some families make lists for each member, others just know what their responsibilities are. You need to know what your jobs are and make sure they get done to the best of your ability, other members of the family are counting on you. When members of your family are very busy help them out with their chores.

Family Neatness/Personal Cleanliness

Each family member should be responsible for his or her room and your own personal neatness and cleanliness. If you do not do this other members of the family have more work to do, by doing yours. Keep your body clean and your appearance neat. Take a bath regularly, brush your teeth, keep your nails clean, comb your hair, show others that you care about yourself. Keep your room clean and the rest of the house neat, when you use something of the families put it away when you are finished using it. Show member of the family that you care about their things too.

Family Cleanliness

Nobody likes a dirty home, it looks and smells bad, and can even be dangerous to your health. There is no magic solution to a clean home, it takes work on every family members part to help keep it clean. Along with the the cleanliness of the home is also the cleanliness of your clothes. Learning to fold and hang clothes takes about 2 minutes. You should be able to fold and hang-up your own clothes. Learn how to operate the families washer and dryer, how to seperate clothes, what to bleach and when. There are lots of ways to help with the laundry. Trash and garbage should be disposed of properly to avoid sickness, bugs and odors.

Family Fun and Saving

All families have things they enjoy for fun and entertainment. Also the must save to do these things. All families need to have fun, it builds spirit and unity.

Good family life is never an accident, but always an achievement by those who share it.

# Rookie Cookie's Recipe

## Chicken Chow Mein

You'll need:

- 2 cups cooked chicken, diced
- 1 8-ounce can sliced water chestnuts
- 1 can cream of mushroom soup
- 1 tablespoon soy sauce
- 2 celery stalks, diced
- 1 3-ounce can chow mein noodles

THIS IS DELICIOUS!



What to do:

1. Combine all ingredients except noodles. Mix well, then gently stir in 1 cup noodles.
2. Place in 8-by-8-by-2-inch baking dish. Top with remaining noodles.
3. Bake in preheated 350-degree oven for 30 minutes. Serves 4.

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THE NEWS HOUND'S

## Summer Hazards TRY 'N FIND

Words that remind us of summer hazards are listed in the block below. See if you can find: FIREWORKS, WATER, BARE FEET, TREES, OCEANS, SUNBURN, GRILLS, GLASS, POOLS, LAWNMOWERS, BICYCLES, MACHINERY, PLANTS, STREETS.

BE CAREFUL GOING BAREFOOT!



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

from The Mini Page by Betty Debnam © 1988 Universal Press Syndicate



Whether your ancestors came from a Kansas farm, the Warsaw ghetto or Sri Lanka, the Mormon Family History Library probably has their name on record



OUR NAME—AND ALMOST every other name ever recorded on earth—will likely be on file one day at the Mormon Family History Library in Salt Lake City. "We try to gather the names of anyone who has ever lived," says Thomas E. Daniels, spokesman for the library. So, if you want to search for your roots but can't afford to visit the vast German village where your grandparents were born or the Italian town where your great-grandfather's family history library has all the names and documents you could want, neatly filed and indexed in its incredible collection. My interest in ancestors started when an uncle told me that we were descended from Daniel D. Tompkins, former governor of New York and James Monroe's vice President. Accusations of padded expense accounts during the War of 1812 drove him to drink, still, he seemed a pretty neat ancestor to have—sort of a romantic, Bygones-like figure. So, at the end of a vacation in the Rockies, I stopped in Salt Lake City to see the library and see if I could locate Daniel D. Tompkins. The library's there all right—right in the center of Salt Lake City, across the street from the Mormon Tabernacle, where the big choir sings every Sunday morning. It contains copies of everything held in the Granite Mountain Records Vault—six huge blast-proof vaults under 700 feet of granite in Little Cottonwood Canyon, about an hour's drive out of town. Anyone who visits the library is struck by the cheerful volunteers who are very, very friendly, endlessly patient and eager to help. Maintained by the Church of Jesus Christ of Latter-day Saints for religious reasons, the library is free to use, it and there's no charge. I was shown a 15-minute slide show on genealogy, handed a mail guidebook and that was it. I was ready to begin. The size of the library is overwhelming. It's last approaching 2 billion names—almost a third of everyone who has ever lived on earth since the beginning of written records in the 1500s. They're stored on nearly 1.5 million rolls of microfilm. Each roll 100 feet long and carrying 2,000 pages of wills, church records, birth certificates, tax rolls, marriage records, immigration forms, land deeds, census cards, passenger lists, death certificates, military service records and court documents. It doesn't matter whether the people were born on a Kansas farm, in the Warsaw ghetto or in Sri Lanka, if they were black, American Indian or Polynesian, Buddhist, Jew or Presbyterian, more than 150 countries and all the world's races are on file, and about 100,000 more rolls of microfilm are added or heard every week.

# Where You Can Discover Your Past

BY JOHN S. TOMPKINS



The author, his search for a prominent ancestor led him to the library's huge store of genealogical data.

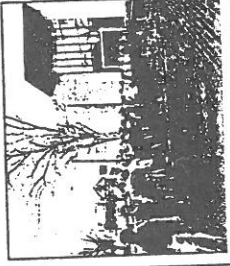
Emma I knew to be his second wife. It was like being able to reach back in time. For a few seconds I imagined Grandpa, with mustache and coal-black hair, sitting on the front porch talking to the census-taker while my 4-year-old mother played with her doll. I left Salt Lake knowing I'd only scratched at my past, but with some idea of how to do genealogy. Not bad for a day's work. I didn't expect to be back in Utah for a while, but I was told the microfilm can be used through approximately 800 Family History Centers in towns and cities all over the U.S. Each center has resident volunteer experts to guide you, and they can borrow microfilm records from the main library in Utah. About 33,000 rolls of microfilm are loaned by mail to the centers every month. The Mormons have been collecting ancestral records since 1894, Tom Daniels told me, and they do it because they believe that if ancestors are baptized posthumously, a family can be together on earth is re-you go back far enough, almost everyone on earth is related, so the Mormons cast a very wide net. Since the invention of microfilm in 1938, the Mormons have had teams roaming the world, filming records in churches,

temples and city halls from Argentina to Zimbabwe. Right now, there are more than 150 camera crews filming records in such places as China, rural Mexico and northern New England. To preserve the privacy of living people, the church currently doesn't copy records more recent than 1910.

Recently I had a chance to return to Salt Lake City and went back to the library to dig into my past again. I thought a minute of checking with the Royal Identification Unit, which has put together pedigrees of the world's noble families going back to the invention of writing. It's something you can use to find out if you're related to Queen Elizabeth II or Czar Nicholas or Prince Rainier. Somehow, I knew this would be a waste of time.

Then I decided to check the library's book collection. There are nearly 190,000 titles, including a vast collection of local histories and family genealogies that people have researched and published for their relatives. I checked out most of them in the bookshelves on the second floor. Finally, I lucked out: "The Tompkins-Tompkins Genealogy [Genealogy], privately printed in Los Angeles in 1942, had 720 pages of names. Moving to the index, I quickly located Grandpa.

I went back another generation and then another. Finally, I was back to Daniel D. Tompkins' period. He was born in 1774. I turned to page 30 and found my



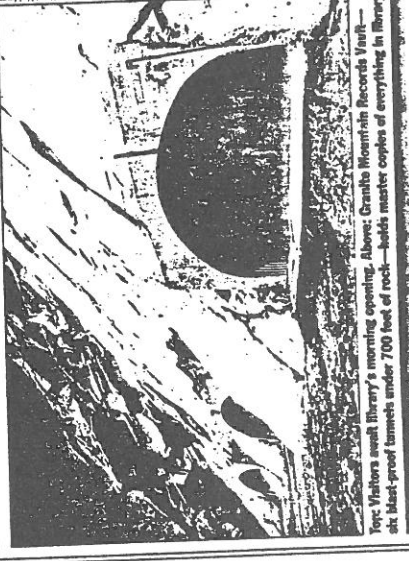
Researchers using some of the 500 microfilm readers at Mormon Library, Salt Lake City.

great-great-great-grandfather, and his name was... Nathaniel. Not Daniel D. And he didn't live in the governor's mansion, he lived in a town called Adams Corners. A story that I'd lived with for years turned out to be a lie. I was sorry to lose Daniel D. as an ancestor. I'll miss him. But don't let that stop your search—maybe you'll do better. At least you'll learn something about your past.

## How To Get Started

- Searching for your roots will be easier if you do your homework first.
- Start by drawing up a family chart, beginning with yourself and your parents and any other ancestors you know.
- Interview your parents, grandparents and other relatives to learn your chart as far back as you can.
- Collect information from birth certificates, marriage licenses, military records, diplomas, old letters, etc.
- Fill in your chart as far back as you can. Now you're ready to consult old records. To locate the nearest Family History Center, look in the phone book for Church of Jesus Christ of Latter-day Saints. If there is no church near you, write: Genealogical Department, Dept. P, 35 N. West Temple St., Salt Lake City, Utah 84150, or call 801-531-2331.

Anyone can use the resources of the Family History Library—and you don't have to go to Salt Lake City—there are nearly 800 centers nationwide



Fort Visitors small library's morning opening. Above: Granite Mountain Records Vault—air blast-proof tunnels under 700 feet of rock—holds master copies of everything in library.

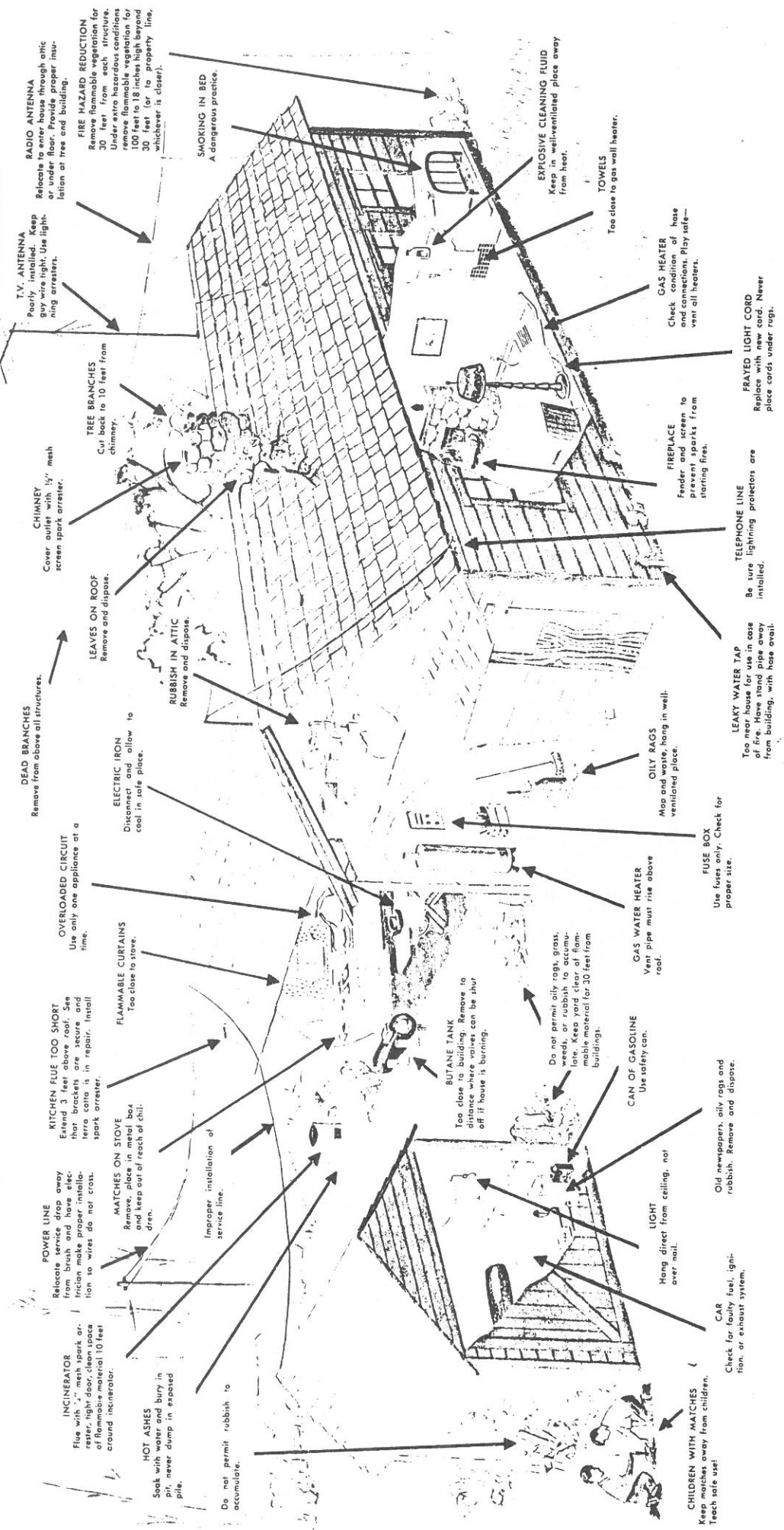


# CHECK AND CORRECT EVERY HAZARD WITH EXTREME CARE

PREPARED FOR THE COOPERATIVE FIRE PREVENTION PROGRAM BY THE CALIFORNIA DIVISION OF FORESTRY

# BE FIRE SAFE!

IF IN DOUBT AS TO PROPER FIRE SAFETY PRACTICE GET ADVICE FROM FOREST OFFICER OR FIRE DEPARTMENT  
COMPLY WITH ALL STATE FIRE LAWS AND COUNTY FIRE ORDINANCES WITH YOUR LOCAL AIR POLLUTION CONTROL DISTRICT



**INCINERATOR**  
Flue with 1/2" mesh spark arrester, high door, clean space of flammable material 10 feet around incinerator.

**HOT ASHES**  
Soak with water and bury in pit, never dump in exposed pile.

**POWER LINE**  
Relocate service drop away from building. Technician make proper installation so wires do not cross.

**MATCHES ON STOVE**  
Remove, place in metal box and keep out of reach of children.

**IMPROPER INSTALLATION OF SERVICE LINE**  
Do not permit rubbish to accumulate.

**KITCHEN FLUE TOO SHORT**  
Extend 3 feet above roof. See that brackets are secure and terra cotta is in repair. Install spark arrester.

**FLAMMABLE CURTAINS**  
Too close to stove.

**OVERLOADED CIRCUIT**  
Use only one appliance at a time.

**ELECTRIC IRON**  
Disconnect and allow to cool in safe place.

**DEAD BRANCHES**  
Remove from above all structures.

**CHIMNEY**  
Cover outlet with 1/2" mesh screen spark arrester.

**LEAVES ON ROOF**  
Remove and dispose.

**RUBBISH IN ATTIC**  
Remove and dispose.

**TV ANTENNA**  
Peepholes, install in the guy wire light. Use lightning arresters.

**RADIO ANTENNA**  
Relocate to enter house through attic or under floor. Provide proper insulation at tree end building.

**TREE BRANCHES**  
Cut back to 10 feet from chimney.

**FIRE HAZARD REDUCTION**  
Remove flammable vegetation for 30 feet from building. Under extra hazardous conditions, remove flammable vegetation for 100 feet to 18 inches high beyond 30 feet (or to property line, whichever is closer).

**SMOKING IN BED**  
A dangerous practice.

**BUTANE TANK**  
Too close to building. Remove to driveway where valves can be shut off if house is burning.

**CAN OF GASOLINE**  
Use safety can.

**GAS WATER HEATER**  
Vent pipe must rise above roof.

**OILY BAGS**  
Map and waste, hang in well-ventilated place.

**EXPLOSIVE CLEANING FLUID**  
Keep in well-ventilated place away from heat.

**TOWELS**  
Too close to gas wall heater.

**GAS HEATER**  
Check condition of hose and connections. Play safe—vent all heaters.

**FIREPLACE**  
Fender and screen to prevent sparks from starting fires.

**FRAYED LIGHT CORD**  
Replaces with new cord. Never place cords under rug.

**TELEPHONE LINE**  
Be sure lightning protectors are installed.

**LEAKY WATER TAP**  
Too near house for use in case of fire. Have stand pipe away from building, with hose away.

**FUSE BOX**  
Use fuses only. Check for proper size.

**CHILDREN WITH MATCHES**  
Keep matches away from children. Teach safe use!

**CAR**  
Check for faulty fuel, ignition, or exhaust system.

**LIGHT**  
Hang direct from ceiling, not over mail.

**OLD NEWSPAPERS, OILY RAGS AND RUBBISH**  
Remove and dispose.

WHAT IS A FAMILY?

It's people giving and receiving love. How often do we come right out and say something like: "Mom, I guess you know it already, but I just want to be sure you know how much I love you." Or, "Son, I'm not pleased with what you have done, but I want you to know that I love you and I always will."

When the going gets rough, take time to say to the other, "I love you and want the best for you."

People talking and listening to each other. Don't talk down to them, that's degrading. Don't talk above them, that's phoney and cheap manipulation. Don't talk at them, that's annoying. Talk with them.

People caring about what happens to each other and letting it show. Maybe somebody is having a tough time at school or is doing well on the baseball team. Whatever it is, take time to show that you notice and care. And do it now!

Getting angry at each other, but still loving one another. People do get mad at each other. But the important thing is whether you can let off the steam without losing your love for each other.

Allowing for the differences among one another. Can you enjoy each other's differences? Learn to recognize them in one another and appreciate the ways each person is special and unique.

People laughing and crying without feeling ashamed of it. When you really love and share and understand, you have nothing to be ashamed of. Only the deep satisfaction of discovering who you really are.

People reaching out instead of fencing in. Family life has its good times and bad. But above it all, it is people giving strength to each other when needed, people caring and letting it show, people leaning on each other; people feeling loyal to each other.

It is worth the effort to keep it strong!

LOVE IS SOMETHING YOU DO

The best way to show love whether you're a parent or anyone else, is to care, to be concerned, to make somebody feel good. For example, a father helping a son at his workbench and getting him to a point where he can do things by himself, then saying, "That's great!" will communicate much more love than by a handshake or a hug. Or when parents go out and watch their kids in a little league baseball game, instead of being too busy or uninterested - that also shows love.

QUESTIONNAIRE ON DEMOCRACY AT HOME

To be filled out individually by each family member and then shared together.

1. Would you say your family is more like a democracy or a dictatorship? Think about this question and be prepared to discuss it honestly.

2. Do you have enough voice in what goes on around here?

3. When you don't like something at your house, can you say so?

And if you do say so, will you be heard?

Then after you have been heard, will something be done about it?

4. How do you rate the atmosphere in your home when it comes to the word fair? Do you think somebody else usually gets a better deal than you get? And if they do, is there some system where you can appeal?

For fairness I grade our family A \_\_\_ B \_\_\_ C \_\_\_ D \_\_\_ F \_\_\_

5. With Dad as the president, would you for this month dare to risk voting (by ballot) on anything any member of the family wants to bring up?

6. I pledge myself to a democratic experiment at our house for thirty days. And I will be willing to live by the majority vote.

Signature \_\_\_\_\_

A SCOUTER'S GOLDEN OPPORTUNITY

I TOOK A PIECE OF PLASTIC CLAY  
AND IDLY FASHIONED IT ONE DAY;  
AND AS I PRESSED IT, STILL  
IT BENT AND YIELDED TO MY WILL.

I CAME AGAIN WHEN DAYS WERE PAST;  
THAT BIT OF CLAY WAS HARD AT LAST.  
MY EARLY IMPRESS STILL IT BORE,  
AND I COULD CHANGE ITS FORM NO MORE.

YOU TAKE A PIECE OF LIVING CLAY  
AND GENTLY FORM IT DAY BY DAY,  
MOLDING WITH YOUR POWER AND ART  
A YOUNG BOY'S SOFT AND YIELDING HEART.

YOU COME AGAIN WHEN DAYS ARE GONE;  
IT IS A MAN YOU LOOK UPON.  
YOUR EARLY IMPRESS STILL IT BORE,  
AND YOU COULD CHANGE HIM NEVER MORE.

YOU ARE DEALING WITH A BOY  
WHO MUST BE GUIDED UNAWARE;  
MUST BE SHOWN, BUT OH SO GENTLY  
HOW TO LIVE BOTH TRUE AND FAIR.

PINS AND BADGES AREN'T OUR AIM.  
CHARACTER BUILDING IS OUR GOAL.  
DO NOT LOSE YOUR COURAGE NOW,  
FOR YOU ARE PILOTING A SOUL.

## FITNESS ACTIVITY BADGE

When we hear the word "fitness" it gives us the image of a healthy body. For each one of us has to keep our bodies in good shape, we have to overcome a lot of temptations. The athlete activity badge stresses health through physical activity. The fitness activity badge is designed to inform boys against the harmful temptations in life. This badge warns us to guard against the effects of tobacco, drugs, alcohol and help our bodies with proper diet and exercise.

This badge is an excellent way to encourage our boys to say "NO" to drugs and alcohol. The boys are never too young to be educated to the daily temptations that could confront them in their everyday lives. Fitness is for all of us.

### Den And Pack Activities:

Have a registered nurse talk about harmful effects of tobacco and drugs.

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

Contact local anti-smoking group and have someone come and speak and/or show a film.

Have the local chapter of MADD (Mothers Against Drunk Drivers) come and talk to the den.

Have the local anti-drug task force come and talk to the group.

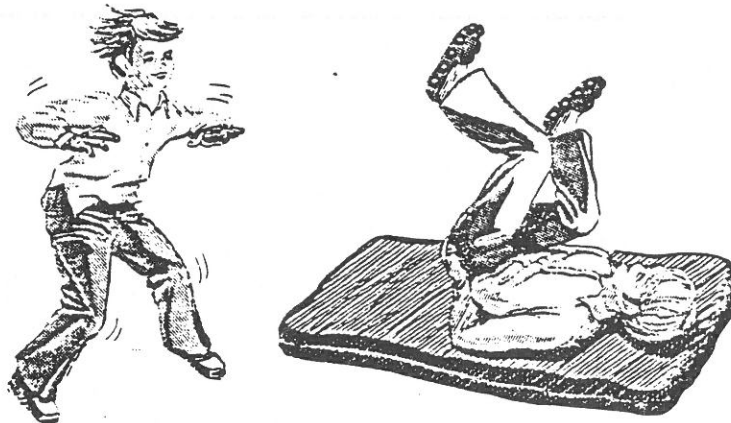
Watch a documentary on drugs and/or smoking.

Have school dietician come and give a talk on balanced diet.

Contact alcohol abuse organization and have them come and give talk.

Visit a fitness center or have someone visit den and give a talk on exercise and take group through aerobic routine.

Establish an exercise routine and chart it for a period of time.

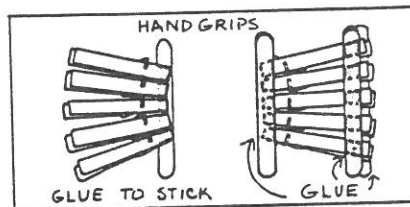


# Body Building

## Equipment

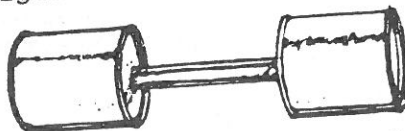
### Tension Handgrips

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

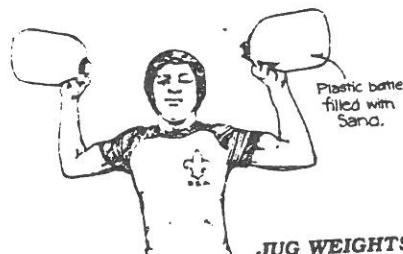


Tension Handgrips

### HOMEMADE EXERCISING EQUIPMENT



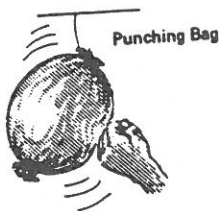
**DUMBBELL.** Fill cans with sand mix concrete and join with broomstick section. No. 2½ cans make dumbbell weighing about seven pounds.



JUG WEIGHTS

### PULL-UP BAR

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



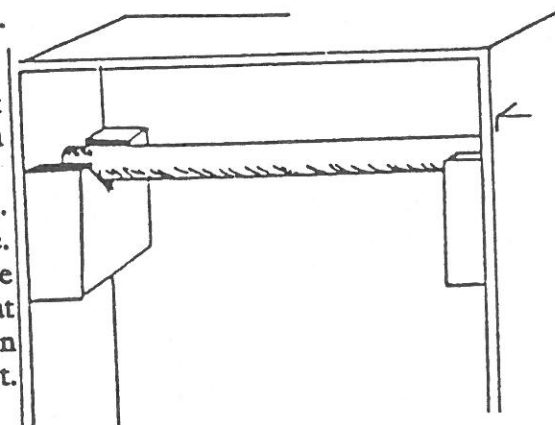
Punching Bag

### Punching Bag

**Scrap:** flour or meal sack made of cloth rags

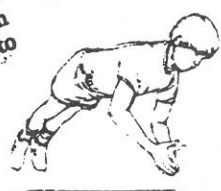
Don't let your mother throw away the cloth sack that flour or meal came in. You can put it to good use if you want to make a punching bag.

Stuff a large sack with rags until the sack is very hard. Then tie the top closed with a strong piece of twine. Leave two ends about 4" long. Tie these ends of twine to a low beam, a clothesline or anything handy so that the punching bag hangs as high as your shoulder. Then you can practice punching every time you feel like it.



# Fitness is Fun

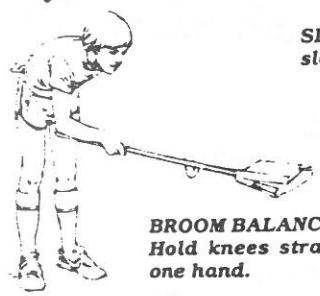
**INDIAN LEG WRESTLING**  
 This is one two-man contest where you don't use your hands. Contestants lie on their backs, side by side in opposite directions. On command, they raise their inside legs to a vertical position three times. On the third lift they interlock legs and try to twist the opponent over.



**HAND TUG OF WAR**  
 Opponents stand between two parallel lines an equal distance from each. They lock their right hands at the wrists, plant their right feet side by side, parallel to the lines. On command, they try to pull the opponent back across the nearer line.



**SLAP PUSH-UP.** Spring up in push-up, slap hands and click heels in air.

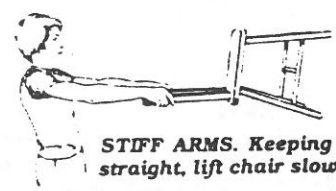


**BROOM BALANCE.** Put book on broom. Hold knees straight, lift broom with one hand.

**TOE-HOLD KNEE BEND.** Hold one toe, do knee bends on other leg.

## BACK PULL

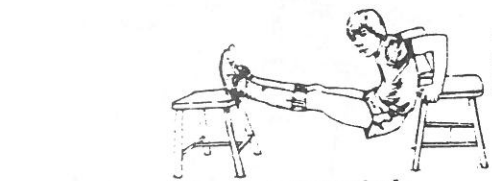
Opponents stand back-to-back and grasp each other's hands above their heads. On command, they bend forward and try to lift the opponent's feet off the ground.



**STIFF ARMS.** Keeping arms straight, lift chair slowly.

## BACK-TO-BACK TUSSELE

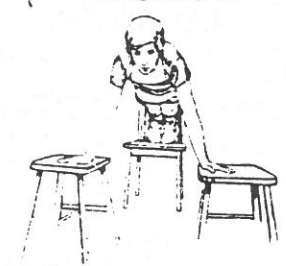
Opponents stand back-to-back and interlock arms. On a signal each contestant presses backwards, trying to force his opponent to the ground.



**CHAIR DIP.** Bend arms to lower body near floor. Then push back up till arms are straight.

## ONE-LEGGED HAND WRESTLING

Each contestant grips his left foot or ankle behind his back with his left hand. Opponents face each other, grip right hands, and on command try to pull each other off balance. (Variation: In *Rooster Hold*, opponents grip their ankles but don't grip each other's hands. Hopping on one foot, they bump bodies together, trying to knock each other off balance or force the opponent to let go of his grip on his foot.)



**TOUGH PUSH-UPS.** Use three chairs. Do deep push-ups, dropping shoulders below chair level.



**TIP-UP CREEP.** From squat position, rock forward and balance on hands. Creep three steps on hands.

## STICK PULL

The contestants sit facing each other with the soles of their feet touching. They both grip a stick (a broom handle is good) between them. On command, they pull, trying to raise the opponent off the ground.



**ARM LIFT.** Start with arm straight down. Raise chair slowly, let down.

## STICK TWIST

Use the same stick as above, but now both contestants stand facing each other, with the stick gripped over their heads. On command, they lower the stick and try to twist it away from the opponent's hands.

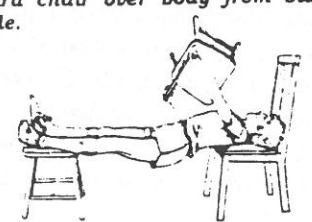
**BRIDGE.** Lie rigid between chairs. Lift third chair over body from side to side.

**BALL FLIP.** Hold ball between ankles, flip it over your head, and catch it.



## INDIAN HAND WRESTLING

Each contestant places the outside of his right foot against the outside of his opponent's right foot. Both step back one step with the left foot for balance. They grip each other's right hand and on command try to pull the opponent off balance. The loser is the first to move either foot.





# THE NUTRITION CONNECTION

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

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



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

## 1. MILK GROUP

- MILK & MILK PRODUCTS
- CHEESE
- COTTAGE CHEESE
- ICE CREAM

BUILDS TEETH AND BONES!



## 2. FRUIT-VEGETABLE GROUP

- ALL KINDS OF FRESH FRUITS AND VEGETABLES
- RAISINS

BUILDS ENERGY AND HELPS YOUR BODY DEFEND AGAINST DISEASE.



## 3. PROTEIN GROUP

- BEANS
- MEAT
- FISH
- PEANUT BUTTER
- EGGS

BUILDS MUSCLES, BONES AND BLOOD.

## 4. BREAD-CEREAL GROUP

- RICE
- CEREAL & GRITS
- BREAD
- FLOUR PRODUCTS
- SPAGHETTI

QUICK ENERGY BUILDERS. HELPS TO MAKE YOUR BODY WORK BETTER.

# "Muscle-building" Games

Inspired by muscle-building occupations, these games are sure to provide lots of fun.

Here's real sport for the kids — bending, stooping, lifting and running are a few of the exercises which young muscle builders will enjoy, as they compete in these activities. Each game is played by two teams.

Set up two identical tasks for each game, one for each team! For example, for the Bricklayer game, you will have two sets of 10 "bricks" each. Then, divide your group into two teams. Each member of the team performs the task given; then he returns to his team. The team finishing first is the winner.

## Bricklayer

For each team, set up a pile of 10 "bricks." For the "bricks," use empty milk cartons. Put some gravel in each carton to give it some weight. Then, close the top of the carton so that it is flat, folding over the top and using strips of masking tape to hold it down.

At the word, "GO!" the first member of each team stacks the bricks in rows, by placing four bricks on the bottom and one less on each succeeding row. Then he knocks down the pile for the next player, and runs to the end of his team's line.

## Pearl Diver

Set up a chair for each team. Place a stack of paper plates on each chair, and eight "pearls" (small candies) on the top plate. Each player places his hands behind his back and picks up one candy at a time with his teeth, eating it before picking up the next one. When his candies are gone, he picks up the paper

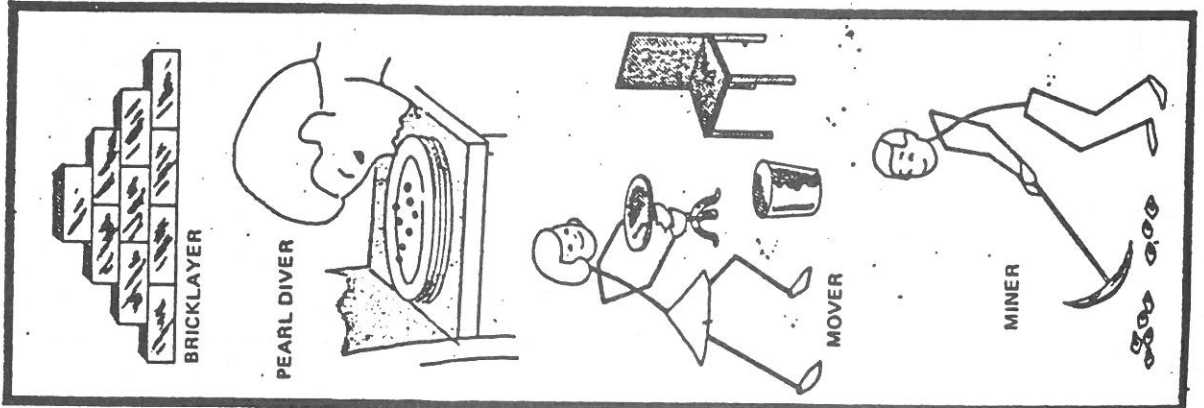


plate with his hand, and carries it with him when he goes back to his team, leaving a fresh plate of "pearls" for the next player.

Stand by with lots of candies for this one, as you will have to replace them for each player!

## Mover

For each team, place a small chair, a small table, and a wastebasket together. Each player moves the items, one at a time, to a designated spot about five feet away; then he returns them to their original position.

## Miner

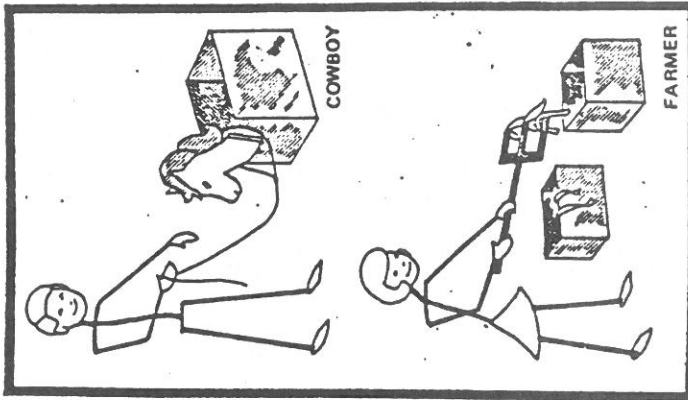
To make an ax for each team, cut two curved blades, 18" long and 2½" wide at the center, from corrugated cardboard. For a handle, use a wooden dowel, about 30" long. Shave 2" at one end to flatten it, and glue the blades over the flattened sides. Staple and glue the ends of the blades together.

Place about 10 large stones on the floor; have each player move the stones from one place to another, about three feet away, using only the pointed ends of the blade to pull the stones. When all the stones have been moved to the designated spot, the player carries them back to their original place before returning to his team.

## Cowboy

Each team will need a "horse" to lasso; the horse is made on a cardboard carton. To make each horse, cut two horse heads with long necks, about 15" high, from corrugated cardboard. Glue the heads together; then bend each side of the neck outward, about 4" from the bottom, to make tabs. Glue and tape the tabs to the carton, so that the horse's head extends above the carton.

For the lasso, tie a large loop in one end of a rope, about eight feet long. Each player gets three tries to lasso the



horse's head from a distance of four feet. Keep going until all the players on a team have tried to lasso the horse.

## Farmer

Make a pitchfork for each team, as follows. For the prongs, use a piece of corrugated cardboard, 8" x 9". From the cardboard, cut three joined prongs, with each prong about 1" wide. Cut two sets of joined prongs for each pitchfork; assemble with a dowel handle as you did for the miner's ax, inserting the handle between the crossbars of the prongs.

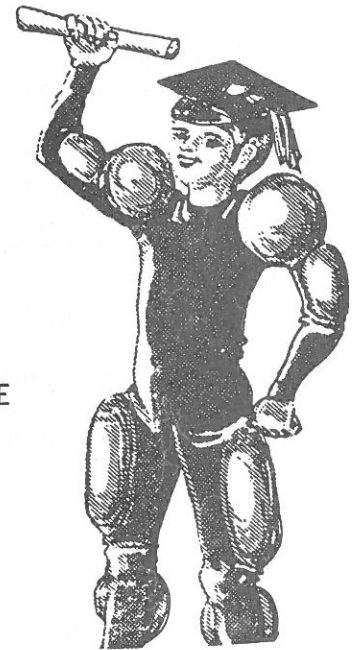
Cut newspapers into strips, 1" wide, for "hay." Place a pile of the "hay" in one cardboard carton, next to another empty cardboard carton. Have each player pitch the hay from one carton to the other, using the pitchfork. The next player pitches the hay back to the original carton.

FITNESS WORD SEARCH

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

FIND THESE WORDS:

- |                     |             |          |
|---------------------|-------------|----------|
| HIGH BLOOD PRESSURE | WHOLE GRAIN | PREVENT  |
| STROKE              | FAT         | PULSE    |
| HEARTBEAT           | SUGAR       | SMOKING  |
| ATTACK              | SALT        | HEREDITY |
| AEROBIC             | FRUIT       | STRESS   |
| EXERCISE            | DIET        | PAIN     |
| CROSS COUNTRY SKI   | FITNESS     | AGE      |
| SWIM                | HEALTH      | ILL      |
| WALK                | CALORIE     | SMART    |
| PLAY                | PACES       | DRUGS    |
| RUN                 | JUNKFOOD    | SEX      |
| JOG                 | WEIGHT      | DISEASE  |
| BICYCLE             | DOCTOR      | HIGH     |



### AEROBIC EXERCISE

One of the best way to keep your heart healthy is also fun to do. Aerobic means continuous exercise until you feel very tired, not just a little tired. You can walk fast, swim, bicycle, jump rope, roller or ice skate or even cross country ski.

Aerobic exercise is the best form of exercise to keep your heart healthy because the heart, which is a muscle, is strengthened the more it is used. A strong muscle is able to pump more blood per beat and thus beats fewer times per minute. You must remember that the exercise must be continuous and tiring to be good for your heart.

For example, to get aerobic exercise from walking you must walk briskly for 30 minutes without resting; to get the aerobic benefits from jogging, swimming, bicycling, roller or ice skating, jumping rope or cross country skiing, you must do the activity for only 10 minutes without resting. You should do aerobic exercise at least 4 times a week.

(Note to den leader: Our advising doctor cannot put a time limit on these various exercises for children. The point we are trying to make is that the exercise is continuous and long enough to really work the heart.)

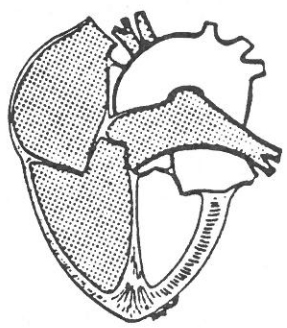
TAKING YOUR PULSE: Let's learn to take our own pulses and see the difference between a resting pulse and your pulse after a bit of exercising.

HOW TO TAKE YOUR PULSE: The best places to take your pulse are at the wrist and neck. (where major arteries run right below the skin). Use your fingers not your thumb because it has a pulse of its own.

WRIST: Use index finger and middle finger of one hand to find the knoblike wrist bone near the base of the thumb of the other hand, then slip the fingertips toward your palm and down your wrist onto a soft pocket of flesh. It is necessary to apply slight pressure, and it may be necessary to feel around the wrist to find the pulse.

NECK: Place your index and middle finger gently on your neck, below the jaw bone and halfway between your main neck muscles and windpipe. You should feel a pulsing artery.

THE  
HEART

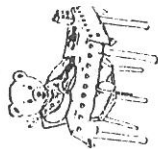


PUMPS THE  
BLOOD THROUGH  
THE BODY

BEAR IN MIND:

1. EAT HEALTHFUL FOODS THAT WILL HELP YOUR BODY GROW.

- Healthful food are:
  - fresh fruits
  - fresh vegetables
  - lean meats (chicken, turkey, fish)
  - skim milk
  - low-fat cheeses
  - low-fat yogurt
  - unsweetened whole grain cereals
  - whole grain breads
  - naturally sweetened fruit juices



2. CONTROL YOUR WEIGHT.

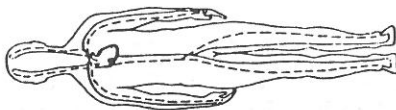
Eat less of food high in sugar  
salt  
fat



Limit soft drinks

Exercise daily  
Your family doctor can tell you what you should weigh every year, being overweight overworks your heart.

3. DON'T SMOKE ANYTHING!!



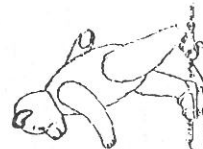
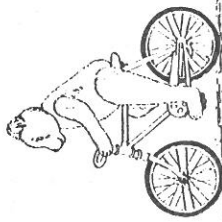
4. KNOW ABOUT YOUR HEART.

Healthy Heart Information:

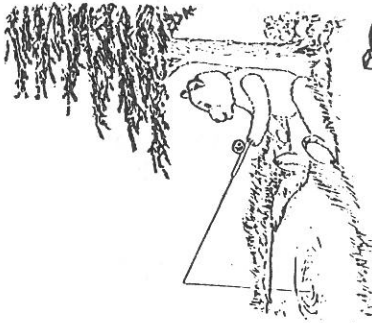
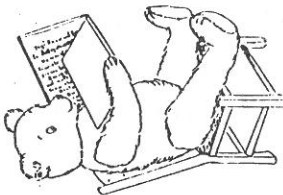
- Your heart is the strongest muscle in your body.
- Your heart is about the size of your fist and weighs about one pound.
- Your heart carries oxygen and nutrients to "feed" your body.
- Your heart sends out enough electrical impulses each day to keep a light bulb burning for 24 hours.
- Your heart pumps enough circulating blood each day to fill an averaged-sized room.

AMAZING, ALL THAT GOES ON IN YOUR BODY!!

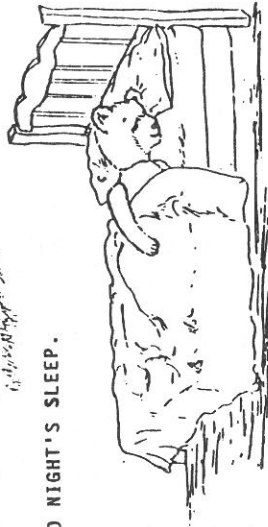
5. EXERCISE REGULARLY.



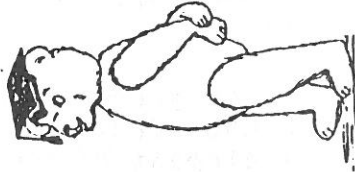
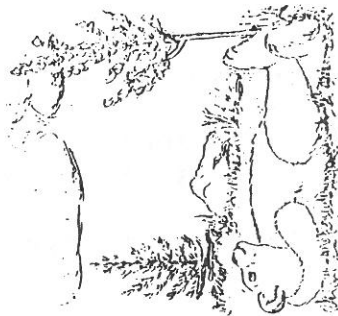
6. TAKE TIME TO RELAX.



7. HAVE A GOOD NIGHT'S SLEEP.



BE A WISE BEAR, BE AWARE OF YOUR BODY.



## CUB SCOUT PHYSICAL FITNESS CHAMPIONSHIP

Here is a physical fitness competition that will enrich the pack program for your Cub Scouts, show that the Cub Scout program emphasizes the importance of being physically fit, and offer a pack activity which ends with the action you need to take.

Hold meeting of your pack leaders in May to make plans for your pack's Cub Scout Physical Fitness Championship. This can be a supplement of your regular pack meeting.

Inform your Cubs so that they can practice the five events during their spare time.

Secure official judges and equipment to score and hold the events. (softballs, tape lines, stop watches, etc.)

The five events are: Standing Long Jump, Softball Throw, Push-ups, Sit-ups, 50 yard dash.

The boys compete only against boys of their own age in all events.

### Scoring Methods:

Standing Long Jump: 1 point for each inch of the long jump.

Softball Throw: 1 point for each foot of softball throw, measured from throwing line to point where ball lands.

Push-ups: 2 points for each push-up in 1 minute.

Sit-ups: 2 points for each sit-up in 1 minute.

50 yard dash: Runoff on time basis, 1st place, 100 points; 2nd place, 90 points; 3rd place, 80 points; 4th place, 70 points; 5th place 60 points; all other runners, 50 points for participation.

Call on local elementary or high school coaches, or professional athletes, explorer posts for help judging the events.

**STANDING LONG JUMP:** 1 point for each inch of the long jump

Cub Scouts stands with his feet comfortably apart with toes just behind the takeoff line. He prepares for jumping with knees flexed and arm swinging in a rhythmical motion. He jumps, swinging arms forcefully forward and upward, taking off from the balls of his feet.

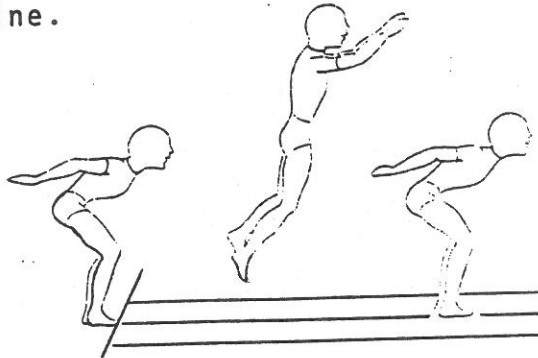
His jump is measured from the takeoff line to the heel or any part of body that touches the surface nearer the takeoff



line.

Record the better of two trails to the nearest inch.

Equipment Needed: Tape line.

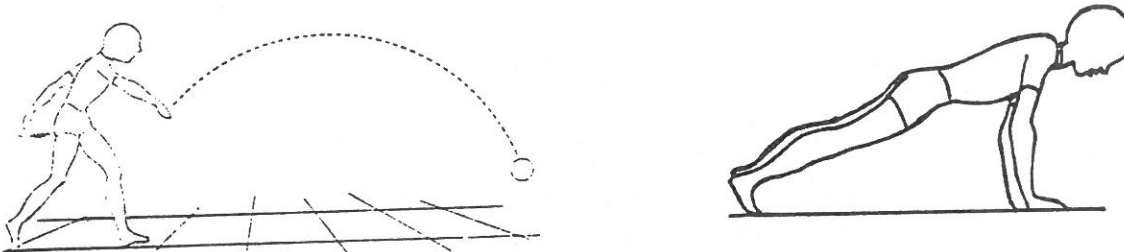


**OVERHAND SOFTBALL THROW:** 1 point for each foot of the throw, measured from throwing line to point where ball lands.

Cub Scouts may run up to line and throw OVERHAND the regulation 12-inch inseam rubber or leather covered softball. He may throw two times, and better distance throw is the one that counts, measuring from the line to where the ball lands.

If he crosses the line, that throw is disqualified.

Equipment needed: Softballs and tape measure.



**PUSH-UPS:** 2 points for each push-up in 1 minute.

Cub Scouts starting position: Extend arms and place hands on floor under shoulders with fingers pointing forward. Extend the body so that it is perfectly straight. The weight is supported on the hands and toes.

Action: Keeping the body tense and straight, bend elbows and touch chest to floor. Return to original position. (The body must be kept perfectly straight. The buttocks must not be raised. Abdomen must not sag.) Judge holds a hand on the floor beneath the boy's chest and counts each time chest touches judge's hand.

Equipment needed: Stop watch or watch with sweep second hand.

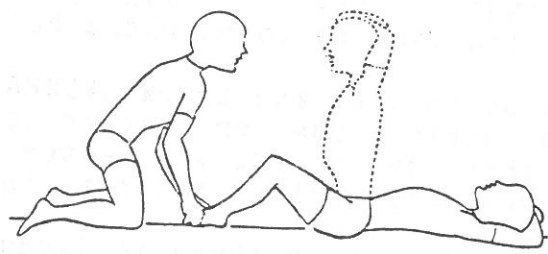


**SIT-UPS:** 2 points for each sit-up in 1 minute.

Cub Scout lies on his back for starting position, fingers laced behind neck with knees elevated and feet flat on the floor about 1 foot apart.

Another boy holds his partner's feet to the floor while each successful sit-up is counted. The boy sits up, turning the trunk to the left, touching the right elbow to the left knee and returns to starting position. He then sits up reversing the previous sit-up. Judge holds a hand on the floor beneath the boy's back and counts each time back touches judge's hand. Each return to starting position counts as a sit-up.

Equipment needed: Stop watch or watch with sweep second hand.



**50 YARD DASH:** Runoff on time basis.

- 1st place, 100 points
- 2nd place, 90 points
- 3rd place, 80 points
- 4th place, 70 points
- 5th place, 60 points
- other 50 points

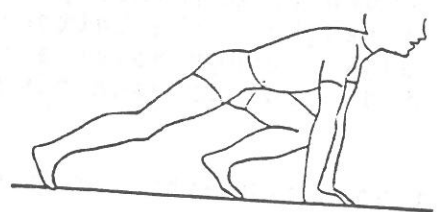
Cub Scouts (by Age) stand behind the starting line. On signal, the judge raises his hand.

"On your mark"--All boys step forward to the starting line.

"Get set"--All boys assume starting position.

"Go"--Starter brings down hand quickly hitting his thigh at the same time. The boys leave the starting line and run the 50 yards. As they cross the finish line, the time is noted and recorded.

Equipment needed: Stop watch or watch with sweep second hands.



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### CUB SCOUT PHYSICAL FITNESS CHAMPIONSHIP SCORECARD

\_\_\_\_\_  
Name of council      Pack #

\_\_\_\_\_  
Location and date of event

Name \_\_\_\_\_

Age (as of 9/30) \_\_\_\_\_

Boy's address \_\_\_\_\_  
\_\_\_\_\_

Parent's Name \_\_\_\_\_

Home Phone \_\_\_\_\_

EVENTS	SCORE	POINTS
1. Softball Throw	_____	_____
2. Push-ups	_____	_____
3. Sit-ups	_____	_____
4. Standing long jump	_____	_____
5. 50 Yard dash	_____	_____
TOTAL POINTS		_____

Attested: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

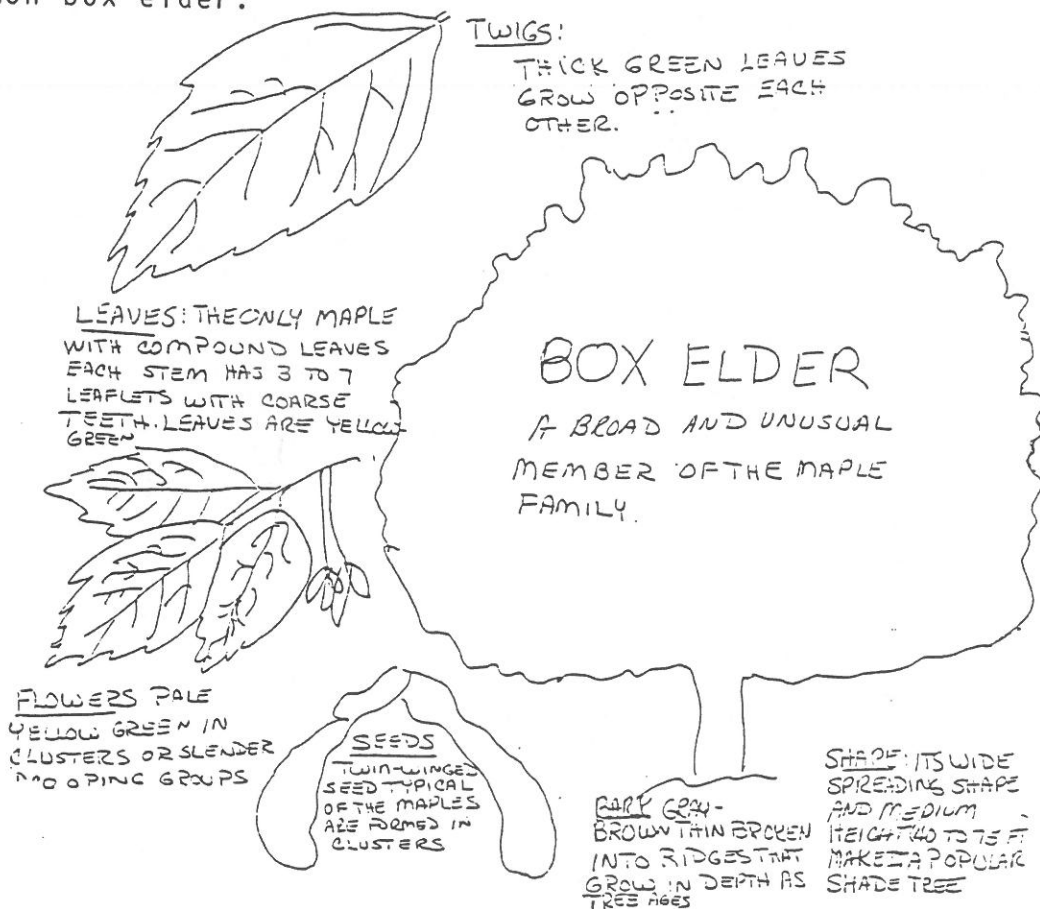
### FORESTER ACTIVITY BADGE

Forestry is the science of planting and managing forests. The Webelos Scout is starting on the outdoor program of Scouting. He will be spending a lot of time around trees, whether it is a clump of trees or a National Forest. The Webelos leaders should strive to give his boys an appreciation of the forest.

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

Look first 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.

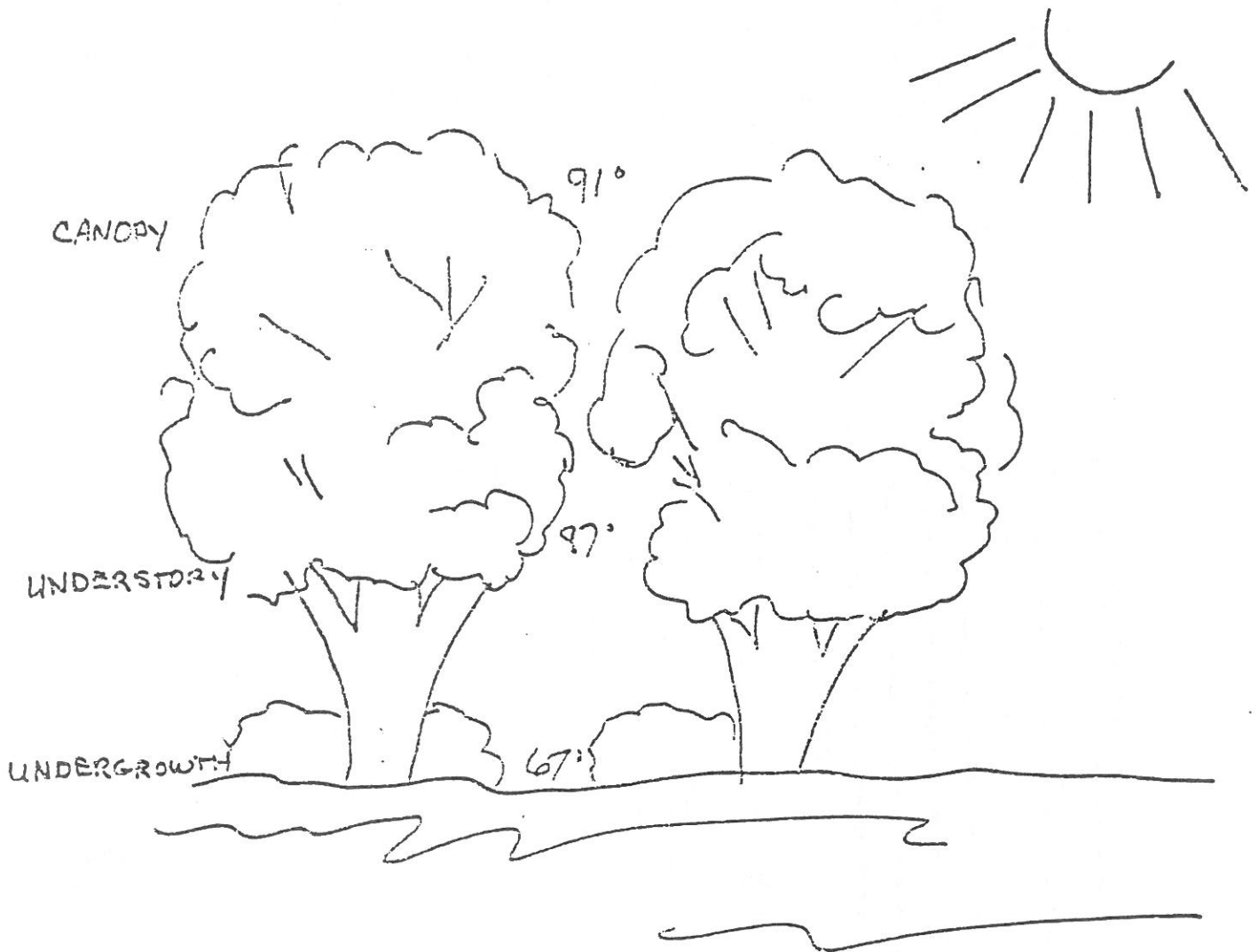
After the blossoms have gone you may see fruit, which contains the seed of the tree. Look at these carefully, for they are good clues. The twigs, likewise, with their color and other markings are useful for identification, especially in winter. The shape of the buds, their position on the twig, their size, smell, texture are important. The bark is also a clue, although this often changes with the age of the tree. The illustrations below show these points on the common box elder.



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The forest has a Macro-Climature of its own. The sunlight strikes the canopy or top leaves of the trees. Let's say that the treetop temperature is 91 degrees and dry. For a squirrel in the middle area of the tree, the temperature would be 87 degrees. The rabbit on the ground would be a cool 67 degrees. Rain changes all of this. Water falling picks up the heat from the leaves. The water carries this heat with it to the forest floor. After a good rain, the temperature may be the same at the canopy and the forest floor.

During a strong summer wind the tree tops may sway, but only a faint breeze would be felt at the forest floor.



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

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

Den Activities-

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



- Make a tree survey in your area.
- Ask a fireman or ranger to tell the boys about wildfire and how to prevent and control it.

Pack Activities

Exhibit: Forest plants; posters of tree's life history; leaf prints.  
Demonstrate: Tree planting methods; show samples of wood.

Six Forest Trees and Useful Wood Products:

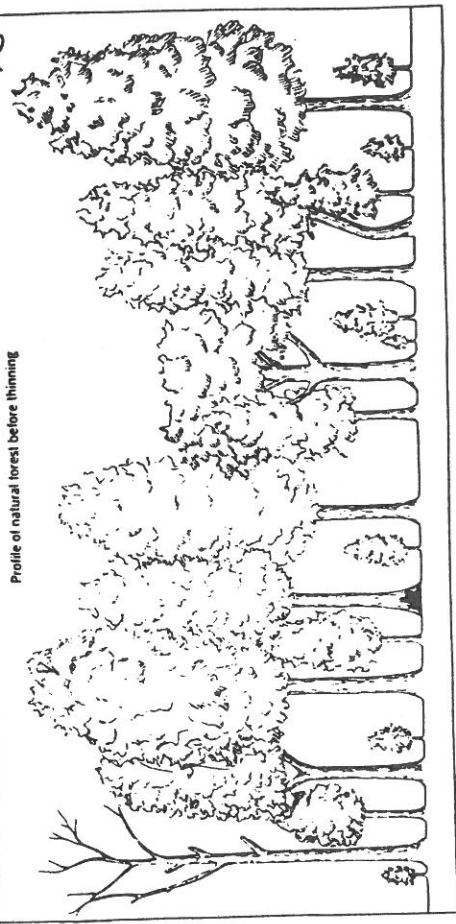
- Cedar - Shingles
- Redwood - Weather resistant lumber
- Longleaf Pine - Chief lumber producing pine of the southern U.S. - also turpentine and tar.
- Pecan, Oak, Ash - (Hardwood) Furniture
- White Pine - Pulpwood for paper and lumber
- Douglas Fir and Ponderosa Pine - Chief lumber producing pine of the Pacific States - also telephone poles.

THE MAJOR SOFTWOODS ARE DOUGLAS FIR AND SOUTHERN PINES. PRODUCTION OF LUMBER IN THE U.S. - ABOUT 85% FROM SOFTWOODS, AND 15% FROM HARDWOODS.

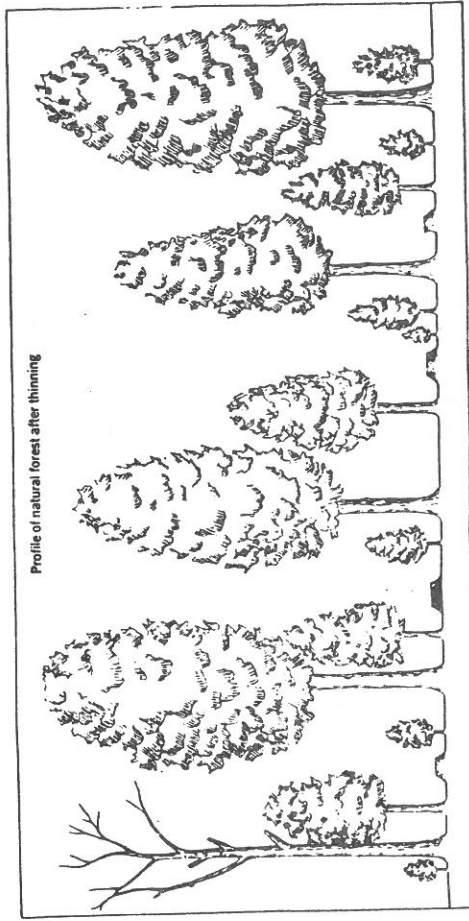
Six Forest Plants Useful to Wildlife:

- Wild Flowers, such as honeysuckle - nectar for bees to make honey.
- Wild berries, such as blueberries - food for birds and animals.
- Grasses and Mosses - food for deer and other animals.
- Hollow trees (cottonwood) - homes and shelters for small animals
- Chestnut trees - food for wild turkey.
- Pine trees - red cockaded woodpecker, an endangered species, nests only in pine forests.
- Gymnos trees - ivory billed woodpecker (almost extinct) lives on woodboring insects that tunnel under bark of dead gymnos trees.

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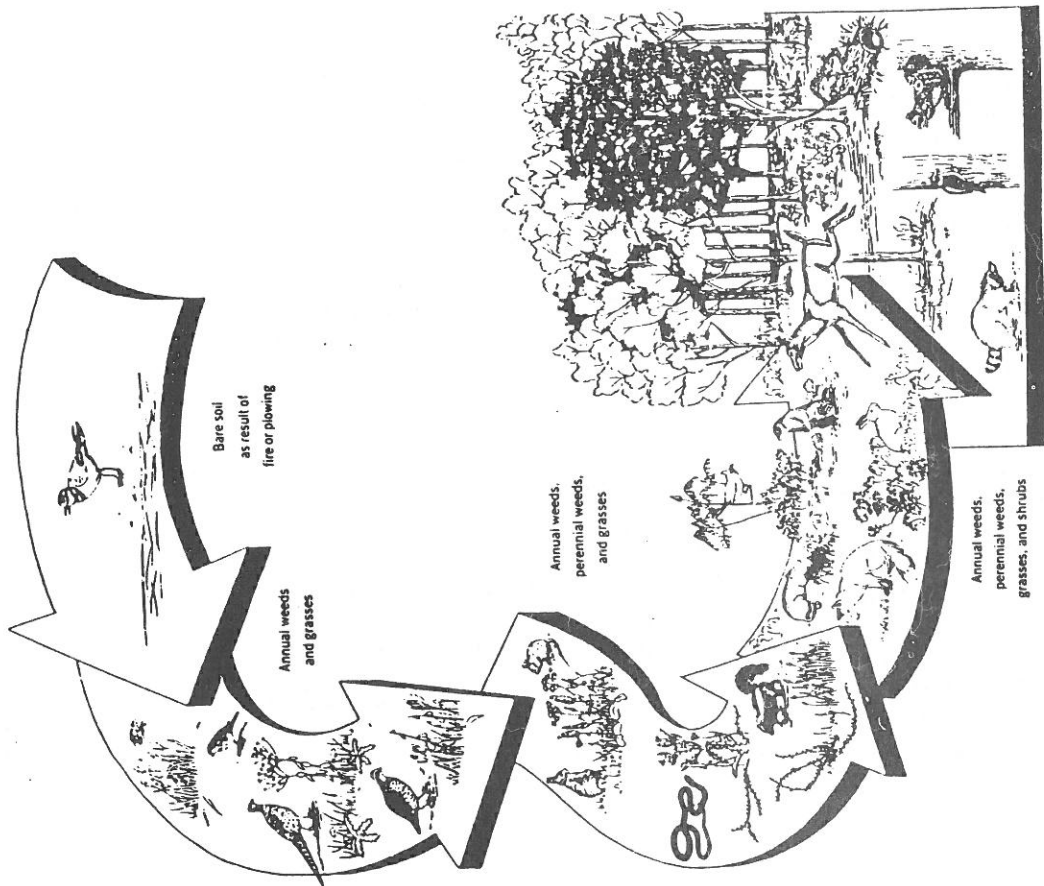


Profile of natural forest before thinning



Profile of natural forest after thinning

### TIMBER STAND IMPROVEMENT



Climax Community - Forest

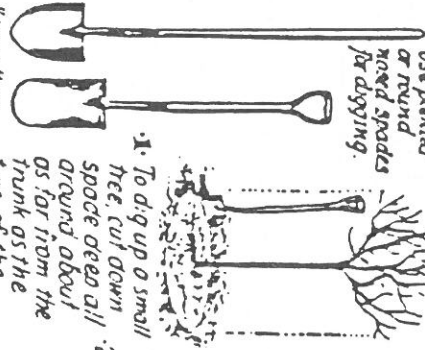
### PLANT AND ANIMAL SUCCESSION - FOREST

# PLANT TREES

BY BEN HUNT

The best time to plant trees is when they are dormant, that is before the buds open in the spring and after the leaves fall in autumn. Most evergreens become dormant in late August and can be safely transplanted at that time. Trees obtained from nurseries are usually foot trimmed, but examine their roots and those of all trees that you plant and trim off all bruised or broken ones with a sharp knife or pruning shears. The root system is very important

Use pointed or round hand spades for digging.




1. To dig up a small tree, cut down a space deep all around, about as far from the trunk as the tips of the branches.

2. Dig loose all the soil around and if growing in solid, heavy soil, the white roots system and protect it by covering with straw or removing now, pack

3. For larger trees, more ground must be removed. The roots can be lifted from opposite sides

Avoid planting large trees, small whips, have a fair chance of growing because the root systems are easier to dig up without cutting and damaging them with a spade.

Then lift the whole piece out carefully, set it in the center of a piece of burlap and tie it as shown below. Roots can also be packed in wet moss for a brief time



A. Burlap

B. Burlap

C. Burlap

D. Burlap

For larger trees, pry up one side and slip a rolled piece of burlap under and let the dirt down.

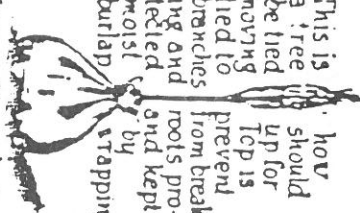
Now pry up the other side and pull the burlap out on that side.

Then you, curl it up and around the entire chest, lift it and tie it up.

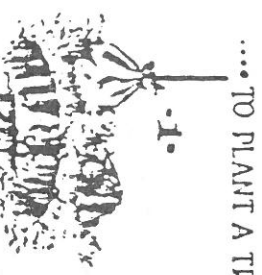
## HOW TO

## ... TO PLANT A TREE PROPERLY...

This is how a tree should be tied up for moving. Top is tied to branches and roots protected by burlap and kept moist by tapping

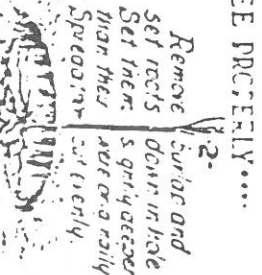


1. Dig a hole large enough to receive the entire root system without bending too many roots.




2. Remove burlap and set roots down in hole. Set them as gently as possible. Spread them out evenly.

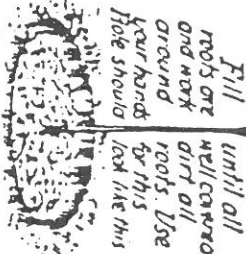
If ground is poor, break it up well and mix in some well rotted leaf mold or fill hole with some other good soil.



3. See that roots are kept upright & fill in around roots that no broken or limbs hold here



4. Fill until all roots are well covered and work dirt all around for this last like this

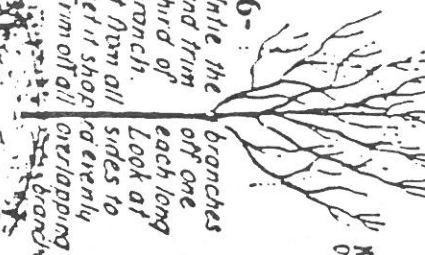


5. Now fill hole with dirt or soil and let it set down

Then fill in with the rest of the soil and tamp it down firmly. You can do this by tamping it with your feet, walking around and around. Leave a shallow ditch around the outer edge to catch rain water.



6. While the branches and firm third of branch. Look at all sides to get it shop evenly overlapping branches.



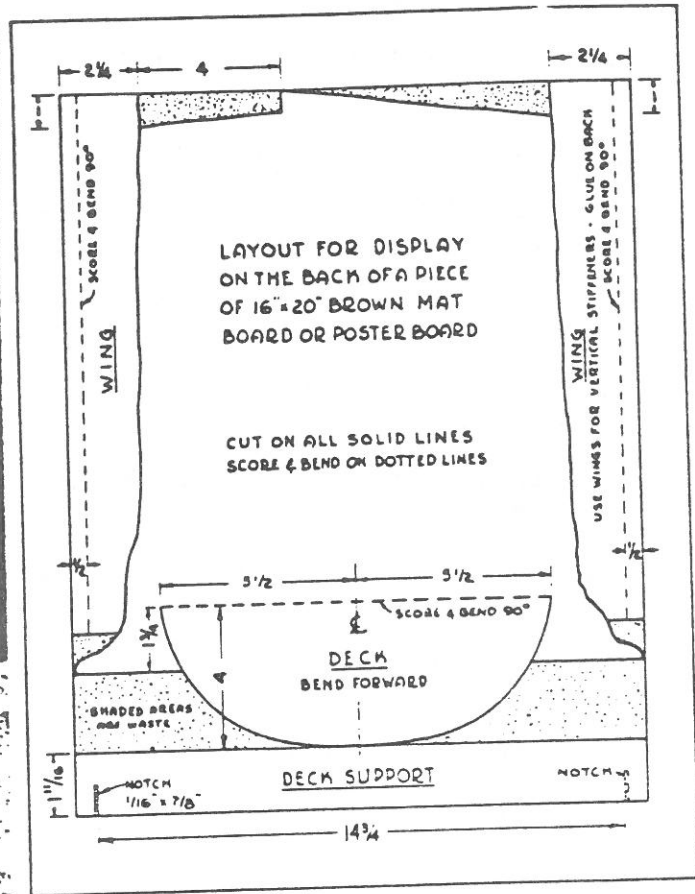
Don't leave any air pockets. They may cause the roots to dry up. Don't tamp, just press the soil down.

Do not put soil back in place. Open ground absorbs rain better.

### A FEW THINGS TO REMEMBER.

Trees taken from marshy soil will not do well on high land unless watered thoroughly for the first year or so. In other words don't plant a willow on a hill top or a white oak in a marsh. Some trees don't like wet feet. Don't plant trees too close together. Give them plenty of room to do their stuff. Protect young trees, especially fruit trees, against field mice and rabbits, by placing half inch mesh wire guards around them.





## KNOW YOUR TREES DISPLAY

Earning your Webelos Forester Badge should be fun because everyone loves trees. Trees are such good friends. They provide shade for us and nesting places for many birds and animals. Their roots hold the soil in place, store water, control floods. Whole forests purify the water we drink, and trees serve us in so many ways by supplying us with food, fuel, construction lumber, beautifully grained wood for furniture, pencils, paper, baseball bats, bows, arrows, boats and musical instruments.

How do you identify a tree? By any one of a number of ways by

shape and height (the silhouette), branch arrangement, where it grows, leaf patterns, buds, seeds, fruit, flowers, wood grain, color and shape of bark, the smell of fresh-cut wood. A good tree-identification book will serve you well.

To help you with your study of trees and to give your den an interesting project to do, here's a forestry display idea you can use. First, each Webelos selects a tree of his choice and collects samples of leaves, fruit and a piece of a dead branch. Then each boy makes one display unit. The one illustrated can be used for an example: it looks like the stump

of a tree. It is made from one piece of 16" x 20" brown mat or posterboard, cut, folded and glued together. A white silhouette of the tree makes a contrasting background for the leaf. With the display stand completed, each of you makes a silhouette of the tree he has chosen, mounts a sample leaf, and adds the fruit or flower and a piece of wood. A feature of the display illustrated is a sample of the wood and bark. A dead branch of the tree was first cut diagonally, then with an L-shaped cut to expose the rings and wood patterns of the specimen. Filing and sanding away the rough saw

cuts brought out the grain. The specimen is about two inches in diameter by six inches high. A title and some information about the tree complete the display.

To make the display stand, lay out and draw the outlines of the parts, following the drawing. Cut off the deck support first, using a sharp utility knife guided by a steel straightedge. Then cut and fold the other parts. Cutting the curved lines will be easy if you can do the work on a powered jigsaw equipped with a fine-tooth blade. Use white glue to fasten the pieces together and wooden spring clothespins for clamps. ■

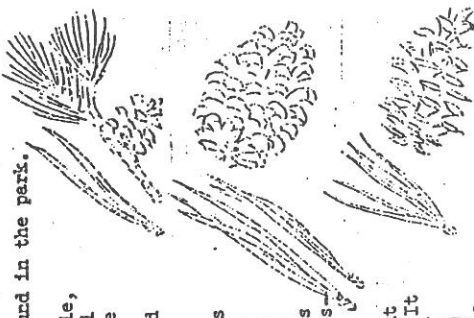
A TREE QUIZ

- 1. Which tree has the softest wood? (Balsa)
- 2. Which tree is shaped like a vase? (Elm)
- 3. Which tree is the tallest? (Redwoods)
- 4. Which trees are the oldest? (Sequoia)
- 5. Which tree has a leaf shaped like a mitten? (Sassafras)
- 6. Which tree gives maple syrup? (Sugar or Black Maple)
- 7. Which tree has paper thin bark? (White Birch)
- 8. Which tree is used for baseball bats? (White Ash)
- 9. Which tree is used to make pencils? (Red Cedar)
- 10. Which conifers lose all their needles in the fall? (Larch or Bald Cypress)
- 11. Which evergreens bear berries instead of cones? (Yew Cedar Juniper)
- 12. Which broad-leaf keeps its leaves all year? (Live Oak)
- 13. Which part of the tree is used for making paper? (Cellulose)
- 14. Which tree gives us turpentine? (Long Leaf & Bobolly Pine)
- 15. Which tree is our most important lumber tree? (Douglas Fir)
- 16. Which trees are the soft woods? (Evergreen)
- 17. Which trees are the hardwoods? (Deciduous)
- 18. Which trees are often called "Stinkweed"? (Ailgnthus)
- 19. What tree is used for making matches? (Aspens)
- 20. What tree is used to make spools? (White Birch)
- 21. What tree loses its bark but not its leaves? (Madrona)

There are 1,182 different kinds of trees growing in the United States let's go out and get acquainted with some of them.

pine family (Pinaceae). Leaves are evergreen and needle-like. Fruit is a woody cone.

PINES (Pinus) have needles in bundles. Three are found in the park.



Lodgepole (Pinus contorta) has two needles in a bundle, 1 to 3 inches (3 to 8 cm) long. The prickly cones, 1 to 2 inches (3 to 6 cm) long remain closed and on the trees for years. Cones will open when subjected to heat as in a forest fire, hence it is found on burned over areas.

Ponderosa (Pinus ponderosa) has needles 5 to 8 inches (12 to 20 cm) generally in bundles of 3's or 2's and 3's on the same tree. Cones are 3 to 6 inches (8 to 15 cm) with scales tipped with a stiff prickles. The bark in mature trees is reddish brown in scaly plates resembling jigsaw puzzle pieces, and smelling surprisingly like vanilla.

Lambert Pine (Pinus flexilis) is a timberline tree but is found on some rocky ridges at lower elevations. It has five needles in a bundle, 1 to 2 1/2 inches (3 to 7 cm) long. Cones are 3 to 6 inches long (8 to 15 cm) and the scales are not pointed. The seeds are edible.

SPRUCE (Picea) have short, square, sharp needles 1 to 1 1/2 inches, (2 to 4 cm) that grow on a woody peg-like base. Cones are pendant



Engelmann Spruce (Picea engelmannii) has square to plump needles and the twigs are minutely hairy. Cones are 1 to 2 1/2 inches (3 to 7 cm) long. This tree grows at higher elevations in the park generally above 9,000 feet in the subalpine zone.

Blue Spruce (Picea pungens) generally grows near streams, has very stiff prickly needles that are diamond shape in cross section. Twigs are not hairy and the cones are longer than the Engelmann Spruce, about 3 1/2 inches (8 to 10 cm).

FIRS (Abies) have flat needles 1 to 1 1/2 inches (2 to 4 cm) with rounded tips that are not prickly to grass.



Douglas Fir (Pseudotsuga menziesii) though not a true fir resembles a fir and is found associated with Ponderosa and Lodgepole in the lower areas of the park. Cones are pendant and three-pointed bracts showing beyond scales like the back feet and tails of mice crawling into the cone. Needles leave a small raised scar when pulled from stem.

Subalpine Fir (Abies lasiocarpa) is the only true fir found in the park.

The purple cones are 2 to 4 inches (5 to 10 cm) long, standing erect on the branch. They disintegrate at maturity leaving a thin spike on the branch. In the park they are found mainly above 9,000 feet elevation. Needles leave a small round depressed scar when pulled from the stem.

JUNIPERS (Juniperus) have scale like or awl like foliage and the cones are small and fleshy, like berries.



Rocky Mountain Juniper (Juniperus scopulorum) grows on dry rocky slopes as a small many branched tree. The blue fleshy berrylike cones take two years to mature. Foliage is scale like.

Common Juniper (Juniperus communis) sometimes called Dwarf Juniper, is a low shrub with awl shaped leaves. The fruit or cone is similar to the Rocky Mountain Juniper.

Most the non-evergreen trees in the park belong to the willow family (Salicaceae) and have simple alternate leaves, and grow in moist ground often along streams.

POPLARS or COTTONWOODS (Populus)

Quaking aspen (Populus tremuloides) is by far the most common non-evergreen found here, especially along streams, in moist areas and on burned over areas. It is the first tree in the plant succession in the subalpine life zone. In autumn whole hill-sides are ablaze with the yellow to red-orange color of the aspen.



Narrowleaf Cottonwood (populus angustifolia) is found along streams in the lower elevations. In the fall the narrow lance shaped leaves turn a bright yellow-orange. A few Balsam Poplar (Populus balsamiferus) with broader ovate leaves are found along the lower Big Thompson River, Fall River and in Wild Basin.

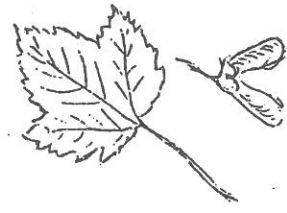
Willow (Salix) with their narrow leaves and slender flexible stems are found in many varieties along streams and in moist areas at all elevations.

Several other non-evergreens are found in shrub or small tree form along streams and moist hill-sides. The more common ones are:

Water Birch (Betula occidentalis)

Thinleaf Alder (Alnus tenuifolia)

Rocky Mountain Maple (Acer glabrum)





### GEOLOGIST ACTIVITY BADGE

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 Book (Webelos) 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.

This is one of the badges that seems to be oriented toward increasing the boys' awareness of the outdoors. While working on the badge, the boys will learn how the earth was formed, how rocks and minerals are used and how a Geologist works.

If you can locate a rockhound in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. Perhaps one of the dads is a Geologist and if so, he can be of great help.

#### DEN ACTIVITIES

1. Have boys start rock collections.
2. Have boys begin drawings of causes of volcanoes, geysers and earthquakes.
3. Go on a rock hunt to an old quarry, highway cut or riverbank, perhaps with a rockhound along as a guide.
4. Identify rocks and minerals collected on rock hunt.
5. Make a volcano (Boys' Life Reprint #26-082, Geologist & Scientist Badges)
6. Make a buckskin nugget pouch to carry rocks (BL Reprint #26-082)/ This is not for the Geologist Badge alone. It will complete one of the requirements for the Craftsman badge.
7. Make a mineral hardness kit. (See Boys' Life Reprint #26-082)
8. Have a geologist come to den meeting to demonstrate use of geologists' tools.
9. Have a contractor come to talk to boys about materials used in home building such as slate, limestone, brick, marble, cement, gypsum, etc.
10. Visit an industry that uses geological materials.

#### PACK ACTIVITIES

Exhibit: Rock and mineral displays; drawings of volcanoes, posters on cause and effect of earthquakes.

Demonstrate: Hardness test for minerals; rock tumbling

HOW THE EARTH SHAKES - EARTHQUAKES

Earthquakes seem very strange and terrifying, but scientists have found they are really quite simple. They are really just old Mother Earth shaking herself in a weak spot in order to become more comfortable there. The planet Earth is not as firm and steady as we once believed. It is changing all the time .. very, very slowly. Some mountains are rising higher. They are like great wrinkles in Earth's outer crust which grow deeper as Earth grows older. Other very old mountains are wearing down. So the crust of Earth is growing thinner in some places and thicker in others.

Way down inside Earth, the rocky crust is bending, but it can't bend very far without breaking, just like glass. Even a slight shift will cause it to crack. The break will happen in the weakest places, usually where it has broken before. That is what causes an earthquake. Then there are little shakes, until the crust is readjusted, and Earth is comfortable once more.

Most of these shakes are very little. They are hardly noticed at all. But sometimes a big shift is necessary, and parts of roads or buildings may fall in a hole. Even a mountain may be upset, and a river may change its course.

The Earth doesn't start to shake on the outside. It begins on the inside, five or ten or perhaps even a hundred miles below the Earth's surface. What we feel up here is just a little trembling that reaches up to us. Some parts of Earth are very unsteady and they have lots of earthquakes. Some parts are very firm and strong and rarely shake at all.

An earthquake sends messages in all directions. These messages can be received on seismographs. Seismographs are located all around the world, so that scientists can tell just where the earthquake started, how deep it was and how strong.

When you toss a pebble into a quiet pool, it starts ripples in all directions. That's what happens inside the Earth when there is a break. A whole series of ripples is started. The first ripple travels very fast, the second ripple a little slower, and so on. With a big earthquake, these ripples travel all around the world, and are recorded by the seismograph.

The seismographs are very accurate. The scientist who is studying the charts must be careful to study the record through a magnifying glass because some of the ripples are very small.

Earthquakes happen frequently, but fortunately they are usually in places where little damage is done. Some earthquakes are so small you never hear about them. In April 1906 in San Francisco, in one and a half minutes, an earthquake destroyed 28,000 buildings and set fires which could not be put out because water mains were broken. It killed 450 persons and left 2,500,000 homeless.

In August 1959 at Yellowstone, an earthquake moved 80 million tons of earth and rock into Madison Canyon and formed a lake five miles long and 180 feet deep. This earthquake lasted 23 minutes and left 9 persons dead and 19 missing.





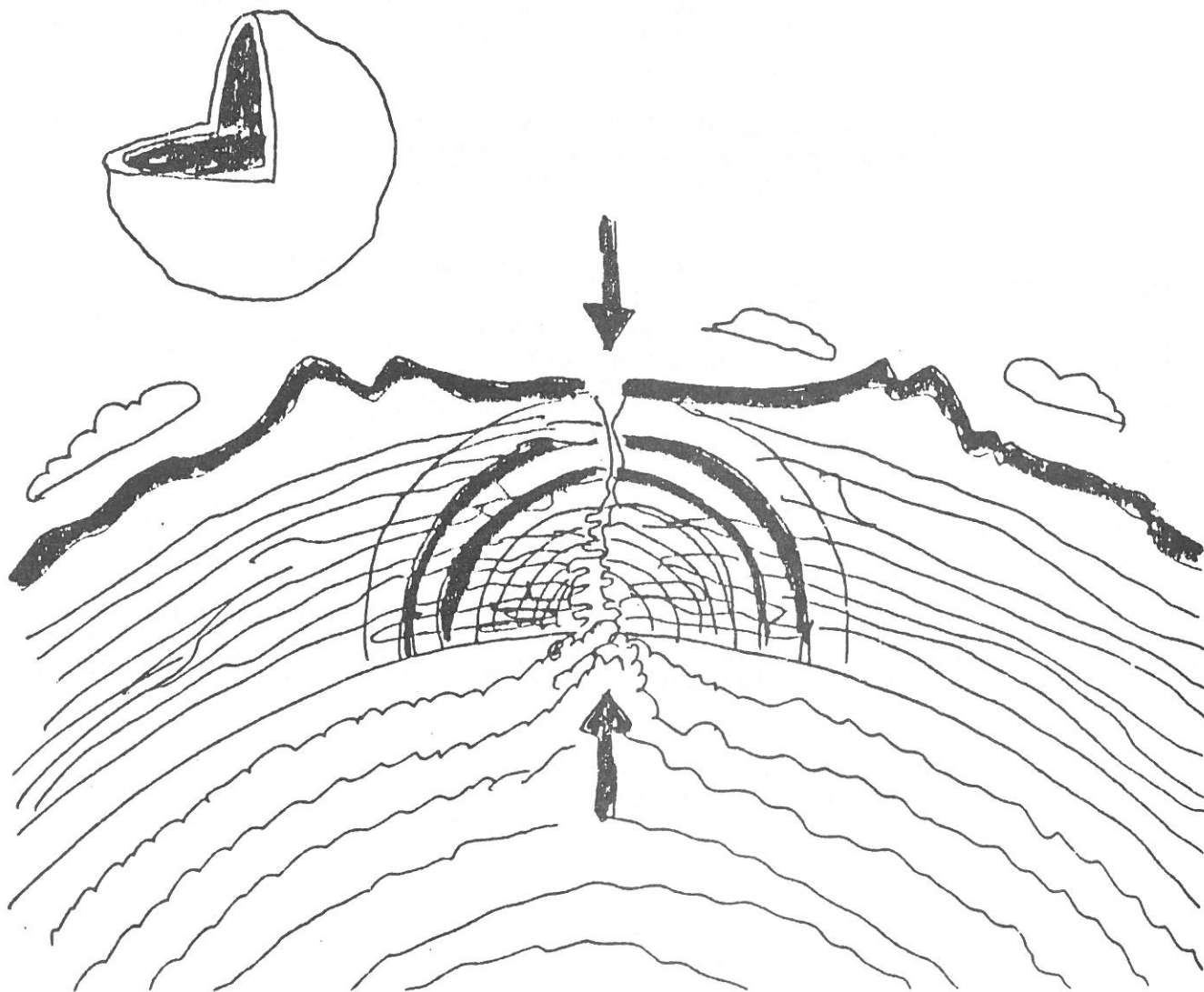
Every hour of every day there is one earthquake some place in the world. Most quakes are small, so no one is hurt. Sometimes few people realize the quake has actually happened.

Geologists know where earthquakes can happen, but they can't tell exactly when--yet. They are working on this and soon may be able to pinpoint the day when a quake will occur. Earthquakes start in what geologists call the earth's crust. That crust is a rock and dirt skin about 30 miles thick. Below the crust the earth is very hot. There, in the core of the earth, rock is a boiling liquid.

The boiling core sometimes heats up one place inside the crust. Rocks then are squeezed by the heat. When one big mass of rocks squeezes against another mass of rocks, more heat builds up. Finally the rocks tear apart, one mass going one way, the other mass going the other way.

Inside the crust where the rocks come apart is called the focus of the quake. Straight up from the focus, where waves of shock reach the ground, is the epicenter. There the quake is at its worst. The ground shakes, heaves and cracks in a circle moving out from the epicenter. It moves something like waves when you drop a stone in water, but faster and rougher. And just as the waves in a pond grow smaller and die as they move away from the center, so an earthquake dies.

- Boys' Life Magazine



GEOLOGIST ACTIVITY BADGE

Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rock can easily be pointed out in four different ways:

1. Food - Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly and indirectly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself.
2. Fuel - Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.
3. Mining - Many metallic and non-metallic ores such as iron, copper, zinc, aluminum, lead, sulfur, borax, and others really are rocklike. Without these ores, manufacturing as we know it would not be possible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.
4. Construction - Think of the tons and tons of crushed rock gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments and the material used in the building of your home and the many things that are in it.

We have listed just four reasons why rock is so important in our lives. Perhaps you can think of many more. The following paragraphs contain some interesting information that can stimulate your boys' interest in Geology. Pass it on to them....

Here are some surprising facts about just one common mineral product that you are familiar with - petroleum. Did you know that we Americans need and use everyday, enough petroleum products such as gas, fuel oil, lubricants, asphalt, plastics, fabrics, rubber, insecticides, fertilizers, and even medicines to fill a train of tank cars 300 miles long? We use each day, 10 million barrells of it.

Why do we need such tremendous quantities of oil? Mainly because it furnishes the power for the machinery that does most of our hard labor. It supplies us with thousands of useful products and by-products that we use every day. If we consider just a few hours in the fore part of your day and think how oil has served you, we might remember that your home was nice and cozy when you awoke this morning because of heat. Your toothbrush was possibly manufactured from petroleum. Some of your clothing was made of nylon. Your breakfast may have been cooked over a flame coming from natural or bottled gas. The car that took you to school was powered by gas or diesel fuel, if you went by bus.



COLOR

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

STREAK

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

DIAPHANEITY

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

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 had left behind a trace of its presence.

Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, at some 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 mineral 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 original fossil is gone, some paleontologists call casts and molds "circumstantial evidence" of prehistoric events.

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

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

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

The paleontologist used 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 animals which made the track. From this information the paleontologist can often tell what animal left the footprint.

CLEAVAGE

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

TENACITY

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

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

LUSTER

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

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

FRACTURE

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

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

GEOLOGIST ACTIVITY BADGE

Eras Systems	Time (Millions of Years Ago)	Typical Life Forms	Major Geologic Events
Quaternary	1	Age of Man Woolly Mammoth	World-wide Glaciation
Tertiary	12-63	Horse Develops Birds Abundant Saber-tooth Cat	Alps, Himalayas Cascade Ranges formed
Cretaceous	135	Deciduous Trees 1st Flowering Plant Dinosaurs Abundant	Rocky Mtns. formed
Jurassic	181	Ferns & Conifers 1st Birds A few mammals	Sierra Nevada Mtns. formed
Triassic	225	1st Mammal 1st Dinosaurs	Palisades Disturbance (Volcanic Activity)
Permian	270	Fin-Backed Reptiles True Conifers Scale Trees	Appalachian Mtns. formed
Pennsylvanian	325	Coachroaches Insects Coal Forrests	Arbuckle Quachita Wichita Mtns
Mississippian	350	1st Reptiles Land Snales Scale Trees & Ferns Fishes, Amphibians Crinoids	
Devonian- Silurian	400-430	Fishes Abundant Scale Trees Air-breathing Animals Land Plants--Crinoids	Acadian Mtns building
Ordovician	445-500	Nautiloids, Corals Algae in Oceans Graptolites	Taconic Mtns building
Cambrian	525-540	Trilobites	Extrusive, Intrusive Medisentary Rocks

SEE IF YOU CAN LEARN WHAT CAME NEXT!!!

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## GEOLOGIST ACTIVITY BADGE

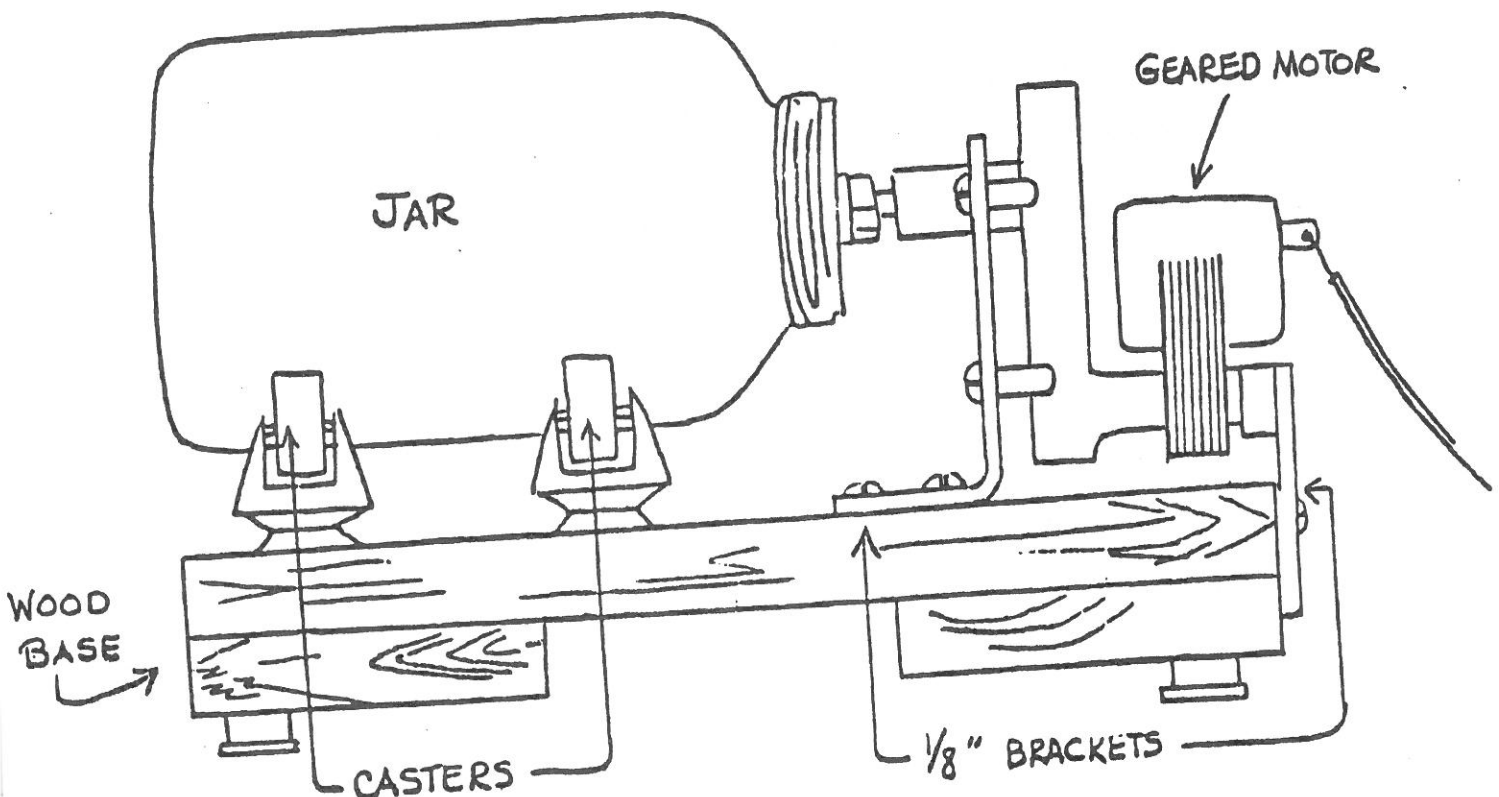
### Make a Rock Tumbler

This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00.

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a gear-drive 22.8 r.p.m. 110-volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage.

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

In this and all other rock tumblers, the grinding gets done as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here cost about 4 cents a day to run.



**GEOLOGIST**

**FOSSILS** are remains, prints or other indications of former plant or animal life found naturally buried in rock. The fossils have been used to establish the age of the rock which encloses them. Fossils show that many thousands of kinds of plants and animals, common in the past, no longer exist, and that most of those living today resemble strongly the fossil forms found in relatively recent rocks.

In addition to telling the details of life in the past and the story of such unique animals as giant dinosaurs, the fossils also tell of past climates. Corals found in Greenland rocks attest to warmer conditions in the past than today, and imprints to fir and spruce in unconsolidated clays near the surface record the penetration of glacial cold far to the south.

Fossils are preserved in many ways. The simplest is the intact preservation of the hard parts of a plant or an animal.

In another type of fossilization, buried plant or animal materials decompose, leaving a residual filof carbon behind. On a large scale this process is responsible for our great deposits of coal.

Probably the most spectacular of all replacements is that of wood by agate or opal as a result of the action of hot, silica-bearing waters. This forms petrified wood. The replacement may be so minute and complete that even the details of cellular structure are preserved. The best-known example are preserved in the Petrified Forest of Arizona.



**CARBONIZED FERN LEAF**  
Illinois



**CAST OF SHELL**  
in pyrite  
western Illinois



Arrowheads found buried offer evidence of human life. At left, an ancient folium point from New Mexico. At right, marine fossils found along Lake Champlain, N. Y., show that this lake was once an arm of the sea.

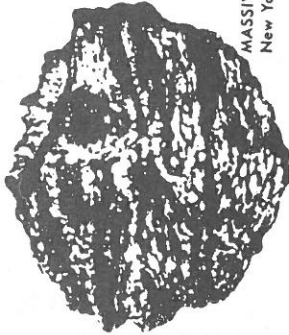


**PETRIFIED WOOD**  
Arizona

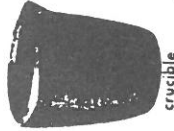


cell structure (enlarged)

**GRAPHITE** is one of the world's softest minerals. Diamond is the hardest. Both are carbon. Graphite occurs in igneous and metamorphic rocks -- schists and marbles. It may form when high temperature veins cut coal deposits, and an artificial form is made in electric furnaces. Graphite is earthy, or forms scaly or flaky crystals with a metallic luster, greasy and flexible. Graphite is used for dry and wet lubrication and for electrical and chemical purposes. Its best known use is as 'lead' in pencils, where it is usually mixed with other materials to give various degrees of hardness. Graphite is a strategic mineral. Its latest use is as a moderator to slow down neutrons in atomic piles.



**MASSIVE GRAPHITE**  
New York



crucible



motor brushes



pencils



lubricant

**TITANIUM** is a metal with a future and its minerals will be of increasing importance. Light weight and a high melting point give it importance in rocket construction. Now used in steel alloys, as a cutting tool (titanium carbide) and in white paint.

Titanium is abundant, making up 0.6 per cent of the earth's crust. Its ores are found principally in southeastern United States and Arkansas.

Ilmenite is the more common ore of titanium found in many magnetite deposits; associated with gneisses and metamorphic rocks generally. Found as thin sheets, flecks, tabular crystals, grains, or massive. Black in color, opaque.

Titanium alloys used in rockets



Ilmenite, Cumberland, R.I.



Ilmenite crystal





## HANDYMAN ACTIVITY BADGE



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, you will learn some of these skills. You will learn how to take care of a car and your bicycle. Fixing things at home and taking care of tools are also part of this badge. When you become a handyman, you will be able to do many things that will help you and your family.

### SUGGESTIONS FOR DEN ACTIVITIES

- \* Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den that safe ways to change a tire, light bulb, and to check the oil and transmission fluid.
- \* Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check upon your bike and perform minor adjustments.
- \* If a local bike shop cannot help you check the community for a bike riding club for assistance.
- \* Put on a bicycle rodeo for your pack or den.
- \* Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- \* Check the garage or storage shed in your house to ascertain if the tools or implements are properly and safely stored.
- \* Check with the local police department to see if they have a program called, "Operation identification", or a program similar to this and find out how to work valuables in your home for identification.

### CHANGING A TIRE

Do not try to change a car tire unless an adult is with you.

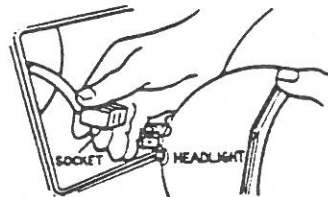
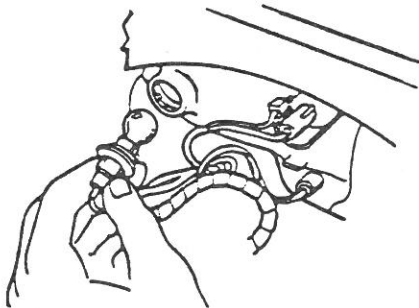
1. Set the hand brake
2. Put a wedge under the wheel opposite of the tire you are changing.
3. In the trunk's lid or near the spare tire well, you will find directions for using the car's jack



4. Use the sharp end of the lug wrench (found with the jack) to pry off the hubcap.
5. With the other end of the wrench, loosen the nuts that hold the wheel on the axle.
6. Jack the car so the flat tire just clears the ground. Remove the nuts.
7. When the nuts are off, you can pull the wheel off. Slip the spare tire wheel on over the bolts. Screw the nuts on until it is free of the car. Then tighten one nut as tight as you can. Tighten another one opposite the first. Then tighten all of the others. Ask an adult to help you.
8. Fit the hubcap back into its bracket and kick it to force it in place. Put the jack, lug wrench, and flat tire back in the trunk of the car.
9. The job is done, but remind the car's owner to have the flat tire fixed.

#### REPLACING A BULB

Each car model is different; therefore, it is a good idea to have an adult advise you how to replace a bulb. On many cars the rear lights can be replaced from inside the trunk. Just pull out the light bracket. Remove the old bulb by twisting it and pulling gently. Push the new bulb in and twist it until it feels firm. Put it back in its bracket.



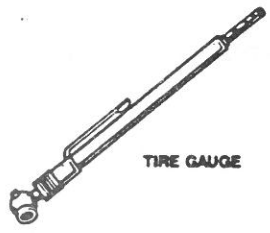
Headlights take a little more work. Use a screwdriver or ratchet wrench to remove the screws that hold the frame in place. Then use a Phillips screwdriver to remove the headlight retainer. Pull the old headlight from the socket. Install the new one by putting it in the socket. Place the headlight into the retainer. Then install the frame.

CHECKING OIL AND TIRES

Oil allows the parts of the car's engine to move easily and helps keep the car's engine from overheating. It is important to have enough oil in it at all times.

You can check the oil by using a metal rod called a dipstick. Ask an adult to help you find the dipstick in the engine. Pull it out and wipe it clean with a rag. Then put it back, all the way in. Pull it out again and look at the markings. If the oil level is below the add line, the car needs oil. Put the dipstick back in. Tell the owner that the car needs oil.

TIRE GAUGE



You need a tire gauge to check tire pressure. Take the cap off the tires stem. Push the tire gauge hard against the valve. The gauge's scale will show the tire's pressure.

TAKING CARE OF A BICYCLE

A bicycle is a lot simpler than a car. But it is a machine, too, and it needs to be maintained just as a car does.

REPAIRS AND ADJUSTMENTS

Chains:

If the chain needs tightening, turn the bicycle up side down. Loosen the two axle nuts on the rear wheel with an adjustable wrench. If the bicycle has a coaster brake, loosen the brake arm mounting nuts, too.

Now pull the wheel back until the chain has about 1/2 inch of play in its center. Tighten the axle nut on the chain side. Make sure that the wheel is centered between the fork's arms. Then tighten the other axle nut and the coaster brake arm mounting nuts.

470



PERSONAL BIKE RAKE

Need:

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

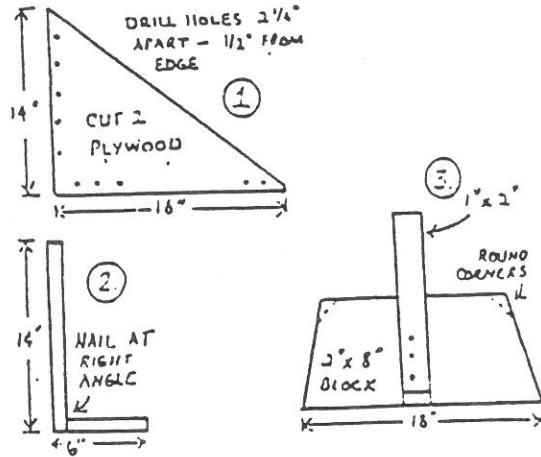
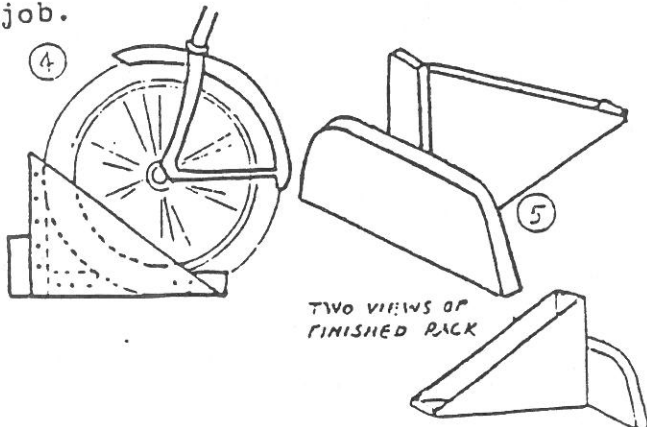
Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.

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

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

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

Sand and complete paint or varnish job.



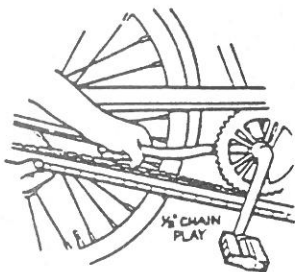
"TRUSTY TOMMY"

Tune: "Yankee Doodle Dandy"

TRUSTY Tommy was a Scout

LOYAL to his mother,  
 HELPFUL to the folks about,  
 AND FRIENDLY to his brother.  
 COURTEOUS to the girls he knew,  
 KIND unto his rabbit,  
 OBEDIENT to his father too,  
 AND CHEERFUL in his habits.  
 THRIFTY saving for a need,  
 BRAVE, but not a faker,  
 CLEAN in thought and word and deed,  
 AND REVERENT to his maker.

### Tire Repair:



To fix a flat tire, you need a tire repair kit. The kit has a scraper, cement, and patches.

Take the wheel off the bicycle. Push the valve stem out of the wheel and then take off the tire and tube. Be careful not to damage the tube more when taking off the rim.

If you cannot see where the hole in the tube is, pump air into the tube. dunk it in a tub of water. Bubbles will show where the air is escaping. Dry off the area around the hole.

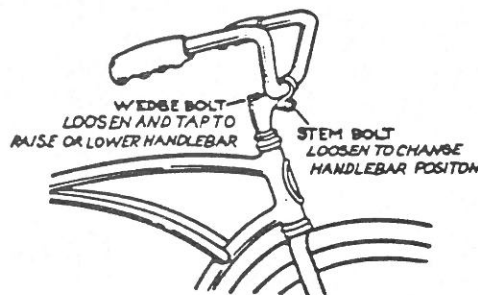
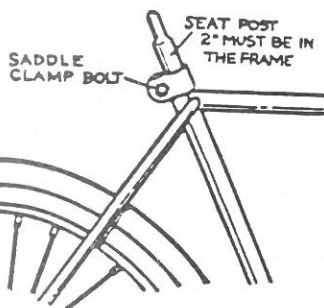
Use the scraper to rough up the tube around the hole. Put a light coating of cement around the hole and quickly wipe it off. Then put on another coat of cement and let it dry.

Remove the coating from a patch and smooth the patch over the hole. Roll the cement bottle over the patch to spread the cement evenly and ,make a tight seal.

Put the tube back in the tire and position the tire carefully on the wheel before you inflate it.

### Seat Adjustment:

An adjustable wrench is all you need to adjust the saddle or handlebars.



To change the height of the saddle, loosen the saddle clamp bolt. Wiggle the saddle until it is where you want it. Then tighten the clamp bolt.

## FIVE-BOARD STOOL

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

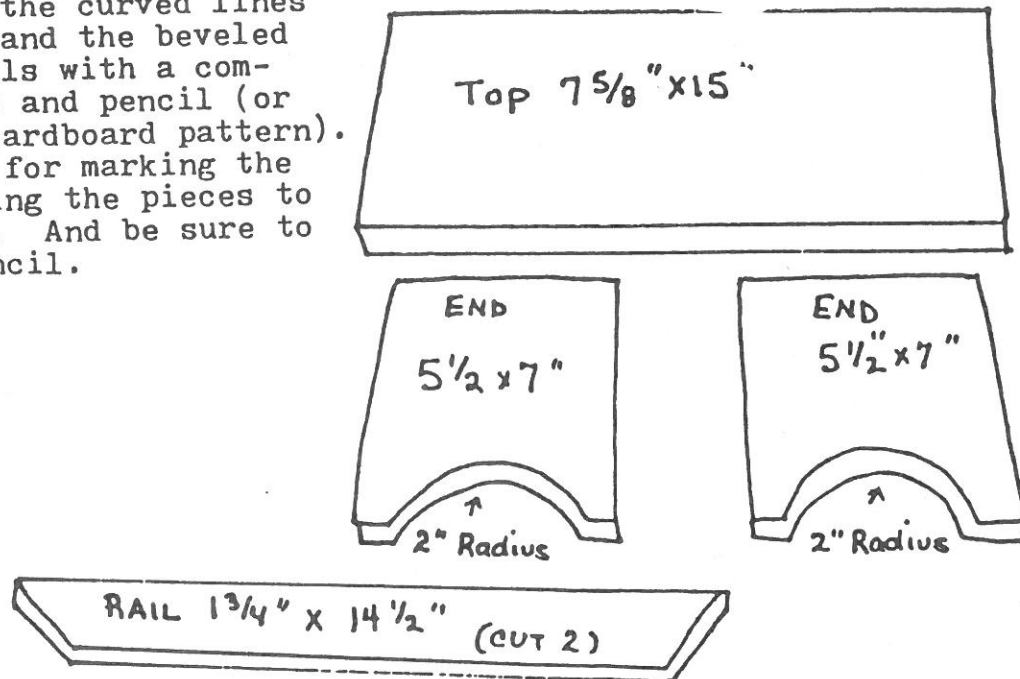
The five pieces of wood shown are standard-size boards from the lumberyard. The top is cut from a one by eight inch board (which is actually slightly more than  $\frac{3}{4}$ " thick and about  $7\text{-}\frac{5}{8}$ " wide). The ends are cut from a 6" board, and the rails from 2" stock.

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

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

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

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



## WEBELOS NATURALIST

Everyone is a naturalist to some extent. A naturalist studies plants and animals in their natural setting. If you have ever watched a spider spin a web, then you are a naturalist. A Webelos Scout can earn the Naturalist Activity Badge simply by getting his curiosity whetted. Boys are naturally curious so half of your job is already done. So with this book and the Webelos Scout Book, you are well on your way. If you need a little more help, go to the public library or your state conservation office. Happy bug hunting!

### Den Ideas



Make bug jars.

Make an ant farm.

Invite a conservationist to visit a den meeting and talk about some phase of nature.

Make aquariums or terrariums.

Take a birdwatching hike. Identify birds and make notes about location, species, habits.

Make bird feeders.

Learn to identify poisonous plants and reptiles.

Make a leaf collection and leaf prints.

Take a trip to the zoo and keep a log of what you see.

Collect tadpoles and watch them grow.

Make bird migration charts.

Make a list of all plants in a given area.

Make a net and go insect hunting.

Take a nature hike. Look for wildlife homes and tracks.

Observe fish life at night. Put a flashlight in a plastic bag and seal it. Attach a string and place in a stream or lake. Watch the fish that are attracted to it.

### Pack Demonstrations

Exhibit insect cages, terrariums, nature books, casts of animal tracks, boys' logbooks, leaf collections, and prints.

Demonstrate mounting insects for collections and making plaster casts.

Give oral reports on poisonous plants and reptiles.



# Have you ever walked barefoot through soft, wet sand or mud?

If so, you left footprints. By looking at your feet and the footprints you left, someone else could tell that you walked by.

The same is true for wild animals. They leave footprints, too. Their prints are called tracks. If you know what to look for, you can figure out what kind of animal made a set of tracks.

Figuring out animals by the tracks they leave goes back to the days of the cave men. In fact, staying alive for these people depended on how well they were able to track down animals and kill them for food. American Indians were expert trackers, and so were the mountain men and pioneers who settled the West.

It takes a lot of practice and study to become an expert animal tracker. However, you can learn a few basic things about animal tracks and be able to tell the difference between a dozen or so different animals.

## Here are a few basic facts about animal tracks to get you started.

When cats (such as mountain lions or bobcats) walk, they pull their claws in, so claws don't show in their walking tracks. When they run or get ready to attack another animal, their claws push into the ground and make marks with their tracks. When dogs (such as coyotes or foxes) walk, or run, they keep their claws extended, so you'll see claw marks with their tracks. Other animals, such as beavers and muskrats, drag their tail along the ground when they walk, and the tail leaves a track, too.

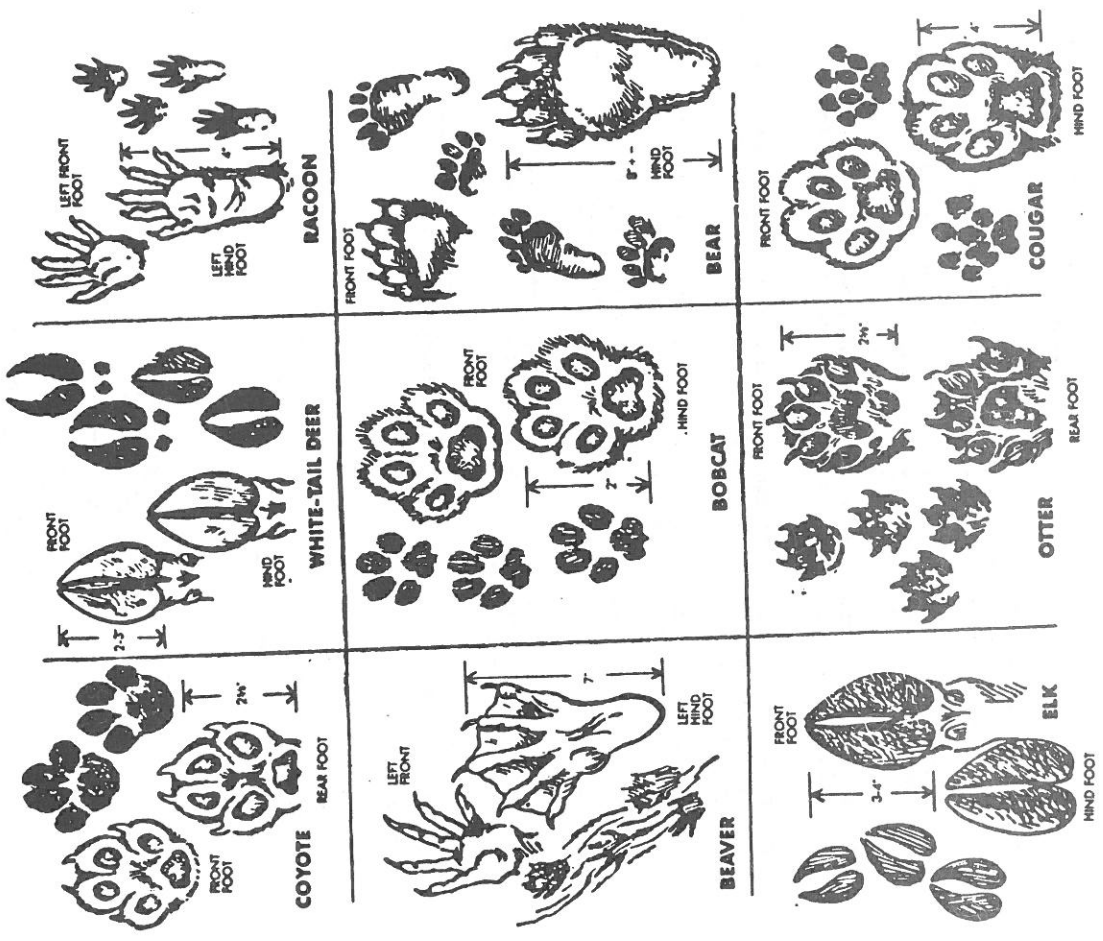
## Where should you look for tracks?

Animals leave tracks in snow, mud, or sand. Snow is good for tracking as long as the weather stays cold and the snow doesn't start to melt. Mud and sand are better for tracking, especially after it rains.

The next time you're out in the country, in the mountains, or even in large, open areas in the city, look for animal tracks. Try to figure out what animal made the tracks. If it's okay with your parents or teacher, follow the tracks for a ways. You can tell a lot about the animal's habits and behavior by following the tracks. You can tell where the animal stopped for awhile, maybe to eat or to listen for danger. You can tell if the animal was simply walking, or running, maybe from a predator whose tracks you can see too.

Studying animal tracks is a fun way to learn more about nature and the world around you. Try it.

## animal tracks





### Junior Forest Ranger Quiz

(Circle correct answer.)

- 17-20 correct - Official Jr. Forest Ranger
- 12-16 correct - Jr. Forest Ranger
- 8-11 correct - Jr. Ranger
- 0-7 correct - need to study some more

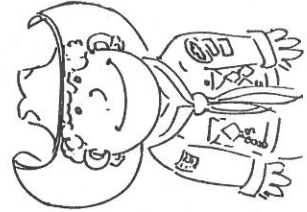


1. Campfire permits are required for: (a) indoor fireplaces (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
2. The safest way to start a campfire is with: (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.
3. The best place to ask where forest campfires can be built is (a) sheriff's office, (b) sporting goods store, or (c) ranger or fire warden stations.
4. When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire, (b) put out your campfire, or (c) arrange to get up every 2 hours to check the fire.
5. When you see a bear in the forest, park, or zoo, you should: (a) pull his fur, (b) chase him with a stick, or (c) stay away from him. Do not pet or feed him. Bears are wild animals and considered dangerous at all times.
6. To cook properly over a campfire, you should: (a) cook over the flames of a large fire, (b) build a small fire and cook over the hot embers, or (c) burn a lot of paper to make the fire hot.
7. The best way to put out a campfire is (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks, or (c) let it alone and it will burn itself out.
8. The best spot for a campfire is (a) inside a rotten log or stump, (b) under a green tree, or (c) in a cleared open space away from trees.
9. For camping or burning trash, the following is the most important and practical tool to carry in a car: (a) shovel, (b) bucket of water, or (c) wet blanket.
10. If a fire gets out of hand, you should: (a) get your parents and run to your car and drive away, (b) report it immediately to a forest ranger, (c) get other Jr. Forest Rangers to fight the fire.
11. If your clothes happen to catch on fire you should: (a) keep calm, do not run, roll a blanket around you to smother flames (if no blanket is handy, just lay down on the ground and roll to smother the flames), (b) run for help, or (c) jump up and down real fast.

12. Camp matches should be (a) kept in a metal container, (b) stored near outdoor motor fuel, or (c) placed in the hot sun.
13. The safest way for adults to light cigarettes is (a) use a cigarette lighter, (b) strike match on nearby rock, or (c) use paper book matches and throw into grass when finished.
14. A person who is careless and starts a forest fire: (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail.
15. Well-managed forests give us: (a) Smokey Bear, (b) wood, water, wildlife, grass, and outdoor fun, or (c) just lumber, paper and walnuts.
16. A match or cigarette thrown from a car window (a) is permissible if no one is looking, (b) is permissible if it looks like it has gone out, or (c) is never safe.
17. A windy day is a good time: (a) to burn trash, (b) to start a campfire, or (c) not to start a fire.
18. A trash-burning incinerator should be: (a) equipped with a good spark arrester, (b) placed under a tree for shade, (c) used only on windy days.
19. Before lighting an open fire: (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed or (c) drink three glasses of water.
20. Junior Forest Rangers: (a) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

### ANSWERS




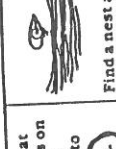





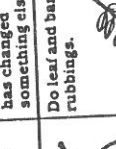

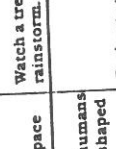

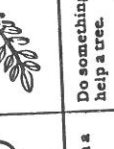
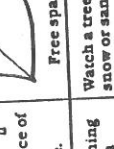


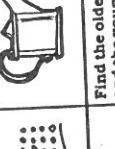
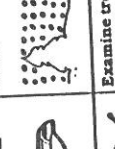
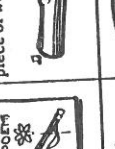
- 1. b
- 2. c
- 3. c
- 4. b
- 5. c
- 6. b
- 7. a
- 8. c
- 9. a
- 10. b
- 11. a
- 12. a
- 13. a
- 14. c
- 15. b
- 16. c
- 17. c
- 18. a
- 19. b
- 20. c



# Look and See Think and Do.....

## Tree Safari

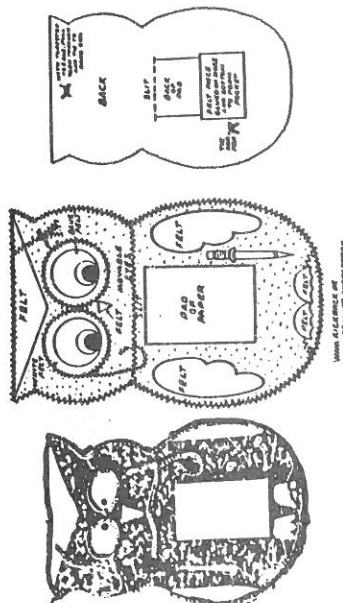
On tree safaris in your neighborhood, children can play this game. As each activity is completed, cross out that square.

 <p>Find a tree that has blossoms on it, and watch them turn into seeds.</p>	 <p>Find a nest and two insects in a tree.</p>	 <p>Draw a picture of a tree.</p>	 <p>Watch a tree in a windstorm.</p>
 <p>Free space</p>	 <p>Find a tree that has changed bark and something else.</p>	 <p>Collect seeds from a tree and plant some.</p>	 <p>Eat a food that comes from a tree.</p>
 <p>Free space</p>	 <p>Watch a tree in a rainstorm.</p>	 <p>Estimate the height and circumference of a tree taller than you are.</p>	 <p>Plant a tree and care for it.</p>
 <p>Write a poem about a tree.</p>	 <p>Make something useful from a piece of wood.</p>	 <p>Watch a tree in a snow or sand storm.</p>	 <p>Free space</p>
 <p>Name three things that a tree needs in order to grow.</p>	 <p>Free space</p>	 <p>Examine tree scars to find evidence that the tree has repaired the injury.</p>	 <p>Take a photograph of a tree.</p>

## Owl Note Pad from Carpet

Whoooooo..... wants to make this handy owl note pad? We hope you do! You'll need 1 sample carpet rectangular piece, 2 movable eyes, contrasting felt, 1 - 3x5" note pad, 1 pen, rickrack or yarn, scissors, glue, and tapestry needle.

After cutting the carpet piece in the shape of an owl, simply follow the instructions on the picture, and you'll be done in no time at all!



## Fun!



### WALKING TURTLE

Jody McKnight  
Portland, Oregon

This clever little turtle's shell is half of a plastic egg from nylon hose. Cut his head, legs and tail from brightly colored felt, and glue them to the shell. Draw the features and decorate the shell with permanent felt markers.

Place a golf ball under the turtle, give him a slight push and watch him go! Make several and the kids can hold a turtle derby.

## with Nature



### Nature Craft Printing:

- Supplies:
- Freezer wrap
- Thin Typing paper
- Colored marking pencils
- Leaves
- bark
- pine needles
- Netting

Place a leaf down on the table and put your paper on top of the leaf, then take colored chalk or crayons and scribble over the leaf, then you can outline your leaf with colored parking pencils or markers to make it stand out. See the illustration.

### Natural Window Hanging

Sue Elliott  
Chicago, Illinois

A window hanging and display of nature's natural wildlife was made by my Cub Scout's last fall.

This easy and meaningful craft was fun and delightful to make. The only materials needed were cardboard furniture fillers, clear plastic contact paper, a scissors, and some small wild flowers or pretty tiny leaves! (Also a piece of string to hang it with!)

All you have to do is lay a whole piece of furniture filler cardboard onto the sticky side of a piece of clear contact paper, and place one tiny flower or leaf centered in each space. Then put a second piece of clear contact paper over



this, stitching both sticky sides together.

Now trim off the edges, clear plastic neatly around the extra.

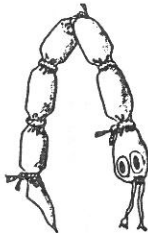
My son Troy made this one, and I'd like to share it with you.

P.S. Steel or tin may be used, but the cardboard is easier for kids to cut.

### PILL BOTTLE SNAKE TOY

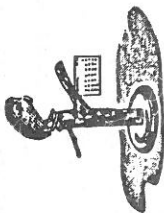
Alma Thompson  
St. Cloud, Florida

Unlike some of his "creepy" ar scorpions, this snake is a real charmer! A It takes to make him are 5 to 6 plastic pill bottles, fabric, yarn for tying, and piece of shoelace.



Cut a strip of material wide enough to fit around a plastic pill bottle, plus seam allowances. Length of the strip depends on how many pill bottles you use for the body, plus about 4" more. Will the right sides together, sew one end to resemble the snake's rounded head and the other end for a pointed tail. Sew the long seam, leaving a section unsewn to allow for turning and stuffing.

Turn the material. With fabric scraps stuff about 1" each for the head and tail. Tie with a bright piece of yarn. Insert pill bottles for the body, using the material with yarn between each pill bottle. Add marbles or small stones to the pill bottle nearest the snake's tail for a rattling sound. Sew the seam closed. Sew on a piece of shoelace for a tongue, add felt eyes, and you'll have the world's friendliest rattler!



For the bird, use a Brazil nut. Make a hole through the narrow end and to insert a pipe cleaner for legs. Loop near the ends for feet and insert the ends in holes made in the top of the tree stump. Glue on a piece of pipe cleaner for a beak and add paper or movable plastic eyes.

Make a slit in one of the branches to insert the corner of a small calendar or attach calendar to branch with string.

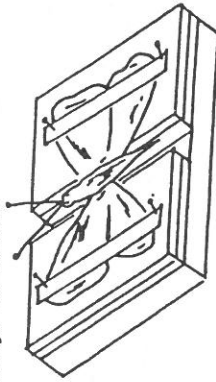


### NATURALIST ACTIVITY BADGE

#### Relaxing Jar

##### Need:

Peanut butter jar Cotton  
 Cardboard disk  
 If an insect has been dead for some time, it will become too brittle to mount without parts breaking off. Make the relaxing jar by soaking in water enough cotton to cover the bottom of the jar. Place wet cotton in jar and cover with cardboard disk. Place insect on cardboard rather than directly on wet cotton. Cover tightly for a few hours. The high humidity inside the jar will make the insect flexible enough to mount.



#### Insect Fun

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

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

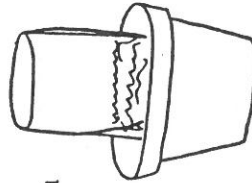
Insects don't really sing the way you do. You force air from your lungs past your vocal cords to sing. Insects make sounds by using parts of their bodies as if they were playing musical instruments.

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

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

#### Cricket cage

Straight-sided Jar



Flower pot filled with dirt

#### Insect Zoo Lab

This simple laboratory will allow you to study the activities of ants; see the miracle of metamorphosis; get acquainted with the web makers; or observe burrowers at work.

Materials needed: Square-type, 2 quart glass jar with metal screw lid.



Fine metal or cloth screen.  
 Board slightly larger than side of jar.  
 Epoxy.  
 Wire.

Cut a semi-circle in the jar lid for ventilation.  
 Use a wire to hold the screen tightly in place over the jar lid.  
 Glue the jar to the board with epoxy.

#### Preparing the Lab

FOR ANTS: Put a layer of pebbles on the bottom, then sand, then ordinary soil. Plant some moss and insert a twig. A ketchup bottle cap makes a good dish for water.

FOR CATERPILLARS: Prepare the bottom the same way as for ants. Include the same kind of leaves as those you found the caterpillar eating when you captured it. Leaves must be fresh and plentiful.

FOR SPIDERS: Prepare the bottom the same as before, but use less soil. Give a spider a larger twig for spinning his web.

FOR EARTHWORMS: Same preparation as before but soil must be rich and slightly damp.

When not observing ants or worms, keep the jar covered with dark paper or cloth.

#### What Insects Eat

ANTS: Honey or sugar in water.

SPIDERS: Live flies or other small insects, live inch worms.

EARTHWORMS: Corn meal, leaf mold, grass cuttings.

CRICKETS: Bits of bread soaked in water, lettuce, peanut butter.  
 PRAYING MANTIS: Flies or other small insects, small pieces of raw meat on a toothpick.

GRASSHOPPERS AND WALKING STICKS: Put grass sod in bottom of cage and water grass from time to time. Be sure to include a dish of water.

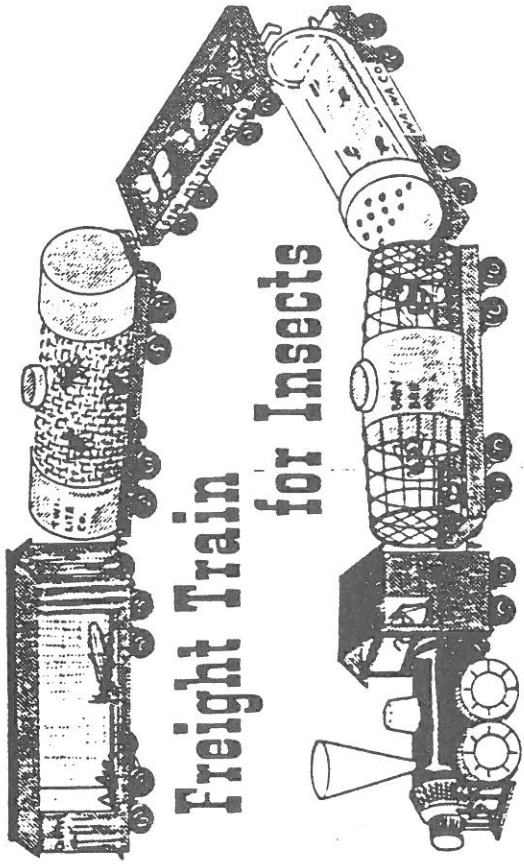
MEAL WORMS: Oatmeal or bran meal with small pieces of potato or apple.

LIZARDS: Most all insects and water.









# Freight Train for Insects

Here's a very special way to display your insect collection — alive or not. Make up your own train, using the cars you need.

### Flat Car

Use the bottom of a box about 2" x 6" at the bottom (such as a small bleach box or a large rice box). For wheels, use the plastic spools from 35mm film. If you use larger film spools, use a box about 1/4" wider than length of spools; adjust any other measurements.

To attach the wheels (two spools on each end of the car), use hairpins. First, glue a pop bottle cap underneath the end of each car. Place the spools over the bottle caps. Using a hairpin at each end of spools, push ends of the hairpins up through the car; bend the ends down flat. The hairpins will hold the wheels but allow them to turn freely.

For couplings, tape a hairpin under both ends of each car. Bend a hook on the front one to fit into the rear one of the preceding car. Paint the car and label it. Place a mounted collection of insects inside.

### Tank Cars

The bases for these cars are made like the flat car. Cages made from different materials are placed inside the base to hold live insects. After making each car, glue a flat cap on the top and a toothpick or cardboard ladder to the side. Paint, add couplers and label each car.

For lightning bugs, make a cylinder of wire screen and cover the ends with small spray can caps. Sew the edge of the cylinder closed. Glue cap on one end. Push the other cap on so it can be removed.

For bumblebees, use two little plastic baskets from dishwasher additive. Join them in a section of cardboard roll. Glue one basket in place; just insert the other one so cage can be opened.

For water bugs, use a large plastic pill bottle. Punch holes in upper half of the lid. Put in a little water and place the bugs inside. Replace cap and lay bottle sideways on car base.

### Box Car

From a box the same size as was used for the flat car, cut a box car 2 3/4" high. Cut out the sides of the car, leaving

about 3/4" at ends and 1/4" at the bottom. Attach wheels and couplers. Slit down 1/4" on all four corners of the car; cut ends into points. On the 3/4" side pieces, bend down 1/2" for tabs.

Tape wire screen inside the side openings. Cut an overhanging roof from a box; score and bend center for a peak. Glue the roof to the tabs on one side of the car. Slit the roof to fit over tabs on the other side. Lift roof on this side to insert bugs. Glue popsicle sticks for bar along roof. Paint the car.

### Engine

The engine does not hold any bugs. For the cab, cut a corner of a small bleach or rice box, as shown. Before gluing the flaps closed, attach a set of wheels to the bottom as you did on the cars and cut out windows. Bend and glue flaps to close the cab.

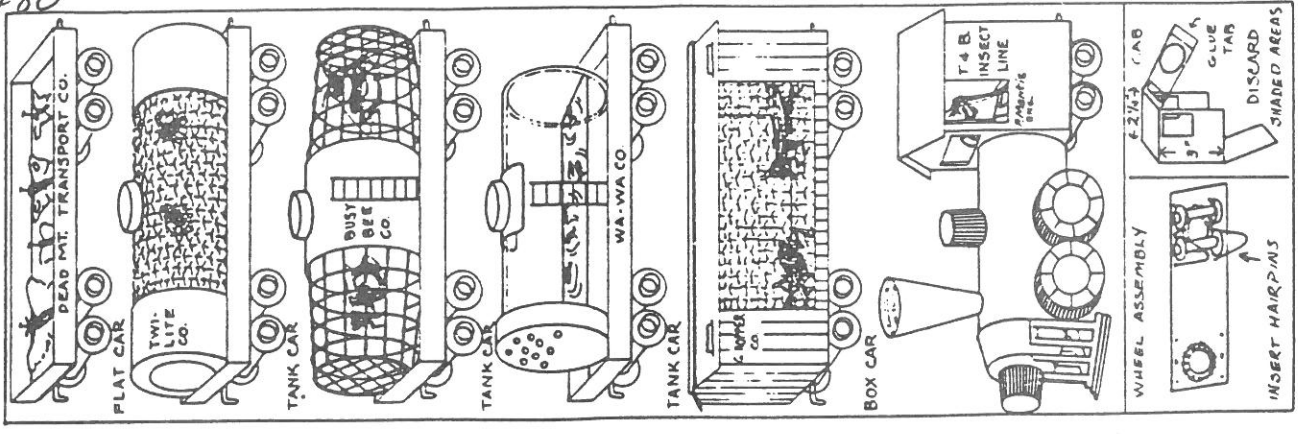
For the front of the engine, use a cardboard roll from bathroom tissue. Cut a hole in the front of the cab to insert the roll. Glue the roll in place. Cut an overhanging roof for the cab from a box; score and bend for a peak and glue in place.

Glue a plastic bottle cap over the front of the cardboard roll and add a toothpaste cap headlight. Glue another toothpaste cap to the top for a bell. For a smokestack, use a cone-shaped plastic cap or make a paper cone.

For wheels under the roll, use cardboard circles on soda straw axles or, if you have them, plastic caps on plastic needle case axles. Cut an opening in the roll to fit over each axle.

To hold the axle in place, use a strip of cellophane tape with a piece of paper in the center of it. This way, the tape will not stick to the axle and the axle will turn freely.

Paint the engine, adding a cowcatcher cut from a plastic basket. Tape a hairpin to the back end for coupling.



## NATURALISTS ARE ...



Many people think of naturalists as weird people who wander off to the forest to collect slimy specimens, wearing sturdy shoes, carrying knapsacks full of nature books, eating nothing but roots and berries along the way.

Not all naturalists fit this description. In fact, *you* could be a naturalist. Besides knowing the names of trees, a naturalist knows when the chestnuts are ready to roast. And where the good whistle-making trees are. And how to sneak up on a wild animal — of course it might be nothing wilder than a squirrel in the local park. And if any good pot-making clay can be found around the house. Where's the best climbing tree and the most secret spot. And how to rescue a baby bird. There are a lot of good reasons for being a naturalist.

But you can't be a naturalist? You live in the city? Horse feathers!

Lots of people think that the natural world stops at the city limits. Not true! Cities are still subject to all the natural forces that act on the country. They get rained on. Gravity still pulls down old buildings and dead trees. Water still gathers into streams and runs downhill. Stones, weather, and trees fall victim to insects and disease. Birds nest. Flowers bloom. There is a fierce competition for food and space among both people and animals.

In some ways it's easier noticing plants and animals in the city, because there are fewer of them competing for your attention. On the other hand, you might have difficulty following a creek when it disappears into a drain. Being a big city naturalist can be a little tough at times. Once you start, you'll find that the city is an exceptional place in many ways. But no real naturalist stops at the city gates.

## Quicksand

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There is probably nothing that both fascinates me and scares me the way quicksand does. There are patches of quicksand in every state in the union, but it occurs very rarely. Quicksand is made of just plain sand. When water is forced up through the sand, the grains are pushed far apart and the sand actually swells. When this happens, the sand is no longer firm and a heavy weight will begin to sink into it. As the object sinks, the sand surrounds it and makes it hard for the object to get out. However, the sand and water mixture also makes it easy to float. Easier, in fact, than floating in water. So, if you lie on your back in quicksand, you will float on top and you can roll out of it.

Here's a way you can make your own bucket of quicksand to see how it works!

### What you need:

- ✓ a disposable plastic bucket
- ✓ sand to fill the bucket
- ✓ a hose that is hooked up to an outside faucet
- ✓ a heavy object

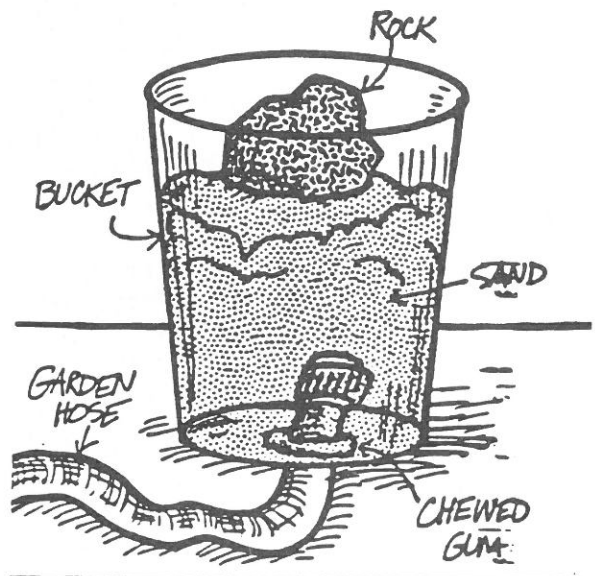
### How to do it:

1. Make a hole in the bottom of the bucket big enough for the hose.

2. Put the hose up through the hole into the bucket and make it watertight. (You can do this by putting a piece of ABC gum (already chewed) between the outside of the hose and the hole in the bucket.)

3. Fill the bucket about two-thirds full of sand. Put the heavy object on top of the sand. It should just sit there.

4. Turn the hose on to a trickle. As the bucket fills with water the sand should swell a little. When there is enough water to make your sand into quicksand, the object will begin to sink. Try some other kinds of objects: heavier ones, flat ones, sharp ones to see which ones sink the fastest and what might be the best shape to keep afloat in quicksand. What happens when you turn the water off?





10 NEEDS OF A BOY

1. To climb a mountain and to look afar.
2. To sit around an embered campfire with good friends.
3. To test his strength and his skill on his very own.
4. To be alone with his own thoughts and with his God.
5. To be ready to reach out and find the hand of an understanding man ready and willing to help.
6. To have a code to live by ..... easily understood and fair.
7. A chance to play hard just for the fun of it ..... and to work hard for the thrill of it.
8. To have a chance to fail ..... and know why.
9. To have and to be a good friend and have a chance to prove both.
10. To have a hero ..... and a vision to measure him by.



## OUTDOORSMAN ACTIVITY BADGE

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

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

## DEN ACTIVITIES:

\*Have a tent making project of a simple tarp tent which will provide adequate shelter for two boys.

\*Do fire laying for regular wood fire or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.

\*Make sure the boys are familiar with fire safety principles which include no-flame-lights in tents or liquid starters for charcoal fires

\*Build charcoal stoves from 5-quart oil cans. Vent them at the top and bottom with a can opener and help Webelos Scout learn how to build a fire in them.

\*Learn aluminum foil cooking techniques.

\*Have a den cookout.

\*Show boys how to make an improvised sleeping bag or bed.

\*Make a den first aid kit. The first aid kit is best packed in a waterproof container such as plastic refrigerator box. Here are some items that can be considered standard: soap, box of adhesive dressings (assorted sizes and waterproof), adhesive tape, sterile gauze bandages (small and large), burn ointment, small scissors, tweezers, and a packet of needles, safety pins, ammonia inhalant capsules, chapstick, salt tablets, snakebite kit, and poison ivy lotion.

\*Show boys how to make a list of items they will need for camping in the backyard and on a Father-Son overnight campout.

\*Have a planning session with the boys, have a planning session with the fathers but separate the two so as not to embarrass a father who may not have many outdoor skills.

\*Practice camping in the backyard.

\*Have a father-son overnight campout. Better yet have two or three.

#### PACK ACTIVITIES:

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

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

Your activities on the Outdoorsman should be all point towards the father-son campout. If you are working on this badge in spring and summer, you might dispense with regular den meetings and concentrate on outdoor activities such as cooking practice, fire building and safety and hiking.

#### A SUGGESTED LIST OF WHAT TO WEAR AND WHAT TO BRING WHEN TROOP CAMPING

These ideas are for cold weather outdoor camping - tents, Adirondacks, etc.

1. Warm Clothes - Take what you think you'll need, plus extras. Be prepared to dress "in layers." DON'T BUY NEW -- MAKE DO!
2. Sleeping Gear - Sleeping bag with extra blanket OR bedroll of 5 heavy blankets.  
A ground cloth (poncho, plastic, or tarp).  
Air Mattress - nice to have!  
2 pillow cases (stuff jacket into one to make a pillow; use other as laundry bag).

#### SUGGESTED PERSONAL EQUIPMENT

(Mark everything with your name)

Jeans or slacks	Sleeping bag or 5 blanket bedroll
Long underwear or extra pajamas to wear under slacks	Ground cloth, air mattress
Heavy jacket	Cotton gloves and bandana (for working around fire)
Warm sweater or sweatshirt	Flashlight
Long sleeved shirt	Jackknife
Mittens or gloves	Sit-upon
Warm socks (2 pair)	Cup, plate, silverware, dunk bag
Cotton socks (2 pair)	Sack lunch (if planned for first night)
Hat - protection from sun	Washcloth, towel, toothbrush, cup, soap, hand lotion, chapstick, comb, sanitary supplies
Warm scarf	Two pillowcases
Underwear	Girl Scout Handbook
Warm pajamas	Paper, pencil
One complete change of clothes and shoes	Whistle on a cord
Rain gear	
Waterproof boots	

NICE TO BRING: Compass  
Song Books  
Camera and film

NOT NEEDED: Radio  
Candy  
Comic books, etc.

#### SUGGESTED TROOP OR PATROL EQUIPMENT

Hand washer and soap	First Aid Kit
Matches	Mesh bag (for trash and waste paper)
Tea towels	Rug - old (for tent or shelter; keeps dirt out)
Biodegradable soap (available in most sporting goods stores)	Safety pins
Clorox	Rubber bands
Scrub brush	Rope (clothes line)
Scouring pads	Hatchet
Paper towels, napkins	Insect repellent
Toilet paper (white)	Plastic garbage bags
Salt and pepper	Baggies (make temporary overshoes)
Large coffee can with secure lid for sanitary napkins and tampons	

CAMPOUT PREPARATION

The key to any successful program is planning. In preparation for a Webelos father-son campout, a certain amount of planning is necessary to obtain good results ... that is, happy boys and fathers and a relaxed leader. The information below is intended as a guide for you to use along with the Webelos Den Leader's book, the Webelos Scout book and other literature available.

1. PREPARE YOURSELF

- A. Select the date and camping area. This should be done well in advance ... several weeks if possible.
- B. Make Reservations.
  - 1. If you decide to use a privately owned campsite, arrangements should be made with the owner.
  - 2. If you plan to use Scouting facilities, make reservations through the Scout Service Center.
  - 3. In either case, a Local Camping Permit is required. Turn this in to the Scout Service Center at least two weeks before campout.

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

- A. Discuss and plan the campout with the boys. This is one of the requirements of the Outdoorsman Activity Badge. "With your family or den, plan and take part in an evening outdoor activity which has a campfire".
- B. Discuss fire safety and its need. This is another requirement for the badge. "Know and practice the rules of outdoor fire safety." An excellent set of fire safety rules can be found in the Webelos Book.
- C. Teach the boys the taut-line hitch. They will need to know this knot setting up their tents.
- D. Include your Den Chief in the campout planning. His experience in Scout camping without a doubt will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. Be sure that he goes along on the campout.
- E. About one week before the campout, send home an individual checklist for each boy, along with a letter giving final details as to when and where to meet, and when you will return, etc.

3. PREPARE THE DADS

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

## HEALTH AND SAFETY IN CAMP

The FIRS First Aid measure is PREVENTION.

WATCH FOR:

1. Undue fatigue.
2. Proper clothing.
3. Drinking water.
4. Heat exhaustion.
5. Sunburn.
6. New shoes.
7. No thongs or sandals.
8. Careless use of tools.

FIRES:

Never leave a fire unattended.

Keep fire small - just big enough to serve the purpose for which it is built.

Take special care in windy or dry weather.

Have water in buckets near the fire.

Have hot pads available to remove pans (heavy garden gloves work well).

Beware of loose jackets, flammable clothing.

Be sure the fire is OUT when you are finished.

ELECTRICAL STORMS:

Stay away from wire fences - lightning will travel several yards.

Don't take refuge under a lone tree.

Avoid extra tall trees when selecting a shaded camp site.

In open fields, stay off your feet.

PERSONAL CLEANLINESS:

Hygienic personal habits should not be abandoned in the out-of-doors.

Provide handwash facilities in each den area.

Hands should be washed before preparing food and before eating.

Handwash facilities should be located at the latrine.

For hand wash jug:

Plastic Clorox jug

Hole punched in cap

Hang from a tree

Have bar of soap in an old nylon stocking

Provide drainage by loosening soil and placing

several small stones where the water will be running.

Use paper towels sparingly - air dry hands instead.

**LATRINES:**

Latrine must be cleaned daily  
Scrub surface of seats with brush and disinfectant solution

Do not pour or put anything into the latrines.

**DISPOSAL OF GARBAGE:**

Observe regulations at site in use - in most areas garbage and trash must be removed.

Burning of paper or garbage is prohibited in most areas. Know your local regulations.

Keep trash in sacks or covered container - weight or tie sacks to prevent spillage.

Flatten tin cans for recycling.

**SCOUTCRAFT**  
CLEAN UP FOR HEALTH AND FIRE SAFETY!

**BODIES, UTENSILS, GROUNDS, KEPT SANITARY...**

...WILL PREVENT VISIBLE AND INVISIBLE BUGS FROM SPOILING MIKING AND CAMPING FUN!

**DISHWASHING**

ONE OF THE FIRST THINGS AT CAMP IS TO PREPARE HOT WATER, WELL BEFORE CHOW TIME PUT A LARGE POT OF WATER OVER THE FIRE. PART OF THE WATER WHEN HEATED, MAY BE USED FOR WASHING HANDS, THE REMAINDER FOR SOUP, HOT DRINKS, COOKING, ETC.

THEN, BEFORE EATING, THE POT IS REFILLED FOR DISHWASHING. BUT-- IT TAKES A LOT OF FUEL TO BRING WATER TO A ROLLING BOIL, NECESSARY FOR SAFE STERILIZATION OF DISHES AND EATING UTENSILS.

**TRI-SAN** SANITIZER TABLETS (AVAILABLE FROM SCOUT EQUIPMENT DISTRIBUTORS) ARE RECOMMENDED. ONE TAB IN AVERAGE SIZE POT OF HOT WATER WILL SPITTLLE YOUR DISHES, ETC. TABLETS THAT COLOR THE DISHWATER WITH GERMICIDE INGREDIENTS ARE THE BEST. ALL ARE NON-POISONOUS TO HUMANS.

A GOOD LABOR- SAVING TRICK IS TO SPREAD A THICK PASTE OF SOAP OR SOAP FLAKES ON THE OUTSIDE OF PANS BEFORE COOKING... MAKES IT MUCH EASIER TO WASH OFF THE SOOT CAUSED BY FLAMES. SOAP FLAKES OR LIQUID DETERGENTS ARE EASIER TO USE THAN BAR SOAP.

BURN OUT ALL FOOD CANS AFTER REMOVING BOTH ENDS. DRY OUT ANY WET GARBAGE. STRAIN DISHWASHING WATER TO REMOVE ALL FOOD PARTICLES (ADD TO WET GARBAGE). THEN POUR WATER NEXT TO A STUMP OR SCATTER EVENLY ON GROUND. DO NOT POUR INTO LATRINE.

**PERSONAL CLEANLINESS**

IS IMPORTANT BEFORE PREPARING MEALS, BEFORE EATING AND AFTER USING TOILET FACILITIES. DON'T WASH WITH SOAP IN A LAKE OR STREAM, THAT CAUSES WATER POLLUTION.



A PLASTIC WASHBASIN OR A FOLDING TEN-QUART CANVAS BUCKET FOR PERSONAL WASHUPS SHOULD BE STANDARD EQUIPMENT ON ALL HIKES AND TEMPORARY CAMP HIKES.

**CAMP CLEANUP**

MAKE A LITTER TOTE BAG. LINE A CLOTH OR HEAVY PAPER BAG WITH A DISPOSABLE PLASTIC BAG, CLOSED WITH A RUBBER BAND OR TWIST SEALER. CARRY AWAY ALL TRASH, FLATTENED TIN CANS, GARBAGE. DO NOT BURY ANY NON-BURNABLE TRASH.

THE ONLY HOLE YOU DIG IS A LATRINE TRENCH, ABOUT FIVE FEET LONG, SIX TO EIGHT IN. WIDE, 18 IN. DEEP. LEAVE SOME DIRT AT LATRINE TO COVER AFTER EACH USE. CARRY EXCESS DIRT TO COOKING AREA TO BUILD UP NON-BURNABLE SOIL BASE FOR FIREPLACE. RETURN DIRT TO LATRINE WHEN STRIKING CAMP. REPLACE ORIGINAL TOPSOIL AND SOO, MOUNDING SLIGHTLY TO AVOID EROSION.

ON HIKE, SMALL CATHOLES MAY BE USED IF NECESSARY-- SCRAPER THE DIRT BACK OVER WHEN FINISHED. DIG YOUR LATRINE AT LEAST 100 FEET DOWNWIND FROM TENTS, COOKING AREA, SOME DISTANCE FROM A STREAM LAKE, OR SPRING TO AVOID POLLUTION.

**CAMPFIRE CLEANUP**

WHEN THROUGH WITH YOUR FIRE, PUT IT OUT COMPLETELY. SPREAD THE COALS AND ASHES, AND SPRINKLE WITH WATER. STIR AND SPRINKLE AGAIN UNTIL FIRE IS OUT FOR SURE.

WHEN YOU CARRY THE EXCESS DIRT BACK TO LATRINE, TAKE ALL FIRE ASHES TO DUMP INTO LATRINE TRENCH.



## CAMPSITE SELECTION AND PREPARATION

### THE IDEAL SITE

Nearby forest for shade and shield from wind.  
 Higher ground for drainage and gentle breezes.  
 Grass-covered ground.  
 Nearby water.  
 Plenty of sunlight in the winter.  
 Plenty of shade in the summer.  
 Level to slightly sloping ground at the tent site.  
 A great view of the countryside!

### SITE PREPARATION

Get permission from the landowner.  
 Clear away large rocks and limbs.  
 Upwind from fire and latrine.  
 Face tent away from wind.  
 If possible, layers of dried leaves or pine needles add to comfort.

### A FEW DON'TS

Don't pitch directly under a tree - lightning is dangerous, as well as falling limbs, and dripping after a rain is a problem.  
 Don't select a lone hill that may attract lightning.  
 Don't pitch the tent on steep ground. In the morning you may find yourself outside the tent.  
 Don't pitch where water may flow during a rain.  
 Don't select a site unprotected from wind.  
 Don't pitch the tent where falling rocks might occur.  
 Don't select a site that might be infested by mosquitoes, poison ivy, or other nuisances.  
 If possible, don't pitch the tent in direct sunlight in summer.  
 Don't pitch the tent on trails.

WHEREVER YOU CAMP, MAKE THE BEST OF YOUR CAMPSITE AND LEAVE IT LIKE YOU FOUND IT.

### HOW TO SET UP CAMP - HOW TO BREAK CAMP

The following apply to an area that has been previously used for camping, apply slightly different techniques when the area has never been camped on before; don't make fireplaces, or dug holes, refer to materials on low impact camping.

### Set up camp in following order:

1. Set up tents.
2. Gather wood.
3. Arrange for sanitary facilities:
  - A washing area
  - Trash disposal



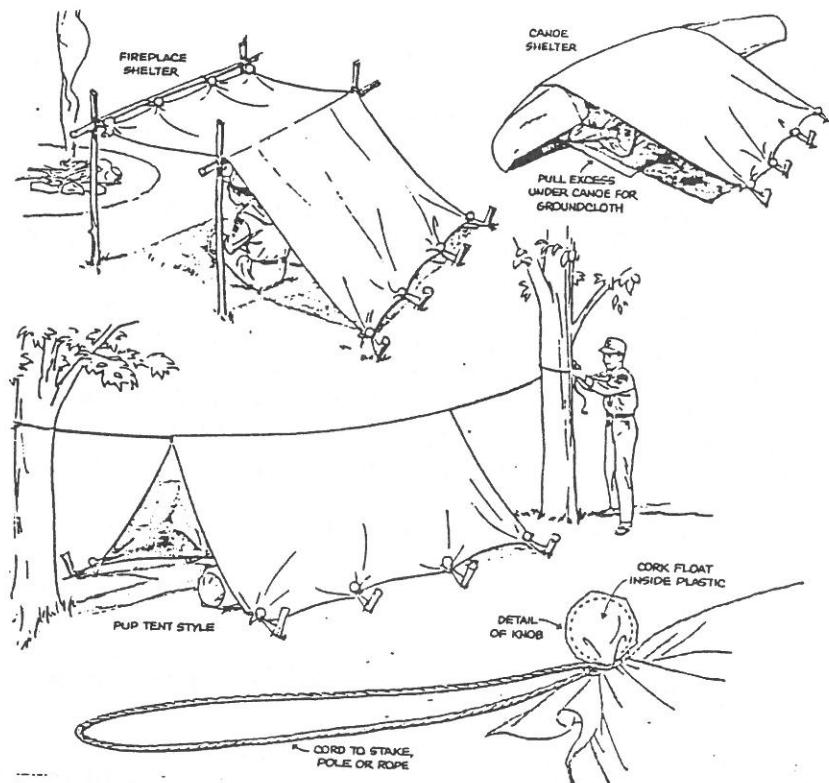
Latrine - as needed

Grease pit and dish water drain - as needed

4. Prepare fireplaces
5. Lean-to or shelter for kitchen
6. Lash table for work space
7. Make food cache
8. Establish eating area

### Breaking camp:

1. Gather personal gear
2. Take down lashing
3. Take down kitchen shelter
4. Strike tent
5. Clean area, including fire circle
6. Woodpile - leave as is
7. LAST Clean latrine. Fill any holes that have been dug.



## It's a Tarp, It's a Tent

By JOE MARSHALL



**S**turdy sheets of a plastic called polyethylene are waterproof and lightweight, so such sheets are used to protect food, line a pack, cover a woodpile or serve as a ground cloth. In addition, this handy stuff can replace a tent in mild weather.

For a tarp tent, buy an 8' x 12' sheet of 6 mil thickness or a piece of polyethylene cloth reinforced with film.

If polycloth is not available, you can strengthen a regular sheet with strips of the type of plastic tape

that is reinforced with glass fibers.

Place the tape around the edges of the sheet and run strips across the length and width every two feet, checkerboard fashion.

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

After that, the shape of your shelter can be made to fit the campsite as illustrated.

## Planning a cookout:

Keep these points in mind:

1. Plan your menus carefully and write them out.
2. Make a list of food and equipment needed for the number of people to be served.
3. Check all plans carefully with your parents or Den Leaders .
4. Pack all food carefully so it won't spill or spoil.
5. Store your food properly before and after cooking.
6. Keep your food preparation simple.
7. Be safety conscious at all times when working around fire. Have a container of water available to use in case of emergency or to put out the fire when you a through.
8. If there are any terms you do not understand, ask your leader about them.
9. Rub liquid soap on the outside of the kettle before placing over fire.
10. Sand or ashes may be used for scouring kettles.
11. A cloth or paper well soaked in water and wrapped around a bottle will keep it cool. Hang it in the breeze in the shade.
12. Carry an orange of some kind of juicy fruit when you know water is going to be scarce.
13. A Zip Loc bag is great for a mixing bowl.
14. When planning menus don't try more than one new item at a time. It is easy to get the meal so involved that nothing gets done on time.

## Cooking rules for Cub Scout Chefs:

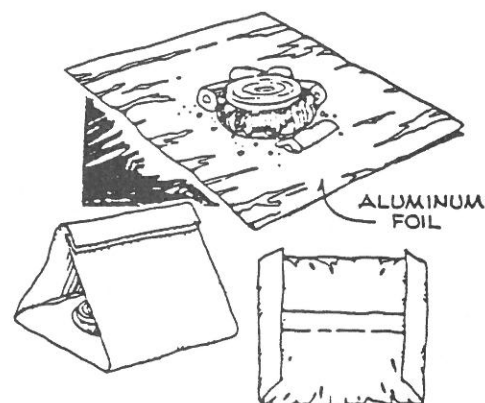
1. Wash your hands.
2. Assemble needed utensils.
3. Assemble needed ingredients.
4. Read the recipe again and follow directions carefully.
5. After cooking, wash utensils in soapy water and rinse well.
6. Put everything back in it's place.
7. Clean your working area and leave it clear.

This can be great fun and make the difference as to whether a trip is enjoyed or not. One of the greatest helps to the outdoor cook, especially one who doesn't like to do dishes is aluminum foil.

Here are a few things to remember about foil cooking: you must have an air space and your cooking retains its juices; it is quick and healthful.

The beauty of aluminum cooking is that the meal can be prepared at home and then cooked at the picnic or on the hike. Use heavyduty foil or two layers of regular foil. Use a Drugstore fold to seal leaving room for expansion and steam. Use extreme caution when opening.

Have a bed of hot coals, never a flaming fire. Start your fire well ahead of the proposed eating time and allow it to die down to glowing embers. You will need a shallow bed of glowing coals which will last for the length of time required for cooking. Foods that required different times should be wrapped separately. When food is done rake the packages out of the coals. Unwrap or make a criss cross slit in the top layer of foil, open up and use the foil wrapping as your plate.



#### SPECIAL CUB SCOUTS CHEF FOODS

**Hot Dog Delight:** Wrap a slice of bacon around a wiener, pinning the bacon in'to the wiener with toothpicks. Broil on a stick over hot coals. The bacon adds flavor.

**Burger Dinner:** Place  $\frac{1}{4}$  pound hamburger patty, thin slices of potato, carrots, onions on foil. Place 1 or 2 tbsp. dry gravy mix over dinner, seal and cook on hot coals 20 minutes, turning twice.

**Baked Apple:** Core an apple and place in foil. Fill hole with brown sugar, raisins, and a dash of cinnamon. Seal and cook on hot coals for 15 to 20 minutes.

**Roasted Corn:** Place cleaned corn on foil, spread corn with butter. Wrap in foil (don't seal main seam tight, to allow for escape of steam. Fold and twist ends. Cook 15 to 20 minutes, or until corn is tender.

**S'MORES:** Toast marshmallows. Sandwich between graham crackers with a square of chocolate.

**Tangy Ham:** Mix  $\frac{1}{4}$  cup orange marmalade and 2 tbsp. soy sauce. Spread sauce on precooked ham and wrap in foil to heat.

**Egg on a Raft:** Grease (with butter) the cooking surface of a buddy burner. Cut hole of 2 to 2 $\frac{1}{2}$ " in the center of a slice of bread. Place bread on burner and break egg into the hole. Season and turn over once. Cook to your satisfaction.

**Applewiches:** Select an eating apple, slice it thin, and place a thin piece of cheddar cheese between two slices.

**Hobo Popcorn:** Serves eight. 8 squares of heavy aluminum foil, each 6" x 6"; 8 tsp. cooking oil-1 on each square. Place one tbsp. popcorn on each square. Bring foil corners together to make pouch. Seal the edges by folding, but allow room for popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped.

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

**Kabobs:** Select quick-cooking foods, (tender steak cubes, peppers, mushrooms, onion, pineapple, etc.) When different kinds of foods share the same skewer choose only those that have the same cooking time. Alternate the vegetable and meat onto the skewer and brush with melted margarine. Cook over hot coals.

**Biscuit on a Stick:** Take a canned biscuit and wrap it around a stick twisted fashion and roast over hot coals until well browned and cooked.

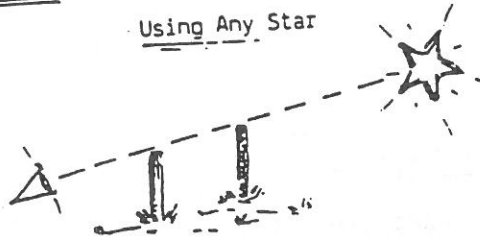
METHODS OF FINDING DIRECTION

North by North Star



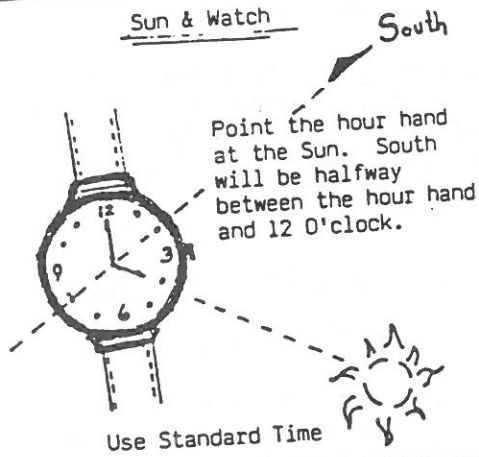
The north star,  
POLARIS, shows TRUE NORTH.

Using Any Star



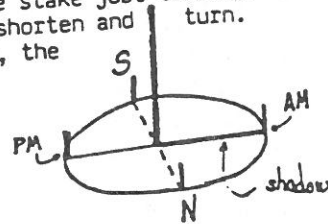
Use two sticks to sight a star.  
1 hour later, sight again. If  
star is Up - East; down - West;  
Left - North; if Right - South.

Sun & Watch



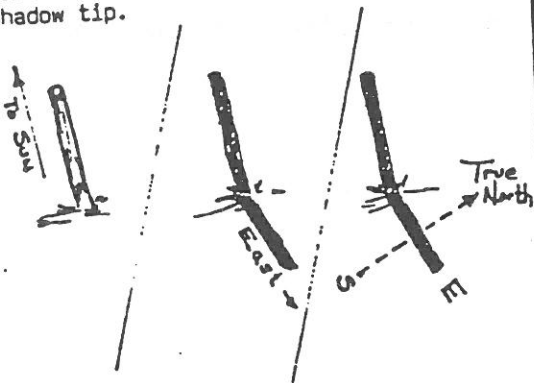
Three - stick

On bright sunny day, drive 5' stake  
into ground (plumb) exactly vertical.  
Tie string to stake and make circle  
around it with the shadow as the  
radius. Now drive a small stick (AM)  
at that point on the circle where  
the shadow of the stake just touches.  
The shadow will shorten and turn.  
In the afternoon, the  
shadow will  
lengthen. When  
it touches  
the circle,  
drive small  
stick (PM)  
there. Halfway  
between, drive a third  
stick (N). A line thru N  
and stake will be North-South line.



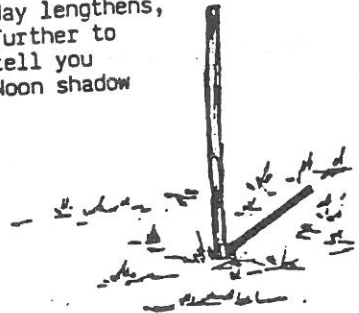
Shadowless Shadow

Push short stick (10"), into ground direct  
at sun (no shadow). Wait until stick  
cast 6" shadow. East will be at the  
shadow tip.



Upright - stick shadow

Set the stick exactly vertical (use  
plumb line). At 12 O'clock Noon -  
Local Standard Time, the Shadow will  
point N & S. As day lengthens,  
shadow will move further to  
East. This will tell you  
which end of the Noon shadow  
line was North.





### Your Campfire

Your campfire should be the highlight of your overnight campout. Few, if any of your Webelos Scouts have enjoyed the fellowship of a campfire. Plan it to be something more than just a casual gathering around a sputtering fire. This doesn't mean that it's necessary to have a formal program with an M.C. and a split-second schedule of snappy acts. Here is a suggested program which has variety and doesn't require hours of preparation.

- Assign a father-son team or two to lay the fire an hour beforehand. A council fire lay is suggested. (See Boys Life Reprint #26-048)
- Gather the boys and their fathers around before the fire is lit. Ask the denner to light it while the den leader formally declares the campfire open. Be dignified and ceremonious, but keep it simple. There are more elaborate fire-lighting ceremonies which the boys will see when they become Scouts.
- Sing a song familiar to most....something like "Comin 'Round the Mountain".
- Play a campfire game, such as Ringleader or Jack's Alive.
- Ask anyone with a guitar, harmonica or other instrument for a solo. Or the musician could accompany a song.
- Tell a story or read an audience-participation tale (see that section of this book).
- Ask a boy to lead some action songs from the Cub Scout Songbook. Dads enjoy singing too.
- Have a knot-tying contest between fathers and sons. Give each a short length of rope and score points for correctly tying some knots. (Or, if the boys are not familiar with knots...since this is no longer a requirement to become a Scout...select some other activity which will involve father-son teams.
- Sing a closing song such as "Scouting We Go" or "Scout's Good Night Song". (See Cub Scout Songbook)
- End with the Scout benediction with boys and fathers standing around the fire: "And now may the great Master of all Scouts be with us till we meet again".

You might choose to include some skits in your campfire, or other forms of humor

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# WEBELOS



## YOU, AS A WEBELOS LEADER

So now you are a Webelos den leader! You made the plunge: decided to commit one night a week to meetings at you home and halfway decided what place in your home will serve as a meeting place. And now the realization sinks in: "Where do I go from here?" The best thing you can do is prepare yourself!

Don't attempt to carry the load yourself. You have a group of fathers who should be included with you in the program. Help them realize that it is their program to attend by determining their interests and abilities and using them.

Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. Some of us have found it helpful to sit down and plan the next week's meeting following this week's meeting. This will give you time to prepare.

Understand the Webelos program so you can help the boys and their dads grow through the program. Help the boys understand their leadership role at pack meeting and at pack activities. There is a lot of material available to help you. One of your best resources in the monthly district Cub Leader roundtable where you can exchange ideas with other Webelos leaders.

The Webelos program attempts to prepare boys for Scouting. You should learn which troops are active in your area. Get acquainted with the Scoutmaster of these troops. Many times troops will be glad to have your Webelos den go along on a camping trip or other outdoor activity. Take your boys to visit some troop meetings during the year. Help your boys decide before graduation time which troop they want to join; then at pack graduation ceremonies, ask the Scoutmaster to come and receive the boy into his troop. Everything you can do to lessen the boys' apprehension about going into Scouting will help. You should also consider moving into the Scout troop with your Webelos Scouts.

Involve the boys in program planning. They need to learn leadership, and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

Leadership is learned and developed. You can become an effective Webelos leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no 'pat answers' to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along their way to manhood.

It has been said that life is 10% what you make it and 90% how you take it. Keep a good attitude and you and the boys will have one of the best years of your lives.



### Readyman Activity Badge

Readyman is one of the new activity badges being introduced into the Webelos two year program. This activity badge stresses to the boy the importance of knowing how to deal with life's problems and emergencies.

By giving the boys step-by-step instructions, they will be better able to handle many of the situations requiring a level head and first aid know-how. Keep in mind that the instruction of first aid needs to be directed at the nine and ten year old age group.

While instructing this badge, keep in mind that not all problems and emergencies are medical in nature. Teach the boys how to deal with some of the home related problems that could occur. This activity badge will reinforce the handyman activity badge and may even overlap. This only proves to strengthen the boys' ability to react correctly in any situation.

### Den and Pack Activities

Have paramedic visit.

Visit ambulance service.

Visit fire station.

Take a first aid or CPR class or have Red Cross instructor give talk.

Have a water safety instructor go over the safe swim defense plan and then go swimming.

Demonstrate using coolers, picnic jugs, buckets, and blue jeans as floatation devices for swimming. Let the boys try using them.

Stage mock disaster involving injuries and have the boys treat the injuries.

Have first aid relay games.

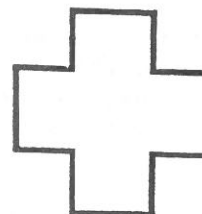
Have Officer Friendly talk on bicycle safety and have your bicycles inspected and registered. Also consider a bike rodeo and obstacle course.

Execute an emergency home fire drill from your prepared plan.

Construct a first aid kit for your home or car.

Give a talk to younger Cub Scouts (not Webelos) on 6 rules of safety to remember while riding in a car.

Have boys make lists of phone numbers for the family doctor, police, fire department, utilities, housing, poison control center and post these emergency numbers by the phones in the house.





GUIDE TO EMERGENCY ACTION

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

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

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

Warning - Do not light flares near spilled gasoline.

Send for the police, and an ambulance if necessary.

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

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

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

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

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

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

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

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

GUIDE TO EMERGENCY ACTION

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

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

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

\*\*\*\*\*

FAMILY FIRST AID KIT FOR YOUR CAR

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

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

EMERGENCY SUPPLIES FOR YOUR CAR

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

## For winter use:

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



FIRST AID TREATMENT

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

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

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

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

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

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

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

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

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

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

FIRST AID TREATMENT

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

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

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

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

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

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

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

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

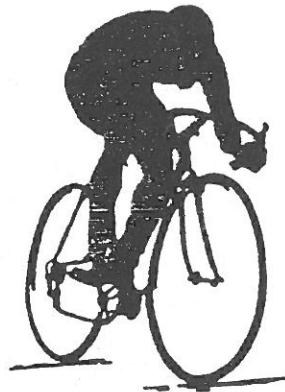
**EMERGENCY NUMBERS:** Know the phone numbers for the poison control center, police and fire department, and ambulance. Keep these numbers close to all the phones in your home.

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

BICYCLING

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

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

EQUIPMENT

Buying a bicycle that fits is important to riding safely.

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

RIDING IN TRAFFIC

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

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

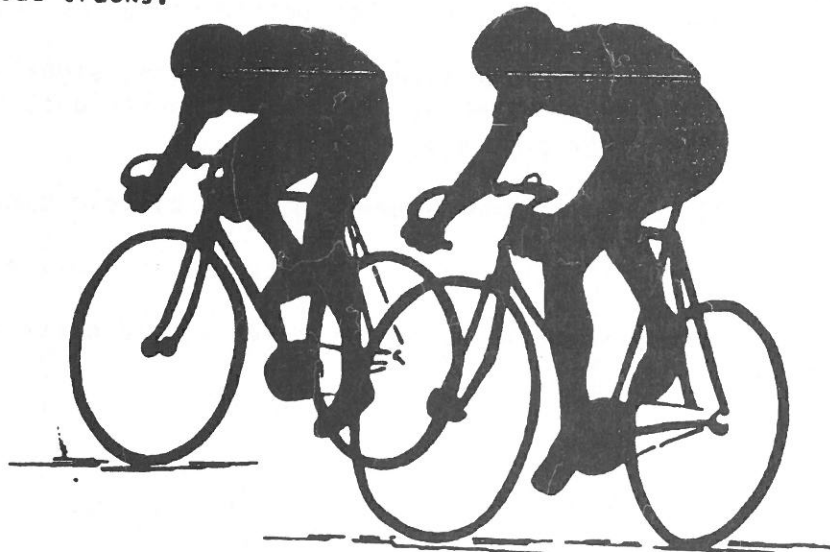
### RIDING IN TRAFFIC

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

### RIDING IN GROUPS

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

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



**REMEDIES**

First Aid Patrol Teams Quiet

Equipment: Complete first aid kit for each patrol; splints and other supplies as needed.

Method: Patrols sit in their patrol corners. A leader stands in the center and takes from a kit those first aid items that have been used to treat a hypothetical first aid case. The leader then replaces the items in the kit, and each patrol must decide what the injury had been. After scoring, test patrols again.

Scoring: First patrol with the correct answer scores a point. Deduct a point for a patrol guessing wrong.



**RESCUE CARRY RELAY**

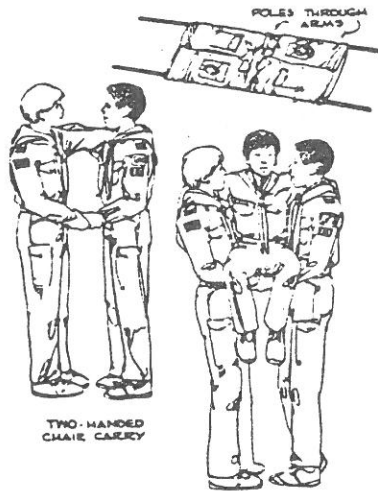
First Aid Patrol Teams Active

Equipment: Two poles or, Scout staves, chair.

Method: Patrols line up relay fashion. On signal, first two Scouts make a stretcher with poles and their shirts and transport third Scout to a turning line and back. Next two Scouts carry a third Scout with two-handed chair carry to turning line and back. Seventh Scout carries the last Scout to turning line and back with pack-strap carry. See pages 29 and 31 of the *First Aid* merit badge pamphlet for these carries.

Scoring: First patrol finished wins.

Note: If carries are done roughly or improperly, require Scouts to start over.



**BUDDY BANDAGING**

First Aid Patrol Teams Quiet

Equipment: Scout neckerchief or triangular bandage for each Scout.

Method: Patrols seated in their patrol corners. A judge is assigned to each patrol. Each Scout selects a buddy from his own patrol. The name of a bandage is announced. On signal, one Scout of each team ties the named bandage on his buddy. The judge checks bandages as they are finished. As soon as a bandage is O.K., the judge so indicates, the bandage is removed, and the Scout on which the bandage was tied now ties the same bandage on his buddy. As soon as the judge approves two bandages for each team in the patrol, the patrol is finished.

Scoring: The first patrol finished earns a point for the round, using one type of bandage. After using several different types, the patrol with the most points is the winner.





# Poisoning Prevention

*young children  
will put  
anything  
in their  
mouths*



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

MANY COMMON HOUSEHOLD SUBSTANCES ARE POISONOUS-

Examples:

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

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

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

Physician's Telephone Numbers:

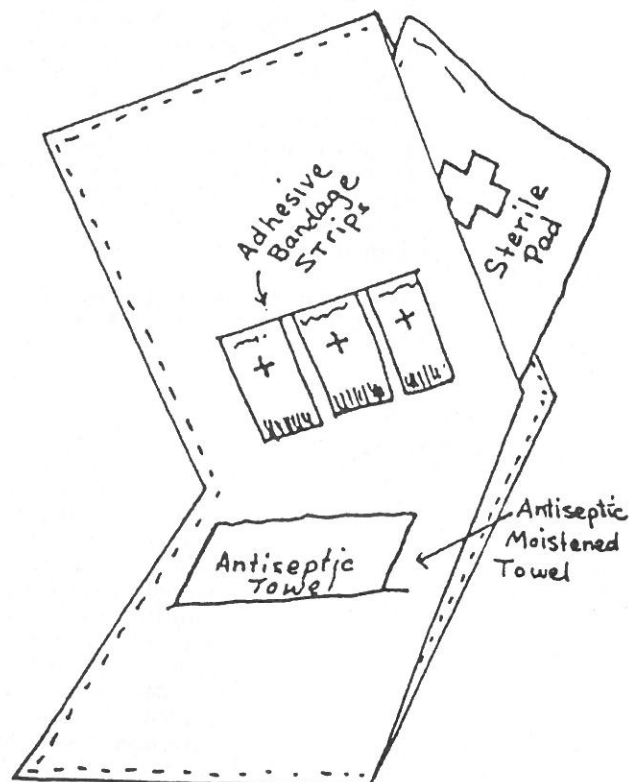
Home \_\_\_\_\_ Office \_\_\_\_\_

## Wallet First Aid Kit

Need:

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

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



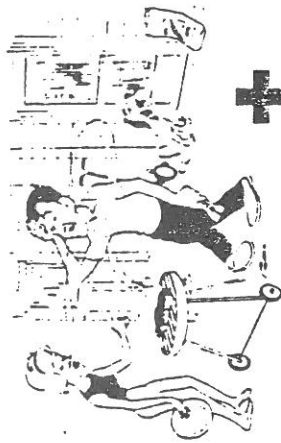
# Cookout "Kooks"

(Don't-do-it-yourself Rules)

Summer is in the air, in the form of savory odors from sizzling steaks, juicy hamburgers, and charcoaled hot dogs. It's cookout funtime, but don't let it become a time of tragedy to family members. Be sure you don't add to the accident statistics. Know the rules of safety. Here are 7 cookout cautions.



Use a pad or a mitt when handling hot utensils. Give prompt first aid for scratches, cuts and burns (Red Cross can teach you how). Better yet, don't let these injuries happen.



Never use a barbecue or a hibachi in enclosed areas. Dangerous amounts of deadly carbon monoxide result when charcoal burns.

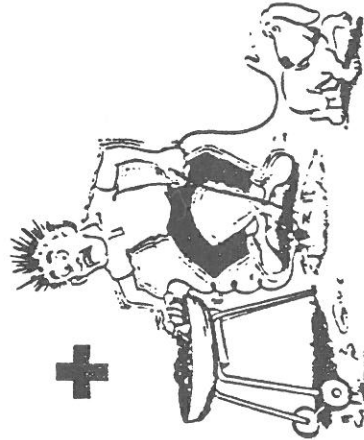


Keep sharp implements out of reach of small children. When passing knives and forks to other persons, keep the point turned away from them.

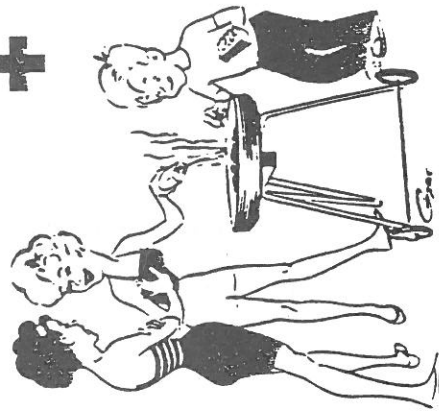
Keep garden hose ready for use on fires outside the grill. After cookouts, drench fire with water and promptly dispose of soaked ashes in a metal trash container.



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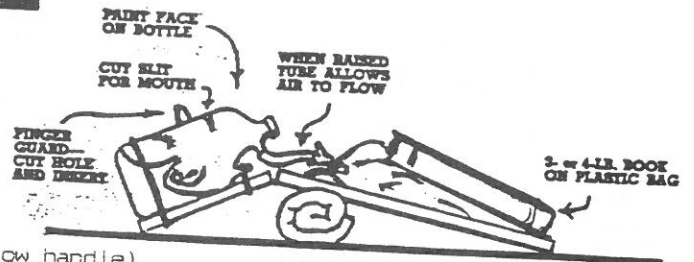
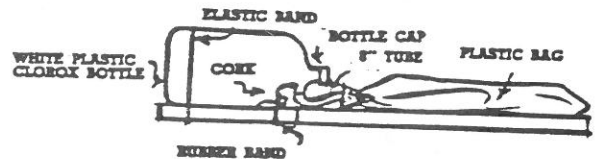
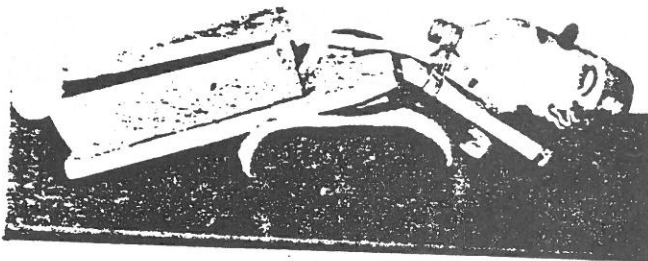
Don't use electric charcoal starters while standing on wet ground or grass, or while it is raining. Failure to observe this precaution might result in a hair-raising experience.



Avoid the danger of vapor-puff explosions when using "starter" fluids. Always follow directions given on the container, remembering to wait a moment before lighting the fire. Never add more fluid after the fire has been started.

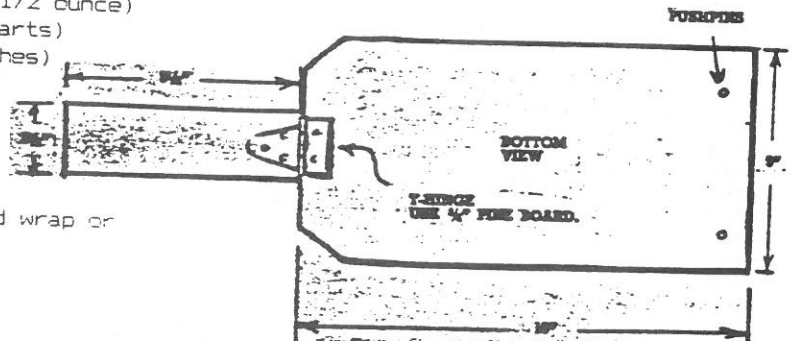


Insist that small children stay beyond the "no-play" zone around the barbecue. Breezes and babies are fickle.



**MATERIALS LIST**

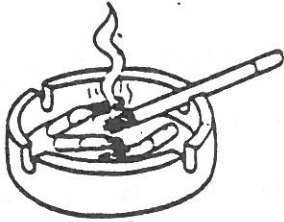
- 1 Plastic bleach bottle (1/2 gallon with hollow handle)
- 1 Rubber finger cot (ventilated)
- 1 Piece rubber tubing (12 inches; 1/2 inch diameter)
- 1 Small tube of latex rubber adhesive
- 1 Bottle black model dope or enamel (1/2 ounce)
- 1 Plastic refrigerator bag (2 to 4 quarts)
- 2 Heavy rubber bands (3 inches; 6 inches)
- 1 T-hinge (6 inches)
- 1 Cork (1/2 inch diameter)
- 1 Wood strip (3/4" X 2 1/2" X 8 1/2")
- 1 Wood board (9" X 16")
- 2 Nails (3/4 inch) or push pins
- 1 Box or roll of flexible plastic food wrap or plastic food bags
- 1 Book (3 to 4 pounds)



# HOME FIRE SAFETY CHECK LIST



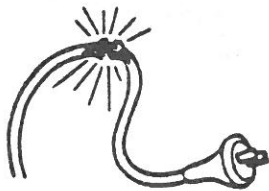
## MATCHES, SMOKING, AND FLAMMABLE LIQUIDS



<u>YES</u>	<u>NO</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Matches and cigarettes are out cold before disposed of.  
 Every room has large, stable, fire-proof ash trays.  
 "No Smoking in Bed" is a firm rule for everyone in the house.  
 Matches and lighters are kept out of the reach of children.  
 Flammable liquids like gasoline are never brought into the house.  
 Flammable liquids like paints and solvents are kept in closed metal containers.  
 All flammable liquids are kept in a cool place, safe from damage.

## ELECTRICAL HAZARDS



<u>YES</u>	<u>NO</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Only qualified electricians are allowed to work on house wiring.  
 All appliances and cords have the UL label to insure safety.  
 Multiple attachment plugs are never used.

All extension cords are in the open, not under rugs.  
 Worn or damaged cords and plugs are discarded immediately.  
 An air space is kept around the TV and refrigerator.  
 Is the right size fuse in each socket in the fuse box, and do you replace a fuse with the same size?

## HEATING AND COOKING HAZARDS



<u>YES</u>	<u>NO</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

The household heating system is inspected and serviced regularly.  
 Oil or kerosene heaters are used only with a window slightly open.  
 Children are kept away from portable heaters and fireplaces.  
 All portable heaters are kept clear of curtains and furniture.  
 Fireplace ashes are stored in a metal container outside.  
 The oven and broiler are kept clean from grease.

Curtains and paper towels are clear of the range and toaster.  
 Kitchen exhaust fan and filters are kept clean of grease.  
 Handles of pots and pans are turned away from the front of the range.  
 Anything that can burn is kept clear of the water heater.

HOUSEKEEPING HAZARDS



YES	NO
_____	_____
_____	_____
_____	_____
_____	_____

Basement, attic and closets are free of trash and flammable liquids.  
 All necessary storage is kept in an orderly fashion.  
 The yard is kept cleared of weeds, rubbish, and leaves.  
 All combustibles are stored away from the building.

FOR YOUR SAFETY



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

When you leave home even for a short time you always get a responsible sitter that can handle an emergency.  
 A smoke alarm is maintained and tested regularly.  
 Bedroom doors are kept closed at night.  
 An all-purpose fire extinguisher is handy for a small fire.  
 A home escape plan is prepared and practiced regularly.  
 Emergency phone numbers can be found quickly near the phone.

# Coffee Can Fire Extinguisher

*Keep it handy in the kitchen or around the campfire!*  
 Terry DeMarco  
 Lockport, NY

**Materials Needed**

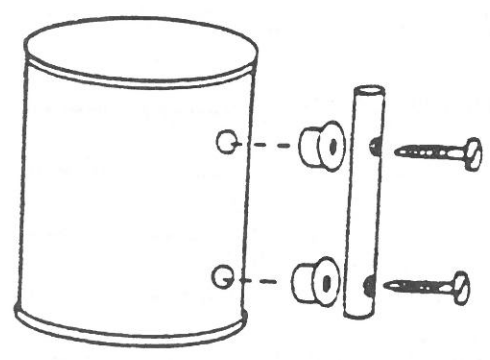
Coffee can with plastic lid, 3/4" or 1" dowel about 5" long, wooden thread spool, hand saw, two no. 10 screws and nuts about 2 1/2" long, hammer and nail, drill and 3/16" bit.

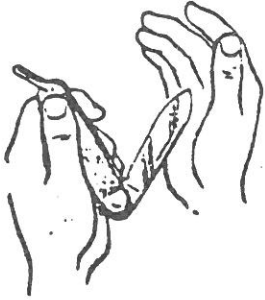
**General Directions**

Remove lid from can and set aside for later. Using a nail, measure and mark holes on side of can about 4 1/2" apart. Drill holes.

Drill holes in dowel to correspond with holes in can. Saw spool in half. Put screw through dowel and spool half into can. Fasten with nut. Repeat with second screw. Paint can as desired.

Fill can with a 1 pound box of baking soda. Cover with plastic lid. Store in a handy place near stove.



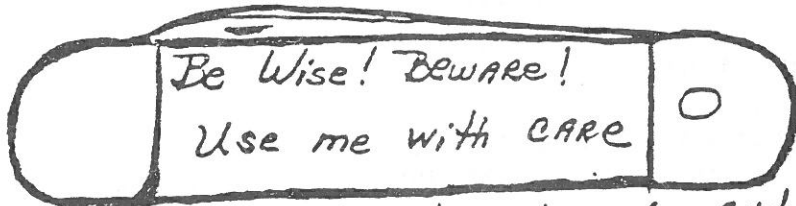
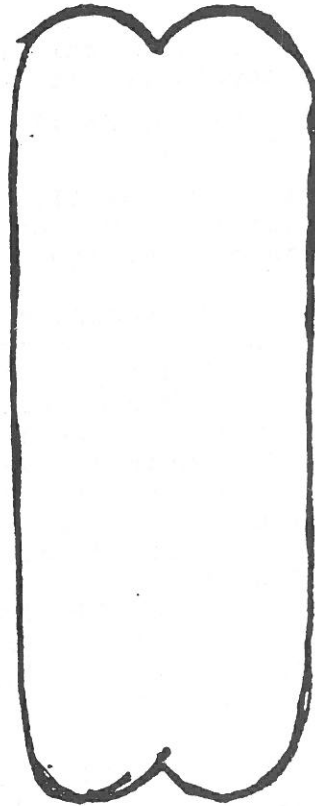
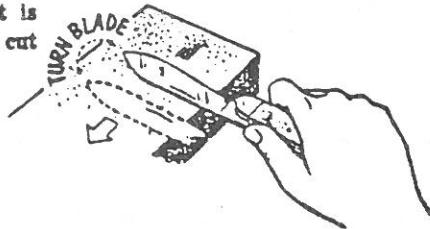
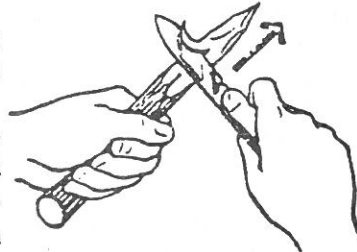


**KNIVES ARE TOOLS NOT TOYS**

- Close blade with palm of your hand.
- A knife should never be used on objects that will dull or break it.
- Be careful that you do not cut yourself or any person nearby.
- A knife should never be used to strip the bark of a tree. Don't ruin other people's property by cutting your initials or anything else on it.

**SAFETY RULES**

- Whittle away from you, not toward you, so you won't accidentally cut yourself.
- Don't drive a knife into a stick by hammering on the back of it. Don't use the knife handle as a hammer.
- Watch for and beware of wood with nails in it.
- Keep the knife out of the fire.
- Keep the blades clean, boil or scald the blades before cutting food.
- The point may break if you use the blade as a screwdriver or to pry things open.
- Don't carry an open knife in your hand.
- When not using your knife, close it and put it in your pocket.
- Keep your knife dry.
- Know how to sharpen the blades. A sharp knife is a safer knife because it is less likely to slip and cut you.



Cut out of TAG BOARD AND  
FASTEN WITH PAPER FASTENER



## HOW TO ESCAPE A FIRE

What would you do if you heard the shout of "FIRE" in your home? Run around from room to room to gather your children? A noble thought, but it could result in the deaths of you AND your family.

A SMOKE ALARM ISN'T ENOUGH TO GET YOU AND YOUR FAMILY OUT OF A HOUSE FIRE ALIVE.

Each year nearly 5000 Americans are killed and many more injured because they don't know how to respond to the cry of fire. The best way to survive a fire is to BE PREPARED.

One evening ten-year old Tom was disturbed by a noise outside his room. He opened the door to find the house filled with smoke, and heard his father shouting, "Fire! Everyone get out of the house!"

Within minutes the whole family met at a prearranged location on the front lawn. A fire inspector later said that their rapid action had undoubtedly saved their lives. They had rehearsed exactly what to do several times. The extra time provided by a detector, however, is valuable only if you know what to do with it. Many times victims are found huddled under beds, jammed into closets or stacked up in front of bolted doors. Without a plan people can become confused and frightened, and try to hide from fire and smoke.

The basis for a good fire safety plan is simple. Get out! Even seconds count. If you have a plan, you won't waste time figuring out how to escape.

## HERE'S HOW TO PREPARE

- A. MAKE A LIST OF ALL POSSIBLE EXITS FOR YOUR HOME. A bolted window, one that is too small to crawl through, or painted shut IS NOT a way out.
- B. LOCATE TWO EXITS FROM EACH BEDROOM. Fires spread in random ways, so it's important to have more than one escape route in case primary exits are blocked. If the drop to the ground is hazardous, keep a collapsible fire ladder that hooks over the sill near the window. If there is even a remote chance that a window will stick show ALL family members how to break the glass with a chair or other handy object.
- C. DRAW A FLOOR PLAN OF YOUR HOUSE. Use a grid sheet and draw to scale if possible. Include all possible obstacles and outside features. Know if the roof of porches, garages, etc. can support the weight of an adult or child.
- D. MARK ALL PRIMARY AND ALTERNATE EXITS, AND MARK THE OUTSIDE MEETING PLACE WITH A DISTINCTIVE MARK. Getting a count of everyone as quickly as possible could save the life of someone trapped.
- E. TACK UP THE PLAN IN A VISIBLE PLACE. Everyone should be able to see it including visitors and baby-sitters.
- F. HEED THESE RULES OF SURVIVAL:
  - Sleep with bedroom doors closed. This offers protection from heat and smoke. If you must go from room to room during escape close doors behind you.
  - Don't waste time getting dressed or searching for valuables. No goods are worth risking a life.
  - Feel EVERY door before opening. If it's warm or if smoke is seeping through, keep it closed. If it is cool get down low and open it carefully, ready to slam it shut if you are confronted with heat or smoke.



**How to Escape a fire cont'd**

If there is no other way out and your exit is filled with smoke, get down to the safe zone. CRAWL DON'T WALK through smoke-filled rooms or halls.

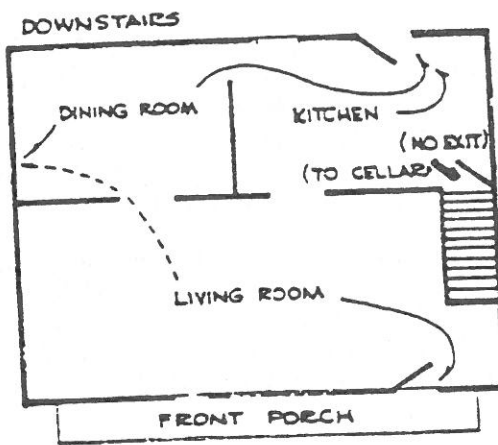
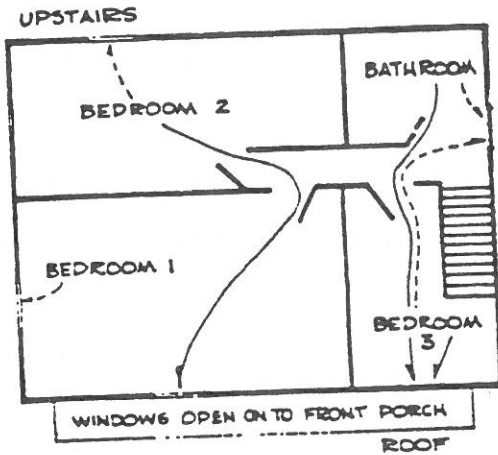
If your clothing catches fire, STOP, DROP, AND ROLL. If a person panics and starts to run, knock them down and roll them until the flames are out.

Once at your meeting place, make sure NOBODY returns to the house. Search and rescue is better left to professional fire fighters.

G. CALL A FAMILY FIRE DRILL AT LEAST TWICE A YEAR. Go over plans and survival rules. Repetition is the key to survival.

**HELP PREVENT FIRES**

- Don't store objects near furnaces or hot water tanks.
- Check for frayed wiring.
- Don't overload outlets.
- Keep electrical appliances away from sinks and tubs.
- Make sure ash trays are cold before dumping into trash cans.
- Keep matches and lighters out of reach of children.
- Routinely check your house for fire hazards.



MAIN ROUTE ——— ALTERNATE ROUTE - - - -

**FAMILY FIRE ESCAPE PLAN.** To help make Cub Scouts safety-conscious, ask them to make an escape plan for their home. The key is to have two ways of exiting every room. In a two-story house, it might be necessary to have chain ladders for bedroom windows. Suggest that the boys talk to their parents about the escape plan.

WEBELOS SCHOLAR



Scholar Activity Badge

The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a ten year old. You may be a teacher or a school administrator, but it will help to expose your boys to other school people outside the classroom on an informal basis. Arrange to have someone meet with your Webelos den the first week to set the stage for your month's scholar activity program. You will need to find out who works at the school and how the educational "chain-of-command" works in your community. The secretary at the boys' school can usually be very helpful. The school district office and parent-teacher organization can also be good contacts to prepare for this activity badge.

Most of the work on this badge can be done by the boy in school, but don't let this deter you from planning interesting den meetings. The scholar activity badge should be an easy one for boys to earn if they are doing acceptable work in school. More than half of the requirements concern attendance, behavior, grades and service in school and his teacher can sign the book to verify completion of the requirements.

You influence a boy's pattern of thinking about education by your attitude toward the scholar activity program. Your explanation of the importance of education can guide them in establishing a solid foundation and thirst for knowledge.

The following suggestions and ideas will help you increase the value and effectiveness of the scholar activity badge program.

Den Leader Considerations

A boy feels about school according to how he thinks adults feel about it. He is watching your guidance. Activities outside the classroom strengthen and extend the learning that goes on at school. The Webelos program is enhancing his education, and you, as his den leader, are an integral factor in the growing-up process.

By keeping physically fit, the boy is more likely to get the most out of his education. 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. Pat him on the back when he does well. Help each boy lead a balanced life. Studies should be counterbalanced with recreational and social activities.

Help him 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." Help your Webelos Scout see school and the scholar badge as important parts of their learning experience.

Encourage your boys to find out all they can about the schools in their community - the good things and the problems. Discuss these points in den meetings as they work on the requirements for the scholar activity badge.

### Den Activities

This list of activities is certainly not exclusive and may give you some ideas for expanding it.

Invite an administrator or teacher to speak to the den about careers.

Attend a school board meeting.

Visit the school district offices.

Play a Newspaper Search game looking for articles about education.

Visit a high school, college or technical school.

Ask a librarian to explain the Dewey Decimal System - visit the public library - have the boys complete applications for a library card.

### Service Projects

A Webelos den can perform a service project that gives them "hands on" experience in doing something related to their education.

Perform a flag ceremony for a parent-teacher meeting.

Form a safety patrol for their school if one does not exist, or make one day of the week Cub Scout day on patrol.

Organize a messenger service for the principal.

Assist the librarian.

Form a stage crew for an assembly program.

Provide a flag raising team one day each week.

Plant a tree or shrub at school.

Collect used books for underprivileged or handicapped youth.



### Demonstrations

Den meetings can be used to prepare a demonstration for the pack meeting or for a Scout show.

Charts of the school system, administration or government.



School board election posters.

Display of old school books the parents may have.

Map showing educational institutions in your community, i.e. special services schools for handicapped, schools for developing specific skills, technical schools, colleges, etc.

### History of Education

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

It wasn't until writing was invented - about 5,000 years ago that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes or astronomers. About this same time, the system of apprenticeship was established. Boys from poorer families were bound by agreements to work for a master without pay. In return, he taught them a trade or an industrial craft. The master also had to feed, clothe, and house his apprentices. This system of apprenticeship was still in effect in colonial America.

When Greece became the cultural center of the western world (around 400 B.C.) education took a new turn. No longer was education a religious rite or a mystery. All citizens could attend school if they wanted to. Only slaves were excluded. The schools prepared boys for citizenship and educated them in literature, philosophy, and similar fields. The teachings of ancient Greek wise men like Plato, Socrates, and Aristotle still influence modern academic studies.

During the Middle Ages (500-1500 A.D.) education was controlled by the church. Although people spoke in various languages, books were written only in Latin. At that time students came only from wealthy families.

The Renaissance (1300) brought a great rebirth of culture to Europe. The Greek ideals of liberal education were revived. After the Reformation (1500's), church-financed public schools were started, using the common national languages in reading and writing. Education was made available to all but the very poorest. The education system in early America was of four types:

- (1) Apprenticeship training. Poor children and orphans were bound out as apprentices to learn a trade.
- (2) Elementary schools. Many were supported by churches and similar groups. Town schools were at first private - later supported by town taxes.

- (3) Secondary and higher institutions. The emphasis was on Latin to prepare boys for college.
- (4) Prevocation schools. These academies taught technical subjects.

Nine universities had been established in America by 1751. Harvard was the first. All except the University of Pennsylvania were founded by religious groups. The Northwest Ordinances of 1785 and 1787 had an impact on education in the United States that is still felt. Congress provided that in the Northwest Territories (and all later territories) every township would reserve one section of land to support public education. The ordinances guaranteed the rights of all to freedom of worship, freedom of speech, the right to a jury trial, protection from cruel and unusual punishment, and the right of a public education.

The first Normal schools for teacher training were started in 1939. Massachusetts passed the first compulsory public school attendance law. The first public high school was in Boston.

### Scholar

Bring your latest report card to show that you have a good record of attendance, behavior and grades at school.

What school activities or service have you done?

What is the name of your teacher and principal?

Ask either of them what they think is the most valuable part of an education. What did they say?

Ask your teacher or principal about other careers in education. What are some of the jobs they told you about?

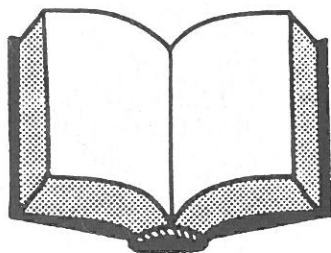
Help someone with school work. What did you do?

What is the name of your school?

What school district is your school a part of?

Who is the superintendant of schools for the district?

Name one school board member.



### TIPS ON HOW TO TALK TO YOUR TEACHER

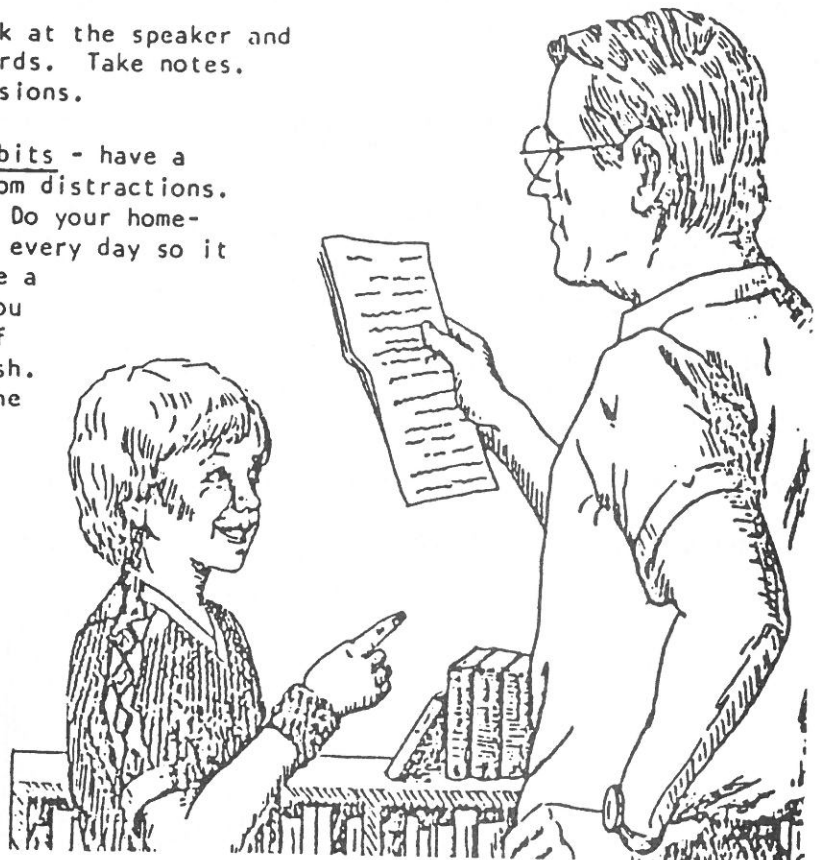
A good conversation with your teacher can increase your chances of making better grades, participating in clubs, working on new projects or earning school awards.

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

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

### TIPS ON WAYS TO IMPROVE YOU GRADES

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





### TIPS ON HOW TO IMPROVE YOUR GRADES

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

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

### WORD DETECTIVE

Detective Dinkenheimer has just placed you on a special investigation and you are to find as many words of three or more letters as you can, in the words:

#### SPACE TRAVEL

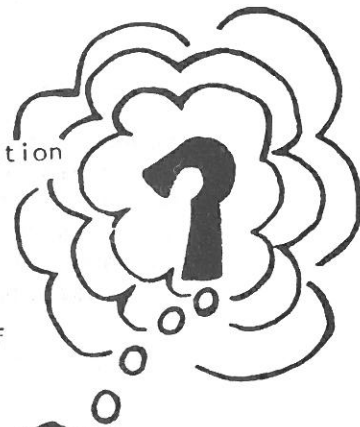
RULES: You may use letters from both words to form a word.  
 You may use the "S" from SPACE to form the plural form of a word.  
 You may not use proper nouns.  
 You may not use apostrophes.

Examples: TRACE, LACE

Do you see how these two words were formed?

Now list as many words as you can on a piece of paper.

There are over 112 possible words!!!!





BRAINTEASER GAMESTWO CARS

If two cars start from Denver to drive to Colorado Springs, a distance of approximately 80 miles, if they are both the same make of car, and if both are being driven at the same rate of speed, and yet, while one of the cars makes the distance in 80 minutes, it takes the other one one hour and 20 minutes. Can you explain the reason?

Answer: 80 minutes and one hour and 20 minutes are the same.

WINDOWS

I walked up the street to the top of the hill and counted 50 windows on my right. I turned around and walked back and counted 50 windows on my left. How many windows did I count?

Answer: Fifty. The windows on my right going up were the same 50. They were on my left going back.

BABY DUCK

Papa Duck, Mama Duck and baby duck went for a swim. Baby duck said, "Aren't we all four having a lot of fun?" Why did baby duck say four instead of three?

Answer: Baby duck was too young to count.

CAB DRIVER

Suppose you are a cab driver. A lady with two suitcases hails you and asks to be driven to the railway station in a hurry. On the way there is an accident which results in a traffic jam. The lady gets impatient, jumps out of the cab, and runs to the depot. She had forgotten the suitcases. She missed the train and now she starts looking for the cab driver. She does not know his name. What was the cab driver's name?

Answer: His name is the same as yours, for "You are the cab driver."

DOG IN THE WOODS

How far can a dog go into the woods?

Answer: Only half way. When he gets halfway in, he starts coming out again.

FOR MORE BRAINTEASERS, LOOK UNDER THE THEME "BRIGHT IDEAS".



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

Learn some Calligraphy

Calligraphy  
Christmas  
Scouts

Scout Law Dart Board

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

### Brain Teasers

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

ANSWER: 20

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

ANSWER: 2

### Intelligence Test

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

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

THIS IS MY SCHOOL SYSTEM

SCHOOL BOARD CHAIRMAN

SUPERINTENDENT

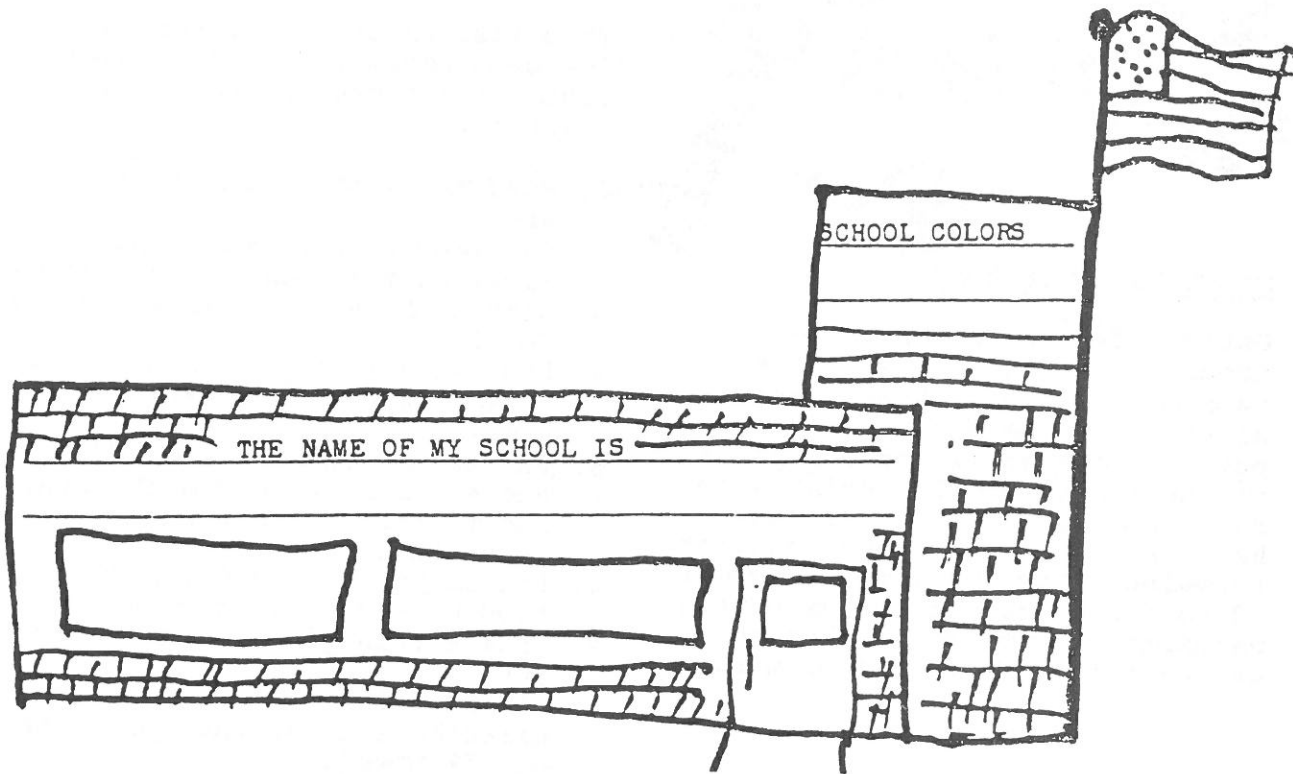
ASST-SUPERINTENDENT

PRINCIPAL

BAND	MATH	TEACHERS READING	HISTORY	GYM
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CUSTODIAN

MY NAME IS



LEARN TO LISTEN

Most people do not listen as closely or accurately as they "think" they do. They tend to hear only what they want to hear; distort it in the direction of their own biases; or simply fail to hear because they are giving attention to their own thoughts instead of those of the speaker. This is demonstrated by the rumor spreading game: One person is given some information and asked to tell it privately to another; the second person tells it to a third; and so on, until it gets back to the originator. At this point, it is compared with the original information. Usually there are radical modifications, omissions, additions or distortions of fact.

- I. The Problem
  - A. We want others to listen to us.
  - B. We fidget; we are bored.
  - C. Our mind wanders..
  - D. We concentrate on what we will say as soon as the speaker is finished.
  - E. We hear only half, even when we try to listen.
  - F. We waste the time of those who are talking because we fail to benefit from what they are saying.
  
- II. Why Should We Learn to Listen?
  - A. Most problems are solved by people with different points of view.
  - B. Nothing can surpass skilled, sympathetic listening.
  - C. You cannot know the other's reasons for his viewpoint until he has explained them to you.
  - D. The other person will feel free to share his real reasons if he knows you really want to hear.
  - E. Others listen to us better when we have shown willingness to listen to them; and have permitted them full expression.
  - F. Full listening often modifies the point of view of both parties.
  - G. We learn to know people accurately by accurate listening.

Pack leaders who learn to listen will be more understanding, effective and successful in their jobs. This applies to their contact with other adults as well as with boys.

Try a self-examination by asking yourself if you are guilty of any of the things listed in (I) above. If so, read on. The following pages will give you some suggestions on developing the technique of good listening.

"IF YOU CAN'T STAND SOLITUDE, MAYBE YOU BORE OTHERS TOO."

WEBELOS SCIENTIST



Scientist Activity Badge

Science, the systematic and unbiased study of the world, including everything that can be seen or detected in nature, man, and society, and the knowledge that grows out of such study. The word science comes from the Latin "scientia" meaning knowledge.

Science is based on the assumption that there is some order in the world -- that is, that some events appear to happen as a consequence of other events. Scientists try to understand, explain, and predict the way in which everything in the world behaves or acts.

Bernoulli, the name of a Swiss family of scientists and mathematicians. Daniel Bernoulli (1700-1782), the son of Johann, held positions at Basel as professor of anatomy, botany, and natural philosophy. He was called the father of mathematical physics because of his theory of gases and fluids, advanced in Hydrodynamica (1738). Bernoulli's Principle, explaining the relation of pressure to fluids in motion, has applications in aviation and hydraulics.

Den Activities

Talk about the various branches of science and how they differ.

Invite a weather expert to talk or visit a weather station.

Visit a school science laboratory where a teacher can show some equipment and do a simple experiment.

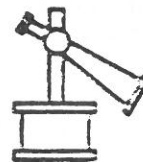
Plan a scientific experiment to be demonstrated at a pack meeting.

Make some optical illusions.

Visit an airport and ask an expert to explain flight principles.

The Preliminary Work of a Science Project

1. Logbook.
2. Project plan.
3. Problem statement.
4. What you are going to do.
5. Materials needed.
6. Time schedule.



Sample Plan

Problem statement: Which way will a hamster go....to food or freedom?

What I am going to do: First I am going to build a simple T maze with chicken wire over the top so I can see inside.

Then, I am going to put a hamster in the maze with food at one end of the crossbar and an open door to freedom at the other end (making sure that the "open door" leads to another enclosure so the hamster doesn't escape).

I will also try other experiments, such as: which way will it go with both sides of the crossbar closed, or which way will it go with both ends open.

Materials list: One or two hamsters  
 Aquarium  
 Half-inch square chicken wire  
 Wood shavings  
 Hamster food

Time schedule: Feb. 1-7...Get materials.  
 Feb. 7-14...Build maze.  
 Feb. 14-21...Do experiments.  
 Feb. 21-Mar. 2...Write report.

### Various Branches of Science

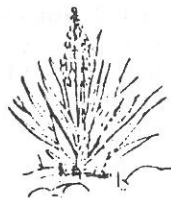
General Science	Animal Science
Chemistry	Plant Science
Environmental Science	Veterinary Science
Weather	Computer Science
Space Exploration	Astronomy

### Projects

#### Jet Plane

Construct a jet plane model out of a block of styrofoam or balsa wood. Cut out two wings. Finishing nails can be pushed halfway into the inside edges of the wings and the protruding end into the body of the fuselage. Tape a carbon dioxide cylinder (purchased at a hobby store or science supply house) to the bottom of the plane. Be sure the mouth or front end of the cylinder is pointed toward the tail section. Fasten metal rings or screw eyes to the plane and thread through wire. Anchor the wire from one end of a room to the other. You are now ready to blast off. Using a sharp nail or ice pick, puncture the soft metal in the mouth of the cylinder.

Sir Isaac Newton's third law of motion says that for every action there is an equal and opposite reaction. In which direction is the gas escaping in relation to the direction of the travel of your jet plane?





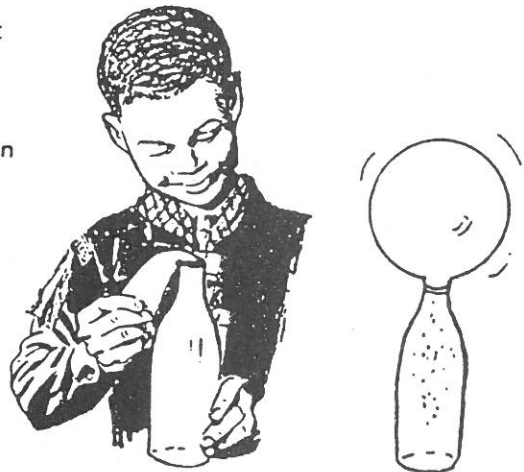
We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

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

### VINEGAR MAGIC

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

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



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

### OPTICAL ILLUSIONS

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





## OPTICAL ILLUSION

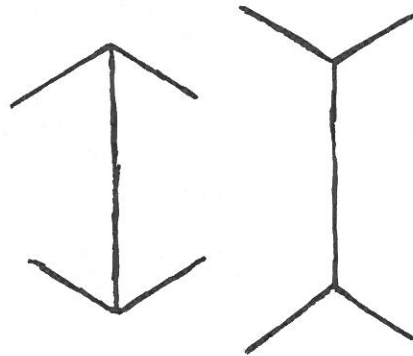
- Materials:** Two curved pieces of cardboard; one red and one blue.

**What to Do:** Set the red cut-out above the blue, and the blue will look larger than the red. Transpose them, and the red will appear larger and the blue.

**What happens:** Due to the curve of the cut-outs, they produce an optical illusion when one is placed above the other. Always, the lower cut-out will look larger. So, by switching their positions, first the blue and then the red will seem larger.
- Materials:** A sheet of paper about 11 inches long.

**What to Do:** Roll the paper into a tube one inch in diameter. Hold the tube to your right eye and place the side of your left hand against the middle of the tube, with your left palm directly toward your left eye. Keep both eyes open as you look through the tube and you will "see through" your left hand.

**What happens:** Since one eye is looking through the tube and the other is looking at the hand, the two views blend to form an optical illusion of a hole in the center of your left palm. A slight shifting of the tube may improve the illusion.



## INERTIA

"Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue in the same straight line."

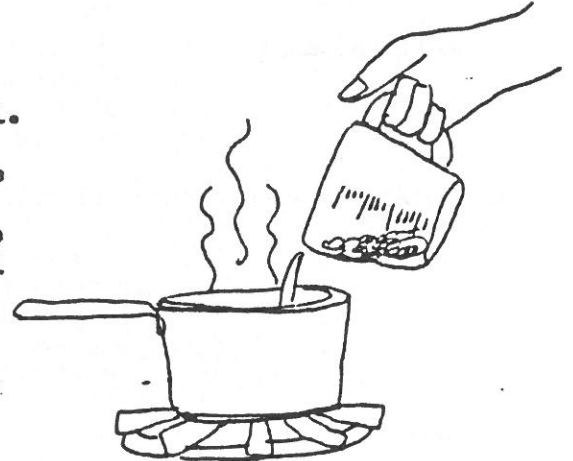
- Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.
- Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard-boiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.



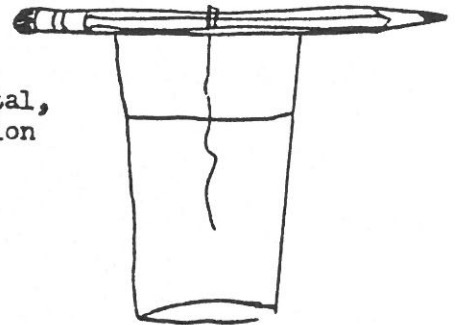
### MAKE CRYSTALS YOU CAN EAT

If you've ever eaten rock candy or spooned sugar onto your morning cereal, then you have come face to face with crystals. Ice, table salt, glassware and sugar are just a few of the many substances made up of crystals. The best way for Webelos Scouts to learn how crystals are formed in nature is to perform an experiment to make crystals.

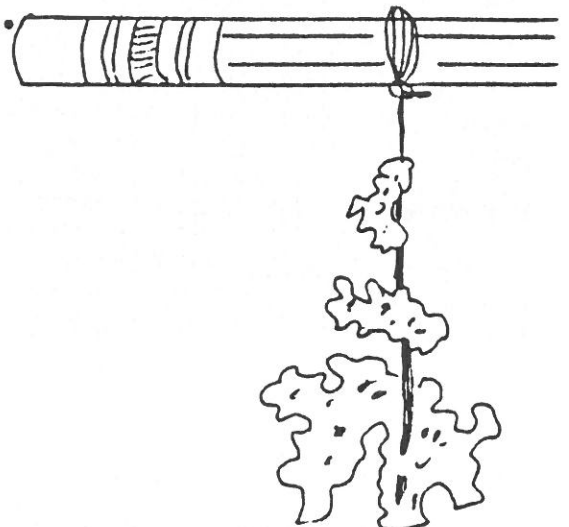
Pour one cup of water into a small pan. Cover and bring it to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick across the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few days. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. After several days, large crystals, hard as a rock, will have formed around the string. Lift the string out of the glass and taste some delicious homemade rock candy.



Unlike living things, crystals grow by adding layer upon layer of their own substances to the exterior surface. In growing, tiny atoms in a crystal naturally arrange themselves in planes or flat surfaces. They form eventually a geometric pattern in space. Some crystals arrange themselves in a six-sided structure; others in ten-sided or twelve-sided formations. It is impossible to see these tiny atoms when you look closely at a crystal, but the sparkling light you do see is caused by reflection from the many inner surfaces of the crystal.



Many minerals found in the outdoors are crystals too. Quartz, mica, gold, silver and graphite are some of these. If you are hiking in the woods and find a shiny stone embedded in a duller one, then you have probably discovered quartz. If the shiny stone peels in layers, then you have discovered mica. Take a good look at all the crystals you find. Examine them under a magnifying glass and hold them up to the light. You will have begun the exciting study of crystals.



Flashlight

## Need:

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

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

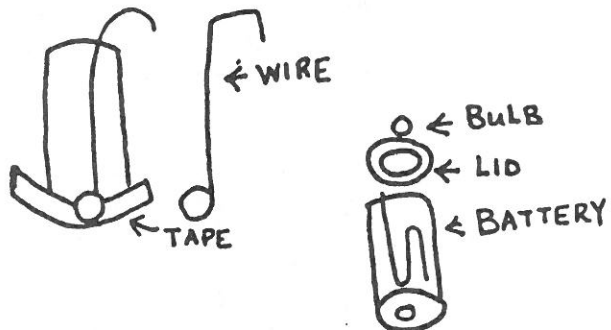
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of the bulb to fit thru. Push base of bulb thru hole at the top of the lid.

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

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

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

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



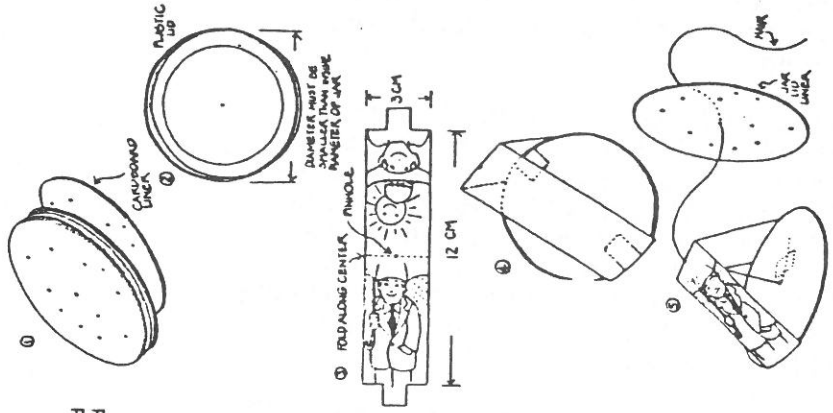
WEATHER FORECASTER

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

Materials Needed

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

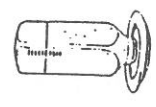
- Using a hammer and small nail, punch about 10 holes into the jar's lid and cardboard liner. These allow air and moisture in, while the lid keeps out larger air currents.
- Cut plastic lid into disc with a diameter smaller than jar opening. Make a pinhole exactly in the center of plastic disc.
- Cut a thin cardboard rectangle, 3 cm x 12 cm. Leave a tab on each end. Fold it in half, and crease to form an 'A' shape. Make a pinhole midway in the crease. Draw a character or scene on one half to indicate rainy weather; on other half a scene for fair weather.
- Bend the tabs inward, and tape them to opposite ends of plastic disc's underside. The pictures should face outward.



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

BAROMETER

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

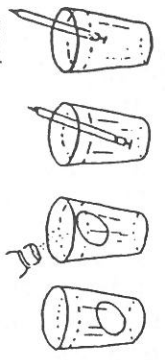


With a felt tip pen, draw 8-10 scale marks 3/8" apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.

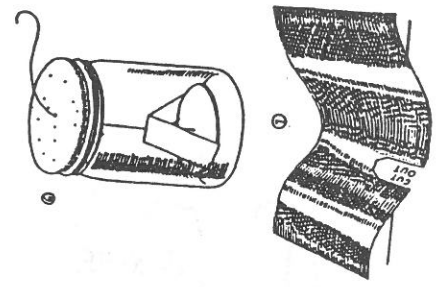
HYDRONETER

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

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



Why? Salt water is more dense.

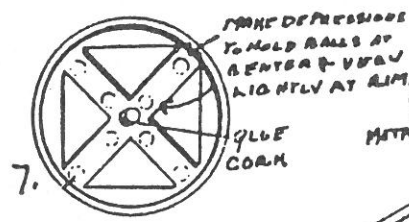
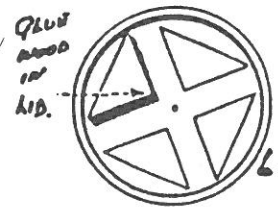
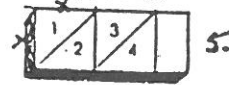
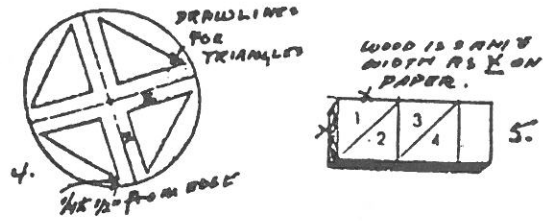




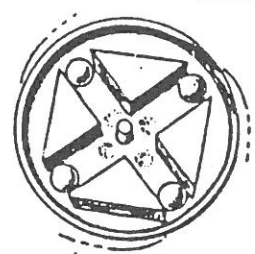
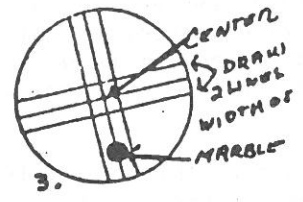
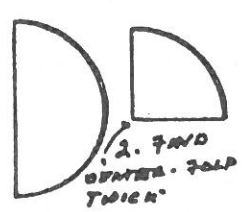
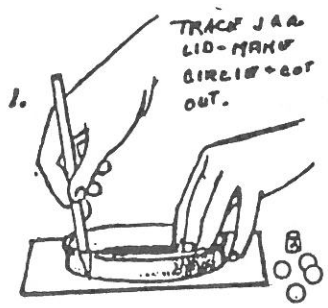
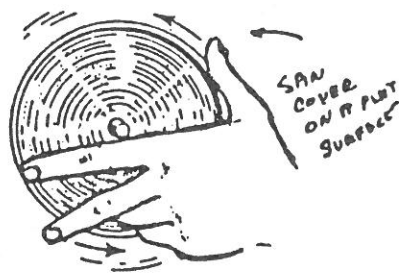
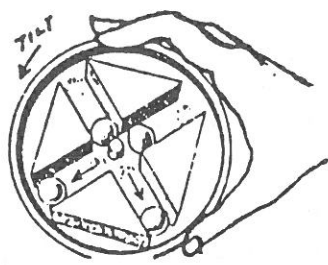
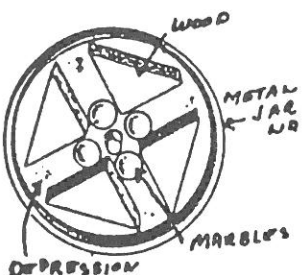
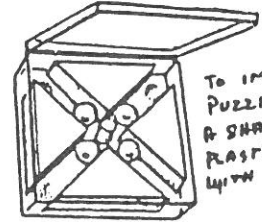
Centrifugal Force

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

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



KEEP LID CLOSED



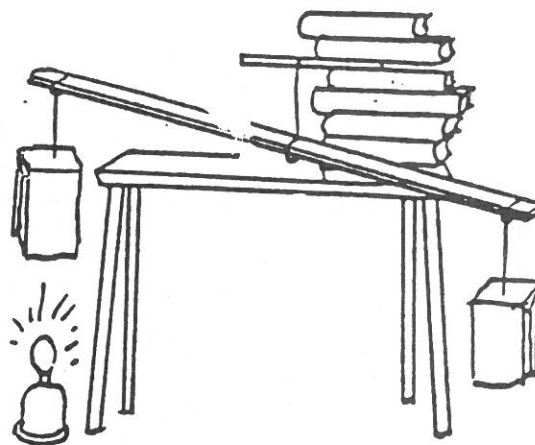
← THE FOUR MARBLES ROLL FROM CENTER & STAY AT THE RIM.

WEIGHING AIR

This experiment will help illustrate why Montgolfiers' balloon worked.

You will need:

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



to make this balance that weighs air.

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

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

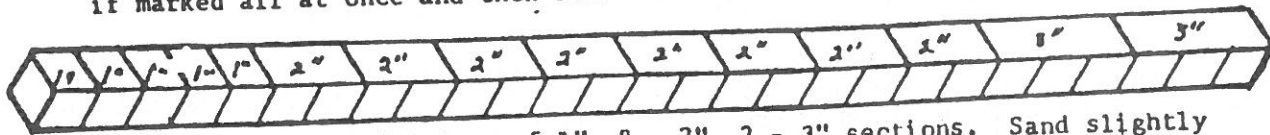
WHAT CAUSES FOG? A fog is a cloud in contact with the ground. There is no basic difference between a fog and a cloud floating high in the atmosphere.

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

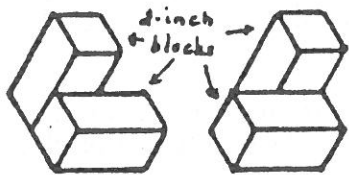
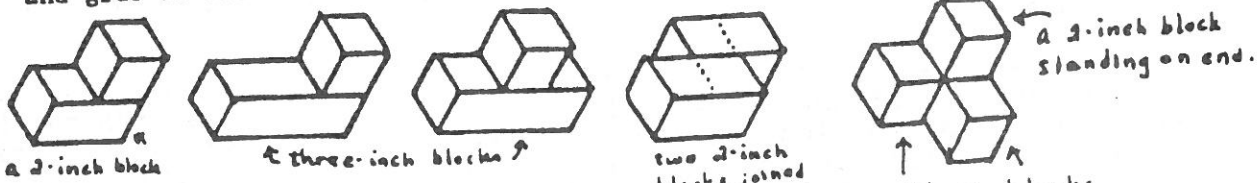
The reason fogs often seem denser than clouds is that the droplets of water are smaller in a fog. A large number of small drops absorbs more light than a smaller number of large drops (as found in clouds) thus its denser to us.

**THE SOMA CUBE**

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

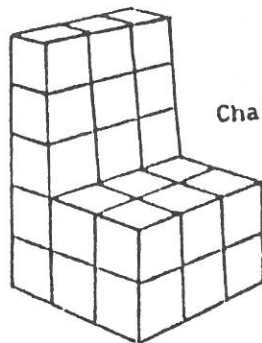


When finished you will have; 5-1", 8 - 2", 2 - 3" sections. Sand slightly and glue as below. After gluing, there will be 7 different shapes.

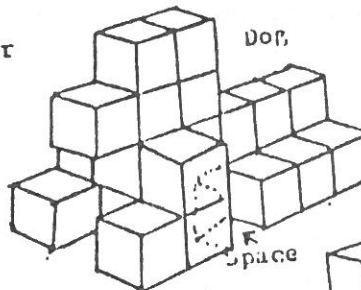


These two pieces are mirror-images of one another. They are not identical.

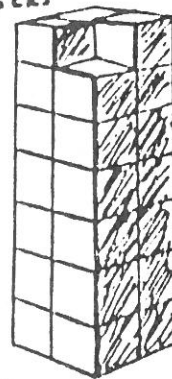
Build these with your newly soma cubes.



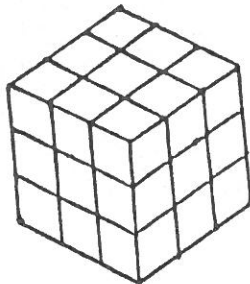
Chair



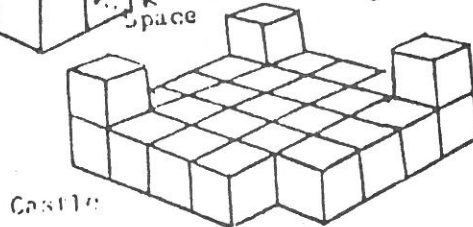
Door



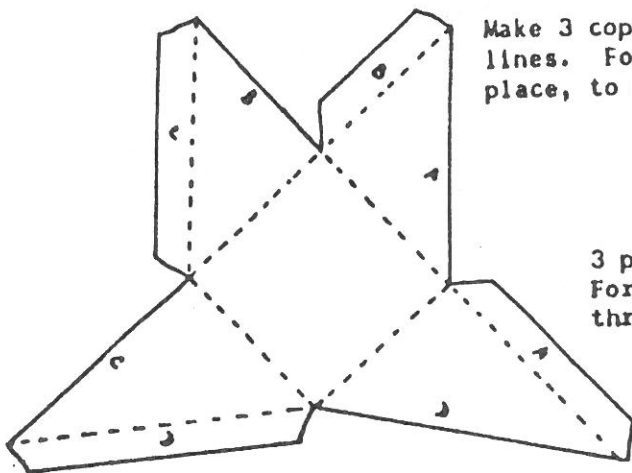
Tower



3 x 3 Cube  
There are 240 ways to build this cube. How many can you build. Write down and keep track.

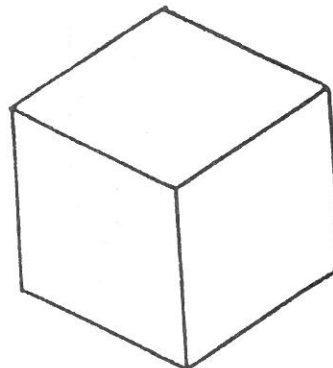


Castle



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

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





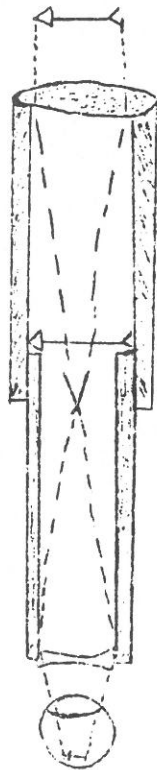
## Telescope

A refracting telescope is an astronomer's tool used to magnify distant objects. It is based on the principle that light waves are bent or refracted when they pass through different materials.

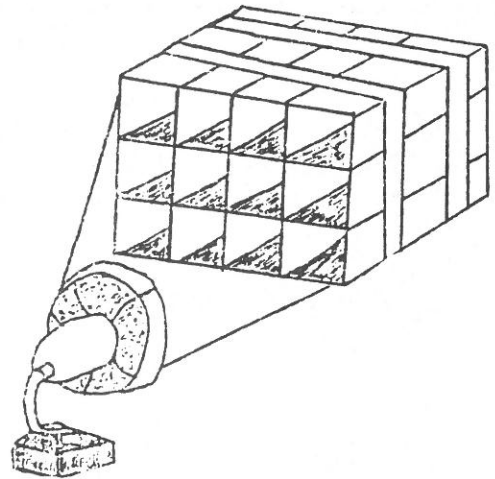
Locate two cardboard tubes, one slightly smaller in diameter. From a science supply house purchase two convex lenses which have the same or slightly smaller diameters. A suggested focal length for the eyepiece lens is one inch and for the objective lens ten inches. Using lenses of these focal lengths will give you a magnification of ten times.

Tape the eyepiece in one end of the smaller tube. Tape the objective lens in one end of the larger tube. Place the small tube inside the larger one. As you look through the eyepiece point the homemade telescope at an object in the night sky. Move the smaller tube in and out until the object is clear. Can you see the moon, Venus, and stars better with this instrument than with the naked eye?

This telescope can be used in the den room or backyard to magnify things. What happens to the image? Substitute a concave lens for the convex eyepiece. Is your world right side up now?



TELESCOPE



Wind Tunnel

### Wind Tunnel

A wind tunnel is used by scientists to test model airplanes designed like actual planes. It provides them with information about how a certain plane would respond in flight.

Take a dozen one-quart cardboard milk cartons and cut off both ends on each. Glue all twelve together as shown in the illustration. An electric fan set in front of the wind tunnel will produce the air currents. Model airplanes of balsa wood, heavy cardboard, or plastic can be tested. Hold a plane on the end of a string behind the wind tunnel. Refer to the diagram for position. Does the wind current create a lift? Adjust the elevators on the tail assembly so the airplane will climb. What is the position of the elevators in a nose dive?

### Crystals

Some crystals are easy to make. For example, beautiful blue crystals of copper sulphate - combined with water - can be made by preparing a concentrated solution of copper sulphate and allowing it to evaporate. Make the solution by stirring copper sulphate into a half cup of hot water until no more will dissolve (you can get copper sulphate at the chemist). Pour the solution into a shallow dish and leave it for a few days.

As the solution evaporates, blue crystals of copper sulphate will be left behind.

Similarly, dissolve a quarter of a cup of Epsom salts in an equal amount of boiling water. Splash the solution on a tile, and crystals will soon appear.

### Electric Cell

Two rods of different metals placed in an acid solution form an electric cell. You can make a simple battery with some strips of brass or copper and zinc and a dozen potatoes. Cut the zinc strips out of the cases of old flashlight batteries. Buy strips of brass or copper wire, and copper wire for connecting them. Prepare twelve strips of each metal. If you use copper wire instead of brass strips, wind it around sticks. Into each of the twelve potatoes, cut two slits about 1/2 inch apart. Stick the strips of two metals into each potato. Connect them with wire from the brass strip in one potato to the zinc in the next. To complete the circuit, connect a flashlight bulb in place of the thirteenth potato. It will light up, proving that you have made electricity. Each of the potatoes contains acid in its juices. The chemical reaction that takes place between the two different metal strips and the acid makes electricity.

### Lift Pump

#### Materials needed:

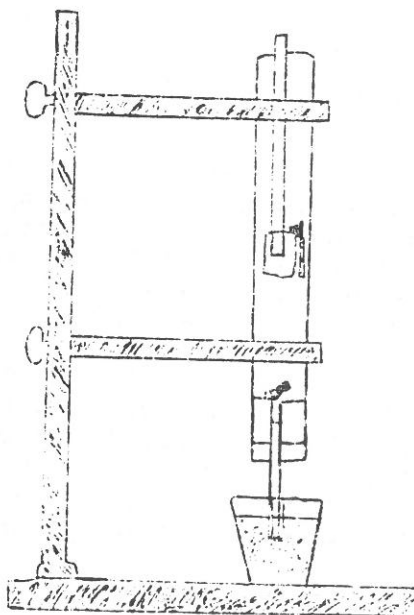
- Clear plastic or glass cylinder one inch diameter by one foot long.
- Pencil
- Short glass tube
- 1 - one hole stopper
- 1 - two hole stopper
- Two small squares of rubber
- Pan of water

A lift pump is a type of suction pump used to bring water up out of wells. It can be found on farms and in picnic areas of forest preserves.

Build a wooden support or use a ring stand to hold the cylinder in a vertical position. Fit the short glass tube into the one-holed stopper. Tack a flap of rubber over the top of the hole in the stopper. This arrangement is called the foot valve and should fit snugly in the bottom of the plastic cylinder.

Push a pencil into one hole of the other stopper. Tack a rubber flap over the second hole. This stopper should fit loosely into the top of the plastic cylinder so that when you hold the pencil it will move up and down. It serves as the piston valve.

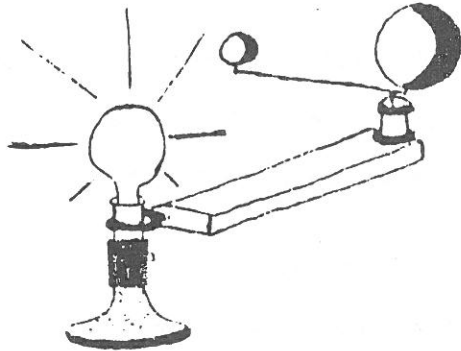
Place a pan of water under the pump so that the glass tube in the foot valve extends down into it. Prime the pump by pouring in a little water in the top of the plastic cylinder. Move the piston up and down. When do the valves or rubber flaps open and close? What happens to the air in the cylinder on the downstroke? What happens when you pull the piston back up?



### Periscope

Cut four strips of balsa wood measuring 3 inches by 1 foot. These will form the sides of the tube. Cut two more pieces measuring 3 by 3 inches for the ends. Cut out a two-inch square near the end of two side strips. Tape pocket mirrors at a 45 degree angle to the two sides with holes. Tape the remaining sides and the top and bottom pieces to form a completely closed box.

The periscope is now ready for use. Hold the tube upright and look through the bottom opening. Since light travels in straight lines the mirrors will reflect objects down to your eyes.



### Planetarium

A planetarium is a machine that projects the night sky on a dome-shaped ceiling. It can portray the positions of the stars, planets, and moons in relation to each other and the sun during the different seasons of the year. A simple planetarium can be made to illustrate a few concepts about astronomy.

Use a large rubber ball and a small ball one fourth its size to represent the earth and the moon. Insert a wire hanger through the center of both balls. Construct a wooden arm on a table lamp by following the adjoining illustration. A large eye screw will permit the arm to revolve around the light which represents the sun. A spool nailed to the opposite end of the arm will hold the wires attached to the two balls.

When using the planetarium to demonstrate concepts, the axis of the earth should always be tilted to the north as you revolve it around the sun. Use a compass to set the direction correctly. Observe the area on the earth directly illuminated by the light at each quarter turn. Can you figure out which season of the year it is? In what positions will the moon be when there are lunar and solar eclipses?

ALMOST PERPETUAL MOTION MACHINE

Two forces of nature -- gravity and centrifugal force -- team up to power this interesting mechanical movement. Set the machine on the edge of a table with the weight hanging over the side. Wind it up by rotating the boom clockwise until the cord is wrapped around the shaft. Release the boom and your machine will go to work until it uses up all the string on the shaft.

Men have been trying for centuries to invent a perpetual motion machine. This model comes close to it in theory. In fact, if you could wrap a mile or more of string on the shaft and hang the weight over the edge of Grand Canyon, it would work for days without any attention -- or until the parts wore out. That's why we call it a perpetual motion machine -- well almost!

## Equipment List:

2 8" length pine lattice stock  $\frac{1}{2}$ " x  $1\frac{3}{8}$ "

3  $3\frac{1}{2}$ " lengths of pine lattice stock  $\frac{1}{2}$ " x  $1\frac{3}{8}$ "

Baby food jar with lid filled with nuts or washers so it weighs 6 to 8 ozs.

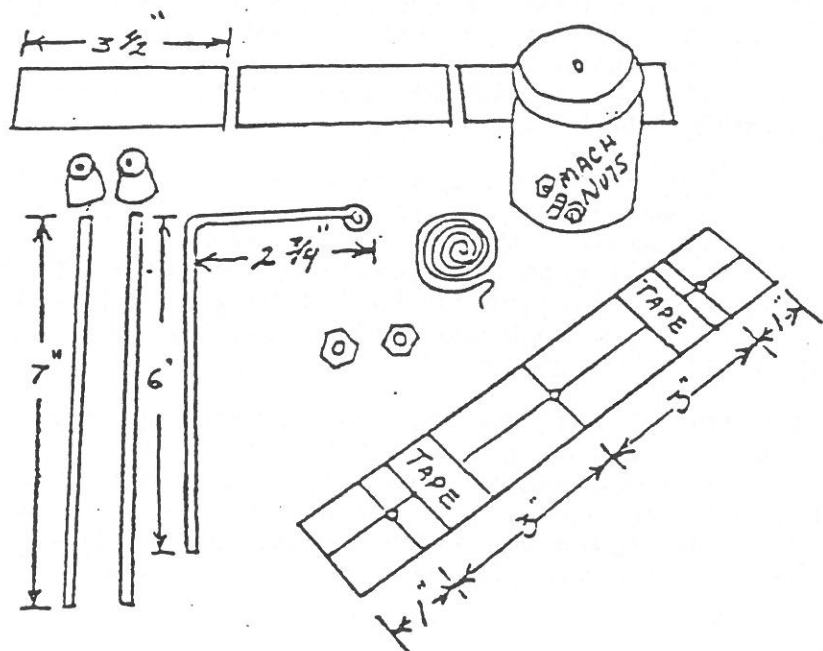
2 7" lengths of  $\frac{1}{8}$ " dowel

$9\frac{1}{2}$ " length of clotheshanger wire

2 large machine nuts

2 plastic toothpaste tube caps with  $\frac{1}{8}$ " holes drilled through the center

stout cord or nylon thread



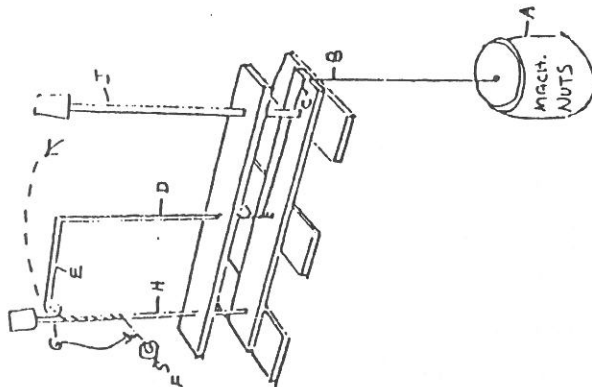
Almost Perpetual Motion Machine (Continued)

Technical Explanation:

If you want to have some fun and impress your friends, try this "technical explanation" of how your machine works; Gravity exerts a downward pull on weight (a) creating a vertical tension on cord (b). As cord (b) rides over the rounded edge of frame (c), it transfers the vertical tension to a horizontal tension, pulling on the end of the cord wound around shaft (d), causing shaft (d) to rotate and swing boom (e) counter-clockwise in a circular pattern. As boom (e) rotates, centrifugal force is built up by weight (f) tied to cord (g) causing both to fly outward in a straight line until post (h) intercepts cord (g). Centrifugal force continues to make weight (f) move in counterclockwise circular pattern, causing cord (g) to wrap itself around post (h) until weight (f) is stopped momentarily by post (h).

At this point, gravity takes over again, pulling weight (f) downward, causing cord (g) to unwind in the opposite direction (clockwise). Centrifugal force builds up once more as cord (g) unwinds until it flies free of post (h). The instant cord (g) is clear, the gravitational pull on weight (a) and the tension on cord (b) rotates shaft (d) and boom (e) another halfturn until post (j) intercepts cord (g) and the pattern is repeated. The movement continues in a rhythmic pattern until cord (b) is completely unwound from shaft (d).

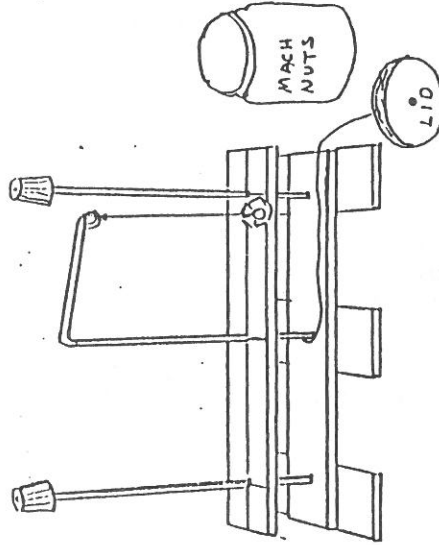
Simple, isn't it.



Almost Perpetual Motion Machine (Continued)

To Assemble:

Drill three 1/8" holes in the long pieces of frame with the pieces taped together to insure perfect alignment of holes. Glue the three feet under the lower piece after holes are drilled. Push the dowels into the plastic caps, then push them into holes in frame pieces, separating the top and bottom pieces by 1 1/2". Tie one machine nut to a length of cord and tie the other end of cord to the boom; the nut should just clear the top of the wood. Insert shaft in frame, then attach another cord to the shaft just below the top frame piece, using a timber hitch knot. Apply a drop of model cement to secure knot to shaft. Slip other end of cord through a tiny hole in bottle cap and tie second nut at this end to anchor cord in cap.



## SHOWMAN ACTIVITY BADGE

HURRY! HURRY! HURRY! STEP RIGHT THIS WAY FOLKS! IT'S SHOWIME!

Does that bring a flood of memories back to you? Everyone love a show and most all boys have a generous chuck of ham in them and want nothing more than a chance to let it out. If you don't give them a chance under controlled conditions they will take it when you least expect it or want it.

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

This badge covers most of the field of entertainment and acquaints the boys with ways of putting on various show or skits. Making props also can be used as part of the Craftsman badge. It is doubtful that you will produce any skilled entertainers, but the badge should help expose the Webelos to theatre and musical arts and perhaps build self confidence in some of them. It's bound to be fun.

Every conscientious leader of boys is working to further develop the whole boy-physically, emotionally, spiritually, and mentally. So he will be prepared to take his place as a well-adjusted member of his social group.. Educational trends are so definitely toward creativity that dramatics is becoming a regular part of class room activities in most areas. The underlying theme in creative arts is to develop richer living through a well rounded personality. The Showman badge offers, through it's various requirements in puppetry, music and drama, the opportunity for a boy to develop his creativity and broaden his base of aptitudes.

## DEN ACTIVITIES:

- \*Attend a high school play.
- \*Invite a high school drama teacher to explain and demonstrate make-up techniques and the meaning of stage directions.
- \*Use a tape recorder to record the boys' voices so they can hear how they sound.
- \*Write and perform a puppet play. Make the puppets to go with it.
- \*Visit a costume shop. Refer to the yellow pages in the phone book for a list of the costume shops.
- \*Put on an advancement ceremony for the pack meeting.



\*Write a one-act play for a pack meeting.

\*Plan den entertainment night for the whole family.

This could be a variety show including musical numbers, a play and puppet show.

\*Have boys bring their favorite records and play them for the den.

\*Make a puppet stage from cardboard.

\*Talk about sound effects. Let the boys try some of them out.

#### PACK ACTIVITIES:

\*Exhibit: Variety of puppets, costumes, posters or charts of composers.

\*Demonstrate: Put on some form of entertainment such as a musical show, skit, puppet show, or pantomime.

\*Take your entertainment to a children's home or hospital as a good turn.

\*Take your puppet show to a nursing home for the elderly for an afternoon of entertainment.

#### WORK GLOVE HAND PUPPETS



Materials Needed: White cotton work gloves, yarn scraps, and cotton.

Stuff the fingertips of the gloves solidly with cotton for heads, now wind thread tightly around each finger. Use magic marker or pens for faces, better to put on the hair before making the faces.

Take 6 pieces of yarn 4" long, pinch together in the middle with your fingers and with a needle and thread, stitch by hand to the head. The next 6 pieces could be 3" long - do the same, keep it up until it looks cute or funny.

For Grandpa: put cotton for the hair and mustache.

For Grandma: use cotton for the hair and a tiny scrap of material for the dress. Use your imagination.

PANTOMIME

Pantomime is the expression of a thought, emotion or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak.

Encourage the group to think about how any thought or feeling or action can be shown without words. Try the following:

THIS IS HOW I FEEL:

Everyone sits quietly and thinks about how he'd feel - then get up and show how he'd walk:

- \*If he had to go into a room where a baby was sleeping.
- \*If he's done something he was ashamed of doing.
- \*If he were on skits.
- \*If he had a nail in his shoe.

OR, how he'd feel:

- \*If it's very hot
- \*If he's very scared
- \*If it's very cold
- \*If he's pleased

Pantomime these occupations:

Baker, policeman, doctor, lawyer, dentist, plumber, ball player, swimmer, singer, actor.

How would you lift?

- \*A very young lady
- \*Something very hot
- \*Something heavy
- \*Something very fragile
- \*Something big and bulky
- \*Something cold

How would you look?

- \*If someone gave you a ferocious lion?
- \*If someone gave you a beautiful ring?
- \*If you lost something.
- \*If you found something.
- \*If you slipped on ice.
- \*If your report card was all "A's".
- \*If someone pinched you.
- \*If you smelled something bad.
- \*If you saw someone kick a dog.

SOUND EFFECTS FUN...

Try sound effects to add to the realism of any skit or play. Experimenting with reproduction of sounds can provide an amusing pastime, too. Ways to reproduce some of the common sounds are described below. We hope you will discover some

sound reproductions of your own to add to the fun.

**PUPPY DOG:** For the crying puppy, blow up a balloon, with the first two fingers of both hands, stretch neck of balloon, slowly releasing the air making the rubber vibrate and thus making sounds.

**HORSE:** To make the sound of horses hooves, hold a block of wood in each hand. Strike the ends together, alternating ends, vary the rhythm for trotting and galloping horses.

**KNOCK ON THE DOOR:** Strike the bottom of a gallon plastic bottle with a rubber scraper.

**PISTOL SHOT:** Stretch a rubber band around the center of a small foil pie pan. Pull out the band from the bottom of pan, then release it.

**BOAT WHISTLE:** Cut strips of rubber band 3/4" wide balloon. Fasten over the hole in one end of a medium sized wooden spoon. Fasten with rubber band. Blow into the open end of the spoon. This makes a shrill whistle if rubber is stretched tight.

**TRAIN WHISTLE:** For an ear-splitting sound that can be heard all over the house, place a sheet of paper over the top of a 8" foil pie. Place partly-open mouth against paper and utter a shriek without moving the lips. If train is far away, make it a small shriek.

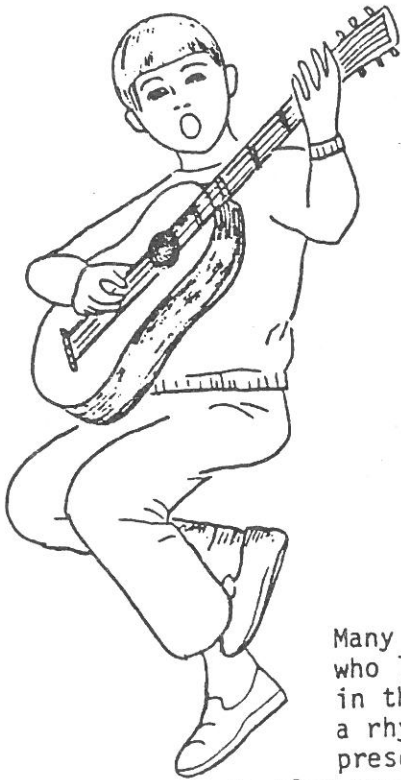
**WIND:** Grasp a sheet of waxed paper with a hand on each side. With an accordion playing motion, alternately crush and smooth out the paper.

**WIND AND RAIN:** Shake a large sheet of brown wrapping paper like a rug.

**THUNDER:** Gasp a tin or aluminum cookie sheet at one end, playing your thumb on the underside of tin. Shake tin so it vibrates. Bang it against knee for occasional loud thunder.

**STORM:** Combine the wind, rain, and thunder sounds. Then turn off--stage lights on and off to produce the flash of lightning.

Experiment with these sounds, and have a lot of fun.



Folk music is as old as man himself. Adam may have sung folk songs to Eve (or was it the other way around?). Primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs.

Even though you may not be able to carry a tune, we all enjoy singing folk songs. If "Turkey in the Straw" sounds like "Home on the Range", the way you sing it, never mind. They're both still folk songs.. from vastly different backgrounds. "Turkey" is an old minstrel tune first popular about 150 years ago. Its melody is from a common Irish piper's reel. "Home on the Range" is a cowboy song written about 100 years ago in Kansas, and was sung all over the Midwest before becoming popular nationally in the 1930's.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek a fortune in the new world. Black slaves from West Africa supplied a rhythm, a beat and a relaxed and happy sound which are present today in folk music as well as rock 'n roll and jazz. Negro music also gave us the "blues", an important part of both folk and Jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which are written down or recorded are not "folk" tunes. But young, modern singers such as Bob Dylan, Simon and Garfunkel and John Denver, and the songs they write certainly belong in the folk field.

Just as the folk singer comes from many backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow The Man Down", a French Canadian tune "Alouette", a railroading song "I've Been Working on the Railroad", southern mountain love songs "Black Is the Color"; Negro spirituals "When the Saints Go Marchin' In", Negro blues "The Ole Bollweevil Song". They can be old...such as "Greensleeves", an English ballad 400 years old - or as new as John Denver's tunes today.

The unamplified guitar is to the folk singer what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute or mandolin.

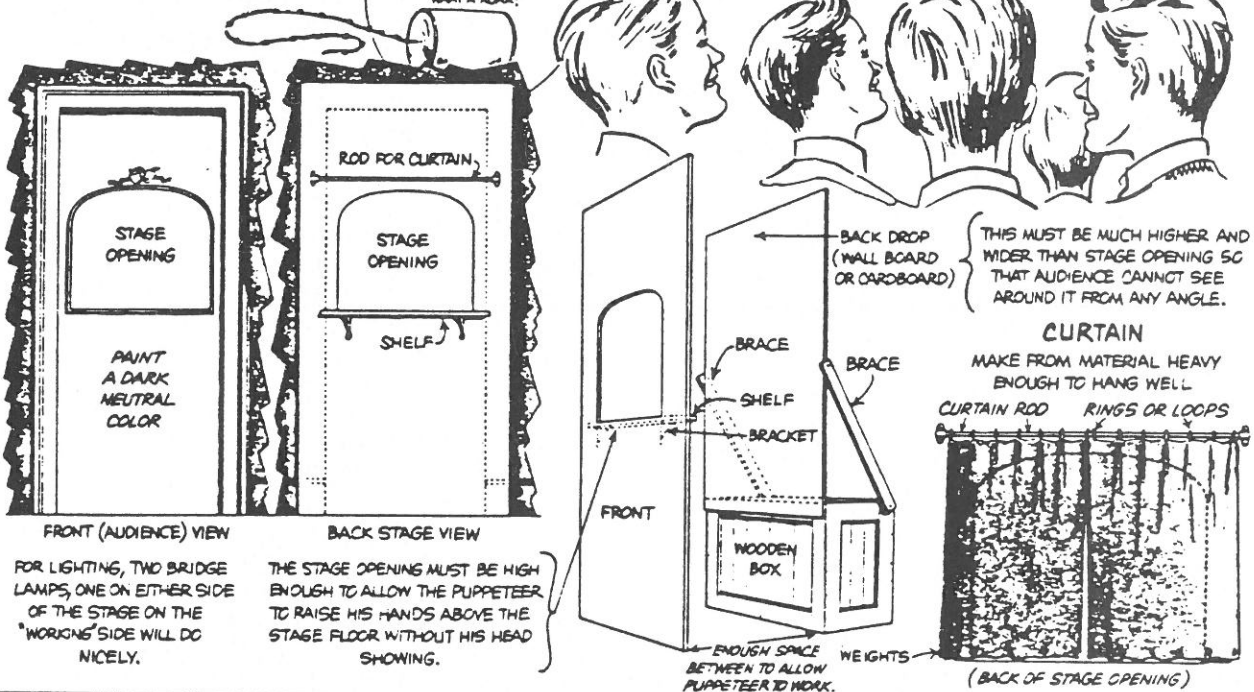
We all sing folk songs, but if you want to be a folk singer, perhaps entertaining your friends or someday even being paid to do it, listen to Burl Ives, Woody Guthrie, Pete Seeger, Bob Dylan or John Denver. Copy their styles, learn their songs. Before long, your own style will appear, and maybe you'll write your own songs. You may have some trouble getting your rock 'n roll loving friends to listen to you. But work hard and you may have them singing, and strumming along with you.

# PUPPET SHOWS

SETTING UP YOUR PUPPET STAGE IN A DOORWAY IS A VERY PRACTICAL METHOD. USE A PIECE OF WALL BOARD WITH THE STAGE OPENING CUT OUT, OR USE PIECES OF CORRUGATED BOARD. AN ASSISTANT CAN TURN THE "AUDIENCE" LIGHTS ON AND OFF.

...ONE OF THE EARLIEST FORMS OF ENTERTAINMENT AND STILL AS POPULAR AS EVER. HERE ARE SOME TIPS ON CONSTRUCTING THE STAGE AND SETS. ON OTHER PAGES ARE TIPS ON MAKING PUPPETS AND A SUGGESTED SCRIPT. TRY YOUR HAND AS A PUPPTEER. ...IT'S FUN!

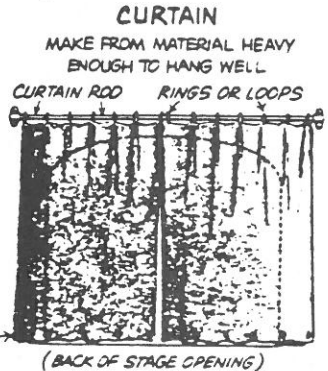
TO MAKE DURWOOD'S ROAR, FASTEN A KNOTTED STRING TO A TIN CAN... THEN HOLDING THE CAN AND RUNNING YOUR THUMB ALONG THE KNOTS... WHAT A ROAR!



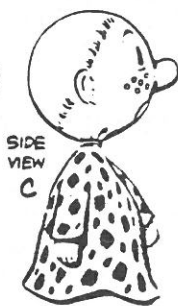
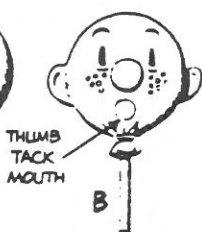
FOR LIGHTING, TWO BRIDGE LAMPS, ONE ON EITHER SIDE OF THE STAGE ON THE "WORKING" SIDE WILL DO NICELY.

THE STAGE OPENING MUST BE HIGH ENOUGH TO ALLOW THE PUPPTEER TO RAISE HIS HANDS ABOVE THE STAGE FLOOR WITHOUT HIS HEAD SHOWING.

THIS MUST BE MUCH HIGHER AND WIDER THAN STAGE OPENING SO THAT AUDIENCE CANNOT SEE AROUND IT FROM ANY ANGLE.

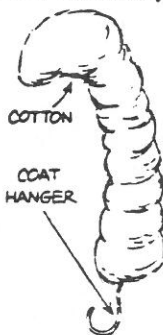


HERE ARE THREE CHARACTERS...YOU CAN MAKE UP OTHERS!

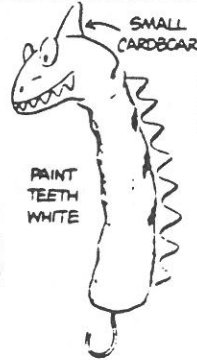


ROCKY'S HEAD IS MADE WITH A RUBBER BALL WITH STICK INSERTED (A). PART OF WHITE SOCK GOES OVER BALL. PUT COTTON NOSE AND EARS INSIDE AND FASTEN (B). CUT AND SEW CLOTH SPOTTED TO SIMULATE LEOPARD SKIN, FOR CLOTHING.

YOU GRASP THE STICK AND PUT TWO FINGERS IN ARMS TO HOLD AND MOVE FIGURE.



FOR DURWOOD USE A COAT HANGER WRAPPED WITH COTTON. SEW BRIGHT PINK OR GREEN COTTON OVER HEAD AND NECK... BUTTONS FOR EYES.



HOLD NECK AND TWIST WIRE. HEAD MOVES REALISTICALLY.



FOR HERMIT...USE A DARNING EGG WITH HEEL OF SOCK OVER IT FOR HEAD... COTTON NOSE AND EARS INSIDE... GLUE ON BLACK BEARD.

PUPPETRY - MARIONETTES

By definition, a Marionette is "a jointed puppet manipulated by strings or wires attached to its limbs". Below are instructions for making papier-mache balloon marionettes. Also included are instructions for making the cardboard or jiggly-jointed marionette.

Papier-mache Balloon Marionettes

Use a large balloon for the head and a small one for the body. Cover both balloons with strips of newspaper dipped in liquid starch or wheat paste. Strips of newspaper should be torn, rather than cut with scissors. Burst the balloons when dry.

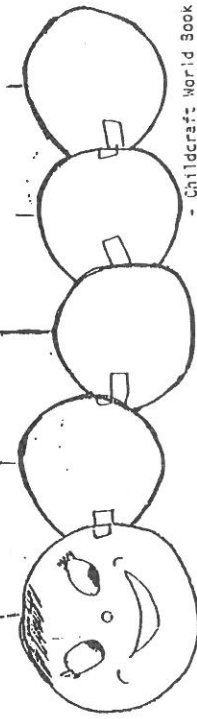
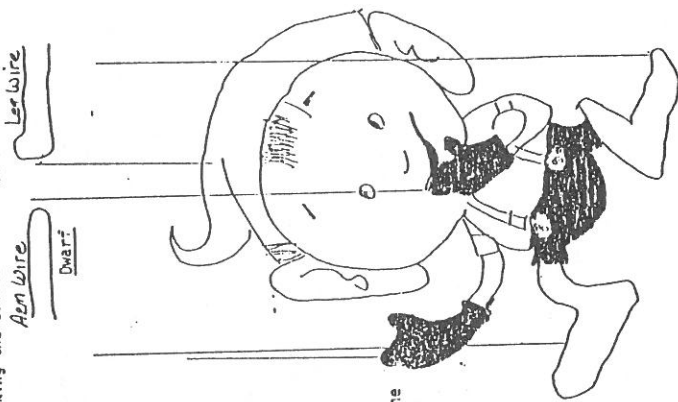
Bend the pieces of wire to make arms and legs as shown. Cover the wires with papier-mache strips. Use tape to loosely attach the head, arms, and legs to the body. Add cardboard ears. Paint on the eyes, the nose, and the mouth.

Attach strings to the head, the hands, and the feet. Tie the strings to a pencil or an ice-cream stick control. Pull on the leg string to make the leg move, on the arms string to make the arm move.

Wiggly Worm

Use five round balloons for the worm. Cover them with papier-mache strips as explained above. Paint the papier-covered balloons with tempera paints.

Use tape to join the balloons, but leave enough room between the balloons to let the worm wiggle. Burst the balloons when the papier-mache is dry. Attach strings along the back of the worm, one for each balloon. Tie the other end of each string to a pencil or ice-cream stick control.

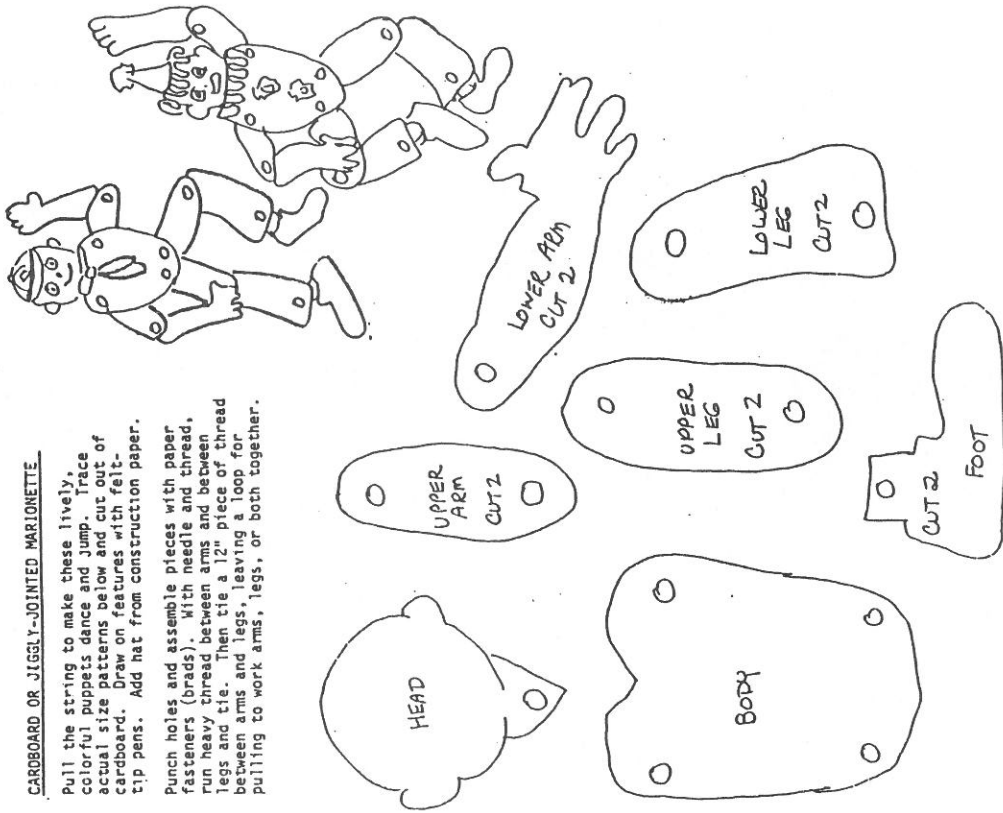


- Childcraft World Book Encyclopedia

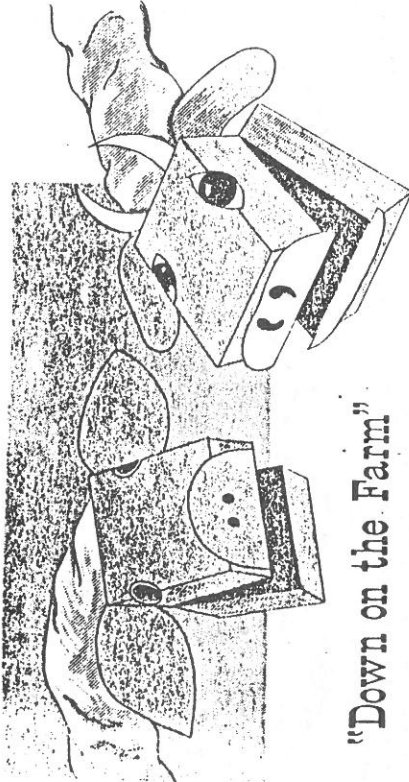
CARDBOARD OR JIGGLY-JOINTED MARIONETTE

Pull the string to make these lively, colorful puppets dance and jump. Trace actual size patterns below and cut out of cardboard. Draw on features with felt-tip pens. Add hat from construction paper.

Punch holes and assemble pieces with paper fasteners (brads). With needle and thread, run heavy thread between arms and between legs and tie. Then tie a 12" piece of thread between arms and legs, leaving a loop for pulling to work arms, legs, or both together.







## "Down on the Farm"

# Animal Puppets

*Old MacDonald's farm was never like this! These barnyard beauties will say lots more than the usual oink, moo, baa and neigh once you get your hand in this puppet project!*

You'll need gelatin and pudding boxes, heavy paper, cardboard, paint or crayons, glue, white ribbon, yarn, tape, clay and socks for these rural rascals.

For each head, use a box from gelatin for the lower jaw and a pudding box for the upper part of the head. Leave the open end where top was removed uncovered, but cover the rest of each box with heavy paper. Neatly fold down the excess paper, and glue to a wide side of the box. This side becomes the inside of the mouth.

With tape, hinge together the open ends of the boxes. Line the mouth with a single piece of red paper to reinforce the hinge.

To operate the puppets, slide a sock over your hand, and insert your fingers into the opening of the upper box and your thumb into the lower box.

### Pig

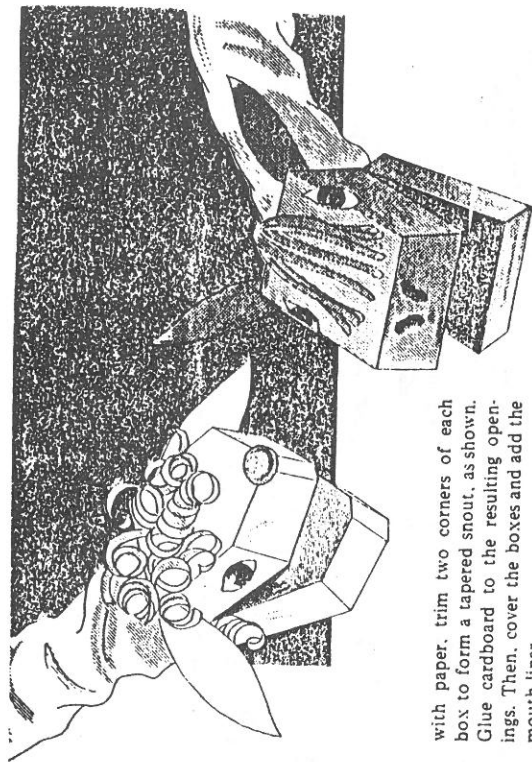
This little piggy happily goes not to market, but to the puppet stage. Cover two boxes and add mouth liner. For the snout, cut out a 2 1/2" cardboard circle. Glue heavy paper to each side of this circle. Cut across the circle, about 1/2" from the bottom and glue the remaining snout to the top box. Cut paper ears, as shown, and glue them in place inside the open end of the top box. Add paper eyes and nostrils.

### COW

This puppet is certain to give a mooing performance! Cover two boxes and add mouth liner. From heavy paper, cut out the muzzle, as shown. Cut the muzzle in half, and glue the top half to the upper box and the bottom part to the lower box. Make paper ears and horns, as shown. Slit base of ears, as shown, to make attaching easier. Glue in place. Add paper nostrils and eyes.

### Lamb

Mary's little lamb has nothing over this curly-topped cutie! Before covering

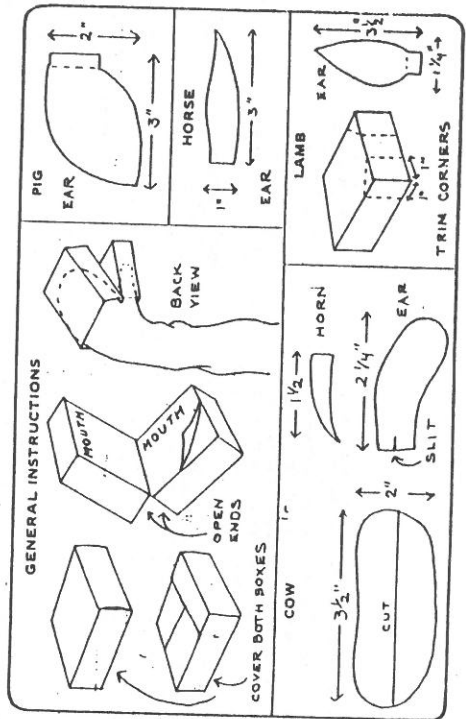


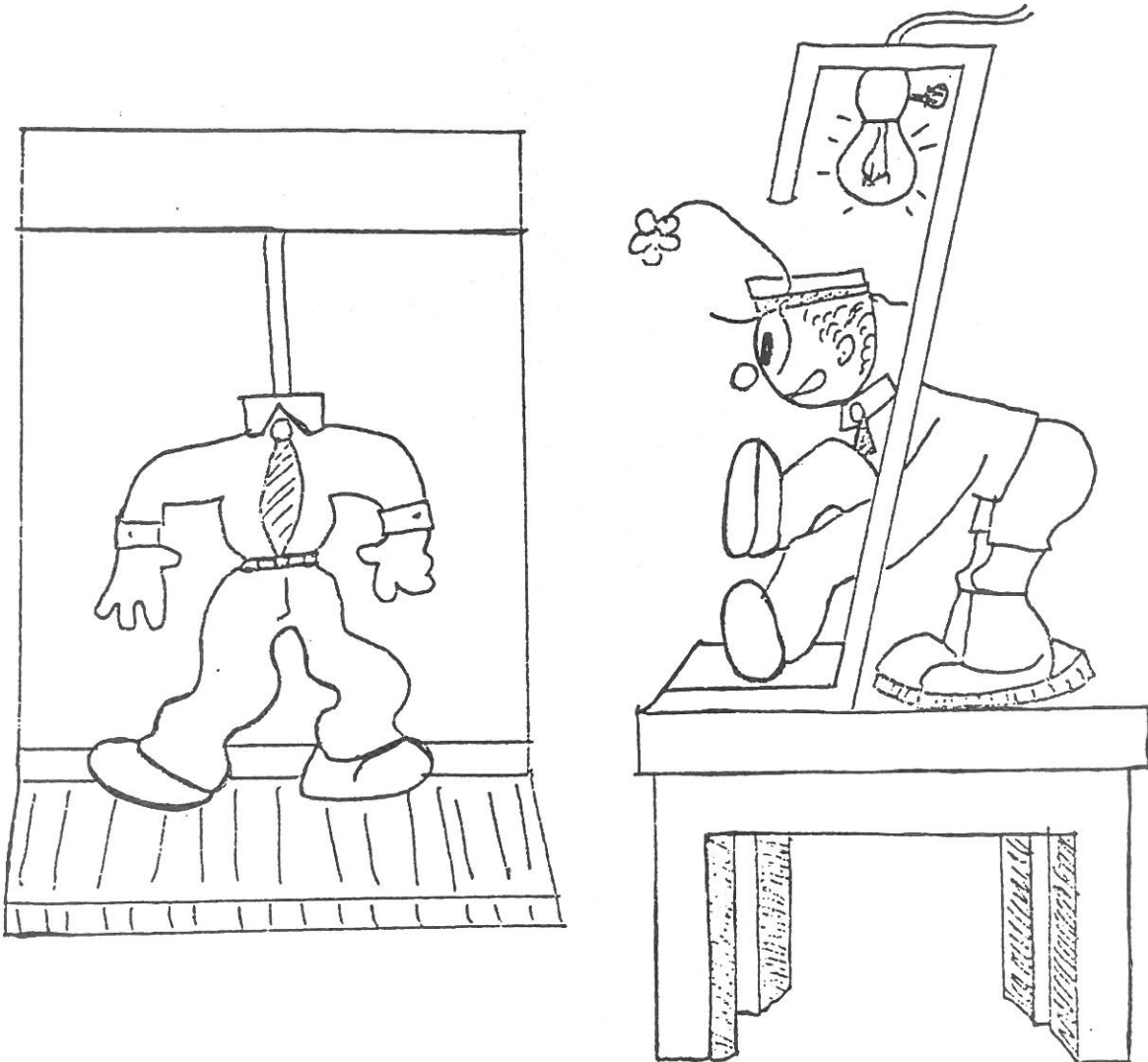
with paper, trim two corners of each box to form a tapered snout, as shown. Glue cardboard to the resulting openings. Then, cover the boxes and add the mouth liner.

Curl gift wrap ribbon by pulling a scissors across the ribbon, and glue ribbon to lamb's head for curly wool. Cut out paper ears, as shown, and glue in place inside the open end of the top box. Add paper eyes and a clay or bead nose. This lamb will make you laugh and play like Mary's lamb did!

### Horse

Here's more horse-play for your puppet show. Cover two boxes and add mouth liner. Cut paper ears, as shown. Add yarn mane, paper eyes and nostrils. And heigho the derry oh, you're a puppeteer in the dell!





### A SONG AND DANCE MAN

Put your boys into the act by using this clever device for a live puppet. If you make two or more you can have a chorus.

Make a 3 x 5 frame out of 1 x 2 pine or other light wood. Cover and frame with a plain colored cloth. Sew or print a shirt on background and fasten a pair of pants onto frame at puppets waist. Cut a slit to insert boys head and make two slits for his arms to be inserted into the pants legs. Stuff a pair of work gloves and sew them to the shirt cuffs on background. To operate have a boy put his head through the slit above the shirt put an appropriate hat on his head and tie shoes securely to his hands. He can improvise dance steps to fit the tune as he goes. Some very funny routines can be worked up with this puppet frame.



A CUB SCOUT FARMER'S GARDEN OF THOUGHTS

Personnel: Eight Cub Scouts (Farmer hats or costumes if desired)

Props: Large cardboard vegetables as indicated.

BOYS LINE UP ACROSS STAGE AND HOLD CARDS SPEAKING THEIR LINES IN TURN.

First Boy: (Holds gardening tools)  
We're Cub Scout farmers who've come your way  
To share with you our garden of thoughts for the day.

Second Boy: (Holds up carrot)  
Take care at all you do, remembering to do your best each day.

Third Boy: (Hold up lettuce)  
Let us always give a smile to others as we travel down life's way.

Fourth Boy: (Hold up turnip)  
Be sure to turn up at meetings and in the pack participate.

Fifth Boy: (Holds up string bean or lima bean)  
Learn not to always put things off for it's not fun being late.  
(bean)

Sixth Boy: (Holds up beet)  
In life's game you can beat if you strive to work with everyone.

Seventh Boy: (Holds up large package of seeds and garden tools)  
And now that we've planted some seeds of thought we'll say goodnight for our meeting is done!

\*\*\*\*\*  
Life never stands still. If you don't advance you go backwards. In Cub Scouting you have many opportunities to learn and advance as you do the achievements, electives and activity badges. Do them well so that you are proud of the badges you wear.  
\*\*\*\*\*

THE CUB SCOUT TRAIL

Props: Tepee or tent, large boxes to make store, mountain, bridge and tunnel. (freezer or appliance boxes work ideal and they fold flat for storage, if bottom and top portion is loosened.) Make cardboard signs that say Bobcat Store, Wolf Tunnel, Bear Mountain, Y ebelos Bridge, and Rugged Road.

Setting: A simulated trail with the tepee standing at the beginning. Four signs held along the way by Cub Scouts and the den chief at the end with the fifth sign. Blue and Gold crepe paper streamers are wound around the signs marking the trail. Akela, attired in an Indian blanket and headband, is at the tepee. The prospective Cub Scouts wears an old baggy shirt and hat over his uniform as he steps up to meet Akela.

AKELA: Can I help you?

BOY: I'm on my way to manhood.

AKELA: Come, let's follow the blue and gold trail. It's the best way. First, we'll stop at the Bobcat Store and get prepared for the journey. (BOY DUCKS DOWN AND TAKES OLD SHIRT OFF AND CHANGES INTO CUB HAT AT SIGN 1)

CUB SCOUT: (at sign 2) I hope there aren't real Wolves here.

CUB SCOUT: (at sign 3) A mountain - Y-OW - Are you sure this is the best way?

AKELA: You are doing fine. You're well on your way. (at sign 4) "I must go help others now. Good luck....."

CUB SCOUT: (Salutes Akela and says) "Thanks for your help." (after crossing bridge) This is the end of the trail. Is this manhood?

DEN CHIEF: No, you're getting close. Just follow the rugged road to Scouting. (Cub Scout goes off stage. The end)

DRAG: Have two boys drag a third boy across the stage. The third boy says, "What a drag!"



CUB SCOUT UPSIDE DOWN STEW

Setting: On stage is a huge pot, made from cardboard carton. The pot could be painted on the side of the carton. Boys getting into the pot, pile up top of each other face down.  
Boy with chef's hat is stirring in pot with a broomstick.

CHEF: (pretends to taste) Hmmm-mm. Tastes like a well rounded den to me.

DEN LEADER: What did you put in it?

CHEF: (reading from oversize card marked "Recipe") Cub Scouts that do their best.

(Any number of uninformed Cubs climb into pot)

A sense of humor.

(Grinning Cub wearing sign "Humor" climbs into pot)

A pinch of wanting to please.

(Cub wearing sign "I Want to Please" climbs into pot)

A dash of mischief.

(Cub wearing "Mischief" sign climbs into pot)

A bit of obedience.

(Cub wearing "Obedience" sign climbs into pot)

A bundle of sunshine.

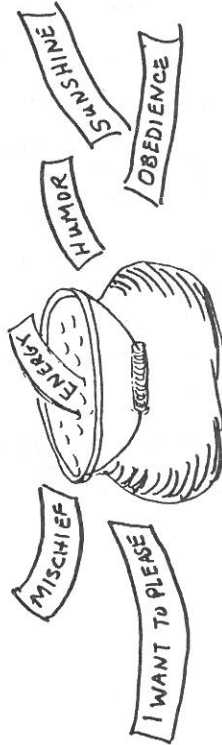
(Cub wearing "Sunshine" sign climbs into pot)

And a ton of energy.

(Cub wearing "Energy" scampers into pot)

Stir well and you have Cub Scout Upside Down Stew.

DEN LEADER: (pretends to taste) Tastes like dirty blue jeans to me!



### A LESSON FOR THE BIG BUGS

Bees: Buzz-buzz      Frog: Croak-croak      Ants: Hup-two-three-four  
 Mosquitos: Bite-bite      Woods: All sounds together

This is a story about Billy and his family and their adventures in the woods\_\_. One fine spring day, Billy's family decided it was a good day for a picnic in the woods\_\_ where they could enjoy nature. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a frog\_\_. They heard some bees\_\_ gathering nectar, and watched some ants\_\_ busy at work. They even swatted some mosquitos\_\_ and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the woods\_\_; the bees\_\_; the ants\_\_; the frogs\_\_; and even the mosquitos\_\_. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog\_\_ that hopped by. Mom threw her napkin on the ground and jumped up in disgust. "That does it!" she said, "The ants\_\_ seem to have taken over our lunch."

Dad stretched out for a nap and had just about dozed off when he heard Sister scream. She had been stung by a bee\_\_. Mom took care of her, so Dad tried again to sleep. But this time the pesky mosquito\_\_ would not leave him alone. Finally he announced they were all going home.

Billy said: "Why do we have to leave now?" Dad replied, "Well, Billy, it seems we aren't wanted by the woods\_\_. We sure haven't been treated very well. The mosquitos\_\_ are eating me alive; the ants\_\_ took over our lunch; and a bee\_\_ stung your sister.

Billy said: "It seems to me that the woods\_\_ and the misquitos\_\_ and the andt\_\_ and the bees\_\_ are trying to tell us something." "What's that?" asked Dad. "Well said Billy, "just look around us here and you will see that we haven't been very nice visitors in the woods\_\_. Look at all the trash we've thrown around. It seems that we're the worst bugs of all - litterbugs."

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the woods\_\_ listening to the sounds. They actually enjoyed the buzzing of the bees\_\_; the croaking of the frogs\_\_; and they even watched an army of ants\_\_ at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of but is a "litterbug".

A GENIUS THIS AND THAT

Norman: "Oh my!" (raise both hands)	This: "Right!" (raise right hand)
Right: "This!" (raise right hand)	That: "Left!" (raise left hand)
Left: "That!" (raise left hand)	Genius: All clap and cheer

This is the story of Norman \_\_\_\_, a boy who wanted very much to be a genius \_\_\_\_. But no matter how hard he tried, it just didn't work out. You see, Norman \_\_\_\_ had a problem. He could not tell right \_\_\_\_ from left \_\_\_\_\_. At school, the teacher would say, "When you know the answer, raise your right \_\_\_\_ hand." By the time Norman \_\_\_\_ figured which hand was which, it was too late! At home, it was the same thing. It was, "Norman \_\_\_\_, you have your left \_\_\_\_ shoe on the right \_\_\_\_ foot."

Things weren't any better outside. In football, they'd send him in at left \_\_\_\_ end and he'd be right \_\_\_\_\_. In baseball, they'd yell "Norman \_\_\_\_, move to your left \_\_\_\_". He'd move to the right \_\_\_\_.

Poor Norman \_\_\_\_\_. No matter what he did, it wasn't right \_\_\_\_ or left \_\_\_\_\_. But Norman \_\_\_\_ was determined! Finally, he figured out what to do. He called it "This" \_\_\_\_ and "That" \_\_\_\_\_. "This" \_\_\_\_ was for right \_\_\_\_ and "That" \_\_\_\_ was for left \_\_\_\_\_. Somehow it all seemed easier. And in no time, he had it down pat.

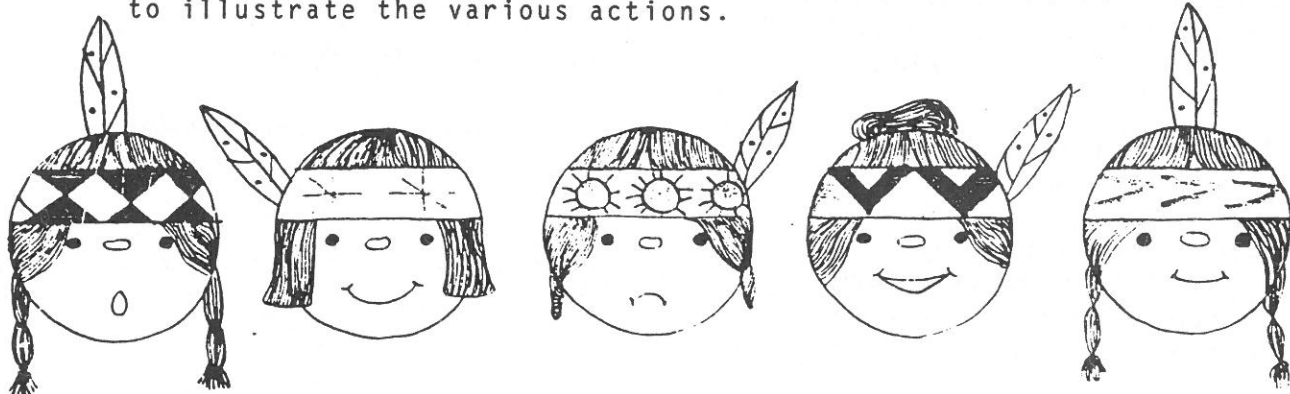
One day, while Norman \_\_\_\_ was home alone, a burglar forced his way in. Norman \_\_\_\_ was frightened! The burglar asked where his mother's jewels and furs were. Norman \_\_\_\_ said, "In the closet". But when the burglar said "Which was is that \_\_\_\_?", Norman \_\_\_\_ of course answered "Left" \_\_\_\_\_. The burglar followed these instructions and found himself in the kitchen. Being a smart burglar, he said "This \_\_\_\_ isn't right \_\_\_\_". And Norman \_\_\_\_ said, "Oh, yes it is, but you asked for that \_\_\_\_"

The burglar became angry and said: "Now listen. I asked where the closet is. Do you understand that \_\_\_\_? Norman \_\_\_\_ answered, "Oh yes, that is left \_\_\_\_". The burglar said "This \_\_\_\_ is enough!" And Norman \_\_\_\_ said, "Oh no. This \_\_\_\_ is right \_\_\_\_." Exasperated, the burglar said "Oh, forget it! Just tell me where the closet is!" And Norman \_\_\_\_ said, "Turn this \_\_\_\_" But naturally the burglar misunderstood and turned the knob on the door in front of him, and he plunged headlong down the basement stairs.

Just then, Norman's \_\_\_\_ parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, "Norman \_\_\_\_, you're a Genius \_\_\_\_!"

### AMERICAN INDIAN FINGER PUPPETS

Follow the instructions on this page to make American Indian puppets. Teach your den the poem, using the finger puppets to illustrate the various actions.



One little Indian,  
Dash, dash, dash!  
Jumped in the river  
Splash, splash, splash!

Two little Indians,  
Jump, jump, jump!  
Went to the well to  
Pump, pump, pump!

Three little Indians,  
Run, run, run!  
Stopped to rest in the  
Sun, sun, sun!

Four little Indians,  
Hop, hop, hop!  
Climbed up a hill  
To the top, top, top!

Five little Indians,  
Hunt, hunt, hunt!  
Deep in the forest  
They heard a loud grunt.

They looked at each other,  
Plan, plan, plan!  
Five, four, three, two, one--  
They ran!

Supplies Needed: American Indian Pattern fine-line markers  
brown construction paper, scissors, ruler, tape, glue  
STEPS:

1. Make a copy of the American Indian patterns on this page.
2. With fine line markers, color the American Indian patterns. Then cut them out.
3. From brown construction paper, cut out five 2" x 3" rectangles. Wind each rectangle around a finger to make a cylinder. Tape the cylinders' side together.
4. Glue an American Indian pattern onto the top of each cylinder near one end.
5. After they have learned the poem on this page, let children take turns using the finger puppets to act out the poem.

## TEN BRAVE FIREFIGHTERS

Poem / Finger Plays / Firefighter Finger Puppets

Teach the poem below and the accompanying actions to your class. Make a finger puppet using the directions below.

Ten brave firefighters	(ten fingers straight up with one puppet on each finger)
Standing in a row.	(clap twice)
Ding, ding rings the bell	(two fists sliding down)
Down the pole they go.	

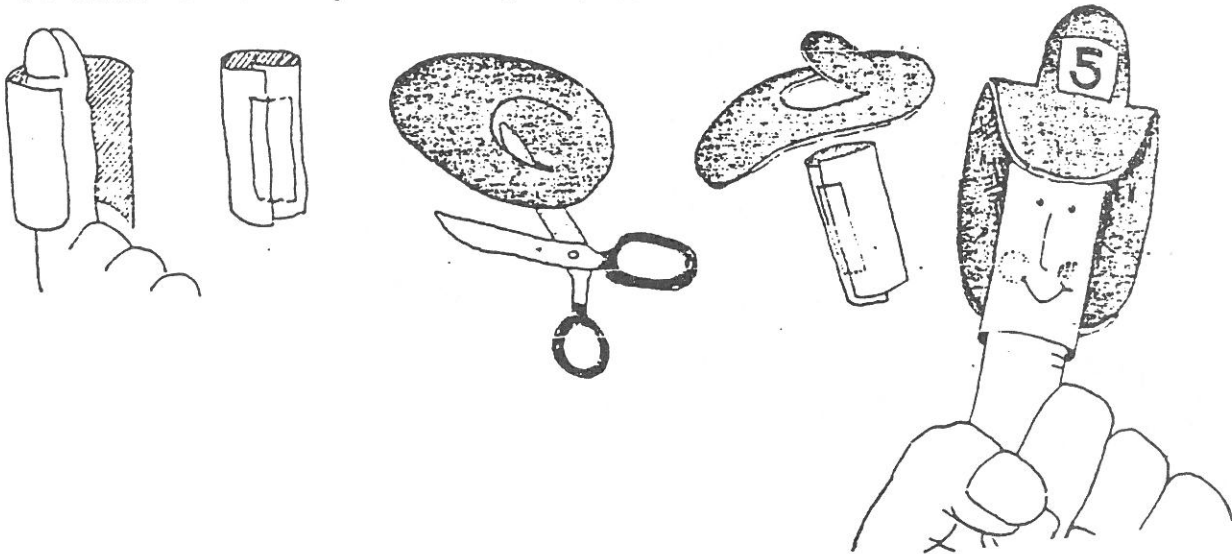
Jump on the truck	(jump in place)
Ready to aim the hose	(aim a make believe hose)
Climb up the ladder	(hand over hand)
Whoosh! Out the fire goes.	(spraying motion with hose)

Nine brave firefighters... (remove one puppet #10)

YOU NEED: white paper    scissors    glue    red construction paper or felt    black and red markers

### STEPS:

1. Cut a rectangle measuring 2½" x 3½" out of white paper.
2. To form cylinder, wind the rectangle around your finger. Remove from finger and glue or tape the cylinder together.
3. Reproduce the hat pattern, cut out and trace on red construction paper or felt. This will be the firefighter's hat.
4. Put scissors through the paper or felt; cut out the arc shape.
5. Glue the front of the hat and the back onto the cylinder, the arc extending out. (see illustration)
6. Add firefighters features on the cylinder using black marker and shade cheeks with a red marker. Write the fire squad number 1 thru 10 on a small white square and glue it to arc.
7. Make a firefighter finger puppet for each finger.



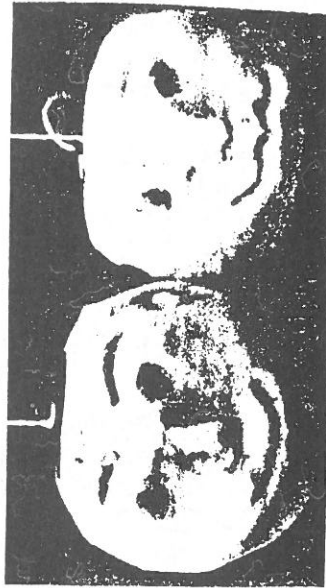


Easy as pie....

# Apple-Head

Who said only girls like to make dolls? Both boys and girls can enjoy making simple apple-head puppets.

Although the drying of the heads takes a while, the result is worth waiting for. Besides, it's great fun to watch the apples slowly shrink!



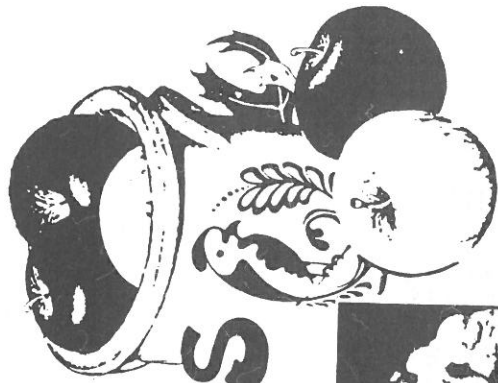
## To Start with...

Apple-head puppets are made in two parts. For the first part you'll need the following materials: 2 firm, medium-sized apples (Granny Smiths used in the photos are excellent as they are not too juicy). Vegetable parer. 2" common nail. Bottled lemon juice (optional). Paper toweling. Long length of string.

It is simple to carve the faces. First, set the apples on paper toweling to keep them from slipping. Then carefully pare each one leaving the stem on. Choose the smoothest side for the face and use the nail to bore two holes for eyes. Carve away some flesh to form a nose and dig in a wide grin — or a grimace! If you would like your faces to remain light in color, sprinkle some lemon juice on them, otherwise they will turn a lovely warm brown and will become quite dark in time. Next, tie the string firmly on the stem or, if the stem has come off, insert the nail and tie the string to that. (See photo I).

Whatever the season, you'll need a warm, airy place to dry the heads. Hanging them from a fluorescent light fixture or in the attic works well.

Now comes the waiting, but it's fun. Air currents will slowly turn your apple-heads around. As they turn, the moisture in the apples gradually evaporates. Every week you will notice a difference, not only in the size but in the faces. The eyes become deepset and smaller, the bumps you made look more like noses, and the mouths pucker up into surprising expressions. The faces can be changed a bit by using a nail to enlarge the features while the heads are still soft. Each one gradually becomes a totally new creature. You must be patient, though, as it takes from six to eight weeks. In that time the apples become rubbery but not rock-hard. (See photo II).



# Puppets



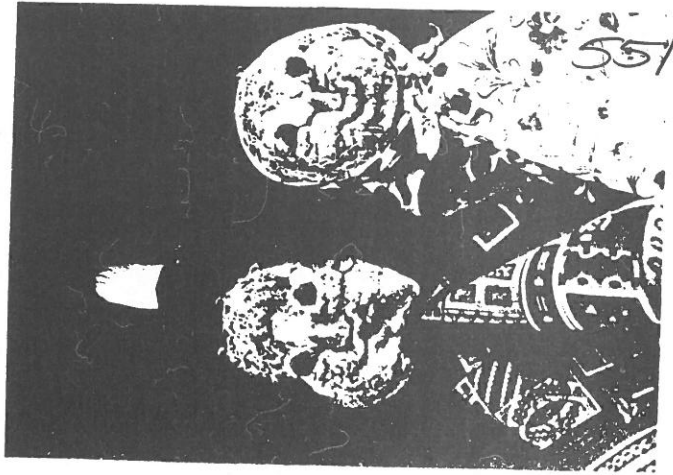
Eimor D. Titus  
North Chatham, MA

## Two Months Later...

For completing your puppets you will need: 4 whole allspice. Glue. Yarn/cotton/dried moss/feathers. 2 ice cream sticks. 3" circle of felt for boy's hat. 5" square of bright fabric for girl's kerchief. Scissors. Straight pins. Common nail.

Stick the allspice into the eye-holes, and glue on some yarn, cotton, dried moss, or little down feathers for hair. To make a hat for a boy, simply fold the material to form a triangle, and tie or pin it in place. For a boy, pin the felt on the head to resemble a sombrero. Use the nail to help push the ice cream stick into the bottom or blossom end.

The ice cream stick can easily be covered with an 8" square of cloth which will hide the hand of the puppeteer. (See photo III). You can use scrap materials for eyebrows, eyelashes, and outfits. Leftover wallpaper makes terrific clothes, and a marker is perfect for buttons, pupils for the eyes, etc.





## SCENERY FOR SKITS

If you have some type of scenery for your skits they are much more effective and the boys have more fun performing. It also adds to the mood of the skit.

Following are some of the things to keep in mind when you are preparing the scenery.

1. Keep the scenery simple so that it does not detract from the skit.
2. The scenery should suggest what is to come, or it should provide the idea of where the skit takes place.
3. One way to make scenery is from large pieces of cardboard. You can get this from furniture, appliance or grocery stores.

4. It is generally a good idea to have the den leader cut the cardboard ahead of time and then let the boys be creative and decorate what is desired.

5. A wooden lath can be nailed to the back of the cardboard to help it stand up and make it sturdier--you may also be able to bend some of the pieces, or fold them, so they can stand up by themselves.

6. Guidelines should be drawn on the cardboard so that the boys have some direction where to paint. Latex or tempera paint works best on cardboard and it also washes off the boys, except for certain colors such as purple which is the hardest to get off. After you have done the painting, it is a good idea to spray the entire piece with clear acrylic finish to keep the color from coming off as the piece is being used.

If you have extra boys, you can have them be a part of the scenery and have them sway, for instance, if they are a tree, or pantomime whatever they are.

## HOW TO WRITE YOUR OWN SKIT

It really isn't too difficult to put your ideas into the form of a skit. It seems like it would be a large undertaking, but if you follow these steps it can be a simple, and fun, task.

Remember, these are only suggestion, they aren't cut and dried, but they can help you get off to a good start.

Before you start, you need to know the following things:

- A) Know your facility
- B) Know your subject
- C) Know how many boys to use
- D) Know each part

Make a list of the following items.

1. The subject, title, and plot.
2. Decide if it is to be funny or serious and ideas you would like to include in the skit.
3. Know what type of characters to have--live Cubs or puppets, and if puppets, decide what type you will have.
4. Decide if you will have a narrator or if each of the cubs will do his own talking.
5. Decide how much time you will have to perform the skit. Sometimes it is easier to write a skit which will last for about 20 minutes and then delete all but 5 minutes of it. This way you will have only the best lines remaining for the actual performance.
6. Decide what type of stage you will have and what type of lighting you will need to provide.
7. Decide what special effect you will need to have and make certain that the materials to accomplish the sounds are available--you may need to experiment here.
8. Make certain this is for the boys, and not for the adults only, so make it enjoyable for all.

Don't write the skit so carefully that there is no room for individual interpretation--also when writing the skit, make certain that the line are not too long or difficult for the boys to read it if it is not narrated by an adult. Write each boy's part on a sheet of paper for him to read.

If you have more actors than the story calls for, have some of them do things between scenes or have them be a part of the scenery. These extra people may also do walk-ons where a boy pretends to hunt a bird, blow up a balloon, or some other nonsense activity pertaining to the play.

It is even fun to have the boys help write their own skit. Have the den do it at one of the meetings--first provide the necessary information so that things will be somewhat structured.

SPORTSMAN ACTIVITY BADGE

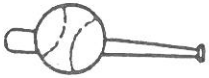
The Webelos Den Leader's major objective in this activity badge is to conduct den meetings in such a way that every boy in the den becomes sufficiently skilled to meet all the requirements of the Sportsman badge. Just participation in a sport is not enough. Each boy should be able to demonstrate his skill and knowledge in his four selected sports. He also learns that by doing his best, he achieves a feeling of real accomplishment.

In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are interested most in doing. Seventy-nine percent of boys age 8-11 considered learning how to play in team sports as very important. Only "building up the body" surpassed this figure.

Boys are interested in sports no matter where they live. Sports are fun to watch, but they will enjoy them more if they understand the rules and are able to participate in the game. When boys have difficulty with this badge, it may be because they do not participate in sports. With this in mind, try to plan den outings which will involve as many sports as you can work in. Include high school or college games, as these games generally have more all around enthusiasm. Do not be too critical of those boys who do not excel, but instead, judge each boy on whether or not he is doing his best.

SUGGESTED DEN ACTIVITIES

1. Have each boy make a list of the sports in which he participated during the past few months.
2. Learn what two individual and two team sports the boys will want to do.
3. Invite a sports figure, coach or referee to visit your den meeting and tell the boys the importance of team work, fair play and good sportsmanship.
4. Plan a trip to a football, baseball, or soccer game with the boys and dads. Don't forget hockey, too.
5. Display posters on football signals and discuss them with the boys. Practice these signals until the boys know them well.
6. Plan a father-son bowling night.
7. Decide on a sport to demonstrate at pack meeting. Select one that most Cub Scouts won't know much about, so they will learn something.
8. Let the boys practice archery, using a bale of hay behind paper targets. Teach them the safety rules.
9. Make shuffleboard discs and cues as shown in the Webelos handbook. Lay out a court with chalk on the driveway and play a game.



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

Sports Quiz

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

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

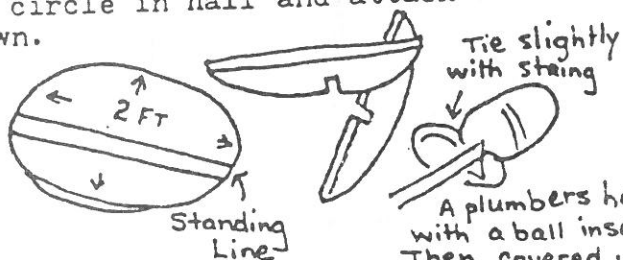
1-5=Amateur  
10-15=Semi-Pro.

5-10=Novice  
15-20=Pro.

Teeterboard Jousting

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

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



Baseball Game

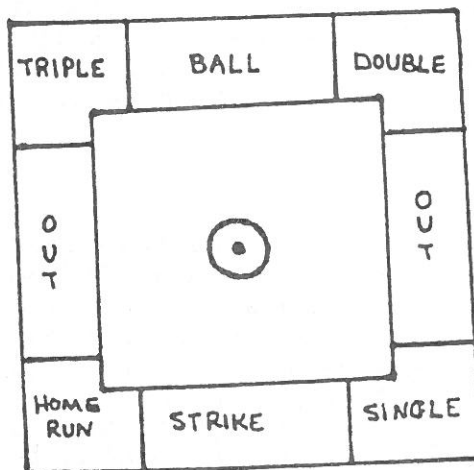
Need:

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

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

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

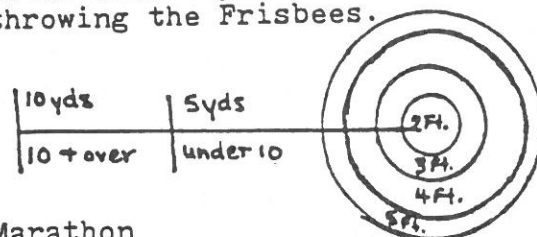
Follow regular baseball rules when playing. Keep score. Each player keeps his turn until he has three outs.



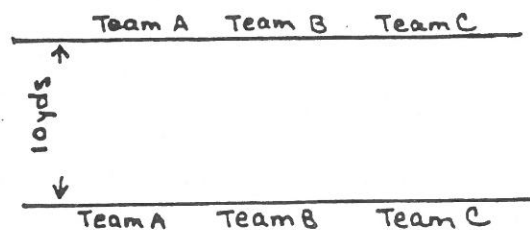
## FRISBEE CONTESTS

Bulleye

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

Marathon

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



full steam ahead!

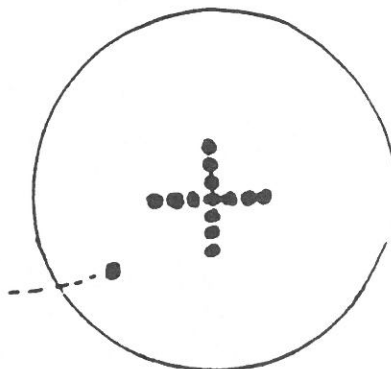
## MARBLES

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

## Rules

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

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





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TIPS ON BOWLING

The straight ball is the most important shot in bowling. Most bowlers learn it first and the best ones always remember how to use it.

If you haven't figured out how to knock down all 10 pins with every throw--and nobody has--you need the straight ball. If you are a beginner, this is the place to start. If you are an expert, this is the shot you will pull out of the bag when you must pick off two or three pins left standing.

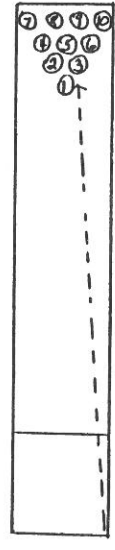
Eventually you will want to learn to roll a hook shot or curve that will slice into the pocket between the number 1 and 3 pins for a strike. The hook is the shot which most champions use on the first roll. But before you learn the hook, sharpen your skill with the straight ball.

Here's how to make a four-step delivery and roll a ball straight for the strike pocket. When your aim with the straight ball is deadly, you are on your way to becoming a first class bowler.

Grip -- push thumb into thumb hole. Fit should not be tight or loose. The knuckles of your two middle fingers should be over the two finger holes.

1. Start with feet slightly apart, left foot forward. Ball supported with both hands between waist and chin.
2. Step off with right foot. Ball swings down and out from body.
3. As left foot comes down, ball is at full length of arm and starting backswing.
4. On third step (right foot) ball is back at shoulder level.
5. Step four is a crouch and slide as ball swings low and rolls off palm.
6. Follow through with palm up. Don't twist the wrist and watch the foul line.

This is the line the straight ball takes to the strike pocket.



TIPS ON VOLLEY BALL

- A service is made by batting the ball over the net with one or both hands.
- A point is won when either team fails to return the ball to the opponents' court.
- The ball must be batted. Scooping, lifting, shoving or following the ball are not permitted.
- A ball may be batted in any direction and a player may use any part of his body above the hips in playing the ball.
- The ball may be touched only three times by one team before being returned over the net.
- Players cannot catch or hold the ball or reach over the net to play the ball.
- The team first scoring 15 points is winner.
- When score is tied at 14-14, one team must make 2 points on service to win.
- A team counts a point on service only.

(See Webelos Scout handbook for further details on play)

TIPS ON SHUFFLEBOARD

- The red disc is shot first. Alternate red and black until all discs are shot.
- Discs must be played from the clear within the respective half of the 10-off area. If not, a penalty of 10-off, offender's disc removed and opponent credited with any discs removed.
- After all discs are played, players walk to opposite ends of court and start play, with the color lead changing to black.
- 50 points make a game.
- A disc remaining on the court after having struck any object other than a live disc shall be removed. It is called a dead disc.
- A disc which stops in area between farthest deadline and starting area is dead, and shall be removed before further play.
- A player shooting before an opponent's disc comes to rest is penalized 10 points. His disc is removed and his opponent credited with the score of any of his displaced discs.
- After both players have shot their 4 discs, score all discs (those within and not touching lines separation triangle in 10-off area not considered)
- Play continues until all discs have been shot, even if game point has been reached.
- If a tie results at game point or over, two complete rounds shall be played and score totaled. Highest score at game point or over shall be declared winner. In singles, one round of play decides tie. A round consists of complete play at head and foot of court.

(See Webelos Scout handbook for layout of court and more details on play)

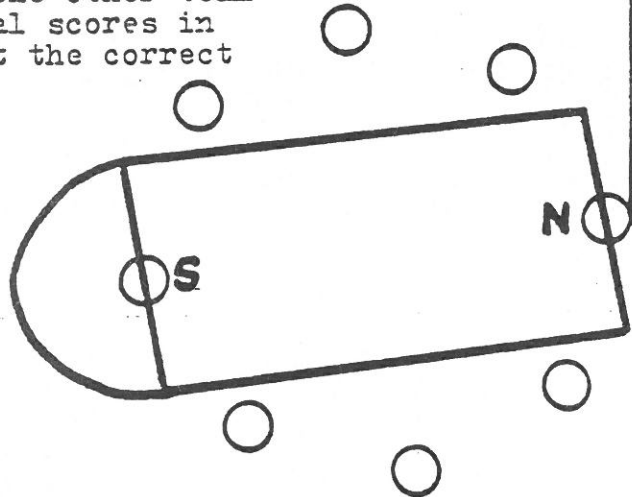


# SPORTSMAN

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## COMPASS BASKETBALL

If there is a basketball court near your meeting site, have a game of Compass Basketball to help the Webelos learn compass points while sharpening their basketball skills. Mark small circles on the court to represent the eight main compass points. North is just below the basket, South behind the foul line. Divide players into two teams. The leader calls a compass point, and the first player must go immediately to that point on the court and shoot. If he goes to the wrong point, he may not shoot. Score two points for going to the correct mark, one point for making a basket from there. After all players from the first team have been given a try, the other team takes over. Compare the total scores in both shooting and arriving at the correct compass points.



## BROOM HOCKEY

Broom Hockey is a simple game that can be played inside, at our den meeting place.

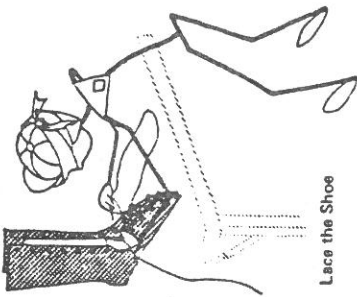
Although the boys will be using brooms instead of hockey sticks, they can still hurt. Insure you have adequate adult supervision.



# Games

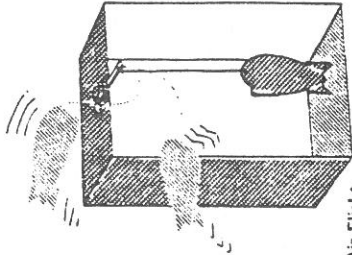
These games, set up arcade style,

can be set up on card tables to test individual skills. They would even be fun for the family to make and try. For those games requiring cartons, use cartons that are about 12" square on the end and 20" long. Set up the cartons for each game, as illustrated, and cut out the front.



Lace the Shoe

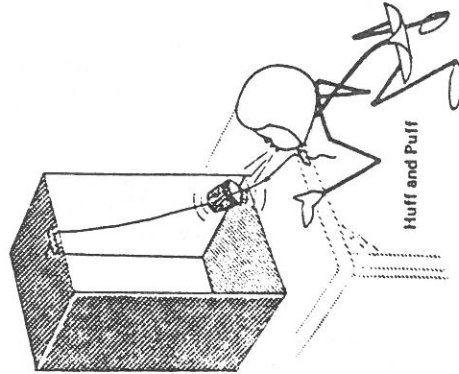
**Lace the Shoe**  
From cardboard or leatherette, cut out two sides for the shoe, each about 10" x 11". Punch holes for eyelets in both sides. Glue small boxes between the two sides to hold them apart and make them stand. For a shoelace, use string with the ends taped. Blindfold each player and have him lace the shoe.



Air Flight

**Air Flight**  
Tape a popsicle stick to the top of the carton so it extends about 3" at the front. From light weight paper, cut a zeppelin about 4" x 7 1/2". With about 11" of string, hang the zeppelin.

The player takes a piece of cardboard, 8 1/2" x 11", and fans the zeppelin to try to get it to fly above the carton.



Huff and Puff

**Huff and Puff**

Set the carton at the back of the table. Tie a string to the front top of the carton and let it hang over the front edge of the table. Invert a small paper cup and thread it through the bottom onto the string; knot the string about 6" above the table edge so the cup won't slip off the string. Tape the end of the string to edge of table. The player tries, through sheer blowing power, to blow the cup to top of the box.

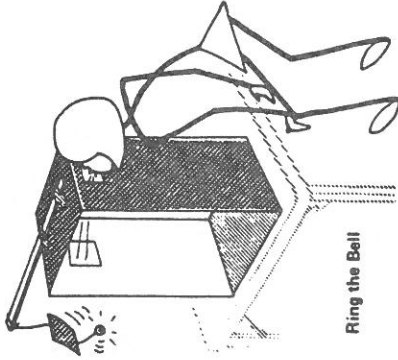
**Ring the Bell**  
Again, lung power comes into action. Cut a hole, about 2" square, near the

# of Skill

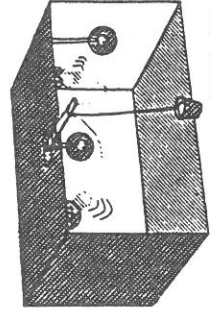
will draw many customers

top on one side of the carton. On the other side of the carton, directly opposite the first hole, cut another slightly larger hole, 2 1/2" x 3 1/2". Attach a stick to the top of the box so it extends about 11" beyond the edge above the larger hole.

From the end of the stick, hang a 4" square of light weight paper so it is in front of the hole. Below the paper, hang a jingle bell. The player blows hard (the paper will catch the breath of the player like a sail) through the smaller hole to try and ring the bell.



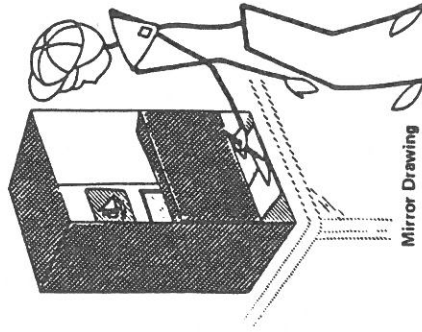
Ring the Bell



Hit the Bell

**Hit the Bell**  
Another bell game requires hand skill. For this game, set the carton on its side. Tape a popsicle stick to the center top, so the stick extends about 3" in front. With string tied to the end of the stick, suspend a plastic bottle cap just above the table surface.

Take the bottle cap and swing it at different angles into the carton, marking five spots where it hits the back wall, ceiling and sides. At these points, suspend jingle bells with string. The players attempt, in five tries, to swing the bottle cap and ring each of the bells.

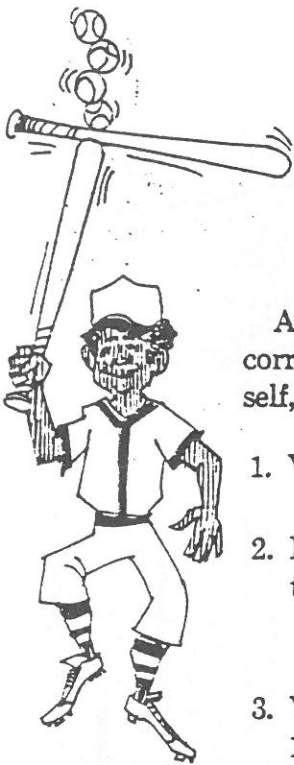


Mirror Drawing

**Mirror Drawing**

Set up a carton. Tape a hand mirror to the inside back, slightly below center, so floor of box can be seen in the mirror. Tape a simple picture above the mirror. With pencil and paper on the floor of the box, the player attempts to draw the picture, looking only into the mirror. To make sure he doesn't peek, tape paper across the front of the box so he cannot see his hand; bend the top of the paper in at a right angle and tape ends to sides of box.





# BASEBALL RECORD-MAKERS

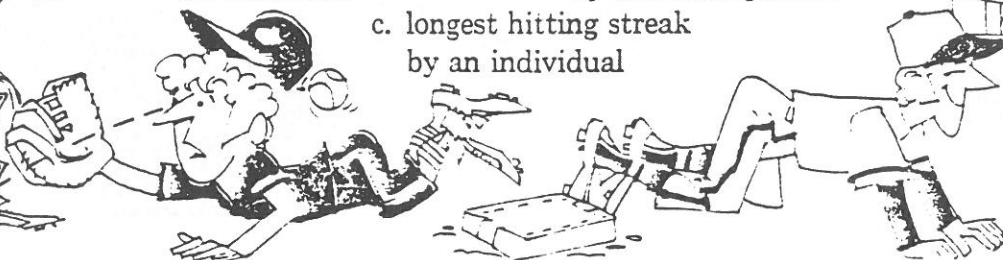
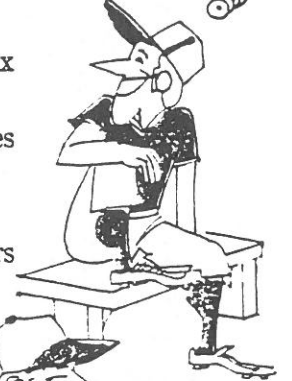
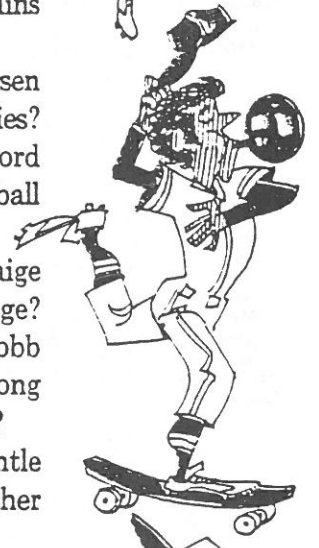
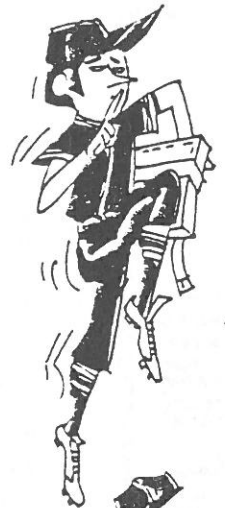
## BASEBALL RECORD-MAKERS

1. c, 2. b, 3. b, 4. a, 5. c (1956), 6. b (14),  
7. a, 8. c, 9. c (565 feet), 10. b (17 in 1968),  
11. a, 12. b (by Johnny Vander Meer).

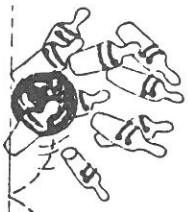


A score of 7 is average; 10 is very good; and if you choose the correct name each time, you are probably a record-maker yourself, at least among your friends.

1. Which baseball player hit 61 homers in one season?  
a. Hank Aaron      b. Babe Ruth      c. Roger Maris
2. Lou Gehrig holds the record for playing in the most consecutive games. His record is  
a. 1,578 consecutive games      b. 2,130 consecutive games  
c. 1,219 consecutive games
3. Which player set a record with his 56-game hitting streak in 1941?  
a. Ted Williams      b. Joe DiMaggio      c. Ducky Medwick
4. Which player set the record for 118 stolen bases in one season?  
a. Lou Brock      b. Ty Cobb      c. Eddie Collins
5. Which player pitched a perfect game in a World Series?  
a. Sandy Koufax      b. Jim Hunter      c. Don Larsen
6. Who holds the record for playing in the most World Series?  
a. Mickey Mantle      b. Yogi Berra      c. Whitey Ford
7. Who was the youngest player to be elected to the Baseball Hall of Fame?  
a. Sandy Koufax      b. Henry Aaron      c. Satchel Paige
8. Who holds the record for the highest lifetime batting average?  
a. Rogers Hornsby      b. Babe Ruth      c. Ty Cobb
9. Who holds the record for hitting the longest home run—among those that have been measured—in a major league game?  
a. Babe Ruth      b. Lou Gehrig      c. Mickey Mantle
10. Who holds the record for the most strikeouts by one pitcher in a World Series game?  
a. Christy Mathewson      b. Bob Gibson      c. Sandy Koufax
11. The record for the longest game played is  
a. 7 hours 23 minutes      b. 5 hours 16 minutes  
c. 6 hours 7 minutes
12. Back in 1938, a record was made that still stands. It is  
a. most stolen bases by an individual      b. two consecutive no-hitters by the same pitcher  
c. longest hitting streak by an individual

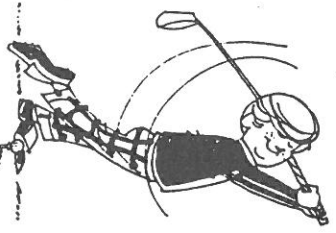


## SPORTS TRIVIA



Score: 13 to 15—trivia team coach; 9 to 12—team captain; 4 to 8—team member; 3 or fewer—team reject.

- The "Rambling Wreck from Georgia Tech" is
  - a football player
  - a song
  - an automobile
- Which of these football players has a town named after him?
  - Jim Thorpe
  - Johnny Unitas
  - George Blanda
- Who organized the first football team at his college, coached the team, acted as waterboy, sometimes swept out the locker room—and later became President of the United States?
  - Herbert Hoover
  - Dwight Eisenhower
  - Gerald Ford
- When a baseball pitch comes hurtling toward the batter, it is in range for about
  - 10 seconds
  - 1 second
  - 1/50th of a second
- Both the American and the National Baseball Leagues play by the same set of rules with one exception. That rule has to do with
  - running
  - batting
  - catching
- When a baseball pitcher holds a ball between his thumb and little finger with the other three fingers curved under against the top of the ball, he is about to pitch a
  - curve ball
  - screw ball
  - knuckle ball
- The women's record for the longest hole in one in golf is
  - 393 yards
  - 356 yards
  - 444 yards



- The owner of a professional team was disappointed when he drew this player's name from a hat, but the young man went on to become one of the most famous players in the history of professional basketball. The player's name was
  - Wilt Chamberlain
  - Bob Cousy
  - Rick Barry
- The dunk or stuff shot is illegal in basketball play in
  - high school
  - college
  - professional games
- Which player holds the all-time, season, and single-game records for field goals, scoring, and rebounds?
  - Bob Pettit
  - Kareem Abdul-Jabbar
  - Wilt Chamberlain
- Back in 1884, a season pitching record was set that still stands. It is
  - most strikeouts
  - most shutouts
  - most games won
- The tournament bowler who holds eight All-Star and three World's Invitational titles is a
  - young man
  - grandfather
  - grandmother
- Which basketball player made the All-Pro team his first season in the NBA (1954-1955) and was selected every year after that for the next nine years?
  - Bill Russell
  - Bob Pettit
  - Bob Cousy
- The longest field goal on record in professional football is
  - 55 yards
  - 69 yards
  - 63 yards
- Yogi Berra's real first name is
  - Leonard
  - Yogi

## SPORTS TRIVIA

- b, 2. a (in Pennsylvania), 3. a, 4. c, 5. b (designated hitter allowed in American league), 6. c, 7. a (set in 1949), 8. b, 9. a, 10. c, 11. c (60 games, by Charles Radbourne, Providence, R.I.), 12. c (Marion Ladewig, Michigan), 13. b, 14. c (by Tom Dempsey in 1970), 15. a.



TRAVELER ACTIVITY BADGE

Almost everybody loves to travel. Webelos Scouts really are no exception. But don't forget that not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler badge. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them. Through the badge requirements, the boys will learn to read maps and timetables of buses or airlines serving the area. They will use this information in planning trips. They will learn the comparative costs of bus and air transportation. They may take some trips with their parents. They will learn to pack a suitcase and to check to see if family cars have adequate first aid kits.

Earning the Traveler Badge will not only help the boys prepare for travel experiences, but it will also enable them to get the most out of any trip they take and to learn more about our country.

Remember that to earn this badge, the boys must be involved in trip planning. The fun is really in the traveling, but with advance planning, you can make the planning periods fun too.

DEN ACTIVITIES

1. Visit county, state or national park.
2. Take a bus or train trip.
3. Visit historic site nearby.
4. Visit a travel agency or automobile club office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a train dept., bus terminal, or airport, to see inside operations.
8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
10. Teach proper packing of suitcase. Afterwards, have speed contest, stressing neatness as well as speed.
11. Locate points of interest on city and state highway maps.
12. Prepare a list of travel agencies and transportation media available in your area.

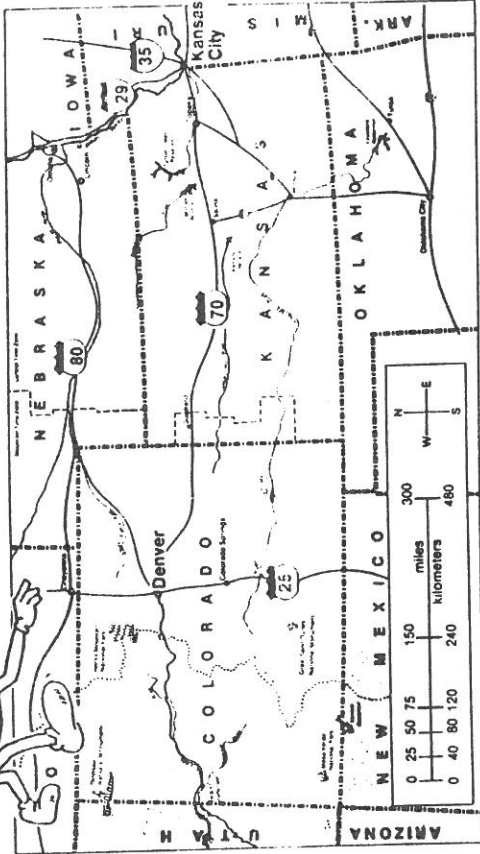
PACK ACTIVITIES

Exhibit: Family car first aid kits; enlarged map of area showing points of interest; timetables; snapshots from trips; travel logbooks.

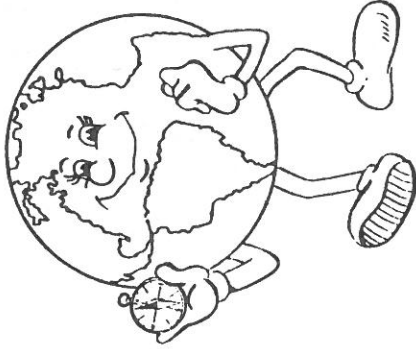
Demonstrate: How to pack a suitcase for a trip; how to determine comparative costs. Show slides or movies taken on den trip with commentary. Give oral report on trip.

See Boys' Life Reprint #26-079 Engineer and Traveler Badges
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**RELATIVE LOCATION** deals with the interaction that occurs between and among places. It is important to know how that place is related to other places. It refers to the many ways places are connected: by land, by water and even by technology.



1. The Kansas City Chiefs football team make their home in Kansas City, Missouri. What transportation networks could the Chiefs use to get to Denver. Colorado to make a connection with the Broncos at Mile High Stadium?
2. The Interstate Road System connections can be found all over the United States. If the Kansas City Chiefs come to Denver by car or bus, which of those roads would the team use?
3. As the Chiefs drive into Denver, what physical feature would they see to the west that could guide them?
4. If the Chiefs come by car or bus, how many miles will they travel? If they travel at 55 miles per hour, how long will it take them to get to Denver?
5. What state connects Colorado with Missouri?
6. The Santa Fe Trail connected Missouri and Colorado. Explain the importance of the trail as a connection between these two states.



**TODALS** is an acronym for map elements that are important aids for helping map readers get the most information from maps. The acronym stands for **TITLE, ORIENTATION, DATE, AUTHOR, LEGEND** and **SCALE**. These elements are found on most maps.

Draw a line connecting each of the following map elements with its meaning.

- A. Title
- B. Orientation
- C. Date
- D. Legend
- E. Scale
- F. Cartographer
- G. Compass Rose

1. The symbol (art) that is found on a map to help the reader orient him/herself.
2. Tells the meaning of the symbols used on the map.
3. What the map is supposed to show.
4. The principal geographic directions on the map.
5. A unit of measurement(s) shown on a map to represent the actual area.
6. Another name for the mapmaker, or author of the map.
7. Tells when the map is made, and in that way, how accurate it is.

Stranded in a Blizzard

Don't sit with the motor running and the windows closed. Keep two windows partly open so that air circulates. To conserve gas, run the engine for a short time for the heater to warm the car, then turn it off until the car begins to get cold. Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.

Emergency Equipment

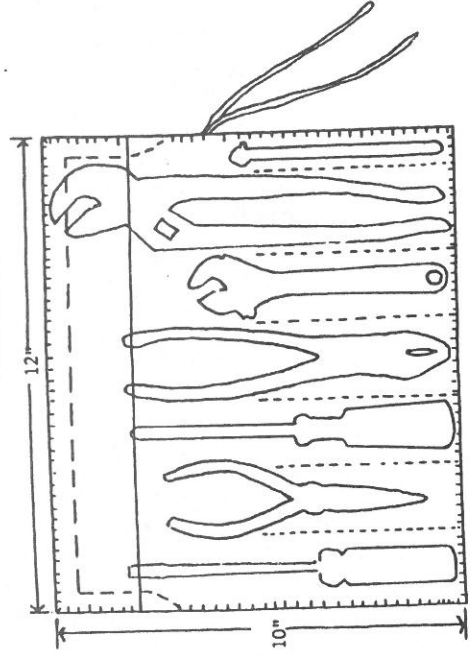
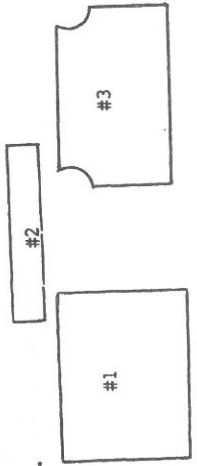
Be sure to keep these items in the car:

1. Flares
2. First aid kit and manual
3. Portable electric lantern or light
4. Multi-purpose dry chemical fire extinguisher
5. Jack and lug wrench
6. Tow strap or chain
7. Battery cables

Travel Tool Kit

Make from denim or other durable material. You may wish to spray with waterproofing.

1. Cut pieces to desired sizes.
2. Sew #2 to #1.
3. Sew #3 to #1.
4. Sew string to edge.
5. Sew seams to make pockets for tools or other items.



BE PREPARED FOR EMERGENCIES

Auto Accident

Move the vehicles well off the road, if possible, and turn off ignition keys. Place warning flares 10 feet behind the rear vehicle and 300 feet behind that vehicle. Place another one 100 feet ahead of the scene.

Help the injured, but don't move them unless they are threatened by fire or traffic. Administer first aid only if you are qualified. Send for the police and an ambulance, if necessary.

If you are the first at the scene of an auto accident, park well away from the crash, ahead of the scene. Account for all occupants of the vehicles.

WARNING: Do not light flares near spilled gasoline.

Car Fires

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

Headlight Failure

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

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

Car Submersion

Don't panic. If the doors and windows are closed, the car should float for 3 to 10 minutes. This should be enough time to escape if you keep your head.

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

Water pressure may make it difficult to open a door, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.



### Pikes Peak

*Pikes Peak Cog Railway, 515 Ruxton Ave., Manitou Springs. 685-5401 for reservations. Roundtrip, 3 1/2 hours. June - August, trips leave every 80 minutes, 8-5:20. Shortened hours for May, September and October. Adults, \$12.50; ages 5-11, \$5.50.*

*Pikes Peak Auto Highway. Starts 12 miles W. of Colorado Springs off U.S. 24. June - August, 7-7; May, September and October, 8-4. Adults, \$3.00, ages 6-11, 50¢.*

Pikes Peak is a familiar neighbor. It looms like a protective giant over Colorado Springs and is still majestic from Denver, where it seems to stand alone, a southern monolith.

Zebulon Pike tried to climb it during a 1906 snowstorm. He gave up and in a sour grapes statement said that no one could ever climb it under those conditions. So many hikers have since proven him wrong that a wide 12-mile hiking trail leads from the cog railway depot to the summit.

There are two other ways to ascend Pikes Peak. In the late 1800's, a carriage road was built. This has been converted to a perfectly maintained, 20-mile-long gravel, toll road which, despite its width, causes many white knuckles, sweaty palms and furtive glances down the steep, unprotected drop-offs.

The drive takes far longer than one would suspect (plan at least three hours round trip). When you finally reach the Summit House and order the fresh, still-warm donuts, there's cause for celebration. WHEW!

On the other side of the restaurant from the parking lot is the final destination of the cog railway. The Manitou and Pikes Peak Cog Railway is the highest railroad in the U.S. and the highest cog railway in the world.

Drivers and passengers alike are largely unprepared for the Peak's climate and spend their time at the top warming their hands on hot drinks. Parkas and hats would help everyone enjoy the unlimited view, friendly chipmunks, and the rarefied air.

### Coors Brewery

*131st and Ford St., Golden. 277-BEER. Monday - Saturday, 10-4. Tours available in foreign languages and for the handicapped. Free.*

Coors daily produces a million gallons of beer, making it the nation's single largest brewery.

A hospitality bus escorts visitors from the parking lot to the brewery. The Paul Bunyon-like operation features two-story vats, 13,000-gallon copper kettles, and roadways of conveyors. The 25-minute tour includes viewing the beer-making process, learning about fine-quality barley, rice and hops, and finding out about the brewery's distribution and railway system.

Tasting ends the tour, with pure Rocky Mountain spring water for children and Coors, four months in the making, for adults.

### The Denver Mint

*320 W. Colfax. 837-3582. Twenty minute tours weekdays 8:30-3. Free.*

In 1863, long before Colorado was a state, the U.S. government established an assay office in Denver. Here, miner's gold was melted, assayed, and stamped into cast gold bars. The hostility of Indians along the trails and the gangs of outlaws terrorizing the West prevented the office from coining gold and silver for 32 years.

Today there's no pretense of using gold or silver in the millions of coins which scoot their way along in trunks on the mint's assembly line. Like wheeled treasure chests, the trunks are so deep that dozens of piggy banks could suffocate in their depths.

Although not on public view, the Denver Mint is the largest U.S. gold depository outside of Ft. Knox. The mere six bars on public display, cherished pieces displayed on velvet, are worth far over \$1,000,000.



On this page and the next are some of the national park and recreation signs you will see in this book. From the list below put the correct letter on each line to identify the meaning of the sign. Use thick lead art pencils to color the background as you like.

- A. RANGER STATION
- B. AMPHITHEATER
- C. INFORMATION
- D. PICNIC AREA
- E. CAMPGROUND
- F. STABLE
- G. CAMPIRES
- H. FISHING
- I. HIKING TRAIL
- J. VIEWING AREA
- K. DOWNHILL SKIING
- L. HORSE TRAIL

Across: Row 1. d, e, l Row 2. c, a, i Row 3. k, j, g Row 4. h, b, f

- M. INTERPRETIVE TRAIL
- N. BICYCLE TRAIL
- O. ENVIRONMENTAL STUDY AREA
- P. TELEPHONE

- Q. INTERPRETIVE AUTO ROAD
- R. HANDICAPPED
- S. FOOD SERVICE
- T. RESTROOMS

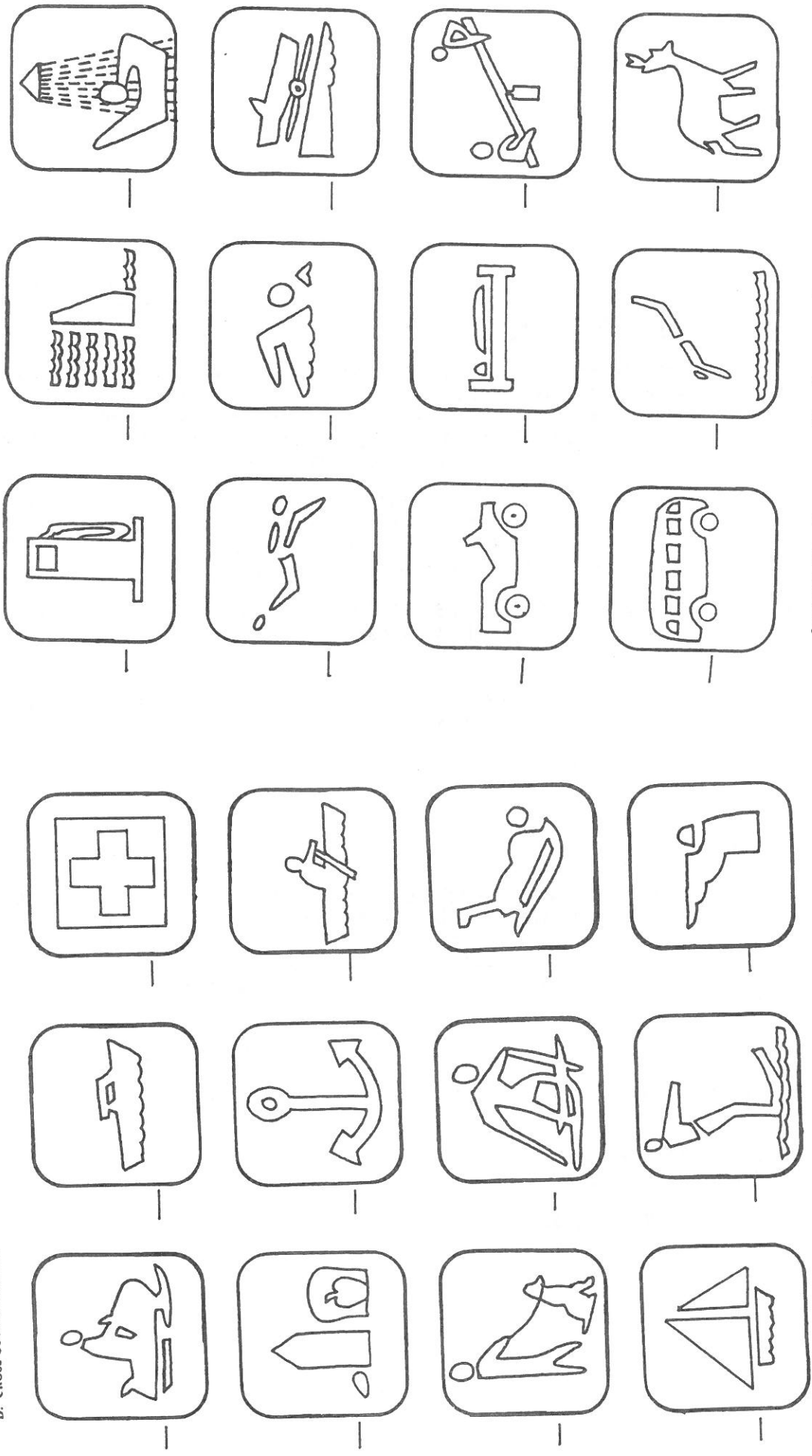
- U. ICE SKATING
- V. WATER
- W. CAMPER
- X. TRAILER SANITARY STATION

Across: Row 1. p, l, q Row 2. m, r, n Row 3. w, v, s Row 4. o, u, x



Here are some more national park and recreation signs for you to identify and color.

- A. SLEDDING
- B. MARINA
- C. GROCERY STORE
- D. CROSS COUNTRY SKIING
- E. WATER SKIING
- F. SAIL BOATING
- G. HUNTING
- H. ROW BOATING
- I. MOTOR BOATING
- J. PETS ON LEASH
- K. FIRST AID
- L. SNOWMOBILING
- M. DAM
- N. FOUR-WHEEL DRIVE TOUR
- O. BUS TOUR
- P. SCUBA DIVING
- Q. SWIMMING
- R. DEER VIEWING
- S. PLAYGROUND
- T. DIVING
- U. SHOWERS
- V. LODGING
- W. GAS STATION
- X. BOAT RAMP



Across: Row 1. w, m, u Row 2. p, q, x Row 3. n, v, s Row 4. o, t, r

Across: Row 1. l, i, k Row 2. c, b, h Row 3. j, d, a Row 4. f, e, g



### WEBELOS TRAVEL "POSSIBLE KIT"

Travel has changed rapidly in the years since our country began, but one thing has stayed the same. Wise travelers have always known that special situations can arise on the road. The early trappers had an answer to the unexpected and they called it a "possible kit" or "possible bag". They figured out the possible emergencies they might meet on their treks into the wilderness and prepared for them.

What are the "possibles" that can occur on an automobile trip? Suppose you skin a knuckle or get some other minor cut or scrape? A couple of small adhesive bandages might come in handy. Of course, every car should have a first aid kit, and the "possible bag" is not intended to replace the standard first aid materials.

A needle and thread can be very useful for sewing on a button which comes off during the course of travel. A few small safety pins are also a practical addition to your possible kit.

Another small item which has many possible uses is a notebook. A notepad and pencil have numerous uses, from jotting down a reminder to entertaining small children.

If you snack in the car, it is a good idea to include a few of those commercially packed paper wash-up tissues in your possible kit.

### CAR FIRST AID KIT

Listed below are items which should be included in your family's first aid kit: The kit should be in a small plastic wooden or metal box containing:

roll of 2-inch gauze bandage	soap
sterile gauze dressings	baking soda
cravat bandage	tweezers
sunburn ointment	small scissors
insect repellent	jackknife

Additional emergency supplies for your car might include:

- two 3" x 17" x 1/4" splints
- fire extinguisher
- tow chain or rope
- flashlight
- flares or red flags.

# Round the World Game

by Shirley Markham Jorjorian

This game is based on the story, "Round the World in 80 Days" by Jules Verne. The story takes place in 1872 and tells about a man named Phileas Fogg, who made a wager that he could go around the world in 80 days. (Bear in mind that in those days, there were no speedy planes!) He left London by train and continued his travels on steamers, more railways, carriages, yachts, sledges, and even an elephant to complete his voyage. This game indicates the most important stops Mr. Fogg made around the world. (If you have a globe, you can follow the cities shown on game.)

### Rules of Play

Turn the disks numbered side down; shuffle and let the players each draw one. The player with the highest number starts first, and so on. He spins, places his disk on "Start" and moves according to the instructions. Players continue in turn.

If one player lands in a square already filled, he either places his disk over the other or places it at the side of the square.

Each time a player spins, he moves as instructed, except when the move would place him beyond a square reading "Stay 1 Day." In that case, he always stops on that square. For instance, if the player's disk happened to rest in front of a red "Stay 1 Day" square, and his instructions were to "Go Ahead 4 Days," he would be allowed to move only as far as the red square.

If the pointer indicates "Refueling — Lose 1 Day," the player loses that turn. If the pointer stops on the line between sections, player may spin again.

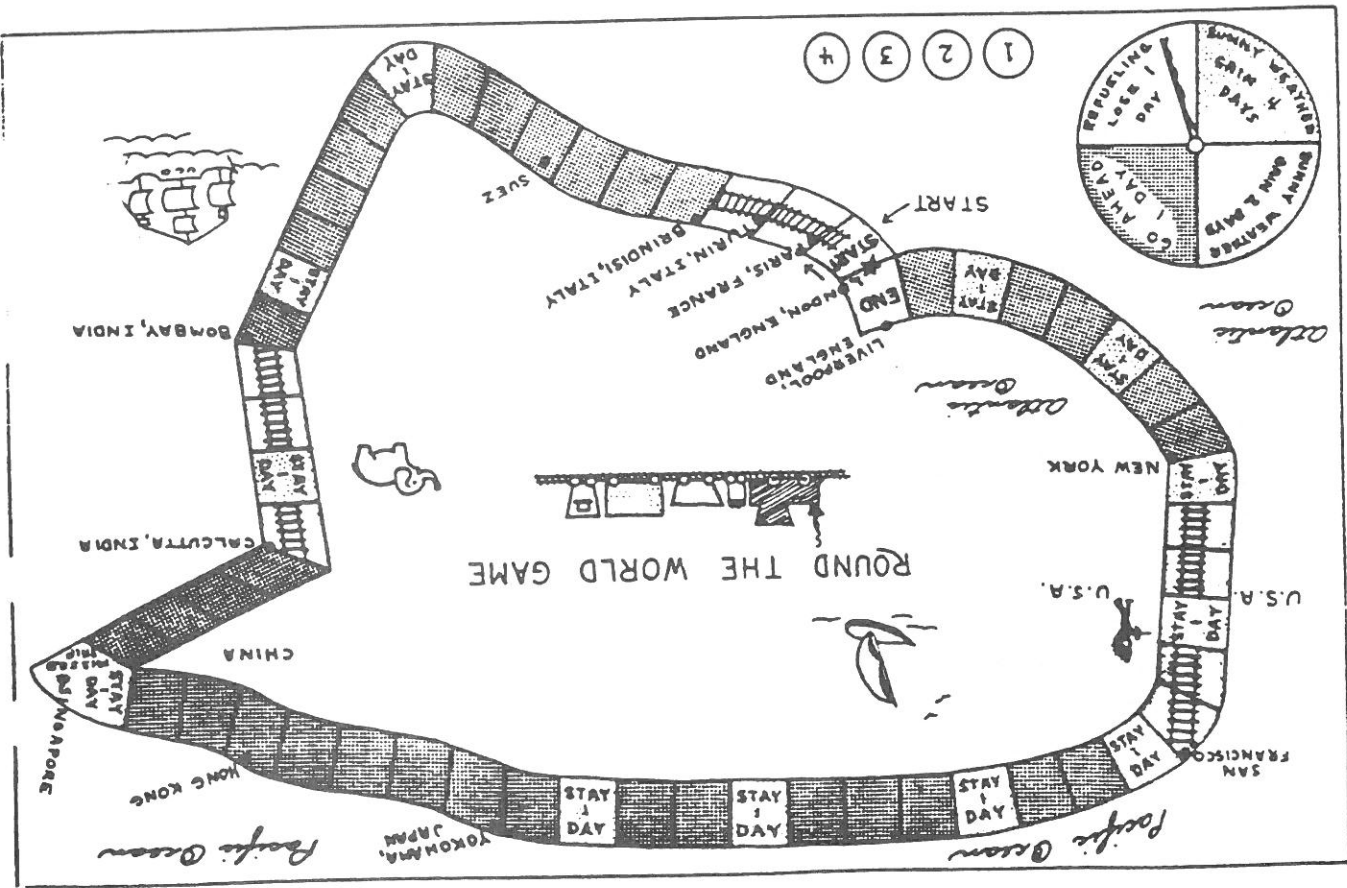
The object of the game is to see which player can be first to complete the entire trip around the world.

### Game Board

From a dress box, cut a large piece of cardboard about 13 1/2" x 18 1/2". Draw lines, as shown, making the route 3/4" wide, and marking off squares to indicate days. Show the names of the cities and indicate the squares for "Start," "End," and "Stay 1 Day," as shown. Paint the squares as follows: going over water, blue; going over land, yellow; and "Stay 1 Day," red or pink.

### Spinner

On the corner of the game board, or on a separate piece of cardboard, draw a 4" circle. Divide it into quarters, painting each section a different color. On one section, print, "Sunny Weather — Gain 2 Days"; on another, "Go Ahead 1 Day"; on a third, "Refueling — Lose 1 Day"; and on the fourth, "Sunny Weather — Gain 4 Days."



## TRAVEL GAME KIT

Webelos Scouts can make a game kit for family traveling out of a shoe bag or other cloth long enough to hang over the front seat. The kit should have six or more pockets containing games, art supplies and surprises.

### Ideas for Contents

paper  
pencils  
crayons  
blunt scissors  
magnetic checkers  
paperback books  
coded messages to unscramble  
travel games

For fun, make some silly rules about using the game kit. For example, you can't open one of the pockets until you have gone 50 miles or until you see a white horse. One important rule to follow is: Players must put away the contents of one pocket before opening the next pocket.



## TRAVEL GAMES

### License Listing

Make a list of all the different states' licenses you see while traveling. See who can get the longest list between two points. Then, try to name the capitals of the states.

### License Language

All players look for a license plate containing three letters. When one is spotted, the player whose turn it is has 60 seconds to make a sentence using words which start with the three letters in the order they were on the plate. The sentence may be longer than three words, but the first three words must start with the letters matching the license.

### Map Game

Give each player an identical map. See who is the fastest at finding the answer to such questions as: historic site locations, distance between cities, county seats, location of airports, etc. Set your own point system.



### Map Symbols Relay

On separate three-by-five-inch cards, paste road map symbols taken from a standard road map. (or enlarge them by copying) On smaller cards, write the proper meanings, Divide den into two groups, which race separately. Make a jumbled pile of all cards and meanings some distance from the first team. On signal, first boy on the first team races to the pile and matches any symbol card with the proper meaning card. (Record his starting time) He then runs back and touches the second boy, who repeats the action. Continue until the team has finished with all symbols and meanings properly matched. Record the team's elapsed time. The second team then does the same. Deduct one second for every improperly matched set. Winning team is the one with the faster corrected time.

### Suitcase Pack Game

For this game you will need a suitcase and quite a few balloons. The object is to try to pack as many inflated balloons in the suitcase as you can.

### Do You Know Your Cars?

Each of the definitions below describes a type of car. Can you identify them?

- |                                      |                |
|--------------------------------------|----------------|
| 1. Our 14th President                | Lincoln        |
| 2. River in New York                 | Hudson         |
| 3. First colony in New England       | Plymouth       |
| 4. Indian Chief                      | Pontiac        |
| 5. Theatre in which Lincoln was shot | Ford           |
| 6. Wild animal in cat family         | Cougar, Jaguar |
| 7. A young horse                     | Colt           |
| 8. A spotted horse                   | Pinto          |
| 9. A motherless calf                 | Maverick       |
| 10. A stinging insect                | Hornet         |
| 11. A shooting star                  | Comet          |
| 12. A bullfighter                    | Matador        |
| 13. French tourist spot              | Riviera        |
| 14. Prince Ranier's Country          | Monaco         |
| 15. A Roman mythical God             | Mercury        |
| 16. Tall building in New York        | Chrysler       |
| 17. Deep sea fish                    | Barracuda      |
| 18. A hawk                           | Falcon         |



## GAMES

### Traveler

One player who is "it" stops before another player, points his finger, and announces, for instance, "I am going to Chicago". The player before whom he has stopped must call the names of three things before "it" can count to ten. All three of these things must begin with the first letter of the announced designation of the traveler, such as "candy", "cigars", and "carrots". If he fails to do so, then he takes the "traveler's" place.

### Rug Scooter

For this contest, which is really a relay, it will be necessary to have a smooth slippery floor. If the room is large enough, have two groups of equal number participating at the same time. Otherwise it will be necessary to time each group to determine the winner. In either case, provide a group with a small rug to be used as the scooter which the first player must propel to the opposite end of the room and around some object placed on the floor and back to the starting point, keeping one foot on the rug and the other on the floor in the manner that a boy propels a scooter. The next person on the team is then given the rug and so on until all members of each team have a turn.

### Going to Texas

The leader announces that everyone in the den is going to Texas and that each person is allowed to take one article. One player starts it off by saying, "I will take my hat". Others decide to take an auto, a lamp, a suitcase, a toothbrush, a fan, a sixshooter, etc. When each person has named an article, number one is asked by the leader what he will do with his hat. He answers that he will wear it. Number two must now repeat, "I will wear my auto", number three says, "I will wear my lamp", and so on. When it has been around, the leader asks number two what he will do with his auto. He answers, "I will drive my auto". Again each player in turn must repeat "I will drive my lamp", etc. This is repeated until each player has told what he will do with his article and all players have repeated the action with the articles they named.

### Numbers

This is a kind of Blindman's Bluff. Choose someone to be "it". He wears a blindfold and stands in the middle of a circle. All of the other boys sit on the floor around him. Each player takes a number beginning with 1 and going up. "It" calls out two numbers. The players with those numbers change places. They move very quietly and tiptoe across the circle without letting "it" catch them. If they reach their new places without being tagged, everyone claps and "it" calls out two more numbers. When a player is caught, he then becomes "it", and begins the next round.

TRAVEL SAFELY

Today's families probably spend as much time together in cars as they do anywhere else. To make sure this time is enjoyable, comfortable and safe, there are many things you as a passenger can do.

Help yourself by:

1. always wearing your seatbelt;
2. sitting down so that you won't be hurt if there is a sudden stop;
3. keeping your hands away from doorhandles, gear stick, ignition key and the driver.

Help the driver by:

1. sitting down so that you don't distract him;
2. helping to look for road signs;
3. keeping the noise level down.

Help other passengers by:

1. not teasing younger passengers;
2. not putting anything dangerous on the back ledge;
3. using litter bags.

Help others on the road by:

1. keeping your arms, legs and head in the car while it is moving;
2. not throwing things out of windows;
3. getting out of the car on the side away from traffic.

Share these tips with your parents.

1. Allow enough time to avoid feeling rushed. Allow for frequent stops on long trips.
2. Have your car checked before you leave--tires, brakes, lights, turn signals, windshield wipers--to ensure proper functioning.
3. Use seat belts. They save lives.
4. Be alert to hazards and adjust speed accordingly.
5. Use courtesy abundantly. Especially at intersections, while being passed or passing, and at night with headlights.
6. Follow the rules of the road--signs, signals and road markings--for a safe, enjoyable trip.
7. Take care in loading the car. Make sure weight is evenly distributed and your side and rear-view vision is not obscured. For long trips with a lot of luggage or gear, consider renting a car-top carrier.











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