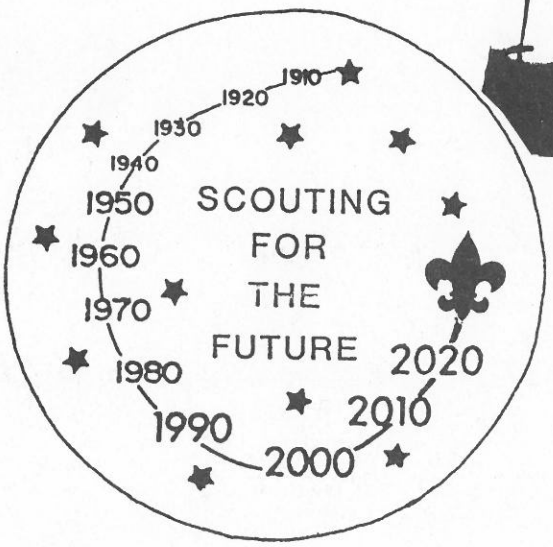
CUB SCOUTING'S THEMES



MID-IOWA COUNCIL

Boy Scouts of America

1989

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MID-IOWA COUNCIL

WHY I'M A LEADER?

I'm not a Cub Scout Leader for the easy hours, high pay, parents' gratitude, power or prestige.

I'm a Leader because I want the world for your son and mine, to be a world he can shape and help shape; a world of love and laughter, where he can show compassion.

I want him to be able to look at the stars, a sunrise, a sunset, the work and world of man -- and feel their beauty inside himself.

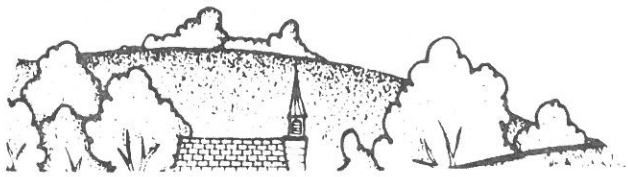
I want to help him to learn to finish anything he starts and do it well and to guide him to know his worth with a deeper understanding of himself.

I want to help shape men who have strength of character and are sensitive to the needs of others.

I want them to be the best they can be.

I'm giving of myself and my time. I reap rewards far beyond what I give. I receive for my children and future generations a better world.

I am a Cub Scout Leader because I care.



Dear Cub Scout Leader,

The future of Scouting rests with you, the leader. You are giving of your time and talents to serve our youth. Through your giving of **yourself** today you are helping to build a better tomorrow. You are indeed "Scouting for the Future."

Because you give so much of yourself to Scouting, this booklet has been compiled to help make your "future" program planning less hectic. The material included is not intended to be offered as original, but as a collection of ideas and suggestions to enhance monthly theme recommendations of the Boy Scouts of America for the 1989 - 90 program year.

I hope you will enjoy this "Helps" and use it in your "SCOUTING FOR THE FUTURE."

Happy Scouting,

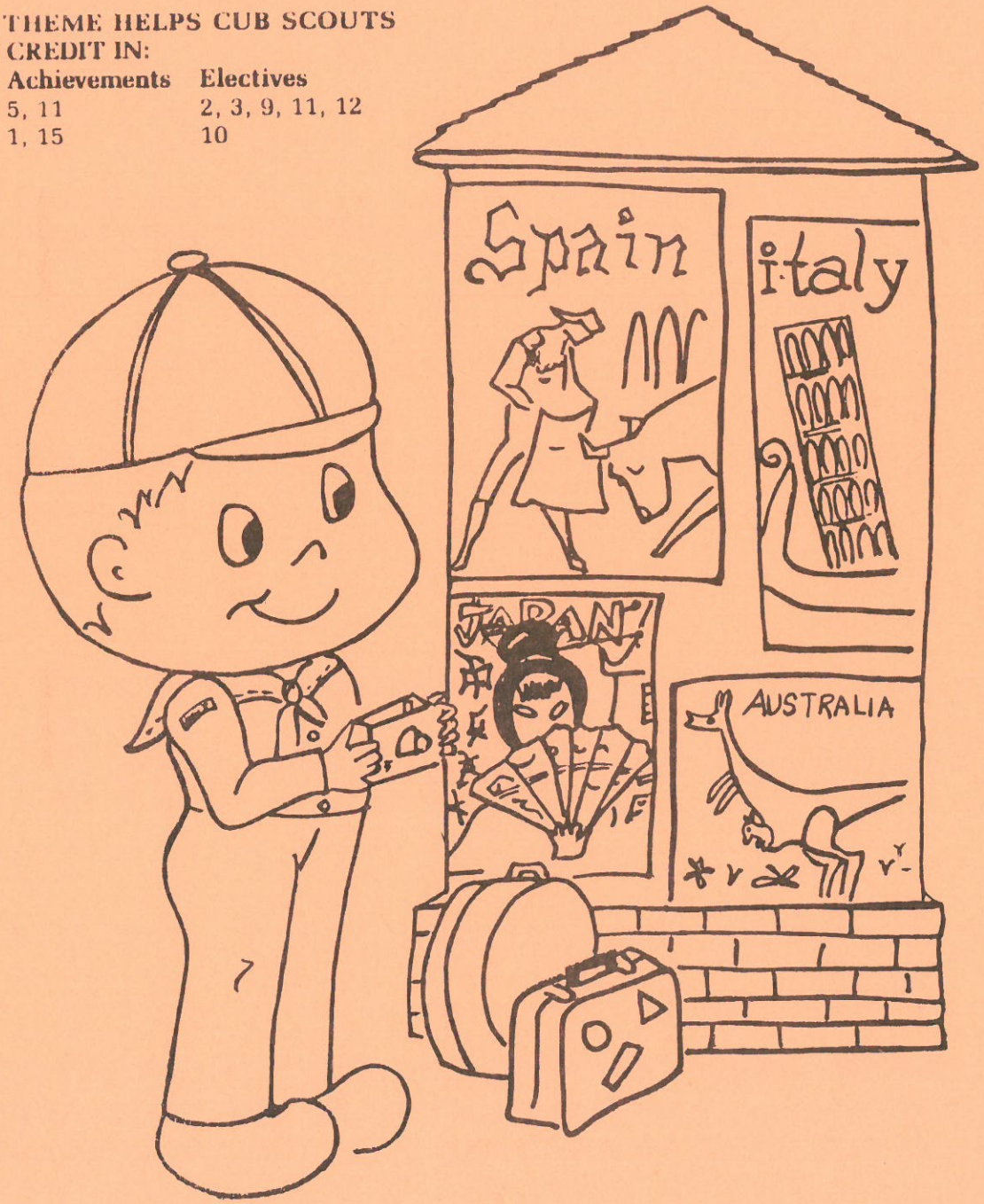
Helen Hey

Helen Hey
Book Editor
Tamaha District

CUSTOMS OF COUNTRIES

THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	5, 11	2, 3, 9, 11, 12
Bear	1, 15	10



DECEMBER THEME

CUSTOMS OF COUNTRIES

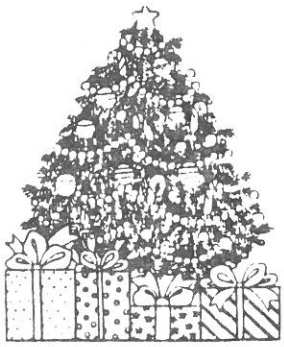
The Christmas and Hanukkah holiday season is upon us. What a good time to make our Cub Scouts aware of the customs of other countries. It is a time for showing goodwill to all people, not just those in our town, but all over the world. Through this theme, we can show Cub Scouts how boys live in other lands and help them realize that they are part of the world brotherhood of Scouting.

By eating the foods, playing the games and wearing the costumes of boys in a different country, your Cub Scouts will get some understanding of their culture.

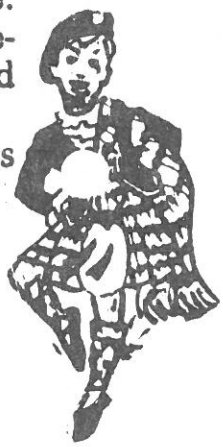
Select the country or countries your den finds interesting. Check with the other dens so you won't all have the same one. Go to the library and select books on other lands, games, and Christmas customs around the world. Also, check whether there are first- or second- generation people in your community whose origins were in the country to be studied and who may serve as resources.

The possibilities of projects to work on and "things to do" is endless. You will be limited only by your imagination and the imagination of your Cub Scouts. A few thought starters and ideas have been compiled for you here. REMEMBER: Keep it Simple, Make it Fun!

As you plan your den and pack activities, keep in mind - This theme is designed to achieve Cub Scouting's purposes of:



- Influencing the development of character and encouraging spiritual growth.
- Strengthening the ability to get along with other boys and respect other people.
- Fostering a sense of personal achievement by developing new interests and skills.
- Providing fun and exciting new things to do.



IDEAS FOR DEN ACTIVITIES

- Make gifts for the handicapped.
- Adopt a shut-in; run errands and visit.
- Make gifts for family members.
- Make games or puzzles for a day care center.
- Shovel snow for the elderly.
- Have a den gift exchange.
- Make decorations for the Pack Christmas tree.
- Learn about the holiday customs of the families in your den.
- Collect books or magazines in good condition for nursing homes.
- Select a country and find out about its customs.
- Prepare a skit or demonstration of a game from another country.

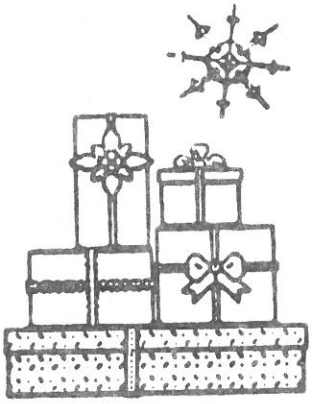
IDEAS FOR PACK ACTIVITIES

- Go caroling at a nursing home.
- Have the Cubs make and bring decorations used by different countries to trim the Pack tree, then donate it to a hospital lobby or nursing home.
- Have an old-fashioned cookie swap at the Pack meeting.
- Have a money-raising project to collect money for the World Friendship Fund.
- Collect and repair toys for 'Toys for Tots' project.
- Collect canned goods or clothing for the disadvantaged.
- Have dens present a skit or a puppet show based on customs of its adopted country.
- Do a good turn for your sponsoring institution.
- Have Santa visit the Pack meeting to present awards, prizes, or gifts to add holiday spirit to the meeting.
- Invite senior citizens to your Pack meeting.

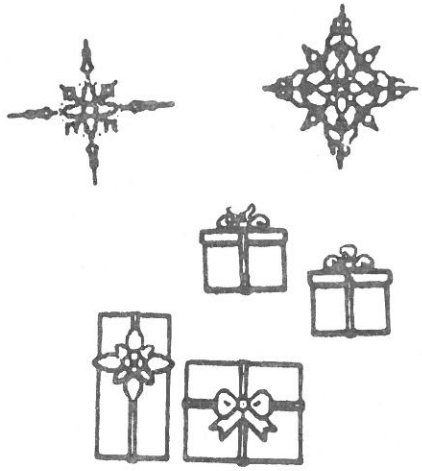
GET YOUR CUBS OUT TO HELP OTHER PEOPLE ...IT'S A VALUABLE LESSON.

CHRISTMAS GIFT BEARERS

Look up, down forward, backward, and diagonally in the letters for the names of eight Christmas gift bearers.



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



THE MAGI are the three wise men. They put presents in the shoes of Spanish children on January 6.

SINTERKLAAS arrives in the Netherlands by ship. Then he rides a white horse to deliver presents.

FATHER CHRISTMAS visits homes in Britain on Christmas Eve. He fills stockings with toys and gifts.

PERE NOEL is Father Christmas to children in France. On December 6, they find gifts he left in their shoes.

BEFANNA, a wrinkled old woman, brings gifts to good children in Italy and coal to those who are bad.

WEIHNACHTSMANN means "Christmas man" in German. He delivers presents on the night before Christmas.

SAMICHLAUS carries a big bag of treats to give children in the streets of Switzerland.

SANTA CLAUS, the jolly old elf who lives at the North Pole, brings gifts to children in the United States.

Preopening As Cub Scouts arrive, have them decorate the tree with ornaments made in their dens. Have den chiefs keep order around the tree.

Play holiday recordings and direct parents and visitors to den exhibit tables.

Opening Have Cub Scouts and Webelos Scouts march into the room by dens singing "Jingle Bells," "Rudolph, the Red-Nosed Reindeer," or other lively holiday song. As each den arrives at the tree, the boys place their gifts for their families under it.

When the march-in is completed, have the boys take their places. A Webelos color guard then presents the colors and leads the pledge of allegiance.

■ Santa Claus

Dr. Moore, a teacher in a New York theological seminary, composed the verses about Santa Claus and the reindeer for his children's entertainment and never intended them for publication. A lady visitor at his home in 1822 heard him reciting the stanzas and copied them down, and had them printed a year later in a Troy, New York, newspaper.

RELAXING WITH SANTA CLAUS

This is a stretcher type audience participation stunt. The leader reads the verse as the audience acts out the parts. A second leader can be assigned to serve as the "guide" for the audience, doing each action as it is called for.

Santa Claus **STOOD UP STRETCHING** his **ARMS OUT WIDE.** First he **LOOKED** to his **LEFT** and then to his **RIGHT SIDE.** He then **BENT DOWN AND WIPED OFF his BOOTS** so shiny. And then he **TURNED AROUND** to see his behinny. But he couldn't see it alass and alack, so he then **TURNED RIGHT BACK.** Wanting to spread good-will all around, he **SMILED and SHOOK HANDS WITH A FRIEND** he found. Then feeling relaxed, he **STOMPED HIS FEET, and SAT DOWN** again in his seat.

APPLAUSE STUNTS

WOODEN SHOE: Clip, clop, clip,clop clip, clop

BULLFIGHTER: Hold cape to side and make pass yelling "Ole".

CHINESE CHEER: How! How! How! Phooey! Phooey! Phooey!

JAPANESE: Place palms together,finger tips up, chest high. Bow head three times saying, "Ah-Soo-oo" each time.

TORTILLA: Slap hands together, alternating one hand and other top to bottom. On every fourth clap shout, "Ole!"

SANTA: Rub stomach while saying, "Ho, Ho, Ho!"

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

Preopening

The leader in charge of this activity arrives at the pack meeting early and places numbered pictures or objects representative of many different countries around the room in not too conspicuous places. Some of these are hidden in and around the den exhibits.

When six or more people arrive, start the game. Give each family a scorecard with as many numbers on it as you have hidden objects. In explaining the game, emphasize the fact that the name of the country must be written on the card opposite the corresponding number that appears on the object. For example, if the player finds a Statue of Liberty with a certain number, he writes U.S.A. opposite that number on the card. The family having the greatest number of correct countries wins.

The number of hidden objects depends upon the availability of representative materials of the different countries. These may be art objects, miniatures, pictures, or drawings. The following list of suggestions will get you started:

1. Statue of Liberty . . . United States
2. Miniature windmill or wooden shoe . . . Holland
3. Volkswagen . . . Germany
4. Mount Fugiyama . . . Japan
5. Bullfighters . . . Spain or Mexico
6. Eiffel Tower . . . France
7. Grass skirt . . . Hawaii (A Cub Scout might even dance as well as pose.)
8. Dish of spaghetti . . . Italy
9. Cricket bat or drawing of one . . . England
10. Viking . . . Norway
11. Miniature elephant or Taj Mahal . . . India
12. Piece of manila rope . . . Philippines
13. Sphinx or the pyramid . . . Egypt
14. Wooden matches . . . Sweden
15. The Alps . . . Switzerland

CEREMONIES

FLAGS OF COUNTRIES OPENING

(Dens parade around the room carrying their copy of a flag representing a foreign country. Final formation is a hollow square with the United States colors posted by the Webelos Denner at the top of the formation. On signal by the Webelos Denner, each Cub Scout comes forward facing the U.S. flag with his flag replica and states the name of his country and the language spoken there. When all the country's flags have been identified, the U.S. colors are brought to the center front. Cub Scouts form a circle with hands clasped, facing out).

CUBMASTER: May this living circle of Scout friendship and brotherhood be strengthened by the actions, words and deeds of every Scout or Cub Scout and may their good be crowned with Brotherhood from sea to shining sea.

'WORLD BROTHERHOOD' OPENING

Personnel: Cubmaster, Webelos Scout nearest graduation to troop.
Equipment: Can of Sterno wrapped in aluminum foil and placed in a metal bowl on a tripod.

CUBMASTER: It has become traditional at jamborees to have a small flame of world brotherhood burning throughout the jamboree. The flame reminds us of Cub Scouting's ideals and how they bind us in brotherhood with Scouts all over the world.

Our flame will be guarded by Webelos Scouts (or den chiefs). Each of them will be on guard for 15 minutes during the course of our Pack meeting.

I have ask _____, Webelos Scout, to light the flame of world brotherhood for us this evening. (Webelos Scout comes forward and lights the flame. As boy lights flame, say the following prayer.)

O Divine Father, we have kindled the flame as a symbol of brotherhood among men of all nations. We pray that the flame of brotherhood will light the minds and souls of all mankind, that peace and harmony will prevail, and Your will be done on earth as it is in heaven. Amen.

Now will all Cub Scouts please stand, make the Cub Scout sign and join me in the Cub Scout Promise. (Lead the Promise.)

December 1989

Customs of Countries
Ceremonies

CUSTOMS OPENING

Personnel: 6 Cubs

Arrangement: Each boy comes on stage holding the object he is speaking about. A poster with appropriate picture could also be used. The Cub may read his own lines or they can be read by a narrator.

1ST CUB: **THE CHRISTMAS TREE.** The custom of decorating a small evergreen tree 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. This is how the Christmas tree became part of our traditional Christmas.

2ND CUB: **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 the mistletoe.

3RD CUB: **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.

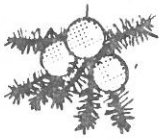
4TH CUB: **THE CHRISTMAS CANDLE.** Medieval Christians believed that on Christmas Eve, the Christ child wandered through town and country-side in search of those who believe in Him. On that night, they placed candles at their windows to guide him.

5TH CUB: **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 CUB: **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.

YOU CAN GIVE A CHILD TOO MUCH
OF EVERYTHING EXCEPT YOURSELF.

December 1989



Customs of Countries
Ceremonies

HOLIDAY ADVANCEMENT

PROPS: Cut out cardboard Christmas tree. Cut holes in the tree to hold various colored lights. Unscrew the bulbs until the appropriate time to light them by screwing them back in. The light at the top of the tree is lit.

CUBMASTER:

As we look at our tree this evening, we see that it is dark, with only one light on.

Let us see if there are any boys here tonight who can help light the way to the top of the tree and to the highest rank of Cub Scouting.

The first step along the Cub Scout trail is the Bobcat rank. (Turn on the light at the bottom of the tree representing the Bobcat rank.) Will the Cub Scouts who are ready to receive this award tonight please come forward with your parents? (Present awards, congratulate Cubs and parents and ask them to be seated.

Once a boy has achieved the honor of Bobcat, he is ready to climb. He has 12 achievements to complete in order to receive this rank. Some of these require knowledge of the United States flag, how to keep strong and healthy, and how to be a helpful member of his family. (Name the Cubs) have completed all 12 of the requirements and are ready to receive their Wolf badges. (Invite the Cubs to come forward with their parents, as they do turn on the Wolf light. Present the awards and ask all to be seated.)

As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult in the Bear rank. (Call the names of the boys who have earned Bear badges or arrow points forward with their parents. As they come forward light the Bear light. Present awards and have the group sit back down.)

Follow the same procedure for giving Webelos Activity Badges, turning on a light for each different activity badge.

These Cub Scouts have helped light our tree tonight, but it is still not quite as bright as it might be. Since they have received help from their parents and leaders, we need to turn on lights for them too. (Additional lights are turned on.)

Now our tree is complete. As you have seen, it has taken the boys plus their parents and leaders to complete it. With the same effort you have shown in the past, keep working for the highest rank in Cub Scouting. Congratulations to you and your parents for your fine work.

SANTA'S PACK ADVANCEMENT

Personnel: Cubmaster, one of Santa's Elves with a sack of awards.

CUBMASTER: There are several Cub Scouts here tonight who have been working hard since we last met. They have earned awards for their efforts. I sent an order for the awards to the North Pole last week and they should have been here by now. I don't know what happened, but they haven't gotten here yet, so I guess we will have to wait until next month to give them to you. I'm very sorry. All I can do is tell you who the Cub Scouts are: _____ has learned the requirements for becoming a Bobcat and is joining our Pack. _____ has completed the Wolf rank and _____ has earned his Bear badge. We will look forward to presenting you your award next.....wait a minute, what is that noise?

(A very tired elf enters the room carrying a large sack, huffing and puffing.)

ELF: Is this a Cub Scout Pack meeting?

CUBMASTER: Yes it is.

ELF: Is it Pack _____?

CUBMASTER: Yes it is. Who are you?

ELF: I'm the (puff) Special Delivery messenger (huff) from the North Pole.

CUBMASTER: Boy, am I glad to see you. I was afraid you had gotten lost.

ELF: I'm sorry to be late, but I was lost...well, sort of lost. I made a wrong turn in Alaska and ended up in Ireland. A Leprechaun gave me directions, and here I am.

CUBMASTER: We're glad you finally made it, and just in time I might add. What do you have for us?

(Elf pulls awards, wrapped as Christmas gifts out of the sack and gives them to the Cubmaster, one at a time. Cubmaster calls the boys and their parents forward and presents the awards.

CUBMASTER: This evening we welcome a world traveler who lives at the North Pole. Tonight, Mr. Elf , you have put forth extra effort so the boys wouldn't have to wait for the awards they earned. This is truly an act of World Brotherhood. Will you

(Continued next page)

SANTA'S PACK ADVANCEMENT (con't.)

please join us for the rest of our meeting and for some refreshments afterwards?

ELF: I'd love to. Thank you very much.

COUNTRIES CLOSING CEREMONY

CUBMASTER: Everyone will not be able to travel in many countries around the world, but through the World Friendship Fund, everyone can be a part of a "A Good Turn with a Long Reach." Gifts from each Cub Scout can be of real assistance to a less fortunate Cub Scout around the world. As we leave here tonight let's keep in mind how fortunate we really are and drop a coin or two into the Friendship bank.

(Everyone files past the Friendship bank in silence and deposits their coins. Return to their seats and remain standing. Retire the colors and dismiss the Pack.

DECEMBER LIGHTS CLOSING

CUBMASTER: This is the season of lights. It is a time when the days are shorter and the nights are long. But somehow things seem brighter. Shopping centers are bright with Christmas lights.

Thousands of homes have single candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter sky seem brighter.

But the most brilliant glow comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and the Law of the Pack.

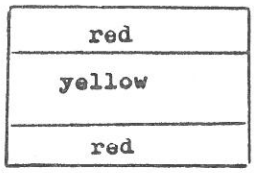
Let us all stand and repeat them together before we leave this meeting tonight.

CLOSING THOUGHT

Make necessary announcements. Follow with this closing thought. "This month, through our theme Customs of Countries, we have learned about people in other lands. To understand people, we need to learn how they live, how they play, what they wear and what they eat. Now that you have a better knowledge you will have a greater understanding and be able to 'help other people'."

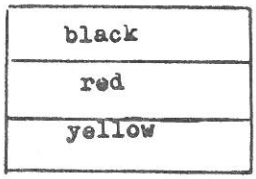
CUB SCOUT PROMISE IN OTHER LANGUAGES

SPANISH - **Nuestra Promesa Es**
Yo prometo hacer todo lo posible para cumplir con mis deberes para con Dios y mi patria, para ayudar a los demas y obedecer la Ley del Pack.



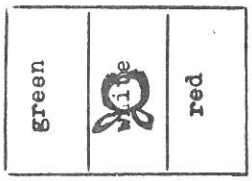
SPAIN

GERMAN - **Unser Versprechen Heisst**
Ich vespreche mein Bestes zu tun fur Gott und mein Vaterland, ehrlich zu sein und das Gesetz des "Pack's" zu befolgen.



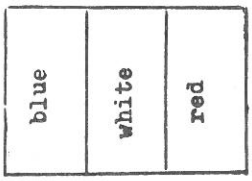
GERMANY

ITALIAN - **La Promessa Del Lupetto**
Io prometto di fare il possible, di fare il mio dovere a Dio e alla nazine di andare diritto e di obbedire la Legge del Gruppo.



ITALY

FRENCH - **La Promesse du Louveteau**
Je promets de faire mon devoir de mon mieux envers dieu et ma patrie, d'etre honnete et d'obeir aux lois de mon groupe.



FRANCE

THESE COUNTRIES INCLUDE SCOUTING AS ONE OF THEIR "CUSTOMS"

Argentina
Armenia
Australia
Austria
Belgium
Bolivia
Brazil
Burma
Canada
Ceylon
Chile
Colombia
Costa Rica
Cuba
Denmark
Dominican Republic
Ecuador
Egypt
El Salvador

Finland
France
Germany
Great Britain
Greece
Guatamala
Haiti
Iceland
India
Indonesia
Ireland
Israel
Italy
Japan
Jordan
Korea
Kuwait
Lebanon
Libya

Liechtenstein
Luxembourg
Malaya
Mexico
Netherlands
New Zealand
Norway
Panama
Peru
Philippines
South Africa
Sudan
Sweden
Switzerland
Taiwan
Thailand
United States
Uruguay
Venezuela

THIS IS MY COUNTRY

CAST: Four boys dressed in costumes from South America, Japan, Africa, and the Netherlands. Each is holding a large picture or map of his country. Narration is printed on the back of each picture so the boy can read it. One boy, dressed in Uncle Sam costume, holds the American flag.

SETTING: Boys come on stage, one at a time. Each boy reads the description of his country. A recording of "This is My Country" plays softly in the background. A recording of "The Star Spangled Banner" will be played at the end.

SOUTH AMERICA: I am South America. I am most noted for my exotic foods: sugar cane, coffee, molasses and coconut. My people eat domesticated foods such as beans, pumpkin, pineapple, potatoes, and tomatoes. I am also known for tobacco. On any sunny day you can see me dressed in my native clothing, the serape and the sombero. My religion is mostly Roman Catholic. South America! This is MY Country.

JAPAN: I am Japan. Agriculture is my game, but silk is my claim to fame. People come from all over the world to visit my Buddhist pagodas and Geisha houses, and to try to master the art of using chop sticks. They almost always go home wearing a kimono which is my native dress. Japan! This is My Country.

NETHERLANDS: I am the Netherlands, or Holland, as I am most commonly called. My schools are all state supported and education is compulsory. Only eight percent of me is forest surface, and I am best known for my canals. Dairying is one of my important industries. I am world famous for my Dutch cheese. I also grow cereal grain and potatoes, but I am most famous for my fields of tulips. When I pass your open window, you can hear the clippety-clop of my wooden shoes on the cobblestone streets. Holland! This is My Country.

AFRICA: I am Africa, the second largest of the continents. Why not visit me and pick up a diamond? Ninety-eight percent of the world's diamonds come from me. I also have gold and oil in abundance. Some of my tribes still practice witchcraft, so be careful when you visit me. If you wander too far, you may lose your head. Allah is my God. Although my dance is a form of religion, other countries have copied me as a form of entertainment. The caftan and dashiki, my native dress, are now a worldwide fashion. Africa! This is MY Country.

AMERICA: I am America. People from all over the world come to me to find freedom. My customs are those of every nation, and I offer equal opportunity to every man. I am called the land of

(Continued on next page)

(This is My Country - con't.)

plenty for my natural resources are many. Clothing styles and religion are a man's own choice. What's the difference if a man hails from north, south, east, or west; my heart is filled with love for all of them. The land of the free and the home of the brave, America! This is My Country.

(The boys remain standing on stage while "The Star Spangled Banner" is played. The audience should stand and sing along with the Cubs.)

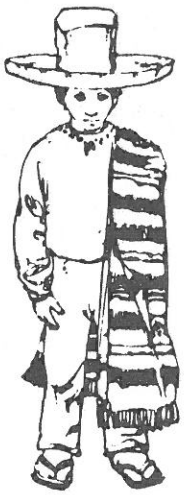
THE END

BOYS' COSTUMES

JAPAN. Cut kimono from blue or lavender crepe paper. Staple together and trim with white bias tape. Sash is white crepe paper.

NETHERLANDS. Cut short, brightly colored jacket from crepe paper and staple together. For trousers, use a pair of Dad's baggy old pajama bottoms; gather at ankles. Leather shoes are as appropriate as wooden ones.

SOUTH AMERICA Use white pajama bottoms for pants. Shirt is white, with full sleeves. Make *serape* (ser-AH-pay) from crepe paper with stripes of contrasting paper glued on. Ends can be fringed. A boy's cowboy hat may be shaped into a sombrero.



AFRICA. Use brown wrapping paper with the fold at the top. Cut an opening for the head, glue the sleeves under the arms and down the sides. Decorate with bright colors. Or use brightly colored fabric if it is available.

If you like writing your own skits, with the help of your den, here are a few ideas to get you started.

* A boy in Holland decides he wants more gifts and goodies for Christmas, so he talks a friend with bigger feet into trading shoes. Outcome could be that he gets sick from eating all the candy, proving to himself that greed doesn't pay.
* A boy in the United States would never mind his mother when she told him to keep his shoes on. He always ran around in his stocking feet. Result holes in all his socks. On Christmas Eve when it is time to hang up the stockings all he has are ones with holes. Of course when Santa fills them, the smaller candies fall out.

THE GIFT OF GOOD WILL

As the curtain opens, a group of eight Cub Scouts are gathered around, wrapping Christmas gifts. Each Cub is wrapping a gift. The Den Chief enters.

DEN CHIEF: Hey guys, let me see what you are wrapping.

1ST CUB: Gloves for my dad.

2ND CUB: An owl plaque for my mom.

3RD CUB: Oreo cookies for my little brother, so he will stop eating mine.

4TH CUB: A doll for my sister.

5TH CUB: Wind chimes for my mom.

6TH CUB: Ink pen for my big brother. Then mine will quit disappearing.

7TH CUB: A lamp for my aunt.

8TH CUB: A lacy hankerchief for my grandma. She likes to wave good-bye with them.

DEN CHIEF: Hey, you guys are really giving GOOD WILL. (laughs)

ALL CUBS: We hope so. We're supposed to do that year round.

DEN CHIEF: Yes, but let me show you something about your gifts. (He takes a large piece of poster board and a marker. He calls on each Cub, in order, to name the gift he is wrapping; as they tell him, he writes the first letter on the board...."G" for gloves, etc. The result spells out "GOOD WILL", which he holds up for the audience to see).

1ST CUB: Hey, that's all right. We're giving GOOD WILL separately - together!

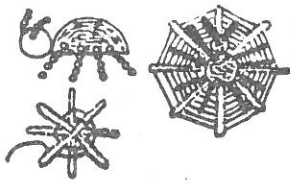
ORNAMENTS OF OTHER COUNTRIES

Did you know that in the Ukraine, a spider web on a Christmas tree is a sign of good luck? Or that Scandinavian trees are often patriotically decorated with small flags of the country. Directions for ornaments from several different countries are given here. Methods and materials have been adapted for your use. Check your library for other ornament ideas.

UKRAINIAN SPIDER WEB

Make the spider from half a small styrofoam ball for body and Christmas bead for head. String seed beads on fine wire for legs and feelers.

For the web, use part of a gold doily or make a frame from 4 pipe cleaners. Weave long string around frame. Glue spider to center.



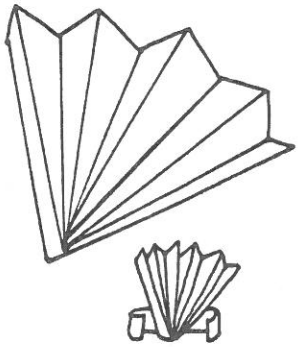
JAPAN

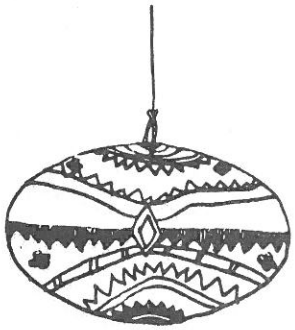
Christmas was unknown in Japan until a century ago. Now it is a popular holiday!

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 ½" 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 stickons. Or, fold fan closed, and cut tiny designs into the pleats.





AFRICA

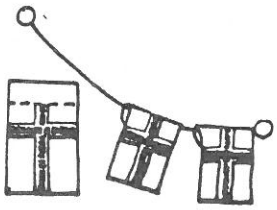
In Nigeria, Christians sing carols and hymns, and the mission bells ring out during the Christmas Holidays. People play special games and have a feast. But they don't exchange Christmas gifts as Americans do. Sometimes a few eggs or a little guinea corn is given to a friend as a Christmas present.

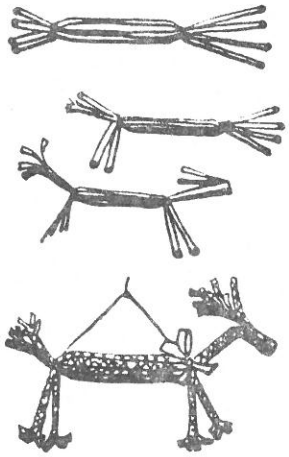
You can make a Christmas decoration from the plastic eggs used for hosiery. Decorate the outside by gluing on felt or paper designs or use acrylic paints to color an African design on the egg.

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 to their friends at Christmas.

NORWEGIAN

To make garland of Norwegian flags, cut pieces of bright red paper 1½" x 2½". Glue narrow strips of blue paper to flag to form a cross. Outline blue strip with white ink or crayon. Fold at end and glue to string as shown.





SWEDISH STRAW GOAT

Swedish trees are often adorned with dolls and animals made of straw. A particular favorite is the straw goat. Field straw can be used to make a goat of any size, but white or natural colored soda straws will do.

Make a bundle of four straws and tie with white string 2" from one end. Tie again 3" from other end. Bend down two straws from shorter section for hind legs. Bend up two remaining straws for tail and snip into very narrow fringe.

Bend down two straws from 3" section for front legs and cut off to slightly less than 2". Fold remaining two straws in half and tie with string close to the fold. Bend for neck and head, allowing ends to extend straight back. Cut into fringe for horns and hair.

Tie a red bow around body where front legs join. Ends of leg straws can be slit and bent out for hoofs.

YUGOSLAVIAN ANGELS

For the body use a paper cone 3½" high or a drinking cone. For head, push a doubled pipe cleaner into a Christmas ball or styrofoam ball. Insert ends of pipe cleaner into tip of cone and twist to hold. Cut ruffles from baking cup and slide over cone to decorate skirt.

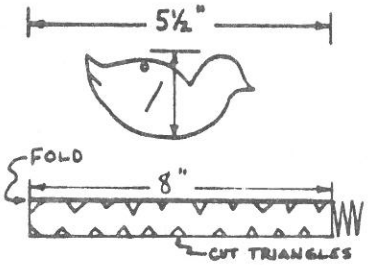
Push a pipe cleaner through holes in upper part of cone for arms. Make pipe cleaner halo and push free end into cone, twisting end inside.

Cut a nut cup from top to bottom on two opposite sides. Spread for wings and glue or pin to angel. Paint features and hair.

ST. LUCIA'S CROWN

The Feast of St. Lucia is celebrated throughout Sweden on December 13. It ushers in the Christmas season. At dawn on that morning, the eldest daughter of the house dresses in a long white gown and wears a wreath of evergreens and lighted candles on her head. Clad like this, she walks from room to room, bringing coffee and rolls to all of her family.

For a safer way to commemorate this feast, make a centerpiece. Cut seven "X's" evenly around bottom edge of a foil pie pan. On a large dinner plate or platter, attach seven lumps of clay, spaced to match the "X's" on the foil pan. Place foil pan, inverted, over platter. Insert a candle through each "X", pressing the bottom firmly into the clay. Trim as desired.

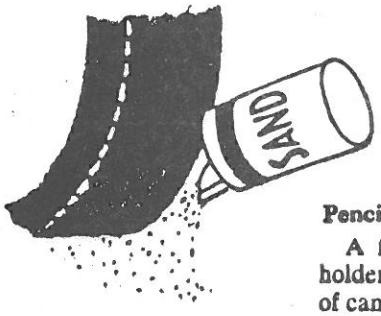


SWEDISH CHRISTMAS BIRD

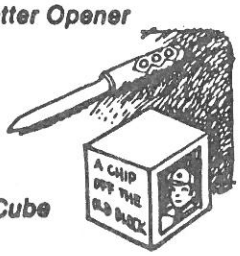
Suspended over the Christmas dinner table, this graceful bird is guaranteed to bring good luck to the entire household.

Cut bird shape from white cardboard. Cut slits and hole for hanging. Take two sheets of typing paper and fold each lengthwise in accordion fasion. Trim the folded sheets. Insert into slits and fan out. Tie a string through the hole in the bird's back and hang from the ceiling.

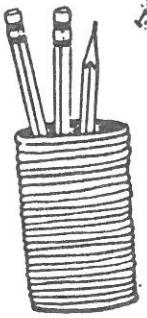
Gifts



Letter Opener



Picture Cube



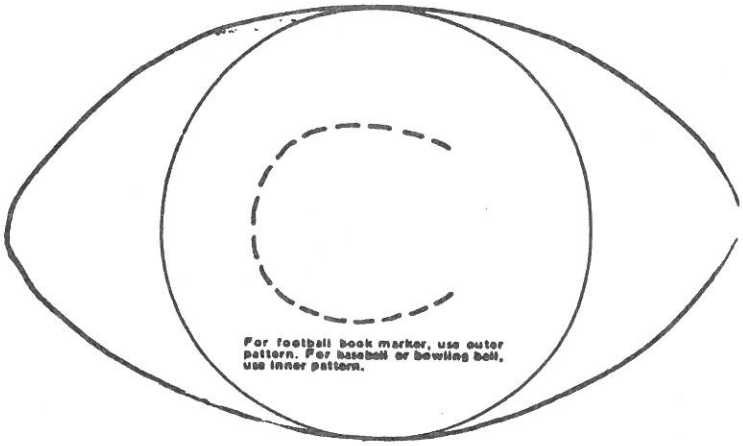
Pencil Holder

A frozen-juice can covered with yarn makes a pencil holder for desk or telephone. Cover the top inch of outside of can with glue and wind yarn row by row, being sure each is close to the previous row. Add more glue and yarn until finished, changing colors if desired.

Handy Sandy

Here is a gift that will be appreciated by any car owner during the winter months. First, *thoroughly* dry about a pint of sand (heat in the oven, if necessary). Then paint and decorate any can or carton which has access for filling and a pouring spout or sprinkler top, such as a baby powder can or salt box. While you can pry off the cover of the powder can for filling, you will need a funnel for filling the salt box. When painting the can, do not paint the area under the lid, or it will be difficult to get the lid off and on. Fill the container with sand and add a little verse on your card such as:

When wheels won't move in slush,
A helper would be dandy;
Don't race your motor in a rush,
Just use this Handy Sandy!



CUT AT BROKEN LINE
ADD MARKINGS

Book Markers

Book Markers for Dad...to mark Dad's favorite sport...oops, I mean "spot."

Baseball & Bowling Ball: Trace pattern onto white plastic lids and cut out. Cut center flap.

For baseball, outline seams and stitches with black marker.

Color bowling ball with black marker, leaving the 3 finger holes white.

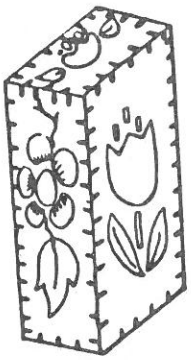
Football: Trace pattern onto brown plastic lid; cut out. Outline stripes and stitches black. Cut center flap.

Let book markers dry thoroughly before wrapping for Dad.

Book Ends

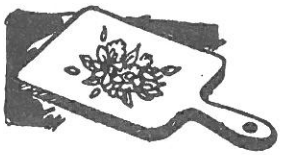
For a pair of heavy book ends, cover two bricks with felt,

OR



Doorstop

Cover a brick with oilcloth. Use a color that suits the room.



Breadboard

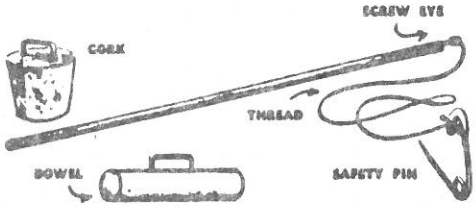
GAMES AND FUN

Why We Use Games

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

For these reasons, games are an important part of Cub Scouting. Games not only help to accomplish Cub Scouting's overall objectives of citizenship training, physical fitness, and character development, they have educational benefits, too.

Games teach a Cub Scout to follow rules, to take turns, to respect the rights of others, to give and take, and to play fair. Some games help to develop skills, body control, and coordination. Some teach self-confidence and consideration for others.



Fishing Game—Denmark

The poles are made from 36-inch dowel pins cut into 9 inch lengths. A small eye screw is attached to the end of the pole and a string or heavy thread is tied in the eye screw. On the other end of the thread tie a small wire hook. To add beauty to your game you may wish to paint the poles.

The fish are made from 1-inch corks or the rounds (about ¾ inch high) cut from a broom or mop handle. Drive a staple into the top of each fish and place a number (1 to 20) on the bottom. The number represents the weight. You may wish to paint the fish.

To play the game you place the fish either on the floor or on a table. Four players fish at once. As soon as a player catches a fish he tries for another. The number of fish doesn't count but the one catching the most pounds as determined by the numbers on the underside of the fish is the winner. The fun comes when the players are all after the last fish in the pond.

African Handball (Africa)—Divide the den into two teams. Give a ball to one team. Object of the game is to keep possession of the ball as long as possible. The other team tries to intercept it or steal it from a player. Each time the ball is passed and caught, all players of that team, except the one who caught it, must clap their hands and stamp their feet. If a player fails to do this, his side must give up the ball.

Bicycle (England)—The cyclist version of "My Grandmother went shopping . . ." The first player begins by saying, "When I had my bicycle checked, the policeman looked at the brakes." The next player repeats this and after "brakes" adds on a part of a bicycle of his choice, e.g. brakes and chain. The game continues until a player forgets a bicycle part or repeats them in the wrong order.

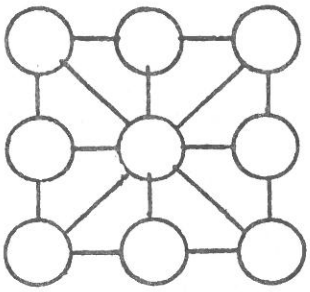
Turks and Infidels (Turkey)—Divide the den into two teams, the Turks and the infidels. Teams line up about 15 feet apart with the infidels facing the Turks' backs. The game begins with the infidels sneaking up on the Turks. When the leader claps his hands, the Turks turn and chase the infidels back to their base. Any infidel who is tagged before getting back must join the Turks. After three or four chases, reverse the teams, with the Turks becoming the infidels.

Solemn Action (Iran)—All players sit in a circle. One player starts the game by making some move or motion such as pinching the nose of the player to his right or tickling him. In turn, each player must do the same thing to the player to his right. No player may speak or laugh. If he does, he drops out. Last boy in the circle wins.

Rope Throw (Korea)—You need a piece of rope about 20 feet long. On the ground or floor, draw three concentric circles about one, two, and three feet in diameter. Draw a line about 18 feet from the target behind which the players stand. Each player has three throws to try to hit the target with the free end of the rope. Score three points for the bull's-eye, two points for the middle circle and one for the outer circle.

Jarabadach (Ghana)—Two players play at a time. One has three white markers and the other has three black ones. The game is played on the diagram shown, which may be marked on the ground or on paper. Players take turns in putting their markers, one at a time, on any of the nine points of the diagram. The purpose, as in tick-tacktoe, is to get three in a row. But, if neither has succeeded when all six markers are placed, the game continues with the players moving their markers along the lines, *one* space at a time, until one wins.


Jarabadach Game



GAMES FROM AROUND THE WORLD

DUTCH SHOE RELAY
Boys line up in teams, relay style. Each team has two shoe boxes. On signal each player, in turn, places his feet in the boxes and shuffles up to and around a chair; then back to the starting point where the change of 'shoes' takes place.

EXCHANGE RACE (ENGLAND)
Divide the players into two, four, or six groups (for teams). Form straight lines and count off. Paired players face each other. Lines are ten, twenty, or more feet apart facing each other. On a starting signal the No. 1's of each line run forward, meet near the center, exchange objects, run around each other, return to their lines, and give their object to No.2. Then they go to the end of their own line. The 2's repeat, give same object to No.3, etc. Objects must work back down to the head of the line. The team whose No.1 man is first to receive the object and hold it up is the winner.

STONE - SCISSORS - PAPER (JAPAN)
Face opponent. Each places one hand behind his own back. On the count of three each extends his hand forward to reveal the sign he has selected. Two fingers extended (scissors), palm up (paper), fingers clenched in a fist (stone). Paper loses to scissors (it can be cut) but wins over stone (can wrap it up). Stone wins from scissors (can break them) but loses to paper. Scissors wins over paper and loses to stone. If the same sign appears it is a tie and they do over. First to earn 10 points is the winner.

A BLINDMAN BUFF (SWEDEN)
"It" is blindfolded and stands in the center of a seated circle. Players change seats. "It" now sits on a player's lap. No words are spoken. "It" must guess on whose lap he is sitting. If correct, places are exchanged.

NSIKWI (AFRICA)
Two players (or two teams) sit on the floor facing each other about 10 feet apart. An empty soda bottle (use a plastic one), stick or other light object stands in front of each player. Each player has a light weight rubber ball. In turn each player throws or rolls his ball, trying to knock down his opponent's bottle. Each hit registers one point.

AMERICA

(Round)

America, America,
How can I tell you how I feel.
You have given me your treasures
I love you so.

DELICIA DE BANANAS
(BRAZILIAN)

12 bananas, ripe but firm
1 package vanilla pudding
3 egg whites, beaten stiff
6 tablespoons sugar

Slice the bananas lengthwise twice and fry in hot butter until golden brown, turning frequently. Prepare pudding according to directions on the package and set aside. Place 1 layer of fried bananas in a buttered baking dish and sprinkle with a mixture of cinnamon and sugar and cover with vanilla pudding. Alternate layers of bananas and sugar and custard making the last layer custard.

Beat the egg whites stiff as for meringue, adding gradually 6 tablespoons of sugar. Spoon the meringue over the custard and place in a hot oven to brown slightly, serve it hot or cold.

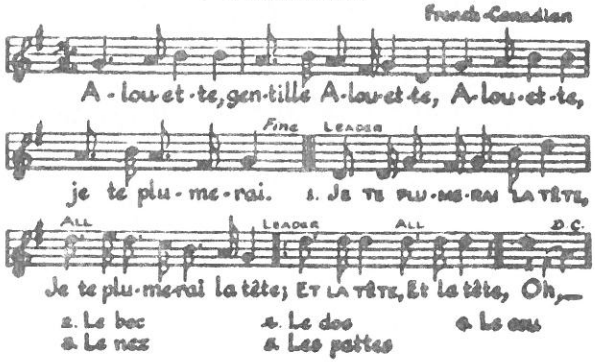
"FOR FRIENDSHIP" SONGS

SINGING IN CUB SCOUTING is a vital part of the program. It adds spice and variety to the meeting and, more important, it develops morale and a spirit of working together which can make any pack a better one.

The following are often sung by brother Scouts in other lands and are suggested for singing at your pack's "friendship campfire."

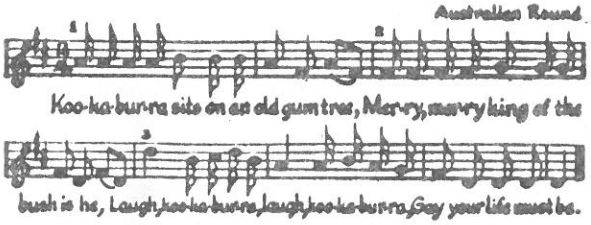
Alouette

French-Canadian



Kookaburra

Australian Round



Kookaburra sits on the old gum tree,
Eating all the gum drops he can see.
Stop! Kookaburra stop! Kookaburra,
Leave some there for me.

GATEAU PARMENTIER OR SHEPHERD'S PIE
(FRENCH)

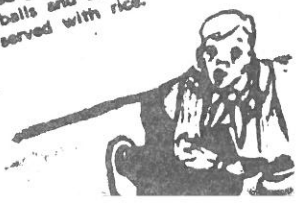
2 potatoes
1½ pounds of hamburger
½ pound pork (optional)
dash of each: paprika, celery salt, garlic, sage
2 eggs
1 large onion
salt and pepper to taste

Mix ingredients. To the mashed potatoes you have ready, add salt, pepper, and 1 egg. Mix until good and creamy. Grease a 2-quart casserole and add alternately a layer of mashed potatoes, a layer of hamburger mixture, a layer of mashed potatoes, more hamburger, and on top layer use mashed potatoes. Spread a few slices of bacon over the final layer. Bake in a moderate oven (350 degrees) for 1½ to 2 hours. Serves eight.

MEXICAN MEATBALLS

1 pound ground beef
1 cup bread crumbs
1 onion, chopped
½ cup milk
2 egg yolks, beaten
1 teaspoon salt
⅛ teaspoon pepper
1½ cups cornflakes, slightly crushed
3 tablespoons fat
1 can tomato soup

Combine the first seven ingredients and mix well. Form into balls, dip into slightly beaten egg whites and then ro in the crushed cornflakes. Brown meatballs on all sides hot fat, place in baking dish or casserole. Pour the can tomato soup into saucepan, add 1 tablespoon grated o and 1 tablespoon grated green pepper; also ½ cup of w heat, pour over meatballs and bake in a moderate ove minutes. Very good served with rice.



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 shinny toys;
We'll be happy that we shared
Our Christmas joy with other boys.

CHRISTMASTIME

Tune: "Jingle Bells"

School is out, we won't pout
Cubs shout "hip-hooray."
Something special's coming soon,
And it is 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?

WE WISH YOU A MERRY CHRISTMAS

We wish you a Merry Christmas,
We wish you a Merry Christmas,
We wish you a Merry Christmas,
And a Happy New Year.

SANTA'S COMING

Tune: "Are You Sleeping

Santa's coming, Santa's coming,
Round the world, round the world,
He has many faces;
Seen in many places;
Santa Claus, Santa Claus.

Santa's coming, Santa's coming,
Round the world, round the world,
In France he's Father Christmas.
Who fills the children's wishes;
Santa Claus, Santa Claus.

Santa's coming, Santa's coming,
Round the world, round the world,
A Belgium child leaves carrots bunched
For Nicholas' horse to munch;
Santa Claus, Santa Claus.

Sant's coming, Santa's coming,
Round the world, round the world,
No matter what his face or name
Goodwill and peace are just the same.
Santa Claus, Santa Claus.

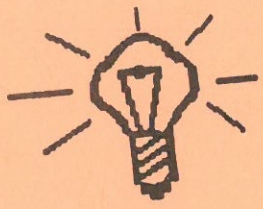
UP ON THE HOUSETOP

Up on the housetop the reindeer
pause,
Out jumps good old Santa Clause;
Down through the chimney with lots
of toys,
All for the little ones, Christmas
joys.
Ho, ho, ho! Who wouldn't go!
Ho, ho, ho! Who wouldn't go!
Up on the housetop, click,
click, click,
Down through the chimney with old
Saint Nick!

JOY TO THE WORLD

Joy to the world,
The Lord has come,
Let earth receive her King.
Let every heart, prepare Him room,
And heaven and nature sing
And heaven and nature sing
And heaven and heaven and nature sing.

INVENTION CONVENTION



THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	5, 10	1, 3, 6
Bear	10, 20, 21	3, 4, 7

JANUARY THEME

INVENTION CONVENTION

"Necessity is the mother of invention," or so it has been said! This month we'll find out what kind of inventions your Cub Scouts think are necessary...and they can learn a little about other inventions and inventors along the way.

See if your Cubs can guess who the first inventors were...and find out which inventions they think might have been the first ones???????

No one knows exactly when man first used fire or what caused the first flame, but we do know that fire was used by "Peking Man" - who lived on earth as long as 400,000 years ago. Gradually man learned to use fire to warm himself, to cook his food and to frighten away wild animals. Much later he used it to melt down metals to make spears and swords, and to harden clay into bricks.

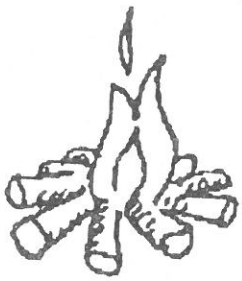
Once man discovered fire and its usefulness, he had to "invent" ways to get his fires started. Did he rub two sticks together? Strike certain rocks together? What other ideas will your Cub Scouts think of? Talking about early inventions and inventors may be just the "spark" they will need to get them thinking about things that **they** can invent .

It might be interesting (and fun) for the Cubs to visit with senior citizens about some of the inventions that they have seen develop during their lifetime and what people did before those inventions came about. Electricity, indoor plumbing, water heaters, telephone and the automobile to mention just a few.

Antique shops are full of inventions that served a need until someone invented a better way. Your boys will need to know that every invention doesn't have to be a brand new idea. Some inventions are simply an improvement on an old idea.

Every invention serves a purpose.

As you work on your projects this month, keep in mind that this theme has also been designed to serve a purpose - the Cub Scouting's purposes of:



- Improving understanding within the family.
- Fostering a sense of personal achievement by developing new interests and skills.
- Providing fun and exciting new things to do.

IDEAS FOR DEN ACTIVITIES

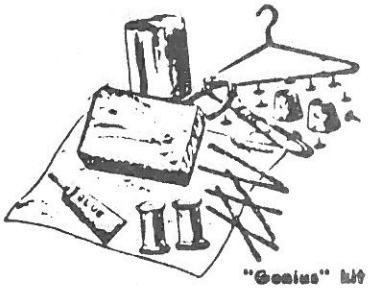
- Make up a secret code for your den. Write messages to each other.
- Learn magic tricks.
- Visit a manufacturing plant (auto, aircraft, electronics, etc.)
- Have an inventor visit the den to talk to the boys and explain how they can put their ideas to work.
- Have each Cub select a famous inventor, read about him and his invention, and briefly tell about it at a den meeting.
- Ask each Cub to draw plans for his own invention and share it with the rest of the den.
- Have a checkers or chess tournament.

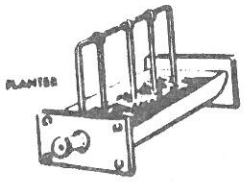
IDEAS FOR PACK ACTIVITIES

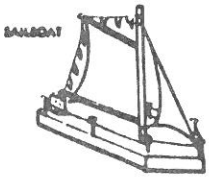
- Hold an inventors contest. (Use Genius kit for inventions with all Cubs receiving the same materials. Materials would be given out at least a month in advance to the pack meeting. See page 14 of this section for more details on "Genius Kits.")

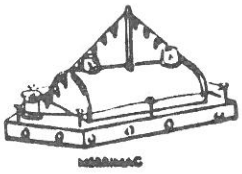
- If there is lots of snow (the "building" kind) have each family build a snow INVENTION in their front yard. Part of the Pack meeting could be a tour of homes to see the inventions...or.... families could take pictures and make a display to submit as their entry into the "Snow Invention" contest.

- Have a sledding party and return to the Pack meeting site for hot chocolate and presentation of badges earned.









When involving the Cubs in contests, be sure everyone is awarded for doing their best (and everyone did!). With a little imagination you will be able to invent something for everyone!

Find a Name

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

Find and circle the last name of these famous inventors:

Sir Isaac Newton
Michaelangelo
Leonardo Da Vinci
Albert Einstein
Eli Whitney
George Washington Carver
Thomas Edison
Aristotle
Johannes Gutenberg
Louis Braille
Joseph Lister
Guglielmo Marconi
Marie Curie

William & Orville Wright
John Logie Baird
Alexander Fleming
Robert Watson Watt
Willem Kolff
Werner Von Braun
Roger Bacon
Alfred Nobel
Galileo
James Watt
Robert Fulton
Emile Levassor
George Eastman

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. Now that you have finished reading carefully, do only No. 1 and No. 2.
13. You have finished. How did you do?

How To Build a Thingamajig

(Sound Effects Stunt)

Divide audience into four groups and assign one of the sound effects below to each group. Give them an opportunity to practice. Then a narrator reads the story and the groups respond as their word is mentioned.

Sound Effects

DOODADS: Clickety clack, clickety clack
DINGFORD: Whiz, bang, boom
FREEDISTANT: Whoosh, whoosh
HYGORICKY: Snap, crackle, pop
SCATUREEKUS: All sounds together.

Very few families these days can get along without a thingamajig. While they can be purchased already assembled in a wide range of shapes, sizes, and colors, they are relatively easy to put together yourself, using one of the many kits available. Just follow these directions and you'll have yours built in no time at all.

The DOODADS ... of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly DINGFORD ... to a FREEDISTANT ... The assembly DINGFORD ... may be placed upon any corrugated doomaflatchy or use the FREEDISTANT ... to assemble your DOODADS ... Carefully remove the plastic gizmo of the DOODADS ... from the FREEDISTANT ... and lay out the DOODADS ... on a clean acka-marackus. Learn the name of each part of the DOODAD ... by comparing them with the assembly DINGFORD ... and assemble the DOODADS ... in the correct order. You will need a drill with a 3/16" gizflunky for the HYGORICKYS ... and a pair of pliers.

Using a witchafiggle, carefully punch 1/8" whatnots through the assembly DINGFORD ... and FREEDISTANT ... where each HYGORICKY ... goes. These whatnots are openings for the hoosis HYGORICKYS ... used to fasten the DOODADS ... together. Now hammer the frammis to the hootenanny and under the HYGORICKYS ..., as shown on the DINGFORD ... If the order is reversed, the thingamajig will not operate properly.

Tighten two fistareous valves underneath the FREEDISTANT ..., using your dealey. The fistareous valves are used to widget the thingmajig hickeys from one DOODAD ... to another. Now punch a hole in the jigger and the duflunkey by the whatchamacallits. Put a dingus on each HYGORICKY ... and tighten the DINGFORD ... Be sure the dingus is loose enough so that the thingmabob can rotate easily, but don't have it too loose, or it might become discomboberated and fly off and hit somebody in the doohickey.

Now the assembly is completed and you should have a smoothly operating thingmajig when you turn on the SCATUREEKUS ...

CEREMONIES

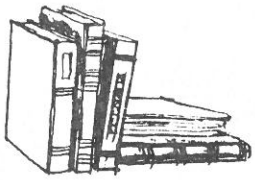
INVENTORS OPENING

Each Cub enters in a hurried fashion carrying a clip board with a pencil dangling from a string that has been tied to the board. Each repeats his lines and exits quickly.

1ST CUB: I will invent a rocket in a minute,
Ten thousand people will fit in it;
We'll circle the moon on a two hour cruise--
But first I have to go clean my shoes.

2ND CUB: I will invent a cure for the common cold,
And fix you so you don't grow old;
Each virus I will kill quite dead --
But first I have to go make my bed.

3RD CUB: I'm inventing a special glue,
For all the atoms they split in two;
I'll glue them together and use them again --
But I'm late for school, so I can't say when.



4TH CUB: I'll invent a giant pogo stick,
To cross the oceans mighty quick;
Just one jump and there you are--
But first I have to wash the car.

5TH CUB: I'm going to invent unbreakable eggs,
Biteless dogs, and unscratchable legs,
Unspillable milk and fire without smoke --
But I can't just now 'cause my pencil broke.

6TH CUB: I'm going to invent a peace machine,
That will shut people up when they get mean;
I'd have it finished but I can't see --
How to fix it so it won't catch me.

A Den brings forward the flag and all stand, salute, and say the pledge of allegiance.

FAMOUS INVENTOR OPENING CEREMONY

A single light bulb is illuminated in the front of the darkened room.

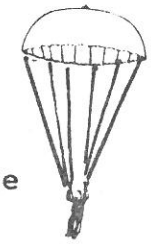
CUBMASTER: This light bulb is pretty commonplace to people today. It is a fitting symbol for our theme this month because

(Continued next page)

(Famous Inventor Ceremony Con't.)

it represents a famous inventor. Does anyone know who he might be? (Wait for response.) That's right, the inventor is Thomas Edison, one of the greatest inventors of all time. Even more important, he represented what you can accomplish if you remember to live up to the part of the Cub Scout Promise that says "do your best." Even if you don't invent a better or a brighter light bulb, you will make things brighter if you always remember to do your best.

The light bulb is turned off, House lights are turned up. Cub Scout den or Webelos den color guard post colors and lead the Pledge of Allegiance.



OPENING: INVENTOR OF THE FUTURE

STAGING: Seven Cub Scouts with appropriate pictures on large posters. Saying may be printed on the back.

(Telescope) - I am Isaac Newton. I invented the reflecting telescope.

(E-mc2) - I am Albert Einstein, a scientist in mathematics and nuclear energy.

(Lightbulb) - I am Thomas Edison. My inventions were in sound recording and light.

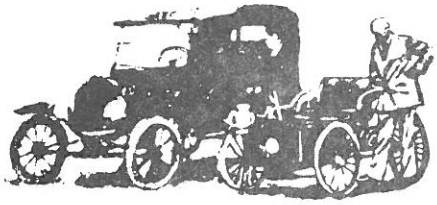
(Telephone) - I am Alexander Graham Bell, the inventor of the telephone.

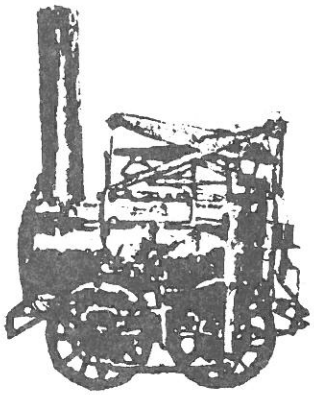
(Parachute) - I am Leonardo daVinci. I invented the parachute.

(Wheel) - I represent the many unknown men and women of the past who have invented many things that made our lives easier day by day.

(Large ?) - I am the inventor of the future. You can not begin to imagine what I will invent.

Cub Scout or Webelos Scout Den posts colors and all stand and pledge allegiance.





INVENTION ADVANCEMENT CEREMONY

EQUIPMENT: Box decorated to look like a computer; large cards with Bobcat, Wolf, Bear, etc. written on them; awards for Cubs.

CUBMASTER: In keeping with our theme this month, I would like to unveil my latest invention. (Uncover or have the "computer" brought in.) This amazing device is able to collect all the information that comes in from our pack committee members, den leaders, Webelos den leaders, and parents. It can determine which Cub Scouts and Webelos Scouts are eligible for which awards. Let me demonstrate.

(Hold up Bobcat card. Insert into slot in machine. Pick up pre-positioned Bobcat awards from the rear of box.

Will (Names) and their parents please come forward? (Present awards).

(Follow similar procedure for awards of Wolf, Bear, Arrow Points, Webelos badge, and Activity Badges.)

(Hold up Arrow of Light card. Insert into machine. Call forward Arrow of Light recipients and parents.)

These young men may or may not be real inventors, but they have shown the truth of the old saying that ninety percent of success is perspiration. They have worked long and hard - some as long as three years - to achieve their goal. What they built was something valuable to the world today - better young men. In recognition of this achievement we can't give them a patent, but we can present them with the highest award in Cub Scouting. The Arrow of Light award is so highly valued that it is the only Cub Scout badge that can be worn on their Boy Scout uniforms. ((Present awards).

I would like to congratulate all of you and your families. The entire Pack is proud of your accomplishments, and we're sure you will continue to "do your best."

PUZZLE ADVANCEMENT

Equipment: A large piece of cardboard with picture of a Cub Scout cut out jig-saw puzzle style.

CUBMASTER: This evening we have several boys who have completed the puzzle of achievements and electives and are ready to advance

(Continued next page)

(Puzzle Advancement Con't.)

in rank. Will Bobcat _____ and his parents come forward? (As each family receives their badges, they are also given a piece of a large puzzle. Continue until all ranks have been presented. After all awards are presented, have the boys and parents put the jigsaw puzzle together). By working together we can fit all the pieces of the Cub Scout puzzle together to make a complete picture of the Cub Scout youth of America. (Congratulate families and ask them to be seated.)

VISION FOR THE FUTURE, CLOSING

Ask the Cub Scouts and their families to form a large circle and hold hands. The Cubmaster (or other adult) then reads the following prayer which was broadcast to earth by astronaut Frank Borman, while on a moon-orbiting mission:

> Give us, O God, the vision which can see Thy love in the world in spite of human failure. Give us the faith to trust in Thy goodness, in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace.

CLOSING THOUGHT

CUBMASTER: Many creative and inventive men and women have contributed to the growth and development of our country. Our forefathers did not dream we would have automobiles, airplanes, dishwashers, bicycles, space ships, or the many other conveniences we enjoy and take for granted. But also very important in the development of our country were the millions of people who were not famous inventors, but used their talents and abilities, along with hard work, to make our country great. Let us remember all of these people.

CLOSING

Materials: A 2-3' length of rope or heavy cord for each Cub Scout.

Cubmaster - We have seen tonight that we are all geniuses in our own right. It makes you mighty proud, doesn't it? We should all be proud of our accomplishments and abilities. We should never forget though, that we all depend on other people and our greatness does not come out until we can be great with and for other people.

Would all Cub Scouts come and make a circle. Take a piece of rope, each of you, and tie it to the rope of the person on your left with a square knot. (The boys do this) Joining with other people makes you a better and stronger person.

Hold the rope with your left hand and make the Cub Scout sign with your right hand. Then we'll all say the Cub Scout Promise together and pledge ourselves again to the ideals of Cub Scouting.

THE GREATEST INVENTION

PROPS: Large picture of lightbulb, telephone, car and television
CAST: Game Host, Contestant, and Four Inventions

GAME HOST: Mr. Contestant, you will win one million dollars if you can tell me which of these is the greatest invention.

1ST INVENTION: I am the greatest invention. I brighten up everyones life. I am the lightbulb!

2ND INVENTION: I am the greatest invention. I help you in talking to other people. I am the telephone!

3RD INVENTION: I am the greatest invention. I help you get from one place to another. I am the car!

4TH INVENTION: I am the greatest invention. I entertain you. I am the television.

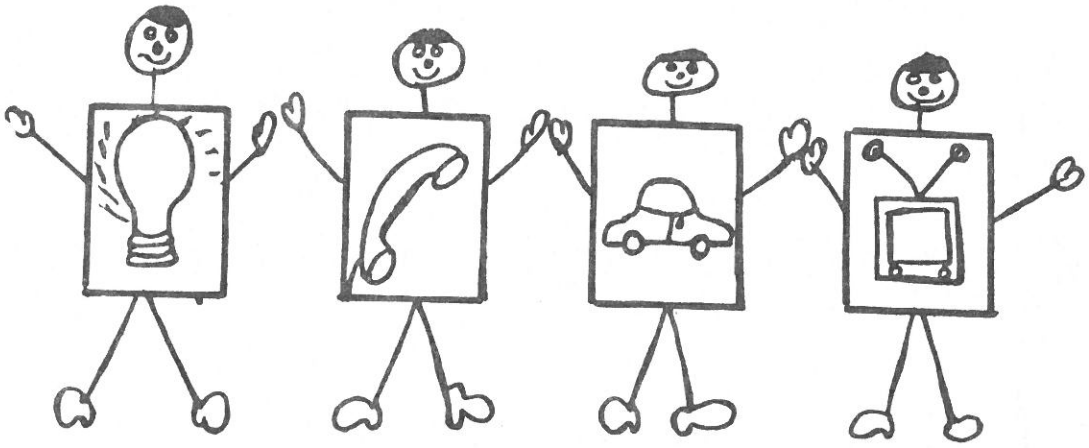
GAME HOST: Mr. Contestant would you please tell us. Which one is the greatest invention?

CONTESTANT: (Thinks for a minute) None of them!!

GAME HOST: None of them? Then what is????

CONTESTANT: I am! (Point to self) I'm **bright** like a lightbulb, I can **talk** like a telephone, I can **get from one place to another** like a car, and I'm quite **entertaining** like a television. I am a **BOY** the greatest invention in the world!!!

THE END



BOY INVENTOR

CAST: 4 or 5 boys (more may be added).

SCENE: First boy is sitting on chair. Toys and clothes are scattered around the room. He appears to be deep in thought. Several of his friends have come over to see him.

They enter.

ALL BOYS: Hi _____! What are you doing?

FIRST BOY: Just thinking about an idea.

FRIEND NO.1: Thinking about what kind of an idea?

FIRST BOY: My invention.

FRIEND NO.2: Are you inventing something?

FIRST BOY: Sure, I want to be famous like Alexander Graham Bell or Thomas Edison.

FRIEND NO.3: What do you have in mind? Maybe we can help?

FIRST BOY: Really? Do you all want to help?

ALL BOYS: Sure!

FIRST BOY: Okay, (getting up) thanks. First of all, I need a big box. _____, there is one in the closet. _____, I need two toy airplanes and a basketball. _____, then I'll need some kite string, 6 comic books, and the wheels off a skate board. Last I'll need some old rags. You can use my clothes there for that. Great, now put everything in the box. (Looking around the room; then in the box). Well, that just about takes care of it.

FRIEND NO.3: Takes care of what?

FIRST BOY: My invention. I just invented a way to get my room cleaned before my mom gets home.

THE END

THE WAY IT WAS

The narrator reads all verses, or each boy can read his own. Costumes can be kept to a minimum by using signs for each character and/or simple props to illustrate each invention.

Characters

Isaac Newton	Ben Franklin
Alexander Bell	Thomas Edison
Wright Brothers	Narrator

Setting - Each character enters as his verse is read. They all remain on stage to read last verse together.

NARRATOR:
The horizons of our modern world
Might never, ever, have been unfurled,
If men before us hadn't tried
To answer questions that mystified.
Their greatness we do not dispute,
But how they did it, we refute.
The legends we have learned, so great;
We want to set the record straight!

ISAAC NEWTON:
(Enters with apple and/or tree branch)
Isaac Newton, sittin' in a tree, contemplating gravity,
Fell on the apple, not it on he. Changed to protect his vanity!

B. FRANKLIN:
(Enters with kite and key)
Ben Franklin had to find 'lectricity;
He was picked up one night for insanity,
It was all he could do to explain
Why he liked to fly kites out in the rain.

A. BELL:
(Enters with toy telephone)
He invented the phone, as history books tell;
He was a man named Alexander Graham Bell;
But the reason he did .. the books are hazy;
His wife loved to talk .. nearly drove him crazy!

TOM EDISON:
(Enter with large cardboard light bulb)
Young Tom Edison, we'll admit
Gets a lot of credit and deserves all of it;
But it's little known that he invented light
'Cause he tripped on the bed one dark, dark night!

WRIGHT BROS:
(Enter with toy airplanes)
The Wright Brothers got the first plane to go,
It wasn't their hang-up if you want to know;
It hurt their pride when they heard a lady talk
And say: "Nothing ever happens at Kitty Hawk".

ALL:
So, with inventions, you can see,
That although the Mother is Necessity,
It all would have been just too much bother,
If Accident hadn't been the Father!

INVISIBLE INK

SODA POP INK

PUT TWO TEASPOONSFUL OF SODA POP INTO A SMALL DISH OR GLASS. ADD 1 TEASPOONFUL WATER AND STIR. YOU CAN TRY USING THE SODA POP ALONE AS INK, BUT YOU WILL PROBABLY FIND THAT IT IS NOT COMPLETELY INVISIBLE.

LEMON JUICE INK

SQUEEZE THE JUICE OF HALF A LEMON INTO A SMALL DISH OR GLASS. THE LEMON JUICE MAKES AN EXCELLENT INVISIBLE INK. ORANGE JUICE AND GRAPEFRUIT JUICE CAN BE USED IN THE SAME WAY.

HONEY-WATER INK

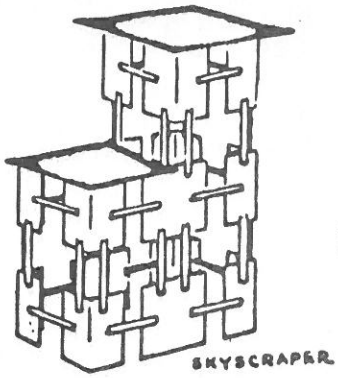
PUT HALF A TEASPOONFUL OF HONEY INTO HALF A GLASS OF WATER AND STIR UNTIL HONEY IS DISSOLVED AND WATER IS CLEAR.

SUGAR-WATER INK

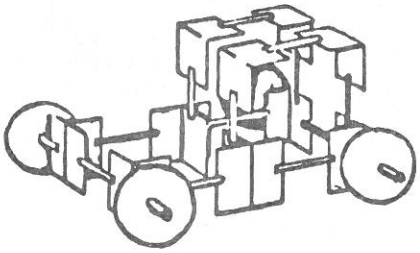
PUT HALF A TEASPOONFUL OF SUGAR INTO HALF A GLASS OF WATER AND STIR UNTIL SUGAR IS COMPLETELY DISSOLVED.

READING THE MESSAGE WRITTEN IN INVISIBLE INK - IF YOU SEND A SECRET MESSAGE TO A FRIEND WHO KNOWS THE SECRET OF INVISIBLE INK, HE WILL KNOW HOW TO MAKE THE MESSAGE BECOME VISIBLE. HEAT THE PAPER OVER A CANDLE, TAKING CARE NOT TO GET IT CLOSE ENOUGH TO BURN. SUDDENLY THE WRITING APPEARS LIKE MAGIC.

SODA STRAW AND PAPER CONSTRUCTION



SKYSCRAPER



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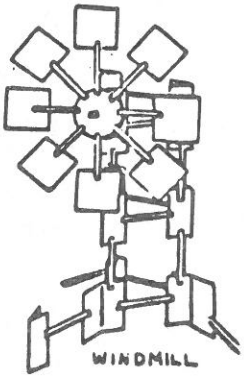
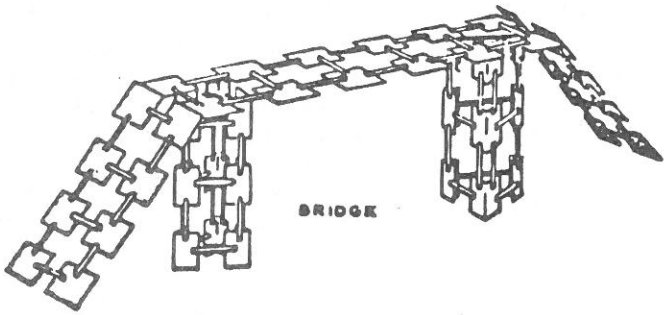


WINDMILL



BRIDGE

BOYS WHO LIKE TO TINKER AROUND AND BUILD THINGS WILL FIND ENDLESS HOURS OF ENJOYMENT WITH SODA STRAWS AND CONSTRUCTION PAPER.

CUT A LOT OF 2" SQUARES AND CIRCLES FROM PAPER. CUT AN 'X' IN THE CENTER OF ALL CIRCLES.

CUT STRAWS INTO 1" AND 2 1/2" PIECES. SLIT BOTH ENDS OF STRAW PIECES, MAKING SURE SLITS ARE IN THE SAME POSITION SO PIECES CAN BE CONNECTED IN A STRAIGHT LINE.

THE OBJECT IS TO CONNECT THE PAPER SQUARES BY INSERTING THEM INTO THE SLITS ON THE STRAWS. CIRCLES CAN BE PUSHED ONTO THE ENDS OF STRAWS.

SEE WHAT YOU CAN CREATE WITH THESE SIMPLE AND INEXPENSIVE MATERIALS.

NOTE: PAPER SQUARES CAN BE USED FLAT OR FOLDED.

Take 'em apart, put 'em together—what's it?

During den meetings and at home take apart items no longer useful. Use old alarm clocks, watches, electric clocks, radios, electric irons, locks, or other mechanical devices.

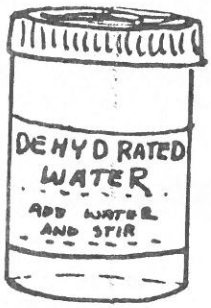
NECKERCHIEF SLIDES

Materials: Film can, markers, self-stick labels (1 1/2" x 4"), PVC loop and epoxy glue

Directions:

1. Make up a can label with title as shown:

   DEHYDRATED WATER
   DIRECTIONS:
   Just add H_2O
   Stir Until Clear



2. Put label around can.

3. Epoxy PVC loop to back of can.

BRIGHT IDEA SLIDE

1. Cut light bulb from plastic.
2. Color (as desired) with markers.
3. Glue to a PVC loop.

OTHER "INVENTOR" IDEAS:

Glue to suitable ring:

1. pieces of scrap electronics (resistors etc.)
2. gears from an old clock or broken wind up toy
3. odd nuts, bolts and bits from the hardware store
4. invent your own idea!

<u>Toothpick Treasures</u>

Materials needed:

Flat toothpicks (one box to every 2-3 boys)
Glue
Construction paper

Give the boys a theme, then watch a 3-D picture emerge. By providing a theme, young minds will go to work faster. Animals, log cabins, and robots are great made of toothpicks.

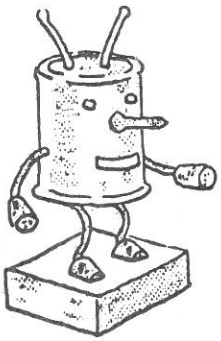
INVENTORS KITS

Sometime during December, each Cub Scout is given an "inventors kit", which is a sack of odds and ends just waiting for the boys' minds and hands to go to work on it. The results are up to the boys' imaginations. They can build something useful or decorative, silly or solemn. No matter how they turn out, the boys' creations will be full of fun.

Collect sufficient quantities of the needed items and package them in heavy paper bags, along with a copy of the rules. The contents of all kits must be identical.

SUGGESTED ITEMS:

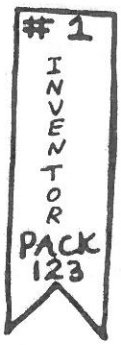
- 1 piece of cloth, 12" x 18"
- 12-inch piece of 1/4" dowel
- 1 board, 1"x6"x10"
- 8 nails, 1 inch long
- 1 small tube of glue
- 4 feet of string
- 4 ice cream sticks
- 1 No. 2 can
- 1 wire coat hanger
- 6 pipe cleaners
- 2 spools
- 4 corks
- 12 tacks
- 1 golf tee

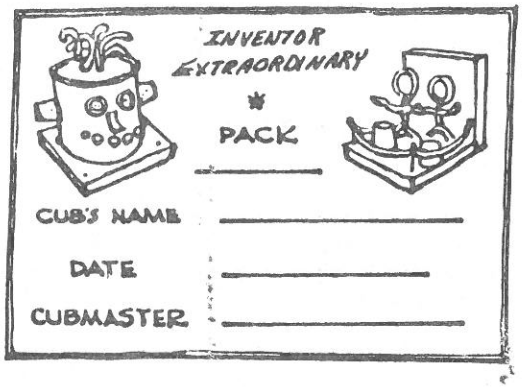


RULES:

1. Use only the materials found in the bag. You don't have to use everything, but you should not add anything.
2. You may cut up the board, cloth, wire, spools, or dowel as needed, into as many pieces as you like.
3. You may use a saw, hammer, jackknife, sandpaper, drill, or any other tool.
4. Use your imagination and have fun.
5. Bring your "invention" to the January Pack meeting.

The boys bring their 'creations' to the January Pack meeting for judging. Each boy who participates should receive some type of recognition, and outstanding creations receive special recognition. You may award prizes for the best animal, best contraption, etc. Be sure to have plenty of prizes and ribbons on hand so that everyone can receive something for doing their best.





GAMES

WHO INVENTED IT? - Each of the following inventions has played an important part in modern industrial development. Who invented each of them?

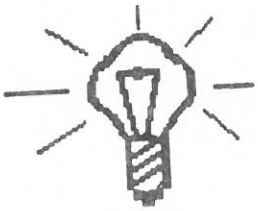
1. Telephone
2. Phonograph
3. Telegraph
4. Dynamite
5. Power Loom
6. Steamboat
7. Reaper
8. Vulcanized rubber
9. Nylon
10. Thermometer
11. Penicillin
12. Airplane

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 DuPont Company 10. Galileo 11. Sir Alexander Fleming 12. Wilbur and Orville Wright

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 yrs. of age)



BRAIN TEASERS

Cats and Rats - If three cats can catch three rats in three minutes, how many cats could catch one hundred rats in one hundred minutes? (the same 3 cats)

Strange Animal - What animal is it that walks first on four legs, later on two, and in old age on three? (Man. An infant crawls, a young person walks on two legs, an old person uses a cane)

Water Uphill - Can water ever run uphill? (Yes, into a sponge)

How Many Cows - A boy, driving some cows, was asked how many cows he had. He said: "When they are in line there are two cows ahead of a cow, two cows behind a cow, and one cow in the middle." How many cows were there? (Three)

How Old Was Bill? - A man was asked: "How old are your boys, John and Bill?" He replied: "John is 24 years old and Bill doesn't like to tell his age, but John is twice as old as Bill was then John was as old as Bill is now." What is Bill's age? (Bill is eighteen)

Higgs Pig Farm - Farmer Higgs owns 3 pink pigs, 4 brown pigs and 2 black pigs. How many of Higgs' pigs can say that they are the same color as another pig on Higgs' pig farm? (None. Pigs can't talk)

GENIUS INVENTIONS - Each of the following inventions has played an important part in our lives. Match the inventions with the inventors:

1. Telephone	a. Edmund Cartwright (5)
2. Phonograph	b. The Dupont Co. (9)
3. Telegraph	c. Robert Fulton (6)
4. Dynamite	d. Alexander Graham Bell (1)
5. Power Loom	e. Samuel F. B. Morse (3)
6. Steamboat	f. Alfred Nobel (4)
7. Reaper	g. Wilbur and Orville Wright (12)
8. Vulcanized rubber	h. Thomas Edison (2)
9. Nylon	i. Sir Alexander Flemming (11)
10. Thermometer	j. Galileo (10)
11. Penicillin	k. Charles Goodyear (8)
12. Airplane	l. Cyrus McCormick (7)

GRANDFATHER'S TRUNK - Everyone is seated in a circle. Someone begins by saying, for example:

#1. I pack my grandfather's trunk with a pair of spectacles.

#2. I pack my grandfather's trunk with a pair of spectacles and a silk hat.

#3. I pack my grandfather's trunk with a pair of spectacles, a silk hat and a dime-store novel. (You may have to explain "dime store".)

...and so on, each person repeating all articles already mentioned, and adding a new one. If anyone fails to repeat the list correctly, he drops out of the game, which continues until a winner is declared.

TOWER BUILDING - Have an assortment of "blocks" made from scrap lumber - all sizes and shapes. Boys take turns stacking blocks of wood, forming a tower, one at a time. How tall can the tower grow before it tumbles?

HAND TOOL QUIZ - What tool or building supplies is...

1. King of a country. (ruler)
2. Something you fly in. (plane)
3. A party snack. (nuts)
4. A part of your toe or finger. (nail)
5. What a pirate buries. (chest)
6. What a dentist uses. (drill)

AN EXPERIMENT WITH STATIC ELECTRICITY (a contest)

Give each boy a balloon and on the signal "go" the boys blow up the balloons, ties the neck, and rubs it on his hair to make static electricity, then he sticks it to a wall or ceiling. The balloon staying up the longest wins the contest for the boy.

NAIL GAME (2-man team) - Players work in pairs. Provide each team with a nail, board, hammer. On signal Cub Scout #1 hammers the nail into the board. Second Cub Scout tries to pull it out with the hammer. First team to complete the job wins. (Not as easy as it sounds.)

CUB SCOUT GENIUS
Tune; Whistle While You Work

Cub Scouts whistle while they work,
(whistle)
They pitch right in and laugh and grin,
And they whistle while they work.

Cub Scouts hum a merry tune,
(hum)
They hum all day at work and play,
They hum a merry tune.

Now take these genius kits
A sack of scraps and gunk,
With pint and glue and nails, a few,
Turn them into priceless junk.

Cub Scouts whistle while they work,
(whistle)
They do their bit, they never quit,
Cub Scout whistle while they work.

THE INVENTION
Tune: Farmer in the Dell

I had a genius kit,
Thought lots about it,
I laid the pieces side by side
And examined them bit by bit.

A cor, a bolt, a screw,
A piece of wood, too.
A leather scrap, some furry nap,
And a little bottle of glue.

A needle and some thread,
A nail without a head.
A piece of tire, a bit of wire,
And this is what I said:

"I don't see how this mess
Can really quite express
My urge for building something grand."
But now I must confess:

I sewed and nailed and glued,
Until the thing I viewed,
Was something grand, you understand,
A mechanical dog that mooed.

THREE BLIND MICE
(same tune, different words)

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

WHIZ KID
Tune: Hey Look Me Over

Hey, look me over.
I'm a whiz kid.
I am a genius
From my toes to the top of my lid.
I've got an answer
For every question you've got.
Who cares if it's wrong!
It's just a bunch of rot!

So, hey, look me over.
Lend me your ear.
Geniuses like me are
Few and rearly appear.
So if it's brains you want
It's them I got!
But not between my ears.
It's what I sit on I truly fear!

APPLAUSE STUNTS

BRAIN POWER: With right index finger, tap the side of the forehead, raise your eyebrows and say "AHHHHHHHHHHH!"

MAD SCIENTIST: Pretend to hold up a test tube in one hand. Pour something else into it, then something else, and go, "Ah, ha, its going to work," then say, "oh! No! ssssssssssBOOM!"

THOMAS EDISON: Screw in light bulb, turn on switch , and say, "You light up my life."

THE THINKER: While frowning, stroke your chin with your right hand and say, "HMMMMMMMMMMMMM!"

MARDI GRAS

THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	5	2, 3, 9, 11, 12
Bear	18, 20	8, 10

FEBRUARY THEME

MARDI GRAS/BLUE AND GOLD BANQUET

Here is a just-for-fun theme for your Pack leading up to a big show at your annual Blue and Gold Banquet. Pattern the activities after the Mardi Gras parades in New Orleans and other cities of the south during the two weeks preceding Shrove Tuesday.

The Cub Scouts can create fanciful costumes, noisemakers and even a den float. The floats may be miniatures for the parade will need to be held indoors because of the cold weather.

Mardi Gras is a European custom; a spirit of fun, a time of wholesome revelry, music, noise, feasting and a carnival atmosphere. The Blue and Gold banquet is a family affair. Invite the parents and brothers and sisters of the Cub Scouts to come in costume, too. Don't forget to invite your Tiger Cub groups.

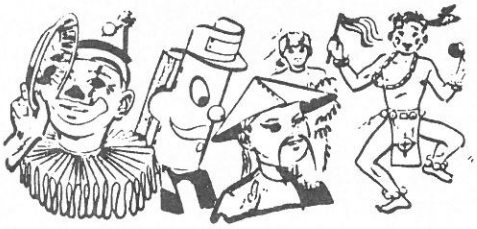
With all the fun and excitement don't forget - this theme is designed to achieve Cub Scouting's purposes of:

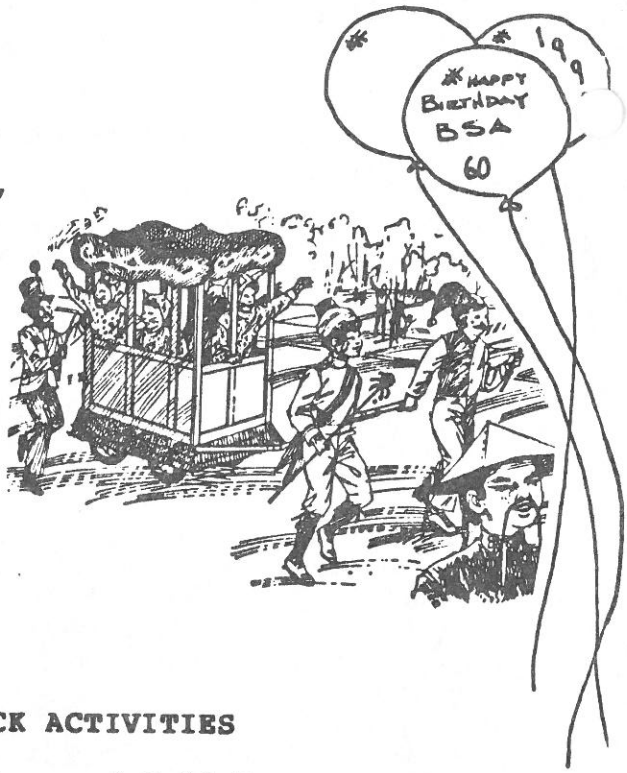
- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.
- Providing fun and exciting new things to do.

ANNIVERSARY CELEBRATION

February is the anniversary celebration month of the Boy Scouts of America. This year marks the 80th birthday of the Boy Scouts and the 60th birthday for Cub Scouts. The BSA observes the anniversary during the week that includes Feb. 8, the date the organization was incorporated in 1910. This year Anniversary Week is Feb. 4-10. This is a good time to put Scouting into the public eye. Plan to do a few activities that will let everyone in town know what Scouting is all about.

* Set up a window display.
* Have live demonstrations at a mall.
* Encourage Cub Scouts to wear their uniforms each day during Scout Week.
* Attend church as a group and in uniform.





IDEAS FOR DEN ACTIVITIES

- Make nut cups, place mats, invitations, centerpieces and other decorations for the banquet.
- Make a den scrapbook or anniversary neckerchief slides.
- Honor alumni by inviting them to the Blue and Gold Banquet.
- Make Mardi gras masks to wear in the parade.
- Make a den float.
- Prepare a midway game or side show act for the Banquet.
- Make Valentines for a nursing home.
- Shovel snow for a shut-in.

IDEAS FOR PACK ACTIVITIES

- Have a Blue and Gold Banquet.
- Participate in displays and demonstrations at local mall or shopping center. (A good place for the Mardi Gras parade.)
- Participate in Scout Sunday at your local churches.
- Invite Tiger Cubs to the banquet.
- Hold a Pack Open House meeting. Invite neighboring Troops, Packs, or civic groups.
- Hold a uniform inspection.

WHAT IT'S ALL ABOUT

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

From Bobcat and Wolf and Bear
With all the awards and arrows share
Through Webelos and then into Scouts
Giving guidance through problems, fears and doubts.

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

And then he too like you and me
Will take a boy so small and wee
And will teach that boy
With pride and joy
To be helpful and be a good Scout
Yes, that's what it is all about!

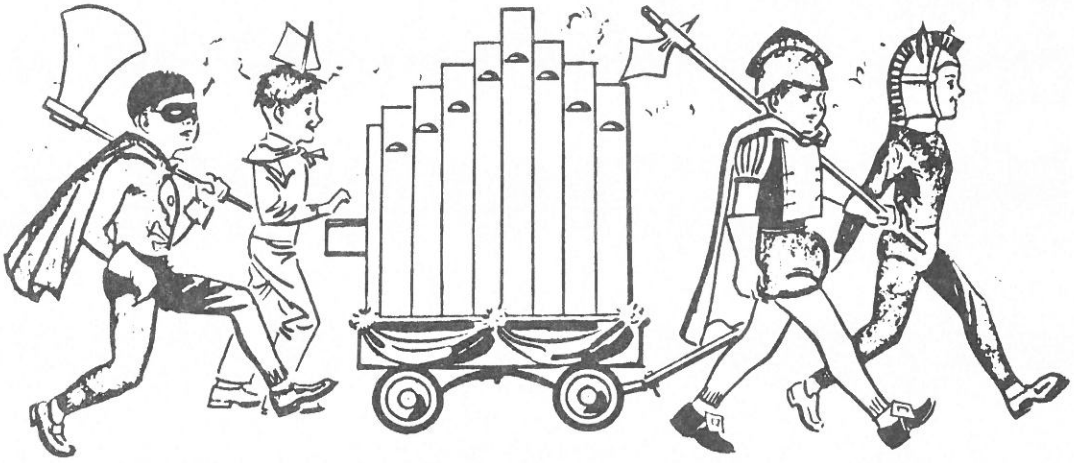
PREOPENING

Side-show midway is all set up, the barkers are ready (Den Chiefs serve as barkers), and recorded music is playing to set a festive mood. Everyone is given "Cubola" money as they arrive and check their coats.

Those not busy with the final banquet touches are encouraged to visit the midway and try their skills using the "Cubola" to gain entrance to the booths. Keep the booths simple. Here are some suggestions:

1. *Dutchman's Bowling.* Suspend a rubber ball on cord from ceiling. Swing it through arc to knock down stacked milk cartons.
2. *Toss 'em.* Make clown's-head cutout of plywood or heavy cardboard. Toss jar rings over nose or beanbags through open mouth. Or fasten old dishes behind open mouth and shatter with thrown baseballs.
3. *Balloon Burst.* Inflate balloons and attach to backboard. Burst with thrown darts.
4. *Swoosh.* Throw wet sponges at victim's head thrust through opening in suspended poncho or canvas.
5. *Peanut Toss.* Toss peanuts or beans into a small bowl or pie tin floating in a tub of water.

No Mardi Gras would be complete without the traditional parade. Sound the signal for all those who arrived in costume to gather by Dens for the big parade. Play lively music such as Dixieland jazz or marches. March around the room to give everyone an opportunity to see everyone else and then be seated and let the banquet begin!



TRADITIONAL BLUE AND GOLD BANQUET PREOPENERS

SCRAMBLED WORD

Have families work together to unscramble these Cub Scout words.

EULB NAD DGLO QBAUENT	(Blue and Gold Banquet)
WOARR FO GITLH	(Arrow of Light)
RAWRO SOPNTI	(Arrow Points)
EECVETHMNIA	(Achievement)
FOWL	(Wolf)
ARBE	(Bear)
BEELOSW	(Webelos)
TCEEIVEL	(Elective)

BANQUET QUIZ

You may wish to make copies of this quiz for families to complete during the banquet.

HOW MUCH DO YOU KNOW ABOUT CUB SCOUTING?

1. Cub Scouting is _____ years old this year.
2. Boy Scouting is _____ years old this year.
3. _____ was the founder of Scouting.
4. _____ started the Boy Scouts of America.
5. _____ is the first rank in Cub Scouting.
6. _____ achievements are required to earn the Wolf badge.
7. _____ electives are required to earn an arrow point.
8. _____ is our Pack number.
9. We belong to Den number _____.
10. There are _____ Webelos Activity badges that can be earned.
11. Our Pack is part of the _____ District and the _____ Council.
12. The Cub Scout Motto is "_____."

February 1990

Mardi Gras
Audience Participation

MARDI GRAS DAZE

Divide audience into four groups to respond with sounds to the following words:

DEN LEADER:	Give Cub Scout sign while saying "Sign's Up".
LIONS:	Roar-r-r-r
CALLIOPE:	Um-pah-pah, Um-pah-pah
COTTON CANDY:	YUM-yum
MARDI GRAS:	All groups make sounds together

One day there was a DEN LEADER who was getting weary from working to keep her Cub Scouts quiet. She decided they needed something different to do. She thought for a long time and finally she had the answer!

It was MARDI GRAS time. Here was a chance for the DEN LEADER to spend a nice, quiet, relaxing day at the MARDI GRAS with her den of Cub Scouts. She knew the boys would enjoy watching the LIONS perform with their trainer and listening to the CALLIOPE music while eating some COTTON CANDY. She was sure there would be no problem in keeping the boys quiet.

So, off they went for a relaxing day at the MARDI GRAS to get away from the noise of the energetic Cub Scouts in the den who were so full of vim and vigor.

The boys had a wonderful time watching the LIONS in their act and they really enjoyed the COTTON CANDY and the CALLIOPE music. However, the DEN LEADER found that the MARDI GRAS was not as quiet and relaxing as a den meeting with eight energetic Cub Scouts. The noise of the LIONS roaring and the clamor of the CALLIOPE music made the DEN LEADER feel like she was in a daze. It was then that she really began to appreciate her Cub Scouts. She knew that she would rather listen to their shouts and laughter any day instead of the MARDI GRAS noises with the LIONS and CALLIOPE music.

That afternoon, it was a happy and tired group of Cub Scouts who came home from the MARDI GRAS, full of COTTON CANDY and talk about the fierce LIONS. The catchy tunes of the CALLIOPE music were going through their heads. But the smiles on their faces showed that they had really enjoyed the MARDI GRAS. And the smile on the DEN LEADER'S face showed that she was glad to be home with her group of Cub Scouts. It was a relief to hear the den's noises rather than the MARDI GRAS noises. So you see, the MARDI GRAS was just the change she needed.

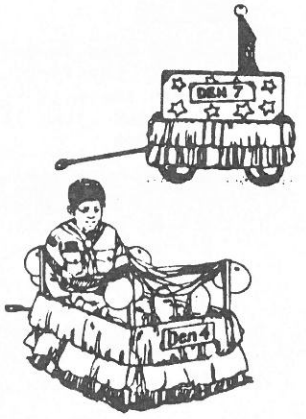
BLUE AND GOLD

Banquet - Let's eat (rub tummies)
Cubmaster - Sign up! (Cub Scout sign)
Cub Scout - Yippee! (jump up and down)
Den Leader - Oh, dear! (hand on top of hand)
Den Dad - Not again! (both hands to side of head)
Parents - Us too! (points to self)
Committee Chairman - Thank heavens! (hands to ceiling)

Divide audience into 7 groups and assign them one of the above. As the story is read pause for the audience to make response as the words are said.

Blue and Gold time has come again. CUB SCOUTS.... and DEN LEADERS.... had to come up with ideas for the BANQUET.... to please the CUBMASTER.... They also had to stay within their budget to the COMMITTEE CHAIRMAN'S.... delight. They made invitations for their PARENTS...., and centerpieces for the table with the help of the DEN DAD....

When they arrived at the BANQUET...., the PARENTS.... were happy with the decorations the CUB SCOUTS.... had made. When the awards were presented, the DEN DADS.... and the DEN LEADERS.... received thanks for jobs well done. The CUBMASTER.... and the COMMITTEE CHAIRMAN....were also rewarded. Then EVERYONE.... decided it was the nicest BANQUET they had had so far.



DEN FLOAT. You'll need a child's wagon, the bigger the better. Decorate as desired with painted cardboard, crepe paper, streamers, and balloons.

MARDI GRAS OPENING

Narrator: Festival time is upon us with the Mardi Gras which means "Fat Tuesday" in French. This is the time when parades and parties and costumes were in style for a day (sometimes a week) after a hard winter and before the more serious work of spring began. Tonight our Pack ____ presents its own Mardi Gras.

(Four Cubs each wearing a different mask or costume enter from the side.

1st Cub: Mardi Gras comes in February or early March.

2nd Cub: Mardi Gras is a time for costumes, clowns and being different.

3rd Cub: Mardi Gras is a time for a parade (or a march around the gym).

4th Cub: Mardi Gras is a short time for having fun.

Narrator: Tonight as we meet in the spirit of fun, we also want to remember our respect for each other and the flag which represents us all. Will you please stand and say the "Pledge of Allegiance" with me.

BLUE AND GOLD CEREMONIES

OPENING CEREMONY

Did you know that millions of boys and men have been part of the Boy Scout movement since its beginning in 1907? Many of you dads were Scouts and today your sons are Cub Scouts. What a vast force to be crusading each day, at work or play for those things America holds dear! As we light the candles on our birthday cake, over all is the spirit of Scouting and below this, three candles representing Boy Scouting, Cub Scouting and Exploring. Let us resolve that as someone, someplace helped us get started in Cub Scouting, so will we, together and as individuals, help more boys and institutions have Cub Scouting. Repeat with me the response to our Cub Scout motto: WE'LL DO OUR BEST. Now sing "Happy Birthday to You".

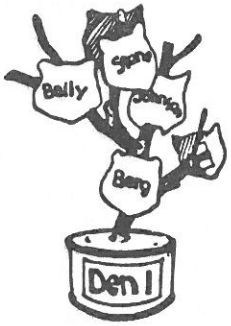
OPENING

Eight boys in uniform line up holding large cards which are blank on one side. The first four cards are blue, the other four are gold. As the boys speak their lines, they turn over the cards to reveal letters spelling BLUE and GOLD. The letters on the blue cards are gold; those on the gold cards are blue.

B - We are wearing blue and gold, you see.
L - We live up to our Promise - good Scouts are we.
U - We strive for truth and spirituality.
E - And we learn about steadfast loyalty.

G - Giving good cheer is a Law of the Pack,
O - We try to obey that law and never be slack.
L - We enjoy the warm sunlight, and are happy each day,
D - We have fun and learn, in the Cub Scouting way.

(This can be followed by the Pledge of Allegiance)



DEN FAMILY TREE CENTERPIECE

Fill coffee can with plaster of paris and insert branch. Tape on animal heads silhouettes with family names.

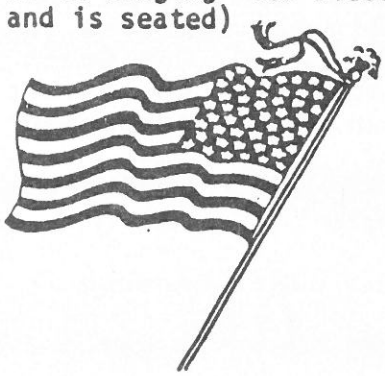
Blue and Gold Banquet Ceremonies

Opening

Setting: Den chief and 6 Cub Scouts in uniform, carrying small American flags, line up on stage and each speaks his part.

Den Chief - More than two hundred years ago, God gave us a great nation;
A land of wealth and bounty, choice among His creation.
We must protect its freedom and defend its worthy cause,
And support our Constitution, which is based upon God's laws.
Let's pledge to stand in loyalty throughout the coming year,
And with God's help we can overcome any times of doubt or fear.
If we will trust His leading and live our lives His way,
God will bless America, as upon its founding day.

(To audience) Please stand and join me in singing "God Bless America". (Audience stands, sings, and is seated)



1st Boy - Glad you came to our banquet!
We have many things to say
About our love for our country
As we celebrate today.

2nd Boy - Independence is a big word
And hard for me to say;
But I know it means a lot
To all Americans today.

3rd Boy - Our national bird is the eagle;
Have you ever wondered why?
It may be because it soars above
All birds to reach the sky.

4th Boy - The Liberty Bell is ringing,
Though its sound we do not hear,
Of freedom of speech and worship,
Freedom from want and fear.

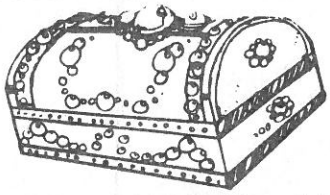
5th Boy - Without our flag of red, white, and blue,
Things would be different for me and you.
It's a symbol of pride in the American way,
So we should be loyal and true each day.

6th Boy - Please stand and join me in the Pledge of Allegiance.

It takes a heap of working with a boy to make a man,
A heap of care and patience, and you've got to understand
That he won't be any better than you were as a lad,
Unless a spark is kindled to show him what is bad.
He looks to you for guidance, and he looks to you with pride,
It's up to you to demonstrate; you can't just let it slide.
For with that eager mind of his, he watches you each day;
And judges you by what you do, not just by what you say.

KING REX'S TREASURE BOX (A Simple Advancement Ceremony)

Cubmaster is dressed as "King Rex." The Cubs are called forward and presented their awards from the "Treasure Box." The awards could be attached to Blue and Gold coins cut out of construction paper or posterboard.



MARDI GRAS CLOSING

SETTING: A den of 8 Cub Scouts line up across the stage dressed in any Mardi Gras costume desired (all can be different or all the same such as clowns, etc.).

NARRATOR: Ladies and Gentlemen, just as in our Cub Scout Mardi Gras tonight all the dens got into the act, so in Cub Scouting all the families get into the act. With this in mind, for the end of our Cub Scout Mardi Gras tonight the fantastic den _____ would like to leave this important message with you through their own unique performance.

1ST CUB: You've seen our Mardi Gras tonight; in fun it did not lack.

2ND CUB: Because in teamwork we were not slack.

3RD CUB: To get a family involved, Cub Scouting has a knack

4TH CUB: And each of you as a part of our Pack

5TH CUB: Can help our program be sharp as a tack.

6TH CUB: By doing your share

7TH CUB: And not be caught slack.

8TH CUB: So next month, one and all, we'll look for you to come back.

As soon as the last boy says, "back," all together the boys turn with their backs to the audience and reveal signs hung on their backs which spell out the following message (one word of each boy). SEE - YOU - NEXT - MONTH - SAME - TIME - SAME - PLACE.

Closing Rex says, "Cub Scouts, Mardi Gras is over. We've had lots of fun this month—and we'll have lots more in the months ahead. But now we're no longer lions and knights and astronauts and bananas—and all the wonderful critters I see with us—we're Cub Scouts again. Please join me now in asking a blessing on all of us with the Scout benediction: 'And now may the great Master of all Scouts be with us till we meet again.' Thank you, and good-night."

BLUE AND GOLD CLOSING THOUGHTS

CUBMASTER: As we close our meeting here tonight, let us give a thought to what the Blue and Gold colors of Cub Scouting mean. Did you know that the Blue and Gold you see in the Cub Scout uniform was not selected merely because it was attractive? 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 program into the lives of our boys.

CLOSING THOUGHT

This closing thought may be read by the Cubmaster or other adult.

What can we learn from the past; what lessons that will last? Faith in God, honor of country, to these truths we hold fast. Our forefathers made us free; they stood for truth and liberty; They made discoveries and inventions, left for all to see. We Cub Scouts, we honor them; those brave men we remember, Famous Americans and famous Souters who fanned the flowing ember. That glowing ember - America - shall burn for centuries; The flame of greatness lingers on for future men to seize.

We now salute our growing boys, whose youth will soon be gone,
From boys to great men some shall grow, to lead our country on.

Also see "Staging Den and Pack Ceremonies".

A SALUTE TO PACK LEADERSHIP

The Blue and Gold Banquet is an excellent time for giving a salute to the leaders for their service to the pack for the year. A token of thanks will be appreciated and will act as a new burst of energy for the events yet to come!

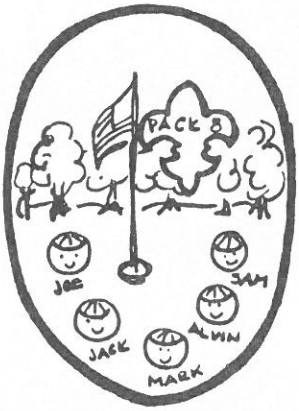
Remember the old stand-by admonition - the key slogan of the program - K.I.S.M.I.F. - "Keep it simple, make it fun!"

CUB SCOUT THANKS PLAQUE

Materials: Wooden plaques. Thin wood or paneling scraps, Jigsaw. Stain. Acrylic paints. Glue, permanent pen marker. Hanger.

Stain the border and paint the front of the plaque light blue. Paint on camp site and flag.

Cut out insignia and Cub Scout "heads". (Using a nickle for a pattern.) Draw a semi-circle for cap. Paint heads and insignia. Glue in place on the plaque. Add the Cub Scout's names on the heads and the leaders' name on the insignia. Add date and present with words of praise and thanks!!



THE MARDI GRAS PARADE

CAST: Rex, the Carnival King (wears crown and robe), Cub Scouts dressed in carnival costumes and masks (any number), 3 Cub Scouts in uniform.

SETTING: Mardi Gras parade. Rex sits atop a decorated float. Others march behind him carrying paper torches.

NARRATOR: Mardi Gras dates back to 1718 in Louisiana where it was brought by the French settlers. Parades are held almost every day of Mardi Gras week, but the biggest parade is on the last day. Rex, the Carnival King presides over the parade of costumed merrymakers. Let's watch now as preparations are being made for the parade. (Curtain opens)

REX: O.K., you guys. It's almost time to begin the parade.

(Several costumed boys begin pushing and shoving to be first in line.)

REX: Hey, Cut that out! You can't all be first!

(Costumed boys continue shoving and squabbling.)

REX: I give up! We'll never get this parade going this way.

(Enter - 3 Cub Scouts in uniform.)

1ST CUB: Hello, King Rex. Can we help? (Costumed boys are still pushing and shoving.

REX: You sure can. These guys need to learn cooperation and how to do their best. They all insist on being first. They don't even know how to take turns.

2ND CUB: We'll take care of that. C'mon you guys.

(Each of the Cub Scouts takes the arm of a costumed boy and takes him aside. They talk quietly for a brief time. Finally, they shake hands and the costumed boys return to where they had been and form a nice orderly line behind King Rex's float.)

REX: Thanks a lot, Cub Scouts. Now we can get on with the parade. What did you say to them anyway?

3RD CUB: We just told them that if they want to be Cub Scouts, they will have to learn to share and to do their best.

ALL CUBS: (Excited, waving) Bye, we'll be watching you in the parade.

THE END

FEB 10

THE SHRINKING CLOWN

For this skit all of the boys in your den are dressed as clowns. The tallest Cub plays Jo-Jo the Clown. For a prop you will need a cardboard carton large enough so that two boys sitting down, can be hidden inside. Before you start the skit a young brother of one of the Cubs is dressed exactly like Jo-Jo and sits in the carton concealed from spectators.

SCENE: Jo-Jo is puttering with the cardboard carton which is decorated to look like a computer. He turns dials and pretends to oil the parts with a large oil-spout can. By ones and twos the clowns come up to him and stand around watching, wondering what he is doing. Finally one speaks to Jo-Jo.

CLOWN 1: What have you got there, Jo-Jo?

JO-JO: A homemade shrinking machine, that's what.

CLOWN 2: Never heard of such a thing.

CLOWN 3: Come on, Jo-Jo, you're kidding!

CLOWN 4: Shrinking machine ..... baloney!

JO-JO: (Annoyed) I'll show you! (Pulls a can of spray starch from his pocket and sprays himself.) That's to put starch in me so I don't come out wrinkled. Well, guys, this is it .... farewell. (Shakes everyones hand and then gets into the carton.)

CLOWN 5: How is it inside there Jo-Jo?

JO-JO: Fine ... Fine... Fine ...(His voice trails off. Then a series of loud noises come from inside the box (clank a pie tin, goan, jingle a cow-bell, grunt, etc.)

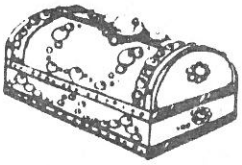
CLOWN 6: How you doing, Jo-Jo?

CLOWN 7: Hope he's O.K. (Loud grunt from inside the carton.)

JO-JO: Here I come. (Out steps the shrunken Jo-Jo.)

CLOWNS: Holy mackeral, Jo-Jo did it!

SHRUNKEN JO-JO: I told you wise guys the thing worked. And you know what? Even my voice shrank!



TREASURE CHEST

(Suitable to use with King Rex's Treasure Box Advancement)
Make from cigar-box size carton. Make rounded top with cardboard, cover with colorful paper, add bright buttons, glitter beads, small stones, etc.

HATS AND HEADBANDS

The starting point for most hats is the headband. A strip of cardboard works fine. Make sure the grain goes the short way - if your strips aren't long enough, you can glue two or more together.

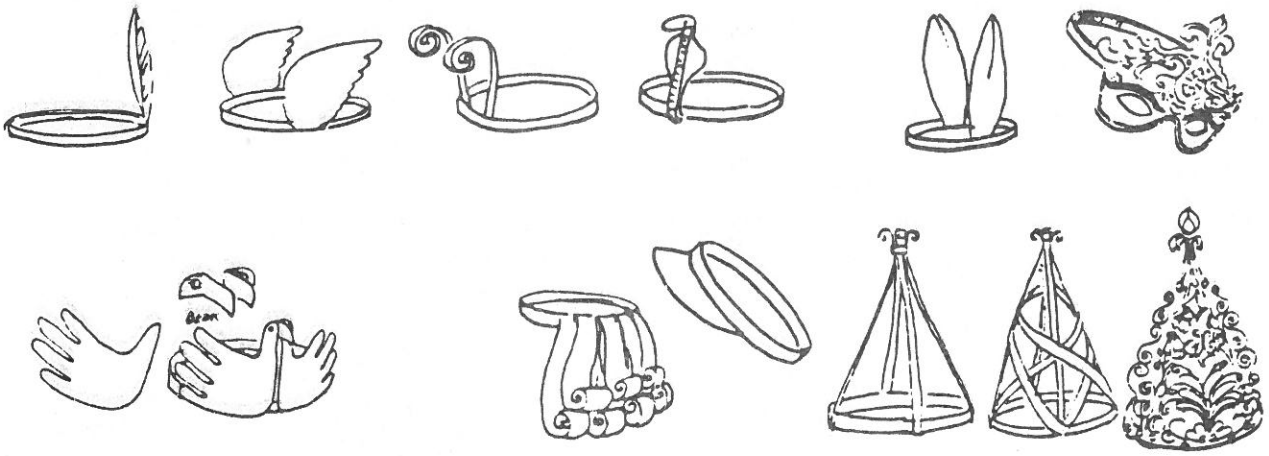
The headband goes around the head, just above the ears, it should be a snug, comfortable fit. When you have a good fit, hold on to the band so that it won't slip and glue in place. Hold or clamp until it is dry, then have another fitting.

Provide a variety of materials and let the Cub Scouts use their imaginations to decorate. Thought starters are pictured below.

To make the bird headdress trace both hands on light weight cardboard and cut out. Make two beak hinges out of paper. These are glued together and their tabs glued to the "thumbs." Attach to a headband.

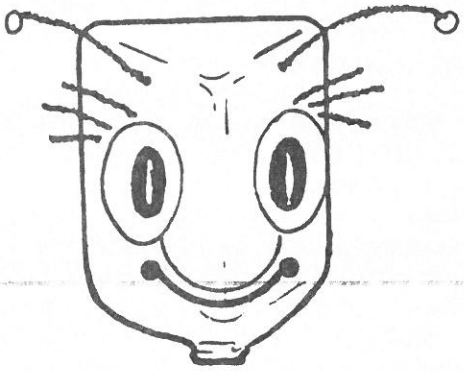
For fancy hats - add four long strips to the headband and join at the top. Wrap spiral strips up the sides to make a sturdy frame. Cover with quilling and cut paper designs or however you desire.

The addition of an eye mask opens many exciting possibilities.



MARDI GRAS

Mardi Gras means to dress up and have fun.

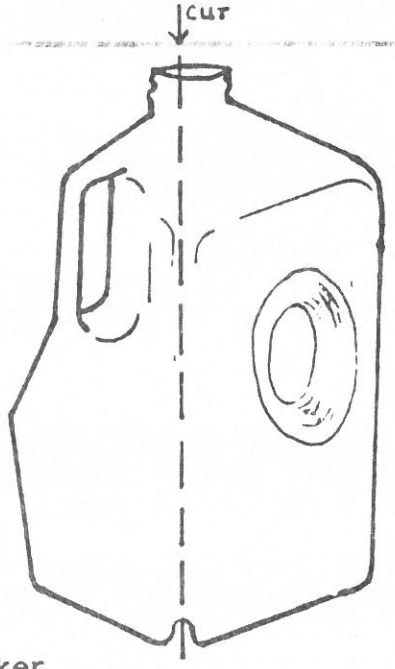


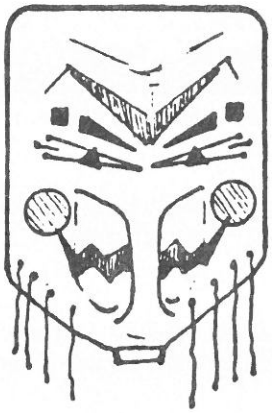
Masks

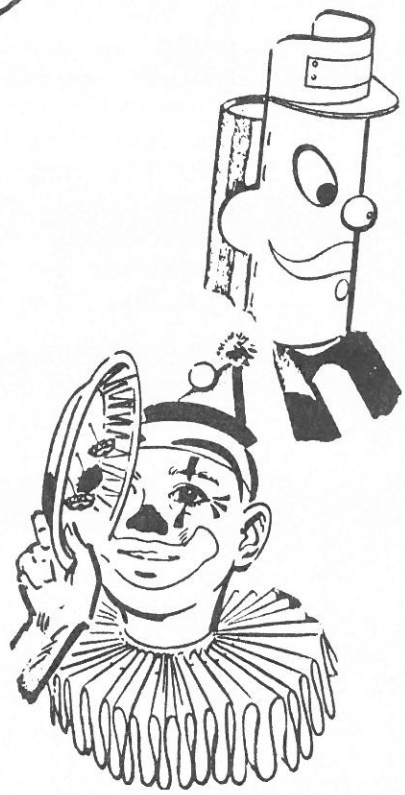
Masks made from plastic milk cartons are fun and easy.

Materials: Paint Yarn
Milk jugs (1 makes 2 masks)
Glue for plastic
Feathers, felt scraps to decorate

Wash milk cartons; cut in half from top to bottom. Locate eye holes and cut out. Paint on decorations and add feathers, yarn, felt scraps to make each mask different.

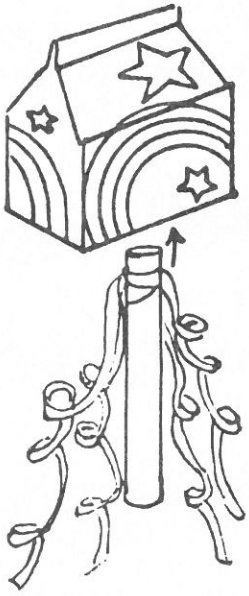


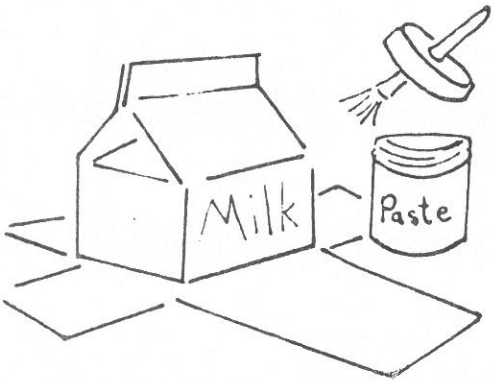




Noisemaker

Place several small stones inside a half-pint cardboard milk carton. Cover the carton with paste and a layer of paper. When dry, paint with tempera paint. Into the bottom of the carton push and glue a dowel rod for a handle. Decorate with streamers of crepe paper handing down.

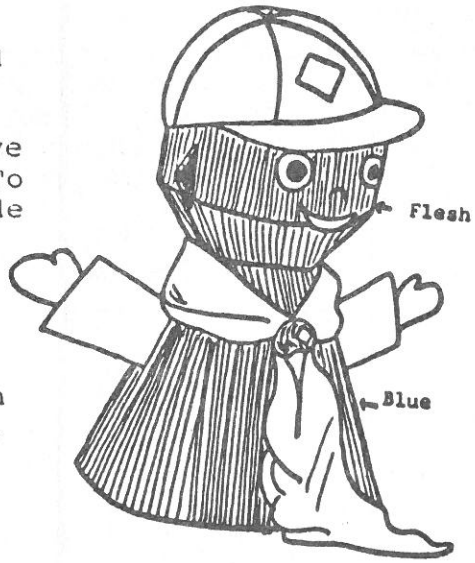




CENTERPIECE

PAPERBACK SCOUT

You'll need paperback books, paint, heavy paper, glue and string. After finishing the Scout, you'll need a real Cub Scout hat, neckerchief, and a neckerchief slide.



To fold the head and the body, remove the covers on the paperback books. To make folding easier, mark the outside edges of each entire book (X's on illustration below) with a pencil. Mark the inside edges of the fold (black dots on illustration below) by making pinholes through as many pages as possible. Fold each page in steps, as shown by the broken lines.

For the head, remove the covers of two 150-page books. Mark and fold each page, as shown. After folding each book, tie the two books together at their center pages with string, and paint.

For the body remove the covers of two 250-page books. Mark and fold each page, as shown. After folding each book, tie the two books together at their center pages with string, and paint.

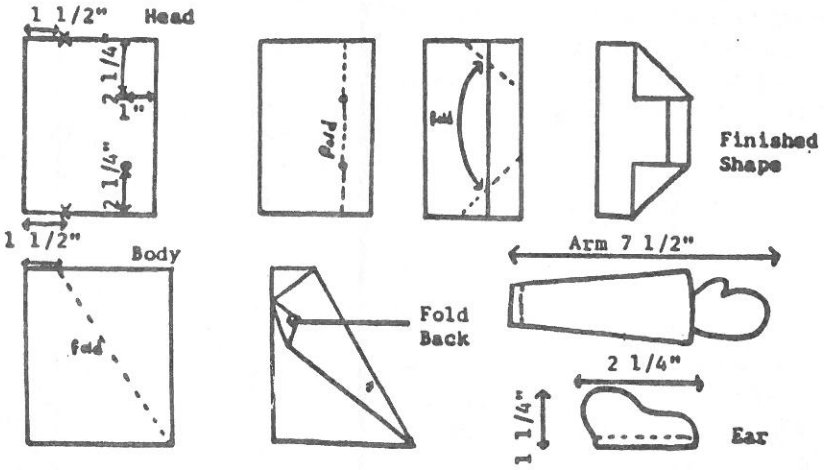
For each ear, cut heavy paper, 1 1/4" x 2 1/4", as shown. Glue each ear between two pages at the side of the head.

For each arm, cut an arm and hand from heavy paper, following the diagram. Glue between two pages at the side of the body.

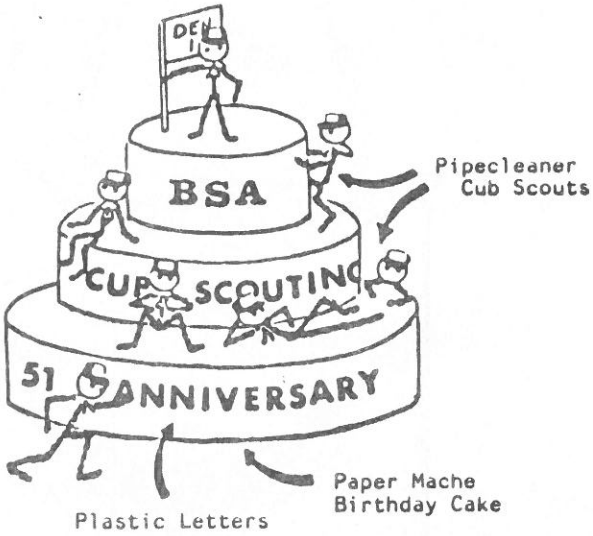
Glue the head to the body. Add paper facial features. Dress this paperback Scout in his Banquet best, and he's all set to be the hit of the evening!

This paperback Cub can also be dressed for the Mardi Gras !

YOU choose the costume!



BANQUET TABLE DECORATIONS

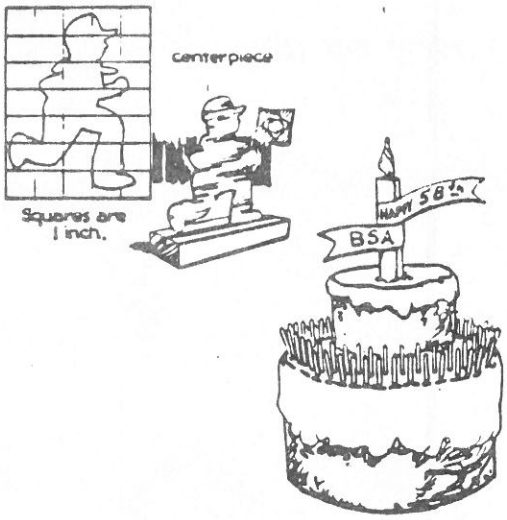


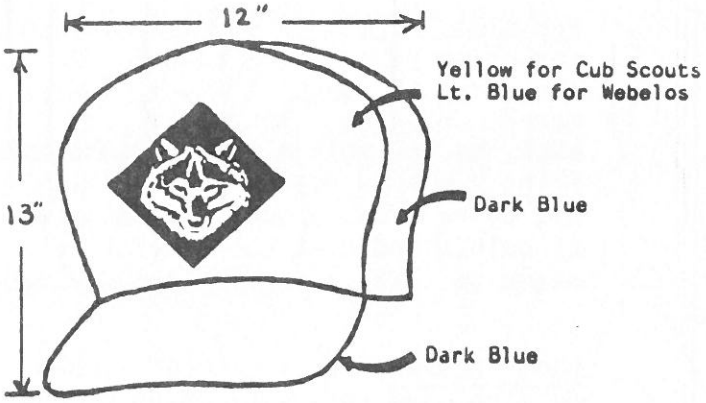
CAKE CENTERPIECE

Make a three-tiered cake from round boxes, covered with paper mache, and painted as desired. Frost with whipped soap suds.

Either paint on letters or use plastic stick-on letters.

Cub Scouts are made from twisted pipe-cleaners or chenille stems, with paper hats and neckerchiefs.



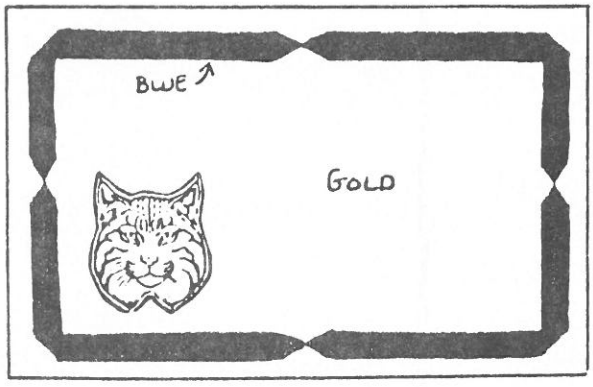


HAT PLACE MAT

Enlarge pattern. Cut from dark blue construction paper. Glue on additional front section of yellow or light blue. Add emblem for Cub Scout or Webelos.

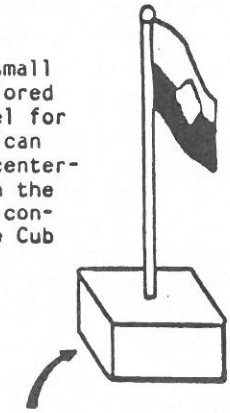
PLACE MATS

Cut place mats from construction paper, about 12" X 16". Add trim with contrasting color construction paper. Draw appropriate emblems or use Cub Scout insignia stickers.



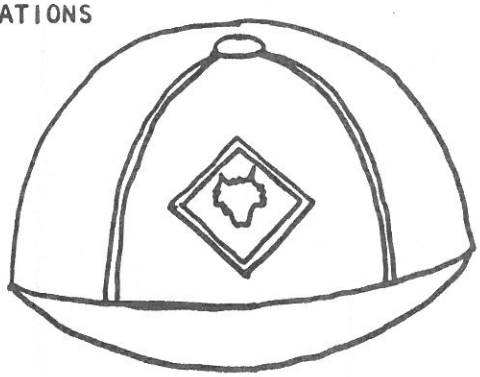
FLAG STAND

Make flag stands from small boxes, covered with colored paper. Fill with gravel for weight. Place an American flag or right side of center-piece and a den flag on the left. Make flags from construction paper, or use Cub Scout flag sets.



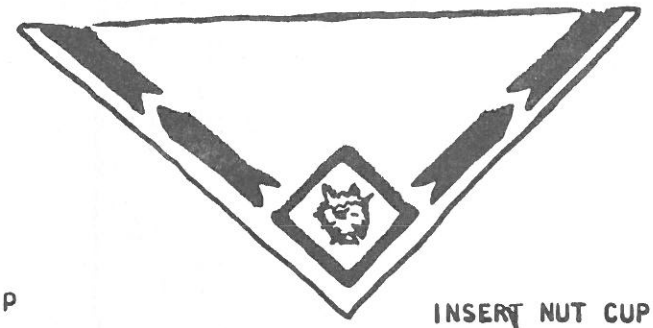
Cover small box with paper. Weight with gravel or sand.

BANQUET TABLE DECORATIONS



PLACEMATS - Hat: Cut from dark blue mat paper or construction paper, approx. 12"x16". Glue on yellow cord and yellow emblem.

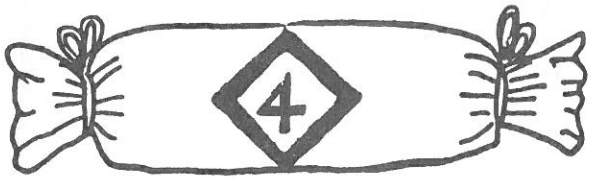
Kerchief: Cut from yellow mat paper or construction paper, approx. 16" wide and 12" tall. Cut emblem and strips from blue construction paper and glue on.



NUT CUPS- Hat: Cut a 2" styrofoam ball in half. Glue on cardboard brim. Paint blue. Scoop out top of styrofoam ball so a regular nut cup will set inside.

Kerchief: Cut a triangle from yellow construction paper, with base 8 1/2" across and sides 6" long. Add detail with felt-tip marker or paint. Roll over 1/4" on long edge, as you roll a real neckerchief. Bring two ends together at point where tie slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nut cup inside.

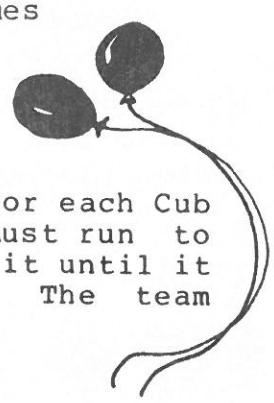
PARTY POPPER - Fill a 5"-6" length of cardboard roll with wrapped candy. Cover with piece of royal blue crepe paper approx. 8" long and 6" wide. Tape or glue crepe paper around roll. Tie ends with yellow narrow paper ribbon. Add a decoration or den number.



CARDBOARD ROLL COVERED WITH CREPE PAPER

CUB FAVOR - Make from egg carton cups, painted blue. Head is either another egg carton cup or small styrofoam ball. Glue on blue construction paper arms. Glue to a round cardboard base. Hat is made by cutting up top of styrofoam ball and adding brim.

BLUE & GOLD MINTS - These are edible, and very tasty! Cream 6 Tablespoons butter, 2 teaspoons 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. of powdered sugar. Cut or shape mints.



GAMES

BALLOON RELAY

Place a chair at one end of the room. Put a balloon for each Cub on the chair. Form den into relay teams. Each boy must run to the chair, blow up a balloon, tie it and then sit on it until it is broken. He then races to tag the next team player. The team that finishes first wins.

UPSIDE DOWN CHAIRS

Place one chair upside down on another chair. Number cards 1 through 5. Place the #1 card on the seat of the upside down chair, tie the other cards on each of the legs. Throw mason jar rings. Score by value on the cards. Throw from a distance of 5 to 6 feet. Keep score.

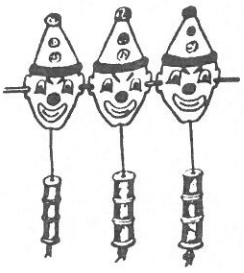
COMMUNICATION GAME

Divide the boys into several groups. Then divide the group into partners of two. Place a paper bag, or blindfold, over one partner. Spin that person until they are uncertain of which way they are facing. Their partner must direct them to their goal without touching them. The group to complete this race first wins.

CLOWN BALL GAME

MATERIALS: Three 8" x 12" squares of heavy cardboard or plywood. Poster paints and brushes. (Enamel paint if plywood is used.) String or twine. Thread spools. Two soft foam balls. Coping saw or knife, and hand drill.

DIRECTIONS:Draw and cut out the clown faces on 8" x 12" pieces of cardboard. Paint as desired. For a more permanent game, cut the clown heads from plywood. Wood can be easily cut with a coping saw and painted with enamel paints. Drill holes through each ear and run a heavy twine through all three clowns as shown in the drawing. Drill a hole through each chin, tie string to it, and hang several thread spools on the string. The spools will keep the heads upright. Now hang this between the backs of two chairs. The game is to throw the two balls at the clowns and try to tip them over. It is interesting to notice how many think that they must aim for the big nose instead of the hat, which is the only place to hit the clown to make it tip over. That nose is just more tempting!

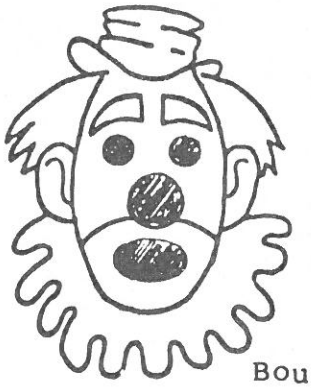


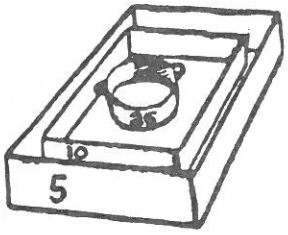
February 1990

Mardi Gras
Games

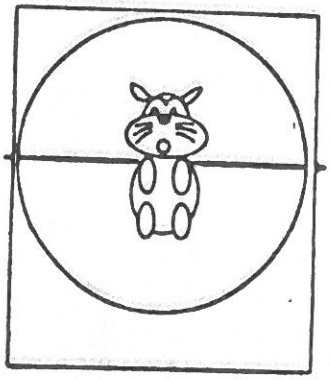
BEAN BAG TOSSING BOARDS

DRAW ON PLYWOOD OR HEAVY CARDBOARD. CUT OUT SHADED AREAS. PAINT. PROP BOARD AGAINST WALL. STAND BACK AND TOSS.



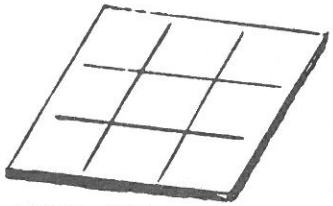


Bounce the ping pong balls so they will hop into the pans. Score according to points alloted to each pan.



CAT N' MOUSE

CUT CIRCLE IN THE SIDE OF A CARDBOARD BOX AND HANG THE CUT-OUT CAT IN THE CENTER. MAKE SETS OF DIFFERENT COLORED "MICE" (SMALL BEANBAGS). THE OBJECT OF THE GAME IS TO FLIP THE MICE INTO THE BOX WITHOUT DISTURBING THE CAT.

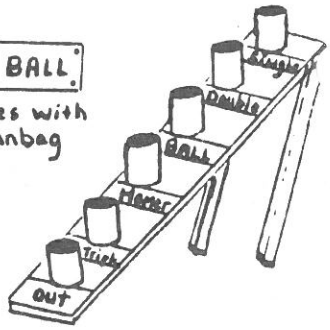


TIC-TAC-TOE

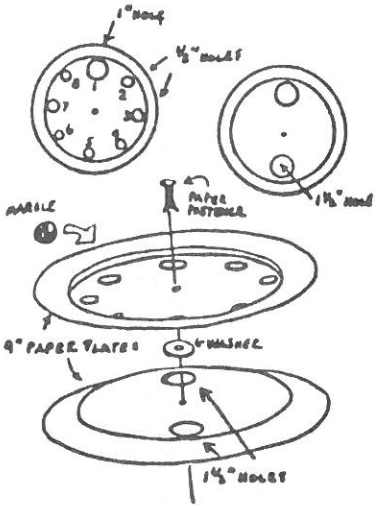
3 Tries with a beanbag

CAN BALL

3 Tries with a beanbag

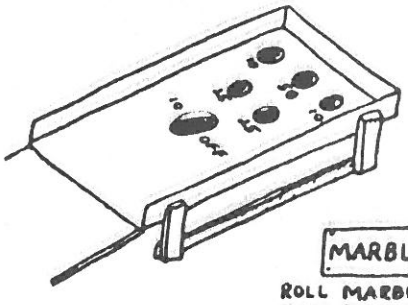


RING THE BOTTLE



MARBLE SPIN

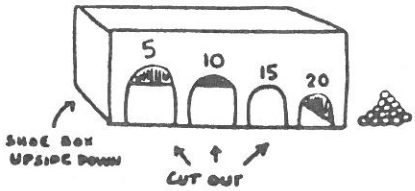
PLACE MARBLE IN SMALL HOLE (½"); GIVE PLATE A TURN TO START MARBLE ROLLING. SCORE IS DETERMINED BY WHERE MARBLE LANDS. IF MARBLE FALLS THROUGH BOTTOM PLATE, PLAYER LOSES 5 POINTS. IF MARBLE FLIES OFF PLATE PLAYER LOSES A TURN. HIGH SCORE AFTER 15 TURNS WINS GAME.



MARBLE TOP TABLE

ROLL MARBLES INTO CANS. MAKE "TABLE" OF CARDBOARD CARTONS.

INDOOR MARBLES



EACH PLAYER ROLLS 5 MARBLES FROM LINE SEVERAL FEET AWAY. ADD SCORES.

FEB 18

Mardi Gras Days
(Tune: When Johnny Comes Marching Home)

The Mardi has come to town,
Hurrah, hurrah,
With lions and tigers and bears and clowns,
Hurrah, hurrah,
The acrobats will do some tricks,
The jugglers perform with balls and sticks,
And we'll all be glad when the Mardi Gras
comes to town.

The African lions growl so loud,
They make me quake,
The tightrope walker walks so high,
He makes me shake.
I laugh at the clowns as they perform,
Eat peanuts, candy and hot popcorn,
O join in the fun, when the Mardi Gras
comes to town.

We're Here at the Mardi Gras
(Tune: Auld Lang Syne)

We're here, because we're here,
Because we're here, because we're
here.
We're here, because we're here,
Because we're here, because we're
here.

At the Mardi Gras, the Mardi Gras,
We are here at the Mardi Gras.
At the Mardi Gras, the Mardi Gras,
We are here at the Mardi Gras.

It's so much fun, it's so much fun,
Such fun at the Mardi Gras.
We're glad we're here, because
we're here,
Having fun at the Mardi Gras.

McTavish is Dead
(Tune: Irish Jig)

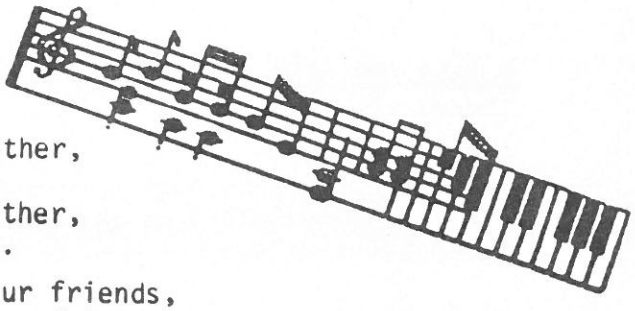
Oh, McTavish is dead and his brother don't know it
His brother is dead and McTavish don't know it
They're both of them dead and in the same bed
And neither one knows that the other is dead.

Repeat faster and faster each time.

(While singing this tune, point to one side for McTavish and point to the other side for his brother. Criss-cross pointing fingers for both of them and hold palms up for "bed" and "dead".)

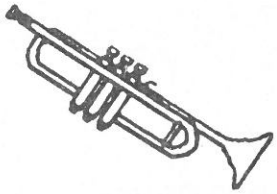
The Calliope Song

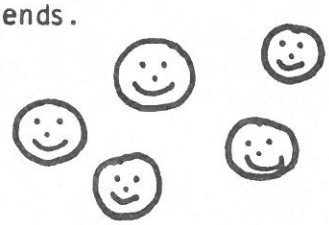
Divide into five groups. One group will sing "The More We Get Together".
Sing five times, first time, just the one group with the verse.
2nd Group adds: Um-pah-pah
3rd Group adds: Um-sss-sss
4th Group adds: Um-peep-peep
5th Group adds: Um-tweedle-tweedle



Verse: The more we get together,
Together, Together,
The more we get together,
The happier we'll be.

Let my friends be your friends,
And your friends be my friends.
The more we get together,
The happier we'll be.





BANQUET SONGS

Get togethers are made for singing and the Blue and Gold Banquet is no exception. Have songs appropriate for the occasion, not too difficult and with a familiar tune. Have a designated song leader (a single person or perhaps a whole den) and have song sheets or words printed in the program.

Resource:
Use your Cub Scout songbook!

THE BANQUET

(Tune: "On Top od Old Smokey")

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

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

CUB PLEDGE

(Tune: "America")

Cub friendships, pure and deep,
We promise we will keep
Our pledge to thee.
We'll honor and obey
Akela all the way,
And when we graduate,
Good Scouts we will be.

O BLUE AND GOLD

(Tune: "O Tannenbaum)

O Blue and Gold, O Blue and Gold,
You know it stands for truth untold.
O Blue and Gold, O 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.
O Blue and Gold, O Blue and Gold,
The memories live though we grow old.

BANQUET/BIRTHDAY SONG

(Tune: "On Top of Old Smokey")

We were all at the banquet, on Blue and Gold Day,
The whole family came there, to eat and to play.
Then somebody told me we're more than fifty years old,
I could not believe what I had been told!

Then they brought out the cake, with candles a-top,
I counted the candles and I didn't stop.
Now, how could a Cub Scout be that many years old?
If I live that long, I'll be starting to mold!

Then somebody told me an astonishing fact,
That the Boy Scouts are older than that!
My den leader told me that I shouldn't fret,
That's the age of Scouting - I'm not that old yet.

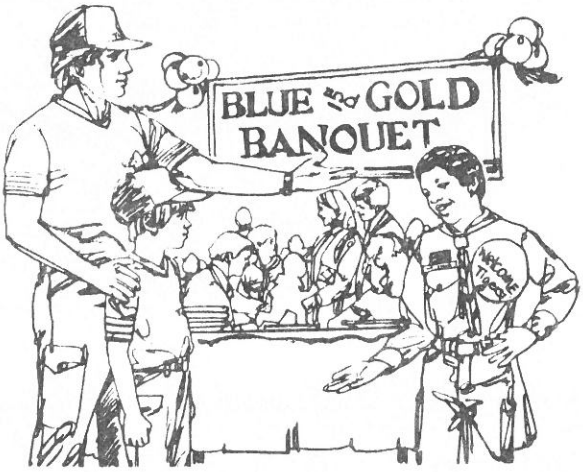
FINEST PACK OF CUB SCOUTS

(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 uniform,
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 advancement,
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.

BLUE AND GOLD BANQUET

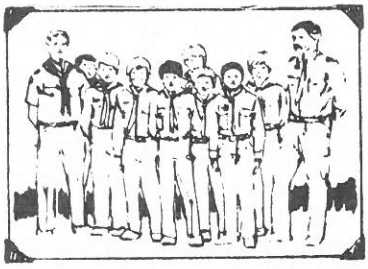


Reference: Cub Scout Leader Book
Pages 81-83 and 29

C.S. Leader How-To Book
Pages 9/52 - 9/62

It's our birthday! Time to celebrate!

Every February we celebrate the anniversary of Cub Scouting in the United States with a birthday party that is called the Blue and Gold Banquet. This year, 1988, we are 58 years old!! In most packs the annual Blue and Gold Banquet is the main social event of the year and is the pack meeting for February. The Blue and Gold Banquet is as formal an occasion as there is in the Cub Scout program. It brings families together for a meal and an evening of fun and inspiration.



THE PURPOSE of the banquet is celebration, recognition and inspiration; the Cub Scouts, pack leaders and other adults interested in Scouting are recognized at this event by the presentation of advancement awards earned, certificates of recognition for service to the pack or just a hearty round of applause.

THE DINNER may be served in a variety of ways. Your pack might choose to have the dinner in a restaurant or have it catered. Most packs, however, choose the potluck or buffet style of serving, while another pack prefers buying the food and having it prepared by a parents committee and then prorating the cost among those attending.

Surprising as it may seem, the type of dinner style isn't the most important part of the event. It is the Cub Scouting that happens in making the evening a reality that counts. Dens sit together with their families, strengthening the den spirit and family relationships.

History and Information:

- Boy Scouts of America was incorporated February 8, 1910, and Cub Scouting was organized in 1930 -- 20 years later -- after extensive study of the needs of younger boys.
- The Blue and Gold Banquet gets its name from the Cub Scout colors (see Cub Scout Leader Book, page 29.
- February is also the birth-month of Scouting's founder, Lord Baden-Powell, February 22nd, a birthdate shared with his wife and George Washington.

PLANNING THE BANQUET

- BANQUET BASICS:
  - PLAN EARLY
  - PLAN WELL
  - DELEGATE RESPONSIBILITIES
  - RESERVE THE BANQUET HALL
  - INVOLVE THE PARENTS IN PLANNING
  - INVOLVE THE BOYS IN PLANNING
  - DECIDE MEAL, PLAN PROGRAM
  - INVITE GUESTS EARLY - FOLLOW UP

** MAKE IT AN UNFORGETTABLE NIGHT FOR THE CUBS, FOR EVERYONE !! HAVE FUN !!

- To have a successful banquet takes planning - well in advance. This will enable the committees to complete their assigned tasks without the last-minute, did-we-get-everything-done-what-have-we-forgotten-feeling. When planning begins ask yourselves these questions:
  - When will we have the banquet?
  - Where will we have the banquet?
  - What type of food arrangements will we have?
  - Who's invited?
  - What about the program and entertainment?

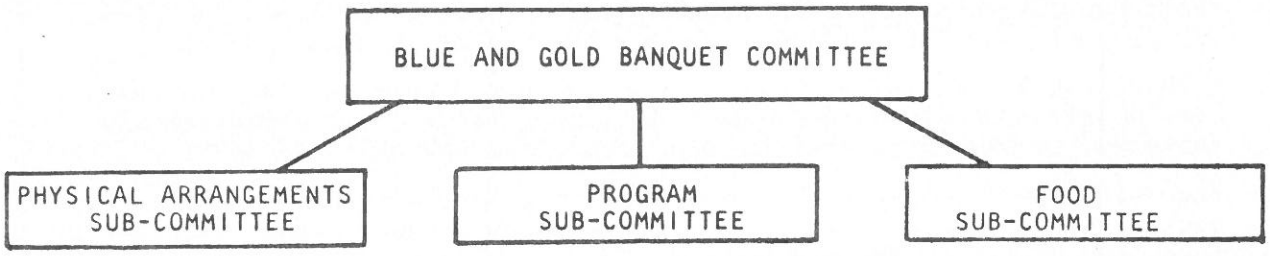
- The following is an example of a back-dated calendar used successfully in a neighboring council in planning the Blue and Gold Banquet:

SUGGESTED PLANNING CALENDAR FOR BLUE AND GOLD BANQUET

Summer pack planning session	Set a date
September	Appoint committee
September/October	Secure facility
September/October	Secure entertainment
November	Notify den leaders of theme and decorations
November/December	Select menu/confirm costs
December	Check on physical needs for entertainment
January	Announce banquet in pack meeting/newsletter
January	Check on progress of committees
3 weeks ahead	Deliver, mail invitations
2 weeks ahead	Notify area news media for free announcements
2 weeks ahead	Notify den leaders when they may decorate
1 week ahead (depending on meal)	Collect meal ticket money
Day of Banquet	Decoration and other preparations
Banquet Time	Relax and HAVE FUN

Do refer to the national publications in regard to planning a successful Blue and Gold Banquet. Cub Scout Leader Book and Cub Scout How-To Book

PLANNING COMMITTEES AT WORK



A banquet chairman is recruited by the pack committee and the chairman, in turn, recruits helpers to carry out the responsibilites that follow. Use members of the committee as chairmen of the sub-committees to plan the details of Blue and Gold Banquet. Try to involve as many people as possible, and avoid giving den leaders too many additional responsibilities - they will be busy working with their dens. Depending on the size of your banquet, you may want to combine some of the responsibilities to fit your pack's need. This general outline will help make your planning easier.

BANQUET COMMITTEE RESPONSIBILITIES

1. Set the date and time of banquet if this has not already been done. The banquet usually takes the place of the regular February pack meeting, but may not be held on the regualr pack meeting night. This will be a longer than usual event so plan accordingly.

2. Decide on a meal-serving plan.

   a. Pot Luck - Each family brings a dish to share either with the whole pack or with the den group. Families furnish their own plates, cups, utensils, serving dishes. Food pooled and served buffet style.

   b. Food Committee - If the pack has sufficient funds, they may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins and ask families to bring salads, vegetables, desserts. Pack may prorate the cost among those attending. Often the food committee will purchase and prepare the entire dinner.

   c. Catered - Either have a caterer bring the food already prepared, or the pack arranges to go to an area restaurant or cafeteria to eat. In this arrangement the food is prepared and the pack's duties are to decorate the tables and banquet room.

3. Secure an adequate facility. Space needed will be determined by the meal arrangement and the type of program and exhibts .

   a. Type of facility available -
      (1) School cafeteria
      (2) Church meeting room
      (3) Civic centers, town halls
      (4) Restaurants, civic halls

   b. Check on rental fee if any. This may determine which facility you decide to to use.

   c. Check seating capacity and number of tables available.

   d. Inquire about kitchen availablilty, if needed.

   e. Secure permission to use special items - PA system, speakers' stand, etc.

   f. Confirm reservations at least a month in advance.

FOOD SUB-COMMITTEE RESPONSIBILITIES

There are several ways of handling the meal service. You may want to have the banquet at an area restaurant. Larger restaurants have banquet rooms and caterers available. This however tends to be expensive since you pay not only for the food, but for the use of the room and tips.

Perhaps you could hire a caterer to serve your dinner at your regular meeting place or at another site. This too, tends to be expensive and there may be many pack families who would find the cost too much.

The most popular banquet is a pot-luck, or buffet style dinner, with the pack furnishing the service utensils and paper products while each family furnished a part of the meal.

1. Pot-luck Plan

   a. Decide if dens will plan their own menus, or if each family will bring food to contribute to an over-all pack menu.
   b. Let each den family know how much and what type of food to bring.
   c. Ask each family to bring their own plates, utensils and cups.
   d. Decide if pack will furnish salt, pepper, sugar , napkins, etc. If so, make arrangements to buy them or have them donated.

2. Food Commiteee Plan

   a. Decide how much food the pack will furnish (meat, drinks, and the paper goods, or all the food).
   b. Purchase food and other dinner items.
   c. See that each den receives their share of purchased goods.
   d. Obtain enough helpers to prepare the meal (or part of the meal). Be sure it is prepared well. Remember health standards,

3. Catered Plan

   a. Caterer
      (1) Contact caterer. Agree on menu and cost.
      (2) Check time of delivery and find out if caterer provides everything, including drinks and dessert.
      (3) Accept reservations, and estimate attendance well in advance.
      (4) Collect money prior to banquet.

   b. Restaurant
      (1) Contact restaurant. Agree on menu and cost.
      (2) Accept reservations, and estimate attendance will in advance.
      (3) Collect money prior to banquet.

4. Plan to have a cake or cupcakes. This is a birthday party!! Consider having a father-son cake bake.

5. Determine serving needs.

   a. Plan two serving lines if more than 150 people are to be served.
   b. Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks, as needed.

6. Work with Program Sub-committee in adhering to time schedule for serving, program, etc.

PROGRAM SUB-COMMITTEE RESPONSIBILITIES

1. Cubmaster should be a member of this committee.
2. Select theme for the banquet.
3. Select a master of ceremonies.
4. Working with Cubmaster, plan format of program and recurit a pers on to handle each item on agenda.
5. In cooperation with den leader coach and den leaders, plan the general room decoration and head table decoration.
6. Decide on placement of room displays and exhibits.
7. Prepare a printed program for handout.
8. Arrange for props for ceremonies skits. Work with advancement chairman on props.
9. Send written invitations to guest list.
10. Select a welcoming committee to greet people as they arrive. (Preferably a group of Cub Scouts in uniform.)
11. Send thank-you notes to the proper people following the banquet.

PHYSICAL ARRANGEMENTS SUB-COMMITTEE RESPONSIBILITIES

1. Develop a seating plan so that den families can sit together.
   a. A headtable?
   b. Arrangement of tables (will be determined by size and shape of the room)
      (1) Square
      (2) U-Shape
      (3) Parallel
      (4) Fan-shaped
   c. Be sure everyone will be able to see and hear.
2. Make arrangements to get into the building early on the day of the banquet to set up tables.
3. Inform dens what time they may arrive to decorate. (This may be done during the day if the room is not being used.)
4. Check the restroom and coatroom facilities.
5. Consult with the building custodian. They will be a great help to you.
6. Be sure the parking is adequate.
7. Arrange (before hand) for adult clean-up committee. Have trash containers available...use them. Put someone in charge!

BANQUET INVITATIONS

Invitations to the Blue and Gold Banquet should be sent to every pack family and to the special guest list. Boys can make the invitations at the den meeting and take them home to their families while invitations to special guests are mailed.

Be sure to include the what, when and where details of the event and that everyone in the family is invited. It will be a good idea to have an RSVP so you will have an idea of how large a crowd to expect, this is not a time for surprises.

"Special" guests invited to the banquet might include the following:

- District Scout Executive and family
- Unit commissioner
- Scoutmaster of a nearby troop
- P.T.A. president and spouse
- Church minister or rabbi (where banquet is being held)
- Former Cubmaster and spouse
- Scouting coordinator
- Former pack members
- School principal

If there is no head table (or too many guests for one table) seat with the dens. Be sure dens know in advance how many guests to expect, and who, so they can make the necessary decorations, place cards, nut cups, favors, et.

THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to the boys as well as to the adults. There are no set rules governing the Blue and Gold banquet programs. The evening can be conducted like a regular pack meeting (with songs, skits, stunts and awards) or it can be something different and special when a magician, puppet show, entertainers or someone special or famous is on hand. Sometimes a pack will have a slide presentation of Scouting activities or of the pack's activities during the past year.

Guest speakers, while appealing to the adults, do not hold the interest of the young folks present. Most packs prefer to use entertainment from within their own group. You might even want to have the den/pack leaders or den chiefs perform songs, stunts or skits, as a change of pace. Boys love this!

The following are agenda items to include in the program - move them around to suit your pack; include a few additional "ice breakers", songs and stunts:

- Gathering Period - Have displays and exhibits. Also have games or other activities to keep the younger children busy until the meal is served.
- Opening Ceremony - This need not be lengthy or elaborate. Remember to involve the boys.
- Invocation - This may be given by one of the Cub Scouts, a pack leader or a minister guest.
- Dinner - Allow sufficient time to enjoy the meal. Try having two serving lines so service will be quicker.
- Welcome and Introductions - At this time the master of ceremonies should recognize pack leaders, guests, and families. Keep the comments short, encourage plenty of applause.
- Songs and Entertainment - Keep the entertainment light and lively, the songs fun (you may want to provide song sheets so everyone can participate) and not too long.

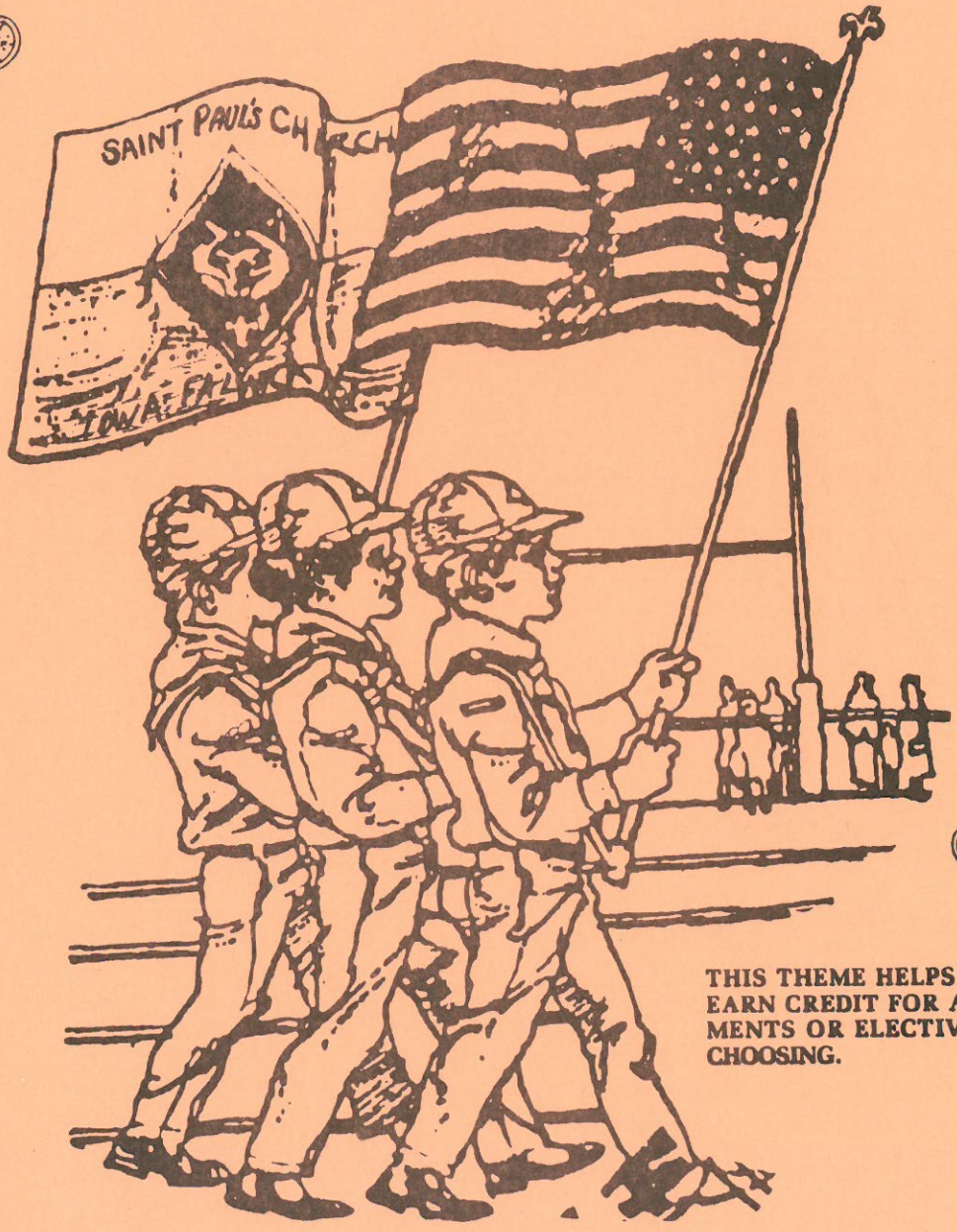
  Entertainment from within the pack is really first-rate entertainment. Dens provide skits and stunts (keep them short). If you use special program people to entertain be sure it is suited to a large crowd and that it is suited for Cub Scouts.
- Awards Ceremony - Make this memorable. The ceremony should be impressive and well presented. This is the part of the evening the boys and their parents have been waiting for.
- Recognition of Pack Leaders - Time to present certificates of appreciation to pack leaders, parents, and special guests who have helped the pack. (Or use other appropriate form of recognition - plaque, book, or just a sincere thank you and group applause.)
- Closing Ceremony - At this point in the program it is fitting that the meeting should become more serious, but don't put the "damper" on a fun evening. Close with something that is inspirational or patriotic.

  Thank all in attendance, make any announcements concerning pack plans for the coming month, wish everyone goodnight, and a safe jouney home.

The agenda can be adjusted to fit the needs of the pack. Try to limit the total program time (not including the meal) to 1½ hours. Keep the program moving and on an up-beat note - and for "goodness sake" --

HAVE FUN!!!

ACHIEVEMENT PARADE



THIS THEME HELPS CUB SCOUTS EARN CREDIT FOR ANY ACHIEVEMENTS OR ELECTIVES OF THEIR CHOOSING.

MARCH THEME

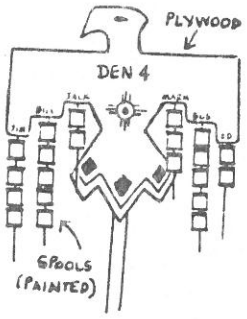
ACHIEVEMENT PARADE

The advancement program is an essential part of Cub Scouting. By working on the Wolf and Bear achievements and electives, a boy learns new skills and may develop new interests. He also earns recognition in the form of immediate recognition beads, badges and arrow points. Such recognition is important to the boy because it is evidence that he is learning and growing.

The Cub Scout's advancement progress depends on his own motivation for learning new skills, on the encouragement and help he gets from his parents and leaders and on his need for recognition. The den leader may provide the push this month by stressing advancement work during den meetings and by providing quick rewards and recognition.

This month also opens up the opportunity to communicate to the parents their importance in the advancement program. This is Pinewood Derby month. These gravity-powered model race cars are designed to be built by the Cub Scout with an adult helper. Be sure to do everything you can to keep the parents informed and involved.

Through this theme we hope to achieve Cub Scouting's purposes of:



- Developing habits and attitudes of good citizenship.
- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.
- Fostering a sense of personal achievement by developing new interests and skills.

IDEAS FOR DEN ACTIVITIES

- Have each Cub in the den set a goal of advancement for the month.
- Give the Cubs suggestions on how to achieve rank.
- Hold a parents' meeting to review the importance of their part in advancement.
- Present a program for classmates showing and telling about Cub Scouting.
- Make neckerchief slides and slide holder.
- Have the Cubmaster visit the den to speak about the importance of advancement.
- Work on achievements everyone needs.
- Make a den doodle.
- Have a Scavenger Hunt looking for Cubs who have earned certain achievements and electives.
- Make "crazy racing rollers" and hold a miniture Derby. (See page 15)

IDEAS FOR PACK ACTIVITIES

- Hold a Pinewood Derby
- Hold a special workshop to assist new, single-parent, or families with limited tools in the building of their cars.
- Involve your sponsoring organization with the judging and presenting of awards at your derby.
- Have special ceremonies planned for rank advancement.
- Plan an advancement trail display.

ACHIEVEMENT TRAIL, GATHERING-TIME ACTIVITY

As families arrive they are greeted and then escorted to the Bobcat station where they work their way through the Bobcat requirements. Someone (perhaps a Den Chief) shows them what to do. From there they go to the achievement trail where a sign says "HOW TO BECOME A WOLF." At this station each family receives a card with 12 achievements listed by number. There are a series of 12 stations to visit - one for each Wolf achievement. As they move along, dad and/or mom participate, and the Cub checks the card. There should be someone in charge of each station.

Here are some possible activities for stations:
(They were taken from the Wolf Book.)

1. Feats of Skill - See how high you can jump.

2. Your Flag - Give the Pledge of Allegiance and tell what it means.

3. Keep Your Body Healthy - Tell three ways to stop the spread of colds.

4. Know Your Home and Community - Tell what you do around the house. (Mother must verify this!)

5. ToolS for Fixing and Building - Use a screwdriver to drive a screw. (Have the tools and boards available.)

6. Start a collection - Prove you have six different items in your pockets (or purse).

7. Your Living World - Tell two ways you can save energy.

8. Cooking and Eating - Tell what the last thing you ever cooked was and who ate it!

9. Be Safe at Home and on the Street - Give the hand signals for driving or biking when you want to turn left, turn right, and when you are going to stop.

10. Family Fun - Play this game with a member of your family. (Have a small table game set up...one that doesn't take long.)

11. Duty to God - Tell one idea on how people show they have a religious belief.

12. Making Choices - Some of your friends want you to steal some candy from the store. Tell what you would do.

(Continued next page)

(Achievement Trail Con't.)

At the end of the trail, someone checks the card to see if all of the achievements were completed. They give the Cub Scout a paper Wolf Badge (or badges if mom did it too) which he pins on his parents.

PINEWOOD DERBY WORD SEARCH

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

BLUE RIBBON
CRASH UP
CUBSCOUTS
DAD
DECALS
FAMILY AFFAIR
FASTEST
FINISH LINE
JANUARY
PINEWOOD DERBY
RACE
RUNNERUP
WHEELS
WINNER

TONGUE TWISTERS

Bonnie Bliss blew big bubbles.
A cup of proper coffee in a copper coffee cup.
Katy clattered candy cans.
The bootblack brought the blank book back.
Tom threw Tim three thumbtacks.
Caesar sighed and seized the scissors.
Rush the washing, Russell.

ADVANCE IN RANK
(Audience Participation)

As a change of pace the boys in a den can use an audience participation as a skit. Divide the audience into sections and have a boy act as the "Cheer Leader" for each group. Whenever the highlighted word is read in the script the boy and his group shout out the appropriate phrase with enthusiasm. Encourage the boys to get into the spirit of the skit and boost their group's participation. Arm waving and jumping up and down are permitted, along with any other gesture that produces energetic responses.

WOLF - "Ahoooooo"
WEBELOS - "Let's Go Camping"
LEADERS - "Let's Go Boys"

BEAR - "Grrrrrrrrrrr"
PARENTS - "I'll Help"
THE PACK THAT ADVANCEMENT BUILT - "Congratulations, Boys"

Once upon a time, there was a Cub Pack. Not a large pack, in fact, not even a small Pack. Just a medium-sized Pack. There were **WOLVES** ----and **BEARS** ----and **WEBELOS** ----. But they stayed **WOLVES** ---- and **BEARS** ---- and **WEBELOS** ----. And that's why the Pack stayed a medium-sized Pack.

One evening, all the **LEADERS** ---- got together at the monthly Pack **LEADERS** ---- meeting to figure out why their Pack stayed medium-sized. One Den **LEADER** ---- thought it was the **PARENTS**---- fault. One Den **LEADER** ---- thought it was the boys fault. One Den **LEADER** ---- didn't know whose fault it was!

But one Den **LEADER** ---- thought that the reason their Pack stayed medium-sized was advancement! They had no advancement! So all the **LEADERS** ---- put their heads together and began to promote advancement. Soon, they were becoming **THE PACK THAT ADVANCEMENT BUILT** ----.

Their **WOLVES** ---- became **BEARS** ---- and their **BEARS** ---- became **WEBELOS** ---- and their **WEBELOS** ---- advanced to Boy Scouting. Soon the **LEADERS** ---- were happy, the **PARENTS** ---- were happy and the boys were especially happy. They grew from a medium-sized Pack to a larger, stronger Pack. And with the **LEADERS** --- help, and the **PARENTS** ----help, and the **WOLVES** ----, **BEARS** ----, and **WEBELOS** ----help, they really were the **PACK THAT ADVANCEMENT BUILT**!----

OPENING CEREMONY

PERSONNEL: Leader (may be Cubmaster, Den Leader or Den Chief) and Cub Scouts.

LEADER: Will all Cub Scouts please stand, give the Cub Scout sign, and repeat the correct phrase of the Cub Scout Promise each time I pause:

I, (name), Promise ....(pause)

CUBS: I, (name), Promise ....

LEADER: An assurance I make, a pledge to do right, I keep it before me, a bright shining light. (pause)

CUBS: To do my best .....

LEADER: I'll try to do my best to do it, though difficult it may be, and if I keep my promise, then folks will believe in me. (pause)

CUBS: To do my duty to God ....

LEADER: To God the Creator, the maker of all, if weakness o'er takes us, on Him, we may call. (pause)

CUBS: And my country ...

LEADER: A wonderful country, I'm sure you'll agree, so let's keep it always the land of the free. (pause)

CUBS: To help other people ...

LEADER: When I help other people I am being considerate of them and not just thinking about myself. (pause)

CUBS: And to obey the Law of the Pack...

LEADERS: A guide for each day, as we go on our way, a good one to know, as we follow and grow.

Would everyone please stand and join in the Pledge of Allegiance to the flag.

THE CUB SCOUT TRAIL - OPENING

PROPS: Large poster showing a mountain on which a distinct trail has been drawn. Have the boys place the proper Cub Scout sticker in place along the trail before saying his part.

CUB NO. 1: I am a Bobcat - a beginner on the Cub Scout trail. Once I pass my Bobcat requirements, I'll be on my way.

CUB NO. 2: I am now a Wolf Cub along the Cub Scout trail. I've earned my badge and arrow points and am ready to go another step of the way.

CUB NO. 3: A Bear Cub I have become. I'm in my second year. Up, up the Cub Scout trail I go - soon to be a Webelos.

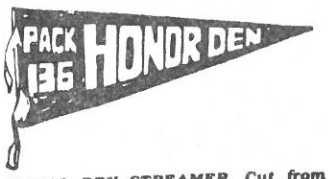
CUB NO. 4: Webelos is the name for me. I spend my time earning Activity Badges; but there's still one more step for me.

CUB NO. 5: I, too, am a Webelos, but I have reached the top. I've earned the Arrow of Light Award, but I have one more stop. By earning my Arrow of Light, I've studied quite a bit about Scouts. Now I can't wait to become one.

PACK MEETING OPENING OR CLOSING CHEER. Make up cards with six-inch high letters as follows: "B," "W," "B," "W," "BOBCAT," "WOLF," "BEAR," "WEBELOS."

The den chief or den leader may be the cheerleader. Either four or eight Cub Scouts one-by-one respond and then hold up the appropriate cards.

Leader: "I want a B!" Cub Scout: "You've got a B!" *(Holds up card.)*
Leader: "I want a W!" Cub Scout: "You've got a W!"
Leader: "I want a B!" Cub Scout: "You've got a B!"
Leader: "I want a W!" Cub Scout: "You've got a W!"
Leader: "I want a Bobcat!" Cub Scout: "You've got a Bobcat!"
Leader: "I want a Wolf!" Cub Scout: "You've got a Wolf!"
Leader: "I want a Bear!" Cub Scout: "You've got a Bear!"
Leader: "I want a Webelos!" Cub Scout: "You've got a Webelos!"
Leader: "I want a B, W, B, W!"
All Cub Scouts: "You've got a Bobcat, Wolf, Bear and Webelos! Yea! CUB SCOUTS!"



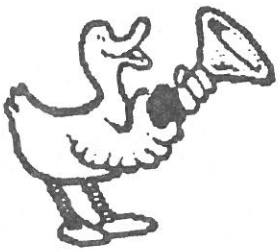
HONOR DEN STREAMER. Cut from blue cloth. Letters may be cut from yellow cloth and sewed or glued on or painted with gold marking pen. Streamer could be given each month to the den with the best advancement record or the best parent attendance that month. For a similar award, see "Cubby" in the **Cub Scout Leader How-To Book.**

DEN YELL. There's nothing like a den yell to give boys a chance to let off steam. A yell also helps to establish the feeling of togetherness that makes for good den spirit.

If you're in a fix,
Turn to Den Six!
If we can't do it, nobody can!
DEN SIX!

Every Cub Scout aims for heaven.
We've already made it!
We're Den Seven!

We don't know,
How you rate.
But if you're good,
You're in Den Eight!



PACK CEREMONIES

ADVANCEMENT

Setting: Cubmaster dressed as Akela; tom-tom, artificial campfire

Asst. Cubmaster - The Cub Scout advancement plan follows Akela's life story. Some of our Cub Scouts are following in Akela's footsteps tonight.

Cubmaster - When Akela was small, he was taken on short trips into the forest among the great trees and streams. Here from the Wolf he learned the language of the ground, the tracks, the ways to food. Much the same as Akela, the following Cub Scouts have achieved the Wolf rank and earned gold and silver arrow points.

(Cubmaster calls boys and parents forward as Asst. Cubmaster hands out the awards and gives each boy the Cub Scout handshake)

Asst. Cubmaster - As a Cub Scout grows he continues to follow Akela's life story.

Cubmaster - A little later, from the big kindly Bear, Akela learned the secret names of trees, the call of birds, and the language of the air. Just as Akela learned things that required a little more skill, so have the following Cub Scouts completed requirements which are a little more difficult to earn the Bear badge and gold and silver arrow points.

(Cubmaster calls boys and parents forward. Asst. Cubmaster hands out awards and gives each boy the handshake)

Cubmaster - We also have with us tonight some 10-year-old Webelos Scouts who have completed even more difficult requirements to earn the Webelos badge and activity badges.

Asst. Cubmaster - The purpose of the Webelos den is to help boys prepare for joining a Boy Scout troop. To do this, they learn many different things which will help them in the outdoors, just as Akela learned more outdoor skills as he grew older.

(Cubmaster calls boys and parents forward. Asst. Cubmaster hands out awards and gives each boy the handshake.)

Cubmaster - And now we have a few special boys who have earned the highest award in Cub Scouting, the Arrow of Light. This is the only Cub Scout badge that they will be able to wear on their Boy Scout uniform. They are nearing the end of the Cub Scouting trail, and soon will be crossing the bridge to Boy Scouting

(Cubmaster calls boys and parents forward. Asst. Cubmaster hands out awards and gives each boy the handshake)

Congratulations to all of you. The things you have learned as you have earned your awards will help you as you grow older. Your parents have helped you, just as Akela's parents helped him learn the things necessary to become a man. Good luck and good Cub Scouting.

ADVANCE IN RANK CEREMONY.

Personnel—Cubmaster, Webelos den leaders, advancing Cub Scouts and Webelos Scouts, their parents.

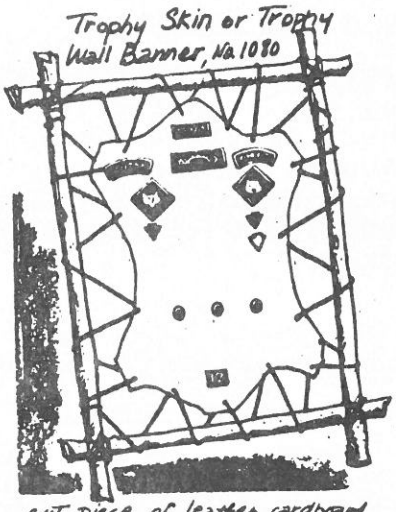
Equipment—"Trophy skin" shown in illustration, badges and arrow points. Pin badges and arrow points on trophy skin in ascending order—Wolf Badges and arrow points on bottom, Arrow of Light awards on top.

Cubmaster—"This month our Cub Scouts have been working hard to advance in rank. Tonight, we will honor those who have achieved a new rank or earned arrow points. We're very proud of them—and of their parents, too. Because, you know, a Cub Scout can't advance without the help of his family. Our Webelos Scouts don't pass their badges to their parents, but they need their encouragement. So we're going to ask them to take part in our ceremony, too."

Cubmaster then calls forward boys who have earned Wolf rank, with their parents. Each boy takes his Wolf badge from the trophy skin, and parent pins it on his uniform while the Cubmaster briefly explains how it was earned by completing 12 achievements. Follow the same procedure for Bear badge and for arrow points.

Webelos den leaders then use the same ceremony for activity badges, Webelos badges and Arrows of Light.

Finally, Cubmaster says, "Advancement is just part of the fun of Cub Scouting. But it's an important part, because through advancement our boys learn new skills that will help them when they join a Scout troop and throughout their whole lives. Let's give a grand howl for our denmates who advanced tonight."



cut piece of leather, cardboard or suede cloth in shape of bear skin... use sticks for frame.

CLOSING CEREMONY

Have one Cub Scout in each corner of the room with one portion of the Law of the Pack.

CUB 1: A Cub Scout follows Akela.

CUB 2: A Cub Scout helps the Pack go.

CUB 3: The Pack helps the Cub Scout grow.

CUB 4: Cub Scouts give goodwill.

CUBMASTER: You have just heard the Law of the Pack. It came from the four winds to remind you that there are Cub Scouts in all corners of the earth. No matter where you travel, you will find friends in Scouting.

THE VALUE OF A BADGE - CLOSING THOUGHT

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find it wouldn't bring much money. The real value of the badge is in what it represents....the things you learned as you earned it. How to keep healthy, how to be a good citizen, safety practices, and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you just try to get by? Maybe you were prepared when you passed the test, but have forgotten the skill by now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value.... one that represents what you can really do and what you really know. Remember the Cub Scout motto, "Do Your Best."

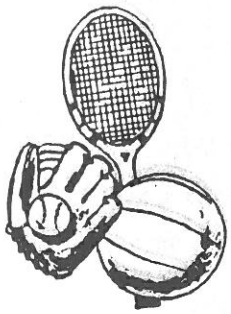
What Is A Cub Scout?

Cub Scouts are found everywhere - on top of, underneath, inside of, climbing on, swinging from, running around, or jumping to. Mothers love them, little girls hate them, older sisters and brothers tolerate them, adults ignore them, and Heaven protects them. A Cub Scout is: Truth with dirt on his face, Beauty with a cut on its finger, Wisdom with bubble gum in its hair, the Hope of the future with a frog in his pocket.

SKIT

Watch Boys' Life for new ideas.

PEDRO - HIS MARK!



What Cub Scouts Are Made Of

First Cub: Cub Scouts are made of 8, 9, and 10 year old boys.

Second Cub: I'm eight.

Third Cub: I'm nine.

Fourth Cub: I'm ten.

First Boy: Some are solemn and wide-eyed.

Fifth Boy: I'm solemn

Sixth Boy: I'm wide-eyed.

First Boy: Some are wiggly and giggly.

Seventh Boy: I'm wiggly.

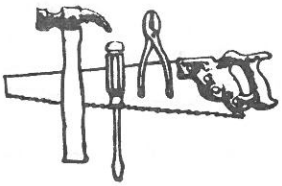
Eighth Boy: I'm giggly.

First Boy: They come in two varieties, Cub Scouts and Webelos.

Second Boy: I'm a Cub Scout, he's a Webelos (pointing in audience)

Third Boy: Cub Scouts like to: Make noise (do den yell)
We like to get awards (point to badges)
and play games (pantomime throwing and batting ball)

Fourth Boy: We love to sing silly songs (Sing do your ears hang low)
Make things (pantomime sawing and hammering)
and just get together (arms around each other)



Fifth Boy: Cub Scouts dislike:
People who forget the refreshment box (boo, hiss)
Being still (all wiggle)
and being called sweet (all make faces)

Sixth Boy: Cub Scouts are the quietest:
During grace (all bow heads)
A flag ceremony (salute flag)
and listening for awards (all listen)

Seventh Boy: Cub Scouts do their best when they give good will and are friendly to everyone we meet (shake hands)

Eighth Boy: Cub Scouts are most important for two reasons. They are the basic ingredients for good citizens and Cub Scouts are what Boy Scouts are made of.

All turn and salute flag and march off stage.

ACHIEVEMENT PARADE SKIT (A Skit for Box Puppets)

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.

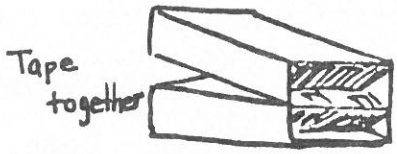
1st Cub Scout:

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.

Cover 2 jello boxes with flesh colored paper.

2nd Cub Scout:

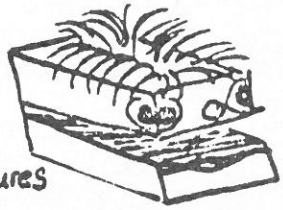
Now I am a Wolf Cub
With a gold arrow, too,
Soon I'll have a silver one
To sew on my shirt of blue.



Tape together

3rd Cub Scout:

I'm in my second year now,
And a Bear Cub I've become
I've earned some denner cords
When you work they'll give you one.



Add features

4th Cub Scout:

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.

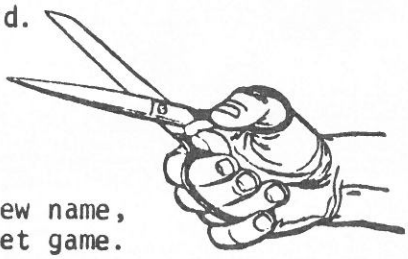
5th Cub Scout:

At last I am a Boy Scout
And when my Cubbing days are done,
When I think back the last three years,
It really has been fun.

Add paper body

6th Cub Scout:

Once I was a box of Jello
Sitting in a store,
When a lady came and bought me,
And took me out the door.
She used me in a salad,
And I thought my life was doomed,
When she threw me in a basket
Where the other trash had 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.

THE CUB SCOUT TRAIL

PROPS: Tepee or tent, large boxes to make store, tunnel, mountain, bridge, and rugged road. Cardboard signs that read Bobcat Store, Wolf Tunnel, Bear Mountain, Webelos Bridge, and Scouting's 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 Scout 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 removes old shirt and changes Cub Scout cap at Wolf tunnel)

CUB SCOUT: (At Wolf Tunnel) I hope there aren't real wolves here.

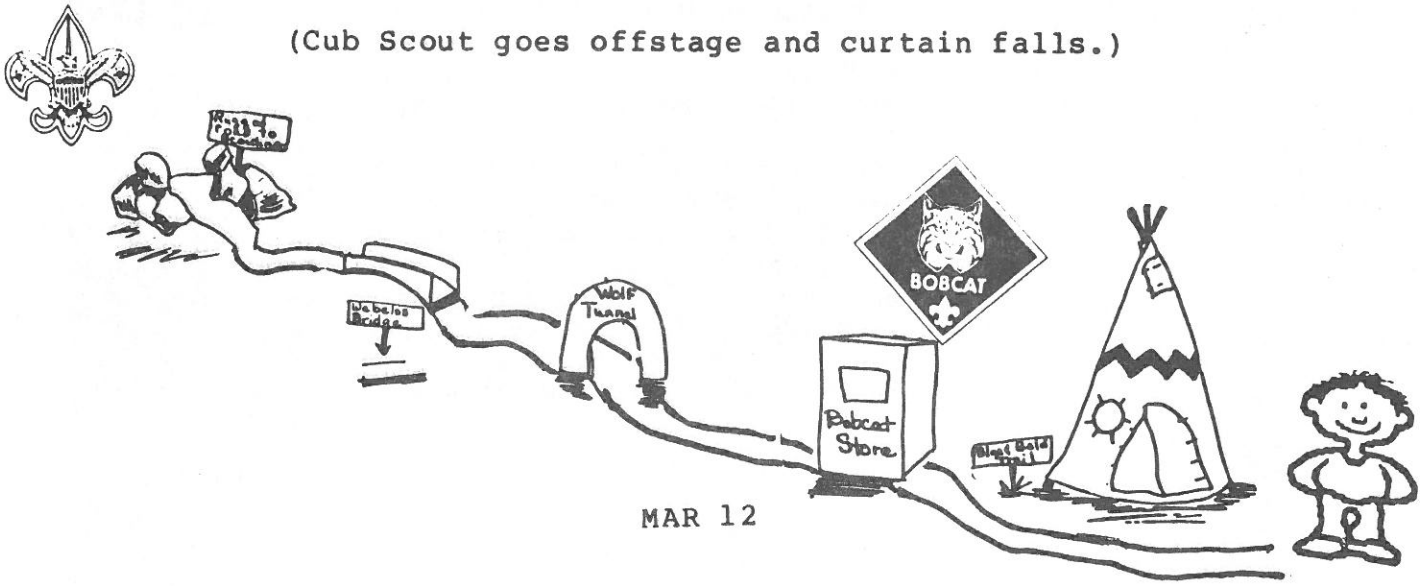
(At Bear Tunnel) A mountain, WOW! Are you sure this is the best way?

AKELA: You are doing fine. You are well on your way. (Comes to Webelos Bridge) I must go help others now. Good luck!

CUB SCOUT: (Salutes) Thanks for your help. (Crosses over the bridge) This is the end of the trail. Is this manhood?

DEN CHIEF: No, but you are getting close. Just follow the rugged road to Scouting.

(Cub Scout goes offstage and curtain falls.)



TROPHY SKIN

Here is an easy-to-make, authentic looking trophy skin which any Cub Scout will be proud to have hanging in his room. During his Cub experiences, duplicates of his badges and pins can be hung on the skin and when he joins Scouting, he can continue to display duplicates of his honors.

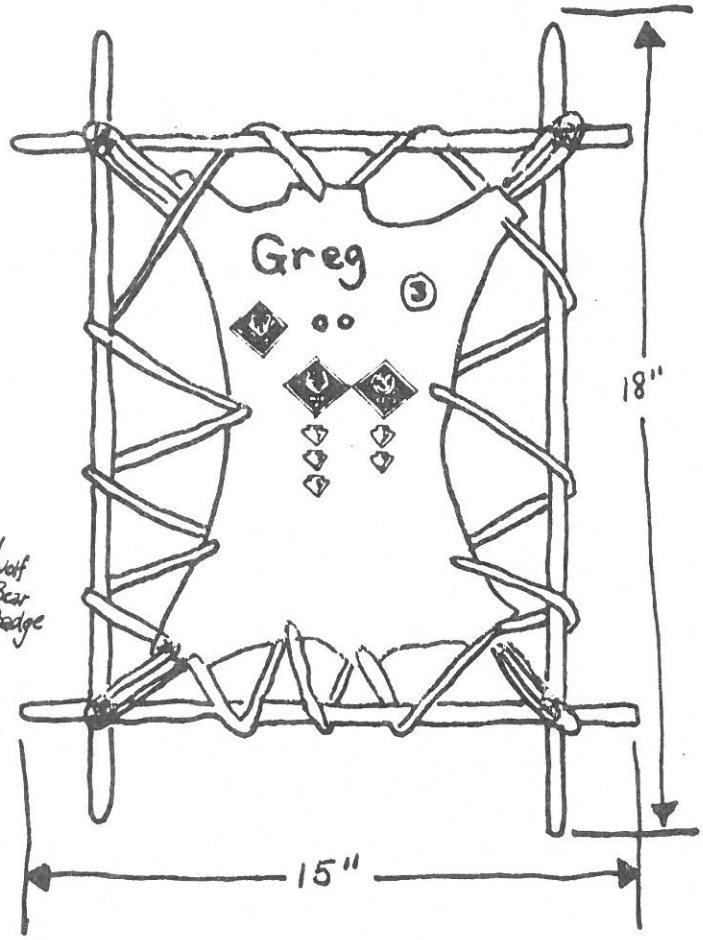
Materials:
- 13 x 16" piece of leatherette, suede or other similar material
- 2 18" dowels or sticks (tree limbs for a more natural look)
- 2 15" dowels or sticks (or tree limbs)
- 4 12" pieces hemp twine or rawhide lacing
- 1 90" piece of hemp twine or rawhide lacing
- 4 12" pieces bell wire

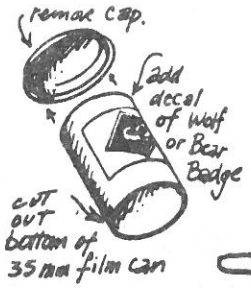
Notch the four pieces of wood 1" from both ends. Be sure the notches are on the same side of each piece of wood.

Bind the four pieces of wood together with the wire (as shown in illustration) making the joints as tight as possible. Cover with twine or lacing.

Cut leatherette in shape of skin. Punch holes around edges. Tie it onto sticks temporarily with cord to hold it in place while you lace through the holes with lacing. When it is laced securely, cut holding cords.

Boy's name can be painted at the top or letters can be cut from felt and glued on. He might like to put his pack and den numerals on the skin as well as his badges and pins.

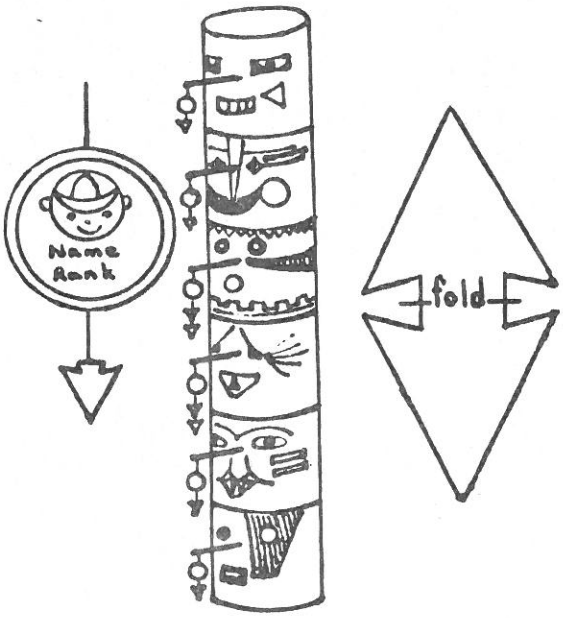




ADVANCEMENT NECKERCHIEF SLIDE. Cub Scouts can advertise their rank with neckerchief slides. Expert whittlers may carve them. Slides can also be made by plaster casting. A simple slide can be made by cutting the bottom from a 35mm film can and painting a Wolf or Bear badge on it. Or use a small decal of the badge.

<u>Totem Pole Den Doodle</u>
Use shortening cans, oatmeal boxes, ice cream cartons, or coffee cans. Use one can for each boy in the den. Make a hole in each can to run a 1/2" dowel (6" long) through for the nose. Hang a picture or put the name of each boy on the nose. A jar lid or round piece of poster board completes the nose. Cover cans with brown paper, then glue cans one on top of the other. Paint faces on the cans.

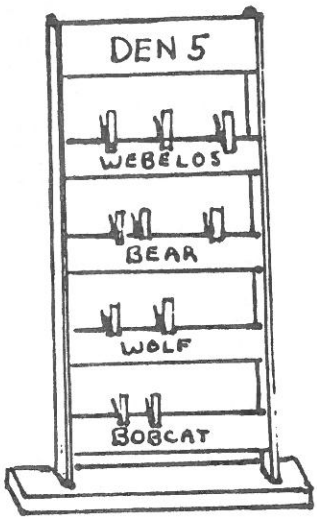
For arrow points, use a biscuit can. Cut out arrow, double over, and glue together leaving a space at the top to run a string through. These are good for silver arrows. For gold arrows, wrap with gold foil.



<u>Advancement Ladder</u>

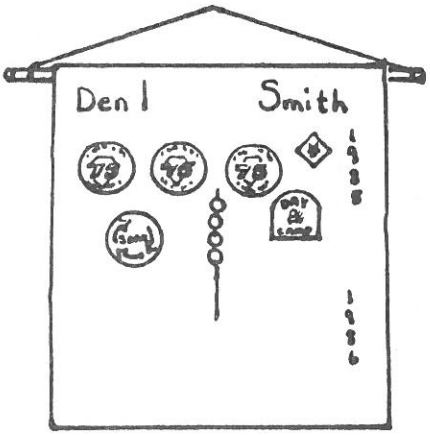
Materials:	Sandpaper
2 boards 2 x 18"	Paint
4 boards 2 x 6"	Clothespins
1 board 2" thick x 4 x 8"	

Sand and glue boards together in the shape of a ladder. Paint each step a different color. Put the name of each boy on the clothespins. Paint the ranks onto the ladder steps, or use press-on letters.



<u>Cub Banner</u>
If you have a room just for your den, you can have each cub make his own flag or banner. When he advances or finishes a project, he can add a bead or decoration. When it is finished and he graduates into Webelos, he can hang it in his room and add to it.

Cut a 12 x 14" square of blue felt and hang on a dowel or place on the wall.



crazy racing roller

materials and tools

Colored paper, paste, small marble.

procedure

1. Trace design on colored paper and cut it out (Fig. 1).
2. Fold flaps A and B toward the center strip.
3. To form the sides, place flaps A together and paste.
4. Insert the marble between the sides; then paste ends C and D together to form a bean-shaped roller with the marble on the inside (Fig. 2).
5. To operate the racer, release it on an inclined flat surface and it will roll down end over end with an erratic motion. Race the rollers against each other (Fig. 3).

average time required

20 minutes. When roller is used in a racing game, it can be adapted to higher age levels. When using larger marbles, adjust the size of the paper pattern.

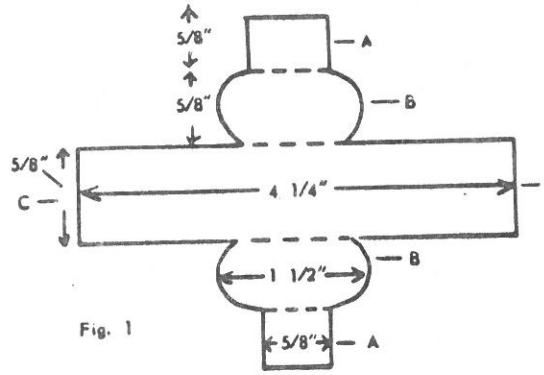


Fig. 1

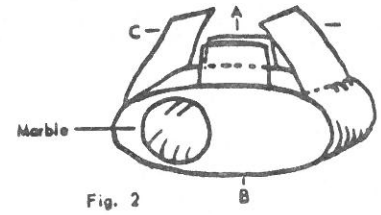


Fig. 2

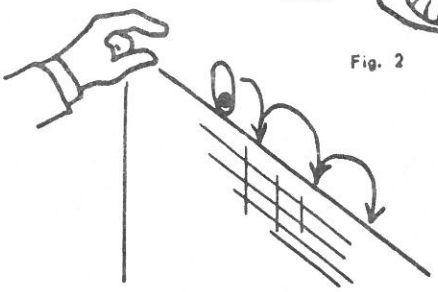


Fig. 3

FOR INFORMATION ON HOW TO CONDUCT A PACK PINEWOOD DERBY SEE CUB SCOUT LEADER HOW TO BOOK pp. 9-39 to44.

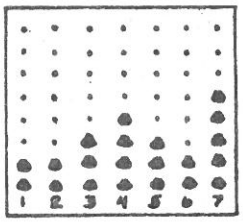
SPORTSMANSHIP

Whatever is done in Cub Scouting, good sportsmanship should be at the heart of the activity.

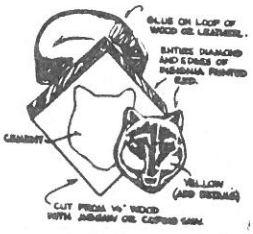
This "crazy racing roller" can be used at your Den meetings to help you help the Cubs learn how to keep competition in its proper perspective.

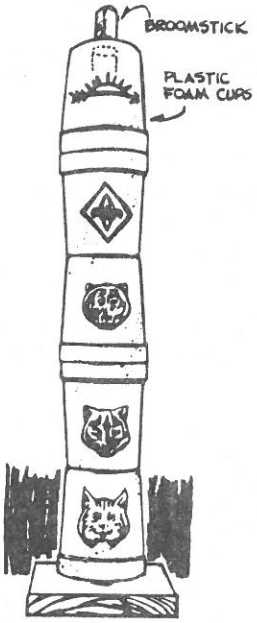
Doing ones best is as important as winning, not everyone is "best" at the same things, playing by the rules, and the fun of the event are some of the concepts that can be developed at the den level; so that when the boys get into Pack competition with their Derby cars they will know how to win and lose with the spirit of fun for everyone and the joy of knowing that they DID THEIR BEST.

PEGBOARD



PEGBOARD. Assign a row of holes in the pegboard to each child. Push painted or decorated golf tees into the holes for each achievement.





INDIVIDUAL ADVANCEMENT TOTEM. *Whittle from very soft wood or plastic foam or use plastic foam or paper cups. As boy earns new rank, he carves or paints its symbol on totem. Start from bottom with Bobcat to Arrow of Light at top.*

GAMES

AKELA BINGO

Use the sample card below and play game as you would regular Bingo, but the winner shouts "AKELA" instead of "BINGO". Be sure to make all the cards different.

- CUB			SCOUT -	
A	K	E	L	A
3	17	35	49	67
13	20	42	52	62
6	23	FREE	51	63
8	19	31	58	74
5	26	44	60	70

CUB SCOUT RELAY

Each word in the Cub Scout Promise is scrambled. Two teams are formed. Each player in line on a given signal to start goes to the scrambled words, picks out the right word in order and sets it aside in order. First team to form the Cub Scout Promise wins.

CIRCLE KNOT RACE

Divide into 2 teams. Demonstrate how to tie a square knot or sheet bend (here is where the Den Chief is a big help). Form 2 circles at the signal each grabs the end of the rope of the player to his right, tied the given knot and steps into the circle. The team that finishes first wins. When they have finished they give their den yell.

JIG SAW PROMISE AND LAW GAME

Type the Cub Scout Promise and Law of the Pack in triple space on paper. Paste on cardboard and cut up in small pieces with scissors. Divide the Den into two teams and see which one puts the Promise and Law together in the shortest time.

FLAG TAG

Each player is given 2 flags-vinyl strips about 1" x 16". He sticks the ends of these flags into his belt one along each side seam of his pants. About 15" of flag should be hanging free.

All players then form a circle by extending arms until fingertips touch. On signal, each player tries to get the other players' flags without leaving the circle. When a player loses both his flags or leaves the circle, he is eliminated. Reform the circle when a player leaves. The winner is the player who captures the most flags within a time limit.

BALLOON CRAB RELAY

Players assume a sitting position along an even line and move forward by walking on hands and feet. An inflated balloon (with 1/2" metal washers over the neck as ballast) is placed in front of each player, who must kick it 50 feet to the finish line. Any player touching the balloon with his hands is disqualified. Nine-inch round balloons will be suitable.

SONGS

Cubbing is Fun

(Tune - Ta Ra Ra Boom Dee Yay)
If you're feeling all alone, not
a single friend is home,
Every day the same old thing,
listen to us as we sing:
Come along, don't be afraid,
come and join the Cub parade,
Onward, upward we will go,
Wolf, and Bear, and Webelos!

Chorus: To be a Cub is fun,
Something for everyone,
Puppets, and songs, and skits,
And games tnat keep us fit,
A lot of things to do,
We have it all for you;
If fun is what you lack,
Come on and join our pack!

People in a Family Should Do A Lot Together

(Tune: Supercalifragilistic-
expialidocious)
Chorus: People in a family should
do a lot together,
In the house, or out of doors,
No matter what the weather,
Do not try to put it off,
It's either now or never,
People in a family should do a
lot together!

Mom and dad should take the time
(you will be glad you did)
To be a parent and a friend,
Do something with your kid.
One day they are tiny,
And the next day they are grown,
And before you know it,
You'll be living all alone.

Chorus

Go to a museum, see a show,
Or ride a bike,
Try your hand at fishing,
Or at camping, or a hike,
Swimming in a swimming pool
Or skiing on the snow,
Lots of things that you can do
And places you can go.

Chorus

ON TOP OF OLD SMOKEY

On top of old Smokey
All covered with snow.
There lived a young Cub Scout
Who was going too slow.

He wanted his Wolf badge
He wanted it bad;
But he never could get it
Because of his Dad.

His Dad would not help him;
He never had time,
So this poor little Cub Scout
Was forced to resign.

Dads, remember this story
And help your young son;
So he'll earn his Wolf Badge,
And you will have fun!

GRADUATION SONG

(Tune: Reuben, Reuben, I've Been
Thinking)

Oh, (name), we've been thinking,
What a grand Cub you have been;
May the Boy Scouts treat you kindly,
As we have in our den.

Your achievements are outstanding,
And we'll miss you very much,
But we cannot always keep you,
So we wish you best of luck.

I See

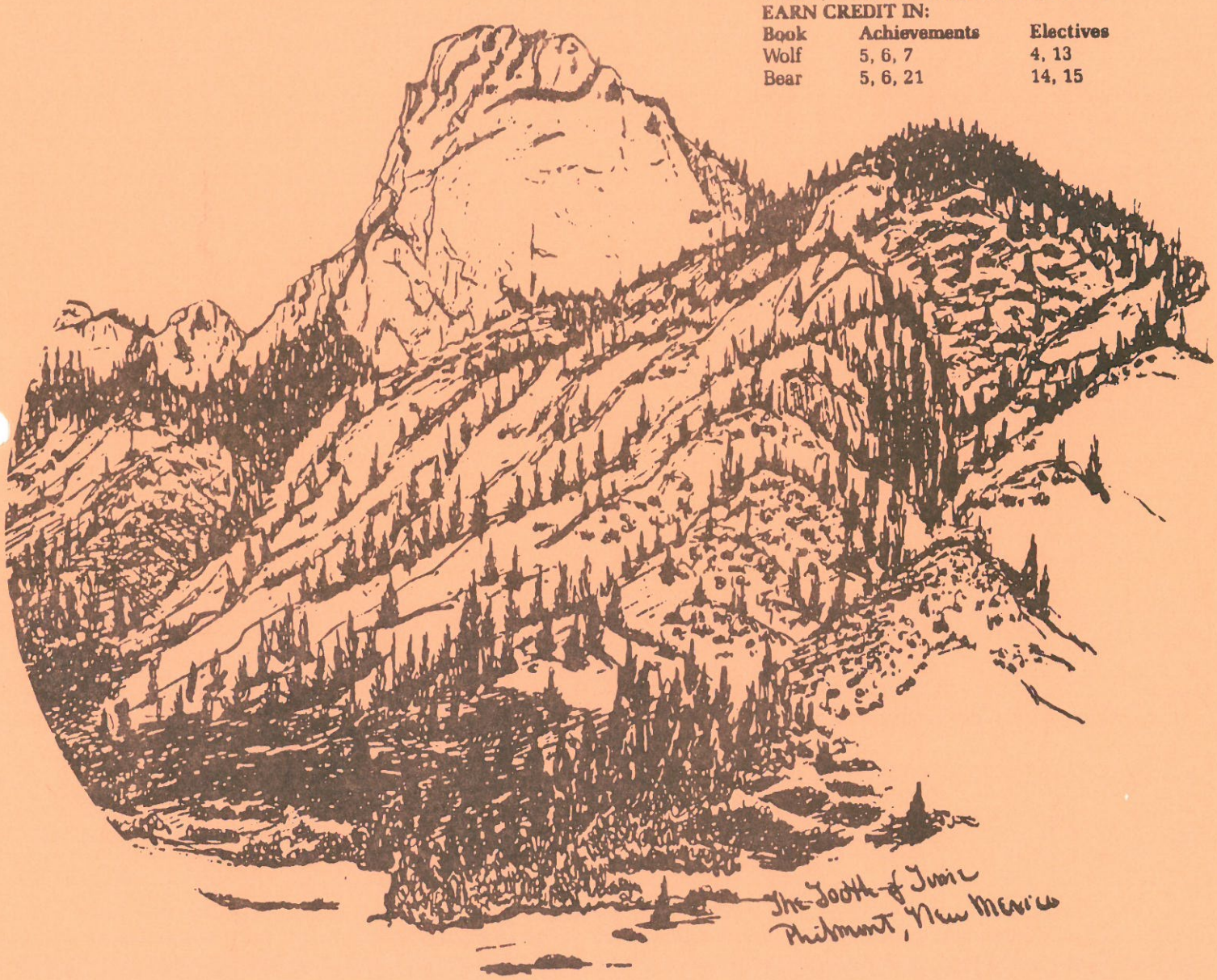
(Tune: Streets of Laredo

I see by your outfit
That you are a Cub Scout.
You see by my outfit
That I am one too.
They see by our outfits
That we are both Cub Scouts.
Go buy you and outfit and
Be a Cub too.

MOUNTAIN TRAILS OF AMERICA

THIS THEME HELPS CUB SCOUT EARN CREDIT IN:

Book	Achievements	Electives
Wolf	5, 6, 7	4, 13
Bear	5, 6, 21	14, 15



APRIL THEME

MOUNTAIN TRAILS OF AMERICA

Our country's land is as varied as that of any nation in the world. We have mountain ranges, prairies, deserts, lake country, huge forests and lovely seashores. It is very unlikely that any one of your Cub Scouts will have seen all of these types of geography. This months theme will give you an opportunity to introduce your Cubs to one type -- our majestic mountains.

Since we live in the great plains region of the United States, it may be likely that some of your Cubs have only seen mountains via way of movies or pictures in books. If so, it will be very difficult for them to imagine the vastness of a 6,000 foot mountain...much less conjure up a visual image of America's tallest mountain, Mt. McKinley, at 20,320 feet.

It may be difficult for your Cubs to believe that present-day mountains did not always exist, because they seem to be such a permanent part of the earth. You may be able to help them see how mountains came about with a few simple experiements.

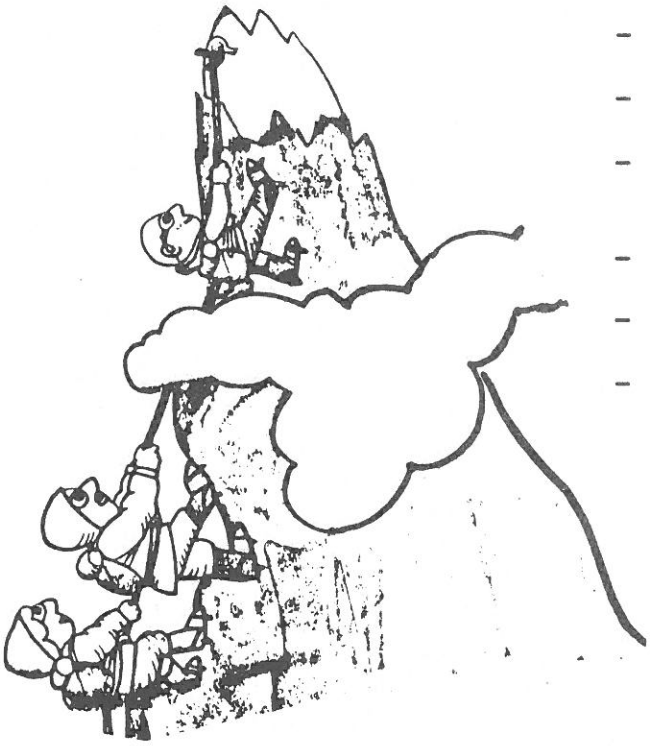
A whole new world of interests can be opened up this month as you talk about and do activities that center around the mountains. Who lives in the mountains? What kind of animals will we find there? What industries are a result of mountains? How do some people climb to hard to get at places in the mountains? What causes volcanos? Can't think of any more questions????? Don't worry, the boys will think up lots of them!

As you set out to have fun with this month's theme, don't forget that it has been designed to meet these purposes of Scouting:

- Developing habits and attitudes of good citizenship.
- Fostering a sense of personal achievement by developing new interests and skills.
- Showing how to be helpful and do one's best.
- Preparing them to become Boy Scouts.

IDEAS FOR DEN ACTIVITIES

- Work on conservation achievements and electives in the Wolf and Bear Books.
- Prepare a skit on life of a famed mountain man, such as Jim Bridger, Kit Carson, Zebulon Pike or Jedediah Smith.
- Skit on Rip Van Winkle or Paul Bunyan.
- Cub Scout band playing homemade instruments to the tune of "She'll Be Comin' Round the Mountain," or "Springtime in the Rockies."
- Gather different types of rocks for a collection.
- Make dioramas or terrariums showing mountain scenes.
- Build a model of a mountain or a volcano.
- Make and learn to use a clinometer.
- Decorate-a-rock craft.
- Go on a hike.
- Make a fossil
- Pan for "gold"

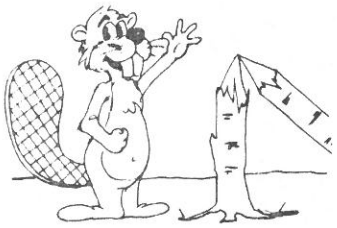


IDEAS FOR PACK ACTIVITIES

- Decorate the meeting room with travel posters showing mountains.
- Set up display tables for Den's to display their projects.
- Have a guest "rock hound" visit to show samples of rocks and the tools they use in collecting.
- Hold your Pack meeting at a nature center.
- Go on a Pack outing to a Museum of Natural History.
- Invite someone from the National Guard to give a repelling demonstration.

WORD SEARCH

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



ANIMALS	CAMPOUT	KNOTS	SCOUT
AKELA	COMPASS	NATURE	SWIMMING
BACKPACK	COOKING	PARK	TENTS
BUGS	HIKING	ROCKS	TRAILS
CAMPFIRES	INSECTS	SAFETY	

WORD SCRAMBLE

THINGS YOU COULD FIND IN THE MOUNTAINS

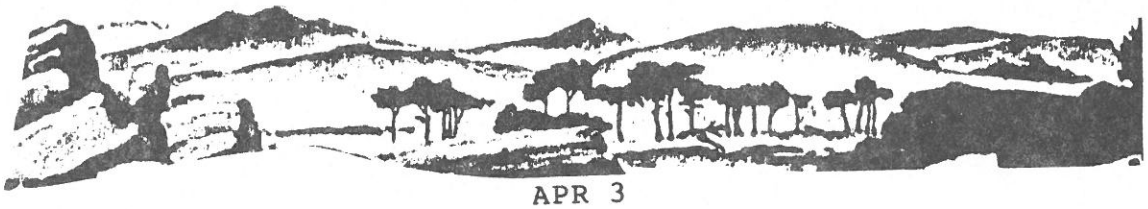
1. STERE (trees)
2. AITRSL (trails)
3. SSINCTE (insects
4. SKROC (rocks)
5. SHKIER (hikers)
6. PMCA (camp)
7. ENTTS (tents)
8. ASNLIAM (animals)
9. LEKAS (lakes)
10. STCSOU (Scouts)

CHEERS AND YELLS

Mountaineer Cheer: Yodel lady who

MOUNTAINS—HIGHEST IN VARIOUS PARTS OF THE WORLD

	Height in Feet
Aconcagua, Argentina (*highest in South America*)	22,834
Blanc, France (*highest in Alps*)	15,781
Carstensz, New Guinea	16,400
Communism Peak, Russia (*highest in Russia*)	24,590
El'brus, Russia (*highest in Europe*)	18,481
Etna, Sicily	10,705
Everest, Tibet-Nepal (*highest in world*)	29,028
Fujiyama, Japan	12,461
K 2, Kashmir (*2d highest in world*)	28,250
Kilimanjaro, Africa (*highest in Africa*)	19,340
Kosciusko, Australia (*highest in Australia*)	7,316
Logan, Canada (*highest in Canada*)	19,850
McKinley, Alaska (*highest in North America*)	20,320
Mauna Kea, Hawaii	13,796
Mitchell, N. C. (*highest in eastern U. S.*)	6,684
Orizaba, Mexico (*highest in Mexico*)	18,700
Vinson Massif (*highest in Antarctica*)	16,900
Washington, N. H. (*highest in northeastern U. S.*)	6,288
Whitney, Calif. (*highest in U. S. mainland, excluding Alaska*)	14,495



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).

Climbing the Mountain

Boy - "Wow"
Chief - "Ugh"
Mountain - "To the Top"

Afar in our dry southwestern country is an Indian village; and in the offing is a high MOUNTAIN, towering up out of the desert. It is considered a great feat to climb this MOUNTAIN, so that all the BOYS of the village were eager to attempt it. One day the CHIEF said: "Now BOYS you may all go today and try to climb the MOUNTAIN. Start right after breakfast, and go each of you as far as you can. Then when you are tired, come back; but let each BOY bring me a twig from the place where he turned."

Away the BOYS went, full of hope; each feeling that he surely could reach the top. But soon a pudgy, fat BOY came slowly back, and in his hand he held out to the CHIEF a leaf of cactus. The CHIEF smiled and said, "My BOY you did not reach the foot of the MOUNTAIN; you did not even get across the desert." Later a second BOY returned. He carried a twig of sagebrush. "Well," said the CHIEF, "you got up as far as the MOUNTAIN's foot, but you did not climb upward." The next BOY had a cottonwood spray. "Good," said the CHIEF, "you got as far as the MOUNTAIN springs." Another came later with some buckthorn. The CHIEF smiled when he saw it and spoke thus: "You were climbing; you were up to the first slide rock."

Later in the afternoon, one BOY arrived with a cedar spray, and the old CHIEF said; "Well done. You went halfway up." An hour afterward, a BOY came with a switch of pine. To him the CHIEF said; "good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last BOY returned. He was a tall, splendid BOY of noble character. His hand was empty as he approached the CHIEF but his countenance was radiant, and he said; "My father, there were no trees where I got to; I saw no twigs, but saw the shining sea." Now the old CHIEF's face glowed too, as he said aloud and almost sang; "I knew it. When I looked on your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes and it rings in your voice. My BOY, you have felt the uplift; you have seen the glory of the MOUNTAIN."

Oh, ye Scouters, keep this in mind, then: The badges that we offer for attainment are not "prizes." Prizes are things of value taken by violence from their rightful owners. These are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got in climbing the MOUNTAIN.

OPENING

FLAG RECIPE

What does it take to make a flag?

INGREDIENTS: Six 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
Spot Light (optional)

ARRANGEMENT: Cub Scouts form a semi-circle around large pot. American Flag is folded and hidden in pot. Each Cub is holding an ingredient which he adds at proper time.

CUB 1: We are going to fix for you a treat that is really grand;
and make for you a recipe..the greatest in the land.

CUB 2: First we'll put in a heaping cup of red for courage true,

CUB 3: And then we will add for loyalty, a dash of heavenly blue,

CUB 4: For purity, we will now sift in a layer of snowy white,

CUB 5: We will sprinkle in a pinch of stars to make it come out right,

CUB 6: We will stir and stir and then you will see,
That what we have made is...

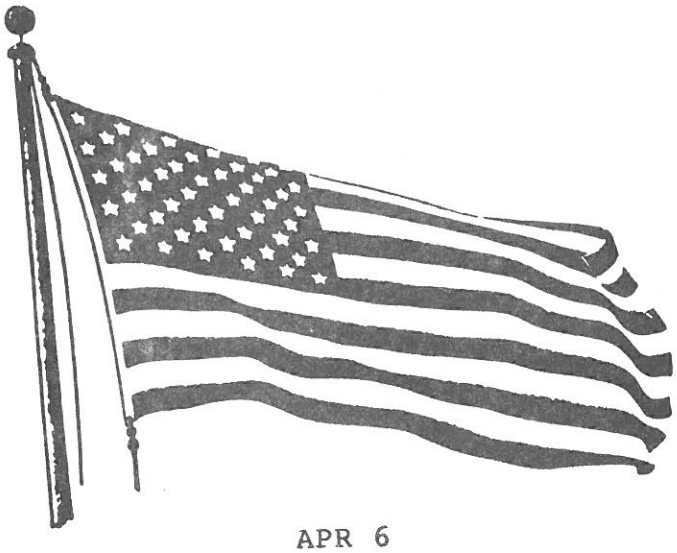
(He uses a large spoon and pretends to stir, taking care not to disturb flag hidden in pot.)

ALL: OLD GLORY

(All boys reach in and pull out American Flag.)

CUB 1: Our flag is the most beautiful flag in the world. Let us always be loyal to it.

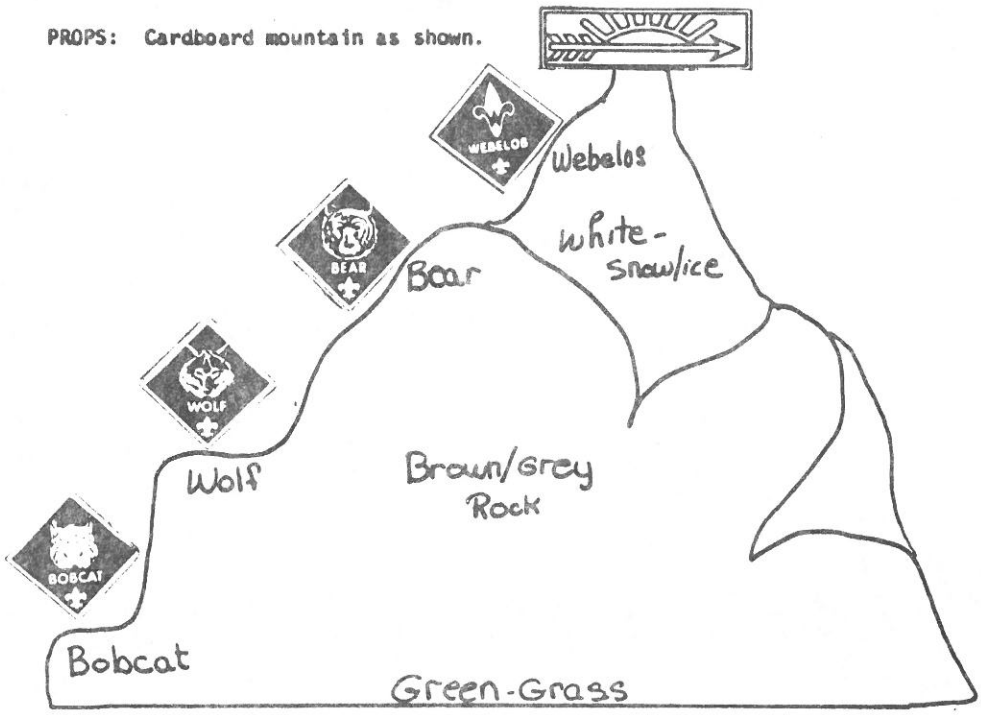
CUB 2: Please follow me in the Pledge of Allegiance.



ADVANCEMENT

AWARDS

PROPS: Cardboard mountain as shown.



CUB SCOUTS: Glue a picture of a Cub Scout (or mountaineer) onto some light cardboard backing. Cub out the general shape of the figure. Glue the figure onto a pinch-type clothes pin. Make a separate figure for each rank. If you have several boys advancing to the same rank you may want to tag the figures with the boys' names.

CEREMONY PREPARATION: Place the figures at the location on the mountain that represents their current rank. Place the badges on the mountain at the location that represents the rank they are advancing to. If you like to lower the lights for effect, a couple of candles will provide sufficient light for this ceremony.

CEREMONY: Cubmaster speaks:

I have before me what might be called a Cub Scout mountain. The Bobcats start out down here (pointing) on level ground and, on this side of the mountain, as you go up there are several plateaus that represent the ranks in Cub Scouting. The trail ends and the mountain is conquered when a Cub Scout earns his Arrow of Light Award. As in climbing a real mountain, it always looks like a long way to the top but each step upward brings us closer to the top. A Cub Scout starts his climb and before he knows it, he has reached the Wolf plateau, then the Bear, the Webelos plateaus, and finally the top - the Arrow of Light Award. Now it is time to honor the climbers among us.

Will the following new Bobcats and their parents please come forward (read list). We want to welcome you new Bobcats and your parents into our pack. To reach Cub Scout Mountain you have so far walked on rather level ground and now you will begin your ascent. The way may seem steep and long, but remember that many have gone before you and reached the top and I am sure you will reach it also. To ensure that you are starting out properly, please recite for me the Cub Scout Promise. (Bobcats respond.)

(Continued on next page)

Awards ceremony (continued)

Now, recite for me the Law of the Pack. (Bobcats respond.)

Now, the Cub Scout Motto. (Bobcats respond.)

Congratulations - you are well prepared to begin your climb. To commemorate your start, remove your badge from the mountain and place the climber I am giving you on the Bobcat plateau. (Cubmaster shakes the boys' hands as he hands them their "climber.")

Will the following climbers who have reached the Wolf plateau and their parents please come forward (read list).

While you are not yet half way up the mountain, you have made an excellent start. In some respects you have traveled the hardest distance, because as in climbing real mountains, if the beginning is steep, some climbers will not go on and will turn back before they even really get started. But you did not turn back. I can assure you that the fun you experienced on the Wolf trail awaits you on the Bear trail. The real mountaineer will take a moment to rest at each plateau he reaches, but you should not. Earn some Arrow Points and then begin your ascent of the Bear trail.

In commemoration of your having reached the Wolf rank - remove your badge from the mountain and place your climber on the Wolf plateau of Cub Scout Mountain. (Cubmaster shakes each boys' hand as they finish.)

CUBMASTER CONTINUES:

Will the following climbers who have reached the Bear plateau and their parents please come forward (reads list of new Bears).

You have come a long distance - you are over half way up Cub Scout mountain, and the top is now in sight. You have come a long way and it would be foolish to turn back now and not go all the way to the top and earn the Arrow of Light. You will continue to experience the fun that you had along the Wolf and Bear trails, but it will be a different fun because Webelos will be a new and different experience. Also, you should not rest at the Bear plateau, but instead earn some Arrow Points before you begin on the Webelos trail.

In commemoration of your having reached the Bear rank - remove your badge from Cub Scout Mountain and place your "climber" on the Bear plateau (Cubmaster shakes each boys' hand as they finish).

The following climbers in our pack are on the Webelos trail and the fun they have experienced and the things they have learned have resulted in their earning activity badges. Will the following climbers and their parents please come forward (read names and activity badge(s) each has earned).

Each step along this trail brings you closer to the top and I am confident each of you will reach the top. To commemorate your travels along the Webelos Trail - remove your badge(s) from the mountain and place your climber in it's place (Cubmaster shakes each boys' hand as they finish).

Will the following climbers and their parents please come forward (read list of boys earning Webelos Badge).

(continued on next page)

Awards ceremony (continued)

We do not have a plateau on our mountain for the Webelos Rank because unlike the other ranks, you have achieved, the requirements for this badge are identical to some of those required for the Arrow of Light. This rank is but a milestone along the trail and you, more than ever before, cannot rest here, but must press ever forward because the top is very close in sight for you. To fail now is unthinkable. However, I have a great deal of faith in you and am sure you will not fail and will reach the top.

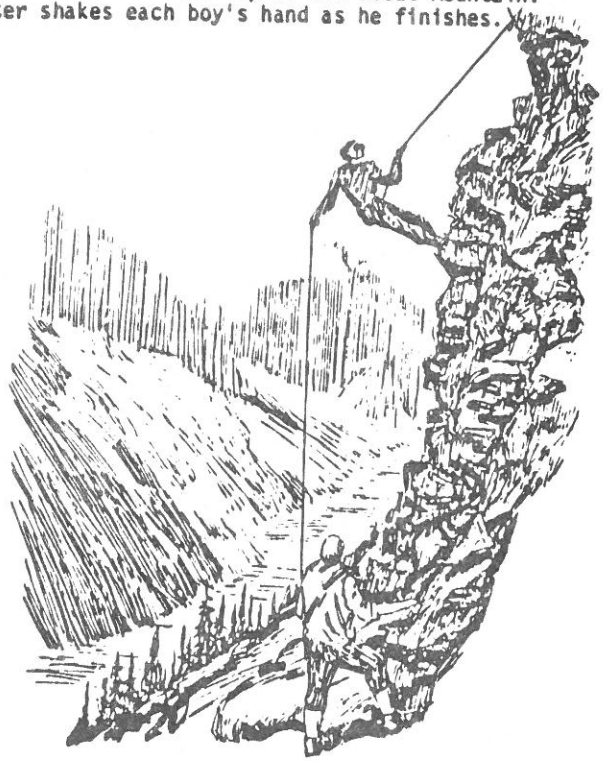
To commemorate your travels along the Webelos trail - remove your badge from the mountain and place your climber in its place (Cubmaster shakes each boy's hand).

CUBMASTER CONTINUES:

Finally, it is time to honor those climbers who have reached the top - those climbers who have earned Cub Scouting's Arrow of Light Award. Not only is this Cub Scouting's highest award, but also this is the only badge that can be taken into Scouting and worn on the Scout uniform. In actual mountain climbing, many might set out, but only the strongest, mentally and physically, will finish and reach the summit. Will the following climbers and their parents please come forward (reads list of new Arrow of Light recipients).

You are to be congratulated for you have reached the summit and conquored Cub Scout Mountain. You are now among the strongest climbers in our pack. Your travel to the summit along Cub Scouting's trail has prepared you well for the adventures you will experience as a Scout. It is every Cubmaster's priviledge to present the Arrow of Light Award and you should be very proud of yourself.

To commemorate your reaching the summit and earning the Arrow of Light - remove your badge from the mountain and place your climber at the top of Cub Scout Mountain. (Cubmaster shakes each boy's hand as he finishes.)



CLOSING CEREMONIES

MATERIALS: One copy of Outdoor Code for each person (pocket card No. 3428).

LEADER - As an American, I will do my best to be clean in my outdoor manners.

PACK - I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

LEADER - Be careful with fire -

PACK - I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

LEADER - Be considerate in the outdoors -

PACK - I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

LEADER - Be conservation-minded -

PACK - I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in my outdoor activities.

AMERICA IS A BEAUTIFUL WORD

The word "America" can be put on 7 cards - one letter per card. Cubs hold a card and read their part.

NARRATOR: What do you see when you look at the word "America?" What mental picture do the seven letters create in your mind?

CUB NO. 1: The capital "A" suggests our magnificent snow-covered mountain peaks, and the wigwams of the original Americans.

CUB NO. 2: The "m" symbolizes the broad shoulders of our pioneers; shoulders-to-the-wheel, pushing our frontiers westward, broad shoulders swinging axes, building a Nation.

CUB NO. 3: The "e" might be the lariats of the cowboys riding the plains; lariats of Kit Carson or Buffalo Bill.

(Continued next page)

(America Is A Beautiful Word (Con't.)

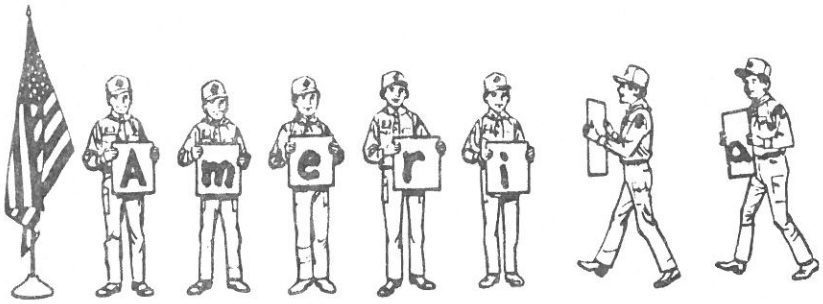
CUB NO. 4: The "r" is a man with outstretched arms in friendship and cooperation toward all who love freedom, justice and peace.

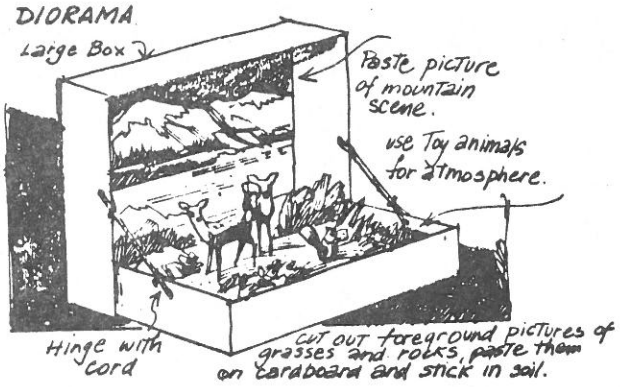
CUB NO. 5: The "i" represents the individual American with his or her right to life, liberty and the pursuit of happiness.

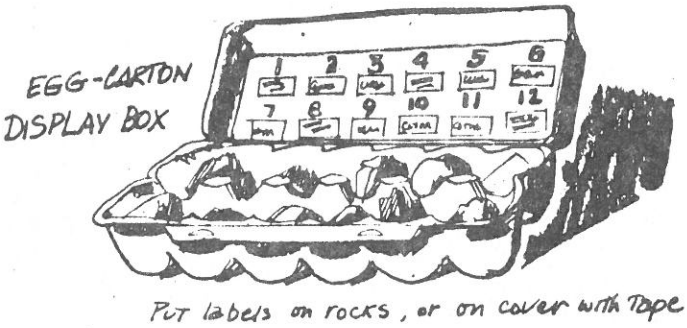
CUB NO. 6: The "c" is a bent bow from which an arrow has just sped toward the stars of mankind's highest ideals.

CUB NO. 7: The final "a" is a man on his knees in prayer, symbolizing a Nation, which recognizes its Creator and gives thanks for His blessings.

NARRATOR: Yes, America is a beautiful word.







DIORAMA. Use a large box and hinge it with cord. For background, paste on a magazine picture of a mountain or paint such a picture. Use soil and grass for a three-dimensional effect. Toy animals complete the picture.

IT'S A.....

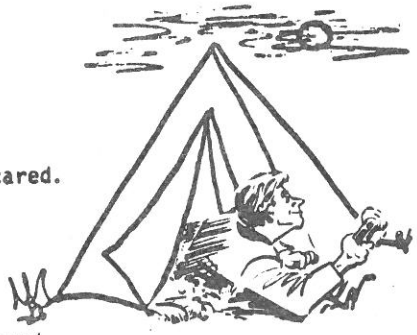
This skit could be dramatized at a pack outdoor activity or on stage indoors. It is easy for Cub Scouts because most of the speaking is done inside the tent, out of sight of the audience, so lines could be read instead of memorized.

Setting: A tent is set up in the woods. It is a very dark night. Boys are inside tent.

Characters: Jim, Pete, Ben, Tom (and as many others as you wish to include in the dialogue).

Pete: Hey Ben, You all right?
Ben: (sleepily) Yes.
Jim: Why don't you guys be quiet. I'm trying to sleep.

(A short pause - silence prevails)



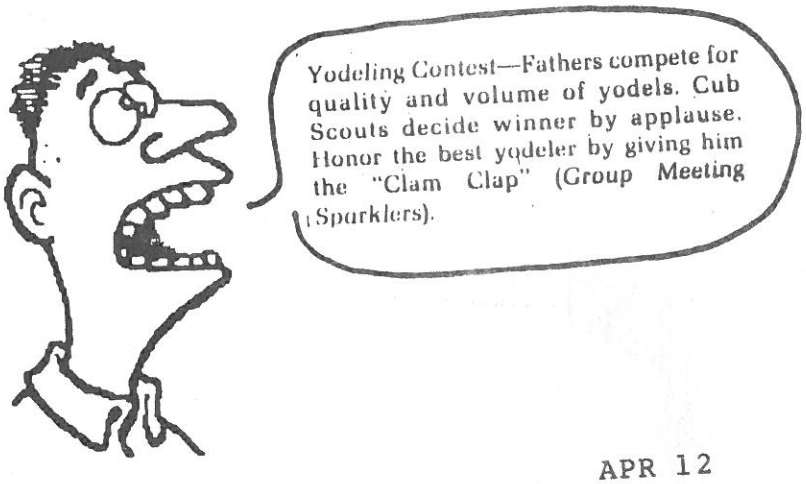
Tom: Hey Pete. You all right?
Pete: Sure.
Ben: Wish I had Skippy here.
Jim: A dog in a tent? What for?
Ben: To keep me warm.
Pete: Yeah, keep you warm. You're scared.
Tom: You guys go to sleep.

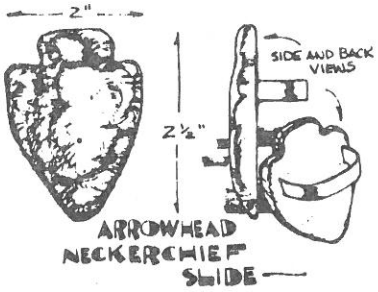
(A short pause - silence)

Ben: Listen! What's that noise?
Pete: Just the wind blowing.
Tom: Might be something prowling around.
Ben: What?
Tom: Oh I don't know. A bear, maybe.
Jim: Or a panther.
Ben: A panther?
Tom: Yea , or it could be a coyote!
Pete: A coyote?
Jim: Maybe it's a mountain lion.
Ben: Oh, no!
Tom: Hey, it's coming closer
Pete: Where's my flashlight?
Jim: Look out! It's coming in the tent.

(All yell and run out of tent. Flashlights on Ben, who is holding a dog - toy or real)

All: It's Skippy!



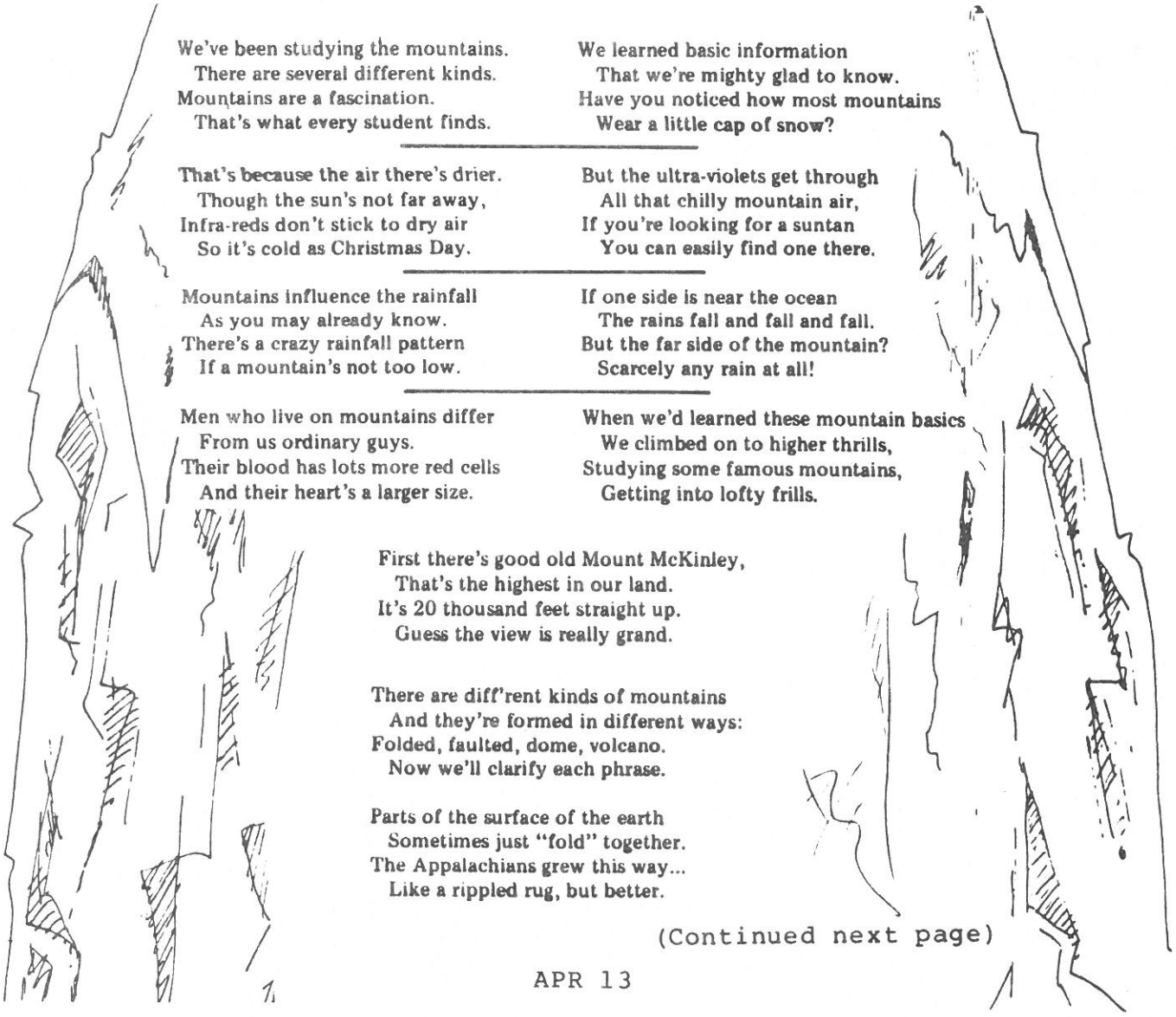


ARROWHEAD NECKERCHIEF SLIDE. Sculpt arrowhead in easy-bake sculptor's clay found in craft shops or make your own from salt dough (crafts chapter, *CSLHTB*). Make it about 2 1/2 inches deep by two inches wide. For loop, use flip-top ring from soda can or cut a loop from a can and file edges smooth. Press ring into back of slide. When slide is dry, paint brown or dull gold.

MOUNTAIN MEDLEY

Each of the verses in this skit can be read or recited by a different Cub Scout or if your group is small one Cub can take two. The first series of verses lend themselves to being grouped together and being read two at a time; some of the others could be handled that way as well. Let the size of your group and individual differences of the members determine who reads what. The first and last verses should be read or recited by the entire group together.

At the front of the stage, place a table with a heavy piece of cardboard on top. This is set up in advance. Three strings are tied securely along one side of the cardboard. Starting with the second verse and continuing through until the next to the last verse, each speaker sets a building block on the cardboard. As each block is placed it will become apparent that a mountain is being formed. The last block placed should form the peak of the mountain. At the end of the skit, three of the Ckubs pull the strings, collapsing the mountain and causing an avalanche.



We've been studying the mountains.
There are several different kinds.
Mountains are a fascination.
That's what every student finds.

We learned basic information
That we're mighty glad to know.
Have you noticed how most mountains
Wear a little cap of snow?

That's because the air there's drier.
Though the sun's not far away,
Infra-reds don't stick to dry air
So it's cold as Christmas Day.

But the ultra-violets get through
All that chilly mountain air,
If you're looking for a suntan
You can easily find one there.

Mountains influence the rainfall
As you may already know.
There's a crazy rainfall pattern
If a mountain's not too low.

If one side is near the ocean
The rains fall and fall and fall.
But the far side of the mountain?
Scarcely any rain at all!

Men who live on mountains differ
From us ordinary guys.
Their blood has lots more red cells
And their heart's a larger size.

When we'd learned these mountain basics
We climbed on to higher thrills,
Studying some famous mountains,
Getting into lofty frills.

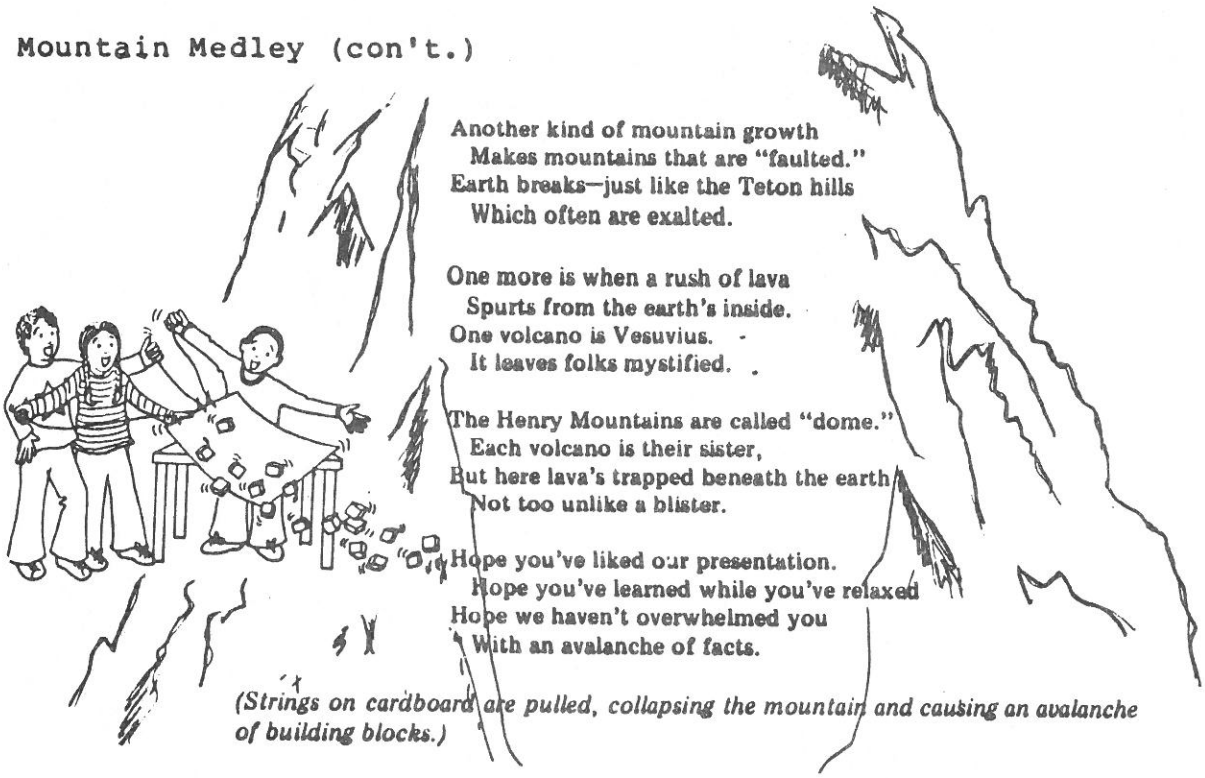
First there's good old Mount McKinley,
That's the highest in our land.
It's 20 thousand feet straight up.
Guess the view is really grand.

There are diff'rent kinds of mountains
And they're formed in different ways:
Folded, faulted, dome, volcano.
Now we'll clarify each phrase.

Parts of the surface of the earth
Sometimes just "fold" together.
The Appalachians grew this way...
Like a rippled rug, but better.

(Continued next page)

Mountain Medley (con't.)



Another kind of mountain growth
Makes mountains that are "faulted."
Earth breaks—just like the Teton hills
Which often are exalted.

One more is when a rush of lava
Spurts from the earth's inside.
One volcano is Vesuvius.
It leaves folks mystified.

The Henry Mountains are called "dome."
Each volcano is their sister,
But here lava's trapped beneath the earth
Not too unlike a blister.

Hope you've liked our presentation.
Hope you've learned while you've relaxed
Hope we haven't overwhelmed you
With an avalanche of facts.

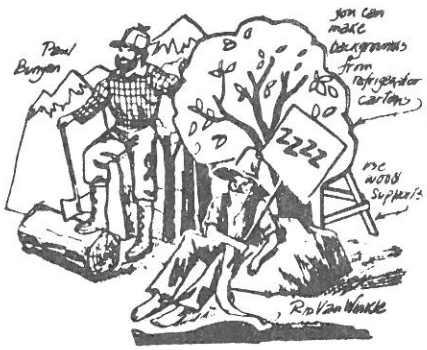
(Strings on cardboard are pulled, collapsing the mountain and causing an avalanche of building blocks.)

With the help of your Cub Scouts and a little research, your den can make up its own skits.

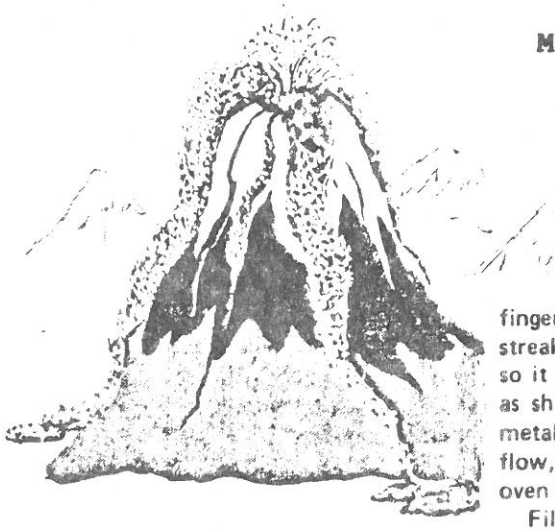
Use the life of famed mountain men, such as Jim Bridger, Kit Carson, Zebulon Pike or Jedediah Smith to mention a few. You could also make up a skit using fabled characters such as Rip Van Winkle or Paul Bunyan. Keep the skit simple and the speaking parts few and your Cubs will be successful.

Other thought starters for skits could be:

* A Gold Mine in the Mountains.
* Mountain Climbers and the difficulties they encounter.
* Carving the Heads on Mr. Rushmore. (Third time we've started over because of his darn NOSE!)
* Echo Canyon.



• Skit based on "The Mountain Man's Whistle" verse, which goes like this:
I bought a wooden whistle,
But it wooden whistle;
So I bought a steel whistle,
But it steel wooden whistle.
I bought a lead whistle,
But they wooden lead me whistle;
So I bought a tin whistle,
And now I tin whistle!
(Everybody whistle.)



MAKING VOLCANOS

The lava is seething and bubbling inside the crater. Look! There it goes, overflowing the rim and running down the sides of the mountain in flaming red streams. Your volcano is erupting!

You can easily build your own "active" volcano from clay and ingredients found in every kitchen. While you are constructing it, you can gain some idea of how, over millions of years, real mountains are made.

Though every mountain presents its individual profile to the world, mountains can be classified into four types, depending on how they were created. They are: the volcano, the dome, the fold and the fault-block.

Volcanoes are caused by an upthrust of molten rock which spews out through an opening in the earth's crust in rivers of fire. If the natural outlet for the lava is capped by a thin layer of hardened crust, pressure builds up until the volcano literally "blows its cork", with a force that may exceed that of the largest nuclear bomb explosion. Mt. Shasta in California and Mauna Loa in Hawaii are volcanoes.

Make a model of a volcano by building clay around a 3" tall plastic pill bottle. Use green clay for the base of the mountain, brown clay for the middle, and white clay for the top. With your finger, pull the white clay down in streaks over the green and brown areas, so it looks as if the snow were melting, as shown. Place the volcano on a large metal tray, with a rim to catch the "lava flow," such as a jelly roll pan or a foil oven liner.

Fill the pill bottle with baking soda. Squeeze one or two drops of red and one or two drops of yellow food coloring onto the baking soda. Add a teaspoonful of vinegar to the baking soda, and watch your volcano "erupt."

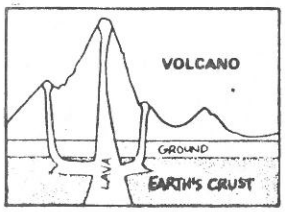
Additional eruptions can be made by adding more vinegar.

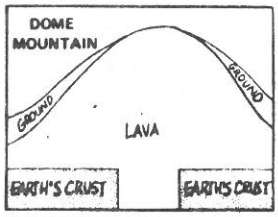
Dome mountains, too, are caused by molten material pushing toward the earth's surface. But the lava finds no outlet, so a giant bubble is formed in the earth's crust. Given time, the molten rock hardens, wind and rain erode the soft crust, and a great dome of granite, like that found in the Henry Mountains in Utah, is exposed.

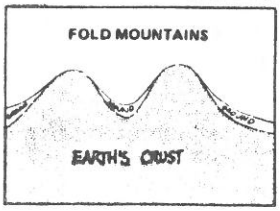
Fold mountains are caused by horizontal pressure squeezing a land mass, making it buckle up in a wave pattern. The Appalachians are fold mountains.

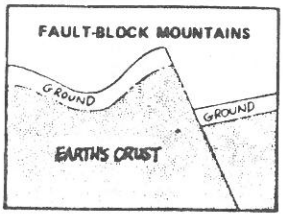
The fault-block mountain is formed when pressure from deep within the earth fractures the crust, forcing one area of land up in a sheer cliff while the land next to it sinks down. On the cliff face are exposed the different layers of rock that make up the earth's crust. The Sierra Nevada Range is made up of fault-block mountains.

Draw a picture for each of the four kinds of mountains, like the ones given on these pages, showing a cutaway view of how the earth's crust is broken, shoved together and ballooned out.









Materials:

- 12-inch square board
- aluminum foil
- coat hanger, cut in half
- newspaper
- 1-piece jar lid
- paper towel
- wallpaper paste
- Ammonium dichromate (available from chemical supply house or local drugstore)

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

To make the volcano erupt, place about 1 teaspoon ammonium dichromate in the jar lid. Light with a match and watch the action. (This is safe to use indoors and is very impressive when the room is darkened.)

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

MAKE YOUR OWN FOSSIL

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

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

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

To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First cover the bottom of the cardboard box with the modeling clay to a depth of 3 inches. The clay represents the soft mud found in the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

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

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

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

THE BIGGEST HANDFULL

Have the Cubs collect egg-sized rocks for this contest. After they have a large pile, see which boy can hold the most rocks in one hand.

KING OF THE MOUNTAIN

Draw a large circle on the ground. The denner is chosen to be the King of the Mountain. The other boys must remove the King from the circle to become the new King of the Mountain.

HIKES

One way to involve yourself with nature is through hiking. There are many different types of hikes. Here are a few examples:

NATURE HIKE: For observation, for listening.

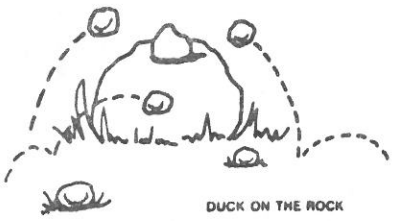
TREASURE HIKE: A trail is laid out in advance with a treasure at the end.

HISTORICAL HIKE: To historical landmarks.

SNOOP HIKE: Explore, be aware, notice oddities, be snoopy.

CRAFT HIKE: Look for special items to make a craft (rocks for rock critters, etc.).

COLLECTION HIKES: Collect whatever your group shows an interest in; rocks, leaves, shells, seeds, fossils, insects, etc.



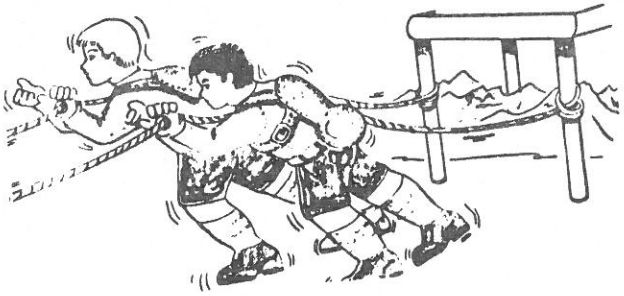
DUCK ON THE ROCK

DUCK ON THE ROCK

Each Cub Scout has a rock or stone. A large rock is used as a stand. The player who is It places his rock (the Duck) on the stand and stays close by as guard. The other players stand at a throwing line, 15 to 20 feet away, and toss their stones at the "Duck on the rock." They then take a position where their stones come to a stop. When the Duck is knocked off, the guard immediately replaces it, then tries to tag the others, while they pick up their stones and run back to the throwing line. If anyone is tagged, he becomes It. The players may pretend to pick up their rocks without penalty, but if they touch their stone, they can be tagged. It may not touch anyone while his Duck is off the stand. If a player tosses his rock and it hits another player's, both of them are allowed home without danger of being tagged.

High Over the Mountains

Blindfold Cub Scouts and line them up for the high step. Lead each in turn and let them feel a stack of books about 2 feet high. These are the mountains. Then tell Cubs they must back up two paces, then forward two, without touching books, and step over them. In the meantime, someone removes the books. Fun comes when blindfold is removed and Cubs find they have been traversing thin air.



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 playing on the flattest of land.

To make the climbers, trace the pattern on ¼" Masonite™ and cut out the figure with a coping saw or a jigsaw. Or trace the pattern on heavy cardboard and cut out with a kitchen shears. Drill a 3/8" hole in the hand, as shown.

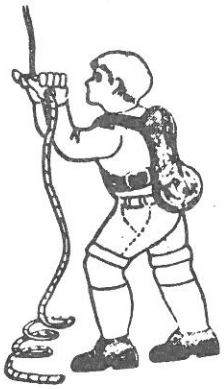
Decorate each climber in different colors.

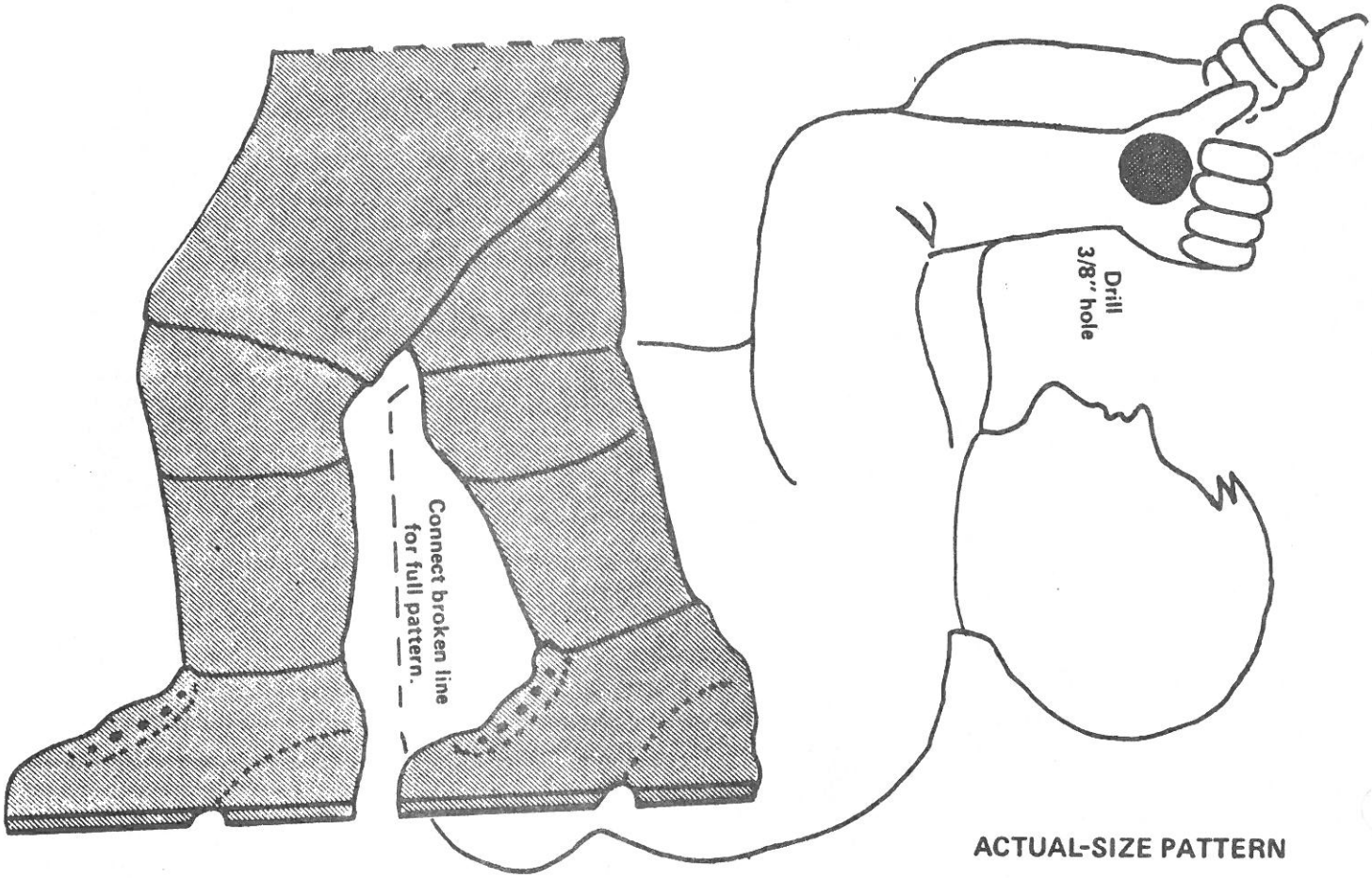
The climbers race along 16' lengths of cord strung through the holes in their hands. The rope should be heavy enough to support the figures, but thin enough to move easily through the holes.

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.

The first "climber" to "scale the mountain" — reach his rope tugger — wins.





ACTUAL-SIZE PATTERN

SHE'LL BE DRAGGIN' ROUND THE MOUNTAIN

She'll be draggin' round the mountain when she comes.
(EEARROOMM)
She'll be draggin' round the mountain when she comes.
(EEARROOMM)
She'll be draggin' round the mountain,
She'll be draggin' round the mountain,
She'll be draggin' round the mountain when she comes.

2. Oh! She'll lay a strip of rubber when she comes. (EET EET)

3. Oh! She'll drop her ole transmission when she comes. (CLUNK, CLUNK)

4. Oh! Her smog device gets clogged up when she comes. (BLAUGH, BLAUGH)

5. Oh! Her engine radiator gets too hot. (PPAHHA, PPAHHA)

6. Oh! She'll wind up in the junkyard when she comes. (THE END)

MY DARLING CLEMENTINE

In a cavern, in a canyon,
Excavating for a mine,
Dwelt a miner, forty niner,
and His daughter, Clementine.

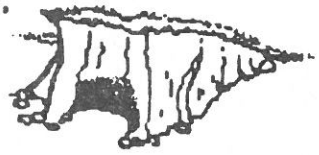
CHORUS:
Oh my darling, oh my darling,
Oh my darling, Clementine,
You are lost and gone forever,
Dreadful sorry Clementine.

She drove the ducklings to the water,
Every morning just at nine,
Hit her big toe gainst a splinter,
Fell into the foaming brine.

CHORUS

Ruby lips above the water
Blowing bubbles soft and fine,
But alas! I was no swimmer,
So I lost my Clementine.

CHORUS



HIKING SONG
(Tune: *Caisson Song*)

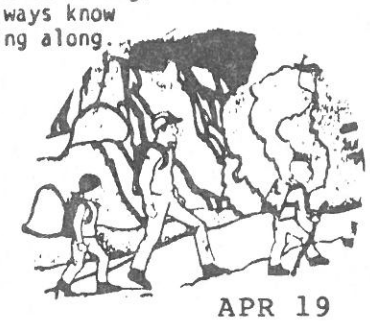
Over hill, over dale,
We will hit the greenwood trail,
As the Cub Scouts go hiking along.

In and out, all around,
You will never see us frown,
As the Cub Scouts go hiking along.

And it's hi, hi, hee,
The Cub Scouts are for me;
Shout out our name and shout it strong.
Where'eer we go, we will always know
That the Cub Scouts go hiking along.

THE LONG, LONG NAIL
(Tune: *Long, Long Trail*)

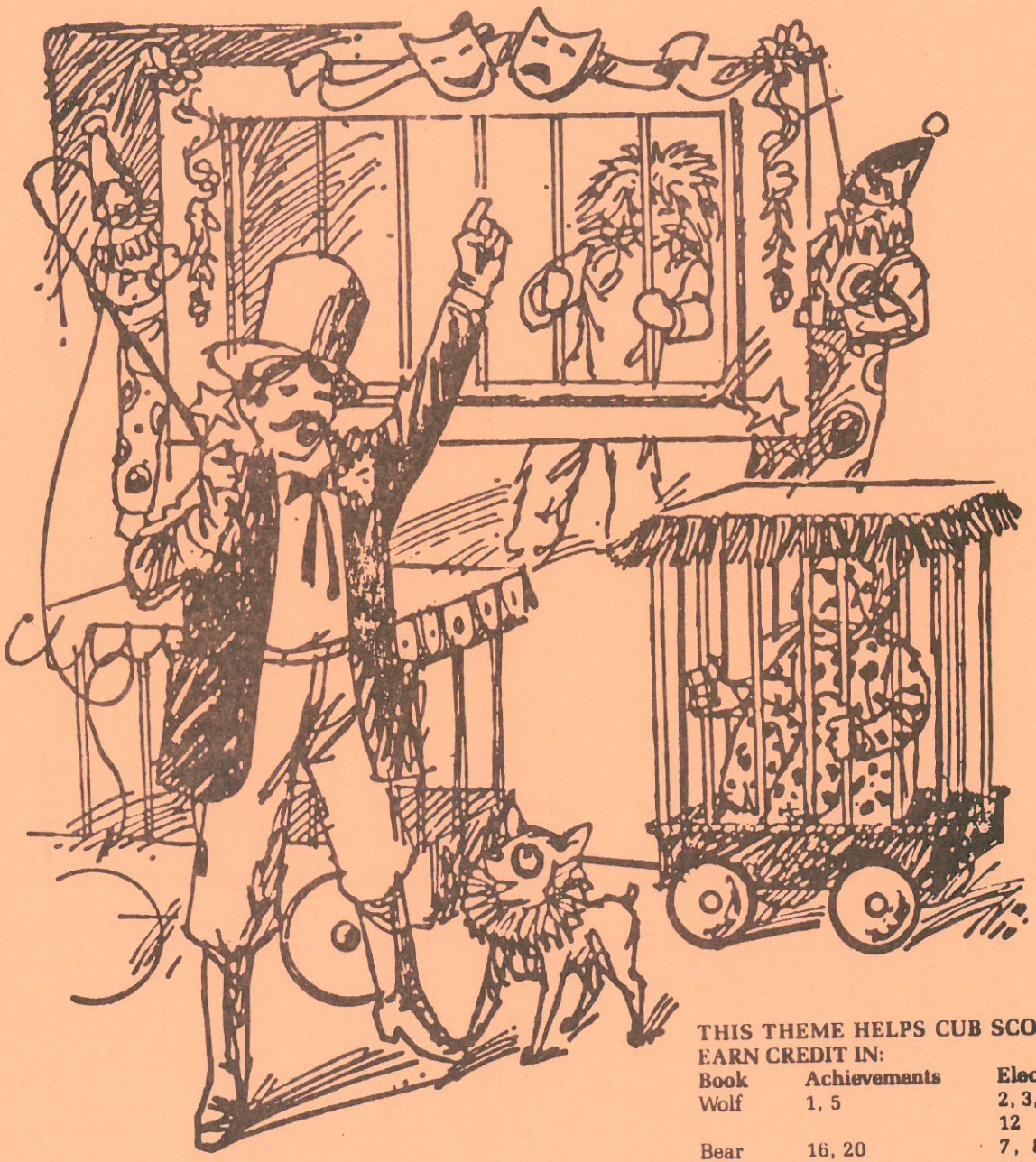
There's a long, long nail a-grinding,
Up through the sole of my shoe.
For it's ground its way into my foot
For a whole mile or two.
There's a long, long hill before me,
And what I'm dreaming about
Is the time when I can sit me down
And pull that long nail out.



Also see the *Cub Scout Songbook* for:

I Love the Mountains
The Happy Wanderer
I'm Happy When I'm Hiking
The Wolf Went Over the Mountain
She'll Be Comin' Round the Mountain
We're On the Upward Trail

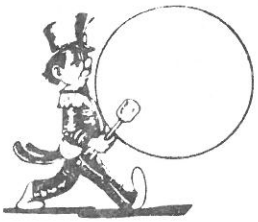
UNDER THE BIG TOP



THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	1, 5	2, 3, 4, 7, 12
Bear	16, 20	7, 8, 9, 10, 13

MAY THEME



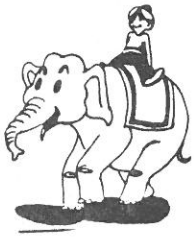
UNDER THE BIG TOP

The greatest Cub Scout show on earth comes to town this month in a splash of noise and color as we go "Under the Big Top." Circus time is always gigantic, stupendous, and fun for everyone.

It helps your Cub Scouts use their talents of make-believe and showmanship and strengthen their handicraft skills as they work on their costumes and circus equipment.

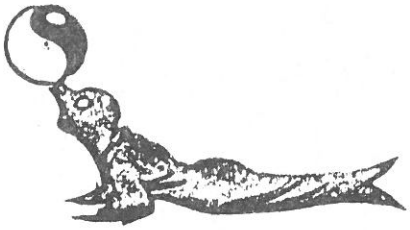
For leaders, Under the Big Top provides a chance to share in youthful excitement and show how cooperation is fun when directed toward an eagerly awaited goal. It also helps boys to meet a major purpose of Cub Scouting:

- Improving understanding within the family.
- Strengthening the ability to get along with other boys and respect other people.
- Providing fun and exciting new things to do.



Staging a Pack circus takes lots of planning and preparation. Here is an opportunity for everyone in the family to get into the act - and fun - by helping the boys prepare for the big show. There is the big top acts to get ready, the midway and side-show booths of skill and games, the wild animal tent, the circus band, the trained animals, barker, decorations, signs, costumes, streamers, pennants, refreshments, ...something for everyone to do.

A successful Pack circus takes working committees. Give the parents an opportunity to help; be specific in assigning jobs and responsibilities. The many cooperative jobs will boost morale and stimulate interest for other Pack activities.



IDEAS FOR DEN ACTIVITIES

- Plan an act for the Pack Circus.
- Make posters advertising your circus.
- Deliver Circus handbills around your neighborhood.
- Learn some magic tricks.
- Work on props and costumes
- Learn clown stunts and how to apply clown make-up.
- Make up a Mid-Way game.
- Read a story about a famous clown (Emmett Kelly) or history of the circus.
- Practice your circus acts for the Pack meeting at a nursing home or senior citizen club.

IDEAS FOR PACK ACTIVITIES

- Have a Cub Scout Circus.
- Attend a real Circus or amusement park.
- Parade through the neighborhood before starting your Pack Circus.
- Have Midway with booth games.
- Sell popcorn and peanuts during your circus.
- Organize a Pack Circus Band.
- Adopt a park in your neighborhood and keep it litter-free for the summer.
- Induct Tiger Cubs into the Pack.

CUB SCOUT CIRCUS

Everyone enjoys a circus, so remember to include adults as well as the boys. Adults can be animals, run sideshows, be ringmasters, and all the rest in a pack circus.

Keys to Success

1. Good circus music. Calliope music and circus band music is available on records or tape.
2. Good animal acts, with variety and excitement.
3. Circus parade, if possible, either indoors or outdoors. At least have a grand entry march of circus performers.
4. Lots of colorful decorations, balloons, pennants, popcorn, etc.
5. A good ringmaster to keep things moving. He announces the acts and encourages applause at the proper time. He should have a good speaking voice.

SAMPLE RINGMASTER'S SCRIPT

Grand Entry - Circus parade forms outside room. It is led by ringmaster who can carry the pack flag. You may wish to have some band instruments - or at least a funny clown band. Parade of performers enters room and moves around room so audience can see all costumed, colorful participants. Clowns bounce around, teasing audience.

Star Spangled Banner - When performers are settled in their places, a recording of the "Star Spangled Banner" may be played, or the audience can be asked to stand and sing.

Flag Salute - Led by ringmaster or a Cub Scout in uniform.

Awards - Awards can be presented now or at the end of the circus acts.

The Circus - (ringmaster should use flowery, exaggerated language)

"Welcome to pack ____'s circus! Tonight you will see circus stars in a performance of unparallelled magnificence! The most startling and unusual features ever assembled from the far corners of the civilized globe! ... in a super spectacle with all the color of Hindustan and the majesty of the Grand Canyon! A gigantic presentation unrivalled on any stage or circus ring!

"First, in the center ring, may I present den ___, as a group of capricious canines, those performing perfectionists ....

(continued)

CUB SCOUT CIRCUS (continued)

those precocious poodles ... in the Kanine Kapers .. put through their paces by their trainer, the inimitable Reginald Roberts! (Boys dressed as poodles come to center ring, perform, and leave during applause)

And now ladies and gentlemen and children of all ages, feast your eyes on a group of ponderous, performing pachyderms, brought here at great expense from mysterious Calcutta, India, in a performance of incredible rhythm and skill! May I present den ___ in the Calcutta Convoy! (Boys dressed as elephants come to center ring, perform dance, and leave during applause)

From the jungles of deepest Africa we have a display of breathtaking bravado as den ____ presents the Great Gonzales and his fierce man-eating lions. (Boys dressed as lion tamer and lions perform)

May I direct your attention to den ___, those paragons of perfect equilibrium and artistic grace .. in a superlative exhibit of dexterity and skill .. the expertly trained Balancing Bobcats! (Acrobats perform and leave)

.... continue in the same manner to introduce all acts, leading audience in wild applause after each.

SUGGESTIONS FOR CIRCUS ACTS

Acrobats - Perform rolls, tumbles, cartwheels, human pyramid, etc.

Lion Tamer - Uses chair, whip, to make lions walk a 2"x4" board, jump up on wash tubs, jump through hoops, etc.

Tight Rope Walker - Performs on rope which is laying on floor, with actions resembling those of balancing on a high wire. Audience is cautioned to be absolutely quiet during this act.

Strong Man - Performs weight lifting feats using fake weights.

Animal Acts -

- Bears can dance, skate, wrestle, box.
- Elephants can put feet on stool, count objects by stamping feet, lie down.
- Trained dogs can jump, climb over a ladder, sit up.
- Ponies can prance in formation, jump over barrels.
- Monkeys can do many acts that humans do.

Clowns - What is a circus without clowns?

- Clown fights - using stuffed stockings as weapons.
- Clown band - various instruments, silly actions, poor rhythm.
- Fire act - one clown pretends to start a fire, another runs to get a bucket which is filled with torn-up newspapers and throws it on the clown and the audience.
- Policeman clowns, hobo clowns, fat lady clowns, comic strip character clowns, and many others.

Sideshow Acts

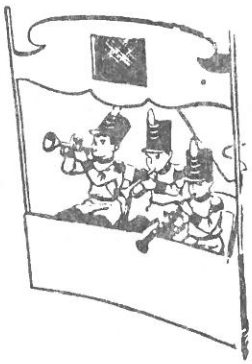
- Tattooed Man (use water-color markers to draw tattoos)
- Two-headed boy (two boys in one large shirt and trousers)
- Magician
- Tall Man (boy in long pants, walking on stilts)

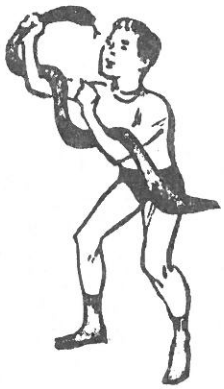
PREOPENING

The preopening period is actually part of the big show, so allow more time than usual. Have an area for sideshows, with the den's strong men, fat ladies, bearded ladies, snake charmers, etc. In addition, you may want a skill booth area where boys and families can play such games as these from the Den Chief's Denbook: Bean-bag Toss, Ring the Bottle, Bull Board and Bounce Ball.

Webelos Scouts may be hawkers of pop, peanuts, popcorn and Cracker-Jacks.

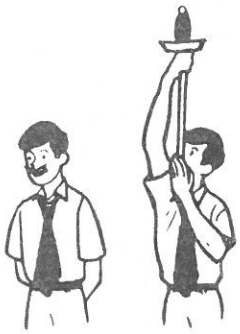
To add to the gaiety, have amplified records or tapes of calliope music or lively marches.



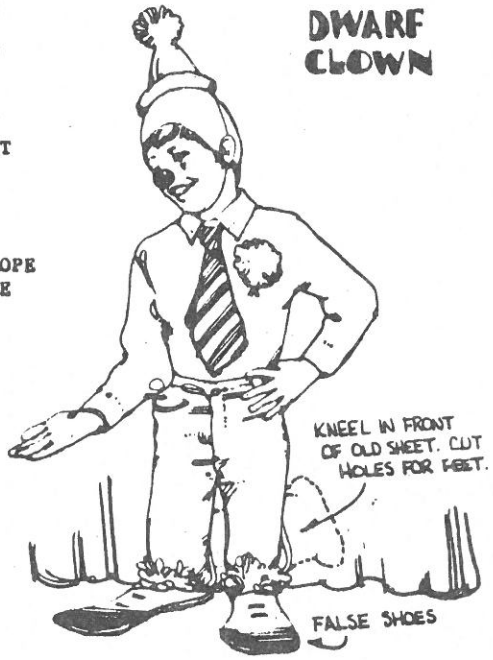


CIRCUS WORD SEARCH PUZZLE

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



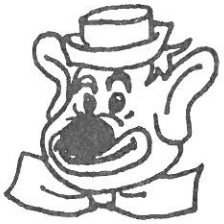
ACROBAT
BALANCING
BALLOON
BAND
BANDSTAND
BAREBACK
BARKER
CAGE
DOG
ELEPHANT
HOOP
LION
NET
PARADE
POLE
POPCORN
RING
RINGMASTER
SAFETY
SAWDUST
SEAL
TAMER
TENT
TIGER
TIGHTROPE
TRAPEZE
WHIP



SWORD SWALLOWER—Equip your den's sword swallower with a long black cloth tube attached at his collar like a necktie. As he raises his wooden sword, he blocks the tube with hand and arm and guides the tip into the tube. With practice, he should make it appear as if he's really swallowing the sword.

A CIRCUS TRIP

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're many acts for you to see,
When to the CIRCUS...you do go.

Acrobats and trapeeze 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 LIONS...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.

PACK CEREMONIES

OPENING

The circus is our theme for May; we think it is a dilly;
Both circuses and little boys can sometimes be quite silly.
Den leaders find it a natural to do this kind of show,
They run a three-ring circus every single week, you know.
At a circus there is shouting, roaring, stamping, whistles tooting,
Tumbling, pushing, falling, wrestling, and a-rolling and a-rooting.
At den meetings things keep moving, constant motion, constant noise.
There are lots of things in common between circuses and boys.
We've put all the dens together; it's not Ringling Brothers, you know.
But we think you will enjoy it, so let's get on with the show.

CIRCUS ADVANCEMENT CEREMONY

Cubmaster - (dressed as a ringmaster) Ladies and gentlemen, you are about to see a parade of achievements the like of which you have never seen before! For our first act tonight, we have trained Bobcats and their trainers (parents). They will perform for us in the center ring. (Bobcats and parents are called forward and badges are presented) Let's have a fine round of applause for this fine act.

And now, for our second collossal act, we have trained Wolves. The Wolves in this act are (read names). Here they come with their trainers into the center ring. (Boys and parents come forward and receive badges. Handle Bear badges in the same way.)

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 of the Cub Scout parade of achievements. (Call forward Webelos Scouts and parents. Present activity badges with flowery language, such as: 'These are our highly skilled Athletes who have shown their dexterity and strength in physical fitness feats ... These are the Aquanauts, whose remarkable agility in the water is unequalled ...')

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. To quality for this award, they have shown superior knowledge of Cub 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. Boys and parents come forward and awards are presented) And now, on with the big show!

CLOSING

Ladies and gentlemen, you have just witnessed the greatest of all shows in the world today. The circus is for children of all ages, from eight to eighty. For your pleasure we have presented the most wonderful and remarkable living animals, daring feats of skill and intelligence, a stupendous aggregation of wild beasts. In short, the most unique and hair-raising performance ever presented before an audience. In just one ring we have presented a wonderful collection of animals and performers in a preponderous performance unlike any you have ever seen before. We will ask that you remain in your seats while the wild animals leave. That's all of our show. Good night, folks.

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!

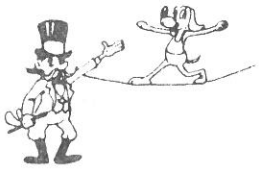
(A group of Cub Scouts in uniform run onto stage, jumping around wildly and howling like wolves and growling like bears.)

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.)



UNDER THE BIG TOP

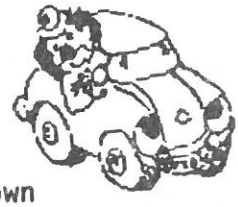
Characters: 8 Cub Scouts in uniform and later with beards added.

Props: Chairs lined up behind peanut gallery prop. Back drop painted with a circus theme. Bags of popcorn.

Cub Scouts are seated as if at the circus, eating popcorn and swaying to and fro as if they are watching a trapeze artist.

ACT I

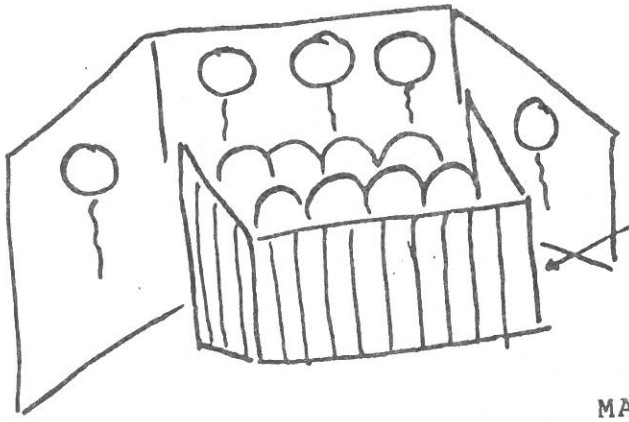
CS #1: I like that clown...but his legs are too short.
CS #2: Too short! (in alarm) Why they reach right down to the ground!
CS #3: I wish I had the money to buy an elephant.
CS #4: Ha! What would you do with an elephant?
CS #3: Who wants an elephant? I just want the money.
CS #5: Say, I'd like some peanuts, would you get me some?
CS #6: Sure, I will if you promise not to eat my popcorn.
(Cub Scout #6 leaves the stage.)
CS #7: Once I was really close to a lion. He was breathing down my neck.
CS #8: (In awe) What did you do?
CS #7: I put my collar up.
CS #1: What a funny looking elephant! (Pointing) Ha! He doesn't have any tusks.
CS #2: Well, there are very good reasons why an elephant doesn't have tusks...some are removed...some grow them later in life...and some are not supposed to have tusks...this one does not because he is a HORSE!

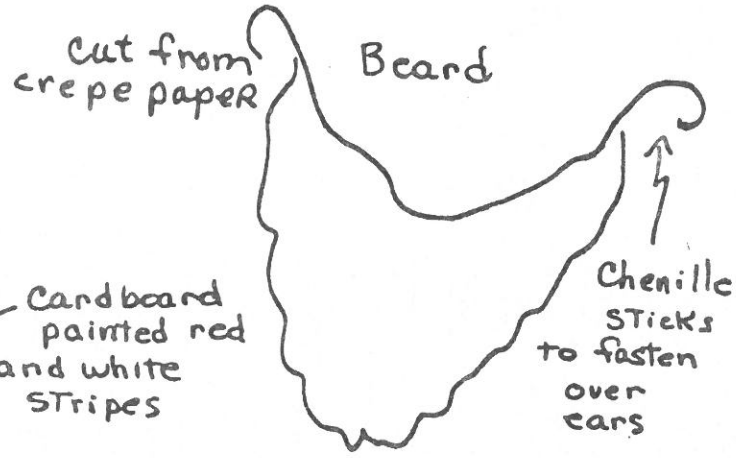


ACT II

Cub Scouts are dozing in chairs with beards on and all popcorn bags are gone except for CS #5's.

CS #5: Well, I suppose he is never coming back. I may as well eat his popcorn.
CS #6: (From off stage) IF YOU TOUCH THAT POPCORN, I WON'T GET THE PEANUTS!!!





CIRCUS COSTUMES

CIRCUS ANIMAL MASKS

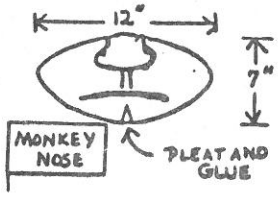
Lions, tigers, monkeys, elephants, bears can be a part of your circus. These animal masks are made from grocery bags. The brown bag is the base for the mask. Eyes, ears, etc are cut from colored construction paper and glued on.

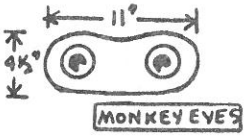
To prepare the bags, clip up about 4" at the four corners of the bag's open end. Slip the bag on the boy's head. The clipped portions will fit down his back, on his shoulders and down onto his chest. Cut off the front flap but leave the other three. Mark positions for the eyeholes and the nose. The eyes will be cut out, but the nose marking can be left uncut.

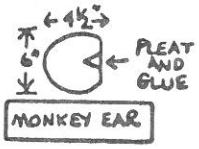
To assemble the elephant, glue the ears in position behind the headpiece. Glue the trunk in place and then glue the head to the front of the bag.

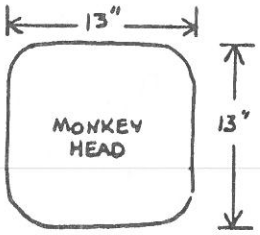
For the lion, first glue the mane to the front of the bag. Glue the ears behind the headpiece, then the headpiece to the mane. The topknot should be glued in the center only so that the jagged ends can be curled away from the head.

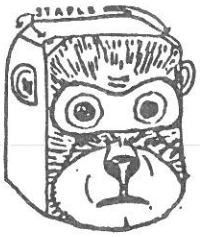
For monkey, glue ears behind head. Glue head to bag. Add eyes and nose.

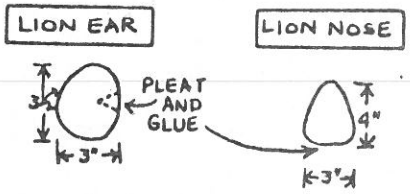


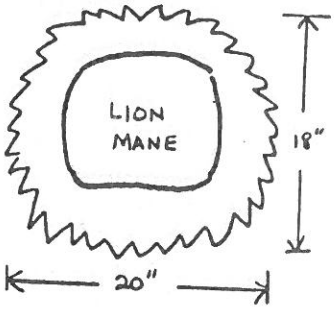


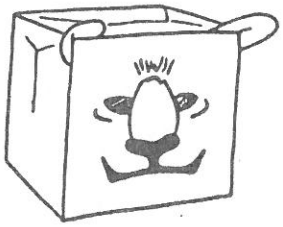


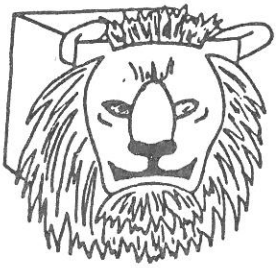


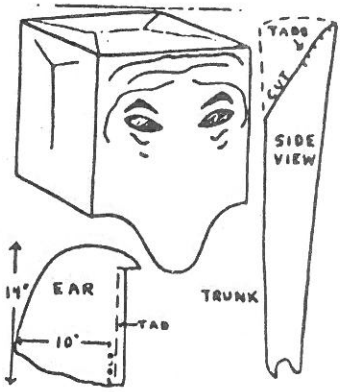


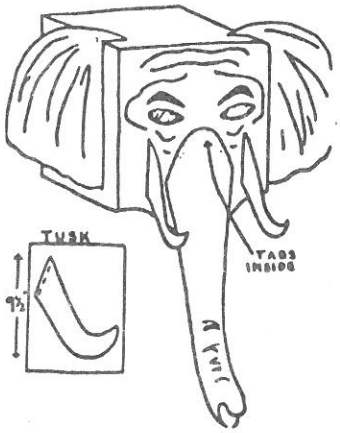


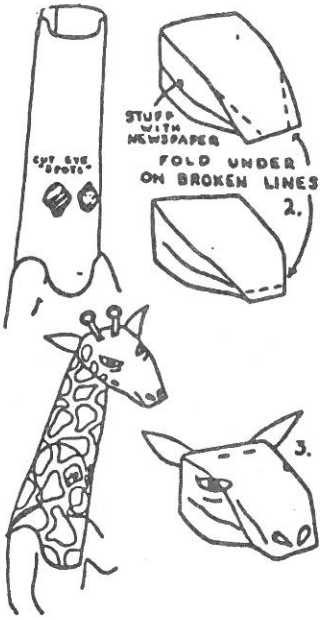








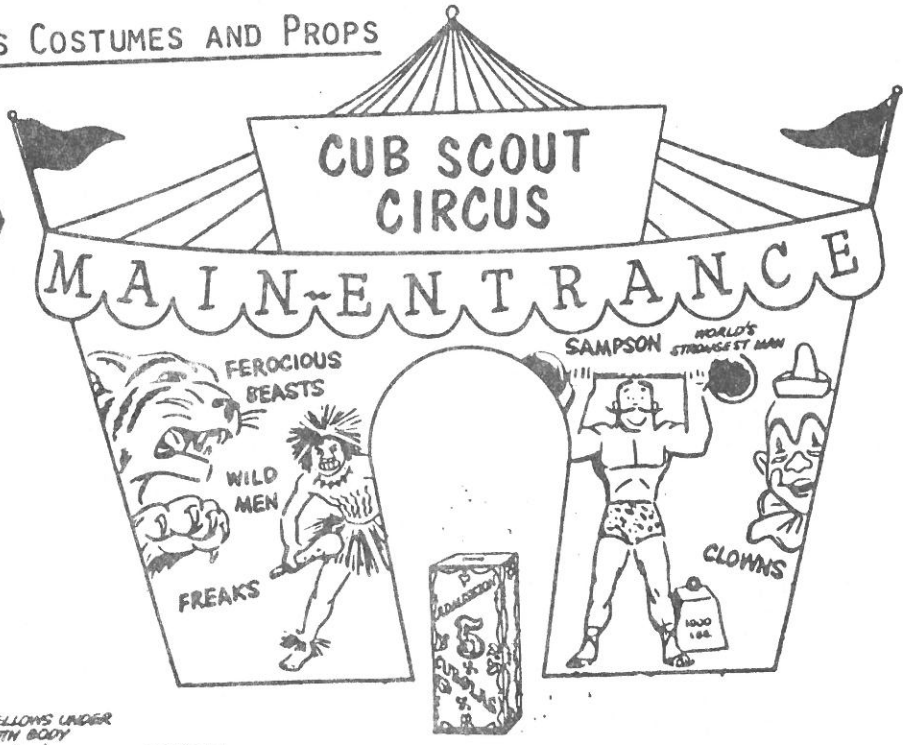


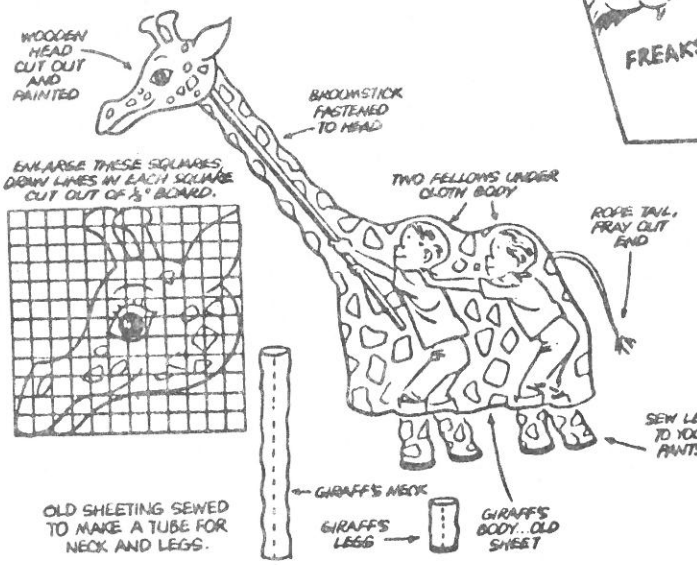


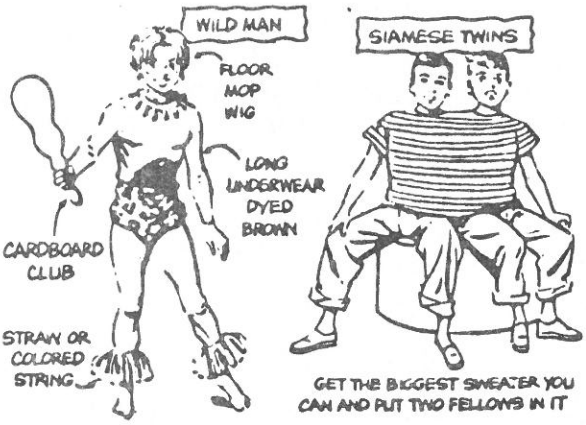
CIRCUS COSTUMES AND PROPS

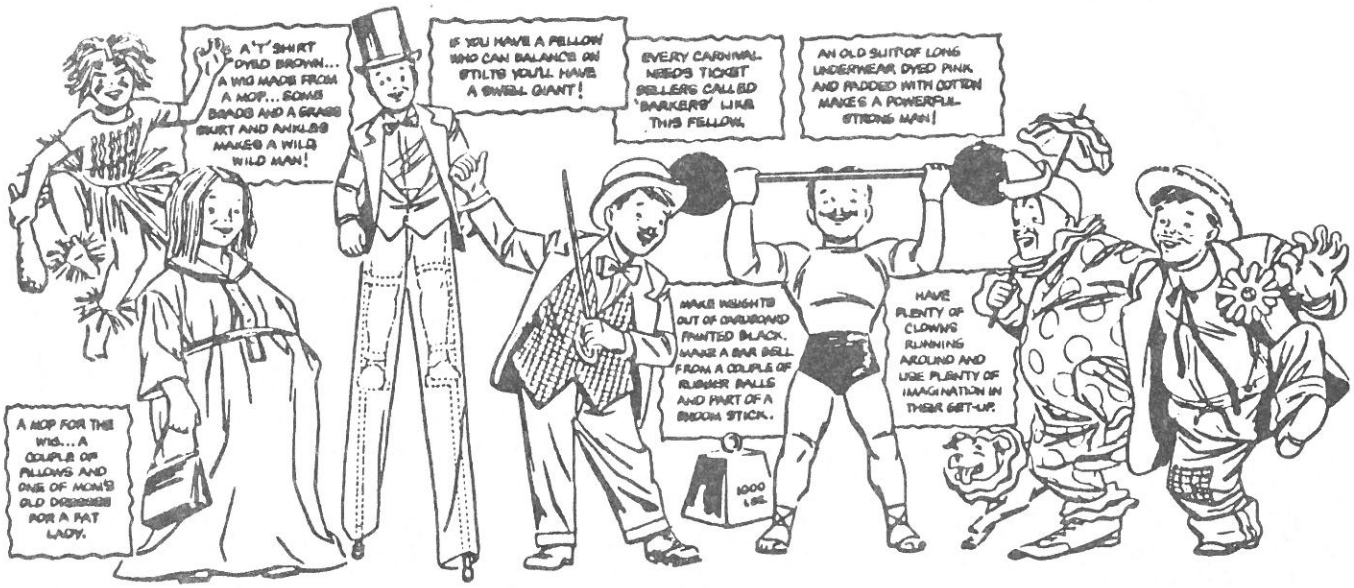
ATMOSPHERE IS THE MAIN THING TO TRY FOR, SO... LET'S MAKE A COLORFUL ENTRANCE TO YOUR SHOW.

YOU CAN CONSTRUCT ONE LIKE THIS WITH JUST A PIECE OF WALL BOARD AND SOME PAINT. AN ORANGE-CRATE WILL MAKE A SWELL TICKET BOOTH TO PLACE IN FRONT OF THE ENTRANCE.

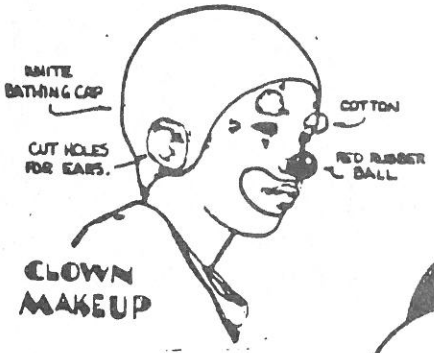


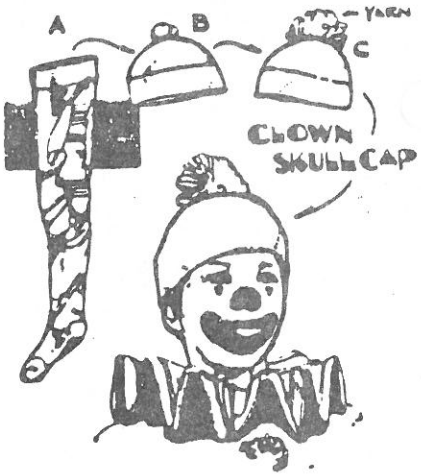


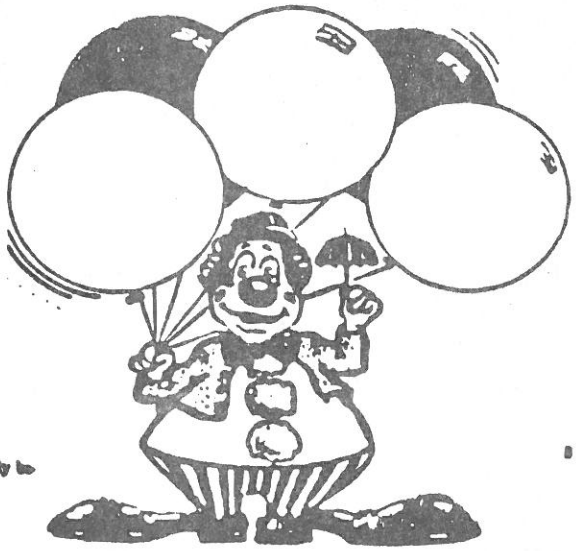




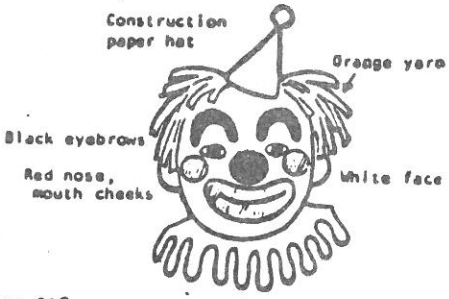
Big Top Makeup

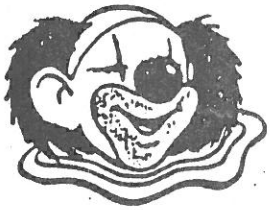


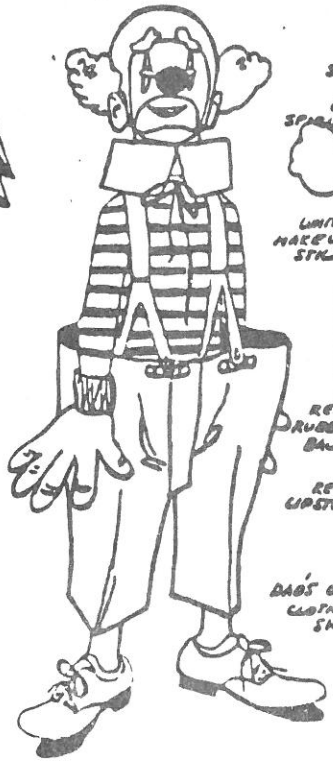


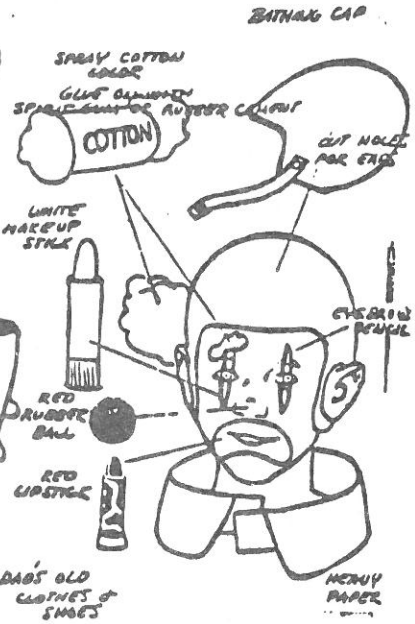


spread glue on the yarn and pull the strands gently between your fingers until they dry.









CLOWN PUPPET

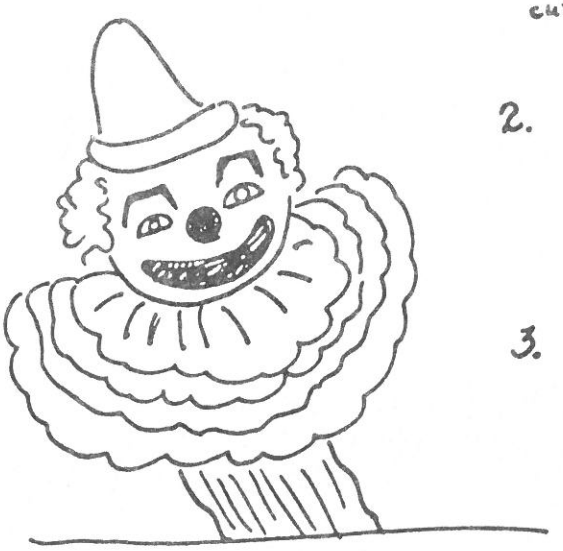
Who wouldn't love this whimsical, lovable clown who'll make comical faces and talk the moment you move your fingers? He's made from a pair of men's socks, scraps of yarn, bits of felt, and buttons.

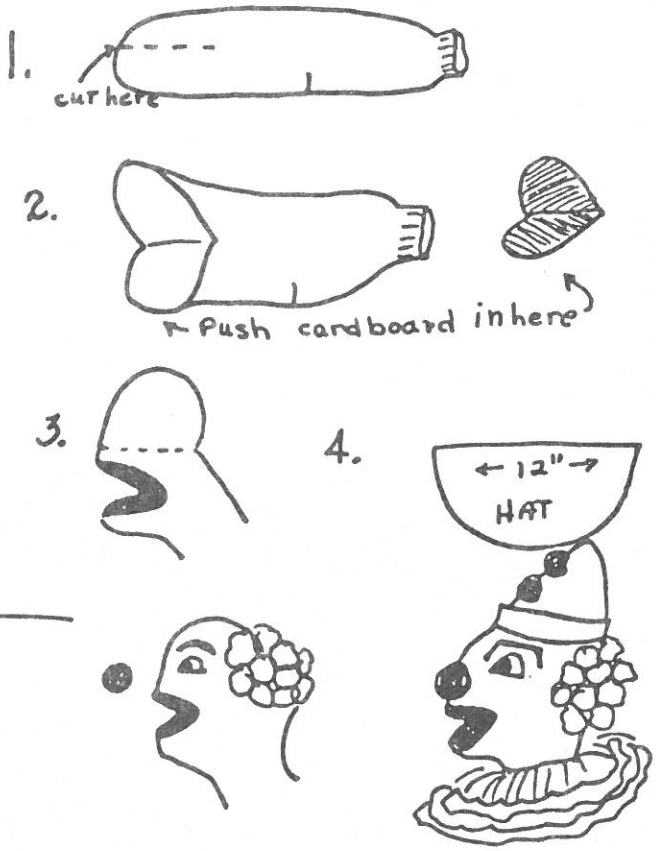
MOUTH - Take a tuck in the heel of a sock to make a straight, tubular piece. Cut the toe, as shown by dotted line, to form mouth (1). Cut an oval piece of felt to fit opening. Sew to the sock with an overhand stitch (2). Cut a piece of cardboard the same as the felt, bend in half and insert inside sock up into the mouth.

HEAD - Cut 4-inches from toe of second sock. Stuff firmly but lightly, and sew to the top of the first sock, turning rough edges under (3). Make sure that the space above the cardboard is not sewn closed. Shape nice and round with fingers.

FEATURES - For eyes, use large round or crescent-shaped pieces of white felt with bright buttons sewn in the center. Embroider exaggerated eyebrows with black yarn. Use a large bead or button for the nose. Stitch on colorful pompons for sideburns.

ANIMATION - Slip thumb into the bottom part of the mouth, your fingers into the top, and the puppet will come alive at your touch!





GAMES

Ringmaster - Boys form a ring around the ringmaster. Ringmaster cracks whip and calls out the name of an animal. All players immediately imitate that animal by sound and action. When ringmaster says: "All join in the circus parade", each player begins to imitate the circus animal of his choice and lines up to parade around the room. When the ringmaster cracks whip again, they resume circle and play again.

Laugh, Clown, Laugh - Cut a clown from cardboard. Paint one side blue, one side gold. Divide group into two teams - the blue team and the gold team. Teams line up facing each other. Leader stands between two teams and tosses clown into the air. If blue side lands up, the blue team must laugh, while the other team remains silent. If gold side lands up, the gold team must laugh, while others are silent. Score points for opposite team when a boy smiles or laughs at the wrong time.

Four Clowns in a Row - This is a good get-acquainted game or pack meeting mixer. It is played similar to Bingo. Give each person a sheet of paper which has been marked off in twenty squares. Give him a supply of circus stickers. Players circulate around the room, getting a signature of someone in each of the twenty squares. Then ask everyone present to sign their name on a small slip of paper. Slips are put in a hat for drawing. As a name is drawn, that person responds with "Here" and the boys with that name on their sheet put a sticker over it. When any boy gets four stickers in a row, either down or across, he shouts "Four Clowns in a Row" and is awarded a prize.

Clown Volleyball - A row of chairs across the room serves as the net. Two toy balloons, inflated, are used as balls. Both sides serve at the same time, putting both balls into play. The ball doesn't have to go over the net on a serve - the other players can help knock it over. The ball is in play as long as it is in the air. A side scores a point when a ball is grounded in their opponent's territory. When one ball is grounded, the teams continue to play with the other ball. No serve is allowed until both balls are grounded.

Swat the Clown - Select two Cub Scouts. Put a paper hat on each one's head and give each boy a rolled up newspaper. Winner is the first one to knock the hat from his opponent's head.

Water the Elephants - Equip teams of boys with cone paper cups. On signal, they dip cups into tub of water and race to large soda bottles at the finish line. The object is to fill these bottles. Team filling their bottle first wins. This can get messy, so it is best played outside.

Tightrope Walking - Stretch out along the floor a 12-15' length of rope. One at a time, players stand on the rope with both feet, toe to heel, and look through the large end of a pair of field glasses. They walk forward and backward along the rope. If space permits, have a tightrope race, using two or three ropes.

Juggler Relay - Divide den into two teams and give the starter for each team an object, such as grapefruit, orange, balloon or ball, which he places under his chin. The object is passed down the line, chin to chin, with all players clasping their hands behind their backs. Hands cannot be used.

CIRCUS FUN
(Tune: *Clementine*)

At the circus there are lions
And they roar so very loud;
They send shivers sharp as slivers
Through the anxious, waiting crowd.

Chorus
O, the circus, yes, the circus,
Lots of fun for young and old.
Peanuts, popcorn, cotton candy,
Till your mouth no more can hold.

At the circus there are elephants
That parade and swing and sway,
As they work and never shirk
With mere peanuts as their pay.
(Chorus)

See the circus when it's in town
For a day that's filled with fun.
You'll have thrills and lots of chills
That will last till day is done.

FOUND A PEANUT
(Tune: *Clementine*)

Found a peanut, found a peanut
Found a peanut last night.
Last night I found a peanut,
Found a peanut last night.

It was rotten (etc)
Ate it anyway (etc)
Got a stomach ache (etc)
Called the doctor (etc)
Operation (etc)
Kicked the bucket (etc)
Went to heaven (etc)
Met St. Peter (etc)
Wouldn't have me (etc)
Tried the other place (etc)
Found my friends there (etc)
Had a party (etc)
Ate a peanut (etc)
(and etc, etc, etc.)

See *Cub Scout Songbook* for
"The Circus Comes to Town"
"The Calliope Song" and
"The Animal Fair".

CIRCUS DAYS
(Tune: *Johnny Comes Marching Home*)

The circus parade has come to town,
Hurrah, Hurrah.
With lions and tigers and bears and clowns,
Hurrah, hurrah.
The acrobats will do some tricks,
The juggler performs with balls and sticks,
And we'll all be glad
When the circus comes to town.

The African lions growl so loud
They make me quake.
The tightrope walker walks so high
He makes me shake.
I laugh at the clowns as they perform,
Eat peanuts, candy, and hot popcorn,
Oh, join in the fun
When the circus comes to town.

THE DEN TRAPEZE
(Tune: *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 leader's care,
We thought we'd be able
to fly through the air.

We finished the job
for our big circus fling,
But our trapeze was leaning;
we hoped it would swing.
The pack was assembled
and ready to go,
When our trapeze crashed down -
the star of the show!

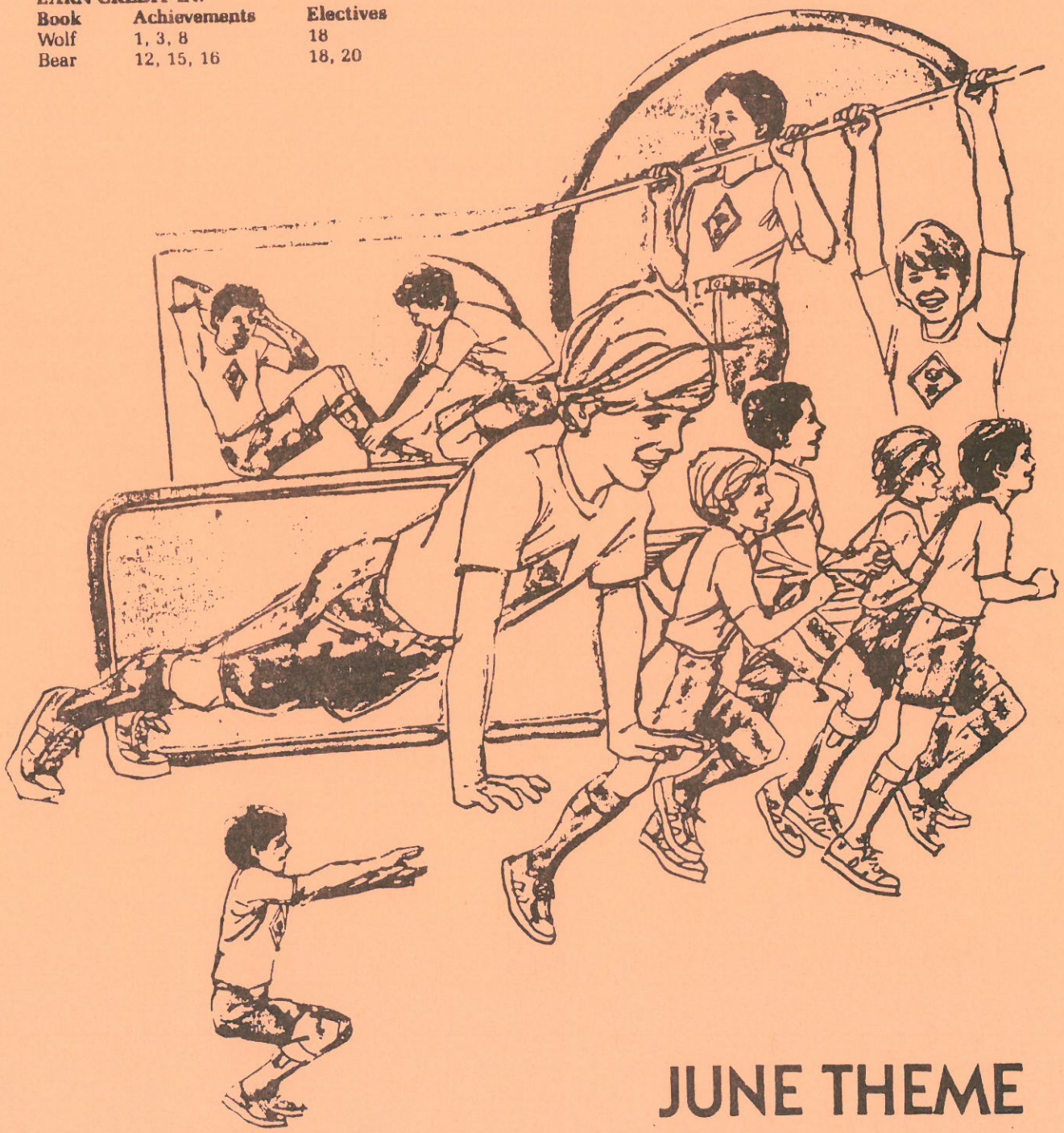
MAN ON THE FLYING TRAPEZE

He flies through the air
With the greatest of ease,
The daring young man
On the flying trapeze.
His movements are graceful;
The girls he does please;
And that's what became of my love.
Ohhhhh. (Repeat)

SPORTS ARENA

THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	1, 3, 8	18
Bear	12, 15, 16	18, 20



JUNE THEME

SPORTS ARENA

Most Cub Scout-age boys love sports. So do many of their parents. Therefore, it should not be hard to plan a full month of fun for the Sports Arena theme, using the parents as planners and teachers.

Dens will spend the month trying out some unfamiliar sports, and perhaps also playing the more common ones such as softball and basketball. Remember to stress the fun of the games and not the winning. Sportsmanship should be number one. Keep in mind that the Cubs just want to play the game and although winning is great, it's how we play that is important!

Honesty, fair play and respect for others are points of sportsmanship that should be continually stressed. Our society is based on honest relationship with those around us. It is the foundation for everything we do. Just as important to young people is trust. It contributes to their well-being and confidence. Honesty helps build trust.

Fair play is involved in belonging to more than just a family. It relates to the Cub Scout den, neighborhood, and even the country. Everyone has a share in whatever is at stake.

Respect for others is important regardless of age or position. Maintaining respect for a person is important, even if we dislike that person's actions. Respect for others starts at home and works its way outward. Courteous behavior opens doors to opportunities that otherwise might remain closed.

In your activities and discussions with your Cubs about the value of good sportsmanship remember - it may be meaningless if your own example of behavior is inconsistent with what you say. Remember, "actions speak louder than words."

This theme was designed to achieve Cub Scouting's purposes of:

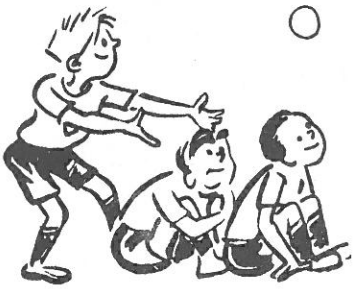
They will also be practicing for the Pack Physical Fitness Championship Tournament. This Tournament will involve a series of five or more tests such as sit-ups,standing long jump, 50-yard dash, softball throw, push-ups, etc.

- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.
- Providing fun and exciting new things to do.
- Preparing them to become Boy Scouts.

IDEAS FOR DEN ACTIVITIES

- Practice physical fitness events.
- Visit a karate school for a demonstration.
- Visit a fitness center or gym.
- Do good turns for a shut-in; run errands, mow lawn, etc.
- Go bowling.
- Contact an agency for the physically limited to see if den can assist in an act of good will.
- Attend a sports event together.
- Challenge another den to a game of basketball or softball.
- Have den dad organize a father-son bike hike.
- Schedule activities for early evening or Saturday so dad's and working moms can attend.

IDEAS FOR PACK ACTIVITIES



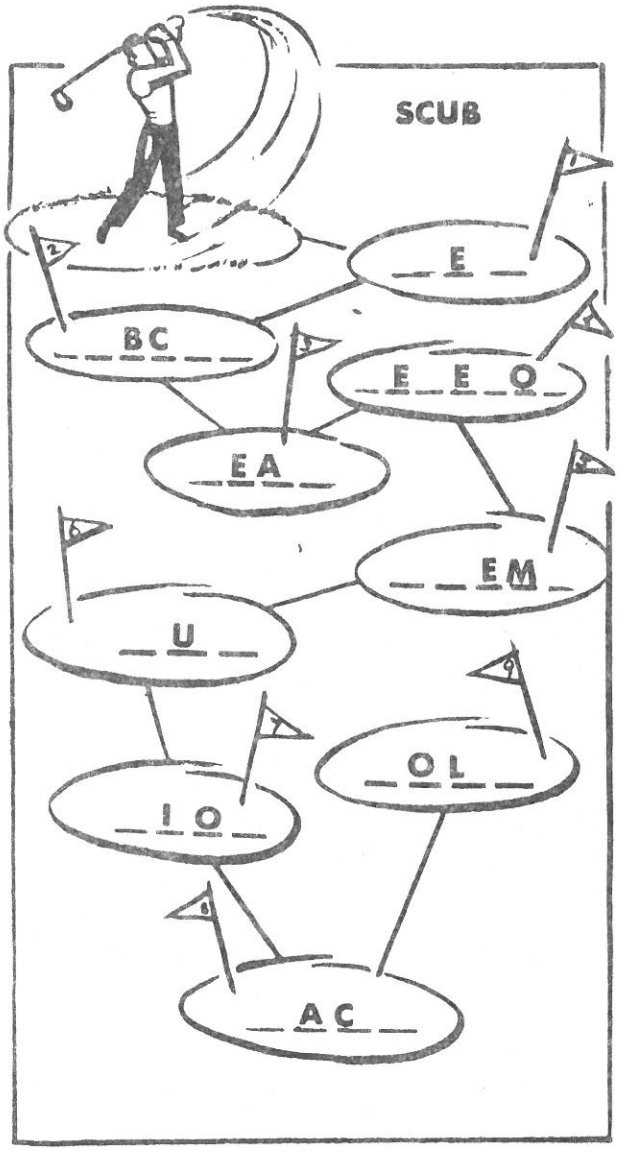
- Hold a Physical Fitness Championship Tournament.
- Have a Raingutter Regatta. (See p. 9-47 Cub Scout Leader How to Book)
- Attend a sports event.
- Go roller skating.
- Invite a well-known local athlete to help present awards at pack meeting.
- Have a karate expert or gymnast give a demonstration.
- Record attendance at Pack event for Pack Summertime Award.

Rules for fun

1. Learn to have fun without spending money.
2. No one must get hurt in body or spirit (physically or by ridicule of color, race, religion, or physical handicap).
3. The best fun is to be found in your imagination. Be creative—get something of yourself into the activity.

—Ernest Thompson Seton

GATHERING or preopening activities for the fitness championship can simply be to let the boys practice events as they arrive. Have each area under the supervision of den chiefs and nonpartisan adult. Activities such as Bowling on the Green, Scub and Wicket Bowling can be set up for parents and other family members.



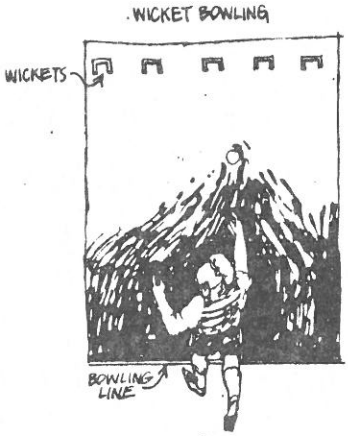
PLAYER		
HOLE	PAR	SCORE
1		
2		
3		
4		
5		
6		
7		
8		
9		
TOTAL		

SCUB is an interesting gathering-period game or icebreaker to use at pack meetings, blue and gold dinners, or district Cub Scout leaders' roundtables or training courses. It will keep your parents and leaders up to date on Cub Scouting terminology. Each hole in the SCUB golf course contains a Cub Scouting term with at least one missing letter to be filled in. Par on each hole is the number of letters in each word. If contestants use another word with more (or less) letters, their score will be the actual number of letters used. Words not pertaining to Cub Scouting count double in letters. If they miss a shot, their score for that hole is 15. Lowest score wins. Allow five minutes for the game.

BOWLING ON THE GREEN

Play this game on a smooth, close-cut lawn. Wooden balls made especially for this game should be used, but croquet balls may be substituted. Each player has two of these balls called "bowls." A small ball is called the "jack." The first player bowls the jack out on the lawn, and the bowls are rolled at it in turn. The jack as well as the other bowls may be moved by being hit in play. A bowl touching the jack scores 3 points. The nearest bowl to the jack scores 1 point. If two bowls rolled by the same player are nearest the jack, he scores 2 points.

WICKET BOWLING. Set up 10 croquet wickets in a row, with enough space between them for a croquet ball to go through. Make a bowling line 15 feet from the wickets. In turn, each player tries to bowl a ball through the wickets, in order from first to last. If he makes one, he continues to the next until he misses. When he misses, he waits for his next turn and starts at the wicket he missed.



SPORTS IN RIDDLES AND RHYME

Read each riddle, pause, and then on your signal (Cub Scout Sign) everyone is to shout out the answer together. No one is to give the response until your signal. Sometimes you may give the signal more slowly than at other times....this will keep the audience alert and listening!

Think of a diamond; think of a glove;
Think of a team of nine;
Think of a grandstand filled with fans,
Willing to stand in line. (BASEBALL)

The athlete who will win,
Has learned to breathe just right,
And keep a steady pace,
Till the finish line's in sight. (TRACK)

Two forwards and a center,
Plus two guards make a team,
To win this fast, excitilng game
Is every player's dream. (BASKETBALL)

A "must" on the program for every Scout,
Whether you learn indoors or out,
A favorite sport from spring to fall,
Paddle or float, kick or crawl. (SWIMMING)

Eleven players on each team,
Two halves in which to play,
When a player makes a touchdown,
There's cheering right away. (FOOTBALL)

An occasional tumble, perhaps a few squeals,
As you're learning to stand upon wheels,
But think of the fun when you've mastered the trick,
And glide down the sidewalk, ever so quick!
(ROLLER SKATING)

HOME RUN APPLAUSE - Simulate swinging a bat at a ball, shade your eyes with your hand and yell, "It's out of here!"

BASKETBALL APPLAUSE - Simulate shooting ball toward basket, pause a moment and yell, "Whoosh!"

CHEERLEADERS APPLAUSE - Throw arms up in the air and yell, "Yea, team!"

HIGH FIVE APPLAUSE - Turn to person standing next to you and slap hands high in the air.

OPENING CEREMONY

ARRANGEMENT: 7 Cub Scouts enter, each is carrying a different kind of muscle-building equipment. They use their equipment as they take turns speaking the lines below:

1ST CUB: To keep your body strong and healthy
Is more valuable than being wealthy.

2ND CUB: When you are fit, you feel so good,
And try to do the things you should.

3RD CUB: It helps you lend a helping hand
To needy folks around our land.

4TH CUB: Eating the rignt foods is always wise,
And everyone needs some exercise.

5TH CUB: Stand on tiptoes, one, two, three;
Touch your toes, don't bend a knee.

6TH CUB: Run a while, then slow your pace,
Practice will help you win the race.

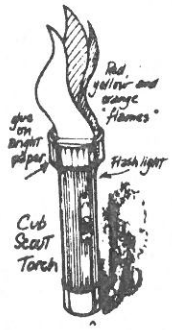
7TH CUB: Scouting builds young boys into men.
And this is where it all begins.

SPORTS TOURNAMENT OPENING

Open your tournament with a grand march into the area, with each den carrying its den flag. When all are in place, have a solitary runner bearing the "flame" arrive and pass it to the Cubmaster. He calls for the Tournament Chairman to lead the athletes in this version of the Olympic Oath:

Chairman asks the Cubs to stand and repeat after him.

"We promise - that we will take part - in this Fitness Championship - in the true spirit of sportsmanship - and that we will respect and abide - by the rules that govern them - for the glory of sport - and the honor of our den."



The Chairman then declares the Championship Tournament open:
"Let the Tournament begin!"

ADVANCEMANT AND RECOGNITION

The advancement chairman and his committee should develop appropriate ceremonies for recognizing advancement, induction into the Pack, and Tiger Cub or Webelos graduations. Since advancement is an important part of the Cub Scout program, be sure as much emphasis is placed on this recognition as is placed on the winners of the tournaments. See Staging Den and Pack Ceremonies No. 3212.

CUB SCOUT SPORTS AWARD CEREMONY. NOTE: The following ceremony may be used to present awards for softball. However, the ceremony may be adapted for any of the other Cub Scout Sports by using the equipment or skills of the sports to make the point that practice makes perfect and that effort is required to learn anything.

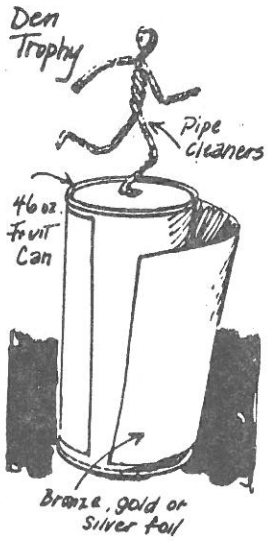
Equipment: softball and bat, softball belt loops and physical fitness pins for each boy and adult teammate; sports letters, if earned.

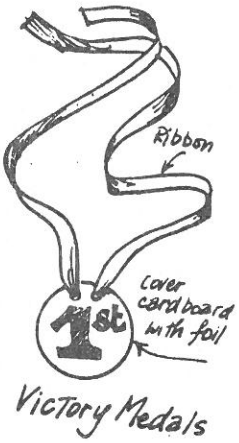
Personnel: Cubmaster, boys, and adult teammates.

CUBMASTER: Tonight we have some honors for young athletes—boys who have earned the Cub Scout softball awards with their adult teammates. Will the following boys and teammates please come forward? *(When group is in position, give softball to one boy, bat to another; ask the boy with the bat to lob a pitch, which the batter bunts back to him.)*

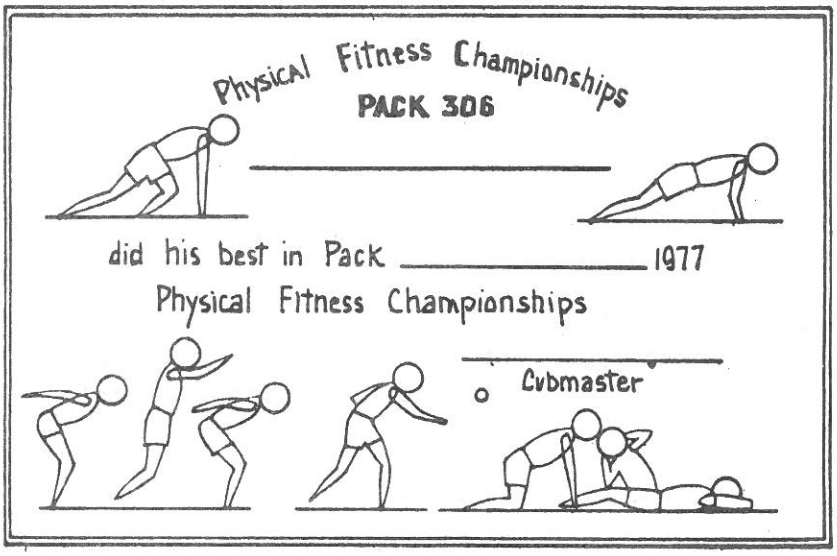
CUBMASTER: Wow! Bobby was all set to knock that pitch downtown. I'm glad he bunted instead. Both boys demonstrated a couple of the skills of softball—and let me tell you, they can do a lot better than that! But with the help of their adult teammates, they have learned plenty about softball during the last few weeks. They did it by practice and playing games.

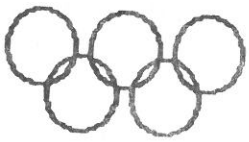
It takes the same thing—practice, practice, practice—to learn any worthwhile skill—in Cub Scouting and in life. It's a pleasure now to award these softball belt loops, physical fitness pins, and sports letters to these Cub Scouts and Webelos Scouts. And for their adult teammates, we also have physical fitness pins. *(Present awards.)*





Certificate of Participation





CLOSING THOUGHTS FOR DEN AND PACK

Giving to Others: Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree - by doing our best to always be helpful to others by putting others first and ourselves second. Remember the lesson we learn from the tree; to give to others more than we receive.

Keeping Fit: 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 can be applied to ourselves. We have a body, which when kept in good condition, will serve us well. If we get plenty of exercise, eat the proper foods, and have good health habits, we will be able to enjoy to the fullest the things we do. But if we fail to take care of ourselves, we can become rusty and dull like the neglected knife. Do your best to keep fit!

Can You Take It? (Hold up tire advertisement) Cub Scouts, tire manufacturers are constantly working to make a better tire - one that can withstand the pounding and abuse that high-speed driving demands. In other words, a tire that "can take it". Like the tire, you and I are put to the test every day. When things are going along smoothly it is not hard to get along. The real test is how we do when the going gets rough - when things don't always shape up the way we want them to. At times like these, the Cub Scout Promise can help you carry on with the right attitude and do your share without grumbling or griping. It will help you meet the test. Can you take it?

Cheerful Attitude: Do you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. There can be many reasons for not being cheerful, but in spite of these, it is best to keep your feelings to yourself. Cub Scouts who have a cheerful attitude not only make life easier for themselves, but spread their happiness to others.

Sportsmanship: We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not violate them. He competes with all his heart striving to outclass his competitors. If he wins, he doesn't act smug but instead compliments the losers for the fine showing they made. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A sportsman accepts defeat, congratulates the winners, studies how to improve, and determines to do better the next time.

SKITS

There may not be much call for Skits this month, but just in case someone has a need, we have provide two easy ones.

ONE STEP AT A TIME

CHARACTERS: "Senior" Scout (Den Chief, Denner, Webelos), Cub Scouts.

SETTING: All Scouts are on stage as the skit begins.

CUB NO. 1: When I grow up I'm going to be the world's greatest broad jumper and jump like this (Jumps about 1 foot and falls down).

SENIOR: Well, you'll have to remember to take it one step at a time, one step at a time.

CUB NO. 2: Well, I'm going to be a high jumper and win a gold medal like this ...(jumps and falls flat).

SENIOR: Well, just remember that you'll have to take it one step at a time, one step at a time.

CUB NO. 3: Well, I'm going to be a world famous baseball player and hit homeruns like this (swings and falls down).

SENIOR: Fine, fine, but remember to take it one step at a time, one step at a time.

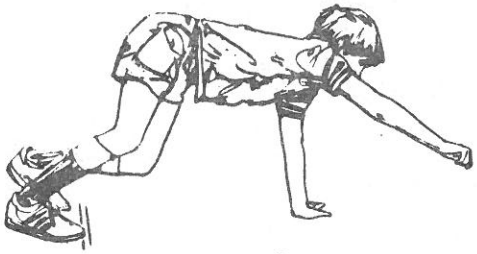
CUB NO. 4: I'm going to be the world's best slam dunker (dribbles imaginary ball across stage and slam dunks it, falling down).

SENIOR: Sure, sure, but remember to take it one step at a time, one step at a time.

CUB NO. 1: Say, what are you going to be when you grow up?

SENIOR: Me? Why I'm going to be the greatest marathon runner that ever lived! (Turns to walk away, but trips over his shoe lace).

ALL CUBS: ONE STEP AT A TIME.....ONE STEP AT A TIME!



COMEDY BASEBALL

Cast: Four players; a pitcher, catcher, umpire and batter.

The ball game is entirely imaginary, but the act is so thoroughly rehearsed that each move seems natural. The catcher slaps his glove high in the air just after the batter swings at a high one. An amusing stunt is to have the catcher reach ahead of the bat and pick one off before the batter can swing.

A comedy consultation between the members of the battery is held, also a high foul tip is batted straight up. It is so long in coming down that the catcher has time to read the Sunday comics. Finally, the batter hits a home run and amid great excitement slides home.

THE END

Physical fitness stunts

Whether your den meets in the back yard or living room, these stunts will improve their fitness and provide gathering-time activities for many den meetings.

TOWEL PICK-UP — Take off your shoes and socks. Pick up a towel with your toes.

PAPER PICK-UP — Pick up a piece of paper from the floor without bending your knees.

SIT-UPS—Lie with your back on the floor. Sit up without bending your knees or using your hands.

TOE TOUCH — Stand with legs apart. Touch left toe with right hand and right toe with left hand.

BOOK CARRY — Walk across the room with a book balanced on your head.

SKIN THE CAT — Clasp your hands in front of you. Try to step through the ring formed by your hands and finish standing upright with them clasped behind you. Return to your original position by stepping backward through the ring.

STRETCH AND BALANCE — Lay a broomstick on the floor. Put your right elbow on the handle and stretch out your arm at right angles to the broomstick. Put an empty spool where your fingertips reach.

Now, kneel on the broomstick and hold onto it with both hands. Bend forward and try to pick up the spool with your teeth. Return to an upright position without losing your balance.

TOE WRESTLING — Two wrestlers sit on the floor, facing each other with arms clasped around knees When they are in this position, place a stick over each person's elbows and under his bent knees. Their feet should be flat on the ground with the toes of one touching the toes of his opponent.

The object is for one wrestler to get his toes under the toes of his opponent and roll him over backward. If either wrestler breaks the handclasp about his knees, the other wins the contest.

CRAFTS

Not much call for crafts this month? Too busy practicing those fitness events? Sounds like fun!!!! Summer time is outdoor time, but you might want to help the Cubs make their own fishing poles and then enlist the help of a dad or two to go fishing.

Or you could make some exercise equipment.

Or design your own T-shirt to wear on the day of the big event.

MATERIALS: T-shirt, iron on crayons (available at craft or hobby stores), paper, pins, pencil, iron, ironing board.

1. Draw any design of your choice on scrap paper.

2. Using iron-on crayons, copy the design on a clean sheet of paper. Press down on the crayons for good, strong color.

3. Pin the design, face down, to a T-shirt.

4. Heat the iron. Set the dial for the type of cloth you will be pressing (Cotton shirt - cotton setting).

5. Run the iron back and forth over the design. Press down as you go. Check to see if the design has transferred to the cloth by lifting a corner of the paper. If you have to iron over it more.

6. Remove the pins, and there you have it -- your very own designer T-shirt.

7. When using letters, crayon backwards, otherwise final print will be reversed.

GAMES

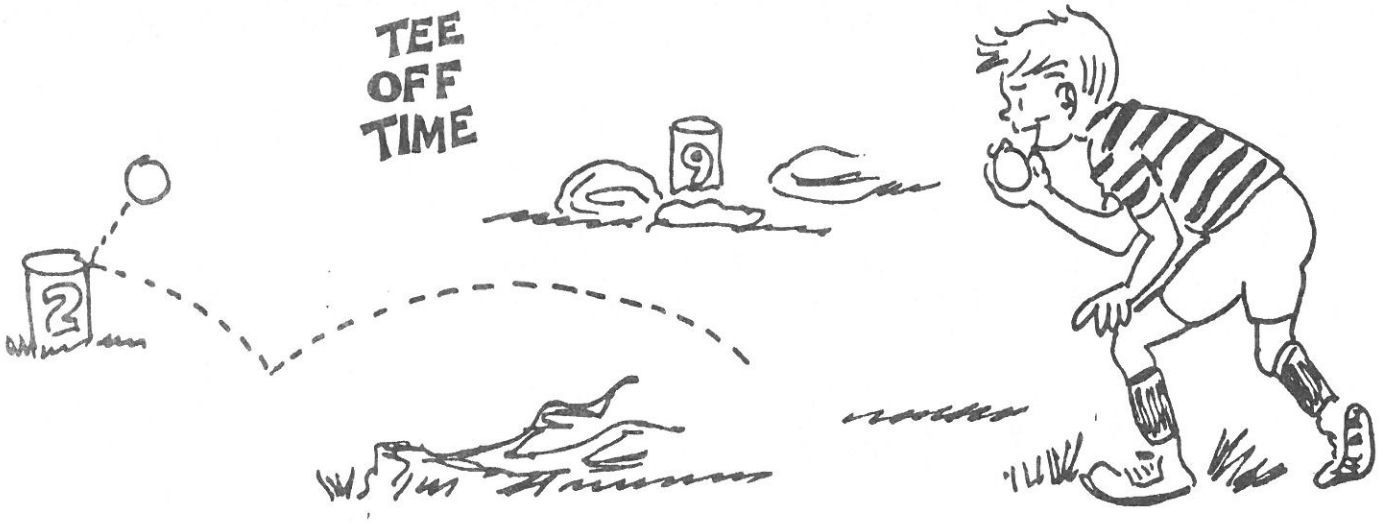
CUB SCOUT GOLF

Golf is a simple game (at least it seems so until you have tried it). It is easily adapted to a Cub Scout Competition. The two versions described here involve throwing a rubber ball toward the 'holes' which could be No. 10 cans or ice cream tubs fastened securely to the ground. The 'golf ball' is a ping pong ball and the 'golf clubs' are venetian blind slats or something similar.

TIN CAN GOLF

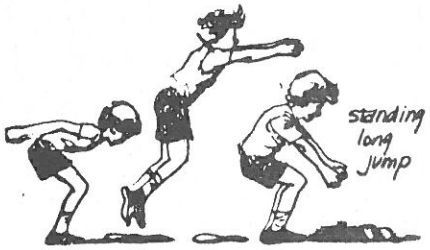
This is a good parent-son event for a picnic or den meeting. Dens can compete as teams if set up for a Pack event. It can be played in just about any area, but don't make the course too large or the game will take too long. Follow these simple rules:

1. Rubber or tennis ball is tossed underhand toward tin can hole.
2. Second and third shots are taken from where the ball stops.
3. Overhand toss is permitted on "green" near the "hole."
4. Use natural hazards in setting the course.



PING PONG GOLF

1. Each boy has a venetian blind slat or similar for a club.
2. Each boy has a ping pong ball (names on ball might prove helpful.
3. Each boy has a tally card to keep score.
4. Score is kept by number of strokes as for golf.

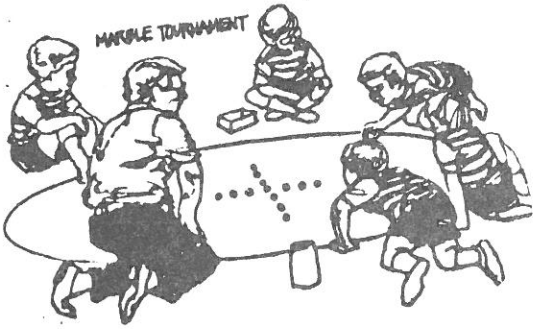


DISAPPEARING ACT. You need an ice cube of identical size for each den family team. On signal, the den teams pass the ice from player to player, working it in their hands like a bar of soap. Object of the game is to make the ice disappear. Winner is the team whose ice disappears first.

WATER GUN SOCCER. You need a balloon or light beach ball, and for each player a squirt gun or empty detergent bottle with squirt top. Have buckets of water for players to fill their "guns."

Divide players into two teams. Mark goal lines at ends of playing area and side boundary lines. Place balloon in center of playing area. On signal, teams rush toward balloon and try to propel it toward their opponents' goal, using only their squirt guns. Players may reload their guns from the bucket.


BALLOON PASSING


MARBLE TOURNAMENT


FATHER-SON TUNNEL

***HOT POTATO RACE.** Divide players into two teams and line them up relay fashion. First player on each team is given a raw potato. On signal, he puts the potato between his feet and hops to a turning line and back while holding the potato with his feet. Next player continues the action, and so on until all have run. First team finished wins.*

CUB SCOUT SPORTS PROGRAM

Sports has a long and honorable history. Early records show that organized sports go back in time to the oldest civilizatjons we know -- ancient Egypt, India, and China.

Today the average boy at school or play is exposed to two or three team sports such as softball, basketball, or soccer. Some swimming, as an individual sport, during the summer. But how often does this average boy get a chance to learn golf, tennis, skiing or archery?

Where can he find a year-round program designed for his age group that provides a choice among many different sports, both team and individual? You're right, in the Cub Scout sports program! It's a program that emphasizes not only the sports themselves but the physical fitness a boy must develop to learn and play these sports. It is a program that permits him to take part at his own ability level and to play as a relaxed child, not as an adult under pressure.

The Cub Scout sports program is based on the following concepts:

1. It supplements the existing program, it does not replace it.
2. It is not an advancement program, therefore it has a minimum number of requirements. The Cub Scout will be recognized for participating in his unit, community, district/council or as a lone Scout.
3. The sports program does not emphasize winning, only that each boy do his best.
4. There is emphasis on value and standards which in sports is called sportsmanship.
5. There is an opportunity for every boy registered as a Cub or Webelos Scout to participate.
6. There are summer and winter sports, indoor and outdoor sports, active and less active sports and team and individual sports.
7. The boy may introduced to several sports during his years in the Cub Scout program.
8. There is family involvement.
9. The program is flexible and easy to manage.
10. It supports and strengthens the aims and purposes of the Boy Scouts of America.

THE CUB SCOUT SPORTS PROGRAM SUPPORTS THE AIMS OF THE BOY SCOUTS OF AMERICA, WHICH ARE CITIZENSHIP TRAINING, CHARACTER DEVELOPMENT, AND BOTH PHYSICAL AND MENTAL FITNESS.

THE CUB SCOUT SPORTS PROGRAM RELATES TO THE FOLLOWING PURPOSES:

Encourages good sportsmanship and pride in growing strong in mind and body.

Improving understanding in the family.

Strengthening the ability to get along with others and respect other people.

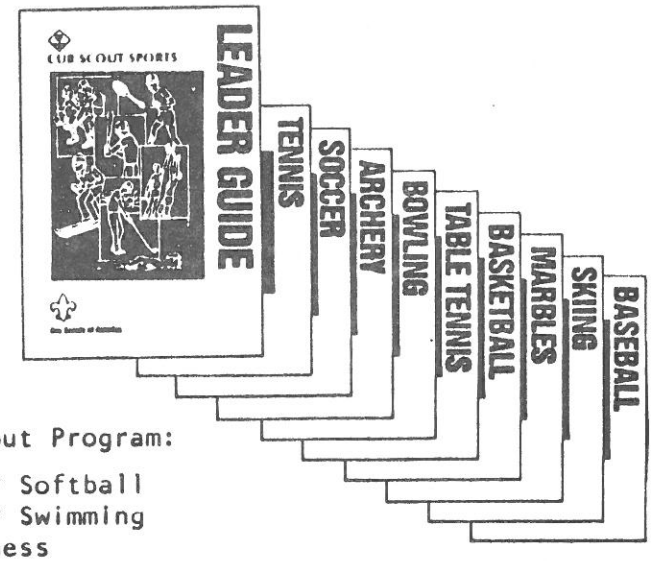
Fostering a sense of personal achievement by developing new skills and interests.

The Cub Scout sports program is designed to work at all Cub Scouting levels -- in the family, den, pack, or the district and council level -- and to teach a boy, at every level, how to get along with others. This program includes adult guidance and training, a safe environment, a share in decision making, awards, and achievements. As in other Cub Scout activities, it involves adult family members. They will be playing, exercising, and influencing their sons in important sportsmanship values. And from the Cub Scouts view more fun than he ever dreamed of.

The Cub Scout Sports Leader Guide is designed to help you organize the Cub Scout sports program in your pack and keep it going. You'll find sections on resources, safety, the role of parents, setting up pack tournaments, facilities, recognition, equipment, and more. Supporting the Leader Guide are individual booklets for the boys -- including golf, physical fitness, tennis, soccer just to name a few.

RESOURCES
(available through the Boy Scout Service Center)

* Your Introduction to Sports #2151
* Cub Scout Sports Leaders Guide #2152
* Individual Sports Manuals for Boys
* Audio/Visual - Cub Scout Sports..A New Ball Game #AV962 with cassette #862C



Sports available for the Cub Scout Program:

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

With such a variety of sports to choose from, a pack can try two different sports each year. Over a period of a boy's four years in Cub Scoutig, he can learn to play eight different sports. A number of these -- such as swimming and golf -- are individual sports that he could enjoy for the rest of his life. The habit of good physical fitness will be lasting for Cub Scout as well as adult family member.

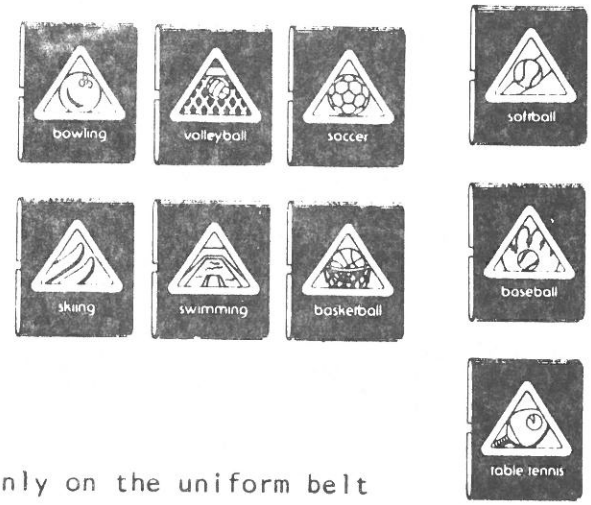
So, good luck with the sports program in your pack.

IT'S NOT WHETHER YOU WIN OR LOSE, BUT HOW YOU PLAY THE GAME

PARTICIPATION AWARDS

BELT LOOPS

The belt loop is received for being introduced to a sport and participating in it. It is given when the boy shows some understanding of the history of the sport, the equipment, the rules, safety and sportsmanship, and demonstrates some physical involvement. Do not expect perfection, but expect the boy to do his best.



The belt loop is worn only on the uniform belt

SPORTS PIN

The sports pin is given for continued involvement in the sport. To earn the pin the boy must earn 60 points for physical involvement. The points are earned at a rate of 1 point for every 30 min. of physical involvement with a maximum of 5 points per day. The points must be earned within 90 days. The sports pin is worn on the sports patch or on the sports letter (if earned). It is not approved for wear on the uniform except on the temporary 'sports patch' on the right pocket. It may be worn on civilian clothes if desired. The belt loop and sports pin may or may not be in the same sport.

Record physical fitness progress on chart in individual sports books.

SPORTS LETTER

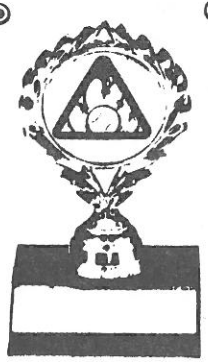
The sports letter is received when the boy earns any ONE belt loop and ONE sports pin and has an adult teammate who also earns the sports pin. The sports letter is not approved for wear on the uniform. The adult teammate must also earn 60 points in 90 days at the same rate as the boy. The adult may wear the sports pin on civilian clothes, but not on the uniform.

SPORTS PATCH

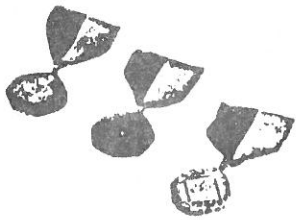
This patch is used to identify a unit or boy taking part in the sports program. The patch may be worn as a temporary patch on the uniform (on the right pocket) or on civilian clothes such as a warm-up jacket or baseball type cap. The individual sports pins may also be worn on this patch.

ADDITIONAL RECOGNITIONS

There are a variety of recognition items available for individual, den, and pack competition. The pack determines levels of competitive recognition.



Sports Trophy. Use this beautiful trophy to recognize any of the Cub Scouts Sports programs. The baseball trophy is shown here and trophies for all sports programs are available. Indicate desired sports program trophy on order form when ordering. K2215



Cub Scout Medals

Gold — C5107
Silver — C5106
Bronze — C5105

CUB SCOUT SPORTS T-SHIRTS

Packs using a team sport may wish to uniform each den team in a special T-shirt. All T-shirts have white braiding at the sleeves and a white V-neck collar. The colors are:

* Black
* Burnt Orange
* Columbian Blue
* Gold
* Kelly Green
* Maroon
* Navy
* Red
* Silver

(order through the Boy Scout catalog)

People in a Family Should
Do A Lot Together
Tune: Supercalifragilisti-
cexpialidocious

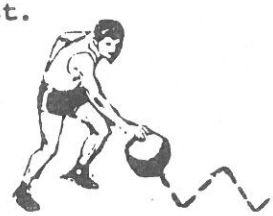
Chorus: People in a family
should do a lot together.
In the house, or out of doors,
No matter what the weather,
Do not try to put it off,
It's either now or never,
People in a family should do
a lot together.

Mom and dad should take the time
you will be glad you did
To be a parent and a friend,
Do something with your kid.
One day they are tiny,
And the next day they are grown,
And before you know it,
You'll be living all alone.
(Chorus)

Go to a museum, see a show,
Or ride a bike
Try your hand at fishing,
Or at camping or a hike.
Swimming in a swimming pool
Or skiing on the snow,
Lots of things that you can do
And place you can go.
(Chorus)

Cub Motto Song
Tune: "Be Prepared - Boy Scout
Songbook

Do your best, your best,
Your best the motto of
The Cub Scouts.
Do your best- your best,
Your best the motto of
The Cubs.
Do your best! Do your best!
The motto of the Cub Scouts.
Do your best. Do your best.
The motto of the Cubs.



Good Health Rag
Tune: Ball and Jack

First you stand up and you
touch your nose,
Then you bend right down and
you touch your toes,
Straighten back up with your
arms out straight,
Then you move your arms in
Circle around in space,
Now you sway your head
from side to side,
And you start your feet a
marching in a Cub Scout stride,
Just keep up the movement
And don't you say,
This is what we call the
Good health rag!

99 CUBS
Tune: 99 Bottles

99 Cubs on the road in a bus,
99 Cubs in a bus.
If one of those Cubs should
happen to fuss,
98 Cubs on the road in a bus!

Zippideedodaa
Zippideedodaa, Zippidee yea,
My oh my oh what a wonderful day
Plenty of sunshine heading my way
Zippideedodaa, Zippidee yea.

Arms out front (group repeats)
Hands in a cup
to sing this song
you gotta stand up

SING AGAIN

Right foot out
Left foot back
Show your Cub spirit
Put some sway in your act

Oh Mr. Blue Bird's on my shoulder
It's the truth, it's actual
Everything is satisfactual.
Zippideedodaa, zippidee yea
Wonderful feeling, wonderful day.

BUCKSKIN PIONEERS

THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	8	2, 3, 4, 5, 6, 18, 20
Bear	4, 8, 12, 15, 19	

JULY THEME

BUCKSKIN PIONEERS

Pictures and stories of the rugged heroes of our early wilderness trails and the old West have always captured the imagination of young boys. Capitalize on this special interest this month as you let them suggest skits and select things to do and make.

Every section of the country had its pioneers. The stories of pioneers in your own area will have special appeal for your Cub Scouts. Leaders should be able to find ample material about local pioneers at a public library or from a local historical society.

To add a romantic flavor to the study, dens may want to concentrate on one of the mountain men like Kit Carson or a riverboat figure or some other legendary person from America's frontier days. An incident from their lives can be adapted to a den skit for the Pack meeting.

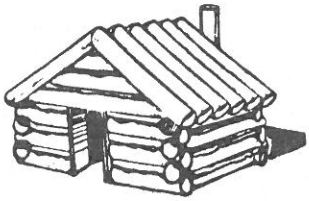
It is hard to imagine traveling west in a big covered wagon. The country was wild all the way -- miles and miles of waving grass, hot deserts, and high mountains. Nobody lived there except Indians. There were no houses, and no stores where you could stop to buy things. No roads anywhere. No bridges over rivers. Buffalo, mountain lions, rattlesnakes and prairie dogs were living in the territory.

What do you think the children on those trips did to pass the time? How did their clothes get washed? Their food cooked? What do you think they took with them in the covered wagon?

It may help our modern day Cubs gain a sense of appreciation for all of their conveniences when they realize how rugged and challenging the life of the early Pioneer was.

This theme is designed to achieve Cub Scouting"s purposes of:

- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Fostering a sense of personal achievement by developing new interests and skills.
- Providing fun and exciting new things to do.
- Encouraging them to become Boy Scouts.

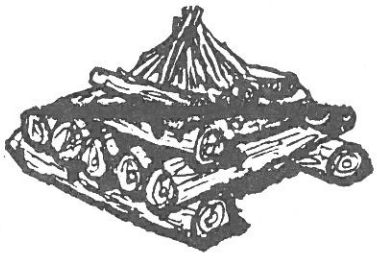


IDEAS FOR DEN ACTIVITIES

- Let the parents run the den meetings again this month.
- Have a marbles or horseshoe tournament.
- Learn and play pioneer games.
- Make Johnny cakes.
- Make butter.
  Cook over an outdoor fire.
- Prepare a simple skit for the Campfire.
- Make Buckskin costumes.
- Sing pioneer songs.
- Teach the Cubs how to whittle and use a knife safely.
- Have someone skilled in archery teach the Cubs how to use bow and arrows.
- Hold a husking bee.
- Have a taffy pull.
- Have a log rolling contest or hog calling contest.
- Make a pioneer type tie slide.

IDEAS FOR PACK ACTIVITIES

- Hold the Pack Meeting outdoors.
- Try a campfire setting for skits, etc.
- Hold a Pack Tournament for marbles, horseshoes or top spinning.
- Have a picnic and gold rush day. (See Cub Scout Leader How to Book p. 9-21 to 9-23).
- Visit a historic site (Ft. Dodge Fort, etc.)
- Have a square dance club come and give a demonstration and teach a simple dance.



Yesterday is but a dream and tomorrow is only a vision; but today, well lived, makes yesterday a dream of happiness and every tomorrow a vision of hope.

July 1990

Buckskin Pioneers
Gathering Activities

PREOPENING

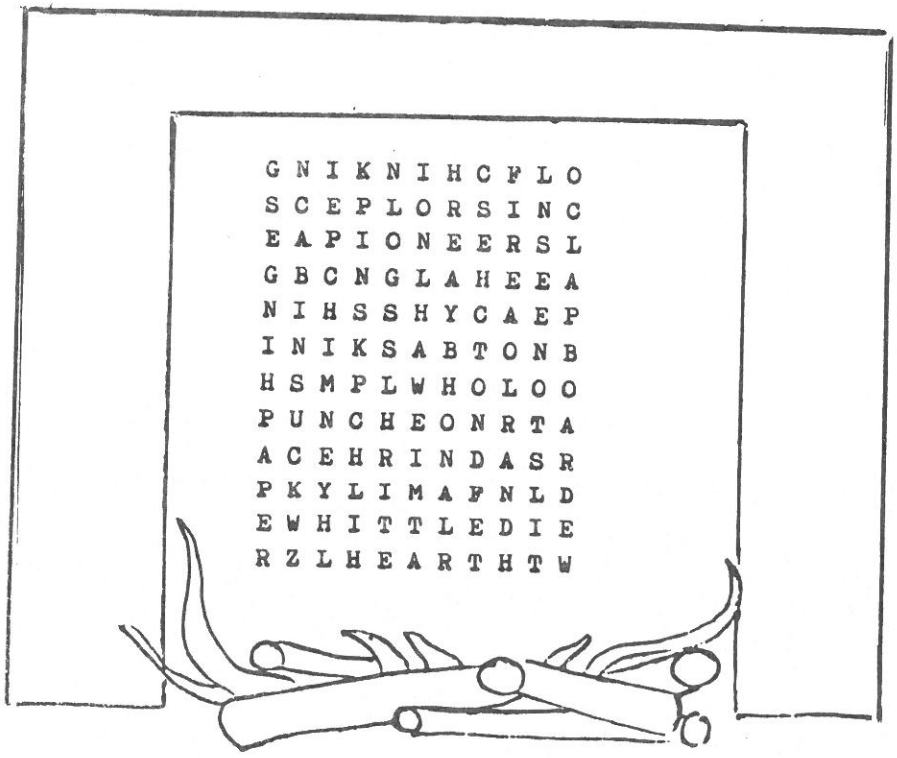
Give each adult a card with the letters P-I-O-N-E-E-R-S down the left hand side. Ask them to get as many signatures as possible of persons whose first or last name starts with those letters.

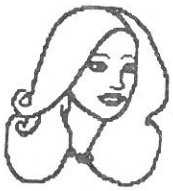
JOHNNY CAKES

Before the meeting starts make batter for Johnny cakes. Supervise the Cubs as they cook the cakes and pass them out for the early arrivers to sample. Use styrofoam plates and plastic forks so the clean up will not delay their getting involved in the Pack meeting.

BUILDING A LOG CABIN (A Word Search Puzzle)

Many PIONEERS lived in log CABINS. NEIGHBORS helped in the houseraising because the job was too large for a single FAMILY. Logs had NOTCHES at each end to hold them close together. Women and children put CHINKING (clay, mud, or moss) into open spaces between the LOGS. There was a CLAPBOARD roof and a PUNCHEON floor. Boys WHITTLED wooden PINS for nails. The log CHIMNEY was lined with CLAY and the HEARTH was made of STONE. Mother kept a FIRE burning for cooking, warmth, and light. WINDOW openings were covered with animal SKIN or greased PAPER. Door HINGES were made of LEATHER.





THE BEAUTIFUL MAIDEN

SANTA FE ....."Way out West"
CASEY JONES....."Zoom..."
LOCOMOTIVE....."Choo-Choo"
DANIEL BOONE....."Daniel Boone was a man.."
JOHN HENRY....."Steel-driving man"
WILD BILL HICKOCK....."Yippie ty-o"
JOHNNY APPLESEED....."Apples, apples,apples"
PAUL BUNYAN....."Chop, chop"
DAVY CROCKETT....."Hi, Raccoon!"
BEAUTIFUL MAIDEN....."Oh, mercy me"

Once upon a time in SANTE FE --- a husky, gritty-grimy train engineer CASEY JONES---climbed aboard his LOCOMOTIVE---. The LOCOMOTIVE--- was on its way to pick up a BEAUTIFUL MAIDEN--- who was on her way to SANTE FE--- to wed DANIEL BOONE--- her love so fair. All of a sudden, in the middle of a small town, CASEY JONES'--- LOCOMOTIVE--- was stopped by JOHN HENRY---. "WILD BILL HICKOCK--- has been through here and tore the railroad to pieces," said JOHN HENRY---. "O.K.," said CASEY JONES--- "this is where I pick up the BEAUTIFUL MAIDEN--- anyway."

On her LOCOMOTIVE--- trip to wed DANIEL BOONE---, her love so fair, the BEAUTIFUL MAIDEN--- noticed JOHNNY APPLESEED--- planting trees all along the way. He was following in the footsteps of PAUL BUNYAN--- who was chopping them down. She also spotted her dear friend, DAVY CROCKETT--- who was talking to the animals. It was not long, though, until the BEAUTIFUL MAIDEN--- was wed to her love so fair, DANIEL BOONE--- in SANTE FE---.

BOW AND ARROW CHEER: Make motion as if shooting an arrow and say, "zing...zing...zing!"

INDIAN CHEER: Clap hands 5 times, shake both fists 5 times, strike mouth with hand and warhoop 5 times.

SIXSHOOTER CHEER: Point finger in the air and say, "Bang-bang, Bang-bang, Bang-bang!" Then blow 'smoke' from the 'gun'.

WHIP CHEER: Pretend to snap a whip and yell, "Yhaw, Yhaw!"

PIONEERS CEREMONY

PERSONNEL: 8 Cub Scouts. Each is holding one letter of the word, P-I-O-N-E-E-R-S.

Script may be written on the back of each card.

P - The pioneers had to know how to do many things to be able to survive.

I - The families were Independent and could do for themselves, but were friendly with their neighbors.

O - Most Outdoor and heavy work - plowing and planting, pulling stumps, building with rock and timber - was considered man's work.

N - Necessary household products such as soap, candles, and brooms were made by the women. They took care of making the clothing and preparing the food as well.

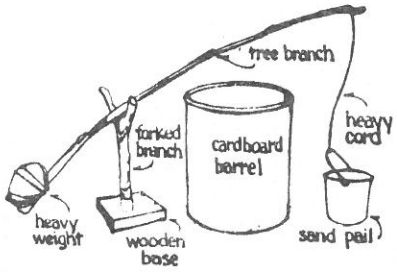
E - Everyone in the family had household chores to do - the more children, the more helping hands.

E - Entire families within a mornings travel would arrive at a neighbor's house to help with a barn raising or corn husking. Everyone worked together.

R - Boys did not always have Rifles, they learned to shoot with bow and arrow. By the time they were 10 years old they could hunt small game with the bow.

S - Summer work days were very long - sometimes 15 hours or more.

Have the dens parade in their pioneer costumes. When all have been around the parade route, ask the audience to join in singing "Yankee Doodle", America's first popular song.



PIONEER'S WELL

PIONEER ADVANCEMENT

CUBMASTER: American pioneers were people with curious minds, strong purpose, courage, determination, stick-to-itiveness and a proud, fierce loyalty. Through every hardship, they refused to give up.

This month we have been reminded of how our country grew out of a wilderness into the great world power it is today. (To enhance the narrative which follows boys can be dressed in appropriate costume, or slides could be shown.)

MILES STANDISH came with the Pilgrims seeking religious freedom and learned to live with the Indians. They celebrated the first Thanksgiving together.

During the Revolutionary War, the Minute men and other great patriots fought for our independence and founded our nation. Men like PATRICK HENRY, who said, "Give me liberty or give me death."

Next appeared our pioneers as settlers and builders. DANIEL BOONE opened up the trail west through the Cumberland Gap.

In the 1800's the vast and beautiful lands beyond the frontier offered opportunity to pioneers. They moved west using ox trains and covered wagons over famous trails like the Santa Fe and Overland. Then came the gold rush and the PROSPECTORS.

It was also an age of inventors. THOMAS EDISON invented the electric light and ALEXANDER GRAHAM BELL gave us the telephone. As we entered the 20th century, HENRY FORD produced the first motor car, and ORVILLE & WILBUR WRIGHT launched the first airplane.

For you boys here tonight, America is still a land of opportunity. We have some boys who have had the determination and loyalty to follow the trail of the Wolf and Bear and have earned their badges. (Read the names of the boys to come forward with their parents. Make presentation to parents.)

We also have some Webelos Scouts with strong purpose and curious minds who have earned activity badges. (Call them forward and make presentations.)

Will the Pack please stand and salute with me these fine Cub and Webelos Scouts who have had the courage and loyalty, like the pioneers of the past, to advance and achieve. Congratulations!

NEW BOBCATS - If you have new Cubs to induct this month, use the "Branding" ceremony in <u>Staging Den and Pack Ceremonies</u>.

CLOSING

NARRATOR: We are America today! As we look back down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they built, the bridges they crossed, the mountains they climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The pioneers worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday - but it is up to us to make it today! This is our land. Here men and women of the past lived and worked and died serving great ideals. These ideals were freedom and democracy and justice.

None of us here tonight can fail to carry his part of this great dream to his children and to his children's children. Our land is rich, not only in material goods, but in history - in living ledgends of people who left their mark on America. Our own past speaks to us, and as we listen we hear the voice of the past saying, "Hear me, now." America was built by courage, endurance and faith. What was built was good. If you build the same way, the future will also be good.

Please join me in singing "Taps."

CLOSING - Sing "God Bless America"; then, while the audience hums "America," narrator reads last stanza as a prayer.

PROMISE CLOSING: - Tonight we have honored some of America's pioneers -- the people who have done so much for our nation over the past 200 years. Some were pioneers who settled the country. Some were statesmen and scientists. All of them lived by a code -- the kind of code that is the Cub Scout Promise. They did their duty to God and their country, and they helped other people. Their example should inspire all of us to be pioneers in today's world by sticking by the Cub Scout Promise. Let us now repeat the Promise as a reminder of our pledge to God, our Nation, and to other people. (Leads Promise.)
Now let's close by joining in singing "America, the Beautiful."

TRUE HARDSHIP OF THE PIONEER

Skits

(A pioneer skit presented in tableau)

This skit would be quite simple for young groups to present, as there is only one speaker - the Narrator. Since the scenes are done in tableau, the only acting talent required is for the character to stand still!

You could have one group present the entire skit, or have a different group responsible for each tableau.

For scenery and props, you may use a bare minimum as suggested for each tableau, or you may add as much detail as you want.

For costuming, you may make pioneer or Pilgrim hats. Or, you may have the cast wear signs such as "Pioneer" and "Pioneeress."

Just select a Narrator to give the verses in a loud, clear voice. He gives the verses (except for the last one) in front of the curtain; the curtain is open and closed on each scene. If you do not have a stage and curtain, you can have your cast come out from behind a screen, set up their tableau, and then go behind the screen again.

Narrator: O Pioneers! O Pioneers!
Your courage we admire -
Not for the reasons hist'ry gives
Do you our awe inspire!

It's hard for us to understand
And know what it was like
You didn't have the things we have -
A car, a plane, a bike!

We heard you crossed the mountains,
Through forests thin and thick
In only covered wagons -
Now, that was quite a trick!

(Tableau of "pioneers" with several red coaster wagons with blankets on them.)

We read how then you had no roads,
No highways lined with pines;
One question we must ask you -
What'd you do with all these signs?

(Tableau of "pioneers" with a variety of familiar signs, made of cardboard - "35 M.P.H.," "Yield," "Curve," "Eat at Joe's," "25 minutes to GAS," etc.)

And then we read about your meals
Of wild bear - there's a stopper!
The one thing we can say is this -
Your wife was quite a shopper!

(Tableau of woman straining to drag a grocery shopping bag, loaded down with a gigantic bear! You may make the bear from an old shag rug with a plastic bottle head and teeth!

Yes, we read of all your hardships
But you beat us on one thing -
You had the true, original,
Indoor-outdoor carpeting!

(Tableau of "pioneer," proudly standing next to a huge sack, plainly labeled "DIRT.")

It's true you had no phones, no gas,
No lights, no cars about -
But there's one thing you didn't have
That we could do without!

(Tableau of "pioneers" holding placards saying, "Income Tax," "Sales Tax," "Utility Tax," "Property Tax," and so forth.)

(Continued next page)

TRUE HARDSHIP OF THE PIONEER (Cont'd.)

But one thing does amaze us,
When we read about your deeds;
You made it through your travels
Minus something each man needs!

(Tableau of "pioneers," the entire cast, saluting. Curtain stays open on tableau until final verse is read. Narrator steps in front of pioneers to give last verse. He salutes, too. When he finishes, curtain closes.)

O Pioneers! O Pioneers!
We salute you, long and hard!
You went across this whole wide land -
Without one CREDIT CARD!

Neckerchief Slides

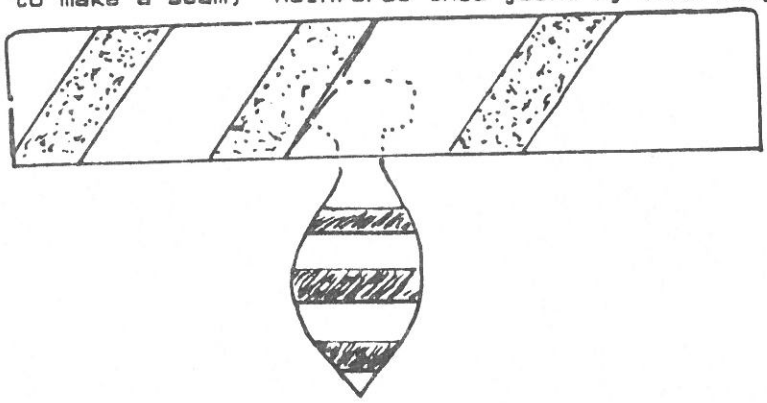
COON SKIN CAP TIE SLIDE

Materials: Scrap tan Fake Fur , Black Marker, white Glue, 3/4" x 4" cardboard strip - or 3/4" long piece of 1/2" P.V.C. pipe (or other tube) or a paper brad.

1. Cut fake fur into a 1" x 4" strip as shown. Tail may be cut from a seperate piece (dotted lines), or may be cut one piece with the strip.
2. Color (with black marker) the fur as shown. Stripes on the "cap" should be lighter than on the tail.
3. Glue card board strip into a tube, or use tubing
   A. Glue tail to tube.
   B. Glue strip around the tube with the seam to the back, trim any excess

   OR

3. Form a circle from the piece of fur (tail & strip must be one piece) and use the white glue to make a seam) Reinforce this joint by inserting the paper brad. (c)



DAVY CROCKETT

CHARACTERS: Announcer, 6 Cubs in Davy Crockett costumes, 7th Cub in dress clothes or uniform and wearing a coonskin cap.

ANNOUNCER: Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

1ST CUB: He learned to know the critters, from the possum to the bear. Wait until you hear what he did with just a stare!

2ND CUB: He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!

3RD CUB: A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

4TH CUB: Davy was caught between a panther and a bear, so you see he couldn't use just a simple stare. He aimed "Old Betsy" at a rock between the two - the bullet split the rock and left a trail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination -"Old Betsy" and Davy's stare!

5TH CUB: Davy was a fighter, honest, brave and true. But fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

6TH CUB: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

ANNOUNCER: Folks liked Davy's way of doing things. They thought Davy ought to be a Congressman and help run the country. The critters seemed to think so too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:

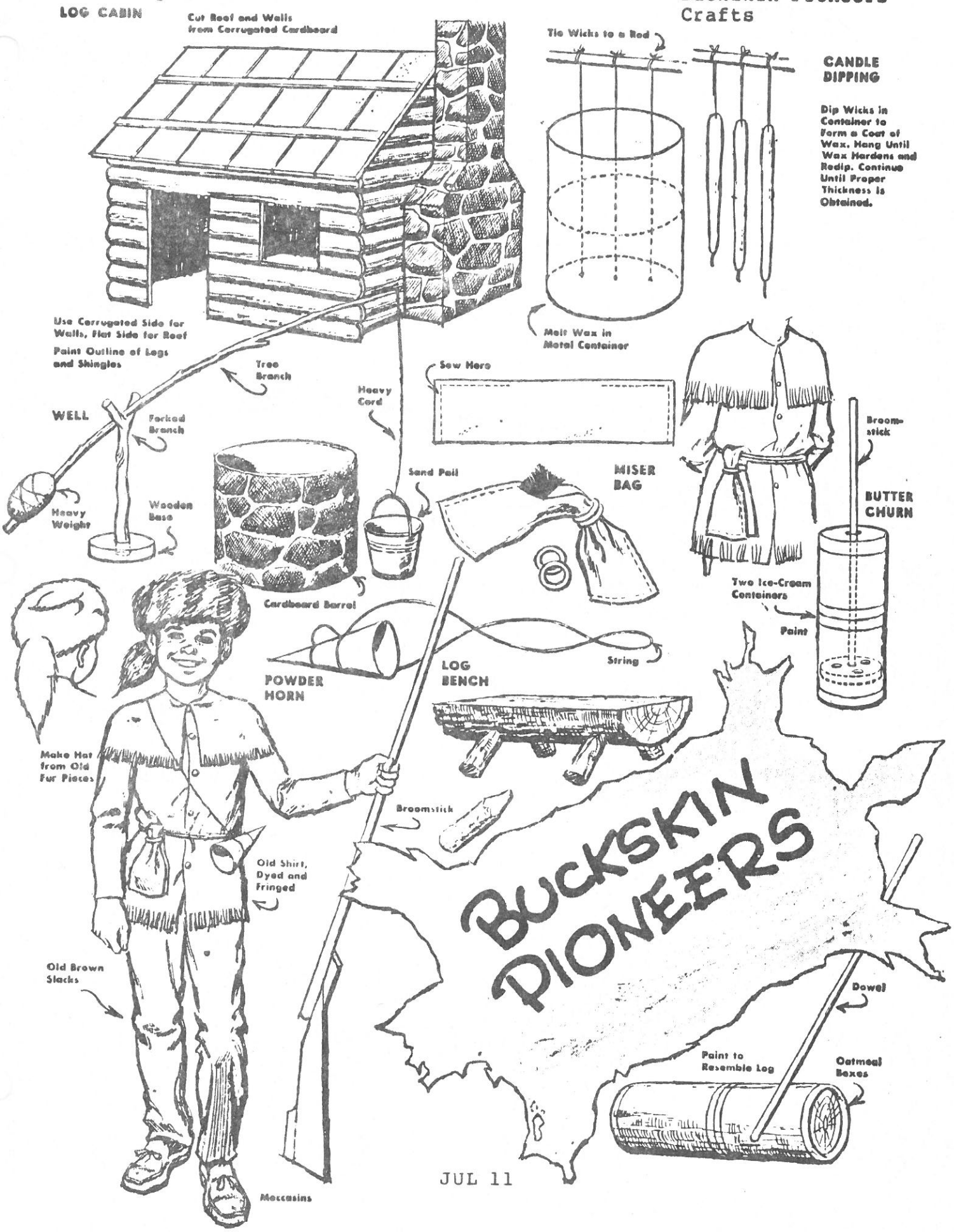
7TH CUB: I'm Davy Crockett, fresh from the back woods. I'm half horse, half alligator, and a little bit tetched with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

(All boys sing "The Ballad of Davy Crockett.")

THE END

July 1990

Buckskin Pioneers
Crafts



JUL 11

THEME CRAFT

MAKING DYES

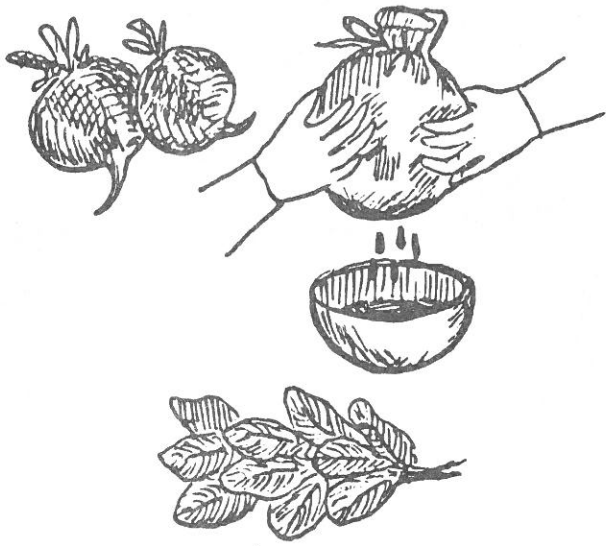
Pioneers not only had to spin their own thread and weave their own cloth, they also had to make their own dyes and dye the cloth. They used the bark from trees, certain plant roots, and other things from nature to make their dyes.

Here are some ways to make homemade dyes:

Yellow - Collect the dry outside skins of onions. Pour hot tap water over them. Let them soak overnight. Strain off the liquid. Throw away the skins.

Purple - Bottled unsweetened grape juice makes a nice shade of purple.

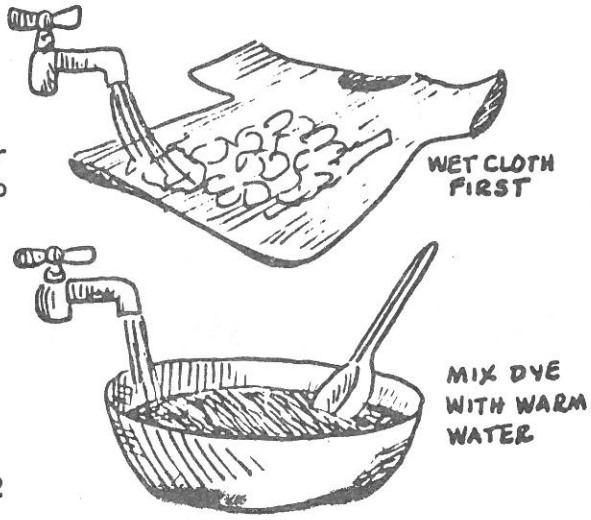
Red - Beets make a light shade of red. Grate or grind raw beets in a food chopper. Put the pulp in a piece of cloth and squeeze out the juice.



Green - A light shade of green can be obtained by grinding fresh spinach or green grass in a food grinder. After grinding, put the pulp in a piece of cloth and squeeze out the juice.

Brown - Black walnut hulls (not shell) make a dark brown. Pound the hulls off the nuts and put them in a pan. Pour hot tap water over hulls and let them soak overnight. Strain off the liquid and throw away the hulls.

To use homemade dyes, put the dye in a pan or bowl large enough to hold the cloth you want to dye. Wet cloth before putting it in the dye. Add enough warm water to the dye to cover the cloth. Stir cloth so it will dye evenly. Try to keep it under the colored water. Let set in dye for 15-20 minutes. Rinse dyed cloth in cold water and hang it up to dry.



NATURES TOYS

JACKSTRAWS- Here is an old, old game. The idea is to drop a pile of straws and then try to pick up one straw at a time without moving any other straw even a whisper. Long, dried grasses or twigs are good to use. If you are at the beach, collect some pieces of driftwood and let them fall. Then see if you can pick them up one at a time! You may keep those straws you gain without moving any other. When you move a straw your turn is over. The player with the most straws at the end of the pick-up is the winner.

NATURE'S MARBLES- Ever tried playing marbles with nuts? Find roundish kinds, such as hazelnuts or chestnuts. You can try using very smooth, round pebbles too. This game is one of luck. You'll have fun trying to make these nutty marbles go where you want them to!

BUBBLE BLOWER - Find a soft twig and twist one end into a loop. Mix together a little water and lots of liquid kitchen soap. Swish the twig loop through the soapy water, hold it up and blow.

QUIET GAMES FOR INDOORS- Checkers, Tic-Tac-Toe, Closing Squares, Hangman to mention a few. The boys in your den probably know how to play theses games.

TIC-TAC-TOE - Can be played in teams or one on one. Mark off about a three-foot square on the ground, and divide that square into 16 smaller squares. Each player (or team) chooses a different kind of object, such as shells, nuts, leaves, etc., each player on a team needs four pieces of the chosen article...eight pieces if playing one-on-one. The object of the game is for one team or person to get four of its objects in a row first. Each player takes a turn (alternating between teams) placing one object at a time in an empty square and at the same time tries to block the other from getting four in a row. First to succeed is the winner.

PIONEER FUN - Pioneer boys played a number of games similiar to those boys play today. Two hundred years ago, boys were playing marbles, pitching horseshoes, spinning tops, running foot races, and wrestling. They also played tag games, leapfrog, hopscotch, blindman's bluff, and hop-skip-and-jump. Tournaments were held in archery, hand wrestling, and Indian wrestling.

GAMES

Hide-and-Seek, or I Spy

The game of hide-and-seek is known in all farm communities, villages, and towns throughout the United States. It is a rural or semi-rural pastime (known also in the towns and cities), one for the hot days of Summer when Spring mud has gone and the bushes are in full leaf and the grass high enough to provide cover. Our mental picture of the game is indelibly that of a youngster hiding his head in his arm against a tree trunk, with other children scattering across the field, behind the barn, behind trees and bushes, while the one who is "It" counts to one hundred by ones, or to five hundred by fives, or to any other arbitrarily chosen or agreed-upon number which will give the players reasonable enough time to hide.

5, 10, 15, 20, 25, 30, 35, 40, 45, 50,

BUCKSKIN CUTTER Here's a test of calm and cool, more than anything else. Two boys are each given an end of a six-foot length of one-inch-wide crepe paper and a pair of scissors with blunt ends. The other ends of the paper strips are fastened with a thumb tack to a piece of wood, a plank, or the top of an old table, about thirty inches above floor level.

On the command, "Cut!", each boy starts to cut his paper strip down the middle, keeping as close to the center as possible. If a boy, in his haste, snips his strip through before he reaches the end, he is out of the game.

The contestant who first cuts his strip all the way to the end is the winner. In case of a tie, the boy who has cut his strip most evenly down the center is the winner.

KILL THE RATTLESNAKE

The den stands in a big circle. In the center are two Cub Scouts, blindfolded. One, the hunter, has an old stocking stuffed with paper. The other, the rattlesnake, has a tin can with a lid on -- containing small pebbles. The hunter starts the game by shouting "rattlesnake!" The rattlesnake freezes on the spot and shakes his tin of pebbles. The hunter rushes to where he thinks the sound comes from and takes a swipe at the rattlesnake. If he misses, the rattlesnake moves silently away, and again the hunter calls "rattlesnake!". This continues until the hunter hits the rattlesnake (with a time limit of two minutes). Then the hunter is successful, the two change places. After two minutes the next Cubs in the circle have their turn.

Kick the Can

Materials Needed:
One empty can.

Number of Players:
Three or more players.

The players choose one player to be "It." He puts the can on the ground and draws a circle around it about 10 feet in diameter. "It" stands in the circle, hides his eyes, and counts up to 100. The rest of the players scatter and may hide. On reaching the count of 100 "It" cries, "Here I come, ready or not!" and then tries to find and tag the other players. Any tagged player is caught and must go stand in the circle. If a player can get past "It" untagged and run in and kick the can out of the circle all the caught players are freed, and may run out to resume playing. "It" may not tag anyone until he has gotten the can and returned it to the circle. The game ends when "It" has caught everyone or after a preset time limit is reached. If there are a great many players there can be several "Its" working as a team.

Mumbledypeg

Materials Needed:
One sharply pointed stick for each player. This stick is called a "peg".

Number of Players:
Any number of players.

The players mark a starting line. Each player in turn stands at the line and tries to toss his peg away from the line in such a manner that it lands sticking into the ground. A peg is "sticking," no matter how far over it leans, if another peg can be slipped between it and the ground. The peg which sticks farthest from the starting line wins.

JUL 14

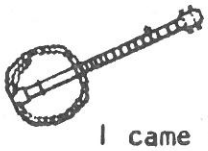
GREEN LIGHT-RED LIGHT. "It" stands at one end of the playing area with his back to the other players, who are at the opposite end. "It" calls "Green light!" and counts rapidly to 10. While "It" is counting, the others race toward him. At the end of the count, "It" shouts "Red Light!" and quickly turns around. At "Red Light," the other players must freeze in place. If "It" sees any movement when he spins around, he sends the offender back to the starting line. Then he turns to count again. The first player to reach "Its" line without being caught becomes "It" for the next round.

SONGS

RED RIVER VALLEY

From this valley they say you are going.
I will miss your bright eyes and sweet
smile.
For they say you are taking the sunshine
That sure brightens our pathway a while.

See "Cub Scout Song Book" for 'She'll Be Comin' Round the Mountain' and 'Home On The Range'.



O SUSANNA

I came from Alabama with my banjo on
my knee,
I'm g'wan to Louisiana,
My true love for to see.
It rained all night the day I left,
The weather it was dry,
The sun so hot I froze to death;
Susanna, don't you cry.
Oh! Susanna,
Oh, don't you cry for me.
I've come from Alabama with my banjo
on my knee.

DOWN IN THE VALLEY

Down in the valley, valley so low,
Late in the evening, hear the wind blow,
Hear the wind blow, love,
Hear the wind blow,
Late in the evening, hear the wind blow.

Roses love sunshine, violets love dew,
Angels in heaven know I love you.
Know I love you, dear,
Know I love you.
Angels in heaven know I love you.

Send me a letter, send it by mail,
Send it in care of the Birmingham jail,
The Birmingham jail, love,
The Birmingham jail,
Send it in care of the Birmingham jail.

OLD OAKEN BUCKET

How dear to my heart are the scenes
of my childhood,
When fond recollections present
them to view.
The orchard, the meadow, the deep
tangled wildwood
And ev'ry loved spot which my in-
fancy knew.
The wide spreading pond and the
mill that stood by it,
The bridge and the rock where the
cataract fell,
The old oaken bucket, the ironbound
bucket,
The moss covered bucket that hung
in the well.

BRAVE PIONEERS

(Tune: Battle Hymn of the Republic)

Who were the fearless pioneers
Who helped carve out our land,
Who traveled down the rugged trails,
They were a fearless band.
They braved the weather and the wilds,
Those men and women bold,
Their story should be told.
(Chorus)

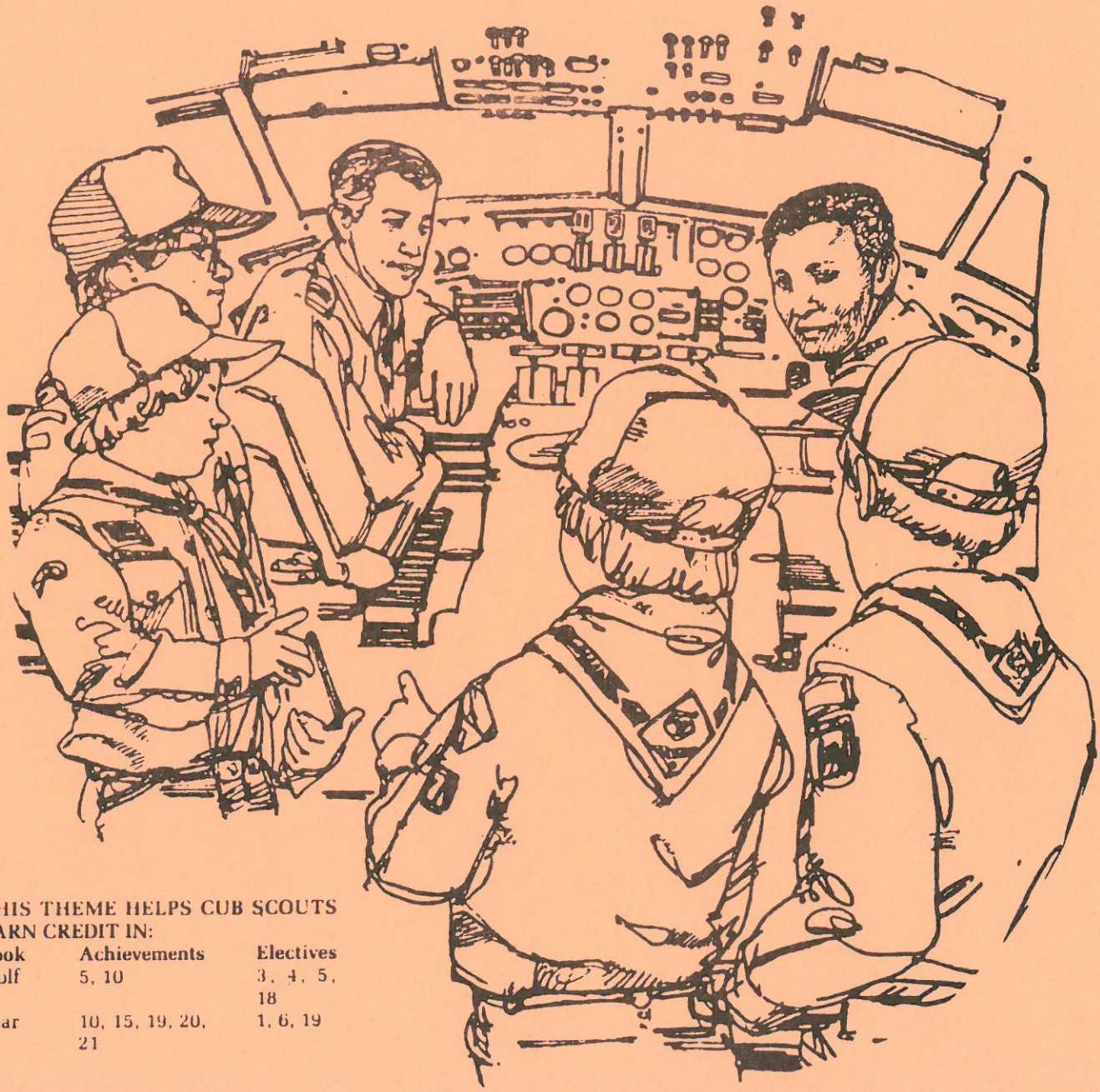
Buffalo Bill and Daniel Boone
Two of the very best;
Zebulon Pike, Kit Carson,
And Jim Bridger and the rest.
Brave pioneers who risked their lives
To make this country grand.
We thank you for our land.
(Chorus)

Chorus

Traveling to an unknown land,
A very brave and daring band,
Pioneers, we think you're grand,
For lending us a hand.

Teach a pioneer song ("Pop Goes the Weasel," "Home Sweet Home," "Skip to My Lou," "Oh, Dear, What Can the Matter Be?")

HARBORS, STATIONS AND AIRPORTS



THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	5, 10	3, 4, 5, 18
Bear	10, 15, 19, 20, 21	1, 6, 19

AUGUST THEME

HARBORS, STATIONS, AND AIRPORTS

This is a natural for a summertime theme. Boys like to visit new places, explore, test, pretend and build things they have seen or that some visit stimulated them to create. With guidance and encouragement, the den will soon consist of busy-beaver construction engineers and designers.

If you haven't already held your Pack Pinewood Derby, this would be a good month to have one. Outdoors in a park might be nice. A Pack Space Derby or Raingutter Regatta would fit in with the Harbors, Stations and Airports theme. Information on conducting these events can be found in the Cub Scout Leader How-To Book pages 9-47 to 9-49.

Discuss transportation, its importance, the various kinds in the world, and what facilities are needed for transportation in the United States today. With a little priming the Cub Scouts will offer ideas for harbors with all types of ships, piers, canals and bridges. The airports will suggest many types of planes, including transport, passenger, and private; plus the modern airport facilities. Stations suggest railroad, truck and bus terminals. You won't have time to do everything, so let the Cubs help decide the interests they would like to zero in on.

Enlist the help of your parents to arrange trips and to go along for extra supervision. Be sure to write thank yous when you return to the den.

This theme is designed to achieve Cub Scouting's purposes of:

- Improving understanding within the family.
- Fostering a sense of personal achievement by developing new interests and skills.
- Providing fun and exciting new things to do.

IDEAS FOR DEN ACTIVITIES

- Visit a railroad depot, airport, bus terminal, trucking facility or travel agency.
- Visit a garage where Cubs can watch how cars are repaired.
- Go for a boat ride.
- Make paper gliders and hold a contest.
- Build models of boats, planes or trains.
- Have an afternoon swim at the beach or pool for boys and parents.

IDEAS FOR PACK ACTIVITIES

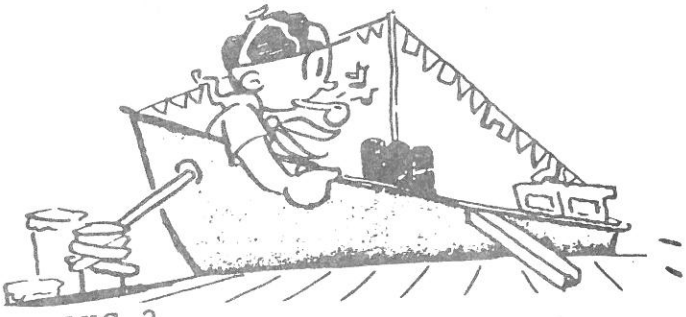
- Hold a Raingutter Regatta.
- Have a Space Derby.
- Conduct a Pinewood Derby if you haven't held one this year.
- Have a fishing derby.
- Have a swim party.
- Fill in the last of the information needed for your Summertime Pack award.

CLAM CLAP: Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double you fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

DEEP SEA DIVER CHEER: "Blubb, blubb, blubb."

FISH CHEER: Open and close mouth several times....(no sound).

LOCOMOTIVE CHEER: Begin slapping your left arm slowly with your right hand. Gradually increase speed working down ofer the left palm, peering off into the distance. Imitate train whistle, "Whoo-whoo!"



MINI CARS

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

Each word below can be found in the diagram. Words read forward, backward, up, down, and diagonally.

Pinto	Volkswagen
Opel	Datsun
Vega	Dart
Toyota	T-Bird
Nova	Simca
Fiat	Renault
Capri	Comet
Rebel	

DO YOU KNOW YOUR CARS? The definitions below describe a type of car. Identify them.

1. First colony in New England (Plymouth)
2. Our 16th President (Lincoln)
3. City in Michigan (Pontiac)
4. Theatre in which Lincoln was shot (Ford)
5. A young horse (Colt)
6. A spotted horse (Pinto)
7. A motherless calf (Maverick)
8. A stinging insect (Hornet)
9. A shootin star (Comet)
10. A bullfighter (Matador)

WHEELS SCRAMBLE Unscramble the following words of things with wheels.

1. niart _____ (train)
2. rac _____ (car)
3. kbie _____ (bike)
4. sbu _____ (bus)
5. elcryootmc _____ (motorcycle)
6. ngawo _____ (wagon)
7. ktcru _____ (truck)
8. craemp _____ (camper)

LITTLE ENGINE

```
R A I L R O A D          T E H N D F
N W N I R                B A C E R
L T E E O   E D D        R T E E
E E A R T R A C K S H T R A I N G
S N L O C C K E T R O W L G W G N
E D P R U T I W S A C O H S S I E
I E A O D S T E K C I T B L T N S
D R O U N D H O U S E C P A N E S
    D S O E A            S O C   A
      T C M              S C E   P M
```

Each word below can be found in the diagram. Words read forward, backward, up, down, and diagonally.

Engine	Passenger
Train	Roundhouse
Coal	Railroad
Tender	Caboose
Crew	Conductor
Freight	Tracks
Cars	Switch
Steam	Tickets
Depot	Diesel

THE LAZY TRAIN CARS
(Audience Participation Stunt)

Divide audience into four groups:

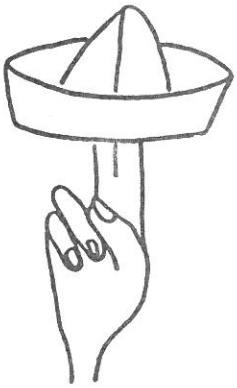
ENGINE: Chug-chug"
TANK CAR: "Gurgle-gurgle"
CATTLE CAR: "Moo-oo-oo"
PASSENGER CAR: "Eveyone talking at same time"

BOX CAR: All audience gives hand motions to show shape of box
FLAT CAR: All audience holds palms of hands together to indicate flat

Once upon a time, an ENGINE said to a FLAT CAR, "Hitch on. I have a special job for you." The FLAT CAR said to the ENGINE, "I'm too tired. Ask the CATTLE CAR." The ENGINE said to the CATTLE CAR, "Hitch on, I have a special job for you". The CATTLE CAR said, "My axle is broken. Ask the TANK CAR".

The ENGINE said to the TANK CAR, "Hitch on, I have a special job for you". The TANK CAR said, "My tank leaks. Ask the BOX CAR." The ENGINE said to the BOX CAR, "Hitch on, I have a special job for you." The BOX CAR said, "My door is stuck. Ask the PASSENGER CAR". The ENGINE said to the PASSENGER CAR, "Hitch on. I have a special job for you". The PASSENGER CAR said, "My wheel needs oil".

Then the ENGINE said to all the cars, "It's too bad you can't go with me. I needed a FLAT CAR to carry tents, and a CATTLE CAR to carry elephants and lions, and a TANK CAR to carry water for the animals, and a BOX CAR to carry rings and trapezes, and a PASSENGER CAR to carry clowns and performers, because I'm going to bring the circus to town. But I guess none of you will be able to see it now."



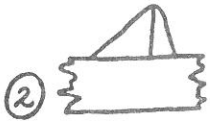
THE CAPTAIN'S SHIRT

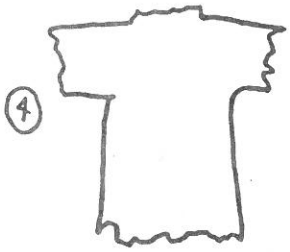
When it's your turn to tell a story, here is a good one to try. Do the actions as you tell the tale.

First make a paper boat as shown in the drawing. Have each Cub make one too and then they can join you in the actions.

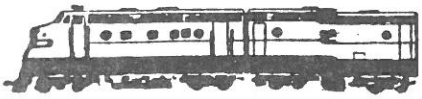
Here is the story:

One day a ship (SHOW IT) left to go fishing on the grand Banks of Newfoundland. The weather was fine and everything went well at first! But soon black clouds filled the sky and a terrible storm hit the ship. In the darkness it hit a large rock (TEAR OFF THE FRONT OF THE BOAT). Crash, and the bow was gone....(1)
The storm grew worse and all the sailors crowded to the stern, but - CRACK ! Another rock (NOW TEAR OFF THE BACK OF THE BOAT) and another problem. Now the stern had disappeared under the waves.(2)
A great blast of wind and the bridge of the boat disappeared (TEAR OFF THE TOP OF YOUR SHIP) (3). Poor ship there was nothing left except the captain's shirt! (HERE YOU UNFOLD THE REST OF THE SHIP AND YOU SHOULD HAVE "THE SHIRT") (4).





OPENING CEREMONIES



When ceremony is presented, Cub Scouts come on stage each holding a large cardboard picture of appropriate train car. Large pieces of cardboard from office furniture stores, refrigerator cartons, etc., could be used opened flat, the inside or plain side used. Den Leader or other adult could sketch train, and Cub Scouts could paint with tempera or marks-a-lot pens. Cub Scouts could simply march across stage with appropriate signs hung around necks describing cars.

ENGINE: This is the engine that represents our Government that keeps us on the right track.

COAL CAR: This is the coal car that represents the people who supply the energy to run our Government.

GONDOLA CAR: This is the gondola car that represents the open minds of the people who supply the energy to run our Government.

TANK CAR: This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.

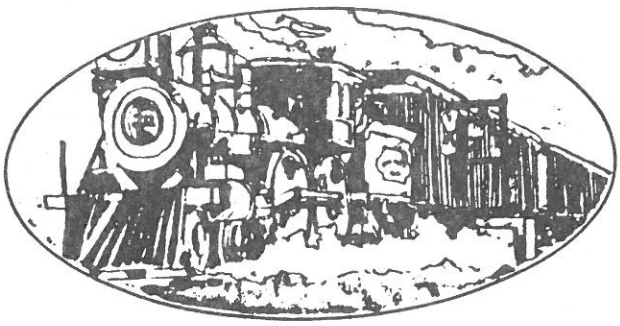
BOX CAR: This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.

CABOOSE: Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people that run our Government.

CUBMASTER: This train is unique, in that it runs on FREEDOM, the freedom that has made this country the strong nation that it is today.

(The engine could have a small American flag posted in a proper place and the caboose could bear the Scout emblem. The other cars can be decorated appropriately.)

Please stand and join me in the Pledge of Allegiance.



OPENING - AWARDS - CLOSING

Try tying the opening, awards, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant air liner.

For a pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air Lines flight number (your Pack number) is ready for boarding. People board. Cub Scout flight attendants check tickets, and all are seated and fasten their seat belts.

The Captain (Cubmaster) announces the destinations of this flight and wishes all a pleasant trip. Aircraft takes off, flies all around the United States, landing at various cities to see a skit by that nationally famous Den 1, or to sing a song led by the Den 4 singers.

For the awards, the airplane lands at various places to see famous people (brand new Wolf Cub Scouts), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain should present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil with his awards fastened to them).

At the end of the round trip flight, the aircraft returns home. Captain announces that he was pleased to have everyone on the fligh with him and wishes them a safe journey home. (That is the closing). The passengers disembark and go home.

TRANSPORTATION OF SMILES (CLOSING)

This could be read by a leader and the poster (shown below) held by Cub Scouts.

Something that should be transported every day,
Is a smile from one to another as we hurry down life's way.
While carrying SMILE we're transporting, indeed a valuable treasure. For the value of transporting a smile to others we cannot even measure. That smile we give from the heart can lighten someone's load, making brighter his day as he travel's down life's road.

So carry a smile with you wherever you go,
And transport to others a friendly glow.
So see it only takes a smile, with curves at beginning and end,
To give others smiles, and win for us a friend.

CLOSING

Arrangement: Cub Scouts are holding large cardboard cutouts or posters. Their part may be written on the back so they can read their lines.

1ST CUB: (Holding train engine)
When engineering a project, keep on the right track,
This way you never will be caught slack.

2ND CUB: (Holding canoe)
As the wise old Indian would say to you, learn to paddle your own canoe.

3RD CUB: (Holding covered wagon)
The covered wagon served folks well in its day
But don't get in a rut - you won't go far that way.

4TH CUB: (Holding plane cutout)
To guide your life, like a good pilot you'll find
It's important to keep an open mind.

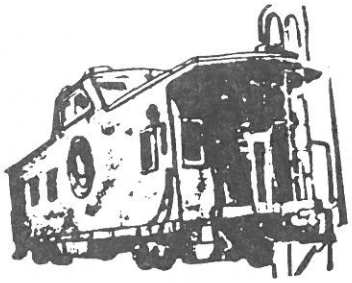
5TH CUB: (Holding car)
If spinning your wheels causes a terrible rumbling
You may not be moving, but just sitting there grumbling.

6TH CUB: (Holding space ship)
Just as an astronaut flies into space,
With a lot of determination, you can go any place.

Cub Scouts prop cutouts against back wall and join hands in the Living Circle while the Den Chief reads the following:

Just like the cars in a train, we're joined together as one;
We do our best to help the Pack go, while having Cub Scout fun.
And when it's time to part and each take a separate trail.
We'll do our best for God and Country - in that we will not fail.
We remember our Cub Scout Promise in everything we do.
Won't you all please join us as we pledge ourselves anew.

Den Chief leads boys and audience in Cub Scout Promise.



ABANDON SHIP

CAST: 4 Cub Scouts

SCENE: The deck on a sinking ship.
Three crewmen frantically race about, each shouting his line:

SEAMAN NO. 1: Man the lifeboats!

SEAMAN NO. 2: Abandon ship! Abandon ship!

SEAMAN NO. 3: Women and children, first!

The Captain arrives and gathers the crew. "O.K., men. All the passengers are safely off the ship and we've got one three-man life raft left. Now I want you to know that I don't believe in this business of the Captain going down with the ship...I'm going to be on the raft and the two of you who can answer some really tough questions will go with me. Ready, men?"

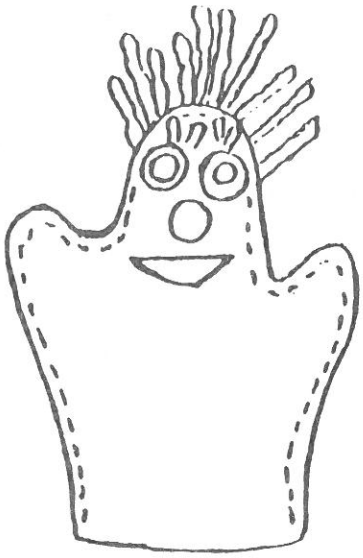
"What unsinkable ship sunk when it was hit by an iceberg?"

SEAMAN NO. 1: The Titanic, Sir.

"Next man, how many people were drowned?"

SEAMAN NO. 2: 1,517, Sir.

"Correct. Next man, what were their names?"



FOR PUPPETS ONLY

FREIGHT GOES BY

CHARACTERS

SAM BAM

(Puppets sway back and forth as they watch freight cars go by.)
SAM: Tank car.
BAM: Oil.
SAM: Flat car.
BAM: Cars.
SAM: Stock car.
BAM: Cows.
SAM: Refrigerator car.
BAM: Fruit.
SAM: Box car.
BAM: Boxes.
(Puppets stop moving.)
SAM: Say, Bam, what kind of train carries bubble gum?
BAM: That's easy, Sam. A Chew-chew train carries bubble gum.

SKITS

THE ABSENTMINDED DRIVERS

This skit can be altered to fit any number of boys. Large cardboard cutouts of boat, plane, rocket, etc. are on stage in full view of audience. Boys are dressed in appropriate costume. As they speak their lines, the audience calls out the correct vehicle.

NARRATOR: We're slightly absentminded, I've even forgotten my name; Please help us find our vehicles, In our transportation game.

PILOT: (Plane) I have a pair of goggles And a helmet on my head Which one of these belongs to me? (Points to vehicles) What was that you said?

COWBOY: (Horse) My hat's about ten gallons, I've spurs upon my boots, I wear a kerchief 'round my neck, My yells I give in whoops.

FIREMAN: (fire-truck) I sometimes wear a helmet, A rubber coat and boots, My vehicle is usually red, My siren has no toots.

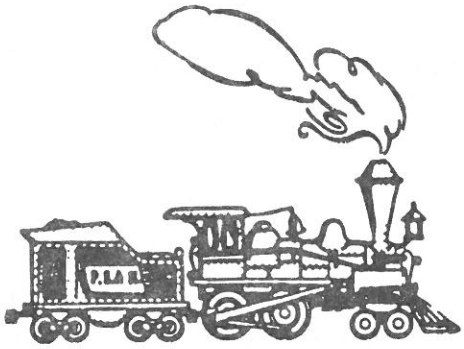
ASTRONAUT: (Rocket) My orbit is outside the earth, Where silence is profound, And when my trip is over, I don't touch down on ground.

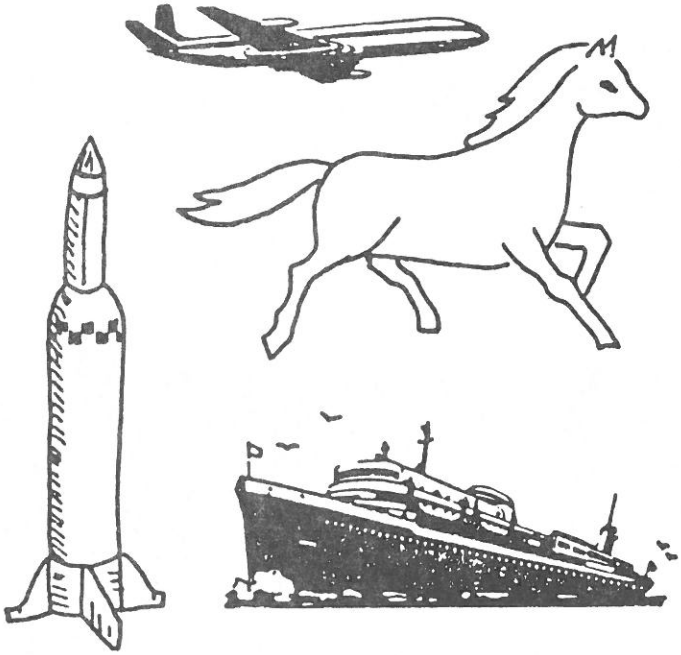
SAILOR: (Boat) Over the blue and bounding main, Away, away we float, I wonder what I'm steering? Could it be a _____?

ENGINEER: (Train) I carry loads and people, My engine's big and black, I go to far off places, I run upon a track.

INDIAN: (Canoe) My highways are the lakes and streams, Over all the country wide, Sometimes I use a hollowed log, Sometimes an animal hide.

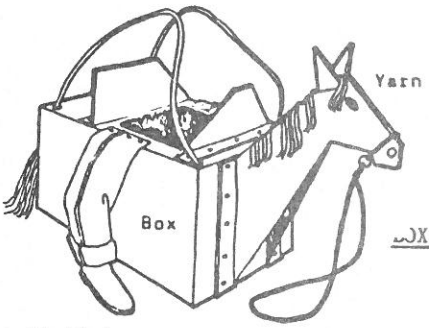
BUS DRIVER: (Bus) I carry people to their work, And home again at night, I drive to any part of town, I'm yellow and shiny and bright.



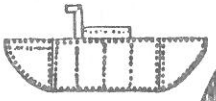


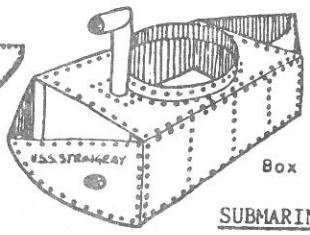
MODES OF TRAVEL:

PAST, PRESENT, FUTURE

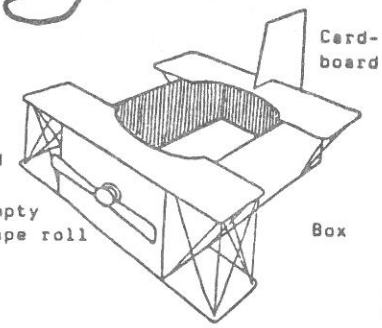


BOX HORSE

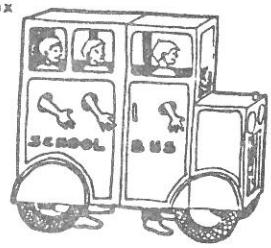




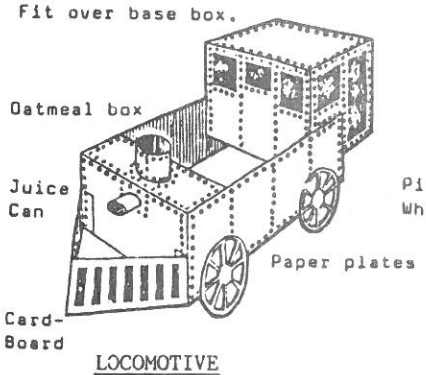
SUBMARINE



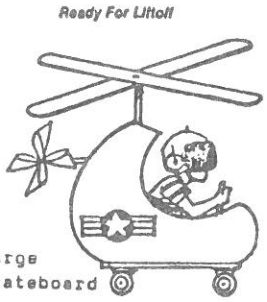
BI-PLANE



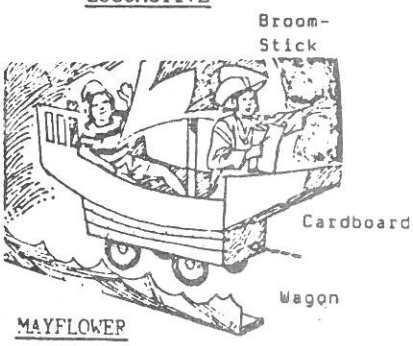
BUS



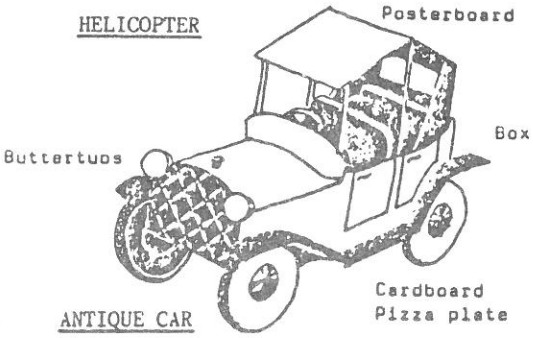
LOCOMOTIVE



HELICOPTER



MAYFLOWER

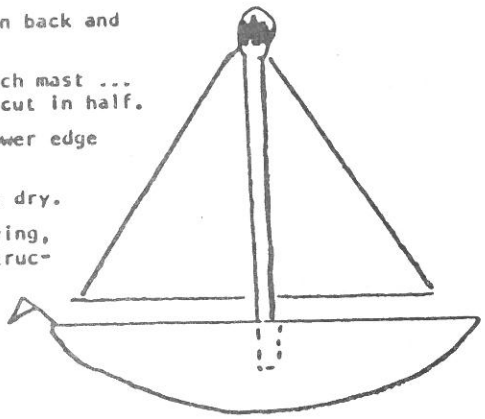


ANTIQUE CAR

A YACHT SLIDE

The hull is whittled from white pine or balsa. The mast is a burned match. The boom is a toothpick. The sail is a triangle of white or red fabric.

1. Whittle and sand hull. It is flat on back and curved on front.
2. Drill 3 holes ... one in top for match mast ... 2 in back for plastic or metal ring cut in half.
3. Glue mast in place. Glue boom to lower edge of sail.
4. Glue sail and boom mast and let glue dry.
5. Glue ring in place. While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin..

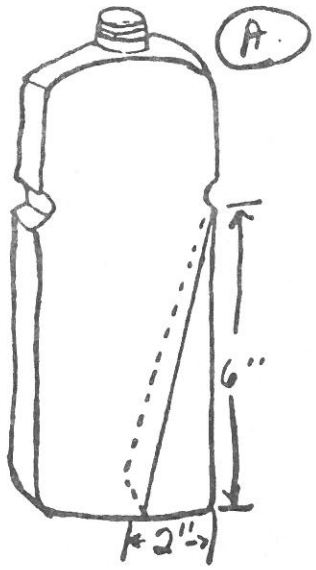


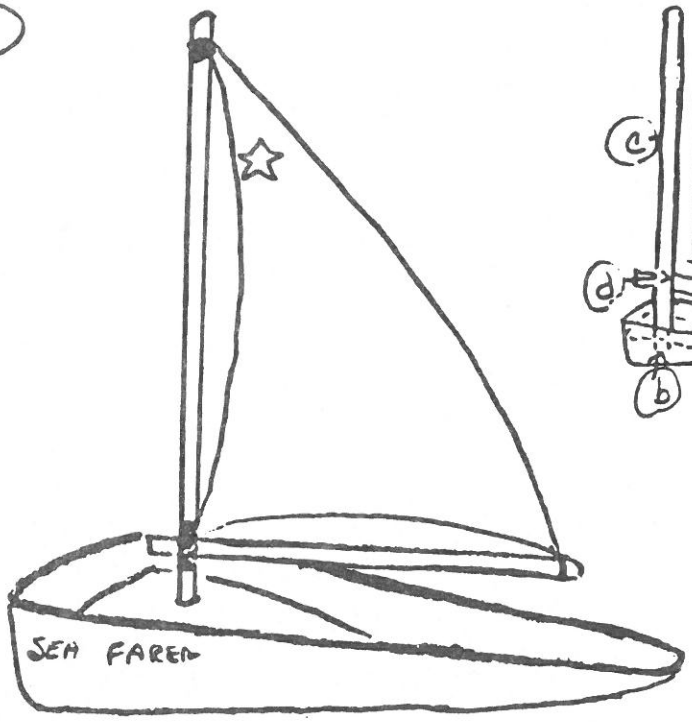
SAILBOAT

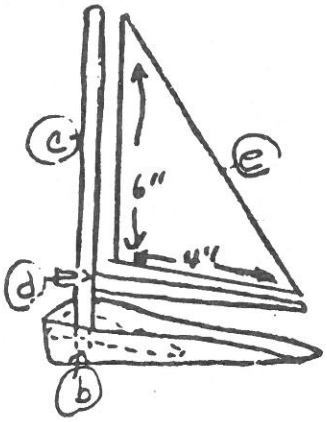
You will need: flat-type detergent bottle, plaster of paris, ½" dowel, 12" long fabric (small piece), paint or felt tip marker, wire, needle and thread.

DIRECTIONS:

1. Cut bottle, dia. a.
2. Cut dowel into lengths of 7" and 5".
3. Mix plaster of Paris. Since the plastic bottle is non-porous, it should be scraped with the points of scissors and made rough before pouring the plaster. This makes it hold better. Pour into front of boat (dia. b). Prop boat so top stays level.
4. Push end of 7" piece of dowel into wet plaster to make the "mast" (c). Hold straight until plaster dries.
5. Cross "mast" near boat with 5" piece of dowel to form "boom". Secure with wire (d).
6. Cut sail from fabric (e). Fasten to mast and boom at corners with thread.
7. Paint and name the boat as desired. Finished sailboat will really float.



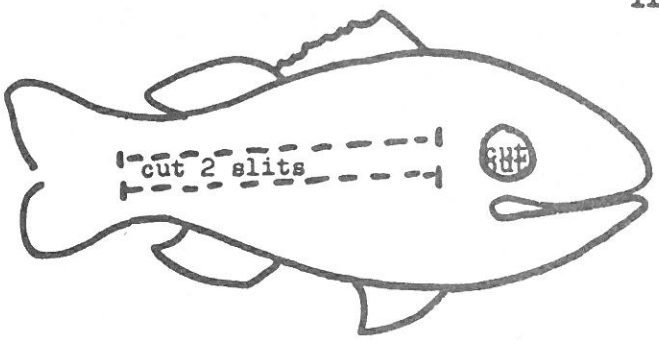


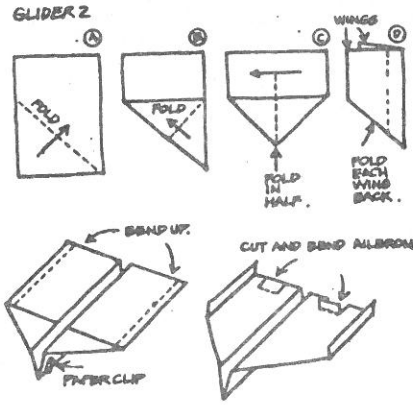


SWIMMING FISH PUZZLE

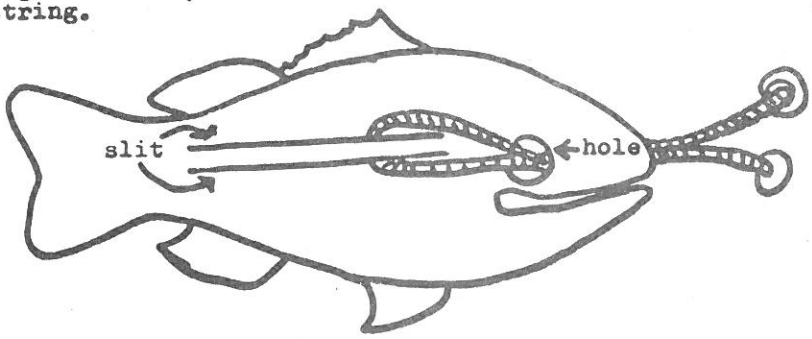
Trick - Remove string and button without untying buttons.

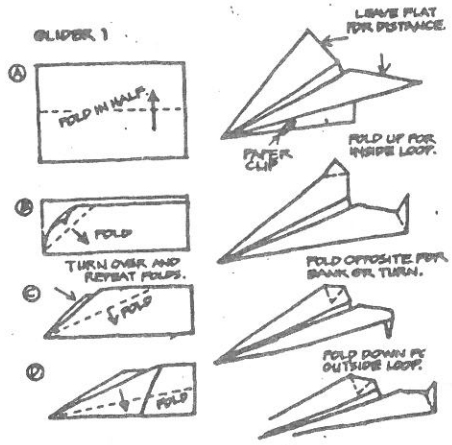
Make puzzle in fish design- keep hole and cut strip in line.





Make two parallel cuts (as per diagram) in center of strip of firm, yet pliable leather. At end cut hole, same width as slits. Pass heavy string under slits, through the hole, and fasten buttons to loose ends of string.



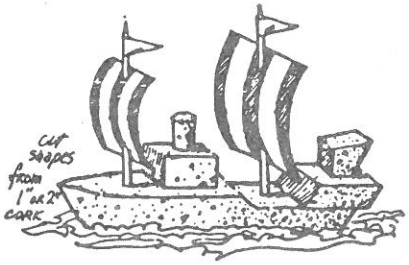


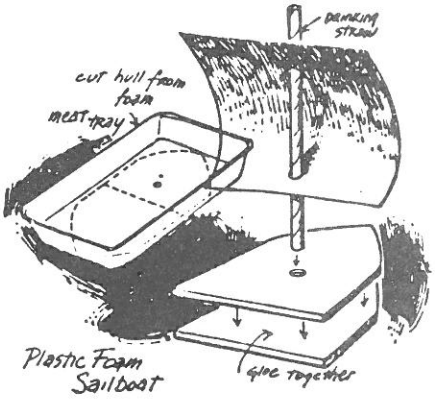
PLASTIC-FOAM SAILBOAT. Cut two copies of hull from plastic-foam meat tray. Make hole in center of one copy, insert and glue the drinking straw mast. Glue that copy to the second one. Cut sail from construction paper, make holes for mast, and slip over mast.

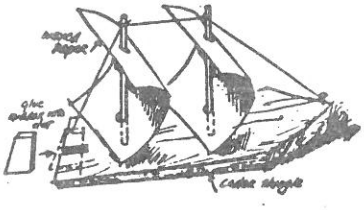
CORK SHIPS. Hulls are easily carved from 1- or 2-inch-thick sheets of scrap cork. Nail, pin or glue on superstructure parts and attach masts and sails.

SUBMARINE. Fill vial half full of water. Hold finger over vial's mouth, turn it upside down and lower into glass of water. If vial sinks, remove few drops of water from it. If it rides above surface add a few drops. Now tie piece of balloon tightly over top of glass. Make sub dive and surface by pressing rubber.

SHINGLE SAILBOATS. Cut hulls from wood shingles. Use sticks for masts and waxed paper for sails.







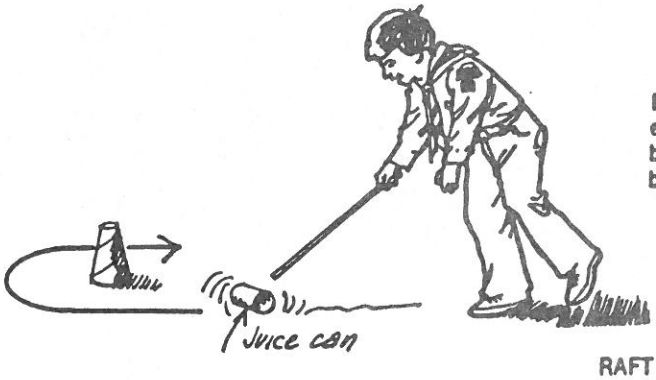
GAMES

"GRAND CENTRAL STATION, ALL CHANGE": Line up chairs facing each other, have boys seated facing each other, and tell them they are now in a subway. Add four or five standees to the car and they are ready for the ride. The conductor shouts "Grand Central Station, All Change". Whereupon everybody dashes out of the "car" from one side and re-enters it from opposite side, and rushes to get a seat. When all have re-boarded the car, the next stop to be announced is "South Ferry","Everybody Transfer:" This means that the passengers simply exchange seats with passengers sitting on the opposite side. The folks who are standing try to get seats.

MY SHIP IS SAILING: Seat your boys in a circle and have the first member of the circle say, "Our ship is sailing, what is its name ?" The second person must then designate a name which begins with the letter A. He may say, for example, "Our ship is the Albatross." Then turning to the next person in line, he asks, "Who is its captain?" That person must give the captain's name, which starts with the next letter in the alphabet, the letter B. He might say for example, "The captain's name is Barnacle." "On what sea does she sail?" He asks this question of the next person in line, who must reply with some answer beginning with the letter C. This continues around the circle, using each letter of the alphabet. It is well for your boys to devise their own questions, as this adds originality to the game. However, you might suggest before starting the game the questions such as these might be asked:

1. What is my ship's name?
2. Who is the captain?
3. On what sea does she sail?
4. Who is the pilot?
5. What is the cargo?
6. Under what flag does she sail?
7. What is our destination?
8. What do we see as we sail along?
9. What do we find in the ship's hold?
10. What great adventure do we meet on our trip?

AUTOMOBILE RACE: You need three or four small toy cars, wind up or otherwise. Each "driver" holds his car at the starting line and at the signal to begin releases it. Give each car a number and let the driver select his car by drawing from a hat. You may set these up on an elimination to determine the champion racer of your group. This could be set up on a shuttle relay basis, with two "drivers" for each car - one at goal, the other at the opposite goal. The first "driver" starts the car across the racing area and tries to start it in a way so that it will go directly to the opposite "driver" who, when he receives it, returns it back across the direction from which it came. If the car goes off its course, the "driver" who last handled it must go to wherever it is, and start it back in the opposite direction. If he gets into the way of any other car, however, so that its progress is hindered, he must be disqualified.



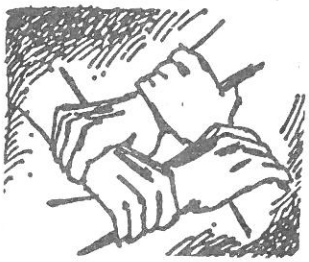
BOAT RACE. Divide den into two teams. In relay fashion, each team member pushes an object around a marker and back home. Use juice can, two-by-six inch block of wood, balloon or ball for the "boat."

RAFT RACE. Divide den into teams for this relay race. The first Cub Scout on each team is the first Skipper. He stands with each foot on a separate pad of newspaper. The second Cub Scout is the passenger, and he stands behind the Skipper on the same pads. On signal, the Skipper takes hold of the pads, one in each hand. By shifting their weight and maneuvering the papers forward, the two boys race to the goal line without stepping off the pads. On reaching the goal, the Passenger picks up the papers and races back to the starting line. He then becomes the Skipper while the next boy in line becomes Passenger for a trip to the goal. The first team to bring all members "across the river" wins.

Pieces of Eight Flipping—Sixteen "pieces of eight" (pennies) are laid, heads up, in a row on a table. In turn, each Cub Scout, using a spatula, flips the "pieces of eight" over to tails up as quickly as he can. The den chief or Den Leader serves as timer.

Hauling in the Nets—Each member of the den is given two sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. On signal, see who can first squeeze both sheets into two balls without moving the arms or putting the hands together. Easy? You try it and see.

Cross Hand Support



Packsaddle Relay—This is an interden competition for the pack meeting. Dens line up in relay fashion. Each den divides into three-man groups and each group picks a boy as its rider. All riders from each den then station themselves along a line about 30 feet from their dens. On signal, the two carriers from each den team run up to their rider, form a "packsaddle" (see illustration) and carry rider back to their den. This touches off the next team of carriers, who pick up their rider and return.

If dens have unequal numbers, it may be necessary for some boys to run twice. Or two dens may team up for the game.

Packsaddle Relay

SONGS

MY BONNIE

My Bonnie lies over the ocean,
My Bonnie lies over the sea.
My Bonnie lies over the ocean,
Oh, bring my Bonnie to me.
Bring back, bring back,
Oh, bring my Bonnie to me, to me.
Bring back, bring back,
Oh, bring back my Bonnie to me.

ACTIONS: Stand up with the first word that begins with "B" and sit down on the second word with "B" and so on. You should end seated.

PINEWOOD DERBY SONG

TUNE: Camptown Races

Cub Scouts all join in the song,
Doo-dah, doo-dah!
Pine car track is mighty long,
Oh, doo-dah day!

Chorus
Going to run so fast,
Going to get ahead
Bet my money on a blue pine car,
Somebody bet on the red.

Red cars, blue cars, green and gray,
Doo-dah, doo-dah.
Running on the track today,
oh, do-dah day!

Pinewood cars have lots of class
Doo-dah, doo-dah.
'Specially cause they don't use gas,
Oh, doo-dah day.

They're the pride of all the lads,
Doo-dah, doo-dah.
Built by Cub Scouts and their dads,
Oh, doo-dah day.

TRAIN SONG

(Tune: Yankee Doodle)

I met an engine on a hill,
All hot and broken-hearted,
And this is what he said to me
As up the hill he started.

Chorus
I think I can, I think I can,
At any rate, I'll try.
I Think I can, I think I can
At any rate, I'll try.

He reached the top, and looking back
To where he stood and doubted,
He started on the downward track
and this is what he shouted:

Chorus
I knew I could, I knew I could,
I never should have doubted,
I knew I could, I knew I could,
I never should have doubted.

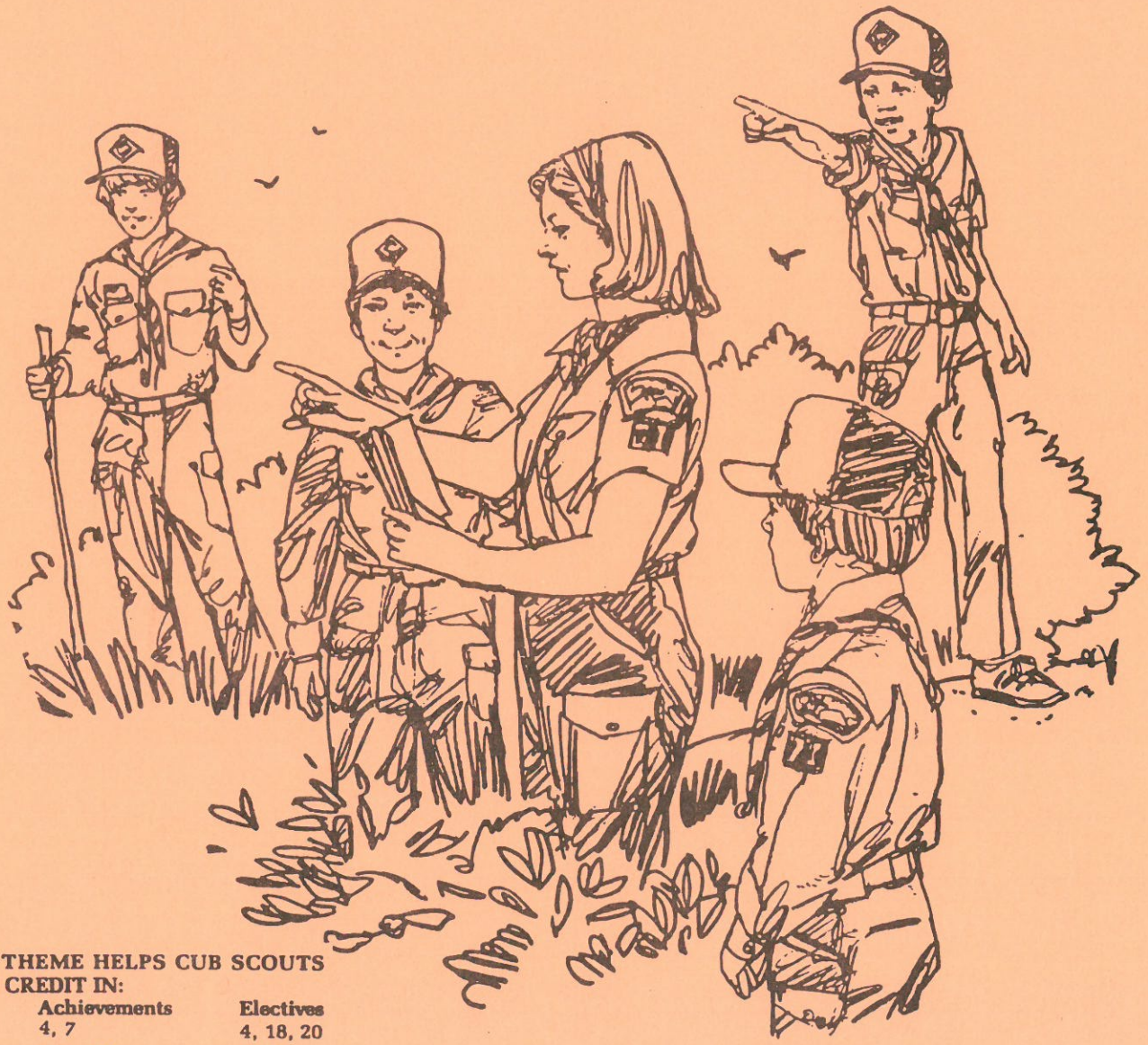
GOING PLACES

(Tune: Are You Sleeping?)

Going places, going places,
Far and near, far and near,
Cub Scouts like to go, no fear
See their smiles and hear them cheer
They're all here, they're all here.

Going places, going places,
Train and bus, train and bus,
Hurry or you'll miss it now
It's such fun to travel - Wow!
Come with us, come with us.

EXPLORE YOUR NEIGHBORHOOD



THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf	4, 7	4, 18, 20
Bear	5, 6, 12	12, 14

SEPTEMBER THEME

EXPLORE YOUR NEIGHBORHOOD

How much do your Cub Scouts know about their own neighborhood? Community? City?

Probably not as much as you think. Have they ever seen the inside of a police station? Visited a nearby factory? Seen the inside of a broadcast studio or newspaper? Talked with the oldest resident? Hear about when and how your town was settled?

For the Explore Your Neighborhood theme, they will have a chance to do some of these things. Learning about your own neighborhood is the first step in exploring America.

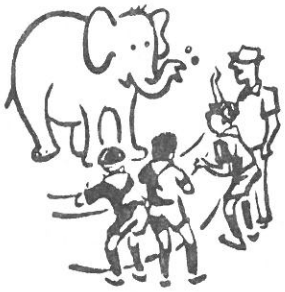
Dens may visit some local attraction this month. Your Pack activity may be a regular meeting, with the Cub Scouts showing and telling what they have learned about your community, or it may be a short trip to a local historic site, or to a plant, zoo, museum, or other place the boys would enjoy seeing.

What ever you decide to do at your meetings this month, don't forget your new Tiger Cubs. This might be a good Pack meeting to include them in on the fun.

It is also the Pack meeting to have a separate session for parents. As the Pack begins the new program year, it is vital that the parents give strong support. To do that, they must understand Cub Scouting's purposes and methods and their role in the program.

This month's theme is designed to achieve Cub Scouting's purposes of:

- Improving understanding within the family.
- Fostering a sense of personal achievement by developing new interests and skills.
- Providing fun and exciting new things to do.
- Preparing them to become Boy Scouts.



IDEAS FOR DEN ACTIVITIES

- Visit firestation, police station, museums or other special interest locations.
- Learn something about home area and its people.
- Study state symbols, official tree, state bird and flower.
- Do a neighborhood good turn.
- Take a nature ramble.
- Learn how to identify poisonous plants.
- Make a den travel map. Place name pennants on map of places visited.
- Take a bike hike, inspect bikes before going.
- Draw a map of your area, pinpoint each boy's home.

IDEAS FOR PACK ACTIVITIES

- Visit a museum, zoo, or art gallery.
- Visit a nature preserve or fish hatchery.
- Hold Pack meeting in a park - arrange a Nature Lore Trail.
- Display souvenirs and items from trips taken by Cubs.
- Have a long time resident tell about the early days.
- Present "key to the city" to mayor at Pack meeting to get more local support for Scouting.
- Have a separate meeting for parents.
- Invite Tiger Cubs to the Pack meeting.

NEW PERSON CHEER: "Welcome! Welcome! Welcome!"

GIANT BEEHIVE CHEER: Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the humming gets quieter.

FANFARE CHEER: Raise hands like an orchestra leader. Then lower hands and audience says, "Ta-da!" three times as you direct them.

WHERE TO GO .....WHAT TO DO

Here are some ideas for Cub Scout fun trips. Do not limit yourself to just these. This list is just to get your imagination working, then all you need to do is call a local place and ask if you can bring your Cub Scouts to visit and if someone would have time to show you around. Do not always look for the big places. Often the most interesting tours can be of small businesses and they often have more time and desire to take time with the boys and answer questions.

SEE THINGS MADE - Visit manufacturing firms such as aircraft, automobile, appliance, or electronic firms; chemical, paper, plastic, paint, furniture or toy plants.

HOW YOUR CITY RUNS - Power, light, water, gas, sewage plant; police and fire stations, city hall, courthouse; telephone building, post office, hospitals, newspaper plant, radio and television stations.

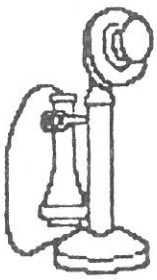
HOW YOUR CITY IS FED - Truck farms and dairy farms; dairies, flour mills, bakeries, food processing, canning and bottling plants; stockyards and meat or poultry packing houses; beverage, candy and ice cream firms; city markets; restaurant and pizzerias; food distributors.

HOW YOUR CITY TRAVELS - Bus, boat, truck, railroad, airplane, ferry and shipping terminals and facilities.

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

LET'S GO OUTDOORS - Parks, forests, arboretums, botanical gardens, cemetaries, fish hatcheries, game preserves or wild bird sanctuaries, hiking and nature trails.

You can use the Yellow Pages of your phone directory for information and if you just can't think of anything on your own, your local chamber of Commerce will be of help to you.



MORE IDEAS

Historical background

What year did your state join the union? When was your town founded? Who were the first settlers? How did they arrive? What did they do for a living? What were the early homes and buildings like? Where were they? Are some still standing? Make a chart of your hometown and vicinity. Locate on the chart the site of early important buildings or historic events—the first school, courthouse, city hall, churches; first child born; and oldest early resident still living.

Den skits, props, and costumes

Use simple pantomimes or tableaux to tell about important events or famous people from your hometown. Demonstrate proper use of the flag. Learn and sing the state song. Make paper-bag puppets and do a Keep America Beautiful skit. Prepare a list of questions for a Know Your Hometown contest at the pack meeting.

Family geography project

For an interesting and educational project have each of your Cub Scouts obtain a United States map. Mount it on a sheet of cardboard and place colored map pins on every spot their families have visited. Make map pins by painting nail polish on heads of common pins. This map will be helpful in showing where families have traveled. When dad travels out of town "follow" him on the map.

DEN PROJECTS

Your den's activities this month will depend in part on whether the pack highlight will be a trip or a regular meeting.

Note that a neighborhood trip is suggested for the third meeting. This may be to any nearby attraction that the boys have never visited. See ideas listed above.

If the pack will have a regular meeting instead of a trip, your den will want to prepare a skit or stunt for it. Here are ideas:

- Skit on the community's early history. Show how early settlers lived.
- Skit on some incident of local history. (Check a historical society for ideas.)
- Show and tell about a relief map of your community.
- Charade. Have the den prepare a charade about some aspect of your community—either historical or modern—and ask the pack meeting audience to guess what it is. Examples: charade of a local industrial process or product; or of an incident from local history.
- Den song about your town. Write simple verses about your community and set them to a familiar tune.
- Show and tell about products of a local industry the den visited.

Trips and special activities

List important business enterprises in your town or vicinity. Include factories, newspaper presses, power plants, utilities, fire and police stations, bakeries, food distributors, television and radio studios, museums, art galleries, music centers, parks, nature preserves, zoos, and transportation depots. Visit some of them.

TRAVEL TIPS. In planning your den and pack trips this month, check the following:

- Have sufficient adult supervision. Call on parents.
- Cub Scouts and leaders should be in uniform.
- Coach boys to be courteous and observe all rules of the place they are visiting.
- Make arrangements with the place well in advance, and be on time.
- Locate rest rooms immediately upon arrival.
- Decide on rendezvous points, gathering times, and plans for eating.
- Know where emergency care can be obtained.
- Have a list of all boys in your care and be sure that each has some identification. Use the buddy system.
- After the trip, have the boys write thank-you notes to their host. At a minimum, the pack secretary should write a note.

PERMISSION SLIP FOR FIELD TRIPS

Pack or Den # _____ is planning a field trip.

Plans have been approved by: _____
(Pack Committee)

and the Scout Council office.

Mr./Mrs. _____ is Cubmaster of the pack directly responsible for this trip. He will be glad to have you call him if you have any questions. His/her phone number is _____.

The leader in charge of this trip will be _____.
His/her phone number is _____.

The pack will be gone _____ leaving on _____ from
(date)
_____ at _____ o'clock and returning on
(place)
_____ to _____ at _____ o'clock.
(date) (place)
The cost for each boy will be _____ for _____.

This is to be paid one week before departure: _____.

Each boy will bring _____
(list necessary equipment)

_____.
In case of emergency, the leaders will call Mr./Mrs. _____

_____
(Address) (Phone)
who will immediately get in touch with the parents.

Pack Leader _____

(Tear off here and return to pack leader.) Date _____

My son _____ is in good physical condition at present and had no serious illness or operation since his last health examination. I shall make sure that he does not attend if he is not feeling well. I understand the cost will be _____.
During the trip period, I may be reached at: _____
(Address)

_____.
(Phone)

Any remarks: _____

_____

Signature - Parent or Guardian_____

PREOPENING

As boys arrive with their families, direct them to their den display tables to leave their projects. Give each adult a small card and direct him or her to a large map of your community. On the map, have postcard-size pictures or nameplates of prominent buildings or other landmarks—some placed correctly, others incorrectly. Ask the adults to write their names on their card and then list the *incorrect* placements.

At the end of the preopening period, have a committee member gather the cards and check them in time for the Icebreaker.

Icebreaker—Committee member reports the winner of the preopening community map quiz. Lead Applaud and Cheer stunt for him or her

EXHIBITS

set up chairs, display tables for both Cub Scout dens and Webelos dens, and perhaps such other exhibits as products made locally, the city seal or banner, pennants from the local high school, and other things that identify your community. Have a large name tag reading "Mayor" for the Cubmaster, and "Council Member" signs for pack committee members. Or use other signs depending on how your local government is organized.

NEW FAMILY INDUCTION

Induct new Cub Scouts and families with "Family Circle" ceremony from *Staging Den and Pack Ceremonies*.

If you have boys graduating into a Scout troop, choose a dignified ceremony from the same book.

Closing--

Form pack and parents in a huge friendship circle, with arms around each other's shoulders. Have your song leader lead the group in humming "America" while a Webelos Scout slowly repeats the Pledge of Allegiance. Then sing the first verse.

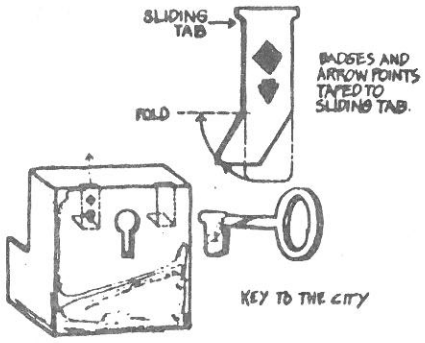
RECOGNITION

"Mayor" uses "Key to the City" to unlock Wolf and Bear badges and arrow points for presentation to boys. See illustration.

He then graduates eligible boys to Webelos dens. Webelos den leaders award activity badges, Webelos badges and Arrows of Light. If you have boys graduating into Scout troops, use a ceremony from *Staging Den and Pack Ceremonies*. Invite Scoutmaster to participate.

Closing—Announce date, time, and place of next pack meeting.

Extinguish room lights, shine a spotlight on the U.S. flag, and lead audience in "God Bless America" (Cub Scout *Songbook*).



KEY TO THE CITY. Cut lock and key from heavy cardboard box and paint gold or 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.

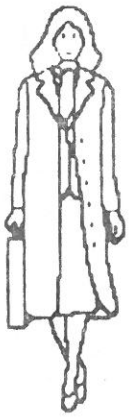
Ideas committee

Select a mother and dad from each den to join the ideas committee. It will be their job to check local libraries for books on state and local history. They should also contact historical societies, chambers of commerce, and tourist bureaus for information about their section of the state. They should come prepared to share specific facts with the leaders at their monthly planning meeting. It would be most helpful if each Den Mother could have information and colored prints, where possible, on the state seal, flag, song, flower, and bird.

Audience participation means getting everyone involved and since Cub Scouting is a family involvement program, audience stunts are a natural for Pack meetings. There are many different kinds of stunts: stories, songs, yells, etc. The rule to follow with any of them is to have the stunts short, snappy and lots of fun for everyone.

MY AUNT CAME BACK

In this audience participation stunt, the leader chants the words and at the end of each stanza, adds a motion which the audience also does. Begin by having the audience stand, then they "fan" themselves, "cut" with sheers, etc. until at the end, the audience is constantly doing all six motions at the same time.



My Aunt came back from old Japan;
She gave to me an old silk FAN.
(Make fanning motion with right hand.)

My Aunt came back from old Tangeers;
She gave me a pair of SHEERS.
(Add, cutting motion with left hand.)

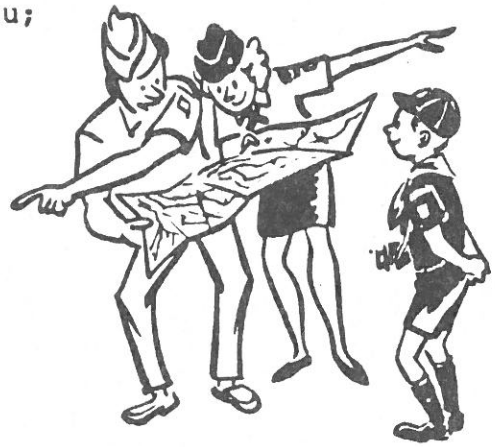
My Aunt came back from the New York Fair;
She gave to me a ROCKING CHAIR.
(Add, rocking back and forth on your heels.)

My Aunt came back from Holland too;
She gave to me a WOODEN SHOE.
(Stomp right foot repeatedly.)

My Aunt came back from old Hong Kong;
She gave to me the game PING PONG.
(Move head to right and then left.)

My Aunt came back from Kalamazoo;
She gave to me some GUM TO CHEW.
(Make chewing motion with mouth.)

My Aunt came back from Tlimbuktu;
She gave to me some . . .
(Leader points to audience)
. . .NUTS LIKE YOU!



WELCOMING PROGRAM

(A simple program for the opening meeting of the year)

No scenery is required for this program. There are no costumes, unless the sponsoring institution has a uniform. The verses may be said by individual Cub Scouts or by dens as a whole. Have the performers line up on stage. Let each Cub Scout or den step forward as he gives his verse. The final two verses are given by all. Insert the pack number where indicated. In the seventh verse, have the Cub Scouts point at the audience on the last line.

1st CS: Another year is starting,
And we'd like to welcome you.
And tell you what our purpose is,
And what we hope to do.

2nd CS: Pack ___ is a group of Cub Scouts;
It helps us grow up strong,
And teaches us to do what's right
And fight against what's wrong.

3rd CS: It shows us how much we can do,
If we work as a team;
Then we'll have fun and jobs won't be
As hard as they first seem.

4th CS: We'll go on hikes and field trips,
To learn of nature's wonders,
So we'll respect her when we're grown
And not make any blunders.

5th CS: And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
In helping one another.

6th CS: We'll learn to be good citizens
And, hopefully, we'll see -
That laws are made for all the men
So each man can be free.

All: To do all this, Pack ___ needs
Good leaders - this is true -
That means we need the help of all
Of you - and You - and YOU!!

All: 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."

CUB SCOUT/PARENT INDUCTION CEREMONY

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

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

Parents of these new Cub Scouts, will you please give the Cub Scout Sign and repeat after me:

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

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

(Congratulations and handshakes all around.)

* * * * * *

PARENT PLEDGE

To be repeated by parents after an advancement ceremony.

We will continue to do our best to help our son along the achievement trail and share with him the work and fun of Cub Scouting.

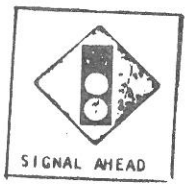
OPENING

(Five Cub Scouts come on stage in turn and recite one of the verses below).

Newspaper Boy:
I am your paper boy
I deliver the news
Freedom of press
Has different views.

Postman:
I am the postman
I deliver with dash
That Boy's Life issue
That's really a smash.

School Crossing Guard:
Safety is my job
I am the school guard
You cross the street safely
To the other yard.



Speed Limit Sign:
I am the sign
That saves a lot of lives
Everyone obeys me
Without any jive.

Trash:
I am the litter
That makes everyone bitter
Let's clean it up
So life will be better.

Cubmaster:
Our neighborhood is an important part of the country in which we live.
Let us all now stand and pledge allegiance to our country.

CLOSING:

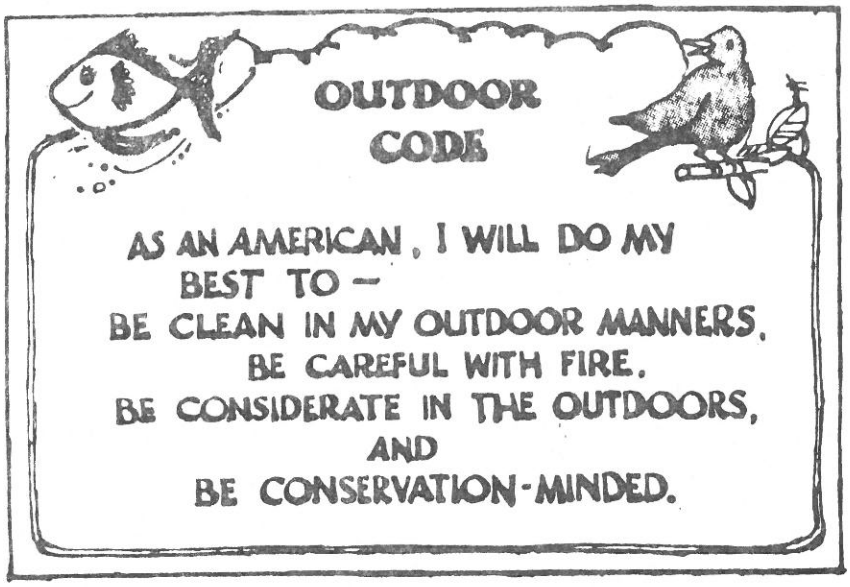
Cubmaster: In these times of gas shortages and economic problems, our neighborhood has become more important to us than ever before. We've all heard stories from our grandparents about the good ol' days when people sat in their yards and visited and got to know each other better. There are some of us here tonight who really don't know each other even though our sons share a common experience. Let's take about five minutes right now to introduce ourselves to each other.

Den ____ will retire the colors for us.

ADVANCEMENT

Look around your neighborhood . . . and your resource people within your neighborhood. A fire station, a police station, school, church, recreation center, etc. can all be possibilities. Ask these people if they would attend your Pack meeting and take part in your advancement ceremony. A Bobcat may receive his advancement from his school teacher. A fireman could present the Wolf advancements. The Bear rank could be presented by a race driver who may happen to live in the area.

This is a good time to bring to mind the community resources and things to do within walking distance of your Pack meeting place. It will also give the community people a good opportunity to see what Cub Scouts are doing.



LOST!!

SCENE: Most anywhere.
ACTORS: There are two, apparently lost. They could be in an "automobile", constructed of chairs for skit purposes.

FIRST: Say, I'm not sure where we're going.
SECOND: This doesn't look like South Carolina to me.
FIRST: Wonder where we are, anyhow?
ENTER A THIRD PERSON, APPARENTLY A LOCAL RESIDENT.
FIRST: Say, stranger!
LOCAL: Yep?
FIRST: Can you tell us where we are?
LOCAL: Shore can. You're at the North Pole (or some other outlandish place.)
FIRST TO SECOND: You see? I told you we should have taken the other road at that last fork!

MAGIC MUD

One Player: Did you ever wonder, as you pass a little stretch of mud and grass,
what Nature may be hiding there, within this spot a few feet square?

ALL: Let's gather round and take a look and like the pages in a book
We'll study it with open eyes. Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around imaginary patch of ground or piece of cardboard painted black and green. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. The bee sting gets everyone to his feet, and the victim is smeared with some black substance. All line up for final stanza)

ONE: Here's a freshly patterned animal track
Where a rabbit hopped across and back

TWO: I see a stream of busy ants
Carrying tidbits as they dance.

THREE: Look, a feather blue and gray,
Dropped off a screaming jay.

FOUR: Sprinkled here are sprouting seeds
From lofty elms and sprawling weeds.

FIVE: A pebble smothered by action slow,
Formed a million years ago.

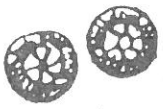
SIX: In a puddled spot not yet dried out,
A water beetle swims about.

SEVEN: And here an eager plant is set-
An early blooming violet.

EIGHT: A wiggly worm comes up to twitch,
No one knows which end is which.

NINE: The mud itself, with food stores vast,
From life that grew in ages past.

TEN: It's not all Nature mud reveals
Here's a candy wrapper and two toy wheels.



ELEVEN: There's something moving; what's that now?
I'll pick it up.... a EEE! Oh Yow!

TWELVE: Quick, here's some mud upon the spot
To take away the soreness hot.

ALL: In mud, there's stone and living things
Healing power for bitter stings
Through it flows the earth's life blood,
Our soil is really MAGIC MUD.

NATURE SKIT

Characters: 6 Cub Scouts in uniform or Cub Scout t-shirts
Scene: A nature walk by den ____.
Props: Cub Fashioned bouquet, with strands of ivy.

1st Cub: Gee fellas, I don't think Mrs. _____'s having a very good time.

2nd Cub: Well, you didn't help things much, giving her that garter snake.

3rd Cub: I was just trying to help her collect stuff for our nature display at the Pack Meeting.

4th Cub: Yeah...and you heard what she said! "Nothing, ever again that moves by itself."

3rd Cub: So....now I know better!

5th Cub: Don't worry about a thing, you all. I'm gonna fix <u>everything</u>!

6th Cub: Yeah ? How????

5th Cub: Well, you know how nutty women are about flowers. So, I picked her this neat bunch of flowers. (HE HOLDS UP BOUQUET, WITH TRAILING STRANDS OF IVY.) See??????

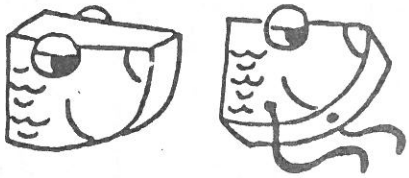
6th Cub: Oh no...(WAILS) We'll never get to go on another hike!!

5th Cub: How come?"

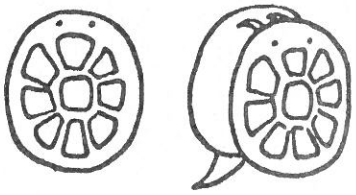
6th Cub: Cause....you jerk....that's poison ivy!!!!

ALL 5 CUBS SAY OH NO!! IN LOUD DISGUSTED VOICES AND RUN OFF STAGE LEAVING 5TH CUB STANDING WITH BOUQUET. HE DROPS IT, STARTS SCRATCHING AND ALSO RUNS OFF.

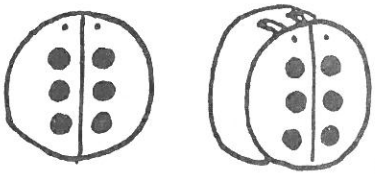
NATURE COSTUMES



CUT TURTLE HEAD FROM CARDBOARD BOX. ADD EYES. PAINT

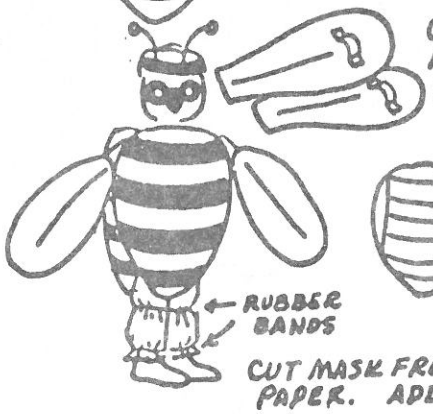


CUT TURTLE SHELL FROM CARDBOARD. PAINT. WEAR SANDWICH BOARD STYLE



CUT LADYBUG SHELL FROM CARDBOARD. WEAR SANDWICH BOARD STYLE

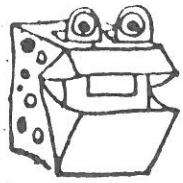
CUT BEE, ANT, OR GRASSHOPPER SHELL FROM CARDBOARD. WEAR SANDWICH BOARD STYLE



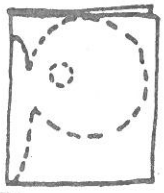
CUT WINGS FROM PAPER OR CARDBOARD

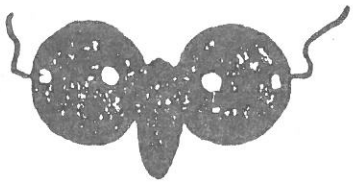
GRASSHOPPER OR ANT SHELL

CUT MASK FROM CONSTRUCTION PAPER. ADD TIES.

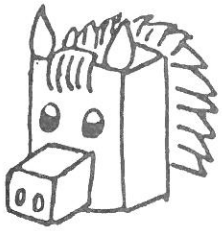


FROG MASK - MADE FROM GROCERY BAG WITH 2 EXTRA PAPER FLAPS TO FORM MOUTH



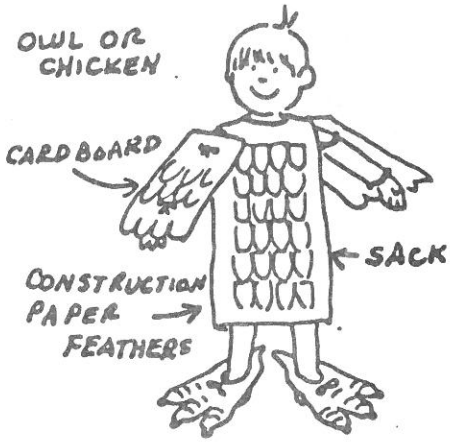


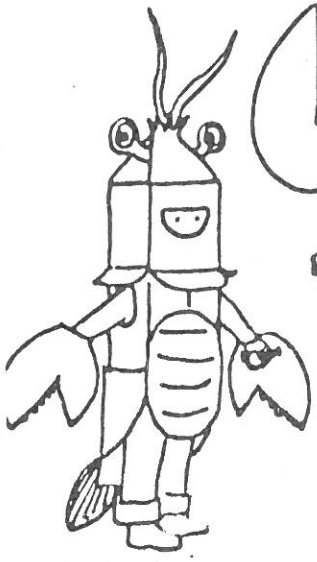
DOG MASK - FROM PAPER BAG

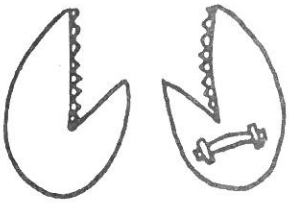


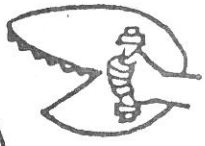
HORSE MASK - FROM PAPER BAG

TURKEY







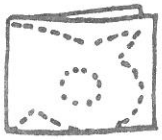


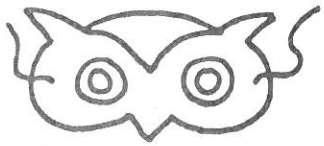
LOBSTER - MADE FROM SACKS AND CARDBOARD

MOUSE MASK - PAPER PLATE, PAPER CONE NOSE

GROCERY BAG MASK

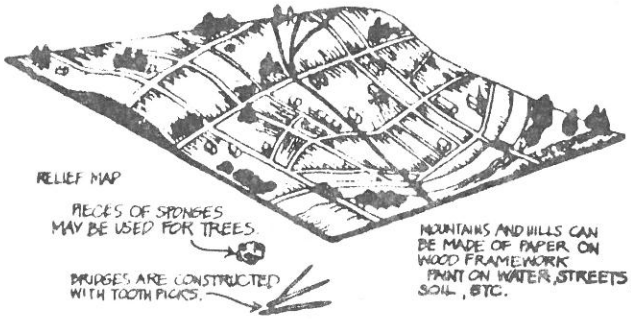
CHICKEN MASK

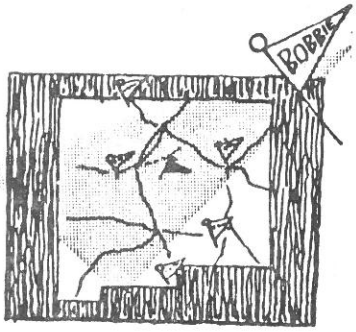




OWL MASK

CRAFTS

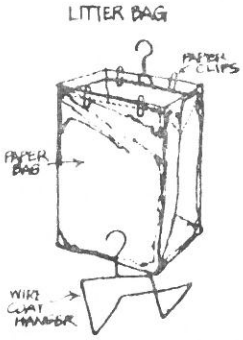


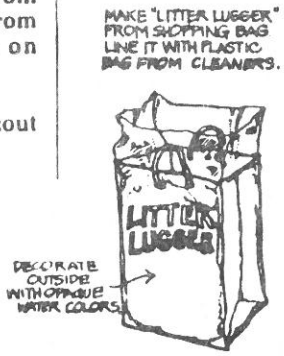


A DEN TRAVEL MAP *can be made by placing name pennants on a map to show places visited by boys.*

RELIEF MAP. Use papier mâché or plaster. (See *Crafts for Cub Scouts* for directions.) Construct buildings from boxes or cardboard, or use models from model railroad. Assemble map on plywood sheet.

LITTER BAGS. Have each Cub Scout make one for the family car.

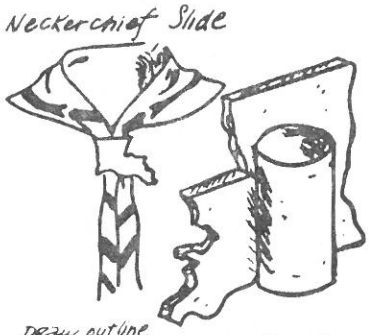




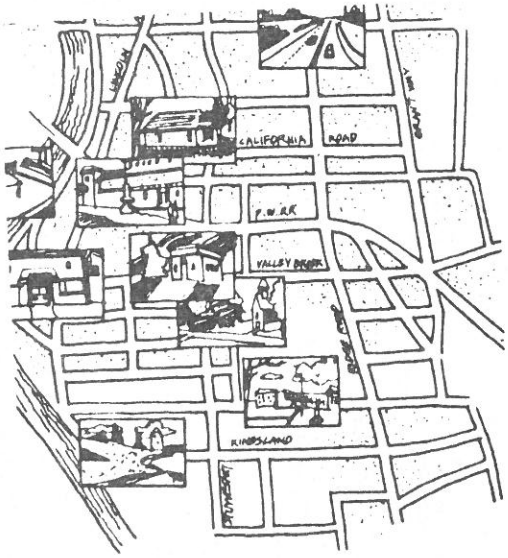
NECKERCHIEF SLIDE. Draw or trace outline of state on Masonite or plywood. Cut out with coping saw. Paint any color and glue on leather or leatherette loop.

Litter bags

A simple litter bag for the family car can be made by cutting a leg from a pair of blue jeans. Turn inside out and sew across the unhemmed end to form the bottom. Turn on right side and sew on a loop or curtain pull ring to hang it by or cement a spring-type clothespin on as a clip.



Draw outline of state on plywood or masonite — Cut out with a coping saw and paint glue on leather loop.



NECKERCHIEF SLIDES

1. TURTLE - USE 2 BOTTLE CAPS TAPED TOGETHER, RIM TO RIM, FOR TURTLE SHELL. OR, USE AN UNUSUAL SHAPED BOTTLE LID. PAINT SHELL GREEN WITH YELLOW SPOTS. CUT BODY FROM POSTER BOARD. DRAW ON EYES WITH MARKING PEN. POKE HOLES IN POSTER BOARD TO INSERT PIPE CLEANER SLIDE RING IN BACK.

2. LADY BUG - USE HALF A WALNUT SHELL FOR LADY BUG. PAINT HEAD BLACK. PAINT BODY RED WITH BLACK DOTS. ADD A NARROW BLACK STRIPE DOWN CENTER OF BACK. GLUE ON WIRE ANTENNAE. USE TINY PLASTIC EYES OR CUT FROM CONSTRUCTION PAPER. WHEN BUG IS DRY, TURN UPSIDE DOWN, FILL WITH A LITTLE PLASTER AND INSERT POP-TOP RING OR PIPE CLEANER RING.

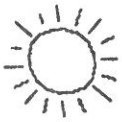
3. TERRARIUM - USE A CLEAR PILL BOTTLE FOR THE TERRARIUM. MAKE TWO HOLES IN THE BACK WITH A HOT ICE PICK OR NAIL. (DEN LEADER SHOULD DO THIS. USE PLIERS TO HANDLE HOT NAIL) INSERT PIPE CLEANER RING IN HOLES AND GLUE. FILL TERRARIUM WITH GRASS, MOSS, FERN, OR EVEN DRIED FLOWERS. PUT THE LID BACK ON, AND THE SLIDE IS READY TO WEAR.

4. APPLE WITH WORM - APPLE IS MADE FROM A LARGE, ROUND, WOODEN BEAD. IF HOLE IS NOT LARGE ENOUGH FOR NECKERCHIEF TO FIT THROUGH, ENLARGE HOLE. PAINT RED (UNLESS BEAD IS ALREADY RED). MAKE A SMALL HOLE ON ONE SIDE TO HOLE A GREEN PIPE CLEANER WORM. WORM SHOULD HAVE TWO TINY EYES. ADD A GREEN FELT LEAF NEAR THE TOP OF THE APPLE.

5. TREE SLICE - WHEN ON A NATURE WALK, LOOK FOR A BRANCH 1" - 2" IN DIAMETER. CUT SECTIONS ABOUT 1/2" THICK. SPRAY WITH CLEAR VARNISH. GLUE A POP TOP RING OR PIPE CLEANER RING ON BACK SIDE. THIS IS A NICE REMINDER OF A FIELD TRIP AND NATURE STUDY.

6. LITTER BARREL - USE A FILM CAN. PUNCH TWO HOLES IN BACK TO INSERT PIPE CLEANER RING OR WIRE RING. COVER CAN WITH VINYL TAPE OR PAINT AS DESIRED. GREEN IS A SUITABLE COLOR. ADD THE WORK "LITTER" OR "PITCH IN" ON THE OUTSIDE. THIS SLIDE WILL EVEN HOLD SMALL BITS OF REAL LITTER.

See *Cub Scout Fun Book* for instructions for rain gauge, leaf blueprint, terrarium, weather vane, and ant house crafts.



Explore Your Neighborhood

Spotting Mother Nature - Use this game to develop nature and conservation skills, alertness and observation. Ask the boys to watch for things that grow, crawl and fly and make a list of them. The boy with the most items on his list wins. This could be done during a nature hike.

Nature Alphabet - Find some nature object in your back yard or park with a name beginning with each letter of the alphabet. Make a list.

Animal Hunt - Place a small toy animal somewhere in the play area and tell the Cub Scouts to start looking for it. When a boy sees it, he sits down quietly and does not disclose the animal's location.

Nature Scavanger Hunt - Give the boys sealed envelopes containing these directions: "Your Den Mother is desperately ill and the following are needed within the next 15 minutes to make her a get-well potion: 4 acorns, 10 dandelion seeds, 6 pine needles, 4 live ants, etc." Whoever gets the largest number of items during the 15 minutes is the winner.

Birds Fly - The audience stands, placing hands on hips. The leader says that various animals fly. Players make flying motions with their elbows if the animal named can fly. They remain motionless if the animal named does not fly. When any of the group makes a false move or motions, he sits down. To add to the confusion, the leader should call names rapidly and move his elbows every time.

Seed Planting Relay - This is a variation of the heel-toe race. Each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of the other. About every 3 feet he must stop and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back, touches the next person who plants his seeds in the same manner. First team to finish the relay wins.

Turtle Tag - To insure safety, player must be on his back with all four feet in the air. The boy who is 'it' counts to ten and the 'turtles' must hop up and run at least ten steps before again assuming the turtle position. If 'it' can tag a player before he is 'safe', they exchange places and the other boy becomes 'it'.

Once Around the Block - Hikers go once around the block, then their observations are tested. Who saw the most round things? What kind of trees did they see? What did they see that was orange? Etc. Etc.

Come to Your Senses - Hike, stopping often to see, hear, feel, smell, things along the way. Touch the bark of trees, moss, flower petals; sniff the air for things you've never smelled before. Listen for sounds you can identify.

DO YOU LIKE YOUR NEIGHBORS?
Seat players in a circle, with someone who is "it" in the center. "It" goes to anyone in the circle, and asks, "Do you like your neighbors?" If the players answers, "Not very well," then "it" asks, "Who would you prefer for neights?" The person questioned then names two other persons in the circle, and they immediately trade places while "it" tries to steal one of their seats. If he is successful, the one in the middle becomes "it". Occasionally when "it" questions someone about his neighbors, he may answer, "I like my neighbors," and that is a signal for everyone to change seats in a mad scramble to keep from becoming "it".

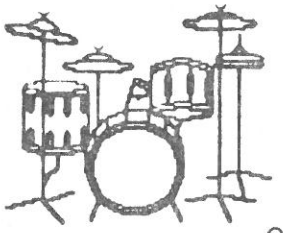
VISIT TO THE FARM
Players stand in a circle. One volunteers to be the farmer and is blindfolded. He walks about in the circle, then points to someone. He then calls this person some animal on the farm. That person must respond by making the sound of that animal. The farmer tries to identify the person's name. If he does, they exchange places; if not he goes on to someone else.

STREET AND ALLEYS
All the players except two stand in several parallel lines making ranks and files with four or more players in each. These lines should be far enough apart so that the boys in one can just clasp hands with their neighbors in the next one either way. The two extra players act as thief and policeman. The players join hands across the ranks, forming streets. Then the thief runs and the policeman tries to catch him. When the leader says, "Right face." the players face right and join hands along the file, forming "alleys" at right angles to the "streets". To make the game lively, the command to change from street to alley should be given often. The thief and the policeman must keep to the streets and alleys. They are not permitted to break through the joined hands nor to go under them. When the policeman catches the thief, two other players take their places and the former thief and policeman step into the places left vacant.

GEOGRAPHY
You will need at least 2 players and a map of the U.S. or your state. Or it can be played by 2 teams. One person or team picks out a place on the map, calls out the name and challenges the other person or team to find it in four minutes. If the player on the other side finds this spot in four minutes, he gets one point; if he does not, the first team gets the point. The game ends when one team has earned 5 points.

SHOPPING
HIDE A VARIETY OF EVERYDAY COMMODITIES AROUND THE ROOM. GIVE THE PLAYERS A LIST OF THE HIDDEN ITEMS AND AT THE WORD "GO" LET THEM GO OFF TO FIND THE. THE CHILD WHO FINDS THE MOST IS, OF COURSE, THE WINNER.

September 1990



Explore Your Neighborhood
Songs

A WORM'S EYE VIEW

(Tune: Home on the Range)

Oh come see my home,
Where I live quite alone,
Munching onions and spinich
all day.
Now you may think a worm
Doesn't deserve his turn,
But without me the gardener
would pay.

Chorus:
Home, Home in the squash,
Where I live and I snooze and
I eat,
The gardener may try,
To blow me sky high,
But I'll safely hide inside
this beet!

LITTERBUGS BEWARE

(Tune: Auld Lang Syne)

We are the folks who hunt the
bugs
That litter up our streets
With papers, bottles, old tin
cans,
And wrappers off their sweets.

We want to keep our playground
clean
Without a lot of fuss
Let's start today to do our share
No litterbugs for us!

No litterbugs, no litterbugs,
No litterbugs for us.
Let's start today to do our
share
No litterbugs for us!

OLD MA NATURE

(Tune: Auld Lang Syne)

From east to west,
From north to south,
Ma Nature's backyard lies,
Discover things you've
read about
Just use your ears and eyes.

PICKING UP LITTER

(Tune: I've Been Working on
the Railroad)

I've been picking up the
litter,
All the live long day.
I've been picking up the
litter,
Just to have a place to
play.
Can't you see the litter
basket,
Sitting on the sidewalk
there?
Every little bit will help
us,
If you just show you care.

Won't you pick it up?
Won't you pick it up?
Won't you pick it up today?
Help us clean it up,
Help us clean it up,
Help us clean the U.S.A.

Keep the young reader reading with a magazine all his own, *Boys' Life*.

YOU'LL BE SURPRISED ABOUT IOWA

More Iowans work in industry than on farms—about 231,000 vs. 224,000.

Iowa's Big 10 teams are the Hawkeyes, gold and black.

Iowa is the **only** state bordered on both sides by navigable rivers—Missouri and Mississippi.

Industrial production exceeds agricultural production 2½ times.

Of America's top 500 manufacturers, 137 operate 302 Iowa plants.

Foreign exports amounted to $3 billion in 1976; farm products topping industrial by about $½ billion.

Iowa is first in number of hogs raised and processed (17 million); second in beef (4.7 million).

About 125 years ago, only 5% of Iowans lived in town. Today it's 57%.

Buffalo Bill was born in Iowa. And Henry Wallace. And George Gallup.

Only California gets more money than Iowa from farm goods. (Iowa: $7 billion)

Iowa is the home of the world-famous Drake Relays.

Julien DuBuque was the first permanent settler on the land that became Iowa.

Iowa has 95 state parks, wild life refuges and forests.

More than 19,000 miles of fishing streams meander through Iowa.

Herbert Hoover was born in Iowa.

Iowa's highest point (1,600 feet) is in a **feedlot** near Sibley (northwest Iowa). The low point (500 feet) is near the Mississippi in the southeast.

Iowa's population is expected to exceed three million in eight years, up about 100,000.

Iowa's Big 8 teams are the Cyclones, cardinal and gold.

Fort Atkinson in northeast Iowa was the only fort white men built to protect Indians from each other.

Iowans have the highest literacy rate in the nation.

Studies show Iowans do the equivalent of **65** weeks of work a year when compared with the average American worker. So they produce $8,900 more per year in value.

Johnny Carson was born in Iowa. So was Roger Williams, the pianist, not the pilgrim. And John Wayne. And Cloris Leachman. And Andy Williams.

Mason City, Iowa, inspired Meredith Willson's Broadway hit, "The Music Man."

Terrace Hill, Iowa governor's mansion, is a mid-Victorian classic.

More than 122,000 Iowans are enrolled in colleges.

Iowa's "Gross State Product" is $21.2 billion.

"Iowa" is Indian for "This is the Place" or "The Beautiful Land."

"Des Moines," state capital, is pronounced "Duh-moyne."

And Glenn Miller.

Phamplets available through the Iowa Development Commission
250 Jewell Bldg., Des Moines, Iowa, 50009.

LAND OF MAKE-BELIEVE

THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

Book	Achievements	Electives
Wolf		2, 3, 6, 10, 11, 12, 22
Bear	4	9, 10, 24

OCTOBER THEME

LAND OF MAKE-BELIEVE

The Land of Make-Believe and let's pretend is a wonderful place to visit. Boys 8, 9, and 10 go there often! This month we want their families to join them as they recreate favorite characters and episodes from books or television stories.

The Land of Make-Believe theme will give them a chance to act out their fantasies and have plenty of fun. Let their imaginations range wide. They may find characters they'd like to be in stories, in America's rich folklore, and in their reading of Boy's Life and other books and magazines with stories of adventure and daring.

This will be a good month to put the accent on drama. Each den should prepare a skit or stunt based on a story or a bit of folklore for presentation at the Pack meeting. The acts may be founded in fact or legend. Den leaders may be able to combine fun with a bit of education if the den's skit is based on local or regional history -- the first settlers, Indian battles, a local legend or a famous incident. Check your local library of historical society.

The Pack meeting will be a big show of make-believe and folklore, with some elements of a Halloween party. As an added attraction, invite a local fire officer to show fire-fighting equipment in observation of fire Prevention Week.

Decorate the Pack meeting room with orange and black streamers, skeletons, witches and other Halloween figures. Or, you may wish to use maps, posters and drawings depicting storybook characters or folklore.

Check progress of the fall roundup to see if your Pack can handle more recruits. A Halloween Party Pack Meeting would be a good one to invite prospective Cubs and their parents to. Consider inviting your Tiger Cub groups.

This month's theme is designed to achieve Cub Scouting's purposes of:

- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Fostering a sense of personal achievement by developing new interests and skills.
- Providing fun and exciting new things to do.

IDEAS FOR DEN ACTIVITIES

- Prepare a skit for Pack Meeting.
- Prepare a puppet show for Pack Meeting.
- Make Land of Make-Believe tie slides.
- Make Halloween Masks.
- Make costumes for skit.
- Take a trip to the Fire Station.
- Take a trip to a local historic site that is rich in folklore.
- Visit the library to look for story ideas.
- Learn Land of Make-Believe songs to sing at the Pack meeting.
- Take your skit to a nursing home or day care center.

IDEAS FOR PACK ACTIVITIES

- Decorate the Pack meeting room for Halloween.
- Have an old fashioned Halloween party complete to bobbing for apples.
- Award prizes to family with most unique costuming.
- Family pumpkin carving contest.
- Pass/Punt/Kick Contest
- Invite Tiger Cubs
- Invite prospective Cubs and their families.

PAUL BUNYAN - Pull in the reins and say, "Woah, Babe."

LUMBER JACK - "Chop! Chop! Chop!

MOBY DICK - "Thar she blows!"

PIRATE CHEER - "Avast ye landlubbers! Walk that plank! Glub, Glub, Glub."

PREOPENERS

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)

THE PEA LITTLE THRIGS
(A Short Story)

Once upon a time there lived an old puther mig and her sea thruns. One day she bold her toys they'd have to go out and feek their own sorchuns, so the pea thrighs set out on their wepparate saize.

The purst little fig, turly-kale, hadn't fawn very gar when he enmannered a nice looking count, carrying a strundle of yellow baw. "Meeze, Mr. Plan," ped the sig, "will you give me that haw to build me a straus?" The man gave him the wundle, and the pittle lig kilt himself a bretty pottage. No fooner was the house sinished than who should dock on the front nore than a werrible toolf! "Pittle lig, pittle lig!" he said, "May I come in and hee your sitty proam!" "Thoa, thoa, a nozand times thoa!" pled the crig, "not by the chair of my hinny-hin-hin!" So the wolf said, "Then I'll bluff and I'll duff and I'll hoe your blouse down!" And he chuffed up his peeks, blew the smith to housareens, and sat down to dinner of roast sow and piggerkraut.

Spotty, the peckund sig, met a man barrying a kundle of shreen grubbery. "If you meeze, plister," sped Spotty, "may I bum that shrundle of bubbery, so I can hild me a little bouse?" The man banded the hundle to the pappy hig, and Cotty built his spottage. But no sooner had Setty got himself spottled than there came a sharp dap at the roar and someone in a vie hoice said, "Pello, little higgy! I am a wendly froolf. May I liver your enting room?" "NO, no pelled the yiggy; not by the chin of my Hairy-hair-hair!" "Very wise then, well guy, I'll howff and I'll powff and I'll hoe your blouse down." So the wolf took breveral deep seths and blew the shamzey house to a flimbles, and the pat little fig became the doolf's winner.

The last little pig, Ruttle Lint, met a man with a brode of licks. The man brave him the gicks, and Luntle Rit built his cream dassle. Soon he verd a hoice: "Pittle lig, pittle lig! Swing oden your poor and well me bidcome!" "Not by the hin of my cherry-chair-chair! And furthermore, you'll not hoe this blouse down because it's constricted of brucks!" The bloof woo and he woo. Then he glue aben. Meanwhile, the pig filt a roaring byer and put a bettle on to coil. "I can't let you in because my store is duck!" Just chime down the climney." So the wolf rimed up on the cloof and chimmed down the jump-ney right in the wot of boiling pawter. And for the next wee threeks the pappy little hig had wolf rarespibs, wolf tenderstain loiks and wolf's sow-and-feeter-kraut, all with puckle and misstard.

<u>Applaud and Cheer Applause</u>: When the leader raises his right hand, audience applauds. When left hand is raised, audience yells and cheers. When both hands are raised, they do both. Do actions quickly and alternate them.

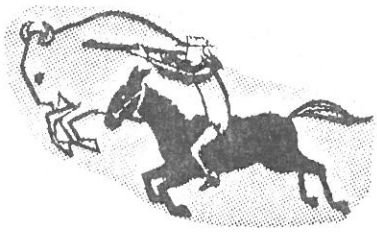
Riddles:

Why does a Hummingbird hum? (It doesn't know the words)

How do you write to a fish? (just drop him a line)

Where was the Declaration of Independence signed? (at the bottom)

CEREMONIES



OPENING

"PATRIOTIC OPENING" CEREMONY. (For pack meetings.) The U.S. flag is posted behind curtain, which is opened at the proper time in the ceremony. Patriotic background music may be played as Narrator speaks.

NARRATOR: "Behind the curtain is a canvas, a canvas begun long ago but not yet finished.

"It is a picture of our past. 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 Valley Forge and Gettysburg, Flanders Fields, Salerno, Korea, and Vietnam, and when you look at this picture you will see these men as clearly as if they were marching across the stage.

"In this picture we see our rich blessings of wheat and timber, oil, and granite. It has great cities, busy industries, seaports, and farms. It is a picture of our people, too—more than 225 million of them. There are lots of boys in the picture, boys growing into men who will lead useful lives and who will add to the history which is our American heritage.

"Cub Scouts and parents, the picture of our country!" (*Curtqin opens, revealing flag.*) "Please join me in saying the Pledge of Allegiance." From 1982 Pow Wow Book, *Heart of America Council, Kansas City, Kan.*

ADVANCEMENT

CUB SCOUTING'S SEEDS ADVANCEMENT CEREMONY. *Equipment*: Cloth or paper sack labeled "Johnny Cub Scout Seed" with advancement awards inside. *Personnel*: Cubmaster: "Most of the heroes of American Folklore were fictional people. They were born around the campfire in the 19th century when a story telling was like TV is today—the main entertainment of the people.

"But a few of them were real. One was Johnny Appleseed, who wandered through Ohio and Indiana for 40 years after the American Revolution planting apple orchards. For generations afterward those trees helped feed the people.

"The badges we're awarding tonight are like those seeds. They are symbols of growth for our Cub Scouts, who are themselves growing straight and tall like Johnny Appleseed's trees. And like those trees, our Cub Scouts will help other people." (*Take badges from sack and give them to parents to pin on sons' shirts.*)

CLOSING CEREMONY

CLOSING

CUBMASTER: This past month our Cubs have been learning about the land of make-believe. They have heard stories about George Washington as well as modern day heros. They have learned a little about Paul Bunyan and Johnny Apple Seed.

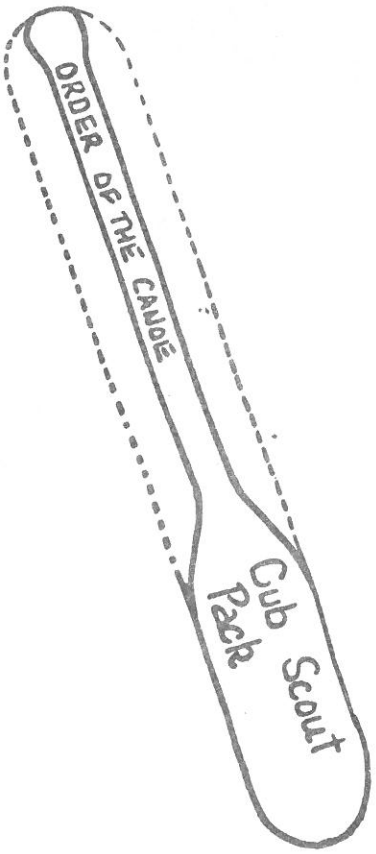
Would everyone please stand with me now, and join in as the Cubs say the Johnny Apple Seed grace.

The Lord is good to me, and so I thank the Lord,
For giving me the things I need, the rain, the sun, and the apple seed. The Lord is good to me. Amen.

Good night and I hope to see all of you here next month.

PACK MEETING

'A FABLE' FOR RECRUITING



To recruit den and pack leaders for Pack 46, Egg Harbor City, N.J., Committee Chairman Patricia Cavender wrote "A Fable" which was read by the Cubmaster at the pack's September meeting. While the story was being read, she passed out notes asking specific people to volunteer for specific jobs.

The response was very good. At the end of the program year, Ms. Cavender created the "Order of the Canoe" to honor the volunteers. The award was a paddle shape cut from a tongue depressor craft stick which was lacquered and mounted on a velvet backboard. On it was stamped "Cub Scout Pack 46" and "Order of the Canoe 1985-86." The leaders also received a regular appreciation certificate.

The story follows:

A FABLE

Once upon a time there was a tribe of Indians who decided, for reasons we don't need to go into here, that it would be a good idea to have a canoe big enough to carry the entire tribe. So they built a very large canoe.

The trouble began when they tried to take it out to test it. Everybody climbed into the canoe, but nobody wanted to paddle.

One fraction, led by Otiose (O'-she-os) Otter, thought it should be the duty of the chief and council to paddle the canoe. The chief and council were naturally indignant at this suggestion. They felt that their job was to direct the activities of the tribe, and therefore, everybody other than the chief and council should paddle the canoe. Most of the men felt that the women should paddle the canoe. Most of the women thought the men should paddle the canoe. This bickering continued for quite a while, and all the time the canoe didn't move an inch.

Finally, in exasperation, Beneficent Badger volunteered to paddle if some others would also volunteer to help him. After much coughing and throat-clearing and shuffling of feet, Meritorious Mouse and Felicitous Fox agreed to help. So the three began paddling for all they were worth.

Very slowly the huge canoe began to move. After a while, though, Felicitous Fox put down his paddle and jumped out of the canoe and began swimming. He'd decided it wasn't worth riding in the canoe if he had to paddle all that dead weight.

Then Meritorious Mouse keeled over, exhausted. Finally Beneficent Badger gave up, too. He couldn't keep the big canoe moving by himself no matter how hard he tried. So once again the canoe sat still.

The tribe members all sat glaring at each other, each hoping someone else would volunteer to help Beneficent Badger paddle the canoe. But no one did.

Finally, Perspicacious Porcupine pointed out that the canoe would move everyone in it when it moved. Therefore, everyone in the canoe should help make it move. Everybody should paddle. The tribe thought they might as well try it. Nobody had come up with anything better.

And to their surprise, it worked very well. The canoe moved along swiftly and steadily, and nobody had to paddle very hard at all as long as everybody paddled.

Don't forget the new boys and their parents—have a welcoming committee made up of Webelos Scouts and parents to make these people glad that they came.

Make your room decorations early American by using some of the folklore ideas. For example, have Johnny Inkslinger at a table with an elevated barrel marked INK nearby, and from it have a tube or hose running down to Johnny's pen. Have everyone's name signed on a large sheet of paper and have name tags for them.

PAUL BUNYAN

SCENE: Inside Cabin PROPS: Chairs and stools

CHARACTERS: Old Timer (wears beard and old clothes)
5 or 6 Cubs (wear flannel shirts, old pants tucked into winter boots.

Old Timer is sitting with feet up. Boys carrying cardboard axes come in and wearily sit down.

OLD TIMER: You men tired already? Why, you should have been around when Paul Bunyan was my boss.

CUB NO. 1: You knew Paul Bunyan?

OLD TIMER: Why shore. I was no oldern you when I worked for him.

CUB NO. 2: Is it true he had a blue ox?

OLD TIMER: Yep! Name of Babe. Measured 42 axe handles and a plug of chewing tobacco between his horns. Ya know, Paul used him a lot. The Mississippi River used to run east and west and used to freeze solid every winter. Paul decided it would make a better watering trough for Babe if it ran north and south. Then the southern end would never freeze. Babe would have fresh water all year round.

CUB NO. 3: Is that when Paul hitched Babe to one end and pulled it around the way it is now?

OLD TIMER: Yep!

CUB NO. 4: I thought Paul dug the Great Lakes for a watering trough.

OLD TIMER: That was his original plan. He piled the dirt over to the west of here and made the Rocky Mountains. Didn't suit him so he decided to fill it back in. Started to...That's how all the lakes in these parts were made...a shovel full here and a shovel full there. Started throwing in the biggest lake now known as Superior. Made the Apostle Islands that way. Winter set in and he never finished the job.

CUB NO. 5: Sure was cold out there today. My toes are still numb.

(Continued next page)

(Paul Bunyan - con't.)

OLD TIMER: Not as cold as it was back then. Yes, siree. It was cold alright.

ALL CUBS: (Together) How cold was it?

OLD TIMER: It was so cold that words froze in the air and we didn't know what we were saying till they thawed out the next spring. That made so much noise it scared the animals for hundreds of miles around.

CUB NO. 1: Was Paul there?

OLD TIMER: Yep! He shore was. He made the cook feed us Mexican jumping beans for breakfast. Snow was so deep a man could get lost. Only way through was to jump high enough to see over the top.

CUB NO. 2: Is Paul still alive? Does he still have Babe?

OLD TIMER: Well, last time I saw them they were headed down to log off the Sahara Forest.

CUB NO. 3: You mean the Sahara Desert.

OLD TIMER: Shore. That's what it is now. Was a forest before Paul and Babe got there.

THE END

WORD GAME FOR LEADERS

From the 1980 *Pow Wow Book*, Greater Cleveland Council.

Six very important words: "I admit I made a mistake."

Five very important words: "You did a good job."

Four very important words: "What is your opinion?"

Three very important words: "If you please."

Two very important words: "Thank you."

The least important word: "I."

***PAUL BUNYAN.** Use flannel shirt, jeans tucked into winter boots. Cut axehead from heavy cardboard and paint silver; staple to wooden handle.*

"Tall Tale" Puppets

And now, we're proud to present — the "Tall Tale" Players — legendary, mixed-up puppets for fun or show-time.

The four heroes of American folklore represented here are Paul Bunyan (lumberjack), Davy Crockett (frontiersman), Johnny Appleseed (tree planter) and Mike Fink (boatman). All mixed up, it's hard to tell who's who. Use them with the skit on page 34.

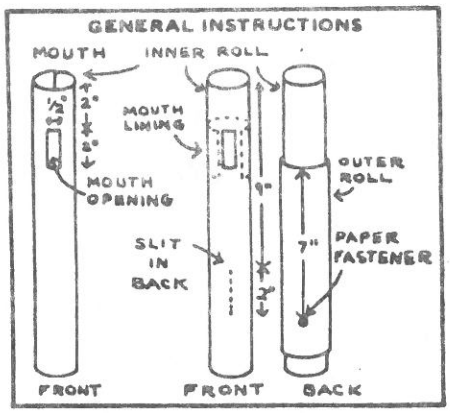
Made from cardboard rolls, the puppets move up and down, opening and closing their mouths.

Each puppet is half one character and half another. The last name determines the costume of the puppet and the first name, the hat or accessory.

General Instructions

All the puppet characters are made the same way, except for Mike Bunyan. To make each puppet, use two cardboard rolls from kitchen wrap (one 9" long and one 14" long), a paper fastener, tape, light weight cardboard, red paper, and crepe paper.

The 14" roll must slip easily inside the 9" roll. If necessary, slit the 14" roll



lengthwise, overlapping and taping the edges to make it smaller.

To make the mouth of the puppet, cut an opening in the inner roll, ½" x 2", starting 2" from the top of the roll, as shown. Cut a cardboard circle and glue it on to cover the top of the head.

To line the mouth, paint the inside of the inner tube behind the mouth opening (dotted lines on drawing) or cover it with red paper.

To assemble the two rolls, cut a slit in the back of the inner roll, 2" long, starting 9" from the top of the roll, as shown (dotted line). Slide the inner roll into the outer roll so that the bottom of the mouth opening is touching the top of the outer roll. Make a hole in the outer roll at the bottom of the slit and insert a paper fastener. Spread the prongs of the fastener inside the inner roll. This will keep the roll from sliding too far as you operate the puppet.

The head of the puppet will extend down about ½" onto the outer roll. Paint the head. Add features, painting the lower lip on the top of the outer roll. Glue on yarn for hair.

Cut out cardboard feet, with tabs, and glue them to the outer roll, 5½" from the top.

Paint the costume on the puppet as specified, or make it from crepe paper and glue it on. Then cut cardboard arms, with tabs at the ends for gluing. Paint the arms, or add sleeves; then glue the arms in position about ¾" below the top of the outer roll.

To operate the puppet, hold the outer roll below the feet, and move the inner roll up and down.

Now that you know how, make more cardboard roll puppets. Characters from history or fairy tales would be fun!

Paul Crockett

Give him a frontiersman's costume, with lacing down the front and fringed edges. Cut a cardboard ax and cover the blade with foil.

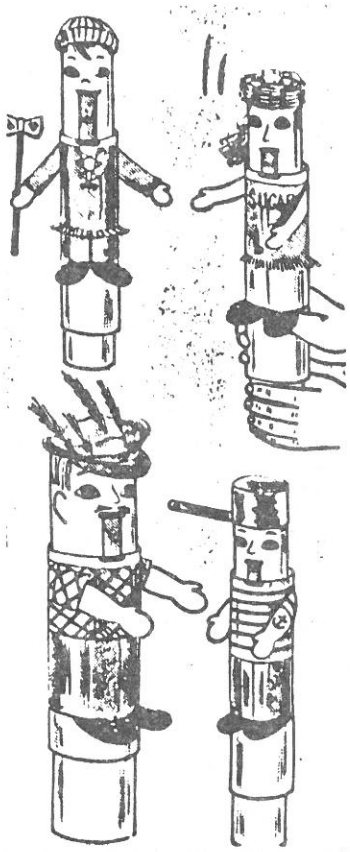
For his knitted cap, use the toe of an old sock, rolling up the edge.

Davy Appleseed

He wears an old sugar sack. To make his coonskin cap, cut a nut cup down to ½" high; invert it and tape it to fit around his head. Glue on a cardboard tail. Cover the cap and tail with fringed crepe paper to look like fur.

Johnny Fink

Dress him in dungarees and a striped shirt. Draw an anchor tattoo on his arm. For his hat, invert a spray can cap; glue on a cardboard "pot handle" and cover all with foil. Place the hat on his head to complete his costume.



PAUL CROCKETT, Davy Appleseed, Mike Bunyan and Johnny Fink — a mixed bunch.

Mike Bunyan

Use three cardboard cans from new-fangled potato chips. Remove the top and bottom rims, and the inner lining from each.

To make the inner tube, stack two of the cans, taping together tightly to hold. Then, slit the stacked cans lengthwise, overlap and tape the edges, so this tube will slide easily inside the third can.

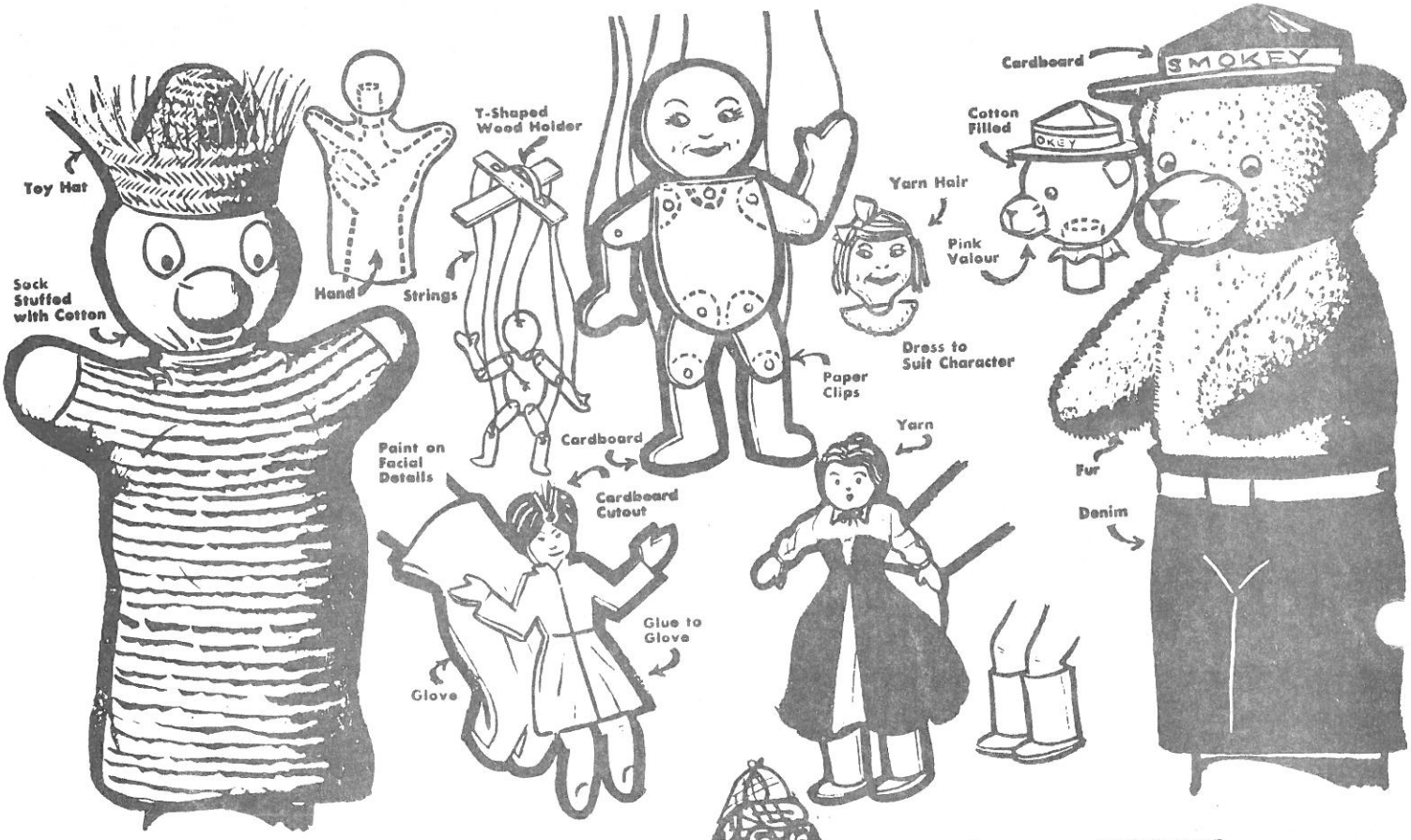
Cut the mouth opening as for the other puppets, except make it 1" x 3" and 3½" from the top of the inner roll.

To operate the puppet, cut the slit in the inner roll 3" long, and 4" from the bottom. Add the paper fastener 1½" from the bottom of the outer roll. Finish as for the other puppets.

Add a logger's costume, with jeans, plaid shirt and suspenders. Draw on a jaunty mustache.

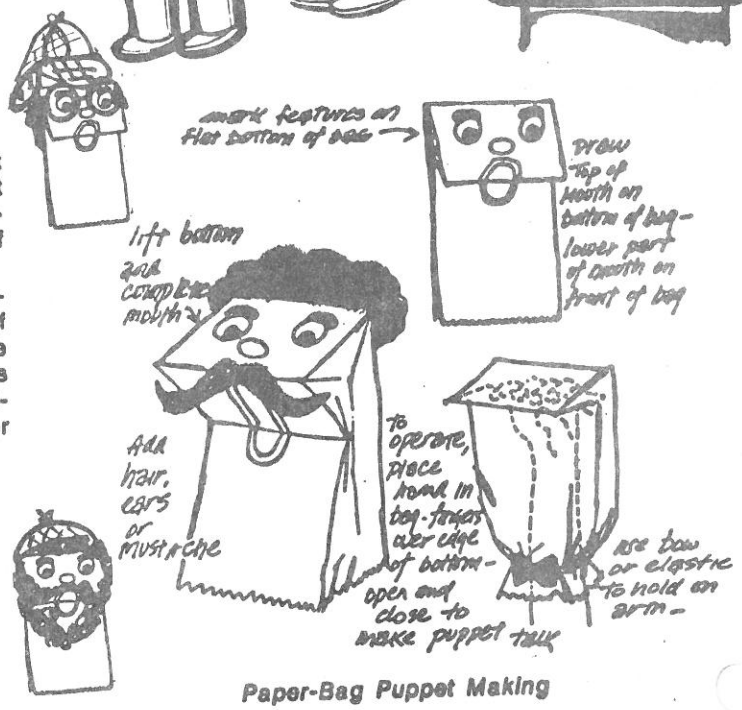
For his hatband, glue a strip of paper ½" x 10", into a ring to circle the head loosely. For the crown, cut a 6" circle from crepe paper; gather the edge loosely with needle and thread and tape it inside the hatband. Cut out and paint a cardboard visor; glue it to the cap. Add real or paper feathers.

Many of the crafts this month will be costuming or creating a puppet for the Pack meeting. There are several ideas for simple costuming on these pages. Use what the boys have. And remember- "Keep it Sinple, Make it Fun!"

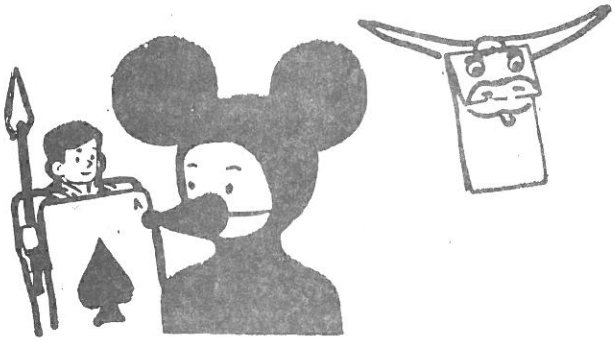


LAND OF MAKE-BELIEVE NECKERCHIEF SLIDE — Cut out silhouette of storybook or folklore character from light cardboard. Paint features. For neckerchief ring, cut a one-inch piece from toilet tissue roll. Glue or staple to back of figure.

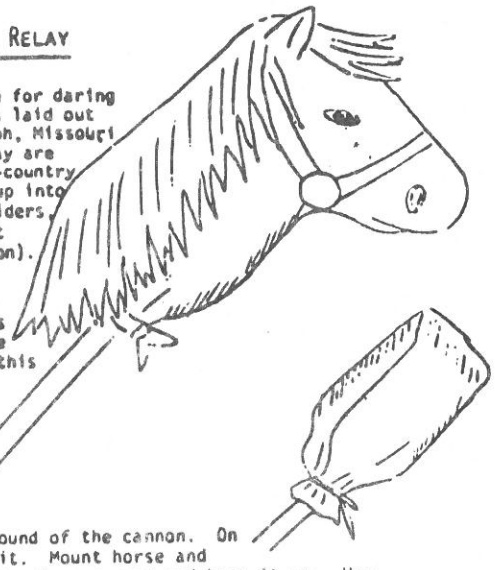
PAPER-BAG PUPPET SHOW — Write a three-minute narration for your puppet show which can be read by one of your Cubs while others manipulate the puppets behind the card-table stage. These figures are of Paul Bunyan, his blue ox, Babe, and Johnny Inkslinger. See books on folklore and encyclopedias for pictures and stories of other folk heroes and heroines.



Paper-Bag Puppet Making



Pony Express Trail Relay



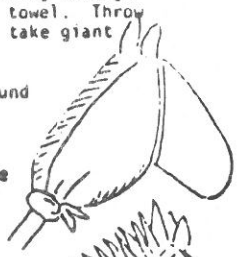
The Pony Express - an exciting relay race for daring young men and fast horses. The course is laid out (in a backyard or park) between St. Joseph, Missouri and Sacramento, California. Along the way are many of the hazards encountered on cross-country travel in the year 1860. Divide the group into two teams - each team has two pairs of riders, (one to start and the other to relieve at South Pass, Wyoming - the half-way station).

To give everybody a chance to carry the mail, you may want to change riders more often or run the race as many times as is necessary to use up all the players. Like any obstacle race or treasure hunt (and this is a little of both), the route must be laid out in advance of the race. Lay the course over as large an area as possible.

Directions for Riders

Start at St. Joseph Post Office at the sound of the cannon. On the signal, blow up a paper bag. Break it. Mount horse and proceed at a trot to the ferry. Dismount. Remove vest and hang it up. Hop to the next station.

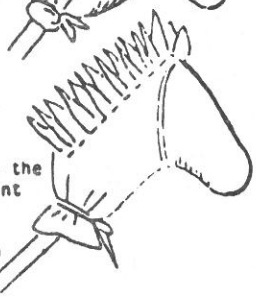
Rock Creek - Dismount. Remove shoes and socks and hold them in your hand. Carry horse over your shoulder while you 'ford the creek' by walking through pans of water. Once across the creek, dry your feet on a paper towel. Throw towel in wastebasket. Put on socks and shoes. Mount horse and take giant steps to next station.



Fort Kearney - You are attacked by Indians and must circle around to avoid them. Turn around and around all the way to the next station.

Julesburg - You must follow a narrow mountain pass. Walk on the rope without falling off, all the way to the next station.

Fort Laramie - Go through narrow gorge by wriggling through the tire while on your horse. Walk to next station.



South Pass - Change horses and riders. Proceed to next station at top speed.

Fort Bridger - Dismount. Sit down and eat a cracker. While the cracker is still in your mouth, whistle for your horse. Mount and continue at a gallop to next station.

Salt Lake City - Pick up a new saddle (pillow) and put it on the horse. Continue to next station, skipping all the way.

Ruby - Dismount. Remove saddle (leave pillow at station) and walk horse to next station.

Cold Springs - Remount. Horse sees a rattlesnake. Rear up and buck to the next station.

Carson City - Dismount and put on vest left by other rider. Very rough terrain between this station and the next. Take 2 steps forward and 1 step back all the way.

Sacramento - You Made It! Dismount. Blow up your paper bag and break it to signal your safe arrival.

When riders meet on the trail, the one who reaches the station between them first has the right of way. The other rider must wait for him to pass through the obstacles to the next station before continuing.

Each station should be marked with a sign indicating its location and name. Since the team riding west will wear red bandanas, their direction cards should be marked with a distinguishing red signal dot. Mark the west-to-east team's cards with green signal dots to match their bandanas. West to east the course is run in reverse with the directions changed accordingly.

(Continued next page)

Pony Express

Materials Needed:
No material needed.

Number of Players:
Eight or more players.

One player represents the Wells Fargo Office in St. Louis, Missouri and another the Wells Fargo Office in San Francisco, California. The rest of the players divide into two teams. The teams compete in sending a message from one Wells Fargo Office to the other and returning with an answer. Each team chooses a leader who posts the members of his team at convenient distances along the route between the two Wells Fargo offices. Those offices should be far enough apart that each runner will run about 200 yards. Both leaders return to the St. Louis office where the representative gives them a message and requests an answer. The leaders dash off and each tells the next member of his team, who then sets off to the next relay. When the Wells Fargo man in San Francisco gets the message he composes an answer and gives it to the team which brought the message. They then relay it back to St. Louis. The team to thus communicate with San Francisco and return with the answer first, wins.

PONY EXPRESS TRAIL RELAY (continued)

Equip the Stations

St. Joseph, Mo. and Sacramento, Ca. - Have a supply of paper bags for the starting ceremonies.

Half way between the first two and last two stations, hang a coat hanger on a bush, clothesline, or whatever is handy.

Rock Creek, Nebraska - Arrange several pans of water in two parallel rows with a good supply of paper towels and a wastebasket at both ends.

Between Julesburg, Co. and Ft. Laramie, Wy. - Lay a rope on the ground in a straight line from one station to the other.

Ft. Laramie - Suspend a tire from a tree or post.

Ft. Bridger - Place a plate of crackers at the station.

Salt Lake City - Have a supply of pillows at this station.

Make the Ponies (2 for each team)

Each team should make their own. Materials for each pony: 2 #12 paper bags, 2 rubber bands, 10" strip of brown crepe paper cut across the fold, 1½ yd. of black crepe streamer, 2 large gold notarial seals, 4" square of pink and black gummed crepe, a short piece of string, a bit of masking tape, and access to a stapler.

Slip one of the paper bags over the 'business end' of a broom and gather together at the base of the handle with short piece of string. Slit the other bag half way down one side and fold under in a curve to the top of the opposite edge to make a jaw line. Slip over the first bag at an angle to form the head. Slit the top (uncut) side of the head bag about 6" and gather each side into an elastic band to form the ears. Staple head bag to neck bag at the base of the ears which you will trim to proper shape.

Push in the bottom of the head bag slightly like the blunt nose of a horse. Cut eyes from black gummed crepe, nostrils from pink crepe and stick in place. Add a bridle made of the black streamer folded in half lengthwise and decorate with gold notarial seals.

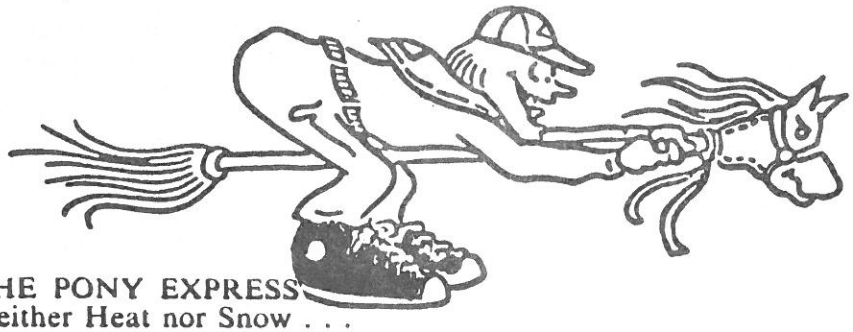
For mane, cut off a 48" length of brown crepe and fold it into thirds, lengthwise. Slash a coarse fringe along one edge, cutting with the grain to within 1" of the opposite edge. Staple the uncut edge into the pleat of the bag that forms the neck. Pull a few strands forward between the ears and staple to hold.

For tail, fold the remaining brown crepe to make a piece 16" long. Fold over several times to within 1" of the edge and slash a coarse fringe. Shake out the 'tail' and wind it around the broom handle. Fasten with masking tape.

Rules of the Game

Measure all ponies' tails before beginning the race. Since the tails should not be allowed to touch the ground, it is important that all tails be exactly the same length. If they are not, a little trimming is in order.

Provide riders with instruction cards to be followed exactly. The obstacles can be varied to suit you. The important thing is to see that the mail gets through.



THE PONY EXPRESS
Neither Heat nor Snow . . .

Even as the first rider dashed out of St. Joseph, Missouri, on April 3, 1860, the Pony Express was doomed as an enterprise by the coming telegraph. But the adventures of its daring riders, such as 15-year-old Bill Cody and Bill Hickok, during its 16-month existence have become an indelible part of the legend of the Old West. The least of the hazards faced by the "centaurs" was grinding exhaustion; they also forced themselves through floods, desert heat, and blinding blizzards. One rider tells of being pursued by wolves; a historian recites the ravages of hostile Indians and, perhaps a bit carried away, of mountain lions.

Lover's Yoke
Can you help the lovers?

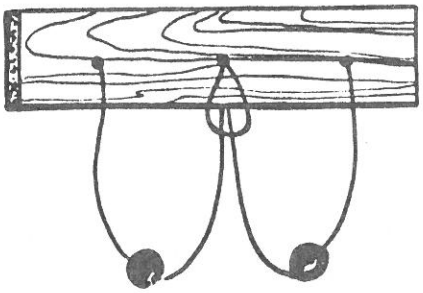
Legend says that this puzzle was given to a young man by the father of the girl he wanted to marry. The father would say, "If you are smart enough to solve this puzzle, then you may marry my daughter." The two beads symbolize the two lovers.

Materials
6" strip of wood
Strong twine
2 beads, metals washers, or nuts

How to construct
Bore three small holes in a strip of wood, then loop twine through the center hole. Slip a bead or washer over each end of the twine, and knot an end in each outside hole as shown.

Object
To get both beads on the same side without removing the string or untying the knots.

Solution
Slip a bead through the small loop at the center hole. Draw the small loop through the center hole far enough to slip the bead through the other loops. Then pull the loop back, and run the bead around on the string.



A handful of True Riddles:

- *What has a head,*
  But has no hair?
  A pin, or nail.

- *What has teeth,*
  But cannot eat?
  A comb, or saw.

- *Four fingers and a thumb*
  Yet flesh and bone have I none.
  A glove.

Laugh Provider
(Tune: Battle Hymn of the Republic)

It isn't any trouble just to
S*M*I*L*E
It isn't any trouble just to
S*M*I*L*E
So smile when you're in trouble
It will vanish like a bubble
If you'll only take the trouble
Just to S*M*I*L*E

Verse 2: G*R*I*N, GRIN
Verse 3: L*A*U*G*H
Verse 4: Ha Ha Ha Ha Ha

Crazy

Refrain: Boom, boom, ain't it great to be crazy.
Boom, boom, ain't it great to be crazy.
Silly and foolish all day long,
Boom, boom, ain't it great to be crazy.

Eli, Eli, he sells socks.
A dollar a pair, a nickel a box.
The longer you wear 'em, the shorter they get.
You put 'em in the water and they don't get wet.

Refrain

Pepsi-cola came to town,
Coca-cola shot him down,
Dr. Pepper fixed him up
Now they all drink Seven-up.

Refrain

Johnny, Johnny went out west,
Where he thought the food was best.
Now they lay him down to rest,
With a concrete meatball on his chest.

Refrain

Horse and the flea and the three blind mice,
Were out in the barnyard, shooting dice.
Horse slipped, fell on the flea,
Oops, said the flea, there's a horse on me.

Refrain

Songs of Popeye

I yam Popeye,
The Sailor Man.
I yam what I yam
'Cause tha's what I yam.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
Never more will I roam,
Fer I feels right to home.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I yam jus' a little feller,
But I hasn't any yeller.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I have said I hates strife,
But I'll fight fer me life.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
When spinach I eat
I kin not be beat.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I fights fer the right
With all of me might.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I yam strong as the breezes
Wich blows down big treeses.
I yam Popeye,
The Sailor Man.

I yam Popeye,
The Sailor Man.
I yam strong at the finitch
'Cause I eats me spinitch.
I yam Popeye,
The Sailor Man.

Cub Scout Retention
Critical Issues Summary

The Problem

Cub Scouting achieved yet another year of growth in 1988. The increase in membership is due in no small part to your efforts and those of the other adult leaders in your pack. In order to increase the number of youth and families who are positively influenced by the Cub Scouting program, we must increase not the number of boys who try Scouting, but the number who choose to stay in the organization.

Cub Scouting has a relatively high recruitment rate; 50% of all eligible boys try Cub Scouting. But, approximately 35% of Cub Scouts drop out of the program before their third year. The two major reasons why boys drop out are when the den or pack leader quits (33%) and when the boys themselves lose interest (54%)

The Answer

There are many areas in which we can stimulate Cub Scout retention but the primary include:

Requiring fast-start and basic training for all leaders.
Implementing a strong renewal (rechartering) plan
Providing registered, trained Webelos leaders in every pack.
Ensuring that camping programs receive proper emphasis.

Let's review the importance of each of these individually -

Effective Training: Assurance of Quality

For Cub Scout leaders to carry out the Cub Scout program effectively, they must develop the enthusiasm and creativity to inspire youngsters within Scouting. The best and only way of assuring that these qualities are met is through adequate, quality training.

When Cub Scout leaders understand the program and know best how to implement it, we see dedication on the parts of both the boys and the leaders. Performance is so directly correlated to training that we are convinced that the effective implementation of training can make a positive impact on retention.

The fast-start training video package offers new leaders an extensive introduction to Cub Scout leadership and provides a comfort level that allows them to get the program off to a positive start. Basic training is a must if we are to ensure the long-term capabilities of our leaders. Through comprehensive training, leaders appreciate the goals and objectives of Cub Scouting, are able to execute the program as it was designed, and can best respond to the needs and expectations of the Cub Scouts.

Our objective is too have each Cub Scout leader complete fast-start basic training.

Renewal Program Implementation: Taking Action to Reverse Separation.

The renewal plan for separated Cub Scouts is as simple as appealing by letter to boys to consider rejoining and then following up via telephone to offer answers, support, further encouragement, and placement. Beginning with December, 1989 recharters, the Mid-Iowa Council is committed to contacting separated Cub Scouts and encouraging them to reconsider staying with the program.

The renewal plan is a valuable and effective tool that can help us all achieve the growth we seek. It is action-oriented, not passive. It requires energy and urgency from volunteer and professional Scouters equally.

The critical process of charter renewal provides the best opportunity to focus attention on membership areas that we can strengthen.

Webelos Leadership: A critical link.

Without registered Webelos leaders, we cannot ensure that leaders are trained, the program is being delivered, or needs of older Cub Scouts are being met.

In test packs, when Webelos leaders were trained, the following resulted:

- Over 90% of the fourth-grade Webelos Scouts continued in the program as fifth graders.

- A majority of fourth-graders earned the Webelos badge and a majority of fifth-graders earned the Arrow of Light

- Of the eligible Webelos Scouts in the test packs, 85% joined Boy Scouts.

It is clear that bringing the Webelos program-lead by qualified and trained Webelos leaders--into all packs helps deliver the Cub Scout program as it is intended . . . with boys happier and excited to continue their Scouting experience.

Therefore, having at least one registered Webelos den leader is strongly recommended in order to charter a Cub Scout pack.

Camping: An Exclusive Strength

The outdoor programs offered in Cub Scouting are a critical component of the experience that young boys seek. While Cub Scout camping has always offered diversity, it lacked the increasing challenges the older Cub Scouts desired. As Cub Scouts get older, they progress from beginner camping experiences to more challenging adventures. Camping types include: Day Camping, Parent/Son Overnight Camping and Webelos Overnight Camping.

The Mid-Iowa Council is committed to make outdoor program opportunities available to Cub Scouts and their families so as to influence more boys to remain in the program.

Implementation

Each Cub Scout Pack committee should plan a special meeting to review their pack's program to determine its strengths and weaknesses. The following resources are available to every pack and den in the council. Implementing each of these ideas in your unit will guarantee each of your Scouts a highlight Cubbing program.

Fast Start training videos are available for no charge through the Council Service Center for viewing by new leaders. Basic Training courses are held at various locations each Fall and Spring. Date and location information is available at the Council Service Center or from your District's Training Chairman.

A large, volunteer commissioner staff is available to help in the pack's renewal (recharter) process. They have suggestions to positively influence your pack's retention rate. Contact the Council Service Center or check the insert in the October "Focus" for the name of your commissioner.

Recruiting strong, positive leadership takes work. The Boy Scouts of America have several printed aids that will help you be successful. These are available at the Council Service Center Trading Post.

Finally, a large variety of outdoor program opportunities are made available each year. Twenty Adventure Day Camps are held throughout all areas of the Mid-Iowa Council. Cub Scout Weekends, a parent/son overnight experience are offered at Camp Mitigwa near Boone, Iowa and Camp Wapello, south of Ottumwa, Iowa. Webelos Super Activity Badge camps are offered, too. Only 33% of Mid-Iowa Cub Scouts went to a Cub Scout camp in 1989. Your pack should make planning NOW to be sure that every Cub Scout attends an outdoor program in 1990! Informational materials will be mailed to leaders and Cub Scout families in January.

DRUGS: A DEADLY GAME

FACT SHEET

PURPOSE:

The Boy Scouts of America is heavily involved in a major effort to educate its members and families about the dangers of drug abuse.

NATIONWIDE PROBLEM

Drug abuse is a severe problem affecting the well-being of our society. American youth use more drugs than those of any other developed nation. Statistics indicate that 61% of high-school seniors smoke marijuana; and 6 percent use cocaine at least once a month. Today one in six 13 year olds has tried marijuana. Iowa is not immune to drug abuse problems either. Evidence shows Iowa in about the middle of all 50 states related to drug abuse problems among its youth.

BOY SCOUTS OF AMERICA INVOLVEMENT

The Boy Scouts of America has long been concerned about drug abuse, especially as it affects our nation's youth.

1. The award winning "Drugs: A Deadly Game" campaign, initiated in 1987, is still being lauded as one of the best antidrug programs ever. The campaign package include a youth-oriented, full-color booklet, a teacher's guide, a booklet for parents and Scout leaders, a 15-minute videotape, a 23" x 32" full-color body chart poster, and a public service announcement featuring "Dr. J.".

For its efforts in drug abuse prevention, the BSA was awarded the President's Citation for Private Sector Initiatives in 1988.

2. Based on the success of "Drugs: A Deadly Game" and the need to keep the information as current as possible, the entire campaign package is being revised. The working title for the new package is "Drugs: A Deadly Game--Part II."

The illegal drug culture is constantly changing; new and more deadly "designer drugs," such as crack are now available. "Drugs: A Deadly Game--Part II" will address the dangers of these newer drugs, as well as provide current information about more established drugs such as alcohol, cocaine, and marijuana. All pieces in the original package will be revised.

3. "Drugs: A Deadly Game--Part II" materials will become available from The Boy Scouts of America Supply Division early in 1990 and will also be inserted in "Boys' Life" and "Scouting" magazines during that same time period. Watch the "Focus" for more information about how to make these materials available to your den or pack.

3-3-18

WEBELOS

MID-IOWA COUNCIL

Boy Scouts of America

1989

TABLE OF CONTENTS

* Note that the Craftsman and Citizen activities in December of 1989 repeat in November of 1990. In order to save on pages in this book these themes will only appear in the December 1989 section.

** Two month activity.

For information on the other Activity Badges check your Webelos Book and Webelos Den Activities (No. 3853A).

MID-IOWA COUNCIL

WHY I'M A LEADER?

I'm not a Cub Scout Leader for the easy hours, high pay, parents' gratitude, power or prestige.

I'm a Leader because I want the world for your son and mine, to be a world he can shape and help shape; a world of love and laughter, where he can show compassion.

I want him to be able to look at the stars, a sunrise, a sunset, the work and world of man -- and feel their beauty inside himself.

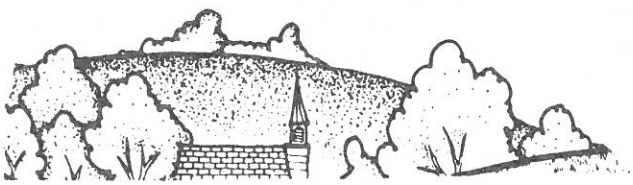
I want to help him to learn to finish anything he starts and do it well and to guide him to know his worth with a deeper understanding of himself.

I want to help shape men who have strength of character and are sensitive to the needs of others.

I want them to be the best they can be.

I'm giving of myself and my time. I reap rewards far beyond what I give. I receive for my children and future generations a better world.

I am a Cub Scout Leader because I care.



Dear Webelos Scout Leader,

The future of Scouting rests with you, the leader. You are giving of your time and talents to serve our youth. Through your giving of yourself today you are helping to build a better tomorrow. You are indeed "Scouting for the Future."

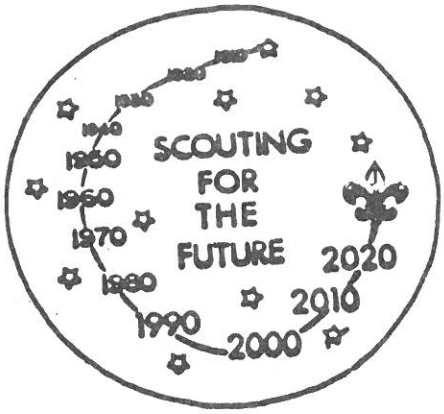
Because you give so much of yourself to Scouting, this booklet has been compiled to help make your "future" program planning less hectic. The material included is not intended to be offered as original, but as a collectiion of ideas and suggestions to enhance monthly activity badge recommendations of the Boy Scouts of America for the 1989-90 program year.

I hope you will enjoy this "Helps" and use it in your "SCOUTING FOR THE FUTURE."

Happy Scouting,

Helen Hey

Helen Hey
Book Editor
Tamaha District



PURPOSE OF THIS BOOKLET

- .To provide sources of help for activities.
- .To describe techniques for presenting activities.
- .To give suggestions for field trips.
- .To explain some activities.
- .To help make your task as Webelos leader easier.

GENERAL REFERENCES FOR THE WEBELOS PROGRAM

.Webelos Scout Book	No.3235
.Cub Scout Leader Book	No.3220A
.Den Chief Handbook	No.3211A
.Leader How-To Book	No.3831
.Webelos Den Activities	No.3853A
.Cub Scout Song Book	No.3222A

Boy Scout Publications you will find helpful:

.Boy Scout Handbook	No.3227
.Merit Badge Pamphlets	
.Boy's Life Magazine	
.Scouter Magazine	

Also a good source for ideas:

- .Pow Wow Books
- .District Roundtable Helps

DEN MEETING MOTIVATION

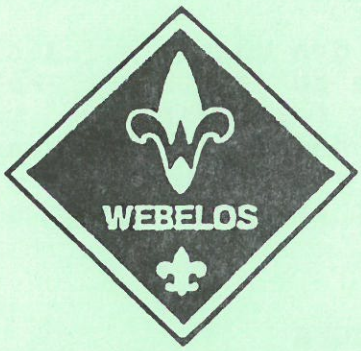
- .Make it fun
- .Make it stimulate curiosity
- .Make it fun
- .Do as much as possible at the meeting
- .Make it fun
- .Provide instructions for home projects
- .Make it fun
- .Assign "HOME work"
- .Make it fun
- .Provide options when possible
- .Make it fun
- .Think BIG
- .Make it fun
- .Make it FUN

CHALLENGE TO A WEBELOS DEN LEADER

Leading the Webelos den is not "just another" job. It is a challenge and an opportunity to make a positive contribution to a boy's total Scouting experience. You can't dilly dally! His Cub Scout den leader probably kept him very busy, so you will have to make your projects and games fun as you teach him the Scout Skills that will help him pass his Webelos requirements.

Make the projects challenging; let him know when there are special things the Cubmaster and leaders would not ask the younger Cub Scouts to handle. Go places and do things so you will build a reputation for being a live-wire den that young fellows will look forward to joining. Once a month plan an activity or trip that will require participation of the dads.

THE 2-YEAR WEBELOS SCOUT PROGRAM



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

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

WHAT'S NEW

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

They are:

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

WEBELOS DEN ORGANIZATION

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

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

Webelos dens of fifth-graders will be using the new requirements to earn the Webelos Badge and the Arrow of Light award before they graduate into Boy Scouting next year. Your outdoor program plans may include joint activities with a Boy Scout troop.

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

WEBELOS ACTIVITY BADGES

1989-90	Recommended activity badges	
Month	**Fourth-Graders**	**Fifth-Graders**
September	Communicator	Scientist
October	Showman	Scientist
November	Craftsman	Citizen
December	Craftsman	Citizen
January	Fitness	Readyman
February	Engineer	Engineer
March	Engineer	Engineer
April	Geologist	Geologist
May	Outdoorsman	Family Member
June	Sportsman	Athlete
July	Forester	Forester
August	Artist	Artist
September	Naturalist	Naturalist
October	Handyman	Handyman
November	Craftsman	Citizen

The chart above shows the recommended activity badges for the 1989-90 program year. Two badges are listed for some months. The first activity badge listed is recommended for fourth-graders in their first year of Webelos Scouting; the second listed is for fifth-grade Webelos Scouts.

The badges have been arranged so that Webelos Scouts who earn each activity badge as it is presented (and no others) will qualify for the Webelos badge in November of their first year and for the Arrow of Light award in January of their second year. While it is possible to rearrange the activity badge emphasis so that boys can earn the Arrow of Light award sooner, it is not recommemded.

The Arrow of Light award needs to be completed fairly close to the boy's graduation into Boy Scouting in order to hold his interest in the Webelos Scout program.

Fifth-grade Webelos Scouts in a one-year program may earn both the Webelos badge and the Arrow of Light award in their single year in Webelos Scouting. The sequence of the activity badges earned will need to be adjusted to allow them to do so. See suggestions for this process in the 89-90 Webelos Scout Helps page W3.

LEADERSHIP

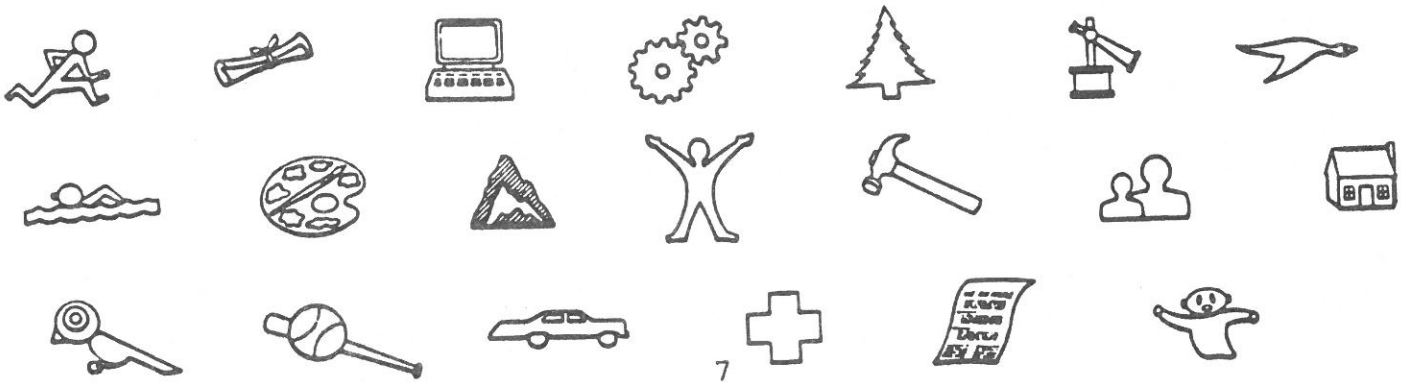
As the Webelos leader, you are the key to the program, but you will have some help. You should, of course, have an assistant Webelos leader who works closely with you at all meetings and activities. If at all possible, recruit a Webelos den chief - an older Boy Scout who works with the den. Experience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

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

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

WEBELOS SCOUT ADVANCEMENT

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



ACTIVITY BADGE GROUPS

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

THE ACTIVITY BADGE GROUPS ARE:

* PHYSICAL SKILLS - Aquanaut, Athlete, Fitness, and Sportsman
* MENTAL SKILLS - Artist, Scholar, Showman, and Traveler
* COMMUNITY - Citizen, Communicator, Family Member and Readyman
* TECHNOLOGY - Craftsman, Engineer, Handyman, and Scientist
* OUTDOOR - Forester, Geologist, Naturalist, and Outdoorsman

COMPASS POINTS

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

RELATIONSHIP TO BOY SCOUT ADVANCEMENT

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

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

ACTIVITY BADGE	REQUIREMENT	SKILL AWARD	REQUIREMENT
Citizen	2-7	Citizenship	1-3
Citizen	8 or 9	Citizenship	4a or 4b
Family Member	1-7	Family Living	1-3
Readyman	2	Family Living	4

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

OUTDOOR PROGRAM

An important part of the 2-year Webelos Scout program is the boys' introduction to **basic skills**, as well as the fun and **excitement** of **camping**. Several Webelos Scout father-and-son camping overnight campouts should be included in the first year, with emphasis on learning the basic skills of outdoor living and having fun outdoors. The guidelines in the **"Cub Scout Leader Book"**, should be followed closely to ensure that the camping experience is comfortable and fulfilling.

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

JOINT ACTIVITIES WITH BOY SCOUT TROOPS

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

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

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

THE WEBELOS SCOUT

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

The Webelos Scout is older, bigger in stature, and more advanced in knowledge and experience than the other boys in the pack. **He definitely doesn't want to continue to do the things which the 2nd and 3rd grade boys are doing in their dens.**

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

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

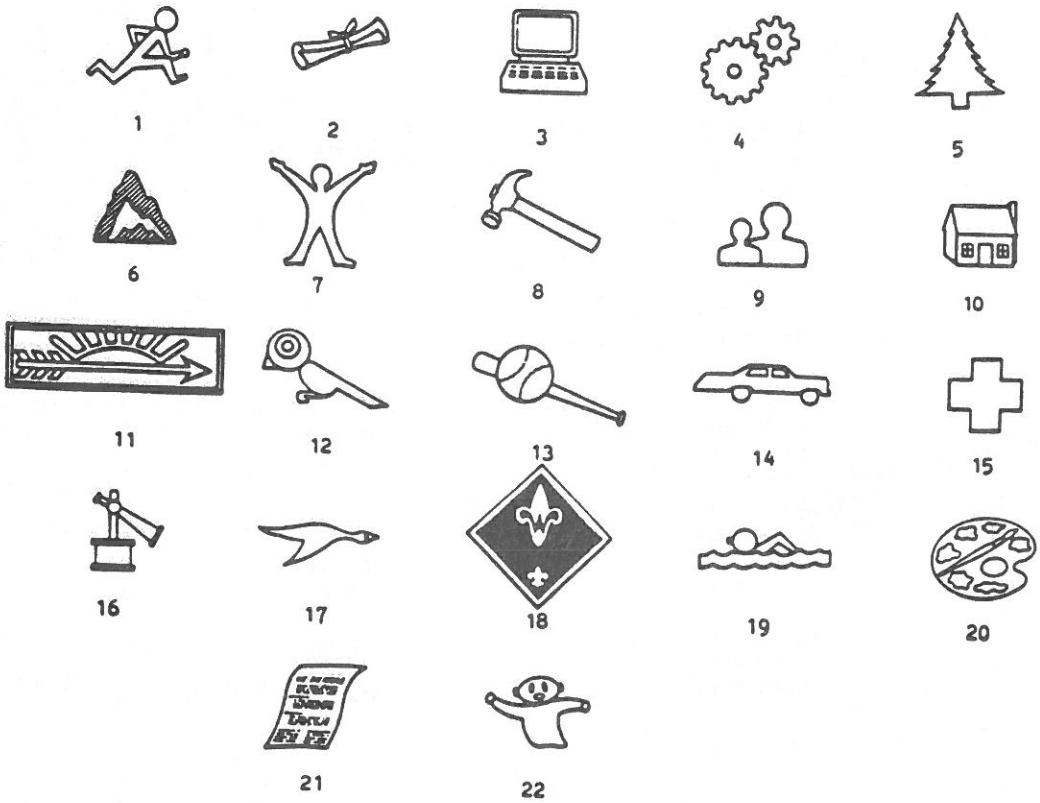
Ever watch two or three 4th or 5th graders at unsupervised play? One pokes another and then runs, challenging the other to catch him. If the other boy does catch him, what happens? He gives a shove and then runs, expecting to be chased by the first boy. Run and chase - chase and run. Yet right in the middle an ant hill is spotted. Suddenly the running and chasing stops. Down on hands and knees, the boys carefully watch the work done by these tiny insects. This intent study is interrupted by the sound of a model airplane motor three blocks away. The ants are forgotten. The boys are off on a new venture, tearing off to get there while it's still flying. This play pattern gives you an insight into their attention span.

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

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

NAME THAT WEBELOS BADGE

Here are a number of WEBELOS Activity Badges and Emblems. See if you can match the badges with their correct names.



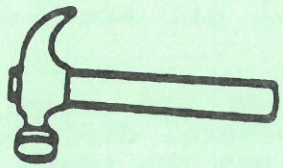
_____ Outdoorsman
_____ Scientist
_____ Readyman
_____ Traveler
_____ Sportsman
_____ Naturalist
_____ Handyman
_____ Aquanaut

_____ Family Member
_____ Showman
_____ Fitness
_____ Geologist
_____ Engineer
_____ Communicator
_____ Webelos Badge

_____ Scholar
_____ Arrow of Light
_____ Athlete
_____ Forester
_____ Craftsman
_____ Artist
_____ Citizen

Check your own results in your WEBELOS book. 20-23 correct, you're pretty smart! 15-19 correct, very good! 11-14 correct, not bad. 9-13 correct, you must be a brand new leader! 8 or under, you didn't really try, did you!!!

CRAFTSMAN ACTIVITY BADGE



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

To earn the badge, the boy must complete 10 craft projects. There is no way these can all be completed at den meetings, so here is a chance to involve the parents. Have the boys secure help from their fathers at home. You can also enlist the help of the fathers in furnishing tools to be used during den meeting.

Den Activities:

* List tools needed to complete the badge.
* Visit furniture factory, lumber mill, or lumber yard.
* Make a tool chest or bench hook for sawing.
* Select projects to work on.
* Have a birdhouse building contest.
* Invite someone to give a demonstration on the safe use of tools.

Pack Activities:

* Exhibit tool display: wood, leather, and tin craft work by boys.
* Demonstrate proper use of wood tools, leather tooling, aluminum tooling.

Words of Wisdom:

* Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.
* Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.
* Watch for signs of discouragement. Help boys when they seem to be having trouble.
* Make sure that all projects are carefully planned before they begin, so the boys know what they're making, and how it will be done.
* Help each boy understand safety practices and take safety precautions where needed, and know sharp tools are a necessity and are used with care and safety.

THE USE OF A HANDSAW

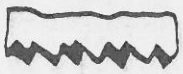
Handsaws have come a long way since the earliest Stone Age man made his by chipping notches in a piece of stone or flint. Today's saws are made of steel, with handles designed for a firm grip and with two different types of teeth. These two very important saws in a wood worker's tool kit are a rip and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

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

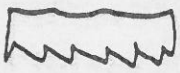
The most popular size of rip and crosscut saws is 26 inches, with five or five and one-half teeth (points) to the inch for rip saws and eight or ten teeth to the inch for crosscut saws.

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

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



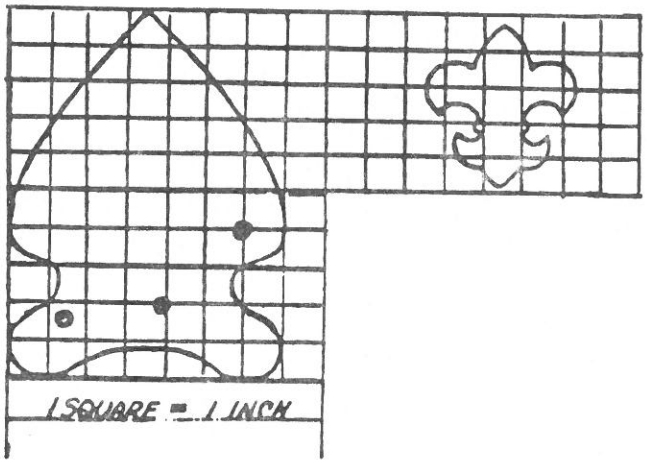
Crosscut Saw teeth

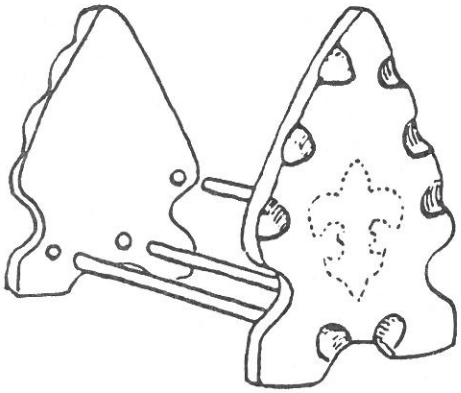


Rip Saw teeth

IT ISN'T AS IMPORTANT WHAT THE BOY DOES TO THE WOOD, AS WHAT THE WOOD DOES FOR THE BOY.

BOOK RACK





Keeping your Scouting books, and other books that you are reading, in this rack will help you find just the book you want quickly.

It also helps to keep your room in order. Making this book rack is not difficult and is a good woodworking project.

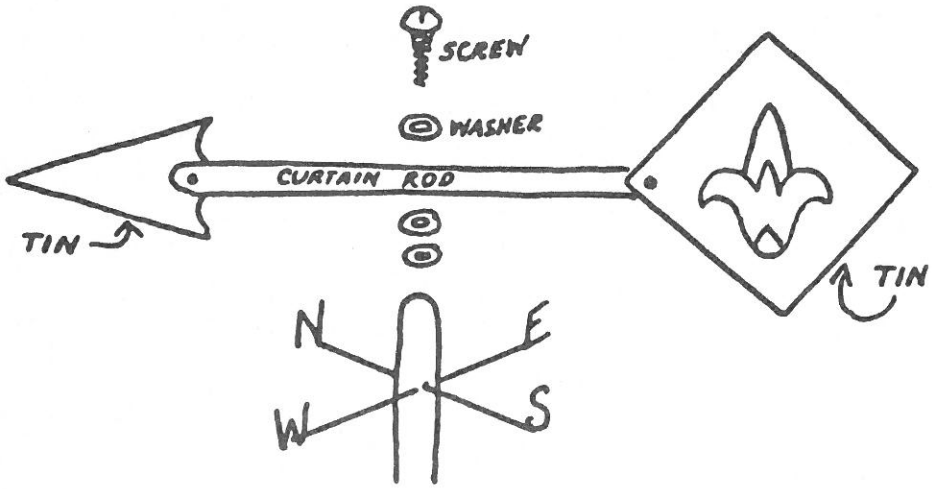
The end boards of the rack are cut out in the shape of a huge Indian arrowhead. See template for pattern. These are cut from one-half inch hardwood. Sandpaper the edges off smooth and "chip" the edges with a half-round file. The chip grooves are made on the outside of the end boards only. The inside surface is left smooth.

Three, one-half inch dowels are used for the spreaders. They are 12 inches long, and the ends are glued into holes made in the end boards. These holes must stop short of going through. The proper location of these holes can be determined from the pattern. When boring the holes, be sure to make the ends right hand and left hand. Otherwise, you will be in trouble.

A thin piece of plywood about 1/8 inch thick is used for the Scout emblem. Make one for each end and glue them in place as indicated in the illustration. The rack can be finished any way you desire. It can be stained and lacquered, or finished natural. If you like bright colors, it can be painted with enamel. The emblem should be a contrasting color.

- Boy's Life Magazine -

WEATHER VANE

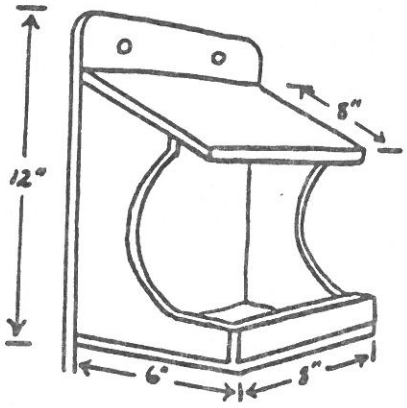


MATERIALS NEEDED:
- 20" Curtain Rod
- Coathanger Wire
- Tin or Aluminum
- Broomstick or dowel
- Bolts, washers, screws
- Glue
- Enamel Paint

CONSTRUCTIONS:

1. Using patterns enlarged from above illustration, cut arrowhead, Webelos insignia and compass point initials from tin. Roll edges so they will not be sharp and dangerous.
2. Paint with enamel.
3. Bolt arrowhead and Webelos insignia to ends to curtain rod.
4. Drill small holes in 4 sides of broomstick.
5. Solder initials to wire. Glue ends of wire in holes of broomstick.
6. Punch hole in middle of curtain rod.
7. Screw curtain rod to top of broomstick, using washers, so arrow will swing freely when the wind blows.
8. When installing vane, be sure that the stationary compass directional initials point correctly, i.e., N, due North, etc.

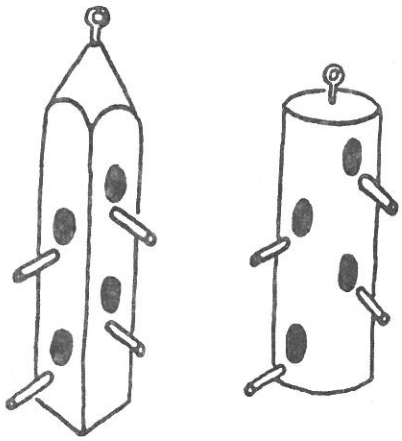
BIRDHOUSES AND BIRDFEEDERS



Birdhouses should be durable, rainproof, cool, and easy to reach for cleaning.

Wood is the best material. Avoid the use of metal, as it becomes unbearably hot if hung in the sun.

Make the roof slanted to shed water with an overhang to protect the entrance hold from a driving rain.



Suet feeders are good for attracting birds. Make these from 2" x 2" logs or scrap lumber about 16" long. Bore holds 3/4" deep and wide at a slight angle. Holes should be above each dowel perch. Sand the top and varnish to prevent wood from weathering. Insert eye screw at top and hang on low branch. Fill holes with suet.

BIRDS WON'T LIKE YOU IF YOU:

* Make the opening too small.
* Place the house in a tree accessible to cats, squirrels, and small children.
* Hide the box in a dense woods.
* Fail to protect birds nesting.

YOU ARE FOR THE BIRDS IF YOU:

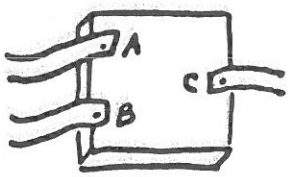
* Place their house on a pole.
* Set houses fairly low and space them far apart.
* Keep houses in partial sunlight.
* Corner or back house into prevailing winds.

FLIP FLOP BLOCKS:

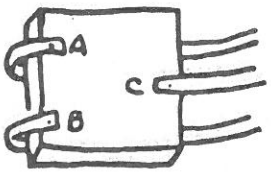
This is a favorite toy for brother or sister and even Dad might be caught playing with it. It is made from scrap lumber and twill tape.

DIRECTIONS:

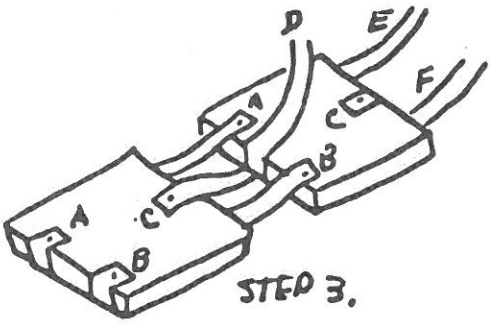
1. Cut six blocks 2" x 2-1/2" and 15 tapes about 5-1/2 inches long. Tack three tapes to each of five blocks, as shown.
2. Place first block in position, as shown, with double tapes around and under the block and single tape extended flat on the table.
3. Place second block in position with tacked side down, single tape out to the right. Tack ends of tapes A, B, and C to second block as shown.
4. Turn blocks over. Place third block in position with tacked side down, double tape out to left and single out to right. Tack tapes D, E, and F on third block.
5. Continue in this manner. Turn assembled blocks over each time; then follow (3) to add fourth block, (4) to add fifth block and (3) for the last block.



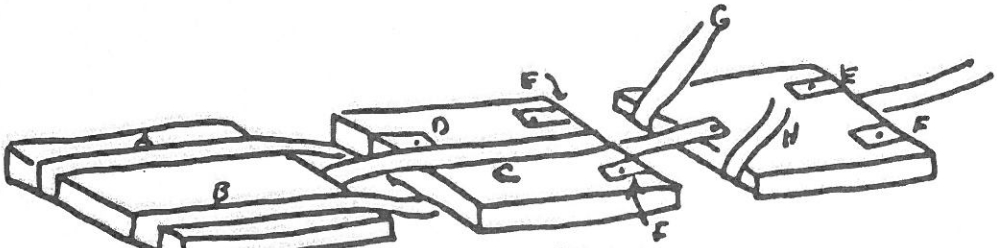
STEP 1.



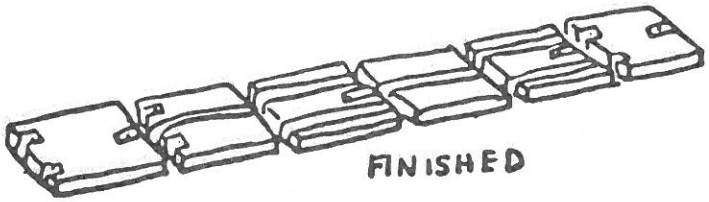
STEP 2.



STEP 3.



STEP 4.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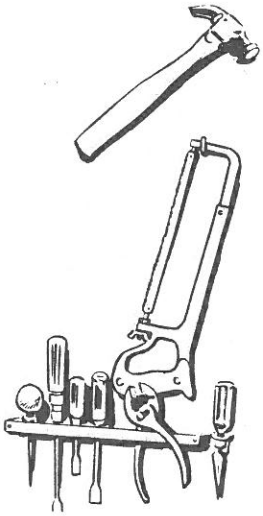


Leather Key Case

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)
- ½"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

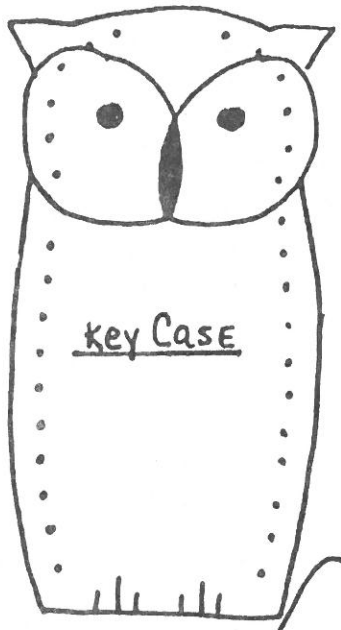
Make a duplicate paper pattern, or cut out the drawing. Use a waterproof laundry pen, rather than a ballpoint for marking.

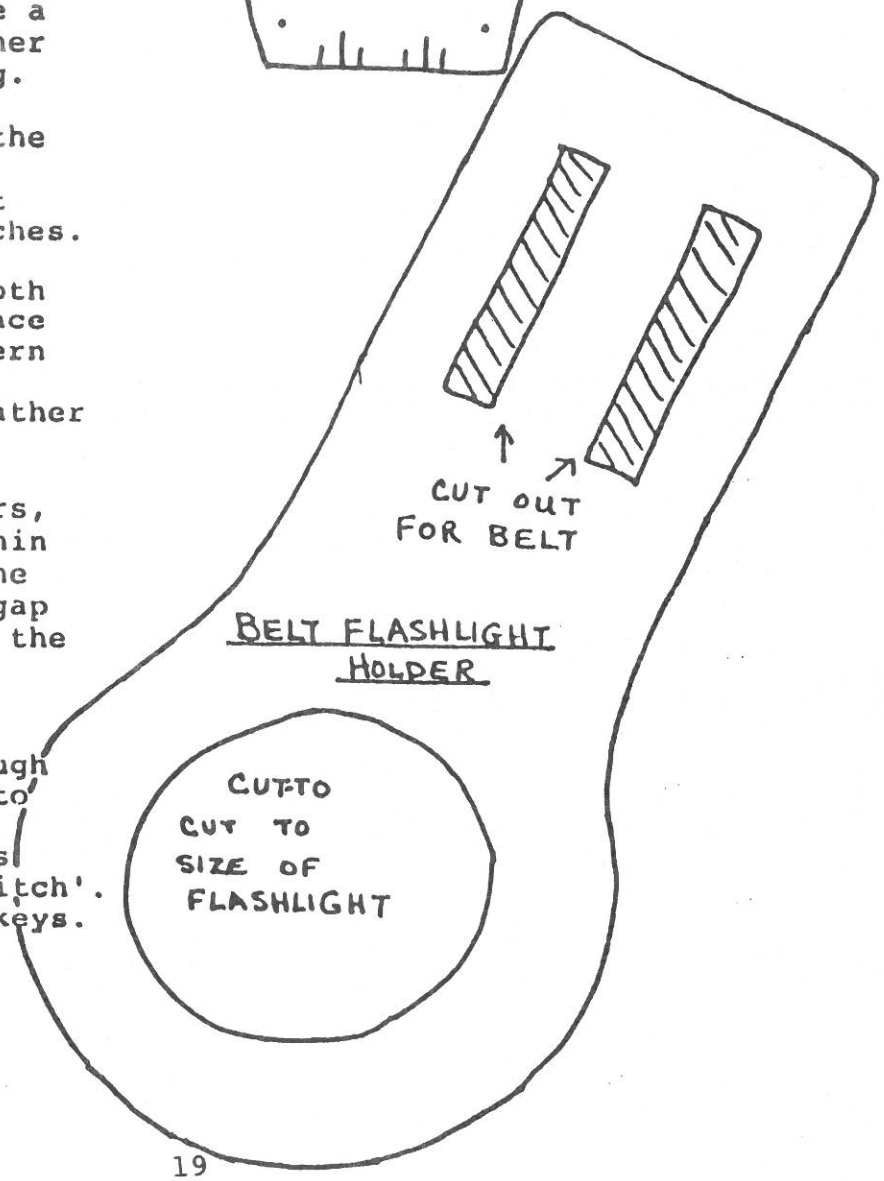
To make a pattern, cut out the one pictured and fold it in half, lengthwise. Punch out the holes for eyes and stitches.

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.





"DAD'S WORKBENCH"
(A Skit for the Craftsman Theme)

Webelos Scouts can play all parts. Costumes for the tools can be made from large cardboard cutouts or simply hang a sign with the name of the tool around the Scouts necks.

Narrator: As our scene opens, we find Dad looking for his hammer.

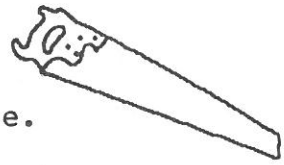
Dad: Has anyone seen my hammer?

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: I thought he had forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll find me when I get caught in the lawn mower the next time he mows the grass.

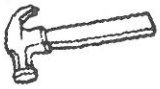
Dad: I can't find my screwdriver now, and I just had it. Did you borrow it, son?

Cub: Yes, Dad, but I gave it back to you.

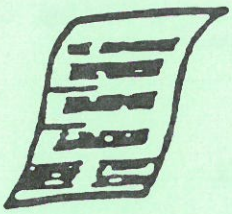
Screwdriver: Here I am, right in his big pocket where he put me. Why can't people remember to put tools back where they belong?

Tools all shrug as if to say "don't ask me", while Mom and Cub shake their heads while looking at Dad.

The curtain comes down!



CITIZEN ACTIVITY BADGE



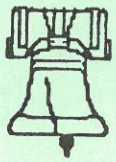
The Citizen Activity Badge is one of the requirements for the Arrow of Light Award. This is a good badge to start the boy on when he joins the den. The written requirements and readings may be done at home with parents. Which continues the importance of parent involvement in the Webelos den.

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

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

DEN ACTIVITIES:

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



Citizenship Pledge:

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

A GOOD CITIZEN:

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

THE LAW OF SELF-CONTROL

1. I will control my tongue and will not allow it to speak mean, vulgar, or profane words. I will think before I speak. I will tell the truth and nothing but the truth.

2. I will control my temper and will not get angry when people or things do not please me. Even when indignant against wrong or contradicting falsehood, I will keep my self-control.

3. I will control my thoughts and will not allow a foolish wish to spoil a wise purpose.

4. I will control my actions. I will be careful and thrifty and insist on doing right.

5. I will not ridicule nor defile the character of another. I will keep my self-respect and help others to keep theirs.

***CITIZEN LOGBOOK.** The logbook need not be a work of art, but for an effective den display at the pack meeting, urge the boys to decorate the cover. Inside there might be pictures of U.S. heroes and photos of your den's Good Turn project.*

A CREED

Lord, let me not in service lag,
Let me be worthy of our flag.
Let me remember when I'm tired.
The sons heroic who have dies,
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, clean of hand.
Teach me to serve and guard and love,
The starry flag that flies above.

EDGAR A. GUEST

YOUNG PEOPLE'S BILL OF RIGHTS

Regardless of race, color or creed.....
The right for me to have:

1. The affection and guidance of understanding parents.
2. A decent home in which I may be adequately fed, clothed and sheltered.
3. Religious guidance and training.
4. A school program which offers me opportunity for development to my full potential.
5. Constructive discipline for the development of good character, conduct and habits.
6. Security in my community against influences detrimental to proper development.
7. The individual selection of wholesome recreation.
8. Life in a community in which the well-being of children is considered of primary importance.
9. Good adult example.
10. A job for my ability, training and experience.
11. Protection against physical or moral employment hazards which make wholesome development difficult.
12. Health services to prevent and treat disease and to permit my mental, physical, and social development.

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 Americans return immediately because the British were planning to attack Baltimore.

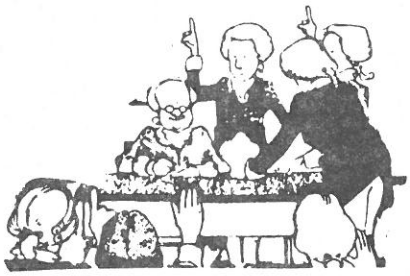
During the night of September 13-14, Key, Skinner and Dr. Beanes (the prisoner) stood on the deck of the flag-of-truce ship which was anchored eight miles downriver, watching the attack. They were well out of the fight, but near enough to see most of the action. During the night the bombs and rockets 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 Fort 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 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 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 Fort 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 exhultation 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.



Citizenship Rating Sheet

Ask the boys to rate themselves on their citizenship, using the chart like the one shown below. 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.

I will try to rate myself fairly on each of the following traits of good citizenship. I will try to improve myself so that on future ratings I can honestly give myself a higher score.

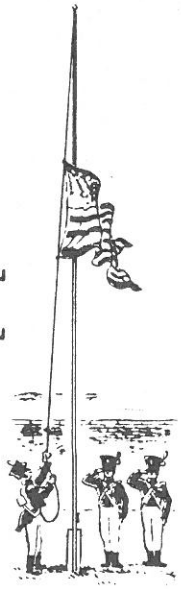
NAME_____

TRAITS	SCORES DATE	DATE	DATE
1. I am honest, even in little things.			
2. I am courteous, loyal and kind to my parents, teacher, and Webelos leader.			
3. I try to show good sportsmanship.			
4. My parents and friends can trust me to do what I say I will do.			
5. I work and play cheerfully with others.			
6. I always keep my promise.			
7. I take good care of my own things and things that do not belong to me, such as school books, school property etc.			
8. I do my best to keep the Cub Scout Promise all the time.			
9. I always help to clean up after den meetings and when I'm needed in my school classroom.			
10. I never make fun of people (except maybe kidding around with my friends.			
Total			

Rating Scale: 5=very good, 4=good, 3=fair, 2=poor, 0=very poor

The citizenship rating sheet is merely a guide. Use it or adapt it as you wish. Don't ask to see a boy's sheet. If he wants to show it to you, fine; he may be seeking approval. If his scores seem out of line with your own observation, gently question him but do not challenge his veracity.

WEBELOS GAMES



FLAG QUIZ:

1. What is the official name of the flag?
2. The American Flag has a nickname. What is it?
3. What do the colors of the flag represent?
4. How many white stripes are on the flag?
5. When is Flag Day?
6. How should you show respect to the flag when it passes in front of you in a parade if you don't have your scout uniform on?
7. How should you show respect to the flag when it passes in front of you in a parade if you have your scout uniform on?
8. What does it mean when the flag is flown at half mast?
9. What does it mean when the flag is flown upside down?
10. What should be done with a flag when it is worn out?

ANSWERS:

1. The flag of the United States of America.
2. The flag is nicknamed "Old Glory".
3. Blue is justice; white is purity, red is the blood of those who died for their country.
4. The flag has six white stripes.
5. June 14
6. Stand at attention, place your right hand over your heart (if you have a hat, take it off and place it over your left shoulder) until the flag has passed.
7. Stand at attention and salute until the flag has passed.
8. The flag is flown at half mast to show a period of mourning for an important person who has died.
9. The flag is flown upside down as a distress signal.
10. The flag should be completely destroyed reverently, privately, and completely, preferably by burning or some other method which does not have any suggestions of irreverence or disrespect.

CITIZENSHIP RACE: Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, The President, Vice-President, Governor, or other fitting subjects. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first wins.

FAMOUS PEOPLE GAME: Have one of the Webelos describe a person, what that person does, or other characteristics of that person without actually telling who the person is. The first boy to correctly indentify the person gets the chance to have the other boys guess who his person is. (The difficulty is in giving enough information to allow people to recognize the person without telling too much about the person.) If all of the boys fail to recognize the person from the fist description, the boy gives a little more information about the person. A variation of this is to have the boys draw a name out of a hat and use that as their person to describe (i.e., the President, Vice-President, Govenor, etc.).

FITNESS ACTIVITY BADGE

Your body is a wonderful machine. It is much more complicated than the fanciest car or the fastest computer. But your body needs the same kind of care that experts give to machines.

What does that mean? It means that you must give your body the right fuels- a balanced diet. You must avoid putting harmful substances into it. Your body needs rest and exercise, just as a car needs maintenance.

As you earn the Fitness activity badge, you will learn how to take care of the world's most wonderful machine--your own body.

DANGERS OF SMOKING AND CHEWING TOBACCO

Why do some kids smoke and chew? They do it because they think it makes them grown up.

In fact, it makes them look a little stupid. Many grownups have given up smoking and chewing because scientists have shown that these habits are very bad for your health.

Cigarette smoking has these bad effects:

* It causes lung cancer, heart disease, and other ailments.
* It reduces a person's ability to breathe deeply. Athletes who smoke cannot play as hard or as long as those who don't.
* Smoke may irritate the eyes, making them red and sore.
* Smoke stains teeth and fingers.

Chewing tobacco may not be quite as dangerous as smoking, but it has bad effects on your body. The tobacco may damage the delicate tissues of your mouth and causes diseases. And it certainly will stain your teeth.

Using tobacco is like putting sand in the gas tank of a new car. The beautiful car won't run and the engine will be ruined.

DANGERS OF ALCOHOL AND OTHER DRUG AND INHALANTS

Drinking alcohol and doing drugs is even more dangerous than smoking. Probably you have seen someone who has drunk too much beer, wine, or liquor staggering down the street. Does that look like fun?

It isn't. Alcohol has many bad effects. It slows down the brain and body. It destroys balance. It may make a person see double. Alcohol makes some people do bad things that they would never consider when they are sober. Drunk drivers are responsible for thousands of deaths on our nation's highways.

A person who drinks too much for several years may suffer from serious illnesses of the liver and other organs of the body. Some other drugs are prescribed by doctors to ease pain or relieve symptoms of disease. But all drugs are dangerous. They should never be taken without a doctor's prescription.

Sniffing glue and inhaling the fumes of paint thinner or gasoline can be dangerous. These substances contain toxins that can affect the liver, kidneys, and muscular system of the body. Inhaling these poisonous substances can also cause psychological problems.

Stay away from inhalants and drugs and people who sell them on the street. Marijuana, cocaine, heroin, 'speed', pep pills, LSD, and other illegal drugs bring nothing but trouble.

Some drugs make a person drowsy. Some make it hard to know what is real and what is a dream. Other make a person hyperactive so that he cannot relax and rest.

ALL ARE BAD NEWS. OVERDOSES ARE OFTEN FATAL.

EXERCISING FOR FITNESS

Exercises and most sports will strengthen parts of your body and make you more fit. For requirement 5 you are asked to choose six exercises that will strengthen various parts of your body and do them for 30 days.

Here are ideas for using them:

* Arms and shoulders-bicep builder, bridge, pushups, and pullups.
* Back-trunk stretch, butterfly and trunk bend.
* Abdominal muscles-situps, and leg stretch.
* Legs-Squat thrust and duck fight

Do a few of these exercises for 15 to 30 minutes each day. You will find that your body gets stronger in just a few weeks.

Running and swimming are excellent for strengthening heart and lungs. If you play sports regularly, you may already be doing enough running. If not,you can improve your fitness by jogging a mile every other day.

In earning this activity badge, Webelos Scouts learn about well-balanced diets and the harmful effects of drugs on the body. It isn't just what we do to improve the outside appearance that makes us physically fit. It is equally important what we put into the body and the mental attitude of the boy. Fitness is never just physical; the mind and body work together. As a leader you have an opportunity to help set your Webelos Scout's attitude toward fitness .. it may serve him a lifetime.

Den Activities:

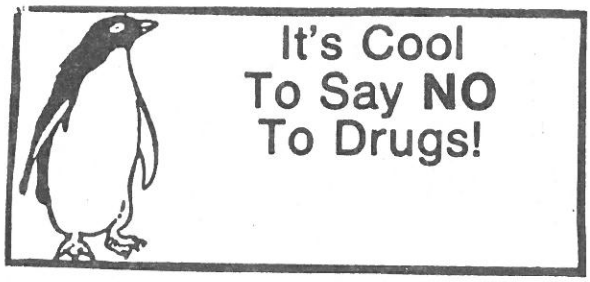
* Discuss the effects of smoking and chewing tobacco on the body.
* Invite a health-care professional to talk to the den about the harmful effects of drugs.
* Make posters depicting drug abuse prevention for display at pack meeting or downtown windows.
* Invite a doctor or dentist to a den meeting to talk about staying healthy.
* Discuss proper nutrition.
* Prepare and serve a nutritious snack.
* Make posters using magazine cutouts to show a well-balanced diet.

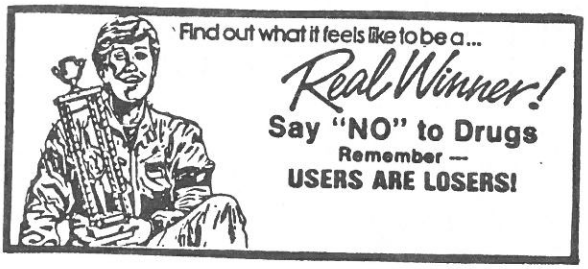
Places To Go

* Local health-care facility.
* Dentist's office for discussion and demonstration on dental health.
* Drug or alcohol rehabilitation unit.
* Local school cafeteria to discuss menu planning.

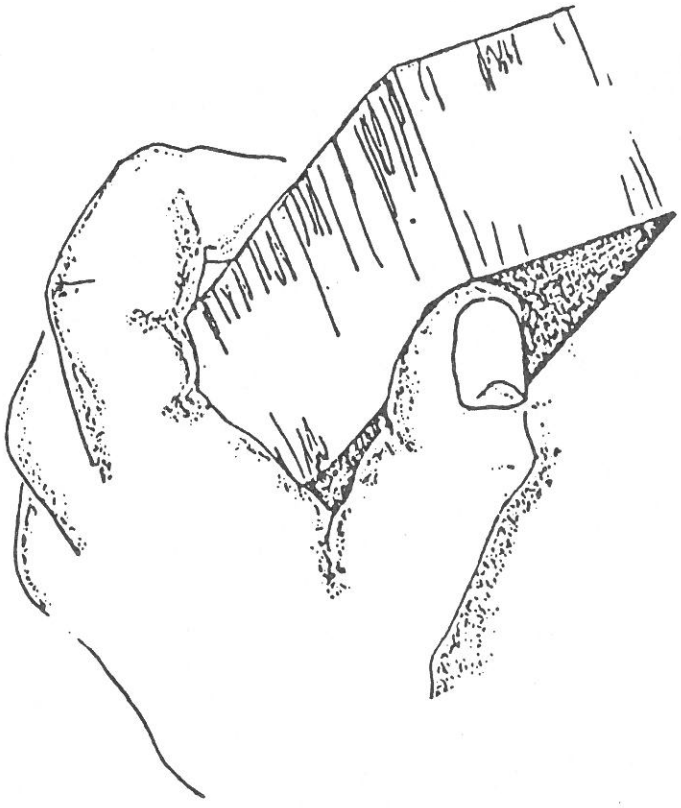
Pack Meeting Demonstration & Exhibits

* Display drug abuse prevention posters.
* Display posters showing proper nutrition.
* Demonstrate fitness exercises.
* Lead the pack in a fitness game.





Weight lifting and gym equipment can be expensive. Encourage the Webelos in your den to look around the house for things they have on hand that can be used for body building and keeping in shape.

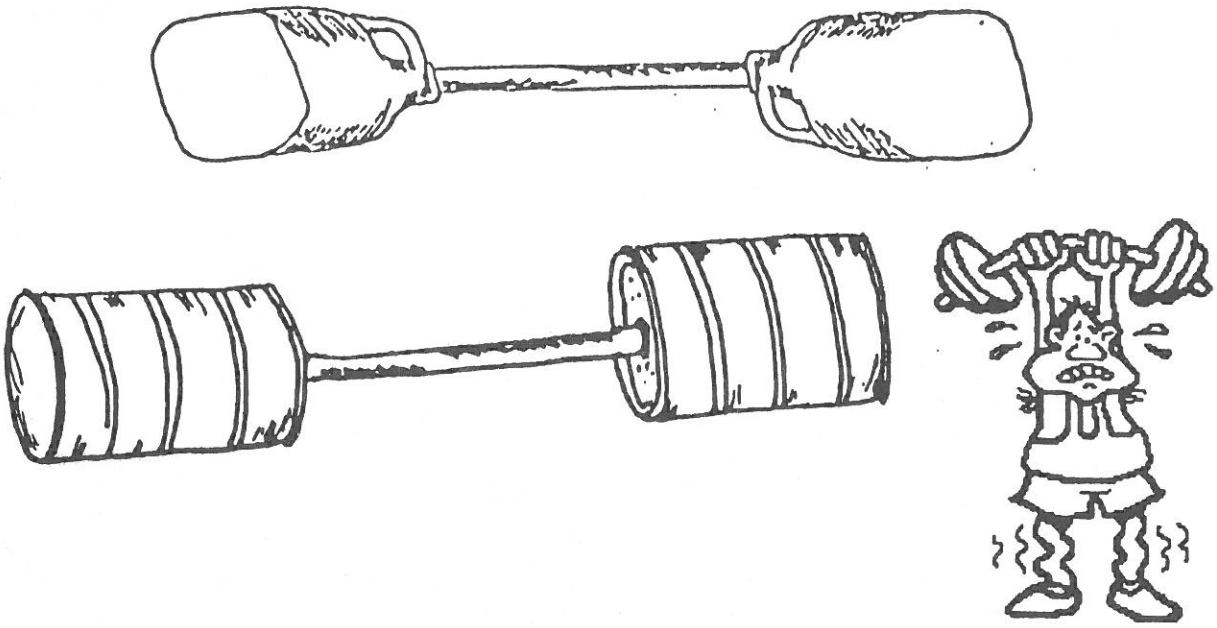


BRICKS

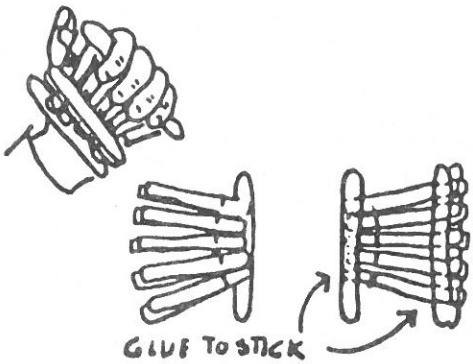
Make your own weights to help strengthen the arm muscles by using a red brick or heavy book in each hand as you do your lifts.

BARBELLS

Make a set of barbells by using plastic milk jugs or tin cans filled with plaster of paris. You may also wish to insert a broom handle for the bar.



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.



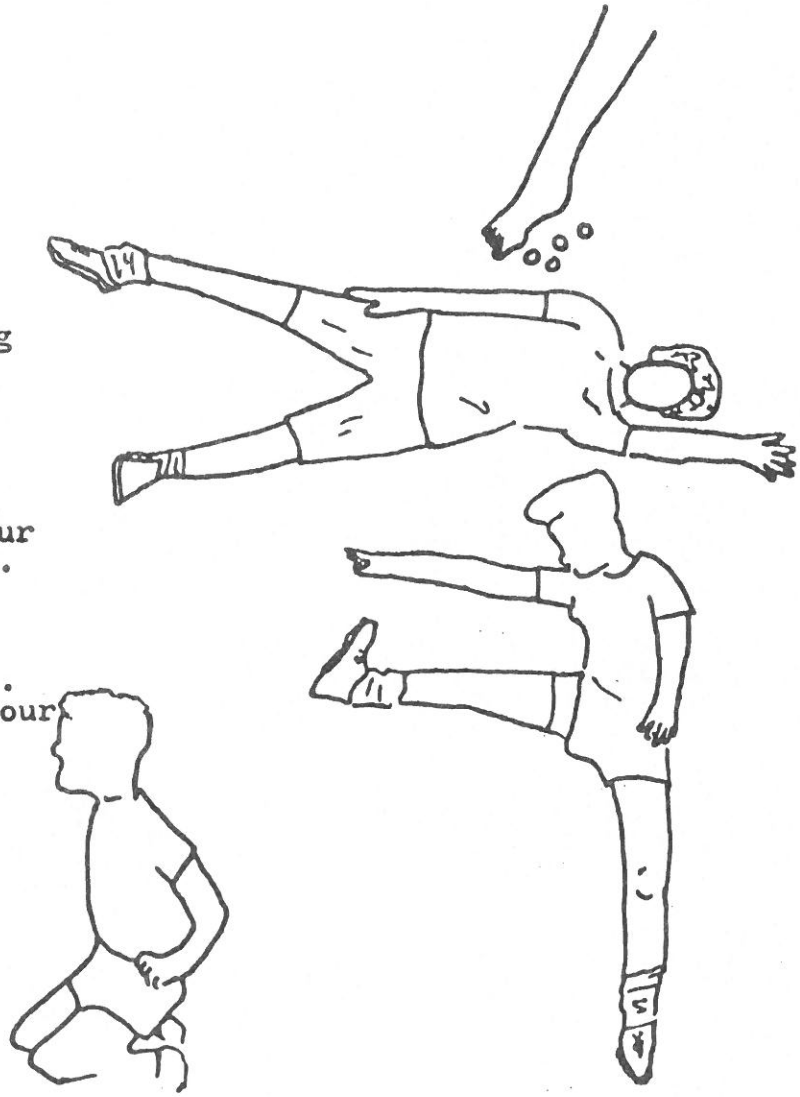
EXERCISES

Basic Leg Workout
Pick up marbles with your toes and move them from one pile to another.

Side leg stretch
Lay on your side with one arm stretched out under your head. Place top arm down along your leg. Lift your leg and stretch as far as you can.

Hand kick
Stand straight. Hold hands in front of you. Kick up with your foot and try to kick your hand. Repeat with other hand.

Knee Bends
Stand erect with hands on hips. Sit down on ankles. Keeping your back straight rise slowly.



NUTRIENTS: THE STUFF OF LIFE

Protein	Minerals	Vitamins
Carbohydrates	Fats	Water

Five out of six would be a good score in many tests, but not in a test of nutrient consumption. Each nutrient group is important. The members of each group have jobs which only they can do. Our bodies put each nutrient to work where it is needed, but only if we supply the nutrients in the proper balance. We eat the foods. Our bodies retrieve the nutrients and send them to their respective tasks.

When we don't get enough of one of these vital substances, our bodies react in a variety of ways, depending upon the nutrient. For example, calcium, is needed to help clot blood and keep nerves and muscles functioning properly. Children need calcium for bone growth and adults need it to maintain and repair bones. If we don't consume enough calcium, our bodies steal some from our bones to use elsewhere.

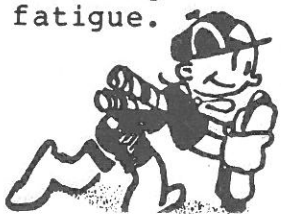
Excess amounts of nutrients may also damage our health. Sometimes an excess of one nutrient can even interfere with the body's use of another. A lot of vitamin E, for example, may get in the way of vitamin A.

In a child's body nutrient balance is especially important. Growth is a complex, nutrient-hungry process. Taking care not to shortchange a youngsters' developing body helps insure their healthy future.

Everyone needs to take at least a brief look at how nutrients work to help our bodies grow. There are many good books in your public library. Dietitians in schools, hospitals, or nursing homes may be willing to help in your search for basic knowledge of nutrients to share with your Webelos. You won't know if you don't ask.

Looking at the way nutrients work will help emphasize how important it is to eat nutritious food. But, the boys also need to understand these important points:

* Huge doses of a nutrient do not produce "superpeople." For example, although thiamin helps the brain function properly, huge doses of it will not produce a genius.
* None of the nutrients work on their own. Each works best in the presence of a proper balance of all the others.
* A nutritionally adequate diet is only one part of good health. Eating enough iron is no substitute for getting enough sleep. Both iron and sleep are important in preventing fatigue.



WEBELOS GAMES

1. Exercise - Like in "Simon Says", the Participants must do as you SAY and NOT AS YOU do. There are four statements which are used in "Exercise". The Statements and their actions are:

OOOO - Jumping Jack
OWWW - Bend Over
UHHH - Squat
Panting Sound - Fan face with hand

The leader gives a statment and makes a movement. The movement MAY or MAY NOT agree with the sound. The Participants MUST make the correct movement regardless of the movement made by the Leader. Those participants who make the wrong movement leave the game. The last participant standing is the winner.....

2. Athlete's Relay - Organize participants into teams having sufficient members that each team member will be able to participate in one event ....

This is a RELAY RACE, so no team member except the first can begin until the Cub preceeding him touches his hand ...
The First cub on each team will run the 50 - yard Dash...
The Second will broad jump .....
The third will run the hurdles.....
The fourth will do a high jump (not too high)....
The fifth will throw the shot-put (a ball of some type)... He must throw it toward the finish line. If he cannot make it in one throw, he must run to the ball again and keep throwing it until he throws it across the finish line.....

If you have enough equipment, you can have all the teams running at once. If your equipment is limited, time each team, team with the shortest time is the winner.....

3. Aerobic Dancing - Invite someone who has done Aerobic Dancing to attend your Den Meeting and lead and instruct the group in the skills of Aerobic Dancing.

4. WARM-UP: Walk in place, rolling from the heels to the toes at a faster and faster pace until it becomes running. After one minute, stop, raise arms up from the sides, and inhale, down and exhale, four times. Now do ten jumps, twisting first to the right, then to the left, landing lightly on the toes. Next, starting with arms over-head, turn trunk to the right and touch the right toe, then up and repeat to the left, five times to each side. Hold arms out to the sides and twist the trunk right and left ten times. With arms in front and legs together, kick each foot to the hands five times. Finally, with legs wide apart and hands on knees, ben the right knee, twisting the trunk to the right, the alternate to the left, ten times.

5. TOE EXERCISE: Conditions the feet. Practice walking pigen-toed with toes curled. Try picking up and carrying small rocks, marbles, or pencils with toes.

MANY MUSCLES
(A Skit for the Fitness Theme)

Cast: As many Webelos Scouts as are in your den. One is dressed as a beautiful girl, one is in full uniform, all others wear shorts over uniform pants to resemble sweat suits.

Props: Barbells, jumpropes, weight lifting equipment.

Setting: Boys in shorts are on stage doing exercises.

CUB SCOUT: (Comes in with full uniform on, looks at boys, asks the 1st boy...) "Why are you doing that?"

1st BOY: (Lifting barbells) "Because I like many muscles."

CUB SCOUT: (Goes to next boy) "Why are you doing that?"

2nd BOY: (Skipping rope) "Because I like many muscles."

CUB SCOUT: (Walks to next boy) "Why are you doing that?"

3rd BOY: (Lifting weights) "Because I like many muscles."

CUB SCOUT: (Goes to next boy) "Why are you doing that?"

4th BOY: (Doing push ups) "Because I like many muscles."

CUB SCOUT: (Walks to next boy) "Why are you doing that?"

5th BOY: (Doing jumping jacks) "Because I like many muscles."

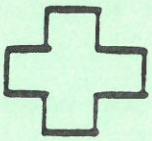
(Boy dressed in wig, dress, high heels, etc. walks on stage in front of the boys who are exercising.)

CUB SCOUT: "Who are you?"

GIRL: (Smiles, winks, pats hair in place, etc.) "Why, I'm MINNIE MUSCLES!"

ALL BOYS: (Whistle at Minnie, take her by the arm, and escort her off the stage.)

READYMAN ACTIVITY BADGE



The Boy Scout motto is **BE PREPARED.** It means that the Scout is always ready in mind and body to do his duty and to face danger, if necessary, to help other people.

He learns first aid. He learns how to swim safely and how to drive his bicycle without danger to himself or others. He also learns how to make his home safer and the safety rules for passengers in the car.

In earning the Readyman activity badge, he will get a faster start on being prepared as a Scout. Many of the things he learns help him advance as a Boy Scout.

Den Activities:

* Ask a member of the local Red Cross or emergency trauma team to visit your den and show you how to save lives by learning:

  -HURRY CASES
  -SHOCK
  -OTHER MINOR EMERGENCIES

* Learn how to get help from the local authorities such as the police, fire department, ambulance, or hospital, contact the police department to find out how to report or summon help in these situations.
* Consult with the local fire marshal, emergency services team, or police department to find out how to plan an emergency escape route, or find where most home accidents are likely to occur in and around your home.
* Invite a member of the local Red Cross or a qualified swimming instructor who is a WSI (water safety instructor) to show your den how to have a safe and fun time at the beach of the local pool.
* Build a buddy tag board and use it on an outing that involves water sports.
* Consult the Boy Scout Field Book for safe bicycling tips.

When you call for HELP, remember the three W's: WHO, WHAT, and WHERE.

WHO-Give your name.

WHAT-Explain the matter:fire, accident, injury, etc.

WHERE-Give the exact location, and the names of both streets or roads at the nearest corner.

Stay on the phone until your message is understood and you have answered all questions.

Sometimes you need to know how to get help but it may not be an emergency. For problems like building code violations and other housing problems, call a department of your city or county government.

WHAT TO DO AFTER AN ACCIDENT

1. Stay calm and think . This may be hard to do-but try. The victim will feel better knowing you are cool.
2. If the victim seems badly hurt, send someone to get medical help.
3. Do not move a badly hurt person, unless the victim is in further danger.
4. Check the victim for "hurry cases."
5. Treat the victim for shock.

HURRY CASES

If a person cuts his leg and blood is oozing out, he needs first aid. A broken arm is a serious injury.

Hurry cases are different. Unless you act fast and give the right first aid, the victim may die within a few minutes.

The hurry cases are:

BREATHING HAS STOPPED. It must be started immediately.

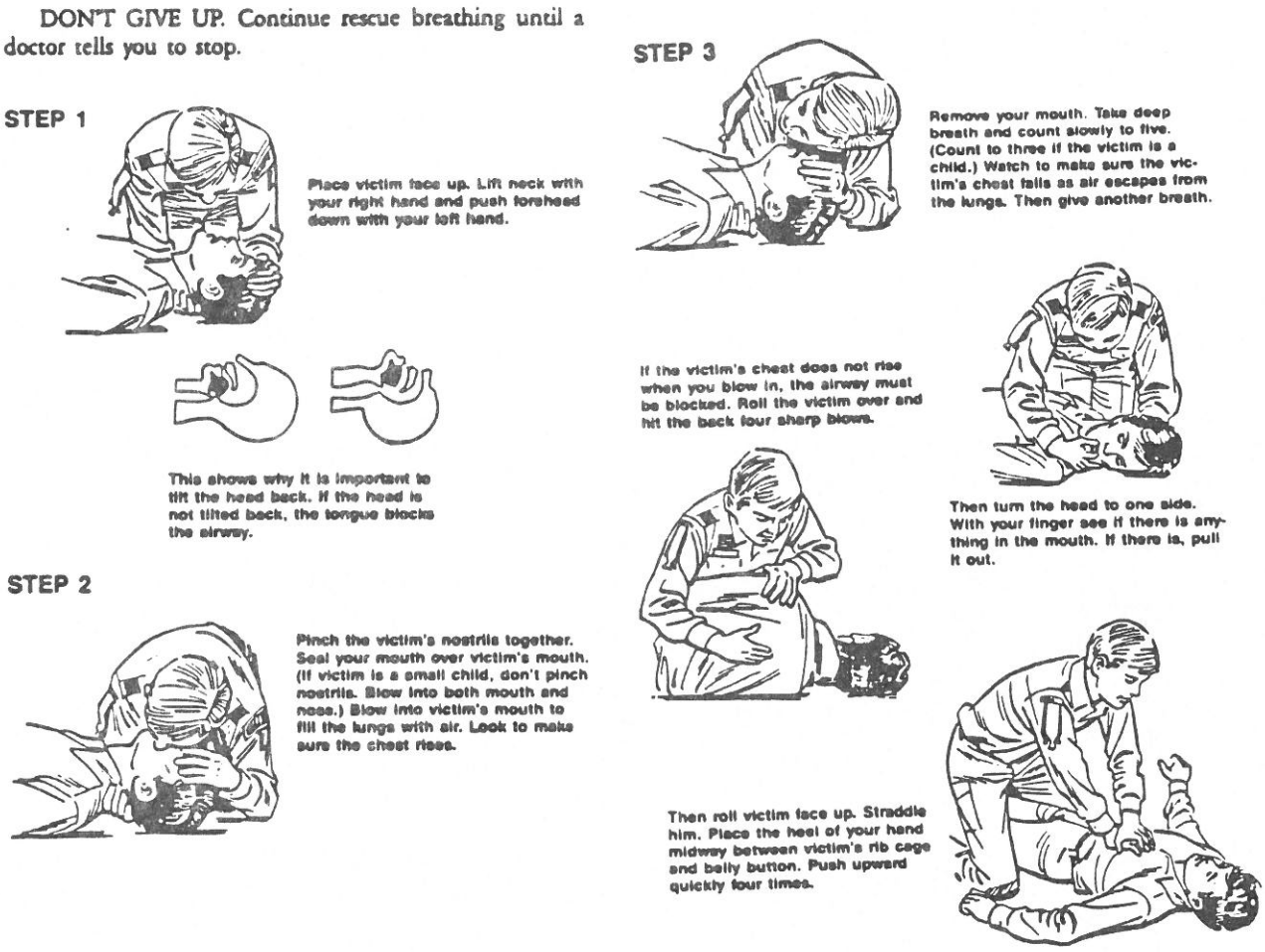
BLOOD IS spurting FROM A WOUND. The bleeding must be stopped quickly.

POISON HAS BEEN SWALLOWED. The poison must be made harmless.

HEART ATTACK. Get help quickly.

RESCUE BREATHING

DON'T GIVE UP. Continue RESCUE breathing until a doctor tells you to stop.



STOPPED BREATHING

In drowning cases and some other accidents the victim's breathing may stop. It must be started again quickly or the person will die.

Look at the chest. Is it moving up and down? Put your ear to the victim's mouth. Do you feel the victim's breath?

If the answer is no, start rescue breathing. This is a way of blowing air from your lungs into the victim's lungs.

SEVERE BLEEDING

In a bad accident you might see blood spurting out of a wound. It does not ooze or flow slowly-it gushes out like a fountain. **IT MUST BE STOPPED. NOW!!!!**

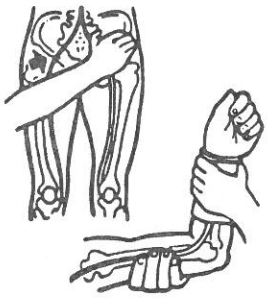
Grab the wound with your bare hand and PRESS HARD!

Raise the cut arm or leg above the victim's body. That will help slow the bleeding.

With your free hand, grab your neckerchief, handker-chief, or other cloth. Fold it into a pad and quickly press it on the wound.

Then PRESS HARD again. If you can, tie the pad in place with a bandage. Don't remove the pad even if it gets blood-soaked. Put another pad and bandage over the first. Send for medical help.

Direct pressure on the wound usually stops bleeding. If it does not, **PRESS HARD on one of the pressure points.** The arteries that carry blood from the heart are squeezed against the bone. It's like stepping on a garden hose to stop the water.



POISONING BY MOUTH

Keep all household cleaners, medicines, weed killer, and insect poisons out of children's reach. Most young children will try anything. They will even drink poisons thinking it was something they were suppose to have.

If a child does shallow poison, **DILUTE IT** quickly. To dilute it means to mix with water or milk.

Call a hospital emergency room or poison control center. Tell the doctors what the poison was that was swallowed.

Read the instructions on the poison container. The instructions may tell you what else to do.

HEART ATTACK

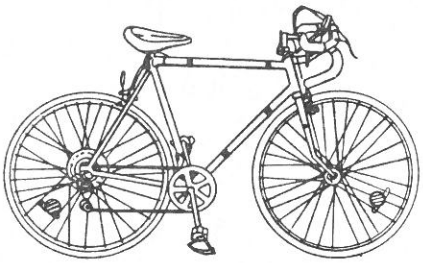
Heart attack is the number 1 cause of death. Most heart attacks happen to adults, especially older people. The signals of a heart attack are:

* A feeling of pain or pressure in the center of the chest. It may come and go. Sharp twinges of pain usually are not signals of a heart attack.
* Sweating when the room is not hot.
* Victim feels like throwing up.
* Shortness of breath.
* Feeling of weakness.

If you think a person is having a heart attack, call for medical help at once.

BICYCLE SAFETY

1. OBEY ALL TRAFFIC LAWS.
2. OBSERVE LOCAL LAWS.
3. DRIVE WITH TRAFFIC.
4. WATCH OUT FOR HAZARDS.
5. WATCH OUT FOR CAR DOORS OPENING OR CARS PULLING FROM CURB.
6. DON'T CARRY PASSENGERS.
7. NEVER HITCH A RIDE.
8. BE EXTRA CAREFUL AT INTERSECTIONS.
9. USE HAND SIGNALS
10. DRIVE A SAFE BIKE.
11. DRIVE "DEFENSIVELY."

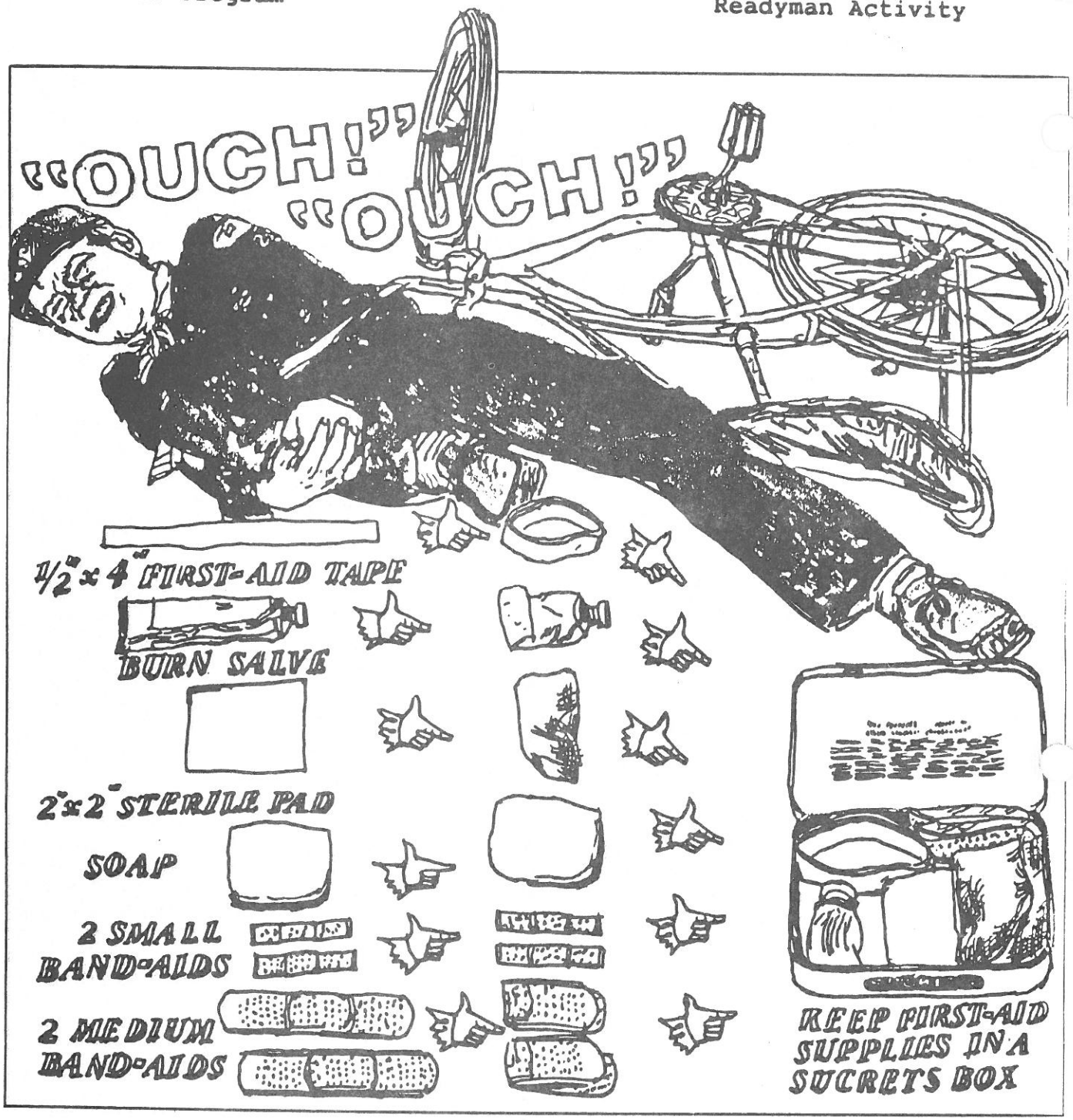


HOME FIRE ESCAPE PLAN

If you should wake up some night and smell smoke, what should your do?

1. Wake up the other members of family.
2. Call the fire department.

Figure out two possible escape routes for each bedroom. If there is a two-story drop from some bedroom windows, the family may have to buy escape ladders. But that's a lot better than having a family trapped in a fire because the only way out is blocked by flames.



Make a Pocket First-Aid Kit

A small first-aid kit can be very handy, especially for taking care of scratches and minor burns.

This page tells how you can make a kit that will fit in your pocket. Ask Mom or Dad to help.

Keep the kit in a handy place, but out of the reach of small children.

Take your first-aid kit on bike trips and hikes.

Replace used supplies as soon as possible. You never know when you might need a bandage or some salve.

If you should need to use your first-aid kit, be sure to wash the cut or scratch with soap and warm water. Dry off the area around the injury and cover it with a bandage. If the injury should be a minor burn, apply some burn salve before putting on the bandage.

Holiday suggestion: A first-aid kit is a good gift to put in a holiday goodwill basket for a needy family. A boy or girl in that family will find it just as handy as you do. ❖

WINTER'S WONDERFUL WORLD—BUT!

WHEN LAKES FREEZE OVER, snow covers the countryside, and wintry gales blow, winter activities occupy the time of active Cub Scouts. And they are great fun. But—ordinary injuries, which in any other season could be treated easily, become real problems when exposure to the elements complicates giving aid. The best safety tip is to be prepared to avoid accidents while sledding, skating, or traveling. Here are some guidelines:

- Continue to promote the buddy plan, used so effectively for swimming. It works just as well for winter sports.
- Dress for the winter—not too warm, just right. Wear something that keeps the wind out.
- Enjoy winter sports in checked and designated areas if available. This means cleared and marked skating areas and safety-guarded hills and streets.
- Keep off unsafe ice. Ice is unsafe when it is on salt water, tidal rivers, windswept lakes, or fast-running streams; also after midwinter and spring thaws, and when it is less than 4 inches thick.
- Avoid unsafe locations and reckless actions.
- Learn simple rescue methods for use in ice accidents.
- If you fall in the water, don't wear yourself out trying to crawl out on the breaking ice. Hang on and yell for help. If a boy has been skating with a buddy, as recommended, his buddy can reach him with a pole, hockey stick, plank, ladder, rope with loops, jacket, or scarf.
- Learn emergency actions needed to prevent sledding mishaps.
- Encourage family discussions about the following safety practices that should be observed when traveling by car in the winter: (1) Check the weather and avoid travel if it threatens to be hazardous. (2) If you must travel, have enough extra clothing to permit bundling up warmly if it becomes necessary to shut off the engine and heater. (3) Equip your car with blankets, shovel, sand, rope, flashlight, flares, etc., to be ready for whatever might happen. (4) If stalled in a snowbank, shut off the motor. Exhaust fumes can leak in and asphyxiate you. It's safer to stay with your car to await rescue.

SELF-RESCUE USING ICE AWLS

ICE-RESCUE CROSS

POLE RESCUE

TIP-OVER STOP
Tip on side and hold on, runner and edge of wood top pressed against ground. Dig heels in.

SLOW DOWN
Drag feet to break speed.

QUICK TURN
Drag right foot for right turn and left foot for left turn.

Signs of cold weather exposure

When the body begins to lose heat faster than it can produce it, a condition called hypothermia begins to develop. The symptoms become very apparent, and include

- Uncontrollable shivering
- Vague, slow, slurred speech
- Memory lapses; incoherence
- Immobile, fumbling hands
- Frequent stumbling; lurching gait
- Drowsiness
- Apparent exhaustion; inability to get up after a rest.

Keep the young reader reading with a magazine all his own, *Boys' Life*.

WEBELOS GAMES

1. FIREMAN'S CARRY. The first boy stands with feet apart. The second boy stands facing his partner, and squats to place his right arm between his partner's legs. The first boy lies across the back of the second boys shoulders. The second boy's arm passes around his partner's right leg to enable him to grasp his partner's right wrist with is own right hand. He then extends his legs to come to the erect position meanwhile keeping his back perpendicular to the floor. Partners should be paired so that their weight and height are reasonably equal. Obese or very weak boys should be given other skills to perform.

2. SADDLE BACK CARRY: The first boy is standing. The second boy stands facing sideward with his right shoulder against his partner's chest. He then squats and stoops placing his right arm around and behind his partner's knees. The first child lies across his partner's back. The second child places his left arm around his partner's shoulders and then comes to the erect position. As in the fireman's carry, the obese and the underdeveloped boys should be given other skills to perform.

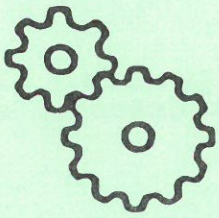
3. Pressure Pad Relay: Equipment - each boy using his own neckerchief. One boy lies about 30 feet in front of the team with arterial "bleeding" of the left wrist. There is one judge for each victim. On signal, the first boy from each team runs up and applies pressure pad over simulated wound. When correct. judge yells "Off", boy removes the pad, and runs back to team, tags off next boy who repeats operation.

4. Stretcher Race: Equipment Two staves, one blanket, and one inflated balloon for each team. Teams line up in relay formation with two victims from each team lying from 30 to 70 feet in front of the team. On signal, two members of the team run up to first victim with blanket and staves, make a stretcher, and put victim on it. When carriers are ready to lift the stretcher, a judge places the inflated balloon on the victim. The victim is carried to the starting line without the balloon falling off. (To ensure care in handling the victim). If the balloon falls off, the judge picks it up, the team places the stretcher and victim on the floor, the judge slowly counts off 20 seconds, places the balloon back on the victim's chest, and the team continues on its way. When they reach the starting line, the second team from the group dismantles the stretcher and runs forward to bring in the second victim using the same procedure and rules as the first team. The first team to bring the second victim over the starting line is the winner.

5. Fireman's Drag Relay - Equipment-Neckerchiefs. 2 teams - half of each team are firemen, the other half lying on their backs are victims. On signal first fireman runs up to his victim, ties his wrists together with neckerchief, and hauls him back to starting line with fireman's drag. He touches off next fireman who then rescues his victim. First team to finish wins.

6. BANDAGE DEMONSTRATION _ Equipment - As needed. One member of den is patient, the rest first-aiders. On "Go" No. 1 runs to patient and ties head bandage and runs back. No. 2 ties cross chest No. 3, thigh; No. 4 ankle bandage; No. 5 sling for arm, then No. 6 and No. 7 go up and be chair carry transport patient to starting point. NO TIME ELEMENT. (note: In case of a small den, one or more boys may go up twice, until project is completed.) Base scoring on excellence.

ENGINEER ACTIVITY BADGE



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

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

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

Den Activities:

* Arrange for boys to visit an engineer or surveyor in a municipal or county office. Plan for the boys to look through the surveyor's transit and "read a rod," or visit a construction site and see the plans which are being followed.

* Make block and tackle. Be sure to explain its purpose ... to lift weights easily. A single block and tackle has an ideal mechanical advantage of two, which means that if there were no friction, a 1-pound pulling force could pull 2 pounds. A double block with 1-pound pulling could lift 4 pounds. As additional blocks are added, the mechanical advantage is increased, but each additional pulley also decreases the distance the load is moved. Friction is a factor affecting the lifting power. Make your own block and tackle using spools, cord, nails, and blocks of wood.

* Have the boys find pictures of different bridges and bring them to den meeting. The differences in many kinds of bridges will become apparent as the boys study them and construct models. The simplest ones are plank, beam, pier, and deck, and the truss and arch types. The more complex kinds are the bascule (the old castle drawbridge type), vertical lift, cantilever, and pontoon. Many of the swinging bridges are in use today.

* Make a catapult.

* Discuss property lines. Have an expert show the boys how property lines are determined and how to measure one.

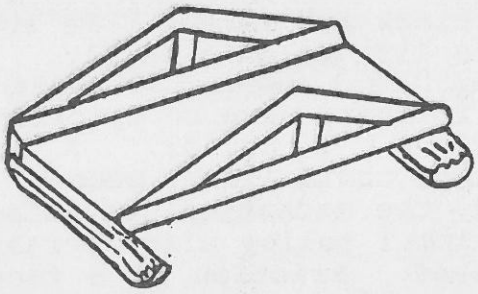
* Discuss different types of engineers. If one of the dads is an engineer, ask him to describe briefly to the boys what his duties consist of.

BRIDGE BUILDING

Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies, and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - and built his bridges of stone and wood. Today, highway and railroad bridges are made from steel plates, wire, cable, angles, I-beams, H-beams, and concrete.

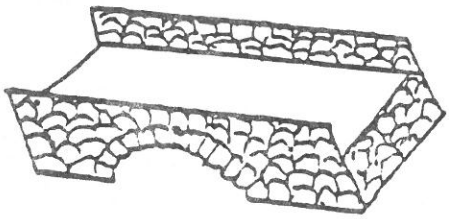
The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

To learn about bridges and their construction, here are four different types you can make from cardboard. They can be used to display matchbox size or HO cars.

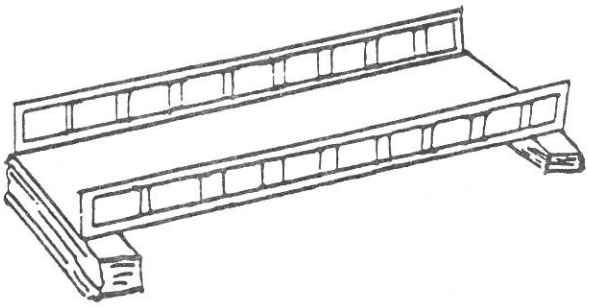


Wood Truss Bridge - This bridge is 2" wide, 4" long with sides 1" high. Lay out the sides and bridge floor as one piece, then cut halfway through the cardboard where the parts join and fold up the sides. Each side on a full-sized bridge would be built up with four timbers and iron rods, so draw the joints of the timbers with a pencil. Glue up six layers of cardboard 1/2" x 2-3/4" for abutments at each end of the bridge. This type of bridge was used in colonial days for single-lane roads. Some still exist today.

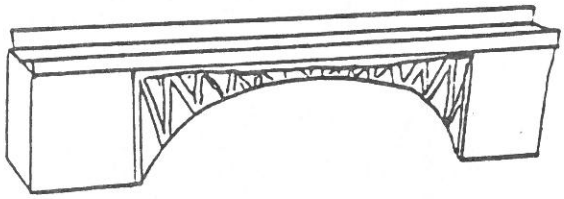
Stone Arch Bridge - This bridge is made from three pieces of cardboard. Sides are 1" high and 4" long. The arch is 1/2" x 1-3/4". The floor and ends are made as one piece, then scored and bent. The floor is 3-7/8" long. Each end is 1/2" wide. Draw the outlines of stones with a pencil.



Steel Plate-Girder Bridge - this bridge is typical of the reinforced steel-plate bridges we see used for both roads and railroads today. It is 3" wide and 9" long. The bridge floor and sides are laid out as one piece. The floor is 3" side and 9" long and the sides are 1" high. Vertical lines are spaced on one-inch centers. The steel angles used to reinforce the steel plates are simulated by pencil lines. Abutments are made from six layers of cardboard 5/8" x 4" glued together. Pencil dots for rivets and pencil shading along the sides give the bridge a 3-dimensional effect.



GIRDER BRIDGE



ARCH BRIDGE

Modern Steel Arch Bridge - made from three pieces of cardboard. The deck is 3" wide and 20" long. Sides (or railings) are 1/2" high. Make the sides and deck as one piece, then score and bend. Lay out one side and one end for the bottom unit as one piece on a 20" x 4" piece of cardboard. Sides are 4" x 18", ends are 2" x 4". Arch opening is 11" long by 3" high. Lay out vertical steel beams on 1" centers and mark them with a black felt tip pen. Steel arch bridges are used by railways and highways to span deep canyons. If the canyon is rock, no concrete abutments are needed.

HOW ELECTRICITY IS CARRIED

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

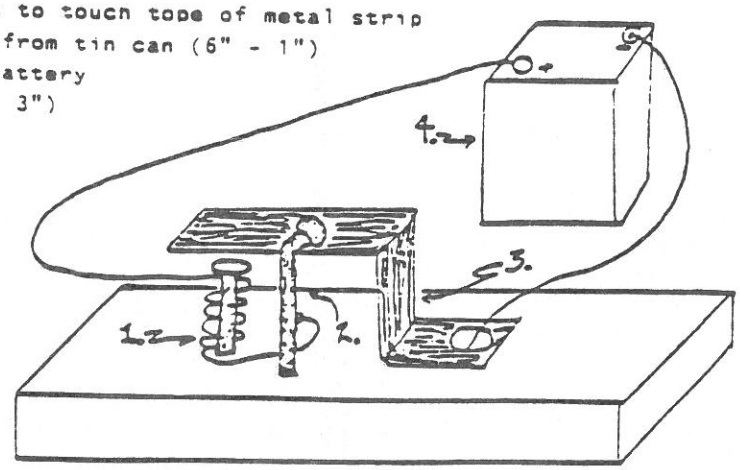
The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum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

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

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

Electric Buzzer

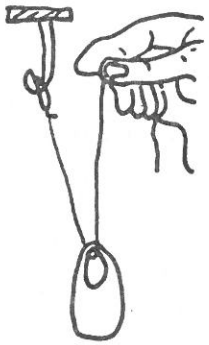
1. 100 turns of magnet wire around a No. 8 nail.
2. No. 16 nail bent to touch tope of metal strip
3. Metal strip cut from tin can (6" - 1")
4. 6-volt lantern battery
5. Wood block (6" - 3")



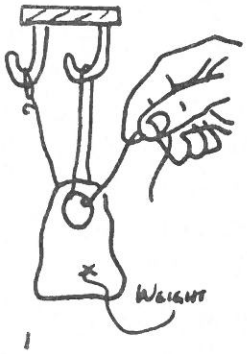
HOW TO LIFT TWENTY POUNDS WITH ONE FINGER

With a block and tackle, as shown here, you can lift a heavy weight with only a very slight effort. The increase in power is developed by pulling the rope a long distance to move the weight only a short distance. In the block and tackle shown here the weight is lifted one inch when the rope is pulled three inches.

Another way to think of this is shown in the drawing in the margin: half the weight is being carried by the hook, and half by the hand. Therefore, the hand has to do only half as much work. The hook is doing the other half.

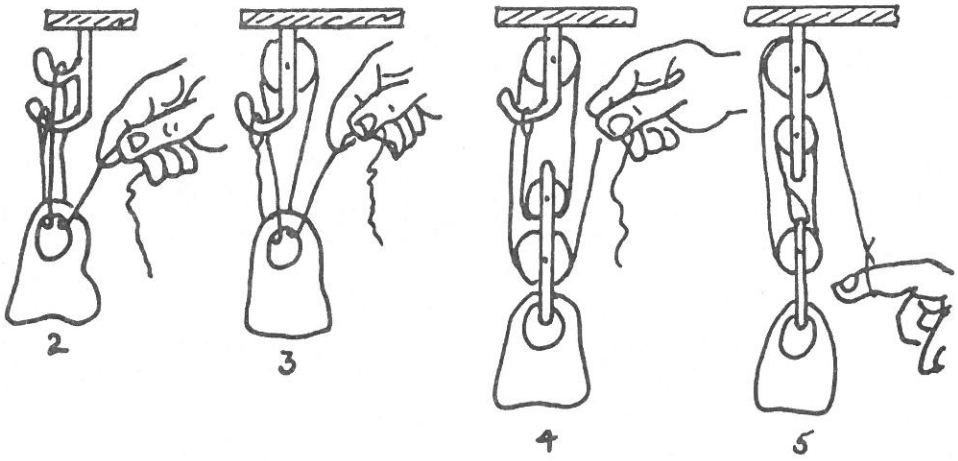


The drawings below show how a three-pulley block and tackle is evolved from a simple arrangement of hooks. In the first drawing the weight is carried by the two hooks and the hand. The hand is holding only a small part of the weight. In the second drawing one hook is placed under the other. In the third drawing a pulley is used instead of the top hook. Now, if the rope is pulled, it will roll without much friction, instead of dragging over the hook.



In the fourth drawing two more rollers, or pulleys are added. Again, the only purpose is to eliminate friction. In the final drawing the whole arrangement is turned upside down. Now the weight can be raised with a downward pull, instead of an upward pull as in the previous drawings.

All we've done is shift things around a little to make a neater, more compact arrangement and eliminate friction.



WEBELOS GAMES

1. Syllable Puzzle - Use each syllable given below to form the words that fit the seven definitions.

SYLLABLES

bine bu car die en ler gine li ni pel pro ra re sel ter cop tor tur u um he

DEFINITIONS

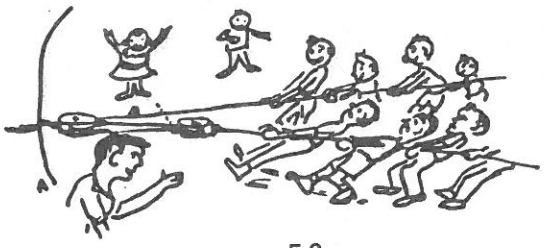
a. The part of a boat that moves it through the water.
b. An airplane that hovers.
c. A machine that turns energy into work.
d. A machine in which a wheel is turned by water, steam, or hot gases.
e. The most common type of nuclear fuel.
f. The part of an engine which mixes air and gasoline.
g. One type of internal combustion engine.

ANSWERS

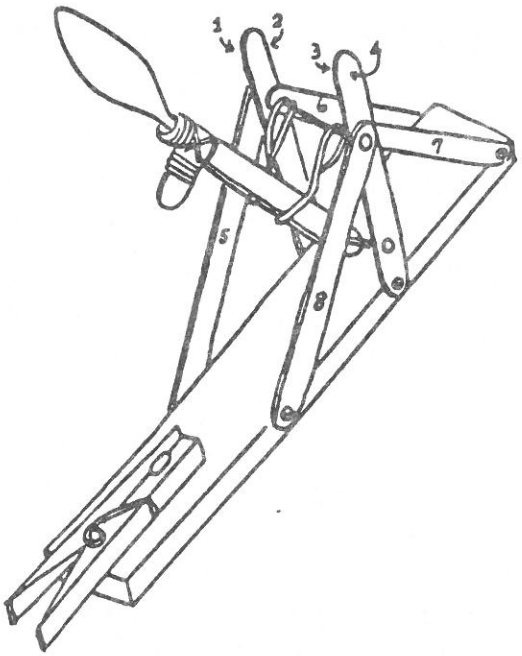
a. Propeller
b. Helicopter
c. Engine
d. Turbine
e. Uranium
f. Carburetor
g. Diesel

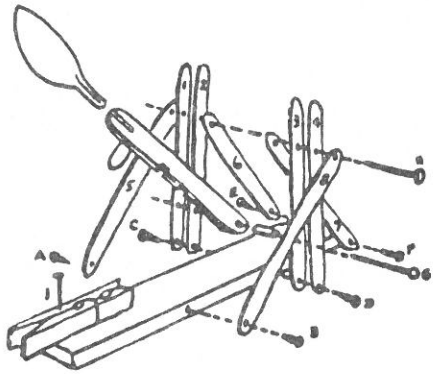
2. Balance Battle - Two teams line up at opposite ends of the see-saw. The first person from one team sits on one end of the see-saw at any spot that he chooses. When he has chosen his spot, he cannot move. He must sit perfectly still and cannot shift his weight. A member of the second team must select a spot on the see-saw which he thinks will balance it. He must then get on the see-saw at that point. If it balances the first player joins his side. If the second player fails to balance the see-saw, he must join the other side. The play continues until everyone has had a turn. The team whith the most members at the end of the game wins.

3. Pulley Tug-O-War- (NOTE: Prior to the start of this game, you should attach a rope and pulley to a tree or post and illustrated.) The boys are divided into two teams. Each team has the same number of boys. (If you have an uneven number of boys, place the extra boy on rope #2.) Each team gets a firm grip on one of the ropes and starts pulling when they hear the signal "PULL!". When the marker on rope #1 crosses a mark on the ground, the leader shouts "STOP!". The rope is moved back to the starting position and a boy from rope #2 goes over to team Number 1. Repeat this process each time the marker crosses the mark on the ground. This continues until the pulling contest becomes even or team Number 2 is finally pulled by team Number 1.



CATAPULT





Materials Needed:

CATAPULT ARM: 3 popsicle sticks (cut 1 down to 1-1/4"); a 15" piece of strong twine; one plastic spoon (cut handle until there is 3/4" of handle left on spoon); one rubber band (lightweight).
CATAPULT BASE: Wooden slat 3/8" thick (approx. 1-3/8" x 8-1/4")
SLIDES: 8 popsicle sticks, two 2" nails, two 1/2" pieces of drinking straw; 6-1/2" wood screws.
TRIGGER: one clamp clothespin; 1-3/4" nail
MISSILES: Clay balls about 3/4" in diameter wrapped in aluminum foil.

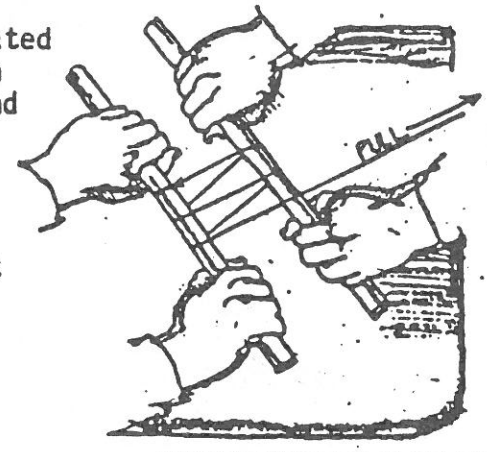
Assemble the catapult arm (popsicle stick with spoon) by gluing two sticks together. Cut out a half-inch slot at one end for the plastic spoon to fit into. At the other end, drill a hole for nail "G" to go through. Cut a 1-1/4" piece of popsicle stick and glue it to the arm just below the slot. When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

Assemble the catapult by screwing stocks 1, 2, 3 and 4 against the sides of the base in an upright position. Attach diagonal sticks 5, 6, 7 and 8 to these sticks with nail "H" as shown in diagram. When the bottom ends of the diagonal stocks are positioned against the base, make pencil marks and drill holes in the base for screws "A", "B", "E", and "F". Screw the ends of the stocks to the base.

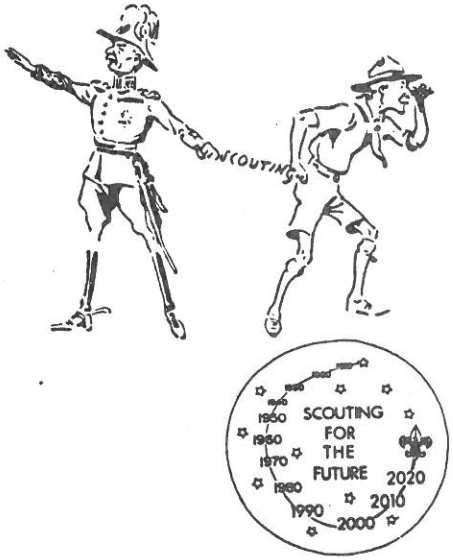
Loop a rubber band around nail "H" and slip the bottom end of the catapult arm through the rubber band loops. Insert nail "G" through the upright sticks and the arm, placing the straw spacers on each side of the arm. Pull down the catapult arm and mark where the extended stick touches the base. Place the jaw of the clothespin on this mark and fasten the clothespin to the base with nail "L". Now, fire away.

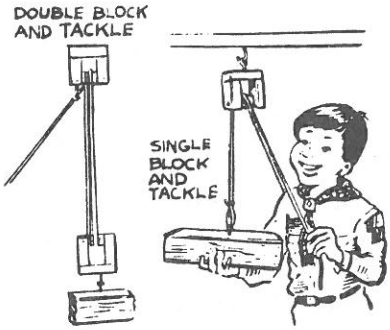
- Boy's Life Magazine -

BLOCK AND TACKLE POWER - This can be demonstrated by using two dowels (1" or larger) and strong sash cord or clothesline. Tie the cord to one dowel and make three wraps around both dowels. Have two big Webelos Scouts try to pull the dowels apart while a smaller boy pulls the loose end. He will be able to draw the larger boys together, no matter how hard they pull. The block and tackle does not create more power; it merely trades distance for force.

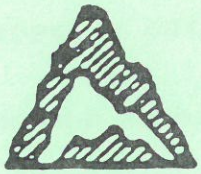


BLOCK AND TACKLE POWER





GEOLOGIST ACTIVITY BADGE



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

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

Physical Properties of Minerals

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

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

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

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

* Conchoidal-when the fracture has smooth, curved surfaces like the interior surface of a shell. Most commonly observed in glass and quartz.

* Fibrous or splintery-when the mineral breaks showing splinters or fibers.

* Hackly-when the mineral breaks with a jagged, irregular surface with sharp edges.

* Uneven or irregular-when the mineral breaks into rough and irregular surfaces.

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

* Brittle-when a mineral breaks or powders easily.

* Malleable-when a mineral can be hammered into thin sheets

* Sectile-when a mineral can be cut into thin shavings with a knife.

* Ductile-when a mineral can be drawn into wire.

* Flexible-when a mineral bends but does not resume its original shape when the pressure is released.

* Elastic-when, after being bent, the mineral will resume its original position upon the release of pressure.

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

* Vitreous-having the luster of glass.

* Resinous-having the appearance of resin. Example: sumpherite.

* Pearly-having the iridescent appearance of a pearl. This is usually observed in minerals on surfaces that are parallel to cleavage planes.

* Greasy-looking as if covered with a thin layer of oil

* Silky-like silk. It is the result of a fine fibrous parallel aggregate.

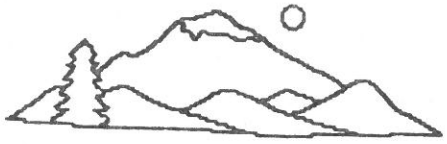
* Adamantine-having a hard, brilliant luster like that of a diamond.

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

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

Diaphaneity-the property to transmit light. Classified as:

* Transparent
* Translucent
* Opaque

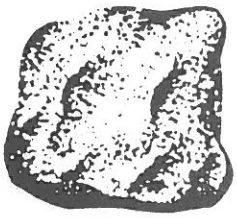


HOW ROCKS WERE MADE

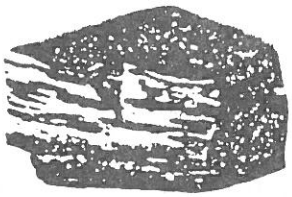
Rock that is part of the earth's crust has a special name. It is called bedrock. Near your house, you may find only one kind of bedrock. Perhaps you will find some bedrock with a streak of different rock running through it. Or you may see two kinds of bedrock side by side. Along a cliff or canyon wall, you may see layers of different rock piled one on top of the other.

Stones are pieces of broken bedrock. They are crumbs of the earth's crust. In most places, all the stones are made of the same kind of rock. They come from the top layer of bedrock.

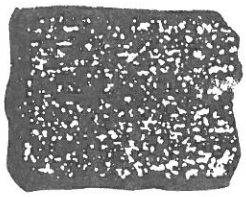
It's fun to pick up stones and see if they match the bedrock. In some kinds of rock, you find pretty glassy crystals. Other kinds of rock have no crystals. You may find a speckled rock, made of dark and light crystals. This is probably granite. Perhaps you will find some gneiss (pronounced "nice"), which is rock made of dark and light crystals which form thick bands. Or you may discover a rock called schist. This is a flaky rock made of little crystals in thin sheets. Some of the crystals sparkle. A white, yellow, gray or bluish rock without crystals may be limestone. Rock made of little sand grains is sandstone. Slate breaks into thin sheets. It is gray, red, green or purple. Another rock that breaks into thin sheets is shale. It is the same colors as slate, but it is softer. It may crumble in your hand.



LIMESTONE

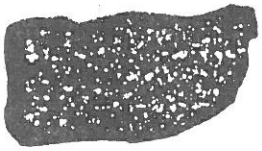


GNEISS



SLATE

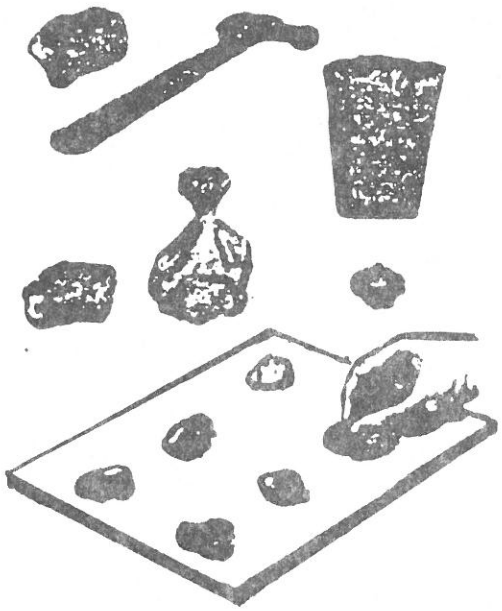
Rocks such as sandstone, limestone and shale often have traces of strange plants and animals in them. These traces are fossils. All rocks with fossils were made from sand, mud or other soft, wet material. Dead plants and animals were covered by these materials and decayed slowly. New layers of earth piled on top of old ones and pressed down on them. Slowly the lower layers turned to stone. Meanwhile water, carrying minerals, dripped through the layers. Some of the minerals filled little spaces left by the decayed plants and animals. In time, minerals replaced every part of their bodies, and so they became fossils. Rocks made of crystals have no fossils for they were formed on parts of the earth's crust which were once very hot.



FOSSILS

Three main types of rocks:

1. **Igneous** rocks are those formed at very high temperatures or from molten materials. They come from magmas - molten mixtures of minerals, often containing gasses. They come from deep below the surface of the earth. If they cool off while below the surface, they form intrusive rocks, which may later be revealed by erosion. When magmas reachesthe surface red hot, they form extrusive rocks, such as volcanic rocks. Thus, granite is an igneous, intrusive rock; lava is an igneous, extrusive rock.
2. **Sedimentary** rocks are formed by the action of wind, water, or organisms. They cover about three quarters of the earth's surface. Most are laid down - as sediments - on the bottom of rivers, lakes and seas. Many have been moved by water, wind, waves, currents, ice or gravity. The most common sedimentary rocks are sandstones, limestones, conglomerates and shales. Oil is found in sedimentary formations.
3. **Metamorphic** rocks are those that have been changed from what they were at first into something else - by heat, pressure, or chemical action. All kinds of rocks can be changed. The result is a new crystalline structure, the formation of new minerals, or a change in the rock's texture. Slate was once shale. Marble came from limestone. Gneiss is perhaps reworked granite.



OPEN UP STONES

To see what is inside a stone, break it. Put it in a paper bag. Then hit it with a hard stone or a heavy hammer.

START A STONE COLLECTION

Look for stones wherever you go. Keep different kinds in an egg carton or in a tool box. Or stick them on a board with a dab of glue.

A ROCK HUNT

This can be an exciting experience, with the Webelos den leader showing and identifying specimens of rock and the Webelos Scouts looking for these items.

Look for pebbles by the roadside, in beds of streams, on riverbanks or on hillside ledges. Every roadcut, cliff, bank, excavation, or quarry shows rocks and minerals, and might contain fossils.

Don't try to collect too much at once. Work early in the day or late in the afternoon. The hot sun on a bare rock can make you sizzle - especially if you're loaded with equipment and samples. Be selective. Hand-sized specimens are best. When you wrap the sample in newspaper, include a note telling when and where you found it. This information will be used later when labeling the rocks for your collection.

Take this equipment with you: Newspapers for wrapping samples, notebook and pencil, geologist's pick, cold chisel, magnifying glass, compass, heavy gloves, a knife and a knapsack.

When you get home, clean specimens with soapy, warm water, applied with a soft brush. Soluble materials can't be washed, but should be rinsed with alcohol. A coat of clear lacquer will protect some samples against dirt.

ARRANGING YOUR COLLECTION

Put a spot of white enamel on the specimen. Write on the spot - in India ink - a catalog number, referring to a card in a file drawer. This card should list the date, place found, identification of specimen and any other information you would like to add.

Group your samples. Display them on a shelf, or in a box or cabinet with partitions. An egg carton works well, too.

HOW DO YOU IDENTIFY SPECIMENS?

Get books and magazines on rocks and minerals. Many have colored pictures which will help. The encyclopedia and library are good sources for books on rocks.

See the Webelos Scout Book, page 185 for tests in identifying rocks, and page 186 for the hardness scale for minerals.

Den Activities:

1. Visit an industry that uses geological materials.
2. Visit a rock collector's club meeting.
3. Visit a museum of natural history.
4. Have boys start a rock collection.
5. Invite a geologist to come to the den meeting.
6. Make a mineral hardness kit.
7. Have boys begin drawings of volcanoes, geysers, and earthquakes.
8. Have a contractor come and talk about materials used in home building, such as slate, brick, limestone, marble, cement, gypsum etc.
9. Make a buckskin pouch to carry rocks. This will not help on the Geologist badge, but will complete a requirement for the craftsman badge.

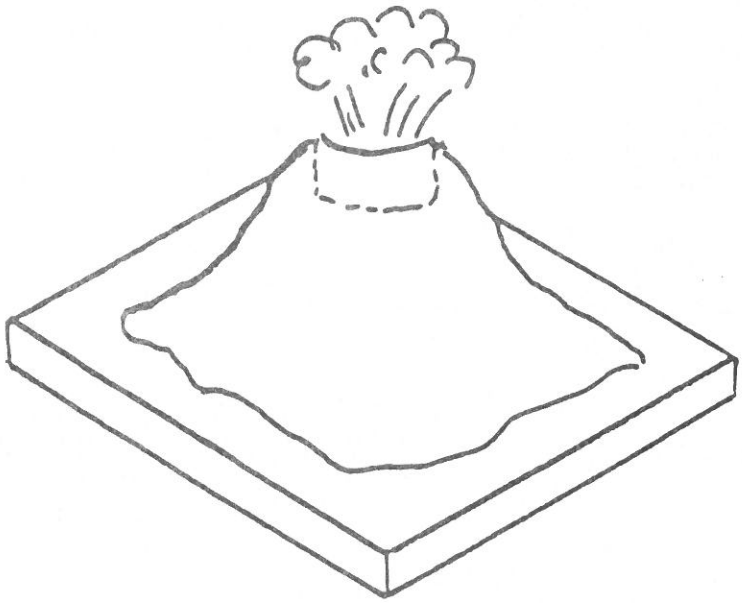
MAKING A VOLCANO

Materials:
- 12-inch square board
- aluminum foil
- coat hanger, cut in half
- newspaper
- 1-piece jar lid
- paper towel
- wallpaper paste
- Ammonium dichromate (available from chemical supply house or local drugstore)

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

To make the volcano erupt, place about 1 teaspoon ammonium dichromate in the jar lid. Light with a match and watch the action. (This is safe to use indoors and is very impressive when the room is darkened.)

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



ROCK ANIMALS

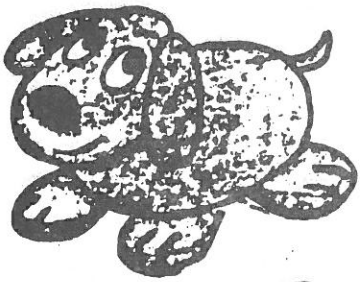
ROCKY THE HOUND DOG - Use an oval rock for the head, a larger rock for the body, and four small rocks for feet. Make sure these are flat rocks of the same size so Rocky doesn't wobble. Glue the rocks together and let dry for several days. Paint your favorite color. Paint on eyes, nose and a mouth. Don't forget Rocky's toenails! Cut some floppy ears out of felt and a snip for a tail. Glue the ears and tail in place. Glue a small pad of felt under each foot.

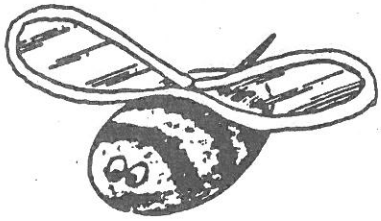
TOMMY THE TURTLE - Make the turtle the same way, except use a small rock for the head, four flat rocks for feet, and a tip of a toothpick for a tail. Paint a fancy design on Tommy's shell. Paint the rest of him green. Add yellow toes and paint on a mouth and two eyes.

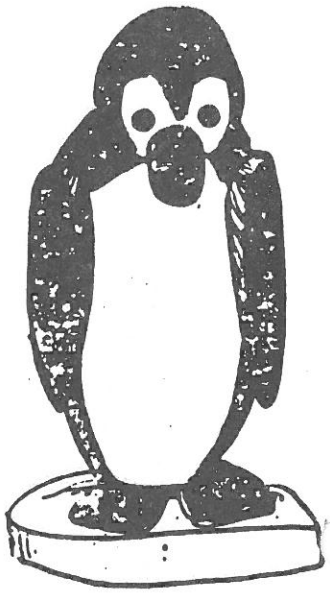
LADYBUG - Use only one rock to make a ladybug. Paint her red. Add white eyes. Use black paint for dots on her body and for the face.

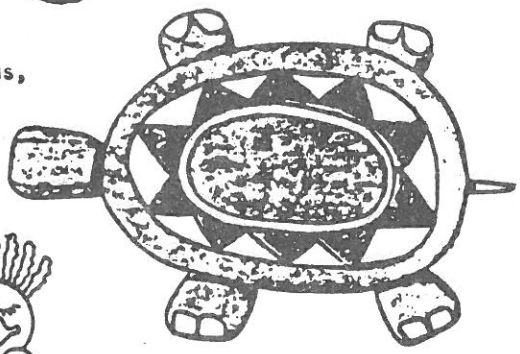
BOSSY BEE - Start with an oval rock. Paint it yellow; make the eyes black and white. Paint black stripes around the body. Glue part of a toothpick in place for a stinger. Bend a piece of pipecleaner into a "figure 8" shape. These are the wings. Glue a piece of tissue paper to the wing shapes. When the glue dries, trim the wings. Bend the wings slightly and glue to the bee's body.

PETE PENGUIN - Use a larger oval rock for the body, a small round rock for a head, a small stone for the beak, and 2 flat stones for feet. Glue as shown. Paint the penguin black and white as shown except for the bill and feet. Paint those orange. Black felt can be cut for wings and glued to the body - one on each side.

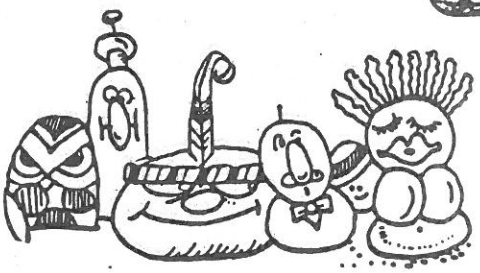








Decorations: shells, seeds, flowers, feather, etc.



OUTDOORSMAN ACTIVITY BADGE

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

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

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

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

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

Den Activities:

* Have a tent-making project of a simple-type tarp tent which will provide adequate shelter for two boys. (See Webelos,s Scout book.)
* Do fire laying for regular wood fires or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.

* Build charcoal stoves from one gallon tin cans and vent them at top and bottom with a can opener and help your Webelos Scouts learn how to build a fire in them.
* Show your boys how to make an improvised sleeping bed or bag. Make sure they are familiar with fire safety principles that include no flame lights in tents or liquid starters for charcoal fires.
* Show the boys how to make a list of items they will need for camping in backyard or on the father-and-son overnight. (Boy Scout Handbook)

BE SURE TO INCLUDE A FATHER-AND-SON CAMPOUT.

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

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

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

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

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

THE LIMITS OF FIRST AID TREATMENT

1. The need for getting adult help in case of an accident.
2. Danger of infection.
3. How to make a patient comfortable.
4. How to treat a cut and a wound.
5. How to stop nosebleeds.
6. How to treat a bruise.
7. How to treat an insect bite.

8. What to do for heat exhaustion.
9. How to treat a burn or scald.
10. How to use "direct pressure" to stop bleeding.
11. What to do if a person's clothes catch fire.

HOMEMADE TENT

If your family does not own a tent, you can make one that won't cost much money. You will need a sheet of heavy-duty builder's plastic-about 8 by 12 feet. Tie a rope between two trees or posts. Use clove hitches or two half hitches.

Drape the plastic over the rope and spread it like a tent. Hammer four stakes in the ground near each edge. With twine tie small stones inside the plastic near the stakes and tie the ends of the twine to the stakes. Be sure to leave both ends open for ventilation.

Your tent may not look great, But it will be fine for an overnight campout with a friend.

ENVELOPE BED

You will sleep on the ground on the overnight with your buddy. Be comfortable. Feel the ground all around with your hands and remove all sticks and stones.

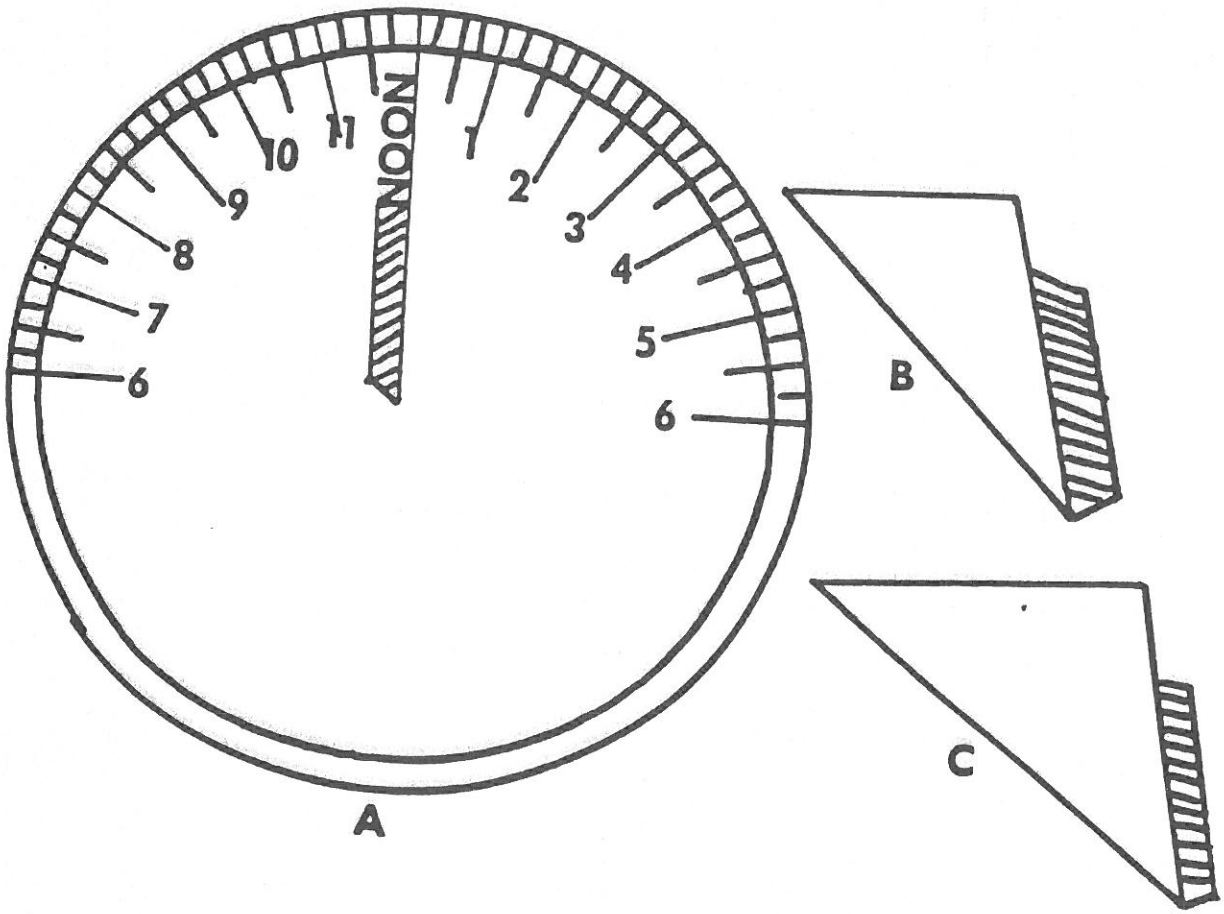
Spread your ground sheet, a piece of plastic that helps keep your bedding dry. An old shower curtain works fine.

If you have an air mattress, put it on the ground sheet. If you don't, use pieces of your clothing for padding under your head, the small of your back, and your knees.

To make your envelope bed, you need two blankets. Make it like this:

1. Lay the first blanket on the ground. Put the second blanket half on and half off the first one.
2. Fold the first blanket over second. Leave half of the second showing.
3. Fold the remaining half of the second blanket over the first. This gives you two thickness over and under you.
4. Fold the bottom of the blankets up.
5. Fasten the blanket envelope with big blanket pins up both sides and on the bottom.

SUNDIAL



Using a piece of tracing paper, trace the drawing of the dial, figure A. Then if you live in the South, trace drawing of figure B. If you live in the North, trace figure C.

Glue these two tracings to a piece of cardboard and cut them out with a pair of scissors.

Bend triangular piece (either figure B or C) along flap line. The shaded flap area is then glued to the shaded area on the sundial.

Place your sundial so that the point marked NOON is facing true North. To find out where North is, look at a clock to see what time it is, then turn the sundial around so that it shows the correct time. Now you have set the dial to true North.

FIRE BUILDING...

THERE ARE FOUR SIMPLE STEPS IN BUILDING ANY FIRE FOR **SAFETY** AND EASY STARTING.

1. CLEAR A SPACE 10 FEET IN DIAMETER TO MINERAL SOIL OF ALL BURNABLE MATERIAL, AWAY FROM TREES, BRUSH, OVERHANGING BRANCHES.

BUILD YOUR FIRE IN THE CENTER OF THIS SPACE.

2. COLLECT PLENTY OF TINDER, KINDLING AND FUEL. LAY THEM WITHIN EASY REACH BEFORE YOU LIGHT YOUR FIRE.

3. LIGHT A HANDFUL OF TINDER THEN STUFF FLAMING TORCH INTO THE KINDLING OR UNDER A CRISSCROSS OF KINDLING. LIGHT IT FROM WINDWARD SIDE.

4. PLACE MORE KINDLING THEN FUEL (LARGER PIECES OF WOOD) ON DOWN WIND SIDE.

FOR A SMALL FIRE ALL YOU NEED ARE YOUR HANDS.

FOR A MEDIUM FIRE YOUR KNIFE.

FOR A LARGE FIRE YOUR AX.

FIRE PURPOSES...

EXPERIENCED CAMPERS BUILD DIFFERENT FIRES FOR DIFFERENT JOBS.

COUNCIL

FOR A SMALLER GROUP BUILD A **BACKLOG FIRE.** USE BIG, SEASONED LOG FOR BACK.

FOR A LARGER GROUP-COUNCIL, FELLOWSHIP, STORYTELLING AND SING-AROUND, BUILD A GOOD-SIZED **CRISSCROSS FIRE.** START IT BURNING WITH TIPI FIRE ON TOP.

COOKING

COLLECT ALL WOOD YOU NEED TO COMPLETE YOUR MEAL BEFORE YOU START COOKING. STACK A SUPPLY IN YOUR TENT AT NIGHT IN CASE OF RAIN OR HEAVY DEW. KEEP YOUR FIRE SMALL—JUST BIG ENOUGH TO COOK WITH.

HIKE FIRE
BUILT ON GROUND LEVEL.

HUNTER'S FIRE
USE LOGS FOR SIDES. LINE UP WITH WIND

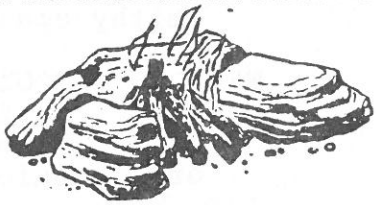
ROCK FIRE
ONE OF THE BEST—FOR ANY CAMP.

TRENCH FIRE
GOOD FOR WINDY AREAS. TRENCH ABOUT A FOOT DEEP. FAULTS—
① FLOODS EASILY.
② OXYGEN HAS DIFFICULTY GETTING TO FIRE.
③ HOLE MAY BEGIN EROSION.

COMFORT

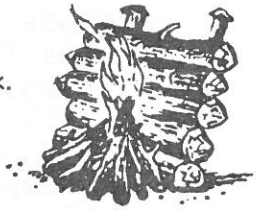
USE DEAD DOWNWOOD (LYING ON GROUND) OR "SQUAW WOOD" (DEAD BRANCHES STILL ON TREES WITHIN REACH).

SPLIT WOOD BURNS EASIER THAN ROUND STICKS.



ROCK REFLECTOR
AN EXCELLENT HEATING FIRE, ROCKS CONTINUE TO RADIATE HEAT AFTER FIRE DIES DOWN. AVOID POROUS ROCK.

LOG REFLECTOR
A GOOD WINDBREAK.



REMEMBER:
AN OLD ENGLISH PROVERB (JOHN RAY) "BETTER A LITTLE FIRE THAT WARMS THAN A BIG ONE THAT BURNS." AND THOREAU WROTE: "FIRE IS THE MOST TOLERABLE THIRD PARTY."

FIRE EXTINGUISHING...

LEARN THESE SIMPLE OUTDOOR FIRE-PREVENTION STEPS SO THAT YOU DO THEM AUTOMATICALLY WHEN YOU LEAVE YOUR FIRE:

WITH WATER

① SPRINKLE WITH BACKS OF FINGERS.

② SPREAD STICKS AND COALS.

③ SPRINKLE AGAIN. DON'T LEAVE IT UNTIL COALS ARE COOL ENOUGH TO PUT YOUR HANDS ON.

WITHOUT WATER

① SPREAD STICKS AND COALS.

② SCRAPE BURNING EMBERS FROM LARGE LOGS AND STICKS.

③ COVER ALL WITH DIRT.

④ CHECK AND BE SURE THE FIRE IS DEAD OUT!

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CAMPFIRE OPENING CEREMONY

Many times an outdoor pack activity is climaxed with a campfire after dark. To set the right tone for the campfire, use an opening ceremony such as the one below during the firelighting.

Webelos Scouts will probably have a campfire at their dad-son overnight. This ceremony would be suitable to use as the fire is lit.

WEBELOS SCOUT #1: (As fire is started) The early caveman used fire to protect himself from wild beasts and to warm his body.

WEBELOS SCOUT #2: In ancient times the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.

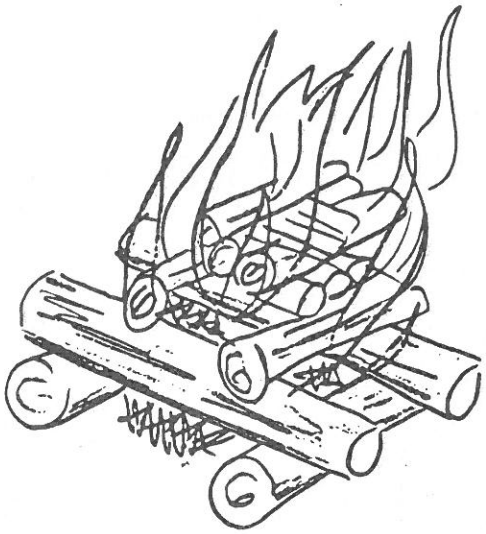
WEBELOS SCOUT #3: The American Indian used fire to hollow logs for his boats, to fire pottery, and for ceremonial purposes.

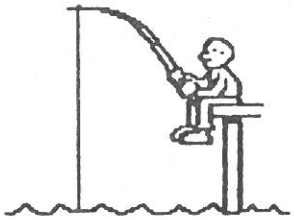
WEBELOS SCOUT #4: The pioneer used to forge rims for his wheels and bolts to build wagons. The silhouette of the village smithy against his fire was a common sight in early America.

WEBELOS SCOUT #5: The cowboys in the old West sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail accompanied by guitar or harmonica.

WEBELOS SCOUT #6: Fire today makes the wheels of commerce and industry turn. In essence, fire is putting men on the moon.

WEBELOS SCOUT #7: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. In just a few months, we will have an opportunity to participate in Scout campfires, and all Webelos Scouts look forward to this. If every Scout troop in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.





WEBELOS GAMES

1. Fishing Game - Get a large tub of water and about five clothespins for each cub. Make a rod from a foot long piece of ¼" dowel with a 14" piece of string tied to it and a small nut tied to the end of the string. On the signal, each boy tries to hook as many clothespins as he can. The one who gets the most wins.

2. Stepping stones - Pieces of paper are set around the room to form a path, with some pieces closer together than others. The cubs step from one page to the other placing only one foot on each page at a time. The cub who finishes fastest wins as long as they don't lose their balance or step off the page. This can also be done withpartners by having both line up and give one two sheets of paper. At the signal, the first cub places one sheet in front of the partner and he places both feet on it. The first cub then places the second sheet in front of this partner and he steps on this sheet. This continues until both cross the finish line and the fastest wins.

3. Rolling Race - Cubs lie prone on the starting line in one long line and about three feet apart. On "Go!", they roll toward the finish line. The first one across the finish line is the winner. (This game can be related to fire safety and how to put yourself out.)

4. Conservation Puzzle - Decipher the message. The letters are correct but the spacing is not. I NO RDE RTOS UR VIV EO NEA RTH, WEM US TUS EOU RRESO UR CESWI SELY
Answer: In order to survive on earth, we must use our resources wisely.

5. Square Puzzle - Clean up the environment by making the pollutants "silt" and "dirt" disappear by changing one letter at a time. Each new letter must result in a correctly spelled word.

SILT	DIRT	Answer:	SILT	DIRT
____	____		SALT	DIRE
____	____		SALE	DIKE
____	____		SAKE	LIKE
____	____		LAKE	LAKE

6. Duck Race - Webelos line up on the staring line, get in a deep knee bend position, and grasp their ankles with their hands. On "Go!", they waddle to the finish line (40 - 50 feet away). The first one across the fishish line wins.

7. Rabbit Hop - Webelos line up on the starting line and get in a deep knee bend position with their hands in front of them on the ground. On "Go!", they hop like rabbits to the finish line. The first one across the finish line wins.

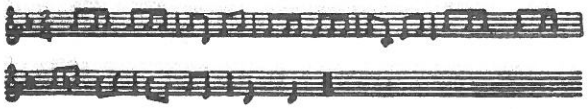
8. Six Legged Race - The Webelos pair up and line up on the starting line with one behind the other. The front boy bends over and places his hands on the ground. The second boy takes the same position but places his hands on the first boys ankles. On "Go!", the boys race to the finish line. The first team across the finish line wins.

SLEEPY CAMPER

What do you do with a sleepy camper?
What do you do with a sleepy camper?
What do you do with a sleepy camper
Early in the morning?

Chorus
Way hey late, ye risers.
Way hey late, ye risers.
Way hey late, ye risers
Early in the morning.

2. Pull him out of bed with a running bowline.
3. Throw him in the lake with his pants on backwards.
4. Hit him in the face with a sopping towel.
5. Put him to bed an hour sooner,
   Early in the *evening*.



ONE DARK NIGHT

One dark night when we were all in bed,
Old lady Leary left a lantern in the shed,
And when the cow kicked it over,
She winked her eye and said:
"There'll be a hot time in the old town tonight."
FIRE! FIRE! FIRE!

Ten nights dark when bed we all were in,
Old Leary lady left the shed a lantern in.
And when the kick cowed it over,
She eyed her wink and said:
"There'll be a time hot in the town old tonight."
ARF! ARF! ARF!

Run-ons are similar to skits, but are generally shorter and require only one or two actors. Interspersed between songs, skits, and other parts of the campfire, they can be used to fill dead time and enliven the program. Frequently they are introduced as a comical interruption of the program. Develop your own run-ons from your favorite jokes and cartoons.

1. A frantic figure runs onstage.
   a. They're after me! They're after me!
   b. Who's after you?
   c. The squirrels -- they think I'm nuts!

2. A dejected figure approaches his friend.
   a. It just doesn't work! It just doesn't work!
   b. What doesn't work?
   a. A dead horse!

3. A desperate fellow runs onstage.
   a. It's all around me! It's all around me!
   b. What's all around you?
   a. My belt!

4. Man crawls onstage, cries: "Water, water!" Second fellow comes running with a glass of water. First man thanks him, takes the glass, pulls out a comb and uses the water to comb his hair.

5. Boy enters, dragging a rope across the stage.
   a. Why are you dragging that rope?
   b. Have you ever tried pushing one?

I'M A NUT

I'm a little acorn round
Lying on the cold, cold ground.
Everybody steps on me
That is why I'm cracked you see.

Chorus
I'm a nut (click, click)
I'm a nut (click, click)
I'm a nut, I'm a nut, I'm a nut.

Called myself on the phone
Just to see if I was home.
Asked myself out for a date,
Picked me up at half past eight.

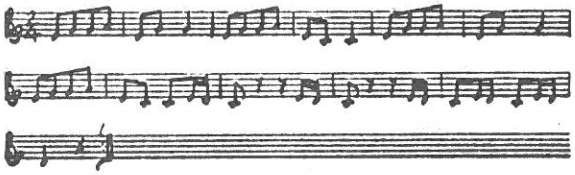
CHORUS

Took myself out to the show,
Sat me down on the second row.
Put my arms around my waist;
Got so fresh, I slapped my face.

CHORUS

I can sing and I can dance,
I wear ruffles on my
Oops boys, take another guess,
I wear ruffles on my dress.

CHORUS



6. Boy enters, pushing a rope that has been secured to a stick or wire.
   a. What on earth are *you* doing?
   b. Why, pushing the rope, of course!

7. Man points to sky.
   a. Is that the sun or the moon up there?
   b. I dunno, I'm a stranger here too.

8. a. The other day a girl rolled her eyes at me.
   b. Really? What'd you do?
   a. Well, I picked them up and rolled them right back!

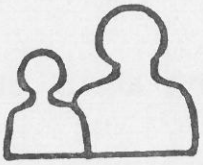
9. a. (Singing) Soap . . . Soap . . . Soap!
   b. What're you doing?
   a. Oh, just singing a few bars!

10. Man picks up ringing telephone.
    a. You don't say . . . you don't say . . . you don't say!
    b. Who was that?
    a. I dunno. He didn't say.

11. Fortuneteller: That'll be $20 for two questions.
    Client: Isn't that a lot of money for two questions?
    F: Yes, it is. Now what is your second question?

12. a. I've been seeing spots before my eyes.
    b. Have you seen a doctor?
    a. No, just spots.

FAMILY MEMBER ACTIVITY BADGE



A family is a group of people who care for each other and share with each other.

The family of many boys includes mother, father, and perhaps brothers and sisters. Other boys live with just one parent or grandparents. Still others live with guardians or in foster homes or boarding schools.

Your family gives you food, shelter, clothing, and love. It teaches you religious beliefs and helps you to learn right from wrong.

In return, you should give the other members of your family your love. And you should learn how to do your share of the work that must be done around your home.

In earning the Family Member activity badge, you will discover how to show your love for your family.

Den Activities:

* Arrange for the local fire marshal or one of his investigators to visit your den and talk or demonstrate fire safety in the home and community. Perhaps he can also provide you with a copy of a home inspection sheet.
* Call the local health department to see if they can provide information about the dangers of trash and garbage piling up and ways in which your den might combat dump sites around your community.
* Visit with your local financial institution to find out how the monetary system works and how saving money as a family unit can be beneficial in the long run.
* Contact the local public utility companies, or the enviromental control agency to find out how our natural resources can be saved and what we can do as individuals within the family unit to conserve energy.
* With the help of a nutritionist teach your den to plan meals for the family that cover all the basic food groups and the order in which they are needed. Perhaps your den could also plan a weeks worth of meals for a family and visit a retail food establishment and price the food required to sustain this family and see how it relates to the budget of your family.

MAKING FAMILY DECISIONS

Most families don't have formal meetings. But when you are all at the dinner table, you probably talk about jobs that need to be done around the house. Maybe you decide whether the whole family should go to the movies on Saturday night., or where you are going on vacation.

Family meetings are important. Talking about things brings all family members closer together.

Say what you think when you are asked for your opinion. Other family members may disagree with you. Don't get mad about it. Remember that they have their own interests and desires, just as you do.

HELPING YOUR FAMILY SAVE

It takes a lot of money to run household and buy food for a family. As a good family member, you won't want to add to the cost.

How can you help your family save money? Here are a few ways:

1. Make your weekly allowances, last for a week. Spend it wisely. Maybe you could have a paper route or mow lawns in the neighborhood.
2. Take good care of your clothes and shoes. That saves money.
3. Save energy. The bills for heating your home, electricity and water are a big part of your family's expenses. Save energy by turning off lights when you leave the room. Keep the refrigerator door closed, and by not wasting hot water when you wash or shower.

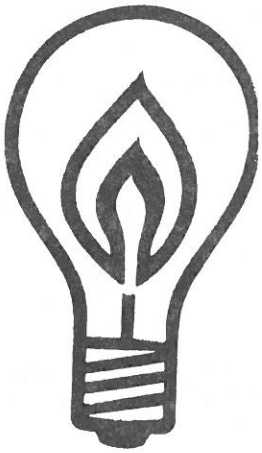
TRASH AND GARBAGE

Garbage attracts flies, roaches, mice and other pests that carry diseases. Garbage can be a health problem unless you dispose of it properly. It should be kept in cans with tight lids or sealed plastic bags.

Trash and litter are unsafe. Trash is ugly to look at, and is also a fire hazard. It can also cause bad falls and injuries. Clean it up and get rid of it.

ENERGY CONSERVATION TIPS

Lighting: Turn off lights when you leave a room. Turning incandescent bulbs on and off will not shorten their life. Use the proper size bulb for each fixture. A bulb with wattage too high for the fixture shortens the life of the bulb and may damage the fixture or wiring. Lamps in a corner reflect light from two wall surfaces giving you more usable light. Clean lighting fixtures regularly. Dust on lamps and reflectors impair lighting efficiency. Install fluorescent lights when remodeling. Fluorescent lighting produces up to five times as much light as incandescent using the same amount of electricity, yet it lasts up to 20 times longer than incandescent. Provide 'task lighting' (over desks, tool benches, sewing tables, etc.) so that work and leisure activities can be done without lighting the entire room. Check the ratings of all incandescent light bulbs in the house. In many cases, a lower wattage bulb can be used. So called 'long life bulbs' emit less light than a standard incandescent bulb of the same wattage. When purchasing light bulbs the wattage ratings tell you only the amount of power it takes to make the bulb work. The amount of brightness is measured in 'lumens'. Larger wattage bulbs usually are more efficient, producing more lumens per watt than smaller bulbs. Use photoelectric cells or automatic timers with security lights.



Heating and Cooling: A heating or cooling system works best with a clean filter. Dirty filters make systems work harder and use more energy. Choose an energy-saving temperature in the summer and winter. Select a medium range setting on window air conditiong units.

Refrigerators: Keep frost out of the freezer. Keep the refrigerator setting at 47 to 40 degrees. Level the refrigerator when installing it so the door seals tightly and closes easily. Avoid opening the refrigerator door frequently. Take as many items as possible out of the refrigerator each time the door is opened. Frozen foods which require thawing before cooking should be thawed in the refrigerator. This will help cool the refrigerator and reduce cooking time and energy. A side-by-side unit uses more energy than either the top-mounted or bottom-mounted freezer models. Vacuum the condenser coils (in back or at the bottom of the unit) every three months or so. Dust-covered coils impair efficiency of operation and increase energy usage. Before extended vacations, remove perishables from your refrigerator and turn the thermostat to a warmer setting.

Ranges: Select pots and pans with absolutely flat bottoms. Carefully measure water used for cooking to avoid heating more than is really needed. Develop the habit of 'lids-on' cooking. Tightly fitted lids help keep heat within the utensils, permitting the use of lower temperature settings and shorter cooking times. Turn unit off four or five minutes before cooking is over. Retained heat will finish cooking foods. Use a kitchen timer with a loud bell to avoid overcooking the foods. Make use of your pressure cooker. This will cut preparation time to 1/3 that required by conventional methods.

ENERGY CONSERVATION TIPS continued.....

Ovens: Do not pre-heat oven for broiling or roasting. Use a maximum temperature of 325 degrees for roasting meats. Cook several foods at one time. Do not use aluminum foil to line the oven. This blocks air circulation. Avoid peeking! Each time the oven is opened, the temperature drops 25-50 degrees, up to a 20% heat loss. Glass pans require 25 degrees less heat than metal pans for baking.

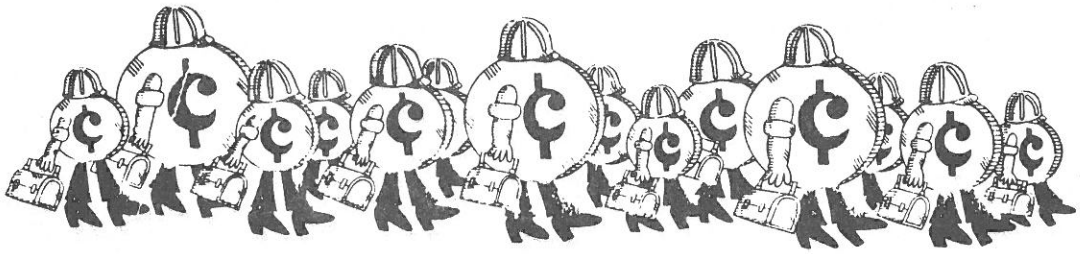
Microwave Ovens: These ovens draw only about half the power of their counterparts in standard electric ranges and cook food in a shorter time.

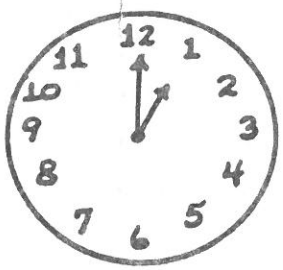
Small Appliances: Use small appliance when possible. They use fewer watts than the range.

Water Heating: Check the temperature on your water heater. Most water heaters are set at 140 degrees or higher, but you may not need water that hot unless you have a dishwasher. A setting of 120 degrees can provide adequate hot water for most families. If you reduce your temperature from 140 degrees to 120 degrees, you could save 18% on your energy usage for water heating. Letting the water run while shaving or when washing dishes by hand is needless waste. Repair leaky faucets promptly. Take showers rather than tub baths. The average person uses about half as much hot water in a shower as in a tub. Consider a relatively inexpensive water heater insulation kit if the unit is located in the garage or an unconditionad space.

Dishwashers: The average dishwasher uses 14 gallons of hot water per load. Be sure your dishwasher is full, but not overloaded, when you turn it on. Let the dishes air dry. If you don't have an automatic air-dry switch turn off the control knob after the final rinse. Do not use the rinse-hold on your machine. It uses 3 to 7 gallons of water every time you use it. Scrape dishes before loading them. If they need rinsing use cold water.

Washing Machines: Do not overload your machine. Pretreat for heavily soiled spots. Sort laundry articles and follow detergent instructions. Set the wash selector to cold or warm as often as possible. Dry full loads but do not overload. Do not over dry. Dry bulky items separately. Remove clothes from dryer as soon as it stops. Clean the lint trap after each load.





IT'S TIME TO ...

BE A FAMILY

A FAMILY IS people giving and receiving love. We seldom come straight out and say, "Son, I love you. It doesn't matter if I don't like what you do, I LOVE you."

A FAMILY IS people getting angry with each other, but still loving one another.

A FAMILY IS loving the differences about each other.

A FAMILY IS people talking and listening to each other ... communicating.

A FAMILY IS people caring about what happens to each other, and letting it show.

A FAMILY IS people laughing and crying without feeling ashamed of it ... expressing ourselves naturally.

A FAMILY IS people sharing with each other and with others.

A FAMILY IS people reaching out instead of fencing in ... to each other and neighbors and friends.

A FAMILY IS a place for having fun, also for sharing sorrows and healing the hurts.

A FAMILY IS people giving strength to each other; caring and letting it show; leaning on each other; feeling loyal to each other; in other words LOVING one another.

WEBELOS GAMES

HANGING THE FAMILY LAUNDRY

The following game can demonstrate the team work of a family. Two teams compete against each other to see who can hang the family laundry the fastest and most correct.

MATERIALS: Large grocery bag or box
Clothespins
Line (of some type)
Laundry (Sheets of wadded up paper with large letters - one on each article - to spell out FAMILY LAUNDRY)

To make this one a lot of fun provide a team with a brown shopping bag which contains the materials needed for hanging the family laundry. The less you tell them about how to do it, the more fun it will be to watch. For instance, tell them it has to be hung in a certain order, but don't tell them why or how to hold or string up the line etc. Blow the starting whistle and let them have at it. How they hold or tie up the line is their problem, for there can be several possibilities with trees, tables, posts or team members to hold it. Let them discover what it is the wrinkled laundry must spell out on the line, etc. To add more interest the sheets of paper could be different colors and cut in shapes of shirts, socks, pants etc. An organized team would probably assign a certain part of the job to each member.

Also, to keep watching teams from memorizing the pieces, such as a red sock is the letter F, so they have an unfair advantage over the first team competing, use different bag of laundry for each team using the same number of articles but perhaps spell out something different such as LAUNDRY on seven, with other articles blank. Many comical words could be used such as OUR RAGS, WHO NEEDS IT, KEEP IT CLEAN, WASH DAY BLUES.

FEED THE BABY

Divide group into teams. Each team is either the "feeder" or the "baby". Neither team knows beforehand what the activity will be. The "babies" are seated in a row, facing the "feeders" who stand in front of the "babies". Bibs are tied on the "babies". Each boy taking part is given a small cup or bowl of apple sauce, a plastic spoon, and is blindfolded. At the signal, the "feeders" try to feed the apple sauce to the "babies". "Babies" may not use their hands to guide the spoon to their mouths, but may give the "feeders" all kinds of advice and direction as to how to reach their mouths. First pair to finish the apple sauce wins points for their team. Then they switch positions.

CHURNING BUTTER

Put a small amount of half-and half or cream into a jar and screw the lid on tightly. Boys shake jars until butter is formed. (Try this in advance to determine just how long it will take). Boy who finishes first is the winner. (You may want to add just a pinch of salt to cream).

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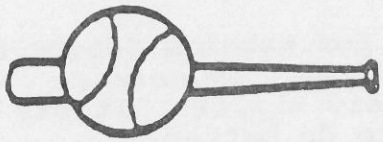
You may want to have a car wash at one of your meetings, you could even use this to raise money for your den

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 of the body" surpassed this figure.

Boys are interested in sports no matter where they live. Sports are fun to watch, but they will enjoy them more if they understand the rules and are able to participate in the game. When boys have difficulty with this badge, it may be because they do not participate in sports. With this in mind, try to plan den outings which will involve as many sports as you can work in. Include high school or college games, as these games generally have more all-around enthusiasm. Do not be too critical of those boys who do not excel, but instead, judge each boy on whether or not he is doing his best.

Den Activities:

* Have each boy make a list of the sports in which he participated during the past few months.
* Learn what two individual and two team sports the boys will want to do.
* Invite a sports figure, coach, or referee to visit your den meeting and tell the boys the importance of team work, fair play, and good sportsmanship.
* Plan a trip to a football or baseball game with the boys and dads.
* Display posters on football signals and discuss them with the boys. Practice these signals until the boys know them well.
* Plan a father-son bowling night.
* Decide on a sport to demonstrate at pack meeting. Select one that most Cub Scouts won't know much about, so they will learn something.

* Let the boys practice archery, using a bale of hay behind paper targets. Teach them the safety rules.
* Make shuffleboard discs and cues as shown in the Webelos handbook. Lay out a court with chalk on the driveway and play a game.

WILLIAM TELL SHOOTING GALLERY

Here is a bow and arrow adventure for Webelos Scouts that is easy to construct and operate and can be set up safely. It will provide fun and practice in basic archery skills. It has built-in appeal that keeps a person working to do better.

The Gallery: Suspend a large tarp or old canvas between two supports such as volley-ball standards, posts, trees, or even in the entrance way to a garage. For targets, prepare some plastic detergent or bleach bottles by painting faces or designs on them and suspending them from various heights in front of the tarp.

Equipment: This may be borrowed, or perhaps some of the boys already have their own equipment. Straight bows with a 25-pound pull are about right for Webelos Scouts. Arm guards will protect shooters' forearms. These can be made from old canvas, scrap leather, or plastic. The arrows used must have a blunt rubber tip.

Procedure. Divide den into groups according to number of bows. To reduce the waiting in line, give each boy two or three arrows. Establish a shooting line about 20 to 25 feet from the targets. Remember, boys need success to sustain interest, and the distance can be increased later. A long table or bench could establish a shooting line. After some fundamental instruction and coaching, allow boys to shoot. After a boy has shot all his arrows, be sure he retrieves them before another boy begins.

Scoring: Scorecards can increase the desire and extra concentration the boy needs to push him to do his best. Start out with 100 points. Shoot 10 arrows; add 10 points for each hit; subtract 5 points for each miss. Boys may buddy up with opponents signing each other's scorecard.

GAMES FOR SMALL TEAMS

DRIBBLE THE CIRCLE

Divide den into two teams. Mark two circles of about 18-foot diameter on the ground. Players scatter on the perimeter of their teams' circle. On signal, the first player on each team dribbles a basketball all round the circle. When he gets back to his starting point, the next player repeats the action, and so on until all have run. First team finished wins.

SOCCER TEN KICKS

Divide den into two teams. Each team tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of 10 kicks. As he kicks the ball, each player calls out the appropriate number (1,2,3, etc.) Hands may not be used. The team making 10 kicks in a row without interception wins.

BUCKETBALL

Two bushel baskets or similar containers are placed on the ground at opposite ends of the playing field. Use a regular basketball. Divide the den into two teams and play regular basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

SOCCER TRIANGLE

On a large field, mark off a lane about 10 yards deep, using twine or lime. Three players are on the offense, one on defense. Starting at one end of the lane, the three offensive players try to advance the ball by kicking and heading it, while the defensive player tries to intercept. The offensive players should stay in a triangle not more than 10 yards deep.

BROOM HOCKEY

Give each player an old household broom or similar stick. The puck is a small ball. Play on any size field. Goals are marked by rocks about six feet apart centered on the end lines of the playing field.

CUB SCOUT SPORTS PROGRAM

Today's busy world often compels families to make many choices regarding how to best spend their valuable time. Often young boys are forced to select between organized sports and Scouting. It is for this reason that the **BOY SCOUTS OF AMERICA** introduced the **CUB SCOUT SPORTS PROGRAM.**

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

The sports program includes summer and winter sports, both indoor and outdoor team and individual and active and less active types. The following sports are being offered by the **CUB SCOUTS SPORT PROGRAM.**

ARCHERY	**SKATING**
BADMINTON	**SKIING**
BASEBALL	**SOCCER**
BASKETBALL	**SOFTBALL**
BICYCLING	**SWIMMING**
BOWLING	**TABLE TENNIS**
GOLF	**TENNIS**
MARBLES	**ULTIMATE***
PHYSICAL FITNESS	**VOLLEYBALL**

Packs are encouraged to get involved in the sports program and try two sports a year--Perhaps one team sport and one individual sport. When done correctly, this program supplements the existing Cub program. In four years a boy could be exposed to eight different sports.

The Cub scout may participate in the sports program in his unit, in his community or by himself. Cub Scouting emphasizes participation of the family by involving an adult teammate. Throughout, the Cub Scout years the Cub is encouraged to learn and practice good sportsmanship and to always **DO HIS BEST.**

***ULTIMATE** refers to play with frisbees. Since frisbee is a registered trademark, the sport is referred to as "ULTIMATE' in the **CUB SCOUT SPORTS PROGRAM.**

WHO RUNS THE SCOUT SPORTS PROGRAM

Although the Cubmaster does not run the Sports program he should give supervision to the program to make sure the program is conducted in accordance with the BSA policy. The same would hold true with the den leaders. This is where parent involvement becomes important. Parents, grandparents, high school coaches, physical education teachers and community sports program volunteers are all good resources for team coaches. **CHOOSE YOUR COACHES CAREFULLY.** They will have a big impact on the Cubs and their future enjoyment of sports.

QUALIFICATIONS FOR COACHES

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

YOUNG ATHLETES BILL OF RIGHTS

Cub scout Athletic are all protected by a bill of rights. This has been prepared by physical education experts and should be an integral part of your pack program.

The ten points of this Bill of Rights are listed below:

Each Cub has:

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

The young Athletes Bill of Rights was created to insure that all Cub Scout athletes would have a positive experience while learning new skills and doing their best in some of our nation's favorite sports activities. For more information you may want to refer to the **CUB SCOUT SPORTS LEADERS GUIDE.**

HOW TO SET UP A SPORTS PROGRAM

First item would be to select a sports chairman to oversee the program. Then you would select a sport that would be of interest to your group. Consider the interest of the pack members and determine what sports could be programmed for the year.

Establish a schedule for the pack activities. Identify playing area, equipment availability, safety rules, recognition, budget, leadership resources and parent involvement. Don't overlook **FUN** for the boys and family. Begin promotion.

Use **CUB SCOUT SPORTS LEADER GUIDE NO 2152.** Also individual sports manuals are available for each sport. These manuals can be found at the scout service center. These books have rules, fitness programs and teaching aides to enable the boy to enjoy the sport.

On all competition the rules must be known before the practice begins. SET THE RULES AND KEEP THEM. Put the rules for your sports on paper and see that every participant has a copy of the rules. **Assume that no one knows the rules.**

If you are playing by simplified or rules that are not considered the "standard" rules, be sure, that this is explained. Play and practice by the rules you have set. It is unfair to change your rules once the competition has started.

Your judges (umpires or referees) must also be aware of the rules you are playing by. This will help insure that everyone is playing by the same rules.

EXPENSE OF THE SPORTS PROGRAM

This is a concern for all units. For example, the pack wants to play volleyball but it doesn't have any equipment. Consider your parents, your sponsoring organization, friends neighbors, school or your church. **USE YOUR RESOURCE!**

Another way is to share a nominal fee to participate. If this program is successful, you will need to pay particular attention to your fees. We do not want to keep any boy from participating because you have set the fee too high.

DOES EVERYONE HAVE TO PARTICIPATE?

The boys are not required to participate. However, they sometimes will with a little encouragement and support from family, leaders and coaches. Show the boys you love them no matter how well they play. Some boys don't go out for community sports because "Everybody plays better than I do." They really want to play but are afraid they will be made fun of because of their lack of skill. Let them know that if they do their best - they have done a good job! Let them know that it is all for FUN!

RECOGNITION

* PARTICIPATION AWARDS - Special sports belt loops for each sport can be awarded by the pack to the Cub Scouts participating in a sport in his own unit or in an organized sports program in the community. Belt loops are worn on the Cub Scout uniform belt.

* PHYSICAL FITNESS PIN - A recognition pin is available for Cub Scouts and adult teammates for physical fitness in each sport. The Cub Scout earns one point for each 15 minutes of practice. The adult teammate earns one point for each 30 minutes of practice. To qualify for the pin a total of 75 points must be earned during any three month period. The Cub Scout pin is worn on the sports letter. Adult pins are worn on civilian clothes.

* SPORTS LETTER - Each Cub Scout may qualify for his own sport letter by:

1. Earning one sport belt loop,
2. Earning the Physical Fitness pin,
3. Involving an adult teammate in earning the Physical Fitness pin.

Sports Letters may be worn on the Cub Scout's sweater or jacket.

* COMPETITIVE RECOGNITION - Cub Scout sports medals (gold, silver and bronze) are available and suitable for presentatiion for any occasion. Sports trophies are also available for all sports programs.

NECKERCHIEF SLIDE

Materials: Ping pong ball, plaster, small curtain ring, paint.

Cut the ping pong ball in half. Fill one half with plaster of paris. Before the plaster is firmly set, insert the curtain ring for the slide. Decorate like a soccer ball, basketball, softball, bowling ball, etc. (For a football - fill a plastic spoon with plaster instead of a ping pong ball.)

This badge not only helps you train your boys to build their bodies, but they need to learn the spirt of competition. Take the time as den leaders to teach your boys good sportsmanship.

Sports Quiz

See how many termsyou can match with the game it belongs to:

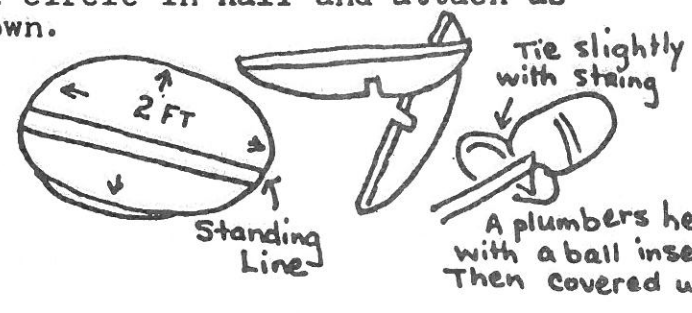
1. Spare	Hockey
2. Shell	Trap-shooting
3. Shuttlecock	Boxing
4. Fairway	Bowling
5. Slalom	Polo
6. Double fault	Skiing
7. Eight-ball	Basketball
8. Chukker	Archery
9. Clay Pigeon	Boating
10. Technical K.O.	Football
11. Jump shot	Baseball
12. Puck	Figure skating
13. Double Play	Tennis
14. Figure Eight	Badminton
15. Field Goal	Pool
16. Headlock	Wrestling
17. Casting	Golf
18. Quiver	Diving
19. Jack-knife	Hunting
20. Oar	Fly fishing

1-5=Amateur 5-10=Novice
10-15=Semi-Pro. 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.



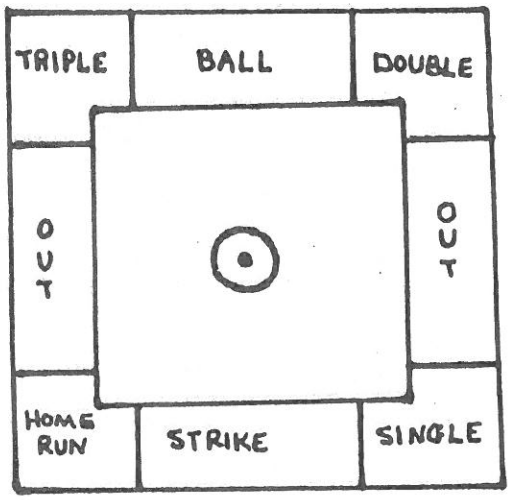
Baseball Game

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.



ATHLETE ACTIVITY BADGE

Webelos Scouts are bursting with energy and eager to impress their Webelos leader with their physical powers. They already have the physical skills necessary to pass this badge when they first enter the den, it is a natural "first" activity badge. Athlete is one of four optional badges which may be used to fulfill the requirements for the Arrow of Light. The Webelos leader, by giving some encouragement and praise, can make this badge a solid foundation for a good relationship with the boys for the coming year.

If you ask a Webelo Scout what his most priceless, possession is, you will receive a variety of answers. It is doubtful if any nine or ten year old will recognize the important part his body plays in his life. This badge gives the leader a chance to impress on the boys the importance of keeping physically fit.

Make up a permanent Fitness Progress Chart and retest the boys at different times throughout the year. They will be interested in keeping their records. Use the information below as a guide:

PHYSICAL SKILLS

The Amateur Athletic Union of the United States has set standards for boys of various ages who want to sharpen their physical skills.

Below are listed the standards set for boys in the 10-11 year age group.

EVENT	DISTANCE	AMOUNT	TIME
1. Sprints	50 Yards		8 seconds
2. Walk and Run	3/4 Mile		10 minutes
3. Sit-Ups		16 times	
4. Pull-Ups		3 times	
5. Standing road Jump	5 feet		
6. Push-Ups		13 times	
7. Baseball Throw	85 feet		
8. Continuous Hike for Distance	3 Miles		
9. Running High Jump	2 ft. 9 in.		

If you would like information about earning a certificate of achievement by meeting the above requirements, write: Amateur Athletic Union, 231 W. 58 Street, New York, N Y 10019.

Den Activities:

* Attend a high school or college athletic event.
* Invite a professional athlete to den meeting to discuss exercises, training rules and why they are important.
* Practice light, loosening-up exercises to be done before strenuous exercises.
* Review requirements with boys and have a demonstration on correct way to do exercises.
* Help the boys set up a regular schedule of exercises with a chart for keeping records of activity and improvement.

PACK ACTIVITIES

Exhibit individual fitness records, indoor gym equipment.

Demonstrate fitness tests, exercises, dual contests (see Webelo Scout book).

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).

Setups - 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

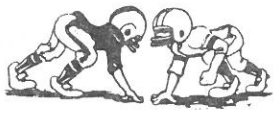
FLEXIBILITY EXERCISES

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).



Muscle Builders for Cellar or Yard

Try riding a broomstick to Samson-strength. Or stretch the living snap out of a bike inner tube and put the snap into your reaction time; in short, build your own muscle-builders this summer, use them indoors or out, in good or bad weather.

"Start simple, begin small" is the rule here, even if you do have the important goal of powerful muscles and fast response to meet any emergency.

Use that discarded broom handle to develop power in your wrists, fingers and forearms. Simply hold the handle at the top - in either hand - and "walk" the handle upward with your fingers until you reach the lower end.

Strengthen upper arms, chest and shoulders this way: Knot a stout rope at the middle of the broom handle and fasten the other end of the rope to a bucket of sand on the floor. Use both hands to rotate the handle so the rope winds up, raising the bucket. Now, change pace, use both hands to grab the ends of your broom handle, lean forward a bit and try, to jump over the handle without letting loose. Broom handles can break this way, but we guarantee you won't step on your own hands.

Take a deep breath, relax a minute, then hold the handle behind you, horizontally. Keep your palms up as you grip each end. Elbows must be kept close to your body too. Then bring the broom handle over your head and down to your waist. Sound simple? It is, but you'll feel your back muscles ripple, just the same.

Exercise needs variety to build up your entire body. So, have a variety of muscle-builders - make dumbbells and barbells at home, using tin cans, pipe and concrete.

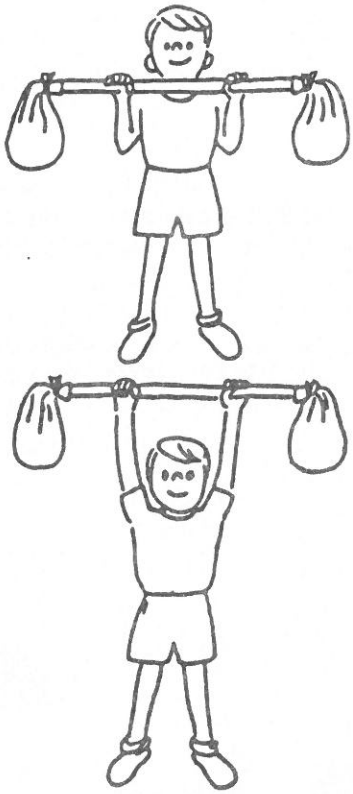
For barbells, set one end of a three foot pipe in the center of a No. 10 can, fill the can with concrete and let it harden. Then, stand the other end of your pipe in another No.10 can, fill with concrete and let it harden. The same rules can be used to make dumbbells - only use a piece of pipe about a foot long for your handle, and one-pound coffee cans for holding the concrete.

Discarded inner tubes are great muscle-builders, too. It's always possible to get used bike tubes, so try them for these limbering-up exercises: Cut the tube's circle in half, then loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides, then stretch the tube forward as far as you can. Do this eight or ten times.

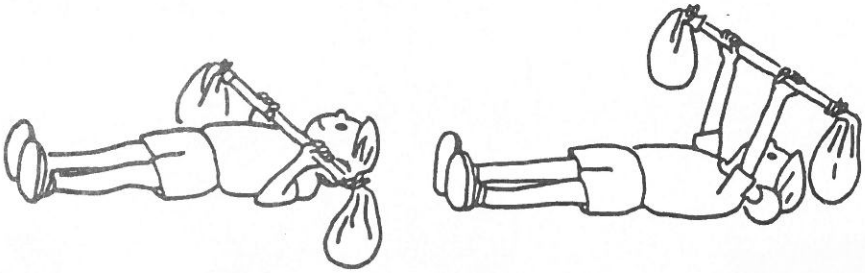
If you have two bike tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with the tubes resting just around the heels. A half dozen tries at this exercise will do as a start. You can increase the number of "pulls" after a week or so.

Most of these exercises are not easy at first. But you'll be surprised how much easier they are after several weeks practice.

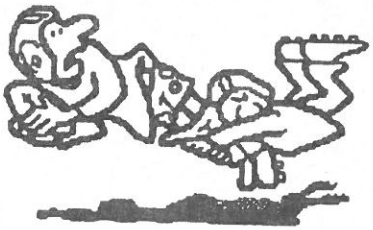
Athletes are strong. But they also have agility and coordination. Agility permits the athlete to move quickly in any direction. Coordination means muscles do quickly what the brain orders. Webelos Scouts can improve their strength, agility and coordination while earning the **ATHLETE ACTIVITY BADGE.**



To make homemade barbells you need a broomstick and two strong sacks (or maybe an old pillowcase.) Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about four inches from the ends. Tie in place. The prone-press exercise helps develop the chest. The standing press helps increase the strength in the arms.



Try this for a month. Every other day do 20 minutes of pull-ups, push ups, and sit-ups. Work hardest on the exercise with which you have the most trouble. You do not need special equipment to complete the Athlete Activity badge. If you don't have a bar for practicing pull-ups, balance a broom between two chairs. Pull ups are easier this way. But if you can do six pull ups in this manner, you should be able to do three on a regular chinning bar. After practicing, you may find that push-ups from the floor are too easy. Make them harder by putting your hands on the seats of two chairs, fingers pointing forward. Keep your body straight and dip as low as you can. Then up. Then down.

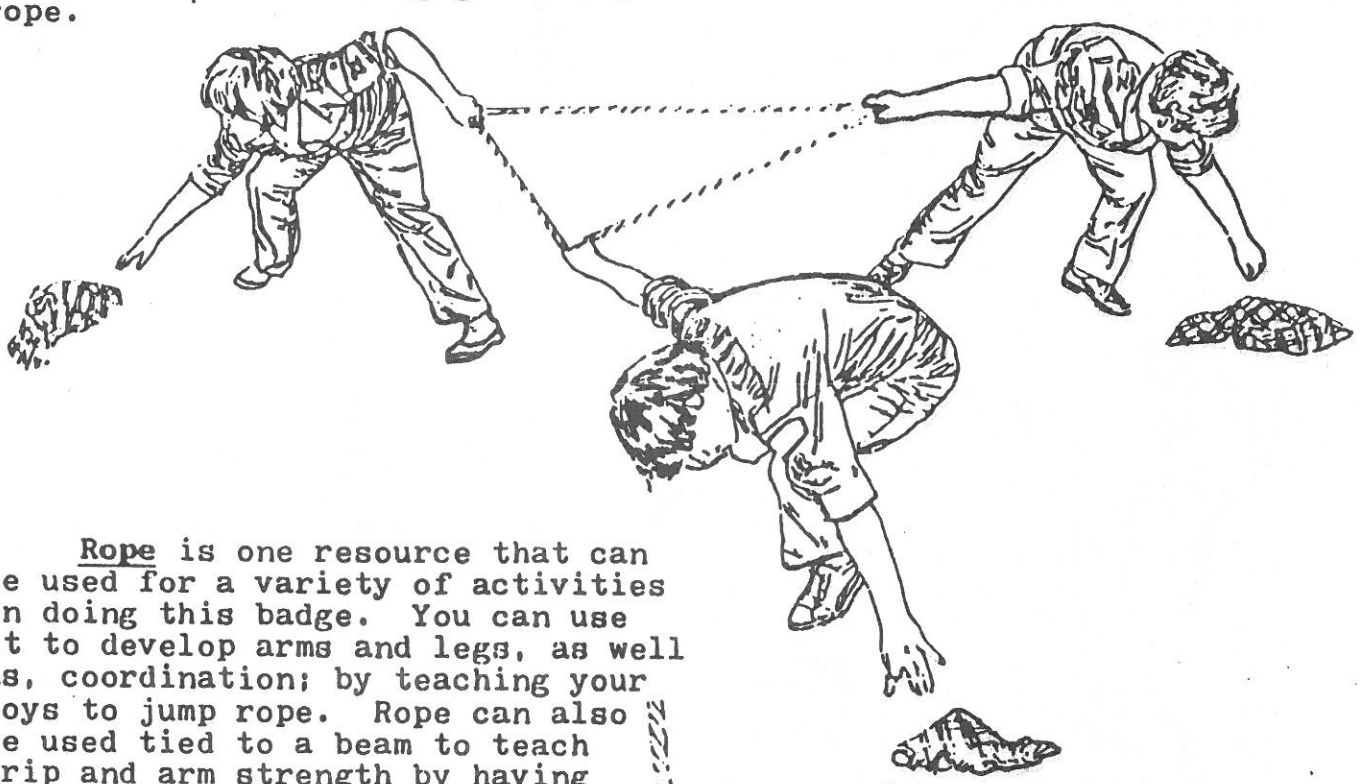


3 Man Tug-of-War

Take a rope approximately 5ft. long. Tie a strong knot in the end of it. Have three boys take hold of the rope forming a triangle. Place neckerchiefs or pieces of cloth on the ground just out of reach of each player. On the word "go" each player tries to pick up his neckerchief while preventing the other players from reaching theirs. He has to do this without letting go of the rope.

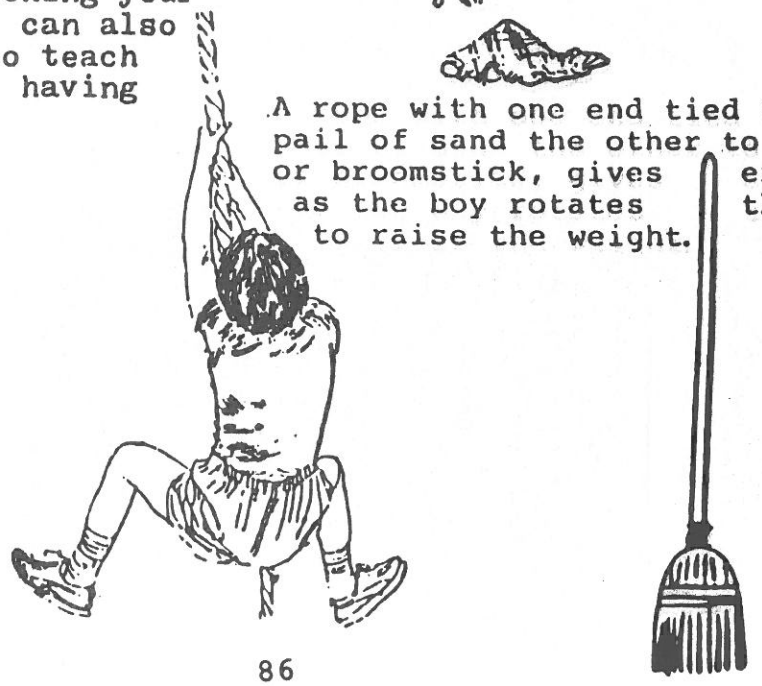
Tug-o-War

This activity is good exercise. It will help develop muscles in the shoulders, legs, back, arms, and stomach. Divide the den and have a contest with another den.



Rope is one resource that can be used for a variety of activities in doing this badge. You can use it to develop arms and legs, as well as, coordination; by teaching your boys to jump rope. Rope can also be used tied to a beam to teach grip and arm strength by having the boys climb it.

A rope with one end tied to a pail of sand the other to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.



FORESTER ACTIVITY BADGE

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

America is a land of trees. They grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees. Clothes, 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 off 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:

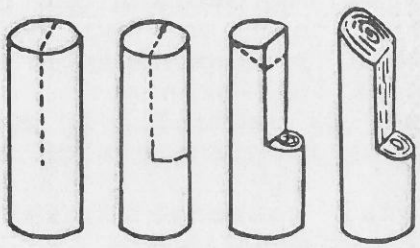
* Find a tree stump or log section and count the annual rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
* Make a collection of leaf prints.
* Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for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

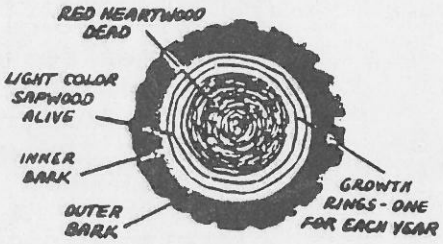
* Make a "window on the insect world" display for the pack meeting. Make a tree exhibit "from roots to fruits" for the pack meeting.

TREES - FROM THE INSIDE OUT

With a little work a round fireplace log or tree branch will show what a tree looks like from the inside out. A cut-away view will show the path, heartwood, spring growth, cambium layer and bark. Annual rings can be seen on a cross section, knots show where branches start, scars will show damage by fire or insects, etc. Rough sawed wood can be compared with a finished and varnished sectiin. Here's how:

1. Obtain small sections of various local trees. These may be obtained from trees being cut for lumber or for other purposes. If green, allow to dry in a warm place for several weeks. Make a note of date sample was taken and if it was taken from a branch or trunk of the tree.
   NOTE: Get permission from the owner before cutting any trees - alive or dead!
2. Sections should be about 3 to 5 inches in diameter and about 12 inches long. Saw the ends squarely.
3. Retain the bark. Saw sections lengthwise half way down the center. Remove open piece by sawing crosswise to the end of the lengthwise cut. Finally, saw a small diagonal piece off the top of the remaining half.
4. Sandpaper the top half of the cut-away sections and apply a thin coat of varnish or shellac. Leave the bottom half as rough sawed wood.
5. Inset small screw eye at end of each block. Hang on a board of native lumber. Add brief descriptive matter about each part of the log sections (kind of tree it came from, growth range, fruit, uses of the wood, etc.



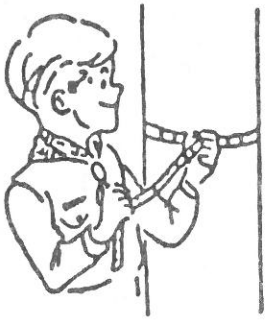


More than 180 million Americans depend on 489 million acres of forest land for their wood supplies. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for the forest products that they will need. Natural resources are precious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

DIAMETER TAPE AND CRUISING STICK

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

To measure a tree diameter:



1. Cut a strip of flexible paper or cardboard about 1/2 inch wide and 45 inches long.
2. Begin at one end of the paper strip and make ink marks 3.24 inches apart. Number these marks consecutively starting with No.1 on left end of tape. 3.14 actual inches on your tape is equal to 1 inch in tree diameter.
3. To measure tree diameter wrap tape around tree at breast height, 4 1/2 feet above the ground. The diameter of the tree in inches will be at the mark nearest where the tape overlaps the zero end.

To measure tree height:

1. Glue a strip of hard paper or cardboard on one side of the yardstick.
2. Begin at one end and make marks 6.15 inches apart with black ink.
3. Label the first mark 1, the second 2 and so on.
4. To measure the tree, stand 66 feet from it; hold arm out horizontally and the stick vertically at arm's reach-25 inches from eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving head, sight to bottom of tree, (be sure stick is still vertical) and see place on stick where line of sight crosses it. The nearest figure is the number of 16 -foot lengths in the tree. If the figure is 2, there are two 16-foot lengths , and the tree is 32 feet high (2X16 feet= 32 feet.)

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

JUNIOR FOREST RANGER QUIZ
(Circle the correct answer)

17-20 correct	OFFICIAL JUNIOR FOREST RANGER
12-16 correct	JUNIOR FOREST RANGER
8-11 correct	JUNIOR RANGER
0-7 correct	YOU 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 of fire warden station.

4. 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.

5. When staying overnight in the forest, before going to bed you should: (a) place heavy logs of fire (b) put out your campfire, or (c) arrange to get up every 2 hours to check fire.

6. To cook properly over campfire, you should: (a) cook over the flames of a large fire,(b) build a small compact fire and cook over the hot ambers, or (c) burn a lot of paper to make a fire hot.

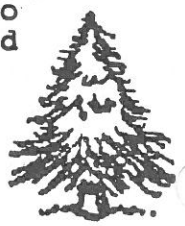
7. The best way to put out a campfire is: (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks or (c) let it alone and it will burn itself out.

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 parents and run to your car and drive away, (b) report it immediately to a forest ranger, (c) get other Junior 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, (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 outboard motor fuel, or (c) placed in the hot sun.

13. The safest way for adults to light cigarettes is : (a) use a cigarettes lighter, (b) strike match on a nearby rock or (c) use a 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 as if 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	6. B	11. A	16. C
	2. C	7. A	12. A	17. C
	3. C	8. C	13. A	18. A
	4. C	9. A	14. C	19. B
	5. C	10. B	15. B	20. C

TREE DISPLAY

TREE IDENTIFICATION

WILD BLACK CHERRY

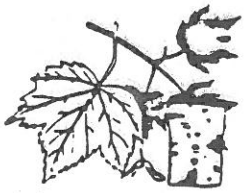
Wild Black Cherry. Medium sized to large tree, 50 to 60 feet high. Wood is hard, strong, and close-grained. Used for interior finish and furniture. Fruits edible by man and wildlife. Eastern United States, west to Minnesota, south to Florida and Texas.

WHITE PINE

White Pine. Ready identified by its soft, flexible, bluish-green needles arranged in bundles of five. One of our most valuable lumber trees. Wood is soft, light, and adapted to many uses. North central and eastern United States.

RED CEDAR

Red Cedar. Also known as red juniper is a medium sized tree, usually 30 to 40 feet high. Soft, light, durable, and fragrant wood. Heartwood is a dull red. Often used in making mothproof chest. Central and eastern United States.



RED MAPLE

Red Maple. Medium to large-sized tree growing up to 80 feet high. Winter twigs are bright to dark red. Wood is moderately heavy, soft, and used in furniture and wooden-ware. Central and eastern United States, south to Florida.

SHAGBARK HICKORY

Shagbark Hickory. Grows to a large tree up to to 80 feet high. Wood is heavy, hard, strong and close-grained. Wood used for making tool handles, farm implements, and fuel. Nut edible. Eastern half of the United States.

Sycamore. bark is brown with light patches. Ball-like fruit hangs on in winter. Tree has massive spreading branches. Wood is heavy, hard, tough, and course-grained. Used for furniture, siding, boxes, and especially for butcher blocks. eastern half of United States.

SYCAMORE

Tulip Tree. Flowers tulip shaped, tree is easily identified by its leaves. Wood is soft and light and easily worked. eastern United States.

TULIP TREE

White Ash. Next to the oak this is one of our most important commercial trees. Its wood is hard, heavy, and strong and is used for furniture, tools boxes and many other purpose. Eastern half of United States.

WHITE ASH

White Oak. A most valuable commercial tree and one of our largest forest trees. Wood strong, hard, heavy and close-grained. Eastern half of United states.

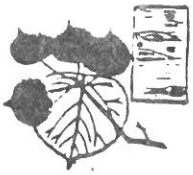
WHITE OAK

Beech. Best identified by its smooth gray bark. Wood is hard, close-grained, and strong and is used in flooring and furniture. Eastern United States to Wisconsin, south to Florida.

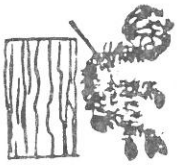
Butternut. A medium-sized tree growing up to 50 feet. Nuts are edible. Wood is used in furniture and for interior finish. Eastern United States and south to Georgia.

BEECH

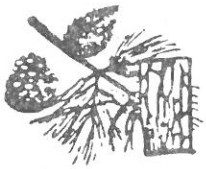
BUTTERNUT



QUAKING ASPEN



EASTERN HEMLOCK



PITCH PINE

SLIPPERY ELM

COTTONWOOD

Quaking Aspen. One of our leading pulpwood trees. Leaves are thin and move easily in a breeze. bark used as food by beavers. Wood is soft and weak. Northern half of United States.

Eastern Hemlock. Distinguished by its flat, linear, evergreen leaves which have two longitudinal whitish lines on under surface. Wood is not durable and is used for rough lumber. Eastern United States and south to Georgia.

Pitch Pine. The only northern pine with needles in bundles of three. Cones persist on branches for years. Wood is light, soft, and weak and is used for rough lumber, fuel and charcoal. Eastern United States and south to Georgia.

Slippery Elm. A medium-sized tree growing up to 60 feet in height. Wood is heavy, hard, and durable, and is used in furniture, boxes, railroad ties, and fenceposts. Eastern half of United States.

Cottonwood. One of the largest poplars. Wood is light and soft and is used for wood pulp, boxes, crates, and tubs. Central and eastern United States.

Live Oak. An evergreen. The heaviest of the oaks. Wood is very hard and was once used extensively in shipbuilding. Attains large size with age. Southern coastline from southeastern Virginia to southern Texas.

Eucalyptus. Native of Australia. Leaves leathery in texture. Produces fragrant oil with medicinal properties. Wood strong and durable and used in shipbuilding. Southwestern United States and especially California.

Paw Paw. A large shrub or small tree sometimes reaching 40 feet in height. Leaves have unpleasant odor. Fruit is edible. Wood is of no economic value. Central and eastern United States.

Western Hemlock. This is the giant hemlock that reaches 200 feet in height. Wood is of excellent quality and is used extensively in construction. Northwestern United States.

Douglas Fir. Cones are distinguished by their long-three pointed bracts. One of our largest trees growing to over 200 feet in height. Wood used in plywood, ties, pilings, an finishing lumber. western United States.

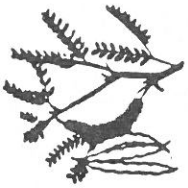
Honey Mesquite. Trees grow up to 50 feet in height. Roots may descend 40 to 60 feet for water. Such roots are good for fuel. Wood is used in fenceposts and railroad ties. Indians sometimes use the ripe pods for food. Southwestern United States.

LIVE OAK

PAW PAW

WESTERN HEMLOCK

DOUGLAS FIR

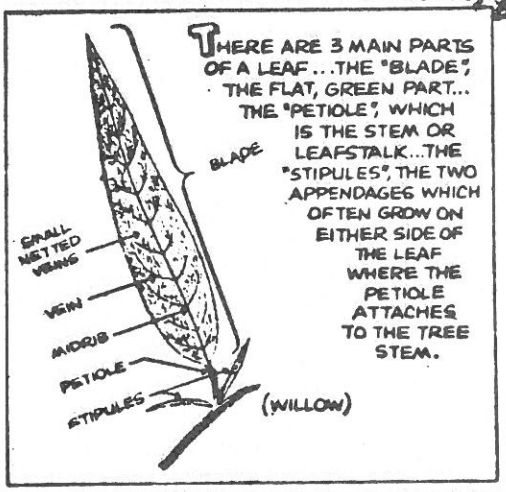


HONEY MESQUITE

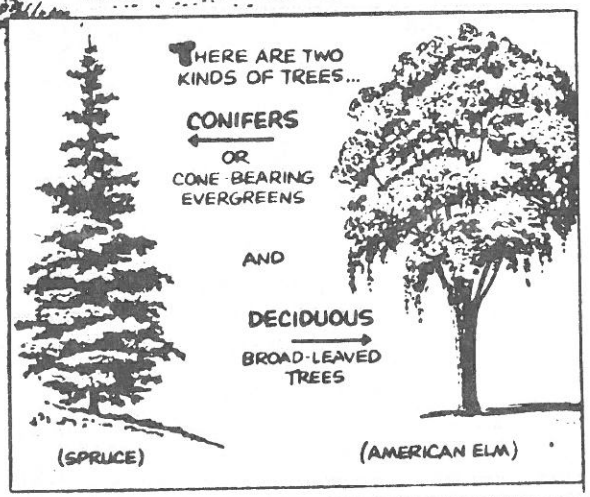
Tree Planting.—Check your state forestry or conservation department. Your boys can check the progress of their trees in a year or so and be proud of contributing to natural beauty.

LEAF PRINTING

THERE ARE OVER FIVE HUNDRED VARIETIES OF NATIVE TREES IN THE UNITED STATES. OF COURSE YOU WON'T FIND ALL THESE DIFFERENT TREES IN YOUR NEIGHBORHOOD BUT YOU CAN MAKE A VERY FINE LEAF COLLECTION WITH THE ONES THAT GROW NEAR YOU. THE FOLLOWING METHODS OF PRINTING LEAVES WILL SHOW YOU HOW TO MAKE A COLLECTION OF LEAF PRINTS THAT WILL LAST FOR YEARS.



THERE ARE 3 MAIN PARTS OF A LEAF...THE "BLADE", THE FLAT, GREEN PART... THE "PETIOLE", WHICH IS THE STEM OR LEAFSTALK...THE "STIPULES", THE TWO APPENDAGES WHICH OFTEN GROW ON EITHER SIDE OF THE LEAF WHERE THE PETIOLE ATTACHES TO THE TREE STEM.

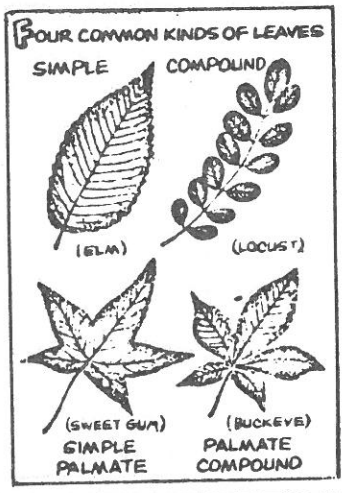


THERE ARE TWO KINDS OF TREES...

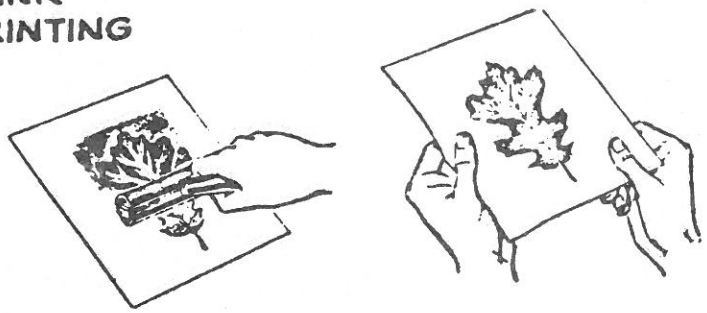
CONIFERS ← OR CONE-BEARING EVERGREENS

AND

DECIDUOUS → BROAD-LEAVED TREES

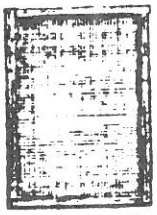


INK PRINTING



WITH A RUBBER ROLLER, ROLL OUT A SMALL DAB OF PRINTER'S INK ON A GLASS PLATE. INK UNDERSIDE OF LEAF, PLACE LEAF, INKED SIDE DOWN, ON WHITE PAPER. COVER WITH A PIECE OF NEWSPAPER AND RUN ROLLER OVER IT. DON'T LET LEAF SHIFT.

SPATTER PRINTING



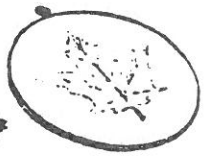
NAIL A PIECE OF WIRE SCREENING TO A WOODEN FRAME.

PLACE FRAME OVER A LEAF LYING PINNED TO A PIECE OF WHITE PAPER.

TAKE AN OLD TOOTHBRUSH OR OTHER STIFF BRUSH AND PAINT COLOR OVER SCREEN. HEAVIEST COLOR AROUND LEAF. LIFT LEAF OFF WHEN COLOR IS DRY.

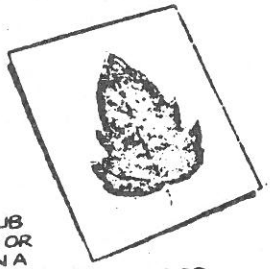
PLASTER LEAF CAST

TAKE AN OLD SHALLOW DISH OR PAN, MIX PLASTER OF PARIS WITH WATER TO THE CONSISTENCY OF HEAVY CREAM. POUR INTO DISH OR PAN.



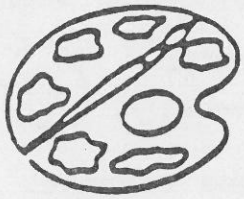
LIGHTLY RUB LEAF WITH GREASE. PLACE ON WET PLASTER, PRESS LIGHTLY AND EVENLY. TAKE A SMALL METAL EYE OR HOOK AND PUSH IT INTO PLASTER. ALLOW PLASTER TO SET. REMOVE LEAF. YOU CAN THEN COLOR LEAF WITH WATER COLORS IF YOU WISH.

RUB PRINTING



WITH A BIT OF COTTON, RUB THE LEAF WITH GRAPHITE OR COLORED CHALK. LAY IT ON A SMOOTH SURFACE. PLACE A PIECE OF WHITE OR CONTRASTING COLORED PAPER OVER IT. RUB PAPER WITH A ROLLER OR ANOTHER WAD OF COTTON. LIFT OFF PAPER, SPRAY PRINT SIDE WITH FIXATIVE (OBTAINED AT ANY ART SUPPLY STORE)

ARTIST ACTIVITY BADGE



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

Den Activities:

Invite a school art instructor or an artist to your den meeting to talk about basic art and to answer any technical questions on the requirements which may come up. As design is basic in all art, have the boys make two designs each of straight line, curved line, and a composite of both types of lines. Have each boy make a pencil sketch of a bottle.

Let the boys study the color wheel and practice combining paints making shades and tints with tempera or water-color. Ask boys to make a profile of a family member and an original picture at home.

Have modeling clay and material on hand for making models. See Webelos Scout book for instructions on modeling a head.

MAKE MOBILES

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

Answers to "homeomorphic" families quiz on next page:

Family 1 - A

Family 2 - B, U

Family 3 - C, Q

Family 4 - D, I, R

Family 5 - E, K

Family 6 - F, N

Family 7 - G, T, W

Family 8 - H, M, X

Family 9 - J, O

Family 10 - L, S, Y

Family 11 - P, V

Family 12 - Z

DESIGN

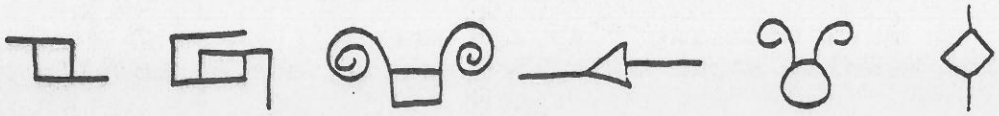
Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in patterns such as;

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

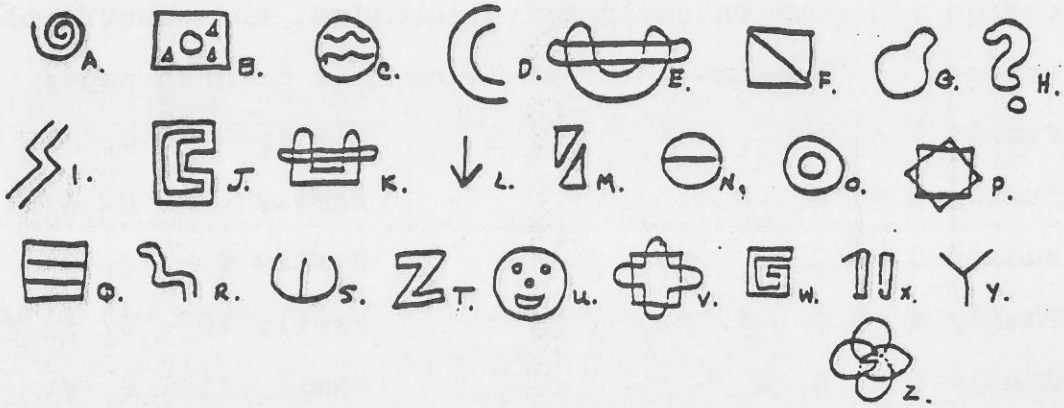
Your string could also be laid out in these designs:

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

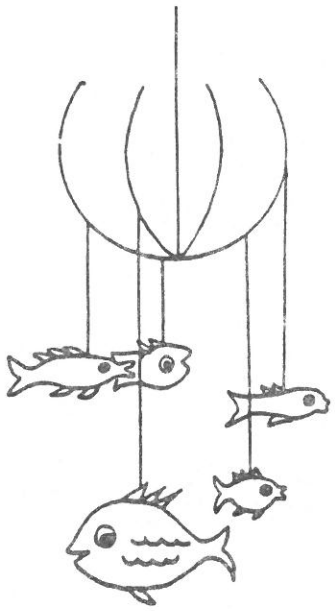
The following designs are also different versions of the same thing. Each is a simple closed figure in the center with two "legs" attached to it.



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

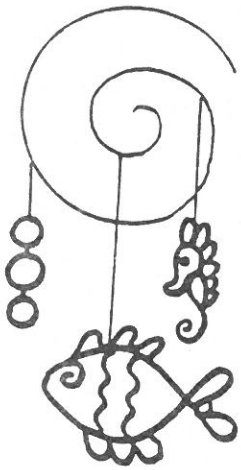


Instructions and suggestions for making mobiles can be found in the Webelos Scout Handbook. Here are some more ideas which you might like to try.



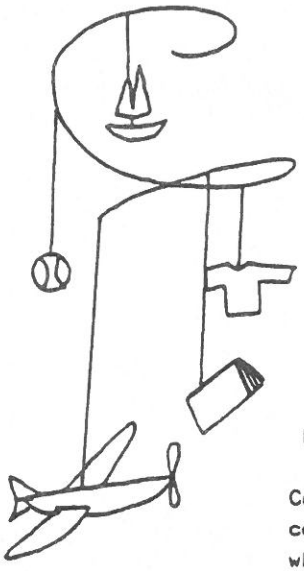
FLYING FISH

Fish are cut from construction paper and decorated as desired. They are hung from a coat hanger frame with sewing thread. Try airplanes or rockets, too.



UNDERSEA SYMPHONY

Wire loop is made from coat hanger wire. Objects are formed from colored pipe cleaners, and hung with sewing thread.



FAMILY PORTRAIT

Cut out objects from construction paper which represent hobbies of favorite things of each member of your family. Suspend them from coat hanger frame with sewing thread.

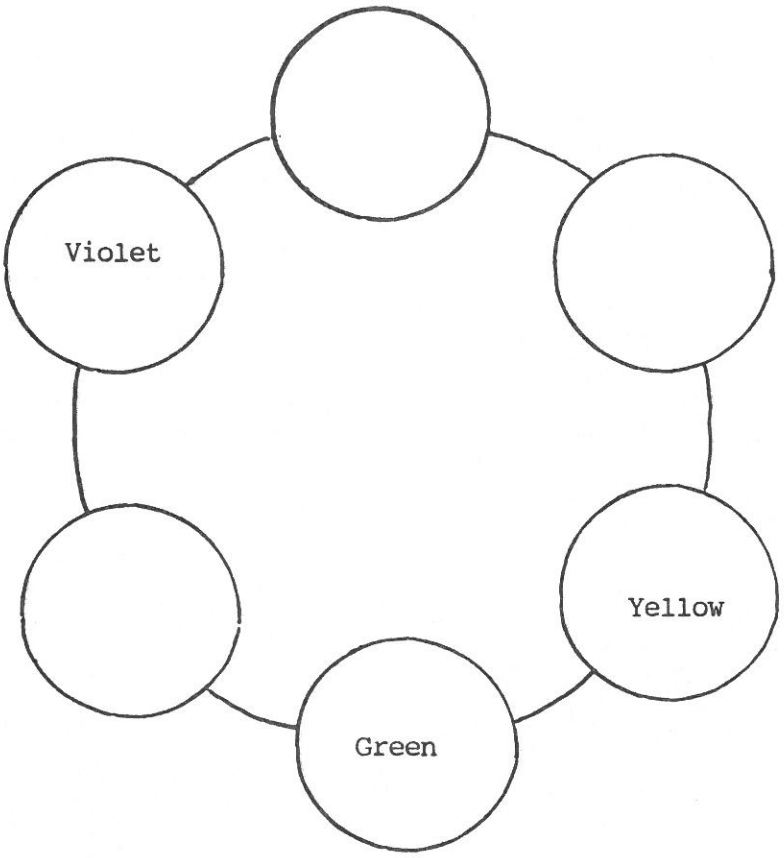
ARTIST'S QUIZ

Match the answers on the right to the clues on the left.

_____	1. A primary paint color	a. Violet
_____	2. Genius Kit	b. Design
_____	3. Pleasing arrangement of shapes or lines	c. White
_____	4. A secondary paint color	d. Blue
_____	5. Mixture of red and yellow	e. Construction
_____	6. Hanging shapes	f. Green
_____	7. Mixture of blue and red	g. Orange
_____	8. Add this color to make a hue lighter	h. Mobile

COLOR WHEEL

Fill in the names of the colors missing in the wheel below.



OTHER FUN ARTIST PROJECTS

Den T-Shirts

Use wax crayons to transfer a desin to fabric. Maybe the boys would like to design and personalize their own den T-shirts.

Draw the design with wax crayon on thin paper. Lay the paper on an ironing board with the design facing up. Then lay the fabric face down on top of the paper. Be careful to place the fabric over the design so it will appear where you want it too. Remember also, this will print a mirror image, so be sure the design is drawn backwards from what you want it to look like on the finished product. Place a damp cloth over the fabric and press with hot iron.

Five Dots

Give one Webelos Scout a piece of paper and have him place five dots on it wherever he pleases. He then gives it to another player who tries to fit on a drawing of a person with the head at one of the five dots, the hands at two of the dots, and the feet at the other two dots.

Art From Wiggles

Give everyone a pencil and sheet of paper and have him draw a wavy line. Then tell the boys to exchange papers and make the line into a picture. The one with the funniest or best picture can be named the winner.

Sidewalk Drawing Relay

Divide boys into relay teams. Provide each team with a piece of chalk. The object of the game is for each team to draw a house with each player drawing no more than two straight lines.

At the starting signal have a player from each team run forward about 30 feet, draw his two lines, then return and hand the chalk to the next player in his line. The team with the best looking house is the winner.

Blindfold Drawing

Tack or tape a large sheet of paper to the wall. Choose a subject fairly simple to draw, then blindfold one boy at a time and have him walk to the sheet of paper. Tell him what part of the drawing you want him to do. When he is through, blindfold another boy and have him add to the drawing. The boys should all get a kick out of the finished product.

PAINT A PACK MURAL
(Ceremony Suitable for Artist Activity)

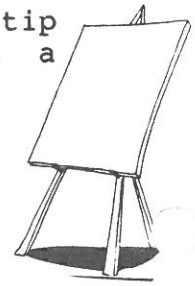
PROPS: 8 feet of newsprint taped to wall, lots of newspaper for covering the floor, tempra paints in different colors for each Webelos and a medium paint brush for each boy (1"or 2" sponge brushes work nicely).

COSTUMES: Webelos wear artist hats made from all colors of crepe paper.

WEBELOS LEADER: "This month the Webelos Den will present a sample of their skill as artists. They wish to donate their den mural to the Pack Art Gallery."

As each Webelos is called forward, he quickly uses his paint to paint the full length of the paper in any way he wishes. As he finishes he sets paint and brush on a table that has been set up at the end of the mural, and accepts his artist award before lining up in front of the Pack.

Each Webelos takes a turn. When all are done, they tip their hats and make an artist hand sign of trying to center a picture.



THE ARTIST PALETTE
(Advancement Ceremony for Artist Activity Badge)

PROPS: Large 3 foot artists palette decorated with color paint splotches. Be sure to have one color splotch for each Webelos advancing. Attach Webelos artists pins to these color splotches.

COSTUMES: Make crepe paper artist hats for Webelos. Put these on the Webelos head when he receives his pin.

WEBELOS LEADER: "This month our Webelos Den has explored the field of Art and the many kinds of professionals in art. They have worked with a wide variety of types and mediums of art such as drawings, clay, mobiles, constructions and paintings. This evening we are recognizing these efforts. Would _____ and his parents please come forward?"

Holding the large palette, the Webelos leader gives each boy his pin and places a hat on his head. The boys remain at the front of the room in a line. When all have received their award, each Webelos yells out a job or career in Art, ("I'm a cartoonist", "I'm a sculptor," etc. They pretend to do their job with motions. When each has taken his turn the den returns to their den area.

NATURALIST ACTIVITY BADGE

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history which includes the many things found in nature. The Naturalist Activity Badge is concerned mainly with plants or animals. This badge helps the Webelos Scouts learn about the world of nature and develop an appreciation for it.

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

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in the Scout Troop.

Den Activities:

* Make an insect study laboratory.
* Make bird feeders.
* Make terrariums.
* Start a nature collection.
* Invite a conservationist to visit den meeting and talk about some phase of nature.
* Make a leaf collection ... and leaf prints.
* Learn to identify poisonous plants and reptiles.
* Take a bird watcher's hike. Identify birds. Make notes about location, species, etc.
* Collect tadpoles; keep in aquarium and watch them grow Make bird migration maps.
* Study wildlife homes.
* Make a list of all plants in a given area.
* Take a nature hike and look for animal tracks. Make plaster casts of tracks.

Plan your den meetings with lots of outdoor activity, but first observe these suggestions.

* Be sure the boys can identify poisonous plants, insects, and reptiles.
* Cover the outdoor activities section of the Webelos book.
* Know and practice the Outdoor Code on all field trips.

TIGER OF THE GRASS STEMS

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

WHAT IT TAKES TO BE A BUTTERFLY

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

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

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

KEEP AN AQUARIUM OF INSECTS

Brooks, ponds, lakes, and swamps are alive with insects. They have found really amazing ways to inhabit water. The water spider walks and runs on spider-like legs across the water's surface. A beetle called the back swimmer clings to the underside of the surface while his hind legs propel him along. The whirligig beetles skate over the surface of the water, chasing one another in a crazy patch of circles. A scuba diver called the water boatman keeps his air supply in a bubble between his front legs and moves through the water with his oar-like hind legs.

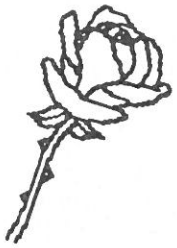
Nymph and naiads swim through the water, catching and eating smaller insects. They finally crawl up onto a log or rock above the surface of the water and turn into dragonflies and damselflies. All of these aquatic insects are common and easily caught.

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

WORD SEARCH PUZZLE

Try to find the words listed below either vertically, horizontally, or diagonally.

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



ANIMAL
SNAIL
GRASSHOPPER
SNAKE
AMPHIBIAN
TERMITE
GERANIUM
TICK
ANT
TREE
INSECT

TURTLE
BEE
WASP
SPIDER
GRASS
LIZARD
WEED
BIRD
WORM
MAMMAL
CRAB

MOSQUITO
DAISY
POISON IVY
FLY
ROSE
FISH
SHRUB
FLOWER
SOIL
FROG

ANT FARM

You will need a quart or gallon size jar and a can that fits inside the jar and leaves space for the sandy soil (see illustration). Fill the jar about half full of the slightly moist soil. Now you are ready to hunt for your ants.

For this you will need a piece of white cloth or paper about 2 feet square, two large-mouth bottles or jars with caps (preferably plastic), a piece of cardboard, and a garden trowel. Next find an anthill or an ant nest under some rocks.

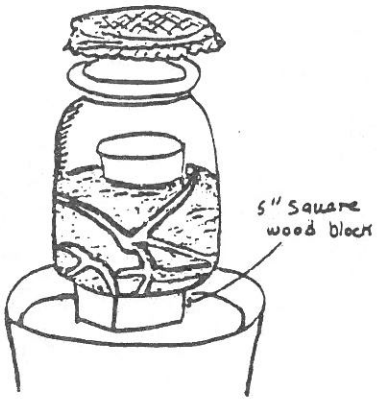
After you find the anthill, stir it up with your trowel and as the ants come out to investigate, guide them onto the cardboard and into one of the bottles. After you have collected about a hundred, screw the cap back on. You need the queen and this requires some digging. You have to dig as much as a foot to find the queen. Take the dirt you dig and spread it out on the white cloth or paper. One ant larger than the rest will probably show up against the white. This is the queen. It is best to guide her into the second bottle so you don't lose her.

Carry some soil from the ant hill nest back with you and put it into your nest. Fill most of the space left between the jar and the can. Put the ants and queen into the nest and close jar with a cheese cloth or screen. Fasten dark paper around the jar with rubber bands. Ants like the dark. They will build their tunnels close to the glass, where you can observe them, if the glass is covered with dark paper.

Feed the ants by putting different kinds of food on top of the soil. Try bread, cake crumbs, bits of meat, honey, small pieces of vegetables, dead insects. Always remove unused food before adding new food. Keep the dish on top of the can filled with water. If soil gets very dry moisten it with an eye dropper.

Place jar in a warm place but not in direct sunlight. After a couple of days the ants will have settled down in their new home.

Watch the tunnel building, egg and larvae moving. Try some experiments. Take some ants out of the nest for a few days; then put them back in and see what happens. Introduce some new ants from out-of-doors, and see what happens. Set up a regular feeding; see how soon they learn when it is.



NATURALIST ACTIVITY BADGE

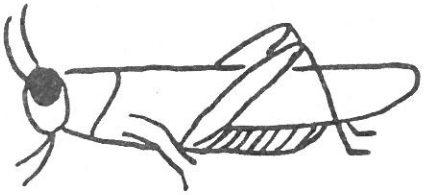
IMPORTANT

VERY IMPORTANT

PLEASE - IF YOU CATCH ME AND

MAKE ME PART OF YOUR BACKYARD ZOO.

FEED ME!



WHAT DO I EAT? WELL, IF I AM A:

PRAYING MANATEES -- feed me flies or small insects - raw meat on a toothpick in small pieces, and of course, water.

FIELD CRICKET -- fill bottom of cage with inch of soil Fill bottle cap with water Feed bits of bread soaked in water.

CLICK BEETLE --I like soft-bodied insects and water.

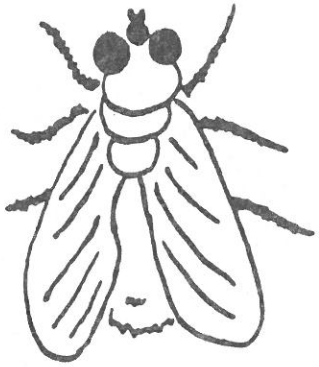
GRASSHOPPER, WALKING STICK -- grass, sod in bottom of cage. Water grass from time to time and add a dish of water

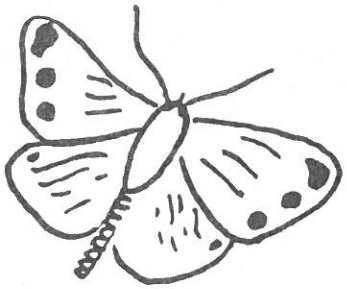
CATERPILLAR--always feed me the kind of leaves from where you found me.

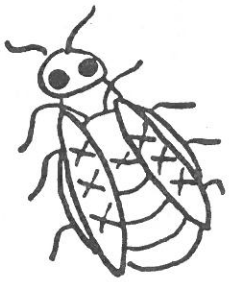
TARANTULA--water and most any insects that are alive especially like small grasshoppers.

LIZARDS- most all insects and water.

MEAL WORM--oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies - it becomes a beetle within 3 weeks)







EARTHWORM FARM

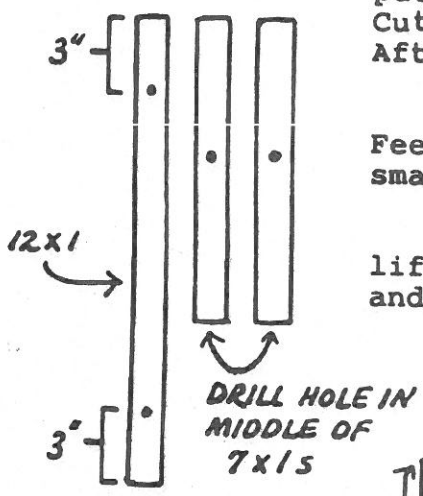
MATERIALS: Two sheets of glass 9" X 12" (sides)
Wood -- two 7" X 1" (base)
two 9" X 1" (ends)
one 12" X 1" (bottom)
Screws -- two
Electrician's tape
Black poster board
Sand
Dirt
Mulch
Earthworms

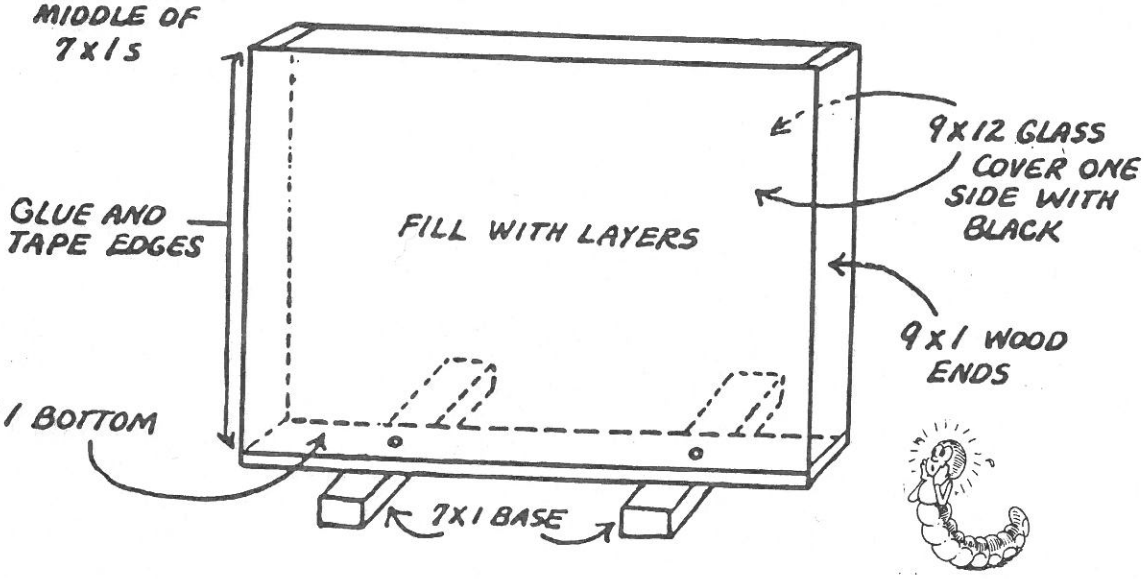
INSTRUCTIONS: Drill holes in each 7" X 1". Drill holes three inches from each side of 12" X 1". Screw 7" X 1" pieces to 12" X 1". (See illustration)

Place glue on wooden 9" x 1" and 12" X 1" and put glass in place; tape with electrician's tape. Cut and fold back posterboard to cover one side. After dry, put in layer of mulch, sand, dirt.

Put in earthworms. Keep moist but not wet. Feed earthworms carrots, lettuce, grass, etc. in small pieces.

Earthworms will go to back side and by lifting cardboard, you can see how they tunnel and eventually mix the sand with the dirt.





FACTS ABOUT BIRDS:

LARGEST BIRD IN WORLD	Ostrich-native of Africa weighs up to 300 lb. Lays largest eggs. Cannot fly. Can run as fast as a horse.
SMALLEST BIRD IN WORLD	Is a hummingbird of Cuba. 2 1/2" in length. Lays the smallest eggs. Weight- two paper sheets.
LARGEST IN NORTH AMERICA	Trumpeter swan. Weighs 38 lbs. Heaviest of all flying fowl; however the tallest is 5 feet, the whooping crane with wing spread of 7-8 feet.
SMALLEST IN NORTH AMERICA	Heloise's hummingbird. 2 3/4" in length. Calliope hummingbird is next smallest at 3.
FASTEST FLYING	Swifts have been timed at 200 mph. Peregrine falcon at 180 mph in a dive. Shore birds fly 40-60 mph. Geese and ducks flies 40-55 mph. Smaller birds travel between 20-30 mph.
HEIGHT BIRDS FLY	Scientist on Mt. Everest watched a vulture flying at 25,000 ft. Migrating storks occasionally fly at 20,000 ft. Shore birds reach 12,000 ft. Aviators have seen ducks, geese and pelicans at 8 or 9,000 ft. Most birds, however, rarely fly above 3,000 ft.
NUMBER OF BIRDS	100 billion is considered reasonable comprised of 800 different species.
BIRDS FLY BACKWARDS	Hummingbird is champion, however, any bird which uses fluttering flight can move backwards when necessary.
DO ALL BIRDS NEST	Places where birds incubate their eggs are called nests, regardless of how they appear to human beings.
EGGS	Petrels lay only one egg-white. Pigeons lay as many as 18. Eggs are usually beautiful in color; plain or patterned with browns, blues, or greens. Color, seldom matches bird. Robin has blue eggs. Blue Jays has brown eggs. Redwinged Blackbird has white with black eggs. Bluebird does not have a blue eggs.
COLOR OF BIRDS	Bluebirds are not blue. Bird colors are due to two different factors (1) pigments of actual colors; (2) reflection and diffraction of light due to structure of feathers. Blue appearance comes from second factor.

WEBELOS GAMES

1. Insect Race- Draw two circles outdoors with one circle inside the other. (These can be drawn with chalk on your driveway, marked out on the grass, or any other way you find acceptable.) The small inner circle is for the boys to put their insects when the race begins. The outside line is the finish line. Give the boys a set amount of time (10 - 15 minutes) to find the insect they want to use in the race. (BE SURE YOU HAVE GONE OVER THE POISONOUS PLANTS, ANIMALS, AND INSECTS WHITH THEM BEFORE YOU SEND THEM OUT LOOKING FOR INSECTS!) When the race is ready to start, have the boys hold their insect inside the inner circle. When you say "GO!" , the boys drop their insects inside the inner circle and move back outside the finish line to give their insect lots of "Moral Support". The first insect across the finish line wins.

2. Smelly Game - Before you play this game you MUST BE SURE THE BOYS ARE NOT ALLERGIC TO ANY OF THE SPECIMENS YOU ARE GOING TO USE. Blindfold the boys and see if they can identify various nature specimens by their odor. The one who correctly identifies the most odors wins. (The following odors could be used: apple, fresh pine, cedar, rose, orange, sage, mint, elderberry, wild locust, magnolia blossom, ragweed, pepper grass, dahlia.)

3. Name and Tell - Form a circle. The first boy names a natural object beginning with the letter "A" and tells something about it. The next boy names a "B" object and tells something about it. Continue around the circle and through the alphabet (EX: A if for air; we breath it. B is for birds; they fly.)

4. Guess What - Mount pictures of snakes, insects, animals, birds, tree leaves, plants, trees, flowers, or other items on cards. Divide the boys into teams. Hold the cards up one at a time. The first player to shout the correct name of the item scores one point for his team. (You can make the game more interesting by taking away one point for each wrong answer.) The team with the most points at the end of the game wins.

5. Deer Stalking - The deer and the stalker are blindfolded and placed at the opposite ends of a long table. At the signal to start they begin to move around the table. The object of the stalker is to catch the deer. Neither may move away from the table. This game will be fun for the spectators as well as for those who play.

6. Mixer Nature Game - Have a list of familiar birds, animals, trees, or insects and write the name of each on a card. Each week pin a card from one of these groups on the back of each scout as he enters the den meeting. Each boy must guess the name pinned on this back by asking questions that can be answered with a "Yes" or "No". Once he guesses the correct name, the card can be pinned to the front of his shirt or removed.

7. Snake by the Tail - Boys line up with each one grasping the waist of the boy ahead. The object is for the 'head' of the snake to tag the 'tail'. The other boys try to prevent this without breaking the snake. When the 'head' manages to touch the 'tail, he becomes the new tail and the line moves up.

8. Leaf Trail - A trail is laid using one kind of leaf as a marker and letting the stem point in the direction of the trail. At the end of the trail, the players hunt for the tree whose leaves were used. The first one to find the right tree wins.

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 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 mark valuables in your home for identification.

CHANGING A TIRE

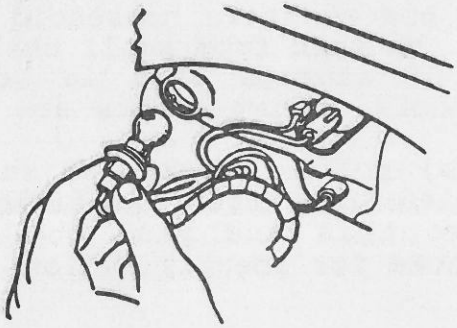
Do not try to change a car tire unless an adult is with you.

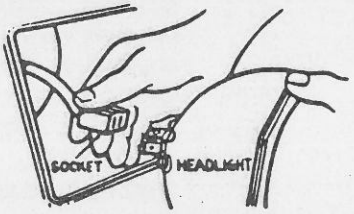
1. Set the hand brake
2. Put a wedge under the wheel opposite of the tire you are changing.
3. In the trunk's lid or near the spare tire well, you will find directions for using the car's jack.

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.



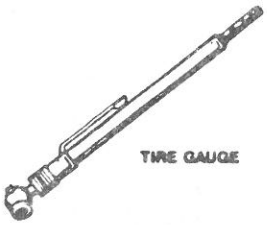


Headlights take a little more work. Use a screwdriver or ratchet wrench to remove the screws that hold the frame in place. Then use a Phillips screwdriver to remove the headlight retainer. Pull the old headlight from the socket. Install the new one by putting it in the socket. Place the headlight into 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.

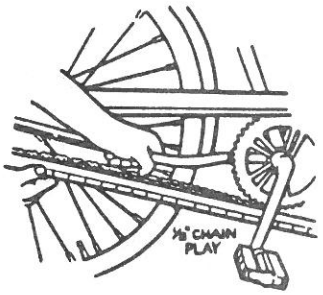
REPAIRS AND ADJUSTMENTS

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.

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.

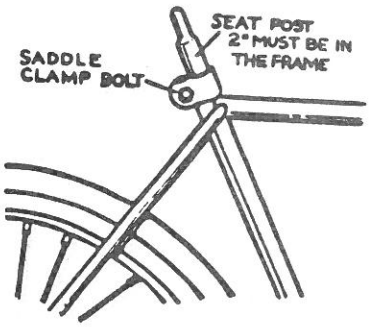
Use the scraper to rough up the tube around the hole. Put a light coating of cement around the hole and quickly wipe it off. Then put on another coat of cement and let it dry.

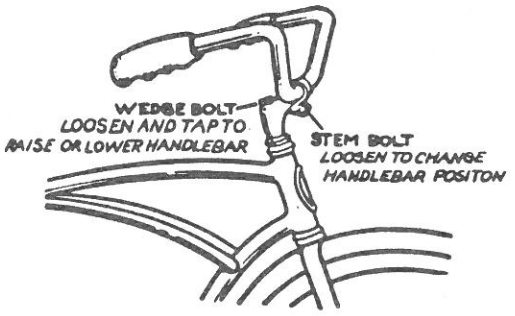
Remove the coating from a patch and smooth the patch over the hole. Roll the cement bottle over the patch to spread the cement evenly and ,make a tight seal.

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.

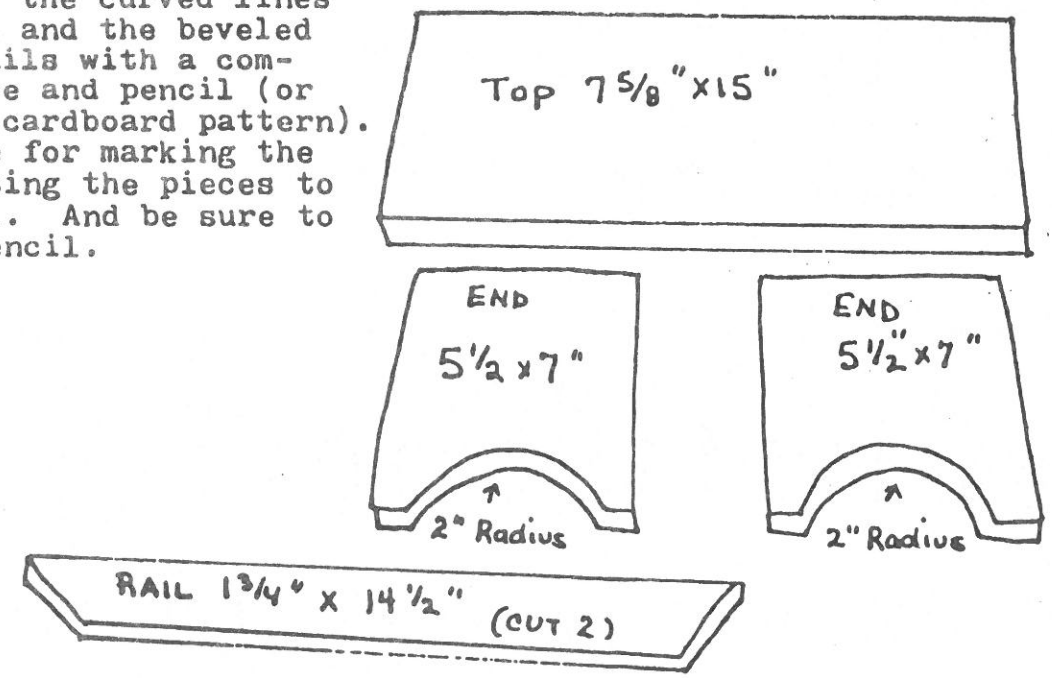
The five pieces of wood shown are standard-size boards from the lumberyard. The top is cut from a one by eight inch board (which is actually slightly more than 3/4" thick and about 7-5/8" wide). The ends are cut from a 6" board, and the rails from 2" stock.

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 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 handyman.



TOOL CHEST UPSET
(A good gathering activity)

As sometimes will happen, this tool chest has been upset. We must get it back in order. Can you straighten them out?

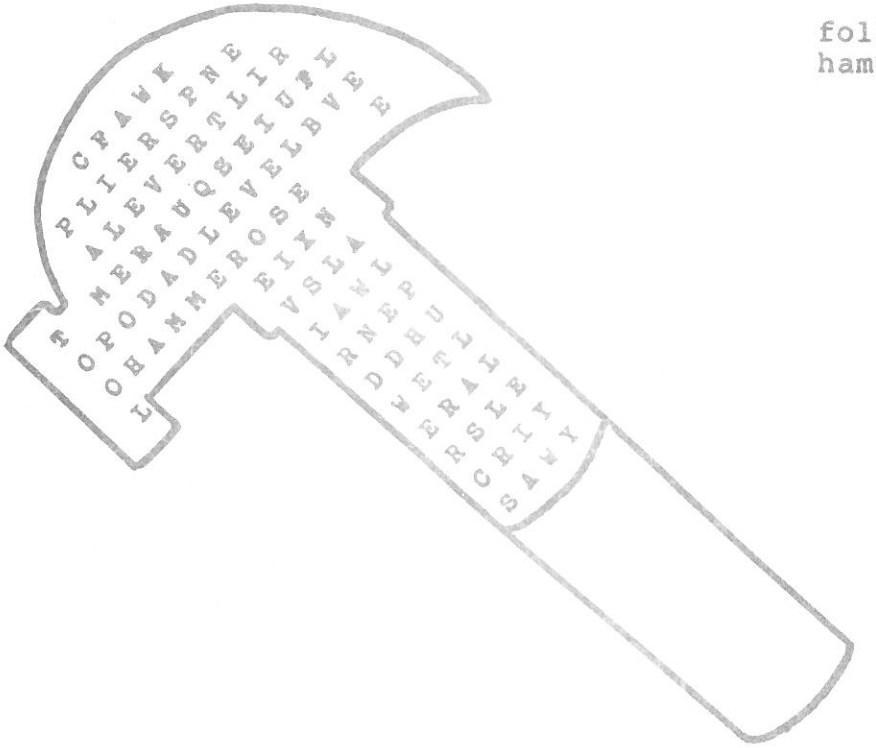
1.	UREL	(RULE)
2.	AWS	(SAW)
3.	LNAI ETS	(NAIL SET)
4.	MEMHAR	(HAMMER)
5.	ELRWOT	(TROWEL)
6.	ALNEP	(PLANE)
7.	CAREB	(BRACE)
8.	ITB	(BIT)
9.	RCSEW VIRDER	(SCREW DRIVER)
10.	VELEL	(LEVEL)
11.	CENHRW	(WRENCH)
12.	PLACM	(CLAMP)
13.	RUSQAE	(SQUARE)
14.	LIFE	(FILE)
15.	SHICLE	(CHUSEK

MORE GATHERING ACTIVITIES

Practice drilling and countersinking holes for screws.

Law out 10 tools and have the boys identify them.

TOOLS OF THE TRADE



Can you find the following tools in the hammer?

AWL	AX
BITS	CLAMP
DADO	DRILL
HAMMER	FILE
KNIFE	LATHE
LEVEL	LEVER
PLIERS	PLANE
PULLEY	RULE
SANDER	SAW
SQUARE	TOOL

VISE
SCREWDRIVER

AUDIENCE PARTICIPATION SKITS AND STUNTS

LAWNMOWER SALESMAN SKIT

SCENE: In front of a store.

CHARACTERS: 2 customers, 2-6 Cubs, 1 salesman.

SCENE OPENS: Boys are down on their hands and knees representing lawnmowers.

LAWNMOWER: The salesman is waiting for a customer.

CUSTOMER: (Enters) Hi! I need a new lawnmower. Mine blew up this morning.

SALESMAN: Sure thing. Let me show you some of our models. (Pointing to the first boy.) Here we have our cheapest model. It has a stall free engine and is really a great model. Here--I'll demonstrate. (Salesman tries too start it by pulling cord.)

1ST BOY LAWNMOWER: BRRRRRRMMMM BRRRMM BRRM BRM (THEN DIES)

SALESMAN: Must have a bad spark plug. Oh, well let me show you another model. Notice the fuel injection in the front. It's a very good machine. I'm sure you won't have any trouble with it. (Salesman ties to start it by pulling cord.)

2ND BOY LAWNMOWER: BRRRR RRMM, BRRRRRR RRM, BRRRR RR RRM, BRRRRRMMM (THEN DIES)

SALESMAN: They must have forgotten to put in the fuel. (Using as many boys as needed, each may be a different model lawnmower. All of the models used do start until the last one.)

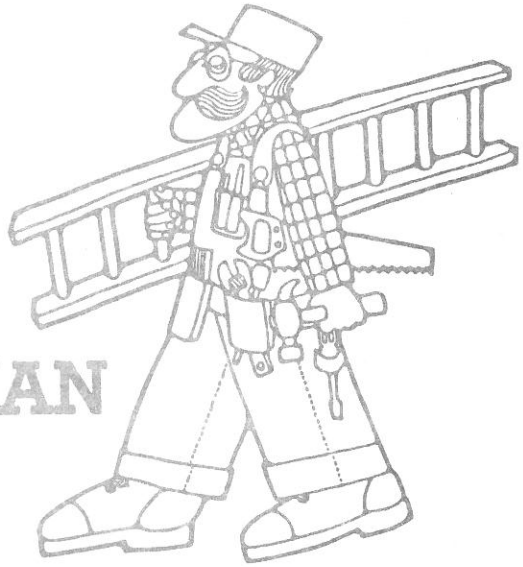
SALESMAN: This is our last and final model. It is our most expensive mower, the Super Duper Lawn Queen. It has ten horse power motor. I'm sure this one won't fail. (Salesman tries to start it.)

LAST BOY LAWNMOWER: BRRRR RRM, BRRRRM, RBBBM, (THEN DIES)

SALESMAN: I can't imagine what's wrong with in. Let me see if I can find someone to help me get it started. (Goes into audience and gets someone, Cubmaster, or any adult in the audience. Asks person if he or she will come up and help start the lawnmower. Person from audience comes and tries to pull the cord.)

LAST BOY LAWNMOWER: BRRRM BRRRM BRRRRRRMMMMM (REALLY TAKES OFF)

SALESMAN: That's all it needed, **A BIG JERK!!!**



HANDYMAN

This is to certify that

_____ *on* _____

has demonstrated his skill in the completion of the activity badge.

_____ _____

Webelos Den Leader *Cubmaster*

SONG AND STUNTS

IF I HAD A HAMMER

If I had a hammer, I'd hammer in the mornin',
I'd hammer in the evening, all over this land,
I'd hammer out the danger,
I'd hammer out the warnin',
I'd hammer out the love between my brothers
and sisters,
All over this land.

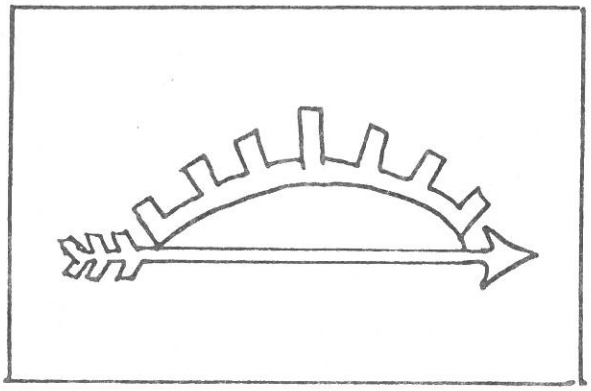
If I had a bell, I'd ring it in the mornin',
I'd ring it in the evenin', all over this land,
I'd ring out the danger,
I'd ring out the warnin,
I'd ring out the love between my brothers
and sisters,
All over this land.

If I had a song, I'd sing it in the mornin',
Etc., etc.

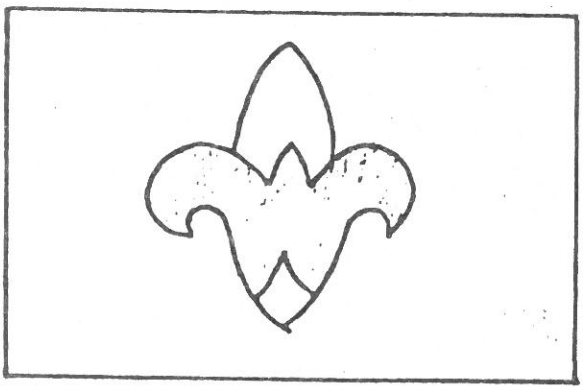
Now, I got a hammer and I got a bell,
And I got a song to sing, all over this land.
It's a hammer of justice,
It's a bell of freedom,
It's a song about the love between my brothers
and sisters,
All over this land.

NAIL POUNDING APPLAUSE -- Pretend to start the nail, drive it in and hit your thumb. Yell "OUCH!"

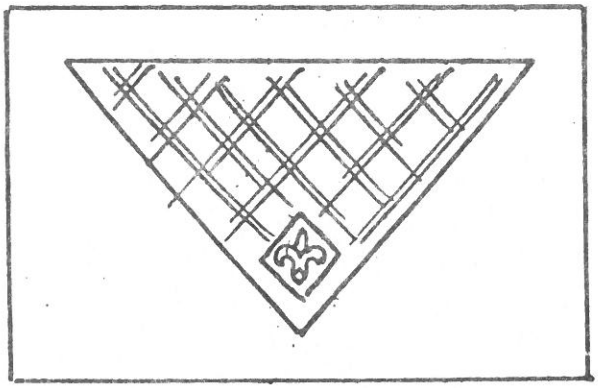
BLUE AND GOLD BANQUET IDEAS

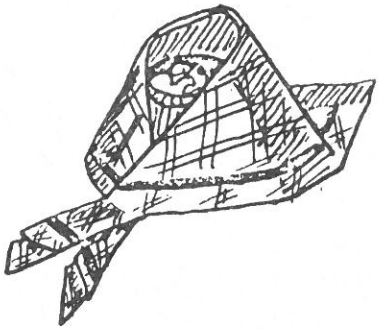


PLACEMATS



NUT CUPS, FAVORS, PLACE CARDS



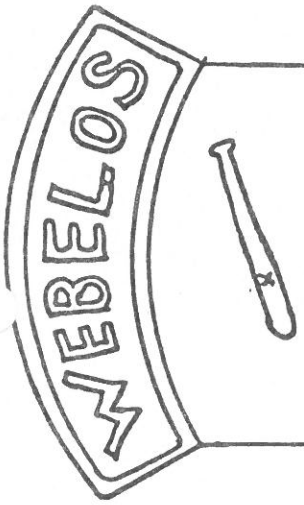


NAPKIN RING BOOK-MARKS

The object of this craft is to provide a decorated napkin ring to suit the occasion; which is to be used as a book mark afterwards. The book mark strip is made into a napkin ring by fastening it with a paper fastener, the head of which is planned to be part of the decoration.

Materials needed:

1. Pellon, construction paper, plastic or other suitable book mark material approximately 2" x 7".
2. Crayons or paint; depending upon selection of No. 1 above.
3. Paper fasteners



Directions:

1. Draw design on pellon and color.
2. Identify with den & pack # or occasion & date.
3. Cut out book mark.
4. On dotted lines, make slits.
5. Roll into napkin ring and insert paper fastener at X to hold together.

THE WEBELOS DEN
(Skit Ideas)

Below are printed numerous 'quickies' which can be combined any way you wish to make an amusing skit for the Webelos Den to perform at pack meetings or at a campfire. Boys who play the leader's part can wear identification signs or mock uniforms. Use scenery and props as you desire.

CUBMASTER: How can you do so many silly things?
WEBELOS SCOUT: Cause I get up early like you, sir.

WEBELOS LEADER: Why are you casting your fishing line straight up in the air instead of into the water?
WEBELOS SCOUT: I'm trying to catch a sunfish.

FIRST SCOUT: I cooked for the whole den and what did I get? Nothing.
SECOND SCOUT: (Groaning) You're lucky! We all got a stomach ache!

WEBELOS LEADER: Where did you take your bath?
WEBELOS SCOUT: In the spring, sir.
WEBELOS LEADER: I didn't ask you when.....I asked you where.

WEBELOS LEADER: After your hike this morning, which pine would you say has the sharpest needles?
WEBELOS SCOUT: The porcupine, sir.

WEBELOS LEADER: Are all the boys out of the woods yet?
DENNER: Yes, sir.
WEBELOS LEADER: All seven of them?
DENNER: Yes, sir, all seven of them.
WEBELOS LEADER: Are you sure?
DENNER: Yes, sir. They are all here.
WEBELOS LEADER: Are they all safe?
DENNER: Yes, sir, they are all safe.
WEBELOS LEADER: Then by golly, I've shot a deer!

WEBELOS LEADER: What's the best way to prevent infection caused by biting insects?
WEBELOS SCOUT: Don't bite any.

FIRST SCOUT: How do you make a bed roll?
SECOND SCOUT: Push it.

FIRST SCOUT: What are we having for dinner?
SECOND SCOUT: Oh, hundreds of things!
FIRST SCOUT: Good! I'm hungry! What are they?
SECOND SCOUT: Beans.

GRADUATION TO SCOUTING

BRIDGE TO SCOUTING CEREMONY

This ceremony may be used indoors or outdoors.

PARTICIPANTS: Webelos den leader, Scoutmaster, Torchbearer, Scouts from Troop, Graduating Webelos and parents.

EQUIPMENT: A rustic bridge with railings made of dead tree branches and floored with scrap lumber, two campfires (artificial for indoors), camp candle lantern.

ARRANGEMENT: Graduating Webelos and their parents are seated around a campfire on one side of the bridge. Scoutmaster and Scouts are seated around a campfire on the other side.

The Webelos Den Leader asks the Webelos to stand and repeat the Cub Scout promise. Then....

WEBELOS DEN LEADER: (calls) Hello, Scouts of Troop _____.

SCOUTMASTER: (answers) Hello, Webelos Scouts of Akela, what do you desire?

WEBELOS LEADER: We have a Webelos Scout (or Scouts) of Akela's Council ring who has prepared himself for entrance into the Council ring of Troop_____.

SCOUTMASTER: Bring him forward to the bridge that joins our two Council rings.

(Webelos Den Leader, accompanied by torchbearer (use candle lantern) leads graduating Webelos Scout and parents to the bridge. Scoutmaster crosses over the bridge and is introduced to the parents and Webelos Scout by the Webelos Den Leader.)

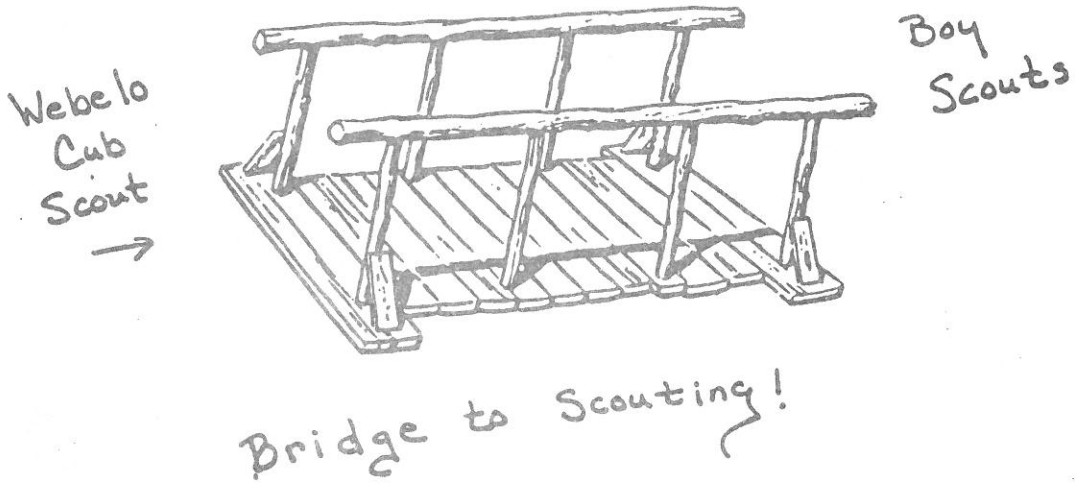
WEBELOS LEADER: (Name of graduate) you have contributed much to your den and pack and we shall miss you and your parents. Now you are leaving us to enter the Scout troop of your choice. There, we are sure, you will continue to grow in Scouting skills and friendships.
An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our pack and Cub Scouting, please remove your neckerchief and give it to me. Your new Scoutmaster will place about your neck the neckerchief of the troop you are joining.
(Webelos Scout removes neckerchief and gives it

to the Webelos Den Leader. Scoutmaster now beckons to the graduate to follow him across the bridge.)

SCOUTMASTER: (Standing before Scout campfire) As Scoutmaster of Troop _____ it is my pleasure to be the first to welcome you into your new Council ring and to present you with the neckerchief of your Troop. Wear it with pride as many have done before you. Our senior patrol leader _____ now wishes to express the Troop's happiness in having you as a member.

Senior Patrol Leader gives appropriate response of welcome and introduces the new Scouts to the other members of the Troop that are present. All make room at the Council ring for the new Scout or Scouts.

If the graduation ceremony takes place at the beginning or near the middle of the meeting, the Scoutmaster may want to say a word of thanks and excuse the Troop as they have other Scouts waiting back at the Troop meeting room who are anxious to meet the new Scouts and get them involved in Troop activities. Remind the new parents at what time the Troop meeting will be over and where it is being held.



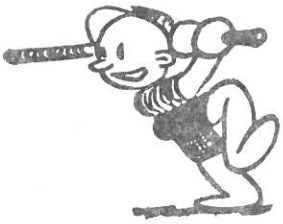
A Boy

Between the innocence of babyhood and the dignity of manhood, we find a delightful creation called A Boy. Boys come in assorted sizes, weights and colors; but boys have the same creed...To enjoy every second of every minute, and to protest with noise--their only weapon--at their last minute when the adults pack them off to bed.

Boys are found everywhere....on top of, underneath, inside of, climbing on, swinging from, running around and jumping to.

A boy is truth with dirt on its face, beauty with a cut on its finger, wisdom with bubblegum in its hair, and the hope of the future with a frog in its pocket.

A boy is a composite. He has the appetite of a horse, the digestion of a sword-swallower, the energy of a pocket-size atomic bomb, the curiosity of a cat, the lungs of a dictator, the imagination of a Paul Bunyan, the shyness of a violet, the enthusiasm of a firecracker, and when he makes something, he has five thumbs on each hand.



He likes ice cream, knives, saws, Christmas, comic books, the boy across the street, water in its natural habitat, large animals, Dad, trains, Saturday mornings and fire engines. Nobody else gets so much fun out of trees, dogs and breezes. Nobody else can cram into one pocket a rusty knife, a half-eaten apple, three feet of string, two gumdrops, six cents, a sling shot, a chunk of unknown substance, and a genuine Super-sonic code ring with a secret compartment.

A boy is a magical creature. You can lock him out of your workshop, but you can't lock him out of your heart. You can get him out of your study, but you can't get him out of your mind.

Might as well give up--he is your captor, your jailer, your boss, your master....a freckle-faced, pint-sized, bundle of noise. But when you come home with only the shattered pieces of your hopes and dreams, he can mend them with two magic words.....

"HI, DAD!"

DRUGS: A DEADLY GAME

FACT SHEET

PURPOSE:

The Boy Scouts of America is heavily involved in a major effort to educate its members and families about the dangers of drug abuse.

NATIONWIDE PROBLEM

Drug abuse is a severe problem affecting the well-being of our society. American youth use more drugs than those of any other developed nation. Statistics indicate that 61% of high-school seniors smoke marijuana; and 6 percent use cocaine at least once a month. Today one in six 13 year olds has tried marijuana. Iowa is not immune to drug abuse problems either. Evidence shows Iowa in about the middle of all 50 states related to drug abuse problems among its youth.

BOY SCOUTS OF AMERICA INVOLVEMENT

The Boy Scouts of America has long been concerned about drug abuse, especially as it affects our nation's youth.

1. The award winning "Drugs: A Deadly Game" campaign, initiated in 1987, is still being lauded as one of the best antidrug programs ever. The campaign package include a youth-oriented, full-color booklet, a teacher's guide, a booklet for parents and Scout leaders, a 15-minute videotape, a 23" x 32" full-color body chart poster, and a public service announcement featuring "Dr. J.".

For its efforts in drug abuse prevention, the BSA was awarded the President's Citation for Private Sector Initiatives in 1988.

2. Based on the success of "Drugs: A Deadly Game" and the need to keep the information as current as possible, the entire campaign package is being revised. The working title for the new package is "Drugs: A Deadly Game--Part II."

The illegal drug culture is constantly changing; new and more deadly "designer drugs," such as crack are now available. "Drugs: A Deadly Game--Part II" will address the dangers of these newer drugs, as well as provide current information about more established drugs such as alcohol, cocaine, and marijuana. All pieces in the original package will be revised.

3. "Drugs: A Deadly Game--Part II" materials will become available from The Boy Scouts of America Supply Division early in 1990 and will also be inserted in "Boys' Life" and "Scouting" magazines during that same time period. Watch the "Focus" for more information about how to make these materials available to your den or pack.

Cub Scout Retention

Critical Issues Summary

The Problem

Cub Scouting achieved yet another year of growth in 1988. The increase in membership is due in no small part to your efforts and those of the other adult leaders in your pack. In order to increase the number of youth and families who are positively influenced by the Cub Scouting program, we must increase not the number of boys who try Scouting, but the number who choose to stay in the organization.

Cub Scouting has a relatively high recruitment rate; 50% of all eligible boys try Cub Scouting. But, approximately 35% of Cub Scouts drop out of the program before their third year. The two major reasons why boys drop out are when the den or pack leader quits (33%) and when the boys themselves lose interest (54%)

The Answer

There are many areas in which we can stimulate Cub Scout retention but the primary include:

Requiring fast-start and basic training for all leaders.
Implementing a strong renewal (rechartering) plan
Providing registered, trained Webelos leaders in every pack.
Ensuring that camping programs receive proper emphasis.

Let's review the importance of each of these individually -

Effective Training: Assurance of Quality

For Cub Scout leaders to carry out the Cub Scout program effectively, they must develop the enthusiasm and creativity to inspire youngsters within Scouting. The best and only way of assuring that these qualities are met is through adequate, quality training.

When Cub Scout leaders understand the program and know best how to implement it, we see dedication on the parts of both the boys and the leaders. Performance is so directly correlated to training that we are convinced that the effective implementation of training can make a positive impact on retention.

The fast-start training video package offers new leaders an extensive introduction to Cub Scout leadership and provides a comfort level that allows them to get the program off to a positive start. Basic training is a must if we are to ensure the long-term capabilities of our leaders. Through comprehensive training, leaders appreciate the goals and objectives of Cub Scouting, are able to execute the program as it was designed, and can best respond to the needs and expectations of the Cub Scouts.

Our objective is too have each Cub Scout leader complete fast-start basic training.

Renewal Program Implementation: Taking Action to Reverse Separation.

The renewal plan for separated Cub Scouts is as simple as appealing by letter to boys to consider rejoining and then following up via telephone to offer answers, support, further encouragement, and placement. Beginning with December, 1989 recharters, the Mid-Iowa Council is committed to contacting separated Cub Scouts and encouraging them to reconsider staying with the program.

The renewal plan is a valuable and effective tool that can help us all achieve the growth we seek. It is action-oriented, not passive. It requires energy and urgency from volunteer and professional Scouters equally.

The critical process of charter renewal provides the best opportunity to focus attention on membership areas that we can strengthen.

Webelos Leadership: A critical link.

Without registered Webelos leaders, we cannot ensure that leaders are trained, the program is being delivered, or needs of older Cub Scouts are being met.

In test packs, when Webelos leaders were trained, the following resulted:

- Over 90% of the fourth-grade Webelos Scouts continued in the program as fifth graders.

- A majority of fourth-graders earned the Webelos badge and a majority of fifth-graders earned the Arrow of Light

- Of the eligible Webelos Scouts in the test packs, 85% joined Boy Scouts.

It is clear that bringing the Webelos program-lead by qualified and trained Webelos leaders--into all packs helps deliver the Cub Scout program as it is intended . . . with boys happier and excited to continue their Scouting experience.

Therefore, having at least one registered Webelos den leader is strongly recommended in order to charter a Cub Scout pack.

Camping: An Exclusive Strength

The outdoor programs offered in Cub Scouting are a critical component of the experience that young boys seek. While Cub Scout camping has always offered diversity, it lacked the increasing challenges the older Cub Scouts desired. As Cub Scouts get older, they progress from beginner camping experiences to more challenging adventures. Camping types include: Day Camping, Parent/Son Overnight Camping and Webelos Overnight Camping.

The Mid-Iowa Council is committed to make outdoor program opportunities available to Cub Scouts and their families so as to influence more boys to remain in the program.

Implementation

Each Cub Scout Pack committee should plan a special meeting to review their pack's program to determine its strengths and weaknesses. The following resources are available to every pack and den in the council. Implementing each of these ideas in your unit will guarantee each of your Scouts a highlight Cubbing program.

Fast Start training videos are available for no charge through the Council Service Center for viewing by new leaders. Basic Training courses are held at various locations each Fall and Spring. Date and location information is available at the Council Service Center or from your District's Training Chairman.

A large, volunteer commissioner staff is available to help in the pack's renewal (recharter) process. They have suggestions to positively influence your pack's retention rate. Contact the Council Service Center or check the insert in the October "Focus" for the name of your commissioner.

Recruiting strong, positive leadership takes work. The Boy Scouts of America have several printed aids that will help you be successful. These are available at the Council Service Center Trading Post.

Finally, a large variety of outdoor program opportunities are made available each year. Twenty Adventure Day Camps are held throughout all areas of the Mid-Iowa Council. Cub Scout Weekends, a parent/son overnight experience are offered at Camp Mitigwa near Boone, Iowa and Camp Wapello, south of Ottumwa, Iowa. Webelos Super Activity Badge camps are offered, too. Only 33% of Mid-Iowa Cub Scouts went to a Cub Scout camp in 1989. Your pack should make planning NOW to be sure that every Cub Scout attends an outdoor program in 1990! Informational materials will be mailed to leaders and Cub Scout families in January.