



October 13, 1990

**Denver Area Council
Boy Scouts of America**

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PACK
ADMINISTRATION

PACK ADMINISTRATION

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

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

Who needs it?

THE BOYS NEED IT...

FOR WITHOUT LEADERSHIP THERE IS NO

DESIRE TO SUCCEED AND NO PURPOSE IN SCOUTING

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

CUBMASTER

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

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

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

COMMITTEE CHAIRPERSON

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

TREASURER

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

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

SECRETARY

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

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

ADVANCEMENT CHAIRMAN

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

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

PROGRAM PLANNING

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

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

1. What are we doing?

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

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

2. How are we going to do it?

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

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

3. Where are we going to do it?

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

SEPTEMBER--AMERICAN HERITAGE

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

APRIL--MOUNTAIN TRAILS OF AMERICA

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

JUNE--SPORTS ARENA

have a swimming Pack meeting

AUGUST--HARBORS, STATIONS, AND AIRPORTS

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

4. Can we afford to do it?

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

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

5. Why are we doing it?

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

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

CONFLICTS

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

To bail or sail?

To flounder or float?

Oh what is important the most?

To keep it a boat

By keeping a float

By sail and bail is most.

MONEY EARNING GUIDELINES

The first thing a Pack should do to save money is ask the chartered partner to provide the Pack with the organization's tax exempt number or secure a Form SS-4 from your local IRS office. Fill it out, mail it in and the IRS will issue you an EIN number to use in buying supplies for the Pack.

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

FORMS, FORMS, FORMS MAKE THE JOB EASY

FORMS FOR PLANNING

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

FORMS FOR ADVANCEMENT

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

FORMS FOR FINANCE

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

FORMS FOR REGISTRATION

- Cub Scout Applications
- Adult Registration Applications

FORMS FOR THE PACK

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

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

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

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

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

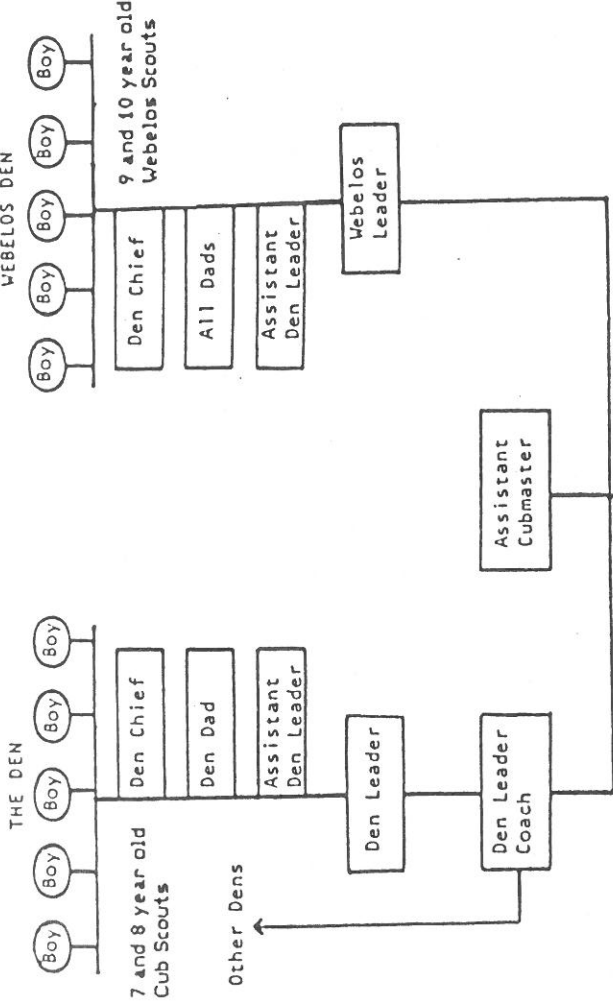
RECRUITMENT

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

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

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

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



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

Be prepared to honestly answer all the questions a new Scouter has:
 "How can I do that and everything else?"
 "Gosh, I don't know how to have a Den meeting."
 "What does the Cubmaster do?"
 "I'll bet the Committee Chairperson's job is hard."

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

NATIONAL QUALITY UNIT AWARD

Just as the BOYS earn achievements, the Pack is recognized for its performance by the Quality Unit Award. This information is on Form 12-220A; however because it is so important to the District and Council evaluation, here are the new requirements:

The three required are:

1. **TRAINING:** Cubmaster, den leaders, Webelos den leaders, and Tiger Cub group coach have fast-start and Basic training.
2. **TWO-DEEP:** have one or more registered, trained and active assistant Cubmasters.
9. **OUTDOOR ACTIVITIES:** will participate in one or more of the following experiences: day camp, resident camp, Webelos den overnight(s), and/or other activities conducted and/or approved by the local council.

Plus three more:

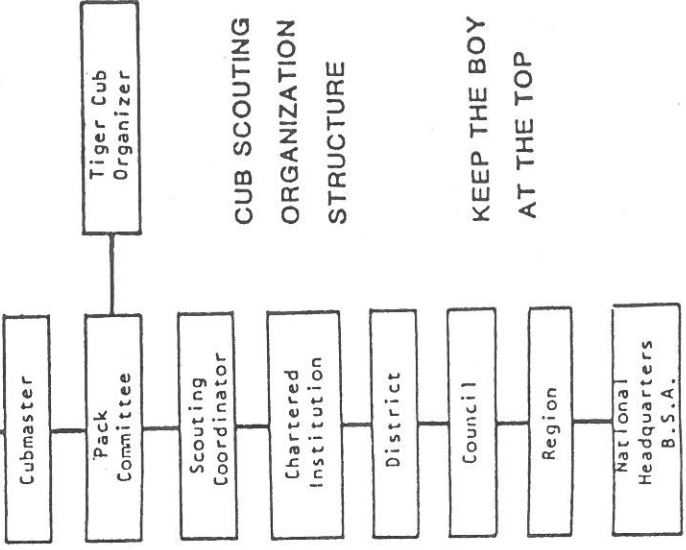
3. **PACK MEETINGS:** hold a minimum of nine pack meetings, including one summertime pack activity.
4. **TIGER CUBS:** have an affiliation with the Pack.
5. **SERVICE PROJECT:** annually, preferably for chartered organization.
6. **ADVANCEMENT:** at least 50% of BOYS advance in rank.
7. **BOYS' LIFE:** at least 50% of BOYS subscribe.
8. **MEMBERSHIP:** show an increase in youth over a year ago.

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

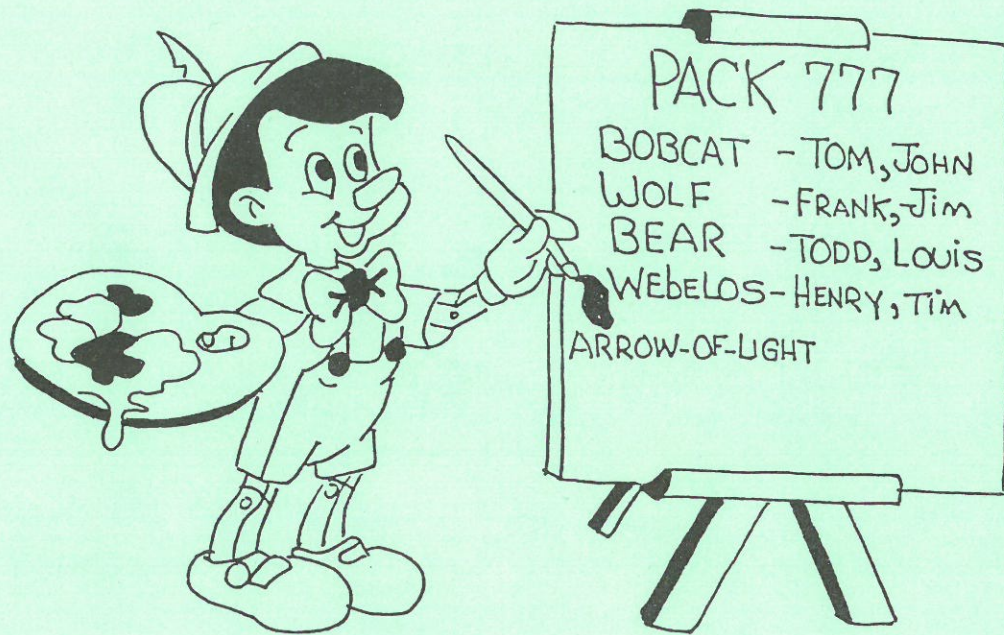
SCOUTING FOR A BETTER WORLD



CUB SCOUTING ORGANIZATION STRUCTURE



KEEP THE BOY AT THE TOP



AWARDS AND RECOGNITION

AWARDS AND RECOGNITIONS
(Make Your Own)

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

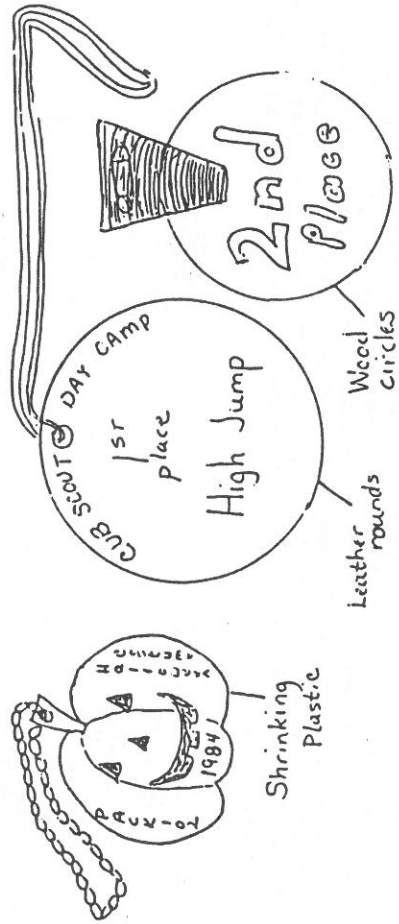
MEDALS

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

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

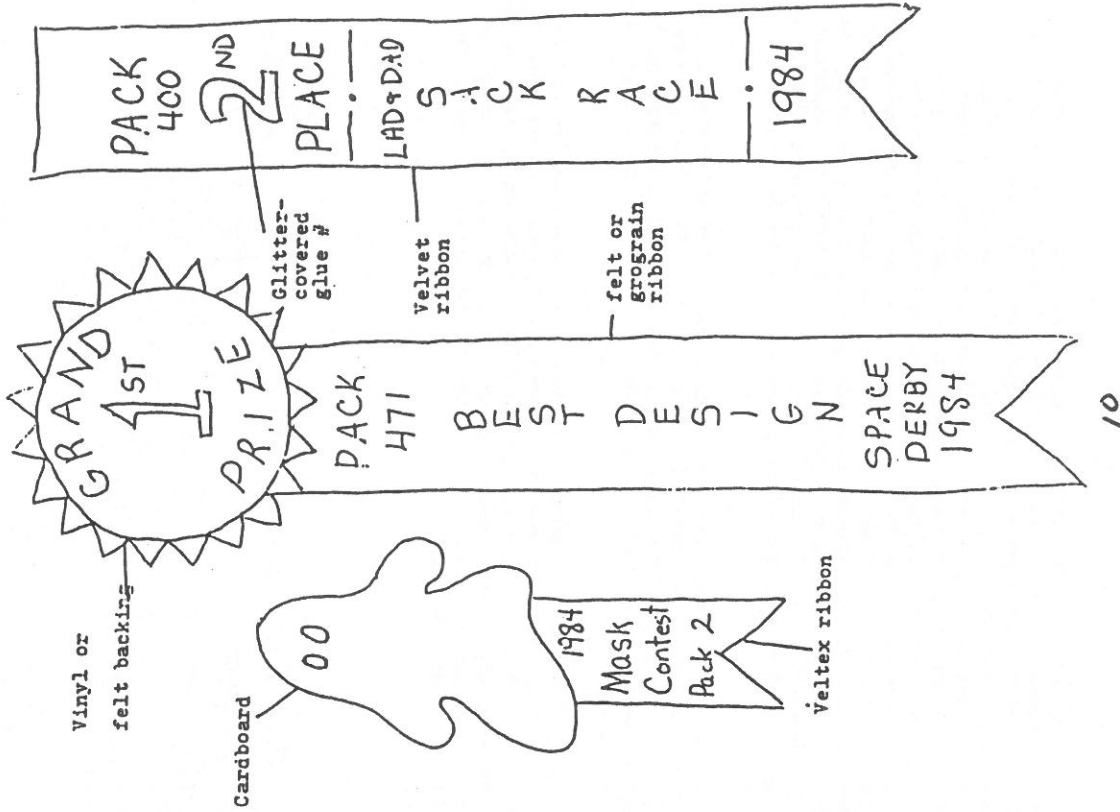
Leather rounds are inexpensive and can be stamped with a variety of designs or can be written on with markers to resemble a real medallion. Wooden circles can be cut from thin wood, such as paneling, and decorated by using a wood burning set or markers.

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



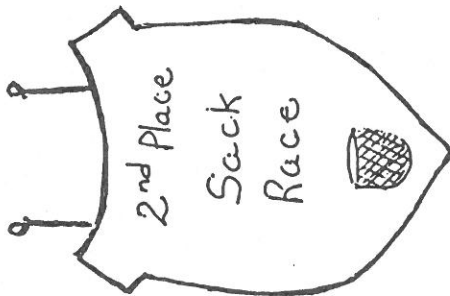
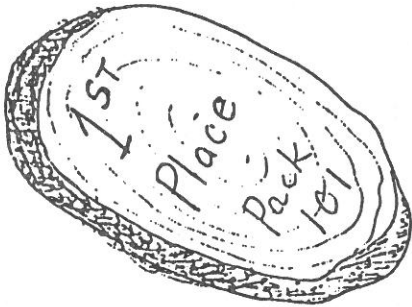
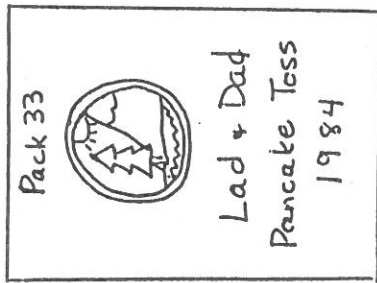
RIBBONS

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



PLAQUES

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

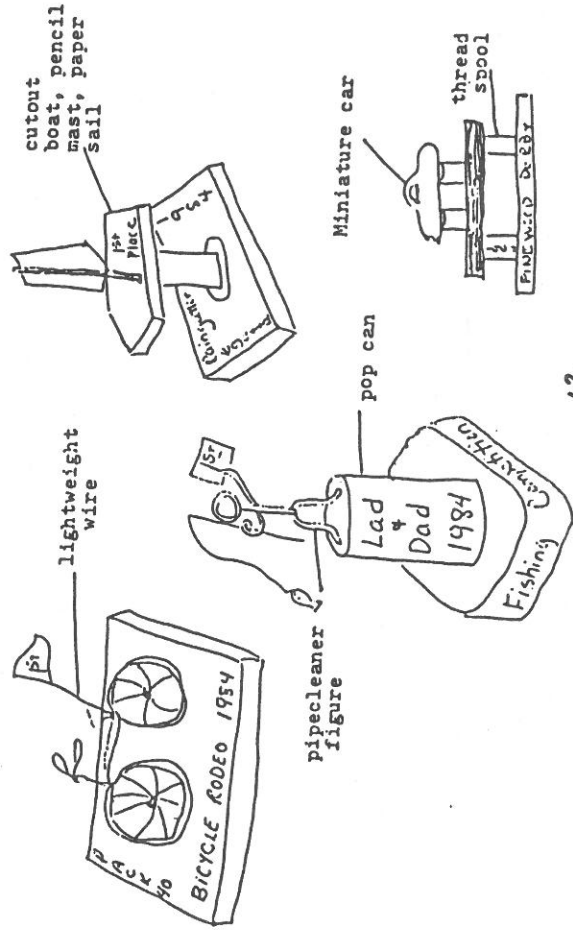


TROPHIES

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

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

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



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

DEN LEADERS INDUCTION

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

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

Mrs. _____ and Mr. _____, will you promise to:

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

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

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

A DEN LEADER THAT IS STEPPING DOWN

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

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

FAMILY INDUCTION CEREMONY

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

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

EQUIPMENT: Candle holder, four candles.

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

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

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

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

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

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

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

FAMILIES OPENING CEREMONY

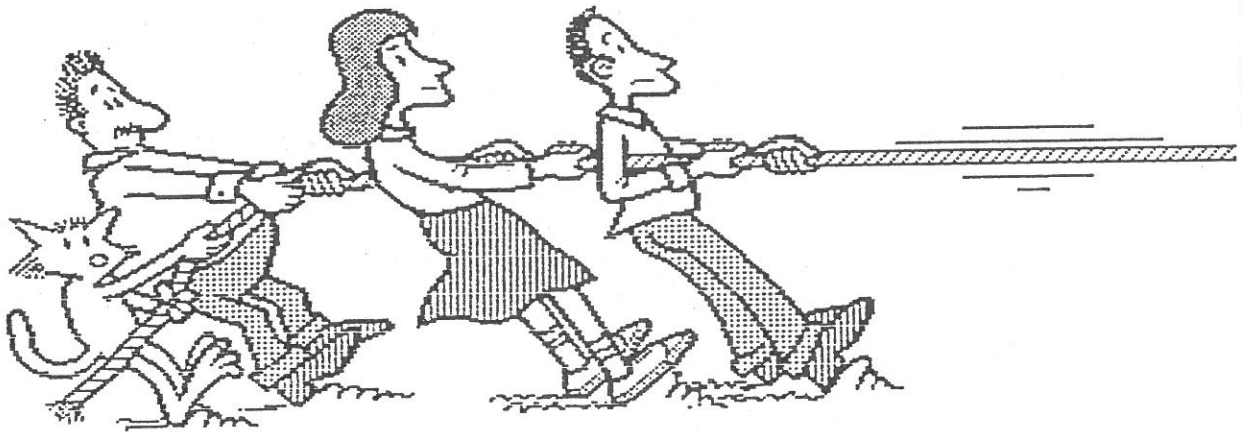
Make letters for each letter in the word FAMILIES. Hold each one up and say the following in order:

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

CERTIFICATES

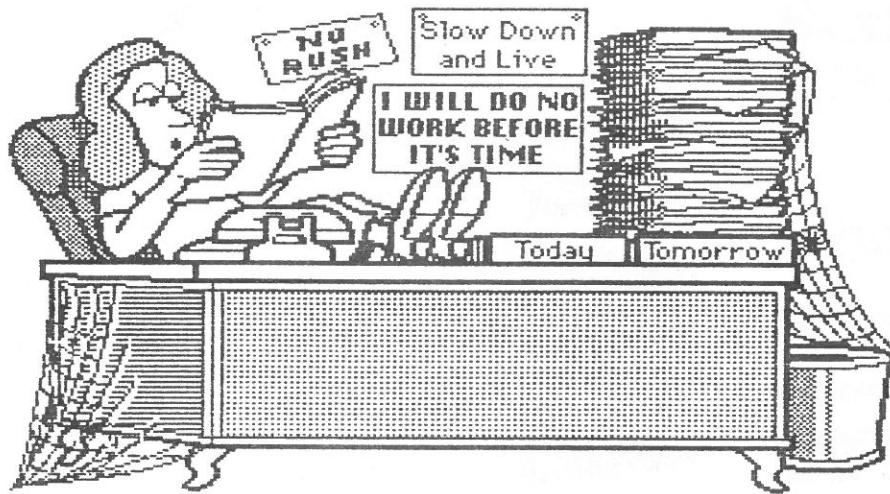
Homemade certificates can be as impressive as those you purchase at a store. Varying the size, shape, type or paper, and writing implements you use can make your certificates truly unique.

TEAM WORK AWARD



signature

PROCRASTINATOR'S AWARD



signature

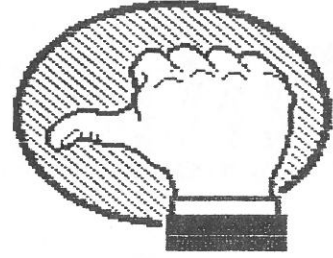
COMMUNITY SERVICE

AWARD



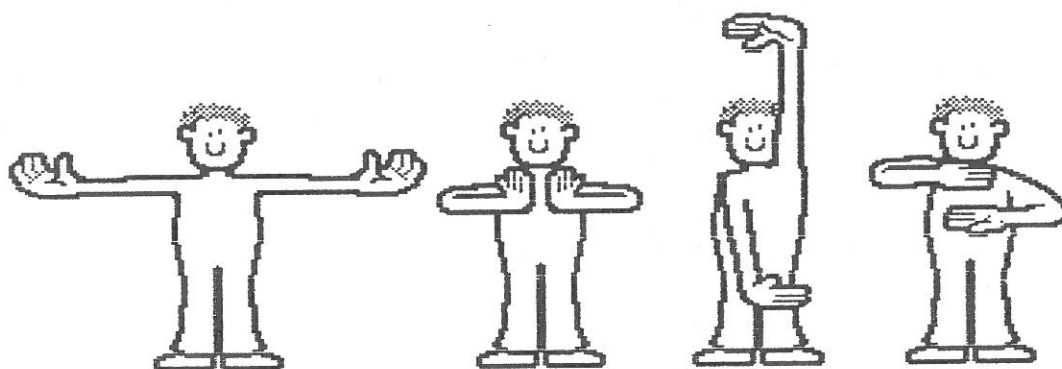
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OUTSTANDING ATTITUDE



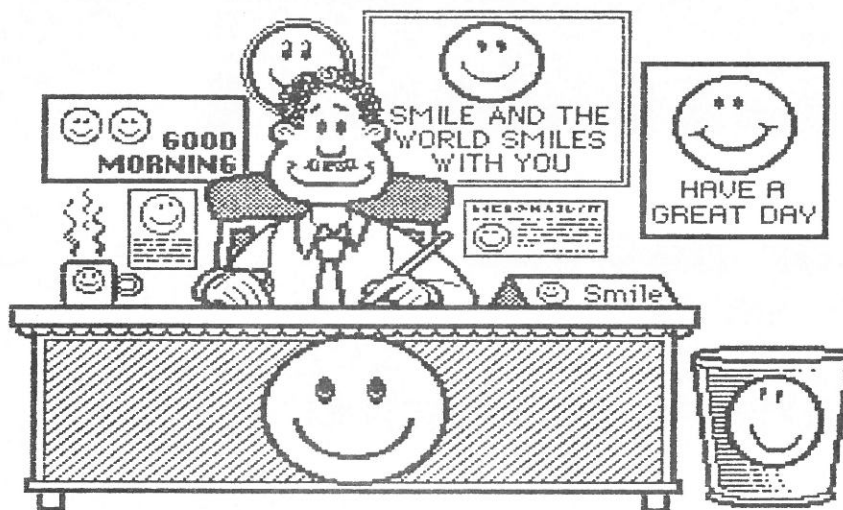
signature

The
**Widest, Thinnest,
Tallest, Smallest**
Award



signature

CHEERFULNESS AWARD



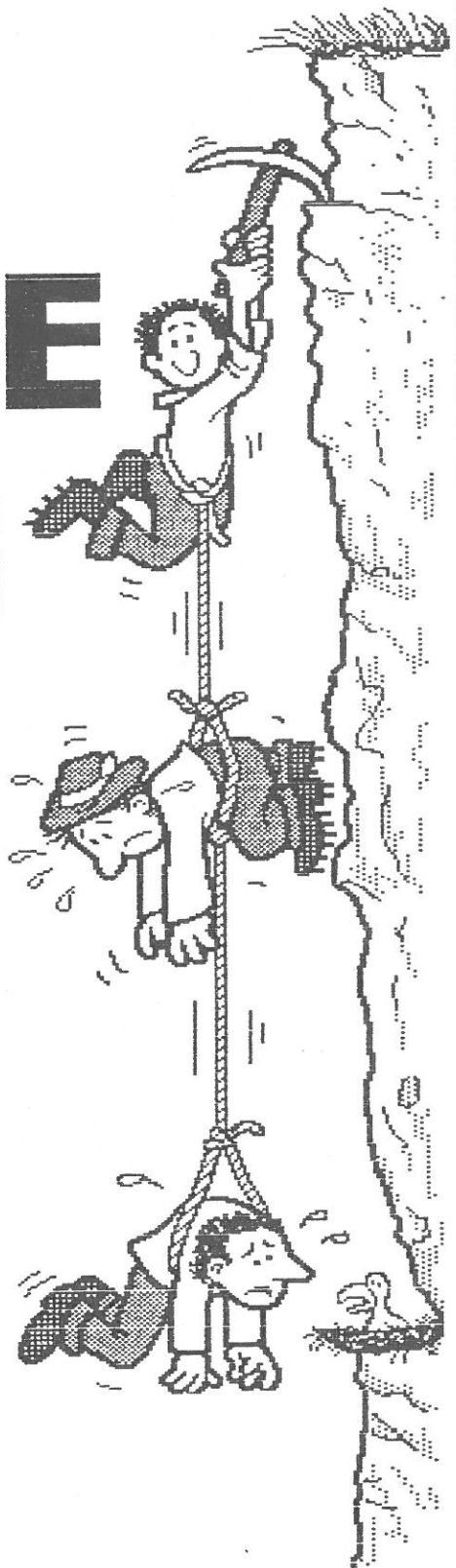
**YOU HAVE A NACK OF MAKING US ALL
SMILE WHEN YOU SMILE
YOU MAKE A DIFFERENCE IN OUR
PACK. THANKS !!**

CUBMASTER



MOST VALUABLE MEMBER

OF OUR PACK
WITH OUT YOUR HELP
WE COULD NOT HAVE
REACHED OUR GOLD

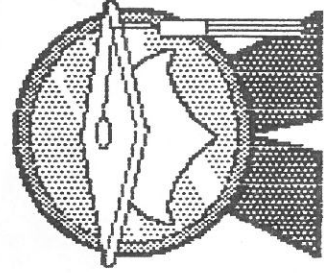


CUBMASTER

Certificate of

Graduation

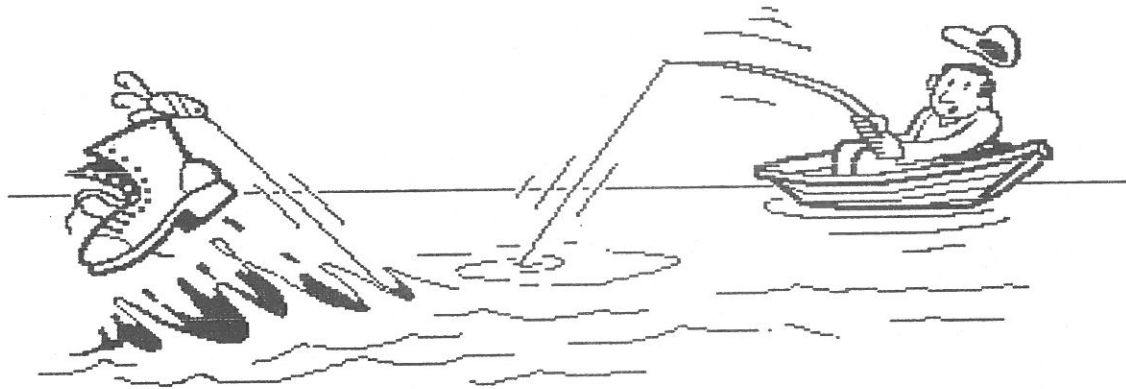
FROM BLUE AND GOLD TO
RED AND GREEN
KEEP UP THE GREAT WORK IN BOY SCOUTS



CUBMASTER

FEB 1990

FISHING AWARD

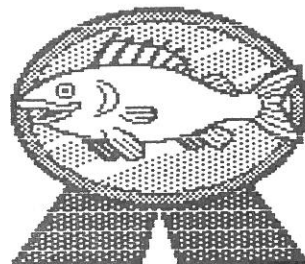


**FOR PARTICIPATION IN OUR SEA
ADVENTURE**



DEDLER

MARCH 1990



GREATEST BACKYARD CHEF



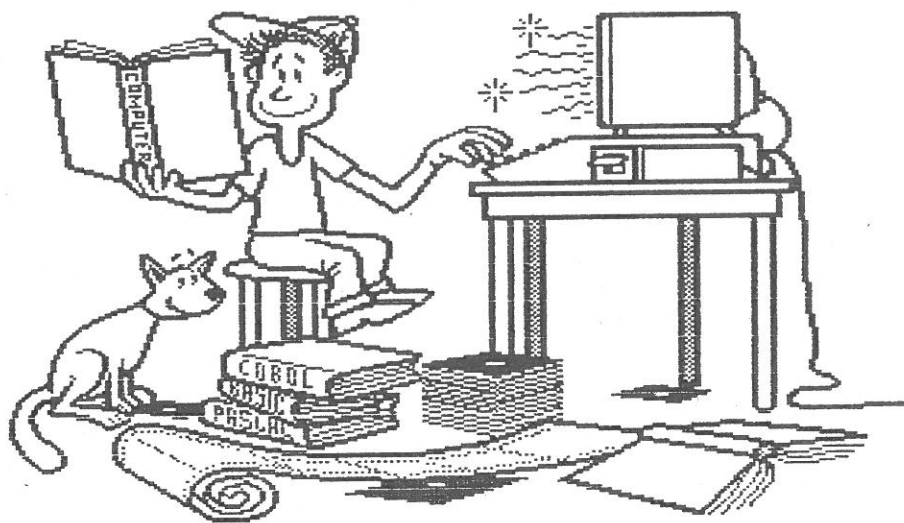
**FOR MAKING OUR BACKYARD FUN THE
BEST DAY OF THE DAY YEAR WITH
YOUR UNEQUALLED IMAGINATION AND
CREATIVE GENIUS**

ALL OF US

JUNE 1990



COMPUTER WHIZ-KID AWARD



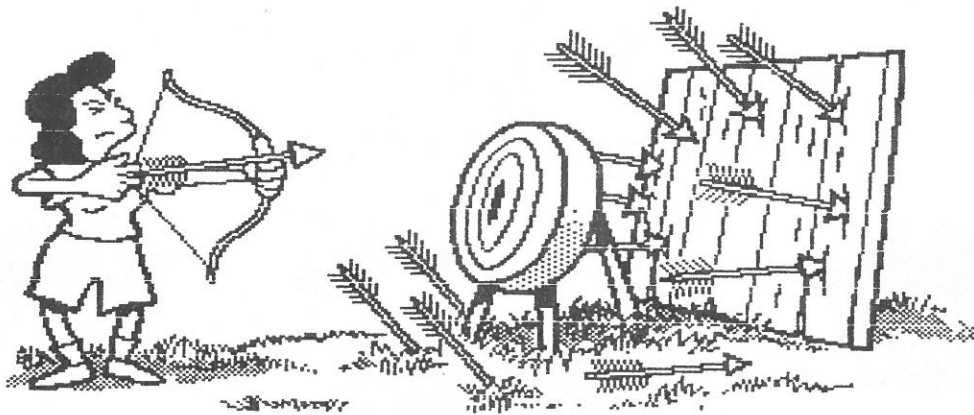
**COMMUNICATION IS WHAT IT IS ALL
ABOUT AND YOU'RE AT THE TOP**

DELEADER

SEPT. 1990



MARKSMANSHIP AWARD



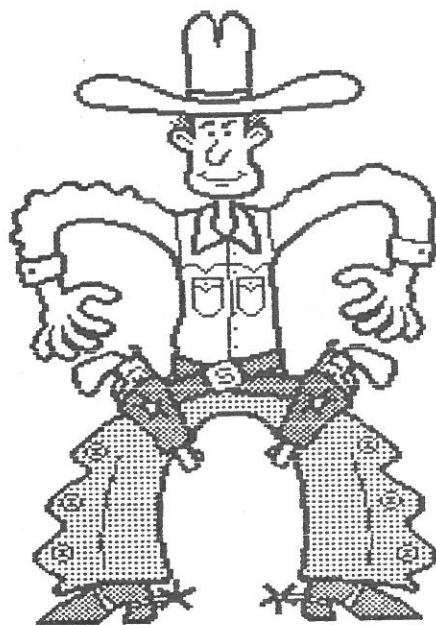
IT MAY NOT LOOK LIKE IT BUT YOU ARE
ALWAYS ON TARGET FOR US.



CUBMASTER

OCT 1990

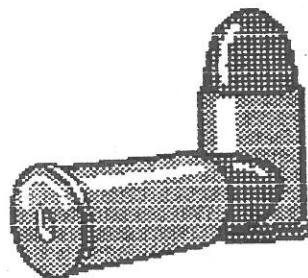
TROUBLESHOOTER'S CERTIFICATE



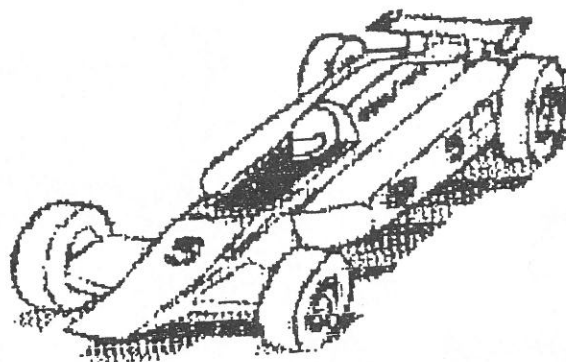
THANKS FOR KEEPING ALL OUR DUCK IN
A ROW
PIONEER DAYS A GREAT DAY BECAUSE
OF YOU.

CUBMASTER

NOV. 1990



WORKING
WITH
WOOD



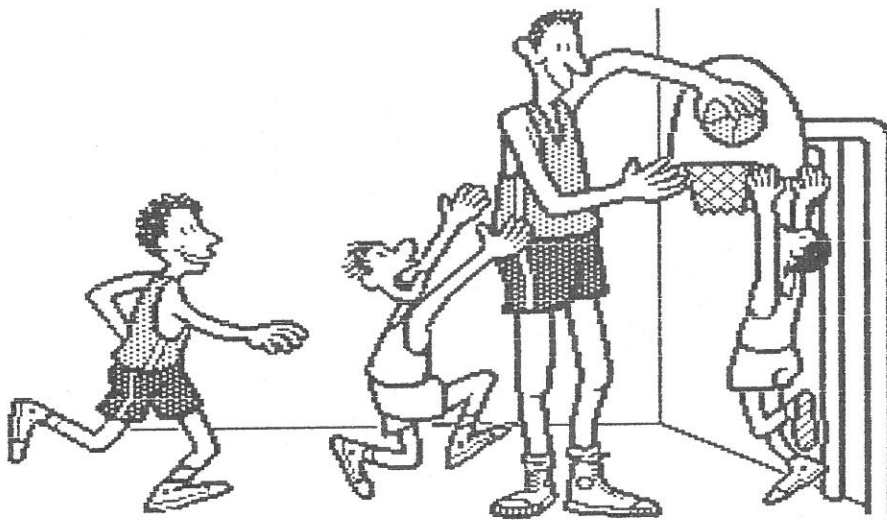
SUCCESSFUL BECAUSE OF
YOUR TALENTS

SIGNATURE

DATE

TITLE

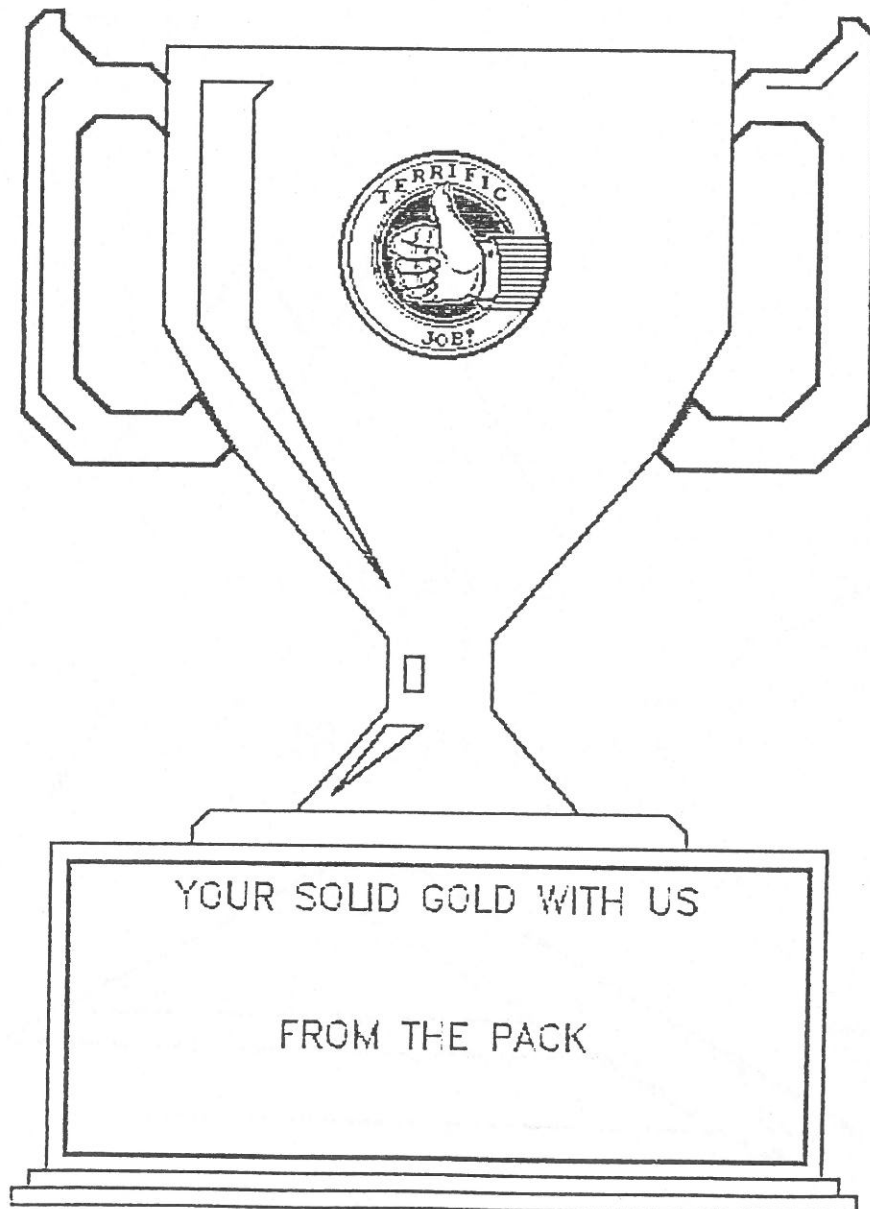
MOST VALUABLE PLAYER

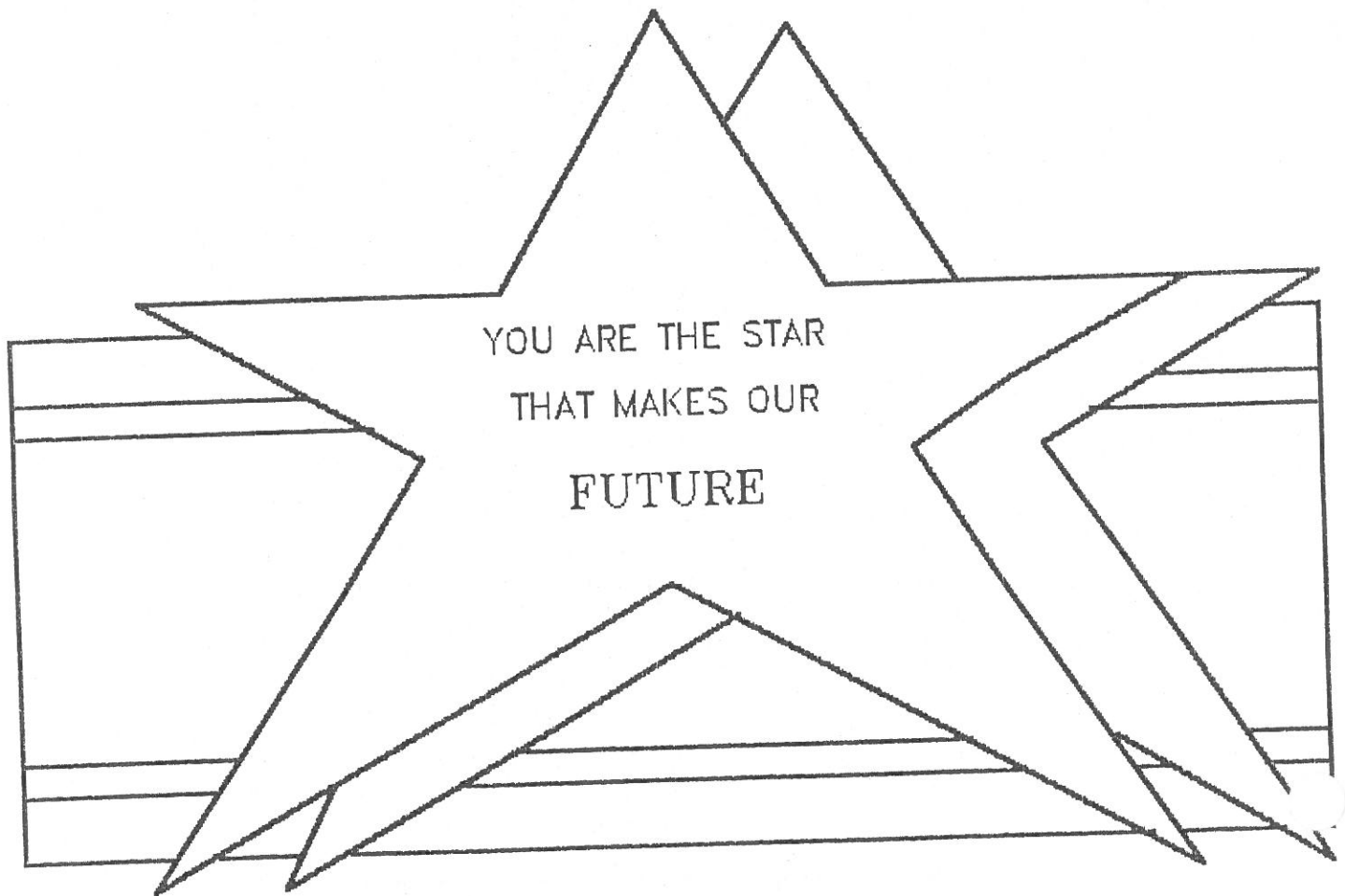
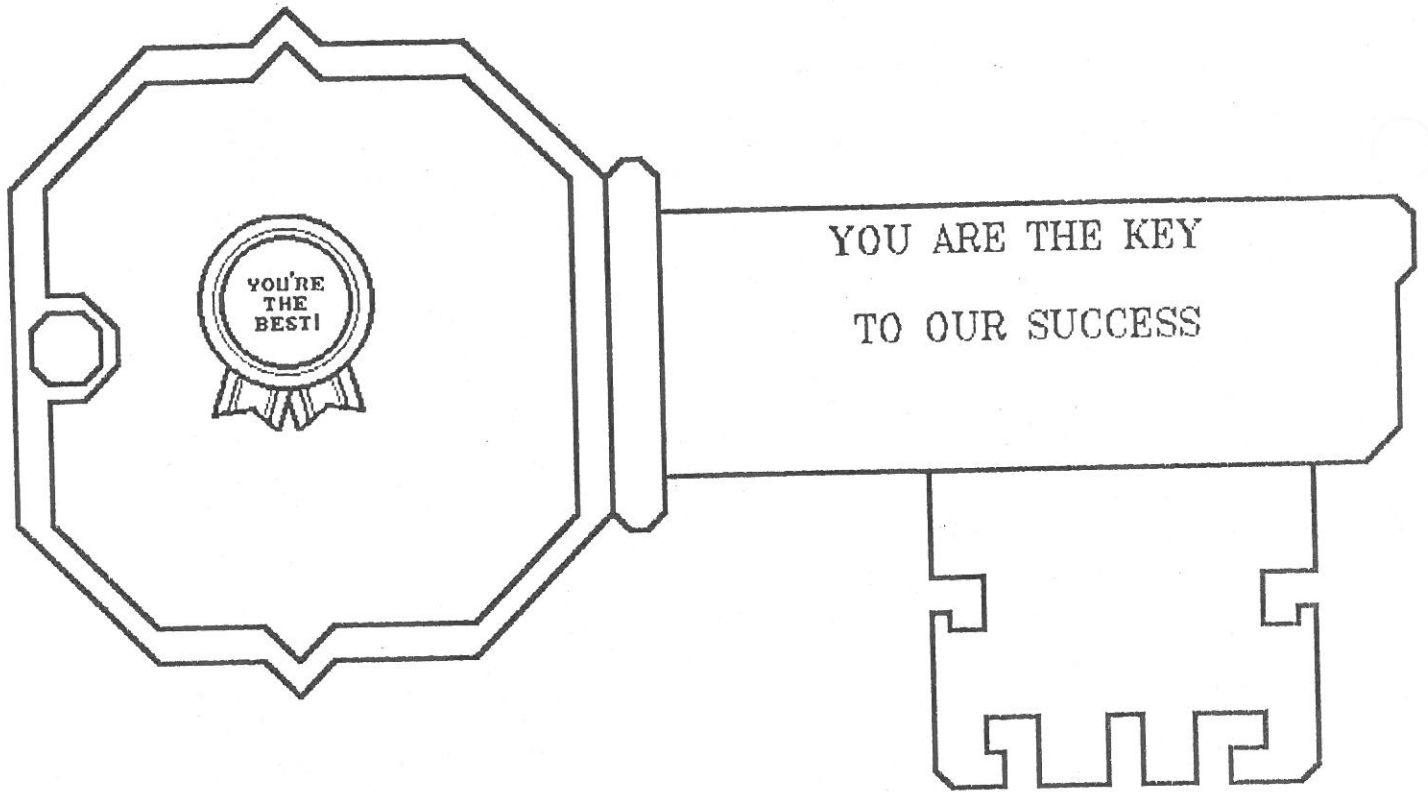


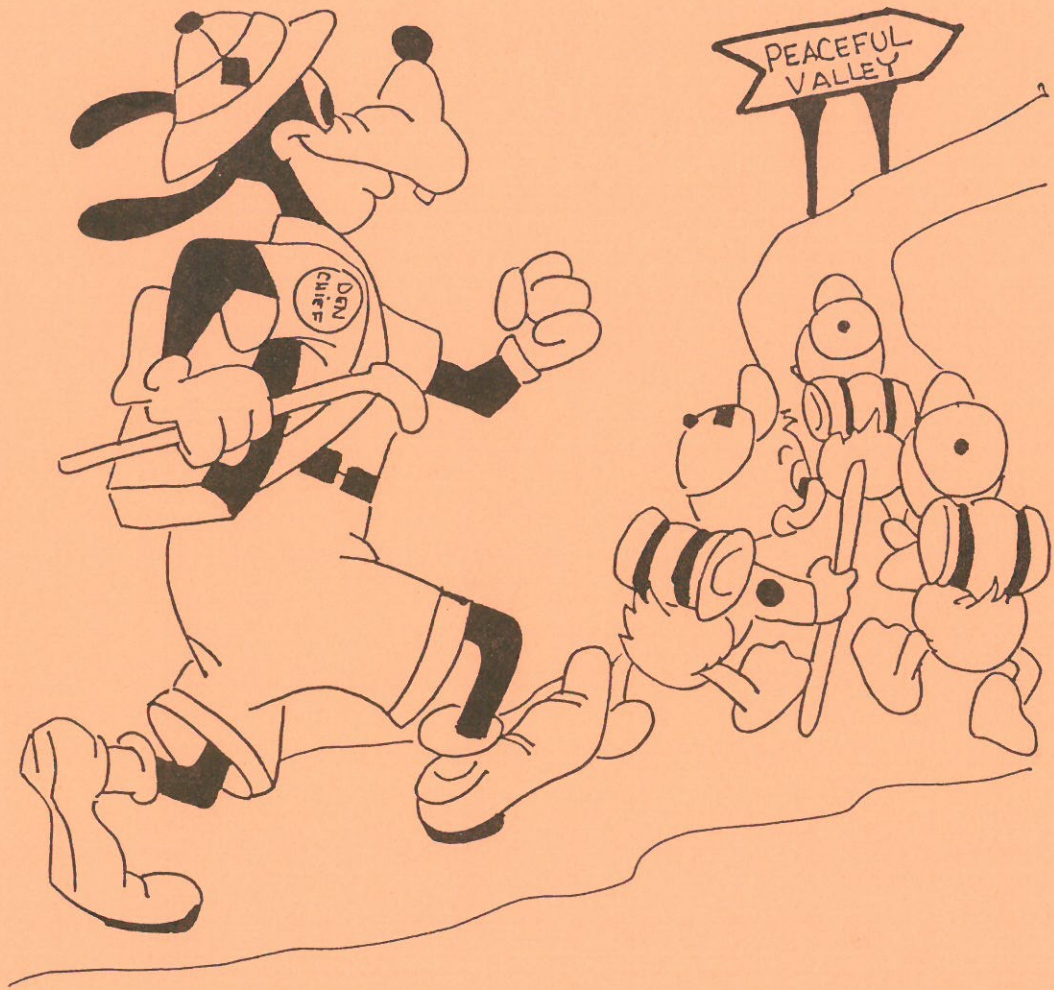
signature

give a little
love to a
child
and you will
get a great
deal back

John Ruskin







DEN CHIEFS

THE
MOUNTAIN
VIEW

OF
THE
MOUNTAIN
VIEW

DEPT. CHIEF.

THE DEN CHIEF

The Den Chief is a Scout or Explorer selected by his unit leader in cooperation with the Cubmaster. He may be of any rank or age, but he can be of greatest help when he has been a Cub Scout. It is desirable for him to be an older Scout, since his maturity and experience will be of great value. The Scoutmaster or Explorer Advisor will know which BOYS are qualified and interested.

It should be understood by the Den Chief, and his pack and troop leaders as well, that his service as a Den Chief, although an important responsibility, will not be so demanding on his time and interests as to interfere with his patrol and troop activities. Den meetings are usually scheduled at such a time that they will not interfere with troop activities.

The Den Chief becomes a member of a leadership team which also includes the den leader, assistant den leader, and den dad. He acts as an activities assistant to the den leader and may be expected to lead games and songs, help teach crafts or skills, and conduct ceremonies. He is helped by the denner and assistant denner.

It isn't just an accident that we use Scouts as Den Chiefs. Because of his close association with the den member, he can encourage them to advance in their Cub Scout achievements and live up to the Cub Scouting ideals in their everyday life. He is already what every Cub Scout would most like to be and that makes him a natural leader for them. By directing this natural leader and directing him wisely, we influence the den of BOYS under his leadership.

HOW DO I GET A DEN CHIEF?

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

Once the Den Chief is obtained, the next step is to see that he is properly trained. If a Den Chief training conference is not scheduled in the future, the den leader or Cubmaster may give him temporary training. These are some of the things he needs to know.

RELATIONSHIPS how he works with the den leader and other leaders

DISCIPLINE how he can help the den leader maintain discipline by leading not pushing

PATIENCE important in dealing with Cub Scouts

BOY NATURE

how the viewpoint of an 8-year-old differs from that of an older BOY

SKILLS

how to lead songs, games, yells, and other activities

WHAT DO I DO WITH MY DEN CHIEF NOW THAT I HAVE ONE?

Let him take an active part in planning the den meetings. The experience of a Den Chief should be a learning one—for both of you. The den leader should meet with him monthly to make these plans; then meet briefly with him before and after each den meeting. Assign him specific responsibilities for the den and pack meetings. Let him know what you want but let him use his own resources. This BOY can become a valuable aid in livening up the meetings and keeping them moving.

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

Fortunately, most Den Chiefs serve because it is fun. . . because they like it. We should remember to recognize their efforts. The Den Chief's shoulder cords are presented in front of his troop as a visible means of recognition. Remember, praise your Den Chief. It doesn't take much to keep him happy. A simple "thank-you" or "you did a great job" will reinforce his enthusiasm and stimulate him to good performance. Packs often recognize their den chiefs with the Den Chief's Appreciation Certificate.

DEN CHIEF SERVICE AWARD

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

A MESSAGE TO DEN LEADERS:

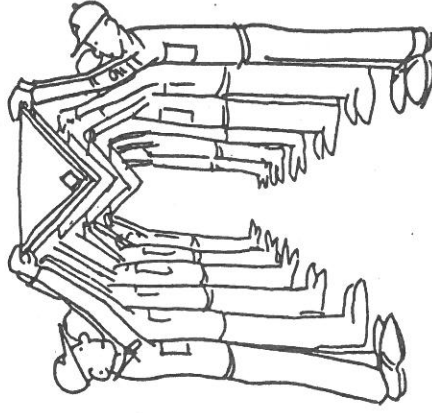
Always remember that your Den Chief is a busy young fellow. He is a member of a Boy Scout troop that stresses his advancement and outdoor experiences. He may be involved in several projects with his troop, his school, and his friends. Chances are he will lose interest in being a Den Chief unless you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

NECKERCHIEF ARCH CEREMONY

Boys form a line facing each other, remove their neckerchiefs, and hold it in their right hands. At signal they hand the loose end of the neckerchief to boy facing them. All neckerchiefs are raised from the neckerchief arch. Inductees pass under arch.

The arch may be formed as part of a ceremony to:

- Induct new boys into Pack or Den
- Welcome Webelos into Troop (arch formed by Boy Scouts)
- Honor boys receiving awards
- And so on _____



OUR HERITAGE

This ceremony is effective if done with lights out and a spotlight on the Cub Scout. A den leader or den chief unbinds the boy while the Cubmaster, standing in the back of the room, reads the script.

A Cub Scout stands blindfolded, gagged and bound at the wrists.

- Cubmaster: "This is an American boy. The American Revolution won him his freedom." (unbind wrists)
- "The Constitution guarantees him freedom of speech." (remove gag)
- "A free education has given him the ability to see and understand." (remove blindfold)
- "Help Cub Scouting teach him to preserve and to enjoy his glorious heritage, and to become a good citizen."

DEN CHIEF RECOGNITION CEREMONY

PERSONNEL: Cubmaster, a Cub Scout, new Den Chief, an older Den Chief, and a Den Leader

EQUIPMENT: Two 8' lengths of rope made of yarn, one blue and one yellow; table; scroll; copy of the Den Chief's Handbook

ARRANGEMENTS: Cub Scout stands on Cubmasters right holding blue rope. Other Den Chief on Cubmasters left holding yellow rope. Book is on the table.

CUBMASTER:

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

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

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

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

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

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

LEADER

Number of Players: 5 - 25
Length of Time: 20 - 30 minutes
Object of the Game: To guess who is directing the group to change from one motion to another.

To Play:
One person is chosen to be 'it', and is sent out of the room. One of the people left is chosen to be the leader.

The leader of the group directs the group in some kind of simple motion (e.g. hand-clapping, thumb-twiddling, whistling, tongue-clicking, etc.). All others in the group imitate the leader so everyone is doing the same thing, 'together'.

'It' is called back into the room and stands in the middle of the circle the others have formed. The leader changes the motion repeatedly. He and the others in the circle try to keep together, so that the leader is inconspicuous.

As the group does thru the pattern of motions, 'it' tries to guess who the leader is. 'It' gets only three guesses. If 'it' doesn't 'Find the Leader', he is 'it' again (maximum of two times to be 'it'). The leader always becomes the next 'it'.

Comments:
This game is most effective when played for shorter periods of time.

Purpose or Benefit:
"Find the Leader" shows the importance of cooperation and togetherness. This is a good game for children as well as adults.

MYSTERY SHADOW

Number of Players: 4 - 15
Length of Time: 15 - 45 minutes
Materials:
A large sheet, a lamp, a chair
Playing site:
A large sheet is hung at one end of the room with enough space to walk behind without being detected. In front of a doorway is ideal, or in a hallway. A lamp is set on a table behind the sheet and a chair placed a good distance in front of it.

Preparation:
The leader of the game prepares the sheet, lamp and chair as prescribed above.
The leader should test the visual effects of the lamp behind the sheet before the game is to begin.

Object of the Game:
For the detective to guess the identity of the figures behind the sheet. For the players to conceal their identity.

To Play:
One player is chosen to be the 'detective'. He is seated on the chair in front of the sheet. The other players take turns walking behind the sheet. The light behind the sheet creates a blurred shadow effect on their foam. They try to conceal their identity by walking (or crawling or dancing) in unusual ways, making facial expressions or other distorted movements.

The detective calls out names for each shadow. When he successfully identifies someone, that person becomes the detective.

Comments:

If there is no available doorway, hallway, or other place to hang the sheet so that the entrance and exit of the players walking behind it are concealed large blankets can be hung at both ends of the sheet. The players can then stand behind them to be hidden from the detective's sight.

Purpose or Benefit:

People of just about any age can play and enjoy "Mystery Shadow".

I SPY

Number of Players: 2 - 12
Length of Time: 5 - 30 minutes
Object of the Game: To guess correctly the object described.

To Play:

Players take turns being the 'spy'. The spy scans the room with his eyes until he finds an object he wants the others to guess. He describes it by saying, "I spy something (adjective)." He could say red, striped, dull, pointed, or fuzzy -- any one adjective that gives a clue.

The others try to guess what the spy described. If they are stumped, the spy can give them additional clues of the same kind until someone guesses correctly. The person who guesses correctly is the next spy.

Variation:

The spy reveals the first letter of the object to be identified. In this version, the spy says, "I spy something beginning with _____."

Purpose or Benefit:

Players are challenged to use perception and imagination.

thank-you, . . .
for brightening
my day.

HAGOO

Number of Players: 10 - 30

Length of Time: 20 - 60 minutes

Object of the Game: To walk the gauntlet without smiling or laughing.

To Play:

Players are divided into two teams which line up in rows facing each other, forming the gauntlet. Two players, one from each team, stand at opposite ends of the gauntlet and bow to each other, calling "Hagoo". "Hagoo" means 'come here' in the language of the Flingit Indians of Alaska, who invented the game.

The two players walk toward each other maintaining eye contact, then pass each other and walk to the end of the line. Both players try to keep a straight face the whole time.

In the meantime, players forming the gauntlet are trying their best to make the challengers laugh. Touching the challengers is forbidden.

The challengers who run the gauntlet successfully rejoin their own team. Those who smile or laugh join the opposing team.

The game ends when there is only one team, or when the players can take no more.

Purpose or Benefit:

This game allows everyone to try his best jokes and funny faces in an appropriate setting. It is also an excellent exercise in self-control.

JOKEs

Smart boy (getting on bus): "Well, Noah, is your ark full?"

Driver: "No, I'm short one donkey. Come on in."

Teacher: "Order, children! Order!"

Boy: "I'll have one hamburger, with onions, please."

Willy: "Did anyone laugh when you fell on the ice?"

Billy: "No, but the ice made some awful cracks!"

Joe: "I wonder how I can keep my dog off the street."

Mark: "Why don't you put him in a barking lot?"

Joe: "What do you get when you cross an alligator with a head of lettuce?"

Moe: "A big green salad that eats you!"

Jim: "How many controls do you have on your TV set?"

Jerry: "Six, most of the time. My mother, my father, and my four sisters."

Doug: "Is that elephant going to live with us?"

Mickey: "I guess so. He brought his trunk."

Mary: "What would you do if an elephant sat in front of you at the movies?"

Jim: "I'd miss seeing most of the picture."

Nick: "I'm studying 'gozinta' in school."

Dick: "What in the world is 'gozinta'?"

Nick: "You know what 'gosinta' is. Two goes into four, four goes into eight, and so on."

Son: "Dad, what race is the cleanest race in the whole world?"

Dad: "I don't know. Which one?"

Son: "The Soap Box Derby."

Science teacher: "All right, class, who can tell me what a transparent object is?"

Timothy: "It is something you can see through."

Science teacher: "That's right, Timothy. Can you give me an example?"

Timothy: "A doughnut."

Mother: "Bill, did you fall down with your good pants on?"

Bill: "Yes, Mother, there wasn't time to take them off."

Teacher: "Johnny, where is the Red Sea located?"

Johnny: "On my report card."

Bill: "Who was Snow White's brother?"

John: "I give up, who was?"

Bill: "Egg White, get the yolk?"

Scouts: "We just helped an old lady to cross the street."

Scoutmaster: "Did it take all three of you?"

Scouts: "Yes. She didn't want to go."

Jimmy: "My Dad shaves two times a day."

Bill: "My Dad shaves 50 times a day."

Jimmy: "Is he crazy?"

Bill: "No, he's barber!"

Nancy: "Six cats were sitting on a fence. One jumped off. How many were left?"

Mary: "Five, of course."

Nancy: "Wrong. There were none, because all of them were copycats."

MUSICAL BALLOONS

Number of Players: 6 - 25
Length of Time: 30 minutes
Materials: Balloons, enough for all but one player, a record player
Object of the Game: To have a balloon in your hands when the music stops.

To Play:

The players stand in a circle, all but one holding a balloon. Another person is in charge of the record player.

The record player is started and all the players start passing balloons, all in the same direction. When the music stops (the person at the record player lifts the needle), the player who does not have a balloon in his hands is out of the game.

Also, if a balloon pops, the person holding it is out of the game. A balloon is taken out each time a player goes out. The game continues until the winner is left.

Purpose or Benefit:

Coordination and quick reflexes are required for "Musical Balloons". It is also suspenseful.

GROUP LAP

Number of Players: 15 - 50
Length of Time: 10 - 30 minutes
Playing Site: Large open area
Object of the Game: To form a circle of people, each sitting on the lap of the person behind him.

To Play:

Players form a large circle, then turn so they are in single file. They should be fairly close together.

On a signal they all slowly bend to a sitting position where each can balance, sitting on the lap of the person behind, while the person in front sits on his lap. This requires coordination and proper spacing, and may take several attempts.

Once this is achieved, and players have their balance, they may attempt to walk. One player tells the group which foot to start with and counts to three. Players simultaneously move one foot slowly, then the other.

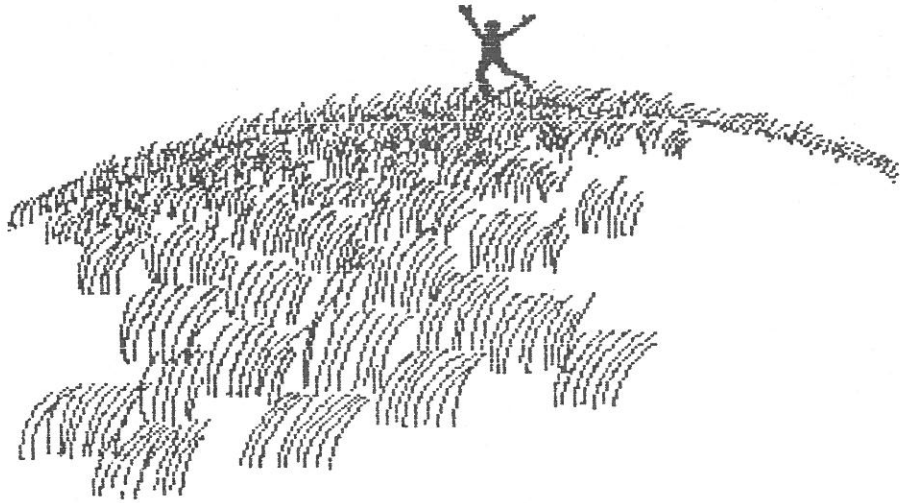
Comments:

This game is especially good for children and teenagers, preferably of the same sex. Those who are able to walk in this position have really accomplished something.

Purpose or Benefit:

"Group Lap" builds a sense of unity and togetherness in a group.

OUTSTANDING IN YOUR FIELD

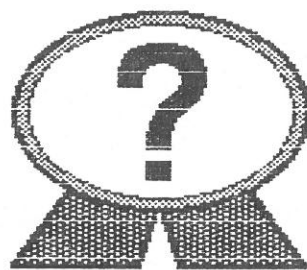


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**WHAT WILL I
BE WHEN I
GROW
UP ?**



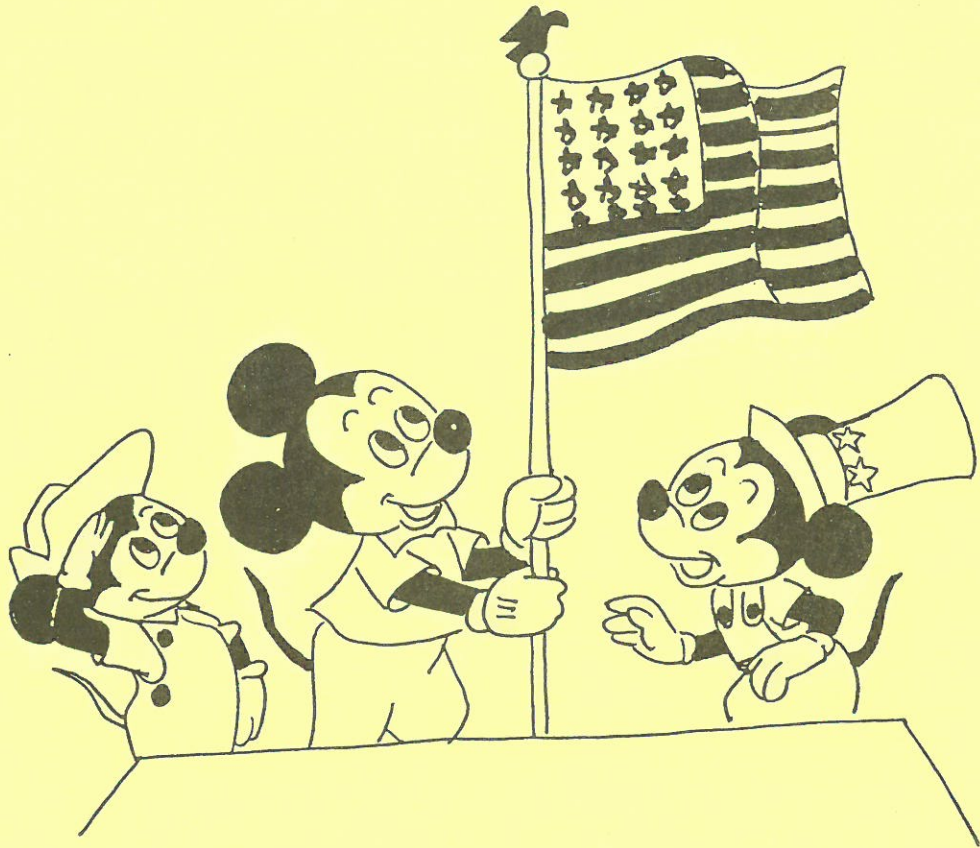
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WORST JOKE AWARD



signature



FLAG ETIQUETTE

FLAG ETIQUETTE

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The flag should not be displayed on days when the weather is inclement, except when an all-weather flag is displayed.

Many of the Nation's dry cleaners, in cooperation with the American Legion, will dry clean the National Flag free of charge between June 1 and 12 provided the owner of the flag promises to fly it on Flag Day, June 14.

When the flag is in such a condition, through wear or damage, that it is no longer a fitting emblem for display, it should be destroyed in a dignified way, preferably by burning.

You may see the flag used in ways that do not seem to give it due honor or respect. It is important for each of us to set the example and to teach others the correct flag ceremonies and uses of the flag so that we may show loyalty to our country.

FLAG TERMS

BADGE	Emblem, device, seal, usually on the field
BEND ON	Attach a flag to a halyard
BUNTING	Inexpensive cotton or thin wool cloth for flags and patriotic decoration
BURGEE	A small triangular or swallowtail pennant
CANTON	Upper corner of flag's own right; the point of honor; also called the union
COLORS	The national, regimental, or organization flag; a banner, standard, ensign
COURTESY FLAG	Another nation's flag hoisted on special occasion; example, a ship entering a foreign port
ENSIGN	National flag flown by a naval vessel; same as a standard in some countries
FIELD	The ground of each division of a flag, the U.S. flag is divided into a red and white-striped field and a white-starred blue field
FIMBRIATION	The narrow line separating the colors
FLAG HOIST	One or more signal flags on one halyard
FLY	Length of flag from end to end; also the end away from the canton, called the free end
FURL	To wrap or roll tightly; opposite of unfurl, meaning to allow a flag to fly freely
GARRISON FLAG	Large 20' by 38' flag
GROMMET	Metal eyelet for halyard
GROUND	Same as field
HALYARD	Rope for hoisting and lowering flag
HOIST	Width of flag at canton side; to raise a flag
PENNANT	Triangular, swallowtail flag or streamer
POST FLAG	10' by 19' flag
REEVE	To pass a rope through a pulley
RETREAT	Lower flag at sundown

RUN UP A FLAG Raise it smartly

STAFF The pole a flag hangs from

STANDARD A banner; ensign colors; personal banner of a ruler; flag of mounted or mechanized units

STORM FLAG 5' by 9'6" flag flown in bad weather

STRIKE THE FLAG To lower flag as sign of surrender

SWALLOWTAIL Tapering flag with free end divided into two or more pointed tails

TRUCK Top of flagpole to which flag is hoisted; often has ornament attached to cap

UNION Same as canton; also, the whole of a flag as the union jack on U.S. naval vessels

VEXILLUM A square flag of the ancient Roman cavalry

VEXILLARY A standard bearer in ancient Roman legions

I PLEDGE ALLEGIANCE

How halfheartedly we hear and see many persons salute our flag. Often it is done in a routine fashion and sometimes even with a veiled apology by a leader who may say, "Now, by regulations, we must have our flag salute." Often the Chairman may merely stand and announce, "Stand, ready, begin!"

What a splendid opportunity is being missed! Let us urge those who have the privilege of leading the flag salute to put some meaning into it. Just a few words to suit the occasion and the persons concerned could be given and the emphasis would be on the meaning and purpose of our flag salute instead of mere repetition of words.

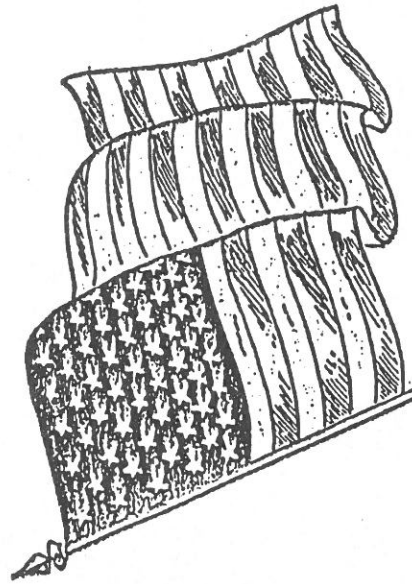
Here are a few suggestions:

1. Today, let us salute the flag in honor of our founding fathers who had visions of today's America.
2. Please join me in saluting the flag of our county, the emblem of truth and justice.
3. When we realize what our flag stands for, it is with genuine enthusiasm we salute the flag of our country.
4. We will now salute the emblem of America, the flag of the United States.
5. In peace and war our flag flies proudly because Americans are not forgetful of others. Please join me in saluting our flag.

FLAG CEREMONIES

Things to remember and flag etiquette:

- A. Keep flag ceremony simple.
- B. Handle flag always with dignity and respect.
- C. The flag of the U.S. is carried at the marching right (the flag's own right) or when there are several other flags, it may be carried in front of the center of that line.
- D. The color guard is made up of a color bearer for each flag used, and at least two color guards for the entire group. If an outdoor ceremony, it is advisable to have 4 color guards for the American Flag in order to fold and unfold the flag properly.
- E. **COLOR GUARD AND BEARERS NEVER JOIN IN THE SINGING, SPEAKING OR SALUTING DURING THE FLAG CEREMONY.**
- F. There is absolute silence from the time the procession starts from a given point.
- G. The salute by the group, begins when the first clip of the American Flag is fastened to the flag rope and is held until the flags reach the top of the pole. When lowering the flag, the salute begins when the flag starts down and is held until the last clip of the American Flag is loosened from the rope.
- H. The ceremony takes place **AFTER** the flags have been raised or **BEFORE** they have been lowered, since the ceremony is for the flags and they should be in position during the ceremony. The ceremony itself varies. It may consist of appropriate poetry, Pledge of Allegiance, Promise, singing, etc.



48

I AM YOUR FLAG

For over 200 years, "Old Glory" has waved -- 1777 to 1987.

I was born on June 14, 1877, over 200 years ago.

I am more than just cloth shaped into a design.

I am the refuge of the world's oppressed people.

I am the silent sentinel of freedom.

I am the emblem of one of the greatest sovereign nations.

I am the inspiration for which American patriots gave their lives and fortunes.

I have led your sons into battle from Valley Forge to the jungles of Vietnam.

I walk in silence with each of your Honored Dead in their final resting place beneath the white crosses, row upon row.

I have flown through Peace and War, strife and prosperity and amidst it all I have been respected.

My red stripes symbolize the blood spilled in defense of this glorious nation.

My white stripes signify the purity which we strive to maintain.

My blue field inditates God's heaven under which I fly.

* * * * *

My stars, clustered together, unify fifty states as One, for God and Country. "Old Glory" is my nickname, and proudly I wave on high.

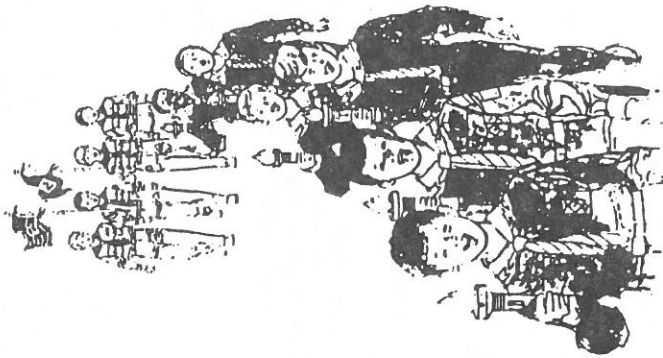
Honor me, respect me, defend me with your lives and fortunes.

Never let my enemies tear me down from my lofty position, lest I never return.

Keep alight the fires of patriotism, strive earnestly for the spirit of democracy.

Worship Eternal God and keep His commandments, and I shall remain the bulwark of peace and freedom for all mankind.

I AM YOUR FLAG!



49

THE FLAG OF AMERICA

The flag is assembled on a base during the program. Cut a 26" x 4' cardboard rectangle. Place it on an easel. From cardboard, cut 7 strips 2" x 24" and 6 strips 2" x 14". Color strips. Cut a square of blue and add 50 stars. Back all building pieces with plenty of 2 sided tape.

Cub #1: Our flag is sometimes called the Stars and Stripes. The stars and stripes are there for a reason.

Cub #2: In the corner of the flag is a field of blue -- like the sky.

Cub #3: On this there is one star for each of the current United States.

Cub #4: Once there were 13 stars here. Now there are 50.

Cub #5: The stripes are red and white.

Cub #6: George Washington said the red was taken from the red in the flag of England.

Cub #7: And the white broke up the red to show America had separated from England.

Cub #8: There are 13 stripes, one for each of the original colonies.

Cub #1: Virginia

Cub #2: North Carolina

Cub #3: Massachusetts

Cub #4: South Carolina

Cub #5: New Hampshire

Cub #6: Pennsylvania

Cub #7: Maryland

Cub #8: Georgia

Cub #1: Connecticut

Cub #2: New York

Cub #3: Rhode Island

Cub #4: New Jersey

Cub #5: Delaware

(As each colony is named, a stripe is added to the base)

Cub #6: The Stars and Stripes is a beautiful flag.

Cub #7: Will everyone now rise and join us in singing 'The Star Spangled Banner'.

Cub #8: Thank you. You may be seated.

50

FLAG CEREMONIES AT DEN MEETINGS:

Ceremonies led by Den Chief or Denner:

"The Fourth of July, Independence Day, marks the birthday of our nation. As we salute our flag, let us agree to be a good citizen during the coming year."

"The red in our flag stands for courage and bravery. Today, as we salute our flag, let us remember our men in the armed forces who are serving us and our country."

"Thirteen stripes and 50 stars...this phrase can only refer to our U.S. Flag. Let us remember the history behind the stars and stripes as we salute our flag."

"Join me in saluting the flag of our country, the emblem of truth and justice."

"Fold the U.S. flag and explain why the flag is carefully folded in shape of tri-cornered hat, worn by Revolutionary soldiers who won American independence. In folding, the red and white stripes are finally wrapped into the blue, as the light of day vanishes into the darkness of the night."

LET'S BE OLD FASHIONED

FLAG CEREMONY

Narrator starts: "Let's be old fashioned."

There are those in this country today who belittle patriotism and call it old fashioned to wave the American Flag ... They are the same people who do not stand when the Star Spangled Banner is played or remove their hats or salute when the flag passes by.

We, as Scouts, have learned to pity them for we recognize that to them Old Glory is just so much red, white, and blue cloth. They have never been taught, or they have forgotten that our flag is made up of blood, tears, pain, and untold hardship and sacrifices ... That hundreds of men have given their lives rather than to see it touch the ground.

No, it is not just cloth... It is made up of the ideals of freedom, justice, and democracy which are the very foundation of America and our American way of life. As long as it flies, it will always be the symbol of hope to the enslaved people of the world. As long as it shall wave over America it will spread to the world the message that we, as a people, "care" for those denied freedom and the proper dignity for men.

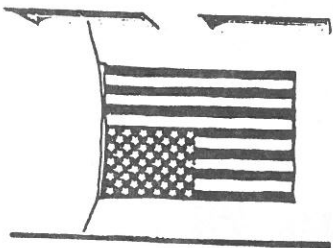
If paying respect to Old Glory and loving with all our heart the things for which it stands is "Old Fashioned", then pray God that we all are and will remain "Old Fashioned."

Now, may I ask each of you to please rise.

WAIT

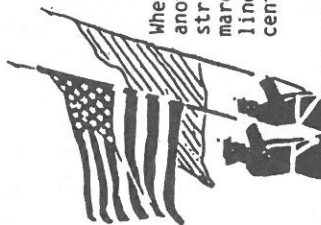
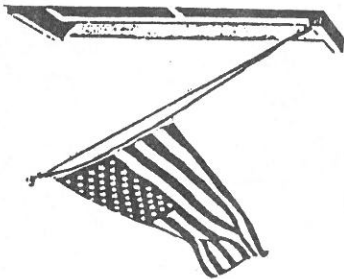
Place your hand over your heart or make the Scout salute and recite with me the Pledge of Allegiance to the Flag of the United States of America.

51

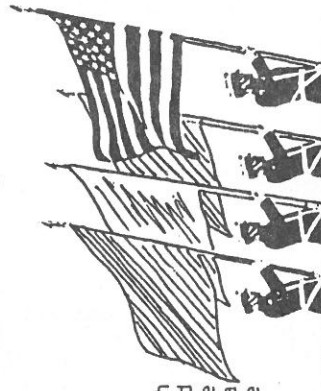


When the flag is displayed from a staff projecting horizontally or at any angle from the window sill, balcony, or front of a building, the union of the flag should go to the peak of the staff (unless the flag is to be displayed at half-staff).

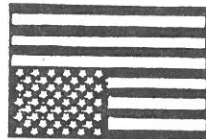
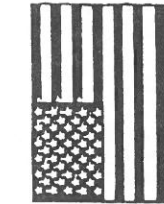
When the flag is suspended over a sidewalk from a rope extending from house to pole at the edge of the sidewalk, the flag should be hoisted out from the building, toward the pole, union first.



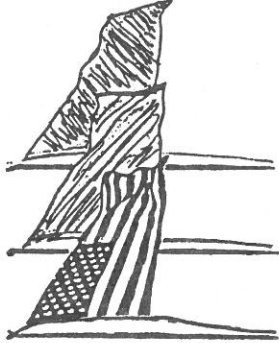
When carried in a procession with another flag or flags, the stars and stripes should be either on the marching right, or when there is a line of other flags, in front of the center of that line.



When the flag is displayed in a manner other than being flown from a staff, it should be displayed flat, whether indoors or out. When displayed either horizontally or vertically against a wall, the union should be uppermost and to the flag's own right, that is, to the observer's left. When displayed in a window it should be displayed in the same way, that is, with the union or blue field to the left of the observer in the street.



When a number of flags of states or cities or pennants of societies are grouped and displayed from staffs with our National flag, the latter should be at the center and at the highest point of the group.

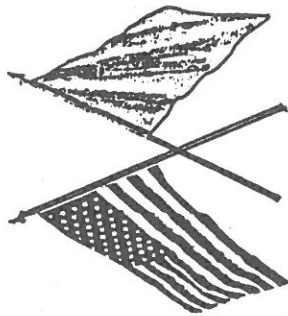
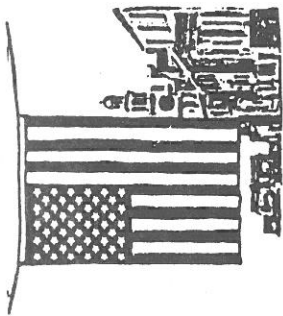


When the flags of two or more nations are displayed, they should be flown from separate staffs of the same height; and the flags should be of approximately equal size. International usage forbids the display of the flag of one nation above that of another nation in time of peace.

When the flag is used to cover a casket, it should be so placed that the union is at the head and over the left shoulder. The flag should not be lowered into the grave or allowed to touch the ground.

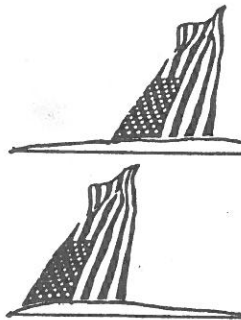


When displayed over the middle of the street, the flag should be suspended vertically with the union to the north in an east/west street, or to the east in a north/south street.

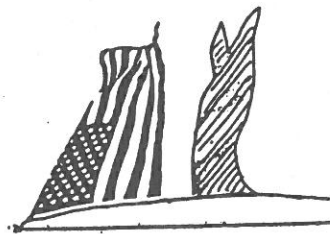


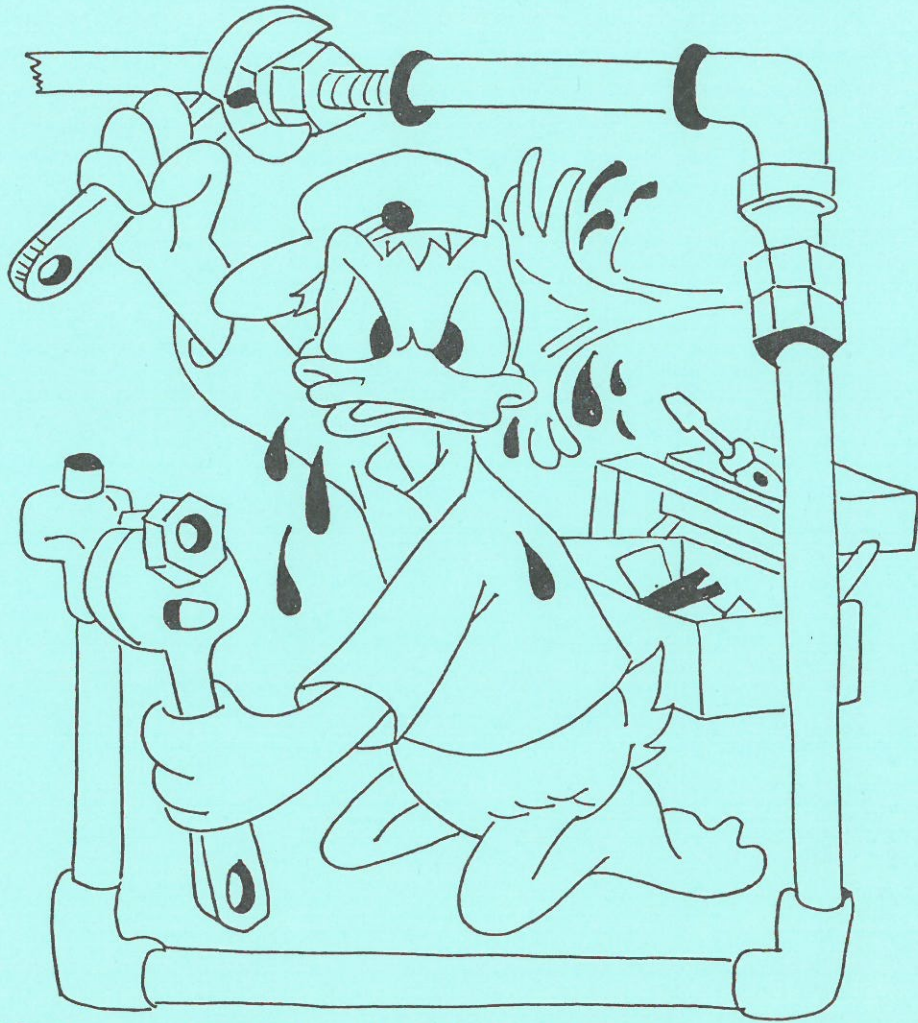
When displayed with another flag from crossed staffs, the flag of the United States of America should be on the right (the flag's own right) and its staff should be in front of the staff of the other flag.

When it is to be flown at half-staff, the flag should be hoisted to the peak for an instant and then lowered to the half-staff position; but before lowering the flag for the day it should again be raised to the peak. "Half-staff" means the position of the flag when it is one-half the distance between the top and bottom of the staff. On Memorial Day display at half-staff until noon only; then joist to the top of the staff.



When flags of states or cities or pennants of societies are flown on the same halyard with the flag of the United States of America, the latter should always be at the peak. When flown from adjacent staffs the Stars and Stripes should be hoisted first and lowered last.





HOW TO LOCATE
AND USE RESOURCES

HOW TO LOCATE AND USE RESOURCES

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

DISTRICT

Arapahoe
Centennial
Frontier
Gateway
Timberline
Valley

MEETING NIGHT

The first Wednesday of the month
The first Thursday of the month
The first Thursday of the month
The first Thursday of the month
The first Thursday of the month

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

IS THERE MORE?

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

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

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

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

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

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

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

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

WHERE DO YOU GO FROM HERE?

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

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

WHAT NEXT?

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

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

NEXT?

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

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

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

7. THE DENVER AREA COUNCIL OFFICE and DENVER SCOUT SHOP located on West 19th Avenue by Mile High Stadium are filled with local and national Scout publications that can be yours for the asking or to purchase. Much time and research have gone into these publications. The ideas work and only need to be fitted to your situation. It is a fun place to spend some time. The people who work there are very willing to help you and answer your questions.

8. The PUBLIC LIBRARY is also a source of ideas. The library is a place to take the BOYS—one idea leads to another. The school librarian may be able to offer your ideas and show you material the BOYS are studying in school. Although you may not be able to take material from the school library, you can probably make copies and the ideas are waiting for you.

9. There are CRAFT MAGAZINES of all kinds available; Pack-Ofun is the first to come to mind. Subscription information can usually be found in Scouting magazine. Maybe your Pack library has some old copies—hurrah! There are more craft magazines out there—dig in and use them.

10. Never underestimate the value of OTHER SCOUTING VOLUNTEERS. If you have been to Cub Leader Training, you have met some of them. At Roundtable, the same faces keep popping up! Some are not leaders now but remember "when." Most are willing to share their experiences.

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

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

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

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

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

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

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

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

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

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

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

By Marjorie Holmes

SCOUT TALK

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Bobcat - Entrance rank into Cub Scouting, regardless of age

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Tour Permit - Every unit traveling should have registered a form with Council
Training Course - A course designed to help train Cub Leaders in all phases of the program

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

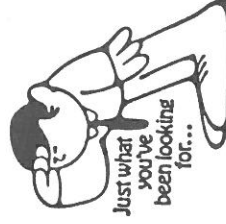
Unit - A Cub Scout Pack, Boy Scout Troop, Varsity Team, or Explorer Post; each has a unit leader and committee

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

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

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

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



Law of the Pack - The Cub Scout follows, helps, gives; a Bobcat requirement
Living Circle - A ceremony for Cubs (See Cub Scout Leader's Handbook)

Members of the Committee (MC) - Parents and friends of a Cub Scout Pack who help in the planning and organizing of the Pack and activities

National Office - Main office of Boy Scouting located in Irving, Texas

Pack - The unit that conducts the Cub Scout program for the Chartered Organization

Pack Committee - The committee appointed by the Chartered Organization to administer the affairs of the Pack

Pack Meeting - Monthly meeting of dens for advancement and awards, also songs, demonstrations, games, skits, and varied other activities; the entire family attends the Pack meeting

Philmont Scout Ranch - A Scout camp located in New Mexico open to all Scouters; includes a center for volunteer and professional training

Pinewood Derby - A Pack racing competition where Cubs and an adult work together to make model pinewood derby cars and compete for prizes

Pow Wow - An activity held for leaders on a Council basis for the purpose of supplemental Cub Scout training in Pack administration, crafts, ceremonies, games, Webeles activities, and other related areas

Program Kickoff - A meeting held in August for Unit Leaders where the District program for the new year is distributed to each unit. This is usually the August Roundtable

Program Planning Conference, Annual - Meeting of all Pack leaders and interested parents to plan the Pack's program for the coming year; usually held after the Program Kickoff

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

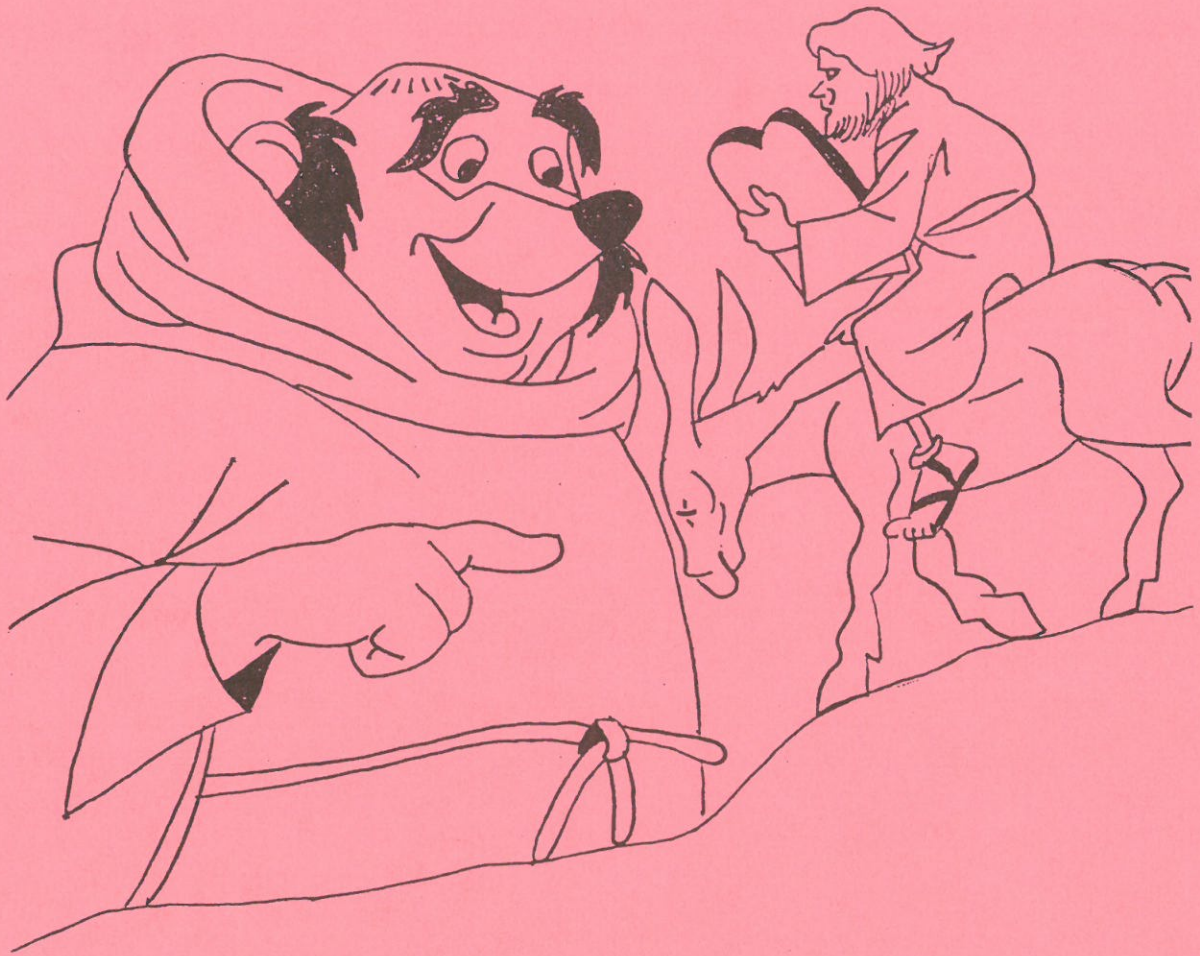
Roundtable - Monthly, District meeting for all Pack leaders with ideas for planning and running den and Pack meetings

School Night for Scouting - A program held for membership drive; usually the 3rd Thursday in September

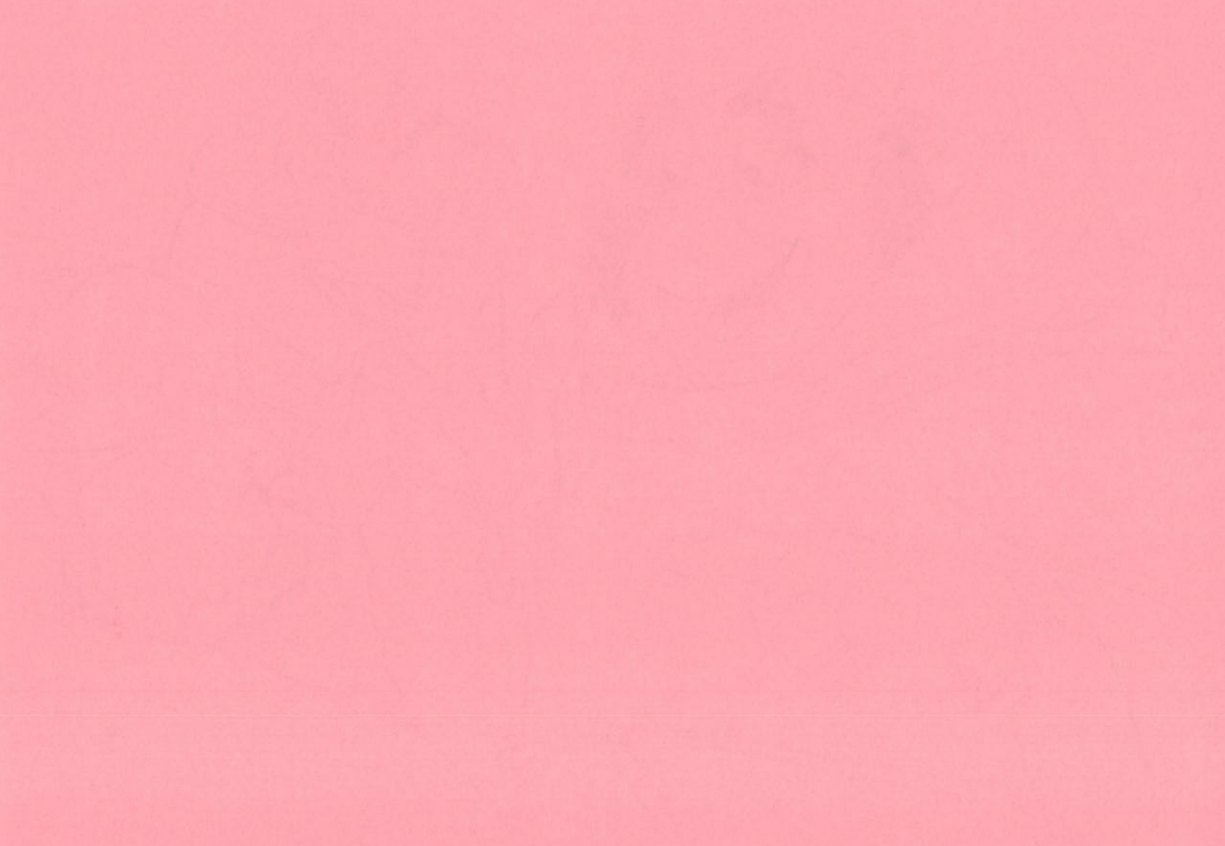
Scouting Coordinator - The liaison between the Chartered Organization and the Scout unit; represents the unit to District and Council

Service Star - An insignia to denote the number of years in the program; worn on the uniform

Silver Beaver Award - Recognition accorded a Scouter for distinguished service to BOYS within the local Council



RELIGIOUS AWARDS



REFLECTIONS
AWARDS

RELIGIOUS EMBLEMS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PRAYERS IN CUB SCOUTING

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

Prayers for Pack or Den Meetings

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

Prayer For Scouting's Birthday

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

There is a new 800 number for prayer. It is 1-800-933-7729 (pray).

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

the earth

has turned again

to bring forth

one more day of life...

let us give it thanks.

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

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

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

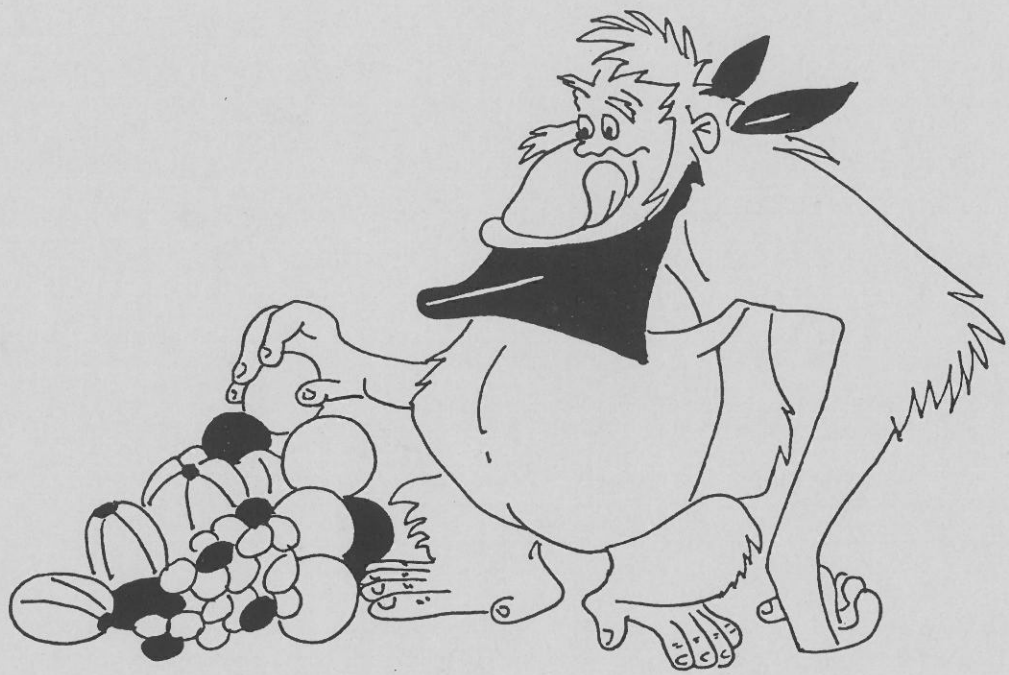
When the BOY has come forward he should be congratulated by the Cubmaster and the Pack.

RESOURCE MATERIAL

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

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

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



SPECIAL HEALTH
CONCERNS

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

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

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

TRANSMISSION:

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

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

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

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

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

There is a place in Scouting for all BOYS!

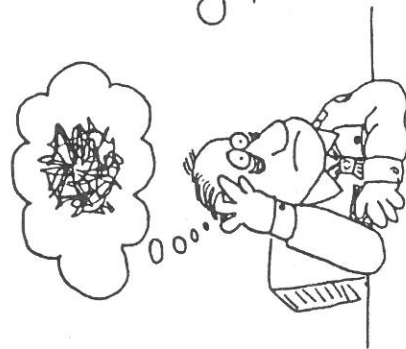
AIDS is a complicated disease, and raises ongoing questions. In an effort to assist parents and professionals in discussing and making decisions regarding AIDS, the Colorado Medical Society has networked together a speakers bureau whose speakers are ready to serve throughout the school districts in Colorado.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

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

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

The Red Cross offers brochures for AIDS education.

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



IS THE CUB PROGRAM
GETTING YOU DOWN?

CUB LEADER BASIC
TRAINING CAN HELP!

JOIN US!

WHY SCOUTING FOR THE HANDICAPPED?

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

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

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

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

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

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

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



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

BY LORAIN STERN, M.D.

FOR SERIOUS

EMERGENCY!

CALL:

911

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

ADAPTED FROM RECOMMENDATIONS OF THE AMERICAN ACADEMY OF PEDIATRICS

CHOKING

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

For infants under 1 year:

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



ILLUSTRATIONS: TERMINO DESIGNS

For children over 1 year:

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

CONVULSIONS

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

DROWNING

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

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

For infants under 1 year:

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

For children over 1 year:

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

CPR

FOLLOW DROWNING INSTRUCTIONS IN NUMBERS 2-4



3. If the child vomits, turn the child to the side to prevent choking.
4. Check for a pulse—in the neck of a child next to the windpipe or over the heart or the inside of the upper arm for an infant.

If there is no pulse:

Infant: Using two fingers on the breastbone between the nipples, compress the chest 1/2 to 1 inch at a rate of between once and twice a second. Breathe for the child once every five compressions—about 20 times a minute.

Child over 1 year: Using the heel of the hand over the lower breastbone, compress the chest 1 to 1/2 inches about 60 times a minute. Breathe once for the child every five chest compressions—about 15 times a minute.

5. Don't stop until the child breathes, the paramedics come or you are at the point of exhaustion. Children can survive remarkably well, especially if they were in cold water.
6. Keep the child warm by removing wet clothes and covering with blankets.

SERIOUS BURNS

(Minor: See other side)

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

Electrical burns:

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

Inhalation burns:

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

SEVERE ALLERGIC REACTIONS

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

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

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



BEE, WASP AND ANT STINGS

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

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

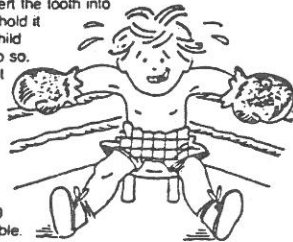
NOSEBLEEDS

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



KNOCKED-OUT TOOTH

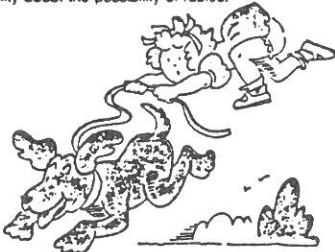
1. Rinse the tooth gently in running water to clean it. Do not scrub it or use any soap or cleaning agent.
2. Gently insert the tooth into the socket and hold it there—if your child allows you to do so.
3. If you can't insert the tooth, put it in a clean container and cover with milk, preferably, or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



ANIMAL AND HUMAN BITES

All bites, including human, easily become infected.

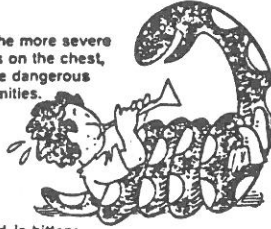
1. Wash the bite with soap and water gently.
2. Cover with sterile gauze.
3. See your doctor for any bite on the head or neck, or a severe bite elsewhere.
4. Check your child's last tetanus shot and ask your doctor if a booster is necessary.
5. Check with your pediatrician or emergency facility about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



SNAKE BITE

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

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



SPLINTERS

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



BROKEN BONES

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



WHEN DOES A CUT NEED STITCHES?

See your doctor quickly for:

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



HEAD INJURIES

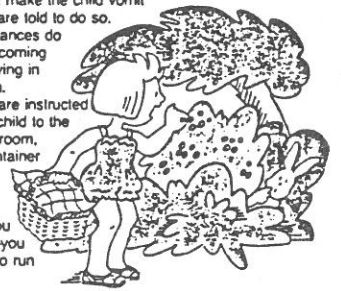
The immediate sign of serious head injury is loss of consciousness, occurring either immediately or a short time after. If your child is knocked out, call 911 to transport the child to an emergency room. Most head injuries, however, are minor and require only close watching.

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

POISONING

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

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



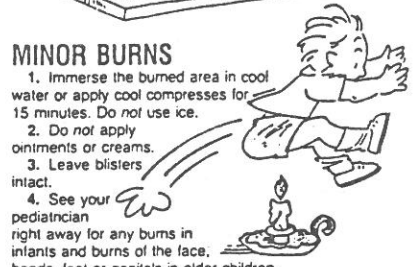
BLEEDING

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



MINOR BURNS

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



EYE INJURIES

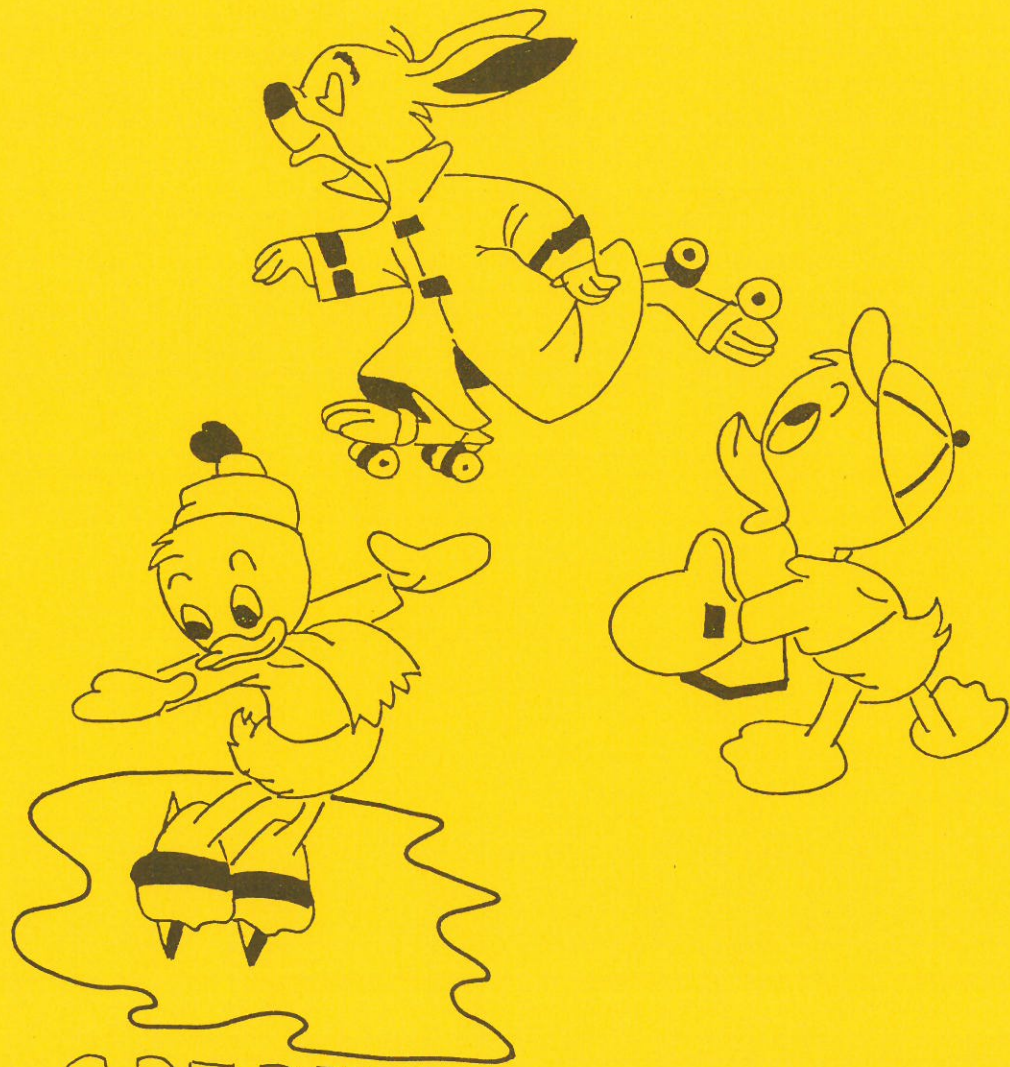
Never use drops or ointments for any injury without checking with your doctor. Chemicals in the eye:

1. Hold the eye open under running water for 15 minutes or as long as the child will let you.
 2. Call your pediatrician, poison-control center or ophthalmologist with the exact name of the substance to find out if your child should be seen.
- Foreign material in the eye:
1. If you can see the offending matter, try flushing with water or wiping a moist cotton swab gently over it.
 2. If it is not easily removable, bandage both eyes shut to relieve pain and get the child to your pediatrician, ophthalmologist or emergency facility. Sometimes what seems like something in the eye is really a scratch.
- Blunt trauma to the eye:
- Always see a doctor, especially if there is a black eye, swelling, or if your child complains of flashing lights, floating specks or blurred vision.
- Sharp objects or missiles striking the eye:

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

TURN OVER FOR ...

CPR • CHOKING • DROWNING • SEVERE BURNS • SEVERE ALLERGIC REACTIONS • CONVULSIONS



SPORTS AWARD
PROGRAM

SPORTS PROGRAM

I. PURPOSE

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

II. PROCEDURES

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

III. RECOGNITION

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

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

- B. PINS—Pins are earned by a point system. The BOY earns one point for every thirty minutes of practice. No more than five points may be earned in any one day. When 60 points are earned the BOY has qualified for his pin as long as the points were accumulated within a 90-day period. A record of this point system is kept by the BOY and his parent on a progress record, a copy of which is in the back of each book.
Pins are displayed on the Cub Scout Sports Letter.
- C. LETTERS—A sports letter may be earned in one of two ways:
 1. By earning a belt loop and pin in any activity.
 2. By involving an adult in earning a sports pin.Letters may be displayed on a brag vest or on civilian clothing but not on the uniform.
- D. ADULT RECOGNITION—The adult earns a pin (not necessarily the same one the BOY earns) by the exact same point system as the BOY. There is a separate record in the back of each book for an adult partner. The BOY and adult may practice together.

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

- E. If their pack decides to have the Sports Program, each and every Cub Scout in their pack will first receive the Sports Patch without doing anything. When new boys are of age to join their pack they also will receive a Sports Patch.

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

IV. RECORD KEEPING

- A. ADVANCEMENT REPORTS—There currently exists an official sports advancement report. While it does omit a few sports, recently added to the program, it is functional and should be used for reporting the advancement chairman.
- B. INDIVIDUAL RECORDS—There is no official form at this time for keeping a record of a BOY'S progress in the sports program. You should, however, keep a record of recognitions received with the BOYS permanent records even if its on a sheet of paper.
- C. ADVANCEMENT CHARTS—There currently is no advancement chart on sports. It is not required but is FUN. If you decide to do one keep it simple as the sports program is continually adding sports.

V. RESOURCES

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

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

VI. INTERPRETATION

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

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

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

VII. SPECIAL NEEDS BOYS

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

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

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

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

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

VIII. TIPS

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

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

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

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

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

Cub Scout Sports Den Recognition Report

When requesting Cub Scout sports recognition items, den leaders should enter **B** for belt loops, **P** for pins (enter **2P** if the request is for the Cub Scout and his adult teammate), and **L** for sports letter. Present the den's recognition report at the next pack leaders' meeting so that a composite pack request can be made. Awards should be available for presentation at the next pack meeting.



	Sports Belt Loops, Pins, and Letter																						
	Archery	Badminton	Baseball	Basketball	Bicycling	Bowling	Fishing	Golf	Gymnastics	Marbles	Physical Fitness	Skating	Skiing	Soccer	Softball	Swimming	Table Tennis	Tennis	Ultimate	Volleyball	Sports Letter		
Den _____																							
Pack _____																							
Names																							

Den Leader _____ Signature _____ Date _____

No. 2157A

1987 President

WORK SHEET FOR BUILDING A PACK SPORTS PROGRAM

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

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



STRESS MANAGEMENT

WHAT IS STRESS?

Stress is any disruption of the body's physical, chemical, or mental functioning. Technically, stress is the body's responses to stressors (sources of stress). A stressor can be anything that threatens you, pushes you, prods, or worries you; anything that speeds up, keys up, or tenses your body. The responses include both physical reactions and psychological changes. Physical reaction might be elevated blood pressure, headaches, restlessness, or sweaty palms; psychological change could be worry, depression, anxiety, or feelings of unimportance. Examples: You have a deadline to meet and have to work faster and longer. You are under stress. Your young child has a very high fever during the night and you are quite upset and worried and worn from lack of sleep. You are under stress. You may have to lay off a couple of employees for economic reasons, and this bothers you especially because they have families to support. You are under stress.

Stress is unavoidable, and some stress is even beneficial. Called "eustress" or good stress, it excites you, pushes you to achieve, to cope with a problem, to get things done. Speaking before a group, getting ready to go on vacation, competing in sports, or entertaining guests can be stressful, yet rewarding.

So stress can be positive or negative. It can be likened to the tension on a violin string - you need enough tension to make music, but not so much that the string snaps.

Stressors - the sources of stress - can be classified as environmental (or external) and psychological. Environmental stressors are life events or situations that are stressful to the individual; for example, a sick family member, an unreasonable boss, deadlines, noise, long hours, or crowded living conditions. Sometimes small things cause stress: not being able to find your car keys, running out of gasoline when you're in a hurry, or locking yourself out of your home. Psychological stressors, on the other hand, are things that you do in your head that stress you, such as constant worry, unrealistic fears, excessive competitiveness, unresolved resentment, and feelings of inadequacy.

THE STRESS RESPONSE

All stress - exciting, joyful events as well as fearful, depressing ones - provoke a basic reaction called the "fight or flight" reaction or the "stress response." A hormonally stimulated reaction of arousal and alarm prepares your heart, nervous system, muscles, and other organs to face the challenge at hand. "Distress" occurs when stress reactions come too frequently or are too intense.

When the stress response is activated, certain signs and symptoms become evident. They can be classified into three categories:

BEHAVIORAL. Heavier smoking and use of alcohol or drugs are often signs of stress, as are absenteeism and lowered job performance. Increased errors, diminished concentration, and forgetfulness are also common reactions to stress. Other behavioral indicators include a drop in energy level, lack of enthusiasm, and pulling away from people.

PHYSICAL. Elevated blood pressure, headaches, pain in neck and shoulders, and visible restlessness or nervousness are some of the physical indicators of stress. Stress may also show itself in increased urination, sweaty palms, shallow breathing, sleeping difficulties, or stomach upset.

EMOTIONAL. Most common among the emotional indicators are worry, irritability, depression, and low morale. A person under stress may experience a dislike of self, a sense of futility, and feelings of unimportance, and may begin to blame others for his or her circumstances and become increasingly suspicious and distrustful.

Experiencing any one or two of the signs of stress does not necessarily mean something is wrong. However, anyone who experiences several of these stress indicators should ask these questions: "What's going on in my life that may be stressing me? Am I in control of things? Is there anything I want from the key people in my life that I'm not getting?"

In summary then, stress is made up of an event (the stressor) an emotional response (how we feel about it) our interpretation of the event and the coping method we use to deal with it.

TECHNIQUES FOR COPING WITH STRESS

There are several ways you can control stress. You can remove the sources of stress in your life, or remove yourself from the stressful situation, so you are exposed to less stress. You can equip yourself so that when stress comes along it meets a well-prepared mind and body. And you can learn how to deal with stress when you meet it head-on in specific situations. The sections below address each of these of these approaches, as well as what not to do.

ESCAPING AND REMOVING STRESS

Often, the easiest way to remove stress is to escape it. You can go away and leave the stress behind. Or you can remove the sources of stress from your life. Not all stress can be escaped; if you want to live in a large city, for instance, you will have to cope with crowds. The two sections after this offer tips for dealing with stress that you're stuck with. But first ask yourself how much stress you can get rid of. Maybe it's more than you think.

1. Ask yourself what activities or events make you feel tense or frustrated. See if you can change or avoid these events. (If you hate driving home in rush hour, try taking the bus. If a certain relative drives you crazy, try to avoid frequently seeing that person.)
2. Reduce the amount of noise you are exposed to. Use the bedroom, or rent an apartment on the side away from the street. Move noisy appliances away from the walls. You can think of other ways to reduce the noise.
3. Learn your own energy rhythms and try to work with them. If you are a morning person, use the time for your more challenging work. If you are an owl, try to use the morning for routine tasks that you could do in your sleep.
4. Plan your time schedule in advance. If you have too much work to do, decide what's the most important and what you can eliminate.
5. Allow a little extra time for everything. Leave a few minutes early when you are going someplace so you won't have to hurry. Leave some time in your day for the unexpected.
6. Learn to say "no." "No, I'm sorry, but I can't help you. I have too much work of my own to do." "No, I would love to see you, but I need some time to rest this week." "No, I don't really enjoy the activity you are suggesting."
7. Examine your own attitudes and ask yourself how you may be creating unnecessary pressure for yourself. For example, do you always try to beat the red light? Do you always have to do better at an activity than the next person? Pick one area and try practicing a more casual attitude. Maybe next time you play a game with some friends, you could forget about winning and concentrate instead on helping other players to improve their performance, or on playing just for the fun of it. It's hard to change old habits, do keep on practicing the new approach for awhile. If you find yourself getting comfortable with it, look for other areas where you can reduce the pressure you put on yourself.
8. In a similar manner, look at the underlying values that influence the choices you make. Do you always take every opportunity to advance your career because you believe you owe it to yourself and your family? Do you always spend your holidays with your parents because it's your duty, even if you don't want to? Ask yourself what you would most like to do. Now ask yourself what will be the consequences of not doing what you think you should do. Are they all that bad? What difference will it make five years from now? It is not being suggested that you become irresponsible, but that you decide for yourself what your real responsibilities are.
9. Reduce or eliminate entertainment that causes you to feel tension, such as newspapers, competitive spectator sports, and certain T.V. programs.

10. Plan around major life changes as much as you can. Go easy on yourself when a big event happens to you. If possible, space big events out so they don't happen too close together. For example, don't move to a new city and adopt a baby in the same year. Don't change careers while you are going through a divorce.

EQUIPPING YOURSELF TO COPE WITH STRESS

Since a certain amount of stress is inevitable, it pays to improve your ability to deal with it effectively. The suggestions below involve improving your physical health and your body's ability to handle the stress response, learning skills to handle stressful situations better, and acquiring resources that can help you cope. You may not choose to incorporate all of the ideas into your life immediately, but whatever you do will help you.

1. Exercise regularly in some vigorous activity that develops the heart and lungs (such as jogging, swimming or bicycling). Twenty to forty minutes of strenuous exercise three to five times a week can work wonders for your ability to cope with stress. Such exercise can eliminate stored-up stress, prepare you to handle future stress, and make you feel very good. Beware of competitive sports if you tend to become angry or anxious when playing to win. Check with your doctor before you start.
2. Eliminate smoking. The nicotine in tobacco produces a stress response in your body, in addition to the other harmful effects of smoking. If you can't quit "cold turkey," cut down while you are working up to it. If you don't smoke, avoid secondhand smoke from other people.
3. Eliminate or reduce caffeine in your diet. Caffeine also stimulates as stress response. Sources of caffeine include coffee, black and green tea, cola drinks, chocolate, many pain-killing preparations and stay-awake products.
4. Reduce salt in your diet. Salt increases the amount of fluid your body retains and this can lead to nervous tension and raised blood pressure. You can use lemon juice, spices and herbs to flavor your foods.
5. Eat plenty of fresh fruit and vegetables, nuts, beans and whole grain foods for a healthy supply of vitamins and minerals. Eat regular meals and a variety of foods. Remember breakfast so you will have sufficient energy through the morning.
6. Get as much sleep as you need. Individual sleep requirements vary, so experiment to find out how much you need to maintain energy and alertness. Try to sleep on a regular schedule for more consistent rest.

MEETING STRESS HEAD-ON

There are those times when you know you are experiencing stress right now. What can you do to deal with this particular situation while it is happening?

1. Practice deep breathing in tight situations. Exhale slowly as far as you can and then slowly fill your lungs from the diaphragm. Hold for a few seconds and repeat. Do it three to ten times.
2. Close your eyes and relax. Visualize yourself in a pleasant place, lying on a beach, floating in a mountain stream, enjoying the vista from a mountain peak, or whatever scene represents peacefulness to you. Or visualize the stressful situation as you would like it to be. This might give you some ideas about what changes you can make.
3. Take a break. Go for a walk, do a few stretching exercises, or do something distracting for a moment. Then come back to the situation in a calmer frame of mind.
4. Ask yourself how important is the situation which is causing you stress. If someone has been rude to you, for example, does it really matter? Can you decide not to let it bother you?
5. If the problem is important, confront it directly whenever possible, especially if it is likely to recur. If someone is being unfair to you, is pressuring you, or is causing you stress in some way, can you talk to the person about it? Do this in an assertive, non-apologetic way. But don't pick a fight, which would only create more stress. Even if the source of stress is too much for you to change singlehandedly, you will feel better if you do something. Go to the City Council meeting and speak about the excessive noise in your neighborhood. Write a polite letter to the editor asking smokers to be more considerate of the discomfort they cause nonsmokers in public places. This will let off some of the steam and reduce feelings of helplessness.
6. If you can't confront the problem directly, talk it out with a sympathetic listener, a friend or counselor. Or write it out in a journal or in an angry letter that you will throw away later.
7. Work off the steam. Lift weights, go for a brisk walk, smash a cushion, or find a private place to cry.

there is

NEVER

something wrong
with being special !!

7. Learn a relaxation technique and practice it regularly to increase your ability to stay calm. Regular relaxation has been shown to reduce the harmful physical effects of stress. Suggested techniques include meditation, biofeedback, autogenic training, deep breathing and Progressive Relaxation Training.
8. Have an "escape" activity, a hobby or pastime which is strictly for your own enjoyment on which you can use pleasure on a regular basis.
9. If you can arrange it, have an "escape place." It may be a room in your home, a cottage in the country, or a park you like to visit. Go there to get away and don't take your problems or pressures with you.
10. Schedule regular times in your life for relaxation and fun. Do what you enjoy: reading quietly, going dancing, eating out with friends. Treat this time as something that is just as important as your other responsibilities.
11. If you have a continuing problem that is causing you to feel anxious, frustrated, depressed or worried, or if you have those feelings without knowing why, get help. Most communities have several qualified, inexpensive counseling services which are there for you to use. If you aren't satisfied with the first counselor you see, try another.
12. If you are frustrated because you feel pressured by other people or taken advantage of, learn assertiveness skills. Most communities have classes called "assertiveness" or "effectiveness" training. You can probably find qualified trainers from public organizations rather than expensive private trainers.
13. Think about your values and life priorities. If you know what you believe in and what your most important goal is, you will be able to put the demands in your life in perspective, and you will be less likely to be overwhelmed by them.
14. Develop a support network of people who care about you and whom you care about. This might be your family, a circle of friends, or an ongoing support group that is formed for this purpose. People can frequently benefit from belonging to a group of individuals who are working together to solve particular problems they have in common, such as alcoholism, adjusting to divorce, single parenthood, etc.
15. If you drink alcohol, limit the amount to no more than one to two drinks per day. If you have problems limiting your drinking, seek help. (Consult the yellow pages under "Alcohol," "Alcoholism," or "Counseling Services.")

WHAT NOT TO DO

1. **DON'T USE ALCOHOL** or other drugs to cope with stress. The relaxation, extra energy or escape that chemicals seem to provide is only temporary. In the long run, the physical strain they cause your body, and the emotional and social strain that result from possible dependence, will probably be a greater source of stress than the one you are dealing with right now.
2. Don't repress negative feelings. There are appropriate and inappropriate ways of expressing anger, fear, frustration and sorrow, but it is never worth the price to keep strong feelings locked inside where they continue to cause stress. Find a place where these emotions can be released appropriately. Talk with a friend or seek professional help.
3. Don't compare yourself with others. Don't think: "Lisa can run a household, raise well-behaved children and excel in law school - why can't I?" "Dan is so calm in the face of pressure - what's wrong with me?" Everyone is different. Be yourself.
4. Don't get stressed about stress. It is important to pay attention to your stress level and do what you can to regulate it for your optimum health, but don't become over-anxious about. Do what you can, and then don't worry.

TIPS TO REDUCE FAMILY STRESS

Families face numerous stresses in their everyday life. These tips may help you cope with them.

- "FAMILY" TIPS** Your family can better deal with stress if you...
1. Learn to distinguish between things you can change and those which are beyond your control.
 2. Recognize that stress is temporary, sometimes even positive.
 3. Expect some stress as a normal part of family life without considering yourself a failure.
 4. Work together on solutions to minimize the stress.
 5. Remember how you have successfully dealt with stress in the past.
 6. Find solutions to problems rather than blaming someone or something else.
 7. Be realistic. Don't expect perfection of yourself or others.
 8. Don't bottle up anger or frustration, but learn to express desires and opinion on important issues.
 9. Reward yourself occasionally for a job well done. Go to a double feature or splurge on an ice cream sundae.
 10. Remember that a large part of stress may be created from your reaction to a situation rather than the situation itself.
 11. Look for other ways to handle problems. If Plan A doesn't work, try Plan B.

12. Find a support group to share your problems, put them in perspective and generate new solutions.
13. Find help when you are overwhelmed and unable to deal with stress on your own.
14. Seek support from friends and relatives when you need it.
15. Allow each family member a measure of freedom - time for favorite activities or a private place to be alone.
16. Look for workshops or seminars offered by community groups.
17. Laugh at yourself and with others and keep a good sense of humor.
18. Give of yourself by doing things for others at work or in the community.
19. Take care of your health by eating a balanced diet and getting enough rest.
20. Reduce stress by walking, jogging, or participating in some sort of physical exercise or in stress relieving techniques such as deep breathing or stretching.
21. Avoid overindulgence in food, drugs, alcohol, caffeine and nicotine.
22. Think positively. A positive attitude about situations and yourself is your most important asset in coping with stress.

"COUPLE" TIPS If you and your partner need to handle stress better you might...

1. View stress as a normal part of a close relationship.
2. Share dreams, expectations and disappointments as well as words.
3. Understand your own, individual needs and take time for them.
4. Be flexible about one another's roles.
5. Make plans together rather than simply responding to situations or circumstances.
6. Share the decision making.
7. Don't let outside pressures change plans that are important to you.
8. Don't assume what the other is feeling.
9. Learn how to solve disagreements to one another's satisfaction.
10. Learn how to take "time-out." Stop a discussion or walk away from a confrontive situation until you have regained your self control.
11. Express anger safely without harming people, things, or yourself.
12. Don't put off problems, thinking they will go away, but address them as soon as they arise.
13. Reconcile after a disagreement and don't let tension build because of unresolved arguments.
14. Remember disagreement is a natural part of any relationship - the key is to deal with it constructively.

"CHILDREN" TIPS If you want to deal more effectively with children...

1. Enjoy your children rather than seeing them as a duty.
2. Recognize that all children are different and special in their own way.
3. Accept problems with children and deal with them rather than just hoping they'll go away.
4. Learn to forgive yourself for being imperfect.
5. Spend time with your children and listen to their needs.

6. Treat your child with respect.
7. Have fun together even when doing household chores.
8. Have a family dinner on a regular basis - at least once a week. Use the time to let everyone share good times.
9. Don't do things for your children that your children can do for themselves, including settling their own squabbles.
10. Keep children busy - they're happier that way.
11. Feel confident in your right to set rules. Don't have a lot, but stick to the rules you have.
12. See things through your children's eyes and try to remember how it was when you were their age.
13. Let your children know what the consequences will be for violating a rule and be consistent in following through.
14. Practice company manners at home. "Please" and "Thank you" are as important with family members as they are with guests.
15. Develop family traditions around holidays or other special events.
16. Let your children help define their family responsibilities and trust them to carry them out.
17. Learn how to deal with anger. Step back from a situation by leaving the room or closing the door. Get rid of your anger by punching a pillow, doing jumping jacks or mopping the floor. Calm yourself by taking deep breaths, listening to music or taking a shower.
18. Spend time with each child separately.
19. Control the use of the television set.
20. Distinguish between early and late teens rule-setting and demands for behavior.
21. Accept and encourage your teens to hold different opinions from your own.
22. Don't solve your children's problems but help them grow by learning to solve their own.

"MONEY" TIPS Money causes stress in most families. If this is true in yours you could...

1. Be realistic about your financial situation. Decide what's important in terms of spending and what is not.
2. Talk about money openly rather than fight over spending.
3. Not link self esteem with earning power.
4. Regard money as "ours" rather than "mine" or "yours."
5. Develop a budget, but maintain some flexibility.
6. Cope with inflation by scaling down spending rather than taking on extra jobs.
7. Revise your expectations. You may have to wait awhile before you realize the American Dream.
8. Find ways to deal with financial shortages without casting blame.
9. Support one another when there is a loss of job status.
10. Develop money-management skills and control money stresses together.
11. Don't be tied to a set pattern of providing money to your children but have a variety of patterns for different ages and circumstances.
12. Teach your children about money by giving them opportunities to earn, save and spend their own money.
13. Concentrate on long range goals rather than short-term gratification.

14. Open a savings account and save some money every month - no matter how little.
15. Get some advice from people you respect - family, friends, financial counselor.
16. Look at your budget in terms of what you can do, not what you can't afford.

"TIME" TIPS If you want to work toward having more time, you could...

1. View time as a controllable commodity and budget your time effectively.
2. Pay attention to the need for balancing family time and your personal time.
3. Spend some one-on-one time with those people who really matter to you - spouse, partner, children, parent or a special friend.
4. Define your priorities and keep focused on what is really important to you. No one can do everything.
5. Don't allow work and other activities to infringe routinely on family time.
6. Spend time with friends sharing feelings, laughter and enjoyment.
7. Know how to say no when asked to do something that overloads your time or budget or diverts you from what you consider to be most important.
8. Make daily and weekly "To Do" lists - whether or not you complete them it helps you feel more in control.
9. Look at your children's schedule of activity. One activity that requires practice may be enough.
10. Slow down. Put some things off until tomorrow. Set your overscheduled lifestyle aside occasionally.
11. Do one thing at a time. Finish one task before going on to the next.
12. Be satisfied with a less-than-perfect job when the alternative is not getting the job done at all.
13. Take a "mental health" day every two or three months. Use it to do something you enjoy or have been wanting to do.

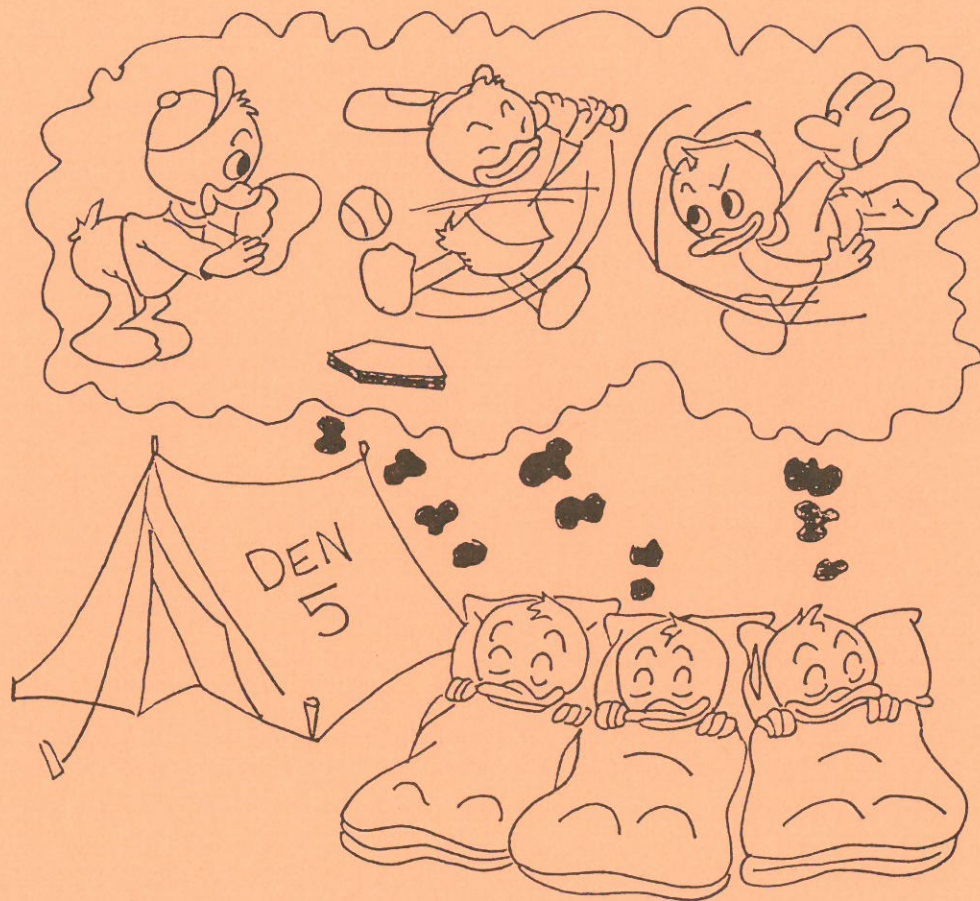
"SHARING" TIPS Families can share responsibility by...

1. Developing an understanding about the value and responsibilities of each family member. If one family member fails to perform his or her responsibilities, it affects the whole family.
2. Jointly setting up a family work list each week with timelines for accomplishing tasks.
3. Remembering that times are changing. In most families today, everyone needs to pitch in.
4. Asking children to help figure out ways to accomplish household tasks more quickly and efficiently.
5. Posting a schedule of chores on the refrigerator. Allow some negotiating or rotating of responsibilities.
6. Not taking on responsibilities that belong to another family member.
7. Structuring tasks according to the skills that each person has.
8. Making tasks progress on the same track as privileges - always appropriate to the age and capability of the child.

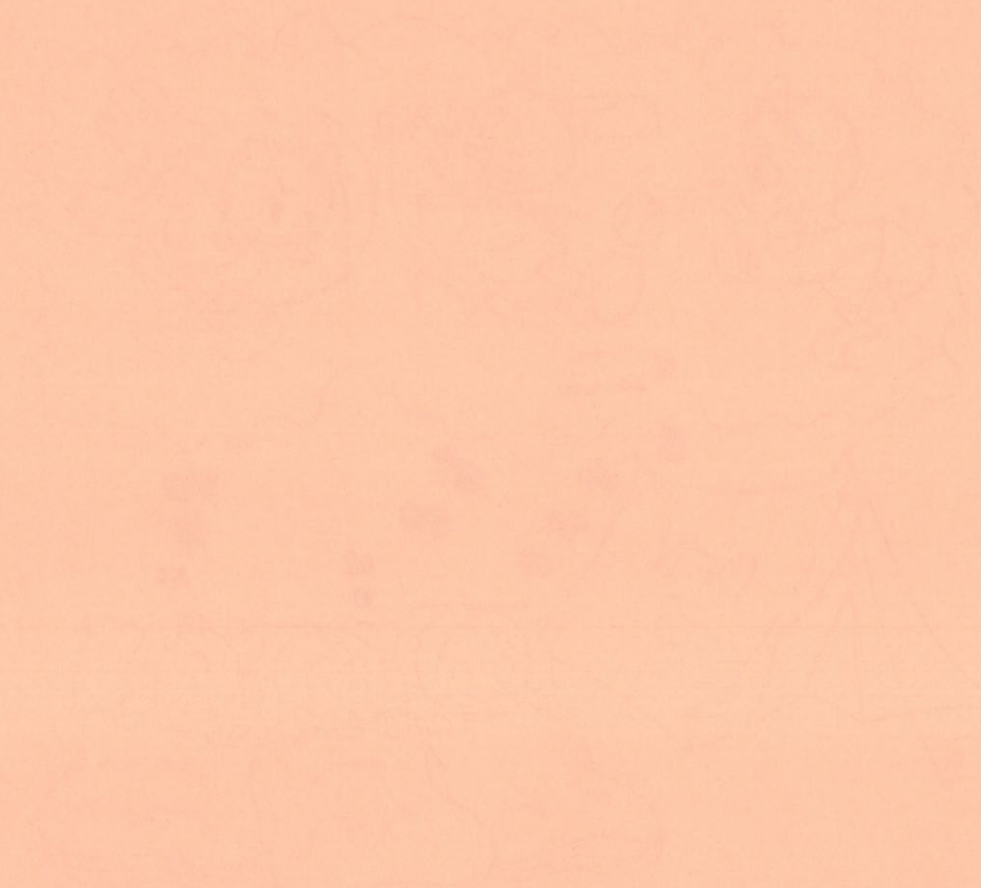
COOLNESS UNDER PRESSURE



signature



SUMMER
ACTIVITIES



MEMBERS
ACTIVITY

SUMMER IS THE TIME FOR ACTIVITY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PLANNING SPECIAL EVENTS

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

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

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

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

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

DEN AND PACK TRIPS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

NATIONAL SUMMERTIME ACTIVITY PACK AWARD

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

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

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

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

FROZEN BANANAS

You will need:

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

KEEP COOL TREATS

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

4. Take each banana out of freezer, dip in liquid chocolate, and roll it in nuts if you desire. Rewrap each banana and freeze 1 to 1-1/2 hours more. ENJOY!
- JUICE POPSTICKS** are a yummy cooler. Make them with lineade, orange juice, grape juice, or your favorite juice. You will need: Paper cups, wooden skewer or sticks for handles, small can of frozen juice concentrate.
1. Mix contents of frozen juice can with 1-1/2 can of water in jug.
 2. Fill each cup about 2 inches full; put the cups in the freezer.
 3. Check the cups in about 45 minutes. When ice crystals begin forming put stick in each cup and freeze until solid.
 4. Peel paper and eat.

20 WAYS TO SURVIVE THE SUMMER AND HAVE FUN

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

SEND AWAY FOR INFORMATION

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

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

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

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

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

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

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

JUST FOR THE FUN OF IT DID YOU KNOW

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

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

ACTIVITIES AND THINGS TO DO IN THE SUMMERTIME

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

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

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

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

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

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

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

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

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

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

DO A TREE SURVEY TO FIND:

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

REMEMBER, TREES NEED SUN, WATER, AND YOU.

THINGS TO LOOK FOR IN THE WOODS

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

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

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

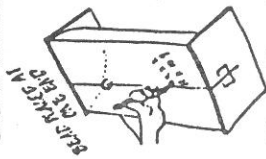
COLORS EARTH COLLECTION: In Victorian times people liked to bring home bottles of colored earth as souvenirs of their journey. Some rare places have soils of many colors in one area. Sometimes these places have special names: Black Canyon of the Gunnison, Painted Desert, Red Rocks Park, etc. Usually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

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

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

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

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



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

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

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

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

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

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

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

How your body loses heat:

- EVAPORATION--25%--sweat turns to gas vapor on your skin
 - RADIATION--60%--all objects hotter than their surroundings lose heat, like coals in a fire.
 - CONDUCTION--3%--this is heat lost through one object touching a cooler object.
- Like a pot on a hot plate or your feet on a cold floor.
- CONVECTION--12%--tiny winds caused by hot skin cause extra evaporation.

THINGS TO MAKE:

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

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

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

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

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

Draw a basic shape onto the bar of soap.

Cut away the big sections you don't need.

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

Use the knife point for details and lines.

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

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

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

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



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

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



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

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



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

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

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

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

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

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

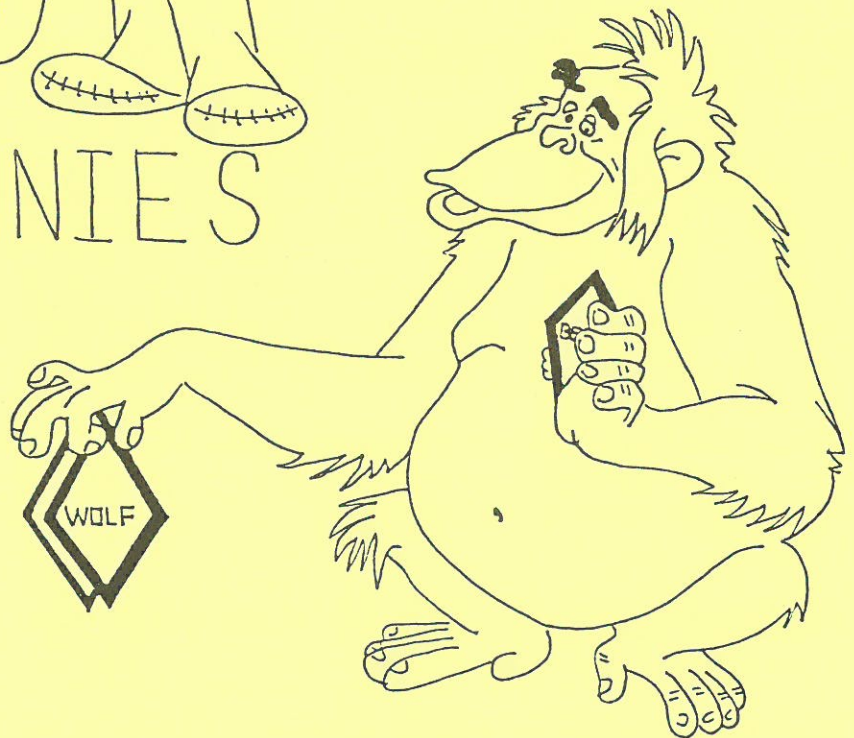
EGGS ON THE SIDEWALK: You probably have never thought of the sidewalk as a solar cooker. Well, it can be done. Have you ever hear, "It's hot enough to fry an egg on the sidewalk?" Well, let's try!

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

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



CEREMONIES



ADVANCEMENT

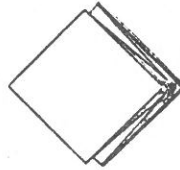
HELPFUL HINTS FOR CONDUCTING CEREMONIES

- Keep things simple. Ceremonies (good ones) are inherently complicated, use basic ideas and props.
- Always practice when possible.
- As you build your ceremony, make a list of equipment and things you will need so that you don't forget anything.
- Pre-burn your candles so that the wicks will light easily during the ceremony.
- Use protectors around the candles so that folks don't get burned by dripping wax.
- Check out equipment and facilities ahead of time. Don't assume anything.
- Pick your helpers and "cast of characters" well ahead of time.
- If you provide a script to participants, write in large, black letters so that the words can be read by candlelight.
- If you are going to perform the ceremony in subdued or candle light, practice reading the parts in that exact lighting condition.
- Use masking tape to mark places on the floor.
- If you have a large number of Cubs and parents participating in your ceremony, use a "prompter" to let people know where to stand and when to speak. Also gives them confidence that everything is under control.
- Have a tool kit with you when you set up the site for the ceremony. A hammer and some small tacks, masking tape, twine, extension cords, extra light bulb for slide projector if using one, pen lights, straight pins and safety pins, 3x5 and 5x8 cards, a black marking pen, scissors.
- Put a cover on tables so that candle wax will not drip on them.
- Try out your speaker system to make sure that the recorder, phonograph and narrator can be heard in the back of the room.
- When possible, conduct the ceremony on a stage or raised platform so that all Cubs and parents can see.
- Make sure your props are large enough to be seen from the back of the room.
- Think of all the things that can go wrong and consider ways to get the job done in spite of "Murphy".
- Remember your audience. Sometimes you want to aim at the boy; sometimes at the parent; sometimes at both. Make your ceremony talk to the audience.
- Don't make a ceremony too long. Short, "hard hitting" productions are

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the best, and will be remembered longer.

- Prepare the awards, badges and pins so that the presenter can easily find and present them.
- Rehearse the ceremony in your mind many times. Visualize what is to happen. This is a good way to evaluate, make corrections and find pitfalls.
- Boys will mumble, look down at the floor and generally do a terrible job when asked to read parts. They must be rehearsed and gain confidence in their abilities. They also need an example. Find a Cub who does a great job and let him lead the way.
- Many ceremonies can be done using a taped, rather than "live" narration.
- Don't forget the matches for the candles. It's harder to find smokers these days.
- Use masking tape to cover extension and power cords on the floor. This will prevent people from tripping or unplugging the cords inadvertently.
- Make xeroxed copies of the ceremony and have them available. If your ceremony is good others will want to use it. Share your talent.



concentrate,
organize,
be patient and
trust in
your plan



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Personnel: Cubmaster, Cub Scouts advancing and their parents.

Equipment: large box brightly decorated and filled with balloons with the name of each Scout advancing. Either have the awards in the balloon or a piece of paper telling him where he can find his award.

Cubmaster: (Call each honored Cub up front.) (Name of Cub) please help us make our Fiesta more fun by popping your balloon. What did you find inside it?

Repeat for all awards.

Closing: (Form everyone in a big circle) Fiesta time is a celebration of life. (Give your own closing thoughts.)

A FUNNY OPENING

Ladies and jellybeans!
I stand here seated before you to tell you something I know nothing about.
There will be a meeting tomorrow night
Just after the sun comes up.
We will decide what color to whitewash the city hall.
So come to the meeting.
There will be no admission, so just pay at the door when you come in.
There are plenty of seats, so just sit on the floor when you get here.
Welcome, please join our Cub Scout fun.

Opening

Equipment: seven red and six white crepe paper streamers about four feet long, a blue crepe paper rectangle, and a white five pointed star

Personnel: 15 Cub Scouts

Cub Scouts: (Each holding a red crepe paper streamer at eye level march into the room in single file.) In unison they say "We are the seven red stripes of our flag. We stand for strength and valor."

Next six Cub Scouts march in holding their white streamers at eye level and take positions beside the boys with the red streamers. In unison they say "We are the six white stripes of our flag. We stand for innocence and purity."

A Cub Scout carrying the blue rectangle enters and positions it properly. He says "I am the field of blue. I stand for vigilance, perseverance and justice."

A Cub Scout enters carrying the white star and holds it against the blue field. He says "I am a five-pointed star. Our flag has one for each state. United we stand."

Webelos Color Guard: Enter carrying the United States Flag and stand near the rest of the boys.

Cubmaster: Behold the emblem of our country. May it ever wave over free and liberty-loving people. May it ever represent the highest ideals. Please join in the Pledge of Allegiance. (heads pledge.)

Advancements

Make blue flannel board to hold large white stars. Place advancements in small plastic bag and tape to the back of each large star with the boys name on the front of the star. Awardees are called forward where the Cubmaster talks briefly about the award to be given. He then invites the boy to take his star from the board. His parents remove the bag and pin the badge on their son.

Note: If all Cub Scouts are asked to bring a flashlight to the Pack Meeting after the award is pinned on the light could be turned off and a Star Applause could be given - each Cub Scout blinks his light on and off. The room lights are turned on again.

Closing

Cub Scout Taps can be sung or hummed before the flag is retired.

Personnel: Cubmaster, Carpenter

Equipment: Worktable, tool box, rank plaques, large rank posters, candles

Staging: Worktable to side of awards table. Candles and rank posters on table. Cubmaster on stage. Another pack leader in work clothes carrying tool box.

Cubmaster: Well, hello, who are you?

Pack Ldr: Hello, I'm Woody the Carpenter. I have skill but no work.

Cubmaster: Well, let's see. (Pause) I think I can use your help. There is a worktable for you. Set up your tools.

Pack Ldr: (Sets up tools, has a sign "Woody the Carpenter at Work" to hide what he is doing.) I'm ready, what do I do first?

Cubmaster: I need a Bobcat plaque.

Pack Ldr: (Starts to saw, hammer, etc. - hands out a roughcut board with a Bobcat rank on it.)

Cubmaster: Woody, that is a fine job. This is just like a Bobcat; it has been roughly cut, but there is no question it's a board not a tree. A Bobcat has also just been cut, his skills and crafts are rough and just starting to develop. But he has taken the first step in Cub Scouting. We can see the difference just as we can see the difference in this board and a tree.

Pack Ldr: Will the following Cub Trade School Students and their shop teachers enter the lumber yard. (Read name(s))

Cubmaster: (Places board by the Bobcat poster and lights candle.) Parents, I have the honor of giving this rank to you so you may present it to your sons. Let's see, Woody. I guess what I need next let's see, Woody. I guess what I need next is a Wolf plaque.

Pack Ldr: (Starts to saw, hammer, etc. - hands out a clean-cut square board with a Wolf rank on it.) Will this do?

Cubmaster: That certainly will do, Woody. A Wolf is very much like this piece of wood, clean and squarely cut. A symbol of a good clean job, but still basic and has a long way to go beyond Bobcat.

Pack Ldr: Will the following Cub Apprentices and their parents please come down to the shop. (read names.)

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(Working With Wood-cont)

Cubmaster: (Places board by Wolf poster and lights candle.) Parents, I give you the Wolf badge to present to your sons.

What next? (Pause) I know, Woody, I need a Bear plaque.

Pack Ldr: (Saws, hammers, etc. - hands out a board squarely cut, routed edges, but not sanded or stained with Bear rank on it.) I think this is what you want.

Cubmaster: Woody, you've done it again! This is like the Bear Cub Scout, a lot of effort and accomplishment has gone into this, but, it's not quite completed yet. A Bear has accomplished many things on the trail of Cub Scouting yet he is not at the end and his training is not complete.

Pack Ldr: Will the following Cub Journeyman and their foremen parents join us on the job. (Read the names.)

Cubmaster: (Places plaque by the Bear poster and lights the candle.) Parents, please present the Bear badge, the third rank of Cub Scouting to your sons.

Woody, I know what I need now, the Webelos plaque.

Pack Ldr: (Saws, hammers, paints, etc. - hands out a finished plaque with the Webelos rank on it.) This is my best.

Cubmaster: Woody, you certainly have done a fine job. This plaque is just like a Webelos Scout. His skills, crafts and accomplishments are essentially completed. His Cub Scout Trail has only a few steps remaining.

Pack Ldr: Will the following master craftsman Cub Scouts and their parents join us up here. (Reads names.)

Cubmaster: (Places plaques by Webelos poster and lights candle.) Parents, you have the honor of presenting the Webelos rank and the activity badges to your sons.

Just as the skills and accomplishments were shown on these pieces of wood tonight, the skills and accomplishments of these Cub Scouts were evident as they progress along the Cub Scout Trail

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North Star Ceremony - this advancement ceremony can be held indoors or outdoors on a clear night.

Personnel: Cubmaster, advancing Cubs and their parents

Equipment: In outdoors on a clear night, a flashlight. If indoors, a pinhole planetarium punched for the Big Dipper and North Star, a flashlight.

Cubmaster: Shining the flashlight at the North Star or through the pinhole planetarium at the ceiling. "For thousands of years men have known that the North Star remains fixed in the same spot. Shepherds knew it before the time of Christ. Sailors have used the North Star and other heavenly bodies to guide their ships ever since they first dared to leave sight of land. Even today, the stars are important in navigation for ships, jet planes and spacecrafts.

Cub Scouts don't usually need the stars to find their way. But even so, we do have our own guiding stars to help us through life. There is your Church or Synagogue, for instance. And your parents, teachers, and Cub Scouting, our navigational aids are the Cub Scout Promise, the Motto, and the Law of the Pack. They tell us how we should act and what we should do for ourselves and others. The Promise, Motto and Law of the Pack are just like the stars by which the sailor steers his ship.

Tonight we honor Cub Scouts who are navigating straight and true on the Sea of Cub Scouting. With their parents' help, they are advancing and showing that they live by the Promise, Law and Motto.

(Call advancing boys and their parents forward and give badges, arrow points to parents for presentation to their sons.)

"up from the sea

the wild north wind

is blowing

under the sky's

gray arch;

smiling I watch

the shaken elm boughs,

knowing

it is the

wind of March"

John Greenleaf Whittier

"March"

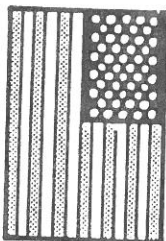
Personnel: One boy for each flag

Equipment: One enlarged flag for the United States, Colorado, and Canada (You can have more if you like.)

1st BOY: I represent the flag of the United States. My colors are red, white and blue. I have 13 stripes alternating red and white, they represent the Original Thirteen States. The stars on a field of blue represent the 50 states.

2nd BOY: I represent the flag of Colorado. My colors are red, white, blue and gold. The red C stands for Colorado, which is Spanish for the color red. The golden ball is said to represent the state gold production. Colorado became a state in 1876.

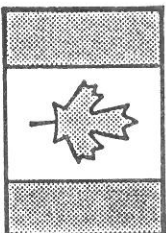
3rd BOY: I represent the flag of Canada, our neighbor to the North. My colors are red and white. I have a white vertical stripe centered between two red ones. A large red maple leaf is centered on the white stripe. The maple tree is the official tree of Canada. I was first raised in 1965.



USA



STATE FLAG

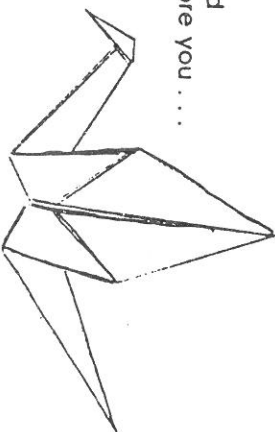


Canada

Advancement:

Make a large leafless tree, place the awards on maple leaves. Have the boys place their leaf on the tree.

it will unfold
before you . . .



BACKYARD FUN

JUNE 1991

Opening:

(Pass out song sheets and have Cubmaster lead everyone in this song.)

Hail, hail, the gang's all here,
 Never mind the weather
 Here we are together:
 Hail, hail, the gang's all here,
 Sure we're glad that you're here, too!

Hail, hail the gang's all here,
 We're a bunch of live ones,
 Not a single dead one;
 Hail, hail, the gang's all here
 Sure I'm glad that I'm here, too!

Advancement:

Personnel: Cubmaster

Equipment: Small potted tree if inside, outside use real one, tie awards for boys on branches

Cubmaster: In some families it is a custom to plant a tree in their backyard when each new baby is born in the family. In that way a yard is shaded by the growing trees just as the family shades it's growing family. Today, while we have taken part in various backyard games we have been thankful for the shade offered us by this "family tree". Just as we should be thankful for our families. For from them we get food, shelter, training in good citizenship and most important of all - we get love. Scouting is like a family too. It's made up of Tigers, Bobcats, Wolves, Bears and Webelos Scouts. From Scouting we get plenty of fun, a chance to learn new skills and the opportunity to grow straight and tall like our backyard trees. From it's branches we now pluck the names of those Cub Scouts being honored. (Pick a tag and call names.)

Closing:

Have Cub Scouts form a Botherhood circle, while the parents form a Brotherhood circle around the Cubs.

This is sung to the tune: "Bless This House"

Bless our Cub Scouts, Lord we pray,
 Keep them healthy, all the day.
 Let them know their Cub Scout sign,
 Have it always on their minds.
 If they do, we promise them,
 They'll become good future men.
 Hear their prayers at night and day,
 Guide them, Lord, along their way.

HIGH COUNTRY, USA

JULY 1991

Personnel: Cubmaster, Den Chiefs

Equipment: Stand up mountains with four places to place large Bobcat, Wolf, Bear, Webelos, and Arrow of Light on peaks.

Cubmaster: When a boy becomes a Cub Scout, he starts on an upward trail. I say upward because as he grows older, he advances in Cub Scouting. He does not join a Cub Scout Pack and then sit idly for four years until he becomes a Boy Scout. With the help of his parents and leaders, he will work and earn the various badges which marks his achievements. Tonight we have several Cub Scouts who are climbing the trail upward. These boys have just started the trail to the High Country of the Eagle. Den Chiefs will you bring forward these Cub Scouts and their parents.

(Read names.)

Ask boys one thing for which they have learned by earning this award.

(Repeat for each rank, stating that they have climbed higher into the High Country.)

Cubmaster: Now you can see that these Scouts are on the upward trail to the High Country of the Eagle. They are moving forward and upward. With the same effort that you have shown before, keep working toward the highest award in Cub Scouting, the Arrow of Light. And continue on the upward trail to the highest award in Boy Scouting, The Eagle Rank. Congratulations to you Scouts and your parents for the fine work you have done in Cub Scouting and keep up the good work.



"Weren't you supposed to take the picture?"

Personnel: Cubmaster

Personnel: 14 courts, Cubmaster

Equipment: White sand, wax, small slips of paper, bowl of blue water.

Equipment: Ladder Ceremony board

Cubmaster: Would the following new Cub Scouts please come forward with their parents: (read names, introduce to pack.) Boys, you have learned the Bobcat requirements, but before you officially join our Pack as a Bobcat you must pass the test of the Magic Water of Akela. Are you ready? (Wait for answer.) Then I will write the word "Yes" on this piece of paper. Now I will throw it into the Magic Bowl of Water. (Pretend to throw the paper into the water.) The sand that I now pour into the water represents all the good deeds you will do along the Cub Scout Trail. Just as the grains of sand are many, so shall be the good deeds you will do. Now you must think of all the FUN you will have as a Cub Scout. You're thinking will start a glow of desire for Scouting. That glow will become so warm that it will dry the piece of paper with the word "Yes" on it. (Reach into the bowl, pull out the paper crumbling the sand around it.) The paper is dry, so you must be going to have lots of fun in Cub Scouting. Congratulations and Welcome to Pack # _____. (Present the awards to the boys.)

Use different colors of water, different words for the different ranks and awards.

How to do it: Ahead of time prepare a portion of the sand by mixing it with wax. White sand and white wax works best. Mix enough wax into the sand so it will mold together, but still looks like sand. Place a piece of paper with the word "yes" written on it inside the ball of sand. Now put the ball of sand into a cup of untreated sand so that it can't be seen. For the blue water, just use food coloring. At the beginning when you throw the paper with the word on it, you really don't throw anything. You switch the paper to your other hand and slide it into your pocket while your other hand is throwing. Nobody should see you if you do it smoothly and quickly (practice). When you pour the sand into the water, do it quickly so no one sees the ball. The blue water will hide it in the sand. When you reach in, you can feel the ball and pull it out. Crumble the ball in front of everyone to show how it looks dry and it reveals the inside perfectly dry.

Cubmaster: A Cub Scout needs to learn to communicate along the Scouting trail. He learns this and much more. Let us show what we mean.

1st BOY: (Places the base of the ladder on the table.) We build our ladder on a firm base formed by our founder, Lord Baden-Powell.

2nd BOY: (Places an upright in hole on right side of base). This upright represents the love and help of our parents.

3rd BOY: (Inserts an upright in hole on left side of base). This upright represents the help of religious bodies, schools, and other organizations which sponsor Scouting.

4th BOY: (Adds Sportsmanship rung). Sportsmanship ... We like games. They teach us to be good winners and good losers.

5th BOY: (Adds Friendship rung). Friendship ... We make lots of friends in our school, church, neighborhood, den and pack.

6th BOY: (Adds Teamwork rung). Teamwork ... We learn how important it is to work with others as a member of a team.

7th BOY: (Adds Initiative rung). Initiative ... We learn to use our own ideas in making things.

8th BOY: (Adds Dependability rung). Dependability ... We learn to be places when we promise and to do our part.

9th BOY: (Adds Leadership rung). Leadership ... We learn to lead games and to help with other den and pack activities.

10th BOY: (Adds Honesty rung). Honesty ... We learn to tell the truth, to handle money, and to understand what honesty means.

11th BOY: (Adds Loyalty rung). Loyalty ... We learn to be true to our friends, our parents, our pack and den, and to honor our country and its flag.

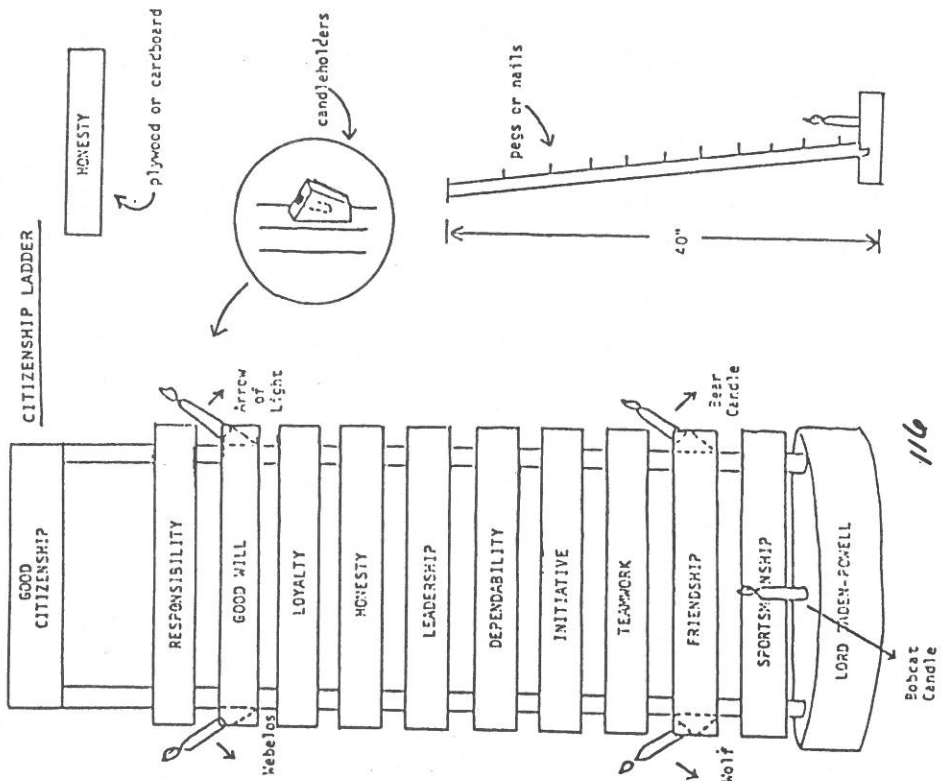
12th BOY: (Adds Good Will rung) Good Will ... We like to help our school, church, neighbors, and others less fortunate than we are.

13th BOY: (Adds Responsibility rung). Responsibility ... We learn to be responsible for certain jobs, our own belongings, things about our home, and the property of others.

14th BOY: (Adds Good Citizenship rung). Good Citizenship ... Through our Cub Scouting experiences, we learn things that help make us better citizens as we grow into manhood.

(Communications-cont)

- 1st BOY: (Inserts candle in base). This candle represents the first rank in Cub Scouting ... Bobcat ... That is required of all Cub Scouts.
- 2nd BOY: (Inserts candle in lower upright). This candle represents the second rank ... Wolf ... for eight-year-old Cub Scouts.
- 3rd BOY: (Inserts candle in lower upright). This candle represents the ... Bear rank ... for nine-year-old Cub Scouts.
- 4th BOY: (Inserts candle in top of upright). This candle represents the Webelos Scouts for the ten-year-olds and the activity badges they earn.
- 5th BOY: (Inserts candle in top of upright) This candle represents the Arrow of Light, the highest award in Cub Scouting.
- Cubmaster: Here you see the ladder to good citizenship. In earning these ranks, Cub Scouts learn traits which will make them good citizens.



THE 21ST CENTURY OCTOBER 1991

Personnel: Cubmaster, Den leader and 8 Cub Scouts

Equipment: Cardboard, tape, 3x5 cards

OPENING (cut out parts of a space rocket from heavy cardboard and tape straps to the back. Each Cub's speaking part is also taped to back of part he carries.)

CUBMASTER: We are going to assemble our rocket for a trip into space. We'd love to have you join us.

1st Cub: "C" is for courtesy in Cub Scouting and all through life.

2nd Cub: "U" is for unity - in our den, our pack, our school, our church - because in unity we are strong.

3rd Cub: "B" stands for bravery in thought and deeds.

4th Cub: "S" stands for safety in all we do.

5th Cub: "C" stands for church - the one of our choice.

6th Cub: "O" stands for the outdoors and the beauty of nature.

7th Cub: "U" stands for usefulness to our families and other people.

8th Cub: "T" stands for truth in all things.

DEN LEADER: Now we're all ready to blast off. Fire! (den leader carries the fuse with them.)

Theme related music often helps set the stage as Cubs and family gather. Consider the 2001 Theme or the theme music from Star Wars

ADVANCEMENTS: This requires the assistance of a proficient Frisbee thrower and catcher. After the recipients of the advancements are on the stage with their parents, the Cubmaster may say something about awaiting a special delivery package from space. The awards are taped on the under side of the frisbee and tossed to the Cubmaster from the back of the room behind the audience.

CLOSING: Announce date, time and place of next months Pack meeting/activity. Ask Cubs and family to join in a large Brotherhood Circle with arms around each other's shoulders. Cubmaster stands in the center and reads Astronaut Frank Borman's prayer from his moon orbiting mission in 1968: "Give us, O God the vision which can see they love in the world in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts and show us what each of us can do to set forward the coming of universal peace."

PIONEER DAYS - NOVEMBER 1991

ADVANCEMENT CEREMONY PONY EXPRESS TRAIL

Props A long rope with Bobcat, Wolf, Bear, Webelos and Arrow of Light stations laid out at appropriate points on the rope. Tom-tom, artificial campfire.

Cubmaster: This month's theme is Pioneer Days. In tonight's awards ceremony, all Cub Scouts receiving awards will become pony express riders, and their parents will become station attendants. (Tom-tom begins to beat) Will all pony express riders gather around the campfire? It is time to begin.

The Bobcat is starting the trail of Cub Scouting as he learns the ideals, the Cub Scout Promise, the Law of the Pack, and the Cub Scout motto, as well as the sign, the handclasp and the salute. It's a long trail ahead to the Eagle rank, and this is the beginning. Will the following boys please line up at the starting gate on the pony express trail? (read names of Bobcat candidates)

Then a boy is ready to begin his journey along the pony express trail where each achievement is a milepost. There are twelve mileposts between each station. Just as the pony express rider galloped along the trail, defying the danger and hazards of the wilderness from one station to the next, so a boy begins his gallop long the trail to Wolf Valley Station. The following boys have galloped these 12 miles to Wolf Valley Station (read names)

We have other pony express riders who have galloped another 12 miles to Bear Ridge Station, accomplishing important feats along the way. Will these boys please come forward and take their place at Bear Ridge Station. (read names)

The next group of boys have made the long trip to Webelos Lodge Station. They are ready to join a Webelos den and work on the challenging Activity Edges. Will you please come forward to your station? (read names) Other boys have completed the requirements for Activity Edges. (read names) Will you also come forward to the Webelos Lodge Station?

Now I will ask that the station attendants of all these brave riders come forward so that they may receive the awards to present to their boys. (Awards are presented to parents at each station)

In addition to the mileposts between stations, we have several boys who have scouted twelve mileposts above and beyond the call of duty to earn Arrow Points. Will these boys and their parents come forward? (call names and present awards)

The last station on our Pony Express Trail represents the plateau of Cub Scouting. This is the Arrow of Light Station. These boys have been on the trail under the guidance of an adult leader and have completed requirements which will enable them to continue their journey up the Scouting trail. Will you and you parents come forward to the Arrow of Light Station? (call names, present awards)

I would like to congratulate all these fine riders and station attendants for advancing along the Pony Express Trail. As you learn, you advance, and as you advance, you grow.

FOLLOW. HELP, GIVES DECEMBER 1991

Personnel: Cubmaster, Denners

Equipment: Christmas tree, candles

OPENING: (The Cubmaster welcomes everyone and then lights a candle on his table.) This candle represents the Spirit of Scouting - of helping other people, of following Akela, and of giving goodwill.

DENNERS: (One from each den comes forward and lights a candle telling what their den has done that month in fulfillment of the monthly theme.) Den (Number) has collected food for the needy families in our community. Den (Number) hasetc.

CUBMASTER: (Lights the Christmas tree.) As throughout the world other Scouts are lighting their candles to represent the Spirit of Scouting may their lights be as numerous as the lights on this Christmas tree. And may their lights be as bright.

ADVANCEMENTS: (Awards may come in Santa's pack or be found attached to the branches of the Christmas tree. Santa maybe played by the Cubmaster or any other parent in the Pack.)

CLOSING: (Leave only the Christmas tree lights and the light from the candles already lit on in the room. If necessary to light more candles to bring total number up to seven, do so.)

CUBMASTER: This last Pack ceremony of th year is one of rededication. Five candles represent the Cub Scout ranks - Bobcat, Wolf, Bear, Webelos Badge, Arrow of Light. Now, will all bobcats and their parents please stand. Bobcats, do you promise next year to do your best to help other people and to obey the Law of the Pack and to advance one rank?

BOBCAT PARENTS: We'll do our best.

(REPEAT FOR EACH OF THE RANKS)

CUBMASTER: Three candles and the Spirit of Scouting candle remain burning. These three candles stand for "follows", "helps", and "gives" which means "We'll be loyal". Will you be loyal Cub Scouts in 19__?

CUB SCOUTS: We'll be loyal.

CUBMASTER: The spirit of Cub Scouting burns here as it does in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your heart during the year 19__ as we go upward and forward in Pack (Number).

(Extinguish all candles and pull plug on Christmas tree.)

CLOSING THOUGHTS

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 other by putting others first and ourselves second.

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 around to others.

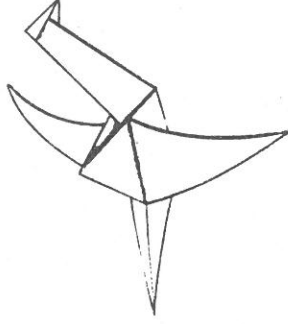
Sportmanship. We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not violate them. He competes with all his heart striving to outclass his competitors. If he wins, he doesn't act smug but instead, compliments the losers for the fine showing they made. If he loses, he accepts the fact and finds 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.

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

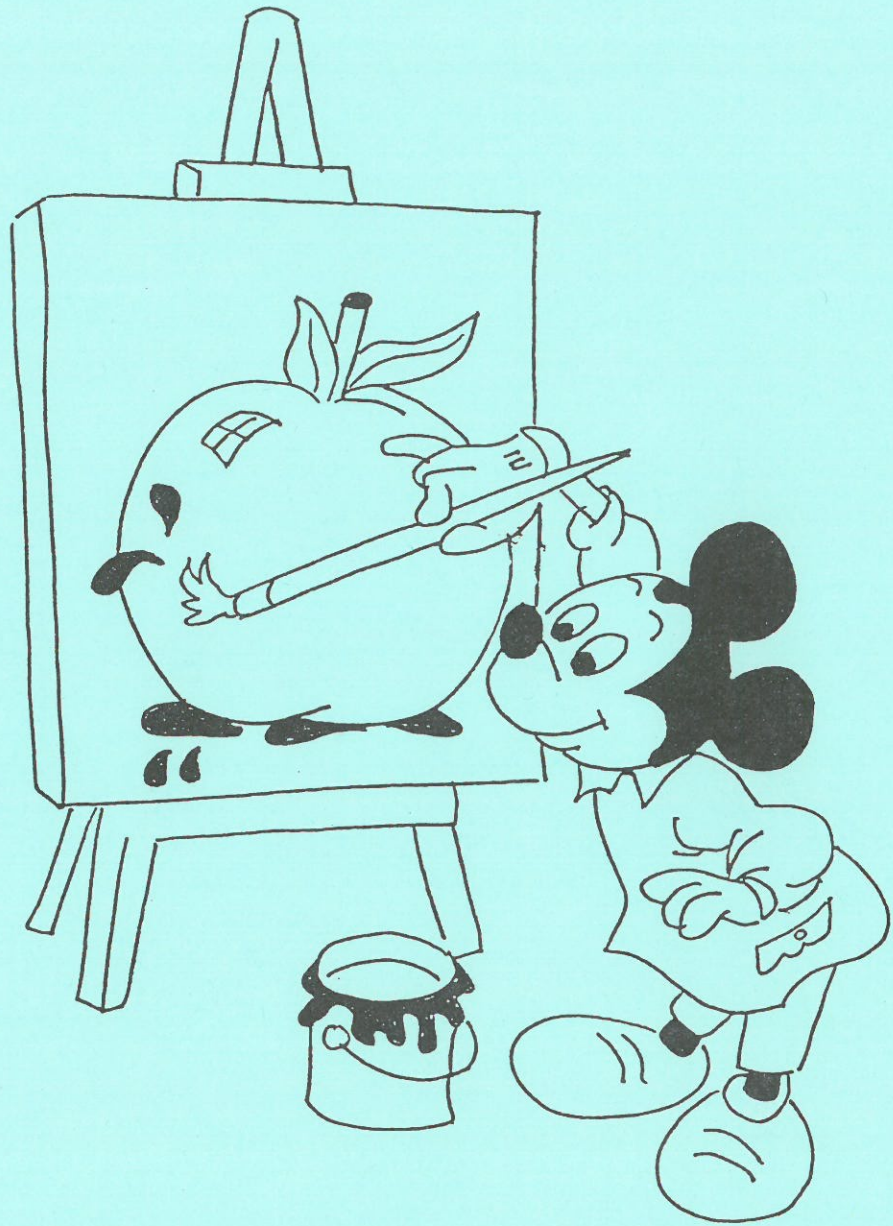
Do Your Best. One of the hardest things for anyone to do is to stick to what he knows is right, while his friends are coaxing him or his enemies are threatening him to do just the opposite. A Cub Scout always does his best.

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

Aim for the Stars. The words "aim for the star" has an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed a hundred times before he perfected the electric light bulb. He never quit trying. A Cub Scout who tries to do his best and keeps trying is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "aim for the stars."

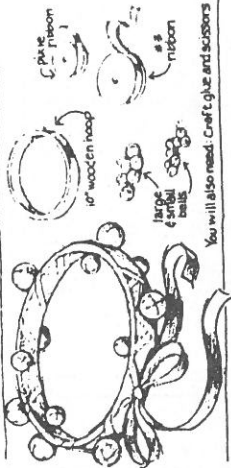


... and take flight



CRAFTS

Play Time Tamborine



1. Give one end of the #3 ribbon to the wooden hoop and wrap the ribbon around until the hoop is completely covered. Glue ribbon end down to close the wrap.
2. Tie the piece ribbon onto the hoop, leaving approximately 3/4 yard hanging down the inside of the hoop. Thread the ribbon through a large bell and wrap the ribbon around the hoop three (3) times. Continue this process, alternating bell sizes until all the bells are attached to the hoop.
3. Wrap the remaining piece ribbon back around the hoop, forming a cross-cross pattern. Tie the end of the piece ribbon at the top of the hoop, leaving approximately 3/4 yard hanging. With remaining piece ribbon create a bow with streamers and tie to the hoop.

Rattle

By Paige Matthews Eckard

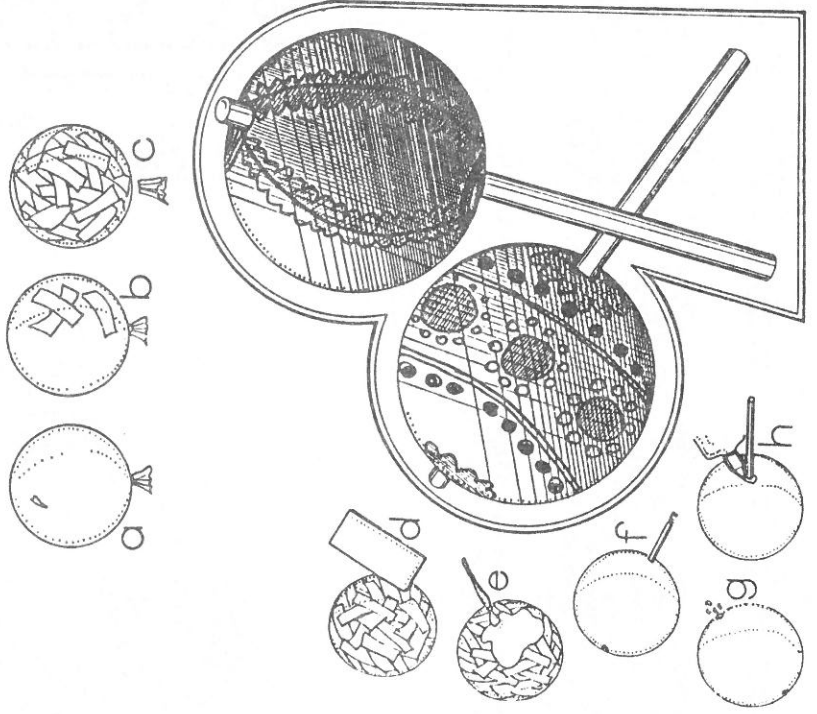
Take two plastic margarine tubs, and punch twelve holes just under the top rim of each tub. Place a handful of pebbles or uncooked macaroni in one tub. Spread glue around the top rim of one tub. Place rim of second tub over glued rim of first tub, making sure that the holes in each tub are aligned one on top of the other. Let dry. Sew the tubs together by threading a piece of thick yarn through each set of holes. Then knot the yarn to hold it in place.

Shaking Maracas

When doing the Mexican Hat Dance, Maracas will keep you on beat. Shake them and get yourself moving. By tapping real hard with your feet.

- THINGS YOU NEED**—round balloons, newspaper, waxed paper, white glue, paper cup, brush, scissors, fine sandpaper, poster paint, brush, crayons or markers, pencil, dried beans, wooden dowels, saw
1. Blow up two round balloons to the size of a grapefruit. Knot the necks, Fig. a.
 2. Tear newspaper into narrow strips. Place the strips on a sheet of waxed paper.
 3. Pour glue into a paper cup. Dilute it by mixing in a bit of water.
 4. Brush one side of the strips with glue.
 5. Layer the strips, glue side down, on the balloons, Fig. b.
 6. Cover both balloons completely with about

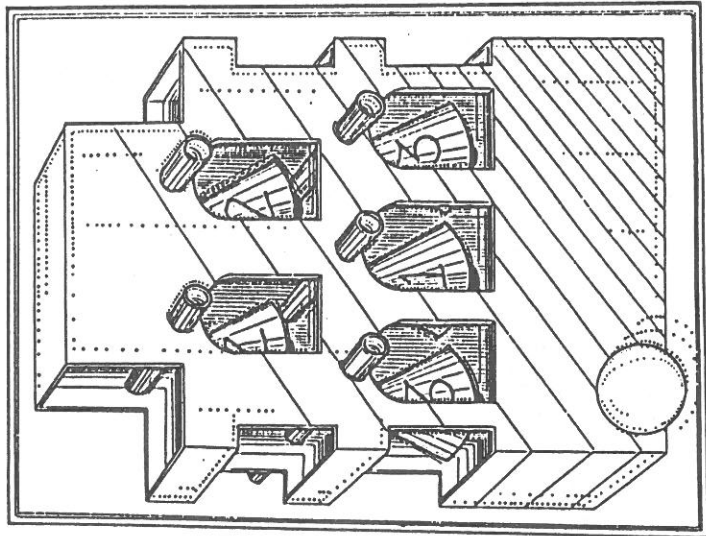
- three layers of glued strips. Smooth the last layer with your hands.
7. Allow the balloons to dry overnight.
8. Cut away the necks when dry, Fig. c. Cover the holes with more glued strips. Let dry.
9. Sand the balloons with fine sandpaper, Fig. d.
10. Paint the balloons, Fig. e.
11. Decorate the balloons with a crayon or marker.
12. Make two holes in each balloon, opposite each other, with a sharp pencil, using a twisting motion, Fig. f.
13. Push dried beans into one hole of each balloon, Fig. g.
14. Ask an adult to saw a wooden dowel into two pieces for handles. The dowel should be as thick as a pencil or slightly thicker.
15. Push the dowels through the holes of each balloon. One end should stick out of one hole slightly.
16. Squeeze a thick layer of glue around the dowels where they enter and exit the holes, Fig. h. Let dry before shaking them.



Mission Bell Toss Game

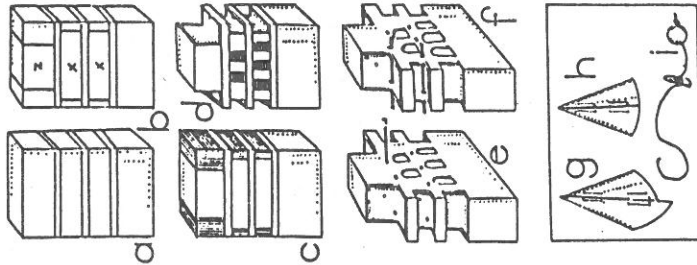
These mission bells are hanging still. Not a one is ringing. By using just a little skill, you can start them swinging.

- THINGS YOU NEED**—tape, large detergent powder box, crayons or markers, ruler, scissors, poster paint, brush, pencil, plastic drinking straws, colored paper, string, beads, paper clips, bells, Ping-Pong balls.
1. Tape the open end of a large detergent box closed.
 2. Draw three sets of parallel lines (close to each other), dividing the front of the box into four sections, Fig. a. Use a ruler.
 3. Continue the lines along the sides and the back of the box.
 4. Draw lines in the two middle sections (X), connecting the parallel lines. They should be a little in from the sides, Fig. b.
 5. Draw two lines going from the parallel lines to the top of the box (Z). Continue the lines across the top and down to the parallel lines on the back, Fig. b. These lines are farther in from the sides than the lines in the middle sections.
 6. Cut away the parts of the box shown by the shaded areas, Fig. c. The parallel lines around



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- the sides of the box remain uncut.
7. Cut out five windows between the parallel lines in the middle sections on one side of the box; shaded areas in Fig. d.
 8. Paint the box.
 9. Make a hole above each window with a sharp pencil, using a twisting motion. Continue twisting the pencil out through the back of the box, Fig. e.
 10. Push a plastic drinking straw through each hole above the windows, and out the back of the box, Fig. f.
 11. Roll colored paper into a small cone and tape, Fig. g. Trim edge to form a circle, Fig. h. Make five bells in this way.
 12. Write a number on each bell with a marker.
 13. Tie a knot in one end of five lengths of string.
 14. String a bead on each length and rest each on the knot. Tie a paper clip to each string a little away from the bead, Fig. i.
 15. Push the other end of each string through the inside point of the bells.
 16. Tie the bells to the straws inside the box, behind the windows.
 17. To play the game, each player throws Ping-Pong balls at the bells. Keep score, totaling the numbers on the bells hit by each player.



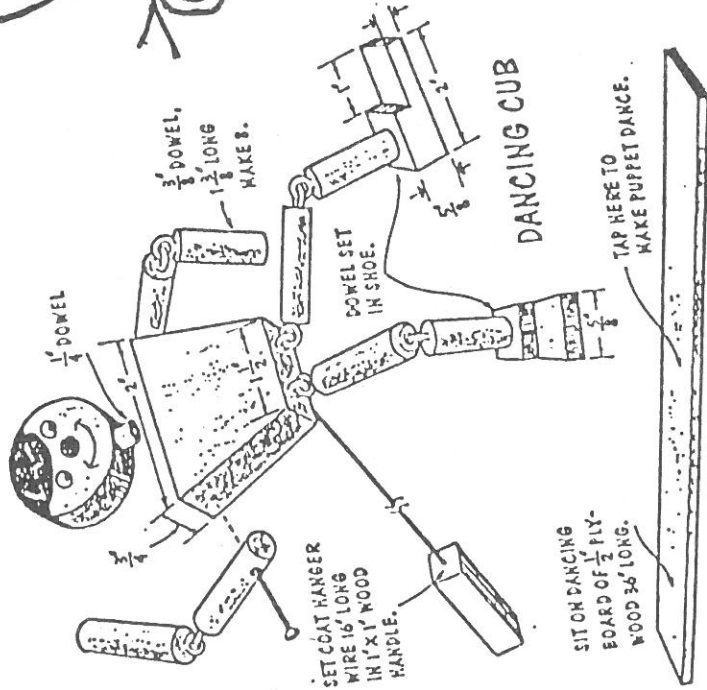
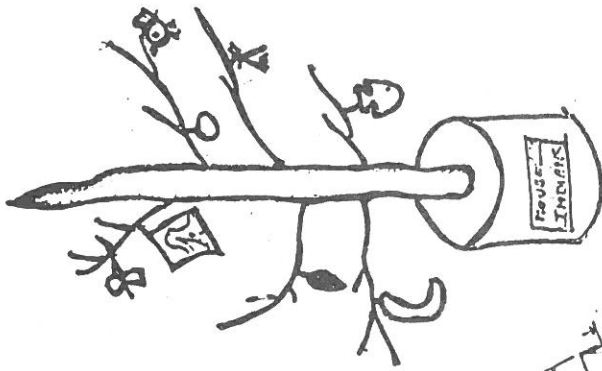
CRAFTS

THEME TREE

Stand a tree branch up in a can with enough plaster to hold it steady. On the side, tape a sheet of paper with the name of that month and the theme for the month.

Have the Cubs bring items to each den meeting during the month which will symbolize the theme, any holiday, or other highlight of that month, to decorate the tree. They could makecraft items, cut pictures from magazines, or clippings from newspapers which will represent the above. Be sure their parents credit them under electives in their books for any craft items they make. As the boys arrive at the den meeting, they add that week's contribution to the tree.

Display the tree at the pack meeting. This adds emphasis to the theme and develops more enthusiasm among the boys.

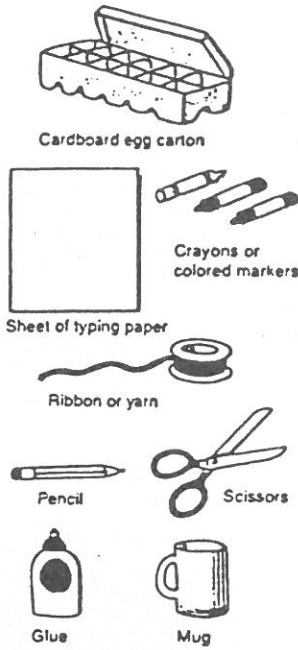


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CANDY BASKETS

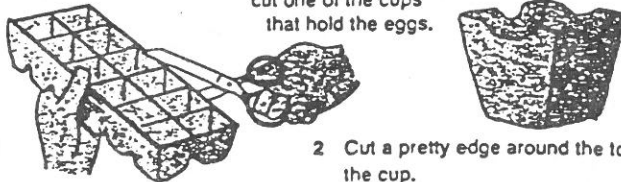


Here's what you need:

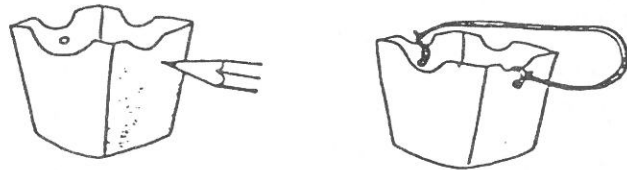


Here's what you do:

- 1 From a cardboard egg carton, cut one of the cups that hold the eggs.
- 2 Cut a pretty edge around the top of the cup.



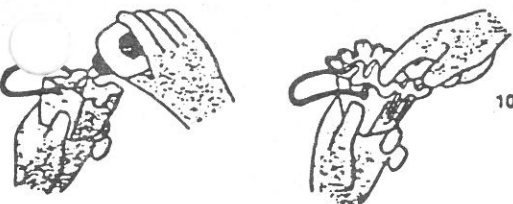
- 3 Poke a small hole on either side of the cup.
- 4 Thread a piece of ribbon or yarn through the holes. Knot it in place.



(Note: If you like, use a pipe cleaner for the basket's handle, instead. Bend the ends to hold it in place.)

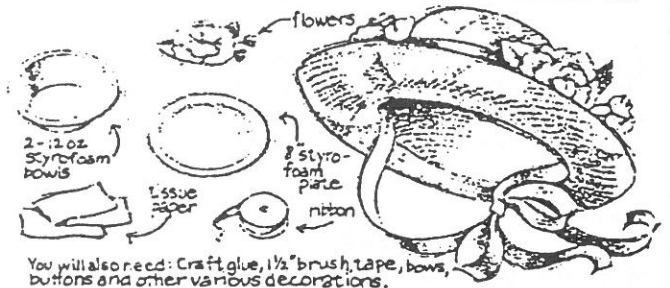


- 5 On a sheet of typing paper, trace around a cup or mug.
- 6 With a crayon or marker, draw a thick scalloped edge around the circle.
- 7 Cut out the circle, and draw the scalloped edge on the other side of it.
- 8 Put a dab of glue in the bottom of the cup.
- 9 Press the circle inside the cup. Hold it in place until the glue is dry.

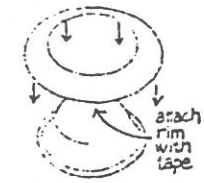


- 10 Fill the basket with jelly beans or CANDY.

Collage Fun Hats



You will also need: Craft glue, 1/2" brush, tape, bows, buttons and other various decorations.



1. Mix 4 tablespoons of glue with 3-4 teaspoons of water in one of the styrofoam bowls.
2. Place other, empty bowl in the center of the plate and trace around it. Cut out the center 1/4" inside of traced circle. To form a hat, place plate over upside down styrofoam bowl and tape into place.

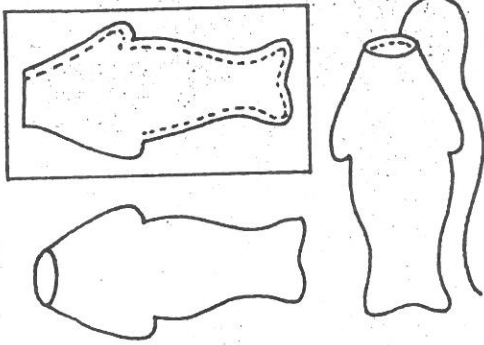


3. Tear tissue paper into small pieces using as many colors as you like.
4. Paint outside of bowl and plate with the glue mixture. Then cover the outside of hat with overlapping pieces of tissue. Once again paint over all the tissue paper with glue; set aside to dry.



5. Repeat steps 3 and 4 on the inside of hat.
6. Decorate with flowers, bows, buttons and ribbon.

FISH KITE



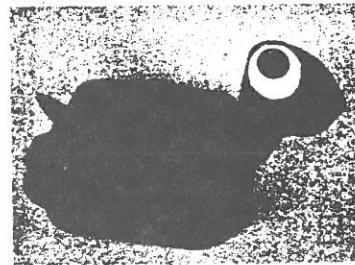
1. Cut 2 matching fish shapes out of light-weight paper. Each should be about 16" long with a 3/4" tab at the mouth end.
 2. Color the fish using texture rubbing for the body.
 3. Glue the edges around the body. Leave the tail and mouth ends open.
 4. Make a ring of wire to fit the mouth.
 5. Fold the paper tab at the mouth end over the wire ring and glue in place.
 6. Attach a string to the wire.
- Your kite is now ready to fly.

Real "Box Turtle"

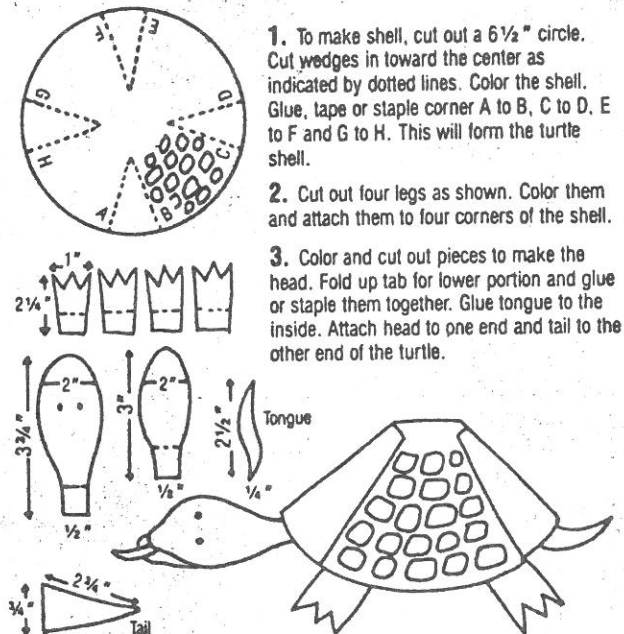
By Elizabeth Weber

Draw and cut out a turtle's head and a tail from a plastic-foam tray. Insert them in slits in opposite sides of a sandwich box from a fast-food restaurant. Draw turtle's nose and mouth with pencil. Make eyes from circles of white plastic foam or paper with a dark-colored button glued to the center of each. Glue the eyes to the turtle's head.

A "box turtle" makes a good place to keep small treasures, or you can cut a slit in the turtle's shell and use it as a bank.

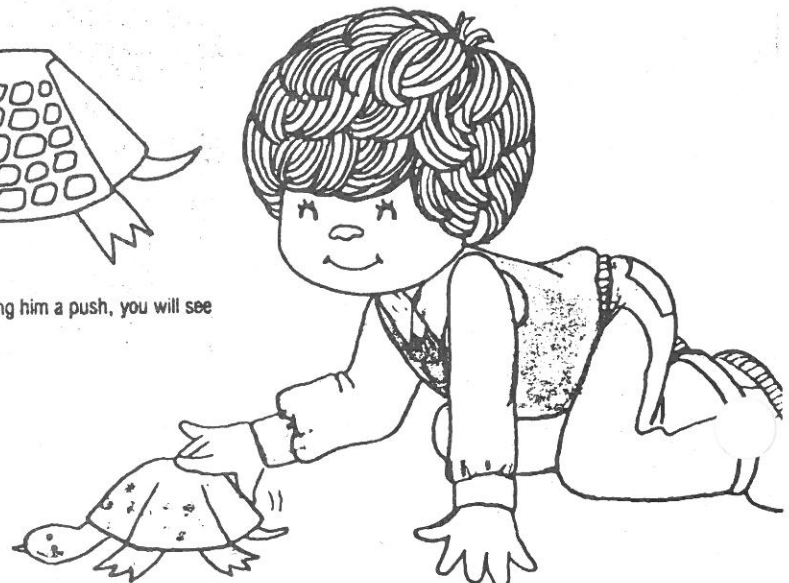


TURTLE

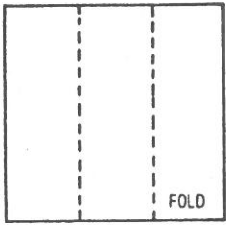


1. To make shell, cut out a 6 1/2" circle. Cut wedges in toward the center as indicated by dotted lines. Color the shell. Glue, tape or staple corner A to B, C to D, E to F and G to H. This will form the turtle shell.
2. Cut out four legs as shown. Color them and attach them to four corners of the shell.
3. Color and cut out pieces to make the head. Fold up tab for lower portion and glue or staple them together. Glue tongue to the inside. Attach head to one end and tail to the other end of the turtle.

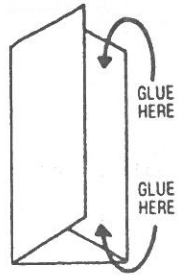
By placing a ball under your turtle's shell and giving him a push, you will see him walk across the floor.



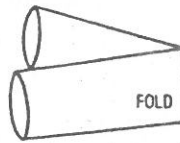
FUNNY FROG



1. Fold a piece of 9" x 12" paper into three parts.

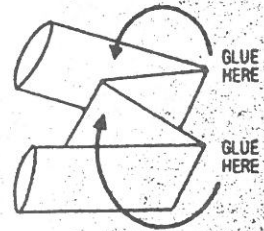


2. Glue the edges of the top sheets together.

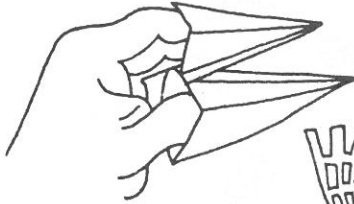


3. Fold the glued paper in half then

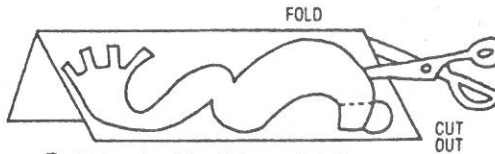
4. Fold the ends back so it makes a W.



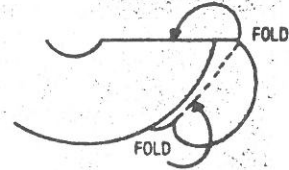
5. Glue these edges together.



6. This will make a place for your fingers.

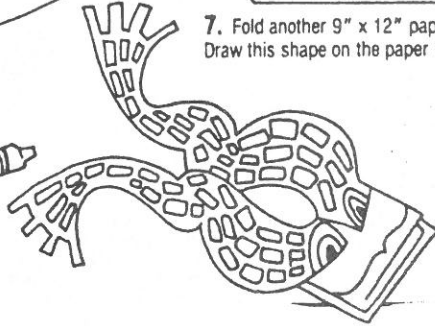


7. Fold another 9" x 12" paper in half. Draw this shape on the paper then cut it out.

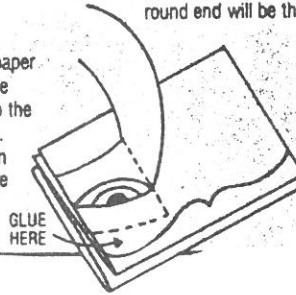


8. Fold on the dotted lines. The round end will be the eye.

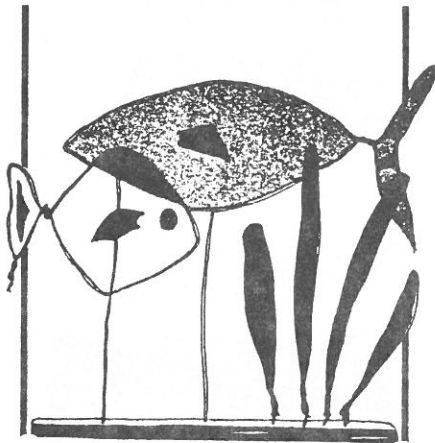
9. Color the body with frog spots and color in the eyes.



10. Glue the paper between the eye and the body to the top of the head. Glue one half on each side so the knees knock.



Have fun playing with "Funny Frog."



Tissue-and-Wire Designs

By Kent Douglas

Make each design from a piece of wire. Squeeze glue on the wire. Lay the tissue paper over this. Paint the tissue with a coat of glue. Lay other pieces of colored tissue on this. Let dry. Trim away the excess tissue. Paint both sides of the design with another coat of glue. Use a piece of scrap wood for the base. Make holes in the wood with a nail. Glue the wires into the hole. Stand the design in front of a window and the light will shine through it.

Scrimshaw

By Jane Scherer

Scrimshaw is the art of carving on a whale's tooth. It was done by sailors to while away the hours on long ocean voyages.

You can imitate scrimshaw, using one white Styrofoam meat tray, glue, and blue and black felt-tip pens.

Cut two tooth-shaped pieces out of the meat tray and glue them together with the bottom open so that it will stand.

Draw a ship or an ocean scene on it with your black pen and color it in with the blue.



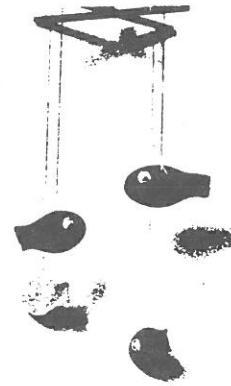


FISHPOND GAMES

An infinite variety of games made from a "hook," a line, and a pole will leave the contestants as breathless and openmouthed as a fisherman's true story.

Fashion the hooks from coat-hanger wire, paper clips, and open safety pins. Make the fish from cloth, inner tubes, cardboard, balloons, or wood.

Use a cardboard carton, nail keg, barrel, or dart board for the ocean bottom or trout stream. The Cub Scouts can catch the "fish" by hooking them, lifting them, trapping them, or spearing them (with darts). They score by standing in the center of a circle and casting into several different ponds, by standing on boxes or stools and trapping the fish, or by just catching as many as they can out of one "lake."

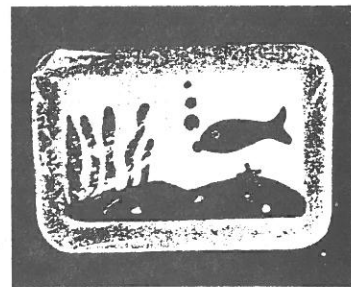


Fish Mobile

By Kathy Ross

Break four ice-cream spoons so that the rounded end and indented middle portion remain. Paint the four pieces different colors. Glue wiggle eyes to the sides of each spoon to make them look like fish. Glue the fish to long pieces of thread and hang them by gluing them to the tips of two ice-cream sticks glued in a cross-shape. Hang the mobile by a piece of yarn.

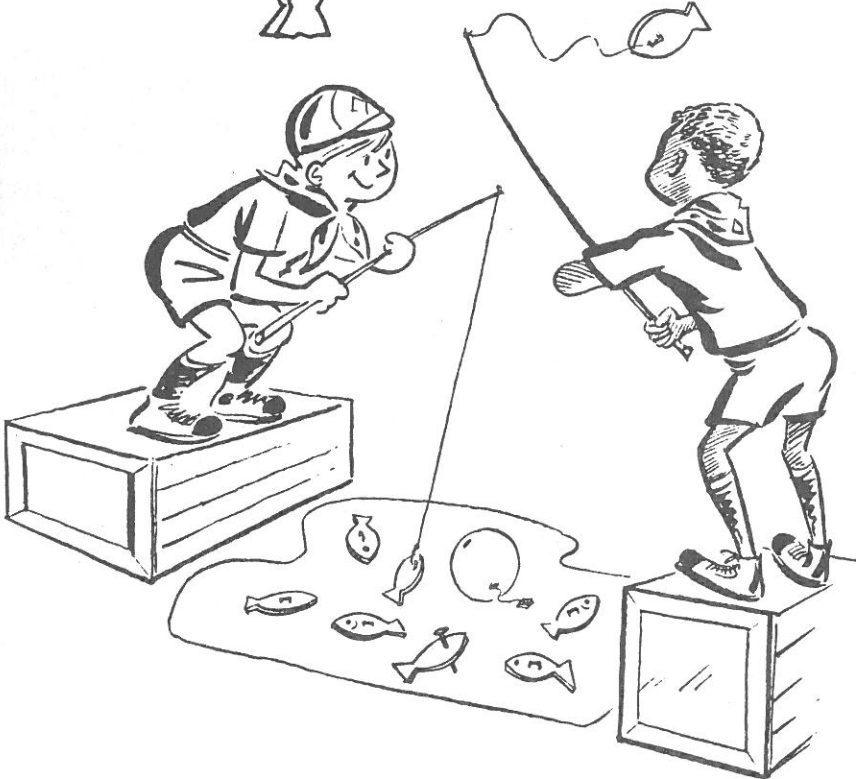
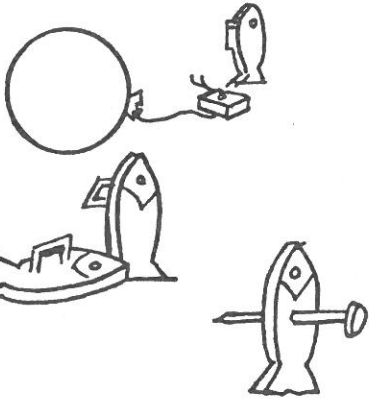
You can also use individual fish as Christmas-tree ornaments or hang a whole "school" of them in the window or doorway of your room.

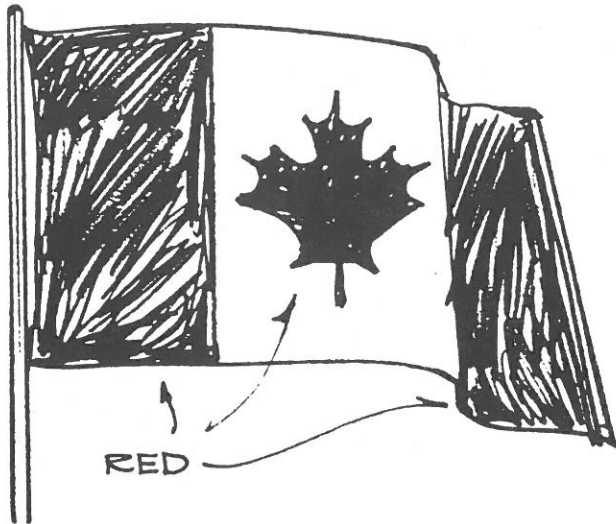


Aquarium

By Paige Eckard

Cut fish, ocean bottom, and greenery out of construction paper. Glue these paper items and some small pebbles to a plastic-foam meat tray. Cover the entire meat tray in plastic wrap and tape edges securely to the back.





Travel to Canada---where to go?,
what to see? , things to do?

Write: Candian Government Offices of Tourism
235 Queen Street

Ottawa, Ontario, Canada K1A 0H6

Don't forget to add extra postage.

MAPLE SYRUP

Mix 1 cup light corn syrup,
1/2 cup brown sugar, and
1/2 cup water;

COOK, stir until dissolved.

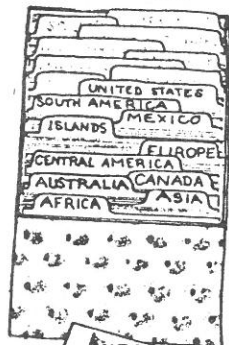
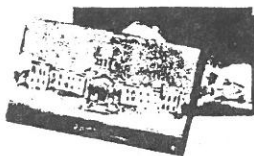
Add dash of maple flavoring and
1 tablespoon butter.

Postcard Collection

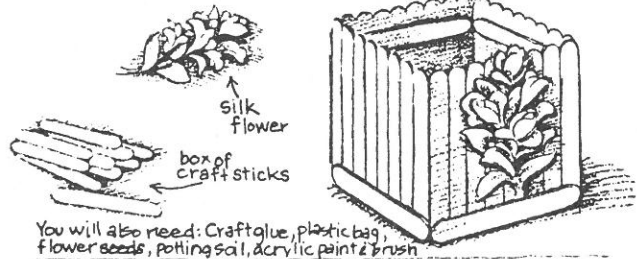
By Sister Marian Massart

Are you a deltiologist (postcard collector)? If so, you might like to make a file for your collection and divide it by geographical regions.

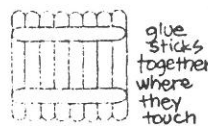
A shoe box makes a good file box. Use cardboard to make dividers to separate your cards into such regions as New England States, Pacific Coast, Mexico, Canada, and so on. Write the name of the region at the top of the divider card. Or, if you have many cards, you might make a separate divider for each state and foreign country.



"My State Flower" Planter or "My Province Flower"

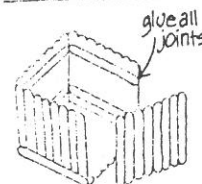


You will also need: Craft glue, plastic bag, flower seeds, potting soil, acrylic paint & brush

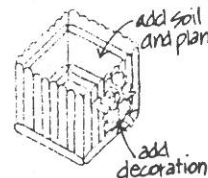


1. Vertically, line up 13 craft sticks side by side and attach two (2) horizontal craft sticks to hold them all together.

2. Repeat Step 1 four more times, creating four sides and one bottom.



3. Glue the four sides to the bottom panel, using one craft stick on the outside of planter to connect each wall to the base.



4. Decorate the outside of the planter with silk flowers or paint.

5. Fill a plastic bag with potting soil, place in the planter and plant flower seed. Add water and watch them grow!

Month: April 1991

Theme: Canada, Our Neighbor



PUZZLE BOX



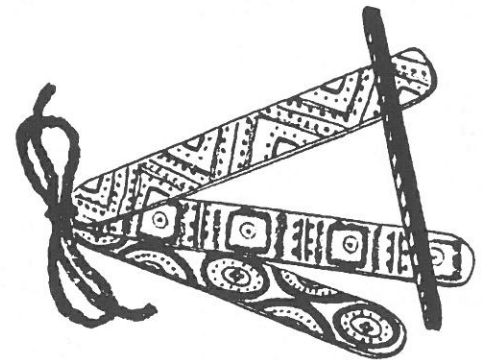
Recipe Holder

By Anne Gray

Glue empty thread spools together, one on top of the other, to form two stacks. Glue the stacks to a flat piece of wood. Then glue a clip clothespin on top of each stack of spools, and let dry.

Place a small piece of waxed paper or plastic wrap in each clothespin to keep it from being painted shut. Decorate the recipe holder with paint.

When the paint is completely dry, remove the waxed paper. Use your holder while making your favorite recipe.



Easel

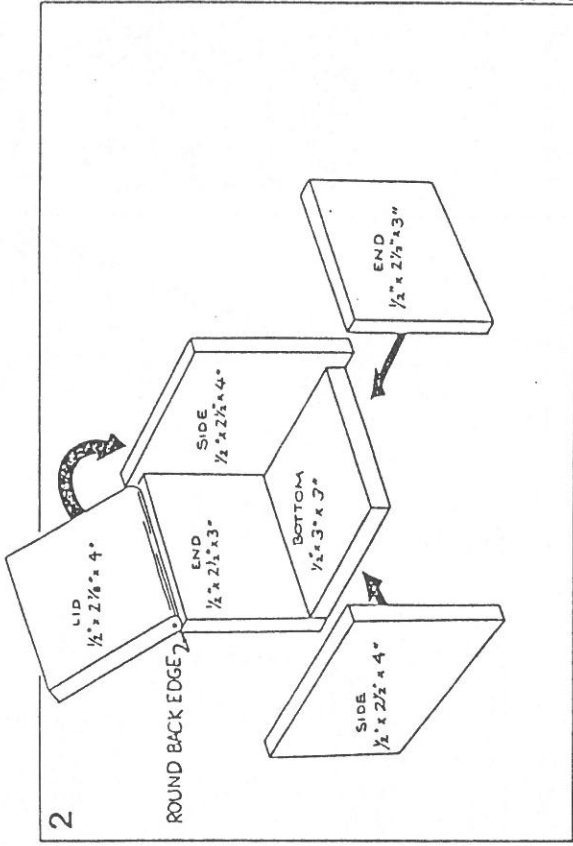
By Clara Flammang

Glue two Popsicle sticks together, one on top of the other, and decorate with crayons or markers. For a more professional finish, you can cover the sticks with scraps of fabric and glue. When the glue has dried, trim the edges of the sticks.

Decorate three tongue depressors. Punch or drill a small hole at the top of each. Tie them together with yarn.

Glue Popsicle sticks to top two tongue depressors. When dry, stand a small picture on your easel.

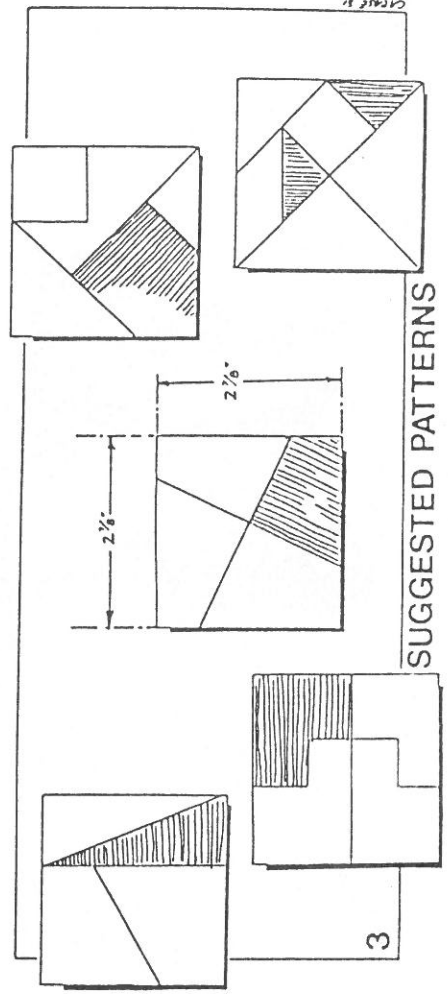
Made from 1/8 inch thick wood of any kind. The back edge of the lid is rounded for easy opening. It is put together with glue and nails (diagram No. 2).



PUZZLE BOX

PUZZLES FOR PUZZLE BOX

Puzzles that can be cut from scraps of paneling (2 7/8 x 2 7/8). They can be larger and of any shape desired (diagram No. 3).



SUGGESTED PATTERNS

WOOD SCULPTURE

Supply each family with 10 scrap pieces of wood. The boards could be different lengths, shapes and sizes. Have a hammer and about 12 nails by the pile of wood. Give them 10 minutes to build something.

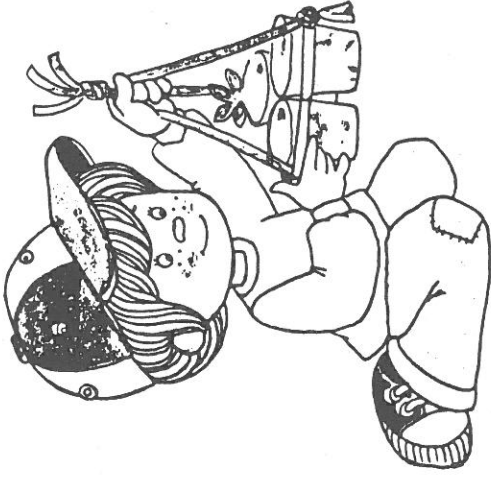
Judge and award prizes for the best sculpture.

UPSET TOOL CHEST

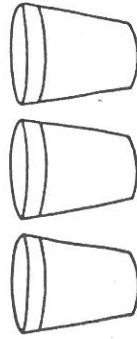
The following is a group of tools with the letters mixed. Can you straighten them out?

- 1. urel
- 2. aws
- 3. lnai ets
- 4. menhar
- 5. elrwot
- 6. alnep
- 7. careb
- 8. itb
- 9. rcsew vrider
- 10. velel
- 11. cenhrw
- 12. placm
- 13. rusgae
- 14. life
- 15. shicle

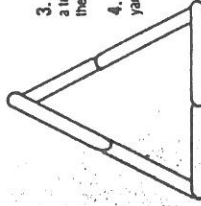
- Answers: 1. rule, 2. saw, 3. nail set, 4. hammer, 5. trowel, 6. plane, 7. brace, 8. bit, 9. screw driver, 10. level, 11. wrench, 12. clamp, 13. square, 14. file, 15. chisel.



PLANTER



1. Using the line embossing technique, draw a design on each cup. Color the cup with crayon.

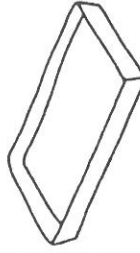


3. Glue flat sticks together to form a triangle that fits around the rim of the cups.
4. Cut three 18" pieces of heavy yarn.

5. Tie each piece of yarn to a corner of your triangle and then tie the three pieces together at the top.

6. Fill the cups with soil, plant some seeds and hang your planter in a window.

GARDEN MARKER

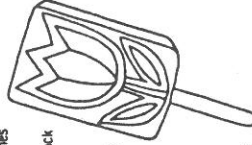


1. On a STYROFOAM™ tray, emboss a line drawing of a flower or vegetable you are going to plant in your garden.*

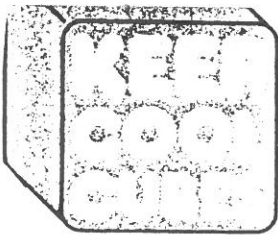
2. Color with crayons so the embossed lines show clearly.

3. Glue a flat stick to the back of the tray.

4. Place in your garden to mark where your plants will grow.



*STYROFOAM™ is a trademark of Dow Chemical Co.



You can make a cool, tasty treat from fruit juice. You will need some fruit juice, an ice cube tray, and ice cream sticks.

Pour fruit juice into the tray. Put the tray into the freezer. When the fruit cubes start to get hard, push an ice cream stick into each one. When the juice is frozen, pop the cubes out of the tray and eat them.

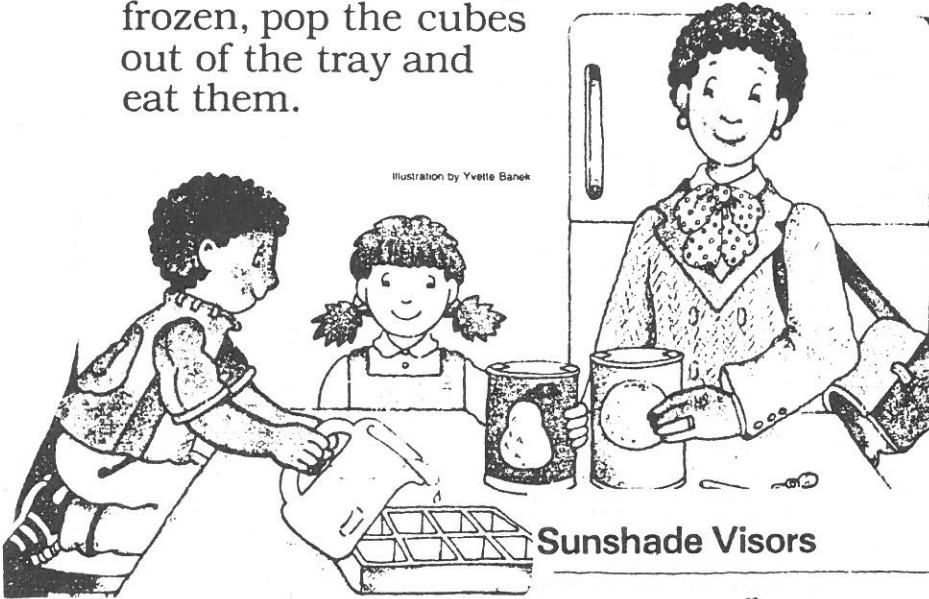
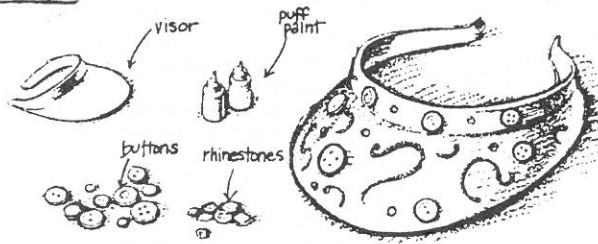
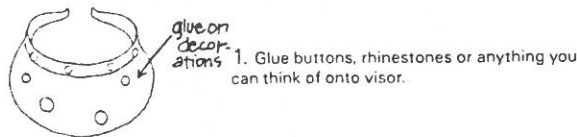


Illustration by Yvette Banek

Sunshade Visors



You will also need: Glue.



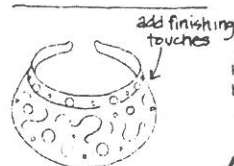
glue on decorations

1. Glue buttons, rhinestones or anything you can think of onto visor.



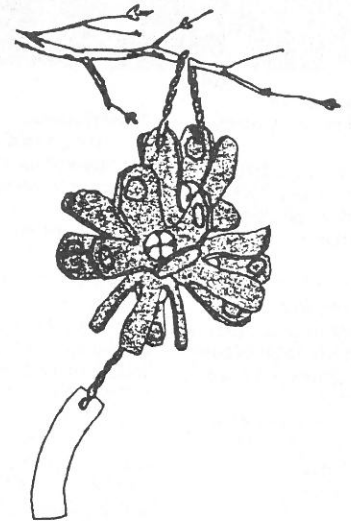
create design

2. Use puff paint to create a unique graphic pattern on your visor, or to personalize with your name.



add finishing touches

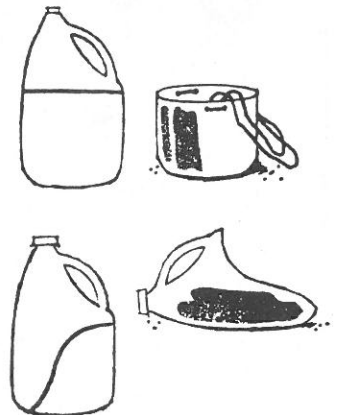
Hint: Slick paint and glitter paint will hold buttons and rhinestones just like glue.



Wind Chime Egg-Carton Flower

By James W. Perrin, Jr.

Cut six cups from an egg carton. Cut the cups in a petal shape. Glue them together end to end and paint with tempera. Glue a jingle bell into the center of each cup. Add a wind catcher cut from the bottom of an aluminum pie pan and attach with yarn. Hang where the breezes blow.



Sand Pail and Sand Scoop

By Jane K. Prieue

All you need to make a sand pail and scoop are two large bleach bottles and a piece of rope about 4 feet long.

To make the sand pail, cut the top off one bleach bottle and make two holes on opposite sides of the pail (four holes in all). Run the rope through two holes on one side, then do the same thing on the other side. Tie the ends together to form a handle.

For the sand scoop, leave the cap on the bottle. Cut on curved line as shown in the diagram.

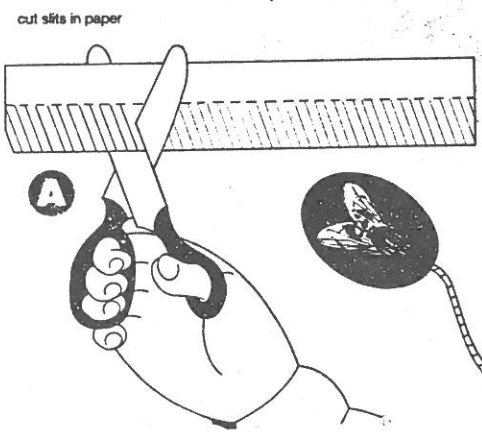
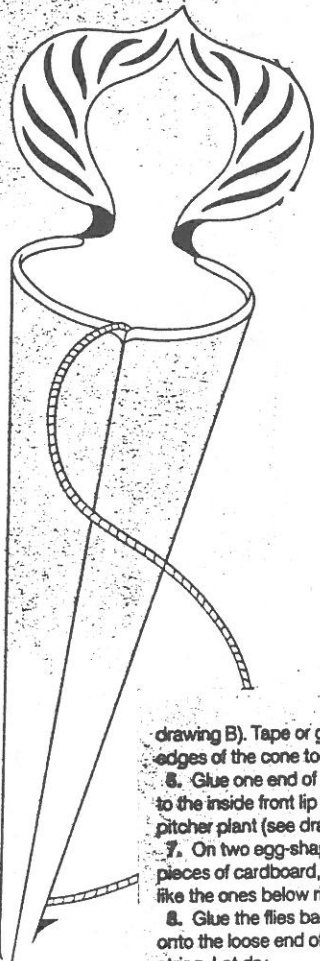
Can you catch flies!



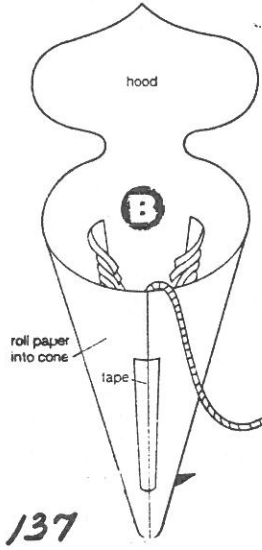
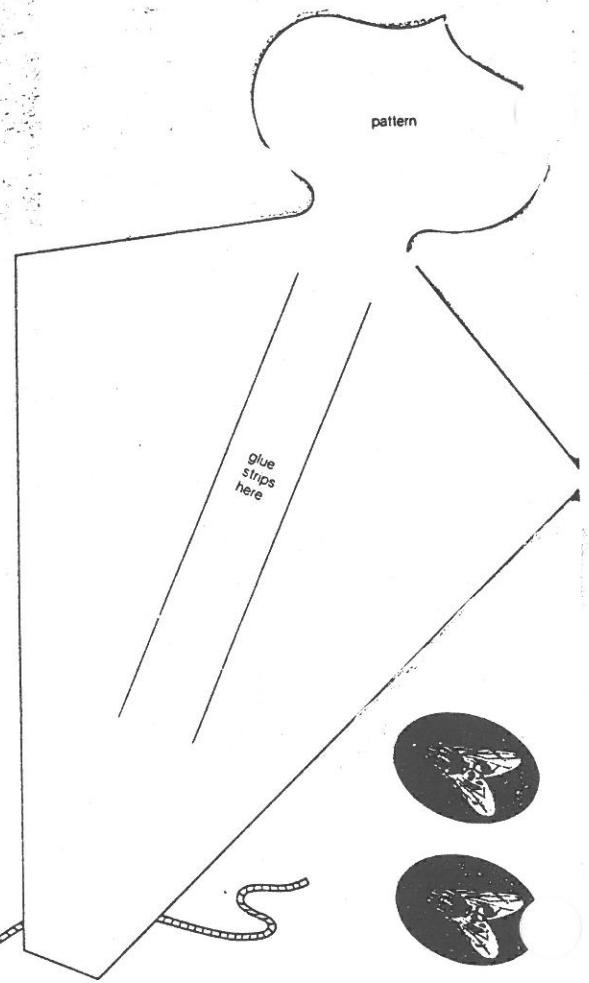
by Rhonda Lucas Donald
 A real pitcher plant catches lots of flies. If you follow these directions, you can make your own pitcher plant. Then you can see if you can catch flies too.

- What you need:**
- very thin cardboard (about the thickness of a manila folder) 6 x 9" (15 x 23 cm)
 - 11" (28 cm) piece of string
 - scissors
 - two strips of white paper, each 3/4 x 4" (2 x 10 cm)
 - pen or pencil
 - white glue
 - tape
 - crayons, markers, or paints and paint brushes

- What you do:**
1. Trace the pitcher plant pattern shown at far right onto a piece of thin cardboard and cut it out.
 2. Color one side of the cut-out to look like the inside of the plant (right). Color the outside bright green.
 3. To make the hairs that line the insides of pitcher plants, fold the strips of white paper in half lengthwise. Cut slits in one half of each strip (see drawing A).
 4. Apply a line of glue to the uncut side of each strip and carefully glue the "hairs" to the inside of the plant (see pattern). Make sure that the hairs point down toward the bottom.
 5. Roll the cut-out pitcher plant into a cone shape (see



- drawing B). Tape or glue the edges of the cone together.
6. Glue one end of the string to the inside front lip of the pitcher plant (see drawing B).
 7. On two egg-shaped pieces of cardboard, draw flies like the ones below right.
 8. Glue the flies back to back onto the loose end of the string. Let dry.
 9. Curl the plant's "hood" down toward the cone's opening by rolling it around your finger. Hold it in place for a couple of seconds.
 10. Now your pitcher plant is ready to catch flies! Just flip the fly up and try to get it into the pitcher. Will your pitcher plant catch its dinner?



THE OUTDOOR CODE



AS AN AMERICAN, I WILL DO MY BEST TO—BE CLEAN IN MY OUTDOOR MANNERS

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

BE CAREFUL WITH FIRE

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

BE CONSIDERATE IN THE OUTDOORS

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

BE CONSERVATION-MINDED

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

Hiking Activities

Hiking for the sake of hiking may be fun for some, but for children, a hike with a purpose is more attractive.

Photo Hike

This works best if each hiker has his or her own camera but it's not essential. The object is to hike along, constantly alert to good picture possibilities. If there's just one camera for all, then it will have to be shared. The person who first spots a potentially great picture should use the camera to record it.

If there are cameras for all, then each photographer will find the best lighting and camera angle for whatever scene is chosen. The benefit of this kind of photo hike comes when the finished pictures are compared after processing. Analysis of strengths and weaknesses of each picture of the same scene will be of value in improving photographic technique.

Senses Hike

This hike is so similar to the Blind Trail described earlier, except the hikers aren't blindfolded. Again, the purpose is to teach observation. This can be fun on a

HINT *Variety in activities is fine, but so is playing an old favorite again and again.*

completely informal basis with each person merely passing along to the others any impressions that come at any time. These might include sounds, sights, smells, tastes, and sensations of touch.

Bird Hike

This could be an addition to the bird identification game. The difference between this and just listing a few birds at a time is that the hike takes place at the crack of dawn. No serious bird watcher would think of missing the chance to spot early morning birds. Remember, it's the early bird that catches the worm, and since they're out early catching worms you'll see more of them.

Dress warmly—mornings often are cool. Bring field glasses, if you have them, and your bird identification book.

Hike slowly and quietly—no jerky motions or unnecessary noise. When you see a bird, freeze, and watch it carefully. If you have field glasses, bring them up to your eyes slowly and smoothly. Check the bird's markings against your bird I.D. book.

If possible, plan your hike so you are walking west. It's better to spot birds ahead of you with the sun full on them. If you hike east into the sun, they will look like dark silhouettes.

You might try to attract curious birds by holding the back of your hand against your lips and kissing it to make a squeaking sound. Who knows, it might attract a curious chipmunk, too.

A Stalking Hike

This is another activity where Dad or Mom should be the person stalked the first few times it's tried.

The rules are simple. The person being stalked pretends not to know he or she is being followed. Every so often the "quarry" stops, slowly turns around, and notes the name of any stalker seen. The quarry may turn around suddenly if he or she hears one of the followers. The stop and slow turnaround gives the followers time to hide. The rapid turnaround is justified by noise made by the stalkers.

After children become familiar with the game and how the "quarry" should act, one after another can be stalked.

Square Hike

Once your children have learned how to use a compass and figure distance by pacing, they'll enjoy a square hike as a test. They just hike a specific distance, like 1,000 feet, in each of four directions.

In turn, each hikes 1,000 feet north using compass and pacing, then the same distance east, the same south, and finally the same west. If they figure correctly, hikers should end up back where they started. The distance each is off will show the amount of error in use of either the compass or pacing.

You can use other distances as long as the legs of the hike are the same length. Different directions can be used, too. They just call for adding 90 degrees to whatever the first compass reading was, and then another 90 degrees to that for the second, and so on.

Night Insect Hunt

Use a strong 2-cell flashlight. After dark, find a field, preferably grassy. Hold the flashlight in the center of your forehead so your line of sight is down the beam of the flashlight. Sweep the beam 20 to 30 feet out in front until you spot a shiny speck like a diamond. Walk toward the speck carefully, keeping it in the light. At the end of

the beam you'll find a moth, spider, or other insect with brilliant shining eyes.

Each family member on the hike should have a chance to use the light to spot an insect.

This might be a good time for each child to catch a bug for the Critter Crawl Race.

Mapping Hike

When your children have learned how to use a map, compass, and measuring, the mapping hike puts these skills together for fun and practice.

The first step is to pick a hike destination at least 2 miles from the starting place. Knowledge of the area can be used in picking the trail, but use of a topographic map at the time of planning will bring map reading into the picture.

This could be a separate activity for each person, but probably will be more fun and educational if the whole group works as a team.

Using a compass and measuring distance by pacing, distances and directions are recorded during the entire hike. Directions to important landmarks along the way also should be noted. Such notes might look something like this:

94 degrees - 542 feet This means the trail turned here

55 degrees - 127 feet Another turn

70 degrees - 32 feet Cross road

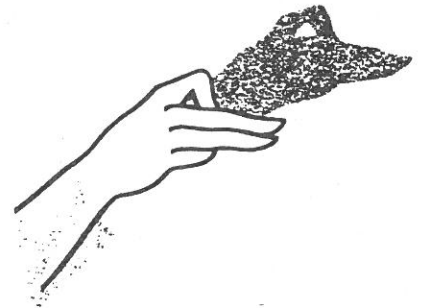
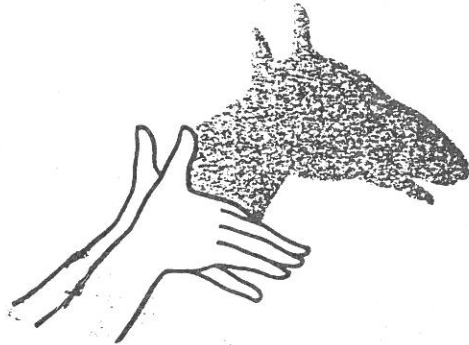
70 degrees - 230 feet Water tower
121 degrees from this point - about 250 feet

When you get to your destination, you'll have notes so you can make a rather accurate map of your route including landmarks visible from the trail.

When you get back to camp, draw a map of the hike. Record directions and distances on the map with a ruler and protractor.

Shadow

Show



Magic



RAINBOW 'ROUND A FINGER

A vanishing trick with colored tags.

BY BILL SEVERN

SHOW six cardboard tags each a different color and with a finger hole in the center. Have someone choose one. Seal it in a small envelope.

After showing the remaining tags, slip them on his forefinger. Tell him to keep the tags "locked" on his finger with the tip of his thumb. Now open the sealed envelope. It's empty! Where did the chosen tag go? You guessed it—on his finger with the others.

What you need: Six round, metal-rimmed cardboard tags (1 1/4-inch diameter), a manila coin envelope (3 by 4 1/4 inches), a penny, crayons, pencil, ruler and a hobby knife.

The secret: The envelope has its bottom cut off so the chosen tag can slide into your hand. The tag is put back with the others in a way that keeps it hidden.

Draw crossed pencil lines to mark the center of each tag. Put the penny there, trace around it and cut out the finger hole with a hobby knife.

Color one side of each tag with a different crayon: red, blue, green, yellow, orange, purple. Leave the backs white. Carefully cut off the bottom edge of the envelope so it will open when you slightly squeeze the ends. Put the envelope and tags in your left jacket pocket.

What you do: "Six color selection tags," I say, as you take them out. "Pieces of a rainbow. Each a different color."

Stack them, colored sides to the front, and show the audience each one. Call out each tag's color and show the white backs.

Ask someone to call out any color. Suppose he chooses green. "Is green your favorite color?" you ask. "Just for fun, let's see how strong your attraction is for green." Put the green tag aside and stack the rest, color-side up, on the table.

Take the envelope from your pocket. Hold it in your left hand with its back to

you. Your palm should be toward you, fingertips to the right, with the bottom of the envelope hidden inside your hand. Hold the bottom shut with your thumb.

"I'll seal your green one in this envelope."

With your right hand, pick up the green tag, color to the front. Lift the flap and drop the tag in. Lick the flap and seal it.

As you do that, squeeze the sides of the envelope, lift your thumb, and let the green tag slide into your fingers. Pull the envelope out of your left hand and drop your left hand, with the green tag hidden in it, to your side.

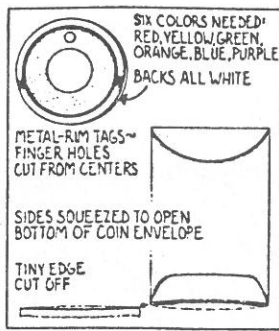
"I'll put the envelope here where you can keep an eye on it." Slip it into your shirt or jacket breast pocket, with the top half sticking out.

"Now let me show you what's left of the rainbow."

Take the stacked tags from the table with your right hand. Lift your left hand, keeping its back to those watching, and put the color-side-up stack on top of the color-down green tag. Turn the stack to the front. This leaves the green tag facing you at the rear. Hold up the stack with your left thumb and fingers.

"Red, yellow, orange, blue, purple." As you call each color, take that tag from the front of the stack, turn it over so the white side faces front, and put it at the rear. When you finish showing all five, the white side of the green tag will be at the front, where it looks like it is one of the tags you've already shown. "But no green," you say, "because that's sealed away in the envelope."

Mix the tags by moving three from the back of the stack to the front, leaving the green in the middle. Ask your helper to hold out his forefinger. Slide the stacked

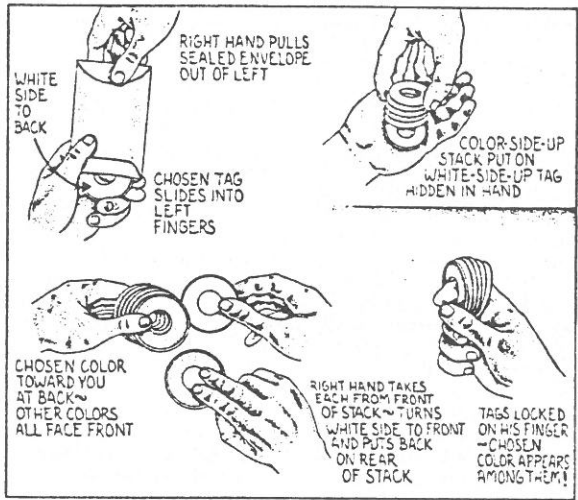


tags onto his finger and have him press his thumb to his fingertip to "lock" them there.

Take the envelope from your pocket, hold it by the bottom and tap it twice against his thumb and finger. "The green one was here." Tear off the lower portion of the envelope, so it appears that you are opening it. Put your fingers inside, and rip it open wide to show that it's empty. "But now it's gone!" Crumple the torn pieces and drop them into your jacket pocket.

"Did anyone ever tell you that you have a magnetic personality?" you ask him. "Well, you have. You've drawn your favorite color back through time and space, and through your locked fingers."

Tell him to take the tags off his finger and see if the green is among them. "There it is—back with the rest of the rainbow! Hold it up, please. There's no doubt about it—you've got a strong attraction for green." ♦



ILLUSTRATIONS BY MICHAEL MORTON

Magic



THE MOST

A money trick that makes good 'cents.'

BY BILL SEVERN

YOU take a dollar from your pocket, show both sides, fold it in half. "I'll show you how to get the most for your money," you say. Reaching into the folded bill, you pull out a string of small, white cards with letters that spell THE MOST.

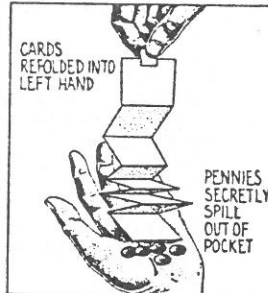
"That's the most," you show the cards hanging from one hand, and the other hand empty. "That part's a little silly." You fold up the cards. "But here's the part that makes good sense."

Suddenly you produce a handful of loose pennies. "One cent, two cents, three cents..." You pour the rest onto the table. "A lot of cents!"

What you need: A dollar bill, 10 pennies, nine two-inch squares cut from white poster board, a white envelope, white adhesive tape, scissors, ruler, pencil, rub-on letters or marking pen.

The secret: The cards are hidden in your hand as you show the dollar, and the pennies are in a secret pocket attached to the back of the bottom card.

Letter seven cards, one letter to a card: THE MOST. Lay them in a vertical row with a blank card at the top, and another blank between the words. Turn them face-down, spaced 1/4 inch apart, and hinge them together with cross strips of tape. Make a pull-tab by sticking one end of a tape to the face of the top card and the other end to the back.



Put the dollar, unfolded, on end in your left pants pocket. Drop the pennies into the secret pocket of the bottom card. (The should fit loosely.) Fold the cards accordion-style and put them upright in the same pocket as the dollar.

What you do: Reach into your pocket, get the folded cards in your palm, and close your fingers around them. Grip the top end of the dollar between your thumb and first finger and bring your hand out with it back toward those watching.

Hold the dollar lengthwise and chest high to show it. Take its right end with your right first finger and thumb, snap it between your hands, and pull it away with the right hand. Turn the dollar to show the other side, and put it back in your left hand vertically covering the hidden cards.

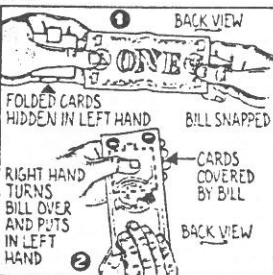
Swing your left palm toward the front to show the dollar in that hand. Take its bottom end with your right hand and pull the bill down in the left hand until its top edge is just above the hidden cards. Fold the dollar in half, bottom to top, and say, "I'll show you how to get the most for your money."

Turn your left hand toward you again. Snap your right fingers, reach into the top of your left hand, and grip the pull-tab with your right thumb and first finger. Very slowly pull the unfolding cards up into view. Hold them dangling from your right thumb and finger, keeping the other fingers wide open so the hand can be seen empty, and say, "That's the most."

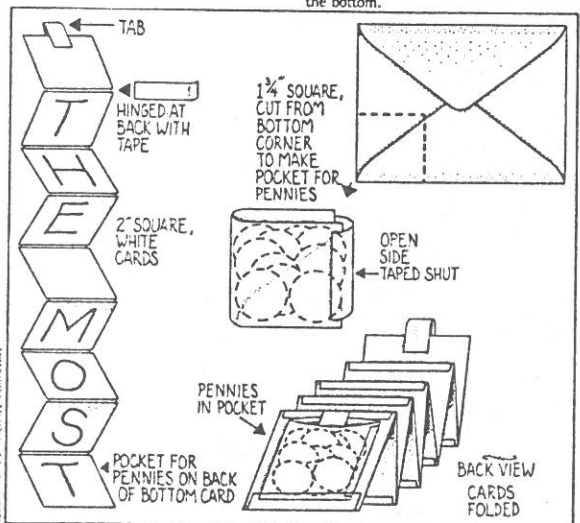
Drop the dollar to the table and show your left hand empty. Cup it under the cards hanging from the right hand. Lower your right hand so the edge of the bottom card touches the left fingertips; this tilts the card and secretly spills the pennies into the cupped left hand. Continue to lower the cards, folding them into the cupped left hand on top of the pennies, using your left thumb to help fold them.

"That part's a little silly," you say. "But here's the part that makes good sense." Take away the folded cards with your right hand and wave them over your left hand.

With your left thumb, push three pennies out, one at a time, and drop them to the table. "One cent, two cents, three cents..." Lower your hand and spill the rest out on the table. "A lot of cents!" ♦



Cut a bottom corner from the envelope to make a bag-like pocket 1 1/4 inches square. Tape shut one cut side and attach the pocket, open-end up, to the back of the bottom card with a strip of tape running up from the inside and another strip across the bottom.

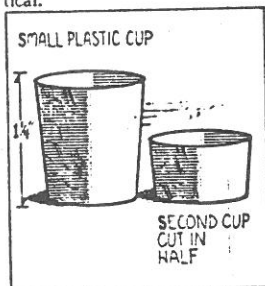


ILLUSTRATIONS BY MICHAEL MORTON

Changing Dimes to a Dollar

YOU count five dimes into a little cup, cover the top with your hand and shake it five times. Instantly, the dimes change to a dollar bill!

What you need: Five dimes, a dollar, scissors, and two plastic or cardboard party cups, about one and one fourth inches high. The cups should be colored and identical.



Cut one cup in half around the middle. Fold the bill in half and in half twice more. Bend both ends up. Stick the middle part of the folded bill flat in the bottom of the half cup.

Slide the uncut cup into the half cup for an extra bottom. The bill will wedge the two cups together. Have the dimes in a right-hand pocket with the cup.

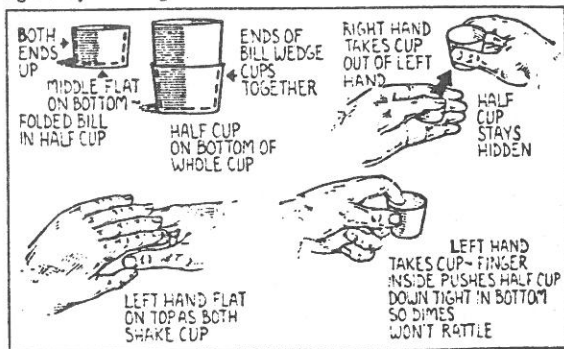
What you do: Show your left hand empty and bring the cup out of your pocket with your right. Take it with your left hand, holding it below the rim with your right thumb at the back and fingers around the front. Shake it upside down.

"Here's the quickest way I know to double your money," you say. "Start with dimes. Five of them—50 cents." Take the dimes from your pocket and count aloud as you show and drop each into the cup. Show your right hand empty. As you do, secretly loosen the cups by pushing the top one a bit with your left thumb.

Take hold of the cup with your right thumb and first finger just below the top rim. Lift it away, leaving the half cup hidden in your left fingers. Rattle the dimes in the cup and drop your left hand to your side.

"Just shake the five dimes five times." Bring your left hand up to the back of your right fingers just above the top of the cup. Drop the hidden cup into the full cup and immediately turn your left palm flat on top and shake the cup hard between your hands. Count aloud as you shake five times. "And right away—the magic works."

—Bill Severn



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Fly Away—Home Again, A Vanishing Trick

IN this trick you make a streamer vanish from your fingertips.

What you need: Two yard-long party streamers, a widemouthed glass, a flat-bottom paper bag, two jumbo paper clips, two rubber bands, a black marker, a small safety pin and a straight jacket. Wear a sports jacket.

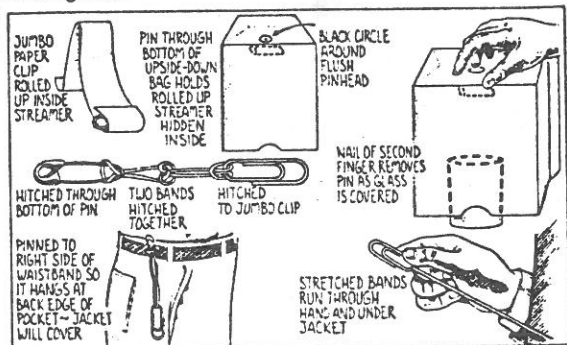
The secret: The paper clip is attached to your pants by rubber bands. When you let go, the streamer snaps under your jacket. A duplicate of the streamer is hidden inside the bag.

Hitch the rubber bands as shown. Attach the safety pin to your pants waistband where your jacket will hide it.

Roll the streamer into a flat bundle around the other paper clip. Put it against the inside bottom of the paper bag, about one-half inch from the back edge. Push the straight pin through the bag and into the streamer bundle until the pinhead is flush with the bag. (This will hold the streamer in place when you turn the bag over. You drop the bundle into the glass by pulling the pin out with a fingernail.) Mark a circle around the pinhead so you can see it.

Next, roll up the other streamer and drop it into the glass. Place the glass in the bag, and stand the bag on your table.

What you do: Take the glass from the bag and pull out the unfolded streamer. Hang it over



your left arm, and put the glass on the table.

Turn the bag upside down with your left hand. Grip the back edge of the bag's bottom with your right hand. Gently shake the upside-down bag to show that it is empty.

Lower the bag over the glass. As you adjust it, hook a fingernail under the pinhead and pull. The streamer will fall into the glass. Let the pin drop behind the bag. Take the other streamer from your arm, hold one end against your left palm, and quickly fold it.

"This streamer reminds me of a pigeon," you say. "It doesn't look like one, but it acts like one—like a homing pigeon." Hold the bundle with your left hand.

"In my pocket, I have a paper clip to hold it for launching." Reach under your jacket with your right hand and grab the dangling clip. Put your hand into your pocket to make it appear that you got the clip from there.

Grip the bottom end of the clip between your thumb and first finger. Turn your right side toward the audience, and bring your hand in front of your waist to show the clip. (The stretched bands run through your hand, behind your wrist and under your jacket.)

Fasten the paper clip to the streamer. Slap the streamer against your palm as you count, "One, two, three!"

As you slap the third time, release the clip so it flies back under your jacket, and lift both hands to show them empty.

"It flies through the air—like a homing pigeon." Lift off the bag, to show that the streamer has reappeared. Slowly pull it from the glass. "Right back home again!" As the streamer unwinds, the clip will fall into view. Take it out of the glass and hold it up. "And that's the paper clip that disappeared."*

—Bill Severn

MAGIC

Magic



COMEDY PALM READING

Show how a fortune-teller predicts your rosy future.

BY BILL SEVERN

SHOW a large white card with an outline of a hand traced on it in black. Across the palm are the words "MY FUTURE," also in black.

"I went to a fortune-teller to have my palm read," you say as you fold the card shut. "And she *red* it for me." Open the card and show that the outline of the hand has turned red!

The words "MY FUTURE" are still black. Shut the card again. When you open it this time, the words fill the entire card and have turned from black to red as a prediction of your rosy future!

What you need: Two 5-by-8-inch, unlined index cards; red and black markers or crayons; and some non-shiny transparent tape.

The secret: What looks like just one card has a three-way flap, made by folding a second card in half and taping it to the first one. By turning the flaps, three different drawings can be shown.

Put both cards on a table, narrow ends at top and bottom. Fold one in half, bottom to top, with the edges matching exactly. Lay it on the top half of the other card, matching top and side edges. Fasten it there with a strip of tape across the folded edge. Trim off any leftover tape.

Place your left hand flat on the trick card, fingertips toward the top, thumb and fingers slightly spread. (If you are left-handed, it will be easier to trace your right hand.) Trace around the hand with the black marker. Go over the line to darken it. Print "MY FUTURE" on the palm of the drawing, one word above the other.

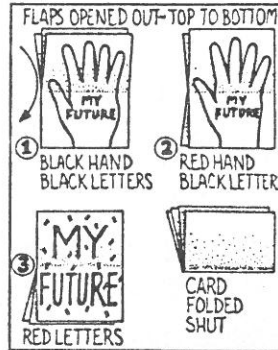
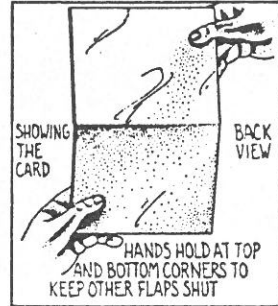
Turn the upper flap from top to bottom. On the new surface, outline another hand using the red marker. Print "MY FUTURE" in *black* on the palm. The two drawings should look alike except that the outline of the second hand is red.

Now open the next flap to the third blank surface. Print "MY FUTURE" in big,

red letters, one word to each half of the card. Finally, fold the trick card in half, bottom to top, and crease the fold flat. Put the card in a left-hand pocket.

What you do: Take the card from your pocket and hold it with your left hand, open edges at the top, folded edge at the bottom. Hold it loosely so that it springs open slightly.

Bend the top right corner of the front card forward with your right fingers to separate it from the rest. Slide your fingers into the right side of the front section. Hold the top right corner of that first drawing between your fingers in front and thumb at the back, keeping the other flaps shut.



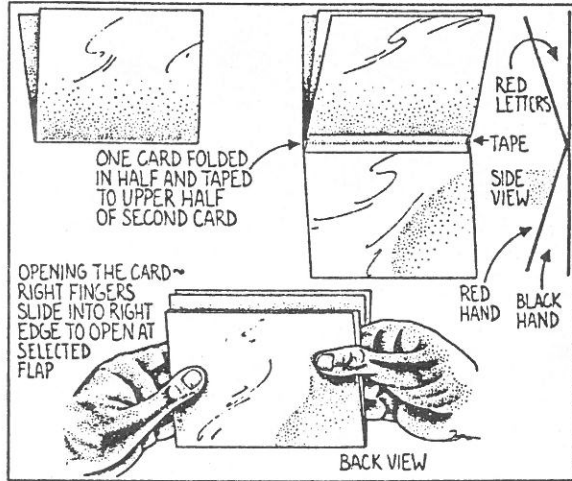
Open the front drawing and hold the bottom left corner with the left hand, fingers in front and thumb at the back. Show the blank back of the card by turning it over. Then turn it back so the drawing faces front.

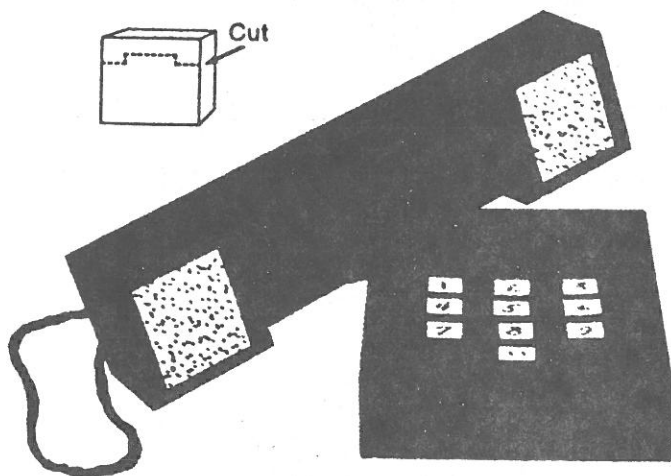
"This is a print of my palm," you say. Shut the card by folding the bottom half to the top. "I went to a fortune-teller to have my palm read." Slide your right fingers into the center section at the right side edge and hold the top corner. "And she *red* it for me."

Open the card with your left fingers to show that the drawing has changed from black to red. Your thumbs and fingers at the top and bottom corners hold the other flaps shut. Turn the card over as before to show the back, and turn it facing front again.

"I asked her, 'What about my future?'" you say. "She told me, 'Well, right now things still look pretty black.'" Fold the card shut. Slip your right fingers into the rear section and take hold of the top corner of the rear card.

"But," she said, "I do predict you are going to have a very rosy future.'" Open the card to show the big, red words "MY FUTURE." Hold it open a moment, then close the card and put it in your pocket. ♦



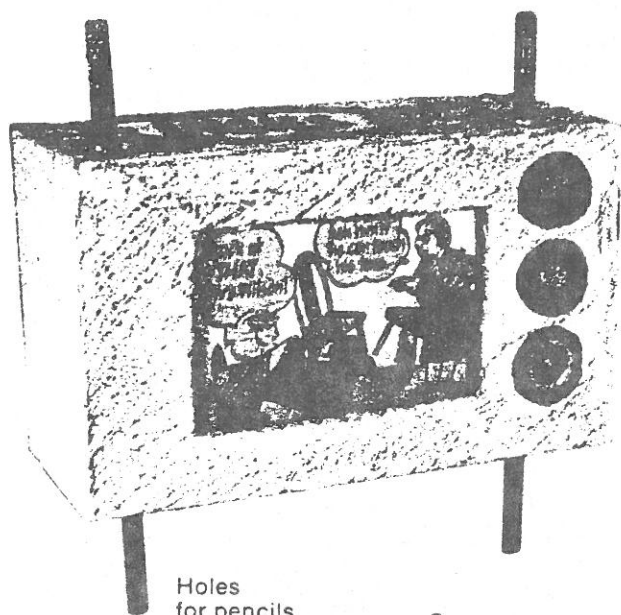


Box Telephone

By Francis Wales

For the base, cover a small instant-soup box with construction paper. For the earpiece, cut a section from a cereal box as shown in the diagram and cover it with construction paper.

Cut out and glue small squares of white paper, label them like the buttons on a phone, and glue them in place. Add squares of white paper for the mouthpiece and the earpiece. Use a long piece of yarn for the telephone cord, attaching one end of it to the receiver and the other end to the base.



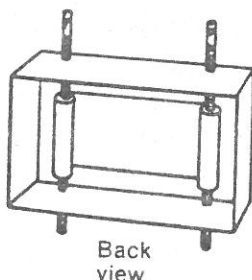
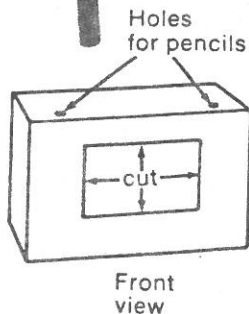
Miniature TV

By Denwood Barksdale

Choose your favorite comics, and cut them out by strips. Lay one of the strips across the bottom of a shoe box so that one picture is centered in the middle. At each corner of the picture, make a mark on the box. Draw lines to connect the marks, and then cut along the lines.

Make a dot on each side of what will be the top of your TV, as shown in the diagram. Put a hole through each of the dots, and poke an unsharpened pencil through each hole. Turn the box over, and draw a dot under each pencil. Poke a hole through each dot, and pull the pencils through the bottom.

Tape your comics together to make one long strip. Then tape the end of it to one pencil, tape the other end to the other pencil, and twist one pencil. The strip will tighten, and the cartoons will move backward or forward for you. Use a marker or crayon to draw the control panel or knobs on your TV.



Month: September 1991

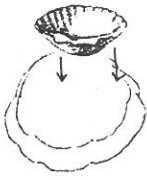
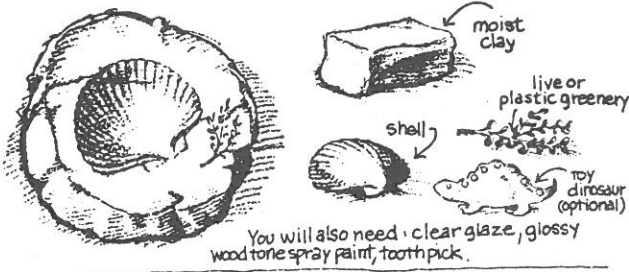
Theme: Communications

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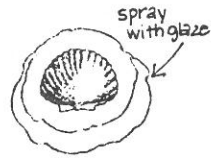


Make A Fossil

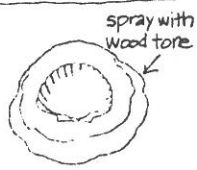
A basic need in order to be Living in the 21st Century is to learn about the Past ("Make a Fossil") or to explore where no man has gone before.



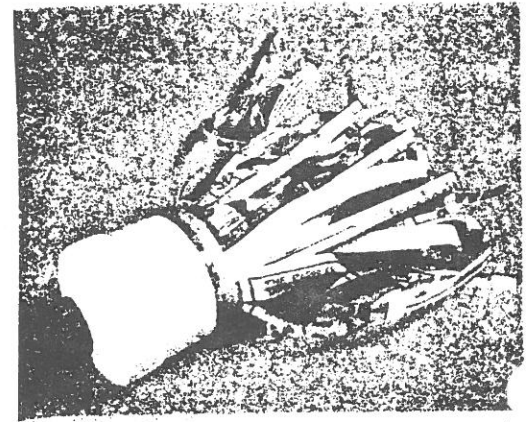
1. Take a small ball of clay, approximately 1/2 cup, and shape into a rock or slab.
2. Press leaves, toy dinosaurs or shells into clay. Remove the item and set the clay aside to dry for one week.



3. Spray with clear glaze and dry thoroughly. Clay may be fired or left in its green state.



4. Spray with glossy wood tone two or three times, wiping the areas that are to remain lighter. Set aside to dry. Spray with clear glaze to seal. (Acrylic paints may be used instead of spray, if desired.)



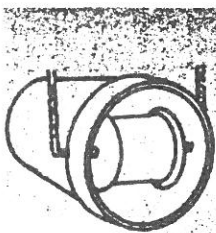
Comet Toy

By Francis Wales

Use the top part of a round plastic bottle for the comet. Leave the cap on the bottle.

For the tail, use long strips of paper. Strips cut from the Sunday comic section of a newspaper are fun. You could also use tissue paper.

Toss the comet high into the sky, and the tail will follow.



Robot

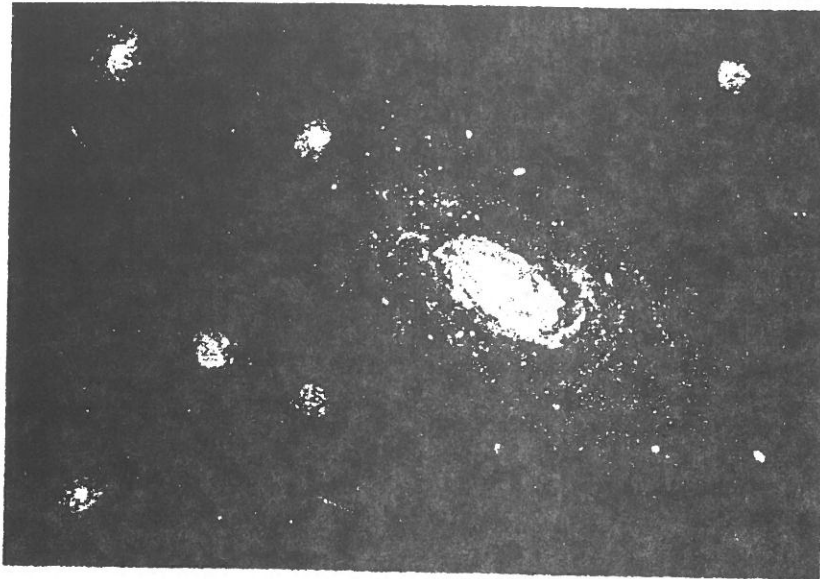
By Jennifer Carling

Use a plastic-foam cup for the robot's body. To make the wheel, thread a pipe cleaner through the sides of the cup and through a spool of thread so that the spool extends just a little above the rim of the cup. Bend the ends of the pipe cleaner to form arms.

For the head, cut a plastic-foam ball in half, and glue it to the bottom of the cup. Cut the remaining piece of the ball in quarters, and press two of the pieces onto the ends of the arms.

Press and glue a toothpaste cap to the center of the head. Add a pipe-cleaner antenna. Decorate the rest of the robot any way you'd like.

A gentle push from the back moves the robot along a smooth surface.



Galaxy Wall Hanging

By Nancy V. Hilton

Use a piece of black construction paper for the background of your picture. Now think of the swirling galaxies of space as giant whirligigs. With poster paints, paint some of these swirling galaxies. Finish the picture by dipping the bristles

of an old toothbrush in white paint and then drawing a stick across the brush so it spatters on the picture. For more color, spatter with yellow paint, too.

When your picture is dry, mount it on colorful poster board or construction paper.

Moon Rocket Game

By Matthew Stockton

Wash and dry a quart milk carton, and cut off the top. Cover the carton with colored paper. Create a moon scene with stars and a rugged landscape made from cut paper or with markers. Use five clothespins for the rockets. For the rocket fins, cut V shapes from heavy paper, and glue them to the inside of the clothespins.

Place the "moon" milk carton on the floor in front of you. Hold each rocket by its fin, at waist level. Then drop it, trying to land it in the moon. Take turns with a friend. The first player to score ten landings is the winner.

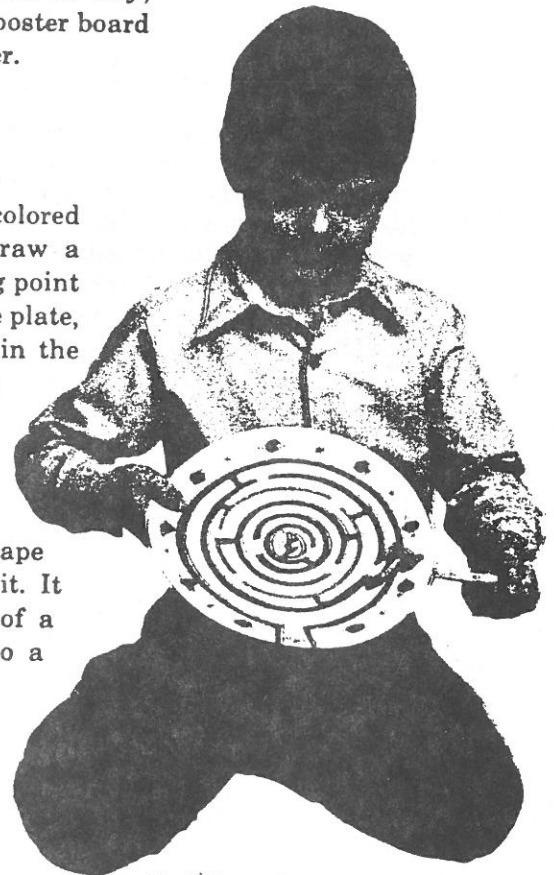
Magnet Maze

By Mary Ellen Norlen

On a paper plate, use colored markers or crayons to draw a circular maze. The starting point should be at the edge of the plate, and the finish should be in the center. Label the starting point "Launch Pad," and draw a picture of the moon at the center.

From lightweight cardboard, cut out the shape of a rocket and decorate it. It should be about the size of a quarter. Glue the rocket to a small magnet (like those used on refrigerators).

Glue another small magnet to the end of a wooden ice-cream stick. Make sure you glue the right side of the magnet up—that is, the side that will attract, rather than repel, the other magnet when the two are placed back to back.



Holding the magnetic wand *underneath* the plate, see if you can guide your rocket from the launch pad all the way through the maze to the moon.

ROBOTS are always fun to make. No two robots will be alike because the ingredients vary.

A rough guide of materials is listed below to start you off:

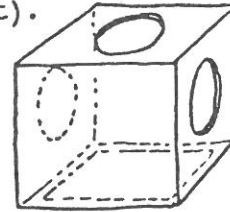
For MAIN BODY: fairly large box 12 X 12 X 17. Seal it with brown sticky tape or masking tape. Cut hole for head, two armholes and cut out most of the bottom piece.

For HEAD: a box about 9 1/2" square, cut a square for face and cut out most of bottom piece.

For NECK: a 2 1/2" wide strip of corrugated paper to make a circle 32" in circumference.

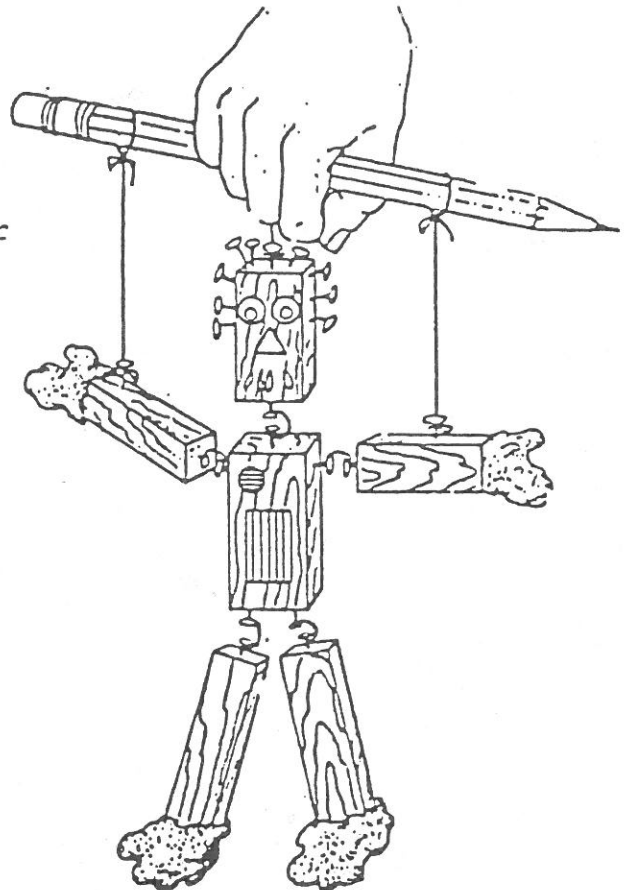
For LEGS & ARMS: cardboard to form cylinders and thick elastic to join them to the body.

Glue the neck to the body and then glue on the head. Add the arms with elastic strips glued to the body and arms so they are movable. Do the same with legs. To make the robot more gruesome, add strange objects (such as egg carton holders, cereal boxes, etc.) to the box robot before painting it silver. (Brush-on paint is cheaper than spray paint).



WOODEN ROBOT PUPPET

Use wood scraps to make arms, legs, head and body. Hammer a nail in each piece to be connected. Tie one end of a piece of string around one nail head and the other end of the string around the nail head of the piece it's to be connected to. Hammer nails into tops of head and arms. With string, connect nail heads to a pencil.



Covered Wagon

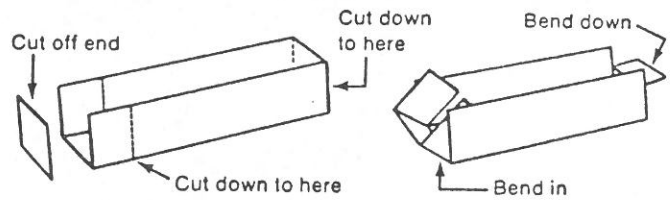
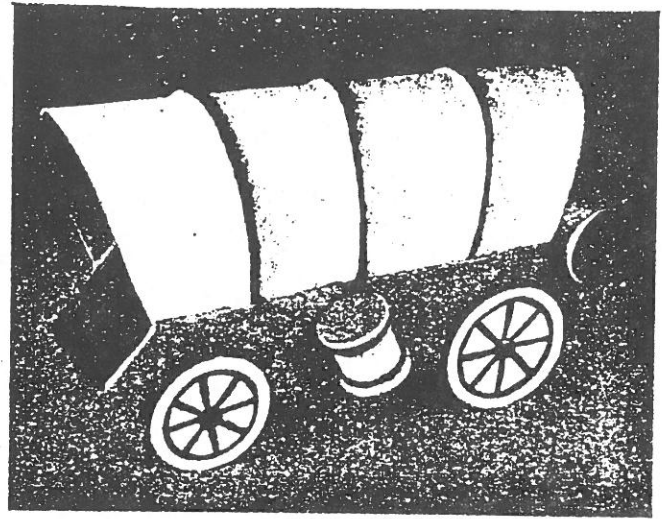
By G. L. Carty

The base of the wagon is made from a long narrow box, such as the bottom of a cheese box. Cut and bend each end as shown, and glue the front in place.

Make the top from a piece of thin cardboard and white fabric glued together. Bend it in shape, and glue it inside the box. Hold in place with clothespins until dry. Trim with pieces of yarn.

Cut wheels from heavy cardboard, and draw spokes. Attach wheels to the wagon with paper fasteners or glue.

Paint a couple of spools white. Cover the ends with colored paper. Attach them to the wagon to look like water kegs.

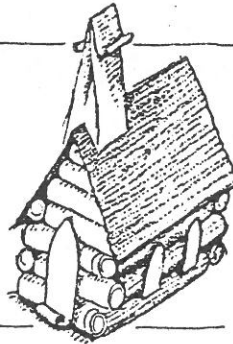


Country Church

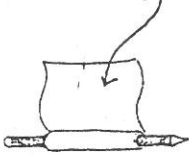
1 1/4 yd of white & 6" of natural #40
Krinkle Kraft paper ribbon



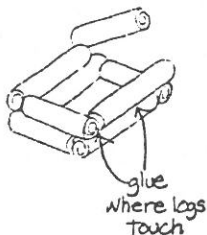
You will also need: Craft glue, scissors, pencil,
paint and brush.



roll and glue

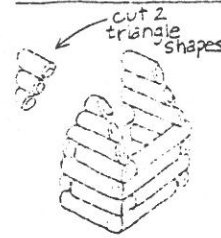


1. Cut 14 pieces of 2 1/2" long strips of white paper ribbon. Form the logs by rolling each strip tightly around a pencil, with the ribbon texture running lengthwise along the log. Glue each log closed.

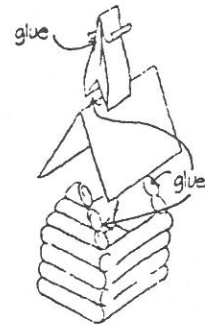


2. Cut six (6) logs in half, forming twelve (12) 1 1/4" small logs.

3. Arrange logs into a cabin shape, alternating the long and short logs and gluing them together at the ends. Glue a second row of logs on top of the first, staggering as shown in the diagram. Continue building until you have a total of four rows.



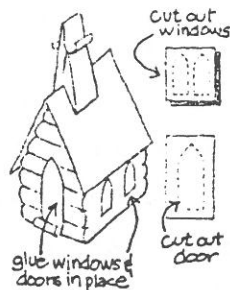
4. Glue two additional long logs onto both short sides, centered and one on top of the other. Cut these two logs into a triangle shape, forming the base for the roof.



5. To make the roof, cut a 3" piece of natural paper ribbon. Fold it in half lengthwise and glue to the top of the church.

6. To form a steeple, cut a 2" strip of white paper ribbon and fold it into a column with four equal sides lengthwise; glue closed. Pleat and pinch one end closed and glue shut. Cut an inverted "V" to match the roof angle at the bottom of two opposite pleated sides. Glue to the front of the rooftop.

7. Cut a 2" x 1/8" strip of natural paper ribbon for the steeple top. Fold this strip in half and curl up the cut ends. Glue to the top of the steeple.



8. Cut out four windows and a door from the white paper ribbon following the patterns provided. Tightly curl up the bottom edge of the door and glue closed. Glue windows and door in place as shown and paint whatever color you like.



Pattern may
by enlarged
according to
the size needed.

TIN PAN PUNCH

an artform left by the Pioneers of the "Old West"

Materials required:

Sharp nail

Scrap ribbon or trim

Hammer

Tin pan (aluminum pie plate may be substituted)

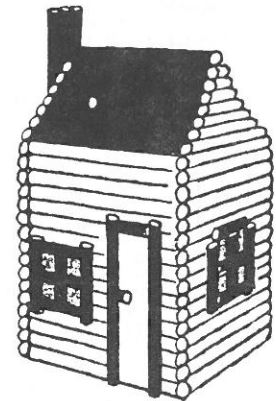
Piece of wood large enough to cover pattern area

Pattern

Tape pattern on tin pan. Place wood underneath area to be punched. Use nail and hammer and slowly punch through pattern and pan following the dots of pattern. When all have been punched, remove pattern from pan and decorate rim/edges with ribbon or leftover pieces of lace trim, etc. Attach a hanger to back of pan. Congratulations, your project is complete and ready for hanging .



Pilgrim Kids



Lincoln Cabin Bank

By Kent Douglas

Wash and dry a half-pint or pint paper milk carton (the kind milk is usually sold in at school). Glue the top closed. Cut paper drinking straws to the proper length, and glue onto the milk carton. Carefully cut an opening in the roof for a coin slot. Be sure to make the slot big enough for a half dollar. Paint the bank with tempera. The door and windows are made from construction paper. Glue them in place. Outline the door and windows with straws, painted before you glue them on. Glue on a chimney made from straws.

Materials

- 2. #2 clothespins
- Small chenille stems or pipe cleaner
- Acrylic paint (black, white, red, pink, flesh)
- Gray and white fabric
- White and black felt scraps
- Yarn scraps (for hair)
- White middy braid
- Premade black plastic top hat
- 6" basket lid
- Craft stick
- Premade miniature breadbasket

Instructions

1. Cut 3" from the top of one clothespin for the girl and 2 1/2" from top of other clothespin for boy.
2. Drill armholes at shoulder height. Insert pipe cleaner pieces (approx. 1" each) and secure with glue. Trim and dip ends of pipe cleaners in flesh paint.
3. Paint eyes, eyebrows and noses black. Paint mouth red and cheeks pink. Paint shoe areas black and buckles on boy's shoes white. Let dry and spray with clear acrylic varnish.
4. Cut pattern pieces as follows: Gray fabric for dress, boy's jacket, boy's pants. White fabric for apron and apron straps. White felt for cap, boy's collar and belt buckle. Black felt for belt. Treat all exposed raw edges with Fray Check.
5. Glue pants on boy, tucking in at front and back.
6. Make the dress and boy's jacket according to pattern. Press cuffs under. Stitch, clip, turn and press side seams. Put on dolls. Gather up cuffs and secure. Glue at neck and back.
7. Glue felt collar, belt and belt buckle on boy. Glue snips of yarn on head for hair. Glue on premade top hat.
8. Glue the apron straps criss-crossed over shoulders of girl for apron top. Gather top of apron skirt and glue to middy braid. Tie and glue tightly at waist, over ends of straps.
9. Make a yarn wig by stitching down the center of eight strands of yarn (See Fig. 1). Glue to head. Glue felt cap over hair.
10. Glue a craft stick near bottom of basket lid for boy and girl to stand on. Glue kids to craft stick and decorate basket lid with wheat, moss, dried leaves or other items of your choice. Add a tiny bread basket.

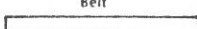
Wig Illustration



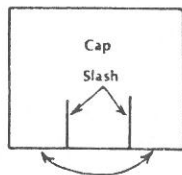
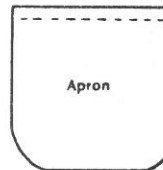
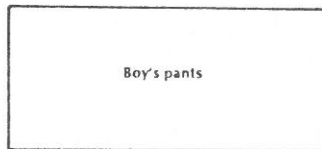
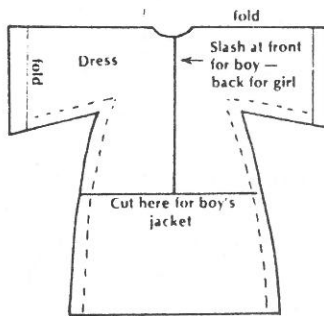
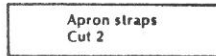
Belt Buckle



Belt



Apron straps
Cut 2





The Cub Scout FOLLOWS Akela.

The Cub Scout HELPS the pack go.

The pack HELPS the Cub Scout grow.

The Cub Scout GIVES goodwill.

LETTER BOX FILE

You will need:

- An old letter box
- Paint
- Screws or nails

DO YOU HAVE an old letter box that has become rusty? Don't throw it away. Remove it from the outside of your house. Clean it and paint it. Then screw it to the inside of the kitchen closet. This is very handy for holding bills and little reminders that you want to keep on hand. Mother would like one for herself. You could get one in the dime store brand new and put it inside your own closet door for the same purpose.

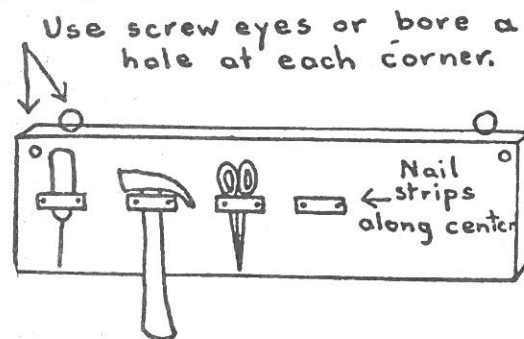
TOOL RACK

You will need:

- A piece of wood about 16 inches long, 8 inches wide and $\frac{3}{4}$ to 1 inch thick
- Paint
- A pair of scissors
- Small nails and a hammer
- An old felt hat or an old leather bag
- Sandpaper

Gifts to make using items that might otherwise be thrown away--RECYCLE.

WITH THE SANDPAPER smooth the board on all sides. Paint it any color you like, on both sides. Bore holes at each top end.



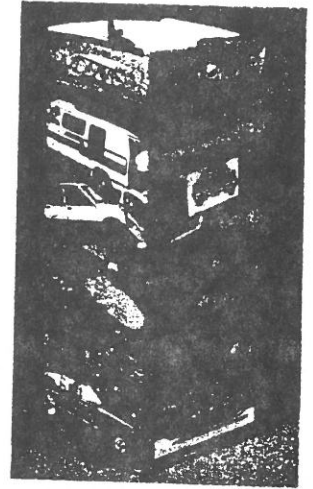
TOOL RACK

Put a piece of strong cord through these holes so that you can hang up the rack. You could use 2 screw eyes instead. Cut strips of the felt or leather from the bag so that they measure one inch in width. Make them 2 or 3 inches long depending upon the size of the tools you are going to put on the rack. Nail these strips of leather or felt across the center of the board, and allow a little slack, so that the tool can slip into the loops. Nail as many strips as you have tools. Hang it up in Dad's workshop.

Coupon Saver

By Helen Sattler

Use two same-size plastic-foam trays to make this handy holder for cents-off coupons. Cut one tray in half. Place the half over the bottom of the whole tray, forming a pocket. Thread a large needle with yarn and stitch around all the edges. (Punch holes first with a paper punch or make holes with the needle as you go along.) Tie a bow at the top to hang the coupon saver by. Decorate the front with a picture cut from an old magazine or one you have drawn yourself. Print the word COUPONS with marker or crayon.



Car Carrier

By Carol McCall

Depending on how many cars you have, use either a quart or a half-gallon milk carton. Rinse it out and cut off the top.

Cut out lots of pictures of cars from old magazines and glue them all over the milk carton.

After the glue has dried, you can spray the carrier with hair spray to make it shiny.

Punch a hole near the top edge on two sides of the carton. Make a handle for your car carrier by tying yarn through the holes.

Stegosaurus Storage Box

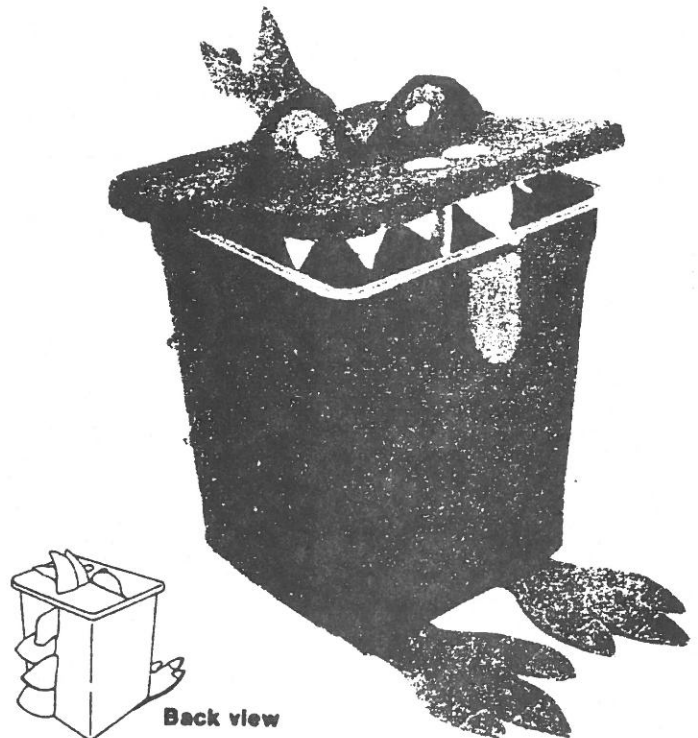
By Pat Stemper Vojta

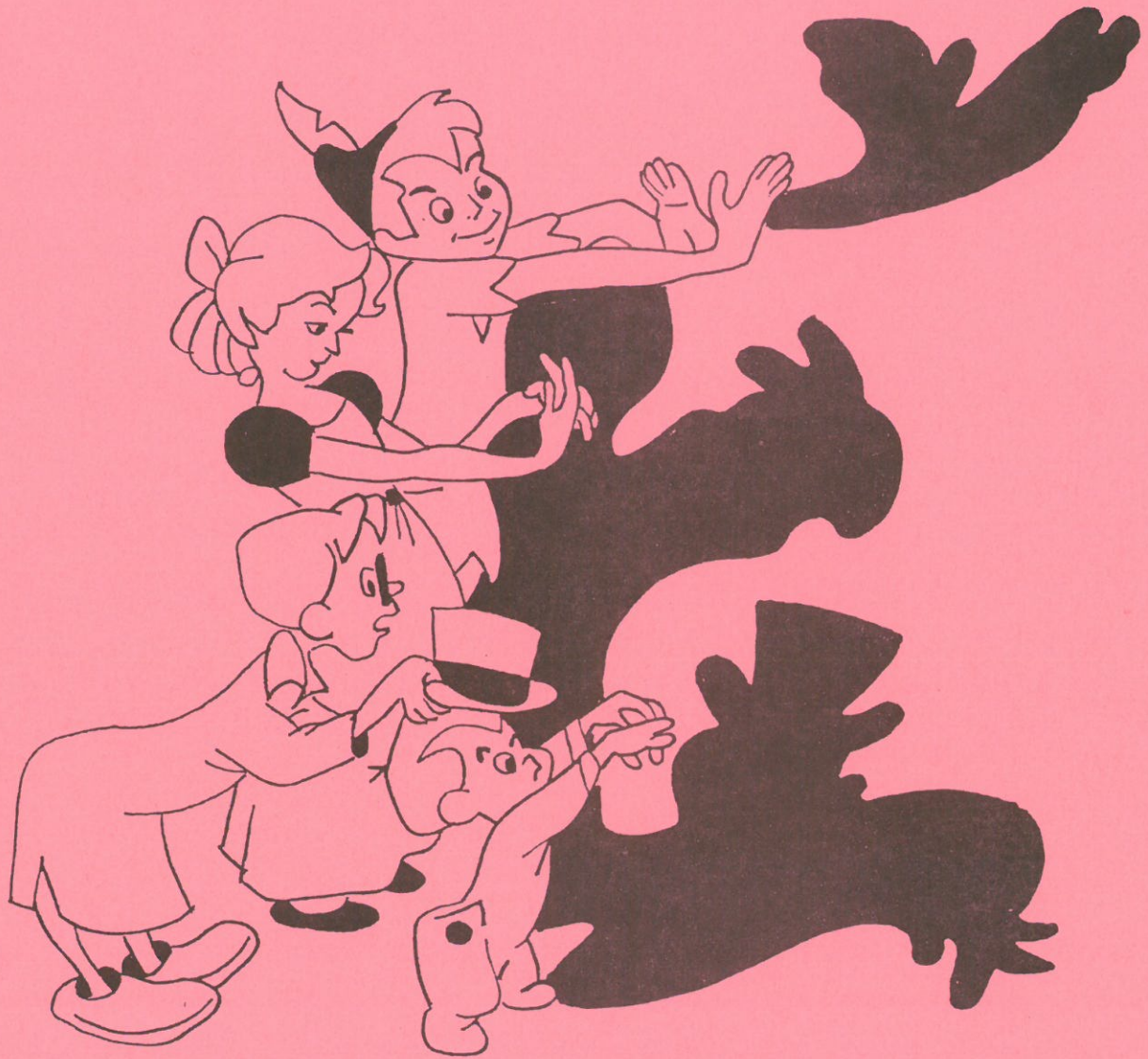
Wash and dry a plastic container with a lid, such as one that moist towels come in.

Glue felt over the entire container. Draw a pair of feet on a piece of cardboard. Cut the feet out, cover them with felt, and glue them to the bottom of the container.

Cut pieces of felt for the tongue, nose, eyes, teeth, and plates, and attach them with glue.

Use the box for storing rocks, seashells, pictures, or other treasures that you collect.





GAMES



PEOPLE PUZZLER

Number of Players: 3 - 20
Length of Time: 30 - 90 minutes
Materials: Paper, pencils, set of encyclopedias
Object of the Game: To identify the famous person and stump the other players

To Play:

Each player is given one volume of the encyclopedia along with paper and pencil. One player is designated the leader. At a signal from the leader each player, including the leader, looks through his volume of the encyclopedia to find three facts relating to a famous person. This famous person can be either real or imaginary. Each player then writes the three facts he has found or made up and waits quietly for the other players to finish.

When all players have finished writing, the leader indicates one player who reads aloud the three facts he has written without revealing the identity of the famous person to whom the facts relate. The rest of the players then proceed to guess who the famous person is or whether the facts relate to an imaginary person. As each player guesses, the player who read the facts silently keeps tally of the score, according to the scoring procedures outlined below. After everyone has made a guess, the player who read reveals the identity of the famous person and awards each player his points.

The leader then indicates another player who reads his three facts aloud. The game continues until all have had a chance to read their facts and have the group guess the identity of their famous person. In the final tally of points, the player who scores highest is the winner.

Scoring: the player who reads his facts is awarded two points each time one of the players who is guessing makes a wrong guess at the identity of his famous person. A player who makes a correct guess and names the famous person is awarded five points. A player who correctly guesses that the famous person is imaginary is awarded three points.

Variation:

Any topic, other than famous people, maybe used in this game. For example, famous cities, or animals, or sports would be acceptable.

Purpose or Benefit:

"People Puzzler" provides a creative challenge to try to stump the other players.

B AND T

Number of Players: 3 - 30
Length of Time: 10 - 25 minutes
Materials: Paper and pencil for each player
Object of the Game: To write down the most objects

To Play:

Each player is given paper and pencil. The players are given three minutes to write down as many objects in the room as they can that start with B or T. The player with the longest list wins.

Variation:

The game can be repeated with other letters.

Comments:

The players should not know what the letters are until just before they begin.

Purpose or Benefit:

"B and T" is relaxing, yet challenging.

NAME THE STATES

Number of Players: 2 - 20
Length of Time: 10 - 30 minutes
Materials: Paper, pens & pencils, writing surfaces and watch.
Object of the Game: To remember and write down more states than anyone else.

To Play:

Each player is given a piece of paper, a pen or pencil, and a writing surface. One person is designated as the timekeeper. At a signal from the timekeeper, each player writes the names of as many of the fifty United States as he can.

The timekeeper lets the other players know when five minutes are up, and all must stop writing. Each player counts the number of states he has written down. The players take turns announcing how many states they have, and reading their lists to the rest of the group. The one who has the most states written is the winner.

Variations:

1. Each player is given a list of all fifty states and tries to name their capital cities.
2. The players try to recall the names of countries.
3. The players, given a list of countries, try to name their capital cities.

Purpose or Benefit:

"Name the States" encourages quick thinking, exercises the memory, and increases knowledge of geography.

GUESS THE PRODUCT

Number of Players: 4 - 15
Length of Time: 20 - 60 minutes
Materials: Paper and pencil for each player
Preparation: The leader prepares in advance a list of products with their definitions and categories. The number of products depends on how long the game is to be.

Examples:
Category -- laundry detergent
Definition -- a shout of approval
Product -- Cheer

Category -- soap
Definition -- hearty enjoyment; gusto
Product -- Zest

Category -- cars
Definition -- a wild horse
Product -- Mustang

Object of the Game: To name the product corresponding to its category and definition.

To Play:
The leader reads several categories and definitions, which each player writes down. The players each try to produce the right answers in 5 - 10 minutes. At the end of the round the leader reads the correct answers and each player scores one point for each correct answer. The person with the most points wins.

Variations:

1. For a longer game, a number of people could prepare a list of products in advance so each could lead a round of play.
2. "Guess the Product" could be played two ways by teams:
 - a. Each team makes a list of products, categories and definitions for the other team to guess within a time limit.
 - b. The leader states the category and definition and the first team to call out the answer gets the point.

Purpose or Benefit:

"Guess the Product" challenges the players to quick thinking and creativity.

THE DICTIONARY GAME

Number of Players: 3 - 12
Length of Time: 1 - 2 hours
Materials: Dictionary, several sheets of paper for each player, pens pencils for each player, & hard surfaces to write on.
Object of the Game: To accumulate the most points by:

1. Creating definitions that other players will think are from the dictionary.
2. Correctly guessing the real definitions of words among several false ones.

To Play:
Paper and pencils are distributed to all. One person has the dictionary. The person chooses a word from the dictionary he thinks no one knows. He asks if anyone knows what the word means; if anyone does, he chooses another word. After an unfamiliar word is found, each player writes an imaginary definition for the word, then passes his paper to the person with the dictionary. The person with the dictionary writes an imaginary definition as well as copying the real definition onto a separate sheet of paper.

The person with the dictionary reads each definition silently. This is important so that his tone of voice, difficulty in pronouncing words, or outbursts of laughter do not reveal which definitions are imaginary. He then mixes the papers up, and reads each definition aloud.

As the person with the dictionary reads them aloud a second time, the others vote by raising their hands for the definition they think is the real one. (It is best to have all players decide before anyone votes, to minimize their influence on each other.) When all have voted, the person with the dictionary reveals the real definition and then other players may reveal which ones they wrote.

Each player scores 1 point for every vote his definition receives and 3 points if he has voted for the real definition.

The dictionary is passed to another person, and the procedure is repeated.

There is no specific way to end the game, except as decided by those playing.

Variation:

If there is a large number of players, the group can be divided into teams. This may be a good alternative if a faster-paced game is desired. Each member of the team which submits the word makes up a false definition for it. The individual members of the other team(s) guess which definition is correct.

The team submitting the word scores one point each time a false definition receives a vote. A team scores three points each time one of its members selects the correct definition.

Purpose or Benefit:

"The Dictionary Game" encourages and challenges the players' creativity. It also allows players to enjoy and learn more about each other.

WHY? BECAUSE!

Number of Players: 2 - 20
Length of Time: 15 - 30 minutes
Materials: Many small slips of paper, pencils
Object of the Game: To create humorous questions and answers.

To Play:

Each player writes a designated number of 'why' questions on slips of paper, with 'because' answers on separate slips. All the 'why' slips are placed in one container, and the 'because' slips in another.

Players pass the containers around the room, taking turns drawing one 'why' slip and one 'because' slip, then reading the two together to form a question with its 'logical' answer.

Sometimes the question-answers will be nonsense; other times the combination will be ironically humorous.

Examples:

"Why did someone invent the light bulb? Because that's all there was to eat."
"Why did she serve us hamburger for dinner? Because he/she was experimenting with electricity."

Note: The person reading the question and answer can change the pronouns, verb tenses, etc., to make the answer correspond to the question.

Variations:

1. Instead of 'Why?' 'Because', the format is changed to, 'I like ... because...'
2. 'Mixed-Up Similes': Each person writes a common simile, such as 'slow as a turtle', 'naked as a jaybird', only putting the 'slow as' one one slip of paper and 'a turtle' on another, drawing them out of separate containers and reading them with humorous results.

Comments:

It is also fun to identify what was the original question-answer combination, the correct simile, or the original 'I like...because...' statement after all the mixed-up combinations have been read.

Purpose or Benefit:

"Why? Because!" is a noncompetitive game that is just for laughter and entertainment.

WHAT'S MY LINE?

Number of Players: 6 - 20
Length of Time: 45 - 90 minutes
Materials: Pencils, small pieces of paper
Object of the Game: To guess an occupation in the least possible number of guesses.

To Play:

The group is divided into two teams of equal size. The teams go to separate rooms and confer among themselves. They write the name of a different occupation on each piece of paper, one for each member of the opposing team.

After the teams come back together a person from one team draws a paper that the other team has written. His team members ask him yes-or-no questions until they guess the occupation, receiving a point for each question asked.

The teams take turns drawing papers from each other, selecting a different team member each time, until all the papers have been used. The team with the lowest score wins.

Variations:

1. One person prepares the subjects to be guessed ahead of time, and people from the group at large take turns drawing them instead of forming teams. Scores are earned individually, or no scores are kept.
2. Instead of determining the occupation through questions answered, the person who draws the occupation pantomimes it. The length of time or number of guesses it takes his team to identify it is tallied. The team with the lowest time or number wins.
3. The game can be played with a larger group of people divided into more than two teams.

Purpose or Benefit:

"What's My Line?" encourages curiosity, logic and patience.

HEADLINE SUMMARIES

Number of Players: 5 - 10
Length of Time: 10 - 20 minutes
Materials: Pencil and paper for each player, a compiled list of 'summaries' and answers.
Preparation: The leader prepares a list of one-line summaries of stories or rhymes (e.g., "Child frightened by a spider," for "Little Miss Muffet").
Object of the Game: To guess the rhyme or story suggested by each headline summary.

To Play:

The leader reads the summaries to the contestants; the first person to guess the title of the story or rhyme earns a point. The person with the most points at the end of the game wins.

Variation:

Bible quotes and stories can be used as subject matter, as can famous incidents in history.

Purpose or Benefit:

Quick thinking for placing headlines with topics is developed. Imagination is stimulated in creating summaries.

COMMANDO BASKETBALL

Number of Players: 12 - 20
Length of Time: 30 - 90 minutes
Material: One basketball
Playing Site: Basketball court
Preparation: A 'commando drill' (which should last no more than one minute) is determined. Such a drill is composed of a combination of exercises (e.g. running two laps around the court, doing ten push-ups, & ten sit-ups).
Object of the Game: To be the team that makes the most baskets.

To Play:
'Commando Basketball' is like conventional basketball with the following variations:

1. No fouls are called.
2. Double-dribble and traveling are illegal and punishable by the commando drill.
3. If a man scores a basket, the player guarding him must perform the commando drill.
4. When a person leaves the game to do a commando drill, another player replaces him. The player leaving the game goes to the end of the 'substitute line', which consists of players waiting for their turn to enter the game.

Variation:

This game may also be played without substitutes. When a player leaves the game to go through his commando drill, his team simply plays without him.

Purpose or Benefit:

'Commando Basketball' is especially useful for developing perseverance and physical endurance.

FOOL BALL

Number of Players: 8 - 20
Length of Time: 15 - 45 minutes
Material: A ball
Playing Site: Large open area
Object of the Game: To catch the ball and not move to catch it unless the ball has been thrown.
To Play:
One player, holding the ball, stands in the center of a circle that the other players have formed; they are also standing. The players in the circle have their hands behind their backs. The person with the ball indicates to whom he will throw the ball first, and which direction around the circle he will continue in, throwing the ball to each player by turn.

The player to whom the ball is to be thrown must reach for the ball only if the ball is actually thrown. If he moves his hands to catch the ball when it is not thrown, or if he fails to catch the ball when it is thrown, he is out of the game. A player who is out of the game sits down or stands with his arms folded across his chest. If the ball is thrown poorly, a player is not eliminated for not catching it.

The player in the middle may throw the ball to the next player immediately, or he may bluff, pretending to throw the ball, trying to fool the player. When all but one of the players in the circle are out of the game, the last player remaining becomes the person in the middle with the ball.

Purpose or Benefit:

'Fool Ball' challenges players to practice self-control and attentiveness.

BALLOON GAME

Number of Players: 4
Length of Time: 5 - 20 minutes
Materials: Balloons (all the same size) about 20 for each person playing.
Playing Site: A moderately large open area
Preparation: All the balloons must be blown up in advance.
Object of the Game: To see how many balloons one person can hold using his arms, legs, chin, etc.

To Play:

All the balloons are placed on the floor in the center of the room, with players in a circle around them. At the referee's signal, all the players simultaneously start picking up balloons, attempting to hold as many as once as possible with the various parts of their body, and remain standing.

At the end of the time limit, the referee signals everyone to stop. The person holding the most balloons is the winner.

Comment:

With larger groups, depending on room size and number of balloons, it may be easier to have players go in groups of two to six, rather than all at once.

Purpose or Benefit:

The "Balloon Game" is an especially good game for children's parties, although people of any age enjoy it.

FIND THE PINS IN THE RICE

Number of Players: 3 - 12
Length of Time: 10 - 30 minutes
Materials: Small mixing bowl, 20-30 very small safety pins-closed, uncooked long-grain rice, blindfold, watch with second hand, paper, pencils.
Preparation: The bowl is half-filled with rice and the safety pins are mixed into it.

Object of the Game: To be the one who finds the most pins in the rice.

To Play:

A player is appointed as timekeeper. One player at a time is blindfolded. The bowl of rice is placed in front of him. When the timekeeper signals to begin, the player uses one hand to find the pins mixed in with the rice and removes them as he does so. The player must stop when the timekeeper indicates that one minute has passed.

The pins removed are counted and then mixed back into the rice for the next player. The one who is able to find the most safety pins is the winner.

Purpose or Benefit:

"Find the Pins in the Rice" tests one's sense of touch.

SCAVENGER HUNT

Number of Players: 4 - 40
Length of Time: 1 - 3 hours
Materials: List of articles, paper bag for each team, large enough to hold all the items, car for each team if they are to travel farther than walking distance.
Preparation: Prepare a list of articles for each team to find. The lists may or may not be identical, but must be equal in length. A sample list could be:
An empty spool of thread
An old sock
A broken pencil
A graham cracker
An autographed Q-tip
A whisker from a beard
A comic book
A piece of green construction paper

Object of the Game: To collect the greatest number of items on the list within the allotted time.

To Play: The group is divided into teams. Teams of four or five are ideal. The teams all depart at the same time, either on foot or in cars. They go to neighbors' homes, or homes of friends, to secure the listed items.

The teams return home when they either: 1. have collected all the items, or 2. run out of time, whichever comes first. The first team that returns with the items, or the team that finds the most in the allotted time, wins.

Comment: If specific homes of friends are going to be visited, it is advisable to call them in advance to see if anyone will be home and if it will be all right to call on them. The teams are told which homes to visit.

Purpose or Benefit: The teamwork involved in "Scavenger Hunt" produces a sense of unity. This game also provides much time for fellowship in small groups, as the teams travel together to their destinations. When homes of friends are visited for help in acquiring the items, the amount of fellowship and relationship-building increases.

FACE-TO-FACE

Number of Players: 6 - 20
Length of Time: 10 - 30 minutes
Materials: If a record player or piano are available, the game can be played with music, but this is not required.
Playing Site: A room with enough space for players to be a good distance apart from one another and move easily about the room.
Object of the Game: To quickly find a partner before they are all taken when the signal is given.

To Play: Each player is assigned a partner by the leader. The leader may play music (optional) and begin calling out instructions as to how the partners must face each other.

For example, if he calls out 'face to face', they stand opposite each other, looking at each other. He can call out things such as 'side to side', 'back to back', 'elbow to elbow', 'thumb to thumb', 'right hand to left hand', etc.

At some point he stops the music or calls out, 'Everyone change partners!'. At this point each person, including the leader, must find a new partner. The person left without a partner is the new leader who calls out the directions.

As the game goes on, it can be more challenging if the rule is that each person must find a partner he has not had before.

Purpose or Benefit:

'Face-to-Face' is a lively game which helps people to intermingle. It can be an exercise in following and giving instructions.

FRUIT BASKET

Number of Players: 7 - 20
Length of Time: 10 - 30 minutes
Playing Site: Arrange chairs in a circle for all but one player
Object of the Game: To keep from being 'it'.

To Play:

Players are seated in a circle. A person designated as 'it' stands in the center.

The names of several fruits are selected, one fruit for every three to four players. Each is assigned a fruit. The player who is 'it' calls out the name of a fruit. All players with that fruit must find a new seat (from the ones the others with that fruit have been in) before the player who is 'it' finds a chair. The one who is left without a chair is the new 'it'. 'It' may also call, 'Fruit basket', in which case all players must move to a new chair.

Variations:

Other categories may be used instead of fruit, e.g., months, days, holidays, etc.

Purpose or Benefit:

"Fruit Basket" is active and spirited. It frees people from inhibitions and is a good ice-breaker.

BUZZ

Number of Players: 6
Length of Time: 15 - 45 minutes
Object of the Game: To say "buzz" at the appropriate times

To Play:
Each player takes a seat in a circle. The players count off around the circle. When a player's turn falls on a multiple of five, he says, "buzz", instead of the number. When a player fails to do so, he is out. The last player remaining wins.

Variation:
Multiples of any other number may be used instead of five.

Multiples of two numbers are used, with players saying "buzz" for either.

Comments:
Multiples of five are good for younger children.

Purpose or Benefit:
"Buzz" is a fun way for children to learn multiples. It encourages alertness and self-control. The variations make it a challenging game for adults.

EARH, AIR, WATER

Number of Players: 2 - 20
Length of Time: 15 - 60 minutes
Materials: Ball, balloon, or similar object
Object of the Game: To name some creature that dwells in the environment given (earth, air, or water) before the balloon comes down or the object being rolled reaches the player.

To Play:
The players are seated around a table, or in a circle around a room. The first player pronounces the category of "earth," "air," or "water", just before he either tosses a balloon in the air or rolls a ball or some other object to another player. As he sets the balloon or ball in motion, he calls out the other player's name.

Before the balloon lands or the ball reaches him, the other player must name a creature that dwells in the category he is given by the first player.

He then tosses the balloon or rolls the ball to another player, calling out a category and the player's name. A player may not name a creature (animal, bird, insect, fish, reptile, etc.) that has been previously mentioned.

If a player names a creature that has been previously used, or cannot think of one before the object reaches him, he is out of the game. The game is played until all are out except the winner.

Variations:

1. To make the game easier, instead of naming living creatures such as kinds of birds, animals, fish, etc., anything that exists on the earth, flies through the air, or goes through water can be named (e.g., airplane or rocket would be suitable answers for "air", or boat or submarine for "water", etc.).

2. Instead of going out, players can take a letter of the word "OUT". The

first time they cannot name a creature, they get an 'O', and so on, until they have spelled the word "OUT".

Purpose or Benefit:
"Earth, Air, Water" challenges players' knowledge of kinds of animals, birds, fish, etc., and their ability to think quickly.

THE MINISTER'S CAT

Number of Players: 5 - 15
Length of Time: 30 - 60 minutes
Object of the Game: To think of as many adjectives as possible, beginning with each letter of the alphabet.

To Play:
All the players sit in a circle.

The phrase used throughout the game is: "The minister's cat is a cat." Beginning with the letter A, and going around the circle, each person fills in an adjective to describe the cat.

When someone cannot think of an adjective beginning with A, he misses and the next person begins with B. The game continues through the letter Z.

If any of the players uses an adjective that has already been used, that is considered a miss, and the next person goes on to the next letter.

Purpose or Benefit:

"The Minister's Cat" is a traditional, lighthearted game which helps people to think creatively.

ONE, TWO, THREE, YOU'RE AN ELEPHANT

Number of Players: 7 - 20
Length of Time: 15 - 30 minutes
Object of the Game: To avoid being 'IT'

To Play:
The players sit in a circle. One of the players is chosen to be "IT" and stands in the center of the circle.

The player in the center, trying to surprise individuals in the circle, points to them and says, "1,2,3, you're an elephant!". The player he points to and the players on either side must respond before he finishes the sentence.

The player pointed to must make his hands into fists and put them in front of his nose to form a "trunk", and the players on each side must put their cupped hands up to his ears to form "ears". Any of the three who is too slow replaces the person in the center and the game continues.

Comments:

Speed is the essential ingredient in this game. The player chosen to be "IT" must be quick if he is to catch the other players off guard. The players sitting in a circle must also be quick if they are to avoid being caught off guard.

Purpose or Benefit:

This game takes quick reflexes, coordination and a sense of humor. "1,2,3, You're an Elephant" is also a great ice breaker.

FOUL-WEATHER RELAY

Number of Players: 8 - 40
Length of Time: 20 - 30 minutes
Materials: Two of each of the following: folding chairs, umbrellas, large pairs of overshoes or boots, raincoats, mittens, & hats
Playing Site: Large open area
Preparation: Players are divided into 2 teams, standing in two single file lines. Two sets of props are placed approximately 10 feet in front of each team. The props are stacked in this order (bottom to top): 1 folding chair, 1 umbrella, 1 pair of overshoes, 1 raincoat, 1 hat, & 1 pair of mittens.
Object of the Game: To be the team whose players complete the required actions first.

To Play:
A starting signal is given. The first player from each team runs forward to the props and puts the mittens on 'first'. He puts the rest of the clothing on in any order, unfolds the chair and sits on it, and opens the umbrella 'last'. The player must then reverse the order by closing the umbrella 'first', folding the chair, taking off the clothing in any order, and taking the mittens off 'last'.

The player then runs back to his team and tags the next person who takes his turn, in the same way, and so on for the whole team. The first team whose players have finished wins.

Purpose or Benefit:
'Foul-Weather Relay' is a hilarious game, and challenges the players' coordination.

OVER AND UNDER

Number of Players: 8 - 100
Length of Time: 15 - 30 minutes
Materials: 2 basketballs or 2 other large objects
Playing Site: Large open area
Object of the Game: To be the first team to complete the passing sequence.

To Play:
Players are divided into equal teams. Each team forms a line. The first player in each line is given a basketball.

At a starting signal, the first player in each line passes the basketball 'over' his head to the second player, who then passes the ball 'under' his legs to the third player in the line. The ball continues moving alternately 'over and under' through the line of players until it reaches the last player.

The last player, upon receiving the ball, runs to the front of the line with the basketball and begins again by passing the ball 'over' his head.

The game is continued in this manner until each person on the team has had his chance at the beginning of the line.

When the original first player on a team reaches the front of the line again, his team has won.

Purpose or Benefit:

'Over and Under' is an exciting, fast-moving game that can include all ages.

STRAWS-AND-PAPER RELAY

Number of Players: 6 - 30
Length of Time: 15 minutes
Materials: 1 straw for each player, 4 paper plates, 4 chairs, one 1/2" square paper for each player
Playing Site: Large room
Object of the Game: To be the first team whose players all have carried their paper squares to the empty paper plate.

To Play:

Players are divided into three teams, and each player is given a straw. Each team forms a line. A chair is placed 6-8 feet directly ahead of each team. A paper plate is placed on each of the three chairs, with a paper square for each player on the team placed on the paper plate. The fourth chair is placed directly in front of the teams -- easily accessible by each. An empty paper plate is placed on the fourth chair.

On signal, the first player on each team walks forward to the chair in front of him with the straw in his mouth. He then sucks up a paper square with the straw and walks it back to the chair with the empty plate. If the square is dropped, it must be sucked up by the straw; no hands are allowed. When he reaches the empty plate he drops the square on the plate, which then allows the second person to take his turn in like manner. The game continues until each player on one team has dropped his paper square onto the formerly empty paper plate. The team to complete this first wins.

Purpose or Benefit:

'Straws-and-Paper Relay' can be very humorous, as players try not to laugh while having the straws in their mouths.

FLASHLIGHT TAG

Number of Players: 5 - 15
Length of Time: 15 - 45 minutes
Material: Flashlight
Playing Site: Large open outdoor area, & complete darkness
Object of the Game: To tag 'it' without first being spotted with the flashlight.

To Play:

The person who is 'it' has the flashlight. Boundaries are established at a radius of approximately 50 yards from 'it'. Players are given a brief period to run anywhere within the boundaries before 'it' can use his flashlight. When that period is over, 'it' tries to 'tag' people by spotting them with his flashlight before they can sneak back and touch him. Once a person has been spotted with the flashlight he is eliminated.

Comments:

Players may strategize together to distract 'it' and sneak up on him.

Purpose or Benefit:

Players have an opportunity to exercise caution, perceptiveness, self-control, and teamwork.

GO-TAG

Number of Players: 6 - 20

Length of Time: 15 - 45 minutes

Playing Site: Large open area

Object of the Game: The chaser tries to tag the runner.

To Play:

All players squat in a row with alternate players facing opposite directions. The person at one end of the row becomes the first runner. He may go either direction around the row. The person at the other end is the chaser. The chaser may start in either direction, but may not change directions once started.

As the chaser goes around the track, he may tag any player on the back and shout, 'Go!'. The tagged player then becomes the new chaser and the chaser replaces him squatting in line.

The key to the game is to change chasers often, keeping the runner off guard.

When the runner is tagged, he squats at one end of the line, and the person who tagged him becomes the new runner. The person at the other end of the line becomes the new chaser.

Purpose or Benefit:

'Go-Tag' incorporates teamwork and strategy and provides good exercise.

ROCK, PAPER, SCISSORS TAG

Number of Players: 10 - 30

Length of Time: 15 - 45 minutes

Playing Site: A large open area divided by a center line. There is a 'free zone' at the far end of each half; the boundary lines designating the free zones are parallel to the center line.

Object of the Game: To beat the opposite team in showing the symbol and catching their players.

To Play:

This game is based on the old Rock, Paper, Scissors game. An open, flat hand is the symbol for Paper. A fist symbolizes Rock, and two extended fingers represents Scissors. The order of strength is: paper covers rock; rock breaks scissors; scissors cut paper.

The players are divided into two teams. The teams huddle and decide which signal they will show. They should have a second choice in case both teams give the same symbol. The teams then line up on either side of the center line and chant, 'Rock-Paper-Scissors'. On the next beat each team shows its symbol.

The winning team then tries to tag as many of their opponents as possible before the opponents reach their free zone. Those tagged are either eliminated from the game or join the opposing team. The game continues until there is only one team.

Purpose or Benefit:

This is a good game for all ages and lots of players. It encourages team work and cooperation as well as a quick eye and lightning responses.

BACKWARDS NERF BALL

Number of Players: 10 - 20

Length of Time: 30 - 90 minutes

Materials: Plastic baseball bat, ball (Nerf or other)

Playing Site: Baseball diamond

Object of the Game: To score the most runs.

To Play:

'Backwards NerfBall' is played like baseball or softball, only after hitting the ball, the runner must run backwards around the bases and the fielders must run backwards to field the ball.

Purpose or Benefit:

'Backwards NerfBall' provides physical exercise and much laughter. This game is fun to play with adults and children together.

CARDBOARD RELAY

Number of Players: 10 - 30
Length of Time: 15 - 45 minutes, depending on the size of the teams
Materials: 4 pieces of cardboard, about 10 inches square
Playing Site: Large open area
Object of the Game: To have all of your team go to the goal and return before the other team does.

To Play:
The players are divided into two teams. A goal is established for each team such that each team will have the same distance to travel to get to it. The teams stand in lines facing their respective goals. Each team is given two pieces of cardboard.

The first member of each team goes to his goal and back, walking on his pieces of cardboard. He does this by picking up a piece of cardboard with each step and placing it in front of the foot with which he is about to step.

When he returns to his team, the next person does the same thing, and in turn the rest of the team, until one team has had all its members go to the goal and return; that team wins.

Variation:

Instead of a relay race, each person can be given two pieces of cardboard, and a simultaneous race between all players can be conducted.

Comments:

This race is most successful when run on dry ground. If it is very wet, sturdy cardboard or plastic should be used.

Purpose or Benefit:
Players are challenged to coordinate their feet and hands amidst the excitement of team competition.

DRINK-A-CUP

Number of Players: 5 - 20
Length of Time: 10 minutes
Materials: A cup (paper or plastic) of water for each player
Playing Site: Outdoors, or a spacious room that will not be damaged by water.
Object of the Game: To be the first to finish drinking a cup of water and return to the starting line.

To Play:
Players stand in a line. A finish line designated. Each player is given a cup half-full of water. A nonparticipant serves as the referee.

When the referee gives a signal, players run, cup in hand, to the finish line. They kneel at the finish line, facing the starting line, and put their cups between their teeth and their hands behind their backs. They drink the water and then run back to the starting line. The first one to return to the starting line, wet or dry, wins.

Purpose or Benefit:
Participants share the excitement of a race, and the amusement of attempting a task that all can do, but none can do perfectly.

PRUI (PROO-EE)

Number of Players: 10 - 100
Length of Time: 15 - 25 minutes
Playing Site: Large open area
Object of the Game: To find and become part of the Prui.

To Play:
Everyone stands in a group with eyes closed and starts moving around. One person acts as a referee to appoint the Prui and safeguard the other players. The referee whispers to one person that he is the Prui. The Prui then opens his eyes. As people bump into each other they shake hands and ask, "Pru?" If the other person asks too, they know that neither of them is the Prui, because the Prui cannot talk.

If a player asks the question and gets no response, he opens his eyes and joins hands with the Prui, becoming part of it. The Prui can be joined only at the ends, so if joined hands are found, the player has to follow the line to the end.

The referee appoints another Prui if the game is replayed.

Purpose or Benefit:

'Pru' is good for all ages and can be played indoors or out, although the outdoor version may require a very attentive referee.

BALLOON RELAY

Number of Players: 10 - 30
Length of Time: 15 - 30 minutes, depending on the size of the teams
Materials: 2 balloons (have some spares in case these break)
Playing Site: Large open area
Object of the Game: To be first to get your teams' balloon to the goal and back.

To Play:

The players are divided into two groups and a goal is set up.

The players on each team go one-by-one to the goal, hopping on one foot and kicking the balloon with that foot. At the goal they switch the foot they are hopping and kicking with, and return. The team that gets all its players to the goal and back first wins.

Variation:

If children play this game, it is easier for them to use a broom instead of kicking.

Purpose or Benefit:

This is a unique relay requiring coordination and providing excitement through team competition.

HIGH WATER — LOW WATER

Number of Players: 4 - 12
Length of Time: 15 - 45 minutes
Material: A rope at least eight feet (8') long
Playing Site: Large open area
Object of the Game: To see how high one can jump without getting tangled in the rope.

To Play:
Two people are chosen to hold the ends of the rope and the rest of the players form a line. The rope holders begin by holding the rope taut and fairly close to the ground. One by one each person in line jumps over it.

The rope is then raised a little. The process is repeated until one person fails to clear the rope. Jumpers may not touch the rope with any part of their bodies. The person who misses then takes one end of the rope and the old rope holder gets in line to play the next round.

The next round starts with the rope close to the ground again.

Variation:
Instead of ending the round when one person misses, the play continues until only one person is left, and he is declared the winner.

Purpose or Benefit:
'High Water — Low Water' presents a physical challenge, but is not 'rowdy'.

HUNKER HAWKER

Number of Players: 5 - 15
Length of Time: 10 - 30 minutes
Materials: A long rope, at least 15 feet long, tied in a circle.
Three or more pedestals (e.g. chairs, upended pails).
Playing Site: Large open area with pedestals set up six feet apart, preferably on a soft surface such as grass or sand.
Object of the Game: To be the last player standing on his pedestal.

To Play:
The pedestals are placed about six feet apart in a circle. The rope is placed around the circle allowing slack in between pedestals.

Each player mounts a pedestal and picks up the rope. The players can take any stance on the pedestals that helps them keep their balance.

At the starting signal, each player starts to pull on the rope, trying to unbalance the other players. The last player still on his pedestal is the winner.

Variation:
This game can be played on the ground using sturdy markers that players have to keep their feet on instead of using pedestals.

Purpose or Benefit:
This game can help to develop strategy skills as well as balance.

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HOPE TO SEE THE GHOST TONIGHT

Number of Players: 6 - 20
Length of Time: 30 - 45 minutes
Playing Site: Large open area
Special requirement: Best played in the dark
Object of the Game: For the Ghost to catch everyone else.

To Play:
One player is designated as the 'Ghost'. The Ghost is then given several minutes to hide within the set boundaries of the game area. After the Ghost has hidden, the remaining players begin wandering around the game area, each walking by himself. As they walk, players repeat the sentence, "I hope to see the Ghost tonight".

When a player passes by the spot where the Ghost is hiding, the Ghost jumps out and tags him. The player who was caught then hides with the Ghost, becoming a Ghost himself. When the next player passes by the hiding spot, both Ghosts catch him. This continues until all players have been caught.

Comments:
The larger the group, the more exciting this game is.

Purpose or Benefit:
'Hope to See the Ghost Tonight' is an easy game with the added excitement of suspense in a darkened playing area. It is a good game for a group of mixed ages to play.

RATTLERS

Number of Players: 8 - 20 players
Length of Time: 15 - 45 minutes
Materials: 2 blindfolds, 2 rattles, which can be made of cans & pebbles
Playing Site: Large open area
Object of the Game: For the chaser to tag the other rattler.

To Play:
Two players are chosen as rattlers. The others form a circle around them, forming the 'snake pit'. Each rattler is blindfolded and given a rattle. One rattler is chosen as the chaser, the other is the quarry.

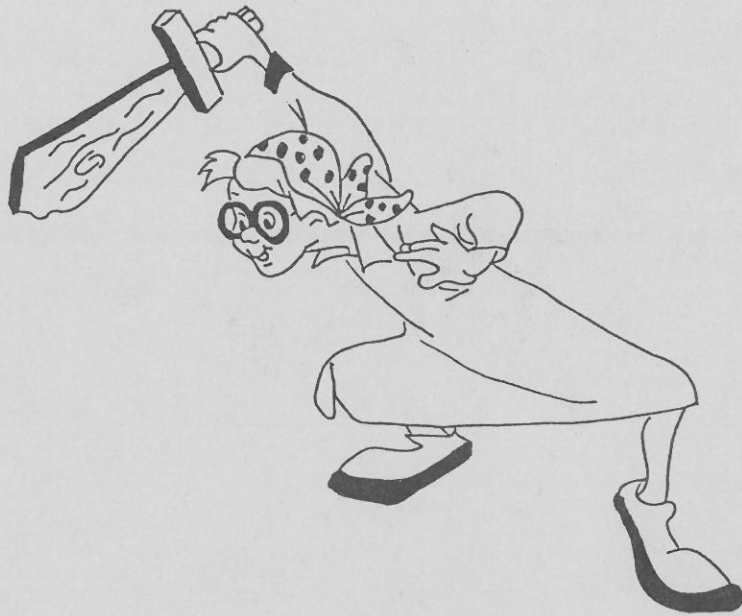
If one of the rattlers wants to find out where the other one is, he shakes his rattle. The other rattler must respond by shaking his. The 'chaser' is allowed to initiate 'only five shakes', but the quarry can shake as much as he wants to.

The other players keep the rattlers in the snake pit and cheer them on. It is also helpful if they count the chaser's shakes. They may move around to change the shape of the snake pit at any time during the game.

When the chaser finally catches his prey, two new rattlers are chosen, or one or both of the rattlers may take the opposite role, filling any vacant role with a player from the circle.

Purpose or Benefit:
Besides the excitement of a chase, players also experience the challenge of depending on senses other than sight.

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SKITS



SPARKLERS



SONGS



2008



2008



SONGS

FLIGHT OF THE OCTOPUSES

Characters: 6 Webelos Scouts dressed in Octopus costumes or using large Octopus hand puppets.

OCTOPUS 1: In tying knots, I am a champ,
With the bowline or clove hitch;
But when my eight arms get in the way,
I can't tell which is which.

OCTOPUS 2: Being an octopus, I like to hike
Over underwater hills;
But when I 'left' and 'right' with two legs,
The six others give me spills.

OCTOPUS 3: I'm patriotic and salute the flag
Of America, that I'll fight for;
But since we must salute with our right hand,
I can't tell which are my 'right' four.

OCTOPUS 4: Now in rowing a boat, I'm a speedy one,
With eight arms to move me fast;
For no matter how hard the others use their oars,
They'll row into shore, tired and last!

OCTOPUS 5: I have two arms to gather firewood;
Two arms to start the fire's flame;
Two arms to cook by tasty meal,
With two left to shoot fresh game.

OCTOPUS 6: I can pass all swimming tests;
The dog-paddle, breast stroke or crawl;
'Cause when we octopuses get in water,
We really have a ball!

ALT.: We may be Webelos Octopuses now,
But soon we'll have a treat,
We'll be 'special' new Boy Scouts
Because we have Eight Tender Feet!

BUILDING A BIRDHOUSE

JOHNNY "Oh what a Builder Am I"
BIRD OR BIRDHOUSE "Chirp - Chirp"
HAMMER "Bang - Bang"
SAW "Buzz - Buzz"

JOHNNY has decided to build a BIRDHOUSE for all the BIRDS in the area. To build this BIRDHOUSE he will need his FATHER'S HAMMER, SAW, nails and ruler. JOHNNY uses his ruler to draw out the plans and looks at them and says "I'm ready to start". As he takes his SAW and cuts the wood to size. After the wood is cut, JOHNNY picks up his HAMMER and nails the BIRDHOUSE together. When the BIRDHOUSE is done JOHNNY puts it out and all the LITTLE BIRDS look at it and move right in. JOHNNY stands back and looks at his BIRDHOUSE and says (all together) "Oh what a Builder Am I".

QUICK BOATS

Remove the clip from a clip clothespin. Glue the two flat sides together with hot glue or waterproof white glue. This will leave a small hole along the center line to insert the mast.

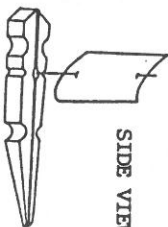
Boats can be decorated by painting with acrylic paint or permanent magic markers.

Cut a piece of wax paper for the sail about 2 x 2 1/2 inches. Attach the sail to a toothpick as shown, with the bottom hole about 1 inch from the lower edge of the sail. Glue the toothpick into the hole so that the sail curves onto the boat and gives it balance. Just a small preeze will send it skimming across the water.

TOP VIEW



SIDE VIEW



THE GRAND FIESTA

CASTILLO.....El Grande!
 FIESTA.....O lei!
 MEXICAN.....Oo-oo-oo la la!
 ROCKET.....Phzzzzzzzz boom!

Today is the GRAND CASTILLO.....a special FIESTA.....day in the village. It is the day that the village honors its patron saint. Every MEXICAN.....village does this once a year.

In the afternoon, there is a parade up and down the streets. At night the most important part of the FIESTA.....takes place. All day long everyone waits impatiently for the CASTILLO.....

CASTILLO.....really means castle. To the MEXICANS.....it means a special kind of fireworks display that is a part of almost every MEXICAN.....FIESTA..... Men have fastened ROCKETS and pinwheels to a light framework which is shaped like a castle. All the Mexicans..... in the village contribute money to buy this CASTILLO.....

When it begins to grow dark, the MEXICAN..... crowd around. The band plays. The boys and girls wear costumes. At last someone steps forward and lights a ROCKET.....near the bottom of the CASTILLO..... It sputters and then zooms high into the air to burst into a wonderful display of red and green lights. The pinwheel catches fire and whirls around and around, sending out showers of white sparks. Then the next ROCKET..... goes off, and the next pinwheel. One after the other all the ROCKETS.....zoom into the sky. Then darkness settles. The CASTILLO.....has burned out.

The band plays again and everyone buys refreshments. Nobody hurries to go home. The MEXICANS all stand around, sing an old dance. The MEXICANS.....have had a grand CASTILLO.....tonight. Later the MEXICANSwill have another CASTILLO.....with eight stories. That CASTILLO.....will last a long time.

At last the FIESTA.....is over. There will be another FIESTA.....soon. All the MEXICANS.....work hard, but the MEXICANS.....know it is not good to work all the time. The MEXICANS.....know that FIESTAS.....are important, too. One MEXICAN..... says: "To save money with no purpose is foolish. But to save money for a new tractor or FIESTA..... that is wise."

-adapted from a story in the
 "First Book of Mexico"

THE SPIRIT OF CUB SCOUTING
 (A SKIT)

This skit can be adjusted to suit various occasions. Boys may make the props and thereby earn credits toward an achievement or elective.

The Narrator, the "Spirit of Lord Baden-Powell" is a Den Chief in full uniform, wearing a campaign hat. He reads the script from a lecturn.

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

First Boy enters carrying toy Church or Bible.

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

Second Boy approaches in complete Cub Scout uniform.

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

Third Boy enters carrying Wolf Cub Scout book and Kipling's "The Jungle Book".

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

Fourth Boy enters with a craft project of wood.

Cubbing means fun. We have lots of fun. But I like making things -- real boy projects -- things we can play with or that follows our theme.

Fifth Boy carries in a nature collection.

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

Sixth Boy enters with a "buddy burner".

I like to go on picnics. We Cub Scouts sure do like to eat! This is a cook stove I made.

Seventh Boy, the smallest Cub Scout, enters with the American Flag.

I am proud to be an American so I can salute our Flag. I also like to see our pack flag (points to it) because then I know I am part of Scouting. I belong! Yes, I represent the past and present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America".

CONSERVE EARTH'S WONDERS

This will need a little preparation which calls for a flannel board. The board can be made in the den meeting. The boys like the boards well enough that many will want to make one for their room.

To Make the Flannel Board: cover a large piece of plywood or heavy cardboard with light green cotton flannel (the type of material used for winter pajamas). Stretch tightly across the board and thumb-tack to the back. Bind edges with green tape. Try cutout pictures glued to colored construction paper same outline, which will adhere to the flannel. Paste small piece of sandpaper on back of large cut-outs to make them stick better. Flannel boards can interpret countless subjects. The picture at the end suggest cut-out statement are printed on the right in CAPITAL LETTERS.

- 1st Cub: We believe in the wisdom of nature's design. --- SUN and LARGE TREE
- 2nd Cub: We know that soil, water, plants and wild creatures depend upon each other and are vital to human life. --- POND, CLUMP OF VEGETATION, RACCOON
- 3rd Cub: We recognize that each living thing links to many others in the chain of nature. --- FISH AND DRAGONFLY
- 4th Cub: We believe in studying the patterns of outdoor life. --- BOY SITTING ON HILL with BINOCULARS
- 5th Cub: We condemn no wild creature and work to assure that no living species shall be lost. --- OWL IN TREE, AND SNAKE BY ROCK
- 6th Cub: We believe that every generation should be able to experience places where primitive nature is undisturbed. --- BOY AND GIRL or A FAMILY
- 7th Cub: We dedicate ourselves to open the eyes of young and old that all may enjoy the beauty of the outdoor world, and to share in conserving its wonders forever. --- CUB SCOUT EMBLEM

-adapted from Audubon Philosophy

OUTDOOR CODE

As an American, I will do my best to:

- Be clean in by outdoor manners.
- Be careful with fire.
- Be considerate in the outdoors,
- AND
- Be conservation minded.

even
the smaller
of creatures
is no less
a wonderment.

CUB SCOUT MAGIC

AUGUST 1990

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.

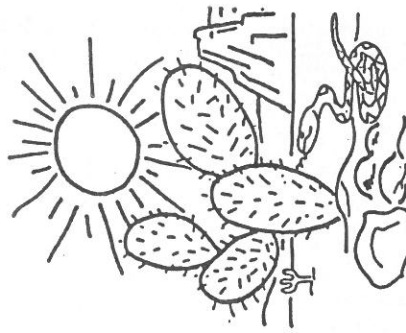
Nine - The mud itself, with food stores vast,
From life that grew in ages past.

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 BEE! 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.



NEXT STOP MARS

Characters: Happy Wilson (astronaut)
 Woody (his brother)
 Father
 General Plunk
 Agent (from the Universal Life Insurance Company)

Props: Spacecraft (this can be made from any old thing like old bicycle wheels, milk cartons, foil, etc.)

Happy, Woody, Father and General Plunk are standing by the spaceship. The Agent comes rushing in saving papers. Happy backs away.

HAPPY: No, I've told you ten times, I have enough life insurance.

AGENT: But I represent the Universal Life Insurance Company. We have branches everywhere. Our policy guarantees you a steady income after your demise.

HAPPY: You've been following me for days trying to sell me that policy. Now get lost.

AGENT: Think of your loved ones. Suppose you lose your way to Mars or have a rear-end collision.

HAPPY: No way! (He goes over to the ship, pats it. It shakes and almost falls apart.)

GENERAL: Everything is A OK!, hunky-dory, rooty-tooty for the first manned flight to Mars. You have about a minute before this thing falls apart -er-that is starts on it's historic flight. Nervous?

HAPPY: Who, m-m-me? Are you sure this thing can stand the riggers of a flight to Mars and back?

GENERAL: And back? (takes out papers and goes through them again)

FATHER: I don't like these new contraptions. I got by wrist watch caught in the garbage disposal this morning. I want you to be very careful.

WOODY: I don't know what you want to go to Mars for. You haven't even been to Glenwood Springs.

HAPPY: I promise that we'll go just as soon as I get back.

AGENT: If you get back, and I certainly hope you do. But if you don't, I'd like to recommend this accident, fire, theft, loss of hair and teeth policy. It's only \$9.67 a week. Now

HAPPY: I've told you that I'm not interested. (Agent shrugs and goes off)

FATHER: That ship got a brake on it?

HAPPY: Oh sure. Power steering, television, running water, everything.

WOODY: Suppose you get lost. You know you got lost coming home from Denver last night.

GENERAL: He can't get lost. The ship is controlled automatically.

FATHER: So is the garbage disposal, but I caught by watch in it anyway.

GENERAL: I think we're ready for lift off now. You always have to work the but out of these things.

HAPPY: Don't worry. I have a parachute. (he simulates entering ship by stepping behind it.)

CURTAIN CLOSES AND AUDIENCE HEARS COUNTDOWN AND HEAST OFF.

When they open again the senery should suggest a Martian landscape. Perhaps white sheet icebergs and a sign saying "Welcome to Mars".

Happy comes out of the ship, looks around.

HAPPY: So this is Mars.

AGENT: (Hurrying in and waving papers at Happy.) I represent the Universal Life Insurance Company. We have branches everywhere. (He chases Happy around the ship waving the papers as the curtain closes.)

Audience Participation - Do this as a whole group or divide the group in half and have side take a part. Have each side stand and they say their part.

SPACE: Way Out There (point ahead moving finger from left to right)
 ASTRONAUTS: Onward and Upward (stand up and thrust arm toward sky)

In the whole universe there's an enormous place which we all refer to as

SPACE. ASTRONAUTS spend many hours untold, searching that SPACE where mysteries unfold. They bring back dust and rocks galore. Each ASTRONAUT striving to always learn more. They circle around for days in SPACE keeping up such a strenous pace. Our country explored SPACE and then very soon, our ASTRONAUTS landed upon the far away moon. Oh what a thrill as we witnessed the sight as ASTRONAUTS raised our flag on that first moon flight. Right out there through out SPACE, upon the moon stands our flag in place. Just where the ASTRONAUTS left it that day, as a part in history they did play. One fact discovered which story writers won't please, was that the moon is not really made of green cheese. So way out in SPACE when you see the man in the moon, remember the ASTRONAUTS proved we can't eat him at noon.

GOLD IS WHERE YOU FIND IT

Cast: 5 Cub Scouts
Props: Pan, gold rocks, bucket, hat, shovel
Setting: Prospector is panning for gold

Son #1: Pa, what are you doing?

Prospector: Panning for gold.

(First son walks off flipping a golden rock.)

Son #2: Pa, what are you doing?

Prospector: Panning for gold.

(Second son walks off carrying a hatful of golden rocks.)

Son #3: Pa, what are you doing?

Prospector: Panning for gold.

(Third son walks away carrying a bucket full of golden rocks.)

Son #4: Pa, what are you doing?

Prospector: Panning for gold.

Son #4: What is gold?

Prospector: It's a precious ore that will make us rich.

Son #4: What does it look like?

Prospector: It's shiny yellow stone.

Son #4: Oh! Like those that my brothers are using to build their dam downstream.

(Prospector screams and swoons; 4th son walks off with shovel.)

THE GOLDEN SPIKE

First bring out two sections of track -- short sticks nailed across two long ones to form ties. Have boys come out dressed as the politician, the railroad tycoon, a tobacco chewing (licorice) laborer in overalls, and onlookers. The tycoon takes a whack at the golden spike, which is a large nail covered with gold paint or foil, and hands the hammer to the laborer as the politician begins his speech in pantomime.

Several times the laborer raises, then lowers his hammer (a large oatmeal box on a handle) and waits for the politician to finish his speech before he begins to hammer in the spike. He gets more and more impatient as the politician keeps talking. He makes several motions to hammer, and finally his patience is gone. He lifts the hammer and makes a mighty blow. It 'accidentally' lands on the politician's foot. The speech is over as the politician grabs his foot and half hops and half limps offstage as everybody else cheers and claps.

"THE GOOD OLD WINTERTIME"

Wintertime or Winter Errrrr (fold arms around self as if shivering)
Snow Soft and Pretty (move fingers downward like falling snow).

Ice Skates ; Glide, glide (move body back and forth).

This is the story of WINTERTIME fun, which can be had by everyone. If you live in a place with lots of SNOW, you can have SNOW ball fights don't you know.

And if there's a pond or lake close by, over the ice with ICE SKATES you can fly.

WINTER can hold a lot of joys, with fun in the SNOW for girls and boys.

But if you don't live in a land with SNOW, then to the ice rink you can go, when you wish to ICE SKATE you see.

Yes, WINTERTIME is fun don't you agree.

Shovelling SNOW is something to be done, though some may think it not so fun. The greatest WINTER fun it seems to me, is to make a SNOWMAN as plump as can be.

You make him a jolly rolly poly fellow, who turns from white to a dirty yellow.

As the sun shines on him from day to day, your SNOWMAN never dies just melts away.

But when the next WINTER SNOW does again fall, you can make another one big and tall.

But whether you choose to just ICE SKATE, or a jolly SNOWMAN to create, WINTERTIME fun can be had by all, whether you are big or a child so small.

SLIMS CHRISTMAS - a puppet skit

PROPS: A puppet stage high enough to hide operators.

CHARACTERS: SLIM, Red, Tubby, Rooster, Cub Bird, Tiny Tim.

Scene is set in front of any Christmas decorations. All on stage except Cub Bird.

SLIM: Bah! Humbug!

RED: What's with Slim over there?

ROOSTER: He hates this time of year.

TUBBY: Yeah, he says all any body does is shop, shop, shop.

(enters Cub Bird singing "Deck the Halls")

SLIM: Why are you so happy, Cub Bird?

CUB BIRD: I'm on my way to meet by Cub Den and go to the Children's Hospital to sing and help with their Christmas party. Why don't you all come ---it's lots of fun!

RED: Yeah, lets all go. Come on Slim

SLIM: Oh, okay, better than hanging around here.

(all exit -- hear Carols in background -- Jingle Bells -- all come back)

RED: Boy that was nice.

TUBBY: It sure was, and didn't those kids have fun?

CUB BIRD: And us too.

ROOSTER: It's nice to share at Christmas.

Even I had a good time. Maybe Christmas isn't so bad after all.

SLIM: Don't you think so Tiny Tim?

TINY TDM: I think God blessed us, everyone!!!

THE PERFECT GIFT

Characters: 5 Cubs
Props: Plane, train, radio, gift wrapped box
Setting: 1st Cub sitting on stage very sad and crying

2nd Cub: (enters with plane in his hand) "Why are you crying?"
1st Cub: "I didn't get the Christmas gift that I wanted."
2nd Cub: "Here (gives him his plane) I bet this is what you wanted."
1st Cub: "No! That's not what I wanted." (2nd Cub exits)
2nd Cub: (enters with train) "Why are you crying?"
1st Cub: "I didn't get the Christmas gift that I wanted."
2nd Cub: "You can have this train. Now are you happy?"
1st Cub: "No! That's not what I wanted." (3rd Cub exits)
2nd Cub: (enters with radio) "Why are you crying?"
1st Cub: "I didn't get the Christmas gift that I wanted."
2nd Cub: "I know what you wanted. It's this radio, right?"
1st Cub: "No! That's not what I wanted."

They all stand around looking puzzled when the 5th Cub enters with a gift wrapped box.

5th Cub: "Why are you crying?"
1st Cub: "I didn't get the Christmas gift that I wanted."
5th Cub: "Well I hope this present is what you wanted. so you can be a happy Cub Scout again!"
1st Cub: (opens package and shrieks with glee) "This is what I wanted!"
ALL: "What is it? What is it?"
1st Cub: (takes out a piece of paper and reads it) "PEACE ON EARTH. GOOD WILL TOWARDS MEN."
ALL: "MERRY CHRISTMAS"

THE END

THE SOUND

CHARACTERS: Main Cub Scout and otehr Cub Scouts
PROPS: Noise-makers, such as stick, drum, ball, whistle, guitar, etc. carried by each Cub Scout.

MAIN CUB SCOUT comes on stage: Says - "I've just got to find the SOUND. I've got to!

1ST CUB comes on stage

MAIN CUB: Have you got the SOUND?

1ST CUB demonstrates his SOUND.

MAIN CUB: No, that's not the right SOUND. That's not it at all!

EACH CUB comes on stage and is asked by MAIN CUB about the SOUND. Each demonstrates.

MAIN CUB rejects all SOUNDS.

Suddenly there is a chime, bell or triangle sound off stage, or a boy wearing a cook's hat enters ringing a triangle.

MAIN CUB: That's it! That's the SOUND!

OTHERS: What is it? What is the SOUND?

MAIN CUB: Why it's the sound that's calling me to dinner. What better sound could there be?

DEN MOTHER'S BOUQUET

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. 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 everything!

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.)

THE LITTERBUG

Audience Participation

Paper: "Crackle-crackle"
Cans: "Clatter-clatter"

Trash: "Dump-dump"
Litter Bug: "Toss & Throw"

As the different words are read the different groups stand and say their phrase.

God put bugs in this world for many reasons,
He made them to live in every kind of season.
But the pesky LITTERBUG ... with his PAPER... and CAN...
Was made through neglected TRASH... by the foolish man.

To keep our land beautiful, get rid of that LITTERBUG...
So beach goers can again lounge on a clean, sand rug.
Because of this pest, we must walk around
in PAPER...and CANS...and TRASH,...on the ground.

Just who are these LITTERBUGS...who mess up our land?
Do you ever really see them toss that PAPER... or CAN...?
Quite often the LITTERBUG...is a sneaky guy,
And in dumping his TRASH...he is very sly.

So most of the time it just appears there,
As if it had dropped right out of thin air.
Could it be we are so used to throwing things there,
That we dump that PAPER...andCANS...without being aware?

Without even thinking when we toss TRASH...and waste,
We could be a LITTERBUG...in all of our haste.
So when you unwrap that gum or candy,
Don't throw down the PAPER...just because it's handy.

Next time stop and think when a poor CAN...you toss,
'Cause if you're a LITTERBUG...,it's also your loss.
If every single person would take note of his habit
That pesky LITTERBUG...we could certainly nab it.

Then that terrible bug we surely stamp out,
With no more PAPER...or CANS...or TRASH...about.
To keep our land beautiful we must all do our part,
By taking care of our TRASH...perperly from the start.

1975 Indian Nations Pow Wow Book

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PAPER-BAG SKITS

Number of Players: 6 - 30

Length of Time: 60 - 90 minutes

Materials: Large paper bags, assorted household objects.

Preparation: A paper bag for each group is filled in advance with five unrelated objects.

Object of the Game: To create a skit using specific objects.

To Play:

Players are divided into groups of three to six. A filled paper bag is given to each group. The groups then go to separate places and each prepares/creates a skit using the five objects.

The objects may or may not be used for their normal functions. Each object must be used and each player must participate.

After the skit is planned and rehearsed (20-30 minutes), the groups return and perform for one another.

Variations:

1. Stipulations are given regarding the type of skits performed, e.g., humorous, serious, acting out a parable, a moral, or a proverb.
2. Five bags are prepared, one labelled 'who', another labelled 'what', another 'where', another 'why'. In each bag are placed pieces of paper with information appropriate to the bag's category, e.g., 'where' would have a different location written on each piece of paper. Each individual or group draws a paper from each of the five bags. They then act out a short scene or story using the five given components -- with or without rehearsal. Lots of encouragement should be given to the actors.

Purpose or Benefit:

It is entertaining for all, uses creative abilities, and is a good way to be able to interact with new people.

SINGING COMMERCIALS

Number of Players: 4 - 30

Length of Time: 30 - 90 minutes

Materials: Pencil and paper, pictorial magazine ads

Object of the Game: To create a song to advertise the product in a picture.

To Play:

Participants are divided into two to six teams, each of which receives a pictorial magazine advertisement, pencil and paper. The teams are instructed to create a song to promote the product in their picture. They are given a choice of three tunes to use. Catchy melodies known to all should be used, such as 'A Bicycle Built for Two', 'Tea for Two', or 'Let Me Call You Sweetheart'.

Each team meets separately to write original lyrics to the tune of their choice and to rehearse their performance of it. The teams present their singing commercials to each other.

Variations:

1. The pictures are cut up like jigsaw puzzles to that each player can be

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- given one piece. When the pieces are distributed, the players are instructed to find the rest of their picture. Thus, when everyone has found his picture, the teams are also formed around their pictures. Instructions for song writing are then given.
- Instead of advertisements teams are given the actual products in paper bags.
 - Any melody may be used instead of giving limited choices.

Purpose or Benefit:
 Players interact in a lighthearted, creative game that provides humor and relaxes inhibitions.

UNENDING SENTENCES

Number of Players: 6 - 20
Length of Time: 5 - 30 minutes
Object of the Game: To add to a sentence without finishing it.

To Play:
 A player begins a sentence with a short phrase. The other players each add a phrase to the sentence, trying not to end it.

If you end the sentence, you take the letter "O", the next time "U", and the next "T". When you spell OUT, you are out. When a player gets a point, the next player starts a new sentence.

Comments:
 It is fun to create crazy, long sentences.

Purpose or Benefit:
 This is an easy game that children and adults can play together. Players are challenged to alertness and creativity.

JOKES

- Jim:** "What's flat at the bottom, pointed at the top and has ears?"
Jill: "A mountain."
Jim: "What about the ears?"
Jill: "Haven't your heard of mountaineers?"
- Terry:** "A cabbage, a faucet and an egg had a race."
Tony: "Who won?"
Terry: "The cabbage came in ahead, the egg got beat, and the faucet is still running."
- Teacher:** "John, use the word 'fascinate' in a sentence."
John: "My coat has nine buttons, but I can only fasten eight."
- Sharon:** "What is the best way to make a fire with two sticks?"
Jenny: "I don't know. What?"
Sharon: "Make sure one is a match."

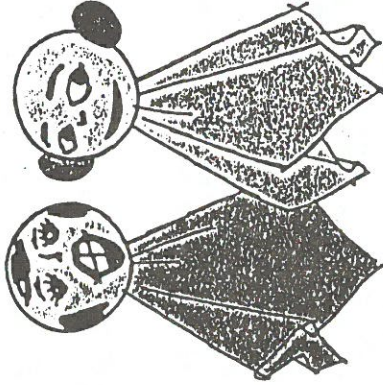
PUPPETS in Cub Scouting are used for two good reasons - to give the shy boy an opportunity to be the biggest, finest hero ever and to teach the noisy little boy to wait his turn. There are many types of puppets and we are only able to show a few of them. For more ideas for various types of puppets check with your local library and book stores. Please remember to keep it simply for both you and the boys.

Ping-Pong Ball Puppets

By Lee Lindeman

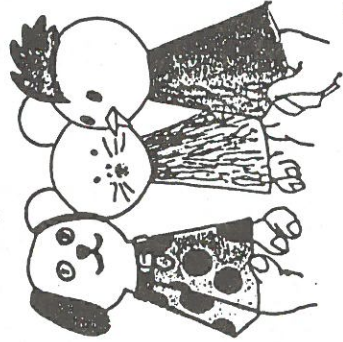
A Ping-Pong ball forms the head of the puppet. Carefully poke a small hole in the ball, then cut a finger-sized hole with scissors, using the first hole as a starter.

Ears may be glued on or may be placed in slits cut in the ball. Paint



the puppet head with tempera. Use paint, ink, or a dry marker to create the face.

Use a square piece of cloth for the body. Put your finger in the center of the cloth and slip the puppet head over it.

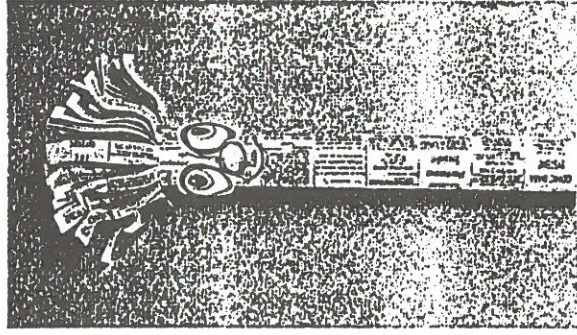


Newspaper Puppet

By Clara Flammang

This puppet is made from six pieces of newspaper, each 11 by 14 inches. Roll five pieces lengthwise, then wrap the sixth piece around them and tape or glue closed.

Make 3-inch cuts at one end, about 1/2 inch apart, for the hair. On white paper draw features with colored markers and glue in place.



Finger Puppets

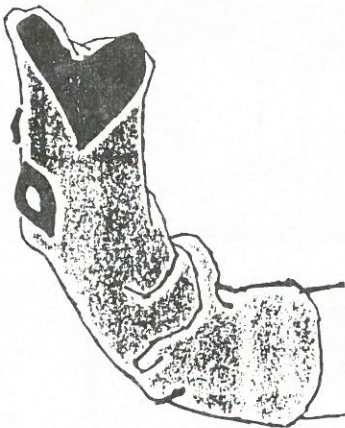
By James W. Perrin, Jr.

Cut the pillars from a paper mache egg carton and paint them with tempera. Use Styrofoam balls for heads, and glue them in place. Cut the features and ears from construction paper. Attach with glue. Place one or two fingers in the base and make the puppet act. Write a play for your puppets.

Dragon Hand Puppet

By Jo Ann Markway

Find an old sock. Put your hand into the sock with four fingers on top and your thumb on the bottom. Press the fingers of your other hand into the sock between your fingers and thumb to make a mouth. Cut an oval shape from felt to fit the inside of the mouth. Cut eyes in from felt. Glue mouth and eyes in place. It is best to wait several hours for the glue to dry before you play with your dragon.



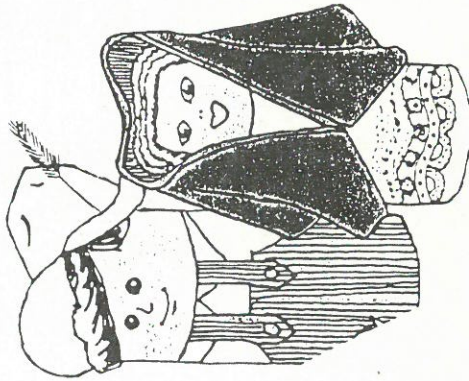
Pill Bottle Finger Puppets

By Katherine Corliss Bartow

Remove caps from clean, discarded pill bottles. For the bird, glue colored paper around sides and a paper circle over bottom. Eyes, beak, wings, and tail are paper. Glue front end of wings only. Small end of tail is glued inside open bottle end. Paint feathers on wings and tail.

Glue paper around bottle ends for figure heads. Use colored paper, gift wrap, or paper doily for clothes. Features are paper or are colored on. Hair is yarn.

Tissue inside bottle makes the finger fit snugly.



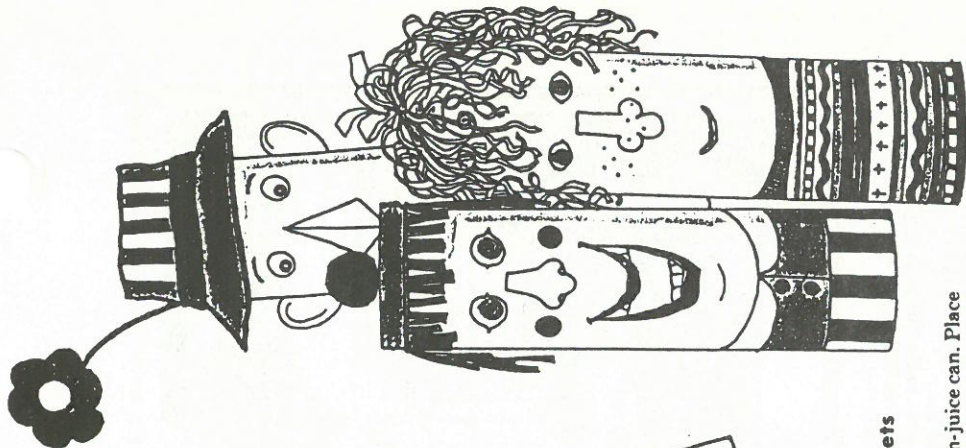
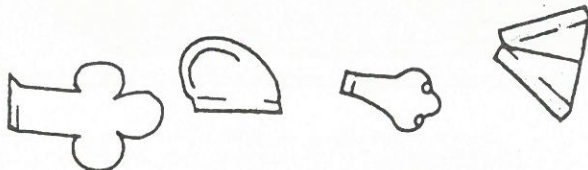
Silly Puppets

By Joan Kennedy Sackman

Use a cardboard tube from a roll of paper towels for each puppet. Cover the tube with solid colored paper. For the hair use bits of yarn, colored string, curled paper ribbon, or strips of paper. Moustaches and beards are made from felt scraps or paper. Hats can be made from paper, fabric scraps, or jar lids. Clothing is from paper scraps, patterned gift-wrap paper, fabric scraps, or trims.

Ears are cut out of paper, with a tab to be glued to the tube. A nose can be made of folded paper and pasted on (see illustration). Draw eyes, eyebrows, and mouth with felt-tip markers, crayons, or watercolors.

To move the puppet, hold it by the end of the tube.



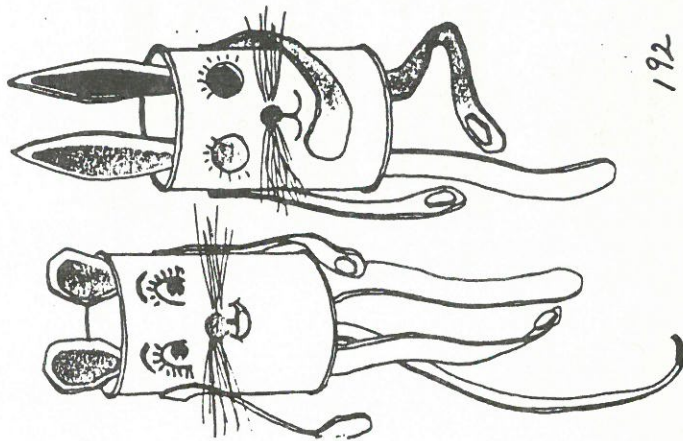
Juice-Can Puppets

By Lee Lindeman

Use a small frozen-juice can. Place a strip of masking tape or adhesive tape over the rim to make it safe and smooth. You will work the puppet by putting your fingers in the can.

Paint the can with latex paint or thick tempera. The details can be painted on or can be cut from colored paper and pasted on. Make sure the open end is down. Arms and legs can be made from cloth, felt, or paper. Glue the arms and legs to the body. Glue a small button or a dime-sized piece of cardboard to the back of the hands and the bottom of the feet to act as weights. Cotton, fur, or steel wool could be glued on for hair.

Make lots of puppets for a real puppet show.



Stick Puppets

By Kent Douglas

For each puppet, cover a small milk carton with paper, gluing the paper tightly to the carton. Decide what animal you wish to make. For a dog or a lion, the top of the carton is the top of the animal's head. For a frog, the top of the carton is the front of the face. Paint the carton. Then add features cut from colored paper. Use small plastic foam balls for the eyes of the frog, yarn for the lion's mane. Push a dowel into the carton and glue it in place. Hold the dowel to work the puppet.



Theater Puppets

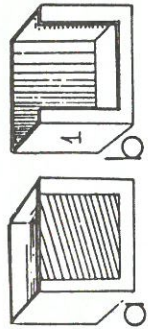
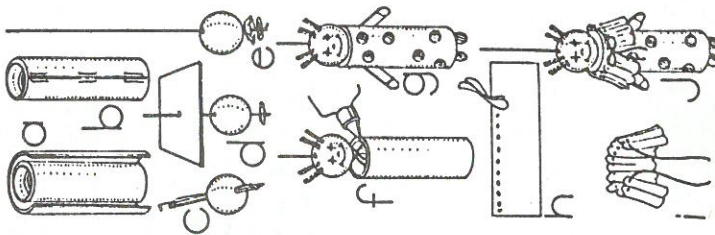
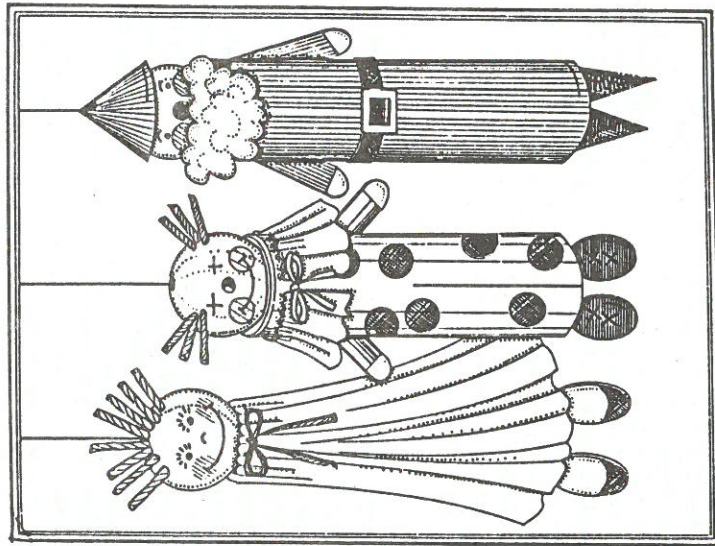
To go with your theater,
its stage and handsome sets.
You need some special puppets—
A cast of marionettes.

THINGS YOU NEED—scissors, colored paper, cardboard bathroom tissue tubes, tape, white tissue paper, Ping-Pong balls, pencil, crayons or markers, glue, yarn, cotton, cord, paper clips, crepe paper, paper punch

1. Cut colored paper as high as a cardboard bathroom tissue tube. It should be long enough to wrap around the tube plus a little extra.
2. Wrap the paper around a tube, Fig. a. Tape in place, Fig. b.
3. Carefully make a hole completely through a Ping-Pong ball with a sharp pencil, using a twisting motion, Fig. c.
4. Cut several squares of white tissue paper large enough to wrap around a Ping-Pong ball plus a little extra.
5. Make a hole with a pencil through the center of the stacked tissue.
6. Tie one end of a long piece of cord or yarn to a paper clip.
7. Push the other end of the yarn through the

holes of the ball, then through the hole in the tissues, Fig. d.

8. Bring the sides of the tissue around the ball and twist them together above the paper clip, Fig. e.
9. Glue the head to the top of the tube, with the ends of the tissue tucked inside, Fig. f.
10. Cut two arm and two shoe shapes from colored paper.
11. Glue the arms to the sides of the tube. Glue the shoes to the bottom (inside) of the tube, Fig. g.
12. Decorate the puppet body with paper cutouts or crayon designs.
13. Make a cast of puppets, similar to the ones shown in the drawing.
14. Cut lengths of crepe paper for capes (short) or for dresses (long).
15. Punch holes with a paper punch along one long side of the crepe or tissue paper, Fig. h.
16. Feed a length of yarn through the holes, Fig. i.
17. Tie the cape or dress to the top of the puppet's body, using cord or yarn, Fig. j.
18. Stand behind the open back of the top carton. Drop the puppets onto the stage by the strings for the play.



Puppet Theater

A puppet dancing on a string.

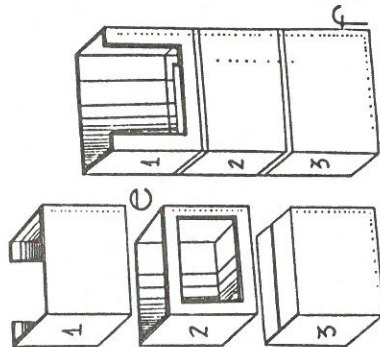
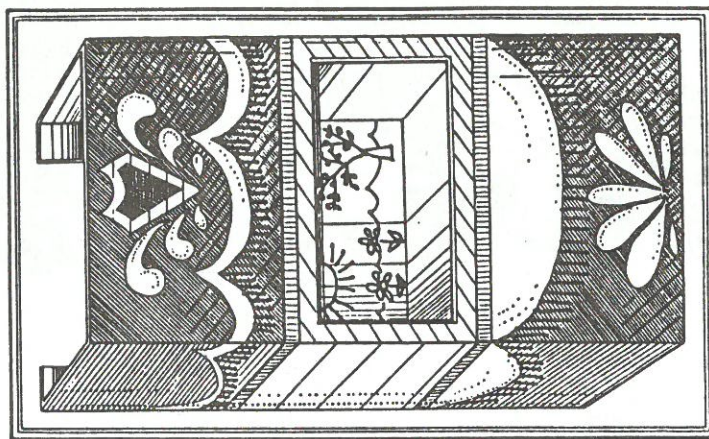
Gay or in a rage,
Will dance or sway or jump around
On its cardboard stage.

THINGS YOU NEED—scissors, three cartons all the same size; pencil, ruler, wide masking tape, poster paint, brush, colored paper, crayons or markers, colored poster board (oaktag)

1. Cut away the open top flaps, if any, and the bottom of a carton.
2. Draw a line a little way from the bottom and sides on a long side of a carton, with a pencil or ruler; study Fig. a.
3. Cut out the area between the lines, Fig. b (shaded area in Fig. a). This is the top of the theater (1).
4. Cut away the open top flaps, if any, of a

second carton. Leave the bottom on.

5. Draw a line a little way from all the edges of one long side of the carton; study Fig. c.
6. Cut away the area between the drawn lines, Fig. d (shaded area in Fig. c). This is the stage of the theater (2).
7. Cut away the open top flaps, if any, of the third carton. This is the bottom of the theater.
8. Place the three cartons one on top of the other, Fig. e. Tape together. Fig. f shows you the back view of the taped boxes.
9. Paint the theater with poster paints. Add designs similar to the ones in the drawing.
10. Cut paper to fit against the back inside wall of the stage. Draw designs on it with a crayon or marker for the scenery. Change scenery between acts.
11. Cut a piece of colored oaktag to fit in front of the stage for a curtain. Remove and replace between acts.



HOW TO LEAD SONGS

You can become a song leader. Follow these tips and see how much fun you can have. People have a fundamental rhythm urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying the body to a lively tune or the beating of a drum.

Here are some tips for song leaders:

- Be convinced that singing builds and produces group participation.
 - Select songs that fit the occasion. Be sure you know the song.
 - Establish pitch by trying it softly to yourself, then aloud so that all can get it. If you're too high or too low, stop and start again.
 - Be sure everyone knows the song. If they don't, teach them. New songs are easily learned if they have a familiar tune.
 - Don't ask what song they want to sing. Decide in advance, and announce the name. If it's a song the group likes, they will probably respond at once.
 - Use easy-to-follow motions to set the tempo. Start everyone at the same time.
 - Start with lively, action songs. Encourage pep and enthusiasm by your example.
 - Emphasize quality, rather than volume.
 - Teach songs at den meeting which will be sung at pack meeting. Then praise the boys when they sing well.
 - Sometimes it helps to clap your hands softly or tap your feet to keep time to the music.
- Make good use of a den chief or Cub Scout who plays guitar. It can make singing even more fun for the boys.

GRADUATION SONG

Tune: "Reuben, Reuben, I've Been Thinking"

Oh, (name), we've been thinking
What a Grand Scout 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.

LORD BADEN POWELL

Lord Baden Powell has many friends, many friends has
Lord Baden Powell. I am one of them, and so are you,
as we go marching on.
Right arm (swing right arm up and down)

Repeat verse each time, but add on each action

Lord Baden Powell has many friends, many friends has
Lord Baden Powell. I am one of them and so are you,
as we go marching.

Right arm (swing right arm up and down)
Left arm (swing left arm up and down)

Verse

Right arm

Left arm

Rightfoot (move right leg up and down)

Left foot (move left leg up and down)

Head up and down (move head up and down)

Turn around (turn around)

Sit down (sit down)

Last verse would go like this:

Lord Baden Powell has many friends, many friends has Lord
Baden Powell. I am one of them and so are you as we go
marching on.

Right arm

Left arm

Right foot

Left foot

Head up and down

Turn around

Sit down

Song is sung to Father Abraham which is a Sunday School Song.

THAT'S WHY WE'RE IN CUB SCOUTING

Tune: "Deep in the Heart of Texas"

The fun... things in life,
Our family's delight,
(Clap hands 4 times)
That's why we're in Cub Scouting.

Just me and by son,
Work, play and have fun,
(Clap hands 4 times)
That's why we're in Cub Scouting

FOOD SONG

(Tune: Hail, Hail,
the Gang's All Here)

Soup, soup, we all want soup,
Tip your bowl and drain it,
Let your whiskers strain it.
Hark, Hark, that funny noise,
Listen to the gurgling boys.

Meat, meat, bring on the meat,
Fresh and juicy steer meat,
Ham and pickled pigs' feet,
Lamb chops and pork shops too,
Any kind of meat will do.

Fish, fish, we must have fish,
We don't want it bony,
Nor a little phony,
Fresh fish, we won't eat stale,
Any kind of fish but whale.

We do our best
To pass each test,
(Clap hands 4 times)
That's why we're in Cub Scouting

We think our Pack's great,
We'll keep it first rate,
(Clap hands 4 times)
That's why we're in Cub Scouting.

Birds of Summer

On the first day of summer,
I spotted on the tree,
A robin singing for me.

On the second day of summer,
I spotted on the tree,
Two woodpeckers pounding,
And a robin singing for me.

On the third day of summer,
I spotted on the tree,
Three crows loudly cawing,
Two woodpeckers pounding,
And a robin singing for me.

On the fourth day of summer,
I spotted on the tree,
Four quiet wrens,
Three crows loudly cawing,
Two woodpeckers pounding,
And a robin singing for me.

On the fifth day of summer,
I spotted on the tree,
Five ravens raving,
Four quiet wrens,
Three crows loudly cawing,
Two woodpeckers pounding,
And a robin singing for me.

On the sixth day of summer,
I spotted on the tree,
Six cardinals playing cards,
Five ravens raving,
Four quiet wrens,
Three crows loudly cawing,
Two woodpeckers pounding,
And a robin singing for me.

On the seventh day of summer,
I spotted on the tree,
Seven hummingbirds humming,
Six cardinals playing cards,
Five ravens raving,
Four quiet wrens,
Three crows loudly cawing,
Two woodpeckers pounding,
And a robin singing for me.

NOTE: For each of the different birds, it would be fun to have a different boy hold up the bird which is being sung about--or you could hand the cards to people in the audience.

The Cowboy's Sweet Bye and Bye
Tune: My Bonnie

Last night as I lay on the prairie
And gazed at the stars in the skies.
I wondered if ever a cowboy
Could drift to that sweet bye and bye.

Chorus:
Roll on, roll on
Roll on little doggies,
Roll on, roll on,
Roll on, roll on,
Roll on little doggies, roll on.

The road to that bright heavenly
region
Is a dim narrow trail, so they say,
But the road that leads down to
perdition
Is posted and blazed all the way.
Chorus

They speak of another Great Owner
Who's never o'erstocked, so they say,
But who always makes room for the
sinner
Who drifts from the straight narrow
way.
Chorus

They tell of another great roundup,
Where cowboys like doggies will
stand,
To be marked by the riders of
Judgement,
Who are posted and know every brand.
Chorus

Four Little Cub Scouts

Four little Cub Scouts dressed in 'white'
Tried to get to heaven on the tail of a kite,
The kite string broke
And down they fell.
Instead of going to heaven
They all went to . . .

(Repeat above but sing three little Cub Scouts
and then two little Cub Scouts)

One little Cub Scout dressed in 'red'
Tried to get to heaven on the end of a thread,
The thread string broke
And down he fell.
Instead of going to heaven
He went to . . .

Don't get excited, don't get upset,
Instead of going to heaven, they all went to HEAVEN!

TURKEY SONG
(Tune: Bring Back My Bonnie)

My turkey went walking one morning
The November weather to see.
A man with a hatchet approached her
Oh bring back by turkey to me.

Chorus:
Bring back, bring back,
Or bring back by turkey to me, to me.
Bring back, bring back,
Oh bring back by turkey to me.

I went down the sidewalks a shopping
The sights in shop windows to see.
An everywhere hung Great Fat Gobblers,
Oh bring back by turkey to me.

Chorus

I went out to dinner and ordered
The best things they had I could see.
They brought it all roasted and sizzling,
They brought back by turkey to me.

Chorus:

Brought back, brought back,
They brought back by turkey to me, to me.
Brought back, brought back,
They brought back by turkey to me.

SKIN DIVER'S SONG

Tune: Sailing, Sailing

Diving, diving into the deep blue sea,
And many a fish we've scared away
On that we will agree.

Diving, diving into the ocean blue,
With flippers, and mask, and oxygen
We'll have adventure true!!!!

THE STATE SONG

(Tune: Our Boys Will Shine Tonight)

Oh, what did Tenna-see, boys On, what did Tenna-see? (Tennessee)
 (Sing three times)
 I ask you men, as a personal friend
 What did Tenna-see?

She saw what Arkan-saw, boys, She saw what Arkan-saw (Arkansas)
 (Sing three times)
 I'll tell you then as a personal friend,
 She saw what Arkan-saw.

Other verses sung similarly:

- Where has Ora-gone, boys? (Oregon)
- She's taking Okla-home (Oklahoma)
- How did Wiscon-sin boys? (Wisconsin)
- She stole a New-Brass-Key (Nebraska)
- What did Dela-ware, boys? (Delaware)
- She wore a New Jersey (New Jersey)
- What did Io-weigh, boys? (Iowa)
- She weighed a Washing-ton (Washington)
- Where did Ida-hoe, boys? (Idaho)
- She hoed in Maryland (Maryland)
- What did Missi-sip, boys? (Mississippi)
- She sipped her Minne-soda (Minnesota)
- What did Connie-cut, boys? (Connecticut)
- She cut her shaggy mane (Maine)
- What did Oh-i-owe, boys? (Ohio)
- She owed her taxes (Texas)
- How did Flor-die, boys? (Florida)
- She died of misery (Missouri)

THE WEEKEND

(Tune: Battle Hymn of the Republic)

I have seen the sky in darkness,
 I have seen it in the sun.
 I have felt the rain upon me,
 I've enjoyed the snowy fun,
 When the weather isn't cloudy
 Or the wind, it doesn't blow.
 It isn't only raining, it's the weekend, too, you know.

Chorus:
 Glory, glory, it's the weekend!
 Glory, glory, it's the weekend!
 I can tell because it's raining and its 42 below,
 As we Cubs go marching on!

THE BEAR SONG

(Leader sings each phrase and the group echoes the line back. Then, all sing the four phrases to the chorus tune.)

(Tune: Sipping Cider)

1) The other day
 I met a bear.
 Up in the woods,
 A-way up there.

2) He looked at me,
 I looked at him.
 He sized me up,
 I sized up him.

3) He said to me,
 "Why don't you run?
 I see you don't
 Have any gun."

4) And so I ran
 Away from there.
 And right behind
 Me was that bear.'

5) In front of me
 There was a tree.
 A great big tree,
 Oh, lucky me!

6) The nearest branch
 Was ten feet up.
 I'd have to jump
 And trust my luck.

7) And so I jumped
 Into the air,
 And missed that branch
 A-way up there.

8) Now don't you fret,
 Now don't you frown.
 I caught that branch
 On my way down!

9) That's all there is.
 There is no more.
 Until I meet
 That bear once more.

OH, TOM THE TOAD

(Tune: Oh, Christmas Tree)

Oh, Tom the toad, oh, Tom the toad.
 Why are you lying in the road?
 (Repeat)

You did not see that car ahead,
 Now on your head are tire treads.

Oh, Tom the toad, oh, Tom the toad.
 Why are you lying in the road?

JAWS

(Tune: Do Re Mi)

Jaws - A mouth, a great big mouth
 Teeth - The things that kinda crunch
 Bite - The friendly shark's "Hello"
 Us - His favorite tasty lunch
 Blood - That turns the ocean red
 Chomp - That makes the swimmers pause
 Gulp - That means the shark's been fed

That will bring us back to
 Jaws, Jaws, Jaws, Jaws

ADVERTISE

(Tune: Battle Hymn of the Republic)

The fish, it never cackles 'bout
 Its million eggs or so.
 The hen is quite a different bird,
 One egg - and hear her crow.

The fish we spurn, but crown the hen,
 Which leads me to surmise.
 Don't hide your light, but blow
 your horn,
 It pays to advertise!

BE KIND TO YOUR WEB-FOOTED FRIENDS
 (Tune: Stars and Stripes Forever)

Be kind to your web-footed friends,
 For a duck may be somebody's mother.
 Be kind to your friends in the swamp,
 Where the weather's always damp.

You may think that this is the end,
 Well, it is!

MISCELLANEOUS SONGS

Rounds are always fun to sing and get a group working together. Here's some you might like to try at your summer campfire programs. You can have fun creating some of your own verses too.

Tune: "ROW, ROW, ROW YOUR BOAT"

Eat, Eat, Eat your lunch,
Oh it tastes so fine.
Oh no, I ate yours,
And you ate mine!

Chew, Chew, Chew my food,
I can't eat it fast,
Verily, verily if I do,
I know that it won't last.

Flip, Flip, Flip pancakes
Until they're nice and brown
And if you're lucky,
They won't flip on the ground.

Ride, Ride, Ride my horse,
Following the trail,
Oh no, I fell off,
I'm glad the horse won't tell.

Fly, Fly, Fly a plane
It's really lots of fun,
Gliding o'er the city,
Just see that setting sun.

Spring
Fly, Fly, Fly a kite,
Way up in the sky,
Just look at it go,
Ever climbing high.

Historical Flags
Wave, Wave, Wave our flag,
Holding it up high,
May it ever stay there
Waving in the sky.

4th Picnic
Bang, Bang, Bang it goes,
The firecrackers sound
Lighting up the sky
As it bursts upon the ground.

Festival U.S.A.
Hail, Hail, Hail our land,
Place of Liberty,
Ever may it stay,
Home of the Free!

Drink, Drink, Drink your milk
Oh it tastes so good.
I could drink an ocean full
I know I really could.

Cook, Cook, Cook your food,
Oh, it smells so good.
Oh no, I burned it,
To eat, I wish I could.

Ride, Ride, Ride your bike,
Pedal for goodness sake,
Up and down, Up and down,
How the legs do ache.

Ride, Ride, Ride the bus
Ride it here and there
Seeing all the sights,
Without a driving care!

March, March, March along
Music playing loud
In a big parade
See the watching crowd.

S.O.A.R.
Pick, Pick, Pick up trash,
Make our country clean,
Why do people litter
And make a dirty scene?

Wild West Rodeo
Rope, Rope, Rope a steer,
At the rodeo
See those cowboys ride,
What a ropin show!

Outstanding Presidents
Abe, Abe, Abe Lincoln,
To Washington was sent
He was really great
As our president.

Rural America
Oink, Oink, Oink they go
Hear those little pigs,
Oh what fun they have
In their muddy digs.

SEWER SONG

Chorus:
We sing this song about the sewer
About the sewer we sing this song
Together we stand with shovel in hand
To keep things movin' along

I work in the sewer its a mighty fine job
You know they don't hire just any old slob
You don't have to wear a tie or a coat
You just have to know how to float
(Chorus)

I work in the sewer with a guy named Bruce
And we are in charge of all the refuse
He lets me go first when he opens the lid
Gee, that Bruce, what a swell kid
(Chorus)

Well, Bruce got lost the other day
The tide came in and it swept him away
He ended up in _____ but it's alright now
'Cause that's where he lives anyhow
(Chorus)

My father he worked in a sewer uptown
I followed his footsteps and voked my way down
That's how I got in to this here industry
I just sort of fell into it, see?
(Chorus)

GLITCHES' FIGHT SONG

Tune: Notre Dame Fight Song

We are the glitches, and we're here to say
We're gonna cause distortion every day.
We're gonna bring computers to a halt!
And when the systems fall, it's gonna be our fault,
We're gonna do whatever disconcerts,
Destroying kilowatts and megahertz!
We're gonna wipe out all your memory;
Wait and se-e-e
(spoken) Glitches, glitches is our cry,
Dirty power, do or die! Glitches, glitches is our cry
Dirty power, do or die!

WHEN PAPA PUTS THE PAPER ON THE WALL

Tune: If you're happy and you know it

When papa put the paper on the wall
He put the parlor paper in the hall
He papered up the stairs
He papered all the chairs
He even put a border on Grandma's shawl.

When papa put the paper on the wall
He spilled a pot of paste upon us all,
Now were all stuck together
Like birds of a feather
When papa puts the paper on the wall. That's all.....

Use hand motions while singing song. Parlor paper in the hall--hands move from side to side; up the stairs; spilling the pot of paste; stuck together--wrap arms around yourself; birds of a feather--flap arms like a bird....Have fun!

CHRISTMAS SONG

Tune: Rudolph the Red-Nosed Reindeer

TAPPING
(Tune: Twinkle, Twinkle Little Star)

Tapping, tapping, little elf,
As you work up on your shelf,
Working hard to make some toys,
All for little girls and boys,
Tapping, tapping, little elf,
As you work up on your shelf.

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 bran-new toys.

Saved our pennies every meeting,
Bought a lovely Christmas tree;
Trimmed it up to take to our
Den-adopted family.

Bright and early Christmas morning,
When they see our shiny toys;
We'll be happy that we shared our
Christmas joy with other boys.

Shalom Chaverim

Shalom, which means "peace," has other meanings as well. You can use it to say "hello" or "good-bye." In this moving Hebrew song, it means both "peace" and "good-bye."

Shalom chaverim,
Shalom chaverim,
Shalom, shalom,
L'hit ra-ot, l'hit ra-ot,
Shalom, shalom.

which means:

Good-bye (or peace), my friend,
Good-bye, my friend.
Good-bye, good-bye.
Till we meet again, till we meet again,
Good-bye, good-bye.

Sha - lom cha-ver-im, Sha - lom cha-ver-im, Sha - lom, sha
lom, L' hit ra - ot, l' hit ra - ot, Sha - lom, sha - lom.

Pronunciation Guide:

shalom—shah-lome
chaverim—hah*-vah-rim
l'hit—lay-hit
ra-ot—rah-utt

Another version:

Glad tidings we bring of peace on earth,
Good will towards men,
Of peace on earth, of peace on earth,
Good will towards men.

*actually like the "ch" sound in the German word "nacht."

Threw It Out the Window

The musical score is written in G major and 3/4 time. It consists of five systems of music, each with a treble and bass staff. The lyrics are written below the treble staff. Chord symbols (F, C, C7) are placed above the treble staff at the beginning of each system. The lyrics are: "Lit - le Jack Hor - ner sat in a cor - ner. Eat - ing his Christ - mas pie. — He stuck in his thumb, and pulled out a plum. And threw it out the win - dow. — The win - dow, — the win - dow, — He threw it out the win - dow. — He stuck in his thumb and pulled out a plum and threw it out the win - dow! —"

Little Jack Horner sat in a corner,
Eating his Christmas pie—
He stuck in his thumb, and pulled out a plum,
And threw it out the window,
The window, the window,
He threw it out the window.
He stuck in his thumb and pulled out a plum
And threw it out the window!

Little Miss Muffet, sat on a tuffet,
Eating her curds and whey—
Along came a spider, and sat down beside her,
And threw it out the window,
The window, the window,
He threw it out the window.
Along came a spider and sat down beside her
And threw it out the window!

Little Bo Peep has lost her sheep
And doesn't know where to find them—
Leave them alone and they'll come home
And we'll throw them out the window!
The window, the window,
We'll throw them out the window.
Leave them alone and they'll come home
And we'll throw them out the window!

Mary had a little lamb,
Little lamb, little lamb—
Mary had a little lamb
And threw it out the window,
The window, the window,
She threw it out the window.
Mary had a little lamb
And threw it out the window!

Old Mother Hubbard went to the cupboard
To find her poor dog a bone.
When she got there, the cupboard was bare,
So she threw it out the window.
The window, the window,
She threw it out the window.
When she got there, the cupboard was bare,
So she threw it out the window!

Georgie Peorgie, pudding and pie,
Kissed the girls and made them cry—
And when the boys began to play,
He threw them out the window.
The window, the window,
He threw them out the window.
And when the boys began to play,
He threw them out the window!

Jack and Jill went up the hill
To fetch a pail of water—
And Jack fell down and broke his crown
And threw it out the window.
The window, the window,
He threw it out the window.
And Jack fell down and broke his crown
And threw it out the window!

Little Boy Blue, come blow your horn,
The sheep's in the meadow, the cow's in the corn.
Is that the way you mind your sheep?
We'll throw them out the window.
The window, the window,
We'll throw them out the window.
Is that the way you mind your sheep?
We'll throw them out the window!

Up in the Air, Junior Bird Man

Up in the air, Junior Bird Man, up in the air, Jun - ior Bird Man, up in the

air, Bird Man true! Up in the air, Jun - ior Bird Man, keep your

eyes up in the blue! (Up in the blue!) And when you

hear that grand an - nounce-ment, then we will all have wings of

tin, and you can bet your Jun - ior Bird Men will

send their box - tops in! It takes just four

box - tops. And six bot-tle bot-toms!

Up in the air, Junior Bird Man,
Up in the air, Bird Man true!
Up in the air, Junior Bird Man,
Keep your eyes up in the blue!
(Up in the blue!)

And when you hear that grand announcement,
Then we will all have wings of tin,
And you can bet your Junior Bird Men
will send their boxtops in!



It takes just four-----
Boxtops

And six-----
Bottle bottoms!



(spoken) Whooooooooooooooooooooooooooooo

It Ain't Gonna Rain No More

Chorus

Oh, it ain't gon - na rain no more, no more. It ain't gon - na rain no more, no more. It

C

ain't gon - na rain no more. So

C7

how the heck you gon - na wash your neck, if it

Bb F

ain't gon - na rain no more.



Chorus
 Oh, it ain't gonna rain no more, no more.
 It ain't gonna rain no more.
 So how the heck you gonna wash your neck.
 If it ain't gonna rain no more.

Oh, a peanut sat on a railroad track.
 Its heart was all a-flutter.
 Along came the 5:05—
 Oops—peanut butter.

Chorus

Oh, a skinny old lady once took a bath.
 She didn't tell a soul.
 She forgot to put the stopper in,
 And slid right down the hole.

Chorus

A cow walked on the railroad track.
 The train was coming fast.
 The train got off the railroad track
 To let the cow go past.

Chorus

A boy stood on a burning deck.
 His feet were full of blisters.
 He tore his pants on a rusty nail,
 And now he wears his sister's.

Chorus

Oh, there ain't no bugs on me,
 There ain't no bugs on me.
 There may be bugs on some of you mugs,
 But there ain't no bugs on me.

Chorus

I woke up in the morning,
 I glanced upon the wall.
 The roaches and the bedbugs
 Were having a game of ball.

The score was six to nothing.
 The roaches were ahead.
 A bedbug hit a home run
 And knocked me out of bed.

Chorus

Billy Sunday is a preacher.
 His church is always full.
 The neighbors come from miles around
 To hear him shoot the bull.

Chorus

Well, the monkey swings by the end of his tail,
 And jumps from tree to tree.
 There may be monkey in some of you guys,
 But there ain't no monkey in me.

Chorus

Oh, a man was standing by a sewer,
 And by a sewer he died.
 They took him to his funeral
 And called it sewer-side!

Chorus

There ain't no flies on me,
 There ain't no flies on me.
 There may be flies on some of you guys,
 But there ain't no flies on me!

You Can't Get to Heaven

C

Oh, you can't get to heav - en (oh you can't get to

G7

heav - en) on roll - er skates (on roll - er skates), you'll

D G

roll right by (you'll roll right by) those pearl - y gates (those

F G C

pearl - y gates). Oh, you can't get to heav - en on

F G

roll - er skates, you'll roll right by those pearl - y gates, I

Oh, you can't get to heaven
(oh, you can't get to heaven)
On roller skates
(on roller skates)
You'll roll right by
(you'll roll right by)
Those pearly gates
(those pearly gates)

Chorus

Oh, you can't get to heaven
On roller skates—
You'll roll right by
Those pearly gates—
I ain't a-gonna grieve
My Lord no more.
I ain't a-gonna grieve my Lord no more,
I ain't a-gonna grieve my Lord no more,
I ain't a-gonna grieve my Lord no more.

Oh, you can't get to heaven
In a rocking chair.
'Cause the rocking chair
Won't take you there.

Chorus

(*substitute each new thing that
"you can't get to heaven" in)

Oh, you can't get to heaven
In a trolley car,
'Cause the gosh darn thing
Won't go that far.

Chorus*

Oh, you can't get to heaven
On a rocket ship,
'Cause a rocket ship
Won't make the trip.

Chorus*

Oh, you can't get to heaven
With powder and paint,
'Cause the Lord don't want
You as you ain't.

Chorus*

Oh, you can't get to heaven
With Superman,
'Cause the Lord he is
A Batman fan.

Chorus*

You can't chew tobaccy
On that golden shore,
'Cause the Lord don't have
No cuspidor.

Chorus*

Oh, the devil is mad
And I am glad,
He lost a soul,
He thought he had.

Chorus*

Catch a Wiffer Woffer

Musical notation for the first two lines of the song. The first line is marked with a 'G' chord and contains the lyrics: 'by the toes, and if it hol - lers, hol - lers, hol - lers,'. The second line is marked with 'C', 'D', 'D7', and 'G' chords and contains the lyrics: 'let it go, I'm sing-in' Ee - nie mee-nie and a mi - ney moh.'

Oh, I'm walkin' round the corner
 Doing little harm,
 Along comes a policeman
 And grabs me by the arm.

Oh, he walks me round the corner,
 Rings a little bell,
 Along comes a wagon,
 And knocks me in a cell.

Chorus

I'm singin' eenie meenie and a miney
 moh,
 Catch a wiffer woffer by the toe,
 And if it hollers, hollers, hollers,
 Let it go, I'm singin'
 Eenie meenie and a miney moh.

Oh, five o'clock in the morning
 I looked up on the wall—
 The roaches and the bedbugs
 Were having a game of ball.

Oh, the score was six to nothing,
 The roaches were ahead—
 The bedbugs hit a home run
 And knocked me out of bed.

Chorus

Oh, six o'clock in the morning
 The jailer comes around,
 A piece of bread and coffee
 That weighs a half a pound.

Oh, the coffee tastes like tobacco juice,
 The bread is hard and stale,
 But that's the way they treat the bums
 In New York County Jail.

Chorus

I went downtown for breakfast
 I ordered ham and eggs.
 I ate so many pickles,
 The juice ran down my legs.

I fell into a sewer
 And that is where I died.
 They did not call it murder—
 They called it sewer-cide.

Chorus

The Tree in the Wood

Musical notation for the first three lines of the song. The first line contains the lyrics: '1. All in a wood there grew a tree, The finest tree you 2. And on this tree there grew a limb, The finest limb you ever did see; The tree was in the wood, And the green leaves grew all a- ever did see; The limb was on the tree, (The) And the green leaves grew all a- round, a-round, a-round, And the green leaves grew all a- round.'

3. And on this limb there was a branch,
 The finest branch you ever did see;
 The branch was on the limb.
 The limb was on the tree,
 The tree was in the wood, etc.

4. And on this branch there was a nest, etc.
 5. And in this nest there was an egg, etc.
 6. And in this egg there was a bird, etc.
 7. And on this bird there was a wing, etc.
 8. And on this wing there was a feather, etc.

* Repeat this measure as often as necessary.



TIE SLIDES

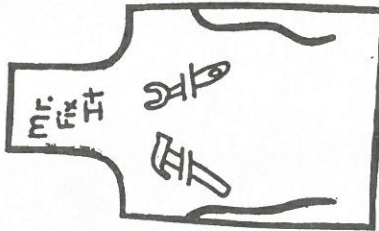
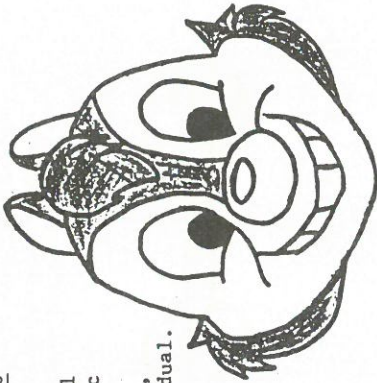
CUB MONTHLY THEMES

TIE SLIDES

Land of Make Believe

October 1990

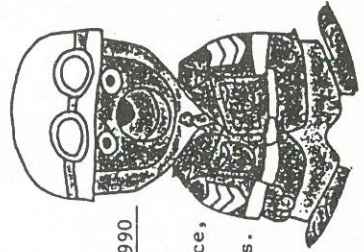
Use Dale's face as a pattern to be transferred to any type of flat material. Poster board, wood, sheet metal would allow variations for different ages. Use elastic string, regular string, binding elastic, or a strip of leather can be used as the back loop. Markers, paints, or wood burning tools could make each tie slide individual.



Webelos Handyman

October 1990

This shop apron can be used following the above directions for materials. Brown construction paper could be glued to cardboard for another option. The tools could be made separately and threaded thru slots cut in the apron.



November 1990

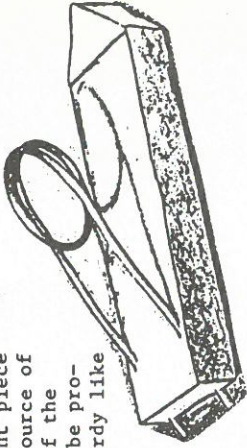
Heroes in Books
Webelos Citizen

Our boys, at any age, can learn that to help the police, is something any good citizen should do. The police should be our heroes, both inside and outside of books.

November 1990

Webelos Craftsman

Cut a piece of wood to be shaped like a boat. Drill holes on a slant from the deck, out thru the stern. Thread the two ends of a bent piece of copper tubing out the holes. If a source of heat is placed below the lowest point of the bend in the copper tube, the boat will be propelled across water. Use something sturdy like a ring of PVC pipe for the slide ring.

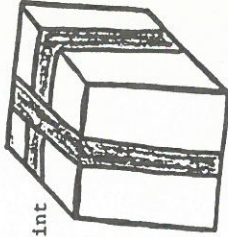


Gift Giving

Webelos Craftsman

December 1990

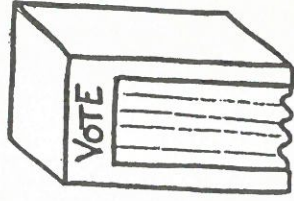
This tie slide can be made out of 1 dimensional material such as posterboard and colored or painted to look like a present. A craftsman could use a block of wood and paint or wrap it. A ring of PVC pipe could then be glued to the back.

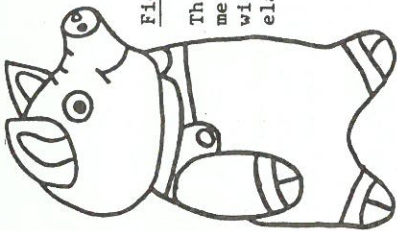


Webelos Citizen

December 1990

Voting is an extremely important part of our American heritage. A wooden block could be painted to make this voting both.





Fiesta

This pig can become a pinata if you cut him out of metal window screen material, then fill the holes with tiny pieces of colored tissue paper. An elastic loop on the back will complete him.

January 1991

Blue & Gold Traditions

February 1991

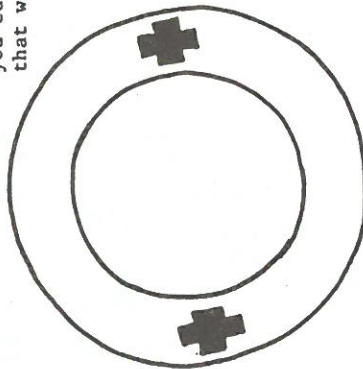
The sign of Cub Scouting has been one of the longest traditions. This can be made out of wood or cardboard with a ring glued to the back.



Webelos Readyman

You never can tell when you'll help someone out by throwing him a life preserver. You can either make this a solid piece with a ring glued to the back, or cut out the center and thread your scarf thru it. If you cut out the center, be sure to use sturdy material that won't bend.

January 1991



Webelos Fitness

Make this tie slide out of two beads with a piece of round wooden dowel glued into the holes of the beads. The ends of the dowel should be flush with the outside edge of the beads. Finish it by painting back, adding weights to each bead, and gluing an elastic loop to the back.

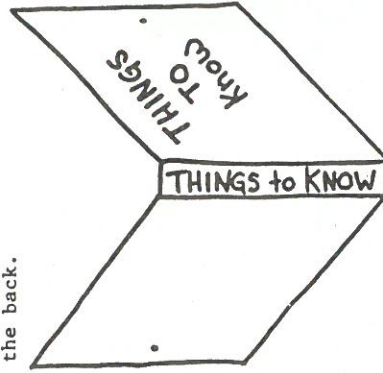
January 1991



Webelos Scholar

This tie slide looks good made out of wood. Two holes can be drilled to make a loop for the back.

February 1991

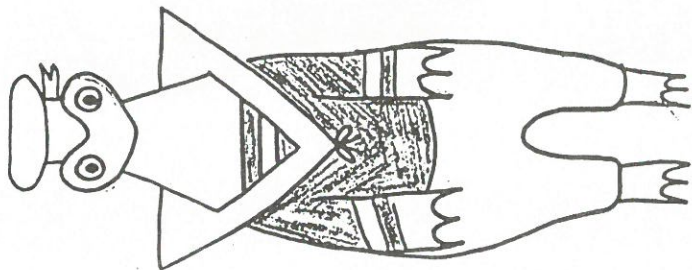


and
one more
new beginning

Canada, Our Neighbor

April 1991

The Canadian emblem is a maple leaf. On their flag is the leaf and two red bars. These can be burned into balsa wood and then stained to make your own flag.



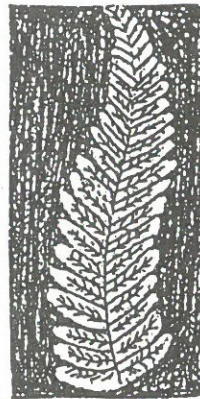
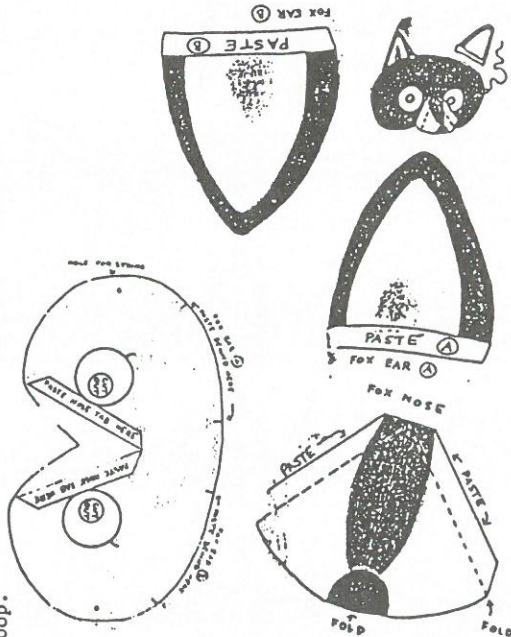
March 1991

The Frogman can be made out of bakers clay to give him dimensions. Paint, then seal him to keep his clay solid. Attach a ring to the back.

Webelos Showman

March 1991

Cut out the various parts of the fox mask, fold and paste them together. Use elastic string for the scarf loop.



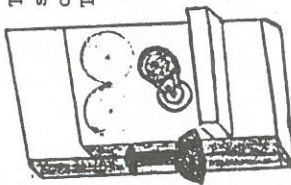
Webelos Scientist

March 1991

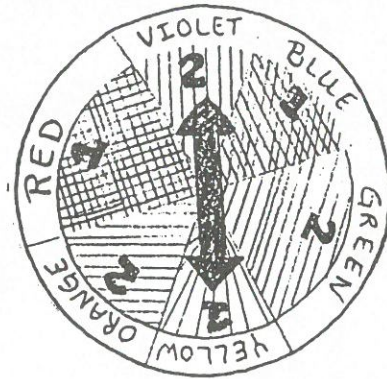
Press a leaf into a square of clay to make the impression. After the leaf dries up, remove it from the clay. Bake, then paint the clay. Attach a ring to the back for a holder.

Webelos Communicator

April 1991



The telephone has been a basic form of communicating since its invention. The face is made from two layers of wood, with a wooden lip. The bells are thumb tacks. The mouthpiece and receiver are black push pins.

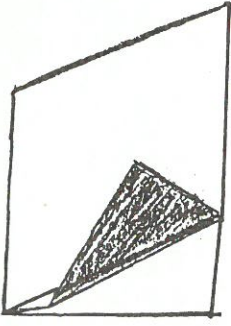


Webelos Scientist

April 1991

All things within nature are colored from the combination of primary and secondary colors, come from refraction of light. Make this color wheel with a moveable arrow for this month's slide.

June 1991

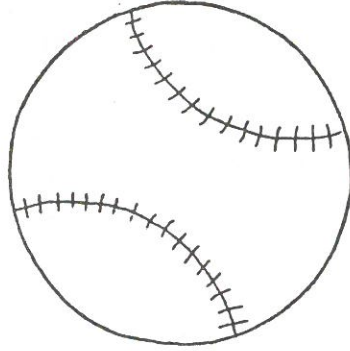


This tie slide can be made out of material then coated to make it stiff, to retain its shape. Camping in the backyard with your family and friends can be a fun part of any Cub's year.

June 1991

Webelos Sportsman/Athlete

No matter what type of ball you use, or what material you make it out of, sports should be a part of everyone's life.

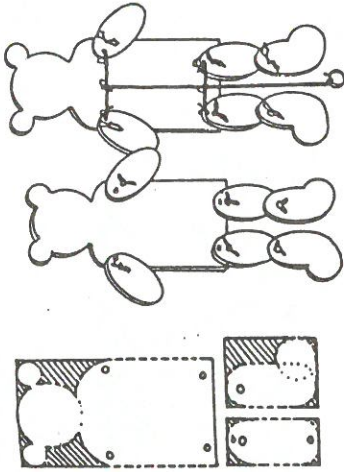


Backyard Fun

May 1991

Working With Wood
Webelos Outdoorsman

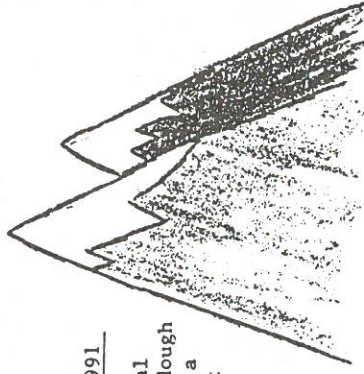
Everyone loves a moving tie slide. Enlarge and cut out the pieces as shown. Tie together with string. Clue the slide ring on the head so it won't interfere with the bear's movements.



High Country, U.S.A.

July 1991

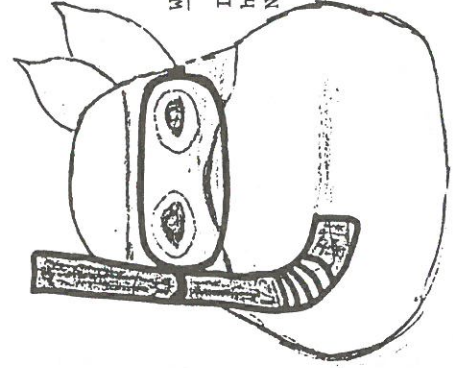
This tie slide can be made out of any flat material and painted. It can also be made out of baker's dough (salt dough) to give added dimension. Wear it to a forest ranger's lookout to show him you care about our forests.



Webelos Aquanaut

July 1991

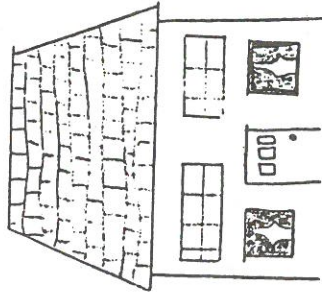
It's a great time of the year for a Webelos to take his snorkle and fins and go for a swim. Let this Ninja Turtle lend a hand.



Webelos Family Member

May 1991

Working and sharing together make a house into a home. This home can be made of a variety of materials. The roof could even be hinged to open and show a photo of the boy's family.

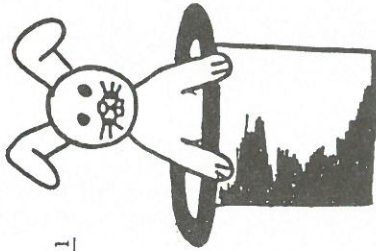


Living In The 21st Century
Webelos Showman/Scientist

October 1991

Cub Scout Magic
Make this out of styrofoam for extra shape and dimension. Be careful that your paints or glue don't melt the foam.

August 1991



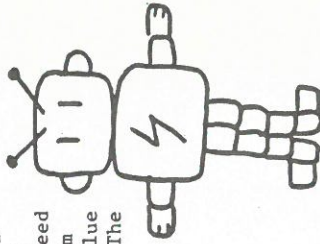
Webelos Traveler

August 1991

Many forms of travel are available to us these days. This motorcycle can be duplicated, cut out and colored, then decoupage to a piece of wood for a great tie slide.



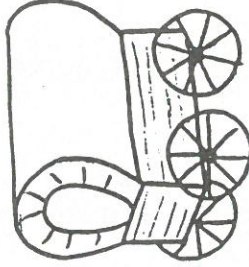
In the best science fiction movies, there's always a robot around to cause trouble. Make this one using miniature and regular sized marshmallows. You'll need something stiff to support his arms. Just skuer him like a shish-ka-bob. Be extra careful if you hot glue the parts. Then spray paint with metallic paint. The antenna are straight pins with large heads.



Pioneer Days

November 1991

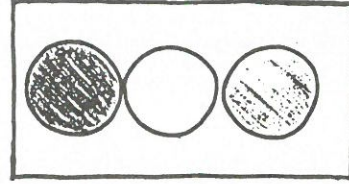
This wagon can be made out of poster board. Upholstery tacks can make the wheels, but be sure to remove the pin part.



Webelos Craftsman/Citizen

November 1991

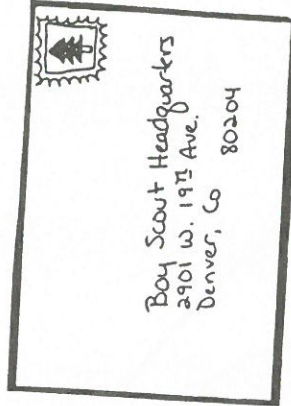
This stop light is a symbol of the laws created by the people. You can use red, yellow, and green thumb tacks for the lights. Or, if you're creative, hollow out the center of the block of wood and wire it so the lights actually light up.



Communications
Webelos Communicator

September 1991

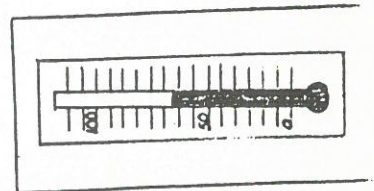
People have been using letters to communicate since the alphabet was invented. Decoupage a real stamp to a piece of poster board for your letter tie slide.



Webelos Scientist

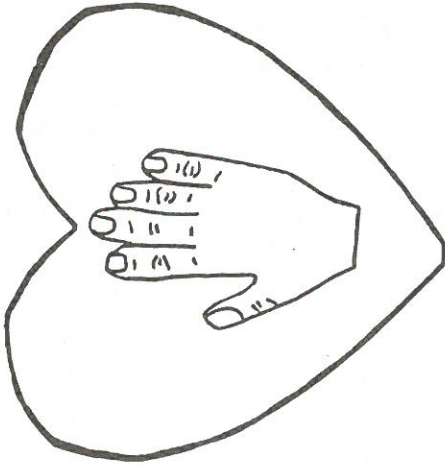
September 1991

Scientists always need to keep track of the temperature for their experiments. Make your own thermometer by dipping one end of a wooden kitchen match in white paint, and the other end in red paint. Glue the match on top of a temperature scale you've made and glued to a piece of background material.



Follows, Helps, Gives December 1991

Give a hand, give your help, follow your heart.
Any time of the year.



the greatest part
of happiness
is sharing it!!!

December 1991

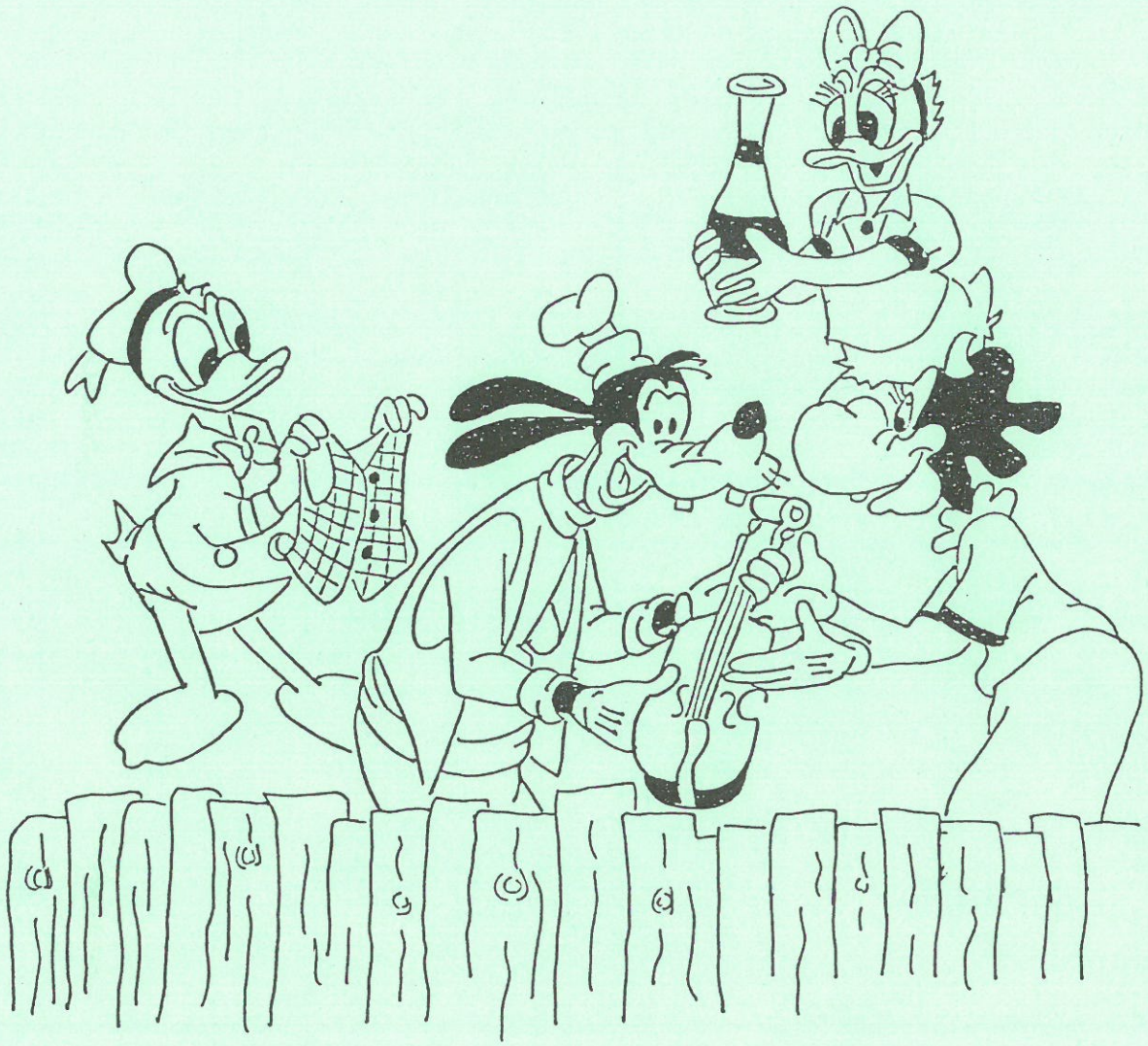
Webelos Craftsman/Citizen

It's always a good time to remember just how much we have to be thankful for, just because we live in the United States. Use balsa wood and a wood burner to burn the stars and stripes. Then color and you'll have a tie slide fit for any time.



the whole of government
consists in the art
of being honest

Thomas Jefferson



THIS AND THAT

AN EPIC: THE BLACK AND BLUE BANQUET

ACT ONE

The scene -- A pack committee meeting of the infamous Pack 000

The time -- Mid February, 1988

Characters, in order of appearance:

- Dudley Dewright
- Joe Snalverlery
- Ursula Upheaval
- Prescilla Presumptious
- Helen Unready

THE PLOT UNFOLDS.....A FEBRUARY 20TH BANQUET.

DUDLEY: Well, folks, as the person in charge of entertainment for our February banquet, I'm most delighted to announce that Me. Fifi Lautrec will lend her operatic talents to our Cub Scout feast. If I'd have talked to Pack 1619 maybe a tad earlier, their Indian Dancers could have supplied our entertainment. I like opera and it's time these Scouts got some culture too. So on with it.

JOE: Since we've done so much work on this for these kids already, let's not make a big thing of these awards this month. Enough is enough! The boys could care less. The dads will want to be hurrying home to watch the Monday night game anyhow. Let's get the banquet over with early for once.

URSULA: It's too late to reserve the services of a caterer! They're all booked for the night we'd need them anyway. Besides we've only got \$23.00 in the treasury and who'd want to go to the trouble of collecting three dollars from each family to cover the catering costs in the first place. What a pain! I've gotten sixty loaves of day old bread and frozen some peanut butter and jelly sandwiches in my freezer for the big night. What do eight to ten year old boys like better than peanut butter and jelly anyhow. Skip that birthday cake and candies jazz. Somebody'll probably get burned on those candles in the dark anyhow! If we'd have contacted each boy's Mom in January and arranged for pot luck dishes that might have been a good idea. I asked some people but they didn't know about our banquet in time so they have other plans that night anyway.

HELEN: Too bad we just now decided on what kind of invitations we'd use. The banquet's next Monday night and there aren't any den meetings before then to get these invitations ready for the boys to make and take home. I talked to the pastor of the church that sponsors our pack and he's been invited to a Girl Scout banquet since last November! He won't be able to make it. I also talked to the Scout office this morning and their representatives, all eight of them, are attending other Scout banquets that same night.

PRESCILLA: I've made some beautiful, delicate dried flower and silk flower centerpieces. The boys tried to touch them to see if they were real and ruined one! By the way, I've only had time to make three of these arrangements so I'm not sure what to do about the other five tables. Maybe they won't look too bare in comparison.

MORALS OF THIS EPIC TALE:

Reserve Your Spot Early

Plan Early

Involve the Boys

Get Parents to Help in Planning

Delegate Responsibilities

Invite Everyone Early & Remind Them as Time Approaches

MAKE IT AN UNFORGETTABLE NIGHT FOR YOUR CUB SCOUTS

BLUE AND GOLD BANQUETS

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

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

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

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

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

These are some important things to remember:

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

6. Remember to limit your program to two hours or LESS. Keep the program moving to maintain interest.

7. Be sure that the entertainment you select is of interest to the Cub Scouts--they are what the program is all about.

8. Remember, Scouts leave their place cleaner than they found it.

9. HAVE A GOOD TIME.

BANQUET COMMITTEE RESPONSIBILITIES

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

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

Confirm reservations at least one month in advance.

BANQUET FOOD COMMITTEE RESPONSIBILITIES

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

BANQUET PROGRAM SUBCOMMITTEE RESPONSIBILITIES

Cubmaster should be a member of this committee.

Select a theme for the banquet.

Select a Master of Ceremonies.

Plan the general room decoration and display areas.

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

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

Send written invitations to special guests of the Pack.

Select a welcoming committee (preferable Scouts in uniform).

Select the entertainment and secure it for the date.

Send thank you notes after the banquet.

PHYSICAL ARRANGEMENTS SUBCOMMITTEE RESPONSIBILITIES

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

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

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

Check rest room and coat room facilities.

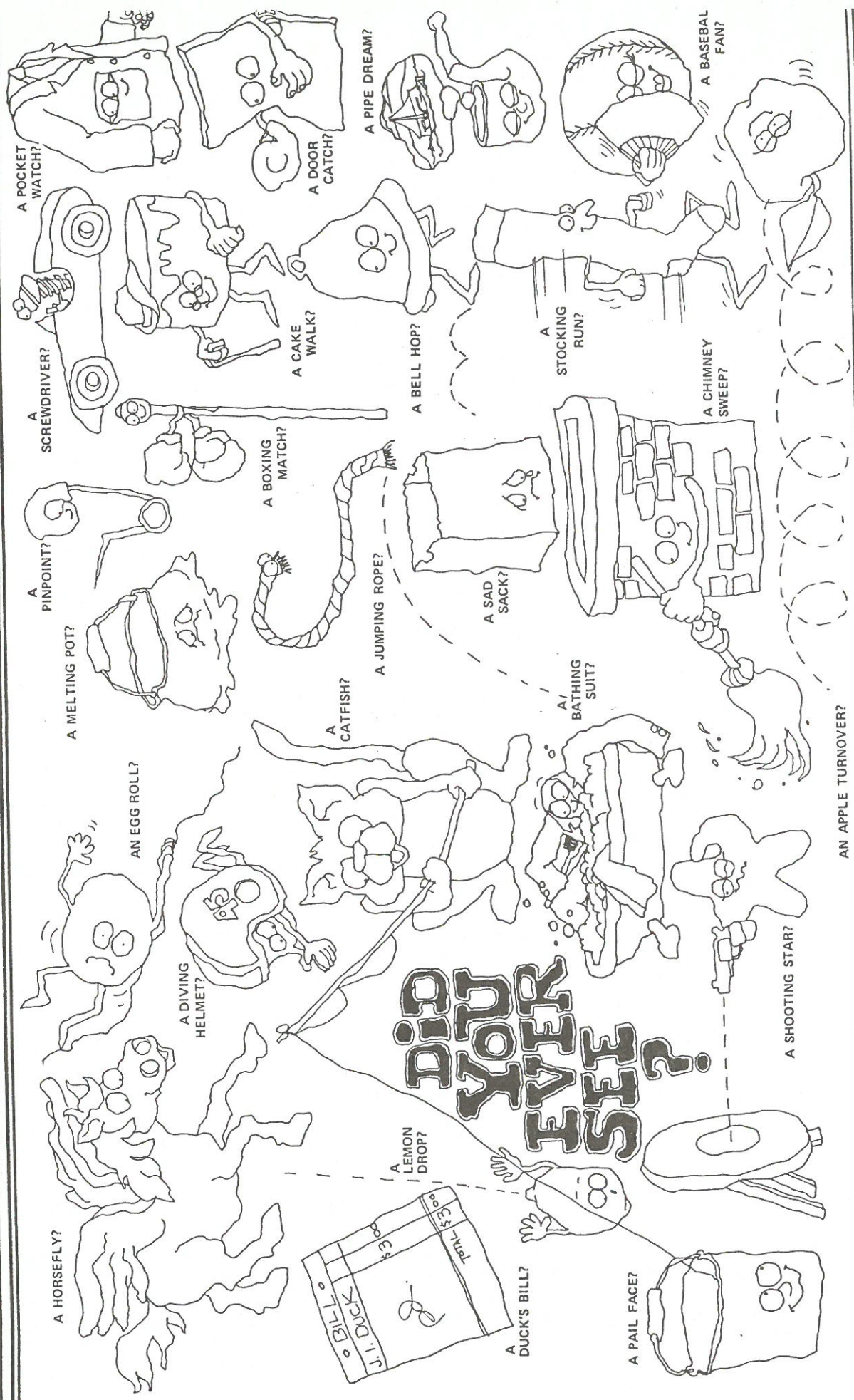
Check on need to work with the custodian.

Be sure there is adequate parking.

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

THEME

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



A POCKET WATCH?

A SCREWDRIVER?

A PINPOINT?

A MELTING POT?

AN EGG ROLL?

A HORSEFLY?

A DIVING HELMET?

A LEMON DROP?

A DUCK'S BILL?

A PAIL FACE?

A DOOR CATCH?

A CAKE WALK?

A BOXING MATCH?

A CATFISH?

A JUMPING ROPE?

A SAD SACK?

A STOCKING RUN?

A BATHING SUIT?

A PIPE DREAM?

A BASEBALL FAN?

DID YOU EVER SEE?

A SHOOTING STAR?

AN APPLE TURNOVER?

**THE INCOMPLETE
UNABRIDGED
COMPILATION
OF
APPLAUSE STUNTS**

SPARKLERS and APPLAUSES

ALKA-SELTZER APPLAUSE

"Plop, plop, fizz, fizz, oh what a relief it is".

ALMOST APPLAUSE

Place hands far apart, then rapidly bring them towards each other, passing one beneath the other, but not meeting.

ALMOST OR NEAR APPLAUSE

Make a clapping motion, but stop your hands just before they strike each other.

ANT APPLAUSE

Hold out left arm and with two fingers of right hand walk them up and down arm toward hand while saying "hup two-three-four". When fingers reach opened palm, grab them while saying: "Gotcha!"

APOLLO APPLAUSE

Countdown, "10, 9, 8, 7, 6, 5, 4, 3, 2, 1, Blast-off!" With your hand, gain orbit and go "Beep, Beep, Beep".

APPLAUD AND CHEER

When you raise your right hand, the audience is to applaud. When you raise your left hand, they will cheer. When you raise both hands, they do both at the same time. Do the actions quickly and alternate.

APPLAUSE FOR FOOD

Rub stomach and say, "Yum, Yum!"

ARTILLERY APPLAUSE

Begin applause slowly in unison and gradually increase the speed. Then slow down until finally the hands are not brought together at all.

ARIZONA APPLAUSE

Yucca! Yucca! Yucca! Yucca!

AVON LADY APPLAUSE

Point a forefinger and shout "Ding Dong".

BALLOON APPLAUSE

Make a fist. Put the thumb in your mouth and blow. Slowly open fingers to resemble enlarging balloon. Then flip out hand yelling "Pop!"

BALLOON APPLAUSE

Put hands to mouth and blow. As you blow, expand hands and then fling them out with a big "Bang!"

BALLOON APPLAUSE

Pretend to get a balloon and blow it up (making the noise) 4 puffs, then letting it go, making the noise it would do when released.

BANANA SWISH APPLAUSE

Peel banana as you say "swish, swish, swish" and then squirt the banana at the audience.

BARBER APPLAUSE

Alternately strike the back then the palm of one hand against the palm of the other as though sharpening a razor on a strap.

BARBERSHOP APPLAUSE

Clap hands as a barber strops his razor, first rubbing your palms together, then stroke the back of your right hand across your left palm. Don't forget the barber's flourishes and, finally, the first down-ward stroke on your face accompanied by a harsh scraping noise.

BARYARD SERENADE

Hey ha, hey ha, hey ha.

BASEBALL APPLAUSE

Pretend to throw a ball up and pretend to hit it with the bat. After you hit the ball, shout "Home Run!"

BEAR APPLAUSE

Growl like a bear and turn one half turn (four repetitions).

BEAVER

Bend lightly at the waist and stick rump out in one direction and head in other. Slap rump with one hand while gnashing tree with teeth.

BODCAT APPLAUSE

Stand up and give a loud "Me-e-o-o-w", three times.

BOW AND ARROW APPLAUSE

Make motion as if shooting an arrow and say "zing zing zing". Pretend to release an arrow on each zing.

BOWLING APPLAUSE

Pretend to throw the ball down the alley and then holler "Strike".

BOY SCOUT APPLAUSE

Shout "Hoor-rah, Hooray! Hooray, Hooray, We're the Boy Scouts of the BSA.

BROKEN ARM APPLAUSE

Hold your arm out hanging limp from the elbow and shake it.

BROKEN TROLLEY APPLAUSE

Pull the bell rope as though ringing a bell, repeating "CLUNK, CLUNK, CLUNK."

BUBBLE GUM APPLAUSE

Blow bubble with hand gestures, clap hands loudly, scrape gum off face.

BUCCANEER APPLAUSE

"Yo, Ho, Ho, and a bottle of Coke":

BULL

Put your fists with pointer finger extended on each side (like horns of a bull) say "MOOOOOOO--OO".

BULLFIGHTER APPLAUSE

Hold cape to side, make pass yelling "Ole". After 3 passes, get gored with an UGGHHH.....

CAN OF APPLAUSE

Have can with lid, scream and cheer when lifting lid, no noise when lid shut.

CANTALOUPE APPLAUSE

A variation of the Watermelon - Cup your hands for the cantaloupe and shorten the time and noise for spitting out the seeds.

CAN'T YELL APPLAUSE

Draw right fist back to shoulder, then throw punch as if yelling, but no noise.

CASEY JONES APPLAUSE

Close fist and make circular motion while saying "Chug-a-Chug-a-Chug", then say "Whoo Whoo".

CASPER APPLAUSE

"B-O-O-O-O-!!!!!!

CATSUP BOTTLE APPLAUSE

Hold left hand like you had a catsup bottle in your hand. Then strike your left fist like you would the bottom of the bottle. Do this several times in rapid succession.

CHERRY APPLAUSE

Pick a cherry, roll it around in your mouth, then spit the pit out with a loud "P-TUUV."

CHEESE GRATER APPLAUSE

Act as if you are looking for the cheese grater in the kitchen. Once you find it, start to grate cheese and say "Great, great, great, great".

CHICKEN APPLAUSE

Bend your arms like wings of a chicken and while moving your arms up and down, cackle like a chicken.

CHINESE APPLAUSE

How! How! How! Phooey, Phooey, Phooey.

CHINESE BOW

Stand, fold your arms, bow from the waist while saying, "Ah Phooey".

CUBMASTER APPLAUSE

"Cub Scouts and Den Chiefs" all around the Pack "Hail to our leader" "Cubmaster" "Yeaaaaa".

CUBMASTER APPLAUSE (if you make a mistake)

Stick thumbs in ears, with fingers like moose antlers (fingers moving). Stick tongue out, blow!

CUB SCOUT APPLAUSE

Shout "Den I has lots of fun! We work together and get things done."

CUB SCOUT APPLAUSE

Shout "Hoo-rah, Hooray! Hooray, Hooray, We're the Cub Scouts of the BSA".

CUB SCOUT APPLAUSE

Shout "Rip, Rap, Rap Rip! Rip, Rap, Ree! Loyal happy Cub Scouts are we!"

CUB SCOUT APPLAUSE

Yell "What's the best den?" and have all the other dens yell back den number.

CUB SCOUT CHIEF

Use right hand to rub tummy in circular motion while saying "yum, yum".

DAIRTY EATER WATERMELON APPLAUSE

Cut watermelon in long thin slices, then pretend you eat it in several large quick bits, then spit out the seeds.

DEEP SEA DIVER APPLAUSE

Hold one hand over head, puff out cheeks and say, "Blub, blub, blub".

DEEP SEA DIVER

"Blurp, Blurp, Bluub, Bluub" or-----"Bluub, Bluub".

DEN LEADER APPLAUSE

Ahhhhh! Wave hands above head.

DEN LEADER APPLAUSE

Shout "C'mon Gold! C'mon Blue! C'mon Cubs! C'mon Through, Chow! Chow! Bow! Wow! (Den Leader's Name) Wow! Wow!"

DEN YELL APPLAUSE

Shout 'Rip, Rap, Rap! Rip, Rap, Ree! Loyal happy Cub Scouts are we!"

DESERT APPLAUSE (YUCCA PLANT)

Named after the yucca plant, shout three times, "Yucca, Yucca, Yucca".

DESERT RAT

"How, How, How, Water, Water, Water, Glug, Glug, Ahhhhh....."

DOORBELL APPLAUSE

Ding Dong after pressing button.

DO WHAT I DO APPLAUSE

The orders are, "When I bring my hands together, you do. When I do not, you must not either". Then go through several false motions to see if you can catch the group napping.

DOUBLE HOW APPLAUSE

Say two "hows" almost together. "how, How"

DRUM APPLAUSE

Beat on your legs just above the knee and say "Rat-atat-tat" 3 or 4 times, then say "Boom, boom!"

DYBS

DYBS means "Do Your Best, Scouts" and is pronounced like "dibs". Leader raises fist in air and brings it down hard each time DYBS is yelled. Number of DYBS given is according to accomplishment.

EAGLE APPLAUSE

Lock thumbs and flutter fingers like wing and say, "Cree, Cree".

EATING PIE APPLAUSE

Yummy, Yummy, Yummy

to your head to see where it went.
GONDOLIER

Make motion as if poling a boat and sing out Oh, So, Lo, Mi, O.

GOODBYE SANTA APPLAUSE

Pretend to throw a pack onto your back and say "Merry Christmas to all, and to all a good night".

GOOD JOB APPLAUSE

Chip-chop type: "Great Going" (3 times).

GRAND SALUTE

Stamp feet four counts, slap knees four counts, clap hands four counts, stand and give salute.

GRAND SHEEZE

Saying "A-H-H-H-H-H-H-H-H-H", Chooooooooo (loud and getting louder).

GRAPE

A smaller and shorter version of the cantaloupe. Use one hand only.

GRAPE

Peel grape, throw into air, catch in mouth.

GUILLOTINE APPLAUSE

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

HALF A CANTALOPE

Hold an imaginary cantaloupe in one hand, with the other hand have a spoon and scoop out the seeds (with a slurppy sound). With a jerk of your hand throw the seeds, saying "PLOP".

HALF A CLAP

Put one hand behind you and the other in front of making a clapping motion (no noise).

HALF A HAND APPLAUSE

Hold up one hand with palm open and with the other hand cover half of the open hand.

FLOWER APPLAUSE

Like a flower blooming, raise part way up in chair, look around and then stand up quickly, yelling "Sproooooooooooog".

FLUTE APPLAUSE

Pretend to be playing a flute and give two big toots.

FLYING ELEPHANT

"Dumbo, Dumbo, Dumbo".

FONZ APPLAUSE

With hands closed and thumbs up out in front of you say, "Aaaaayyyy".

FREIGHT TRAIN APPLAUSE

This applause simulates a freight train, in the distance, approaching the station, and then fading off again. Use a four beat handclap with the first beat of each grouping of four loud and then the following three softer beats. The train can speed up, slow down, stop, start, with varying temp. Throw in a few train whistles for sound effects.

FROZEN CUB APPLAUSE

Wrap your hands around yourself and say, "Brr-brr, Brr-brr".

GHOST

Wail like a ghost three times "Whoooooo, Whoooooo, Whoooooo"; hold arms up like a ghost.

GIANT BEEHIVE

Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease. Practice this at varying levels.

GIVE EX TWO

Applaud with only the fore and middle finger.

GO-CART APPLAUSE

Move hands in a down-hill motion and shout "swoosh, zoom".

SOLE

Shout "Fore" and then pretend to hit the ball, putting your hand

VIM BOWLE

Simulate throwing a knife.
JOLLY GREEN GIANT APPLAUSE

Stand tall and say, "HO-HO-HO".

JOLLY GREEN GIANT APPLAUSE

Stretch tall, puff out chest and say "Ho-Ho-Ho".

KARATE CANTALOUPE

Hold cantaloupe in one hand, split with a karate chop, saying "CANTA-LOUPED".

KETCHUP

Make a fist of one hand. With the other hand, pound on the thumb side, as though you are trying to get ketchup out of bottle.

KETCHUP

Pretend to pound on bottom of the bottle six times saying, "Pop, Pop, Pop, Pop, Pop". On the sixth pop, say "Squish, uh oh, too much".

KIOWA INDIAN YELL

Ask everyone to stand and follow the leader. First, stamp your feet three times. Then, slap your knees three times. Beat your chest three times and then shake your fist three times. And then, after all this, give a loud Indian yell, patting your hand over your mouth.

KNIGHT APPLAUSE

Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying: "I dub thee Sir Knight".

LAUGH-IN APPLAUSE

Put your hand to your right ear, lean forward and say "sock-it to me, sock it to me", fast.

LAWRENCE WELK/FRED FLINTSTONE APPLAUSE

Yell "A-one and a-two and a YABBA DABBA DOO!" Accompany the "Yabba Dabba Doo" with fists clenched and a vigorous side-to-side motion of the hips.

LEAKING TAP APPLAUSE

Drip, drip, drip.

LIGHTNING APPLAUSE

Buzz while making sign like lightning.

LIGHTNING APPLAUSE

Shake your finger like jagged lightning and go "Shh Shh" on each jagged movement. Do twice.

LITTLEST CLAP

Clap thumb and first finger together several times.

LOCOMOTIVE

While moving your arms like a locomotive, start slowly with a "Chugg, Chugg", and increase the momentum and loudness. Reach up as though pulling a whistle cord and end with a "Tooooooooot".

LOCOMOTIVE APPLAUSE

Begin by slapping your left arm slowly with your right hand. Gradually increase the speed working down over the left palm, peering into distance. Imitation train whistle: "Whoo-Whoo!

LOLLIPOP CLAP

Tell all you have a large lollipop, start licking it from bottom to top. "Hummm".

LONE RANGER APPLAUSE

"Hi ho Silver -- Kimo Sabe"!!!!!!

LONE RANGER APPLAUSE

Leader, "Where does the Lone Ranger take his garbage?" Group; "To the dump, to the dump, to the dump, dump, dump", while clapping their hands on their thighs.

LUCKY DUCK OR LUCY GOOSEY APPLAUSE

Pantomime following an imaginary duck through the air with a rifle. The duck says "Quack! Quack! Quack!" The hunter's rifle goes "Bang! Bang!" The duck continues flying - "Quack! Quack!"

MAD SCIENTIST

Pretend to hold up a test tube in one hand. Pour something into it, then something else, then go "DoooooooooM".

NUTTY HOWL

"Cashew, Cashew, Cashew!"
OIL REFINERY APPLAUSE

Start by pretending you are Paul Bunyan and pick an oil derrick and sit it down on the ground (thud). Then move your arm like a drill moving downward (buzz). Then strike oil, move arms up and out while saying "crude, crude, crude".

ONCE OVER

Clap the backs of your hands together once.

ORE HOW

The simplest yell, yell the word "How" loudly.

ONE YOU NEVER HEARD

Fake a clap but miss at the last moment.

ORIENTAL YELL

"Phooey, Phooey, Phooey".

OVEREATERS APPLAUSE

Looking uncomfortable, rub stomach and say slowly, "I can't believe I at the whole thing".

OWL APPLAUSE

Hoot, hoot, hoot.

PAC MAN APPLAUSE

Hold hands together at palms with finger spread in curve and open and shut hands while saying ("Wa, wa, wa, wa, wa").

PACK APPLAUSE

"Clap your hands" 5 times, "stomp your feet" 5 times, "Pack ___ can't be beat".

PACK APPLAUSE

Shout "Razzle, dazzle, never frazzle, not a thread but wool. All together, that's the way we pull!"

PACK APPLAUSE

Yell in unison, "Clap your hands". (Clap 5 times). "Stomp your feet". (Stomp your feet".) "Pack ___ can't be beat!"

PACK OR TROOP APPLAUSE

Clap your hands (clap five times), Stomp your feet (stomp five times), "Pack or Troop ___ can't be beat!"

PACK OR TROOP YELL APPLAUSE

Shout "Strawberry shortcake, Eskimo pop, Pack or Troop # ___ Always on top".

PACK OR TROOP YELL APPLAUSE

Shout "Bing-a-lacka, bing-a-lacka, bing, bing, bing, ching-a-lacka, ching-a-lacka, ching, ching, ching, ching! Bing-a-lacka, ching-a-lacka who are we? (Pack or Troop) # ___ yes sir-r-ee-ee!"

PACK YELL

Shout "Bing-a-lacka, bing-a-lacka; bing-a-lacka; bing, bing, bing, ching-a-lacka, ching-a-lacka, ching, ching, ching, ching! Bing-a-lacka! Ching-a-lacka! Who are we? Pack ___ yes sir-r-ee-ee."

PACK YELL

Shout "Strawberry shortcake, eskimo pop, Pack ___ always on top!"

PAPER BAG

Hold a hand as though holding the neck of a paper bag. Blow into it several times to fill it, then clap your hands together to "pop" the bag.

PAPER BAG APPLAUSE

Make movement to simulate opening a paper bag, form the neck and blow it up and pop it, "bang."

PATRIOTIC APPLAUSE

Shout U.S.A and thrust right hand with doubled fist skyward while shouting "Hooray, Onward and Upward".

PAUL BUNYAN APPLAUSE

Pretend to hold axe over shoulder then bring it down quickly while saying "chop". Do this 3 times then shout "Timber", holding arms out in front of you while you catch the trees, then pour them into your giant wood box. Clung, Clung, clung, clung.

PAUL REVERE APPLAUSE

Pretend to be riding a horse while moving up and down while saying "The British are coming, the British are coming!"

RAINSTORM APPLAUSE

Start by gently patting knees alternately to simulate light rain falling. Increase the noise by switching to handclapping as the storm reaches its height. With a hand signal, have everyone shout "Boom", to represent thunder. Gradually decrease sound of handclapping and end by patting the knees as the storm subsides.

RAILROAD SQUEEZE

"A-Choo Choo, A-Choo Choo, A-Choo Choo":

RAQUEL WELCH APPLAUSE

"Hip, Hip, Hooray!" (swing hips to sides).

"REAL" APPLAUSE

Like reeling a fishing line, pole over shoulder, and then down in front, as if catching fish.

REALLY BIG HAND

Place thumb to mouth with fist clinched. Blow on thumb and inflate fingers (uncurl them) until big hand shows.

RINGMASTER'S APPLAUSE

"And now behind me, in the center ring, the lions -- YEEOOOOW!"

ROADRUNNER APPLAUSE

"Beep-Beep-Zoom".

ROBOT

Walk in place, stiff legged and stiff armed, saying, "Does not Compute".

ROBOT APPLAUSE

Stand up stiff and say, "Beep-beep, it doe not compute, it does not compute" in monotone voice.

ROCKET APPLAUSE

Light match on log, bend over, light fuse, have count down while still bending over, "5, 4, 3, 2, 1, Blast-off". On 'blast-off' jump as high as possible into the air.

ROCKET SHIP APPLAUSE

Countdown "10, 9, 8.....3, 2, 1..blast off". Blast off with your

hand, gain orbit, and say "Beep-beep, beep-beep".
ROLLER COASTER APPLAUSE

Make wavy motion with hand, getting higher and higher, saying "Ah-h-h-h" while doing this, then pause at the top, rapidly lower hands while giving shrieks.

ROMAN CANDLE APPLAUSE

Like Rocket applause, but you have three bangs, then say "wiz, wiz, wiz, while moving your hands and arms out quickly in different directions.

ROOSTER

Placing your thumbs in your armpits, wave the arms up and down like wings while crowing.

ROUND OF APPLAUSE

Audience claps while moving hands in large circular motion.

ROUND OF APPLAUSE

Clap hands while turning in a circle.

ROUND OF APPLAUSE

Put arm in a circle just touching fingers.

ROUND OF APPLAUSE

While clapping hands, move them around in a circle in front of you.

ROUSING HAND

Hold hand with palm open in front of you about waist high, then thrust it high into the air going up and down several times.

RUDOLPH APPLAUSE

Put your thumbs to your head with fingers up forming antlers. Then wrinkle your nose while saying "Blink, blink, blink, blink."

SAIL BOAT REGATTA APPLAUSE

Hold right hand palm up in front of face and blow across it with a series of puffs.

SANTA CLAUSE

Put hands on stomach (belly) as to hold it up, and say HO, HO, HO, with a bounce to it all.

SOUL APPLAUSE

(For people who put their heart and soul into something)---- Pat the palm of one hand on the soul of one shoe.

SOUTHERN APPLAUSE

"How, How, How, You All-1".

SOUTHWEST APPLAUSE

"What plant grows in the southwest?" response: "Yucca, yucca, yucca".

SPANISH APPLAUSE

Stand with left hand on hip and right hand held above head in manner of flamenco dancer. Simultaneously snap fingers of your right hand and stomp your feet in a fast temp while turning slowly. Continue until have made a complete circle. About every quarter turn and yell "Ole".

SPASTIC CLAP

Act like you are clapping but miss hitting your hand first on top then bottom.

SPIDER APPLAUSE

Walk all four fingers of one hand up the other arm and then scream "Eeeekk!"

SPRING APPLAUSE

Spring up and down while saying "Boing, boing, boing".

SQUEAKY DOOR APPLAUSE

Hold out arm moving it slowly from right to left while saint "Squeeeek." When over to left side, lift up left hand and clap hands together sharply as a door slammed shut.

STAMP OF APPROVAL APPLAUSE

Pound the palm of your left hand rapidly with your right fist. For another version, throw a handkerchief or cap into the air and have the boys stamp their feet until the cap hits the ground.

STAMP COLLECTOR APPLAUSE

Lick fingers, slap other hand.

STAMP COLLECTORS APPLAUSE

Hold left hand in front you, palm up. Place first two fingers of right hand to mouth as if licking a stamp and then strike the palm of your left hand smartly with them. Do this several times rapidly.

STANDING AND SITTING APPLAUSE

Standing applause - Have everyone stand up. Sitting applause- Have everyone sit down. Give them a Standing and Sitting Applause - Stand up and sit down. (Do separately or all together).

STEAM BOAT

Use both hands to make large rotary motions as if they were paddle wheels on an old side wheeler. At the same time, say "chug-achug-chug" at intervals reaching up with right hand and pull down as if operating a steam whistle and say "Toot Toot."

STOMP APPLAUSE

Count the stomps, the greater the award, the more the stomps.

STRONGMAN'S APPLAUSE

Pretend to lift a heavy object and say "uh, uh, ahhhhhh!"

SUPERSONIC

Wave arms wildly and open mouth as if yelling, then sit quietly several moments then yell loudly.

SWIMMING

Bend forward from waist and do swimming CRAWL STROKE.

TEAPOT APPLAUSE

Hold one hand on your waist, the other in the air crooked like a teapot spout. Whistle, then tip to pour with a loud "Glug-Glug-Glug".

TELEGRAPH APPLAUSE

"Clickety, clickety, Clack! Click" Clickety, Clack!"

TEXAS PAC MAN APPLAUSE

Spread arms in front of you like PacMan Applause and open and close arms while saying "Wa, wa, wa, wa, wa, wa".

TWO-HAND SAW APPLAUSE

Pair off in two'. Everyone stick their hands out, thumbs up. Alternately grab the other, thumb until all four hands are together, each holding a thumb. Make a back and forth motion as if sawing. Say "Swish" each time you saw.

TWO HOWS

Give two big hows "How, How".

TWO TOOTS APPLAUSE

While making a motion like pulling on a whistle rope, shout, "Toot, Toot".

TURKEY APPLAUSE

Go "Gobble, Gobble, Gobble", then rub your stomach and say, "Yum, Yum".

TWO TOOTS APPLAUSE

While making a motion like pulling on a whistle rope, shout, "Toot, Toot".

TYPEWRITER APPLAUSE

"Click, Click, Click, Ding..... Click, Click, Click, Ding".

UFO APPLAUSE

Hold index finger to forehead and shout, "Take me to your Leader".

UPPER HAND APPLAUSE

Stand on your toes, holding your hand straight over your head to applaud.

VENETIAN APPLAUSE

Make motions as if you were poling a boat and sing out lustily "Oh, So Lo Mi Oh".

VOLCANO APPLAUSE

Twirl hands while making a rumbling sound in your throat. At the end, throw up hands and go "Barrooommm";

WATER CHEER

"How, How, How, Water, Water, Water, Glug, Glug, Ah-hh".

WATERMELON APPLAUSE

Make motions of taking several quick bites, turn head, and give "raspberry" sound of spitting seeds.

WATERMELON APPLAUSE

Pretend you're holding a piece of watermelon 18-20 inches long, in your hands. Pull the watermelon rapidly past your mouth. Meanwhile draw air noisily into your mouth to simulate "slurping in" the melon. After eating the melon, turn your head to the left then right, meanwhile making a Bronx cheer by sticking your tongue between your lips and blowing out. Now you've spit out the seeds. Don't overdo unless towels are furnished.

WATERMELON/RAINBIRD APPLAUSE

Eat watermelon like in other applause but when you spit out seeds, spit out seeds like a rainbird sprinkler.

WEBELOS APPLAUSE

Shout "Webelos, Webelos, Webelos".

WEBELOS APPLAUSE

Shout "Webelos are neat; they can't be beat. So let's give a Yell, Webelos are swell!"

WEIGHT LIFTER APPLAUSE

Attempt to lift a bar-bell weight and say "Aaaaagh" as you get it over your head, then drop it to the floor with a thud.

WHALE APPLAUSE

Shake hands like fish swimming and then bring other hand up like a spout and go, "phssh".

WHEN I DO, YOU DO

Give the order: "When I applaud, you applaud - when I don't, you don't". Go through several false motions to see if you can catch the group napping.

WHIP APPLAUSE

Pretend to snap a whip and yell, "Yhaw, Yhaw".

WILD MAN APPLAUSE

Wave your hands, shake your head and make a loud "AAUGHHH".

CLIP-CHOP APPLAUSE

Divide the room in half. As you point to one side, they say "chip" and when you point to the other side, they say "chop". Vary the speed and direction you point.

CHOO CHOO TRAIN

Divide audience into 2 parts: have them clap in sequence as you motion your right hand to one and your left to the other.

CIRCLE APPLAUSE

Clapping hands in a circular motion going up over your head and back down in front of you.

CLAM APPLAUSE

Fold hands together, interlocking fingers. Make noise by pressing palms together.

CLASS A APPLAUSE

Clap hands to this rhythm: 1-2-3-4, 12, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, 1 (a big one).

CLASS B APPLAUSE

Just like Class A, but hand misses on last clap.

CLASS C APPLAUSE

Just like Class B, but after missing, hands succeed on next try.

CLASS Z APPLAUSE

Do same as Class A (Group Meeting Sparklers except on the last clap instead of clapping hands turn around and clap hands behind you).

COCK-OF-THE-WALK APPLAUSE

Make the sound of a rooster, "Cock-a-doodle-do".

COLUMBUS APPLAUSE

Put hands up like a telescope and shout "Land HO".

COMMUNITY SNEEZE

The Cubs are divided into three groups. One group is assigned "Hashee." The second "Hishee" and the third "Hoshee." At the signal, they all shout at once, each his assigned word. The result is a grand winter time "sneeze."

COO-COO BIRD APPLAUSE

Coo-coo, coo-coo, coo-coo.

COOKIE JAR APPLAUSE

Put your cookie jar under your left arm, hold your arm out in position. With your right hand, reach way down inside the "jar" and all that is left is "Crumby, Crumby, Crumby".

COOKIE MAKING APPLAUSE

Everyone takes a big bowl in their arm, into the bowl dump ingredients to make cookies, such as; flour, sugar, salt, chocolate chips and dill pickles (have the boys yell out ingredients and you'll get some odd cookies). After all ingredients are in the bowl, you take a big spoon and with stirring motion yell, "Yummy, Yummy, Yummy".

COOTIE OR FLEA

Have everyone raise his hand above his head. Applaud by clicking the nails of the thumb and forefinger on each hand.

CORK

Hold out one hand as though the neck of a bottle. Put a cork in that bottle, then hit it in with the palm of the other hand.

COUNT DOWN!

"10, 9, 8, 7, 6, six, sick, sick, sick, sick, sick....."

COUNTRY PIG

"Suuuuuuu,eeeeeeeee, Suuuuuuu,eeeeeeeee -- OINK, OINK, OI:K".

COMBOY APPLAUSE

Pretend to strum a guitar and sing, "Tee ole dle - ladeeeeeeeeee".

CRAZY

Put arm over head and clasp hands. Moving head all around yelling "HOOOOOOOOOOOHWWH!"

CUBBING APPLAUSE

Yell "What's the best den?" and have the rest of the boys yell back the top den of the month's number.

EGG BEATER APPLAUSE

Hand crank (wave), other hand on head, squat to knees, wiggle knees.

ELEPHANT

Hold two arms in front of you like trunk, putting two hands flat together, lean over slightly and swing arms slowing back and forth while bringing fingers of both hands up and down saying "I work for peanuts", several times.

ELEPHANT APPLAUSE

Let your arm act as a trunk, wave it brokenly in front of your face. Raise your arm up and say, "peanuts, peanuts".

EVERYMAN A TIGER

To keep everyone alert, announce that whenever you shout "Every man a Tiger", they are to yell "Everyman a Tiger".

FAREWELL

Hold one hand above the eyes as though looking in the distance while slowly waving the other hand.

FERRIS WHEEL

Move right hand in a large circle on the up swing, OHHH and on the down swing shriek AH!!!!!!!.

FIRE

Make the noise of fire, "CRACKLE, CRACKLE, POP" (moving fingers over head). Make noise of fire engine, "Wheee, Wheee, act like holding a hose, putting out the fire. Have fingers and hands flutter down with "Shhhhh, Shhhhh" noise.

FIRECRACKER

Light the fuse, stand ready with your hands spread apart and make a "SSSSSSSSSS" sound for a few seconds, clap your hands and shout "BANG".

FISH APPLAUSE

Yell "How Long" (build up volume on 'how' while spreading hands apart. On 'long', suddenly bring hands to within 6-7 inches of each other.

FISH 1

Pretend to hold fish by its tail with one hand and with the other hand plug your nose saying PUU-EEEE.

FISH 2

Suck in cheeks, form an O with your mouth, moving it like a fish does without making a sound.

FISHING

Pretend to cast and reel in 3 times and then say something like (3 feet) as you hold your hands apart to show how big the fish is.

FITNESS APPLAUSE

Clap your hands, (clap twice), stomp your feet (stomp twice). Heave a sigh (say Whew-w-w-w), take your seat (everyone sit down).

FLAPJACK

With palms up, flip one hand as though flipping a flapjack. Watch it go up and come down, then slap your hands together as you catch it.

FLAPJACK APPLAUSE

Pretend to pry a spatula under a pancake then throw it up into the air, nod as if watching the pancake flip and then catch it on the spatula.

FLEA CLAP

Every one raises hand over head. Applause is accomplished by clicking the nails of the thumbs and forefingers of each hand together.

FLEA CLAP APPLAUSE

Have everyone raise his hands above his head. Applaud by clicking the thumb and forefinger of each hand.

FLEA FLICK APPLAUSE

Flick your middle fingernail with your thumbnail.

FLINTSTONE APPLAUSE

Shake hands over head and yell "Yabba-dabba-doo".

PAUL REVERE

Stand with hands out like holding reins -- stomp feet as horse and yell, "The British are Coming" twice.

PEANUT

Take imaginary peanut between two fingers. Pinch and shake into open mouth. Do three times, then rub stomach while saying "WHERE'S THE ALKA SELTZER".

PEPPER

Pick a pepper off a vine or tree, look at it, lick your chops. Take a big bite, chew and swallow. ITS HOT, REALLY HOT...express it by holding your throat and gasp WATER...

PICNIC APPLAUSE

Make like the army of ants who come to eat up your picnic lunch. Hold out left arm and with two fingers of right hand walk them down arm toward hand while saying "lup two three four". When fingers reach opened palm grab them while saying "Gotcha".

PICKLE APPLAUSE

Bite a piece of pickle and say "That's the best darn pickle I ever heard".

PINEWOOD DERBY APPLAUSE

Hold right hand above head and bring it down with hand pointing in front of you as a pinewood car going down a track, while saying, "Swoooooooooosh, Thud".

PINK PANTHER PICNIC APPLAUSE

Leader says, "What did the Pink Panther say when he stepped on an ant?" Audience (standing) grinds one heel on the floor while singing to the tune of "The Pink Panther Theme": "Dead ant, dead ant, dead ant, dead ant, dead ant, dead ant...."

PINKY

Applaud with the little fingers only.

PIRATE APPLAUSE

At last you land lovers, walk that plank! Glub, glub, glub!

PIZZA APPLAUSE

Cut pizza and then take slice and say "yum, yum, yum".

PLANT

Crouch near floor, take deep breath, hands together, like saying a prayer with eyes closed, slowly rise upward spreading fingers and as you are on your tip-toes, look up (to sun), open eyes and exhale AHHH.

POLE VAULT APPLAUSE

Stand your two big fingers of one hand on your other arm like legs. Have them run down the arm to the wrist and then jump into the air. As you bring your hand down, clap.

PONY APPLAUSE

Clap your hands together, then slap your leg with each hand to simulate a pony trot.

PONY EXPRESS

Have everyone gallop in place and shout YIPEE two or three times.

POPCORN APPLAUSE

With one hand closed, cover it with the other hand. Let the closed hand "grow" from under the other hand and then, spring the fingers open saying, "pop! pop! pop!".

PTA APPLAUSE

This is just plain hand-clapping.

PUMP HANDLE APPLAUSE

Grasp the handle of the pump and work it up and down while making an appropriate "SQUEEEAK" with each pump.

QUARTER POUNDER APPLAUSE

Take your left hand and take a quarter out of your pocket (if you don't have one, pretend), raise your right hand and make a fist. Pound the quarter -- alas, the quarter pounder.

RAIN APPLAUSE

Twiddle fingers and make noise like rain, then walk in place while saying, "Slosh, Slosh, Slosh".

RAIN DANCE

Stomp your feet as you go around in a circle, pat your mouth making a sound of AWWWWWWWWW.

SATELLITE

Move right hand in a circle over head, opening and closing fist while saying in a high, falsetto voice, "Gleep - Gleep, Gleep-Gleep".

SEAL OF APPROVAL APPLAUSE

Put your arms out in front and while keeping them straight, clap your hands together like a seal moving its flippers and say "Arf-Arf-Arf".

SEAL APPLAUSE

Extend arms, cross hands at wrist and clap several times, and bark.

SECTIONAL APPLAUSE

Divide the group into three or four sections. They are only to applaud when you are pointing at them. Vary the order and duration of your point.

SHORT GRAND HOWL

Have everyone form a circle around the person to whom the Grand Howl is to be given. Ask each person to squat, make the two-finger Cub Scout sign with each hand, and touch the fingers of both hands on the floor between his feet. Then lead the boys in a long howl, "Ah-h-kay-y-lal! We-e-ell Do-o-o o-u-r BEST". As they yell "best" have them jump to their feet with their hands high above their heads and give the Cub Scout sign.

SHOWBOAT APPLAUSE

Make like an old riverboat with rotating arms like a paddle and make a sound like a boat whistle, "Bur-r-rp, Bur-r-rp, Bur-r-rp, Bur-r-rp."

SIX-SHOOTER APPLAUSE

Point finger in the air and say "bang-bang, bang-bang". Then blow smoke from the gun.

SIX SHOOTER APPLAUSE

Poke finger in air and say "Bang, bang" then blow on finger to cool off the gun and put in holster.

SKY ROCKET

Have everyone pretend to strike a match on their trousers or dress and pantomime lighting a rocket. Watch the rocket go up and say, "Sssssssssss, BOOM, Ahhhhhhhhh." Flutter your fingers to represent falling debris. Then place your right hand over eyes and peer out, exclaiming, "Isn't it lovely?"

SKY ROCKET

Squat down and do a count down 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, then yell "BLAST OFF", jumping up with arms together pointing toward the sky.

SLEEPING CHAIR

Close your eyes and tilt your head and go into a deep loud snore.

SLEIGH APPLAUSE

Bob up and down on chair like riding in a sleigh and say, "Ting-a-ling" three times.

SLEIGH

"Ding-a-ling, ding-a-ling, ding-a-ling".

SLOW MOTION APPLAUSE

Clap by moving the hands very slowly.

SMOKE

Using pointing finger, point it upward and have it go in a circular motion as smoke would go up.

SNAKE OR LEAKY TYRE

Hisssssss.

SNOWBALL APPLAUSE

Gather up a handful of snow, mold a ball, throw it, then clap your hands together as it make impact.

SOLE

Pick up one of your feet and hold it in one of your hands and with the other hand tap the sole of that foot.

SONIC BOOM APPLAUSE

Open mouth and move hands but say nothing, then a couple of seconds later yell "boom".

THREE BIG "HOWS"

Announce "Let's give three big "hows" for _____". On signal, all yell sharply, "How! How! How!"

THREE HOW'S AND AN UGH

How! How! How! Ugh! (for southern style, add a drawled "yuh all".

THREE STRIKE APPLAUSE

Turn head to side sharply while saying "strike". Do this three times and yell "You're out!"

THOMAS EDISON APPLAUSE

Hold both hands together in front of you as if flying a kite. Jerk back suddenly while saying "Zap, zap, zap" (lightning).

THUNDERBOLT APPLAUSE

Pound fist against hand while saying "Boom, boom, boom, let's get cracking".

THUNDEROUS APPLAUSE

Start with rapid, very loud claps and gradually soften to all quiet.

THUNDERSTORM APPLAUSE

Pat both hands on top of knees to resemble sound of soft rain. Clap hands in front to resemble harder rain. Raise both hands over head and shout "BOOM" to resemble thunder. Clap hands again in front end by patting knees softly.

THUNDER AND RAIN APPLAUSE

Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have every one shout "Boom!"

TIGHTROPE WALKER'S APPLAUSE

Have your arms out pretending to balance yourself on tightrope. Lean to one side and go "Ahhhhh" as you simulate falling.

TOWTO APPLAUSE

Yell "Where does Tonto take his garbage?" The boys respond "To de dump, to de dump, to de dump, dump, dump". (To the rhythm of a running horse, while clapping on their thighs.)

TORTILLA APPLAUSE

Slap hands together alternating one hand then the other from top to bottom. On about every fourth clap, shout "ole".

TOURIST APPLAUSE

Look around the room in an exaggerated fashion and say "Oooooo--- and Ah-h-h-h".

TREETOPPER

Simulate climbing a tree, branch at a time; but off the top with your axe and yell **TIMBER**.

TUMMY APPLAUSE

Ask everyone to wiggle their tummy. Most will try to wiggle their tummy. Put your fist in the air and wiggle your thumb.

TURKEY APPLAUSE

Walk around in a small circle saying, "Gobble, gobble, gobble". Then, rub stomach saying, "Yummy, yummy, yummy".

TURTLE

Fold arms, place in front of bowed head, spread arms and stick head out, saying "nerk! nerk!"

TRUMPET APPLAUSE

Da-da-ta-da-ta-da-----charge!

TWO AND ONE-HALF HOWS

HOW, HOW, UGH!!!!!!

2,000 LB. CANARY APPLAUSE

Place right hand on left shoulder. Place left hand under right arm on shoulder. Move elbows up like a bird's mouth opening. Say "Here Kitty, Kitty, Kitty".

2,000 POUND CANARY

Place right hand on left shoulder, left hand on right shoulder, extend elbows to form "beak". Spread elbows, say "Chirp", in a deep voice.

WOLF APPLAUSE

Give a Wolf howl four times, each time turning one quarter of a turn.

WOLF APPLAUSE

Shout "Wolf, wolf, wolf", and then give a wolf whistle.

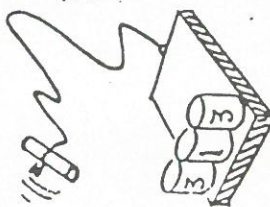
WOODCHOPPER'S APPLAUSE

Shout "Chop, Chop, Chop, T-I-M-B-E-R".

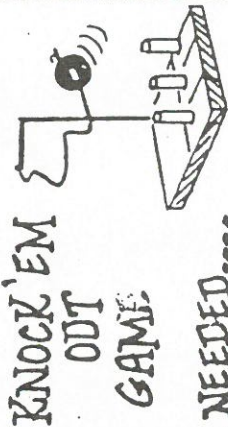
WOW APPLAUSE

A long drawn out W-o-o-o-o-w, starting softly and low in pitch, then rising higher and louder then back down.

SUMMER SCRAP GAMES



FLIP-IT-IN GAME



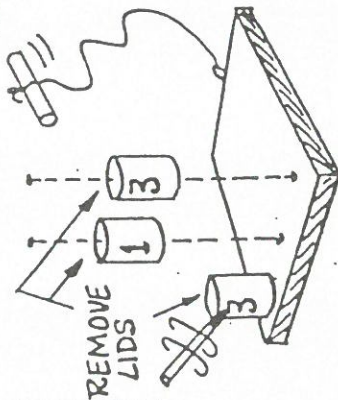
KNOCK'EM OUT GAME

MATERIALS NEEDED.....

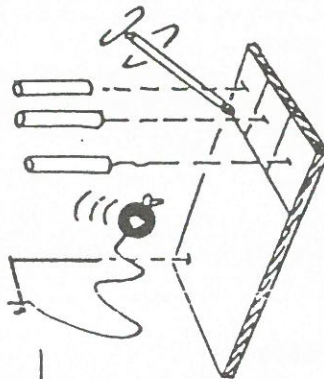
- 1..PIECE OF WOOD, 1/2 x 10 x 12
- 3..POP CANS, 2 1/2 DIAM. x 5
- 3..NAILS, 1/2" LONG
- 1..DOWEL ROD, 1/4 DIAM. x 3
- 1..SCREW EYE, 1/2" LONG
- STRING, 24" LONG
- FELT TIP PEN

- 1..PIECE OF WOOD, 1/2 x 3 x 8
- 3..DOWEL RODS, 1/2 D. x 4
- 1..WIRE, 20" LONG
- 1..BALL, 1" DIAMETER
- FELT TIP PEN
- STRING

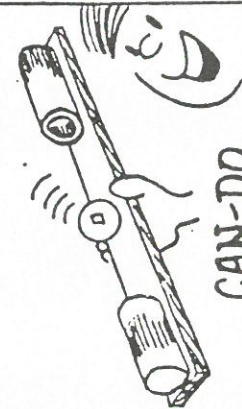
GET THE MATERIALS AND PUT THE GAMES TOGETHER.



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



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



CAN-DO GAME



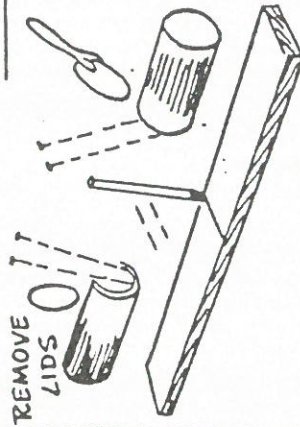
SWING-DING GAME

MATERIALS NEEDED.....

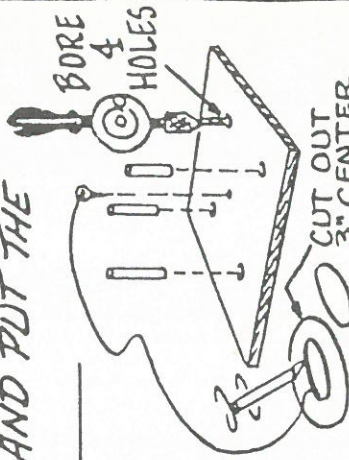
- 1..PIECE OF WOOD, 1/2 x 3 x 24
- 2..POP CANS, 2 1/2 x 5
- 4..NAILS, 1/2" LONG
- 1..BALL, 1" DIAMETER
- FELT TIP PEN

- 1..PIECE OF WOOD, 1/2 x 12 x 12
- 4..DOWEL RODS, 1/8 x 6" LONG
- 1..PLASTIC TOP, 5" DIAM.
- 1..SCREW EYE, 1/2" LONG
- STRING, 5 FEET LONG

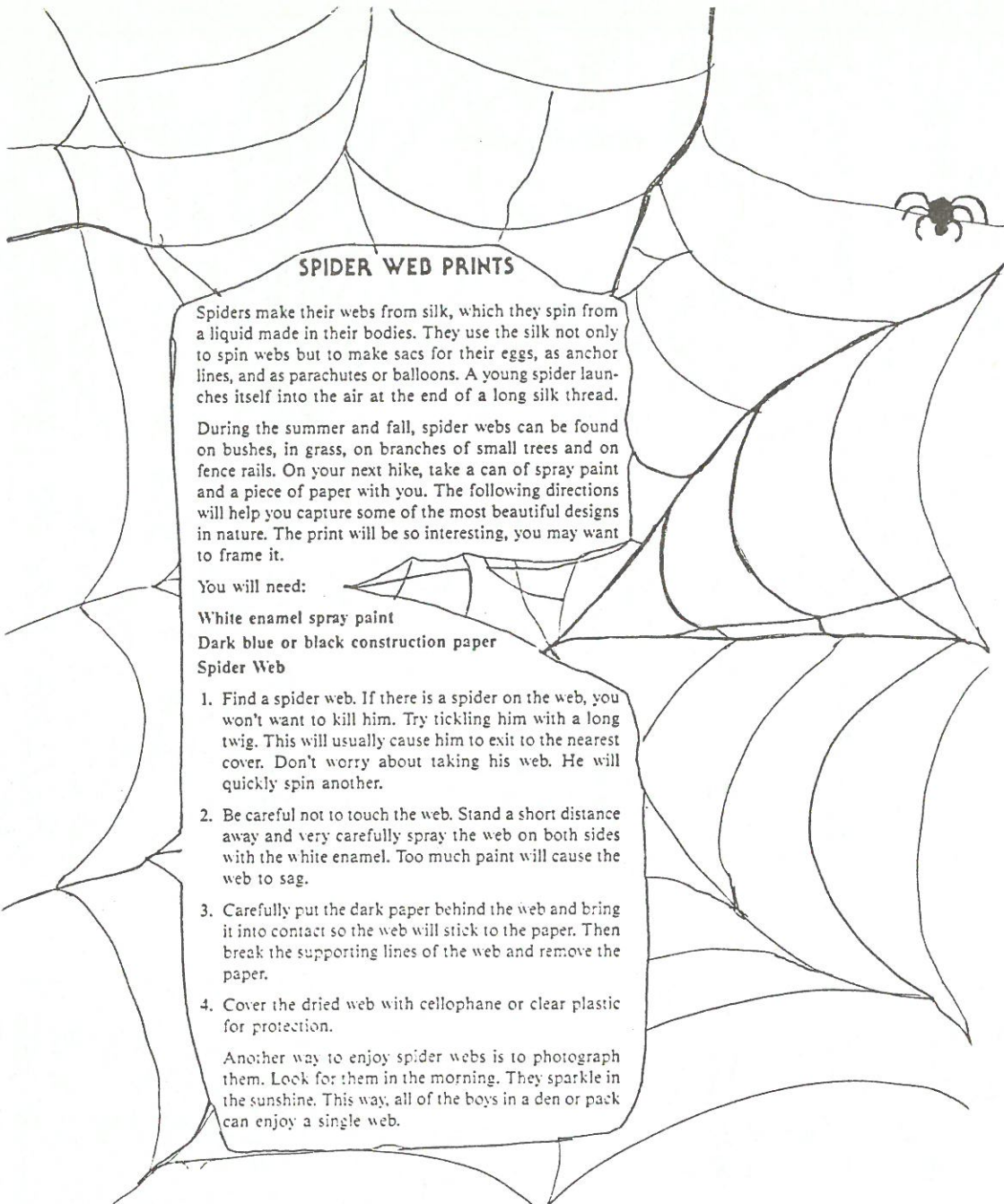
GET THE MATERIALS AND PUT THE GAMES TOGETHER.



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



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



SPIDER WEB PRINTS

Spiders make their webs from silk, which they spin from a liquid made in their bodies. They use the silk not only to spin webs but to make sacs for their eggs, as anchor lines, and as parachutes or balloons. A young spider launches itself into the air at the end of a long silk thread.

During the summer and fall, spider webs can be found on bushes, in grass, on branches of small trees and on fence rails. On your next hike, take a can of spray paint and a piece of paper with you. The following directions will help you capture some of the most beautiful designs in nature. The print will be so interesting, you may want to frame it.

You will need:

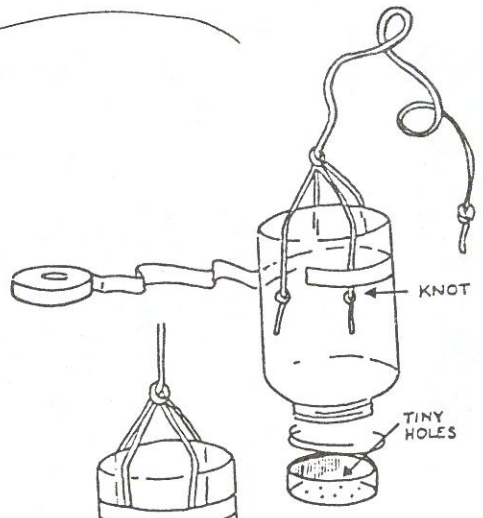
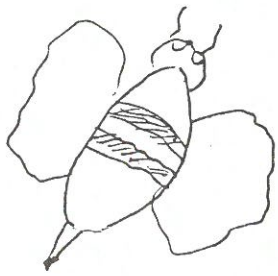
- White enamel spray paint
- Dark blue or black construction paper
- Spider Web

1. Find a spider web. If there is a spider on the web, you won't want to kill him. Try tickling him with a long twig. This will usually cause him to exit to the nearest cover. Don't worry about taking his web. He will quickly spin another.
2. Be careful not to touch the web. Stand a short distance away and very carefully spray the web on both sides with the white enamel. Too much paint will cause the web to sag.
3. Carefully put the dark paper behind the web and bring it into contact so the web will stick to the paper. Then break the supporting lines of the web and remove the paper.
4. Cover the dried web with cellophane or clear plastic for protection.

Another way to enjoy spider webs is to photograph them. Look for them in the morning. They sparkle in the sunshine. This way, all of the boys in a den or pack can enjoy a single web.

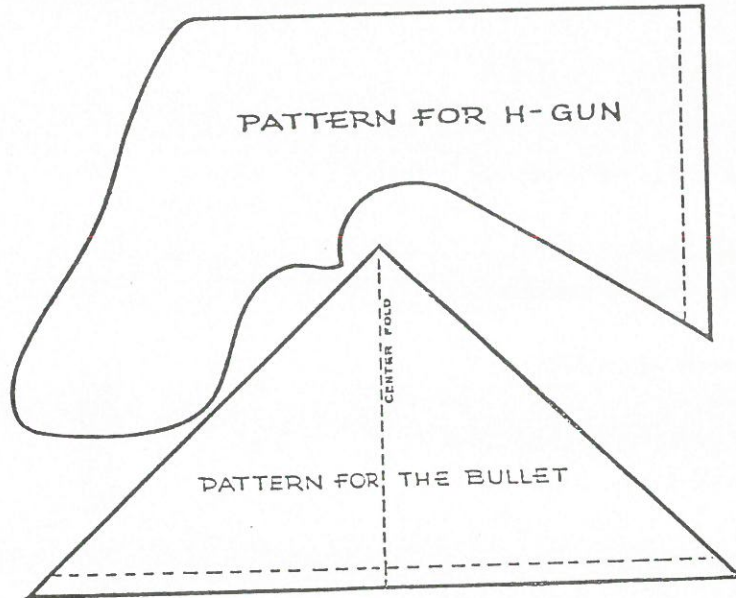
MAKE A BEE FEEDER

Bees can dine right at your window with this simple feeder. Punch small holes in the lid of a glass jar lid, using a small nail and hammer. Tape a bridle of string to the jar, as shown in illustration, and fill the jar with honey or thick, well-mixed sugar water. Hang the jar upside down, in front of a second-story window and watch who comes to eat.



MAKE A BEE FEEDER

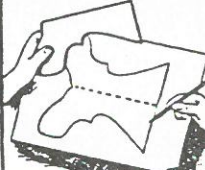
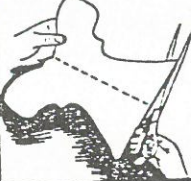

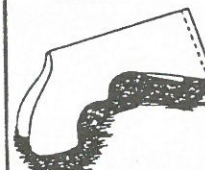
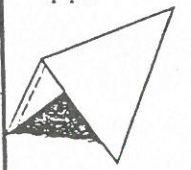
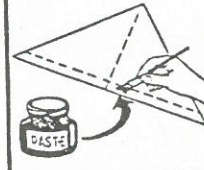
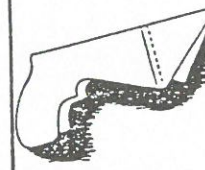
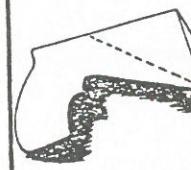

Popgun Fun



YOU WILL NEED

- Ruler
- Paste
- Scissors
- Pencil
- A piece of light cardboard 8½ by 10 inches
- A piece of thin paper (paper sack or laundry paper)

These two patterns are needed for making a "Hydrogen" Popgun. Trace patterns on another sheet of paper and use your tracings for cutout patterns.

<p>1. Draw a double pattern of the gun on a piece of cardboard.</p> 	<p>2. Cut it out.</p> 	<p>3. With a ruler and the tip of the scissors, crease along the center dotted line.</p> 
<p>4. Fold the gun in the middle with the dotted lines to the outside.</p> 	<p>5. Cut a triangular "bullet" pattern from a sheet of thin paper.</p> 	<p>6. Paste along dotted line on "bullet."</p> 
<p>7. Paste "bullet" to gun.</p> 	<p>8. When dry fold the triangle into the gun.</p> 	<p>9. Grasp the gun easily and swing downward to make it pop.</p> 

SCAT: A CATAPULT GLIDER

This glider will take more time to make, but will be fun.
You'll need:

New six-sided pencil with eraser

Stiff cardboard (cereal-box sides or poster board)

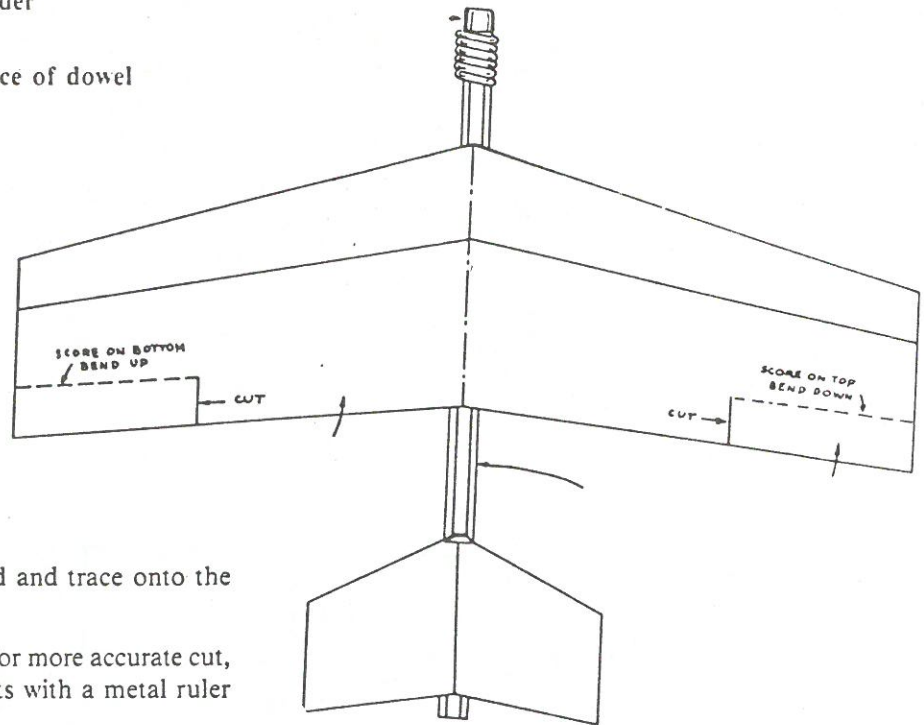
Wire nail

7 inches of $\frac{3}{32}$ -inch diameter wire solder

Model cement or craft glue

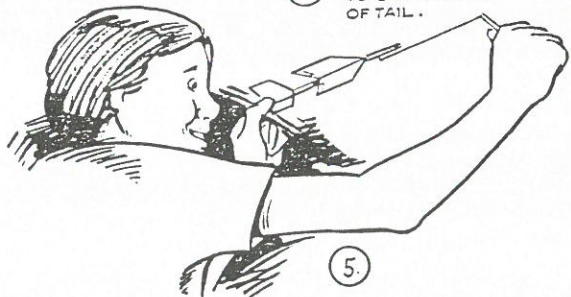
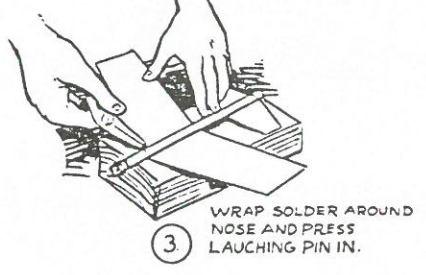
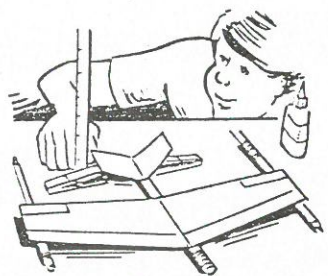
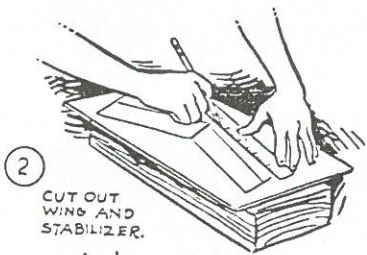
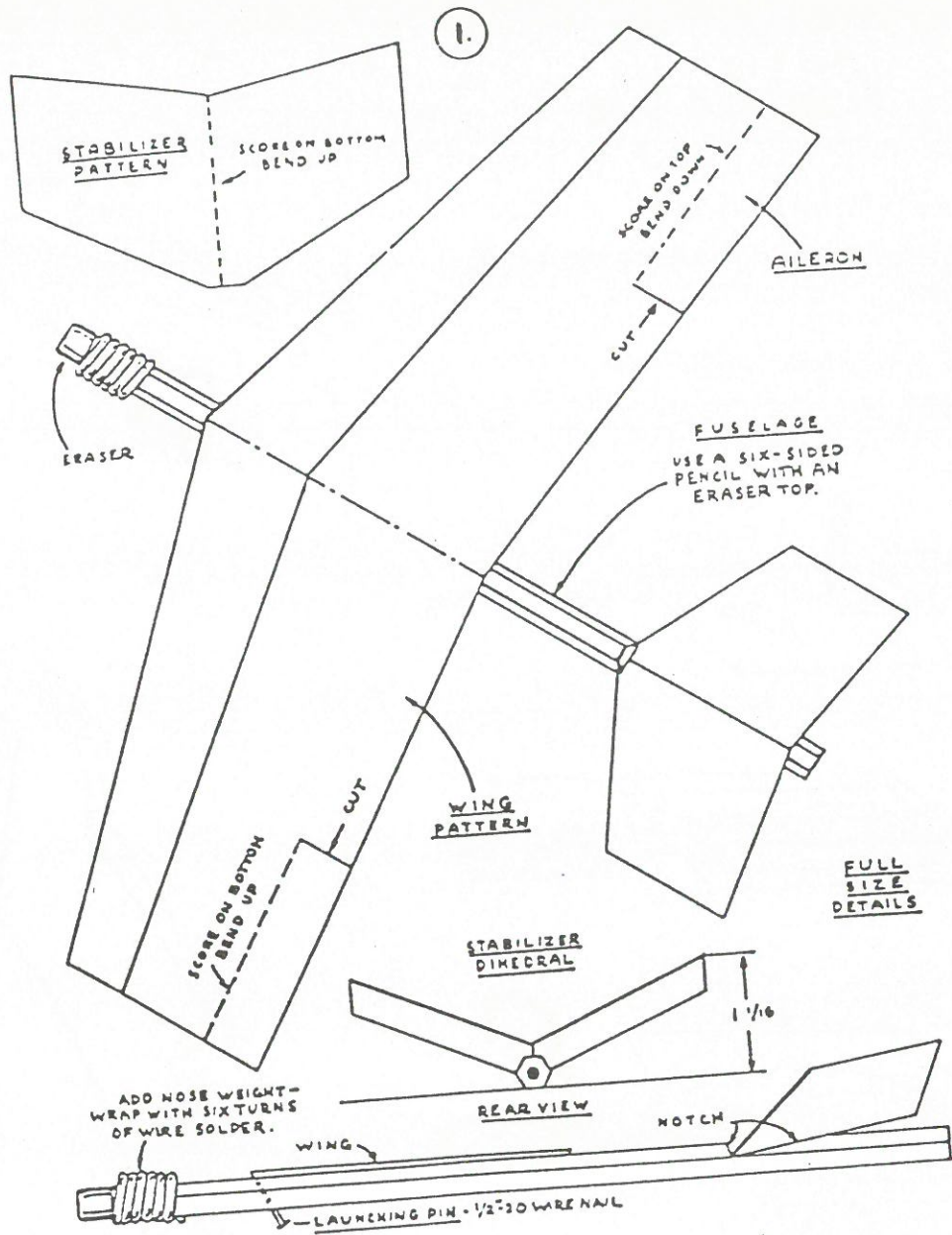
5-inch length of another pencil or piece of dowel

One or two heavy rubber bands



SCAT: A CATAPULT GLIDER

1. Enlarge pattern to size indicated and trace onto the cardboard.
2. Cut out the wing and stabilizer. For more accurate cut, use a modeler's knife. Guide cuts with a metal ruler for a straight edge.
3. Notch pencil 2 inches from the end. Score the bottom of the stabilizer on the center line and bend up. Insert stabilizer into the notch. Check that the tips of the stabilizer wings are $1\frac{1}{16}$ inches from the bottom edge of the pencil.
4. Insert launching pin (a $\frac{1}{2}$ -inch wire nail) on bottom of pencil, about $1\frac{1}{2}$ inches from the eraser end.
5. To add weight to the nose, wrap with about six turns of wire solder.
6. Cut and score the ailerons at both ends of the wing. Glue wing to the top of the fuselage (pencil).
7. To make a launching rig, notch the small pencil or piece of dowel to hold the rubber band or bands.
8. To fly the glider, attach to launching rig, aim high, and let it go! If the glider dives out of this glide, remove some solder. If it stalls (repeatedly swoops up, dives, then swoops up again), add solder.



HELICOPTER WING

This is easy to fly and make from:

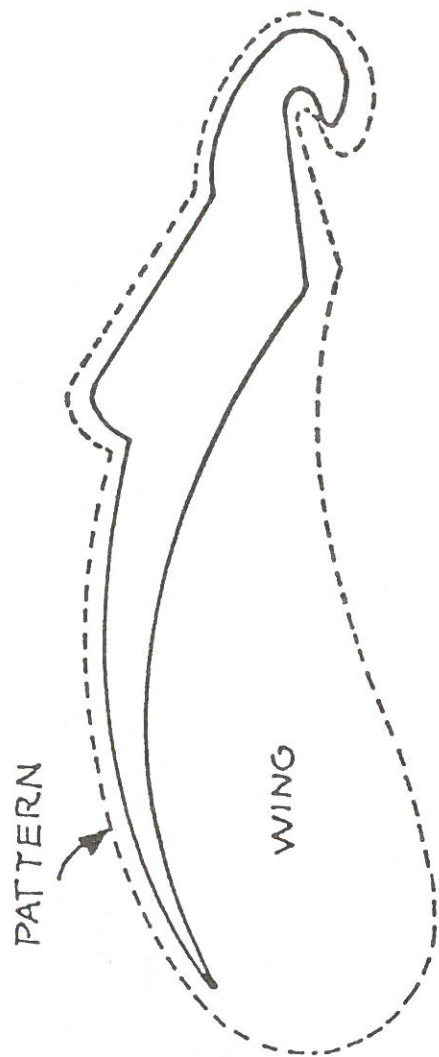
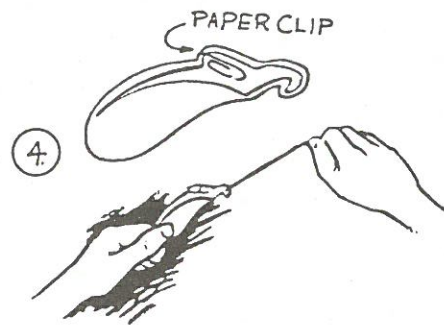
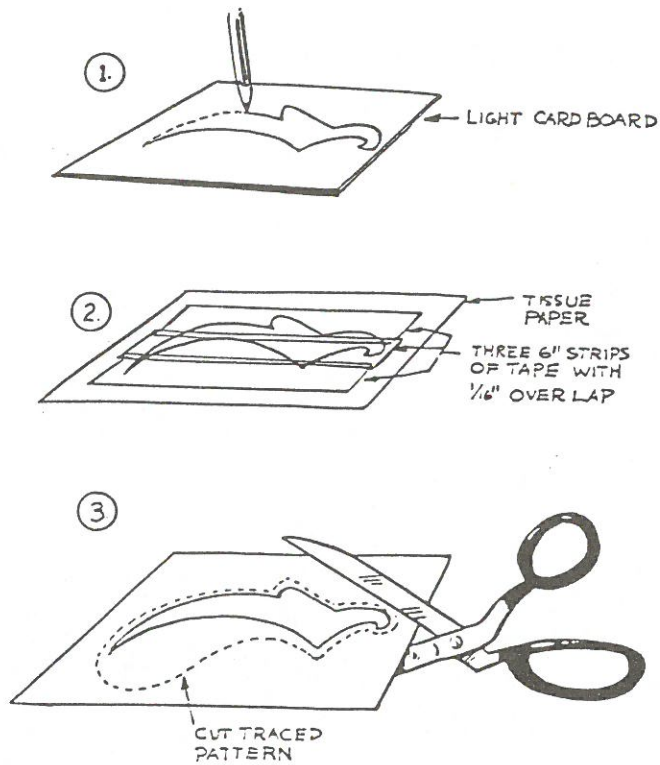
Thin cardboard (from file folder or poster board)

Tissue paper

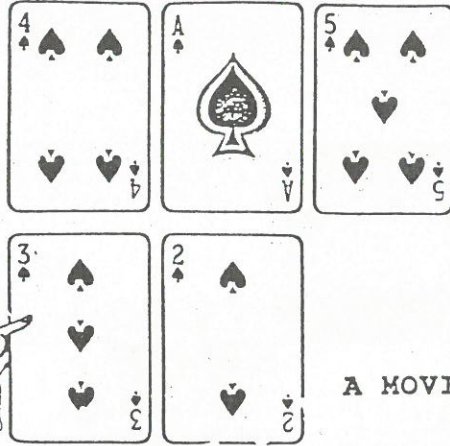
Paper clip

Transparent sticky tape, 3/4-inch width

Rubber band



1. Trace wing strut on the thin cardboard and cut it out.
2. Place strut on the tissue paper. Cover completely with strips of sticky tape as shown in the illustration. Be sure to press down firmly to insure a good bond.
3. Make a pattern for the wing and trace its shape onto the tissue paper. Cut it out.
4. To fly the helicopter wing, slide paper clip onto the wing. You may hand-launch the wing or shoot it into the sky with a rubber band.

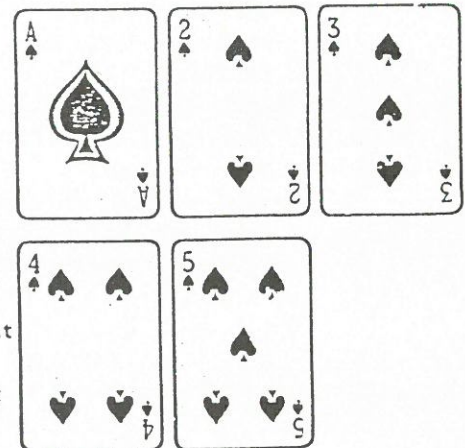


A MOVING NUMBERS GAME

You can play this game by yourself, on the floor, or on a table. You need only five playing cards -- an ace, 2, 3, 4, and 5. Lay the cards out just as they are shown in the picture at the top of this page.

To play the game, you move the cards, one at a time, until you get all the numbers in the right order -- the ace (1), 2, and 3 in the top row and the 4 and 5 in the bottom row. But you can't simply pick up a card and put it wherever you wish. You can only slide a card into an empty space that is next to it. For example, at the start of the game, there is an empty space at the end of the bottom row. You can slide the 5 down or slide the 2 across. But you can't move any other card because no other card is next to the empty space.

After you move a card into an empty space, you'll then have a new empty space into which another card can be moved. Each time you slide a card into a space, it counts as one move. It is possible to put all of the cards in order in only ten moves -- but it may take you a lot more! Try the game out for awhile.

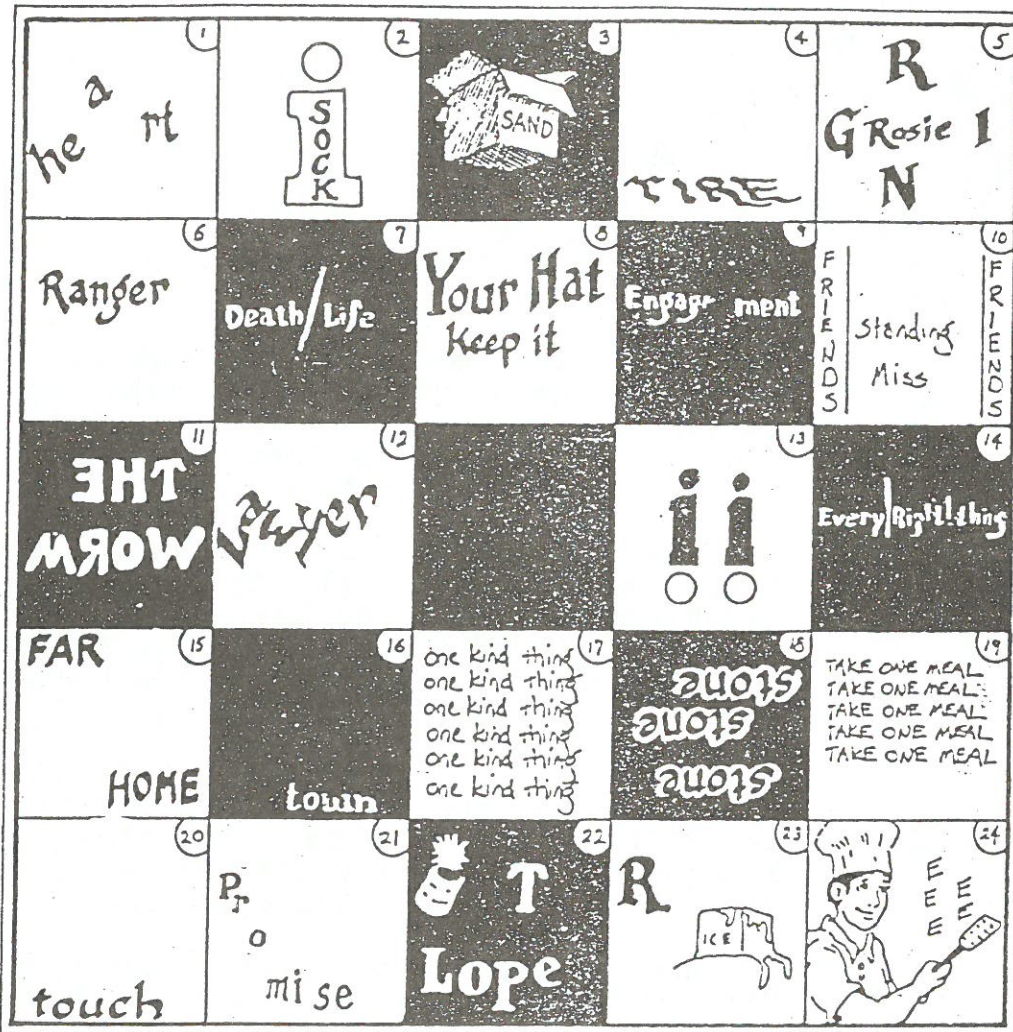


Answers:

1. Move the 2 to the right
2. Move the 3 to the right
3. Move the 4 down
4. Move the ace (1) to the left
5. Move the 5 to the left
6. Move the 2 up
7. Move the 3 to the right
8. Move the 5 down
9. Move the 2 to the left
10. Move the 3 up

WACKY WORDLES

Here are some WACKY WORDLES to figure out:



ANSWERS:

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. Broken heart 2. Sock in the eye 3. Sandbox 4. Flat tire 5. Ring around the rosie 6. Lone Ranger 7. Life after death 8. Keep it under your hat 9. Broken engagement 10. A misunderstanding between friends 11. The worm turns 12. Crooked lawyer 13. Circles under eyes | <ol style="list-style-type: none"> 14. Right in the middle of everything 15. Far away from home 16. Downtown 17. One kind thing after another 18. Leaving no stone unturned 19. One meal at a time 20. Touchdown 21. A broken promise 22. Cantaloupe 23. Rice 24. Cookie |
|---|---|



TIGER CUBS

Month: _____ Any month not assigned by Tiger Cub Group

Theme: _____ Coach's Choice

SOMETHING SPECIAL, ALL YOUR OWN



Month: First meeting following recruitment

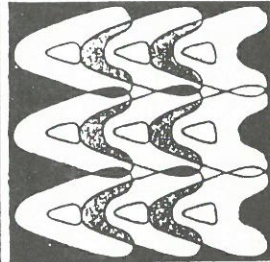
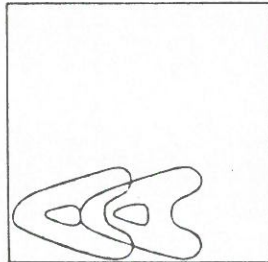
Theme: Getting to Know You

GETTING TO KNOW YOU

Initial Designs

By Lee Lindeman

Draw your initial on a piece of stiff paper such as tagboard, making the letter rather broad. Cut out the initial, place it on a sheet of white paper, and draw around it. Repeat this, putting the initial in a different place on the paper each time, until you have created a pleasing design. Color the design with crayons.



Felt-letter Designs

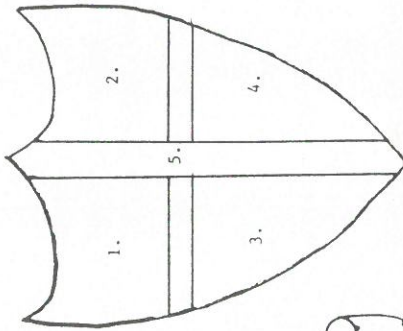
By Lee Lindeman

Use the first letter of your name. Draw this letter on a piece of thick paper or tagboard. When you draw the letter, make it big and fat. Cut out the letter.

Trace around your cut-out letter on white or colored paper to make animals, pictures, and designs.



Create a Family Crest



Draw a pattern of shield as illustrated above. Trace onto muslin or scraps of cloth--one for each Tiger Cub team. With crayons or fabric markers fill in the parts of the crest.

1. Origin/meaning of first name (name books available in local libraries)
2. Number of people in family
3. Favorite activity of Tiger Cub
4. Something Tiger Cub would like to do
5. Family last name/surname

Use this "crest" as an applique and combine with Tiger Cub iron-on to create a keepsake or unique uniform.

Tony's Tiger Bites™

- 1 10-ounce package (about 40) regular marshmallows or 4 cups miniature marshmallows
- 1/2 cup peanut butter
- 7/8 cups or one 10-ounce package Kellogg's® Flakes® cereal
- 1/4 cup margarine

1. In a 4-quart microwaveable bowl, melt marshmallows and margarine on HIGH 3 minutes, stirring halfway through cooking.

2. Stir in peanut butter until mixture is smooth. Add Kellogg's® Flakes® cereal, stirring until well coated.

3. Using a buttered spatula or waxed paper, press mixture into a lightly greased 13 x 9 x 2-inch pan. Cut into 1 1/2 x 2-inch bars.

YIELD: 32 bars
Per Serving: 90 Calories
NOTE: Use fresh marshmallows for best results.

RANGE-TOP METHOD: Melt margarine in large saucepan over low heat. Add marshmallows and stir until completely melted. Remove from heat. Rollow steps 2 and 3 above.

*One Kellogg Square, Battle Creek, MI 49016
© 1998 Kellogg Company & 1998 Kellogg Company

Start a scrapbook with the "Calvin and Hobbes" comic strip. SHARE at a Tiger Cub meeting. Have Tiger Cubs draw their own comic strip.

TIGER TAIL

You will need: Six toilet tissue tubes (or you can cut paper towel tubes in half) • orange and black clothes

- Paint orange and black stripes on the six cardboard tubes.
- Punch two holes at both ends of each tube as shown below.



- Tie the tubes together with pieces of string, as shown at right.
- Then run a long piece of string through the top tube as shown.
- Wear orange and black clothes. Tie on your tiger tail and put on your fierce face. Now ROAR!



FAMILY ENTERTAINMENT



Why not have a family fiesta night with the Tiger Cub families--create a taco buffet potluck style. Have each team bring a topping for the tacos and one ingredient for the meat sauce.

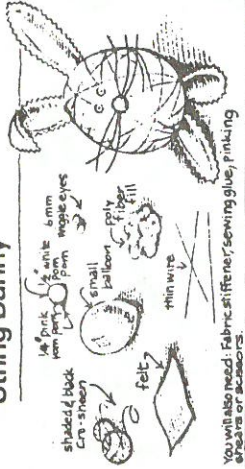
TIGER, TIGER, LITTLE SCOUT
(Tune: Twinkle, Twinkle, Little Star)

Tiger, Tiger, little scout
What are Tigers all about?
Having fun and lots of joys,
Laughing with other Tiger boys.
Tiger, Tiger, little scout
That's what Tigers are about.

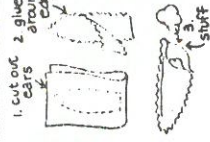
EVER SEEN A TIGER?
(Tune: Have you ever seen a Lassie?)

Have you ever seen a Tiger,
A Tiger, A Tiger,
Have you ever seen a Tiger,
With stripes and a long tail.
Black stripes up one side and
Stripes down the other,
Have you ever seen a Tiger,
In orange and black stripes??

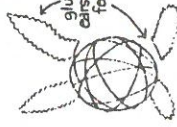
String Bunny *



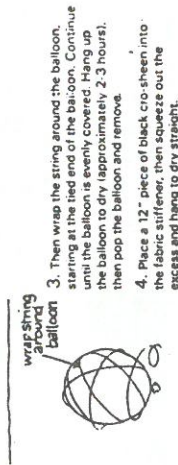
5. Using pruning shears, cut out four bunny ear shapes and four bunny feet shapes out of fabric or felt. Run a thin bead of sewing glue around the sides, leaving the top 1/2 inch left to stick. Once you've glued the ears and feet, stuff them with paper filler. Fill and glue the corners together. A thin piece of wire can be placed inside of the ears in order to be able to shape them near the top and the bottom.



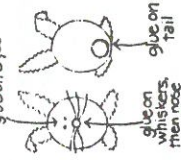
1. Blow up one small balloon to approximately 3" wide to make a bunny.
2. Cut the shaded Cro-stheen into lengths approximately 2 yards long. Soak each piece in fabric stiffener one at a time. As you remove the string, squeeze out the excess stiffener with your fingers.



6. Glue the feet to the bottom of the cro-stheen body. Next, glue the bunny's ears into place, shaping the enclosed wire to hold them into position.



3. Then wrap the string around the balloon, starting at the tied end of the balloon. Continue until the balloon is evenly covered. Leaving up the balloon approximately 2-3 hours, then pop the balloon and remove.
4. Place a 12" piece of black cro-stheen into the fabric stiffener, then squeeze out the excess and hang to dry straight.



7. To help balance the bunny, glue on a 1/2" white pom pom for the tail near the bottom and a 1/2" pink pom pom for a nose in the middle of the ball.
8. Cut the black cro-stheen into six (6) 2" pieces and glue in place under the pom pom nose. Glue on the wiggle eyes above the nose.

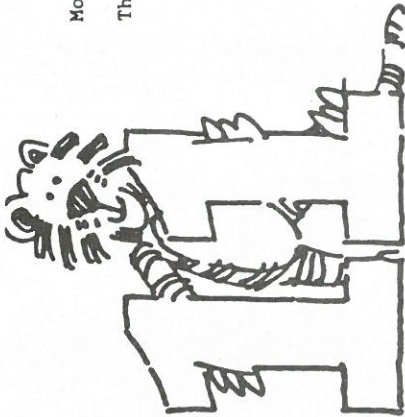
*Substitute the directions and make a Tiger

Use the same principle and make a piñata. Use a large balloon for the "body" and later the compartment to hide the candy. Instead of string use a good paper mache mixture. This activity can become messy so be sure and cover your work area to keep it protected. Use old shirts buttoned on backwards to cover the boys as they are creating. Then paint after paper mache and form as been set and dried. Use bright colors and streamers or whatever to decorate. Cut a hole on the top side to use for filling with candy or treats...then you know the rest.

Month: February 1991

Theme: Blue and Gold Traditions

MAKING YOUR FAMILY SPECIAL



Plastic-Foam Printing

You can print your own pictures for greeting cards, wrapping paper, stationery, or whatever you like. Use a flat piece of plastic foam cut from a meat or vegetable tray as your printing block. Draw your design with pencil. Trace over all the lines with the edge of a pair of blunt scissors or with a used-up ball-point pen, pressing into the foam.

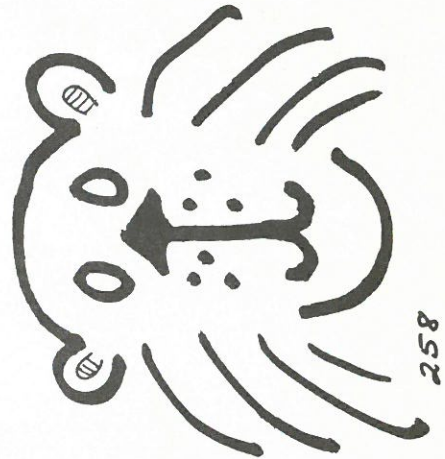
Cover the printing block you have just made with tempera paint. Lay it, design side up, on a newspaper-covered worktable. Lay the paper on which you wish to make your print on top of the block. Press down gently but firmly with your fingers. Carefully remove the paper and let your print dry.

You can use the same block to make print after print. Usually they get better as you go along. You can change colors whenever you wish. Just be sure to wash the printing block first.

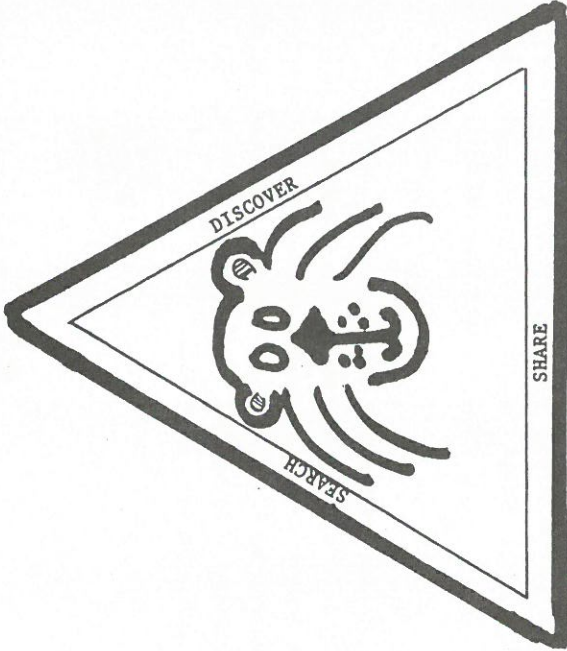
Use this procedure to make placemats for family members and matching placecards. Use orange paper and black paint.



Sample Patterns



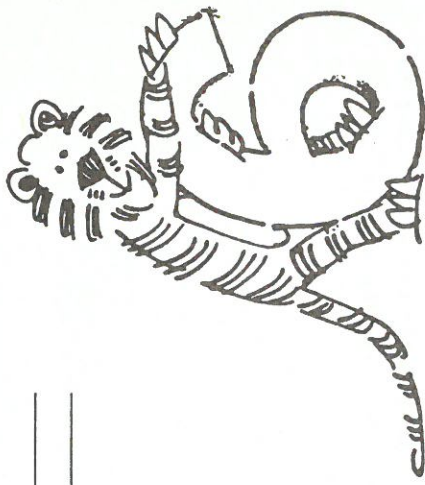
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Make a table decoration for the Blue and Gold Banquet, featuring Tiger Cub motto or patterns on previous page OR your own creation. Incorporate the traditional "blue and gold" colors as well as a splash of orange to signify Tiger Cubs. Make sure to coordinate with your Pack Committee the extent of involvement and participation expected from the Tiger Cubs at this special event as well as other Pack meetings. Once this is determined, make sure to have a specific task/job for the Tiger Cubs to do to keep their interest.

Month: April 1991

Theme: Canada, Our Neighbor



KNOW YOUR COMMUNITY

Conduct a scavenger hunt in your neighborhood for a Tiger Cub Meeting. Give each team a sheet of paper with the letters:

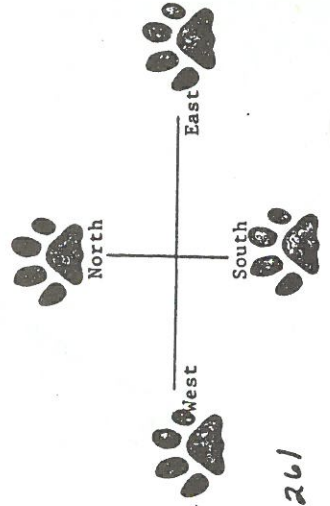
T -
I -
C -
E -
R -
C -
U -
B -
S -

Then, across from each letter, have the teams find objects starting with those letters.

Example: T - trees, tires on parked cars, etc.

Since "Canada, Our Neighbor" is the theme for the month, try using the same idea and spell out Canada.

Draw a map of your neighborhood that surrounds your home. DISCOVER how far to the nearest fire hydrant or mailbox. SEARCH for water meter, gas or electric meters, incoming telephone lines. SHARE the information at Tiger Cub meeting and put all the individual drawings together to make a larger community neighborhood. The drawings may be used as a project in a later month, so hang on to them.



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DISCOVER NATURE AND ENERGY

Month: March 1991

Theme: Sea Adventures

Goldfish Fun

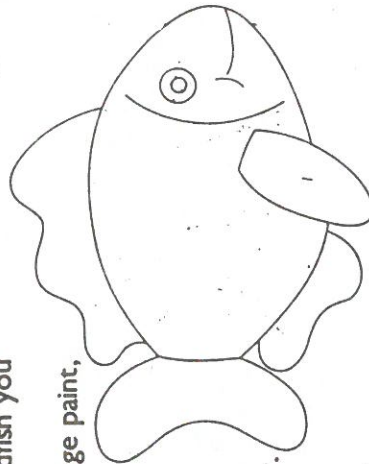
To make a goldfish you will need: yellow or orange paint, white paper, crayons.

Trace this fish onto a piece of white paper.

Dip the tip of your thumb into the paint.

Press your thumb onto the fish to make its scales. (Be sure your thumbprints point to the fish's tail.)

Color the fish's tail and fins.

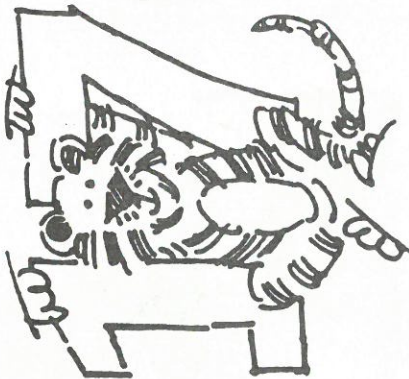


DISCOVER how many fish have a little "Tiger" inside.

Ever heard of a Tiger Shark or eaten Tiger Shrimp??



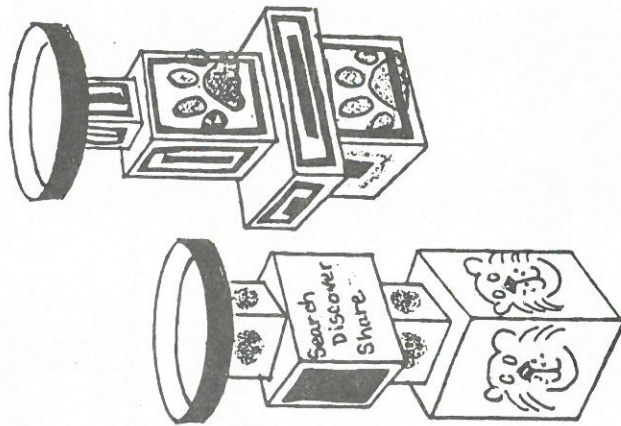
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CUB SCOUTING, HERE WE COME

Foil-covered Candlesticks

Collect an assortment of small blocks of scrap wood. Cover them with aluminum foil. Trace and paint a design on each block. Use stained-glass paint, tempera, or permanent marker. If tempera is used, first draw the brush across a cake of soap so the paint will stick to the foil. Glue the blocks together in a candlestick form. Cover a jar lid with foil and glue to the top to hold the candle.



Make your own ceremonial candle holder to use at graduation.

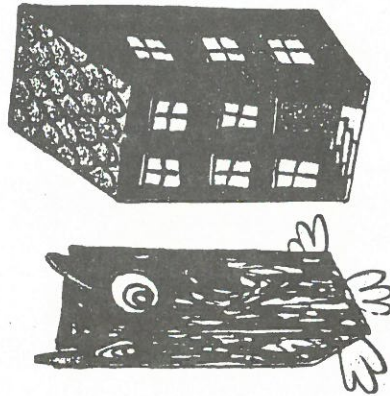
Decorating Ideas---

Motto, Tiger Cub logo, Tiger Paws OR to add a special touch, have each Tiger Cub team member sign with a permanent marker (avoid bleeding into wood) and have a lasting memento.

Scrap-Wood Sculpture

Using scrap pieces of wood, you will find that a little imagination can turn them into interesting sculptures.

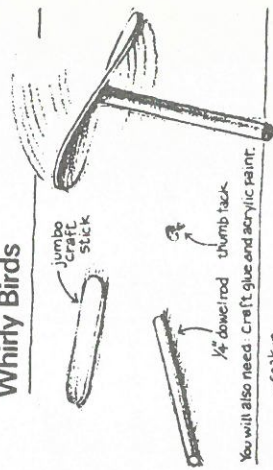
Look at each wood shape carefully to see what figure or other design can be made of it. The design can be on one side only, or can be on two or more sides. When you have made up your mind about what you want to create from a particular piece of wood, sketch the design lightly with pencil. The piece can then be painted or the pencil lines can be gone over with felt-tipped marker or with lengths of yarn glued in place. Pipe-cleaner whiskers, bits of felt for eyes or feathers, and other details can also be added to the design.



And don't forget the multi-use of popsicle sticks--- just add glue and creativity!

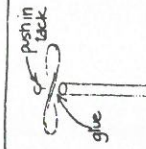
Construct a community of buildings to resemble own neighborhood.

Whirly Birds

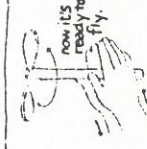


You will also need: Craft glue and acrylic paint.

1. Soak the jumbo craft stick in water until it is soft.
2. Twist the stick in opposite directions and hold until dry. Or place in microwave for 30 seconds; remove and twist in opposite directions until it cools.



3. Glue a 6" to 10" piece of 1/4" dowel rod to the middle of the craft stick. Push in a thumb tack to hold the craft stick propeller in place.
4. The whirly bird can be painted with acrylic paints for colorful personalization.



5. To fly the whirly bird, place it firmly between the palms of your hands with the propeller facing up. Push one hand forward and the other hand back and quickly release. This will cause the whirly bird to fly up and then spin to the ground.

Month: June 1991

Theme: Backyard Fun

CARING FOR YOUR HOME AND HOUSEHOLD

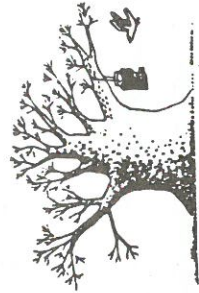
Learning to care for your home and household can be FUN, but also a learning experience.

You can help birds by feeding them. If you start to feed birds in winter, you should not stop until spring.

You can make a feeder from a milk carton:



1. Draw the door with a pencil.
2. Ask a grown-up to help you cut on the line you drew.
3. Punch little holes in the bottom to let rain water out.
4. Hang up your bird feeder.
5. Fill it with birdseed.



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Learning to care for your home and household can be FUN, but also a learning experience.

Make a "home" for birds and care for it as you would your own home.

Develop a schedule for the jobs around your house:

- taking out the trash
- hanging up clothes
- making bed
- set the table for meals
- ETC.

Check off each job as it is completed. Reward with stickers on the Tiger Cub homechart.

Hold a group garage sale and use the proceeds to pay for a special project or outing just for the Tiger Cubs. How about adopt a Tiger at the zoo for a month??

Month: June 1991

Theme: Backyard Fun



FITNESS AND SPORTS

Learn a new outdoor game and play it with the Tiger Cub teams (either those just graduating in May or with the new families recruited in the spring).

Try some rousing, energetic games of tag.

ANIMAL TAG

Have the Cub Scouts in a scattered formation. Select an "it" (Noah). "It" names an animal and all the Cub Scouts assume the identity of the animal as they move about. "It" also assumes a like identity and tries to tag one of the animals, who becomes "it." Example: "It" calls, "Kangaroo!" and all must hop like kangaroos until a tag is made.

Bet you could all come up an animal beginning with the letter "T" and even make the sound.

BACK TO BACK

Arrange all Cub Scouts except one in pairs, standing back to back with their elbows locked. They are scattered at random over the playing area. When "it" calls, "All change!" each player must seek a new partner and hook elbows with him. The one failing to secure a partner is "it" for the next round.

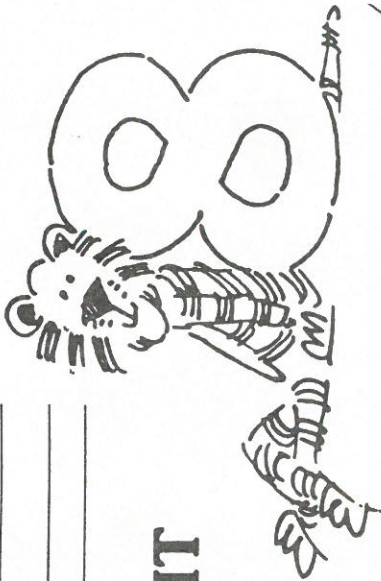
This would be a great game for a Tiger Cub meeting since the "pairs" are already in place with the Tiger Cub membership.

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Month: July 1991

Theme: High Country, U.S.A.

GO SEE IT



The first thing that comes to mind when mentioning the theme for this month is mountains, rocks, climbing/hiking or activities that might be missed unless there is a specific event scheduled.

Take the Tiger Cub group to the Museum of Natural History and spend time in the geology exhibit. Make arrangements ahead of time and have a museum guide meet your group there to give in-depth information.

How about an excursion to one of the many cement plants in the metropolitan area?? What is cement, but a mixture of rocks, sand/gravel, water and the hardening/adhesive compound. It is always amazing when someone in the neighborhood is pouring cement for a sidewalk or driveway how the kids just seem to come out of the woodwork to watch. Now after this informative tour, they'll know how the cement is made.

There are so many nearby 'points of geological interest' to visit. Make prior arrangements with the Colorado Parks Department to meet with a knowledgeable person at one of the selected sites, OR take a tour of Red Rocks Amphitheater.

Plan a sunset picnic with mountains in the background.

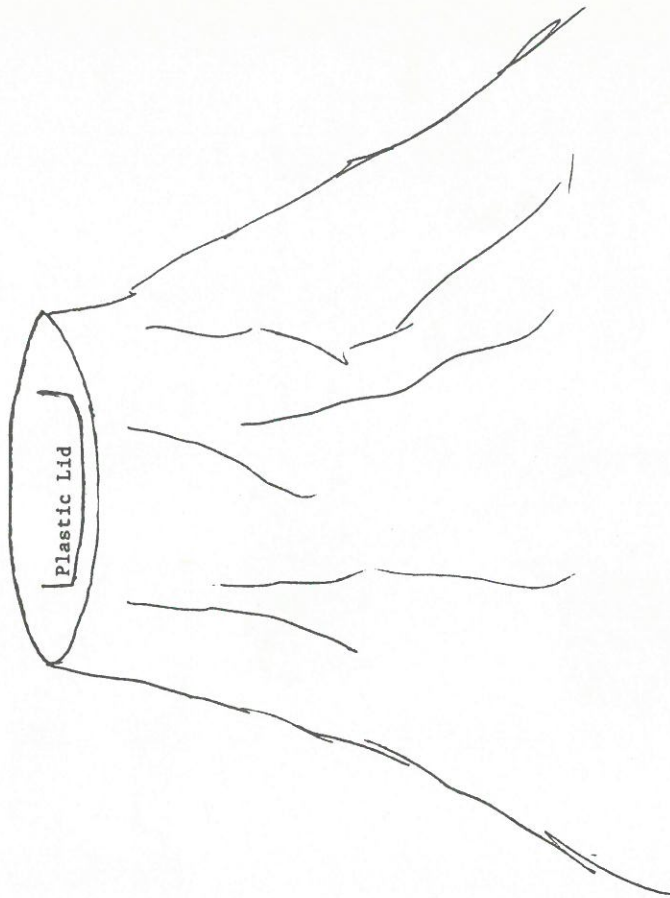
Create your own mountain with salt dough or see the effects of a special type of mountain--Volcano. Turn page for directions.

To make a Volcano--

Fill a small plastic container (lid from bottle works well) with 1/4 teaspoon baking soda or baking powder, then slowly pour 1/4 teaspoon lemon juice or vinegar on top of baking soda or baking powder to produce lava flow action.

Mix powdered food dye to baking soda or baking powder to produce colorful lava.

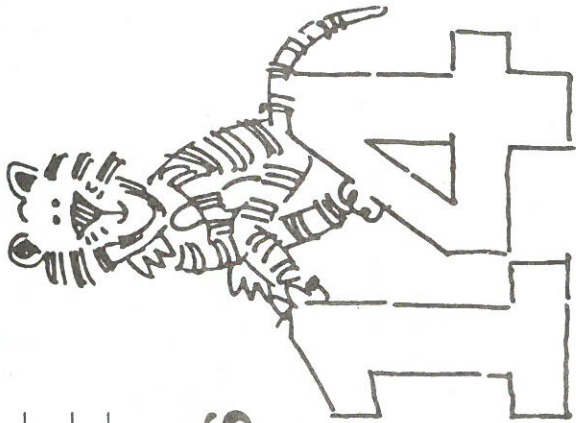
(Make sure surface is adequately protected/covered.)



FAMILY GAMES, TRICKS, PUZZLES

Have a family game night with the Tiger Cub group. Suggest that each team bring a favorite game. Have the Tiger Cub explain the directions to the other people, then play the games.

Let the Tiger Cub group make their own board game with input from the Tiger Cubs.



SHADOWS



This is for a sunny day. Put a piece of paper on the ground next to a plant. Move it around until the plant's shadow makes a nice pattern on the paper. Put something hard (a book or a board) under the paper to draw on. Outline the shadow with pencil and color it.

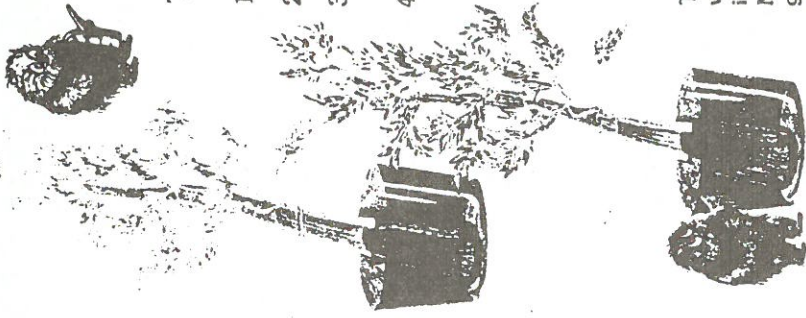


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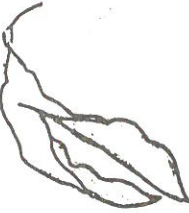
When you water your plants what happens to the water?

Try this and you'll find out.

1. Fill a jar about half full of water.
2. Add a few drops of red food coloring.
3. Cut the bottom off of a large stalk of celery.
4. Put the celery stalk with leaves in the jar and leave it overnight.



The next morning you will know where the water has gone! It went into the plant and turned it red. Maybe you want to try blue or green celery too!



WOW!
It's magic.

PLANT SEEDS

1. Put wet blotting paper around the inside of a jar. (If you don't have blotting paper, you can use two layers of paper towel.)
2. Put a few uncooked peas or lima beans between the glass and the paper.
3. Keep the jar in a warm place. Do not let the paper get dry.

Soon the seeds will start to sprout. Look carefully and you will see something amazing. No matter which way you have put the seeds in the jar the root grows down and the stem grows up!

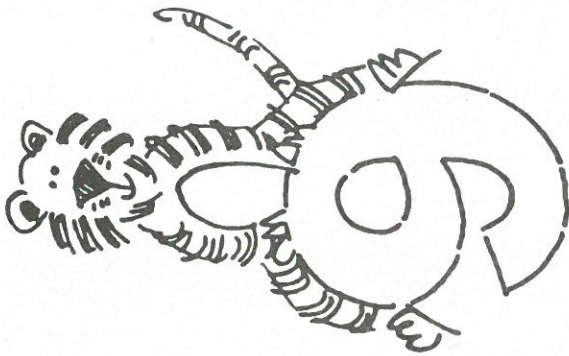


When the stem has grown about one inch long, you can plant your sprout outside or in a flower pot.

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Month: September 1991

Theme: Communications

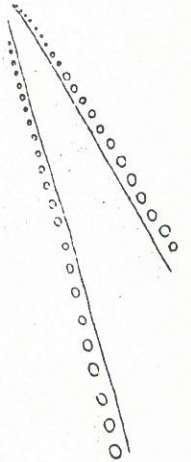
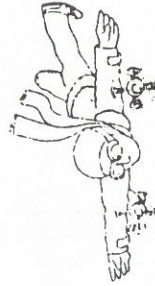


GETTING THERE

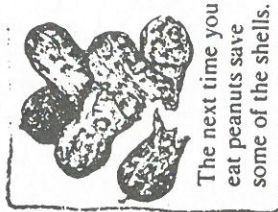
Using the map made in the April theme month of "Canada, Our Neighbor", break up into mixed teams (use adult partner from another Tiger Cub team within your group). Without pointing on map, have the Tiger Cub give directions to:

- house
- school
- library
- nearest grocery store
- favorite fast food restaurant
- etc.

Did the adult team member understand?? Would they be able to find the location by following the directions given??

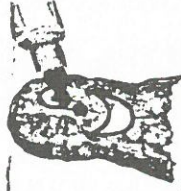


TELL IT LIKE IT IS



Create Puppets from:
--old socks
--paper sacks (lunch size)
--small boxes
--popsicle sticks
OR peanut shells as shown

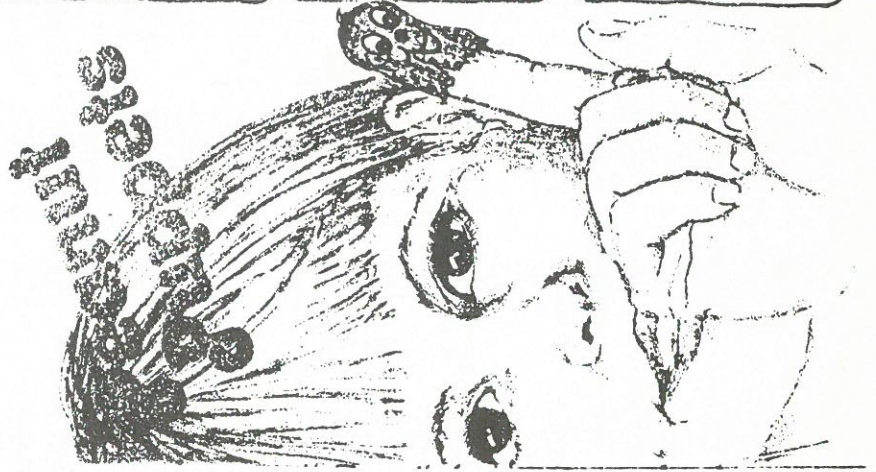
The next time you eat peanuts save some of the shells.



You can draw faces on them with magic markers.

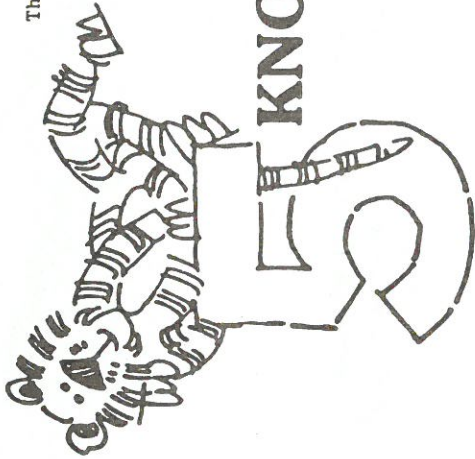


You will have cute and funny finger puppets.



Month: October 1991

Theme: Living in the 21st Century



KNOW YOUR FAMILY

The "Family" unit has transformed in the last few generations. To live in the 21st Century, one first has to DISCOVER events in the past and learn from them.

Look at different family structures. Check out a book and study the (family of Tigers???)

Then, take a look at the human family, more specifically your own!

Construct a family tree.

Draw a tree on large paper or use a paper bag. Cut leaves from patterns and trace onto different colored paper. Cut out as many leaves as there are family members--make it colorful. Attach the leaves to different branches of the tree. Assign family member's names to leaves--one to each.

This might require some prior preparation to trace grandparents, aunts, uncles, cousins, etc. if they are to be included.

Another suggestion is to obtain a small tree branch with several smaller branches attached. Mount branch in small dish of clay left to harden or plaster of paris mixture. Cut out small leaves from different colored paper, punch a hole, attach small piece of string/yarn and hang on the various branches of 'mini-tree.'

Create a family scrapbook or add to one already started--perhaps a baby book.

Try and obtain pictures when family members were babies. Trace through present day writing down years and events occurring at those times. SHARE your scrapbook with the Tiger Cub group at your meeting.

A simple measure of time is a 'time line.' This activity may be done in the Tiger Cub meeting provided notice is given to collect information to be included, is given in advance.

Height, Weight	Date of Birth	Took first steps	First word-TIGER	Learned to SHARE	DISCOVERed Freedom	SEARCHed for a playmate in kindergarten	Joined Tiger Cubs
		1 yr. old	2 yrs. old	3 yrs. old	4 yrs. old	5 yrs. old	6 yrs. old

Let your imagination go wild, and draw a picture of what you think life will be like in the 21st Century. Don't forget to include house styles, clothes, school, kinds of transportation, activities for spare time, and of course Tiger Cubs. SHARE your artwork at the Pack meeting for this month. Create a costume to reflect the style of clothes you imagine would be worn in the 21st century and use it as a Halloween costume.

Month: November 1991

Theme: Pioneer Days

The Pioneers were known for making their own everything--just a way of survival!

Perhaps a trip to a nearby museum would spark some questions to find answers to.

MAKE YOUR OWN

COLLECTIONS



SHELLS



PINE CONES



SEEDS



LEAVES



ROCKS

It is fun to collect things. You can learn a lot. And you can show your collection to lots of people.

Month: December 1991

Theme: Follows, Helps, Gives

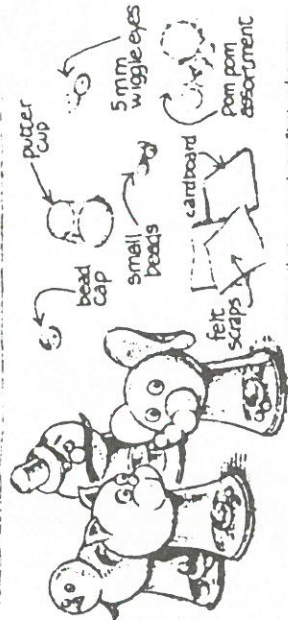
HELPING OTHERS

December is a time when the needs of others are more visible and people are aware.

The best gift is yourself!

The Tiger Cub trail is easy to "follow" if you SHARE a bit of yourself.

Animal Games

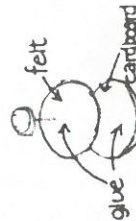


You will also need Craft glue & scissors

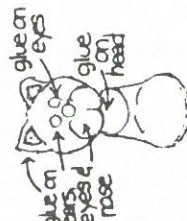
Design a special animal game (as shown)--don't forget about the animals in the Cub Scout program: TIGER, Bobcat, Wolf and Bear.

Make two and give one away-- contact the children's ward of nearby hospital, or residents of McDonald's House, or residents in orphanage.

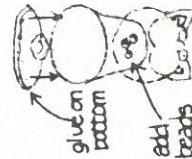
1. Use open end of putter cup to draw a circle on the cardboard. Cut two same size circles out of cardboard and felt. Glue the felt to the piece of cardboard. Then glue one bead cap to the center of the felt circle; set aside to dry.



2. Use a variety of different size pom poms to glue on noses, ears and mouths of any animal you can create. Glue wiggle eyes into appropriate places



3. Place the small beads into the upside down putter cup. Glue on the cardboard bottom, felt facing up



Hint: To get the beads into the cup, thump the bottom of the cup instead of shaking

Month: December 1991

Theme: Follows, Helps, Gives



PREPARE FOR EMERGENCIES

Install smoke detectors

Most fire deaths occur at night, often while people are sleeping. Give your family a head start out by installing smoke detectors near each sleeping area and escape route of your home (see back panel or more information on smoke detector use).



Mark escape routes on a floor plan

Draw a floor plan of your entire home. Show all possible exits from each room. Know *two* ways out of every room, especially bedrooms.



- If you live in a multi-story apartment building, map out as many routes as possible to exit stairways on your floor and other floors of the building.
- If one of your escape routes is a second or third story window, consider investing in a safety ladder. Check local hardware or major department stores.
- If you live in a high-rise building, plan to use stairways, *never* elevators, to escape fire. Elevators may become trapped between floors or take you directly to the fire.

Discuss the escape plan with your family

It's important to go over your fire escape plan with your family, or with your landlord and neighbors. Make sure everyone in your family knows the telephone number for the fire department or the local emergency number. Carefully explain the following procedures:



- Sleep with your bedroom doors **CLOSED** at night. A closed door will help slow the spread of deadly fire, smoke and heat. When following your escape route, be sure to close doors behind you.
- The smoke detector will sound the alarm to wake you and your family. You can also develop a special signal that all family members will understand to mean "danger." You might use a whistle or bang on the wall. Use this signal *only* in emergencies.
- When you hear the alarm, roll out of bed to the floor. Get down on your hands and knees, crawl to your door and touch it. *Don't stop* for clothes, papers or jewelry.
- If the door feels cool, open it just a crack to check for smoke. If there is none, leave by your planned escape route. Remember to crawl low and keep your head down. Cleaner air is nearer to the ground.



- If the door feels hot when you touch it, *do not open*. **DO NOT PANIC. STOP AND THINK BEFORE YOU START.** Escape out the window or use your alternate exit.
- If you can't leave your room or apartment, seal cracks around doors and vents as best you can, using wet towels if possible. Open a window at both the top and bottom. Stay low by the window to breathe fresh air. If there's a phone, call the fire department—even if it has already been called or is at the scene—and tell them exactly where you are in the building. Shout for help and signal your position by waving a bright cloth, towel, or sheet.
- If your clothes catch on fire, **STOP** where you are, **DROP** to the ground and **ROLL** over and over to put out the flame. **DO NOT RUN.** Running will only increase the flames.
- Teach small children never to hide under beds or in closets. Take your children to a neighboring firehouse to see the equipment and protective gear firefighters use, so they won't be frightened of firefighters during a rescue.
- Gather at a pre-determined meeting place outside your home, well away from the building, and take a head count. Once outside, **STAY OUT.** After you've all met, send someone to go to a neighbor's house and phone the fire department. Meet the fire trucks and tell firefighters whether everyone is out of the house.



Practice with a home fire drill

Once you've sketched out your escape plan and discussed it with your family and neighbors, **PRACTICE.** Involve every member of the household.

- Start your home fire drill with everyone in their beds, doors closed. One person sounds the alarm. Each person touches his door. Pretend the door is cool and practice your escape route from the room. Pretend the door is hot and practice the alternate escape. Meet outdoors at the assigned spot. Send one person to pretend to phone the fire department.
- If you live in an apartment building, work with your landlord or building manager and neighbors to map out and practice escape plans. Invite a representative of your local fire department to help out by inspecting the building and advising on fire prevention and escape planning.
- Disabled people have special needs and should have two escape plans—one for when the rest of the family is at home, and one for when they are alone. For more home fire escape tips for the disabled, contact your local fire department.

Need a Handy First Aid Kit?



Need a first aid kit for your home, car or camper? Here's a suggestion for an inexpensive and waterproof kit you can make: by using a coffee can with a plastic lid. The contents can be purchased for a small amount; you may even have the items around the house. In a serious emergency dial 911 for help.

Suggested Contents

- Triangular Bandages (3)
- 1" Band Aids (25)
- 2" x 2" Gauze Pads (5)
- 4" x 4" Gauze Pads (5)
- 1 Roller Bandage
- 2" Roller Bandage
- 3" Adhesive Tape Roll
- Q-Tips (10)
- Small Bar Soap
- Small Hand Towel
- Large Safety Pins (4)
- Small Scissors
- Tweezers

It's not enough to carry a first aid kit — you have to know how to use it! **The Red Cross** can teach you basic first aid skills. Call today to sign up for a first aid class.



Mid High Chapter
170 Steele Street
Denver, CO 80206
(303) 399-0550

In any emergency situation, cooperation is the key ingredient for coping with the events. The theme for this month says it all "Follows, Helps, Gives." It is crucial to follow the directions and guidance given by adults or any other responsible person(s) in an emergency situation. Also, when possible, the "helping hand" should be extended. Emergencies are most always a time that someone needs help.



WEBELLOS

WEBELOS REQUIREMENTS:

1. Have adult member of family read and sign parent guide _____
2. Be active member of Den for 3 months _____
3. Know and explain meaning of Webelos Badge _____
4. Show and explain parts of Webelos Uniform _____
5. Earn 3 Activity Badges (Badge) _____
6. Plan and lead Flag Ceremony in Den _____
7. Know and Understand: _____
 Scout Oath or Promise _____
 Scout Law _____
 Scout Motto _____
 Scout Slogan _____
 Scout Salute/sign/handclasp _____
8. Earn the religious emblem or your faith _____
 OR Do 2 of the following:
 * Attend the church, synagogue, etc. of your choice, talk with a religious leader about your beliefs. Tell your Webelos leader and your family what you learned _____
 * Tell how your religious beliefs fit in your the scout oath & law. Discuss with your Webelos leader. _____
 * With your religious leader list and do 2 things you think will help you draw nearer to God. _____
 * Pray to God daily for 1 month. Note from parents. _____
 * Do an act of service under direction of Religious leader. Write about it. Show your Webelos Leader. _____
 * List at least 2 ways you have been a good example and lived in accordance with your religious beliefs. _____

ATTENDANCE:

Den Meetings- 90-91	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May
1								
2								
3								
4								
91-92	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May
1								
2								
3								
4								

Pack Mtgs. 90-91 Sept_ Oct_ Nov_ Dec_ Jan_ Feb_ Mar_ Apr_ May_

Campouts 91-92 Sept_ Oct_ Nov_ Dec_ Jan_ Feb_ Mar_ Apr_ May_

Special Events _____

ARROW OF LIGHT REQUIREMENTS:

1. Be active in your Den 4 months _____
2. Do the following: _____
 * Memorize the Scout Oath _____
 * Memorize 12 points Scout Law _____
 * Give/explain Scout motto, sign, slogan, salute and handshake _____
 * Explain parts of the Scout Badge _____
 * Tell differences Webelos vs. Scout uniform _____
3. Earn 5 Activity Badges _____
 three earned toward the Webelos Badge. _____
4. Visit 1 Boy Scout troop meeting _____
 Visit 1 Boy Scout outdoor activity _____
5. Participate in Webelos overnight activity _____
6. Webelos Leader Conference _____
 BSA Application _____

ACTIVITY BADGES:

- AQUANAUT**
1. Swim 100 feet _____
 2. Float 1 min. _____
 - Do 3 _____
 3. Surface dive _____
 4. Mask-fins-snorkel _____
 5. Water rescue _____
 6. Small boat safety _____
- ARTIST**
- Do 5 _____
 1. Draw/frame picture _____
 2. Primary colors _____
 3. Make 6 designs _____
 4. Family mbr profile _____
 5. Sculpt _____
 6. Mobile _____
 7. Construction _____
- ATHLETE**
1. Explain phys. health _____
 2. Physical fitness pin _____
 - Do 5 _____
 - 3.30 Sit-ups _____
 - 4.2 Pull-ups _____
 - 5.8 push-ups _____
 - 6.5' stand long jump _____
 - 7.9" jump _____
 - 8.8.2 sec. 50-yd dash _____
 - 9.600 yd. run/walk _____

CITIZEN

1. Know Pres, VP, Gov... _____
2. Flag history _____
3. Flag respect _____
4. Pledge/Allegiance _____
5. National Anthem _____
6. Citizen rights _____
- 7.2 Law enforce.helps _____
- Do 2 _____
8. Visit commun leader _____
9. President Essay _____
10. Tell good citizen _____
11. List 5 citizens _____
12. Why have laws _____
13. Why have govern. _____
- 14.6 ways country helps/works other nations _____
- 15.3 organ. help people _____

COMMUNICATOR

- Do 4 _____
1. Play body lang. _____
 2. Tell den exper. _____
 3. Invent sign lang. _____
 4. Word signal code _____
 5. Telephone use _____
 6. Invent secret code _____
 7. Tell story 2 ways _____
 - Do 2 _____
 8. Visit library _____
 9. Visit newsperson _____
 10. Handicap commun. _____
 11. PC database commun. _____
 12. Commun. jobs _____

CRAFTSMAN

1. Make 2 home items _____
2. Cut 4 wood items _____
3. Tool safety _____
- Do 1 _____
- 4.4 Leather items _____
- 5.4 plastic items _____
- 5.4 plastic items _____
6. Frame/display _____
- 7.4 Clay projects _____
- 8.4 misc. projects _____
- 8.4 misc. projects _____

FITNESS

1. Tobacco evils
2. Drugs effects
3. Diet
4. Alcohol
5. 6 exercises/30 days

ENGINEER

- Do 5
1. List 10 engineer jobs
2. Visit construction
3. Property line
4. Electricity to house
5. Draw 3 bridges
6. Block & Tackle
7. Catapult
8. Floor plan house

FAMILY MEMBER

1. What is family
2. Family jobs
3. Home hazards
4. Money
5. Trash disposal
- Do 2
6. Energy saving
7. Family fun
8. Clean home
9. Clothes care
10. Meal planning
11. Family meetings

FORESTER

- Do 5
1. Identify 6 trees
2. Identify 6 plants
3. Tree poster
4. Tree growth
5. 3 kinds of wood
6. Plant 20 seedlings
7. Wildfires
8. Forest Map of US

GEOLOGIST

- Do 5
1. Rock mineral use
2. 5 Geologic specimens
3. Hardness scale
4. Geologic home mat'ls
5. Geyser, volcano or quake
6. Mountains formed

HANDYMAN

- Do 6
1. Wash a car
2. Change a tire
3. Chg. bulb auto
4. Oil/tires
5. Fix bicycle
6. Lube bike chain
7. Bike tires
8. Chg. light bulb
9. Chemical Safety
10. Sawhorse/stool
11. Mow lawn
12. Tool storage
13. Clean/store tools
14. Mark ID on tools

NATURALIST

- Do 4
1. Insect zoo
2. Aquarium/terrarium
3. Museum
4. Identify birds
5. Bird flyways
6. Poison plants/reptiles
7. 6 wild animals

OUTDOORSMAN

- Do 5
1. Knots
2. Pitch/sleep tent
3. Webelos overnight
4. 2 nights camping
5. Campfire
6. Cook/cleanup
7. Fire safety
8. Visit boy scout camp

READYMAN

1. First aid
2. Get help
3. Hurry cases
4. Shock
5. First aid for
6. Swimming safety
- Do 2
7. Bike safety
8. Home fire escape
9. First aid kit
10. Home accident areas
11. 6 car safety rules
12. First aid demo

SCIENTIST

1. Bernoulli Princ.
2. Pascal's law
3. Inertia
- Do 6
4. Atmosph. pressure
5. Air press. effect
6. Air/water press.
7. Fog
8. Crystals
9. Balance
10. Eyes
11. Opt. illusion
12. Eye care

SHOWMAN

- Puppetry
Music
Drama

SPORTSMAN

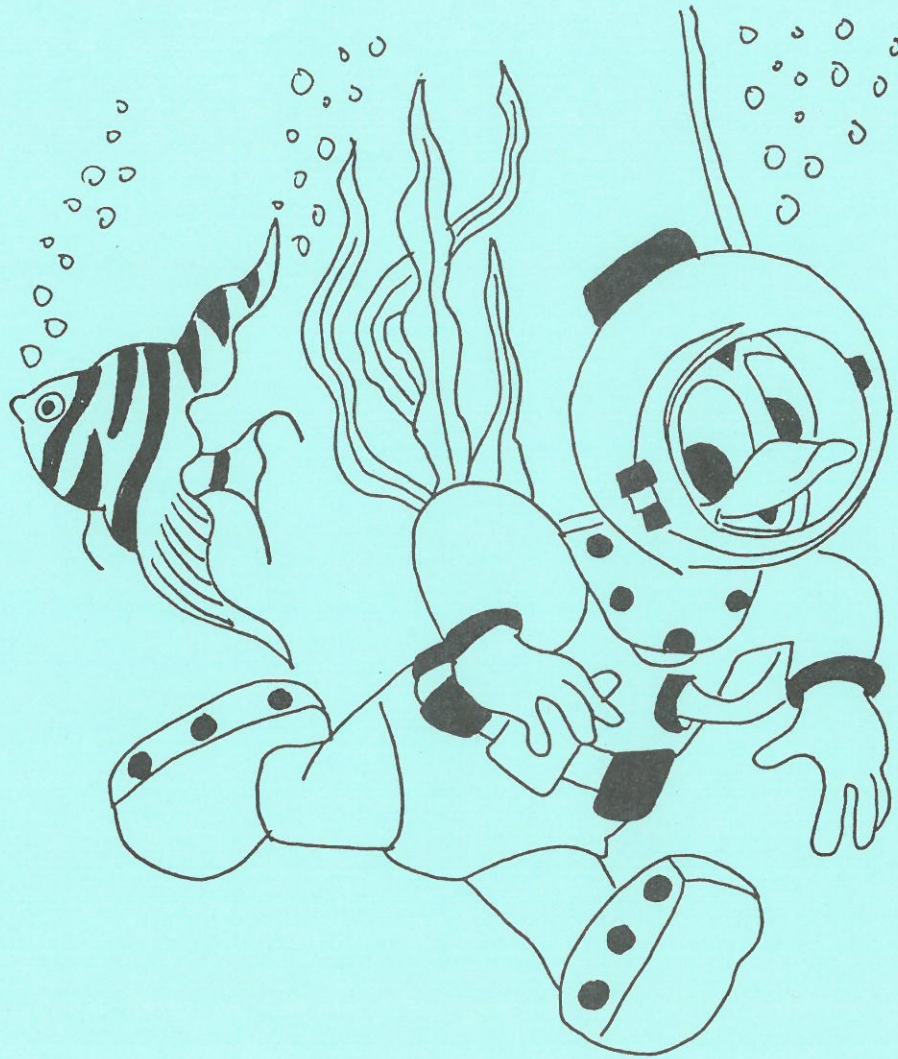
1. Official signal
2. Good sportsman
3. 2 indiv. awards
4. 2 group awards

TRAVELER

- Do 5
1. Map/timetable
2. Plan a trip
3. Cost per mile
4. Take a trip
5. List 4 trips
6. Pack a suitcase
7. First aid kit

SCHOLAR

1. Good school rec.
2. School activity
3. Education value
4. School Teaching
- Do 3
5. School History
6. School System
7. Grownup ques.
8. Education jobs
9. Help student



JULY
"AQUANAUT"

AQUANAUT ACTIVITY BADGE

The Aquanaut requirements are simple but they represent the most important of the Webelos requirements because life depends on them. Swimming is one of the skills that, once learned, lasts a lifetime and is one of the few sports in which every muscle in our body is exercised. Some of the boys may know how to swim and others will need help in learning how. This badge should be used to get a boy well grounded in the basic water safety procedures. Those "learn to swim" programs sponsored by the YMCA and City Recreation department can be handled on a den basis if proper arrangements are made with the parents and the person doing the instructing. To help your boys feel at home in the water will be forgotten in the heat of the game. This familiarity with the water will normally lead to greater proficiency in the water.

IDEAS FOR PACK MEETING:

Exhibit: Mask, fins, snorkel, boat equipment, practice-breathing dummy.
Demonstrate: Swimming strokes, rescue assists, artificial resuscitation.

IDEAS FOR DEN MEETINGS:

1. Make a simple buddy board and have buddy tags for all the boys and insist that they are used each time they go swimming. Each boy is responsible for his buddy.
2. Take your den swimming and classify the boys according to swimming ability. See how many can pass the 100-foot requirement.
3. After your boys are classified, play some water games and observe your boys carefully. Determine which ones need help and encourage them to become better aquanauts. If you have no non-swimmers, get another parent to help you, and help them to become better swimmers.
4. Have someone, perhaps a Den Chief who knows how, demonstrate the use of a mask, fins and snorkel. Have boys take turns using the equipment, or have them use their own.
5. Have the boys learn the basic safe rescue methods. Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring buoy or other lifeline.
6. If a rowboat is available, have boat safety methods and rowing techniques demonstrated. Give them a chance to practice these methods.
7. Explain how to set up a safe swim area and have the boys set one up.
8. Have someone tell the boys about "How to Help Yourself in an Emergency" -- the 3 basic rules: DON'T PANIC, -- THINK -- AND SAVE YOUR STRENGTH.
9. Take boys to a swim meet or diving exhibition.

BE A T-R-U-E BOATMAN

Skill with oars or paddles is just one part of boating fun. A true boatman never leaves shore in a small boat without an armload of equipment and a head full of important facts. Here's an easy way to keep facts in order:

T - Trim the Boat
R - Remember equipment
U - Understand the Rules
E - Easy does it

TRIM -- A boat in trim is evenly balanced side to side. The stern is slightly lower than the bow. Passengers sit near the center line. Equipment is stored low, on the bottom of the boat. Know how many passengers your boat can carry safely. To figure the weight that can be carried, multiply the length of your boat by 7.5 times the width, times the depth at the lowest point where water could enter the boat. This is a good rule of thumb for rowboats, but it doesn't work for canoes.

REMEMBER EQUIPMENT -- Make a checklist of the equipment you will need. Be sure everything is in the boat before you leave the dock. A missing piece of equipment can put you in danger. A suggested equipment list is:

One U.S. Coast Guard approved life jacket, close at hand, for each person, Anchor, Anchor Line, Bailing Scoop, First Aid Kit, Mooring Lines, Flashlight, Whistle, Spare Oar or Paddle.

UNDERSTAND THE RULES -- Once you have made sure your own boat is safe, you must know how to watch out for the other guy. Learn the "Rules of the Road" for the area where you boat.

1. When approaching another boat head on, pass port-to-port. Both boats move to the right.
2. Stay away from large boats, tows and sailboats. You may have the right-of-way, but they cannot stop or turn as quickly as you.
3. Anchor out of main channels.
4. Do not tie up to channel markers.
5. At anchor in the dark, show a white light on the stern of your boat.

EASY DOES IT -- A steady pace and a straight line are the best way to travel from one place to another. Use a comfortable, steady stroke; line up an object across the stern and hold your course. Avoid bad weather. Thunderstorms can be dangerous. Watch the sky and, when in doubt, head for shore. Never clown around or stand up in a small boat. If an accident happens, keep your head. Use your life jacket and stay with the boat. Signal for help, and try to paddle to shore.

ROWBOATS

The following terms apply to parts of rowboats, regardless of how the boat is constructed or what the materials are.

Rowboats can be capsized or swamped. It usually takes an effort to do it. If it should happen -- **STICK BY THE BOAT!** The boat will float and will easily support or carry you until someone comes to help. You are safe if you **HANG ON!**

Aluminum rowboats are light, rugged and require little maintenance. Flotation units are usually built in. Fiberglass boats also use flotation units. They require little care but can be heavy to handle.

You propel the boat with oars. Rowlocks hold the oars in place. The parts of an oar are illustrated below.

Oars are made of straight grained spruce or hardwood. Spruce, while light, wears quickly. Hardwood oars are heavy but last longer and can take more hard knocks.

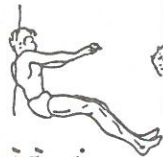
DROWNPROOFING CAN SAVE YOUR LIFE -- EVEN IF YOU CAN'T SWIM!

The ability to float motionless, or nearly so, in a relaxed position is an important survival skill which should be learned well and practiced. Drownproofing takes so little energy that it can be kept up for hours, even in rough water -- provided you don't panic!

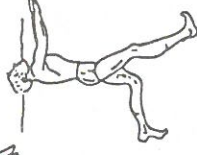
As you perfect the bobbing technique, practice tilting your body, aiming towards shore and giving frog or scissors kicks, continuing the bobbing actions until you reach safety. If you get tired, go back to the vertical position until you feel rested.

BOBBING IS DROWNPROOF!

With lungs full, float face down, with back of neck on surface.



Exhale through nose while raising head until mouth is in the air, shoulders under water.



Slowly lift arms and cross them in front of forehead, as if to ward off a blow, get ready for downward thrust.



With head vertical, thrust downward, gently, with arms while inhaling through mouth.



With lungs full, drop head forward and return to position #1, arms to sides: RELAX! If necessary, use gentle scissors kick to return to surface. Learners rest 3 seconds here, experts 10 seconds.

SAFE SWIM SPOTS

The best place to swim is one that has qualified lifeguards. If there is not this supervision, always make sure you go with a buddy -- NEVER ALONE.

Weeds: It's pretty creepy to swim through weeds. They can get tangled in your legs and cause trouble. If you do get trapped in weeds, don't struggle. Take it easy with slow movements to free yourself.

After Dark: Don't do it! Supervision is impossible. If you should go under, you could not be spotted.

Current: Sometimes you run into these in rivers. It's best to stay away from them; but if you should get caught in a current, don't try to swim against it. Swim with the flow and diagonally until you reach shore.

RESCUE BREATHING

Actual practice in the techniques of rescue breathing is important in developing a boy's skill and confidence. Making and demonstrating a practice dummy can be fun for the boys in the Webelos den and most helpful in training all Cub Scouts and their families.

"Annie", a life-like dummy, is also obtainable through most hospitals, fire departments or rescue squads. However, it is important that an authorized person instruct the boys properly since someone's life may depend on his being able to do it correctly.

WATER GAMES

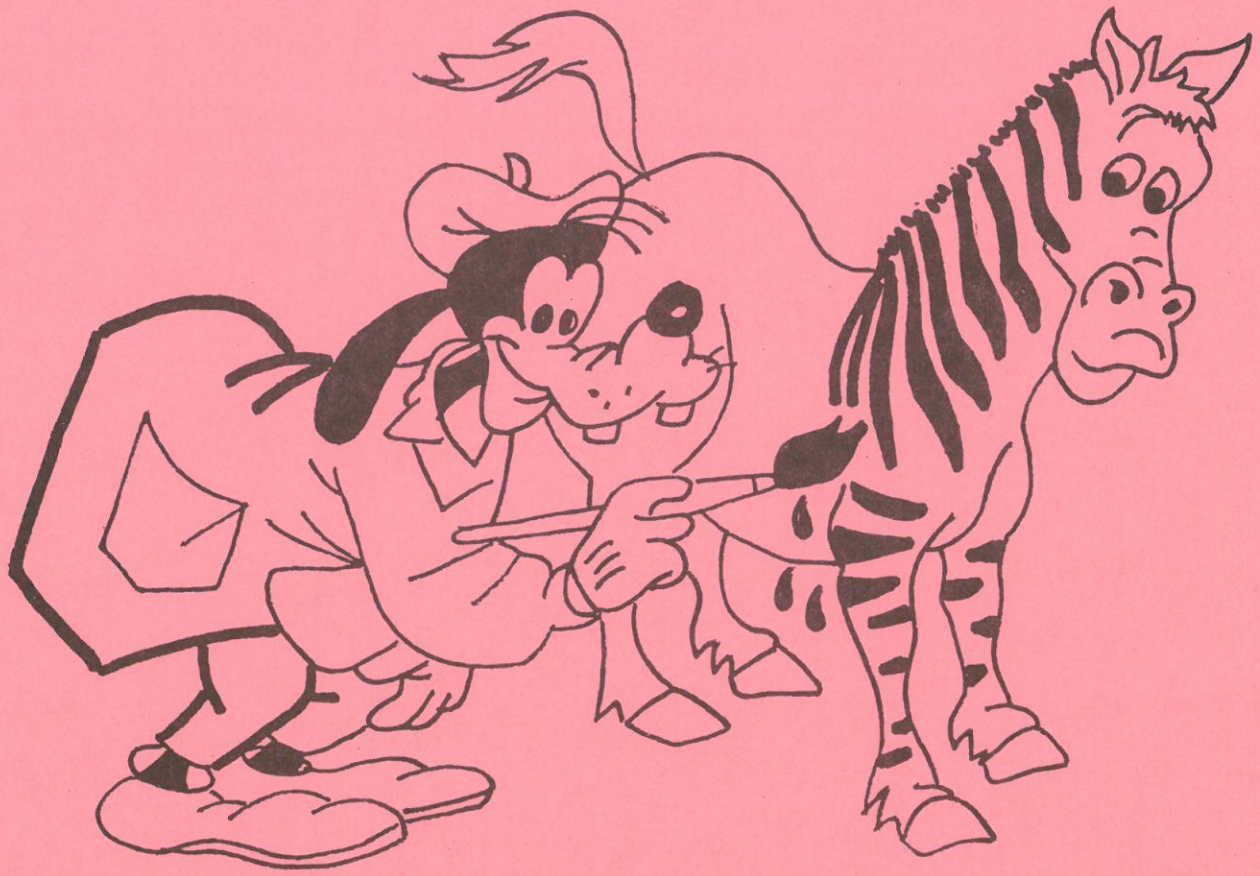
Games are useful in teaching swimming (or in improving swimming). Competition tends to make the boy try harder. The following are just a few suggestions of water games that the Webelos will enjoy playing.

Minnow and Catfish - One player is the minnow who tries to keep away from another, the catfish. The rest of the den forms a circle, holding hands. The players in the circle may raise or lower their arms to keep the catfish from tagging the minnow, who may dodge in and out of the circle as he wishes. When the catfish finally tags the minnow, two others are chosen as fish and the game starts over.

Fisherman - Establish a starting line and a goal about 30 feet away. One player, the Fisherman, stands about midway between the two lines. Each of the other players names himself for a fish. When the Fisherman calls his fish name, the player must try to get to the goal without being tagged. The fisherman may call more than one fish at a time, and all those named must try to make the goal line. When a fish is caught, he becomes the Fisherman.

That She Blows - For this game you need a whistle that will sink. One player is given the whistle while the others turn their backs. He throws the whistle into the water and gives a signal allowing the others to turn around and start looking for it. The first diver to locate the whistle comes up and blows it three times. The other players may try to dunk him while he is blowing. If they succeed before he can blow three blasts, the game starts over with the previous whistle tosser. If he is able to blow the whistle three times, he tosses it in for the next round.

Float Tag - This is a game for nonswimmers who are just learning to float. One boy is IT. He tries to tag the others, but they are safe so long as they are in any floating position: turtle, jellyfish, back float, prone float, or vertical float.



ARTIST

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Handwritten text, possibly bleed-through from the reverse side of the page. The text is faint and illegible.

ARTIST ACTIVITY BADGE

In its broadest sense, everyone has some artistic sensitivity. We all react to some extent to the beauty around us -- a sunset, a wooded valley, the moon shining on a lake. Art itself, according to the dictionary, is the conscious use of skill, taste, and creative imagination in the production of aesthetic objects.

The Artist badge is an opportunity for all Wabelos Scouts to expand their horizons by being introduced to a wide range of art methods, and to gain the good feeling one gets from creating something new.

Art is for everyone; you don't have to be an artist to do art. Whether you keep the thing you have made or whether you throw it away does not matter. What does matter is whether you have learned something new and have developed some of your abilities.

Most of your boys will have had considerable practice in school in drawing, painting and perhaps sculpture. The other art techniques may be new to them.

Don't expect too much from Wabelos. Your boys are generally creative, but their mastery of technique is not likely to be great. So judge the results by their effort (REMEMBER the motto, "DO YOUR BEST").

IDEAS FOR DEN MEETINGS:

Invite a school art teacher or an artist to your first den meeting to talk about basic art and to answer any technical questions on the requirements that may come up.

Set up a still-life arrangement and allow the boys to choose an object from the arrangement to draw. Avoid transparent materials and reflective surfaces.

Let the boys experiment with color mixing. Use glass jars (baby food jars are good). Use water colors and color each jar of water a different color. Mix the colors by pouring a little from each jar into an empty jar and recording his observations. Then try mixing the colors directly on paper. The intensity of the color is much greater in this way. Observe how the color of the paper affects the transparent water colors. Try the same with opaque poster colors. Observe the difference.

Combine the making of line designs with knowledge of printing processes. Print with bottle caps or ice-cream sticks to form straight and curved line designs. Press the edges of the sticks and lids against a well inked stamp pad and transfer the ink to your paper.

Another method would be to do spoon-printing. Draw your design on a piece of cardboard, or experiment by drawing with lengths of string. When your design is satisfactory, glue the string to the cardboard with Elmer's glue. Allow to dry. Dilute an additional quantity of glue with water (half and half) and spread it over the entire surface of the design side of the cardboard, to seal the pores. Allow to dry. To print, squeeze a small quantity of printers' ink on a tile or sheet of glass and roll it out with a roller. Apply ink to design block with roller. Ink heavily. Place a sheet of printing paper over block and smooth it out with your hand, rubbing gently. This will make the paper stick to the block. Next use a spoon and rub every part of the paper that touches the block. Check the printing by lifting a corner. If it is not making a clear print, pull paper off halfway and add ink, again rubbing gently with the spoon, then pull off the completed print. Dry.

Some boys have difficulty with manual coordination and so are frightened of the precision that is expected from working with some materials. If this is the case, printing with a sponge, or a cotton swab may be enough of a novelty to change his outlook. Or all of the boys might enjoy breaking the cotton end from a swab, dipping the stick in ink to draw instead of using a pen.

Let the boys cover broad areas quickly by using the side of the crayola instead of the point. Get a night-time effect by using crayons heavily on good paper. Use white or yellow crayon to show street lights, moon, stars, etc., then paint over the whole picture with dark blue or black water color or tempera paint. Frame the picture with a cardboard frame to which has been glued bruned matches. Give the frame a coat of sanding sealer to finish.

Clay modeling tools can be made from many objects. A manicure orange stick or wooden meat skewer will get into small areas. Popsicle sticks can be carved into most any shape. Florists wire (18 ga.) can be bent into any desired shape and fastened to a dowel handle. For an absorbent surface for working moist clay, make plaster batts. Fill a pie tin with plaster of paris and allow to harden. After it is completely hard, remove from the pan. Use this as a working surface for clay sculpture. If the weather is very humid, the plaster will aid the drying process. If the weather is dry and you wish to slow the drying process, set the batt in a shallow pan of water for 5 minutes. It will absorb a great deal of water. Then wrap the plaster batt along with the sculpture in a plastic bag until you wish to work on it again. The moisture in the batt will keep the clay moist.

Swab sticks come in 6 inch and 12 inch lengths without the cotton. They make an excellent material for constructions. Combine them with toothpicks, match sticks, and popsicle sticks. Fill in some areas with string and tissue paper.

Gettin paint out of clothes or off young boys:

It's best to use these techniques immediately before the paint dries, but they often will work even on dried-on paint.

- Watercolors -- Spray-n-wash, then Soap and Water.
- Oils -- Spray-n-wash or waterless hand cleaner.
- Acrylics -- Rubbing Alcohol
- Gesso -- Rubbing Alcohol

Brushes

Quality of brushes is very important. A fuzzy brush can't make a clean edge on the painting. A couple of flat brushes in different sizes and a small pointed brush should be sufficient.

Care -- brushes should be cleaned thoroughly after use in medium used. Then in warm soapy water, rinsed well and reshaped.

Increasing Observation Skills

Show them paintings of various artists, schools of painting, different times. Ask them which they like best and why. Point out tremendous differences in style.

Give them a quiz. Then ask them to observe a week and take quiz again.

For example:

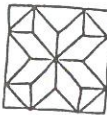
1. What color is a sunset? Is it always the same color?
-- Watch it every night this week and report.
2. What color are leaves?
-- Look at the leaves of 4 different trees and report back.
3. What color are the mountains?
-- Look at them at different times of day: morning, noon, & night.
4. What color is the sky?
-- Observe: is the color lighter or darker near the horizon?
also high in the sky?
5. Do colors look brighter or grayer as they get farther away from you?
6. Do objects look smaller or the same size as they get farther from you?
7. How can you use these observations in pictures?
8. Look at any household objects. What basic shapes are they made from?
-- T.V. (cube) -- glass (cylinder) -- bowl (hemisphere)
-- an elephant?

Design

Design is the intended arrangement of materials to produce a certain effect, using lines, shapes and colors; and also the direction of the lines, the size of the shapes, and the shading of the colors.

A design, as intended in the Webelos book, is a decorative pattern as opposed to the picture he is supposed to paint. Showing examples of design will help him. Point out what kind of lines convey movement or stability or chaos. Show them examples of designs using only curved lines, only straight lines, and combinations of both.

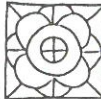
ALL STRAIGHT



ALL CURVES



COMBINATION



Some suggestions for definite assignments for the six design requirements:

- Design a pattern for a leather belt or wallet.
- Design a den or personal Indian totem (a symbol made up or Indian symbols).
- Design a pattern for a breech clout or arm band.
- Design a poster for your favorite movie or book.
- Design a sand painting.
- Design an alphabet.
- Design a repeating border design.
- Draw an animal using no more than 5 lines, 6 lines, 7 lines.
- Redesign an animal as a machine.
- Design a new kind of toaster.
- Design a cover for your favorite book that will make someone else like to read it.
- Design a Birthday Card.



JUNE
"ATHLETE"

ATHLETE ACTIVITY BADGE

TIPS FOR SUMMERTIME WORKOUTS:

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

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

An athlete is one who keeps his body physically fit, strong, graceful and agile - a desire of practically every boy. Tell your Webelos Scouts about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercise each day are required to keep it physically fit.

By adequate exercise, getting the proper food each day and taking care of himself, a boy can become an athlete. The activities for this badge can help the Webelos Scout measure up to the standards of strength, agility, endurance, and coordination necessary for good active Scouting activities in later life.

Many Webelos leaders use this badge to introduce a new Webelos Scout to the program. This begins their Webelos year with an appealing badge to inspire them onward. By laying out a permanent accurately measured 500 yard dash and 600 yard run near your meeting place, you can easily test your new Webelos Scouts in less than half an hour. Use a stop watch when timing these sprint and distance runs.

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

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

IDEAS FOR DEN MEETINGS:

Make your own physical fitness equipment.
Watch a high school track meet.

Have a Physical Education instructor talk to your den concerning fitness.
Invite a professional weight lifter to talk to your den and demonstrate.
Attend a gymnastics exhibition or meet.
Plan a physical fitness demonstration for pack meeting.
Invite someone to come and talk to the den or pack about nutrition.

OUTDOOR OBSTACLE COURSE:

To help keep the boys in shape, make a rope climb by hanging a 10 foot long one-inch rope from a tree.

To help develop balance, set a 10 foot 2 x 6' walking plank securely in the ground, or you might check with the railroad for sections of old rail.

Five or six old tires make an excellent zig-zag course which will help the boy develop balance while building up his leg muscles. The object is to step from tire to tire as he runs the course. Stagger tires one full pace apart.

Make a 'crawl-through' by using an old wooden barrel turned over on its side. Large appliance cartons will work also.

DRILL TEAM EXERCISES:

(To the tune of "Casey Would Waltz with a Strawberry Blond")

Items Needed: kitchen broom, pink and orange crepe paper, white mat stock, (for collars), black ribbon or crepe paper for bows and assorted colors construction paper for facial features.

Instructions: cut a 1 yard piece from a package of pink crepe paper. Fold in half the long way making the piece 18" x 20". Put this around the broom with the 18" length circling around the broom and glue the seam in the back (A). Stretch slightly so it will be as tight as possible. Glue the loose edges together around the neck of the broom. Fold down the top and glue at the back.

Out 1 yard of orange crepe paper. Fold in half and glue the 20" ends together. With both hands stretch the crepe paper in waves stretching across the grain (B). Fold in half again and cut as shown (C). Put this around the broom adjusting so the hair line fits correctly around the face. Glue at the back. Fold the excess down at the top and glue to the back. Cut features for the face and glue in position.

The collar is a 12" long by 2" wide stripe of white mat paper. Make ruffles or "pink" the edges. Glue a strip of black crepe paper or ribbon around the collar and tie a bow. Paste the collar around the neck of the broom. Glue a ribbon to the hair.

Form in squads .. at double arm lengths between Cub Scouts.

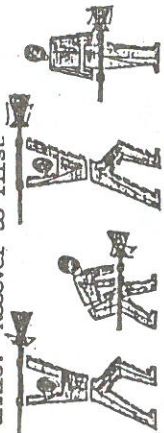
Exercise 1: Flex elbows moving broom to the thrust position. Thrust upward to the up position. Recover to the thrust position. Back to the start position.



Exercise 2: Swing broom forward and upward placing it behind the shoulders. Full knee bend. Recover to the first position. Return to start position.



Exercise 3: Lunge sideways to the left and swing broom forward and up to overhead position. Turn body to left and bend forward swinging broom to low position at side of left ankle. Recover to first position. Recover to start position.



Exercise 4: Swing arms forward and up over head. Bring arms down to shoulder level and do full knee bend. Recover to first position. Return to start position.



Exercise 5: Lunge sideways to the left raising broom overhead. Turn the trunk of the body left. Recover to first position. Return to start position.



Exercise 6: Lunge sideways to the right raising broom overhead. Turn the trunk of the body right. Recover to first position. Return to start position.



Exercise 7: Flex elbows to thrust position. Recover to start position. Flex elbows to the thrust position again. Return to start position.



Exercise 8: Jump to a straddle position and swing broom forward and up over head. Recover to start position. Jump to a straddle position and swing broom forward and up over head again. Return to start position.



GAMES:

Measuring Worm Walk - With hands flat on the floor and arms straight, players stretch out their legs behind them. They rest on hands and toes. Keep hands still. Keep legs straight. With tiny steps, they walk their feet forward, as close to the hands as possible. Then they make their hands walk forward, keeping the feet still. Like a measuring worm, they measure off the ground.

Squat Jumps - This is a test of coordination and leg muscle strength. Feet are spread apart approximately 4 - 6" with the heel of the left foot opposite in line with the toes of the right foot. Squat down with the weight of the body supported on the balls of the two feet. Hands rest on top of head with elbows to either side of head. Spring up so that entire body is straight and feet clear of ground completely. Now reverse position of feet and go down to the squat position again. Two squat jumps should be required from each boy.

One Leg Bend - Raise your right leg and bend your left leg until you reach a stooping position with your right leg still straight. Get up again without touching the floor with your hands. Repeat with left leg straight and bending the right leg.

Duck Fight - Opponents, facing each other, squat about four feet apart. Each one grasps both his ankles with his hands and tries to bump the other over or make his opponent release his hands.

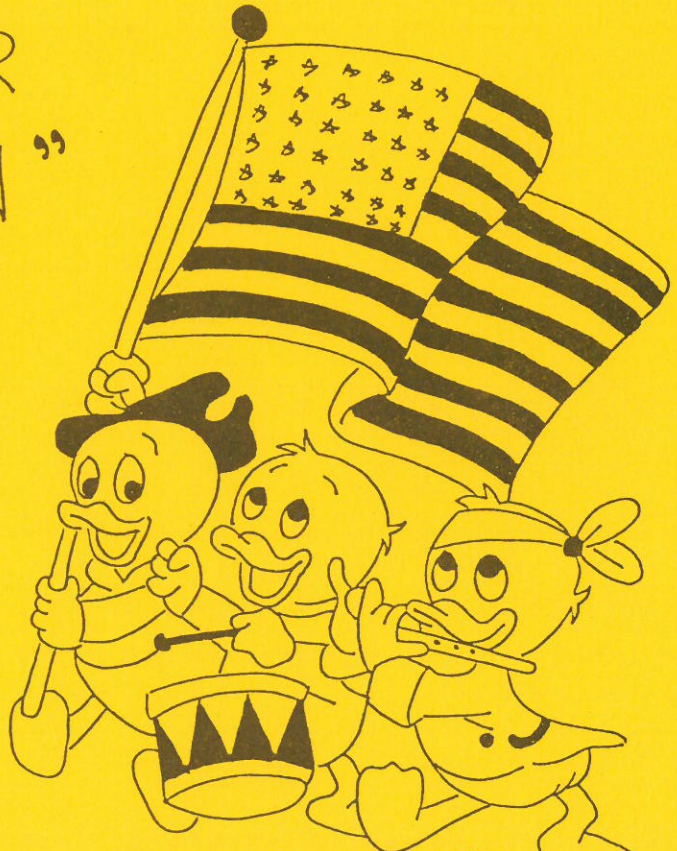
Heel Spring - Place your heels against the line on the floor or ground, bend down and grasp your toes with the fingers of both hands. Lean forward to get a start. Then jump backwards across the line, keeping hold on toes.

Stretch Out - Each contestant toes a mark. In one hand he holds a broom handle or stick, in the other a piece of chalk. The contest is to see who can make a mark the farthest distance from the starting line without touching the floor or ground in front except with the stick which is used for support. Feet must not be moved.

Ankle Toss - Hold a ball, bean bag or other object firmly between your ankles or feet. With a sudden jump, kick your feet backwards and up so the object is tossed in the air and curves over your head. Catch it as it comes down.



NOVEMBER
"CITIZEN"



DECEMBER
"CITIZEN"

CITIZEN ACTIVITY BADGE

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.

YOUR DUTIES AS A CITIZEN:

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of. Your duties as a citizen are:

- Obey the Laws.
- Respect the Rights of Others.
- Keep informed on issues of National and Local Government.
- To Vote in Elections.
- To Serve and Defend YOUR Country.
- To Assist the Agencies of Law Enforcement.
- To Practice and Teach Good Citizenship in YOUR Home.

SOME QUALITIES OF A GOOD CITIZEN:

- Obeys the Laws wherever he is.
- Respect the Right of Others.
- Is Fair and Honest.
- Tries to make THEIR Community a better place to live.
- Learns as much as possible about the leaders of THEIR Nation, State and Community.
- Practices Rules of Health and Safety.
- Is Honest and Dependable.
- Is Patriotic and Loyal.
- Practices Thrift.
- Respects Authority.

While working on this badge it is a good time to teach the history of the flag, how to display it, how to respect it, and the care and handling of it. If you should need to know more information about the flag you could use as your source a good encyclopedia. The Marines have a pamphlet out about our flag and also have posters.

GREAT DOCUMENTS QUIZ:

How much do you and your family know about two of the greatest documents ever written: The Declaration of Independence and the Constitution of the United States?

1. The first words of the Declaration of Independence are:
"We hold these truths to be self-evident....."
"We, the People of the United States....."
- "When in the Course of human Events....."
"Four score and seven years ago....."
2. The first draft of the Declaration of Independence was written by:
John Hancock
George Washington
Thomas Jefferson
3. The Constitution of the United States was signed in what year?
1776 1787 1492 1620
4. What is the minimum age for a President of the United States, and in what document is this stated?
5. Which amendment to the Constitution provided for the abolition of slavery?
Tenth Amendment
Third Amendment
Thirteenth Amendment
Sixteenth Amendment
6. A Senator serves a term of:
Six Years Two Years Four Years Eight Years
7. What is the maximum number of years a President may serve?
8. Which amendment to the Constitution guarantees freedom of speech?
Fourteenth Amendment
First Amendment
Twenty-ninth Amendment
Fifth Amendment
9. What legislative body has the sole power to impeach a President?

ANSWERS:

1. "When in the course of human events..."; 2. Thomas Jefferson;
3. 1787; 4. Age 35, as stated in the Constitution; 5. Thirteenth;
6. Six Years; 7. Ten Years, (two terms plus the remainder of a predecessor's term if 2 years or less); 8. First Amendment;
9. House of Representatives.

GAMES:

Ring the Liberty Bell - To make this game, you'll need a bell, a wire coat hanger, some heavy cord or rope, and a small rubber ball. Bend the coat hanger into a hoop, with the hook at the top. Hang the ball in the middle of the hoop with the rope, and then tie the hoop from a low tree branch.

This game may be played by individuals or teams. The players take turns trying to throw the ball through the hoop. Have a person stand on the other side of the hoop to catch the ball. Keep score as points are made.

Each time the bell is rung, the player scores three points. If the ball goes through the hoop but doesn't touch the bell, he scores two points. If the ball hits the outside of the coat hanger, the player scores one point.

Each player throws the ball only once per turn, and gets five turns. After everyone is finished, add up the number of points scored by individuals or teams. The person or team with the highest score wins the game.

Paul Reverse Relay Race - Any number of Cub Scouts play in this race. Divide them up into teams with equal numbers of players. One boy from each team stands at one end of a flat, clear area (such as a field or gym). The rest of the players on each team are lined up at the other end of the area.

At the signal to start, the first person in line gallops to his fellow team member, and shouts, "The British are coming!" The other player gallops back to join the rest of the team, taking a place at the end of the line. As he reaches the beginning of the line, he touches the next person in line. That person repeats the sequence. The team that finishes first is the winner.

Uncle Sam Hat Toss - In order to play this game, you need to make an Uncle Sam hat for each team. For each hat, you'll need a paper paint bucket, corrugated cardboard, a sharp knife, tape, glue, and paint.

For the brim, cut two 13' circles from corrugated cardboard. Tape them together with the corrugations at right angles to each other for added strength. Using a sharp knife, cut out the center to fit the top of the brim over the crown and down toward the rim of the bucket; to allow for a tight fit near the rim, you may need to trim more from the inside circle of the brim. Glue the brim to the crown of the hat. Decorate the hat with stars and stripes.

To begin playing the game, divide the boys into teams. Each boy flips the hat up in the air and tries to catch the hat on his head. Each player gets five chances, and then passes hat to the next person in line. Choose someone to keep score for this game, too. A player earns 10 points for having the hat land on his head, and two points if it hits his head but bounces off. At the end of the game, add up number of points each team has earned to determine winner.

On Your Mark ... underline the best ending for each sentence.

1. If you meet the President, you call him:
 - a. your highness
 - b. your excellency
 - c. Mr. President
2. The President and his family live in:
 - a. Blair house
 - b. the White house
 - c. the suburbs
3. The first President to live in the White House was:
 - a. John Adams
 - b. George Washington
 - c. Thomas Jefferson
4. We celebrate the birthdays of two Presidents in February -- they are:
 - a. Washington and Lincoln
 - b. Jefferson and Adams
 - c. T. Roosevelt and F. D. Roosevelt
5. During the War of 1812, when Madison was President, a famous song was written. It is called:
 - a. The battle Hymn of the Republic
 - b. God Bless America
 - c. The Star Spangled Banner
6. The only man to be elected President four times was:
 - a. Abraham Lincoln
 - b. Franklin Delano Roosevelt
 - c. Ulysses S. Grant
7. The two big political parties today are called:
 - a. the Republicans and the Democrats
 - b. the Federalists and Whigs
 - c. the Conservatives and the Liberals
8. The law says Presidential elections must be held on:
 - a. the first Monday in October
 - b. the first Tuesday in November
 - c. Halloween
9. The parties pick their Presidential candidates in:
 - a. presidential primaries
 - b. national nominating conventions
 - c. by secret vote
10. If a President dies in office the next President is:
 - a. the Vice President
 - b. elected by the people
 - c. the oldest Senator
11. We hold Presidential elections every:
 - a. two years
 - b. four years
 - c. six years

12. If you want to run for President you should:

- a. go jogging
- b. take a nap
- c. make speeches

13. The United States is made up of:

- a. 50 states
- b. 48 states
- c. 46 states

14. Twenty-seven Presidents have studied:

- a. flying
- b. the stars
- c. the law

15. The President's wife is called:

- a. the queen
- b. The First Lady
- c. Mrs. President

Answers: 1. c, 2. b, 3. a, 4. a, 5. c, 6. b, 7. a, 8. b, 9. b, 10. a, 11. b, 12. c, 13. a, 14. c, 15. b.

Knowing Your Community

As a project, your den might like to check out the following list to see which of the things listed can be found in their community, who operates them and how they are paid for.

Health -- hospitals, clinics, doctors, dentists, ambulance service, water filtration plant, sewage disposal, garbage collection.
Protection -- storm sewers, fire and police protection.

Recreation -- theatres, pools, parks, playgrounds, golf courses, lakes.
Education -- public schools, high schools, colleges, night schools, vocational schools, libraries.

Transportation -- roads, highways, bus terminal, train station, airport, parking lots, garages, service stations, car lots.
Stores -- shopping centers, supermarkets, corner stores, appliance stores, markets.

Business -- what major companies are there in your community?

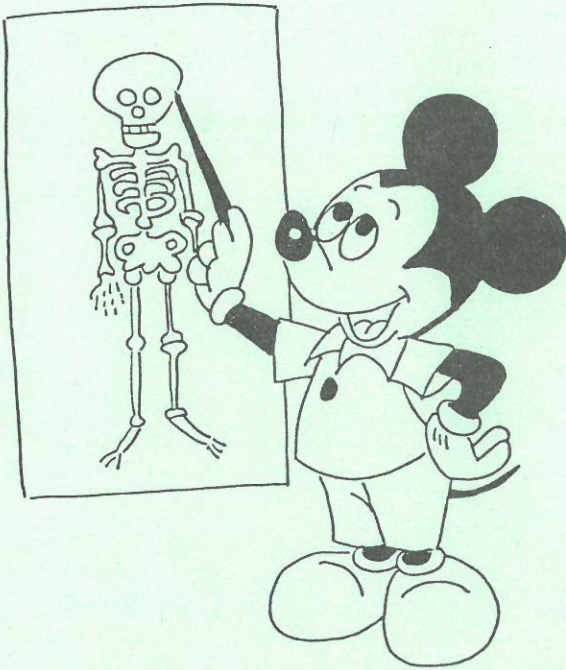
Industrial -- what items are manufactured?

Agriculture -- what products are produced locally?

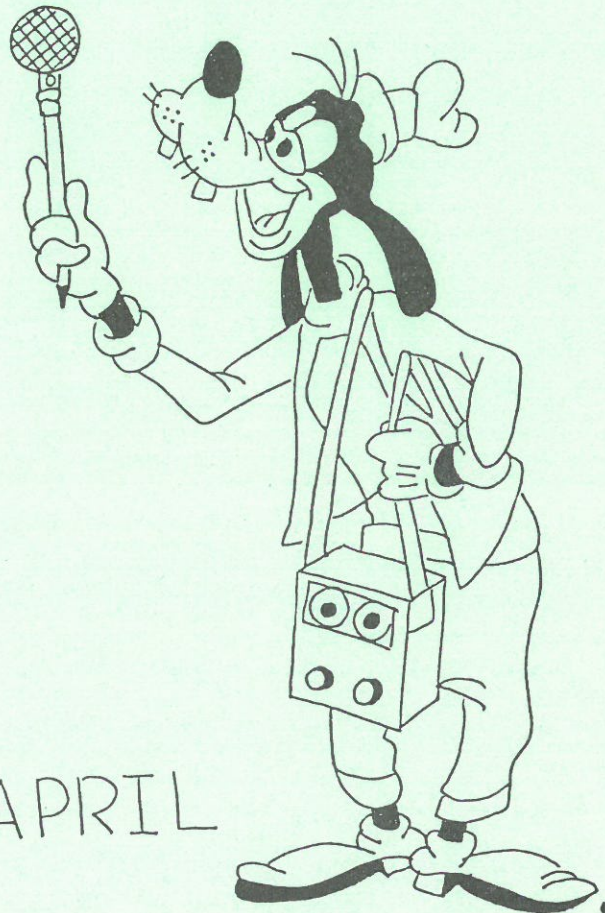
Voluntary Agencies -- what agencies are there? What do they do in the community?

Organizations and Clubs -- service? fraternal? hobby?

Religion -- churches, synagogues, temples, halls, seminars.



SEPTEMBER
"COMMUNICATOR"



APRIL
"COMMUNICATOR"

COMMUNICATOR ACTIVITY BADGE

Communication is the art of giving and receiving information. People communicate with the spoken word and with the written word. Words are not the only way in which we transmit messages to one another.

Simple forms of communication start with a smile, a laugh, a gesture, and a handshake. Our faces express how we feel such as happy, sad, sleepy, and even puzzled.

Communication became more complex with the invention of the telegraph, telephone, radio, television, computer, and satellite hookups.

As human beings, each of us needs to learn how to communicate our messages and get along with others. The communicator activity badge is designed to give the boys a chance to see how to express their feelings to others. The boys have the opportunity to learn different ways in which to express themselves including communications with people who are deaf, mute, or blind. Each person communicates in his own way.

BRAILLE ALPHABET

Did you know that blind people can read books? They learn to read with their finger tips. They read books that are written in a special alphabet. Every letter of this alphabet is written in tiny raised dots. Just as you learn to SEE the differences between letters, the blind reader learns to FEEL the shape of each letter with his finger tips.

This alphabet is called Braille (say: BRAY L) for the Frenchman, Louis Braille who invented it in 1829.

Here are the dots the Braille alphabet uses:

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

If you want to know how the Braille alphabet feels, copy some of these letters on a piece of paper. Turn the paper over, and with the point of your pencil, gently puncture each dot. Turn the paper over again. Now you have some raised letters that you can feel.

WHAT DOES IT SAY?

It is easy to use the Braille alphabet as a secret code. See if you can tell what this Braille message means.



LEARNING ABOUT COMMUNICATIONS

Cast: Any number of students, a teacher - dressed in one of mom's old dresses and a wig.

Props: Chair for each student and table or desk and chair for teacher.

Scene: As curtain opens, a classroom scene is set up. Students are seated. Teacher stands up, picks up small hand bell and rings it.

Teacher: Although I'm sure you students understand much about communications, let's review the subject today. As I call your names, I would like you to stand and name some method of communication which you consider to be very effective. Perhaps we can come up with some unusual ones.

(Teacher calls on each student in turn and he responds. Add or omit lines to fit the number of boys in your den.)

- 1st Student:** Sign language is a good method of communication.
- 2nd Student:** I think Morse Code is a good one.
- 3rd Student:** Semaphore is very useful.
- 4th Student:** Smoke signals was a method of communications for the Indians.
- 5th Student:** What about Indian picture writing? That was a method of communicating, too.
- 6th Student:** I think an interesting kind of communication is the noise or calls which animals and birds use to talk to each other.
- 7th Student:** Well, I don't know if this is the answer you're looking for, but I heard by dad say once that the fastest way of communications that he knew about ... even faster than the telephone ... is to Tell - a - Woman!
- (Teacher faints.)

New Paper from Newspaper

It's fascinating and fun to do --- turning yesterdays's newspaper into today's writing paper!

The Cubs will really enjoy this simple process, and it will give them a rough idea as to how old newspapers are recycled. This would make an excellent school or group project.

To make writing paper out of newspapers, all you need are newspapers, water, and a little powdered detergent plus a few tools -- an egg beater, a sponge or paper towels, a piece of window screen, and an iron. The size of the paper you make will depend on the size of the container you use.

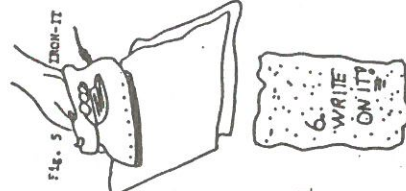
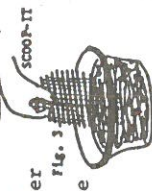
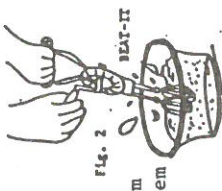
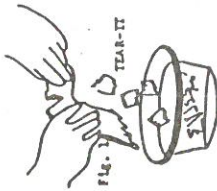
1. Fill a dishpan or similar container about 3/4 full with water (lukewarm to hot). Tear single sheets of newspaper into small pieces and add them to the water. Use one sheet of newspaper for every 12 cups of water. Add a pinch of detergent. This will help bleach the paper.
2. Using a rotary egg beater, beat the water and paper together for about three minutes. If you want your paper to be thinner and have a smoother texture, beat longer. The beaten mixture is called "Slurry" on top.
3. Cut a piece of window screen, being sure the width is no wider than the bottom of the pan. Holding one end of the screen on an angle from one side of the dishpan and then scoop it across the bottom. Using both hands, lift the screen carefully with "slurry" on top.
4. Spread paper towels or a blotter on your working surface. Turn the screen over onto the towels and rub across the back of the screen with a dry sponge or another paper towel, transferring the "slurry" to the blotting surface. Lift off the screen. Continue making recycled sheets in this manner until there is not enough "slurry" to adhere to the screen.
5. Place another blotter or paper towels on top of the "slurry" and iron, setting the iron on "low" to "medium". Or, use a rolling pin and roll over it. If you used an iron, you may peel off the top blotter immediately and then peel off your homemade paper and set it aside to dry. If you used a rolling pin, let it dry a bit before seperating.
6. When the paper is thoroughly dry, you may write or draw on your homemade paper for stationary, gift wrapping or pictures.

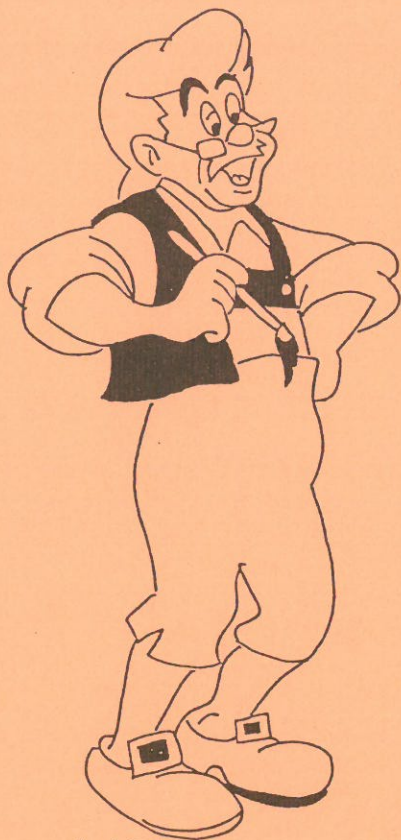
ADDED SUGGESTIONS:

To make colored papers, stir powdered tempera paint into beaten "slurry".

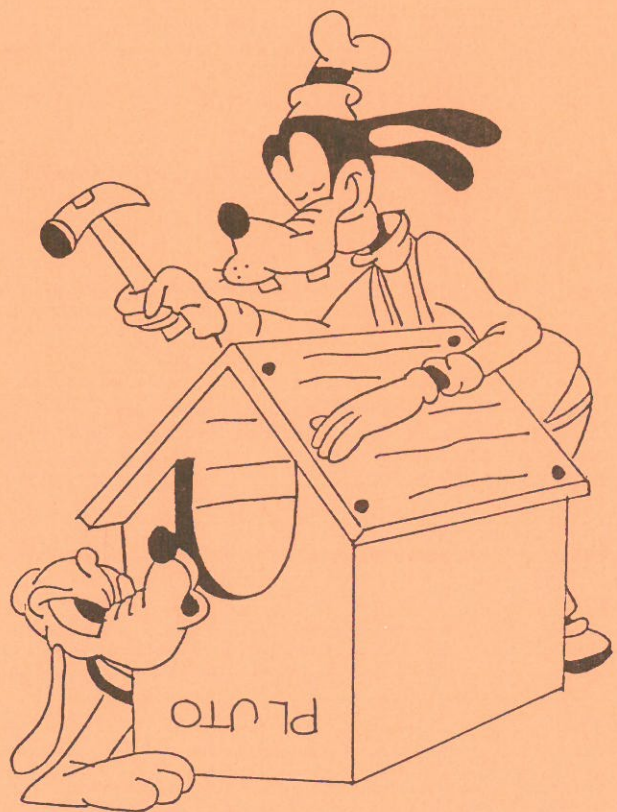
To make even more decorative paper, you may add shredded dried leaves, spices like pepper or oregano, glitter, or even pieces of yarn, thread or string to the beaten "slurry". Stir them into the mixture, as they will get stuck in the beaters if you try to beat them in.

This might be a good time to visit your local newspaper company and let the boys see just how their family newspaper is put together, before it was changed back to NEW PAPER.





NOVEMBER
"CRAFTSMAN"

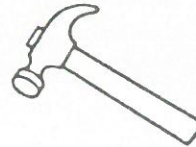


DECEMBER
"CRAFTSMAN"



BADGE:

CRAFTSMAN (technology group)

**PURPOSE:**

Learn how to work with tools

PROBLEMS:

Wide range of abilities, problems obtaining inexpensive materials, too little supervision, making a mess

SOLUTIONS:

This badge will be a favorite, but requires a lot of preparation. Some projects, like leather work and cardboard, can be held in your regular meeting place, but woodwork that involves cutting and nailing should be held in the shop or garage where the saw dust can be handled easier. Because every Cub wants to do something, you'll need a large supply of hammers or set up cutting, gluing, nailing, and sanding stations. Have small groups rotate around as the work progresses. If everybody is starting fresh on the same project, you may need to get the other groups to do another task for a few minutes. An adult helper to guide each group or an adult at each work station is a good method.

At the end of a meeting when there are a few minutes left, let the Cubs select a simple project from the list in the Webelos book or add your own ideas. This will build enthusiasm for the next meeting.

RESOURCES:

Collection of the materials will be the tough part. Check with local companies about wood scraps. Plywood is usable for most projects, but solid lumber such as white pine is better for some cutouts. Hardwoods like oak, ash, and walnut are too hard for most Cubs to cut or shape; they may get frustrated. When the hardwoods are needed for cutting boards, precut them first and do the rough sanding, leaving the finish work to the Cub.

For leather crafts, check with Tandy and get prices on scrap that the boys can cut and tool. 6" square or round pieces of masonite make good work surfaces for the cutting and stamping operations. Some veteran Scouters can give leather craft lessons, and Tandy has free classes. First projects as simple as key chain tabs make good gifts. Clay projects are good for gifts and puppet heads. Try a ceramic shop for some advice and maybe help on firing.

Use one adult for every two or three Cubs. The Cubs need a lot of supervision and help on almost all these projects.

PLANNING:

The Craftsman is a multi-meeting project, and the Cubs may also do a lot of work at home. Have him bring his home-built items and tell how he made them.

PAULSON'S PIPER

Learn new woodworking skills while making this toy.



ADVANCEMENT POSSIBILITIES

Webelos Craftsman Activity Badge

Wolf Elective 3: Handicraft

MATERIALS

3/4" pine board larger than bird pattern

18" of 1/4" dowel rod

Coathanger

Sandpaper

Coping saw

Paint in desired colors

6" x 6" pine board for base

Hand drill with 1/4" bit

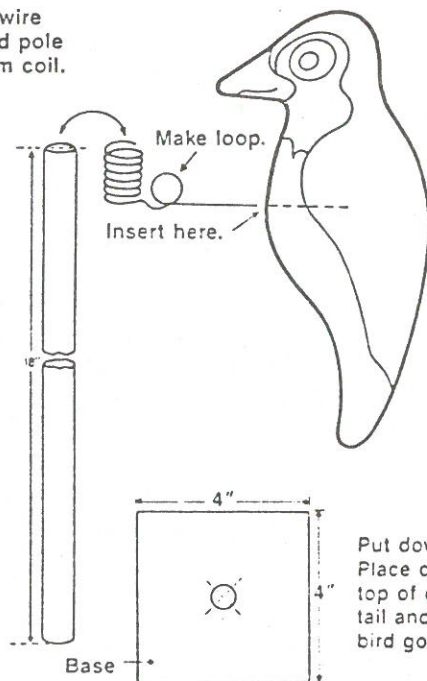
Finishing nail

PROCEDURE

1. Trace the pattern onto pine board. Cut out with a coping saw and sand the edges smooth.
2. Paint the bird in desired colors.
3. Straighten a coathanger and make several wraps around the dowel as shown. Make a loop close to the wrapped wire (see illustration).
4. Make a small hole in the bird with a finishing nail. Insert the wire into the bird and place on the dowel.
5. Use a hand drill to make a hole in the center of the base.
6. Insert into the base as shown.

Now, flip the tail and watch your bird go into action.

Wrap wire around pole to form coil.



Put dowel in base. Place coil over the top of dowel. Flip the tail and watch the bird go into action.

HUNT AND PECK

The boys will enjoy making this hungry chicken, watching him peck for food and eating as they hold the handle and swing the weight.

1/8-inch wood—base, head, tail, sides

1/4-inch wood—leg, handle

Small cup or lid

Glue

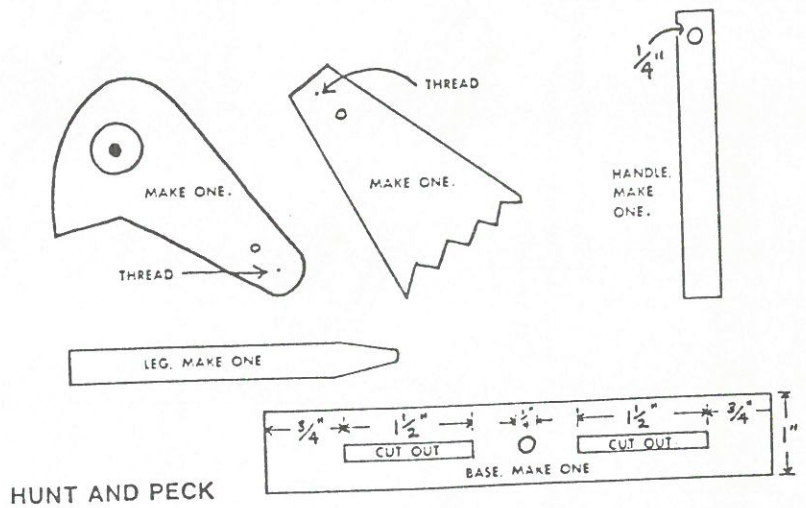
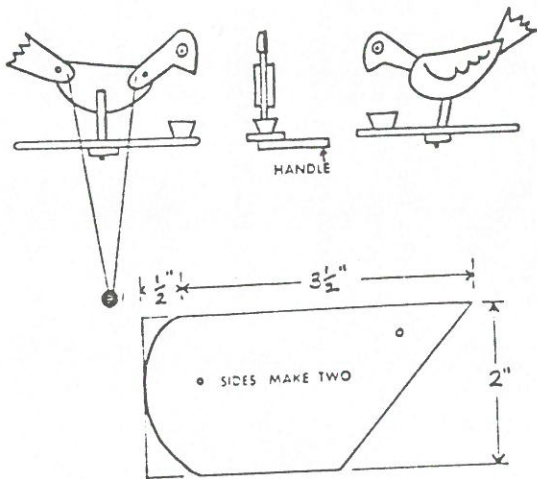
12-inch string

Ball or small weight

Paint

1. Cut parts from wood as shown.
2. Drill small holes in the neck, tail, and sides.
3. Cut slits in the base and drill holes in the base and handle.

4. Glue the leg to one side of the body, insert leg in base, and place handle on leg at right angle to base. Glue in place. When glue has dried, place the head and tail in temporary position.
5. Tie a ball or small weight in the center of a 12-inch string, thread it through the slots in the base, and fasten to thread holes in head and tail. Keep the weight centered.
6. Glue the other side of the chicken to the leg. Allow glue to dry.
7. Put a small wire through the pivot holes in the body and neck and bend the ends to hold in place. Do the same with the tail.
8. Paint the chicken with bright colors. Glue a small cup or lid at the front of the base. Then have fun watching him eat.



THE PUZZLE SHOP

Amaze and challenge your family and friends or as a gesture of goodwill, give these blocks to boys or girls in a hospital.

ADVANCEMENT POSSIBILITIES

Wolf Elective 3: Handicraft

Wolf Elective 9: Parties and Gifts

Webelos Craftsman Activity Badge

CLATTER BLOCKS

MATERIALS

24" strip of wood, 3" x 1/4"

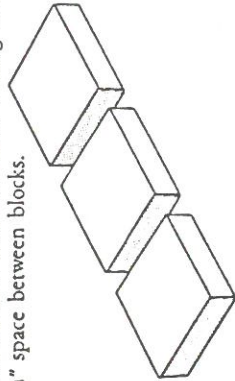
Cloth tape or heavy ribbon, 36" x 3/8"

Stapler with staples or small tacks

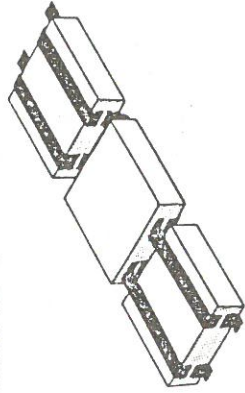
Sandpaper

PROCEDURE

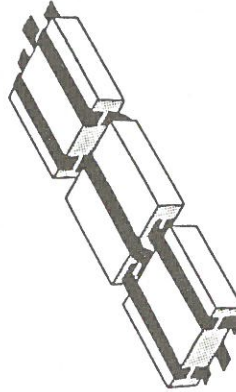
1. Cut the strip into eight 3" pieces to make the blocks. You will need six or seven, so this gives you some extras if some should split. Sand all the edges. Lay six or seven blocks end to end on a table, leaving about 1/4" space between blocks.



2. Next weave the two outer tapes around the blocks, stapling tape to the top end of each block as shown.



3. Then weave in the center tape through the line of blocks in reverse direction and staple to the bottom end of each block as shown.



TO WORK: Hold one end block by its edges between thumb and fingertips. Start action by alternately dipping or raising the wrist and watch the amazing blocks perform.

THE NINE-BLOCK PUZZLE

MATERIALS

A piece of furring strip 40" x 1" x 1/4" for sides and blocks

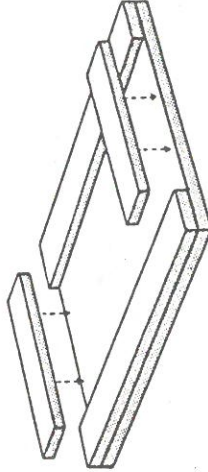
A piece of plywood 6" x 7" for base

Sandpaper

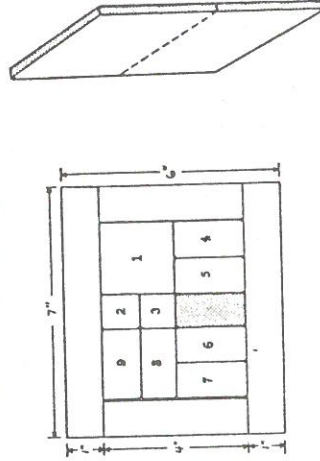
Tacks

PROCEDURE

1. Make a shallow box with inside measurements 4" x 5". Tack narrow strips (two 7" and two 4") to a piece of plywood leaving just enough space to allow blocks to slide. See diagram.



2. To make the key block (No. 1 in diagram), glue two 2" pieces together side by side to form a 2" square. Sand the edges of each block so that they will slip past each other easily. Cut eight additional blocks as follows: two 1" x 1" blocks and six 2" x 1" blocks. Number each as shown in the diagram.



PUZZLE: To make the large block from the upper right to the lower left corner without lifting the blocks.

SOLUTION: Move blocks in the following order: (1) 2 and 3 (2) 1 (3) 4 (4) 5 (5) 2 right (6) 1 (7) 9 (8) 8 (9) 6 and 7 (10) 2 and 3 (11) 1 (12) 9 (13) 8.

SOMERSAULT CLATTER BLOCKS

MATERIALS

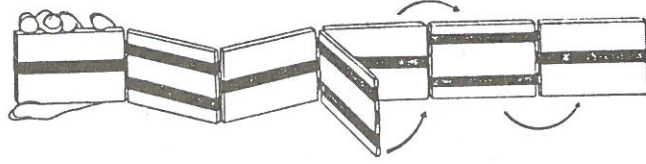
Seven smoothly sanded 2 1/2" x 2 1/2" x 1/4" plywood blocks

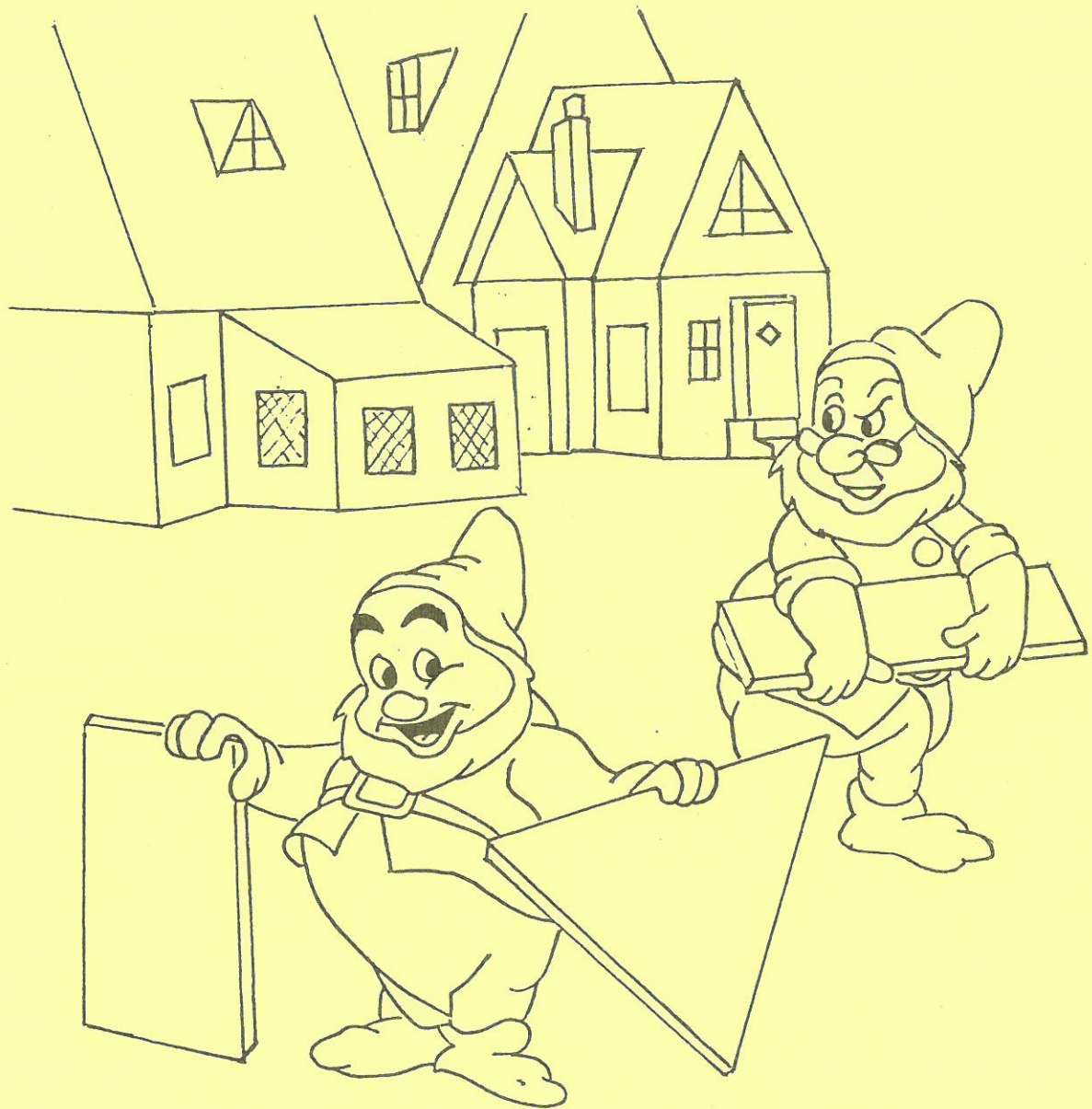
Stapler and staples

Package of twill tape

PROCEDURE

1. Loosely weave two outer tapes around blocks, stapling tape at top of each block as shown.
2. Weave center tape through blocks in reverse direction, stapling at bottom of blocks.
3. Grasp end block, tilt forward and back, and blocks somersault down tapes.





ENGINEER

ENGINEER ACTIVITY BADGE

The engineer is a man who may be doing just about anything from working on a new chemical process to planning how to get water to your house.

It's a simple statement, but when you mention engineer to Webelos, they think of someone who builds bridges or tunnels. Point out that an engineer is a planner who is found in many fields.

CIVIL ENGINEER plans towns

ELECTRICAL ENGINEER power plants and large scale electrical wiring (the Empire State Building)

CHEMICAL ENGINEERS

MECHANICAL ENGINEERS any field that needs to have its work done for utmost efficiency and reliability.

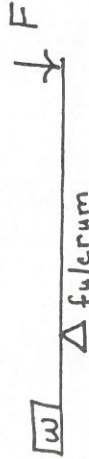
SIMPLE MACHINES

Today is the electronic age. Today is the atomic age. Today is also the machine age. But it has been the machine age longer than the other two combined, much longer.

Machines make our life simpler and more enjoyable. Engineers design machines. To understand this part of engineering, let's look at some simple machines.

It has been said that all machines can be resolved into combinations of six basic machines. These are the lever, the wheel and axle, the pulley, the inclined plane, the wedge, and the screw. These fundamental machines all have one very important feature: that is, when applied, they convert a little effort into completing a greater task. The ability to convert this lesser effort into a greater one is called the mechanical advantage of the machine. We will look at a couple of these simple machines in some detail in this activity badge. For now let's quickly review a few of them.

The Lever



Shown is a first-class lever, so named because the fulcrum is between the load W and the force F . The m.a. (mechanical advantage) depends on the ratio of the distance between the load and the fulcrum to the distance between the force and the fulcrum. This:

$$\boxed{W} \quad dW \quad \Delta \quad dF \quad F \quad \text{m.a.} = \frac{dF}{dW}$$

A simple teeter-totter is an example of a first-class lever. We all recall moving a heavier child closer to the pivot (fulcrum) to help balance a lighter child.

A second class lever has the fulcrum beyond the load. Thus:



Notice that the direction of the balancing force has changed here. The m.a. is also:

$$\text{m.a.} = \frac{dF}{dW}$$

As you might expect, since there are three components to a lever (load, fulcrum and force), there are three ways to arranging them. Can you figure out the third class lever on your own? Can you boys?



Did you get it?

The boys should be able to identify these around the house. We have already seen that a teeter-totter is a first-class lever; hardly a machine, but how about a pry bar or a pair of scissors? Second-class is easily seen in a wheel-barrow. A third-class example is used every day by all of us. It is our forearm. Can you see it? Your elbow is the fulcrum.

The Wheel and Axle



The m.a. of a wheel and axle is the ratio of the radius (or diameter) of the wheel to the radius (or diameter) of the axle. Thus,

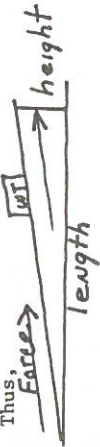
$$\text{m.a.} = \frac{rW}{rA} = \frac{dW}{dA}$$

Remember how much easier it is to push a sagon with larger wheels than one with smaller ones?

There are many other examples of wheel and axle other than the obvious wheels on cars, trucks, etc. For example, consider the door knob, the dial on your TV, the shaft and windings of a motor, etc.

Inclined Plane

The inclined plane is nothing more than a gentle slope up which it is easy to move a weight. Thus,



Without friction the mechanical advantage is the length of the plane divided by the height. It is possible to lift a very heavy object by having the plane long enough. It is possible to combine a plane with rollers to reduce the friction.

There are many inclined planes disguised in today's world: highway ramps, conveyors, slides, etc. Many of them are also disguised in cams. Cams are nothing more than inclined planes that have varying slope angles. Cams can be combined with wheel and axles -- the cam shaft in your car.

Wedge

A wedge is an adaptation of an inclined plane, so much so that many today do not consider it a separate machine. In the case of a wedge the Force is applied to the blunt end and it moves the load away in directions perpendicular to its forces. Thus,



The mechanical advantage is determined trigonometrically and is beyond the scope of the boys. However, the sharper the angle, the greater the m.a. A sharp knife, an example of a wedge, cuts easier than a dull one. Knives, scissors, log splitters, etc. are wedges. Can you name others?

Screw

The screw is another adaptation of the inclined plane. It can be considered an inclined plane wrapped around itself. Because of this it too is sometimes not considered as a unique machine. The mechanical advantage of a screw is also complicated to determine, but an approximation is the circumference of the screw divided by how far it advances in one turn. This is nearly identical to an incline plane: the slope length divided by the rise.

Used as a machine, screws are found in jacks, machine translators, presses, etc.. The fastener type screw is generally not considered a machine, although this is the type that the boys are most likely to find around the house.

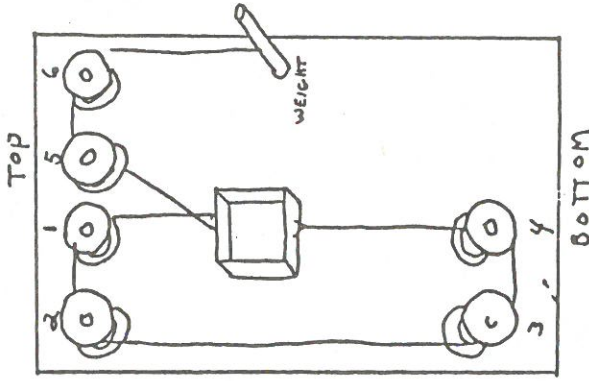
You should have the boys look for examples of each of these and their combinations. They abound. Some may be unfamiliar from their simpler form.

Why not have a contest to see who can find the most simple machines around their houses?

A Block and Tackle is made of ropes and pulleys; and pulleys are mounted in frames called blocks. A simple block and tackle has a mechanical advantage of two - that is, if friction is not taken into account. About 10% of the force is lost due to friction. This means that if you apply a 10 pound force you can lift a 20 lb. weight with a 10 lb. force. The force must travel through twice the distance as the load. To move a 20 lb. load 6 inches, you have to pull the rope 12 inches. You can have fun experimenting with pulleys. See the model elevator below.

ELEVATOR

Nail spools to board - slip string of car over spools 1, 2, 3, & 4. Wind it over spool #2 several times (this is windlass), wind second string over 5 & 6 - fasten on weight for balance.



Turn #2 spool with fingers, can go up and down.

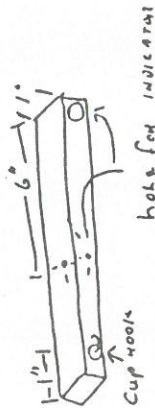
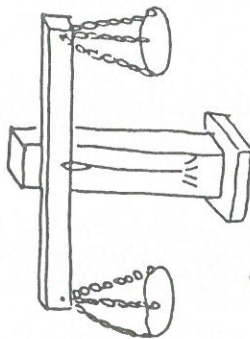
A BALANCE
 A balance is not a weight scale, but is a device to measure an amount of one thing equally to another (in weight) not to a scale.

MATERIALS

- | | | | |
|-----|--------------------------|-------|-----------------------------------|
| 1 | X 4 - 12" long | 2 1/2 | bolt w/ washers and nut |
| 1 | X 1/2 - 12" long | (2) | 1/2 X 3" diameter plywood circles |
| 1/2 | X 3 X 3 plywood for base | (6) | lengths of 6" chain |
| 1 | coat hanger - wire | | |
| (2) | Cup hooks | | |

1. On the 1x1/2 carefully measure and find the centers for a hole in the middle, equidistant from both ends and from both edges. Drill it. Put the cuphooks in the bottom of the board 17" in from the ends. On the bottom equidistant from both ends drill a hole big enough to put a piece of coat hanger in.
2. On the 1x4 drill a hole 2" from the top and equidistant from both sides on the 4" side of the board. Mark the center line of the board from top to bottom.
3. Attach the 1x4 to the 3x3 base in the center of the base.
4. Cut a straight section of coat hanger about 6 to 8 inches long and glue into the hole on the 1x1/2.
5. Bolt the 1x1/2 to the 1x4. You want enough play so the 1x1/2 moves freely, but not sloppy.
6. On the 3" diameter circles find 3 points equidistant around the edge and tack a length of chain to each point. Then attach the three chains to the cup hooks.
7. If all works well, the coat hanger should lay on the centerline of the 1x4. If this doesn't happen, weights (bent Nails) can be hooked over the lighter arm and moved back and forth until balance is gained.
8. Painting can be done before hand or after assembly.

Wayne Brunet





MAY
"FAMILY MEMBER"

FAMILY MEMBER ACTIVITY BADGE

What is a Family?

A family can mean many things. Family can mean people who are related and live in one household. A family can also include relatives who live somewhere else. And not all members of a household have to be related. A good meaning for the word FAMILY is people who take CARE of each other and SHARE things.

Here are some examples. If a woman living next to you helps take care of you and your brothers and sisters, she seems like a part of you family. When your uncle, who lives across town, takes you to school, he is CARING. He wants to SHARE your problems. That makes him part of your family.

You come home from the store and find your grandmother lying on the floor. She has fallen from her wheelchair. You can't help her get back in the wheelchair by yourself. Your folks are working. What will you do? You suddenly remember your cousin who lives a few doors away in your building. You know he will help. You can rely on him. He has shared problems with you before. He shows that he is part of your family because he cares. He comes to help.

Some families are very large. Maybe 20 people in the family live in one city. But maybe there are another 20 or 20 family members who live in other states. Sometimes only 2 members of a family live together.

You may only see the other family members on a holiday when you eat together. But if there is a big problem in the family, members come to help with the problem. Older brothers and sisters might travel a great distance from the country. Your aunt may drive from another city. Godparents come from the edge of town. Maybe your mother and father are separated, and your father lives many miles away. But he wants to help. Family members come -- even at great effort and expense -- because they care and want to help with the problem.

Family Finances

Your family needs money for:

- Rent and house repairs
- Food, clothes, and medicine
- Lights, heat, and water
- Bus fare or running the car
- Family activities

Have you thought about where the money comes from? In many families, the parents work. And that's where the money comes from. In families where the parent can't work, the money comes from a social security or welfare check. Farm families sell some of the food they grow to make money. A working brother or sister may give the family money. If a family spends more money than it has, there will be a problem.

You can help your family with money matters in 2 ways.

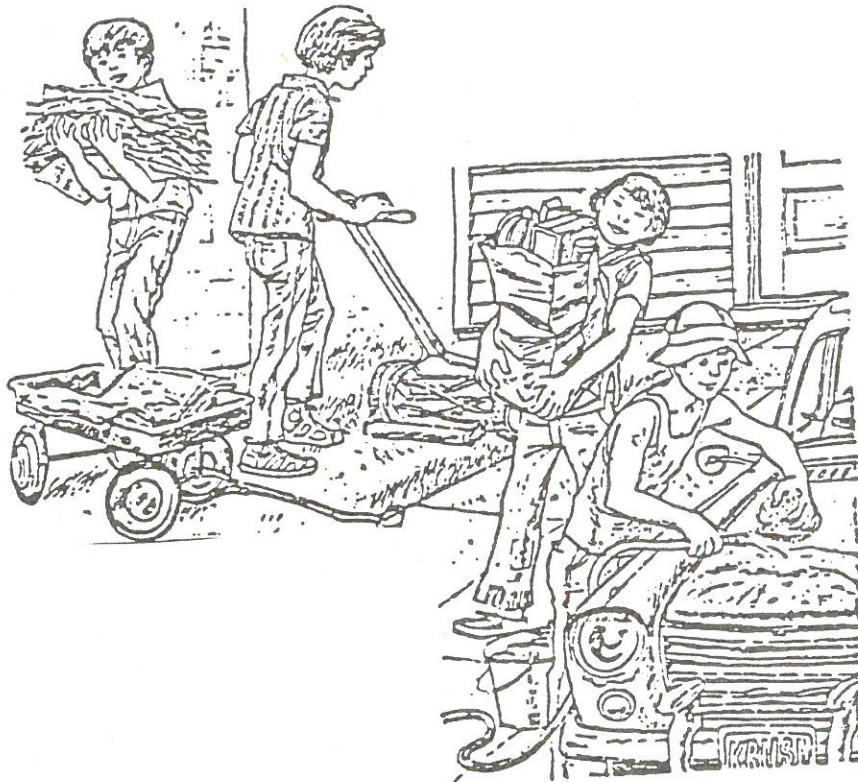
First, you can earn some money by:

doing odd jobs for neighbors
collecting papers
carrying groceries
mowing lawns
raking leaves

washing cars
babysitting
running errands
shoveling snow
recycling pop cans

Can you think of other ways?

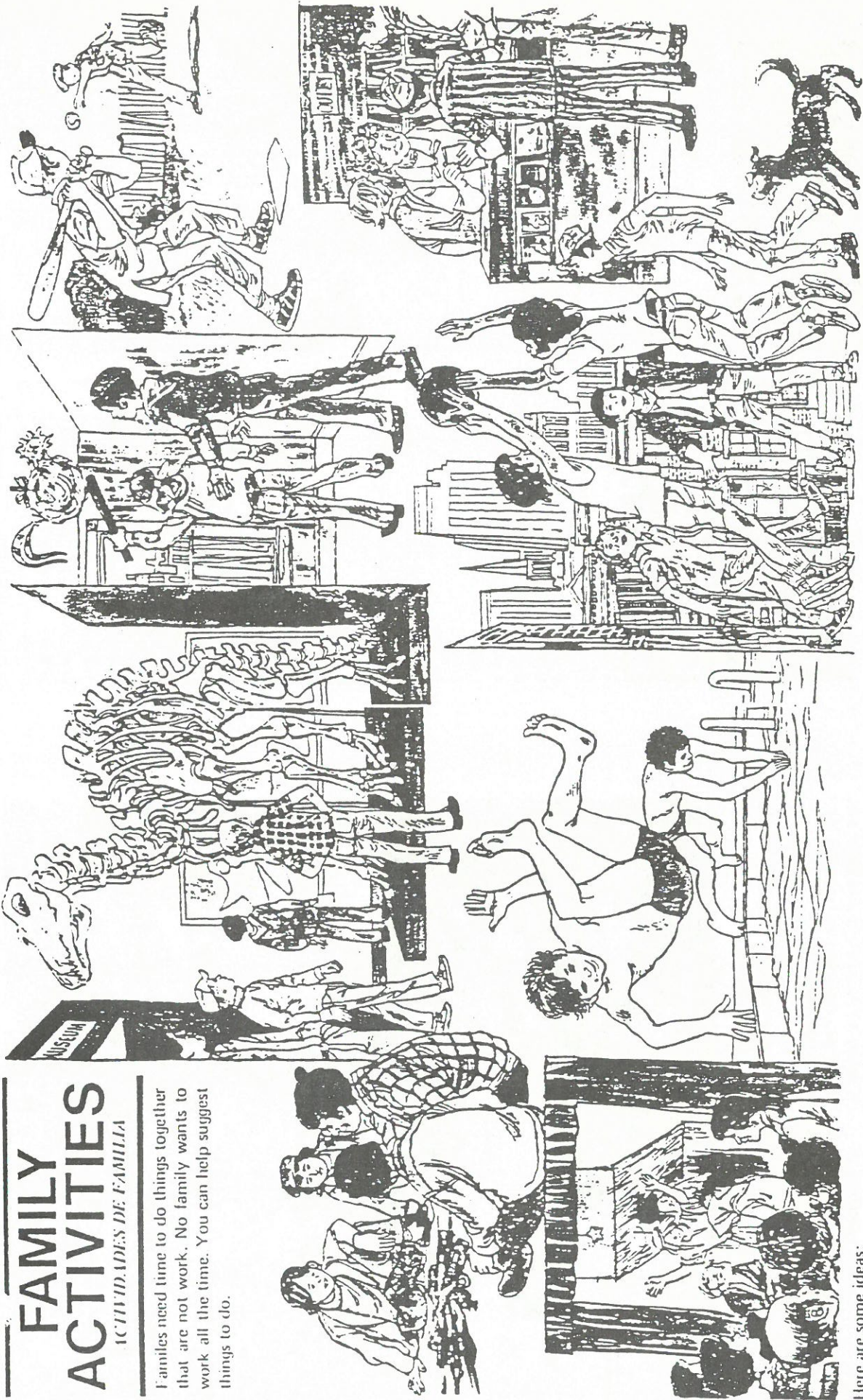
Second, you can help by not wasting anything. If there is food left over from a meal, save it for another meal. Be careful with money. Care for your younger brother so your folks don't have to pay someone to do it. Set a little money aside for doing something you want to do, like buying clothes or going to a movie. Ask your parents about ways you can help with money matters.



FAMILY ACTIVITIES

ACTIVIDADES DE FAMILIA

Families need time to do things together that are not work. No family wants to work all the time. You can help suggest things to do.



Here are some ideas:

- Visits to park
- Cookouts in park
- Church programs
- Synagogue programs
- School programs
- Family reunions
- Neighborhood events
- Sports activities
- Fruit-picking trip
- Library visits
- Visiting relatives
- Martin Luther King's birthday
- Movies
- Walks and visiting in street
- Block party or dance
- Fairs and fiestas
- Columbus Day parade
- Tribal celebrations
- Tours of your town
- Holidays
- Pow wow celebrations
- Fishing trips
- Swimming
- Zoos
- Museums

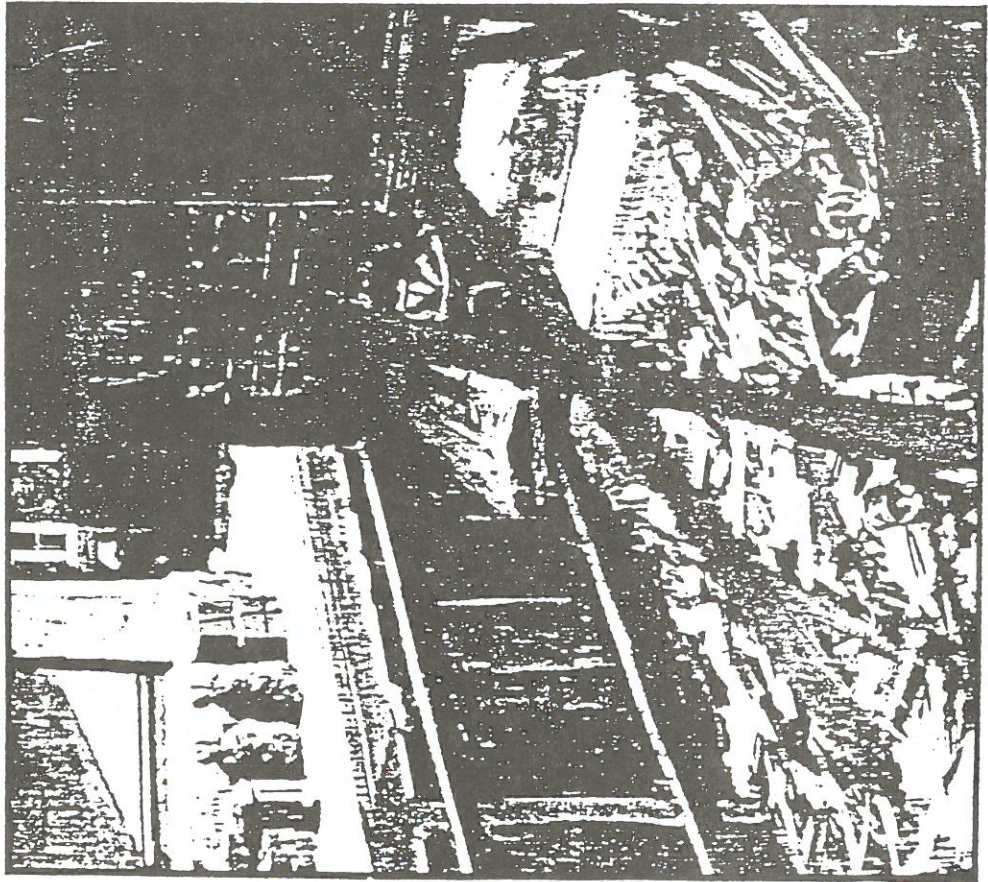
TRASH AND GARBAGE

B. ESTRA

You know that trash or garbage that isn't stored right is bad. But what can you do about it? Maybe you have tried to get the problem cleaned up. But it didn't do any good. You know trash or garbage brings rats and bugs. And you also know it can cause accidents and sickness. But what can you do?

If you care about your family and other families, there is a lot you can do. It won't be easy. Hard jobs never are. But if you care, you will try hard. You will do your best.

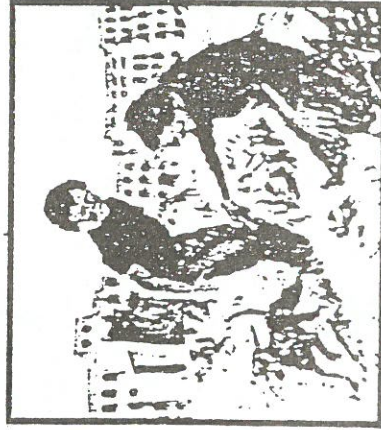
Garbage should not be left out in the open. Cover garbage cans. If a garbage



truck picks up garbage and trash where you live, put all garbage and trash in plastic bags or garbage cans or cardboard boxes. Remove all garbage from your house at least once a day. Place garbage and trash next to the street or road so it can be picked up.

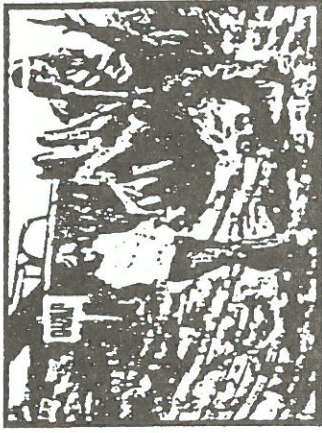


Your younger brother is playing out back by the trash pile. He doesn't know it can be dangerous to play around trash. He's having fun. Then he steps on the open lid of a tin can. The sharp metal cuts his skin like a knife. Or your baby sister cuts her fingers on some broken glass from the same trash pile. It didn't have to happen. But it did. Trash shouldn't be left out in the open.



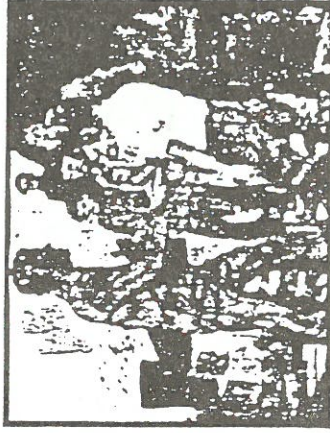
Perhaps a garbage truck doesn't stop by your house to pick up trash and garbage. Maybe you have a friend or relative who will help you carry the trash and garbage to the dump in the

trunk of his car or in the back of his truck.



Talk to your family about trash and garbage problems. Ask them for help. Ask your neighbors for help. Maybe your family and all the families in the neighborhood can get together to solve the problem.

Talk to your Scout leader about a trash and garbage problem in your neighborhood. He might have a troop project—and all the boys in your troop will help clean up.



Write a letter or telephone a newspaper office. Tell them about the problem. Maybe they can help you solve it. Perhaps you can get help at the Urban League or NAACP or Settlement House or community action office or tenant council.

Don't give up and say, "I can't do it!" You can do it—if you care enough and try very hard.

INSPECT YOUR HOME

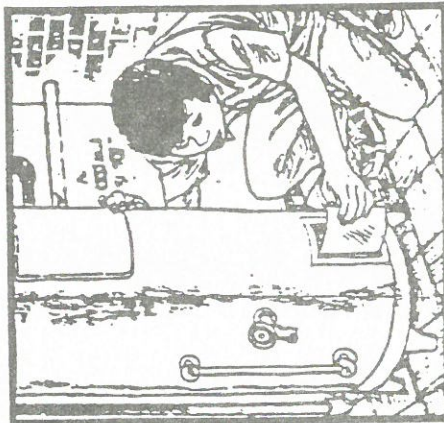
INSPECCIONA L'OGGETTO

Every year many people have accidents in and around their houses. Some of these people are hurt bad and have to go to the clinic or hospital. Others die. Some of these accidents are caused by fire. Fires can happen no matter where you and your family live. Have you noticed things in and around your household that might cause a fire or a bad accident? *Some* dangers are listed here. But you might find more dangers when you look around your house—inside and out. Check the list.

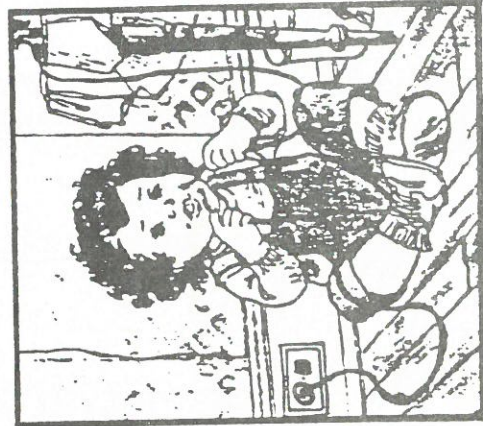
DANGER

PERICOLO

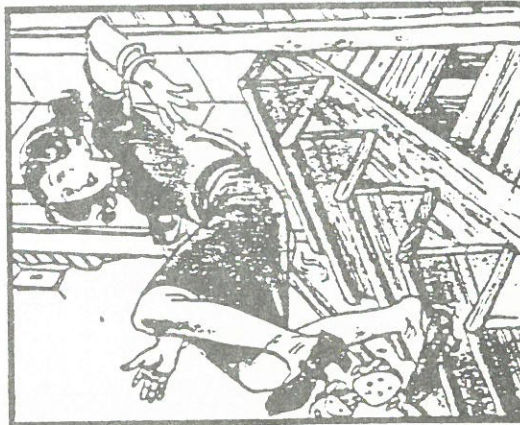
- STOVE OR OVEN OR WATER HEATER PILOT LIGHT OUT
- BAD WIRING
- LOOSE FLOORBOARDS, TILES, HANDRAILS
- TOYS AND THINGS ON STEPS
- TRASH AND GARBAGE STORED WRONG
- RATS AND ROACHES
- CHIPPED OR LOOSE PAINT
- POISONS AND DRUGS



When the pilot light goes out on the stove or oven or water heater, the gas escapes into the house. When a lot of gas gets into the house, the people living in the house can get very sick or even die. Or there might be a big explosion and then a fire. Check pilot lights often to be sure they're burning. If there is a gas leak, call the Gas Company.



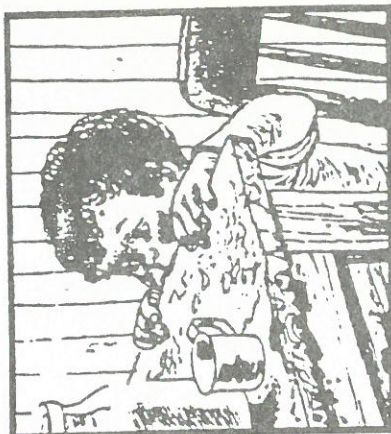
Bad wiring can cause fires. If you know there is bad wiring in your house, DON'T try to fix it. Get help. Tell your guardian or your apartment super or your Scout leader. If you touch a piece of bad wiring, you can get a SHOCK. Learn where to turn off electricity in your house.



If toys and other things are piled on steps, or at the top of the stairs, someone could trip and fall down the stairs. You can help. You can move

these things so people won't trip over them.

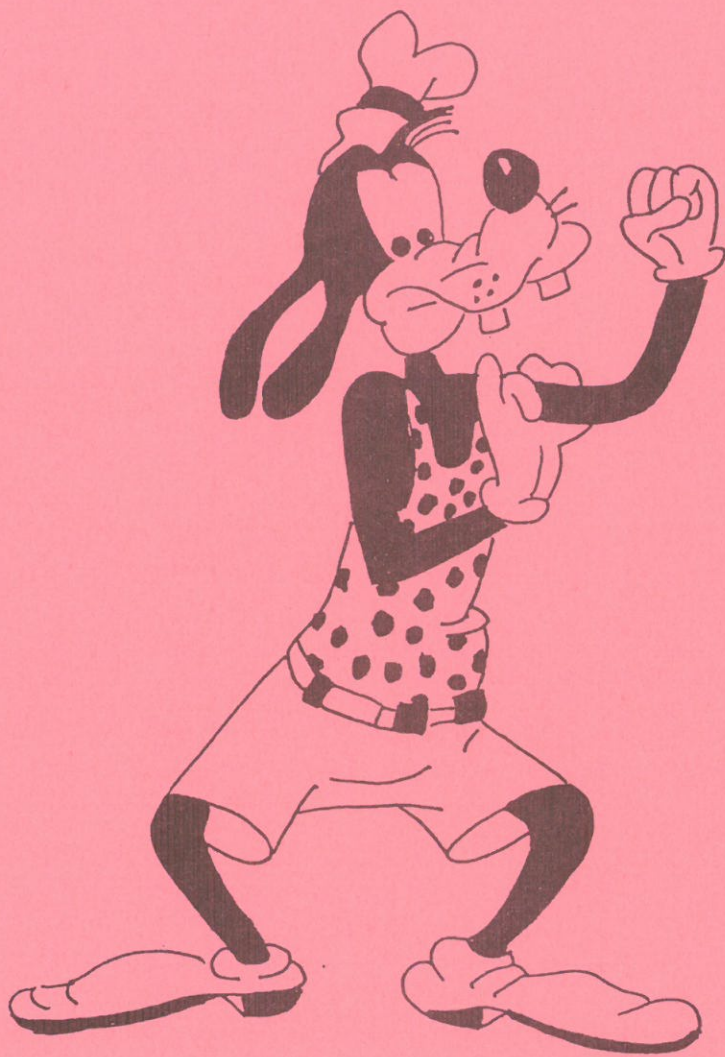
Loose floorboards, tiles, and handrails can cause bad accidents. Tell someone about these dangers before someone gets hurt.



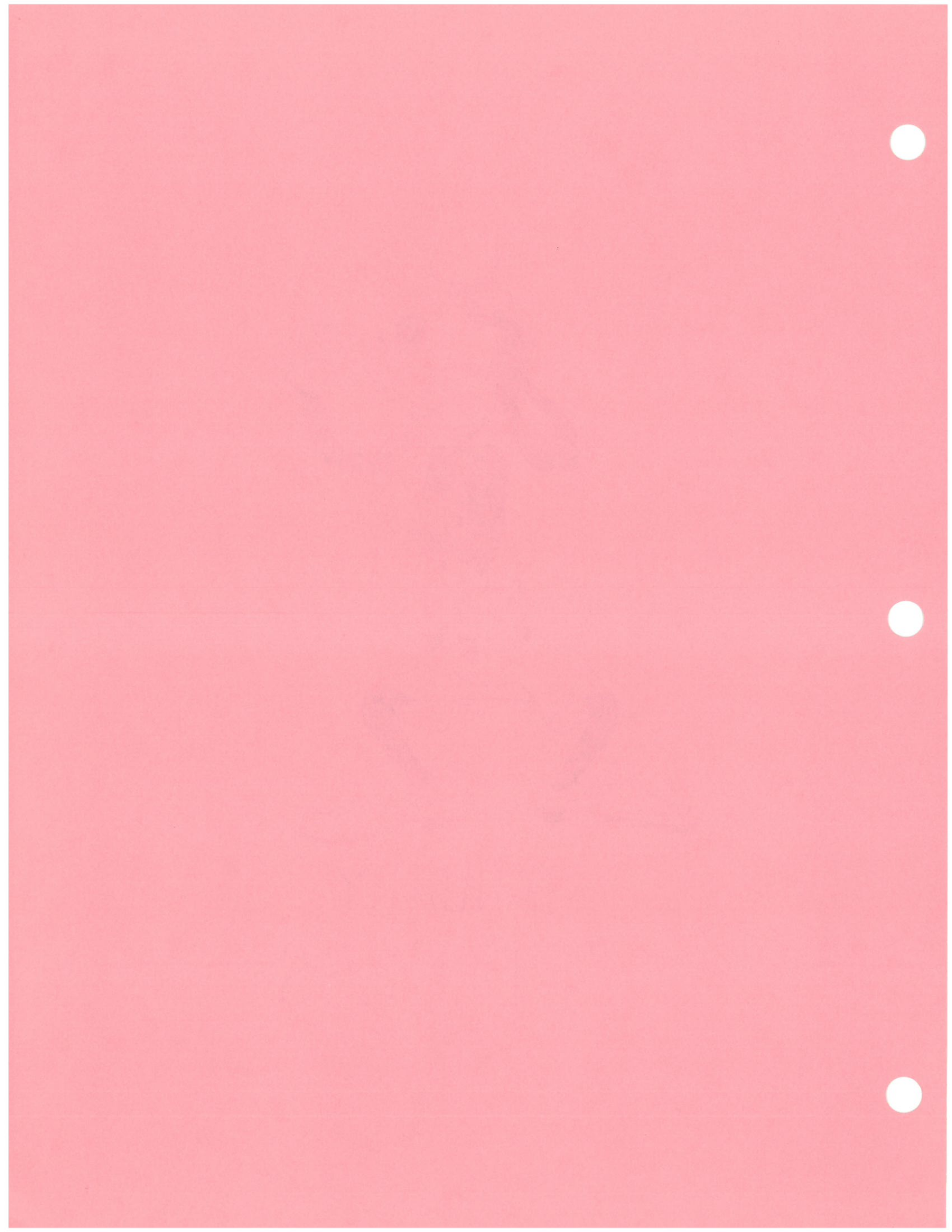
Chipped or loose paint can be a danger. Some kinds of paint contain lead. If little kids swallow that kind of paint, it could cause death.



Check around your house to see if you find any loose paint. Maybe you'll be allowed to paint the places where the paint is loose. You may have to get permission to paint. See the building manager, the super, or the person who owns the house. It doesn't matter who does the painting. You have pointed out the problem. That shows that you



JANUARY
"FITNESS"



FITNESS ACTIVITY BADGE

New Requirements introduced September 1989: Became Mandatory January, 1990.

1. With a parent or guardian, complete the exercises in the pamphlet "How to Protect Your Children from Child Abuse and Drug Abuse."
2. Record your best in each of the following exercises:
 - Pushups
 - Pullups
 - Bent-knee situps
 - Standing Long Jump
 - 500 Yard Run/Walk

Show improvement in each after practicing for 30 days.

DO YOU KNOW SOMEONE ON DRUGS?

Young addicts need new friends, new interests and a support system or people they can trust if they are to stay free of drugs when they leave the safety of a treatment center.

"It's not recovery that is painful. What is painful in not recovering."

What clues can a parent, family member or friend look for to identify someone with a drug problem? Here are some of the basic signs:

1. Moodiness
2. Sudden changes in behavior
3. Irritability. A short temper.
4. Unreasonable bursts of anger.
5. A need to be alone much of the time.
6. A change of friends, especially ones who are not as nice, respectable or likable as his or her former friends.
7. Falling grades in school, and truancy, especially for a formerly good and reliable student.
8. Irregular eating habits and loss of appetite.
9. Memory lapses, and even 'blacking out' episodes.
10. The discovery of drug paraphernalia. And even such things as matches, when he or she is a nonsmoker.
11. A disinterest in things he or she liked before, such as sports, reading, Scouting, etc.
12. Defensive behavior, such as getting angry at normal questions. (Where did you go after school?, Why are you always running out of money?)
13. Sleeping more than usual. Changes in sleep patterns. Not sleeping at night.
14. Dilated pupils, redness in the eyes, unsteady walking, other signs of physical difference.
15. Dishonesty, such as repeated lies about where he or she is going, whom he or she is seeing, and stealing money or sellable objects from home and elsewhere.

Note: While some of these signs might be indications of other problems, or nothing too serious, all of them are worth investigating.

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HOW TO TELL WHEN DRINKING IS BECOMING A PROBLEM

1. Do you drink because you have problems? To face up to stressful situations?
2. Do you drink when you get mad at other people, your friends or parents?
3. Do you often prefer to drink alone rather than with others?
4. Are your grades starting to slip? Are you goofing off on the job?
5. Do you ever try to stop drinking or drink less -- and fail?
6. Have you begun to drink in the morning before school or work?
7. Do you gulp your drinks as if to satisfy a great thirst?
8. Do you ever have loss of memory due to your drinking?
9. So you avoid leveling with others about your drinking?
10. Do you ever get into trouble when you are drinking?
11. Do you often get drunk when you drink, even when you do not mean to?
12. Do you think it is cool to be able to hold your liquor?

If you can answer yes to any one of these questions, maybe it's time you took a serious look at what your drinking might be doing to you.

WHERE TO FIND HELP

If you or someone you know is having trouble because of drinking, you can call the local telephone listings for ALCOHOLICS ANONYMOUS, AL-ANON or ALATEEN. You may also find help under the headings, "Alcoholism Information and National Council on Alcoholism."

To obtain detailed information on alcoholism, write to:

Alcoholics Anonymous
P.O. Box 459
Grand Central Station
New York, NY 10159

Al-Anon Family Group HQ
P.O. Box 182
Madison Square Station
New York, NY 10159

National Clearinghouse for
Alcohol Information
Box 2345
Rockville, MD 20850

Alateen address is the same as
that for Al-Anon Family Group
above.

National Council
on Alcoholism, Inc.
733 Third Avenue
New York, NY 10017

Children of Alcoholics
Foundation, Inc.
540 Madison Avenue, 23rd Flr
New York, NY 10022

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Understanding these four general food groups, part of the Daily Food Guide developed by the U.S. Department of Agriculture, can lead to a better diet. At all times, make certain to eat the right kind and the right amount of food. Choose from the following groups and eat the number of servings suggested.

Meat, Poultry, Fish, Eggs

- Needed -- 2 servings a day
- Supply protein to help growth and body repair.
- Vegetarians find substitute sources of protein in peanut butter, dried beans and peas, and soybeans.

Milk and Dairy Products

- Needed -- 3 or 4 glasses of milk or substitute a day
- Give you riboflavin, calcium, and protein.
- Included in this group are cheese, yogurt, and ice cream.

Vegetables and Fruits

- Needed -- 4 or more servings a day.
- Supply vitamins and minerals, important directly and to help use other food.
- Every day, eat at least 1 vitamin C food -- oranges, grapefruit, tomatoes, cantaloupe, and others.
- Every other day, eat at least 1 vitamin A food -- carrots, sweet potatoes, broccoli, and others.

Breads and Cereals

- Needed -- 4 or more servings a day.
- Give you thiamin, riboflavin, niacin, and some iron.
- Included are enriched, whole-grain breads and cereals and other grain products such as cornmeal, grits, macaroni, spaghetti, and rice. (Remember that a sandwich is 2 servings of bread.)

There is one item that needs explanation, and that is sugar. Carbohydrateds, which have a complex nature, contain sugar. According to nutritionists, you get enough natural sugar in an adequate diet for the energy you need without adding table sugar. There is almost no difference nutritionally between white and brown sugar. Each has 45 calories per tablespoon. Honey has about 65 calories per tablespoon. You will find that once you begin a balanced diet the amount of natural sugar will be enough to satisfy your needs. One or two cookies, of course, are not usually harmful; but who stops there? Reach for a ripe tangerine or a crisp apple instead.

Recipes

Banana Shake: (makes 2 servings, about 90 calories per serving.)

- What you need:
- 1 small, very ripe banana bowl
 - 1 cup skim milk 1-cup measuring cup
 - 1 teaspoon almond flavoring measuring spoons
 - ground Nutmeg eggbeater or whisk
 - fork crushed ice in tall mug
- What you do:
1. Peel banana. Mash until soft with fork in bowl.
 2. Measure milk and almond flavoring. Add to banana.
 3. Beat with eggbeater or whisk until frothy.
 4. Serve by pouring over crushed ice in your prettiest tall mug. Sprinkle top with nutmeg.

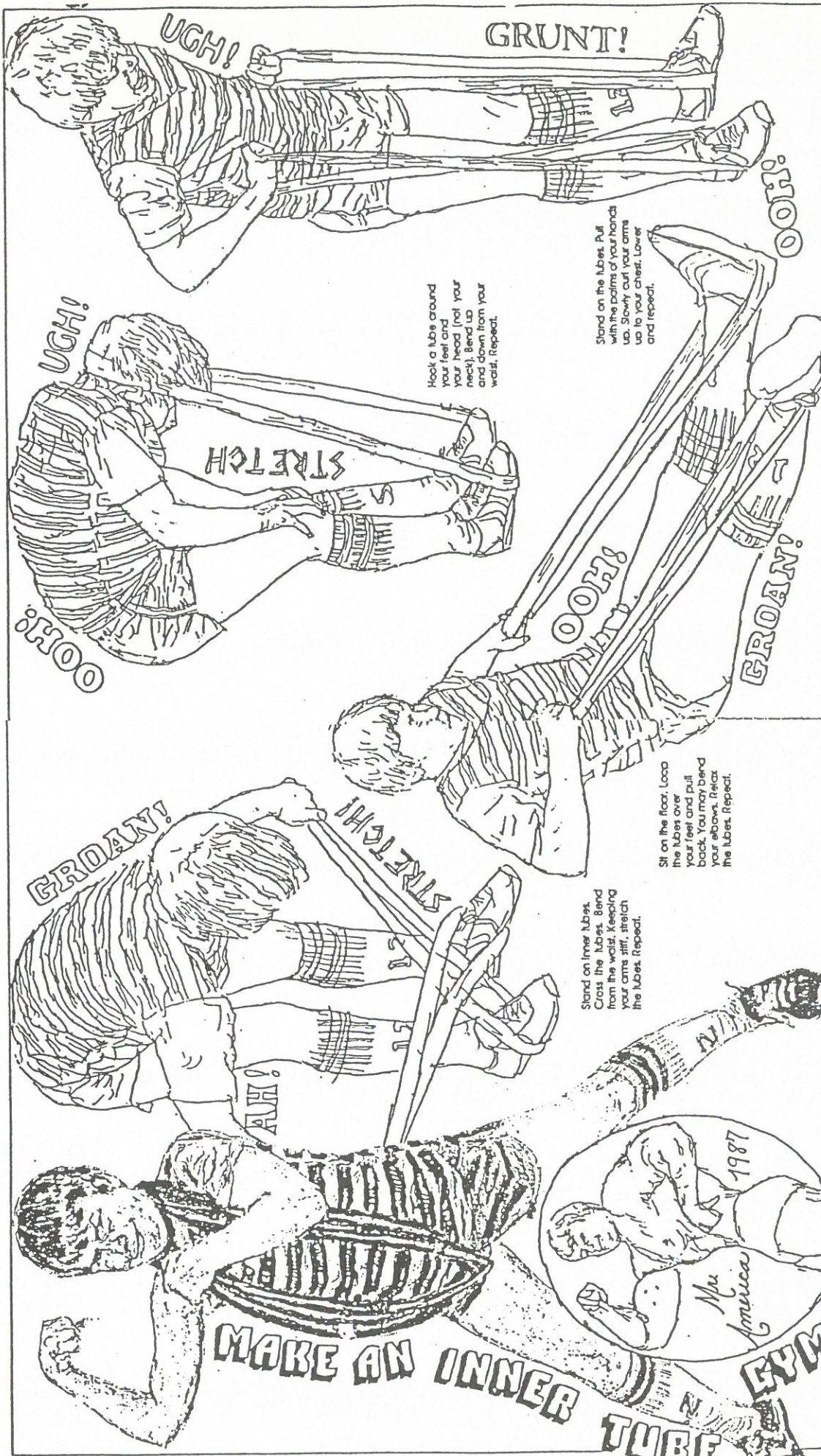
Eggnog: (makes 2 servings about 130 calories per serving.)

- What you need:
- 1 large egg eggbeater or whisk
 - 2 cups skim milk 1-cup measuring cup
 - 2 teaspoons vanilla extract measuring spoons
 - small narrow bowl regular cup
- What you do:
1. Break egg into bowl.
 2. Beat with eggbeater or whisk for about 1 minute.
 3. Measure and add skim milk.
 4. Measure and add vanilla.
 5. Beat mixture again lightly.
 6. Serve in cup.

Lemon Shake:

(makes 2 - 1/2 cup servings, about 45 calories per serving.)

- What you need:
- 1 cup skim milk measuring spoons
 - 1 teaspoon lemon flavoring bowl
 - 1/8 teaspoon cinnamon eggbeater or whisk
 - 1-cup measuring cup crushed ice in small cups
- What you do:
1. Measure and pour milk and lemon flavoring into bowl.
 2. Measure and sprinkle cinnamon over milk.
 3. Beat with eggbeater or whisk until frothy.
 4. Serve by pouring over crushed ice in pretty small cups like demitasse sups or oriental teacups.



MAKE AN INNER TUBE GYM



Make an Inner Tube Gym

PHYSICAL FITNESS

Get into top shape with this handy muscle builder.

There are many good reasons to toughen up your muscles: for your pack's Cub Scout Olympics, for the national Cub Scout Physical Fitness Championships, for your favorite sports and

games, or just to feel good all over, every day. You can carry a whole muscle-toughening gym in your back pocket. It's easy to make. You can use it almost anywhere. All you need are two old bike inner tubes the same size. Many bike repair shops will sell old tubes for a cheap price—or even give them away. These pages show how to use your inner tube gym. Do the exercises slowly and smoothly. (Caution! Keep the air valve near your feet.) The first day, do each exercise only a few times. Maybe only once. Do the same number every day. After a few days, do a few more. Ready? Stretch! *

OOH!
UGH!
STRETCH

Hook a tube around your feet and your head (not your neck). Bend up and down from your waist. Repeat.

Stand on the tubes. Pull with the palms of your hands up. Slowly curl your arms up to your chest. Lower and repeat.

OOH!
GROAN!
STRETCH

Sit on the floor. Loop the tubes over your feet and pull back. You may bend your elbows. Relax the tubes. Repeat.

Stand on inner tubes. Cross the tubes. Bend from the waist. Keeping your arms stiff, stretch the tubes. Repeat.



FORRESTER

FORESTER ACTIVITY BADGE

THE DINNER PAIL OF THE WOODS

America is a land of trees -- they grow almost everywhere in our country. At times it is evident that we forget all the products coming from trees such as lumber, rayon, camera film, sporting equipment, etc.

A forester learns the varieties of trees, tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, and mapping and marking trees for harvesting. He must learn rules for conservation for our country from fire and disease.

Oak trees have been symbols since ancient times of strength, dignity and endurance. More than 50 kinds grow in the United States. Americans have used the oak lumber to build ships and homes and furniture. Oaks are so important to animals and birds that they may be called the dinner pail of the woods. Many wild creatures rely on oaks for food. The acorns which these birds and animals eat differ, depending on the kind of oak the acorns grow on. Collecting and identifying acorns will help Webelos Scouts fulfill requirements of the Forester activity badge. Blue acorns to wood and attach identifying labels. Below are drawings of 20 acorns. See how many kinds you can find.

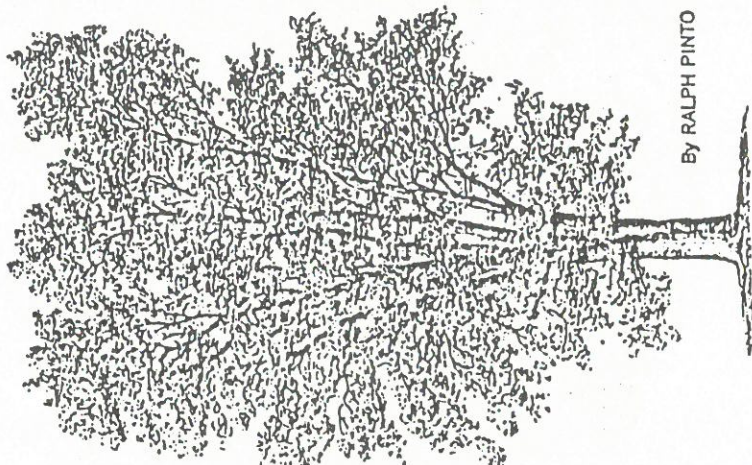
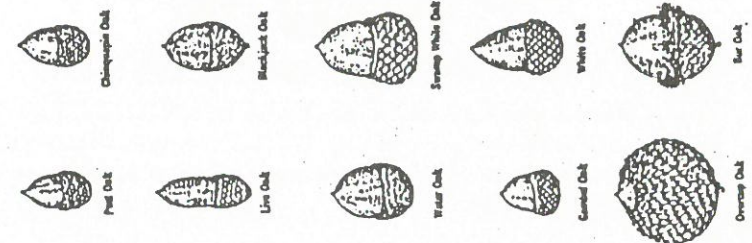
WALL PLAQUE

A most unusual craft is this wall plaque made from the cross section of a tree log. All that is necessary is to sand both sides smooth, allowing the cambium rings to show clearly. Apply several coats of varnish for a deep, glossy finish.



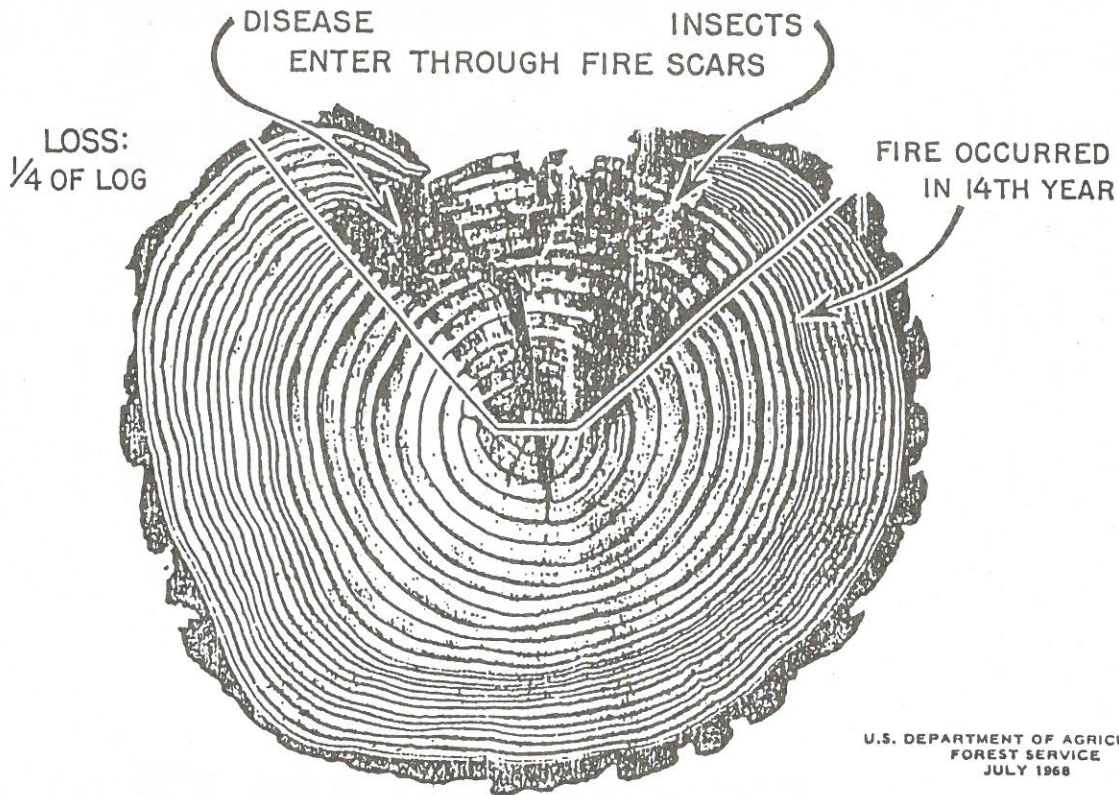
FLAG STAND

Using the same idea as above -- cut a slice of a tree limb, such as cedar, any size or thickness desired. If cedar is used, be sure to let the piece age for several days. Then drill a hole in the center of the piece. Sand until smooth. Coat with clear varnish or leave as is for the rustic look. Insert a flag in the middle. (This would make a good Blue and Gold table decoration.)



By RALPH PINTO

HOW FIRE RUINS TIMBER



U.S. DEPARTMENT OF AGRICULTURE
FOREST SERVICE
JULY 1968

THE RESULT OF ONE FIRE

Wood destroying rot and insects entered through the fire scar. The defect in the tree is permanent. The more intense fires also kill some trees outright, and slow down the growth of others by killing part of the green foliage.

Here are lists of some of the birds and animals that eat acorns. For some of them, acorns are their chief food.

Animals

Blacktailed Deer
Mule Deer
Whitetail Beer
Elk
Mountain Sheep
Balck Bear
Beaver
Red Fox
Varying Hare
Muskrat
Ring-tailed Cat
Gray Fox
Opossum
Cottontail Rabbit
Raccoon
Flying Squirrel
Fox Squirrel
Gray Squirrel



Gamebirds

White-winged Dove
Ruffed Grouse
Sharp-tailed Grouse
Ring-necked Pheasant
Band-tailed Pigeon
Prairie Chicken
Bobwhite Quail
California Quail
Mearns Quail
Mountain Quail
Valley Quail
Wild Turkey



Water Fowl
Mallard Duck
Pintail Duck
Wood Duck



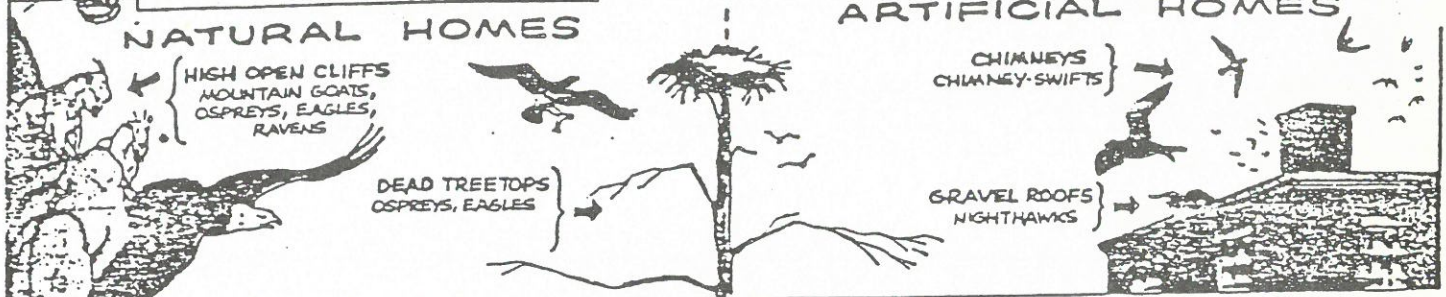
Songbirds

Rusty Blackbird
Crow
Willow Goldfinch
Purple Grackie
Blue Jay
Steber Jay
Meadowlark
Sterling
Brown Thrasher
Titmouse
Chickadee
Red-shafted Flicker
Yellow-shafted Flicker
Rose-breasted Grosbeak
California Jay
California Horned Lark
White-breasted Nuthatch
Yellow-bellied Sapsucker
California Thrasher



WILDLIFE HOMES

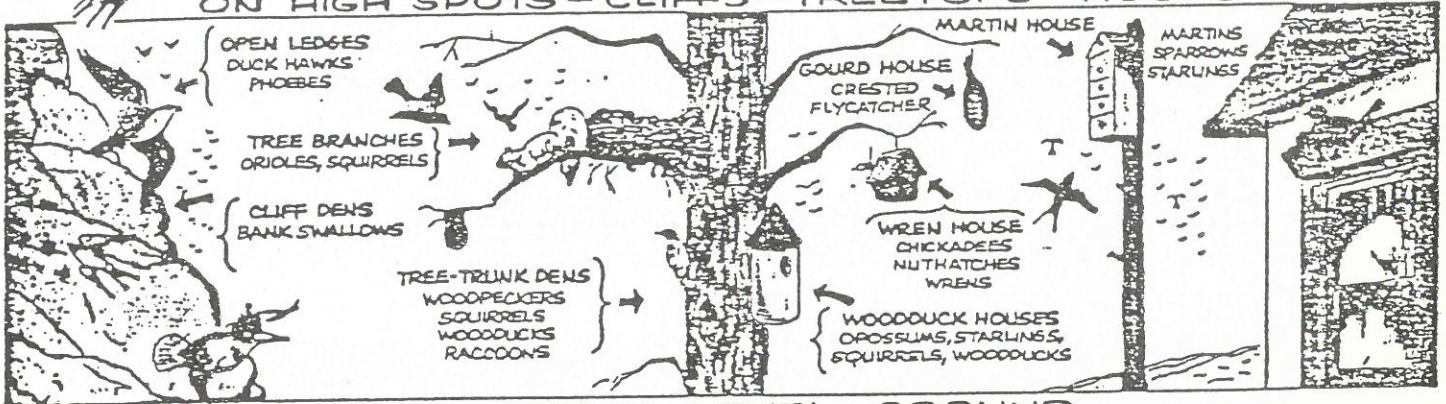
"THERE'S NO PLACE LIKE HOME" IS AS TRUE TO WILD CREATURES AS IT IS TO US. WHETHER IT BE A DEN, A NEST, OR A BURROW, IT PROVIDES SHELTER FROM ENEMIES AND ELEMENTS...IT PROVIDES COMFORT IN WINTER AND SUMMER BOTH NIGHT AND DAY. WILD CREATURES CHOOSE THEIR HOMES WHERE FOOD AND WATER ARE AVAILABLE AND WHERE THEY CAN REAR THEIR YOUNG IN SAFETY. YOU CAN HELP THE WILDLIFE IN YOUR LOCALITY BY PROTECTING THEIR NATURAL HOMES AND BY PROVIDING THEM WITH ARTIFICIAL HOMES.



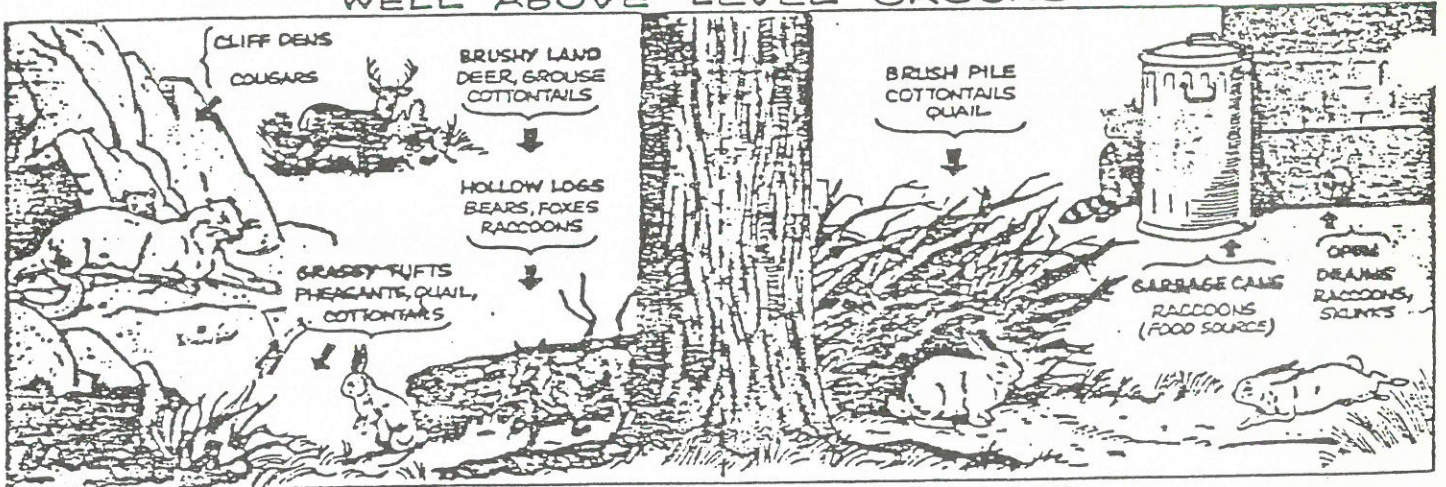
NATURAL HOMES

ARTIFICIAL HOMES

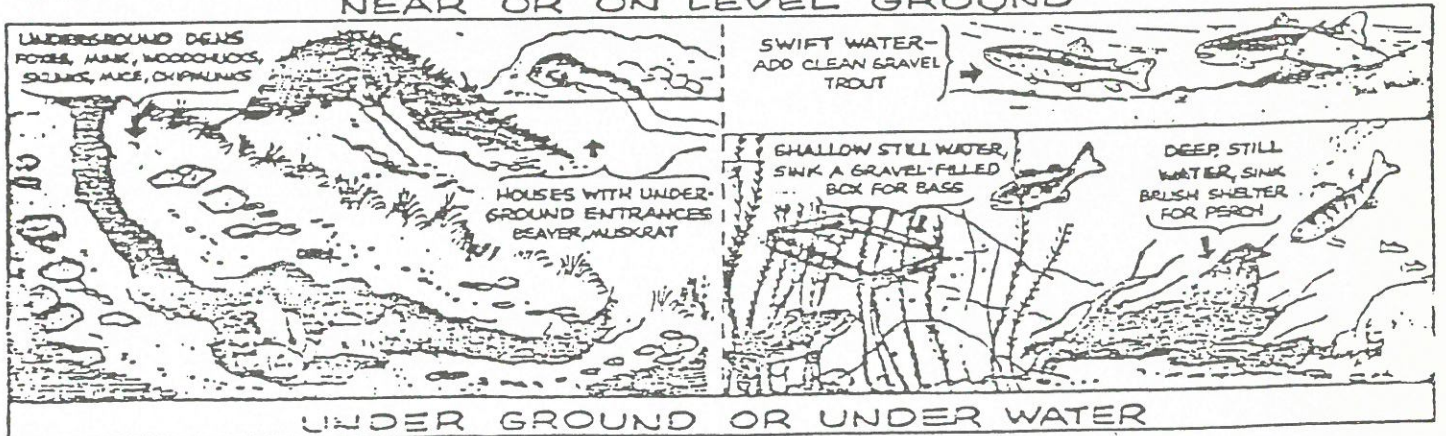
ON HIGH SPOTS - CLIFFS - TREETOPS - ROOFS



WELL ABOVE LEVEL GROUND



NEAR OR ON GROUND



UNDER GROUND OR UNDER WATER



GEOLOGIST

GEOLIGIST 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 Geoligist 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.

At first thought, geology may seem to be too specialized a science for Webelos Scouts to study. But since Scouting is essentially an outdoor program, a knowledge of basic geology is valuable to the Scout. Just about everything on earth, including living things, has a relationship to geology in one way or another.

The Geology Activity Badge is oriented towards increasing the boy's awareness of the outdoors. While working on the badge, they will learn how the earth was formed, how rocks and minerals are used, and how a geologist works.

Physical Geology deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been changed. This area includes: Mineralogy (study of minerals); Petrology (study of rocks); Structural Geology (explains arrangement of rocks within the earth); Geomorphology (explains the origin of surface features); and Economic geology (study of earth's economic products and their application for commercial and industrial purposes).

Historical Geology is the study of the origin and evolution of earth and its inhabitants. It includes Stratigraphy (origin, composition, proper sequence and correlation of rock strata); Paleontology (study of ancient organisms - fossils).

IMPORTANCE OF ROCKS

Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rock can easily be pointed out in four different ways:

1. Food -- Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself.
 2. Fuel -- Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called Anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.
 3. Mining -- Many metallic and non-metallic ores such as iron, copper, zinc, aluminum, lead, sulphur, borax and others really are rocklike. Without these ores, manufacturing as we know it, would be impossible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.
 4. Construction -- Think of the tons and tons of crushed rock, gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments, and the materials used in the building of your home and the many things that are in to.
- We have listed just four reasons why rock is so important in our lives. Perhaps you can think of many more.

Games for Geologist

Rock Identification Contest -- the first contest should try to identify rock as igneous, sedimentary and metamorphic. The second contest should name the rock.

Mineral Identification Contest -- have the boys identify common minerals found in your area.

Let's Go Rock Collecting

Clothes - Wear the type of clothes you would wear on hiking or hunting trip. Old clothes that are comfortable and serviceable are best. Ankle high hiking shoes will help prevent bruises from contact with sharp stones.

Collecting Bag - A knapsack type collecting bag is ideal. Use one with pockets to hold maps, notebook, small tools and labels. Use lunch-size brown paper bags to hold specimens. Take along newspapers to wrap the rocks in first.

Field notebooks and Labels - As you collect each specimen, give it a number. Put the label on the rock before you wrap it up. In a small pocket notebook list the following information:

Name _____
Locality _____
Date _____
Collector _____

Later at home you can enter the information into your permanent record.

Big and Little Hammers - An 8 to 10 pound sledge hammer is useful to break up large rocks into a smaller size. A geologist's hammer weighing one and a half to two pounds is the most practical hammer to take along on your expeditions.

Chisels - One or more good steel chisels are essential collecting tools. Do not use wood working chisels, as they become dull and nicked quickly.

Goggles and Face Shields - These are important equipment to use while hammering. Your eyes will thank you.

Magnifiers - A good hand lens or pocket magnifier will help you identify many characteristics of rocks.

Compass - A good compass is an invaluable tool. Learn how to use one to keep from getting lost.

First Aid Kit - Any trip away from home requires a FIRST-AID KIT. Keep one handy.

Fossil Footprint Puzzle

Pretend you have just discovered some prints in a rocklayer. They are now fossils. The following are questions a geologist must answer to determine the history of the rock layer. How would you answer these questions?

1. What kind of animals were involved?
2. Were the tracks made at the same time?
3. How many animals were involved?
4. In what direction did they move?
5. How many legs did they have?
6. Did they change their speed or direction?
7. Was the soil dry or moist on the day these tracks were formed?

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A Song for the Webelos Geologists

Several years ago, some geologists were working in Minnesota and unearthed a pre-historic woman. One of the Geologists immortalized their find with this song written to the tune of "Clementine". This could be used for a pack meeting, but you would need to explain some of the words which might not be clearly heard or understood by the audience. Here's the song:

On a lakeshore, near a glacier
In a Minnesota clime
Dwelt a Pliocene old timer (Plice-toe-seen, means "Ice Age")
and his daughter, Clementine

Chorus: Oh my darling, Oh my darling
Minnesota Clementine
Parts of you are lost forever
Dreadful sorry Clementine

Oh her teeth were big as tombstones
And her nose was Platyrrhine (Pla-tee-rine, means nose was flat and wide)
Mighty, spacious and Prognathous (Prog-na-thos, means large square jaw)
Were the jaws of Clementine

Chorus:

Drove the mammoths to the water
Every morning just at nine
Stubbed her toe upon an esker (Glasier)
And fell into the freezing brine.

Chorus:

Blubber lips among the cracked ice
Blowing steam and spouting brine
But alas, she was no whale-cow
So subsided Clementine.

Chorus:

On a highway, with a scraper
Planing bumps raised by time
Up they brought her, Asia's daughter
Pleistocenic Clementine (Plice-toe-scenic -- "Ice Age")

Chorus:

Counting varves and sifting gravel (means layers in a lake area)
Bones and beads, one at a time
Papa Jenks got her together
Fossil Flapper - Clementine.

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HANDYMAN

BADGE: HANDYMAN (technology group)

PURPOSE: Learn how to perform simple repairs

PROBLEMS: Unhandy parents, lack of a chance to try repairs

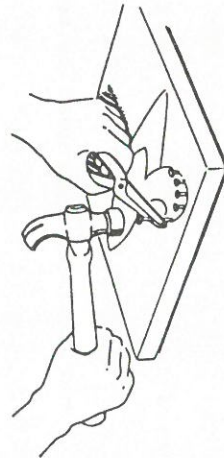
SOLUTIONS: The requirements for this badge are among the easiest of all the badges. Most kids grow up doing these simple tasks. This badge can be earned with parents help and is a good one to introduce at a family Den meeting.

The requirements involving bicycle maintenance and repair can be worked into a meeting that features a bicycle rodeo. The automotive requirements can be addressed during a Den or Pack car wash fund raiser. Some of the requirements will blend in with those of Craftsman or can be done during a trip to a car show or a brief talk by a mechanic. Since this badge will be mostly completed at home, have the parents send a note on completion or initial beside the requirements.

RESOURCES: Ask one of the non-involved Den dads to show the boys the way to change the light bulbs and check the oil.

PLANNING: A spur of the moment badge that requires little or no preparation.

MORE? How about a visit to a free car show or organizing a Den or Pack Bicycle Rodeo.



As long as we are in the shop or garage area of the house, lets go ahead and set up a proper storage area for our tools and make sure that we mark them so we know where they go, this will get us into requirements 12, 13, 14.

Organize and arrange the tools by what they are used for first and then you'll be able to store them better. One way to store them is on pegboard, hanging each one first and then marking the outline with a felt tip pen. If drawers are to be used, stick on labels will be handy. Remember to use some felt to pad the space you store sharp tools. Be sure to clean the tools as soon as you have finished using them, if they were used around moisture then a light coat of oil will assure that they won't rust. Stress that the best way to be able to use a tool again is to be sure and put it back where it belongs after it is used.

Now that the boys have the idea that proper storage is important lets set up and arrange a storage area for household cleaners. The most important things to remember in this achievement are to make the storage space nearly impossible for youngsters to get at. Again labeling is important, and if possible have directions for use and also first aid directions in a handy spot. The area should be lockable if possible.

Achievement #11. Mow a lawn etc. This activity demands special attention to the safety aspects of working around very dangerous power equipment. Many people have lost fingers toes etc. from lawn mowers while not paying attention to what they where doing. The boys should be both instructed and tested on

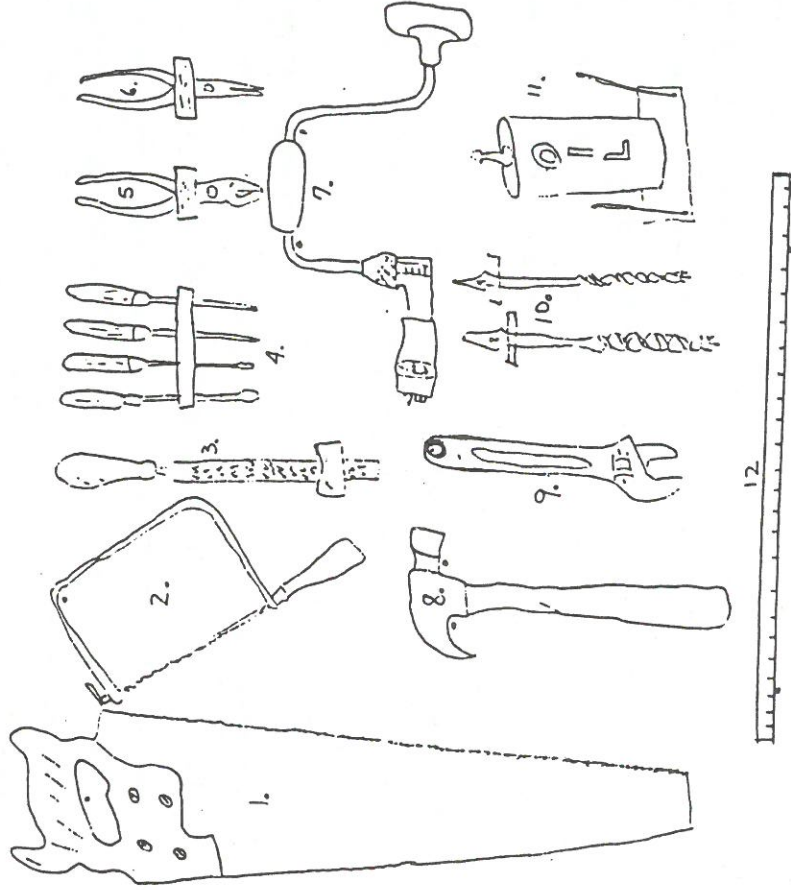
the safe procedures of preparing to mow then starting the mower and mowing the lawn. It is always important to check the oil level, and make sure the blade is sharp before starting. I recommend that the kids are instructed to clear the lawn of any and all trash and debris that could be thrown by the mower. Once the yard and mower are ready to go then the proper starting procedure, and we're ready to mow the lawn. When emptying the bag be sure to turn off the mower. Have the boys determine whether or not the clippings need to be raked up and if so where they will be put to dispose of. Again, after using the equipment, be sure and clean up and return all tools to the proper storage place.

Build a sawhorse or stool to be used around the house.

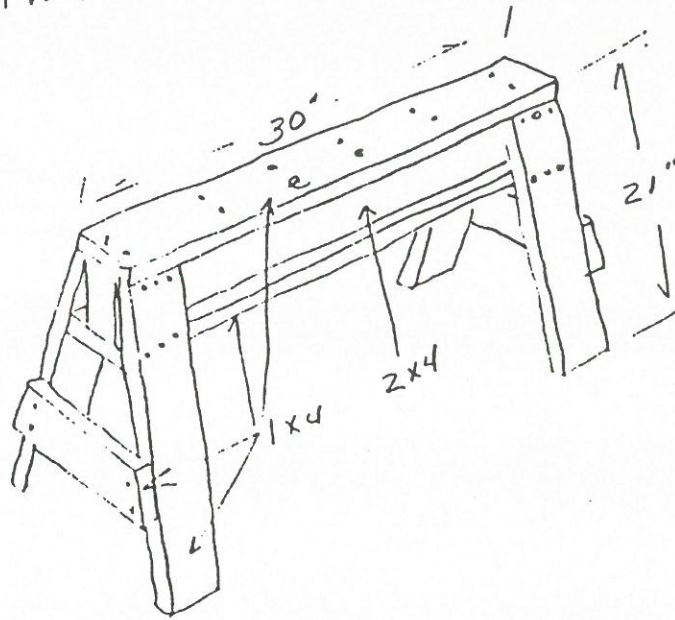
After showing the boys the tools needed to build a stool or sawhorse, work with them in the construction of same. Tools that may be used; handsaw, drill and bits, hammer and nails, wood rasps or sand paper, sanding sealer and paint or stain, as desired. Always keep safety in mind while working with sharp tools, and remember that, a sharp tool set down on the garage floor soon becomes a very dull tool, always put tools back after use, or in an appropriate spot on the work bench. Instruct the boys to the importance of always sanding wood in the same direction as the grain, so that small scratches do not show in the finish, the same is true with using a wood rasp. After sanding to a smooth finish, be sure to remove all sawdust with a tack cloth. Put a light coat of sanding sealer on, if they intend to paint. Again sand lightly, use tack cloth, then paint as many coats as needed, sanding lightly inbetween coats. Once finished, clean and return tools to storage.

These are just a few of the many tools we could have in our shops, and just one way to organize them on a pegboard.

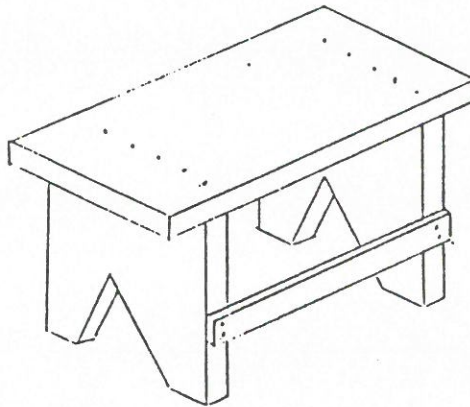
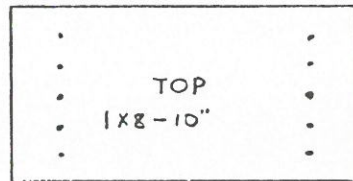
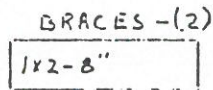
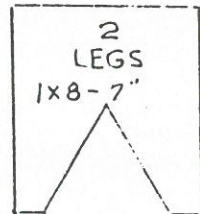
- | | |
|----------------------|----------------------|
| 1. Hand saw | 7. Brace |
| 2. Coping saw | 8. Hammer |
| 3. Wood rasp | 9. Adjustable wrench |
| 4. Screw drivers | 10. Wood bits |
| 5. Pliers | 11. Oil |
| 6. Needlenose pliers | 12. Straight edge |

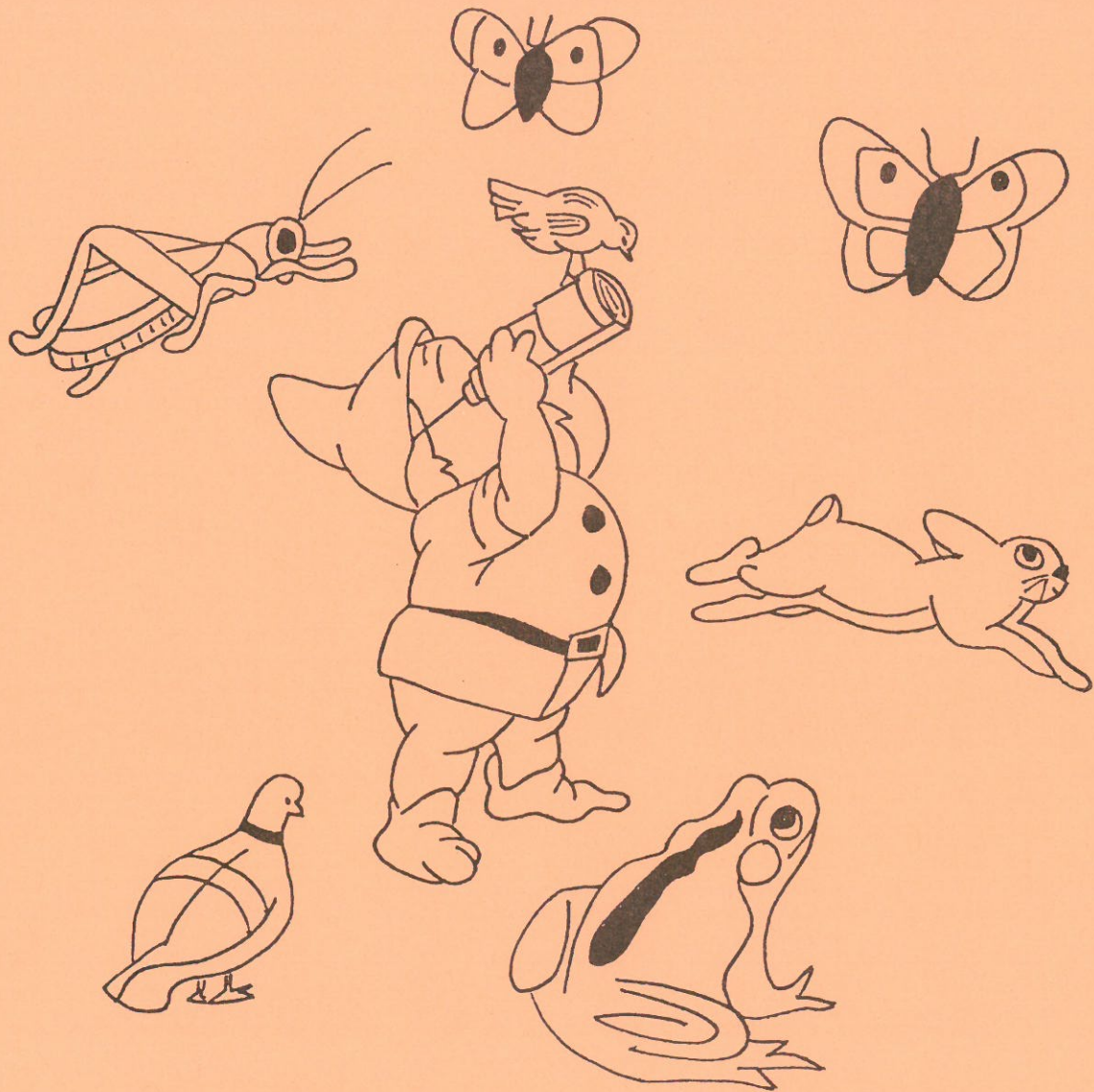


- SAW HORSE -



- BENCH -





NATURALIST

This can be done for a Pack meeting or as a den meeting. Which ever is to the advantage of the boys.

Make up your nature trail using the features of your site. If it has a wooded area, tree or leaf identification is possible. If it has a stream, include a station on spotting marine life or water insects. The trail can be outlined to fit a playground, picnic area or wooded park.

Remember that it is not acceptable to collect specimens of insects or plants in the national forest or park areas. With this in mind here are ideas and thoughts for the trail stations.

Station 1 - Be as quiet as you can for two minutes. Listen to all the sounds of nature. Write them on a piece of paper.
or
Look for the biggest tree you can see from where you are. What direction is it?

Station 2 - The Cubmaster has not slept for three days, his witch doctor says that he needs a sleeping potion of these things: 10 dandelion seeds, a bird feather, a fly, an oakleaf, two caterpillars, a maple twig, five pine needles. Find as many as you can within 20 paces of station.

Within 15 paces of this spot, there are five different kinds of trees. Write the names of two of them.

Station 3 - Within 15 paces of this spot are come items of "un-natural nature" Find as many as you can. (Doctor up a number of trees and plants in the area - tie oak leaf on tulip tree, pine cone on oak tree, daisy on yarrow - you get the idea.)
or
Within 20 feet of here, there is a clump of wildflowers. Write down as many as you can.

There are of course, many such ideas for stations. The number of stations will be determined by the amount of time you wish to spend. Remember that the attention span of boys is limited, and it is also difficult for them to be very quiet for too long.

If you do this for your Den meetings, plan on maybe four stations for each meeting, each one different than what you had the week before. This will keep you and them interested, also, you will all become more knowledgeable on the things there are to see close around us.

Try plaster casting. You don't need to go far from home to do this. The tracks of dogs and cats, or other domestic animals make good prints. Mix plaster of paris until it is like thick cream, have circle of cardboard about five inches across ready, (they can be glued, pinned or fastened with paper clips). Place circle over track, push into ground slightly so plaster won't run under the edges. Work with plaster, let alone until it is set up. Remove plaster from mould and make label for cast of print. On label put name of animal, date of collection and place.

Use imagination with your collecting and find clever ways of mounting for display and storage. There is nothing so useless then a boy's box of precious things hidden under his bed. Feathers and leaves can be displayed in a similar fashion. Also rock and twigs can be made into characters, etc.

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 that includes many things found in nature. The Naturalist Activity Badge is concerned mainly with plants and animals. This is an interesting activity to help your boys learn more about the world of nature and to develop an appreciation for it.

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

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

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

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 Mantis -- feed me flies or small insects, raw meat on a toothpick in small pieces.
- Field Cricket -- fill bottom of cage with inch of soil. Fill bottle cap with water. Feed bits of bread soaked in water; lettuce, and I'll even eat peanut butter.
- Click Beattle -- I like soft-bodied insects and water.
- Grasshopper -- grass sod in bottom of cage. Water grass from time to time or Walking Stick 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. I especially like small grasshoppers.
- Lizards -- most all insects and water.
- Meal Worms -- 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.)

Pineapple

Slice about 1" off the top of the pineapple leaving about 1" of the fruit attached. Cut away the outer part of the fruit leaving the fibrous center core. Keep in warm place and dry completely. When dry, cut away a few of the outer leaves and place in a jar of water with the core just touching the water. When the roots reach about 2-3 inches, pot in good soil. Keep in a warm, light spot.

Peanuts

A quick-growing bushy plant. Crack the unroasted nuts and place in potting soil. Keep it in warm light. Keep moist not wet. Plants last just one season.

Coffee Beans

Use unroasted coffee beans and plant the same way as the peanuts. Produces a longer lasting plant.

Dates

Plant 1" deep in potting soil and keep in a warm closet until germinated. After shoots appear (about two months or more) bring into the daylight.

Citrus Fruit

Oranges, Lemons, Limes and Grapefruit. Plant seeds ½" deep in moist soil and keep in warm, dark place. Cover pot with plastic wrap and keep moist. When shoots form two leaves, repot singly and keep in a warm lighted spot. Give lots of sun and repot as they grow.

Grapes

May be handled in the same way as the Citrus Fruit above.

REMEMBER: Most anything with a seed in it can be planted.

Games

Swat The Mosquito

Select a player to be the swatter. Blindfold him and provide him with a rolled newspaper as a swatter. Seat him in the center of the room on a stool or box. The players (mosquitoes) tiptoe up to the swatter and buzz in his ear, quickly withdrawing when the swatter strikes at them. Anyone hit becomes the swatter. The swatter may swat only when he hears a buzz. Instruct the players not to buzz constantly, but only when they are very near to the swatter.

Feeding the Baby Birds

Two people are blindfolded. They are then given several miniature marsh-mallows and are instructed to feed each other. One marshmallow at a time. When the first two are finished allow two others to feed the baby birds. Do this until all have had a turn.

NATURE OBSERVATION CALENDAR

Have each boy make a calendar on a 10" X 12" piece of heavy paper or cardboard. Letters and numbers can be drawn with marking pen.

Ask them to record the nature objects they see each day, and draw pictures to illustrate the calendar.

Display calendars at Pack Meeting.

1. Write the dates in your calendar blocks.
2. Each day write in a discovery in nature.

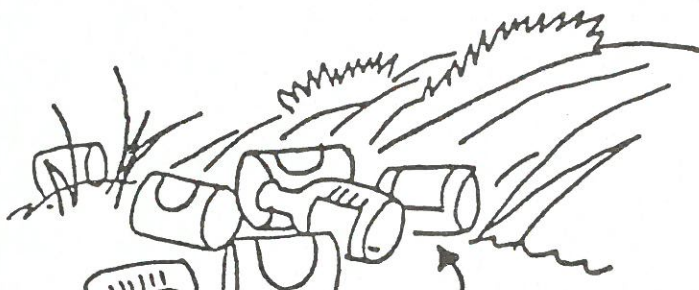
MONTH:

NAME:

S		M		T		W		T		F		S	



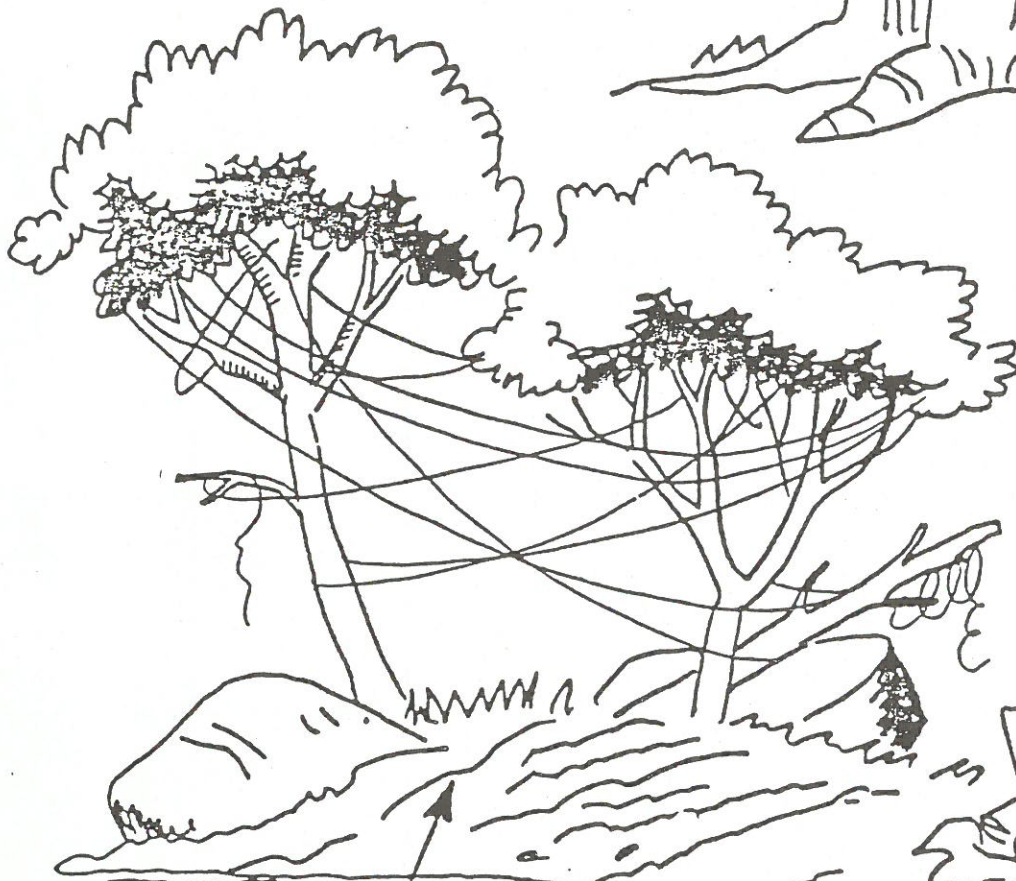
WILDLIFE IDENTIFICATION



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



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



SYNTHETIC SPIDERS WEAVE ORNATE AND ARTISTIC WEBS OF MONOFILAMENT FISHLINE AT

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



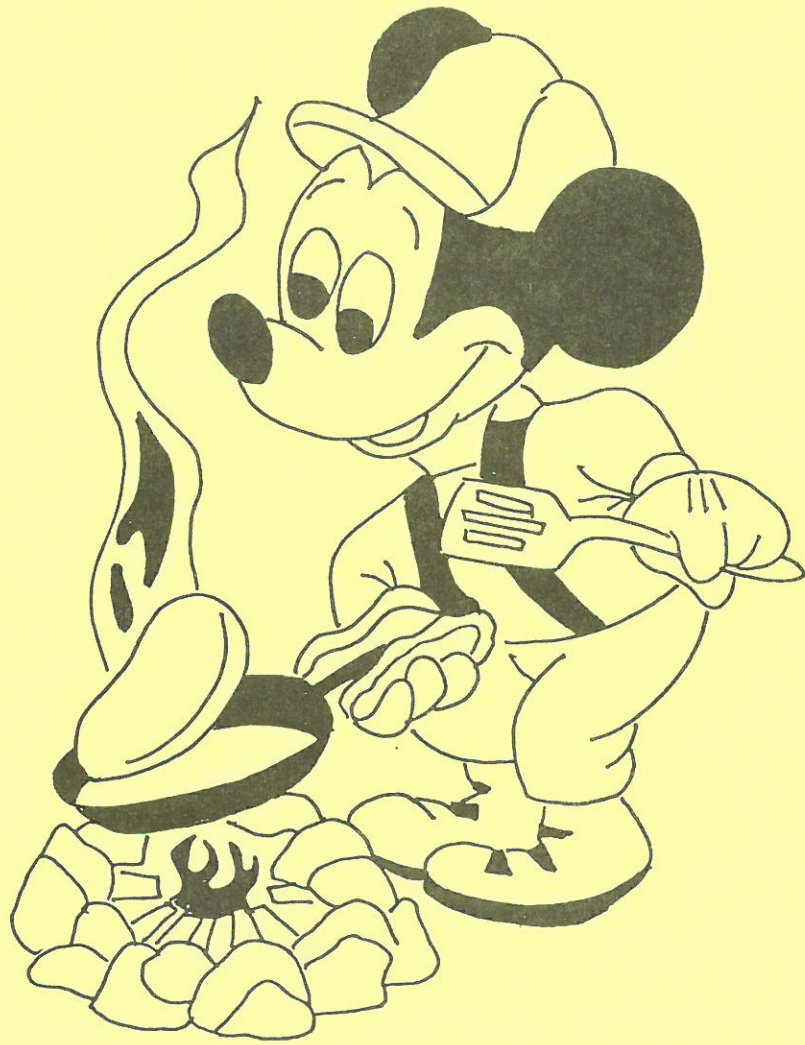
ELK PRACTICE ATTACKING SIGNBOARDS TO SHARPEN ANTLEERS, LEAVING NEAT HOLES OF .22 TO .30 CALIBER.

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

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



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



MAY
"OUTDOORSMAN"

OUTDOORSMAN ACTIVITY BADGE

If your Webelos Scouts are like most boys, they are eager to start working on the Outdoorsman activity badge. Since the Boy Scout program emphasizes hiking and camping, it is important that they start off right, that they have fun as they learn to make themselves comfortable in the out-of-doors with a small amount of equipment.

Some of you might be asking the question, why camp at all? This deserves an answer and it is rather easy to give.

1. As already implied, most boys look forward to hiking and camping and so the first answer is that boys like to do it.
2. 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.
3. Nothing is really learned in a life without effort and 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 business and the reason we camp. It is up to you as a Webelos Leader, with the help of the adult partners, to make the experience an enjoyable one as your boys develop a sense of responsibility.

Camping with a buddy in the backyard under a homemade tent that he has made can start you Webelos Scout on this high adventure. Helping with a family camp-out for 5 nights away from home can also launch him into the outdoorsman's world. Make sure he is prepared for these experiences with activities that will give him a better knowledge of the outdoors and outdoor equipment.

The best way to work on this badge is to take part in a Webelos overnighiter with an adult partner. Policies of the Boy Scouts of America encourage one or two Webelos overnighiters each year during the two years when a boy is a Webelos Scout.

Tips for Tent Dwellers when you are on a Webelos Overnighiter. If you take tents, your life in a tent can be safer and more enjoyable if you do the following:

1. Carefully choose a tent site. Your tent site should have: South or Southeast exposure; Protection from wind (pitch with back to the wind); No trees or deadfalls overhead or nearby; Ground reasonably level and smooth; Fireplace on the downwind side; No gullies or ravines nearby (flash-flood danger).
2. Keep all flames away from your tent. Beware of fire.
3. Look out for punctures and abrasions from sharp poles and rocks.
4. Dry and clean your tent thoroughly before you store it in a dry, cool place that is rodent and insect proof.

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 firlighting.

Webelos Scouts will probably have a campfire at their Webelos Overnighiter. The ceremony below would be suitable to use as the fire is lighted.

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 fire 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 a Scout camp. 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 Cub Scouts have this to look forward to.

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.

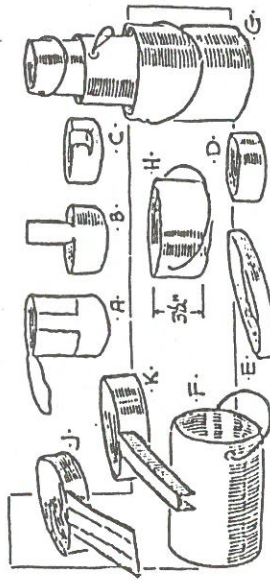
Make Your Own Cook Kit

If the camping trip is to be for only a day or so, take paper plates, spoons and forks.

Every camper should possess his own cooking kit, if possible, containing a kettle, pan, frying pan, cup, knife, fork and spoon, all fitting into a canvas case. The gloves are a great help in handling burning wood and picking up hot dishes. They will prevent many burns. Good cooking utensils can be made from tin cans when necessary. It is important that we know the numbers of the various sizes:

- No. 1 - Large evaporated milk cans
- No. 2 - Most canned vegetables
- No. 2½ - Canned tomatoes
- No. 5 - Twice the size of a tomato can
- No. 10 - Restaurant size

Kettles - from No. 10 cans, with a wire handle added (figure E). By using cans of different sizes the kettles will nest Fig. G).
Stew Pans - Shallow kettles made from No. 10 cans (fig. H).
Frying Pan - from a No. 10 can (figures J & K).
Cups - from No. 2 or No. 2½ cans (figures A, B & C).
Cereal Bowls - from No. 2½ or No. 5 cans (fig. D).
Plates - from No. 10 cans (fig. E).



A. Pocket Banquet!!

Here's a complete meal for one that you can carry in your pocket ... and you can prepare all of it before you leave for a hike. Then all you do is add water where necessary, heat it and feast!

MENU (for one person and how to prepare it)

Soup: Dehydrated, (like Lipton's chicken noodle soup or whatever you prefer) packaged in a piece of foil. This foil can be molded into a soup bowl when ready to add water and heat.

Cocoa: Nestles Cocoa which contains sugar and cream. Pack enough for two or three cups in small envelopes of foil.

Biscuits: Carry just enough instant biscuit dough wrapped in foil to make two biscuits. Mix necessary amount of water right in the same foil. Puncture with knife so steam can escape when you put it next to fire to bake.

Main Dish: Wrap a quarter pound of beef steak, one potato, one onion, one carrot in a piece of foil. Cut all ingredients into small cubes before wrapping in the foil and add seasoning and a pat of butter. Place foil wrapped package on coals. Puncture to allow steam to escape. Cook for ten minutes.

Desert: Core one apple at home, add cinnamon and sugar. Wrap it in foil and place on coals. By the time you are ready for desert, it will be baked, ready to eat.

Everything can be cooked, served and eaten right from the foil you wrapped it in.

Sure Fire with Trench Candles

Making Fire in the Rain? It's no joke, believe me. Even the best of woodsmen find it hard, and the best sometimes fail. That is why the seasoned old-timer who has been through many a gale and cloudburst, and knows well the hazards, always goes prepared with trench candles or other artificial tinder that means sure fire, come what may. The trench candles we make ourselves and carry along. It's a grand feeling to have them in the pack, for let Nature do her worst, we know we'll always have fire. It is foolhardy to go without them.

Roll newspapers into rolls an inch thick. Cut them into sections three inches long and tie each with a string. Melt a cake of paraffin in a kettle. Dip the paper rolls in the paraffin several times, allowing them to cool for a minute after each dip. The paraffin hardens on the paper and turns it into a trench candle. The easiest way to dip them is with a long string.

To light a fire with a trench candle, thrust a stick in the end of it, light it and hold it under the wood. Neither rain nor wind will put it out and it will keep blazing away until the wood is burning. In heavy wind it can be lighted under the protection of the tent and carried out to the fire. That is why the trench candle is better than an ordinary candle, which would be quickly snuffed out in a breeze. An ordinary candle is used only in good weather.

It's always a temptation to get out a trench candle every time we light a fire. Don't do it! The rainy day will surely come when they will be needed badly. Save them. Trench candles make good torches, too.

WHY DOES A BOY SCOUT CARRY A STAFF?

"Why does a Boy Scout carry a staff?" is a question that is often asked by people who do not know the many uses to which this useful article can be put. The illustrations given below show several different ways in which the staff will prove a handy and valuable article, essential to the Scout's outfit.



The Staff is very useful for beating out bush fires and outbreaks which occur on open heaths



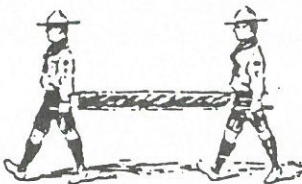
When anyone falls through some ice, throw him your Staff so that he can grasp it like this until you can get a rope and pull him out



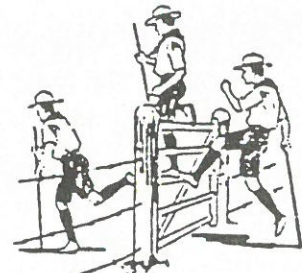
A clear view can be had by looking through a small hole drilled in the Staff



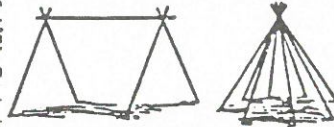
Wading a stream. Two or three Scouts grasp the Staff like this



An improvised stretcher of coats and slaves



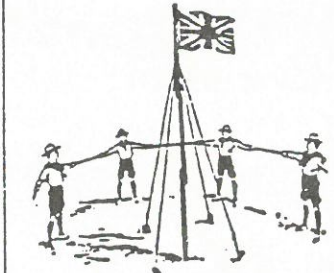
When climbing gales you can give yourself a push up with your staff



Both patrol tents and lepers can be made with the aid of the Staff



A line of Scouts linked together on a night march.



For erecting a flagstaff and forming a fence, the Staff is very useful



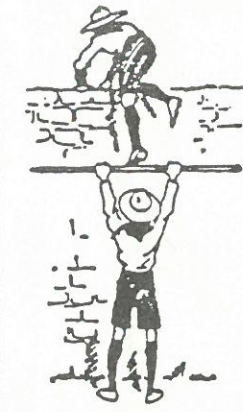
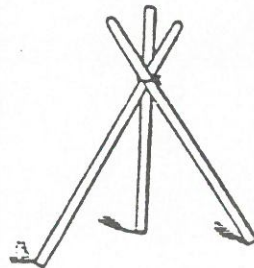
To stop a mad dog, hold the Staff crosswise in front of you, and point it at the animal, as shows above



As a tripod for cooking, and also as a seat, the Staff is handy in camp

FURTHER USES OF THE STAFF.

- | | | |
|--|--------------|-----------------|
| Measuring Distances | Self-Defence | Bridge-Building |
| Jumping Ditches | Making Rafts | Making Splints |
| Climbing a Mountain— | | |
| Carry the Staff crosswise, and if you slip, lean inwards upon it against the side of the mountain. The weight of your body will then drive the end of the Staff into the earth, and so anchor you. | | |
| Levering up Logs and Stones | | Rope Ladders |
| Feeling the way over Marshy Ground | | |
| Recovering Objects Floating in the Water. | | |



This picture shows a simple way of scaling a wall with the help of a Staff

IMPORTANT NOTICE.

Scouts are strongly urged to obtain their own individual Staffs from the natural wood. These will be found much more serviceable than the ordinary factory made article.

FACTORY MADE STAFFS (ONLY).

For the convenience of Scouts who are unable to obtain natural staffs, The Stores Dept. can supply staffs of finished wood at a cost of 35c each.

Note:—These are forwarded Express charges collect.

USES OF SCOUT STAVE

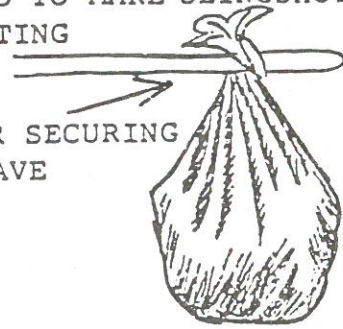
ALL MARKS ARE BURNED ON STAVE WITH ELECTRIC BURNING TOOL.



PEEPHOLES DRILLED AT RIGHT ANGLES TO EACH OTHER FOR MAPPING A 90 DEGREE ANGLE.

HEAVY RUBBER BAND TO MAKE SLINGSHOT FOR SURVIVAL HUNTING

LARGE HOLE FOR SECURING BUNDLES TO STAVE



PUT WATERPROOF WOODEN MATCHES IN HOLE AND COVER WITH TAPE

MARKS ON STAVE AT POINTS WHERE KNOWN WEIGHTS BALANCE. USE AS SCALE TO WEIGH OBJECTS ON HIKES

THIRTY TO FIFTY FEET OF FISHLINE WRAPPED TIGHTLY AND SECURED WITH CLOVE HITCH. FISH HOOK AND BAND AIDS UNDER LINE.

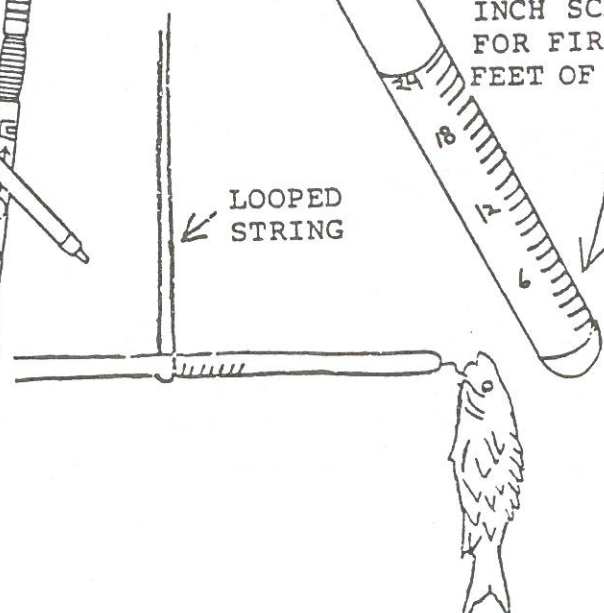
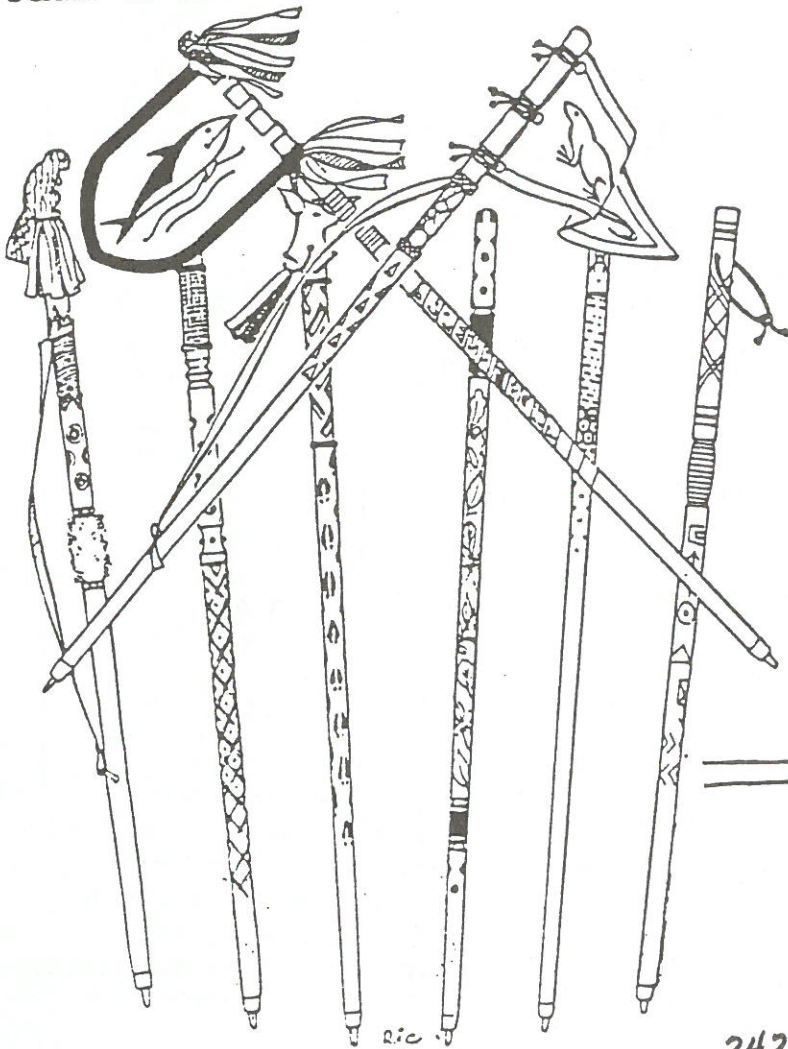
CENTER MARK

MORSE CODE

FOOT SCALE CONTINUED TO END OF STAVE

INCH SCALE FOR FIRST TWO FEET OF STAVE

LOOPEd STRING





JANUARY

“READYMAN”



WHAT IS FIRST AID?

QUE SON PRIMEROS AUXILIOS

First aid is the first help—the right help—for someone who needs medical help right away.

WHY FIRST AID?

Many times you will not be able to get a doctor fast when you need one.

The person who needs help may be one of your own family. It might even be you. Will you know what to do?

Just knowing where to press on an artery can keep someone from bleeding to death.

You may be able to breathe life into someone who has stopped breathing—if you learn how.

Knowing what to do at an accident can save lives. And knowing what not to do can save lives, too.

DANGERS

Do not move someone who may have broken bones. But if there is danger of fire, or if the person is on a street, you may have to move him anyway. But very carefully!

If the person is unconscious (not awake) look for a tag around the neck or wrist to see if he needs special care.

People with special health problems sometimes wear tags telling what to do for them.

GETTING HELP

CONSIGIENDO AYUDA

You must know how to get help if you need it. Find out whom to call in your neighborhood for medical help. Some towns have rescue teams. Or you might call a fire department for first aid.

Each city or county has its own way of taking care of calls for help. Find out what to do in your area. Then write the phone number where you can find it fast when you need it.

You can dial 0 on the telephone and ask the operator for help, too. But no matter whom you call, you must be ready to tell what happened, and where to send help.

Find out how to get help if no phone is handy—nearest neighbors, car or hospital, etc.

Always stay calm and cool. If you don't, you will not be able to think clearly and do the right things.

If you can, send someone else for help so you can start first aid right away.

HURRY CASES

There are three kinds of cases where fast action makes the difference between life and death. These three cases are:

BAD BLEEDING

STOPPED BREATHING

POISONS BY MOUTH

These are the hurry cases where every single minute counts. Be prepared to act FAST.



Find out whom to call and how to call for medical help. Keep coins for calls in case you have to call for help.



Emergency Telephone Numbers

Rescue Squad _____

Fire Department _____

Police _____

Physician _____

Hospital Emergency Room _____

Poison Control Center _____

Additional Numbers _____

When you call for emergency help, tell:

1. WHERE the emergency situation is, with cross streets if possible.
2. TELEPHONE NUMBER you are calling from.
3. WHAT HAPPENED—heart attack, auto accident, fall, etc.
4. HOW MANY persons need help.
5. WHAT is being done for the victims.

NOTE. YOU HANG UP LAST. Let the person you called hang up first.

Record and post emergency telephone numbers in advance so that they will be readily available when you need them.

SHOCK AND FAINTING

SHOCK Y DESMAYOS



Shock is dangerous. Shock follows an accident, or bad pain, or bleeding. The person who has shock gets weak. He may sweat and feel cold at the same time. The person in shock may get pale. He may throw up. He may pass out.

You may not see these signs of shock for several minutes—or even an hour or two after an injury. Treat for shock after a bad injury—even before the signs appear. You may prevent shock.

If a person feels faint, he should bend over to make blood go to the brain. This can make the faint feeling go away.

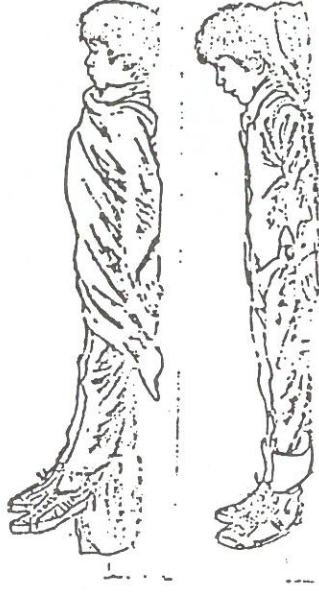
Fainting is passing out. Not enough blood going to the brain causes fainting.

Hearing bad news, being scared, breathing bad air—or standing still too long can cause fainting.

FIRST AID FOR SHOCK AND FAINTING

Have the person lie down. If he is cool, cover him.

Shock can cause death. Treat for shock after a bad injury. Even before the signs of shock appear.



Keep warm, raise feet, give sips of water if awake.

But if there is head injury, raise head, not feet. If person is not awake, do not give water. He might choke.

Personal FIRST AID

ACCIDENTS HAPPEN, MANY OF THEM WHEN YOU'RE ALONE. THINKING AHEAD AND PRACTICING FOR EMERGENCIES COULD SAVE YOUR LIFE. HERE ARE SOME HINTS FOR WHEN THE CHIPS ARE DOWN AND YOU'RE ALL BY YOURSELF.

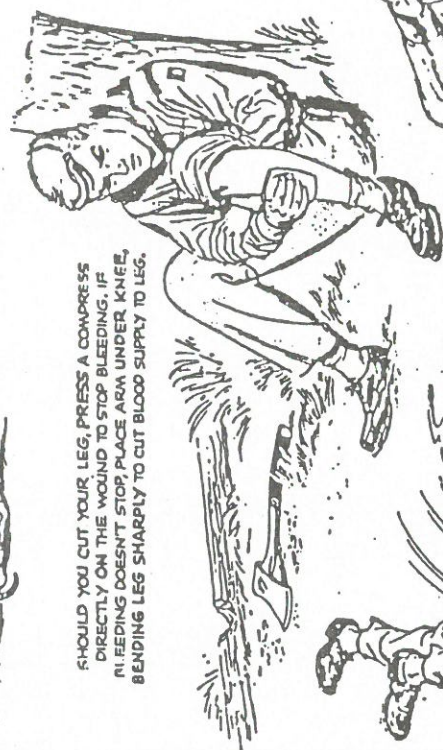
IF YOU CUT AN ARTERY IN YOUR ARM—LIE DOWN QUICKLY TO KEEP SHOCK TO A MINIMUM. RAISE YOUR ARM. TRY TO STOP BLEEDING BY HOLDING A COMPRESS DIRECTLY OVER THE WOUND.



IF THAT DOESN'T WORK, TWIST A NECKERCHIEF OR BELT AROUND YOUR ARM.



IF YOU CUT YOUR LEG, PRESS A COMPRESS DIRECTLY ON THE WOUND TO STOP BLEEDING. IF BLEEDING DOESN'T STOP, PLACE ARM UNDER KNEE, BENDING LEG SHARPLY TO CUT BLOOD SUPPLY TO LEG.



FOR A NOSEBLEED, SIT DOWN AND BEND YOUR HEAD BACK. PINCH YOUR NOSTRILS TOGETHER, OR PRESS YOUR UPPER LIP HARD AGAINST YOUR TEETH WITH A FINGER.



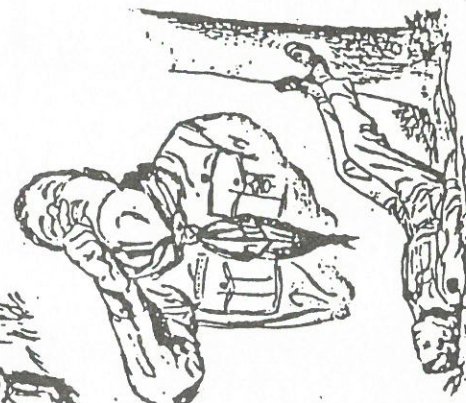
IF YOUR CLOTHES SHOULD CATCH FIRE, DON'T RUN... YOU'LL FAN THE FLAMES. PUT ONE HAND OVER YOUR MOUTH TO PREVENT INHALATION OF FLAMES. GET TO THE FLOOR OR GROUND QUICKLY, ROLL OVER AND OVER. THIS WILL EXTINGUISH THE FLAMES.



IF A BLANKET OR A COAT IS HANDY, GRAB IT AND WRAP IT AROUND YOURSELF TO SMOOTHER THE FLAMES AS YOU ROLL!



WHEN YOU FEEL FAINT, SIT DOWN ON A LOG OR STUMP AND LOWER YOUR HEAD SO THAT IT'S BELOW YOUR HEART. ANOTHER METHOD IS TO LIE FLAT ON YOUR BACK, WITH YOUR LEGS UP AGAINST A TREE. THIS EXTRA BLOOD SUPPLY TO YOUR HEAD SHOULD REVIVE YOU.



REALISTIC FIRST AID FORMULA

To add realism to your first-aid give this a try.....

For the flesh, mix about five parts of flour with one part cold creme or vaseline. When this is completely mixed, add a small pinch of cocoa and a drop of red food coloring. The cocoa and coloring can be varied to give you the flesh tones you desire.

It would be wise to mix three or four different shades then you can match the complexion of the person you are making up.

The formula for blood is very simple.....

Glycerine, cocoa and red food coloring. It takes quite a bit of the red food coloring to get the proper tone of red.....
If you are in doubt, cut your a finger a bit and draw off a sample for comparison.

Glycerine water for sweat.

Contact cement for burns - add charcoal.

Chicken or turkey bones for compound fractures.



BADGE: READYMAN (community group)

PURPOSE: Learn basic first aid skills and general safety

PROBLEMS: Health concerns with wound contact, un-co-operative families or lack of concern for home safety

SOLUTIONS: The requirements for this badge may seem simple, but the skills learned here can pay off later even in the treatment of small injuries. To get the maximum out of badge, coordinate a visit to a Boy Scout Troop when they are working on first aid requirements. Split the Webelos into small groups and let them learn from and with the Boy Scouts.

The swim safety requirement can be discussed as part of the Aquanaut program during a break or while one group is swimming. The buddy system is the heart of safe Scout swimming, so stress is heavy.

Requirements 7-12 can be addressed in the closing minutes of a meeting or at a Den family meeting.

RESOURCES: A few parent volunteers are helpful, especially if one or more are trained in health care.

PLANNING: Plan this one carefully since it takes cooperation of several people and may require supplies.

MORE: Make simple first aid kits as craft projects. How about a visit to the medical tech or nursing program of a Vo-Tech? First-aid demonstrations make great presentations in place of skits in Den meetings.

Work the bicycling requirements into a bike rodeo.



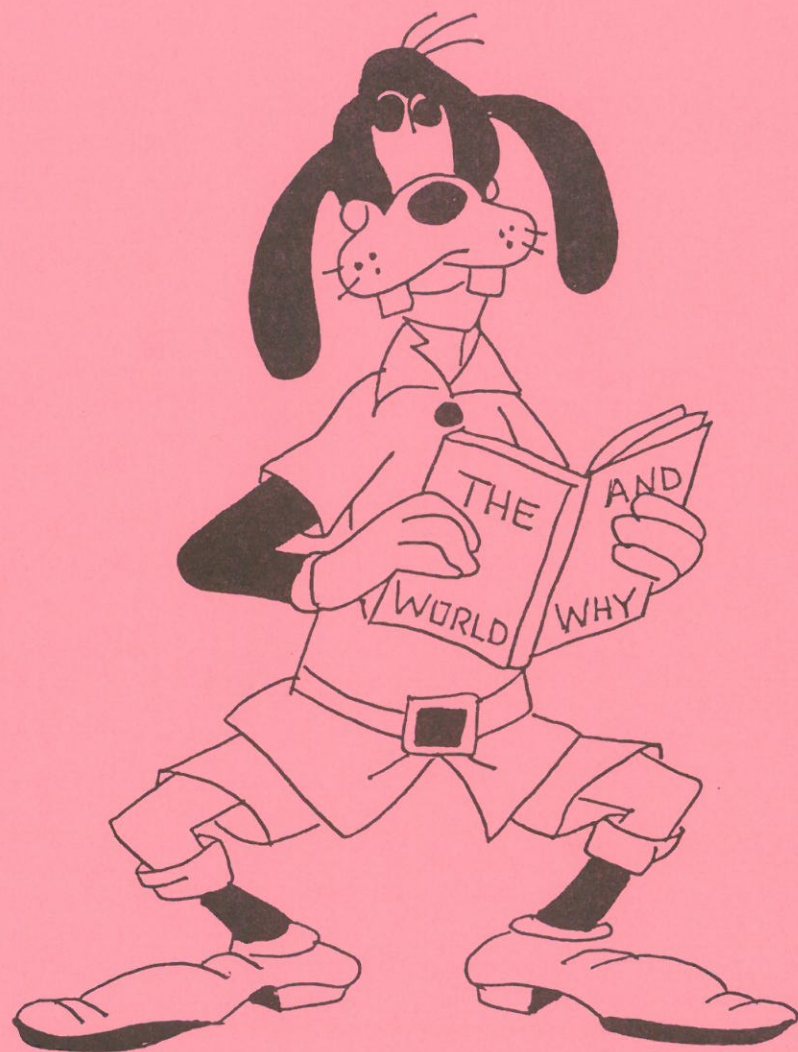
1. OBEY ALL TRAFFIC LAWS.
2. OBSERVE LOCAL LAWS.
3. DRIVE WITH TRAFFIC.
4. WATCH OUT FOR HAZARDS.
5. WATCH OUT FOR CARS.
6. DON'T CARRY PASSENGERS.
7. NEVER HITCH A RIDE.
8. BE EXTRA CAREFUL AT INTERSECTIONS.
9. USE HAND SIGNALS.
10. DRIVE A SAFE BIKE.
11. DRIVE "DEFENSIVELY".

SAFE SWIM DEFENSE

1. AN ADULT IS IN CHARGE.
2. PHYSICAL FITNESS.
3. SAFE SWIM AREA.
4. LIFE GUARDS.
5. LOOKOUT.
6. ABILITY GROUPS.
7. BUDDY SYSTEM.
8. DISCIPLINE.

SAFETY IN CAR

1. ALWAYS USE SEAT BELT.
2. DON'T TALK TO DRIVER IN HEAVY TRAFFIC.
3. DO TALK TO DRIVER IF TIRED.
4. KEEP CHILDREN QUIET.
5. LOCK THE DOORS.
6. KEEP HANDS, HEADS, AND FEET INSIDE.
7. STOP EVERY TWO HOURS FOR BREAK.



FEBRUARY
"SCHOLAR"



SCHOLAR ACTIVITY BADGE

What is needed here is the ability to be able to listen to what the boy is talking about, giving him a pat on the back for his work at school, and a little advance palnning.

Set up a den meeting, or part of a couple, where it is possible to have the boys talk about what is going on at school. Talk about what they think of what is going on, what the jobs that they are doing at school, and who are the people working at school. Don't try to change any ideas as to the value of the system, but try to stress the value of an education. The boys are at an age where it is the 'in' thing to knock the school system, and their ideas will change without any pressure on your part. If there are any boys in your den who are helping at school (school patrol, games leaders, etc.) get them to talk about helping in school and what they are doing and why it is important to be doing their work.

The advance planning involves finding out who is working at the school, and how the educational chain-of-command works in your district. Point out the way the orders come down from the Board of Education all the way to the teachers and how teachers are supervised in the classroom. Check with the secretary at your school for information about your school. Some of the questions that need answering could be: "What extra activities are there at the school for the children?" "What jobs are there at the school for the boys to do?" "Is the school used for any community activities?" But don't try to force the "school is good for you" idea on the boys. Rather, be a supplier of information and try to lead the discussion down channels where the boys will see the value of the system and of an education.

When trying to get the boys to have their teacher sign off the first three requirements, give the teacher a warning. Let the teacher know what is going on either by giving each of the boys a note explaining the task required of them, or get in touch with the teacher personally. Keep everything that you do with the school on a simple, informal level.

At a pack meeting, let your Webelos show what they have learned. A large chart of the school system showing where the children fit in, both as students and as helpers can be done. Also, a skit can be worked up showing where everyone fits into our educational system.

Remember that the people who work at the schools are human and not 'just teachers and janitors', so give them a chance to work with you. Let them know why the boys are bringing their books to be signed and what help they can give you. And don't pressure the boys. They get this at home and at school. Be their sounding board and give them the information. Help them on the path, but don't push them along it.

Invite an educator to speak to the den about the careers which are available in the field of education.

Albert Einstein said, "The most important method of education always has consisted of that in which the pupil was urged to actual performance."

Make it happen in your Webelos den so that the boy is doing something as often as possible, and under good guidance he will be learning the skills that will help him get more out of life and be a better citizen.

A short discussion on how to improve a Webelos Scout's test scores was printed in the December 1969 issue of Boy's Life as follows:

To score well in tests, use the exper's way. Answer all the easy ones first because many tests rate you on the total number of correct answers you get. Then tackle the harder ones. When you finish the test, go over it. Never, never hand it in until the teacher calls time.

Be alert. You know an elephant is bigger than a mouse, but was that the question - or were you asked if the picture of the mouse was larger? Is the line which looks longer really so, or is it an illusion? Which one is the larger why?

Analogies used in tests are a bit like puzzles.

Sample: Bark is to tree as
a. bottle is to milk
b. coat is to girl
c. skin is to snake.
the answer is (c). Why?

There are important reasons why you should score as high as you can on tests. You earn your teacher's respect. You go into a class best fitted to your ability. You get better at taking tests. You learn about your weak points. Later on, such test will determine which college you get into and may help you win a scholarship.

Brain Teasers:

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

Answer: 20

2. Take the number of toes on both feet,
Multiply by the number of pints in a quart,
Add the number of months in half a year,
Subtract the number of thumbs on two hands,
Divide by a dozen oranges.

Answer: 2



BADGE:
SCHOLAR (mental skills group)

PURPOSE:
Promote the concept of a good education and citizenship in the classroom.

PROBLEMS:
Bored kids or school "turn-off", lack of teacher time, poor study habits

SOLUTIONS:
Most boys that have the interest to be Cubs will earn this badge easily. It does not require straight "A's" only honest effort and interest.

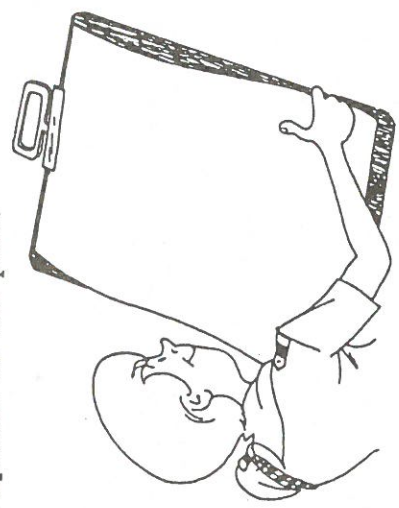
If your group meets at a school, ask the principle or a teacher to discuss the value of a good education and what it takes to be a good student. If the group is large, separate the Cubs into smaller groups to reduce the need to show off for their friends. If the boys don't get along well with the principal, visit another school and make some new friends with teachers or administrators.

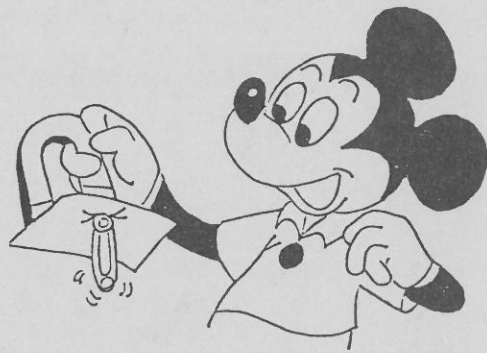
The research on the school operation can be done at the library with the Communicator or other mental skills badge.

RESOURCES:
Teachers and principals are the best source of help, but have a parent or two along for supervision. If you have trouble makers, invite their parents to that meeting.

PLANNING:
Plan this one carefully since it takes cooperation and building meeting time. Combine with the Scientist badge as an interest builder.

MORE?
Visit a teacher retirement center and talk to older teachers about school systems of the past.





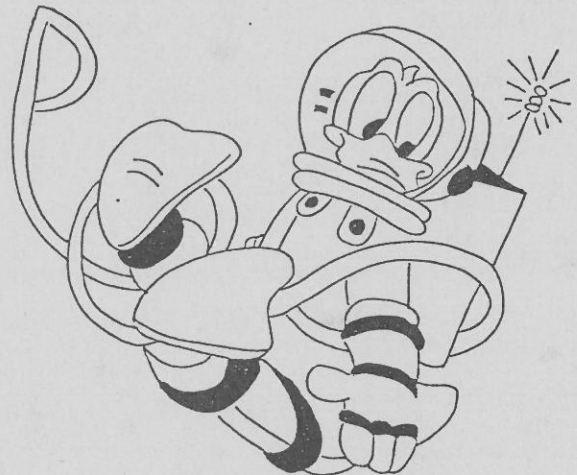
OCTOBER
"SCIENTIST"



APRIL
"SCIENTIST"



MARCH
"SCIENTIST"



SEPTEMBER
"SCIENTIST"

SCIENTIST ACTIVITY BADGE

We are living in exciting times. Each day brings new explorations and discoveries in science. The scientist tries to learn the laws of nature that govern the how, why and wherefore of the world about him so that these laws can be used by people to improve our living environment.

Webelos scouts will learn, as the scientist does, how and why some of the laws of nature work. They will learn about some of the laws of physical science such as how airplanes fly, how the diving bell works, the effect of gravity on balance, and why the bicycle rider keeps going forward when he stops his bike suddenly. He will learn other facts from some interesting experiments.

Many years ago, Jules Verne wrote "Twenty Thousand Leagues Under the Sea" describing the travels of an undersea craft called the Nautilus. Today, the U.S.S. Nautilus, run by nuclear power, can travel around the world underwater without coming to the surface for air. Scientific experimentation made this possible. We no longer think of electric lights, cameras, radio, television, telephone, phonographs, airplanes and automobiles as wonders. We take them for granted, but the inventors of these modern necessities were once boys like your Webelos Scouts. Who knows which of your boys might become a future Edison, Einstein, Carver or Bell . . . and under your leadership discover his scientific aptitudes.

The Webelos Leader should read the 20 pages of information and experiments in the Webelos Scout handbook. Obtain outside help from a science-trained parent. The school science teacher can also be of help. Ask your local eye-specialist to present the eye demonstration and explain the basic principles of how the eye functions. The items needed for the experiments are simple and many can be found in the home or purchased at a variety store.

The explanations in the Webelos Scout book are clear and concise so that the 9 and 10 year-old boy can easily understand what he is doing. Learning scientific methods helps a boy develop his power of thinking.

Pascal's Law - States that whenever the pressure in a confined liquid or gas is increased or decreased at any point, the change in pressure takes place equally throughout the liquid or gas.

Experiment:

Materials: A medicine dropper; a tall jar, well filled with water; a sheet of rubber which can be cut from a balloon; a rubber band.

What to Do: Dip the medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar - it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What Happens: The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

Bernoulli's Principle - The pressure of a flowing fluid or gas is highest where the stream is slowest. The pressure is lowest where the stream is fastest and the pipe is narrow.

Experiment:

Materials: A ping-pong ball, some adhesive tape, 1 foot thread or string and a faucet.

What to Do:

Fix the string to the ping-pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What Happens:

The water, steaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

Bobby Barometer

Bobby is an interesting little fellow. When the pressure is high, the red liquid in his bottle body rises. When the pressure falls, so does the liquid in his neck. An approaching strong wind "scares him all to pieces", and the red drops all the way. By watching the liquid over a period of several weeks and observing the weather, you will soon learn to interpret Bobby's "sign language".

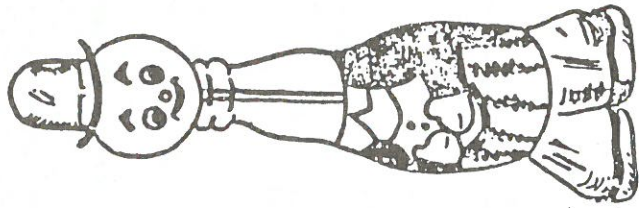
To make the bottle-barometer, use a ping pong ball for the head and a piece of pastic tubing for his neck and a bottle. The bottle should be about 5" tall with a slender neck. Consult your mother about the kind of bottles that various salad dressings come in. The one used for Bobby had olive oil in it. You also need a few odds and ends of crep paper, wood for his feet and a little paint.

Neck is piece of plastic tubing 3½" long. Punch hole in ping-pong ball; insert tubing about ¼". Seal the tube into ball by applying clear finger-nail polish or regular household cement.

Make body by wrapping crepe paper to desired thickness. Use model plane enamels to decorate.

Whittle a pair of shoes for Bobby for a piece of ¼" thick softwood. Glue the body onto the feet.

The liquid for Bobby's body is water with red food coloring added. Add water until it is about level with the wrapped portion of the bottle. The neck should extend about an inch into the liquid. Wait several days for Bobby to begin working.



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Opening

Arrangements:

All staff are dressed as mad scientists (hair askew, jackets on backwards, gloves with fingers on wrong, etc.) Genius creatiion brewing - dry ice in colored water; colored vinegar in glass beakers into which baking soda is dropped periodically (it will bubble over).

Cubmaster:
(as Dracula)

Welcome to our gathering ov geniuses. We have put all our best brains together tonight so that we will attain maximum mind power over the world.

Comm. Chrmm:

(Just sits at the front table, mixing a concoction and muttering softly to no one in particular.)

Den Leader:

Dr. Earmug, I mean Mr. Cubmaster, what are all those observers doing here? If seen all our secrets experiments will be discovered by the world!

Adv. Chrmm:

Madame Puree, oh dear, you have that Leader look to you again. I need you to help with these tests. How will we ever finish with all these strange people here?

Cubmaster:

I'll take charge here! There seem to be samll persons in blue suits all around. Would you help to separate the large persons into experimental groups. I mean Dens, so we may begin the meeting of headnuts, I meant geniuses, to order? Thank You.

Den Leader:

Order? Order? I'll have bunion burger to go without warts. Oh, and a mushroom shake -- hold the greens!

Cubmaster:

Not that kind of order! The kind where we report on what we've discovered and created since our last meeting.

Comm. Chrmm:

You mean like I discovered that green fuzzy stuff mixed with ground goober's doesn't grow well on phones?

Cubmaster:

Oh, no! Like who has created the best inventions or found the cure for removing little blue suited boys' fingers from cookie jars while leaving cookies whole. Or, maybe how to change one of them into a Bobcat, Wolf, Bear, or Webelos. Doesn't that sound like genius to you?

Den Leader:

Sure does to me. Oh, Dr. Earmug, speaking of the blue suits, they have the experiments, I mean, big persons quiet now. Can we proceed?

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The Beaufort Wind Scale

The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe windspeed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed. Copy the scale on a large sheet of cardboard and hang it in your den meeting place.

The Beaufort Wind Scale

#	Title	Effect of Wind	MPH
0	Calm	Smoke rises Vertically	Less than 1
1	Light Air	Smoke drifts	1-3
2	Light Breeze	Leaves rustle	4-7
3	Gentle Breeze	Flags fly	8-12
4	Moderate breeze	Dust, loose paper raised	13-18
5	Fresh Breeze	Small trees sway	19-24
6	Strong Breeze	Difficult to use umbrellas	25-31
7	Moderate Gale	Difficult to walk	32-38
8	Fresh Gale	Twigs break off trees	39-46
9	Strong Gale	Slight damage to roofs	47-54
10	Whole Gale	Trees uprooted	55-63
11	Storm	Widespread damage	64-75
12	Hurricane	Devastation	above 75

S		M		T		W		T		F		S	

Use a calender to keep track of wind speed over a period of time.



MARCH
"SHOWMAN"



OCTOBER

"SHOWMAN"

SHOWMAN ACTIVITY BADGE

The Showman Activity Badge has something for every boy. For the 'natural' actor, there's drama. For the shy boy, there's puppetry. And for almost every boy, there's music. Most boys have a natural talent for talking, so all you need do is channel this talent into one of these three areas, or better still, a combination of all three. The aim of this badge is not to produce skilled entertainers, but to expose boys to theatre and musical arts. And, of course, to have fun.

Any monthly theme can be used if the boys want to use it to entertain or to spotlight a Webelos or a pack activity. With a little planning, several requirements in the Craftsman Activity Badge, such as prop building, puppet-making and making musical instruments, can be fulfilled while working on the Showman Activity Badge.

This badge is a natural for pack meetings and holds the interest of boys and parents alike. Seeing their youngsters perform with sincere effort and enthusiasm is a great source of satisfaction and pleasure for parents.

The Showman badge offers boys the opportunity to develop their creative ability. Besides entertaining at den and pack meetings, the cultural aptitudes of boys are broadened as they learn about music and drama. Proper speaking habits can be practiced and the reasons for them can be better understood and appreciated.

Getting Started: An Opening

A dramatization using four Webelos who stand in a diagonal line at one side facing the audience and the Webelos Leader who is facing both the Webelos and the audience on the other side. Webelos Leader is WL.

WL: David, how would you set out to do a good turn?
(David takes onestep forward.)

WL: Larry, how would you get started on a campout?
(Larry takes one step forward.)

WL: Billy, how would you start out to achieve your first activity badge?
(Billy takes one step forward.)

WL: Ray, how would you start on a hike?
(Ray takes one step forward.)

WL: Yes, it is as simple as that - to make a thousand mile journey, to run a race, to learn a trade, to meet new people, to climb a mountain, to create a masterpiece, to build skyscrapers, to design a spaceship, to do anything worth while there is always a first step and it is the most difficult one to take.

If you are to progress in life or in Tigers, Cubs, Webelos, Explorers or Boy Scouting, you must first face your goal and then get started with that all important first step. (On the words 'first step', all the boys take one step forward again and then salute.)

VENTRILLOQUIST ACT

This is a script which could be used by a boy operating a hand puppet as a ventriloquist's dummy. It isn't likely that a 9 or 10 year old boy will be a very good ventriloquist, but if he makes wide, exaggerated

actions with the puppet, the audience's eyes will be on it rather than on him. Or another boy offstage could be the dummy's voice.

Ventril: How was your day today?

Dummy: Not very good. We lost a close game in baseball today.
Ventril: What was the score?

Dummy: 70 to nothing.

Ventril: That was a close score?

Dummy: Sure. The last time we played, we lost 120 to nothing.

Ventril: What is the biggest problem that you lose by such a score?

Dummy: The bat and the ball.

Ventril: The bat and the ball?

Dummy: Yeah. The other team doesn't pitch the ball where we swing

the bat.

Ventril: Sounds like you need more practice.

Dummy: Practice? What's that?

Ventril: Don't you know what practice is.

Dummy: Never heard of it.

Ventril: I'll try to explain it to you. That is where you get your team together and try hitting or fielding the ball.

Dummy: Sounds like a good idea. We'll try it.

Ventril: I heard you had a birthday last week.

Dummy: That's right. I was 10 years old.

Ventril: Did you get any presents?

Dummy: Yeah. I got quite a few. But I also got one that I can't use.

Ventril: What did you get that you couldn't use.

Dummy: A billfold.

Ventril: You use a billfold to keep your money in.

Dummy: I know. But I get 50 c a week allowance. How can you

fold 50 c.

Ventril: Now that you're 10 years old have you thought about

joining Cub Scouts?

Dummy: I am a Cub Scout. I was a Tiger, a Wolf, and a Bear and

now I'm a Webelos Scout.

A boy enters. He's dressed in tattered clothing, all coated with dirt, and has an arm in a sling and bandages on his body. It's obvious to everyone that he's been in a scuffle.

"What happened?" asks his friend.

The poor fellow explains that he and two friends (he names people familiar to the audience, perhaps a couple of parents) ran into a man who had just emerged from a flying saucer. They'd tackled him and there had been a real battle.

"What happened to your friends?" asks his friend.

"Well, _____ is out in the woods somewhere."

"Where is _____?"

"He's lying about 10 feet from the first guy."

"Where were you?"

"Lying just about the way I am now!"

Use empty cardboard canister (potato chip and ice cream come in them) or make one by rolling stiff cardboard into a cylinder. Make, borrow, or buy a lazy susan. Cut slots about 3" up from the bottom, every 2" all the way around.

Cut strips of paper to fit inside canister. Draw action sequence: stick spinning, ball bouncing, boy running, man going upstairs, fish swimming, fower growing, etc. Place movie inside canister, picture side showing. Look through the slots. Spin the lazy susan -- see the action.

(The movie needs to be well lit. The drawing needs to be good and dark. The inside of canister can be painted black.)

Fashion Show

This can be quite hilarious if performed for others to watch. Divide group into teams of 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

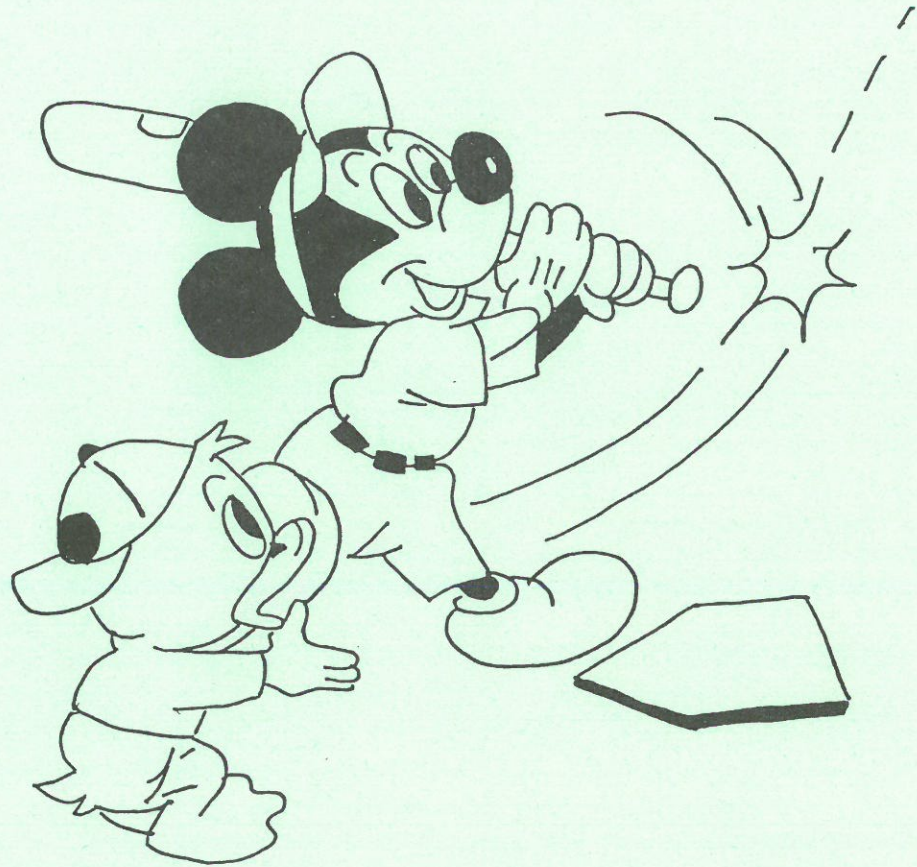
Tell-A-Story

Line up boys of two teams facing each other and have one boy on each team tell a story one at a time. The object of this game is to make the other team laugh.

A Magician's Patter

An important part of nearly every magician's act is his patter -- the things he says while doing the trick. Sometimes this is purely to amuse the audience; sometimes it misdirects the audience's attention while the magician is doing a bit of sleight of hand.

When your Cub Scouts have mastered a trick for the pack show, help them develop a line of patter to go with it. Some books of magic suggest patter for certain tricks.



JUNE
"SPORTSMAN"

SPORTSMAN ACTIVITY BADGE

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

But that's not really enough! One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body." If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den, and you, have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

Games

Bucketball: Two bushel baskets or other containers are placed on the ground at opposite ends of the playing area. Use a regular basketball, if available. Divide the den into two teams and play basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

Bowling on the Green: Use old bowling balls and old pins and bowl on a smooth section of grass or lawn.

Foul Score: Divide the den into two teams. The leader gives the signal for a foul or violation in any of the three sports --- baseball, football or basketball -- and calls on a boy to name the sport and the foul. If he gets both right, he scores four points for his team. If one of his two answers is right, he scores two. Any other member of his own team can try to correct the wrong answer and earn one point. If no one on his team can answer, the opponents can earn one point for a correct answer.

Officials' Test: Split the den into teams and have the boy being tested be umpire or referee. The teams run a play with fouls and violations. The official then must call the foul, give the proper signal and explain the penalty.

Soccer 10 Kicks: The den is divided into equal teams. A soccer ball (or ball of similar size) is used. The object is to kick the ball 10 times in succession to teammates. Each player calls out the number (1-2-3-4-etc) as he kicks. The opponents try to intercept and start their own sequence. Hands may not be used. The team making 10 successive kicks wins.

BADGE:

SPORTSMAN: (physical skills group)



PURPOSE:

Develop sportsmanship, learn about sports, team work

PROBLEMS:

Non-physical Cubs, lack of team spirit, wide range of abilities

SOLUTIONS:

This is a good badge to build and stress fitness, training, and team work. Select a team sport like ultimate, baseball, or softball that appeals to a wide range of skill levels and are less likely to be monopolized by one or two Cubs. You will need to get out and play with them to explain the rules and make sure everyone gets a chance.

Challenge other Dens to a "Championship" or hold a Pack Championship to qualify for the sports participation awards. Use a little of several Den meetings to train and work on team work. Select the teams yourself to make sure the sides are balanced and feelings are not hurt.

If one of the fathers is a sports nut, ask him to explain the rules of a game and the referee's signals. Practice sportsmanship, both winning and losing, in your Den games. End the game any time that tempers flair or a Cub can not be a good sport.

RESOURCES:

Most Dens have a parent or two with some sports knowledge or perhaps some real skill at playing a game. Get them interested in helping by asking for some short term help.

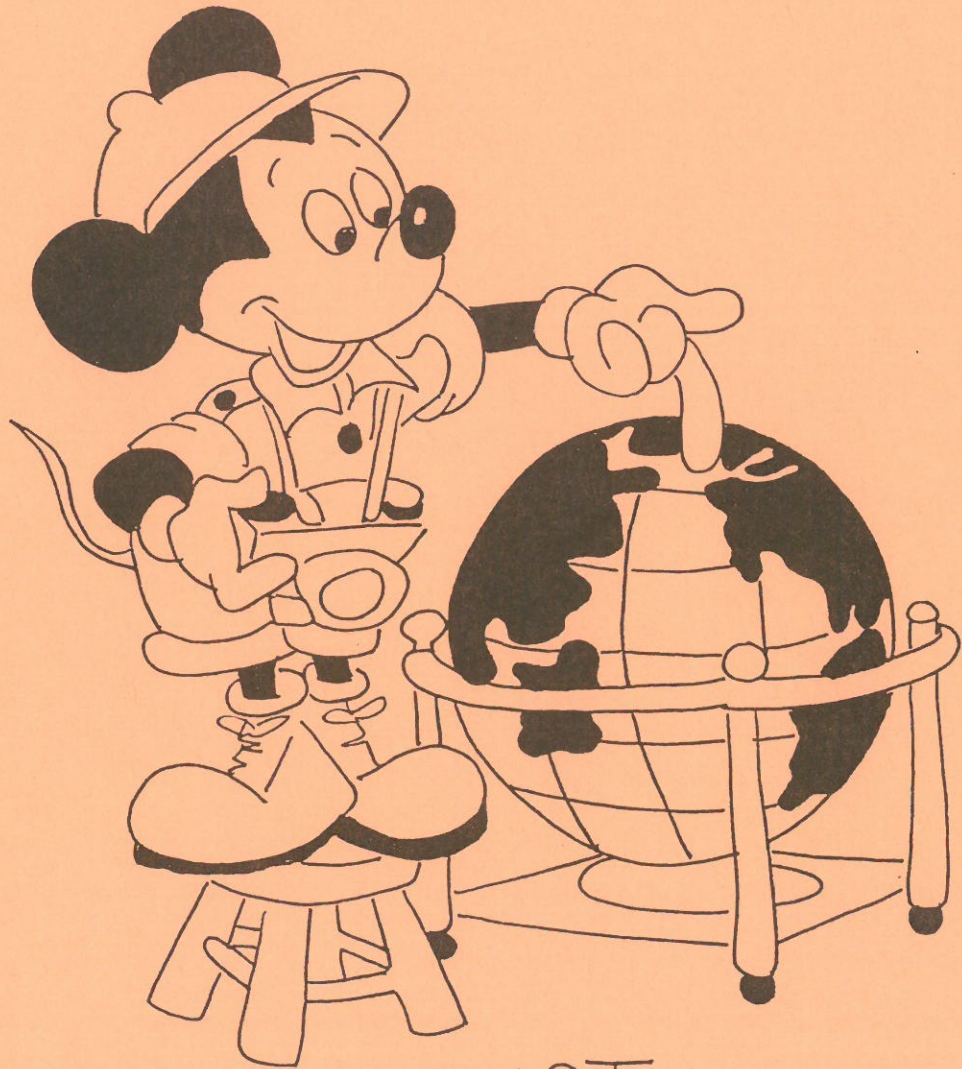
PLANNING:

This one doesn't require much planning with the exception of a special presentation.

MORE?

How about a trip to a ball game? Remember the wide variety of Cub Scout Sports Awards.





AUGUST
"TRAVLER"

THE
MOUNTAIN
VIEW
SCHOOL
DISTRICT
TRAY

TRAVELER ACTIVITY BADGE

Earning the Traveler badge will help a Webelos Scout discover new things, learn about new places, and see some of the nearby areas rich in local history. Though the badge requirements, your Webelos Scouts will learn to read maps and timetables of railroads, buses, or airlines serving your area. This information they can use in planning trips from their homes to cities in another state. They will learn the comparative costs of rail, bus or air transportation. They may take trips to bus, train, plane or boat to points of interest with their parents. They will learn how to use highway maps and plan trips, taking at least one of 25 miles or more, and serve as navigators. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

You can introduce the boys to some of the joys of travel and perhaps to a means of traveling new to them. You might like to take a field trip to a travel agency or a short trip by bus or train.

Quiz -- What would an astronaut need if he crashed on the moon and had to walk to a moon base for help? What 10 items out of a list of 20 would he take along and why?

Extra Oxygen Bottle	Pistol
Jug of Water	Whistle
30' Rope	Map of Moon
Compass	Pocket Calculator
Star Map	Needle and Thread
Flashlight	Cans of Soup
Canvas Tent	Can Opener
Cook Stove	Rockhammer
Pocket Knife	Pocket Lighter
3' X 4' Piece of Scrap Metal	Telescope

Answers:

1. Oxygen - obvious, can be discarded after use to lighten load.
2. Water - obvious, load lightens as used.
3. Scrap Metal - to carry things on like a sled.
4. Tent - to wrap things in and use as protection from direct sun.
5. Rope - to tie things together, use for rappelling if needed, pull sled.
6. Star Map - for finding direction.
7. Flashlight - for signaling and seeing in the dark.
8. Rockhammer - help climb cliffs.
9. Pistol - kick of gun can be used as propulsion unit.
10. Picketknife - useful prying tool, cutting, lightweight.

Things which don't work on moon: compass, whistle, lighter, map of moon has too large scale to be useful. Cook stove, soup, can opener - you can live a long time without food. Telescope, needle and thread, calculator - no use.

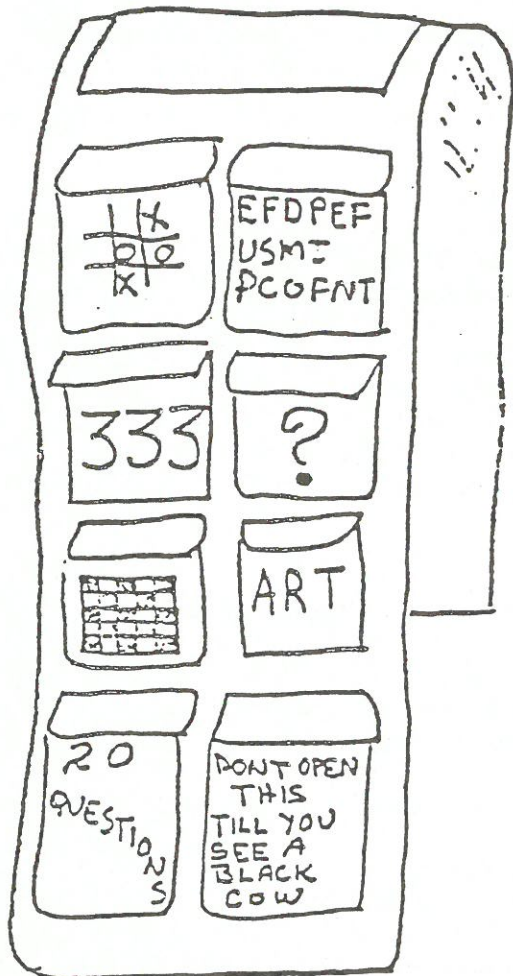
Pre-opening Activity

Have boys make a list of things they would pack in a suitcase to go to various places on vacations. For example: North Pole, beach, mountains, desert, forest, moon, cave, city, etc.. Have the boys share their information with each other after the meeting has started.

Den Activity

Contact a travel agency or airline public relations person. Many of these companies are happy to come to meetings and give demonstrations of packing a suitcase, which is a real art.

In conjunction with this you can have suitcase packing races or suitcase carrying races.



SHOE BAG GAME KIT

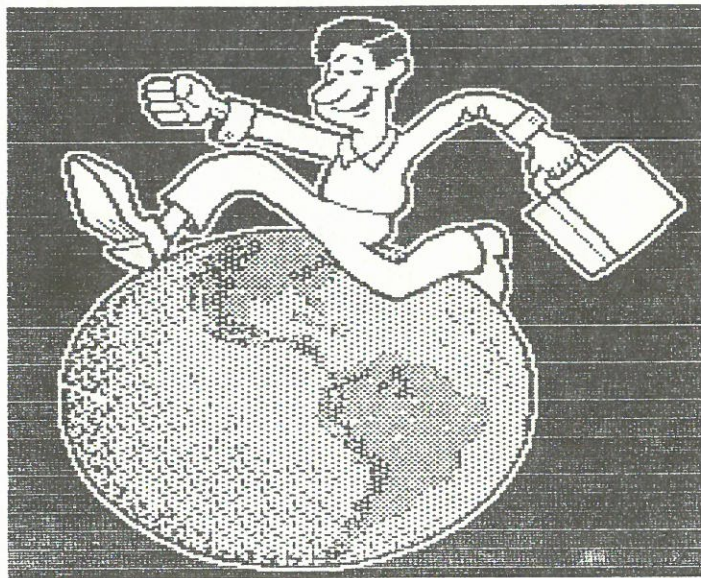
Webelos can help prepare a shoe bag game kit to help smaller children entertained in the back seat of a car. The bag is made from a piece of cloth long enough to hang over the front seat and provide six or more pockets containing surprises such as paper and crayons, magnetic checkerboard, tick-tack-toe game, blunt scissors, etc.

SUGGESTIONS:

Code messages to be decoded.
Pictures for coloring
Paper for drawing & tick-tack-toe
20 questions game
333 may not be opened until someone has spotted three 3s on road signs.

One important rule to follow; Players must put away the contents of one pocket before opening the next.

GLOBETROTTER'S CERTIFICATE



signature

VOLUNTEERISM

