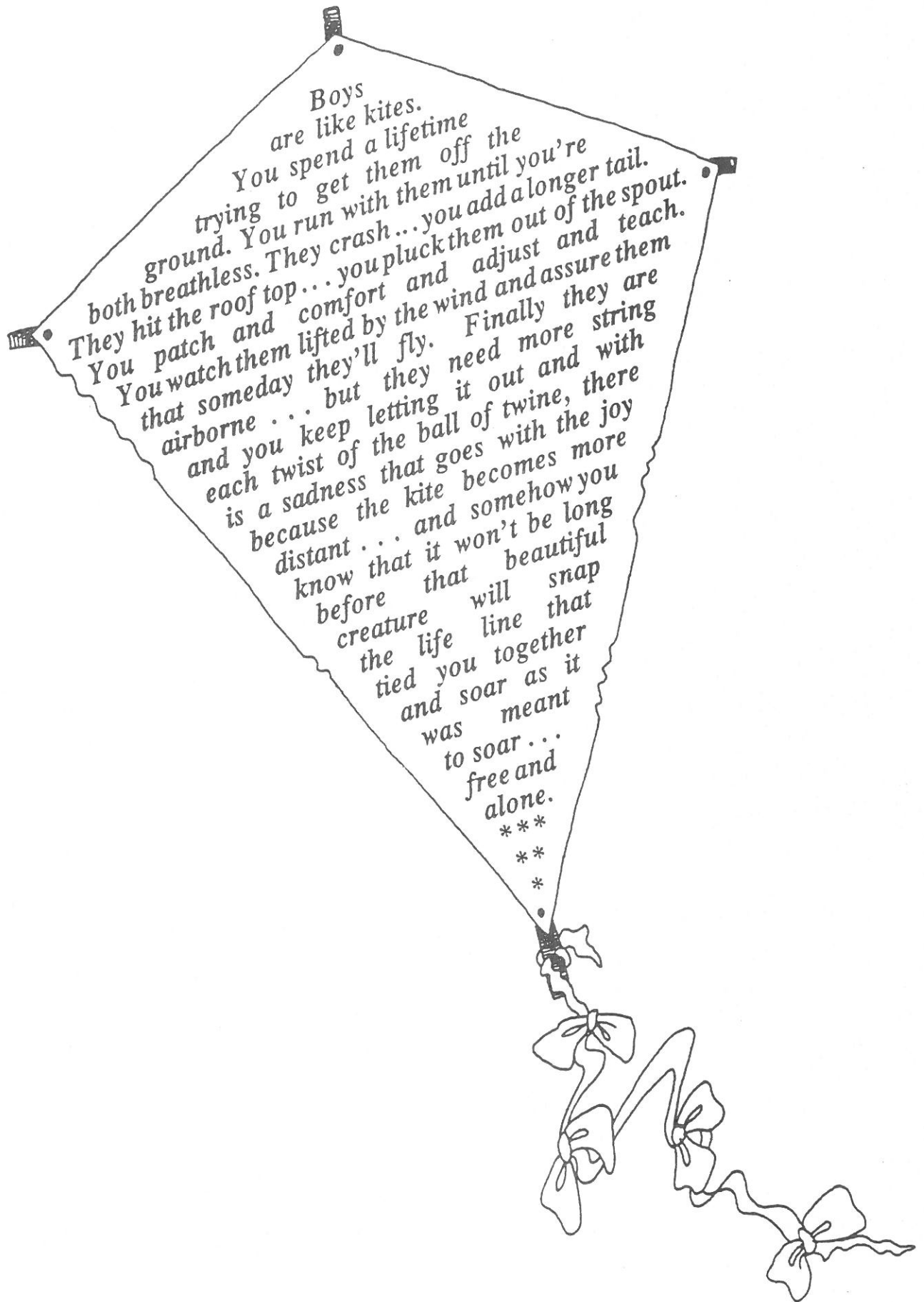




# Indian Nations Council Pow Wow 1990





Boys  
are like kites.  
You spend a lifetime  
trying to get them off the  
ground. You run with them until you're  
both breathless. They crash... you add a longer tail.  
You patch and comfort and adjust and teach.  
You watch them lifted by the wind and assure them  
that someday they'll fly. Finally they are  
airborne... but they need more string  
and you keep letting it out and with  
each twist of the ball of twine, there  
is a sadness that goes with the joy  
because the kite becomes more  
distant... and somehow you  
know that it won't be long  
before that beautiful  
creature will snap  
the life line that  
tied you together  
and soar as it  
was meant  
to soar...  
free and  
alone.

\*\*\*

\*\*

\*



November 10, 1990

Dear Scout Leader,

It was a cold, dark, and stormy night when this Pow Wow began its journey. After hours of grappling with a theme, tossing aside such great ideas as "Dust Bowl Days", "Genghis Khan's Troops", and "Snore Loud with Scouting", we finally agreed on a theme that best described our feeling about the Scouting program. And so "Soar High With Scouting" became the theme for this year's Pow Wow.

In the beginning, we had three goals we wanted to achieve:

- Publishing a quality book using the best original and tested material we could find.
- Offering a wide selection of well-presented classes to meet every leader's needs.
- Reaching an attendance goal of 1000 leaders.

And of course there was a fourth goal--to have fun while meeting the first three goals. The only way to reach these goals would be through the hard work and commitment of a staff of dedicated Scouters. And the staff has met the challenge. The Scouters who serve on this year's staff have been the wind beneath our wings. Their thousand of hours of preparation are for one purpose: to give you and every leader attending Pow Wow the additional resources, skills, confidence, and enthusiasm to take back to the boys in your Cub Scout Dens and Packs. By giving those Cub Scouts a better program, you will be the wind beneath their wings.

Our deepest appreciation goes to the great staff who have shared our vision and have soared high. We also thank the two scout leaders who were our inspiration when we were scouts: Nina Hall, Girl Scout Troop Leader, and Richard Parkhurst, Scoutmaster. These two dedicated leaders helped us learn to soar.

Finally, we dedicate this Pow Wow to you, the leaders, the people the Cub Scouts look to help them grow. Without your dedication and commitment to the Scouting program, there would be no Cub Scouts. Thank you for caring.

Good Scouting to you,

  
Jim and Barb Denny  
Pow Wow Chairmen



# INDIAN NATIONS COUNCIL

BOY SCOUTS OF AMERICA

3206 S. Peoria • Tulsa, Oklahoma 74105 • (918) 743-6125

No. 488



Dear Scouter:

On behalf of the 1990 Pow Wow staff, our Council President and the staff of the Indian Nations Council, welcome to the 1990 Cub Leaders Pow Wow. This annual event is the result of hundreds of hours of hard work put forth by a corp of dedicated Scouters. Through their efforts, the Council is able to provide you a unique and timely training experience that will equip you, your den and pack with a full year's program. Through your commitment to participate in this Pow Wow, you will be armed with ideas to insure that your son and his friends will receive a quality Cub Scouting program.

You are a vital link in the delivery of Scouting's time proven program for young people. Without you and the over 7000 volunteers that make up the Indian Nations Council, we would not be able to keep our commitment of preparing America's future leaders. We would not be able to help young people deal with the crisis and challenges that they now and will face.

Enjoy your Pow Wow training experience, but also remember that young boys are depending on you to bring back a program that they will find challenging and fun.

Sincerely,

A handwritten signature in black ink that reads "Kent Caraway". The signature is written in a cursive style.

Kent Caraway  
Council Executive





Hello Scouters,

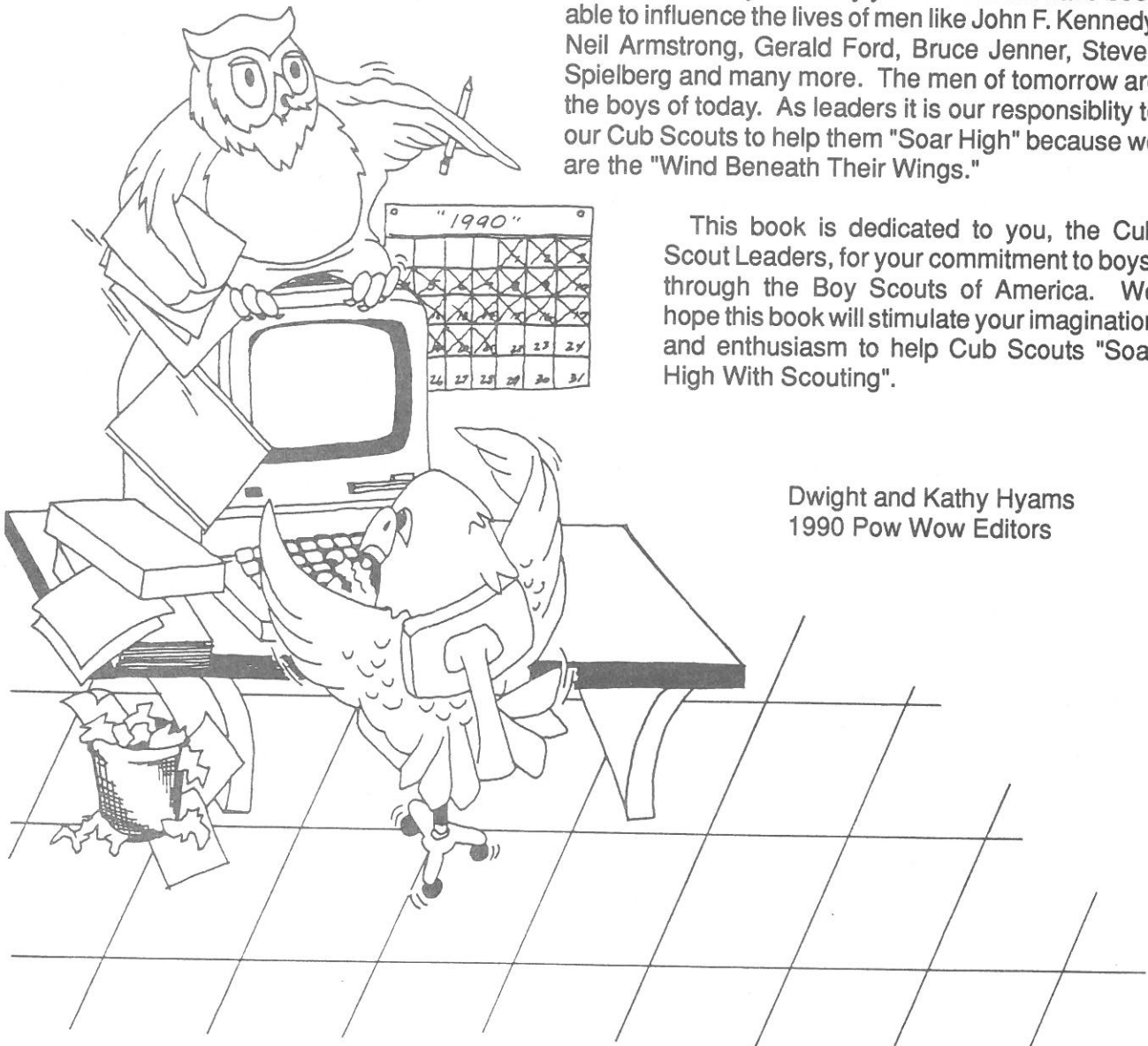
Indian Nations Council has been blessed over the years with many imaginative and enthusiastic leaders, who have devoted many countless hours in producing great Pow Wow books, from the first one done on a typewriter and a mimeograph machine, to the one you are holding completed on a computer and a post-script laser printer. These leaders have contributed to our council's reputation for service to boys.

The editing of this Pow Wow book "Soar High With Scouting" was indeed a challenge for us to provide you, the leader, with a book that will enhance the operations in your den and pack activities in the coming year. This undertaking could not have been accomplished if not for the support of many dedicated individuals and the generosity of several corporations in our council's area. We wish to express special thanks to Mark Nichols, Hallie Banner, Rita Ogle, Dana Gray, Larry Snead and Jim and Barb Denny, for your support. We salute you!

The Cub Scout program has influenced the lives of thousands of boys for sixty years. Leaders have been able to influence the lives of men like John F. Kennedy, Neil Armstrong, Gerald Ford, Bruce Jenner, Steven Spielberg and many more. The men of tomorrow are the boys of today. As leaders it is our responsibility to our Cub Scouts to help them "Soar High" because we are the "Wind Beneath Their Wings."

This book is dedicated to you, the Cub Scout Leaders, for your commitment to boys, through the Boy Scouts of America. We hope this book will stimulate your imagination and enthusiasm to help Cub Scouts "Soar High With Scouting".

Dwight and Kathy Hyams  
1990 Pow Wow Editors







## INDIAN NATIONS COUNCIL

# 1990 CUB SCOUT LEADERS' POW WOW

TULSA, OKLAHOMA

NOVEMBER 10, 1990

### CHAIRMEN

**Jim & Barbara Denny**

### VICE-CHAIRMEN

**Jim Thoma & Mary Ann Riner**

#### PROFESSIONAL ADVISOR

Mike Deering

#### TRAINING CHAIRMEN

Don & Lisa Muttoni

#### BOOK EDITORS

Dwight & Kathy Hyams

#### CRAFTS CHAIRMAN

Linda Christensen

#### BOOK ILLUSTRATIONS

Hallie Banner

#### WEBELOS CHAIRMAN

Stephen George

#### PATCH DESIGN

Pat Drummond

#### EXHIBITS

Roger Newton

#### SCHEDULING

Larry Trook

#### SIGNS

Karen Trook

#### GREETERS

District Executives

#### PIZZAZZ

Larry Hash

#### COMPROLLER

Bill Baumgartner

#### OPENING CEREMONIES

Phil & Una Teter

#### PUBLICITY

Cindy Warne

#### CLOSING CEREMONIES

Jim Thoma  
Mark Nichols

#### REGISTRATION

Pat Baumgartner  
Al & Jean Tomassi  
Rick & Edna Groshans  
Harold & Faye Collier  
Bob & Pat Yerton

#### MIDWAY

Ray & Janet Viel  
Mike & Kathy Hastings  
Dan & Virginia Davis  
Chuck & Patsy Marshall

# 1990 POW WOW STAFF

## PHYSICAL ARRANGEMENTS

Susie Edison  
 Larry & Kathy Ward  
 Ron & Linda Zuschlag  
 Charles & Sue Bisby  
 Rommie & Barbara Gorrell  
 Chip Huddleston  
 Ron & Judy Friend  
 Greg Chaney  
 Anita Cundiff

## DEN CEREMONIES

T.B.A.

## SPORTS PROGRAM

Paul Akin

## RECRUITING AND USING A DEN CHIEF

Rich Ewalt

## DEN GATHERING ACTIVITIES

Lynn Kerr

## PACK MANAGEMENT

Carl White  
 Kelly Keech

## PACK ACTIVITIES

Russell & Virginia Yerton  
 Julia Allande

## PACK CEREMONIES

Don Atwood  
 Lowell Burch

## TIGER CUB COORDINATOR TRAINING

Cindy King

## IS THERE LIFE AFTER CUB SCOUTS?

Su Davis  
 Sharon Carnahan

## YOUTH PROTECTION

Laura Wilson

## WEBELOS CAMPING PROGRAM

Stephen George  
 Eric Kingery

## WEBELOS TO SCOUT TRANSITION

Lyle Johnson  
 Ken Baker

## NATURALIST/FORESTER BADGES

Nancy Kingery  
 Karen Kemp

## SCIENTIST/ENGINEER BADGES

Charlie Green  
 Daryl Dunham

## OUTDOORSMAN/GEOLOGIST BADGES

Bob Baxter  
 Randy Wood

## HANDICAPPED AWARENESS

Jennifer Lindsay

## THE UNIT COMMISSIONER & THE PACK

Su Davis  
 Sharon Carnahan

## SCOUTERS CONSIDER YOUR SPOUSE

Sharron Malloy  
 Chris Plunkett  
 Anna Barcellos

## SPIRITUAL & FAMILY ENRICHMENT

Ray Lewandowski

## EVERYTHING YOU WANTED TO KNOW . . .

Ron Cropek

## ETHICS IN ACTION

Mike Deering

## SONGS & STUNTS

Ralph & Diana Lohnbakken  
 Keith & Rose Cook



# 1990 POW WOW STAFF

## MAGIC

Sandy Rhodes  
Dick Fulton

## BOY BEHAVIOR

Barbara Wright

## NATURE

Brandt & Terri Barber

## FLAG CEREMONIES

Neal Walters

## BLUE & GOLD PLANNING

Judy Powell

## CUB SCOUT COOKING

David & Barbara Lynch  
Larry & Kim Snead

## SKITS & COSTUMES

Larry Bahler  
Denise Thomas

## GAMES

Charles Lawyer  
Diane Smock  
David Millican  
Bill Fry

## FIRST AID

Buddy Royal  
Rhonda Davis

## STAINED GLASS

Shirlene McInturf  
Karen Hawthorne

## TIE SLIDES

Bettye Goins  
Beverly Carr  
Anita Helems

## PUPPETS

T.B.A.

## SAND ART

Lydia Veron

## NATURE CRAFT

Mary Helfebin

## LEATHER CRAFT

Ted Danks

## TIN & METAL

Ken Tyrrell

## PLASTIC ETCHING

D. L. Brooks  
J. D. Brooks

## TRASH INTO TREASURES

Caren Reimen  
Marcy Smith

## HOLIDAY CRAFTS

Dee Hunsburger  
Kathy Campbell

## STRING ART

Pam Funk  
Mary Smith

## PLASTER CRAFT

Dennis & Sonya Turner

## PAPIER MACHE

Rosa Williams

## MODELING DOUGH

Linda Morocco

## CANDLE MAKING

Penny Sheehan

## AWARDS FROM THE HEART

Evet Short

## WOODCRAFT

Roland Christensen  
Bob Coonfield





## POW WOW TRADITION

Indian Nations Council has a legacy of presenting Pow Wows that are regarded among the very best in the country. This reputation is not easily earned. It comes through the vision and dedication of the chairmen who take on the obligation of leading each year's Pow Wow. Indian Nations Council is proud to recognize the chairmen of past Pow Wows.

1955-1960	Emerson Bennett	1976	Steve and Deanne Balsters
1961-1962	Gerald R. Bailey	1977	Jack and Jennifer Hanson
1963	John McKinney	1978	Paul and Gloria Cukjati
1964	Joe Kenworthy	1979	Don and Paula Foster
1965	Emerson Bennett	1980	Chip and Sue Huddleston
1966	Wayne Little	1981	Phil and Una Jo Teter
1967	Dr. John Messick	1982	Roger Scott
1968	Dr. William H. Day	1983	Jim and Joanna Wilcox
1969	Bill Elliott	1984	Bill and Betty Fry
1970	Bill and Dottie Elliott	1985	Bill and Pat Baumgartner
1971	Fred Stricker	1986	Bob and Pat Yerton
1972	Bill and Dottie Elliott	1987	Rommie and Barbara Gorrell
1973	Bill and Doris Payne	1988	Craig and Cindy Warne
1974	John and Carolyn Miller	1989	Harold and Faye Collier
1975	Marvin and Ann Staggs		



**QuikTrip®**

**Proud Participants Through The Donation  
Of Printing And Binders.**





# **Sun Refining And Marketing Co**

**Proud Participants Through The Donation  
Of Paper And Printing.**



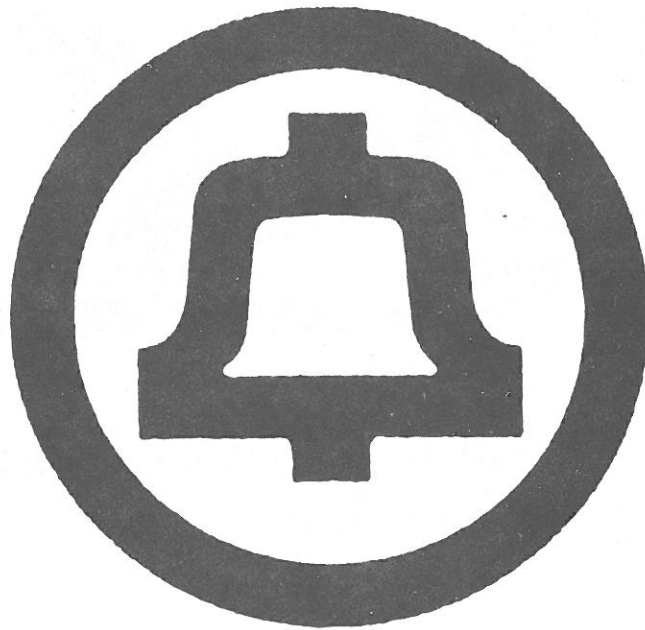
# **PSO**

Public Service Company  
of Oklahoma

**Proud Participants Through The Donation  
Of Paper And Printing.**



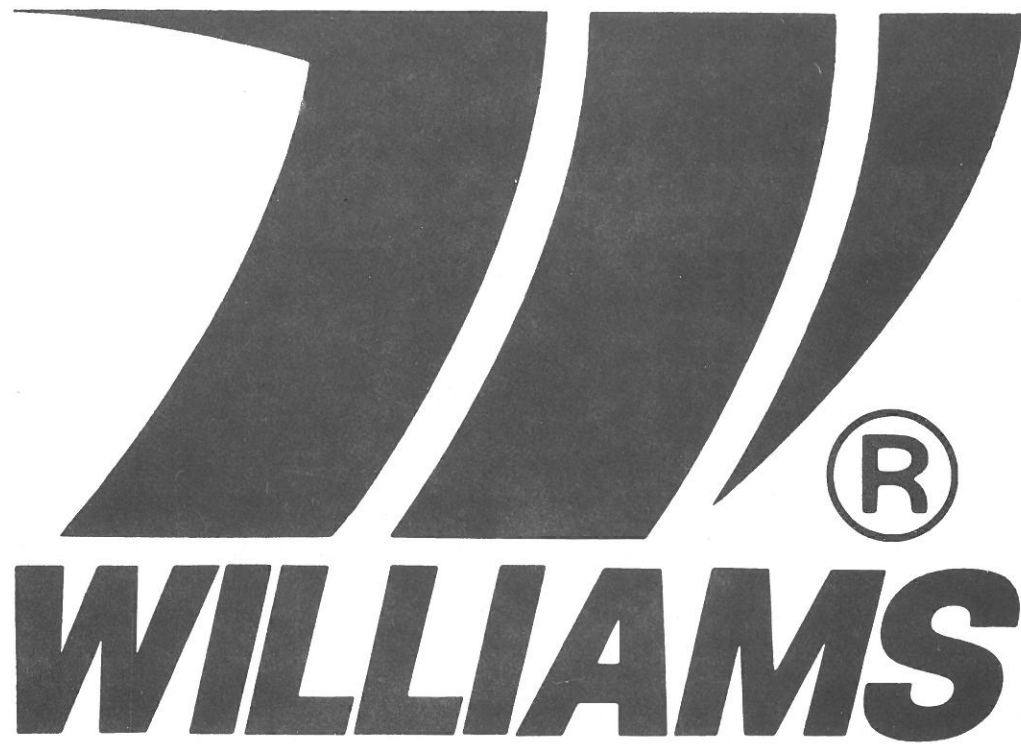
**THE GOOD CENTS PEOPLE**



# **Southwestern Bell Telephone**

**We're Glad You Called On Us To Help  
Through The Donation Of Paper And Printing.**

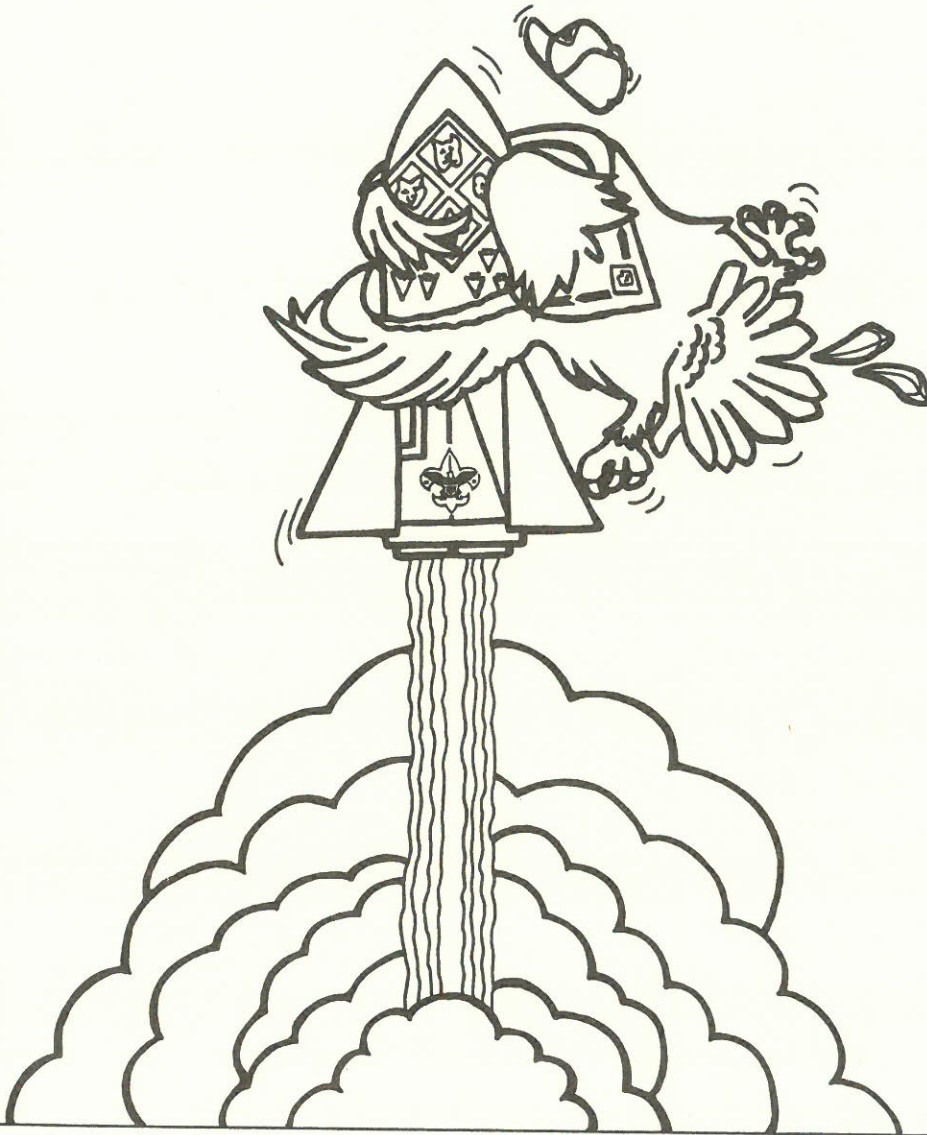
**The one to call on.**



**Proud Participants Through The Donation  
Of Paper And Printing.**

***THE WILLIAMS COMPANIES, INC.*** ®





HALLIE BANNER '90

READY, SET, GO.....

## Table of Contents

---

<b>PURPOSES OF CUB SCOUTING</b>	<b>1</b>
<b>HISTORY OF CUB SCOUTING</b>	<b>2</b>
<b>CUB SCOUTING IN THE U.S.A.</b>	<b>4</b>
<b>VOLUNTEER-PROFESSIONAL RELATIONSHIPS</b>	<b>6</b>
<b>COMMISSIONER SERVICE</b>	<b>7</b>
<b>CHARTERED ORGANIZATIONS</b>	<b>8</b>
<b>CUB SCOUT PROGRAM PLANNING</b>	<b>9</b>
<b>MONTHLY THEMES</b>	<b>10</b>
<b>PACK COMMITTEE GUIDE TO EFFECTIVE LEADERSHIP</b>	<b>14</b>
<b>TRAINING</b>	<b>17</b>
<b>FOR YOUR INFORMATION</b>	<b>19</b>
<b>DEN AIDE</b>	<b>20</b>
<b>THE DEN CHIEF</b>	<b>22</b>
<b>ADVANCEMENT</b>	<b>26</b>
<b>THE UNIFORM</b>	<b>31</b>
<b>WHAT CUB SCOUTING DOES</b>	<b>37</b>
<b>WELCOME TO THE WORLD OF TIGER CUBS!</b>	<b>38</b>
<b>WORKING WITH CUB SCOUTS</b>	<b>43</b>
<b>HOW SCOUTING HELPS THE HANDICAPPED</b>	<b>47</b>
<b>COMMUNICATIONS</b>	<b>50</b>
<b>CHILD ABUSE PREVENTION</b>	<b>54</b>
<b>RECRUITING BOYS AND LEADERS</b>	<b>56</b>
<b>RESOURCES</b>	<b>57</b>
<b>WHAT IS YOUR CUB SCOUTING IQ?</b>	<b>60</b>

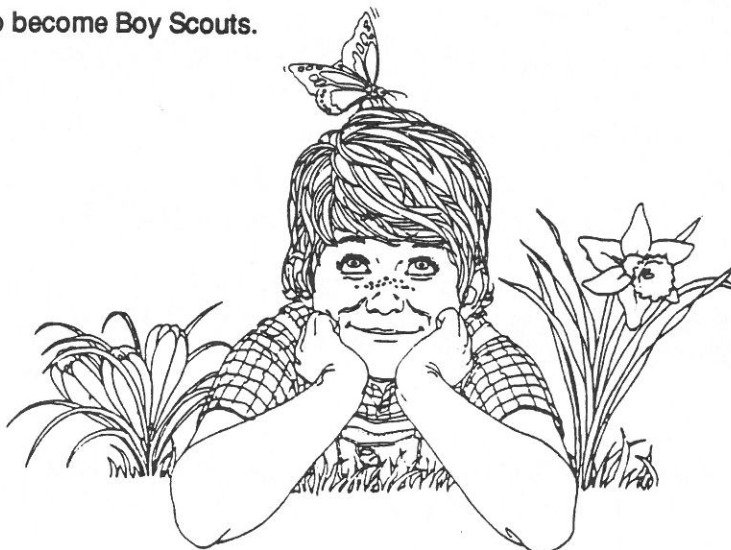
# PURPOSES OF CUB SCOUTING

A boy who joins the Boy Scouts of America and advances from Bobcat to Arrow of Light must come out of his experience a different boy or an important goal has not been achieved. When a boy learns the Cub Scout Promise, the Law of the Pack and the Cub Scout Motto, it is the start of character development and citizenship training. As a leader, it is your responsibility to see that the purposes of Scouting are carried out. This section has been compiled by Dwight and Kathy Hyams to help you, the leader, understand your role in the Boy Scouts of America.

It is important that all leaders realize the **WHY** of the Cub Scout program . . . the reason it is in business, so to speak. The reason is embodied in the purposes of Cub Scouting which can be found in the Cub Scout Leaders Book, and is printed below. Each leader, to do an effective job, needs to be thoroughly familiar with the points of these purposes and to include items in the program that will help the boys grow.

Cub Scouting is a program of the Boy Scouts of America for parents, leaders, and institutions to use with boys 7, 8, 9, and 10 years of age for the purpose of:

- **Influencing** the development of character and encouraging spiritual growth.
- **Developing** habits and attitudes of good citizenship.
- **Encouraging** good sportsmanship and pride in growing strong in mind and body.
- **Improving** understanding within the family.
- **Strengthening** the ability to get along with other boys and respect other people.
- **Fostering** a sense of personal achievement by developing new interests and skills.
- **Showing** how to be helpful and do one's best.
- **Providing** fun and exciting new things to do.
- **Preparing** them to become Boy Scouts.



# HISTORY OF CUB SCOUTING

Cub Scouting began in 1930. The Cub Scout program was carefully built as a direct answer to the demands of millions of boys of Cub Scout age and their parents who started as early as 1911, clamoring for a program of their own.

Wolf Cubbing began in England in 1914, when Baden-Powell started to experiment on a program for younger boys based on Kipling's Jungle Tales. In 1916, he made a public announcement of this program and since that time it has spread with very little change into the other European countries.

At the first National Training Conference of American Scout Executives in 1920, the needs of the young boys were emphasized, but the National Council felt it wise to defer action until they had more objective evidence. In 1924, a research psychologist was authorized to study what was already being done in the way of a suitable program for younger boys, and to explore general interests at various age levels. His recommendation indicated that boys of nine, ten and eleven responded even better to leadership and program efforts than older boys.

In 1926, the Executive Board authorized the Chief Scout Executive to proceed with a plan for raising \$50,000 for a thorough, scientific study of the whole younger boy matter. In 1927, an Advisory Committee was appointed, composed of the top specialists in their fields in child psychology, family life, etc., to cooperate with the Boy Scouts of America in developing this program. At this time, the Laura Spelman Rockefeller Foundation made available the \$50,000 necessary to carry on the basic study in order to develop a plan and to produce the necessary literature. Dr. H. W. Hurt was employed to serve as the Research Executive to carry on this project.

In addition to the committees already mentioned, advice was sought at various steps in the building of the program from a group of over 13,500 leading psychologists, sociologists, teachers, school superintendents, professors of education and college executives, and recreation and welfare directors.

At this time, the Executive Board approved a plan of experimenting in a limited number of communities, and on August 1, 1929, the first demonstration units were started. During the next three years, a close study of these experimental groups was made, in order that definite experience might be used as a basis for the final development of a program. By 1933, it was felt the time had come for promoting Cub Scouting generally as a part of the Boy Scout program throughout the country. In 1935, Mr. William C. Wessel was appointed the first Director of Cub Scouting.

For more than a decade, the English Wolf Cub plan had been tried here in America along with a score of other program efforts. These efforts met with difficulty in keeping their activities different from those of the Scout troop, and so found themselves trespassing upon Scouting, which took the edge off the boys' later experience.

The United States Cub Scout program corrected this condition. It is different from the younger boy programs of any other country in the world, because it is home and neighborhood centered and is built around den and pack meeting activities. The program suggests a wide range of attractive things for the Cub Scout and his natural neighborhood play group to do, with the encouragement of parents and neighbors. It suggests things that youngsters enjoy doing themselves when not under adult direction. These activities are particularly suited to the boy of Cub Scout age and must be kept quite different from those he will encounter at 10 1/2 years of age, as a Boy Scout.

Cub Scouting in our country has drawn upon the dramatic lore and lure of the American Indian for program background. Its Promise and Law were built with the advice of educators who are specialist in dealing with these ages. Many handicrafts were developed in recognition of this period as an opportune time to develop



skills. Original creative efforts were stimulated. The aim is not technical skill, but rather through exploratory efforts to help boys discover hobbies. The health check-up was developed to meet known physical needs of this age American boys. The emphasis on safety was introduced because accidents are the chief cause of death at these ages.

The system of electives was instituted to force practice in making decisions as well as to gear into the individual differences among boys. Its final objective was through its advancement plan and program to deliver a graduating Cub Scout, stimulated and prepared to participate in the Boy Scout troop program.

The Laura Spelman Rockefeller Foundation and the Boy Scouts of America were determined that this new Cub Scout program meet the needs of the American family. And so the leading scientific minds of the country were called upon to design a program quite different in emphasis and content from the other younger boy programs of the Scouting world.

The program was brought up to date and released to the field in the fall of 1967. It was the result of several years of research and planning. Program improvements are based on a national sampling process, including interviews with several thousand parents, boys of Cub Scout age, and hundreds of volunteers and professional Scouters. This has resulted in a more challenging Cub Scout program that will mean a richer experience for more boys.

And so the Scouting program continues to change and be updated to fit the needs of today's boy in today's world, to be relevant and meaningful in these changing times. If you were a Cub Scout 20 years ago, you will notice that improvements have been made. Just as your son will recognize more improvements when he becomes an adult. Scouting is sensitive to the needs of boys everywhere.

The uniform has seen many changes . . . .

and we no longer ask a Cub Scout to promise to "be square" although not too long ago being Square was a goal to shoot for.

The beginning of the expanded Cub Scout program that we use today got its beginning in 1986. As a result of the Cub Scout program expansion, the Boy Scouts of America will serve boys of all school grades (except kindergarten) with a program of character development, citizenship training, and personal fitness.

# CUB SCOUTING IN THE U.S.A.

The Cub Scout Program is administered by the National Cub Scout Committee, which is a standing committee of the National Executive Board of the Boy Scouts of America.

## NATIONAL HEADQUARTERS

The National Cub Scout Committee has seven sub-committees dealing with specific tasks such as regional relationships, age groupings, training, literature, uniforms and insignia, anniversary celebration, advancement and recognition, commissioner service, outdoor emphasis, career education and increased religious awareness.

The National Boy Scouts of America is located at:  
 1325 Hill Lane  
 Irving, Texas 75002-1296

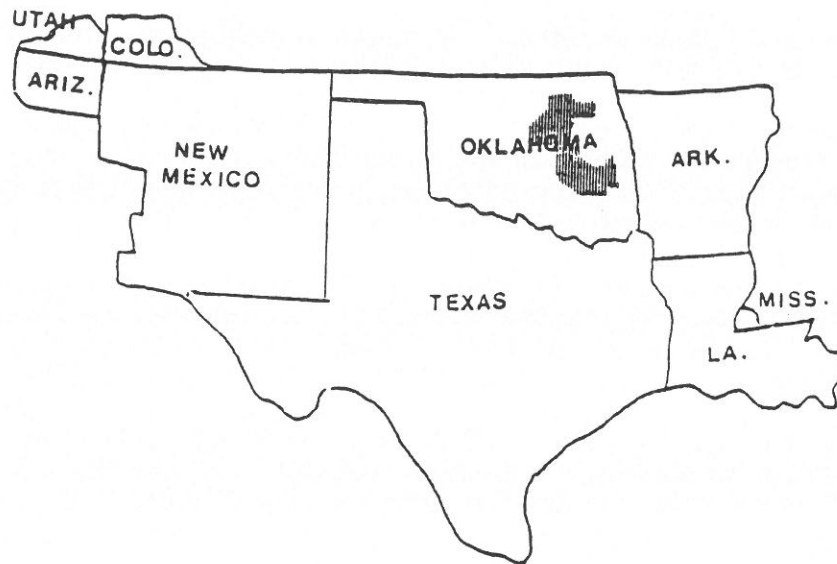
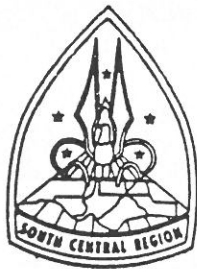
The Chief Scout Executive for the Boy Scouts of America, is Ben Love.

The Boy Scouts of America is divided into six regions. Each of the six regions has a Cub Scout committee headed by the Regional Cub Scout Chairman. Each area of the region also has an Area Cub Scout Chairman. These committees can be called upon by Councils who need information or help in conducting the Cub Scout program.



## REGION

Indian Nations Council is a part of the South Central Region. The South Central Region consists of the following states.



## COUNCIL

The council is a volunteer association of citizens, including representatives of organizations which are chartered by the B.S.A. to promote the Scouting program within a specific geography. The mission of the **Indian Nations Council** is to provide service, leadership, management and overall direction to the districts, in support of packs, troops and exploring units. The council is the administrative body to all Scouting units. Its prime responsibility is to implement the Scouting program. It is self financed and governed by the Charters and Bylaws of the Boy Scouts of America. Indian Nations Council covers 18 1/2 counties in northeast Oklahoma. It is geographically divided into districts.

The Almond Cochran Memorial Service Center (our Scout Office) is located at:

3206 South Peoria  
Tulsa, Oklahoma 74105  
The telephone number is: 743-6125

The Service Center hours are from  
8:00a.m. - 5:00p.m., Monday - Friday.



## DISTRICTS

The District is a geographic location of the council. Its purpose is to organize and support successful Scouting units which will result in more young people receiving a better program. The council guides and supports the districts to achieve this goal.

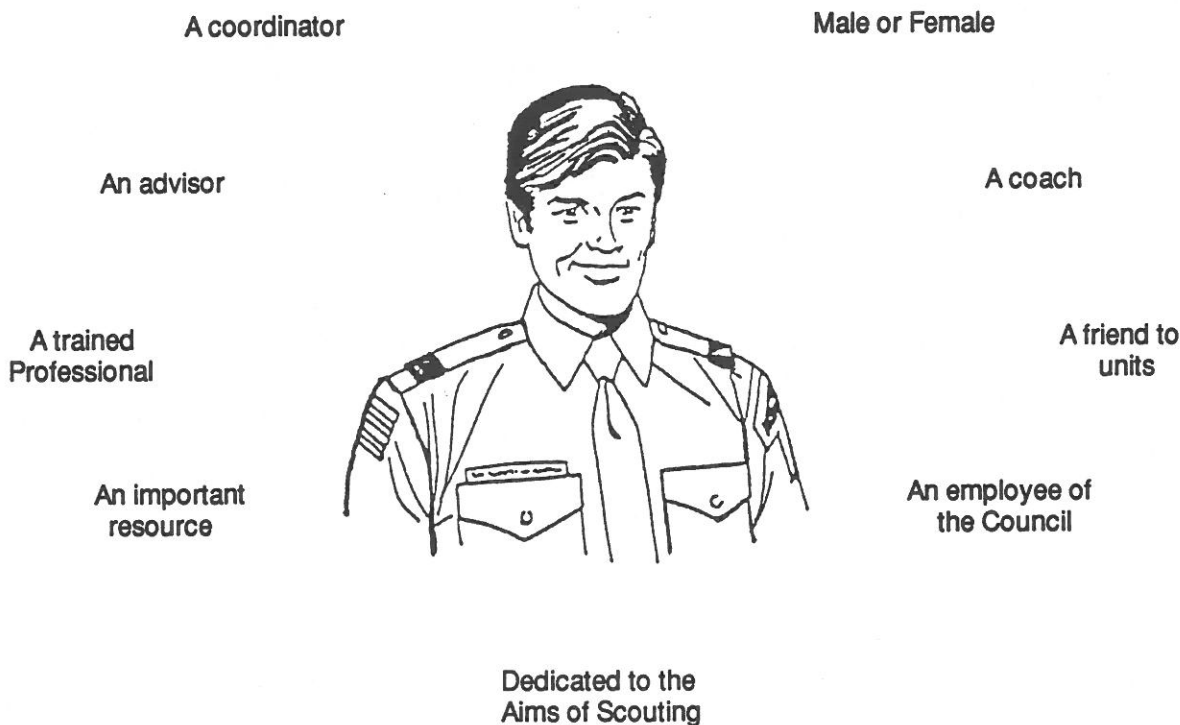
# VOLUNTEER-PROFESSIONAL RELATIONSHIPS

**S**couting partnership between volunteers and professionals is the core of its success. When the partnership thrives, the movement thrives. If the partnership isn't working well, nothing works well.

Scouting is a volunteer movement. Volunteers make many vital decisions at the district, council and national level. Professionals in the council help prepare volunteers for the decisions to be made. Neither the volunteer nor the professional has a monopoly on wisdom, judgment, or experience. But when the two work together, the combination is almost unbeatable.

District Scout Executives are coaches who get their jobs done through volunteers. That's why they are called executives. Their success is measured by how well their team of volunteers perform. When volunteers don't do their jobs, District Executive may need to spend time doing jobs not even close to what they were hired to do. They are paid to (1) **recruit** the necessary volunteers, (2) **train** these volunteers to train other volunteers and (3) **motivate** them to carry out their responsibilities. The fact that professionals are paid for their work in Scouting is not the significant difference between professionals and volunteers. The main difference is that volunteers are able to give only a portion of their time to Scouting, while the professionals give their full time. Both are dedicated to the aims of Scouting and try to live out those aims in their lives and their work.

## A DISTRICT SCOUT EXECUTIVE IS



# COMMISSIONER SERVICE

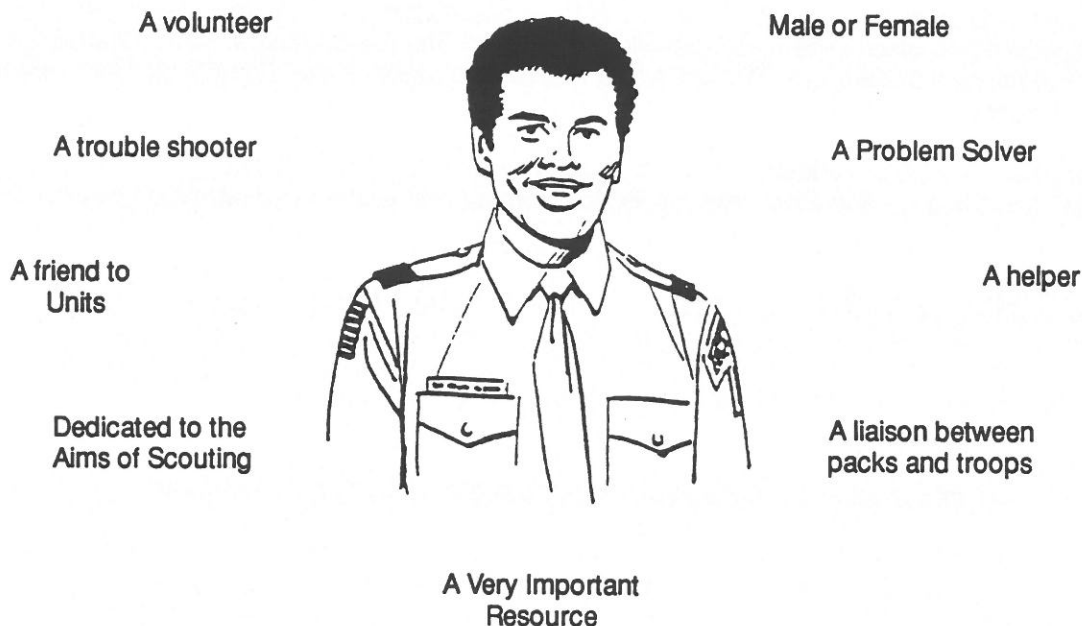
The commissioner is the liaison between the local council and Scouting units. His mission is to keep the units operating at maximum efficiency. The commissioner maintains regular contact with the leaders of the units. He counsels them on where to find assistance. He notes any weaknesses in the programs and suggests remedies. The commissioner is successful when the units are effectively delivering the ideas of Scouting to their members.

## TYPES OF COMMISSIONERS

- **Administrative commissioners:** Whose main responsibilities are recruiting, training, guiding, and measuring the commissioner staff.
- **Roundtable Commissioner:** These are resource people who, through established monthly roundtables, provide program skills and other helps for unit personnel.
- **Unit Commissioners:** These Scouters are assigned to one or more packs (and /or troops) and are closely allied to those units on a service and counselor basis. The unit commissioner's service is based on a friend and counselor philosophy.

Effective unit commissioners are team players, dedicated and enthusiastic supporters of the ideals of Scouting, and are personal examples of good citizenship. They can provide a considerable amount of help. The commissioner serves as a quality control arm for the unit. The unit commissioner does not intrude on the pack's business, but is ready and willing to help whenever called upon by pack leaders. The commissioner should be invited periodically to attend the monthly pack leaders' meeting and the monthly pack meeting.

## A UNIT COMMISSIONER IS



# CHARTERED ORGANIZATIONS

Cub Scouting is made available to existing groups having similar interests and goals, such as professional, religious, educational, civic, fraternal, governmental, etc. These sponsors are called chartered organizations because they are chartered by the Boy Scouts of America to use the Scouting program.

The chartered organization is issued a charter effective for one year. The current pack charter will show the expiration date. This date is not necessarily the same as the program or calendar year.

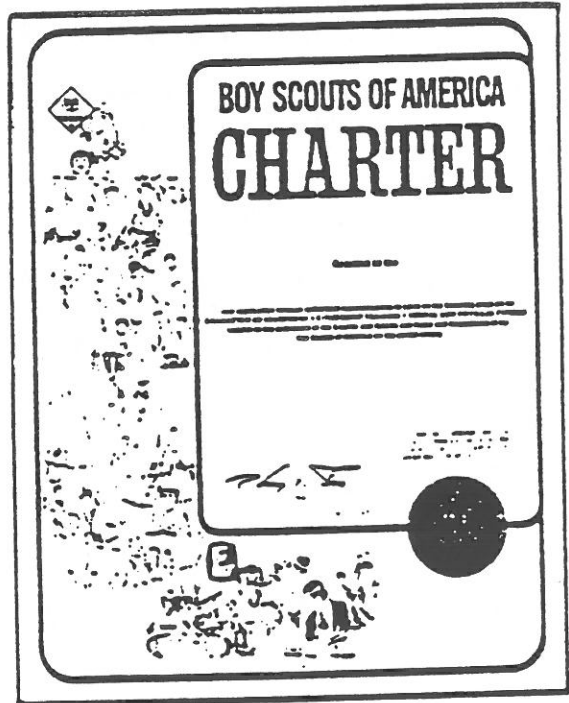
The District Scout Executive and the Unit Commissioner play an important role in helping the pack to recharter each year. Your District Executive will meet with the key person in your unit and give him/her a charter renewal kit, which includes all the necessary forms for a new charter and for applying for the Quality Unit Award.

Included in the Charter Renewal Kit will be three copies of a computer printout of all boys and adults registered in your pack during the year, uniform inspection sheets, and instructions for conducting the pack's roll call and uniform inspection.

Rechartering for a unit starts 120 days before renewal date. However, pack committee concern will start 60 days before the 15th day of the month in which the charter is due.

The charter is presented to the head of the chartered organization. This person, in turn, presents individual membership certificates to the pack committee chairman. The chairman presents the certificates to each committee member and leaders. The Cubmaster may present the boy's membership cards directly or through the den leaders.

If the pack meets the requirements for the Quality Unit Award, the pack will receive a colorful pack flag streamer and the boys and adults are entitled to purchase and wear the embroidered Quality Unit Award strip.



## RESPONSIBILITIES OF THE CHARTERED ORGANIZATION

The chartered organization signs a support agreement stating they will:

1. Adopt the program and support the policies of the Boy Scouts of America.
2. Appoint a Representative to manage all programs of the B.S.A. for the organization. The representative acts as a liaison between the organization and the pack.
3. Provides an adequate meeting place.

# CUB SCOUT PROGRAM PLANNING

Quite often pack committees are formed only to get the pack chartered. If that is the way you operate or if you feel that your committee is not functioning properly, NOW is the time to re-organize. If you are to have a successful pack, you need a strong PARENT organization. The pack organization should not depend on the efforts of one man . . . he will quit tomorrow, and probably will if he has all the work.

The functions of the pack committee are covered in the Cub Scouting Leader Book. Keep in mind that the program is for the BOYS - not for the adults. The adults only provide the training and organization so that the boys can do and learn. In this regard, how large should a pack committee be? Obviously there is no pat answer. The answer is "as large as is necessary to handle the pack program."

The most important responsibility that leaders have in Cub Scouting is program planning. The quality of the Cub Scout experience each boy receives will depend on how leaders schedule and carry out the essential planning procedures. Den leaders spend the greatest amount of time directly with the boys. The committee leaders of the pack need to use their efforts to provide material and help the den leaders to make their job easier, more enjoyable, and meaningful.

## KEEP THESE THINGS IN MIND

There are some basic ideas which you need to understand before you start planning:

1. Cub Scouting is a 12-month program.
2. Cub Scouting has enough variables to meet the needs and desires of any boy, any place.
3. Cub Scout program is built around monthly themes for 7 and 8 year old boys.
4. Webelos den use an activity badge area for its monthly program.
5. The Cub Scout program should have variety, action, and purpose.
6. The program must be fun for both boys and their families.



## THEMES

Cub Scouting's recommended planning system is based on themes, one for each month. Themes help to achieve Cub Scouting purpose, to keep all the dens active, vigorous, and working on meaningful projects during the month. They assure a well-planned, more interesting pack meeting as the big climax of the month. A good monthly theme should have:

**BOY APPEAL**

**BOY LEARNING**

**A VARIETY OF ACTIVITIES**

# MONTHLY THEMES

## 1990-1991

<u>MONTH</u>	<u>THEME</u>	<u>WEBELOS ACTIVITY BADGES</u>	
NOVEMBER	HEROES IN BOOKS	CRAFTSMAN*	CITIZEN*
DECEMBER	GIVING GIFTS	CRAFTSMAN	CITIZEN
JANUARY	FIESTA	FITNESS	READYMAN
FEBRUARY	BLUE AND GOLD TRADITIONS	SCHOLAR	
MARCH	SEA ADVENTURES	SHOWMAN	SCIENTIST*
APRIL	CANADA, OUR NEIGHBOR	COMMUNICATOR	SCIENTIST
MAY	WORKING WITH WOOD	OUTDOORSMAN	FAMILY MEMBER
JUNE	BACKYARD FUN	SPORTSMAN	ATHLETE
JULY	HIGH COUNTRY, U.S.A	AQUANAUT	
AUGUST	CUB SCOUT MAGIC	TRAVELER	
SEPTEMBER	COMMUNICATIONS	COMMUNICATOR	SCIENTIST*
OCTOBER	LIVING IN THE 21ST. CENTURY	SHOWMAN	SCIENTIST

\* Activity badge continues for 2 months

## 1991-1992

<u>MONTH</u>	<u>THEME</u>	<u>WEBELOS ACTIVITY BADGES</u>	
NOVEMBER	PIONEER DAYS	CRAFTSMAN*	CITIZEN*
DECEMBER	FOLLOWS, HELPS, GIVES	CRAFTSMAN	CITIZEN
JANUARY	KNIGHTS OF THE ROUNDTABLE	FITNESS	READYMAN
FEBRUARY	SCOUTING AROUND THE WORLD	SCHOLAR	ENGINEER*
MARCH	THINGS THAT GO	HANDYMAN	ENGINEER
APRIL	THE FIRST AMERICANS	SPORTSMAN	ATHLETE
MAY	BUGS AND THINGS	OUTDOORSMAN	FAMILY MEMBER
JUNE	GENIUS NIGHT	AQUANAUT	GEOLOGIST
JULY	FUN IN THE SUN	NATURALIST	FORESTER
AUGUST	INSIDE NOAH'S ARK	TRAVELER	ARTIST
SEPTEMBER	OUR TOWN, USA	COMMUNICATOR	SCIENTIST*
OCTOBER	FIRE DETECTIVES	SHOWMAN	SCIENTIST

\* Activity badge continues for 2 months

## PLANNING TIPS

**PROGRAM RESOURCES:** Specific ideas for program planning can be found in the wide variety of Cub Literature available to all pack leaders. The Pack library is a useful source. Also refer to ideas received at roundtables, pow wows, and training course.

**SPECIFIC TIPS:** Specific tips in planning in various areas will be found in the Activities section of this Pow Wow Book.



## **FOUR STEPS IN PLANNING**

There is a proven plan and procedure which brings success. The process consists of the following four steps:

1. **Annual Planning conference**- long range look at all program possibilities. Held usually in the early summer months, this allows the unit to make general plans for the next 12 months.
2. **Monthly committee meeting**- to firm up plans of this month's pack meeting and make specific plans of the pack meeting next month.
3. **Den Leader Coach/Den Leader meeting**- a monthly meeting to help plan den meetings.
4. **Den Chiefs' Meeting**- monthly meeting with den leaders to help prepare them to assist in the den program.

## **THE CUB PACK CYCLE**

Your Cub Pack can operate as smoothly throughout the year, and from year to year, as the Cub Pack listed below. This is only a guide to help you achieve a twelve month program for the Cub Scouts in your pack.

**JANUARY** Existing Webelos dens visit a Scout troop meeting. Recruit needed Webelos den leaders for new Webelos dens being formed for fourth graders. Finish plans for Blue and Gold Banquet in February.

**FEBRUARY** Recruit new den leaders to replace any upcoming retiring den leaders. Make plans for April recruitment program. Contact Scout troop to coordinate Webelos joining troop.

**MARCH** Train new Webelos den leaders. Scoutmaster is invited to attend pack meeting to receive the graduating Webelos Cub Scouts.

**APRIL** Graduation of Webelos den into Scout troop. Formation of new Webelos den for fourth grade. Graduation of Tiger Cubs into pack. Formation of new dens and recruitment of new leaders. New dens begin meeting. Retiring den leaders help new leaders through May. Returning den leaders continue with meetings.

**MAY** Induction of new dens at the pack meeting both regular and Webelos dens. Newly formed dens are encouraged to sign up to go the Cub Scout Day Camp or the Webelos Camp. Newly formed Webelos den is encouraged to make plans for a number of summer outings. Train new leaders. Tiger Cub Organizer recruited.

**JUNE, JULY, AUGUST** Attend Cub Scout Day Camp and Webelos Camp. Webelos den has outings. Attend other planned summertime activities either planned by the unit or by the District.

**SEPTEMBER** Fall Cub Round Up to recruit new boys and those that missed the spring formation of new dens.

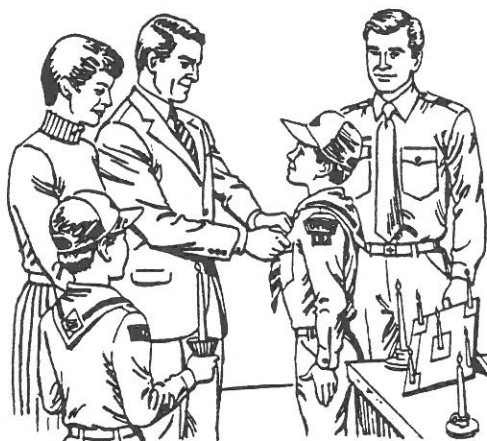
**OCTOBER - NOVEMBER - DECEMBER** Regular den and pack activities. Attend Pow Wow and training courses available to you.

Remember to include the pinewood derby, space derby, bike rodeo and other activities that the boys would like to do.

## **PLANNING THE PACK MEETING**

The following is provided as a general outline to be used to guide the leaders and Cub Scouts through a successful Pack meeting:

1. **PLAN AHEAD:** Use the program helps and ask den leaders for advice and help.
2. **NOTIFY PEOPLE INVOLVED:** Give them time to prepare, following up with a reminder.
3. **USE AN AGENDA:** It should be written, and will prevent overlooking an item. Review agenda just before closing the meeting. Give a copy of the agenda to all pack leaders. This will help them in knowing when their turn is in the pack meeting.
4. **START AND STOP ON TIME:** Boys and parents will enjoys a short active meeting. Be consistent and participants will learn to arrive on time.
5. **INVOLVE ADULTS:** Cubmaster should delegate tasks, having stunts and puzzles, some activity for adults. Urge adults to join in on songs and cheers.
6. **HAVE EVERY DEN INVOLVED IN SOMETHING:**
  - a. Opening
  - b. Closing
  - c. Skit
  - d. Demonstrations
7. **HAVE FUN:**
  - a. Have fun and show it !!!
  - b. Play games
  - c. Sing songs
  - d. Have skits and stunts
  - e. Alternate fun and serious events
8. **USE CEREMONIES:**
  - a. Keep simple and easy to do
  - b. Change format occasionally
  - c. Use for all advancements, at every pack meeting
9. **UTILIZE WEBELOS SCOUTS:**
  - a. They provide good models for younger boys
  - b. They can give service for the rest of the pack
  - c. Demonstrate activity badge work
10. **RECOGNIZE PEOPLE FOR THEIR WORK:**
  - a. Recognition should be immediate
  - b. Recognition should be public



Chapter 6 of the Cub Scout Leader Book gives more information on planning a pack meeting and a sample pack meeting agenda.

## PACK MEETING ASSIGNMENT

	PACK MEETING ASSIGNMENTS					SAMPLE							
	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	
Set-up	1	W-2	W-1	5	4	B	3	2	1				
Flag Ceremony*	1	W-2	W-1	5	4	L	3	2	1				
Opening	2	1	W-2	W-1	5	U	4	3	2				
Game	3	2	1	W-2	W-1	E	5	4	3				
Skit	4	3	2	1	W-2	6	W-1	5	4				
Song	5	4	3	2	1	G	W-2	W-1	5				
Refreshments	W-1	5	4	3	2	0	1	W-2	W-1				
Closing	W-2	W-1	5	4	3	L	2	1	W-2				
Clean-up	W-2	W-1	5	4	3	D	2	1	W-2				

\*Flag ceremony includes PTA flag ceremony for month.  
 February based upon Blue and Gold planning.  
 Summer months based on summer activities.  
 Numbers represent Cub Scout Dens  
 W's represent Webelos Dens

## PACK POLICY

Every pack should maintain a record of the policy type decisions that are made from time to time by the pack committee. These policies should be printed, dated, and a copy furnished to the parents of each new boy when he joins the pack. It may even be a good idea to date each item to show just when it was passed by the committee and became effective.

Some pack policies may seem obvious to an experienced Cub Scouter, but to have the answers available so they can't be misunderstood or forgotten, may be a life saver for a new parent or den leader. Remember if the committee makes a decision that affects all members of the pack and it is to remain in effect for an extended period of time, be sure to publish it for all to know.

The following is a partial list of subjects that may be established as a pack policy:

1. Collection and handling of den dues.
2. Things that the pack will buy and furnish to the Cub Scouts (badges, books, Boy's Life, etc.)
3. Time and place of pack meetings.
4. How a boy becomes "inactive" and how to gain active status.
5. Den and pack discipline of Cub Scouts.
6. Pack meeting attendance award.
7. Pack insurance.

# PACK COMMITTEE GUIDE TO EFFECTIVE LEADERSHIP

To ensure effective leadership, the pack committee should follow these seven important elements

1. **ORGANIZING:** See that each pack leader understands his responsibility and authority. Understand how the pack fits into the total Cub Scouting picture. See that each pack leader understands how he fits into the total pack picture. See that proper equipment and material are available for use. Boys and leaders need to be promptly registered. And that the pack budget is in operation.
2. **PLANNING:** Make effective use of resources. (people, places, things, and time.) Plan ahead for an entire year. Work with a written plan. Plan for manpower and material. Schedule regular pack committee meetings, den leader coach-den leader meetings. Set realistic but challenging goals for the pack. Have a planned recruiting program, advancement and graduation program. Plan an annual goodwill project. Use the boys, leaders and parent suggestions.
3. **COMMUNICATING:** Encourage leaders and parents to express ideas. Keep informed on how pack leaders think and feel about things. Listen with understanding. Keep pack leaders informed. Express appreciation for jobs well done. (see the recognition section of this book) Make effective use of the meeting.
4. **RELATIONSHIP WITH OTHERS:** Encourage cooperation between leaders. Encourage cooperation with District and Council personal. Carry out the Cub Scouting program enthusiastically. Always back up your leaders.
5. **UTILIZING:** Inspire in pack leaders a willingness to work toward pack goals by example. Make full use of the abilities and skills of all the people. Use your resources, within and outside of the pack. Deal objectively with programs, keeping the boy foremost in mind.
6. **MEASURING RESULTS:** Evaluation is discussing the activity with other leaders and family members, thinking about it independently and deciding where the program was strong and where it was weak. Evaluation is an important step in planning future meetings and activities. Careful planning results in a good program-evaluation results in better program.  
  
**ARE THE BOYS ADVANCING?** Evaluate the program and activities and adjust future programs accordingly. Does variety, action, purpose and fun measure success. Annual report from the pack committee to chartered institution. Do you have good parent participation? Good attendance at pack and den meeting? Is you Webelos dens active?
7. **DEVELOPING PACK LEADERS:** Select the most qualified person available for the job to be done. Keep pack leaders informed of opportunities for learning experiences and continuing development. Encourage attendance at roundtables and pow wows. Insist on two-deep leadership. Make sure your den chiefs are trained. Set a good example.

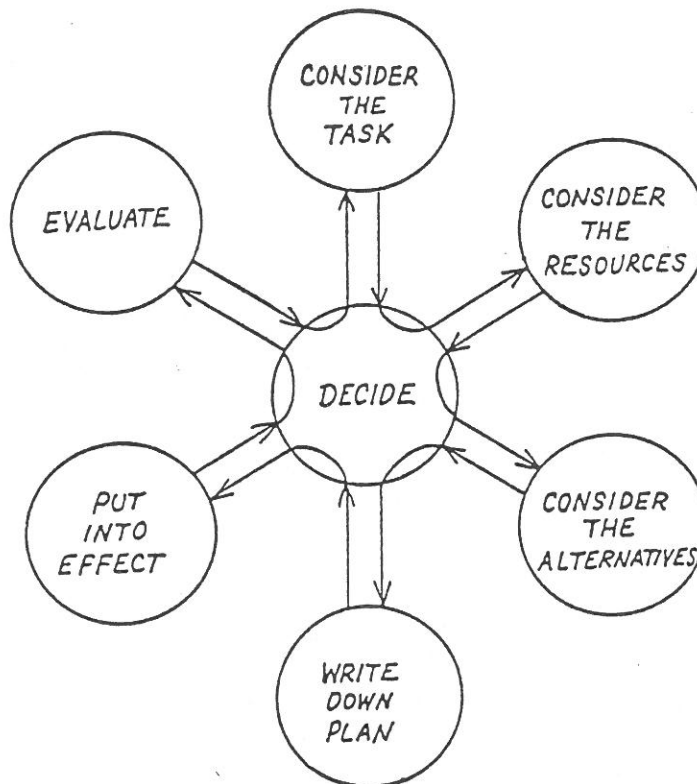
## THE ABC'S OF BEING AN EFFECTIVE LEADER

- A **ATTITUDE** accent the positive. . . Attitudes determine effectiveness.
- B **BOYS** remember the program is for them.
- C **COMMUNICATIONS** help keep the lines open.
- D **DIPLOMACY** be a diplomat. . .always put your best foot forward.
- E **EFFORT** you'll get out as much as you put in.
- F **FLEXIBILITY** to be able to bend.
- G **GUIDE** guide, but don't force.
- H **HARMONY** you can help maintain this in your pack.
- I **INTEREST** keep interest high by kismif. (Keep It Simple, Make It Fun ).
- J **JOY** spread it. . . pass it on.
- K **KNOWLEDGE** Cub Scouts depend on you for this. Stay informed.
- L **LISTEN** with understanding.
- M **MORALE** keep your spirits high.
- N **NOBODY** is a nobody in Cub Scouting.
- O **ORGANIZED** set goals and reach them.
- P **PROBLEMS** there are none . . . just unresolved opportunities.
- Q **QUANDRY** keep yourself out of this state.
- R **RESOURCEFUL** know where to get materials and ideas.
- S **SCOUT** our goal is for every Bobcat to become an Eagle Scout.
- T **TRAINING** be sure to keep yourself up-to-date.
- U **UNIFORM** promote the uniform and set a good example by wearing it.
- V **VOLUNTEERS** that's most of us in the Cub Scout program.
- W **WISDOM** this includes perseverance, tolerance, and tact.
- X **XTRA SPECIAL** each Cub Scout is definitely that.
- Y **YEAR** Cub Scouting is year-round. Plan your program that way.
- Z **ZEST** perform your job with it.



## WAYS TO WORRY LESS AND ACCOMPLISH MORE

1. Don't think of problems as difficulties. Think of them as opportunities for action.
2. After you've done your best to deal with a situation, avoid speculating about the outcome. Forget it and go on to the next meeting.
3. Keep busy. Keep the 24 hours of your day filled with these three ingredients: Work, recreation, and sleep. Don't allow yourself time for abstract thinking.
4. Don't concern yourself with things you can't do anything about. Armchair generals don't win battles, but they do have nervous break downs.
5. For the time being anyway, eliminate day dreaming completely. Stop building air castles.
6. Don't procrastinate. Putting off an unpleasant task until tomorrow simply gives you more time for your imagination to make a mountain out of a possible mole hill . . . more time merely makes it easy for you to feel sorrier for yourself.
7. Get up as soon as you wake up. If you lie in bed, you may use up as much nervous energy living your day in advance as you would in actual accomplishment of the day's work.
8. Try to arrange your schedule so that you will not have to hurry. Hurry, a blood brother of worry, helps shatter posies and self-confidence, and contributes to fear and anxiety.
9. If a project seems too big, break it up into simple steps of action. Then negotiate these steps like rungs in a ladder . . . one at a time. And don't allow yourself to think about the difficulties of step number two until you've executed step number one.



# TRAINING

Everyone requires training for anything that is to be done well. Think about, the many different things you have been trained to do during your lifetime; everything from riding a bicycle to driving a car. Think of the ways you benefited and the satisfaction that you gained as a result of the training. In some instance you were taught by someone else. In others, you taught yourself. But the end result was usually an ability to do something that you could not do before.



Cub Scout leaders are trained to ensure that the boys get a quality program and a fun-filled experience. People gain confidence from being given the facts and from being told what is expected of them. How effectively the Boy Scouts of America influences the lives of boys depends to a large degree on leaders and their understanding of the aims and techniques of their various jobs.

Cub Scout Leader Training is simply collection what we already know about boys and organizing the information toward the purposes and methods of the Cub Scout program. Cub Scout Leadership Development, then, has as one of its main purposes to inform and train leaders. Leaders who

know the **whys** and **hows** of the program will be more effective in their roles and as a result, Cub Scouts will be able to achieve the objectives of the program—training in character, citizenship, and personal fitness—while having fun.

There are many different leadership positions in the Cub Scout program. How well leaders understand the importance of their jobs and the methods of using the program to attract and benefit boys will be determined by the quality of training they receive.

Training helps leaders keep the various elements of the program in proper perspective. It helps them to understand that there is a difference between the Cub Scout program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet responsibilities and capable of giving leadership. The program is an accumulation of activities designed to help build these attributes in youth. Leaders should understand that badges, crafts, games, and trips are not an end in themselves, but instead, a means used to reach the objectives of the Cub Scout program.

Training helps leaders acquire knowledge, develop good attitudes and learn skills which are necessary to make your contribution to boys worthwhile. It shows you how to use the many resources available to provide the best possible program for the boys, and it gives you confidence as you carry out the program.

The most successful leaders are not only attending basic training, but they are taking advantage of continuing training opportunities such as monthly roundtables, pow wow, etc. The Cub Scouts in your unit deserves qualified trained leaders, contact your District executive or your District training chairman about training.

## **LEADERSHIP TRAINING COURSES**

**ORIENTATION:** A short training session which may be conducted at school night for Cub Scout rallies, or at a parents' meeting. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a foundation for further training.

**FAST START:** Pamphlets and video used by trainers and experienced leaders to use in coaching new leaders. This is a temporary help until new leaders can receive Cub Scout leader basic training in group sessions or by personal coaching. You should view the Fast Start tape before attending basic training.

**BASIC TRAINING:** This is a job-oriented training. Each leader attends training sessions which relates to his job. Group training dates are listed in our council newsletter, **SMOKE SIGNALS**. Personal coaching is available to leaders who can not attend the District group training sessions. Leaders are encouraged to attend basic training before assuming job responsibilities so they will be qualified to conduct the program.

**ROUNDTABLE:** A monthly District meeting of leaders, to provide program ideas on the next month's theme and activity badge, which can be used in den and pack meetings. It is also an informal sharing of ideas and experiences. Contact your District Executive about dates and time.

**POW WOW:** An annual, all-day, council-wide training event for Cub Scout leaders, offering training in a variety of different subjects. All leaders are encouraged to attend this exciting, fun-filled, informative event.

**PHILMONT CONFERENCES:** Week-long training courses under the direction of the National Volunteer Training Committee. Held during the summer at Philmont Scout Ranch, Cimarron, New Mexico. Special programs for family members make a great family vacation with the added attraction of training. It is an opportunity to get acquainted with and share experiences with Cub Scouters from all around the nation.

**WORKSHOPS:** Den leader workshops are conducted on a District basis, as needed in the area of crafts, themes, skits and puppets, outdoor program, and Webelos activity badges.

**CUB SCOUT TRAINERS WOOD BADGE:** A week-long course designed to prepare Cub Scouters for training responsibilities and a deeper, dedicated involvement on the Cub Scout program.

See CUB SCOUT LEADER BOOK, chapter 12 for more information on training.

**BE**

**A**



**LEADER**

A trained leader emblem is available for all leaders who have completed the basic training appropriate to their positions. The emblem is worn immediately below and touching the emblem of office for which it was earned.



# FOR YOUR INFORMATION

A considerable amount of money is spent each year by Scouters in carrying out their volunteer service to the youth of the Council. Each deductible item must be substantiated by adequate records. Certain allowable deductions are authorized under Section 170 of the 1954 Code of the Treasury Department, Internal Revenue Service. Changes in the tax deductions change almost yearly. You should contact your local tax consultant for the latest changes.

## SUGGESTED TAX DEDUCTIONS

- Annual registration fees and dues for adults.
- Transportation expenses to and from Scouting events and meetings.
- Purchase price of uniforms, emblems and insignia for adults.
- Maintenance and cleaning of uniforms and equipment which are required for use in the performance of volunteer service.
- Actual unreimbursed expenses incurred by attending Scouting conventions, training conferences, regional meetings and all such events in or out of the council territory, including out of pocket expenses and reasonable expenditures for meals and lodging necessarily incurred while away from home in rendering such donated services.
- Stationery, mailing and telephone expenses, serving refreshments at meetings, cost of training literature, equipment, paints, lumber and supplies.

## TRANSFERS

When a boy or leader transfers to another unit, they should be furnished with a completed transfer application. Procedures for transfers are as follows:

- Unit leader issues transfer application to each member transferring to another unit in the same or another council.
- Unit leader approves transfer application and includes completed Scouting record.
- Member presents transfer application to unit leader of unit being joined.
- Leader of the new unit registers member on proper application.
- Adult and youth members transferring from one unit to another, one program to another, during the charter year pay only a transfer fee.

The image shows two overlapping forms. The top form is titled "LEADERSHIP TRANSFER NOTICE" and contains checkboxes for "This individual transferred on his own" and "This individual transferring for registration, but he has not yet been registered in the new unit". The bottom form is titled "TRANSFER APPLICATION (YOUTH MEMBER) PROCEDURE FOR TRANSFER" and includes sections for "INFORMATION FROM UNIT THAT MEMBER IS LEAVING", "REGISTRATION RECORD", and "SCOUTING HISTORY".

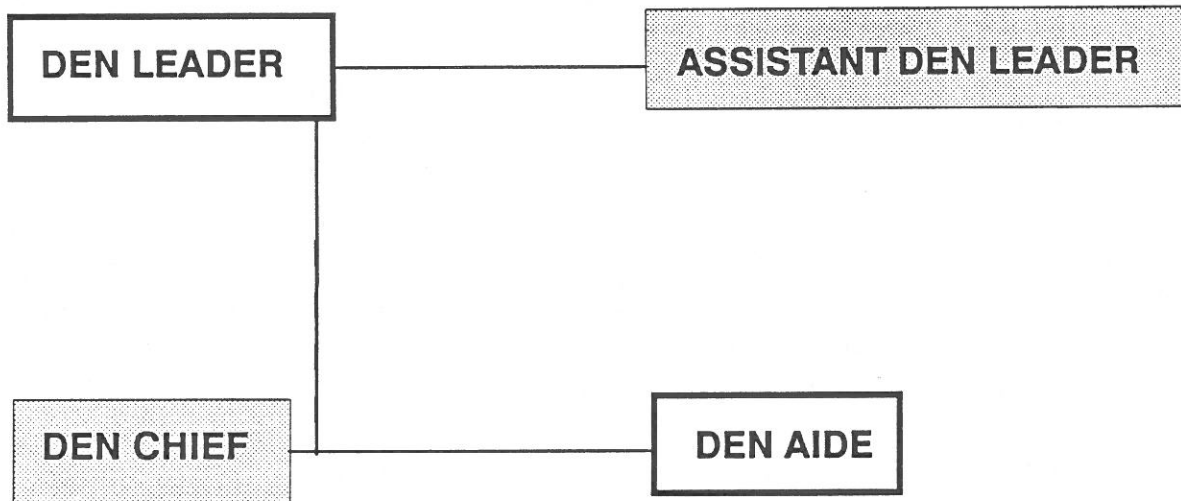
# DEN AIDE

The need for youthful assistance to the den leader was recognized at the inception of Cub Scouting in 1930 when the role of the den chief was developed. Many times, a troop was unable to provide den chiefs to the packs, so in 1983, the den aide, a new leadership role, was approved by the Boy Scouts of America.

The den aide is usually a teen-age boy or girl, ages 14 through 17, who helps a den leader succeed in bringing the benefits of Cub Scouting to the members of the den. Den aide leadership is optional with packs and used where needed and wanted. This is a non-registered, non-membership position to be considered as a supporting role. The den aide is a substitute for a den chief or assistant den leader where neither are available.

Den aides may be recruited from a variety of sources. The most natural sources is a relative or neighbor of a leader in the pack. Den aides may be brothers, sisters, cousins, sons or daughters of pack leaders. Den leaders must be involved in the selection of the den aide they will be working with, but the final approval must be made by the pack committee.

The den aide works under the direction of the den leader, assisting the leader in most aspects of successful operation. Packs that have den aides usually do not find it necessary to recruit den chiefs. In dens that have both a den chief, and den aide, the den leader defines the duties of each. The den leader, den chief and den aide work as a leadership team.



## DEN AIDES ARE EFFECTIVE IN

Helping Cub Scouts with achievements.

Helping maintain order at meetings.

Leading games and songs.

Keeping records of attendance and advancement.

Providing individual help with craft projects.

Leading an activity before the den meeting starts.

Collecting den dues.

**DEN AIDES ALSO MAY SERVE BY**

- Serving refreshments.
- Setting up and helping to clean up after meeting.
- Getting props for skit.
- Providing a positive, caring older brother/sister type relationship.



**WHY DEN AIDES**

Den aides help to assure a week-to-week continuity of the den meeting. A teen-ager does not always have the personal problems of an adult that can bring a den to a screeching halt. In some instances the den aide ensures the actual survival of the den. Den aides often bolster the confidence of the adult leader who lack confidence to be the den leaders and are reluctant to work alone.

DEN AIDES MOST OF THE TIME ARE MORE MATURE than den chiefs and provide the much needed assistance in running the den. Cub Scouting is a family program and the den aide concept reflects a determination to include as many members of the family as possible. The den aide can become a positive role model and serve to further demonstrate the caring relationship of family members.

Serving as a den aide can be a valuable learning experience for the teen-agers. Some teen-agers find it the most rewarding and constructive thing anyone has asked them to do. Young women ages 14 - 17 have already developed experience and ability working with younger children. This is often the case in some communities where financial and cultural characteristics may encourage it. It is particularly true where family survival may demand it. The den aide helps bridge the generation gap between the Cub Scout and Den Leader.

**TRAINING**

Training can be accomplished better when the den aide attends Cub Leader Basic Training with the den leaders. This arrangement helps to build a good team relationship between the leader and aide.

**RECOGNITION**

Everyone likes to be recognized for doing a job. Acknowledge you den aide by presenting him or her with a special certificate currently available from the Cub Scout Division. A good time to present the certificate is at the annual Blue and Gold Banquet, when the other leaders are usually recognized by the pack. Remember the den aide is a part of the leadership team. Cub Scout packs may also recognize den aides using their own creative items, such as special T-shirts, jewelry items, etc.

# THE DEN CHIEF

**D**en leader, do you want to run a better den meeting? Have more fun and less worry? Then get yourself a **Den Chief** and use him skillfully and fairly as your activities assistant.



The Den Chief is an older Boy Scout (or Explorer who has been a Boy Scout), selected by the Scoutmaster, or Exploring Advisor in cooperation with the Cubmaster.

It is preferable that the Den Chief be at least a **First Class Scout**. The Scoutmaster or Advisor will know what Scouts are qualified and interested (serving as a troop officer is a requirement for Star and Life Rank in the Boy Scout Program, a Den Chief is considered a troop officer) and will work with you on selecting the proper boys to work in your den and pack.

The Den Chief is a member of the den leadership team which includes the den leader, assistant den leader and denner. The Den Chief is already what every Cub Scout and Webelos Scout would like to be . . . A Boy Scout. As

far as younger boys are concerned, he is the person they would most like to follow and that makes him a natural leader for them. By directing this natural leader wisely, we can influence the den of boys he works with. Fortunately, most Den Chiefs work with a den because it is fun . . . and because they like it.

## FOUR CLUES

There are four clues to use with Den Chief: **OBTAIN, TRAIN, USE AND PRAISE**. If you follow all four of these clues, you will have no problems in recruiting Den Chiefs. These Boy Scouts are one of the most valuable assets a pack can have, so always remember to treat them in that manner.

1. **OBTAIN:** Through the cooperation of the Cubmaster and Scoutmaster or Advisor.
2. **TRAIN:** Encourage your Den Chief to attend a Den Chief's Training Conference. You will both benefit. This is basic training for Den Chiefs, and is full of excitement and information to help the Den Chief do a good job. He'll return with a better idea of what should happen at the den meeting and also with some special skills and leadership know how. In addition he will have learned a little better how you and he can work together to run a good den meeting. After attending a Den Chief Training Conference, the Den Chief may wear a trained emblem under the Den Chief Badge.

If a conference is not scheduled for the near future, the Cubmaster or an assistant may give him temporary training. Be sure to send him to the next available Training Conference. He needs this training to receive the Den Chief Service Award.

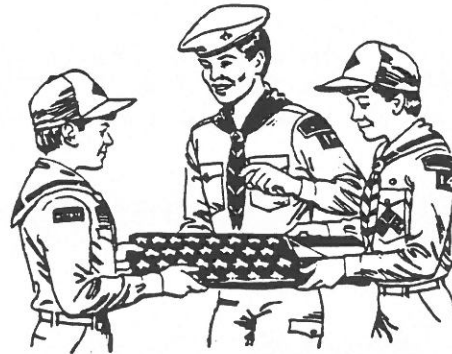
3. **USE:** The next step is to use your Den Chief. Don't expect him to read your mind. Let him take an active part in planning the den meeting. As den leader you may meet with him monthly to make these plans, then meet briefly with him before and after each den meeting. Assign him specific responsibilities for the den and pack meetings. This boy will be a valuable aid in livening up the meetings and keeping them moving.
4. **PRAISE:** Finally 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 a Den Chief Appreciation Certificate. This Certificate

could be presented at the Blue and Gold Dinner when the pack is recognizing the other leaders of the pack. The Den Chief shoulder cords are presented in front of the Den Chief's troop as a visible means of recognition.

Remember to have some cookies and milk ready to serve at the Den Leader/Den Chief meeting. A little food and a lot of praise when earned will help keep a happy, enthusiastic Den Chief working for you and with you. After all, the 13th Scout Law is "A SCOUT IS ALWAYS HUNGRY!"

## WAYS TO KEEP YOUR DEN CHIEF HAPPY

- Recognize him at the first pack meeting.
- See that he has training.
- Congratulate him before the den and pack when he receives a Boy Scout Rank Advancement.
- Recognize him on his birthday or other special occasion.
- Give him important jobs.
- BE PATIENT . . . he is just a boy.
- Understand his limitations and abilities.
- Help him feel that he is successful.
- DO NOT leave discipline problems up to him.



## UNIFORM

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 encourage interest in Scouting especially in the Webelos Den.



The Den Chief wears a Den Chief Badge of Office. . .It is a round light brown cloth badge worn on the left uniform sleeve directly below and touching unit numberal, while serving as a Den Chief.

The Den Chief wears special Den Chiefs cords. For the Cub Scout Den Chief, he would wear double strands of blue and gold shoulder cords are worn on the left shoulder of the Scout uniform with cord passing under the armpit.

For the Webelos Den Chief, he wears double strands of red, blue and gold interwoven cord, worn in the same manner as the Den Chief cord.



DEN CHIEF CORD



WEBELOS DEN CHIEF CORD

A Den Chief who completes certain tenure, training and service requirements is eligible to receive the Den Chief Service Award. This award is presented with the approval of the Cubmaster, Scoutmaster or Advisor. It is a distinctive red, white and blue shoulder cord which replaces the regular blue and gold worn by the Cub Scout Den Chief or the red, blue and gold worn by Webelos Den Chief. It is worn on the left shoulder of the Scout uniform. There is also a certificate that can be presented to the Den Chief.

## DEN CHIEF RESPONSIBILITIES

- Arrive on time
- Be in uniform
- Assist with den activities
- Share responsibilities with den leader
- Meet with den leader to plan den meetings
- See that the den program **does not** include Boy Scout activities (these activities should be saved for Boy Scouting.)
- Use the denner as his right hand man



## HOW THE DEN CHIEF CAN HELP

### AT THE DEN MEETING

**Gathering Period:** Conduct tricks, puzzles, games while you are busy checking attendance and collecting dues. The activities should relate to the MONTHLY theme.

**Opening:** Help organize boys and get them ready for the more serious part of the den meeting. He could hold an uniform inspection.

**Business:** Give him a chance to voice his ideas. He will have some good ideas for theme activities, service projects, trips, etc.

**Activities:** This is where the Den Chief can be the most help. He is the activities assistant leading boys in games, songs, craft projects, etc.

**Closing:** Helps restore order and quiet for the closing ceremony. He can help make the announcements.

**After the meeting:** Be sure to include him in your planning for next week's meeting. Give him specific responsibilities.

### AT THE PACK MEETINGS

Helps den leader set up display.  
Helps with den yell.  
Helps remove displays at pack meeting.

Helps get the boys organized and seated.  
Helps leader with den's part of the pack meeting.  
Helps leader maintain good behavior from Cubs.

## HOW DOES YOUR DEN CHIEF RATE

In a survey from the National Boy Scout of America, it was discovered that Den Chiefs are proficient in their tasks according to the following percentage chart:

76% Games and sports.  
69% Discipline.  
56% Activities.  
53% Patience with boys.  
73% General.

48% Looked up to by Cub Scouts.  
41% Builds boy's interest.  
50% Age 13 or over.  
51% Valuable asset to den.

## NOTES

At no time should you leave the den meeting and expect the Den Chief to be in full charge. Remember, he is just a boy and although you should give him responsibilities and a place of importance in the den, do not expect him to plan nor run the meetings for you.

If you should have to reprimand him in any way, do it privately so that the Cub Scouts will continue to look up to him and respect him and his uniform. He'll make mistakes, but a little time spent in teaching him will eliminate many of these.

# ADVANCEMENT

**A**dvancement! Does your pack receive its due return from the time and money expended on the program? Advancements are your return, your measurement of your overall program. If every pack analyzed its program with this in mind, there would probably be quite a few disappointments. The Quality Unit requirements state that 50% of all boys re-registering must have advanced in rank. Most of the boys who have earned the Arrow of Light badge have already graduated into a troop, so the Wolf and Bear advancements are the only ones which will be counted toward the Quality Unit requirements.

## **ADVANCEMENT RESPONSIBILITIES**

How do we achieve advancement? What can we do to insure our pack of at least 50% advancement? There are no cut and dry solutions to this. Only trial and error, using different methods, and then selecting the one best suited to your pack will get the job done. No doubt every Cubmaster has faced the problem of a boy who has been in the pack two years and is old enough to be inducted in Webelos, but is still a Bobcat. Why? This same boy may earn almost every Webelos Activity Badge during the next 2 years. Where did the pack fail? Probably the pack did not fail? It could easily have been "parent failure".

What is parent failure? Failure to have enough interest to find out why other boys were advancing when their boy wasn't. Failure to have enough interest to work with their son a short time each week to help him pass achievements. One solution to this problem is an up-to-date parent orientation program. Every new parent should be told their duties as parents in the pack, with emphasis on working with their son's advancement. Most parents want their son to do well, and would help if they knew just what was expected of them. Would you believe that not one parent in five has read the Parent's Supplement in their son's handbook?

In the front of each of the handbooks, Wolf, Bear, and Webelos Scout is a parent's supplement. This explains what Cub Scouting is all about and what they (the parents) must do to make it happen. The supplement can be the most helpful tool at your disposal by:

- Making certain that when the boy joins that the parents joins also.
- Serving as the den leader, meet with the parents of your den and review the supplement with the parents, answering any questions they may have about achievements and electives.

The success of the advancement program depends entirely on the way in which Cub Scout leaders and parents apply it. A lot of careful research has gone into developing the advancement program to make certain it contain things that the boys like to do. But it is up to the den and pack leaders and families to make it really work in the dens, in the home, and most important, in the lives of the Cub Scouts and Webelos Scouts.

Each of the ranks in Cub Scouting (Bobcat, Wolf, Bear and Webelos) are earned by completing requirements outlined in the boys' handbooks for each rank. The requirements are related to the boy's age and each rank is more challenging. The advancement program is designed to encourage the natural interest of a boy in a natural way. The badges are an outward recognition but the real value comes in what the boy learns as he is earning the badge.

Boys are naturally competitive so keep an eye on the den advancement chart or den doodle to see how they measure up to the other den members. Den doodles are an eye-catching way to subtly encourage the slow starter. Boys enjoy adding "stars to their crowns". The immediate recognition at the den meeting is another good method to stimulate advancement in the den. Some den activities will apply to achievements and electives. Be certain the boys get their credit for their own efforts so they will be encouraged to do more on their own.



Impressive advancement ceremonies in the pack are important in stimulating advancement. They help give proper recognition to the boys who have advanced and serves as an incentive for those who are not advancing.

The advancement plan teaches, encourages, praises and recognizes. The boys who "do their best" in the den are usually the ones who advance. Give these boys the recognition they deserve; but be careful not to embarrass or "put down" those who have not done so well. Encourage all boys to strive towards their advancement goals.

## **THE RANKS**

Each of the five ranks in Cub Scouting (Bobcat, Wolf, Bear, Webelos and Arrow of Light) are earned by completing requirements outlined in the boys' handbooks for each rank. The requirements are related to the boy's age and each rank is more challenging. The ranks and badges are an outward recognition, however, the real benefit to the boy comes from doing and learning.

**IT IS IMPORTANT THAT ALL BADGES ARE EARNED, NOT JUST GIVEN.**



**BOBCAT**  
All boys earn this badge first.



**WOLF**  
A second grade Cub Scout works on the requirements for the Wolf Badge.



**BEAR**  
A third grade Cub Scout works on his Bear Badge.

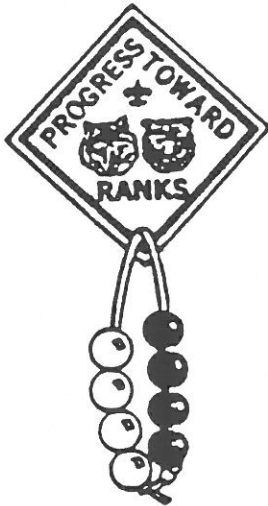


**WEBELOS**  
When the boy enters the fourth grade he transfers to a Webelos den usually under the leadership of one of the parents. Fourth graders will begin the two year program, while the fifth graders will work on their Arrow of Light award.



**ARROW OF LIGHT**  
The Arrow of Light is the highest award in Cub Scouting which helps prepare him for Boy Scouting.

## IMMEDIATE RECOGNITION



As a Cub Scout completes his achievement for the Wolf or Bear rank, the den leader should make sure he is recognized at a simple ceremony in the den meeting, using the Cub Scout Immediate Recognition Kit.

When he completes three of the 12 Wolf achievements, present him with the Progress Towards Ranks Patch, a thong, and a yellow bead attached to it. Each time he completes three more achievements, present another yellow bead. When he completes all 12 achievements, and earns four beads, he is eligible to receive the Wolf badge at the pack meeting. This step-by-step recognition is an incentive for boys to earn their badges.

The same procedure is followed for recognizing Bear achievements, except the red beads are used. They are attached to the second thong on the Progress Towards Ranks Patch. This patch may be worn along with the wolf and bear badges.

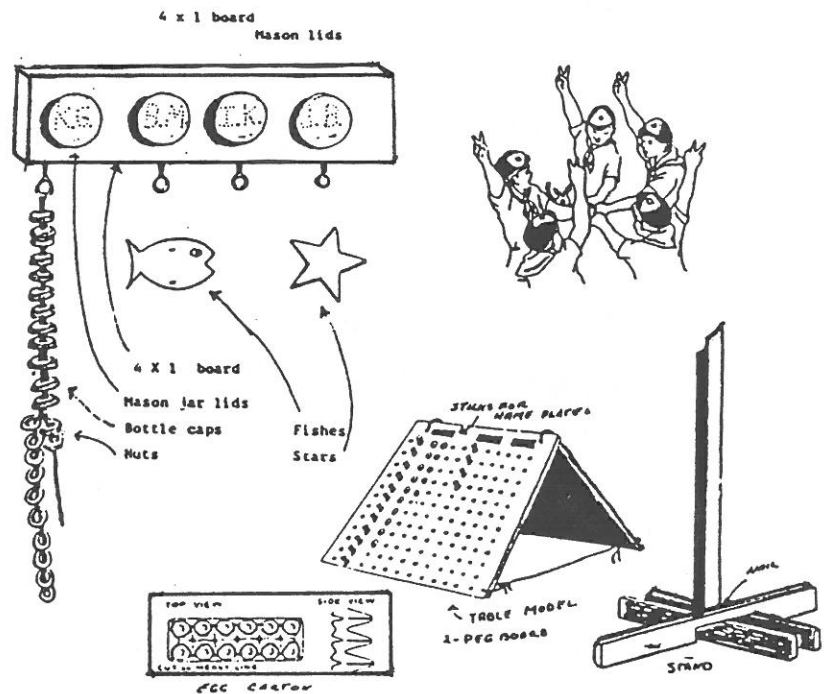
## DEN DOODLES

Den doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting more eye-appealing. Some ideas for your doodles are shown below, but there are many other ways to make them. You and your boys will have some ideas of your own. Decide on a theme that fits your particular den. The main thing to remember is to use some object to recognize each boy's individual advancement.

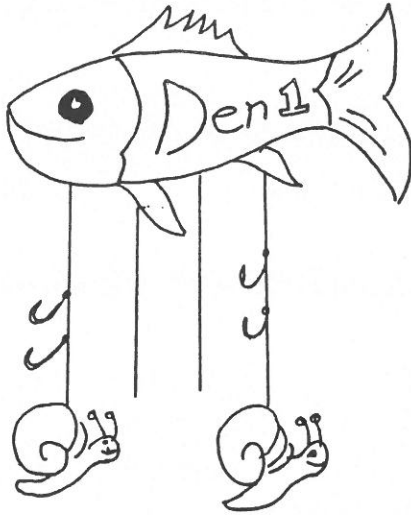
When additions to the doodle are made, it is nice to use a short ceremony in the den meeting. You may wish to give each boy the opportunity to color or paint his own additions to the doodle. Be sure to take the doodle to the pack meeting for display. This will give the parents an idea of where their son stands (advancement-wise), in the den and pack.

Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel. The base can be a large can filled with plaster with the broomstick or dowel. If you wrap the stick with foil, or grease it with petroleum jelly, and insert it when the plaster is soft, then you can remove it after the plaster has hardened. This makes it easier to transport. The plaster-filled can serves as a weight so the doodle won't topple over.

Various items can be used to recognize advancement on the doodle, such as colored beads, spools, wood cutouts, cardboard cutouts, shells, peanuts, modeling dough figures, pine cones, walnut shells, etc. Just use your imagination and make it fit your own special group of boys.

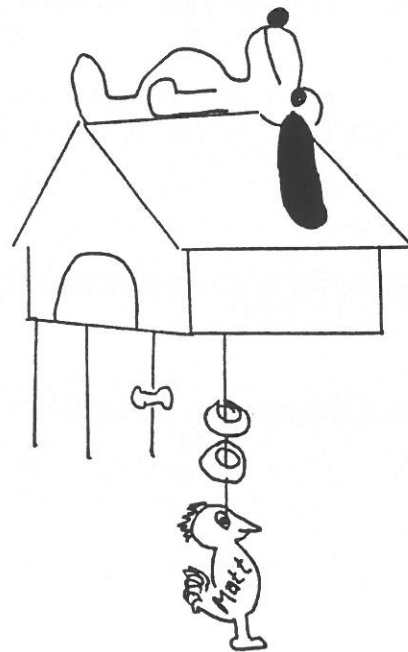


The den doodle needs to have a legend attached to it. This way anyone can look at the doodle and see what your Cub Scouts have done.

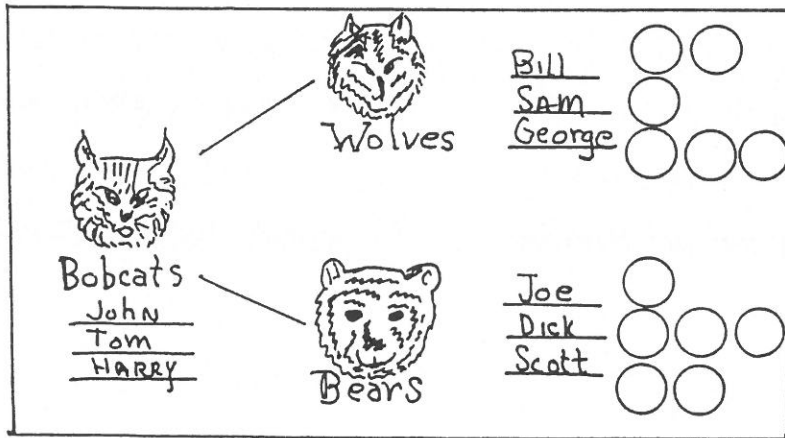


The fish and snail may be made of poster board or plywood and painted with tempera paint. Fish hooks may be made from poster board, or possibly paper clips and painted. Do not use real fish hooks unless all sharp points are removed.

This basic doodle has lots of variations. Bones, dog dishes, bird nests, airplanes, etc. could be used as name tags and achievement markers.



Red and gold stars or stickers may be used to represent color and number of beads earned.



## **ATTITUDES OF ADVANCEMENT**

- Successful is the den leader who inspires the boys to welcome new challenges; for his boys will be better prepared to meet each future challenge.
- Successful are the parents who encourage and help their son advance in Cub Scouting; for they should be proud of their boy's growth in mind and body.
- Successful is the Cubmaster who provides imaginative and inspiration recognition for each Cub Scout's achievement; for he has inspired other Cub Scouts and parents to move upward.
- Successful is the Webelos den leader who emphasizes activity badge work by his 9 and 10 year olds; for he will develop boys better prepared for life.
- Successful is the leadership team who inspires the Cub Scout to do his best; for he shall find fulfillment of his need for achievement and recognition.
- Successful is the Cub leader development team that teaches Cub leaders the importance of advancement; for they shall see Cub Scouting at its best.
- Successful is the Cub Scout advancement chairman who leads others to carry out a full advancement program; for he will be rewarded by the increasing levels of achievement.
- Successful is the Scout who wears the Arrow of Light; for he is better prepared to learn from his Scouting years.
- Successful is the Cub Scouting vice-president who spotlights advancement in the Council's Cub Scout program; for his leadership will result in fulfillment of the goals and purposes.
- Successful is the Cub Scout who participates fully in the advancement program; for he shall find fulfillment of his need for achievement and recognition.

## **RESOURCES**

WOLF BOOK

BEAR BOOK

WEBELOS BOOK

IMMEDIATE RECOGNITION KIT

CUB SCOUT INSIGNIA STICKERS

WEBELOS ADVANCEMENT CHART

CUB SCOUT LEADER BOOK

DEN ADVANCEMENT REPORT

CUB SCOUT INSIGNIA POSTER

PACK ADVANCEMENT REPORT

CUB SCOUT ADVANCEMENT CHART

PACK GRADUATION CERTIFICATE

# THE UNIFORM

Although there are many reasons why the Boy Scouts of America is an uniformed movement, there is one reason which stand out above all the rest. Its uniform help create a sense of belonging to the largest organization of this type in the world. We wear the uniform because it is a means of identifying ourselves openly with the principles to which we are all committed. Uniforms symbolize character development, citizenship training and personal fitness.

## WHY THE UNIFORM IS IMPORTANT

**PERSONAL EQUALITY:** The uniform represents a democratic idea of equality, bringing racial, economic, religious, national, ethnic, political, and geographic differences together in the Scouting tradition.

**IDENTIFICATION:** It identifies youth and adults as members of the Boy Scouts of America, visible as a force for good in the community.

**ACHIEVEMENT:** What each youth and adult member has accomplished with program opportunities can be recognized by the badges and insignia worn on the uniform.

**PERSONAL COMMITMENT:** It is a constant reminder to every Cub Scout, Boy Scout, Explorer or Adult for their commitment to the ideals and purposes of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.

**PRIDE:** A Cub Scout doesn't become uniform conscious overnight. Leaders and parents must recognize the importance of wearing the uniform correctly and set a good example which will influence the boys. All leaders should promote the wearing of the correct, complete uniform on all Scouting occasion.

When we see each other in Scout uniform, we know we are like that person in one way. We are upholding the principles of the Cub Scout Promise and the Law of the Pack which bind Cub Leaders and Cub Scouts together. By wearing the uniform we are giving each other strength and support.

Regardless of how long you have been in Scouting, no doubt you have seen some variations in the manner in which badges, patches and insignia are worn on the uniform. Many times the information on uniforming is handed down from person to person, and unfortunately, the information is not always accurate. This may result in incorrect uniforming. Occasionally leaders and boys feel a need for placing a little more "gingerbread" on their uniforms. This detracts from the intent of the uniform and badges.

An Insignia and Uniform Committee, made up of volunteer Scouters from around the country, is charged with the responsibility of setting the standards for the uniform. Article X of the Bylaws of the Boy Scouts of America sets out the requirements, and any changes in the uniform or badges comes only as a direct result of approval by this national committee. There is a correct place on the uniform for each badge, patch and insignia. For accurate information placement, refer to:

CUB SCOUT LEADERS BOOK

OFFICIAL UNIFORM INSPECTION SHEETS

WOLF CUB SCOUT BOOK

BEAR CUB SCOUT BOOK

WEBELOS SCOUT BOOK

INSIGNIA CONTROL GUIDE

It is a human tendency to accent what is wrong with our society. But our movement is built upon positive values. All of our programs are action programs, which begin with our commitment to certain principles. Nothing very useful comes from merely accepting certain values. The usefulness comes from acting upon these values and identifying with them openly. So as we wear the uniform, we are standing on these principles . . . where everyone can see us . . . out in the open. We are standing with each other, not alone. We are declaring our intent to encourage others to live within those same principles. All of us should be proud to wear the Scout uniform and "do our best" to see that it is worn correctly. Let's set a good example for the boys.

## UNIFORM POLICY

The official uniforms are intended primarily for use in connection with the activities of the Scouting movement. **The uniforms shall not be worn:**

When soliciting funds or engaging in any commercial enterprises. This does not forbid BSA members from participating in uniform, in local council approved money-earnings projects which do not involve the sale of a commercial product or service.

### EXAMPLES

- Uniform may be worn when selling Scout-O-Rama tickets, but may not be worn to sell candy or light bulbs as a pack money-raising project.
- When engaging in a distinctly political endeavor.
- When appearing professionally in any entertainment medium without the specific authority of the executive board.

## UNIFORMS

For current information on styles of all Scouting uniforms please see the latest Boy Scouts of America Catalog or visit your local Scout distributor. Please note: old uniforms are not obsolete as long as the uniform is serviceable.



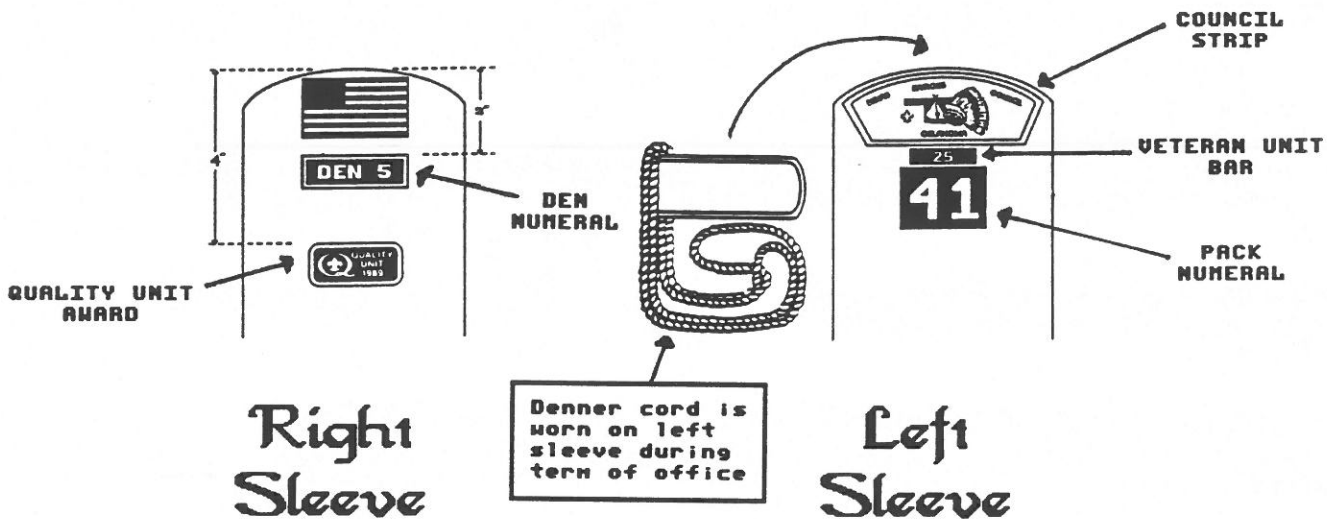
### ADULT FIELD UNIFORM

The field uniform should be worn when the focus of the program is directed at young people. This would be Scouting Shows, camporees, unit events, camp, unit meetings, roundtables, leader training, commissioner functions and similar events or activities. The field uniform for men and women is described in the Cub Scout Leaders Book, Chapter 14, and the Insignia Control Guide.

### ADULT DRESS UNIFORM

The dress uniform is worn when the volunteer or professional is involved with non-uniformed Scouters, such as District committee, council executive board, and council committees, or with non-Scouter groups such as service clubs, PTAs, or at formal Scouting functions such as annual dinners, or annual meetings.

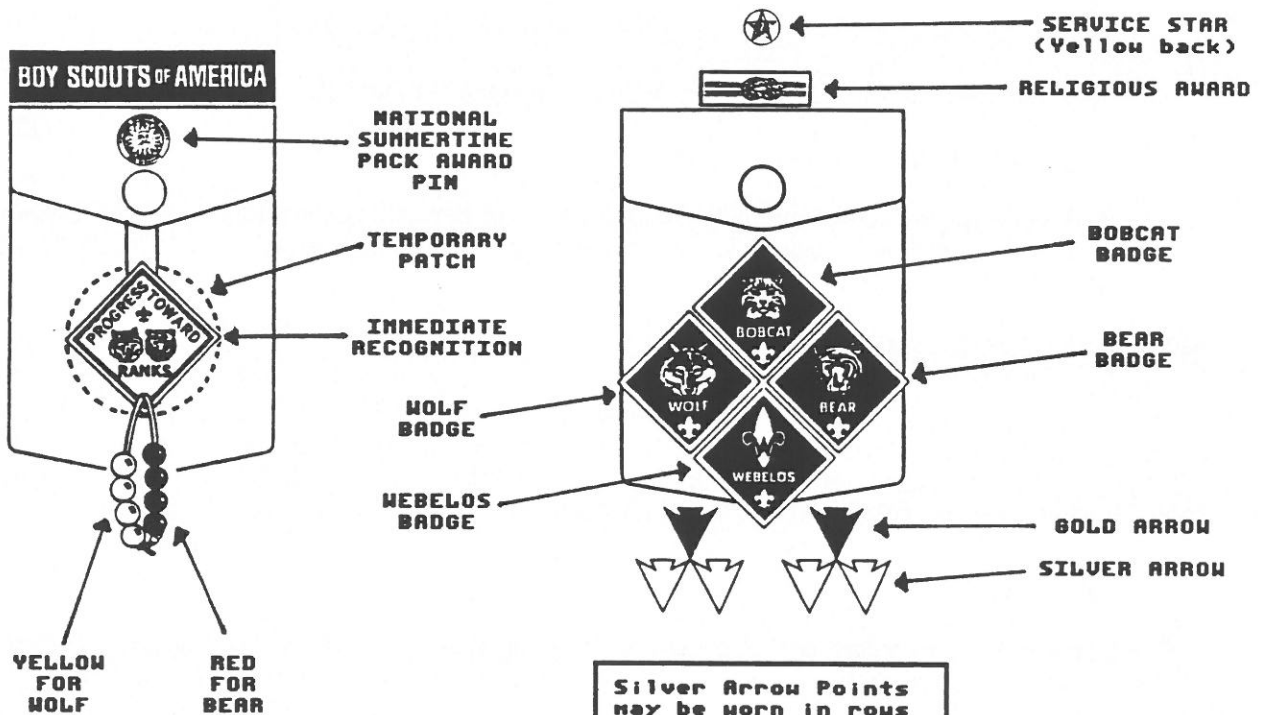
# SCOUT INSIGNIA



**Right Pocket**

**Left Pocket**

Medals and religious emblems are worn immediately above left pocket, with service star above that. Medals are for formal wear only.



Silver Arrow Points may be worn in rows of one or two

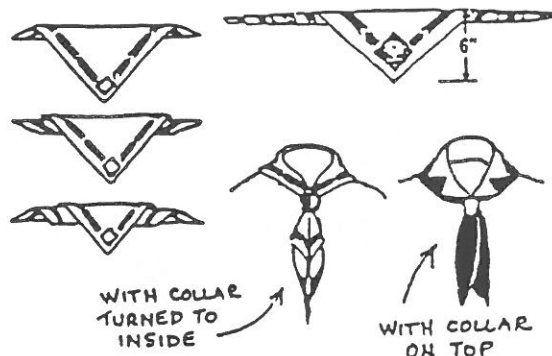
## HOW TO FOLD THE NECKERCHIEF

Fold the long edge over several flat folds to about 6 inches from the tip of the neckerchief. A tight fold prevents gathering around the neck and is neater than rolling.

Place the neckerchief around the neck of a shirt, either with the collar turned under, or with the neckerchief worn under the collar.

Draw neckerchief slide over ends and adjust to fit snugly.

The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.



## THE FOLLOWING NECKERCHIEFS ARE APPROVED FOR WEAR IN CUB SCOUTING.

### For Boys:

- Wolf Cubs- Gold neckerchief
- Bear Cubs- Light blue neckerchief
- Webelos- Plaid neckerchief

### For Adults:

- Cub Scout leader neckerchief (dark blue with gold trim)
- Webelos den leader neckerchief (similar to boys plaid with gold border)
- Dark blue Cub Scout Trainers' Wood Badge neckerchief (if earned)
- Mauve Wood Badge neckerchief (if earned)
- District or roundtable neckerchiefs (if approved by council). These neckerchiefs are to be worn only at District functions. It should not be worn to council activities such as Scout-O-Rama, Pow Wow, Council Banquets, etc.

## DISTRICT INSIGNIA

Districts are operational arms of the local council. Members are not identified as members of a District, but of the local council and the Boy Scouts of America. For this reason, District insignia is not authorized for wear on the uniform. Where it is desirable to use District identification - District flags, banners, neckerchiefs, jackets or shirts may be authorized by the local council.

## INSIGNIA FOR RED JACKETS

The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. On all jackets, the Schiff, Philmont, or other high adventure base emblems may



be worn centered on the right pocket or in the same relative position if there is no pocket. Members of the National Eagle Scout Association and the Order of the Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as the World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

## RED VEST

The red patch vest No. 537 (Boys) or No. 539 (leaders) may be worn with the official uniform on all but formal occasions. These exceptions would be Blue and Gold Banquets, uniform inspections, etc.

Since only one temporary patch can be worn on the uniform, this vest was designed for your extra Day Camp, Scouting Show, Pow Wow, Pinewood Derby patches etc.

This vest is available through the Scouting distributors. **BADGES OF RANK** does not belong on the red vest.

## RECOMMENDED SUMMER OUTDOOR UNIFORM




**Boys:** Official shorts and Cub Scout T-Shirts are recommended for all outside summer activities. This gives the boys a feeling of being in uniform without wearing the uniform with all the badges, which would be restrictive.

**Adults:** For both men and women, official shorts and knee socks. Men can wear official T-shirts.

## UNIFORM INSPECTIONS

Den and pack uniform inspections have both group and individual benefits. They improve the pack's appearance as they help develop in the boys a feeling of pride in wearing their uniforms and insignia correctly. Uniform inspections are morale features rather than major parts of a den or pack meeting.

A pack uniform inspection is necessary for charter renewal and to earn the Quality Unit Award. The unit commissioner usually conducts the pack inspection with the help of other leaders. Den leaders and Den Chiefs may assist in inspecting both boys' and adults' uniform. After conducting the uniform inspection, present each Scout and Leader who were properly and neatly uniformed with a Uniform Inspection Award, at a pack meeting. A Uniform Inspection Unit Award is also available for the pack.

<p><b>UNIFORM INSPECTION UNIT AWARD</b></p> <p>TO _____</p> <p><small>IN WITNESS OF THE HIGH DEGREE OF EXCELLENCE DISPLAYED BY THIS UNIT IN THE AREAS OF PROPER UNIFORMING AND GOOD PERSONAL APPEARANCE THE LOCAL COUNCIL OF THE BOY SCOUTS OF AMERICA HAS AUTHORIZED THIS SPECIAL AWARD TO BE PRESENTED.</small></p> <p>_____ <small>AUTHORIZED SIGNATURE</small></p> <p style="text-align: center;"><i>Date</i> _____</p>	    
---	---

## UNIFORM DISTRIBUTORS

Uniforms may be found at the following Scouting Distributors in our area.

J.C. PENNEY-41st and Yale

D & B OUTFITTER'S-Tulsa

ARMY & NAVY-Broken Arrow

BAYOUTH'S-Sapulpa

SCOUT SERVICE CENTER

## LOOK SHARP, FEEL SHARP, BE SHARP.

Are you encouraging the boys in your pack to wear a complete Cub Scout uniform? If they are allowed to attend the meetings in blue jeans, they are missing an important part of Cub Scouting, the thrill of wearing a uniform.

The Cub Scout Handbooks and the Cub Scout Leaders Book are clear on the subject of proper uniforming, so don't tell your boys or parents that jeans are acceptable when they are not.

It is the leader's responsible as a registered adult of the Boy Scout of America to encourage boys to obtain the official uniform. Cub Scout pants are not only more appropriate, but, they are equal or better in quality and wearability to jeans of the same price.

What would you think of a policeman who wears plaid trousers with his uniform. How about a hospital intern wearing, while on duty, a sport coat with his white trousers? Or what would you think of a bus driver wearing a fireman's hat, or even more absurd an airline pilot wearing the silks of a jockey as he boarded the plane. They'd all be out "out of uniform", wouldn't they?

Something wonderful happens to a boy when he wears his Cub Scout uniform. As if magic, it seems to lift them out of just plain belonging into active and spirited participation.



The uniform is worn by Scouts of every religion and economic level, the uniform is a practical example to Scouting's democracy for brotherhood. It represents to a boy not only membership in the den and pack, but also in the largest, most widespread boys' organization in the world.

Look at a uniformed pack and you will see a unit with high spirit, a unit that gets things done, and a unit that attracts other boys. Many of these new boys join so they may wear the uniform too.

Uniformed leaders are the key to good uniform in your pack. Cub Scouts respect leadership and will follow the example. Let our Cub Scouts know how you feel about the official uniform, they'll do the rest.

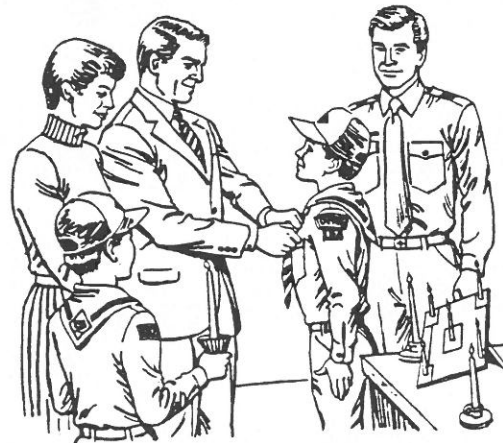
# WHAT CUB SCOUTING DOES

## FOR BOYS

- Cub Scouting gives boys a lot of fun and enjoyment. Singing, hiking, playing games, yelling, making things, and of course, eating, are some of the activities. Happy boys are usually healthy boys.
- Cub Scouting enables boys to learn many new skills. They learn to do things and how to take care of themselves. They become skillful with some of the tools of a technological age.
- Cub Scouting gives boys a chance to live, dramatize and capture a sense of history. By participating in den skits at pack meeting, they have an opportunity to learn about and re-enact important events in our American heritage.
- Cub Scouts learn some of the fundamental elements of teamwork as they share with one another. Self-discipline and self-control make it possible for everyone to have a better time. Team play is more fun than disorganized individual play. These are vital lessons.
- Cub Scouting gives boys a chance for new experiences. An opportunity to visit businesses and organizations in the community which expands their understanding of how their community works.
- Cub Scouts learn something about how to take responsibility for their appearance, for their conduct, and for their own achievement. When such habits and patterns are set early in life, the boys continue to behave responsibly.

## FOR FAMILIES

- When parents work with their son and share with him as he participates in the Cub program, they get to know him better. Out of doing things together, parent-son relationships grow firm. Discoveries are made, and each new day becomes a more exciting adventure.
- As parents work with other adults in Cub Scouting, they make new friends and become acquainted with people they would not meet otherwise. Concern for the boys becomes a common bond between parents and unites them.
- Community spirit is strengthened and community leadership is developed out of Cub Scouting's adult efforts. Parents get a renewed sense of certainty and confidence in the future of our country when children and adults can work together in harmony and with purpose.
- Cub Scouting provides a rich opportunity for families to grow together.



# WELCOME TO THE WORLD OF TIGER CUBS!

**T**IGER CUBS U.S.A. is an exciting program for first-grade boys and an adult member of his family. The program calls for equal participation from the boy and the adult. The Tiger Cub program stresses **fun, activity,** and the building of **relationships** between the boy and the adult as well as among the Tiger Cub group.

There will be many opportunities to search out new activities, discover new things and share them with one another. Those three words make up the motto of the Tiger Cubs-"**SEARCH, DISCOVER, SHARE**".

Tiger Cub groups are organized by the chartered organization and the Cub Scout pack. A member of the pack organization acts as the "organizer". The leadership for the monthly activity is rotated among the adults in each group. Tiger Cub groups are affiliated with the pack but meet separately. The Tiger Cub group meets monthly with both **BOY** and **ADULT** being present. Most meetings involve an activity or a field trip. Twice a year the Tiger Cub group meets with the pack at the annual Blue and Gold Dinner and as they graduate into the pack in May. Tiger Cubs is a school year program, after which the boy is eligible to join Cub Scouts.

The Tiger Cub program is designed around 17 different program themes, called **BIG IDEAS**. Big Ideas include such topics as "Know Your Community", "Fitness and Sports", "Prepare for Emergency", and "Family Enrichment". Suggested activities for individual families as well as the Tiger groups are listed with each Big Idea.



### THERE ARE TWO BASIC PIECES OF LITERATURE FOR THE PROGRAM

1. An orientation flip chart to be used by the pack organizer, accompanied by an organizer's manual.
2. The registration packet includes the Family Activity Book, which is used by the boy and the adult. The packet also includes two certificates of registration, two iron-on decals for uniform, a wall poster activity chart, activity stickers, and a registration sheet for joining Tiger Cubs.

The **Tiger Cub Emblem** consists of an adult Tiger and a Tiger Cub, symbolic of the fact that the program stresses equal participation.

### WHAT IS TIGER CUBBING?

1. **FUN!** If you want to sum up the Tiger Cub program in a single word, that's it. A boy and an adult having fun together and learning more about each other and the world around them in the process.
2. **BOY, ADULT.** Tiger Cubs is a family-oriented program of teams. Each team is made up of a Tiger Cub and his adult partner - father, mother, or other adult family member, even a neighbor. What is important is that the adult partner is someone who cares about that boy and is committed to his well-being.
3. **SEARCH, DISCOVER, SHARE.** This is the Tiger Cub Motto. Tiger Cub teams search out new activities, discover new things, and share them with one another in the program.



The **TIGER CUB** program has been successful from the moment of its introduction in 1982. Why? Because Tiger Cubs, BSA, fills a great need in America today by providing a simple, uncomplicated program for bringing boys and their families closer together. It works! And it works with all kinds of families. All it takes is a boy and a **CARING ADULT**.

## PACK TIGER CUB ORGANIZER

### POSITION DESCRIPTION

1. Attend District School Night Orientation meeting.
2. Attend District's August and September Roundtables.
3. Attend Pack School Night for Cubbing and organize Tiger Cub group(s).
4. Insure all applications are completely and correctly filled out, correct fees collected and Family Activity Packets are all accounted for.
5. Turn applications, fees, and unsold Family Packets over to School Night Coordinator.
6. Stay in contact with Tiger Cub Group throughout the year. Assist when needed.
7. Make sure Tiger Cub Group attends Pack functions when invited.
8. See that all Tigers graduate into the Pack in the Spring.
9. Attend Tiger Cub graduation ceremony and recruit your successor.

## SUPPLY LIST FOR TIGER CUB ORGANIZER

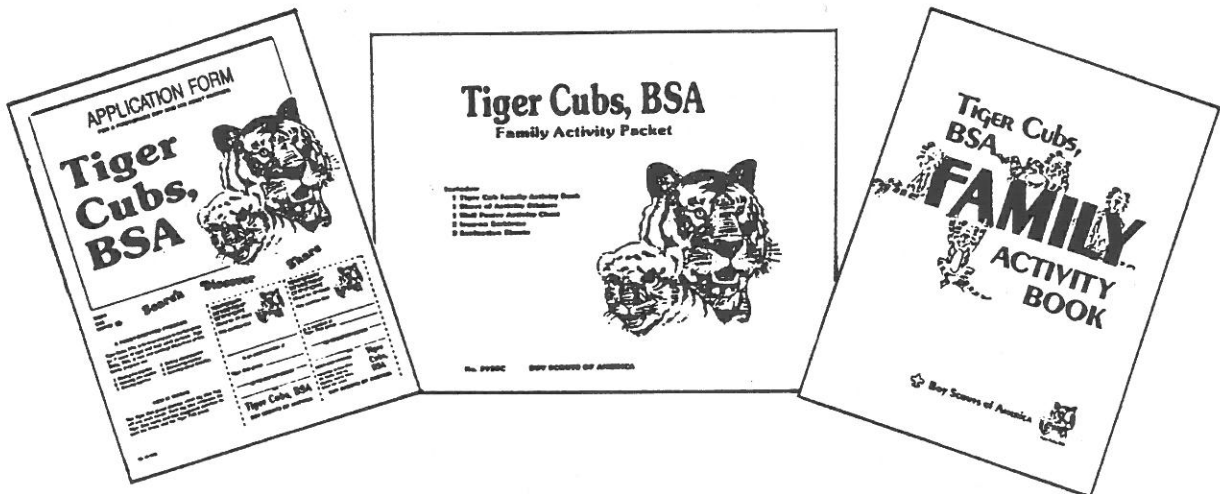
Tiger Cub Organization Plan

Tiger Cub Flipchart

Tiger Cub Organizer's Manual

Tiger Cub Applications

Family Activity Packets





## TIGER CUB ORGANIZER'S CALENDAR

(Sample)

- AUGUST:** Attend organizer's training.  
Prepare for Tiger Cub Rally Night.  
(Coordinate with pack rally)
- SEPTEMBER:** Rally Night.  
Attend pack committee meeting and report on rally.  
Divide Tiger Cubs into groups.  
Follow up with groups on first meeting through Big Idea # 1.  
Attend first meeting and plan calendar.
- OCTOBER:** Contact host team and make sure they are planning to have a meeting and know what to do.
- NOVEMBER:** Follow up with host team about month's meeting.  
Attend meeting.
- DECEMBER:** Follow up with host team about month's meeting.
- JANUARY:** Attend pack leader's meeting on Blue and Gold Banquet. Find out date, location, time, and what Tiger Cubs are to bring, or cost of dinner. Follow up with host team about month's meeting.
- FEBRUARY:** Coordinate Blue and Gold Banquet with Tiger Cubs. Each Tiger Cub and adult will need to make place mats and table decorations.
- MARCH:** Follow up with host team about month's meeting.  
Encourage Tiger Cubs and adults to attend Scout O Rama.  
Obtain registration forms from pack so Tiger Cubs can be registered as Cub Scouts.
- APRIL:** Plan to register Tiger Cubs with pack early in month.  
Encourage Tiger Cub adults to become leaders and attend training.
- MAY:** Graduation of Tiger Cubs into pack.  
Encourage new Cub Scouts to take part in pack summer activities.

**TIGER CUB RALLY**

<b><u>TIME</u></b>	<b><u>ACTION</u></b>
6:45 p.m.	<b>BEFORE THE MEETING</b> Set up chairs and tables. Lay out all materials. Have greeters standing by at the doors.
7:15 p.m.	<b>OPENING CEREMONY</b> Lead group in Pledge of Allegiance. Teach the Tiger Cub Promise using flipchart.
7:20 p.m.	<p><b>TIGER CUBS, BSA</b> Use the <b>TIGER CUB ORGANIZER MANUAL</b> to cover the following points:</p> <p style="padding-left: 40px;">The boy and the adult join as a team</p> <p style="padding-left: 40px;">The objectives of the Tiger Cubs</p> <p style="padding-left: 40px;">Tiger Cubs is an individual family program, with some group activities. Show Family Activity Packet and explain the "Big Idea" concept.</p> <p style="padding-left: 40px;">Explain how the Tiger Cub Group operates. No leader needed. Each team hosts one or two big ideas during the year.</p> <p style="padding-left: 40px;">Explain that you will be available for assistance during the year. Give everyone your telephone number. Ask for volunteers to host the first three meetings. Set date, time and place.</p> <p style="padding-left: 40px;">Explain cost for each Tiger Cub team (boy and adult). This should include registration, the Family Activity packet and a subscription to Boy's Life magazine.</p> <p style="padding-left: 40px;">Answer any questions.</p>
7:45 p.m.	<p><b>WRAP-UP</b> Distribute pencils/pens and ask everyone to fill out their Tiger Cub Registration Forms.</p> <p style="padding-left: 40px;">Collect fees and applications. Thank everyone for attending and remind them that you will be in touch.</p>
8:00 p.m.	<b>AFTER THE MEETING</b> Check fees, applications and remaining Family Activity Packets to make sure that everything balances. Give material to Cubmaster.

**IMPORTANT REMINDER**

You are personally responsible for the cost of the Family Activity Packets, so be sure to collect them from those who do not register. You must account for all of the packets issued to you.





# WORKING WITH CUB SCOUTS

**T**he best discipline strategy you could ever use would be to use no discipline in the strict sense of the word. Discipline should not be related to punishment, as we so often think of it. Discipline should be synonymous with structure. This will be the definition we will proceed with.

To key in on a meeting and boy behavior we must identify those we are working with and the relationships we will be seeing in the meetings. If discipline is order then the disciplinarian must be an enforcer. We can see the following relationship:

$$\begin{array}{ccccccc} \text{A} & & & \text{B} & & & \text{C} \\ \text{ORDER} & + & & \text{ENFORCEMENT} & = & & \text{A GOOD MEETING} \end{array}$$

This formula for a good den meeting has relevance for the leader only! This is an important point because it is the leader who sets the pace for the meetings and it is the responsibility of the leader to ensure a properly structured den meeting.

It helps to remember that each boy in your den is an individual. Sometimes he may go along with the crowd and be perfectly happy with your plans for the den meetings . . . but the time may come when he will rebel or lose interest in a particular activity. When this happens, don't feel that you have failed. That boy is simply showing his individuality . . . and that's a good sign. That's a sign of democracy . . . encouraging individuals to have convictions and act upon them in a manner that will not interfere with the rights of others. It is important for Cub Scouts to have the opportunity to experiment with this principle of democracy and test it in the den. It is important for den leaders to help the boys learn where to draw the line between individual and group loyalties and responsibilities.

Rebellion in a boy may simply be a sign that you are helping him grow. It may be a sign that the activities are not challenging enough for that boy. Balance is important. Knowing where to draw the line is important. For out of it all, a Cub Scout must learn that sometimes it is necessary to assert himself . . . and sometimes he must give in for the welfare of his fellow Cub Scouts. We certainly don't want him to think that Cub Scouting is a place where he can never "do his own thing". Hard? Perhaps. But there is nothing so satisfying as finding the right balance point in your den. And that's up to you.



## **TIPS FOR THE LEADER**

Here are a few ideas from experienced den leaders on handling discipline problems:

Have a good pre-opening.  
Use the advancement program.  
Plan each step of the meeting.

Teach the boys self-respect for others.  
Praise in public, criticize in private.

Get everyone into uniforms.  
Always mean what you say.  
Be firm in a friendly manner.

Be impartial in dealing with the Cub Scouts.  
Never discipline under the influence of anger.  
Do not create impossible goals for your Cub Scouts.

Insist on attention while you are talking.  
Give boys responsibilities and expect them to meet it.

Be fair and consistent with discipline.  
Get to know each boy.  
Be fair to your son.

## **DISCIPLINE**

You may find that occasionally you have a behavior problem. Why discipline? We must understand discipline is very important. Boys need it so they will learn to get along successfully in later life. Nothing is as irritating and exasperating and can spoil a den meeting as an undisciplined individual. Without discipline you are unable to achieve the purposes of the Cub Scout program. A well disciplined den has real pride, spirit, loyalty, teamwork, and much more time for fun. It is a source of pride and satisfaction for both leaders and parents.

**Discipline is . . .** essential for the existence of any social unit such as a Cub Scout Den.

**Discipline is . . .** the training that corrects, molds, strengthens and perfects a person's character.

**Discipline is . . .** structure for boys and leaders alike. A disciplined group of boys with an undisciplined leader can be more detrimental than a group of undisciplined boys with a disciplined leader.

How do we discipline? This you can better determine from first hand, on-the-spot determination. However, it is best to set up your own rules regarding conduct within your den.

## **FIRST RULE OF DISCIPLINE**

Who is in charge? Adults were created to lead and children to test the leader. Plan ahead, make alternative plans, and establish a routine for your meetings. Insist on attention when you speak-give the boys attention when they speak.

### **THEN:**

**Focus on Behavior:** Have activities that accommodate short attention spans, that are at the appropriate level of psychomotor ability, and the most important, are of interest to them.

**Reward Virtue:** Reward works better than punishment. Behavior that is rewarded tends to be repeated and will lead to further improvements. Behavior that consistently goes unrewarded will disappear.

**Token rewards:** An object becomes reinforcing if it can be exchanged for other re-inforcers. Conduct candles, totem beads, etc. are examples of token rewards.

**Do as I do:** Behavior, if rewarded in others, tends to be imitated. Remember also that the boys will do as you do. Wear your uniform and they will wear their uniform. Be positive and they will be positive. Be polite and they will be polite. Be unfair and they will be unfair.

**Time out:** Behavior that results in removal from a rewarding situation tends to be avoided. The boy who has to sit in the other room or who is sent home early because of his behavior tends to avoid that behavior in the future.

**Over-correction:** The messy boy who has to clean up his mess before playing the game is not as messy the next time. If the leader cleans it up, the boy will not learn to accept the consequences of his own behavior.

**Nobody likes a phony:** A leader's feeling and behavior should be consistent. Everyone likes one boy better than other, but it is our responsibility to treat all boys equally. Do not punish the boy for having parents who are uncooperative or antagonistic. He will surely show some of the same traits. If you can't confront the parents about their behavior, then it is unfair to take it out on the child.

When the need for discipline arises, stop the activity immediately and remove the boy from the situation.

If the group misbehaves, punish the group.

If an individual misbehaves, punish the individual.

## **DEN RULES**

If you have decided to take on the responsibility for a den, you will inevitably want some rules. No one can tell you what rules you should have. That's a matter of personal values and life styles. Listed below are some general thoughts to ponder when setting up "good" rules.

- Discuss all rules between you and the boys.
- Don't make a rule until you are sure it is a good rule. Bad rules are disruptive as well as oppressive.
- If you make a mistake, it is OK to change the rules. But be careful that the new rule is one you can live with. Don't be known as a fickle leader.
- All rules and changes in rules should be announced before you begin to enforce them.
- Send a list of the rules home with the boys, so the parents know what the rules are.
- Keep rules to a minimum. Most boys' misbehavior can be covered by these three simple rules:

**RESPECT PROPERTY**

**RESPECT OTHERS**

**RESPECT THEMSELVES**

## DEN CODE OF CONDUCT



Some dens use a good-conduct candle. This is a large candle that burns during the den meeting. When a rule is broken by any boy, all activity is stopped immediately. Then ask the boy that broke the rule which rule was broken. It will make them more aware, since they themselves have helped to establish the rules. Once the rules are set down, stick to them. This puts the responsibility of the action as well as the discipline on that particular boy. You will probably find that boys will be stricter on themselves than you would be. Ask the boy to extinguish the candle for the remainder of the meeting.

After several den meetings, the candle will burn down and a special treat or trip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat. In this way, the candle serves as an incentive for good behavior.

As the candle is lighted for each den meeting, you could say a few words relating to the theme of the month:

- **NOVEMBER- HEROES IN BOOKS-** Our country was built by many great men. As we light our conduct candle, let's remember what makes America great. Our den can be the best of the pack if we will work together to achieve the goals set for us at the pack meeting.
- **DECEMBER- GIVING GIFTS-** During the holiday season we see lots of candles burning, which help make the holiday decoration more festive and enjoyable. Our den conduct candle will help make our den meeting more enjoyable, since it is a reminder of a treat which is in store when the candle is burned down.
- **JANUARY- FIESTA-** Balloons, hats and gifts are all a part of the party. As we prepare for our party and light our conduct candle let's remember to show respect to each den member.
- **FEBRUARY- BLUE AND GOLD TRADITIONS-** We light our conduct candle today in honor of Cub Scouting's birthday. It will burn as long as we prepare for our Blue and Gold Banquet. To put out this flame will slow or progress toward the celebration of Cub Scouting's birthday.

Using the following themes write conduct candle ceremonies.

MARCH

**Sea Adventures**

APRIL

**Canada Our Neighbor**

MAY

**Working With Wood**

JUNE

**Backyard Fun**

JULY

**High Country-U.S.A.**

AUGUST

**Cub Scout Magic**

SEPTEMBER

**Communications**

OCTOBER

**Living In the 21st Century**

# HOW SCOUTING HELPS THE HANDICAPPED

**H**andicapped is a frightening word to most of us. We imagine mindless or crippled people capable of very little. What a shock to find out that handicapped people have many of the same qualities that we possess. They **laugh, cry, feel pride, love, and have a need to belong somewhere, to someone, just as you and I do.**

Each of us is handicapped in some way. Some adults are handicapped because their son has a much higher IQ. than their own. As a parent, that can be a big handicap! Almost every family has one member who wears glasses. Very seldom is this considered a handicap, but for an athlete, it can be serious. Color blindness, hyper-activity, learning disabilities, high blood pressure, and diabetes are handicaps just the same as mental retardation or physical disabilities are handicaps. Your own perspective of a handicap can influence its size.

If you'll really pay attention, you'll find most of us compensate for our handicaps by excelling in other areas. You may be a great bookkeeper but a questionable carpenter, or vice versa. The same is true of a handicapped person. A boy who has lost the use of his legs to polio could be another Einstein. A mentally retarded boy could become an Olympic swimmer. A boy is no less of a boy because of his problem. Don't limit any boy's potential by assuming he is capable of nothing. Find a boy's capability and challenge him to achieve new goals through SCOUTING.

**REACH OUT!** Don't be afraid to try. **HANDICAPPED BOYS** want to belong to SCOUTING, and you need to make it happen. Your personal rewards will be far greater than the effort you expend.

## WHY SCOUTING FOR THE HANDICAPPED?

Answer: **BECAUSE IT WORKS!** Scouting has been proven to be one of the most effective ways to help handicapped persons become prepared to be successful as adolescents and adults.

Scouting is for **each** boy, and each boy is different. THE BOY SCOUTS OF AMERICA recognizes that there are no standard boys-the kind who can be steered about like machines in exactly the same way, to have exactly the same fun, to learn exactly the same instructions. That is why the program of SCOUTING is so readily adaptable to a youngster with a physical, mental, or emotional limitation. SCOUTING welcomes the handicapped youth!

People can have a variety of handicaps which are problems to them. These take on various forms, like big ears, speech defects, protruding teeth, deafness, spastic muscles, blindness, uncontrolled emotions, too little money, red hair, a club foot and hundreds of others. Some are real-some are imaginary. The degree of a youth's handicap is not nearly as serious as how he feels about it and how he thinks others feel about it.

The handicapped child has a right to grow up in a world which does not set him apart, which looks at him not with scorn or pity or ridicule, but which welcomes him, exactly as it welcomes all children, which offers him identical privileges and identical responsibilities.



## **BENEFITS FOR HANDICAPPED YOUTH**

### **SCOUTING HELPS YOUTH DEVELOP THEIR:**

- **Social Relationships and Acceptance**-By belonging to a group of Scouts, they develop feelings of being needed, independence, confidence and friendship with peers and adults. They feel acceptance, and even more important, they learn that they can be accepted as they are! This is often a new experience for them.
- **Mental Skills**-Scouting activities help them to develop creativity, attention span, increased verbal abilities, motivation, learning, and understanding. Every person has a deep need for achievement.
- **Personal Attributes**-Scouting just naturally brings out a sense of humor, feeling of self-confidence, pride in appearance, dependability and responsibility, desirable behavior, and good manners.

### **SCOUTING PROVIDES THEM WITH**

- **Opportunities**-To work with and help other handicapped and non-handicapped youth; to explore their own attitudes and feelings; to achieve; and to make friends in a relaxed atmosphere where adjustment comes more easily.
- **Guidelines**-For behavior and learning situations which are fun and provide success and desirable peer and adult models.

### **SCOUTING TEACHES THEM TO**

Compete to the best of their ability

Develop leadership and follow skills

Try new things

Play fair builds self-confidence

Motivate other boys to do their best

Plan, start, and finish a project

Recognize others' achievements

Respect differences in others

Inspire other boys to do better

Like the Cub Scout program straight out, uncut and undiluted.

## **BENEFITS FOR FAMILIES**

### **PARENTS ARE HAPPIER BECAUSE:**

Their son performs better in school.

Their son is more responsible at home.

Their son would likely be happier and more successful in school.

There is a better parent/child relationship.

They are proud of their son's progress and accomplishments.

They feel more optimistic about their son's future.

They see their son's handicap as less significant.

Their son performs more independent living skills and therefore needs less parent involvement.

They can work together on Scouting projects.

## **LEARNING DISABILITIES**

Every pack has one-the boy who doesn't seem to keep up; the one who's always late, the discipline problem; the dreamer. Sometimes the cause of the problem is obvious. It may be that the problem stems from his home environment or from some physical difficulty. But more often than not, the problem is that the boy has a learning disability. Learning disabilities manifest themselves in many different ways, but they all have some common traits. They are basically disorganizations in a child's mind which cause him to fail to grasp concepts that are relatively easy for other children to pick up. Some of the learning disabilities are:

- **SPACE . . .** This difficulty makes it hard for a boy to compete in athletics. He usually is very uncoordinated, but not necessarily small. He may have difficulty with drawing or writing because his fine finger movement is impaired. He may also have trouble getting around in the city because he can't remember the location of usually known landmarks.
- **SIGHT . . .** This perceptual handicap is very common. He sees things differently. Reading and spelling are often very hard for him. Because he perceives in a disorganized fashion, he will have difficulty recollecting things and places.
- **HEARING . . .** This disorganization often causes a child to forget names and instructions. His vocabulary is often limited and his ability to express himself is diminished.
- **NUMBERS . . .** A mixed-up concept of time may pose unique problems for a boy. This Cub Scout may never get started on an activity with the rest of the den and, when he does, he'll be frustrated at leaving it incomplete or by always being last. Often he can't grasp the concept of future in a long-term project, like an upcoming trip.

Children with learning disabilities may become easily frustrated and may give up on a task when perceive its challenge. They may be over active or under active. They may speak too loudly or repetitively to the extent that its annoys other. Clumsiness and difficulties cause them problems in playing with other children.

## **MEMBERSHIP**

Although a boy may be handicapped in body or mind, he is still a boy . . . no less and no more . . . and if he is capable of understanding the **CUB SCOUT PROMISE** and **LAW OF THE PACK**, he may become a Cub Scout. Working with boys with a handicap may mean adapting or extending the ordinary program of activities in order to make it as enjoyable and worthwhile as possible.

Registration in the Cub Scout program of boys over age 11, who are either mentally retarded or severely handicapped, including the blind, deaf, and emotionally disturbed, is permitted, as is their participation in the Cub Scout advancement program while so registered, may be authorized as follows.

The Chartered Organization determines, with approval of appropriate medical authorities, whether a handicapped youth member is qualified to register beyond the normal registration age.

The Cubmaster's signature on the boy's Cub Scout application or on the unit's charter renewal application certifies the approval of the chartered organization.

Recent figures show that there are 60,000 boys registered in "special" Scouting units identified as **blind, deaf, mentally handicapped, physically handicapped, emotionally disturbed, or socially maladjusted (In correctional institutions)**. Although precise figures are unavailable, there are probably twice this number of handicapped youth being served in regular Scout Units. The resulting estimated total of handicapped youth served by the Scouting Organization is over 174,000.

# COMMUNICATIONS

Did you ever see the cartoon about the Indians and communications? The story goes like this: A lonely tepee is standing out on the plains. Outside the tepee a squaw is busy grinding corn. A little girl, Running Water, is helping her mother, while a small Indian boy, Little Fox, is off to one side sending up smoke signals with a blanket and open fire. Puffs of smoke are floating up in uneven white clouds. Finally, obviously horrified, Running Water says to her mother: "Mama, he's using swear words again."

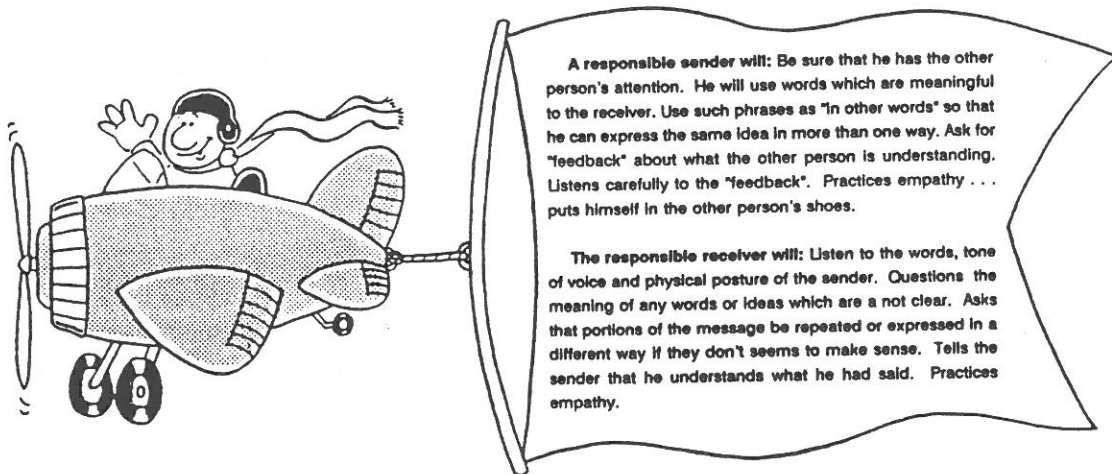
This is a humorous look at communications. Little Fox was communicating. He was getting his message across loud and clear . . . or was he? Was Running Water really getting the message straight? It just might be that Little Fox wasn't sending up swear words at all.

This happens all the time. Communications between human beings become garbled in the transmission. Getting your ideas over to someone else is a complex process whether you use words, sounds, signs, signals or even little white clouds.

Communications between pack leaders is vital. It is important for a person to know how to transmit his ideas so that they convey what he intends. Putting yourself in the other person's shoes . . . looking at the situation from his point of view . . . empathy, is always helpful.

## COMMUNICATION PRINCIPLES

Communications is the complex process of transmitting and receiving signals. Words means different things to different people. Confidence and poise come through slow, deliberate talking. Tension sometimes come in fast talking. Body language can communicate more than words in some instances. Communications are most likely to succeed when both the sender and the receiver assume 100% responsibility of getting the message across.



The channel of communications which is often overlooked is the very rich mixture of messages which people send with their physical postures and gestures . . . body language. A great deal can be said by one person to another without a single word being exchanged. Try expanding your awareness by listening to the whole person. Sense not only his words and the tone of his voice being used, but notice what he is doing with his eyes, his mouth, his head, his arms and his posture.



Sometimes we have a tendency to "lock on" to what seems to be a satisfactory idea or solution and thus "lock out" the possibility that there may be something else worthy of considered. This is called "lolo" . . . lock on-lock out. This can happen with first impressions of people, with creative ideas, or in discussions on controversial subjects.

Accurate listening is an important factor in communication. Most people do not listen as closely or accurately as they think they do. They tend to hear only what they want to hear. There is no tool of leadership that rivals skilled, sympathetic listening. Follow these steps:

- Listening is an active process. Have an alert mind and posture.
- Listen with empathy . . . put yourself in his shoes.
- Don't listen to words alone . . . watch body language.
- Don't let your prejudices affect your listening.
- Overcome your reluctance to listen to difficult or uninteresting subject matters.
- Be sure you understand . . . ask questions . . . interpret.
- Sort out the main points from any irrelevancies . . . evaluate.
- Pack leaders who learn to communicate and listen accurately will be much more effective in their relationships with other adults as well as with the boys.

## **COMMUNICATIONS WITH THE FAMILIES**

- Good communications between leaders and families is essential in obtaining family cooperation.
- Let them know what is expected before they join. Then keep the lines of communications open.
- Be sure they know the regular den and pack meeting dates and times. Provide reminders as needed.
- Let them know that the best way to find out what is going on is to stay actively involved.
- Don't rely entirely on boys to transmit messages to parents. The information may never get through.

There are a variety of techniques that can be used to improve the communications with the pack. Some of the ideas are considered "one way", the simple transmitting of ideas. Other ideas are "two way", the exchange of ideas. This list is not exhaustive. Use imagination and create a unique way of communication in the pack.

**YEARLY CALENDAR** Each year at the annual planning meeting the pack should set the monthly themes for the program for the next 12 months. Along with the themes, the pack meeting dates, times, and places can be set. This information is vital and should be shared with every family in the pack as soon as it is available.

**SURVEY SHEETS** This communication device really falls in the category of information gathering. If a survey sheet is completed by each family then valuable information is in the hands of the cubmaster and den leaders.

**NEWSLETTER** Is there a problem keeping leaders, parents and boys aware of what is going on? If so a pack newsletter can alert everyone to the events that the pack has scheduled and perhaps get volunteers for special events. A newsletter is a one way form of communication. A newsletter can be passed to parents at

the monthly pack meeting. If arrangements can be made in the pack budget then the newsletter can be mailed to the home of each Cub Scout. While it will cost, everyone will get a copy of the important information.

**POSTERS** Help tell what is going to happen or what has occurred. A den can use posters to tell what activities they have done when the event does not lend itself to display at pack meeting. A poster can also place emphasis on an upcoming event more effectively than the pack newsletter.

**SKITS** Communications that takes the form of "one way" does not always have to be in a written format. A skit about next month's bicycle rodeo will add more fun and variety to a pack meeting. It can help make others more aware of an upcoming event.

**PICTURES AND SLIDES** A picture is worth a thousand words. In September, present the pack activities at school night for Scouting. Instead of saying what the pack does, show them with pictures and slides combined with posters.

**NOTES** A note given to each boy when he leaves the den meeting can be very useful in communicating with parents. Personal information can be used with a P.S. at the end of the note. But, this shouldn't be done very often.

**TELEPHONE** While the telephone is not as effective as person-to-person communication, the telephone can be used for last minute information, a between-meeting message, or for asking a question. Please encourage the parents and leaders that the telephone works both ways.

**PERSON TO PERSON** A leader both gets and gives information and must be able to do both of these effectively. Discuss things that are going to happen. Get feedback about past events. Measure success in terms of the job getting done and the degree to which instructions were followed.

- Get to know the family. Find out how the den and pack can help their needs.
- Hold den and pack parents' meetings to communicate information.
- Keep families up-to-date on how the den and pack are operating. Share with them the successes and the needs.
- Keep them informed about activities which can be enjoyed by the family, such as family camping, trips and tours, etc.
- Keep families up-to-date on how their son is progressing. Let them know they can help him.

## **COMMUNICATING WITH KIDS**

Communications begins at birth. At this moment, parents begin to teach their child to communicate. The parents who begins this process early stand a better chance of having good communications when the child reaches the difficult adolescent years.

As a child grows and communicates, he needs the assurance that he can be himself. This provides freedom for him to experience things and express his feelings without fear of rejection. Children want to please the adults in their lives. They get their recognition from them. It is important for parents and the Scout leaders to continuously provide this supportive environment.

CREATIVE COMMUNICATIONS CLIP ART



# CHILD ABUSE PREVENTION

**C**hild abuse is a fact in our society and matter of great concern for most parents throughout our country. The Boy Scouts of America shares in this concern.

One of the best strategies for child abuse prevention is for parents to have an ongoing communication with their children. Often this is difficult, especially for working parents and parents with adolescents. But it is worthwhile to talk to your children every day and take time to observe. Encourage your children to share their concerns and problems with you. By doing this you are not an inquisitor, but a concerned parent.

The most obvious abuses in which we are able to detect in children are physical and sexual abuse.

## INDICATORS TO BE WATCHFUL FOR ARE

- **BRUISES** Usually bruises are seen on the back, back of legs, buttocks, eyes, cheeks, or back of ears. Also there are bruises located to the back of the forearms sustained while children attempt to block the blows.
- **EXTREME BEHAVIOR CHANGES** For example, an outgoing child becomes sullen or introverted. A well behaved child becomes aggressive.
- **SUICIDE THREATS OR ATTEMPTS** Very young children can become depressed and attempt suicide, and not just teen-agers. Do not treat suicide threats or attempts lightly.
- **SEXUAL BEHAVIORS** Sexually abused children have problems with regressing developmentally achieved tasks. (Example: reverting to bedwetting) They also participate in excessive masturbation and exploratory sexual activity with other children.

Do not blame yourself. Sexual abuse is a fact in our society. Many individuals who molest children find work through employment and community activities which gives them access to children. The vast majority of abuse cases occur in situations where the child knows and trusts the adult. So do your homework well, but remember a community and national consciousness is needed before we can stop sexual molestation in our society.

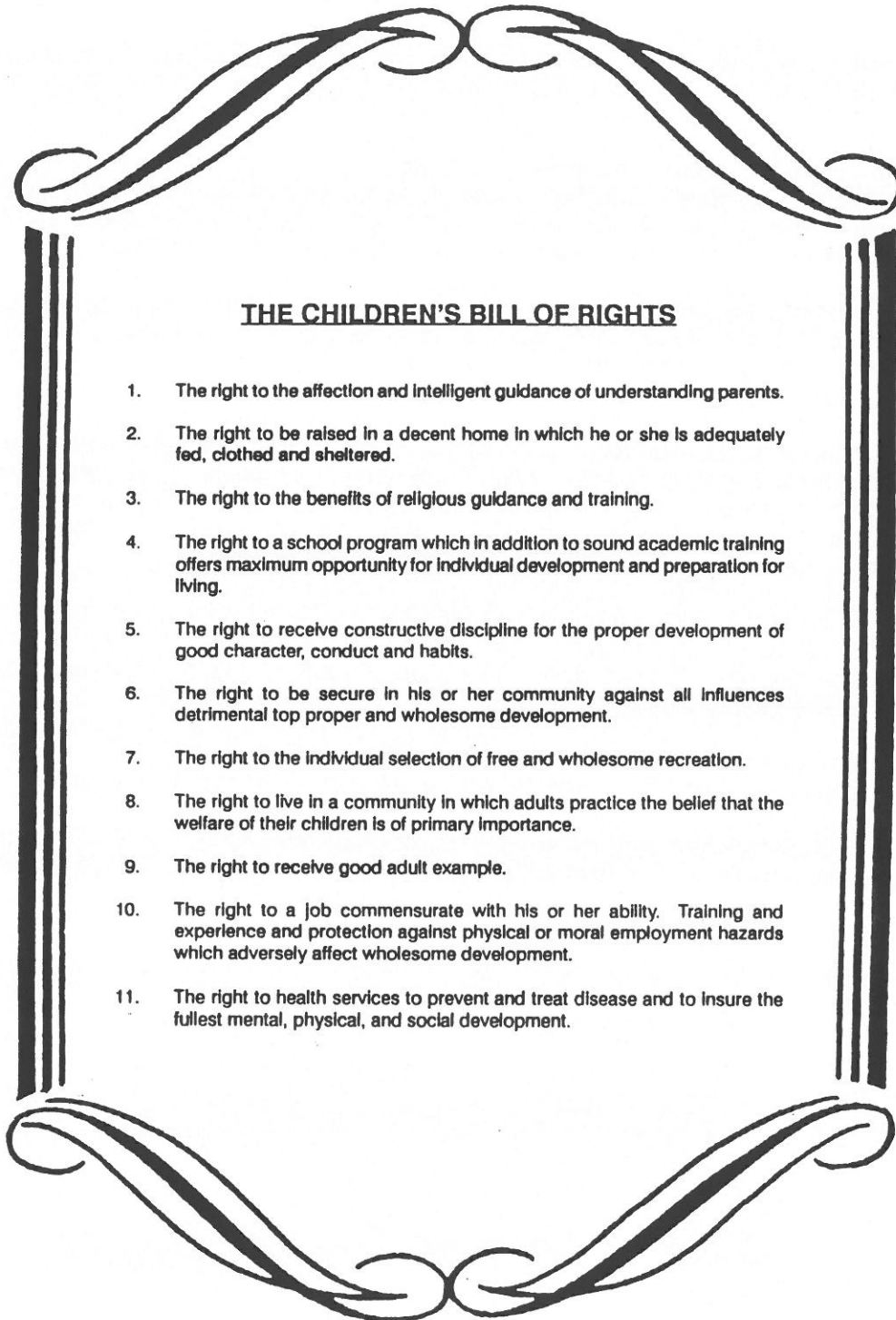
All registered leaders are required to see a film related to child abuse, which is provided by the Boy Scouts of America. When you suspect a child had been abused or a child has told you they have been abused, you need to direct your call to Mr. Kent Caraway, Scouting Executive of Indian Nations Council. His phone number is 743- 6125. The Scout office will in turn notify the Protective Services in your area. If you feel the child may be in immediate danger then you should contact the law enforcement at 911 or your local police department.

## FOR MORE INFORMATION:

"Child Abuse" Let's talk about it - A statement by the Boy Scout of America.

How to Protect Your Children From Child Abuse

National Child Abuse Hotline, Child Help U.S.A. toll free 24 hour hotline 1-800-422-4453.



**THE CHILDREN'S BILL OF RIGHTS**

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

# RECRUITING BOYS AND LEADERS

Scouting must grow in order for every boy who wants to become a Cub Scout to have a place to join. As Cub Scouts graduate from the pack and as adult leaders move to other positions, additional leaders are needed.

An excellent way to recruit boys and leaders is at School Night for Cub Scouting in the fall, or at spring rallies. In addition to these recruiting opportunities some packs find that year-round recruiting is an effective way to maintain a stable membership. Every pack needs to recruit two-deep leadership for each position, so an assistant leader receiving on-the-job training is ready to fill in when a leader leaves.

At school night and rallies, parents are briefed on what they can expect from Cub Scouting and are told what is expected of them. Parents need to know what the Cub Scout program is all about. A clear understanding about the program will usually result in enthusiastic supporters. Your District Scout Executive and Unit Commissioner will be of help in conducting rallies.

Pack meetings are another useful tool to recruit boys. Boys who enjoy the pack meetings will spread the word to their buddies and encourage them to join. Cub Scout families should have fun at pack meetings and look forward to them with anticipation. In the Cub Scout Leader Book, Chapter 6 gives many good ideas in running a successful pack meeting. Staging Den and Pack Ceremonies is a good resource for ceremony ideas. Use both to keep the pack meeting stimulating and fun.

The Parent Talent Survey is a useful tool in recruiting leaders. Each parent should complete a copy and turn in at school night, or at a pack meeting. These sheets will point out which parents are best suited to the various leadership positions. The Cub Scout Leader Book, Chapter 4, and the pack leader job description sheet lists the qualifications and responsibilities of each leadership position.

Once a person has been selected to fill a leadership position, pack committee approval should be obtained before that person is signed up. This is important since all leaders in the pack work together.

The chartered organization has a responsibility to help provide leadership for the pack. If you have difficulty in recruiting qualified leaders, seek help from the chartered organization, or your Unit Commissioner.



# RESOURCES

**W**here can leaders obtain the materials that are needed for den and pack activities? Who can help provide these materials? How do leaders use what has been obtained? Resources are everywhere! The creative use of resources can strengthen the Cub Scout Program in the den and pack.

The Boy Scouts of America publishes a wide variety of material to help the leaders plan the Cub Scout program. Resources are the answer to the cry of "help" from leaders. Page 161 of the Cub Scout Leader Book is a good place to start.

Each leader should establish his or her own resource list of file. It is a good idea to write things down, keep them in a specific place in an orderly fashion. One means of keeping resources well organized is 3 x 5 cards filed in a recipe-type box. Individual leaders may make their own files or the pack committee may make a large, combined file to be available to all leaders and committee members. The den leader coach needs a well-organized resource file to help the den leaders plan and execute the program.

In dealing with specific resources it is more manageable to split them into categories . . . people, places and things. These categories do overlap but a pack or individual resource file should contain some information on most of the following suggestions:

## SOURCES OF MATERIAL AND EQUIPMENT

### 1. DONATIONS OF MATERIALS:

- a. Parents, grandparents, other relatives, neighbors, friends of Scouting (these are responsive sources)
- b. Local businesses

### 2. SCOUT SERVICE CENTER:

- a. Literature
- b. Insignia
- c. Badges of office
- d. Special recognitions

-Woolrac Walk Patch, Zoo Train Patch, etc.  
-National Summertime Pack Award, Honor Unit Award, Training Awards  
-Recognition plaques, trophies, certificates, etc.

### 3. LOCAL SCOUT DISTRIBUTOR:

- a. Literature
- b. Insignia
- c. Uniforms
- d. Equipment

### 4. BOY SCOUT TROOP:

- a. Loan of equipment and props for special recognition ceremonies
- b. Loan of camping equipment for Webelos outings

**5. OTHER SOURCES:**

- a. Local craft stores
- b. Army/Navy Surplus stores
- c. Garage sales
- d. Catalogs
- e. Close-out sales

**SOURCES OF PROGRAM INFORMATION AND IDEAS**

All Boy Scout literature

Pow Wows

Professional Scouters

Council Newsletter (Smoke Signals)

Den Leader Coach

Workshops (including out of Scouting)

Roundtable

District/Council Committees

Commissioners' staff

Philmont Training Conferences

Leaders from other packs

Libraries

**SOURCES OF SUPPORT****FAMILIES:**

- a. Transportation
- b. Telephoning
- c. Refreshment/parties
- d. Instruction
- e. Leadership of activities
- f. Encouraging advancement

**COMMISSIONERS' STAFF:**

- a. Uniform inspections
- b. Charter renewal
- c. Program assistance
- d. Special recognition ceremonies
- e. Help on recruiting

**SCOUT SERVICE CENTER:**

- a. Information
- b. Professional assistance
- c. Camping facilities
- d. Training schedules
- e. Material/equipment

**PACK LEADERS:**

- a. Past experience
- b. Assistance/planning
- c. Special talents/skills
- d. Help in recruiting
- e. Leadership of activities

**BOY SCOUT TROOP:**

- a. Leadership assistance on Webelos campouts
- b. Den chiefs
- c. Webelos graduation
- d. Other special recognition ceremonies

**CHARTERED ORGANIZATION:**

- a. Assistance from chartered partners
- b. Charter renewal
- c. Participation in pack activities
- d. Facilities/information



**DISTRICT COMMITTEE:**

- a. Basic leader training
- b. Information
- c. Special assistance
- d. Leadership for special events
- e. Monthly Roundtable
- f. Rally training/recruiting

**ARMED SERVICES:**

- a. Uniform inspections
- b. Instruction/flag courtesy
- c. Guided tours (National Guards)

**SOURCES OF FINANCIAL SUPPORT FOR PACKS**

- a. Pack Budget (den dues)
- b. Pack money-raising projects (require council approval)
- c. Scout-O-Rama ticket sales

**Good luck in building your resource library !!!**



# WHAT IS YOUR CUB SCOUTING IQ?

1. What is the minimum age of a Cub Scout?
2. What is the maximum number of boys which may be registered in a pack?
3. True or False. A Den Chief pays \$1.50 year membership to the pack.
4. True or False. A Blue and Gold Banquet is a Christmas party for the pack.
5. The man who began the Scouting movement was \_\_\_\_\_.
6. What is the Cub Scout motto?
7. What is the official Cub Scout Yell?
8. Who was responsible for incorporating the Boy Scouts of America?
9. What is the anniversary date of the Boy Scouts of America?
10. How many Webelos Activity badges are available?
11. Is it true that parents participation helps to have a successful Cub Scout?
12. Why does a Cub Scout cross the street when the light is green?
13. How many electives are necessary to earn a gold arrow point?
14. When was the Cub Scout program launched in America?
15. Which is larger . . . a pack or den?
16. Name the Island where Baden-Powell first tried out his idea for Scouting.
17. How many temporary patches may a Cub wear?
18. What color background is worn with Cub Service Stars?
19. What color background is worn with adult leaders service stars?
20. How to you determine the age of the den leader?
21. Do Cubs ever salute with their left hand?
22. The Cub Scout code is (1) a dot and dash system of communication (2) a new popular song (3) a kind of fish (4) a secret method of writing (5) a plumber's tool.
23. Boy's Life is (1) an autobiography requirement for the Wolf badge (2) a current movie (3) a magazine for boys, (4) a new TV. show.
24. Name the Council of the B. S. A. to which you belong?
25. Where is the National headquarters of the B.S. A. located?
26. The Grand Howl is (1) an old Indian song (2) a Cub Scout in pain (3) a yell of respect.
27. What is a Bobcat?
28. What is the Living Circle?
29. True or False. The Pinewood Derby is a horse race.
30. True or False. A Cub Scout should wear the official uniform neckerchief slide.
31. Whose name does a Cub Scout repeat in the Cub Scout Promise?
32. How many arrow points must a Cub Scout earn?
33. When did the B. S. A. obtain a congressional charter?
34. Who donated Philmont Scout Ranch to the Boy Scouts of America?
35. Who approved achievements and electives for the Cub Scouts?
36. Where are the awards presented to the Cub Scouts?
37. Who attends the pack meetings?
38. How do Cub Scout Leaders register?
39. Should a den leader wear a uniform?
40. Who is the most important person in the Cub Scout program?
41. When is Baden Powell's birthday?
42. Can a den have a money-raising project?
43. Can a pack have a money-raising project?
44. How often is a pack re-chartered?
45. What is the Council-wide, all day training and fun-filled sessions for Cub Scout Leaders?
46. How to you get a Den Chief?
47. Can a woman be registered as a Cub Scout Roundtable Commissioner?

48. Can a woman become a Webelos Leader?
49. How many arrow points may be worn on the uniform?
50. How many Cub Scouts should become Boy Scouts?

## **ANSWERS TO IQ.**

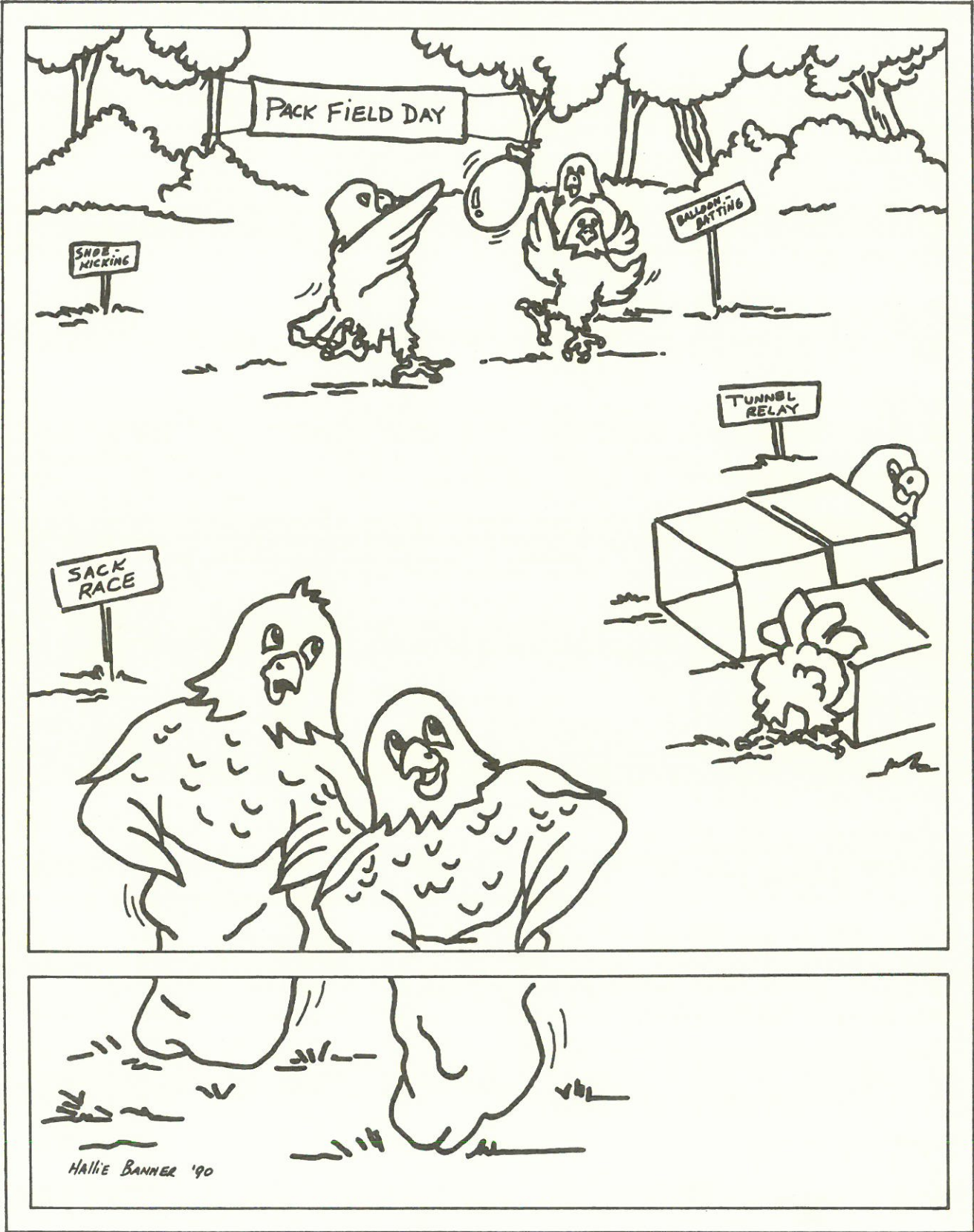
1. Age 7, or having completed the first grade.
2. There is none.
3. False. He pays his registration fee to the troop, which makes him a member of the Boys Scouts of America. He pays no additional fee to the pack.
4. False. The Blue and Gold Banquet is a birthday dinner celebrating the February anniversary of Scouting.
5. Lord Baden Powell, in 1907.
6. "Do Your Best"
7. There is none.
8. William D. Boyce, A Chicago Publisher.
9. February 9, 1910.
10. 20
11. Yes indeed. Cub Scouting is for the whole family.
12. To get to the other side.
13. 10
14. 1930
15. Pack
16. Brownsea Island, off England's southern coast.
17. One at a time.
18. Yellow
19. Blue
20. Ask them but they may not tell you.
21. Yes. when the right hand is incapacitated.
22. # 4 Secret code of writing
23. # 3 Magazine for boys
24. Indian Nations Council
25. Irving, Texas
26. # 3 A yell of respect
27. A fierce, hungry animal of the cat family. It is also the entrance rank of Cub Scouting, regardless of the boy's age.
28. A ceremony for Cub Scouts.
29. False. It is a Cub Scout racing competition where Cubs make and enter wooden model cars and compete for prizes.
30. False. He may wear a homemade slide or other suitable slide.
31. His own.
32. None, but he many earn any number.
33. June 15, 1916.
34. Waite Phillips, a Tulsa businessman.
35. His parents.
36. The instant recognition beads are presented at the den meeting. Badges, arrow points and Webelos Activity badges are presented at pack meetings.
37. The whole family.
38. Through the pack committee, at the Scout Service Center.
39. Definitely!
40. The boy.
41. February 22, 1857
42. No
43. Yes
44. Once a year.

- 45. Pow Wow
- 46. The Cubmaster contacts the Scoutmaster or Advisor. They will make the selection of the Den Chief.
- 47. Yes
- 48. Yes
- 49. As many as the boy has earned.
- 50. Hopefully, all of them.

Score two points for each correct answer. If your score is:

- 0-20 Better give up Cubbing and teach Latin in a Girl's Boarding School.
- 20-40 Don't show your score to anyone. Get help from your District training team.
- 40-60 You can improve. Maybe you should attend District Roundtables regularly.
- 60-80 Good. We hope your enthusiasm for Cubbing will never diminish.
- 80-100 Excellent. Volunteer for membership on your District Cub Scouting Committee.
- over 100 Better add up the score again !!!





PACK FIELD DAY

SHOE-KICKING

BALLOON-BATTING

TUNNEL RELAY

SACK RACE

HALLIE BANNER '90

## Table of Contents

---

<b>DEN AND PACK ACTIVITIES</b>	<b>1</b>
<b>GATHERING TIME ACTIVITIES</b>	<b>28</b>
<b>TEACHING YOUR BOBCAT</b>	<b>40</b>
<b>PACK AND DEN TRIPS</b>	<b>42</b>
<b>WHERE TO GO AND WHAT TO DO</b>	<b>44</b>
<b>OUTDOOR ACTIVITIES</b>	<b>51</b>
<b>CUB SCOUT CAMPING</b>	<b>54</b>
<b>CAMPFIRES</b>	<b>57</b>
<b>TRAILS OF ADVENTURE</b>	<b>58</b>
<b>FISHING DERBY</b>	<b>63</b>
<b>CUBMOBILE DERBY</b>	<b>65</b>
<b>WATER SAFETY</b>	<b>69</b>
<b>KITE DERBY COMPETITION</b>	<b>70</b>
<b>SPACE DERBY RACE</b>	<b>72</b>
<b>BALLOON FLY-AWAY</b>	<b>75</b>
<b>RAINGUTTER REGATTA</b>	<b>76</b>
<b>ORGANIZING THE PINEWOOD DERBY</b>	<b>78</b>
<b>CUB SCOUT SPORTS</b>	<b>84</b>
<b>SCOUT-O-RAMA</b>	<b>91</b>
<b>BLUE AND GOLD BANQUET</b>	<b>93</b>
<b>CUB SCOUT CUISINE</b>	<b>111</b>
<b>OUTDOOR COOKING</b>	<b>114</b>
<b>TIN-CAN COOKING</b>	<b>116</b>
<b>TYPES OF OUTDOOR COOKING</b>	<b>117</b>
<b>FOIL COOKING</b>	<b>120</b>
<b>SCOUTING RECIPES</b>	<b>121</b>

# DEN AND PACK ACTIVITIES

**A**ctivities are the spark, that is something extra, that make a den and pack really special and the envy of all others. The extra effort involved is well worth the investment as the group's enthusiasm grows. Recruiting becomes easier when a Cub Scout tells his friends all the neat things his Cub Scout pack is doing. Parents will want to be involved when the activities are planned that are fun and exciting.

A successful activities program depends on all den and pack leaders and families working together. The single most important word for a smoothly-run program is **PLANNING**. Careful planning of pack and den activities will generate enthusiasm for unit leaders, parents and boys; an important factor for all the people "who make the pack go."

The secret for Cub Scout den activities is the wise use of the monthly theme. The theme is simply an idea or emphasis around which den and pack leaders plan activities for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them all together at the monthly meeting with skits, stunts, and handicrafts all related to a single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result.

Cub Scout families are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often, den spirit is developed, even among parents. Many packs present a **PARENT PARTICIPATION RIBBON** to the den or dens who has the most parents at the monthly pack meeting. (*See Recognition section of this book*).

Webelos dens do not use the pack's monthly theme. Instead their emphasis is on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Cub Scout Circus" and "Showman" . . . or "Going Places" and "Traveler".

Packs are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the Purposes of the Cub Scouting. They are the subjects on which the most program material will be available. (*See Leadership Development page 10 for the upcoming themes*).

Remember the Cub Scout program is flexible, and if another theme is better suited for your pack, you may wish to make an exception. These things should be kept in mind:

- It must have strong appeal for Cub Scout-age boys.
- It should be a wide subject that provides variety so that each boy can do the things he likes to do.
- It should instill the deeper, more lasting values of Cub Scouting.

Cub Scouting has a nonsense word that expresses the idea very neatly. This should be your watchword as you plan year-round fun for your pack or den. The word is **KISMIF**. It stands for

**"KEEP IT SIMPLE, MAKE IT FUN"**

A Cub Scout pack can easily plan a variety of special activities. There are some general guidelines which should be followed to help ensure the success of your activity.

- **OBJECTIVE:** Why are we having the activity? Does it help to achieve the Purposes of Cub Scouting?
- **LEADERSHIP:** There should be adequate adult leadership to ensure safety and supervision. In major activities, such as the Blue and Gold Banquet or Pinewood Derby, the pack committee usually appoints a chairman, and a committee is recruited to carry out various responsibilities. This is a good time to involve adult family members.
- **FACILITY:** What type of facility is needed? Can it be held at the regular pack meeting place? Is it an outdoor activity? Are reservations necessary? Will there be a charge for facility?
- **PHYSICAL ARRANGEMENTS:** What type of seating arrangements is needed? If it is outdoors, what is available, and what do we need to provide?
- **SCHEDULE:** A written schedule or program will be helpful. When will it be held? What time does it begin? Who does what when? What time does it all end?
- **ALTERNATIVES:** Plan for backup leadership to fill in for emergencies. If it is an outdoor activity, have a backup plan in case of rain.
- **PUBLIC RELATIONS:** Be sure all pack families are informed about the activity. Is this an event that could be publicized in local newspapers or other media?
- **JUDGING AND AWARDS:** Any special pack activity which takes the place of the regular pack meeting should include advancement awards, so recognition can be made promptly. If it is a competitive activity, will each boy receive something for participating? Or will only the winners be recognized? How and when? What type of awards will be used? Who will do the judging? How?
- **HEALTH AND SAFETY:** Include in the plan all necessary measures to ensure the health and safety of the boys and others attending.
- **MATERIAL AND EQUIPMENT:** What materials and equipment is needed? Who will bring them?
- **FINANCES:** Estimate cost of activity, if any. Does pack budget cover this expense? If not, how will costs be covered?
- **REGISTRATION OR CHECK-IN PROCEDURE:** Most competitive events require some type check-in procedure. Who will be responsible.
- **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?

Scouting means doing. Everything in the Cub Scouting program is designed to have the boys doing things. CUB SCOUTING IS A YEAR-ROUND PROGRAM. Remember to include the summer months in your activities. This not only helps keep the pack together, but it also provides opportunities for some of the easiest and funniest activities that can happen during the year. Material for this section of "SOAR HIGH WITH SCOUTING" was contributed by: Susan Hoy, Barbara Lynch, Dwight and Kathy Hyams and Paul Akin. A quality pack program has two elements . . . fun and exciting activities for the boys, and it achieves the Purposes of Cub Scouting. The information found on the following pages will be able to help you with your planning for the coming year.



The following letter is a page from Jimmy's Diary: When you, as the leaders decide not to have summertime activities I hope you will take time to read this letter:

## A PAGE FROM JIMMY'S DIARY

Thursday, July 20

Our Cubmaster and the other leaders decided the Cub Scouts didn't want to have any Cub Scouting this summer so we aren't having any, I think this is too bad, 'cause we have got more time than ever. I guess the Cubmaster and the den leaders are kind of tired. I wish THEY hadn't decided WE didn't want any Cub Scouting this summer.

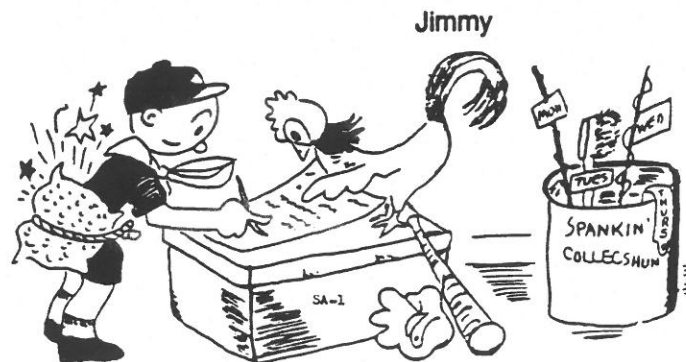
'Course we didn't have any trouble thinking up things to do, only it seems like they're always the wrong things. We think up some swell things to do, and then we do 'em and get ourselves into some awful fixes.

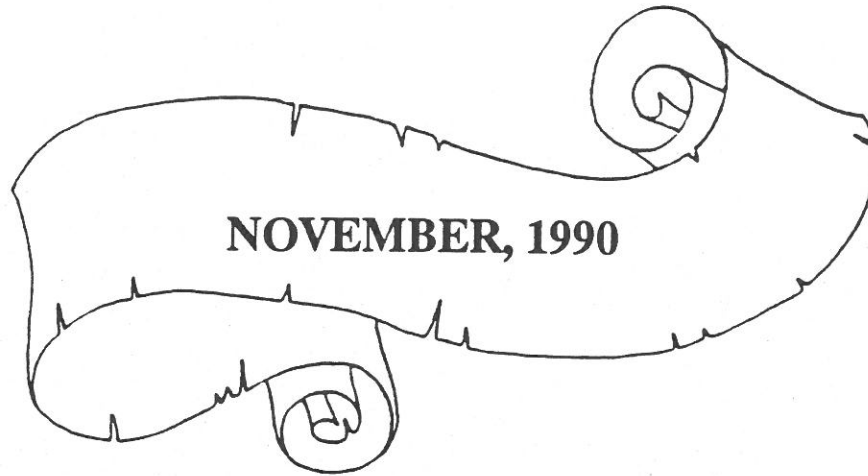
Like the other day when Billy dared us to a game of follow the leader. Boy, that sure was an awful mess. Everything went OK. 'til Billy led us along on top of old Mr. Jones' fence. All of a sudden it busted and you should-a heard these chicken squawk. Fred got hung up on a nail by the pants and the harder he wiggled, the more they ripped and right in the middle of all that Mr. Jones came out and chased us. And then he called up all our pops and when we got home we all get licked - all but Fred and he get scratched where his pants got caught so his pop couldn't lick him but he got sent to bed without any supper.

The other day Jacky got some marshmallows and we decided to roast them and we got a lot of branches from Billy's last years Christmas tree that was still in his yard and made a swell fire out behind his garage. But when we lit it, it just went up like an explosion! We got scared and so did the lady next door I gess 'cause she called the fireman and the engine came clinging up the alley and they got some stingwishers and put it out and it didn't do anything but burn off one door. After it was out the fire men talked to all our folks and we all got licked again. Gee I been licked so much this summer I gess I'm getting num.

That's what I mean when I say we don't have any trouble thinking up things to do. Its after we do 'em that we have the trouble. I hope at next summer the Cubmaster and the other grown ups won't be so tired and won't decide we don't any any Cub Scouting.

I think maybe they are working harder this summer than when we have Cub Scouting.





**DATES:**

- 2nd. Daniel Boone born
- 6th. Election Day
- 11th. Veterans Day
- 19th. Lincoln's Gettysburg Address
- 22nd. Thanksgiving Day

**Cub Scout Theme:** HEROES IN BOOKS

**Webelos Activity Badge:** CRAFTSMAN  
CITIZEN

**IDEAS FOR PACK ACTIVITIES**

- Collect food for the less fortunate.
- Celebrate birthdays of Presidents.
- Hold pack uniform inspection.
- Go roller skating
- Volunteer to do flag ceremony at schools P.T.A. meeting

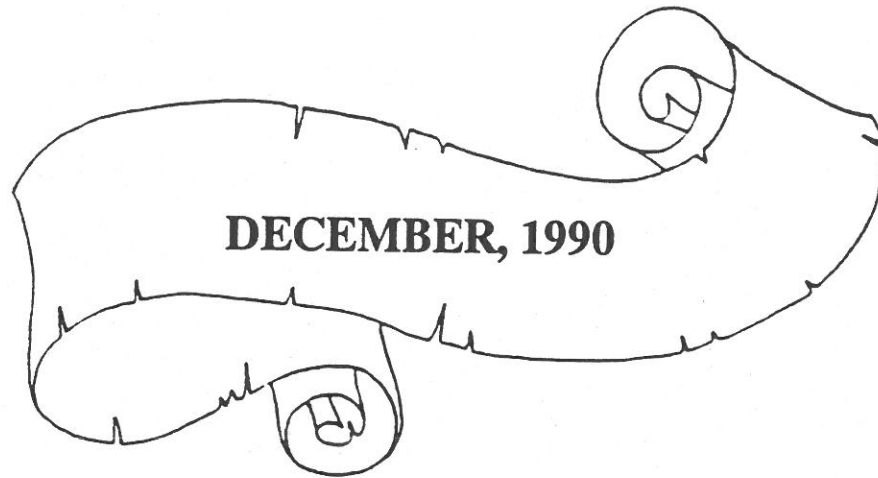
**IDEAS FOR DEN ACTIVITIES**

- Learn the names of all the U. S. Presidents.
- Learn the names of the U. S. Vice Presidents.
- Make a game box for the den.
- Visit a courthouse.
- Make popcorn balls and eat them.
- Have a paper airplane flying contest.
- Play basketball.
- Make decorations for Thanksgiving.
- Bring a friend to den meeting.
- Plan a den Family night.
- Learn a funny song.
- Have a birthday party for any boy in your den.
- Have a hot dog roast.

# November 1990

## INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3
4	5	6 Election Day	7	8 DISTRICT ROUNDTABLES	9	10 POW WOW
11 Veterans Day	12	13	14	15	16	17
18	19	20	21	22 Thanksgiving	23	24
25	26	27	28	29	30	



**DATES:**

- 7th. Pearl Harbor Day
- 12th. Hannukkah
- 15th. Bill of Rights Day
- 17th. Wright's 1st Flight
- 21st. Pilgrims Landed
- 21st. Winter Begins
- 25th. Christmas Day

<b><u>Cub Scout Theme:</u></b>	GIVING GIFTS
<b><u>Webelos Activity Badge:</u></b>	CRAFTSMAN CITIZEN

**IDEAS FOR PACK ACTIVITIES**

- Collect canned goods and give to needy.
- Collect toys for needy children.
- Collect coats for needy.
- Have a cookie swap.
- Take part in a local parade.
- Winter Christmas hay ride & caroling.
- Have a pack Christmas party, decorate tree with homemade items.

**IDEAS FOR DEN ACTIVITIES**

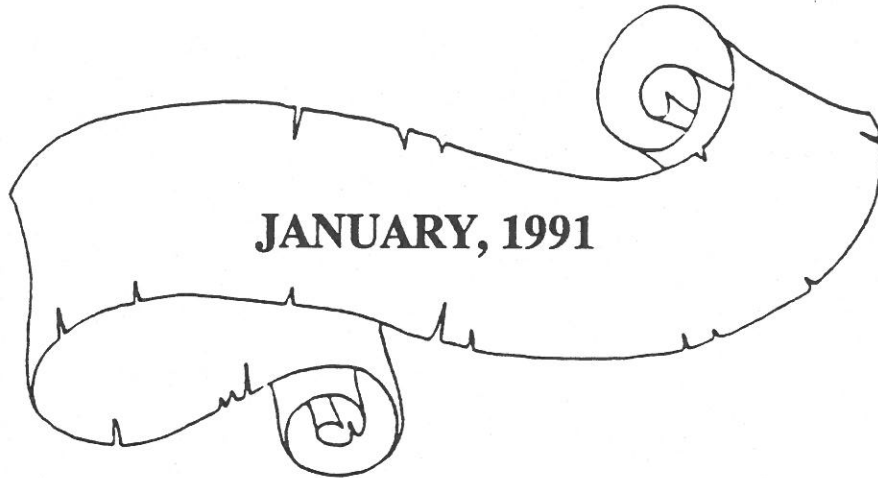
- Go Caroling.
- Go Christmas shopping for Mom & Dad.
- Visit retirement home.
- Pizza party for den.
- Get Angel from Salvation Army Christmas tree.

# December 1990

## INDIAN NATIONS COUNCIL

SUN    MON    TUE    WED    THU    FRI    SAT

						1
2	3	4	5	6	7	8
9	10	11	12 Hanukah	13 DISTRICT ROUNDTABLES	14	15
16	17	18	19	20	21	22 Winter begins
23	24	25 Christmas	26	27	28	29
30	31					



**DATES:**

- 1st. New Year's Day
- 17th. Ben Franklin's Birthday
- 19th. Robert E. Lee's Birthday

**IDEAS FOR PACK ACTIVITIES**

- Hold a Pinewood Derby.
- Indoor swim party.
- Visit Omniplex, Oklahoma City (Museum).
- Have a Cub Scout Lock-In.
- Visit AFB, for day event.
- Hold a fiesta party with pinata.

**IDEAS FOR DEN ACTIVITIES**

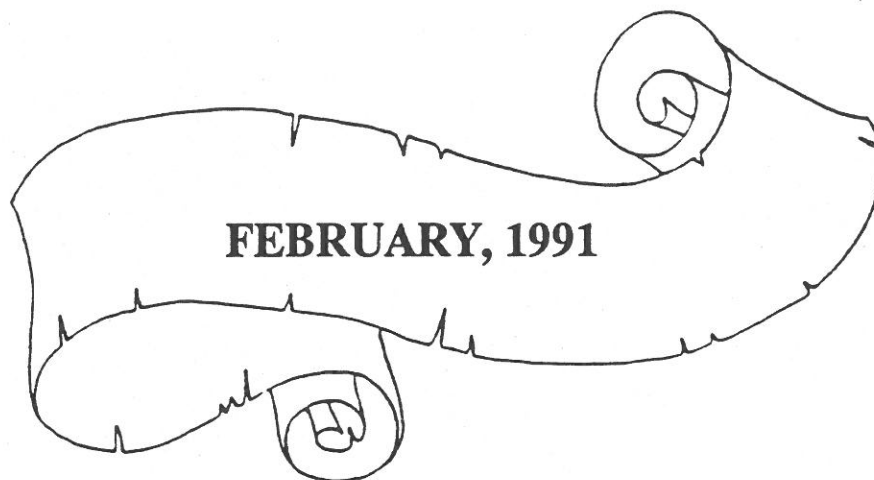
- Display den items at pack meeting.
- Indoor Car Racing (remote control).
- Start making items for Blue & Gold.
- Build Pinewood Derby cars.
- Visit museum.

<b><u>Cub Scout Theme:</u></b>	FIESTA
<b><u>Webelos Activity Badge:</u></b>	FITNESS READYMAN

# January 1991

## INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
		1 New Year's Day	2	3	4	5
6	7	8	9	10 DISTRICT ROUNDTABLES	11	12
13	14	15	16	17	18	19
20	21 Martin Luther King, Jr.	22	23	24	25	26
27	28	29	30	31		



**DATES:**

- 1st. Scout Week, Celebrating Scouting's Birthday
- 2nd. Groundhog Day
- 8th. Boy Scouts Founded
- 12th. Abraham Lincoln's Birthday
- 19th. George Washington's Birthday

<p><b>Cub Scout Theme:</b> BLUE &amp; GOLD TRADITIONS</p> <p><b>Webelos Activity Badge:</b> SCHOLAR</p>
---

**IDEAS FOR PACK ACTIVITIES**

- Have a father and son cake bake.
- Adopt a zoo animal.
- Observe Scout Sunday.
- Have a Nintendo meet.
- Cub Scout recognition of rank advancement/Court of Honor/Knights of the Roundtable, etc.

**IDEAS FOR DEN ACTIVITIES**

- Wear your uniform to school on Scout Week.
- Attend church on Scout Sunday.
- Attend Blue & Gold with your family.
- Work on preparations for Blue & Gold i.e. place mats, napkin rings, centerpieces, etc.
- Learn about the history of Scouting.
- Start getting bicycle ready for bicycle inspection.

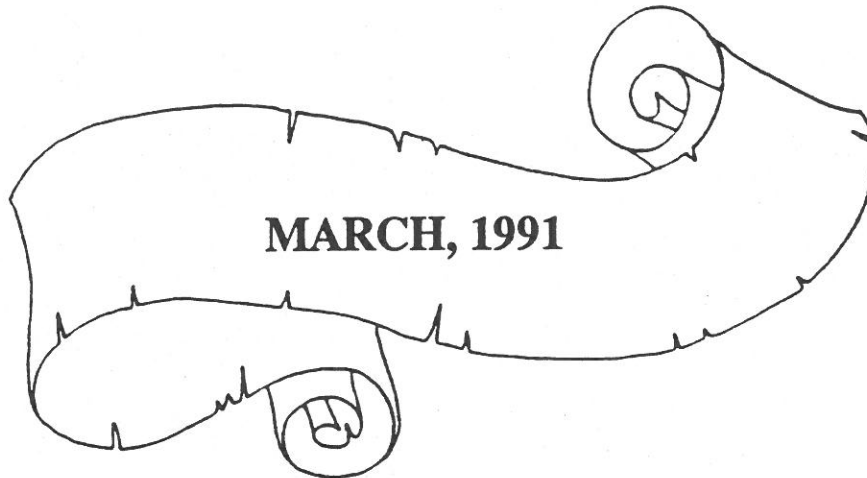


# February 1991

## INDIAN NATIONS COUNCIL

SUN    MON    TUE    WED    THU    FRI    SAT

					1	2
3	4	5	6	7	8	9
10	11	12 Lincoln's Birthday	13	14 DISTRICT ROUNDTABLES Valentine's Day	15	16
17	18 President's Day	19	20	21	22 Washington's Birthday	23
24	25	26	27	28		



**DATES:**

- 16th. St. Patrick's Day
- 12th. Girl Scouts Founded
- 21th. 1st Day Spring

<p><b><u>Cub Scout Theme:</u></b> SEA ADVENTURES</p> <p><b><u>Webelos Activity Badge:</u></b> SHOWMAN SCIENTIST</p>
---

**IDEAS FOR PACK ACTIVITIES**

Have a bicycle safety inspection.

Have a Girl Scout/Cub Scout function.

Plant a garden.

Have a Peter Pan/Captain Hook dress-up contest.

**IDEAS FOR DEN ACTIVITIES**

Visit a Scout Troop.

Make a terrarium.

Grow seeds.

Make an insect cage.

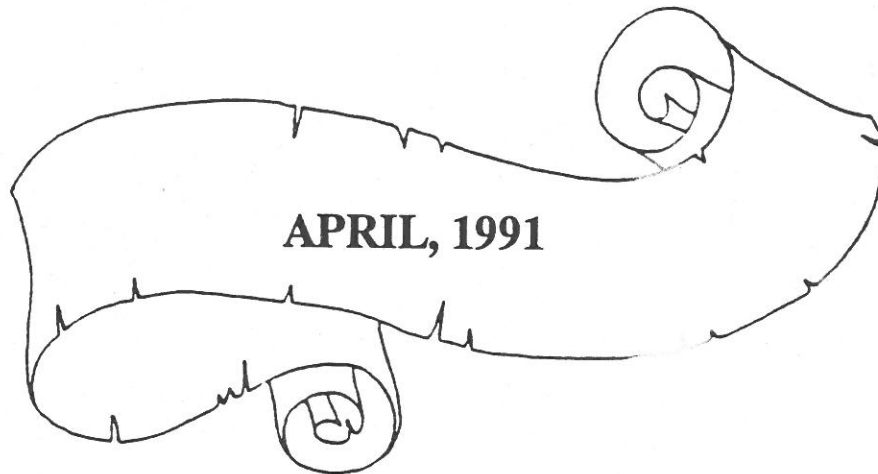
Build bird houses.

# March 1991

## INDIAN NATIONS COUNCIL

SUN      MON      TUE      WED      THU      FRI      SAT

					1	2
3	4	5	6	7	8	9
10	11	12	13	14 DISTRICT ROUNDTABLES	15	16
17 St. Patrick's	18	19	20	21	22	23
24	25	26	27	28	29	30
31						



**DATES**

- 1st. All Fool's Day
- 13th. Thomas Jefferson's Birthday
- 19th. Revolutionary War Began

**Cub Scout Theme:** CANADA, OUR NEIGHBOR  
**Webelos Activity Badge:** COMMUNICATOR  
SCIENTIST

**IDEAS FOR PACK ACTIVITIES**

- Release balloon with name & address.
- Have a kite derby.
- Have a pack uniform inspection.
- Attend Scout-O-Rama
- Visit Zoo & earn patch.
- Invite Order of the Arrow to conduct a Arrow of Light ceremony.

**IDEAS FOR DEN ACTIVITIES**

- Visit a Scout Troop.
- Work in your booth at Scout-O-Rama.
- Visit the airport.
- Conduct home fire safety inspection.
- Draw fire escape plan for your home.

# April 1991

## INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
	1 April Fool's Day	2	3	4	5	6
7	8	9	10	11 DISTRICT ROUNDTABLES	12	13 SOR
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28 Daylight Savings--set ahead 1 hour	29	30				



**DATES:**

- 1st. Law Day and May Day
- 12th. Mother's Day
- 19th. Armed Forces Day
- 21th. American Red Cross founded
- 24th. Morse Code was first sent over telegraph wires
- 27th. Memorial Day

**IDEAS FOR PACK ACTIVITIES**

- Recognize adult leaders for their work.
- Hold a pack good turn for Chartered Organization.
- Present service stars and attendance awards.
- Sign-up for Cub Scout Day Camp.

**IDEAS FOR DEN ACTIVITIES**

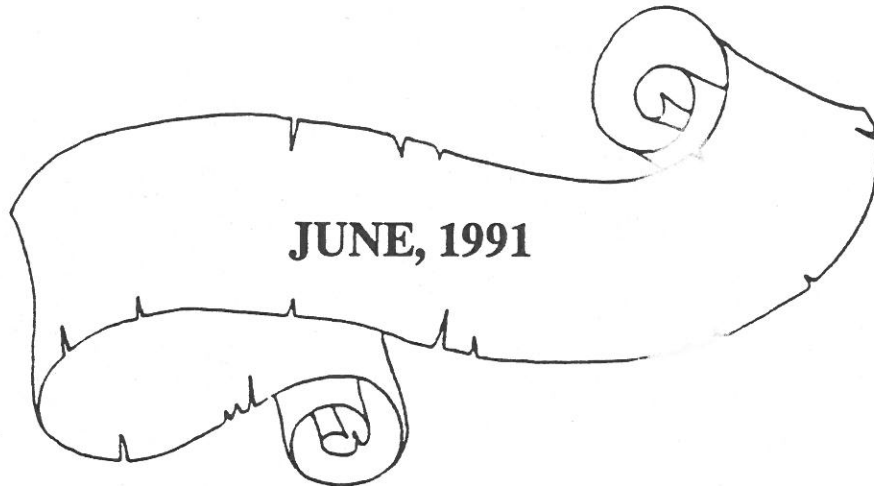
- Make Mother's Day gift.
- Attend Webelos Woods.
- Visit an Art Museum.
- Make a bird feeder.
- Visit a dairy.
- Have a family camp out.

<b><u>Cub Scout Theme:</u></b>	WORKING WITH WOOD
<b><u>Webelos Activity Badge:</u></b>	OUTDOORSMAN FAMILY MEMBER

# May 1991

## INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6	7	8	9 DISTRICT ROUNDTABLES	10	11
12 Mother's Day	13	14	15	16	17	18 Armed Forces Day
19	20	21	22	23	24	25
26	27 Memorial Day (Observed)	28	29	30	31	



**DATES:**

- 6th. D-Day-Normandy
- 14th. Flag Day
- 16th. Father's Day
- 17th. Bunker Hill Day
- 21st. Summer Begins

**Cub Scout Theme:** BACKYARD FUN

**Webelos Activity Badge:** SPORTSMAN  
ATHLETE

**IDEAS FOR PACK ACTIVITIES**

- Have a Cubmobile Derby.
- Have a fishing derby.
- Have a pack safari.
- Earn a sports pin.
- Have a pack picnic with lots of games.
- Have a sport-a-thon (including Horseshoe, Badminton, Volleyball, Croquet, Ping Pong, etc.)

**IDEAS FOR DEN ACTIVITIES**

- Attend a baseball game.
- Learn about the history of the United States Flag.
- Learn about the history of your state flag.
- Fly your flag on Flag Day.
- Have a family swim day.
- Visit a park with outdoor exercise equipment.

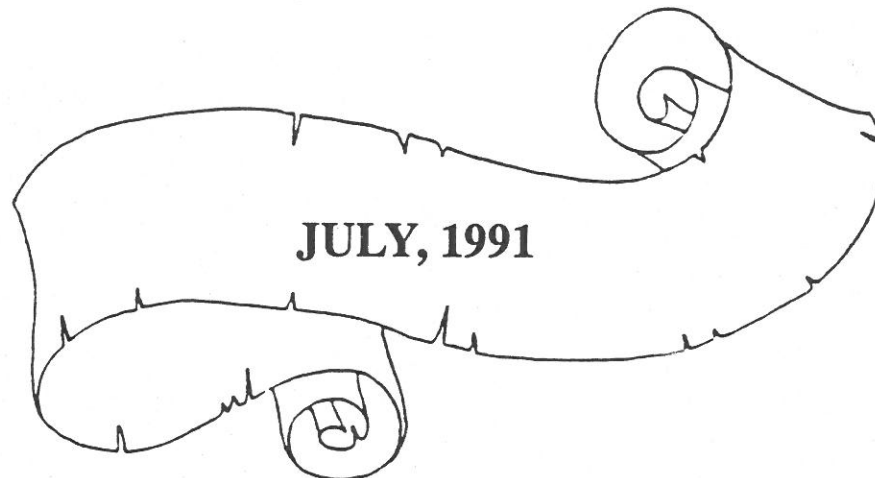


# June 1991

## INDIAN NATIONS COUNCIL

SUN MON TUE WED THU FRI SAT

						1
2	3	4	5	6	7	8
9	10	11	12	13 DISTRICT ROUNDTABLES	14 Flag Day	15
16 Father's Day	17	18	19	20	21	22
23	24	25	26	27	28	29
30						



**DATES:**

- 1st. Canada Day
- 4th. Independence Day
- 20th. First manned moon landing
- 28th. World War I began

**Cub Scout Theme:** HIGH COUNTRY, U.S.A.  
**Webelos Activity Badge:** AQUANAUT

**IDEAS FOR PACK ACTIVITIES**

- Have a pack treasure hunt.
- Watermelon feed.
- Have a Cub Scout Fair.
- Participate in a 4th of July parade.
- Plant trees (check with state forestry or conservation dept.)

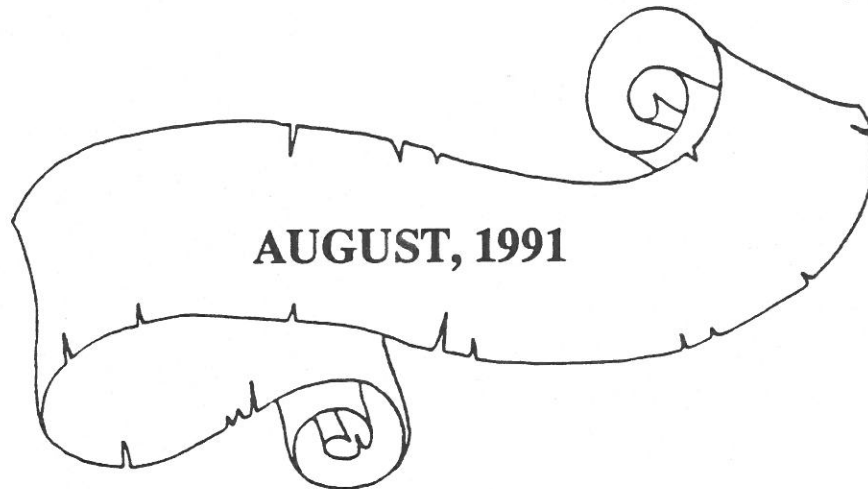
**IDEAS FOR DEN ACTIVITIES**

- Go rock hunting.
- Have a nature scavenger hunt.
- Have a den cookout.
- Have a leaf scavenger hunt.
- Spend the day at an amusement park.
- Go bird watching (can be done in backyard).
- Make leaf prints.

# July 1991

## INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
	1 Dominion Day (Canada)	2	3	4 Independence Day	5	6
7	8	9	10	11 DISTRICT ROUNDTABLES	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			



**DATES:**

15th. Panama Canal opened  
26th. Woman Suffrage

**IDEAS FOR PACK ACTIVITIES**

Have a safe swim meet.

Have a water carnival.

Have a pack picnic.

Have a pack softball game.

Have a "final fling" before school begins.

Play miniature golf.

**IDEAS FOR DEN ACTIVITIES**

Learn a magic trick.

Have a den meeting in a park.

Learn CPR.

Learn basic first aid.

Invite new boys moving into your area to a summertime pack activities.

**Cub Scout Theme:** CUB SCOUT MAGIC

**Webelos Activity Badge:** TRAVELER

# August 1991

## INDIAN NATIONS COUNCIL

SUN    MON    TUE    WED    THU    FRI    SAT

				1	2	3
4	5	6	7	8 DISTRICT ROUNDTABLES	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31



**DATES:**

- 1st. World War II began
- 2nd. Labor Day
- 8th. Grandparents Day
- 14th. Star Spangled Banner was written
- 17th. Citizenship Day
- 23rd. Fall begins  
Rosh Hashanah

<p><b><u>Cub Scout Theme:</u></b> COMMUNICATIONS</p> <p><b><u>Webelos Activity Badge:</u></b> COMMUNICATOR SCIENTIST</p>
--

**IDEAS FOR PACK ACTIVITIES**

- Have a parent induction.
- Dad & Lad camp out.
- Invite someone to explain and demonstrate sign language.
- Have a Cub Olympics.
- Mom & Me camp out.

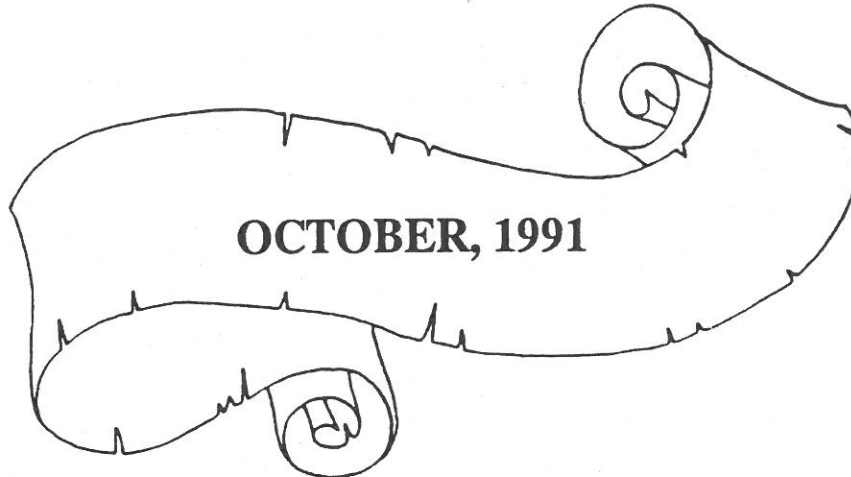
**IDEAS FOR DEN ACTIVITIES**

- Visit a radio station.
- Learn sign language.
- Visit a library, get a library card.
- Learn Morse Code.
- Visit a newspaper office.
- Visit a ham radio operator.

# September 1991

## INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
1	2 Labor Day	3	4	5	6	7
8	9	10	11	12 DISTRICT ROUNDTABLES	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					



**DATES:**

- 12th. Columbus Day
- 24th. United Nations Day
- 31th. Halloween

**Cub Scout Theme:** LIVING IN THE 21ST. CENTURY  
**Webelos Activity Badge:** SHOWMAN  
 SCIENTIST

**IDEAS FOR PACK ACTIVITIES**

- Participate in District Cub Olympics.
- Pack Halloween Party.
- Have a Space Derby.
- Sell Scout sponsored items, popcorn, etc.
- Induct new Bobcats with special ceremony.
- Invite a local musician to explain how a particular instrument works.

**IDEAS FOR DEN ACTIVITIES**

- Attend a play.
- Play miniature golf.
- Attend a musical concert.
- Play "Name the Tune".
- Make anti-litter posters and post in school.
- Jamboree-on-the-air, the annual Scouting/Ham Radio event during the third weekend of October.
- Put on a skit for a Day Care Center or Pre-School.



# October 1991

## INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10 DISTRICT ROUNDTABLES	11	12
13	14 Columbus Day (Observed) Thanksgiving Day (Canada)	15	16	17	18	19
20	21	22	23	24	25	26
27 Daylight Savings--set back 1 hour	28	29	30	31 Halloween		

# GATHERING TIME ACTIVITIES

**G**etting the meeting off to a good start often depends on the little things . . . the greeting at the door (or the lack of it); the activity involving people as they arrive (or the lack of it); the opening song or ice breaker (or the lack of it). These are the little things that put sparkle and punch into pack Meetings and give a touch of spice that adds to one's enjoyment.

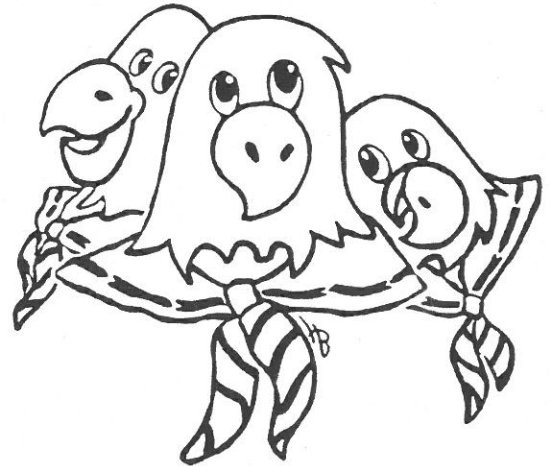
Any gathering of your den or pack can be made or marred in the first 15 minutes while the group is gathering. If ice is permitted to form at the beginning, valuable time and effort must be spent in thawing it. Simple preliminary games and contests that almost run themselves are necessary as ice-breakers.

These activities include dramatics, tricks, ice-breakers, mock intelligence tests, and even somewhat nonsensical recreations in which everyone in the audience joins the leader. Such stunts can be used in the meeting to enliven it at moments when the interest seems to be waning or when there is a lag between the staging of stunts by Dens. (*See Run-ons in the Games, Songs, and Skits section of this book.*)

The next several pages are gatherings time activities that can be used in many ways. They may be used before den or pack meeting starts, or as a get to know each other.

1. Give each person a sheet of paper with the letters of **G I V E T H A N K S**, or a similar thought and have each person list an item, beginning with each letter listed, that they are thankful for.
2. **Brush Up On Your State Knowledge** (*write on cards, see how many they can answer*)  
Oklahoma -means "home of the red people".

Motto:	Labor Omnia Vincit (Labor conquers all things)
St. Bird:	Scissor-tailed fly catcher
St. Tree:	Redbud
St. Flower:	Mistletoe
St. Animal:	Bison
St. Fish:	White Bass or Sand Bass
St. Grass:	Indian Grass
St. Reptile:	Mountain Boomer or Collard Lizard



3. **Christmas Greetings** - Each Cub Scout is given a pencil and card. See how many different Christmas greetings he can write down. (max. 10 minutes)

4. **Name Acrostics** - Supply pencil and cards, ask each to print his full name in capitals vertically. Then guest move about trying to find persons whose first or last name begins with the letters on his card.

M - att  
I - ke  
K - en  
E - dward

E - lvis  
R - andy  
I - rwin  
C - huck

C - arl  
H - arold  
R - ob  
I - an  
S - am

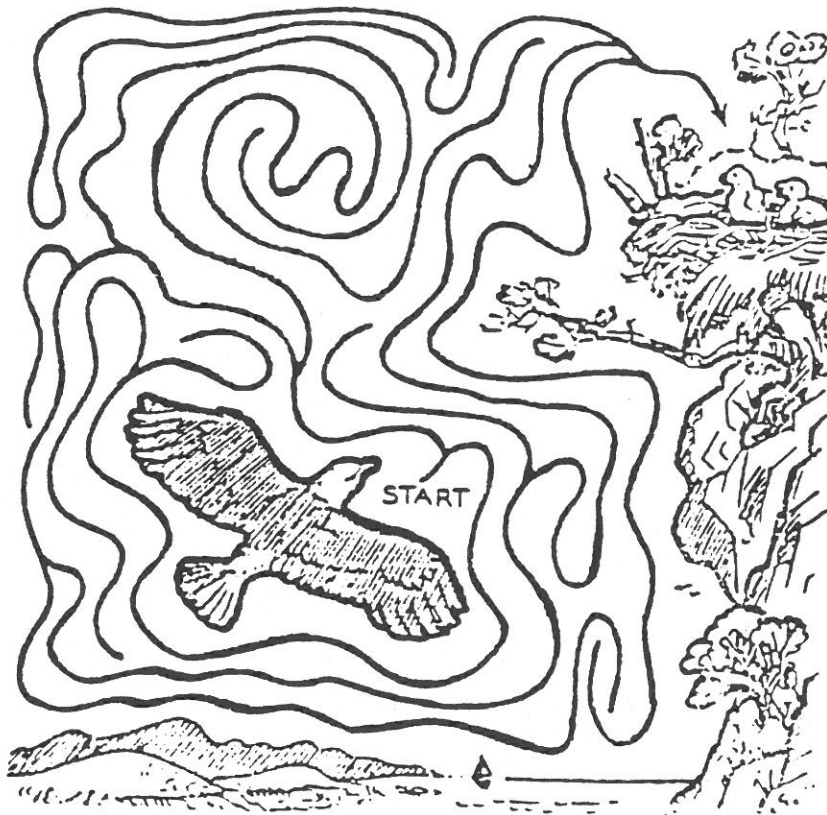
5. **Scrambled Presidents** - Each person is given a list of about 10 names of Presidents with letters scrambled. Allow about 10-15 minutes to unscramble.
6. **A Sad State of Riddle** - The answer to these riddles are found in the abbreviated names of states. How many do you know?
1. What state is always sick? Ill. (Illinois)
  2. What state is the fathers state? Pa. (Pennsylvania)
  3. What state wears skirts? Miss. (Mississippi)
  4. What state is always surprised? O. (Ohio)
  5. What state is very religious? Mass. (Massachusetts)
  6. What state prescribes medicine? M.D. (Maryland)
  7. What state makes noise like a parrot? Ark. (Arkansas)
  8. What state can count above nine? Tenn. (Tennessee)
  9. What state cuts the grain? Mo. (Missouri)
  10. What state is in the laundry business? Wash. (Washington)
7. **Riddles**
1. Which month has twenty eight days? (all of them)
  2. What kind of beans do not grow in a garden? (jelly beans)
  3. What animal needs to be oiled? (mice-they squeak)
  4. What has holes in it but can hold water? (a sponge)
  5. What can birds do that we can't? (Take a bath in a saucer)
  6. Why do birds fly south in the winter? (It is too far to walk)
  7. How do you write to a fish? (Just drop him a line)
  8. Why is grass dangerous? (It is full of blades)

8. Rhyme Time - These are pairs of rhyming definitions. Give the boys a few examples and then see if they can think of some of their own.

1. A skinny horse (bony pony)
2. A seafood platter (fish dish)
3. Comic little rabbit (funny bunny)
4. A foul in a prize fight (low blow)
5. A hobo in the rain (damp tramp)
6. Flowers asleep in the field (lazy daisy)
7. Timid insect (shy fly)
8. A bee's home (live hive)
9. Ride on a three-wheeler (trike hike)
10. Happy father (glad dad)

## FLIGHT HOME

Which air current will Mother Bald Eagle take to reach her nest of sticks?



# SPACE ADVENTURERS

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



ASTRONAUT  
 ROLL  
 G FORCE  
 BLAST OFF  
 RETRO ROCKET  
 NASA  
 CAPSULE  
 TELEMETRY  
 PITCH  
 TRAJECTORY  
 SKYLAB

DROGUE CHUTE  
 ATTITUDE  
 RE-ENTRY  
 JETTISON  
 BOOSTER ROCKET  
 TRACKING  
 ORBIT  
 COMMAND MODULE  
 TOUCH DOWN  
 SPACE STATION  
 YAW

Can you find all of these space terms in the puzzle above?

# CHRISTMAS

Can you find all the Christmas words in this word search puzzle.

Words can be found either horizontally or vertically.



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

BELL  
 RIBBON  
 CAROLERS  
 STAR  
 LIGHTS  
 TINSEL  
 PRESENT

REINDEER  
 CANDY  
 SLEIGH  
 HOLLY  
 WREATH  
 NATIVITY  
 YULE LOG

CANDLE  
 SANTA  
 GOOD WILL  
 STOCKING  
 MISTLETOE  
 TREE

# THE TREE FARM

There's a great big tree farm where different kinds of trees grow. When you unscramble all the letters you'll see how many trees you know.

1. IRF
2. ENIP
3. PELAM
4. KAO
5. YAMSCOOER
6. MEL
7. RCIBH
8. MLAP

Answers: 1. Fir 2. Pine 3. Maple 4. Oak 5. Sycamore 6. Elm 7. Birch 8. Palm

# CROSS WORD PUZZLE

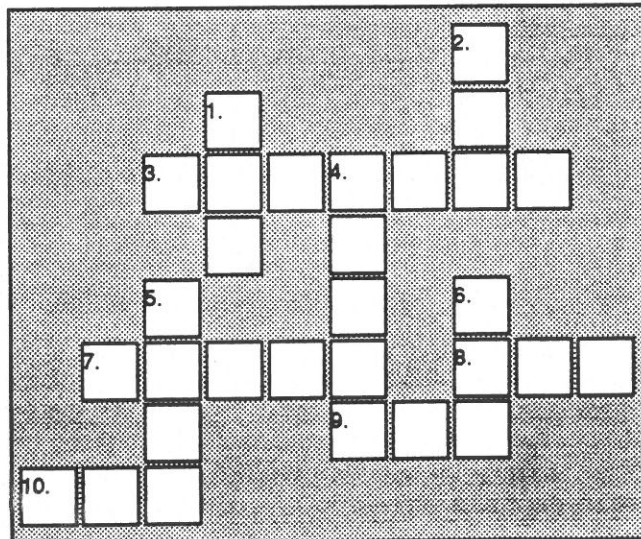
Fill in the names of the animals in the squares from the clues that tell what sound each one makes.

**ACROSS**

3. Cock-a-doodle-doo
7. Neigh
8. Who! Who!
9. Oink
10. Meow

**DOWN**

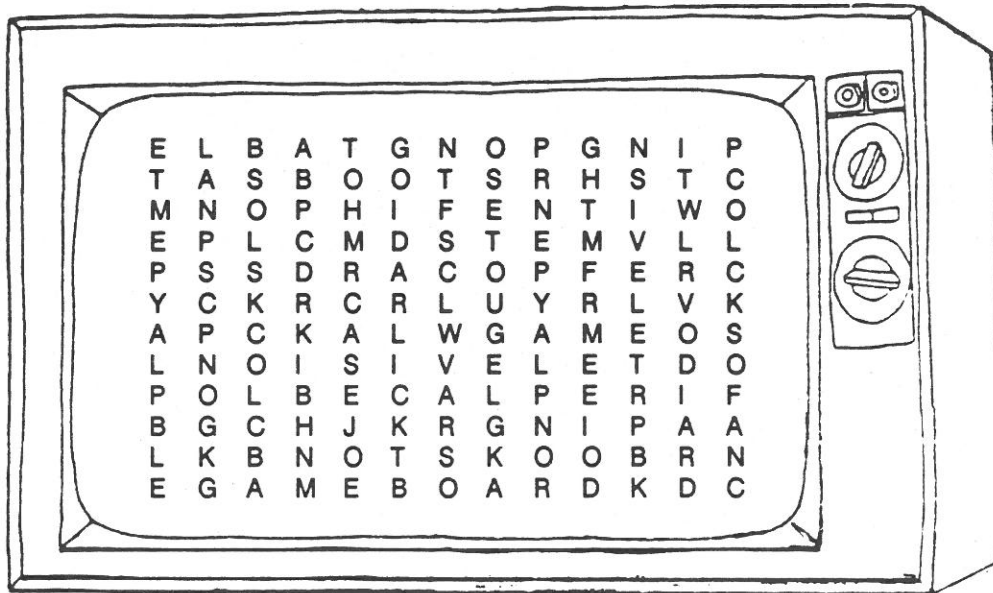
1. Moo
2. Buzz
4. Baa
5. Blaah
6. Bow-wow



Answers:

Across-(3) rooster. (7) horse. (8) owl. (9) pig. (10) cat. Down-(1) cow. (2) bee. (4) sheep. (5) goat. (6) dog.

# FAMILY FUN



BOOKS

BOOKCASE

CLOCK

FIREPLACE

GAMEBOARD

LAMPS

PING-PONG TABLE

PLAYING CARDS

PLAYPEN

RADIO

SOFA

TELEVISION

# SOMETHING NOT TO BE

Find the missing letters. They spell something no one wants to be. What is it?

BOTT \_ES  
 T \_NS  
 S \_RING  
 S \_ICKS  
 PAP \_R  
 T \_ASH  
 RUB \_ISH  
 J \_NK  
 RA \_S



Answer: Litterbug



# SUBTRACTION

Subtract all the letters of the second word from the first word. Then write the remaining letter in the blank provided. When you have finished, read the leftover letters downward to find something most students look forward to. Example: Zebra - bear = z.

1. Stove - toes = \_\_\_\_\_
2. Paste - step = \_\_\_\_\_
3. Peach - heap = \_\_\_\_\_
4. Grain - ring = \_\_\_\_\_
5. Store - rose = \_\_\_\_\_
6. Field - fled = \_\_\_\_\_
7. Spoil - lips = \_\_\_\_\_
8. Grand - drag = \_\_\_\_\_



Subtraction: vacation.

# HIDDEN PICTURES

The following picture has many different things to look for see if you can find the ones below.

Ear of Corn

Arrow

Drum

Canoe

Wolf

Mouse

Indian

Fish

Pilgrim's Hat

Toad

Snake

Bird



Can you find these things too?

# WINTER SPORTS

Match each winter sport with its appropriate definition.

- 1. Skiing
  - 2. Ice fishing
  - 3. Snowmobiling
  - 4. Hockey
  - 5. Sleigh riding
  - 6. Ice-skating
  - 7. Curling
  - 8. Bobsledding
  - 9. Iceboating
  - 10. Tobogganing
- a. Game played on ice by players sliding heavy stones toward target circle.
  - b. Coasting on snow in 6'-8' (1.8m-2.2m) sled with runners.
  - c. High-speed game played on ice between two teams trying to drive a puck into their opponent's goal cage.
  - d. Fast, dangerous sport in which two or four man teams race down banked track in streamlined sleds.
  - e. Individual sport in which a person glides down snowy slopes on two wooden, metal, or plastic slats.
  - f. Gliding on ice with special shoes that have metal runners attached to them.
  - g. Traveling over snow in a rubber-tracked, motorized vehicle.
  - h. Sailing on ice in boat like vehicle with runners.
  - i. Traveling on snow in vehicle with runners.
  - j. Fishing through hole in ice.

Winter Sports: (1) e. (2) j. (3) g. (4) c. (5) i. (6) f. (7) a. (8) d. (9) h. (10) b.

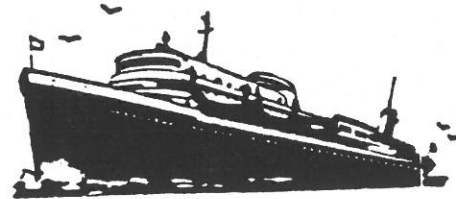
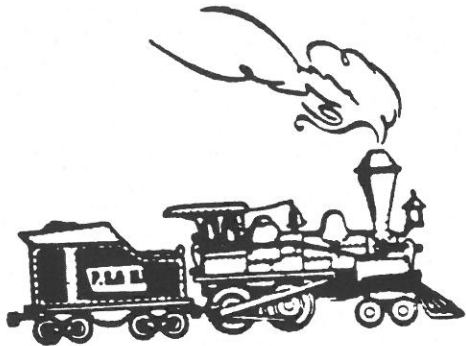
# SECRET MESSAGE

Under each letter below print the letter that comes before it in the alphabet and you will have decoded the secret message.

P O I B M M P X F F O X F B S  
 \_ \_ \_ \_ \_  
 X I J U F G P S T B G F U Z  
 \_ \_ \_ \_ \_

Secret Message: On Halloween wear white for safety.

# THINGS THAT GO



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

BALLOON  
 BICYCLE  
 BOAT  
 BUS  
 CAB  
 CAMPER  
 CANOE  
 CAR  
 ELEVATOR  
 FERRIS WHEEL  
 WHEEL

GLIDER  
 JET  
 KITE  
 MOTORCYCLE  
 PARACHUTE  
 PLANE  
 ROCKET  
 SATELLITE  
 SHIP  
 SKATES

SLED  
 SUBWAY  
 TRACTOR  
 TRAIN  
 TRICYCLE  
 TROLLEY  
 TRUCK  
 UNICYCLE  
 VAN  
 WAGON

# NATURALIST

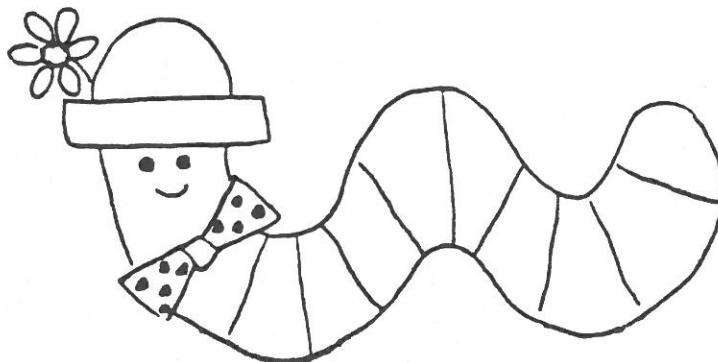
Try to find the words listed below either vertically, horizontally, or diagonally.

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

ANIMAL  
 SOIL  
 SPIDER  
 SNAIL  
 SNAKE  
 TERMITE  
 TICK  
 TREE  
 TURTLE  
 WASP  
 WEED

FROG  
 AMPHIBIAN  
 ANT  
 BEE  
 BIRD  
 CRAB  
 DAISY  
 FLY  
 FISH  
 FLOWER  
 SHRUB

GRASS  
 GRASSHOPPER  
 GERANIUM  
 INSECT  
 LIZARD  
 MAMMAL  
 MOSQUITO  
 POISON IVY  
 ROSE  
 WORM



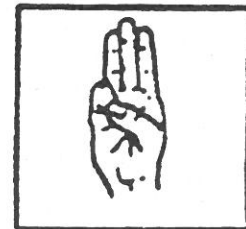
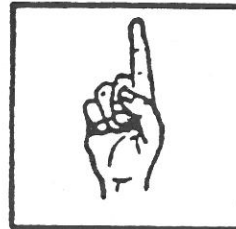
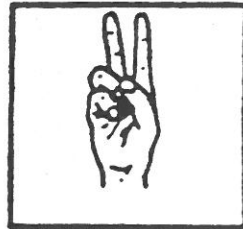


# TEACHING YOUR BOBCAT

## THE SIGN

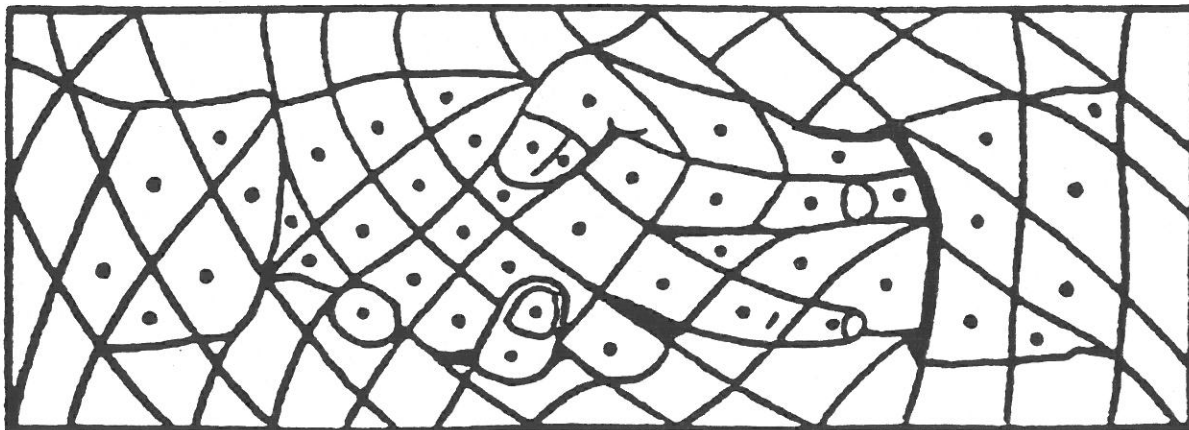
The Cub Scout sign is made with your right hand held high above your shoulder, with the first two fingers forming a "V". This is the sign of Cub Scouts all over the world. The two extended fingers stand for two parts of the Cub Scout Promise. . . "to Help Other People " and "to Obey the Law of the Pack".

**COLOR THE BOX THAT SHOWS THE CORRECT SIGN:**



## THE HANDSHAKE

To shake hands as Cub Scouts do, hold your right hand just as you usually would shake hands, but place your first fingers along the inside of the other fellow's wrist. These two fingers of the handclasp means to "Help Other People" and to "Obey the Law of the Pack".



**CAN YOU FIND THE HANDCLASP?** With a pencil lightly shade in the space containing dots. Do not shade the spaces without dots.

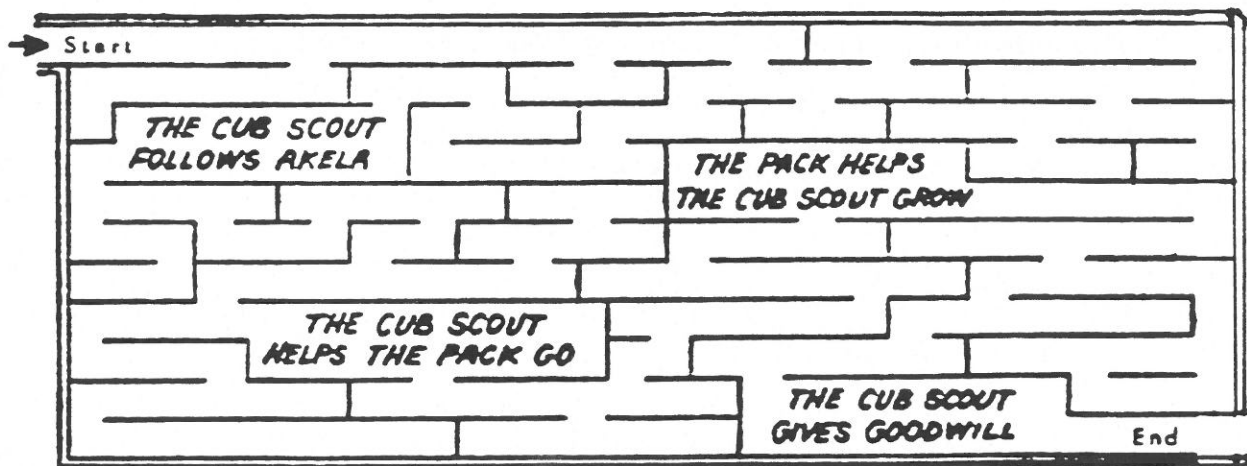
# THE MOTTO

**DO YOUR BEST**

**HOLD THIS PAGE IN FRONT OF A MIRROR TO FIND OUT WHAT THE MOTTO IS:**

Remember that another boy may do something better than you do it, but if you are doing your best you shouldn't be ashamed. Don't be satisfied with anything but your best. Try to better your own record and make your best better and better.

# THE LAW OF THE PACK



Use a pencil to find a path through the four parts of the Law of the pack.  
Can you do it without a wrong turn.

## PACK AND DEN TRIPS

**P**ack and den trips are a welcome change from the routine of pack and den Meetings during the school year and are good summertime activities. Both boys and leaders should be prepared. There are certain guidelines which should be followed:

File Local Tour Permit Application with the council office two (2) weeks prior to any pack trip of less than 500 miles to provide clearance. Webelos Dens should file tour permits for Webelos Overnight campouts.

Short in town den trips during den meeting hours do not require tour permits. However it is recommend that permission slips be obtained (*see sample*). The pack committee and Cubmaster should be informed about den trips. Den families should be notified anytime the den is away from the regular meeting place. File a Tour Permit Application for longer den trips. Check with Council Service Center for policy on trips.

Secure adequate, responsible and safe transportation. More accidents occur within a few miles of home than anywhere else. Use passenger cars or vans, making certain that each boy and adult use safety belts. Boys should not ride in the back of station wagons. Transporting passengers in back of trucks **is not permitted**. Drivers of motor vehicles must be licensed, at least 21 years of age, and be adequately insured. Ask families to provide transportation for den and pack trips.

- Cub Scouts and leaders should be in proper uniform.
- Good behavior is important so other Scouts groups will be welcome later.
- Provide plenty of adult supervision. Enlist the help of family members.
- Consider distance-how much travel time is involved?
- Make arrangements in advance with the place you plan to visit. Be on time.
- Tell the boys in advance the highlights of what they expect to see and do.
- Coach the boys so they are attentive, courteous, and observe all necessary rules.
- Establish the buddy system before starting the trip. Explain that boys remain together at all times.
- Locate restrooms immediately upon your arrival.
- Decide on rendezvous points, gathering times and plans for eating.
- Know where emergency care can be obtained.
- See that each boy has enough money for an emergency phone call.
- Know how many boys are with you, and have a list of them. Be sure each has an identification card. (You need to have their parents phone number if case of an accident.)
- Upon your return, have the boys write your hosts to thank them for a pleasant visit.





# WHERE TO GO AND WHAT TO DO

A suggestion list for den and pack tours and trips.

## THE WILD KINGDOM

**ALLEN RANCH** - 19600 South Memorial Drive, 366-3010 Trail rides \$8.00 hr. hayride \$4.00 per person (\$75 minimum). Rides are available with wiener roast for \$12 per person. Over-night campouts with 3 hour rides with or without food are available. Campground facilities and GROUP DISCOUNTS.

**KJM STABLES** - 9801 South Sheridan Rd. 299-9283. Contact Kevin McCorkle or Don Starrow, about group rates or rides and lessons.

**LAWRENCE FARMS** - 12601 South Mingo Rd., 369-5692 or 369-2400 Open everyday 9:00 a.m. - 9:00 p.m. Trail rides \$5.00 hour; hayrides \$1.80 per person if more than 25 people. \$45 minimum (can combine with other groups). Cookout available with trail ride or hayride. Covered wagons when it rains and an inside picnic. Western and English riding lessons. Horseman merit badge offered, please call for information. Scout discounts.

**AGE OF AQUARIUS** - 7827 East 51st, Tulsa, 622-6450. 200 varieties of fish, 40 types of birds. Tours Monday, Tuesday and Friday after 2 p.m. Need at least 24 hours notice. Call first.

**TULSA STOCKYARDS** - 913 North 161st East Ave., 234-3438. Sales on Monday mornings, tours available then. Call in advance.

## GOOD THINGS TO EAT

**CRYSTAL'S PIZZA** - 21st & Sheridan, Tulsa, 836-8111. Call ahead for tours. Monday through Friday, 9:30 a.m. or 3:00 p.m. Takes about half an hour. Get to see how they do everything and get a free sundae and drink.

**MCDONALD'S HAMBURGERS** - 2:30 - 4:30 p.m. is the best time, but call the hostess if this time is not good. One adult required for each six children. Free drink.

**CASA BONITA** - 21st & Sheridan, Tulsa, 836-6464. Tours are given between September 1 and May 31 at the following times: 10:30 a.m., 3:30 p.m. and 3:45 p.m. Call between 8 a.m. and 4 p.m. in advance to schedule your tours.

**KEN'S AND MAZZIO'S PIZZA** - Call the manager of the store you wish to tour to make arrangements.

**TACO BUENO** - Call the manager of the store near you to make arrangements.



## **HOW OUR GOVERNMENT WORKS**

**CITY HALL** - Tulsa Civic Center - Call Euna Smith at 596-7911 in advance to schedule tours. Tours given any day of the week. Best tours would be during city commission meetings on Tuesday at 2:00 p.m. or Fridays at 9:00 a.m. The commission will recognize groups attending this function.

**TULSA POLICE DEPARTMENT - Crime Prevention Department** - 600 Civic Center, call 596-9338 in advance to arrange tours, for daytime only.

**TULSA CONVENTION CENTER** - Call 596-7177, talk to any of the events coordinators to arrange tour. Tour is approximately one half hour.

**TULSA COUNTY SHERIFF'S OFFICE** - Call 585-1261 in advance to arrange a tour. Given between 8:00 a.m. and 5:00 p.m., Monday through Friday. Special arrangements could be made for Saturday, but preferred weekdays.

**TULSA COUNTY COURT HOUSE** - Call Freda Hopper, 742-6074, to arrange your tour. Tours given on Tuesday and Thursday at 10:00 a.m. and 3:00 p.m., about 2 hours long. See the jury room and court room. If a judge is available, he will explain how the court system works.

**UNITED STATES POST OFFICE** - 3rd and Denver, Tulsa. Call 599-6800 to see when the next tours will be given. Tours last 30-40 minutes. Ask about the Ben Franklin Stamp Club when they explain about stamp collections.

## **BEHIND THE SCENES TOURS**

**WESTIN WILLIAMS CENTER HOTEL** - Call Lin Bergeron at 582-9000 ext. 2226, for arrangements to tour the hotel. Tours will depend on the occupancy of the hotel.

**FRANKOMA POTTERY** - Frankoma Road, Sapulpa, 224-5511. Showroom open 8:00 a.m. to 6:00 p.m., Monday through Saturday; Sunday from 12:00 p.m. to 6:00 p.m. Tours start at 8:30 a.m. until 2:45 p.m. Call in advance to schedule tour.

**JUNIPER HILL FARM** - 9740 East 121st South, Bixby, call 369-5256, 1-2 weeks in advance to schedule.

**WATER TREATMENT PLANT** - call Bill Kirk at 596-9847 or 596-9848 between 7:00 a.m. and 4:00 p.m. in advance for yours. 8 years or older, please. Visit either plant, 3600 East Mohawk or 18707 East 21st. About 1 hour.

**WASTE TREATMENT PLANT** - Call Kathy Smith at 586-9841 to make arrangements.

**ORAL ROBERTS UNIVERSITY** - 7777 South Lewis. Self-guided tour of the Prayer Tower, also a slide show. Please call 495-6807 for further information. 10:00 a.m. to 4:30 p.m.

**FIRE STATIONS** - Contact Captain of the station you wish to tour to make arrangements. Station # 4 which is near downtown has a fire pole, a dog that does tricks and an old fire engine. Any station will be happy to give you a tour.

**ARKANSAS VALLEY STATE BANK** - 302 South Main, Broken Arrow, 251-9611. Please call Roy Moore for arrangements.

**F& M STATE BANK AND TRUST** - 1330 South Harvard, Tulsa. Call Becky Callison, 744-1330 ext. 306, to arrange tours. Please allow at least 1 or 2 weeks notice.

**OKLAHOMA ARMY NATIONAL GUARD** - 637 East College, Broken Arrow. Please call first, 258-8643.

**OKLAHOMA AIR NATIONAL GUARD** - Tulsa International Airport, call 832-8300. Contact Captain Bruce Charler or Sgt. Dennis Blake during Spring and Summer weekdays only.

**BROKEN ARROW LEDGER** - 524 South Main, Broken Arrow. Call Mark Banks, 258-6688, for appointment.

**TULSA TRIBUNE** - 318 South Main, Tulsa. Call Teresa Young, 581- 8489, to make arrangements for a tour.

**RADIO STATIONS** - Contact individual stations for information.

**TELEVISION STATIONS** - (same as above)

**SUN OIL REFINERY** - Call Debbie, 586-7601, to find out when the next tours can be scheduled. Tours vary as to when they can be given.

**UNITED STATES WEATHER BUREAU** - Tulsa International Airport. Contact Don Devore, 838-7838, to schedule tours. Tours Monday through Friday 8 a.m. to 5 p.m.

**SOUTHWESTERN BELL TELEPHONE COMPANY** (downtown Tulsa) - Call 585-6140 to schedule a tour. Advance notice is required. Tours given Monday through Friday during normal working hours. Ask for Alnoma.

**PEPSI BOTTLING PLANT** - 510 West Skelly Drive. Please call ahead. Ask for Jeri Ridener, 446-6601 ext. 387. Prefer to give tours on Tuesday and Wednesday with last tour at 3:30 p.m. Takes about one hour. Free soft drink.

**TULSA INTERNATIONAL AIRPORT** - Call 838-5000 to set up a tour, shortly after the first of the month (this helps them set up their schedule). No groups larger than 25, and a minimum of two adults with each group.

**P.S.O. GENERATING PLANT AT RIVERSIDE (JENKS)** - Call 599-2318, Howard Ground to schedule tour.

**THEATER TULSA** - 1511 South Delaware, Tulsa, 747-4239. Contact Debbie Burroughs Monday through Friday, 9 a.m. - 5 p.m. Call a week in advance. The best time to visit is two weeks after the opening of a show so you can see the sets.

**TULSA BALLET THEATER** - 2210 South Main, Tulsa, 585-2575. Monday through Friday, 9 a.m. - 5 p.m., during school year.

**AMERICAN THEATRE COMPANY** - Call 747-9494 about group rates. All shows are at the John Williams Theatre of Performing Arts.

**JOHNSON ATELIER** - 1714 South 123 East Ave. Many different arts and crafts offered. Call for information, 438-0272.

**DISCOVERYLAND THEATER** - West 41st, Prattville. This is the 5th largest amphitheater in the nation. Open June to August for "Oklahoma", the musical. Call 245-0242 for information.

## **THE GREAT OUTDOORS**

### **RIVERPARKS AUTHORITY - 582-0051**

**Fitness Parcour** - Trail runs along river between 11th and 18th Streets. A small nature trail is off the main trail.

**Frisbee Golf** - 41st and Riverside.

**Wildflower Plots** - 46th and Riverside

**Amphitheater** - west side of river

**Old West Playground** - West across 23rd Street bridge. Take road on south side of bridge, just past McMichael's. Signs to follow. Clever old west town and stagecoach.

**19th Street Overlook** - restaurant, restrooms and playgrounds

**Pedestrian Bridge and Dam** - 31st Street. Trails, hiking path and flower gardens.

**Turkey Mountain** - Take I-44 west to U.S. 75, south to 61st street exit, east to parking lot on Elwood Street. This Riverparks area is in the initial stages of development. There are no facilities at this time. It offers an excellent view of Tulsa and the Arkansas River.

**TULSA ZOOLOGICAL PARK** - Open 10 a.m. to dusk. Call 596-2419 to schedule docents guided tours. \$2.50 adults, \$1.25 children (6- 12). There is a patch you may earn.

**OKLAHOMA DEPARTMENT OF WILDLIFE CONSERVATION** - Fairgrounds, 744- 1039. Lots of pamphlets available for pickup and also a film library of nature films to be ordered from Oklahoma City.

**OXLEY NATURE CENTER** - 4700 Mohawk Blvd., 832-8112. Go in main zoo entrance and follow the road until you come to the sign and gate. Open 8 a.m. to 4:30 p.m., Monday through Saturday. Eight trails ranging from 100 yards to 1 mile in length. There is a patch you may earn and purchase there.

**TULSA MUNICIPAL ROSE GARDEN AND ANN HATHAWAY HERB GARDEN** (Woodward Park) - 23rd and Peoria, next to the Tulsa Garden Center. Contact them at 749-6401 for information about special shows and programs.

**CARMICHAEL PRODUCE** - 14800 South Memorial, 366-4728. Great place to go in October to see hundreds of pumpkins piled up, scarecrows, corn and animals. Nice jack-o-lanterns available for about \$1.

**WOOLAROC MUSEUM** - 1-336-0307. 14 miles S.W. of Bartlesville, on Highway 123 (Frank Phillips Memorial Highway). Open 10 a.m. to 5 p.m. daily except Monday. Entry fee is \$2.00 for adults, children under 16 free. Group tours or special lectures may be arranged in advance by writing the Museum Director, Woolaroc Museum, Bartlesville, OK 74003 or by calling. There is a Woolaroc patch you may earn from the Indian Nations Council, BSA or the "Woolaroc Pioneer Badge" (Cherokee Area, BSA) available for hiking the nature trails and completing questionnaires.

**SWAN LAKE** - 17th Place and Utica. Swans, turtles, ducks, fish.

**REDBUD VALLEY NATURE TRAIL** - East of Tulsa, west of 161 East Ave. between Hwy 266 and I-44. Approximately 1 mile long trail, circling through areas that shelter many small animals and song birds. Drinking water, restrooms, etc. not available.

**OKMULGEE HISTORIC TRAIL** - Hike the trail and complete other requirements and earn the "Historic Trail Patch." Contact the Okmulgee Chamber of Commerce at 756-6172.

**GRAPEVINE HOLLOW NATURE TRAIL** - Located in Chandler Park, West 21st Street. Trail is 1/4 mile long, winding through hickory woods and huge boulders below a cliff overlooking the Arkansas River.

**OUTLAW TRAIL** - Located in the hills of Arrowhead State Park on Eufaula. It has a 1 mile nature path and a 3 mile hike section. The nature trail look is located near the Arrowhead Lodge.

**BELLE STAR TRAIL** - This one mile trail begins and ends near the Belle Starr South Public Use Area on Lake Eufaula. It winds through the area once roamed by fabled outlaw Belle Starr. The trail is tree lined, mostly with dogwoods. Drinking water, restrooms and camping facilities available.

**OVERLOOK NATURE TRAIL** - This 1/4 mile nature trail is located below the Corps of Engineers Ft. Gibson project Headquarters. It winds along a rocky bluff overlooking the reservoir. It is an easy trail, but no facilities are available.

**KEYSTONE STATE PARK** - Nature trail approximately 1 mile long. Guided tours are available in the summer. Call 1-865-4999 for more information. Hard to get a hold of, be persistent.

**KEYSTONE DAM** - Call 1-865-2919 for information and to schedule tours.

**CANOE FLOAT TRIPS** - Contact one of these operators: Sparrow Hawk 1-456-8371; War Eagle Resort, 1-456-6272; Eagle Bluff 1-456-3031; Peyton's Place 1-456-3847; Illinois River Floats 1-456-8171. All these on the Illinois River.

**Spring River** - Blue Hole Canoe Floats, 1-542-6344. 3 miles east of Quapaw, OK. (Quapaw is 13 miles east of Miami).

**Filnt Creek** - Spencer's Ridge Resort, 1-868-2269. 5 miles east of Kansas, OK, off OK# 33

## **FUN, FUN, FUN**

**GOLF WORLD** - 81st and South Garnett, 252-9797. Special group rates. Miniature golf, practice range, and batting cages.

**BELL'S AMUSEMENT PARK** - 3900 East 21st Street, 744-1991. Rides and miniature golf. Special rate of \$8.00 for rides and miniature golf for groups of 20 or more.

**BIG SPLASH WATER PARK** - 21st and Yale, 749-9991. Water fun.

**ICE SKATING** - Williams Center Forum, 585-128. Monday through Friday, 11 a.m. - 5 p.m. and 7 p.m. to 10 p.m.; Saturday and Sunday, 12 p.m. - 10 p.m. Adults \$4.50; children \$3.50.

**ROLLER SKATING** - Skate World, 2136 East 69th, 494-8686

- Skate Land, 1150 South Sheridan, 836-3344.

## **HISTORICAL TULSA**

**HARWELDON** - 2210 South Main, Tulsa, 584-3333. You can just walk through or arrange for a tour. Monday - Friday, 8:30 a.m. - 4:30 p.m. Home of Arts and Humanities Council, Ballet and Philharmonic. Beautiful old mansion. Free. Ask for Tamara.

**CREEK COUNCIL OAK TREE** - 18th & Cheyenne. This is the site of the council fire used as a tribal meeting area by one segment of the Creek Tribe known as the Lochapikas or the Turtle Clan.

**PERRYMAN INDIAN CEMETERY** - 32nd & Utica. The Perrymans were early settlers in the Tulsa area and once owned all the land in this area. This is a good cleanup project as the cemetery usually needs some work.

**PERRYMAN HOME** - located on the southwest corner of 31st and Utica.

**FIRST POST OFFICE MARKER** - 41st Street near Trenton. The first post office was opened near this site by Lewis Perryman.

**WASHINGTON IRVING MONUMENT** - Irving passed through in the early 1800's. Located at intersection of West Easton and North Vancouver.

**TULSA COUNTY HISTORICAL SOCIETY** - now located on the grounds of the Gilcrease Museum in the restored Gilcrease home. Hours are not set, call for information concerning open hours and days.

## **MUSEUMS OF TULSA**

**GILCREASE MUSEUM** - 1400 Gilcrease Museum Road, 582-3122. September through March best months for tours. Tours weekdays 9 a.m. - 5 p.m., Sunday 1-5 p.m. Call for reservations for tours and information about special displays. Make reservations 2 weeks in advance.

**PHILBROOK MUSEUM** - 2727 South Rockford, 749-7941 ext. 309 or 310, Tuesday through Saturday, 10 a.m. - 5 p.m.; Sunday 1-5 p.m. Adults \$2.00, children free. Call in advance to make arrangements. Guides will go on tours with you.

**FENSTER GALLERY OF JEWISH ART** - 1719 South Owasso, 582-3732. Group tours by appointment. Not open on Sabbath or other Jewish holidays. Call for time available. Free admission.

**ALEXANDER HOGUE GALLERY** - Phillips Hall, University of Tulsa, 600 South College, 631-2202. September - May, 8:00 a.m. - 4:30 p.m., Monday - Friday.

## **ART AND HISTORICAL SITES**

**FIVE CIVILIZED TRIBES MUSEUM** - Muskogee. Open Monday through Saturday, 10 a.m. - 5 p.m. 10 a.m. to 5 p.m., Sunday. Adults \$1.00, children (6-16) 50c.

**FT. GIBSON STOCKADE** - Fort Gibson, Oklahoma. Monday - Saturday, 9 a.m. to 7 p.m. Sunday 1 p.m. to 7 p.m. Restored fort of the early frontier. Free. While you are in the area go to the National Cemetery near Ft. Gibson.

**USS BATFISH WAR MEMORIAL PART (SUBMARINE)** - Open March 15 - October 15, Monday through Saturday. 9 a.m. - 5 p.m. Four miles north on Hwy 62 on Muskogee Turnpike. Free tours.

**BACONE INDIAN COLLEGE MUSEUM** - Muskogee, OK. Monday through Friday, 10 a.m. - 12 noon; and 1 - 4 p.m. Indian artifacts and crafts.

**HONOR HEIGHTS PARK** - Muskogee, OK Contains every flower and shrub native to Oklahoma. Famous for spring showing of azaleas, but equally showy with fall flowers.

**ANTIQUES INC. MOTOR MUSEUM** - 2215 West Shawnee, Muskogee, OK Open 10 a.m. to 5 p.m. Admission charge - adults \$3.50; children (6-16) \$2.00. Collection of vintage autos, tractors, wagons, covered wagons and etc. Call 1-687-4447 for more information.

**WILL ROGERS MEMORIAL** - On the hill overlooking Claremore, OK. Open daily 8 a.m. - 5 p.m. Admission is free at this time. For more information, call 1-341-0719.

**WILL ROGERS BIRTHPLACE/HOME** - near Oologah, follow the signs. Inquire at the Memorial.

**J. M. DAVIS GUN MUSEUM** - 333 North Lynn Riggs Blvd. Claremore, OK Monday through Saturday, 8:30 a.m. to 5:00 p.m.; Sunday 1-5 p.m. Free admission. More than just a gun museum. See it to believe it! For more information, call 1-341-5707.

**WOOLAROC MUSEUM** - Bartlesville, OK (see previous information)

**FRANK PHILLIPS HOME** - 1100 South Cherokee, Bartlesville, OK Tuesday-Friday, 9 a.m. to 5 p.m.; Sunday, 2-5 p.m. Free admission.

**TSA-LA-GI CHEROKEE VILLAGE** - Tahlequah, OK. Open May 1 - September 3. Two miles south of Tahlequah on Hwy 82. Tuesday through Sunday, 1-5 p.m., Saturday, 10 a.m. - 5 p.m. Charge for admission. Call for special group/Scout rate, 1-456-6007.

**TRAIL OF TEARS PRODUCTION** - Tahlequah, OK. Contact Cherokee Heritage Center, P. O. Box 515 74465 for details. Special group/Scout rate.

**MURRELL HOME** - Tahlequah, OK. Monday - Saturday, 9 a.m. to 7 p.m.; Sunday, 1-7 p.m. Three miles south of Tahlequah on Hwy 62, then 1 mile east (watch for sign). Restored. Site of many early day social events of the area. Free admission.

**KERR MUSEUM** - Poteau, OK. Monday through Friday, 10 a.m. - 5 p.m.; Saturday and Sunday, 1-5 p.m. Six miles south of Poteau on Hwy 59 and 271. Admission fee. Home of former Gov./Senator Robert S. Kerr.

**SAPULPA HISTORICAL MUSEUM** - Sapulpa, OK. (224-4871) Historical artifacts from the city of Sapulpa.

**TRIANGLE OIL AND HISTORICAL MUSEUM** - 1 mile west of Cleveland on U.S. 62 and SH 99. Open Tuesday through Friday, 9 a.m. - 5 p.m.; Saturday and Sunday, 2 p.m. - 5 p.m. Historical information.

**COLLINSVILLE DEPOT MUSEUM** - 115 South 10th Street, on fairgrounds. Open Sunday 1-5 p.m., other times by appointment. Call for information and appointment. Area historical information.

**HAR-BER VILLAGE** - Lake Road I, 3-1/4 miles west of Grove, OK. Open 9 a.m. to 6 p.m. daily, May 1 to October 31. Historical information and collections. 82 different buildings and displays.



## OUTDOOR ACTIVITIES

**O**UTING is an important part of the word "Scouting". One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts." As Cub Scout leaders, we have an opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.

Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper methods and safety procedures for hikes, cookouts, and conservation projects. The Scouts enjoy camping with their family.

Webelos Scouts, start the transition in outdoor adventure, by participating in father (or adult male)-son overnight campouts. They develop some basic camping and outdoor skills which help prepare them for troop experience when they move to Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Cub Scouts are explorers by nature, so the outdoor program helps open up the world around them. As boys hike, explore, run, and romp, they are learning about God's beautiful world and the importance of conserving natural resources. As they take part in competitive sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.

Outdoor den meetings can be family adventures in backyards or community parks. Cub Scouts can make their own outdoor games, improvise sleeping equipment for outdoor camping and by collecting objects from nature. The Cub Scouts learn to help plan and prepare for family camping experiences, picnics and trips.

Outdoor pack activities should be adapted to the facilities available. Make good use of rural areas, Scout and church camps, as well as city parks and recreation areas.



## **SAFETY RULES FOR OUTDOOR ACTIVITIES**

1. Always have a first aid kit handy. If possible, have an adult trained in first aid and cardiopulmonary resuscitation (CPR) attend pack functions.
2. Remember that adequate leadership and supervision help prevent accidents.
3. Encourage boys to pair up in buddies to be aware of each other's whereabouts at all times.
4. Have a plan for personal or natural emergencies (such as lightning storms, high winds, or flash floods) which could occur during an outdoor activity. Know where emergency care can be obtained quickly.
5. If possible, check out the location in advance for hazards.
6. Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, tools improperly used, too-rough sports or games for age and size of boys. Accidents can be prevented.
7. Select a well-identified gathering place in the event the group is separated.
8. An adult should always supervise when Cub Scouts are building fires and cooking. If the den is using a ground fire, clear a space 10 feet in diameter of all burnable material. Stay away from trees with low-hanging branches. Use of chemical or liquid fuel stoves must be limited to adults.

## **SAFETY AWARENESS**

Leaders are responsible for safety while the boys are in their care. Safety rules should be enforced at all times during den/pack meetings and activities.

1. Teach the boys the rules of safety around the home, fire safety, and water safety, using the Cub Scout achievements and electives.
2. Meeting places must be free of accident hazards. Use the Meeting Place Inspection Form, No. 6140, to check them.
3. Use a few minutes of den or pack parents' meeting to discuss the value of teaching the boys to cope with everyday hazards of living.

Often parents place too much emphasis on keeping children away from hazards and not enough on teaching them what to do when they are faced with hazards such as a broken electric cord.

Instead of asking boys to stay off the streets, teach them to observe proper precautions while they are in the street.

Instead of keeping boys indoors in cold weather, teach them how to dress to protect themselves against the cold.

4. Invite local experts to visit with parents and Cub Scouts about such subjects as:


... FIRE SAFETY

... TRAFFIC RULES

# THE OUTDOOR CODE

Whenever Cub Scout activities take place in the outdoors, the Scouts and everybody in attendance should be reminded that as Cub Scouts, they are pledged to follow the Outdoor Code. The Outdoor Code is a pledge for proper outdoor conduct. All Cub Scouts and leaders should understand and follow the ideals set by this BSA Outdoor Program Policy.

**OUTDOOR CODE**  
**BOY SCOUTS OF AMERICA**

 **AS AN AMERICAN, I WILL DO MY BEST TO:**

**BE CLEAN IN MY OUTDOOR MANNERS**

I will treat the outdoors as a heritage. I will try to improve it for myself and others. 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 outdoors is a right that I can lose by abuse.

**BE CONSERVATION-MINDED**

I will learn how to practice good conservation of soil, waters, minerals, grasslands, wildlife, and energy. I will urge others to do the same.



# CUB SCOUT CAMPING

The Boy Scouts of America does not permit overnight camping by Dens or Packs except at Council approved property. Backyard camping and family camping are encouraged for the younger Cub Scouts. A boy is not likely to run into problems beyond his ability when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two, either under the "stars" or in a "homemade tent". Each district offers a summertime Cub Scout Day Camp for the Cub Scouts to attend.

## DAY CAMP

Cub Scout Day Camp is a week-long summertime experience available for all Cub Scouts, from the newest Tiger Cub graduate to the Webelos (*first grade through fourth grade graduates*). The only catch . . . is you've got to be a Cub Scout.

Just like it sounds, day camp takes place during the day usually from 8:30-4:00. Camp usually takes place at a city park or other wooded area in your pack's District.

The camp is directed and staffed by volunteers just like you who put in a little extra time for some special training.

The boys spend their day shooting B-B guns, using a bow and arrow, making crafts, learning outdoor-nature skills and playing Cub Scout games. In short, they have FUN and in the process they complete electives and achievements toward their advancements. Every camp is unique in the "SPECIAL" activities that each camp's director chooses to put on each day. Well, how do you sign up to help and how do Cub Scouts sign up to attend? Applications are mailed in April to every registered Cub Scout with all the nitty-gritty details so watch your mail box. In addition, staff applications and additional Cub applications are available at the Scout Service Center and at your District Roundtable around the April time frame.



**DON'T LET YOUR CUB SCOUTS MISS IT !!!**

## **FAMILY CAMPING**

Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the boy and his family an introduction to the outdoors and an appreciation of nature and its conservation.

Family camping can be rewarding and fun for Cub Scout families. You can't camp without equipment and equipment can be expensive. Many beginners rent the larger items the first year from a dealer who will apply the rental fee to the purchase price if they decide to buy.

Some families try a practice camping weekend before taking a camping vacation. This helps ensure that the equipment is complete and in working order. Check with an experienced camper to determine what equipment is needed. This will probably include a tent, a good sleeping bag for a good night's rest, cooking and eating equipment, food and food containers, some tools, and personal equipment.



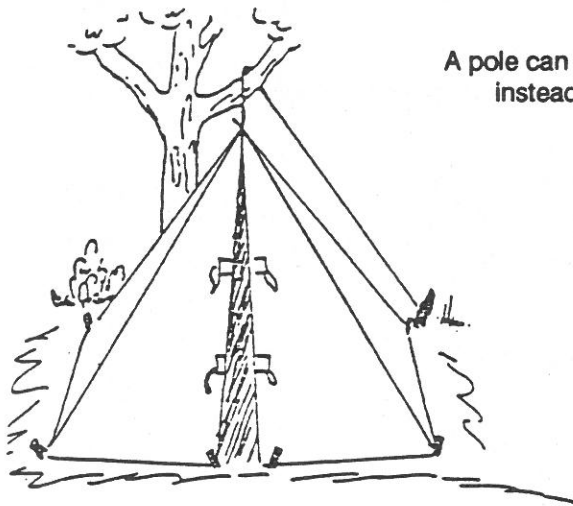
There are many places to camp. State and national parks offer some of the nation's most beautiful scenery, with rangers and other park personnel there to help you enjoy it. Some council Scout camps have family camping facilities. And there are many campgrounds which have running water, sanitary facilities, and outdoor fireplaces. It's your choice whether you camp at a campground or an undeveloped area.

Cub Scouts will be able to pass some of their advancement requirements while on a family camping trip. The whole family will have a lot of fun.

## **BACKYARD CAMPING**

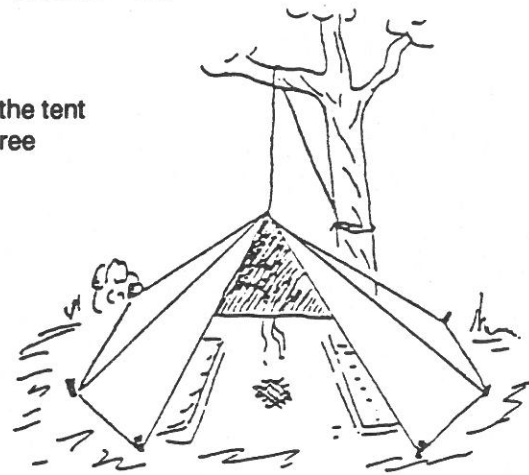
"Backyard camping is encouraged. Family camping is an excellent Cub Scout activity. Overnight or extended camping is good as long as it is done as a family experience. It is not authorized for the younger Cub Scouts except as a part of the family camping". The boys may try to cook their meals outdoors, too. (*See the Cub Scout Cuisine in the section*).

## SEVEN WAYS TO PITCH A TENT

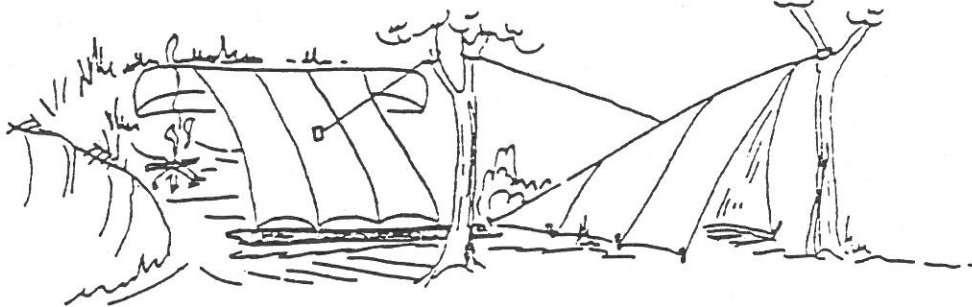


For Winter  
(Tie flaps together)

A pole can be used inside the tent  
instead of a limb of a tree

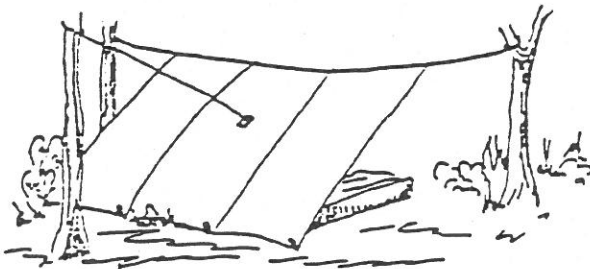


For Summer  
(Cover front with mosquito netting)



Canoe Shelter

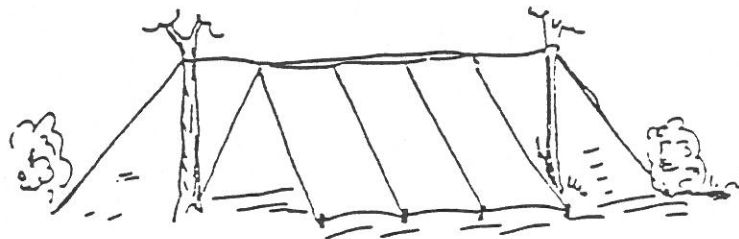
Modified Forester's



Lean - To



Sun Shelter



The A Tent

# CAMPFIRES

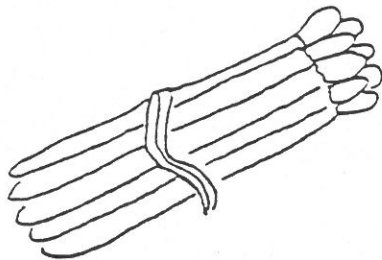
After a busy day of outdoor activities at camp, what better way to bring a day to a close than gathering around a crackling campfire for a program of ceremonies, songs and skits.

Select a scenic spot, with a good drainage so ground will be dry for seating. Provide protection from the wind and insects. Check out the firewood supply. . .you may need to bring firewood from home. And check for fire safety. Contact the local authorities for any necessary permission. Can the fire be built and extinguished safely? Listen for outside noises which may be distracting. It is much better to have waves lapping against shore or wind blowing through the trees than highway or airplane sounds.

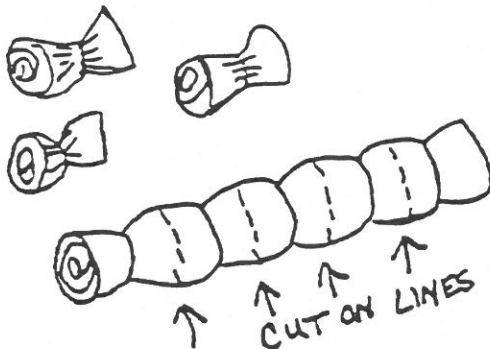
Boys should be properly clothed, depending on the season. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important. (See *Den and Pack Ceremonies for more information about campfires*).

## FIRE STARTERS

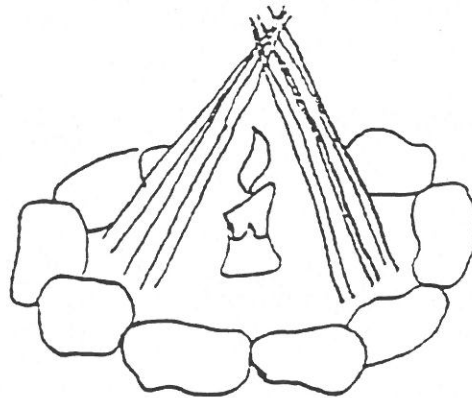
Fire starters are an excellent way to get your campfire going. Below are a few suggestion for fire starters that have proven successful.



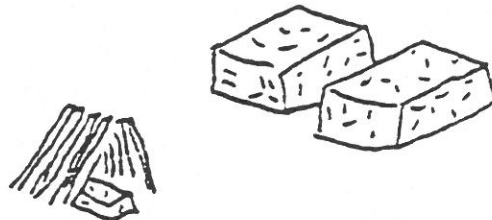
Tie a half dozen matches together with string, dip in paraffin.



Roll up a single sheet of newspaper. Tie with string. Cut up and soak in paraffin. Place under kindling.



A candle stub works well. Place candle in center of twigs. Light and put on more twigs. Add larger sticks, etc.



Cut plastic foam into blocks. Soak in paraffin. One placed in kindling is enough for each fire.

## TRAILS OF ADVENTURE

**H**iking is an enjoyable den and family activity. The Cub Scout Leader Book, Chapter 5, describes a variety of short hikes which are fun for Cub Scouts. Leaders should be familiar with the hiking safety rules found in Chapter 8, of the Cub Scout Leader Book.

In Oklahoma, more than 200 miles of hiking trails have been built. They offer a variety of opportunities - everything from easy walking for children to more challenging back-packing trails. The ones described here are in the Tulsa area and are either nature trails or day-hike trails suitable for Cub Scouts and Webelos.

**MOHAWK PARK** - Surrounding Mohawk Park and Zoo are some 700 acres of forests, streams and fields inhabited and used by a variety of wildlife species. Several miles of trails have been blazed within the Mohawk Nature Development Center. The nature center is open to the public year-round. Guided tours for groups can be arranged by calling 425-9214.

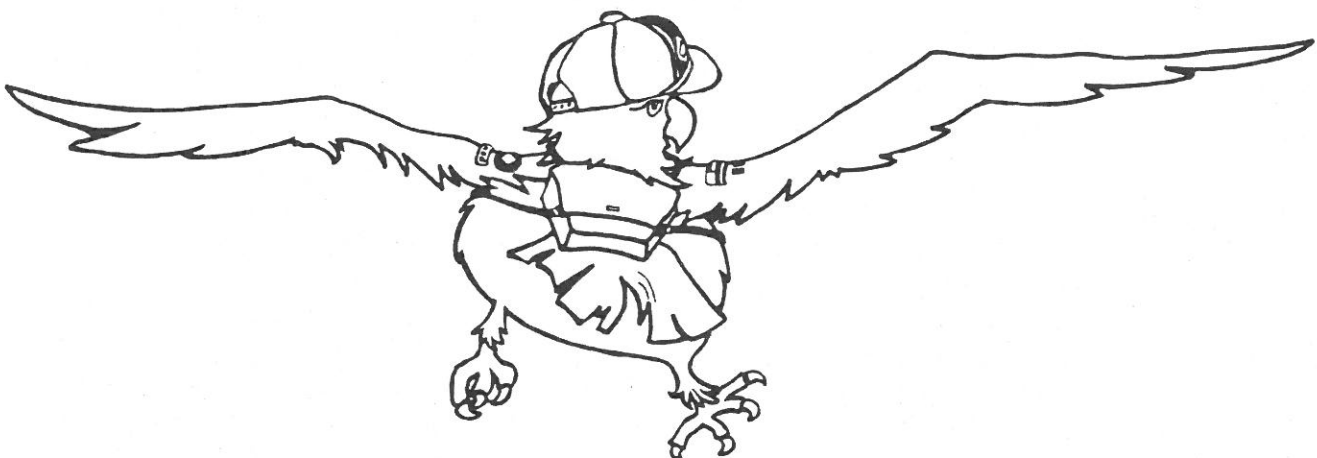
**REDBUD VALLEY** - This nature trail is one mile long, making a full circle through heavily wooded areas that shelter many small animals and songbirds. It is located east of Tulsa, west of 161st East Ave., between Hwy 266 and I-44. Drinking water, restrooms and similar facilities are not available.

**ENCHANTED WALKWAY NATURE TRAIL** - The first quarter-mile of this 1-1/2 mile nature trail is paved to provide access for wheelchairs. The trail is maintained by the Frank Phillips Foundation and is located near Woolaroc Museum near Bartlesville. Drinking water and restroom facilities are available at the trail entrance.

**TAYLOR FERRY SOUTH TRAIL** - This is a one-quarter mile nature trail winding through redbud, oak and hickory woods south of the Taylor Ferry Public Use Area on Ft. Gibson lake. The trail has a gentle slope and a variety of birds and wildlife inhabit the area. Drinking water, camping and picnic facilities are available.

**SKULL HOLLOW NATURE TRAIL** - Skull Hollow Trail contains three loops with a total length of two miles. Shorter hikes can be made by cutting across the main loop on one of the shorter loops. The trail is located at the Hawthorn Bluff Recreation Area near the Dam at Oologah Lake, about 30 miles northeast of Tulsa. Picnic, camping and restroom facilities are available.

**RUNESTONE TRAIL** - This one-mile day-hike trail is northeast of Heavener in LeFlore County. It winds through the Heavener Runestone State Park. There are several steep grades making walking more difficult than on most nature trails. The trail leads to the mysterious monument-like stone, 12 feet high, bearing Runic alphabet markings, dated to 1012 A.D. The inscriptions are believed to have been carved by Viking explorers 500 years before Columbus.





## TIPS ON TAKING A HIKE

This nature hike activity will help you develop many new skills that will enable you to help your Scouts learn a great deal by exploring an outdoor environment. These skills include:

1. **LOOKING vs. SEEING:** We can all look. We have to learn to see. Seeing may be heightened by consciously searching for pattern, movement, color and irregularity by trying to locate differences in the way things are lighted, or by looking for reflections and shadows.

Seeing may become more vivid if you make a sketch with a felt tipped pen or soft black pencil. If you become interested in detail, try using a hand lens. Try looking at an object through cupped hands, through a piece of cardboard with a pin hole in it and through a hand lens.

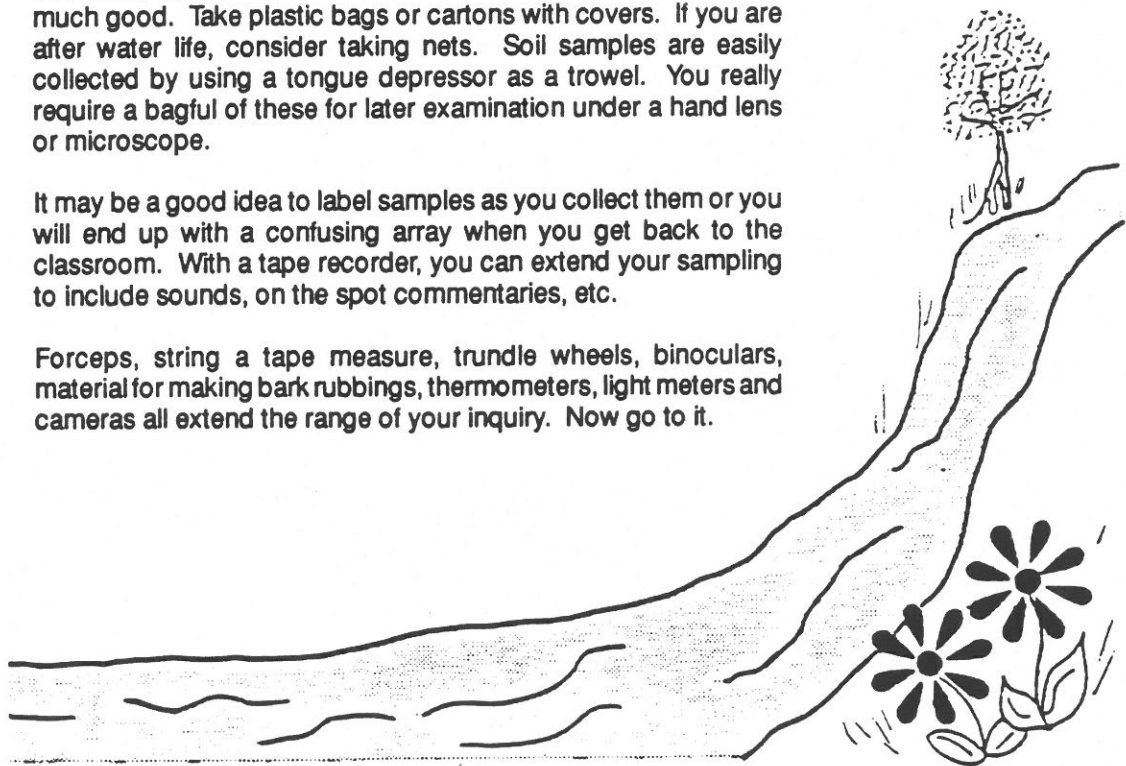
2. **SILENCE vs. NOISE:** Conservation may help or inhibit observation. You may like to be alone while you are out. You could try telling your companion you would prefer that. Remember, noise often obscures attention. It can also scare away creatures in a woods. It can prevent you or another from listening to a bird song, to the snapping of twigs, to the whisper of the wind, or the bubbling of water.

3. **DOING SOMETHING YOU HAVE NEVER DONE BEFORE:** Try doing something that you have never done before. Have you looked at, sniffed and crushed in your fingers a piece of decaying bark? Have you pressed your hand against soft mud to make a print? Have you looked at a pattern of ripples in a stream and allowed your mind to wander? These activities may sensitize you to the excitement and wonder of the world around and your children and will make life seem suddenly more worth living.

4. **COLLECTING SPECIMENS AND SAMPLES:** Pockets are not much good. Take plastic bags or cartons with covers. If you are after water life, consider taking nets. Soil samples are easily collected by using a tongue depressor as a trowel. You really require a bagful of these for later examination under a hand lens or microscope.

It may be a good idea to label samples as you collect them or you will end up with a confusing array when you get back to the classroom. With a tape recorder, you can extend your sampling to include sounds, on the spot commentaries, etc.

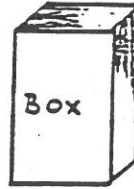
Forceps, string a tape measure, trundle wheels, binoculars, material for making bark rubbings, thermometers, light meters and cameras all extend the range of your inquiry. Now go to it.



Some



from a cardboard



will lead you to the



make a mini sketch pad to help you and your Scouts understand the world around them. You will also need string, a pencil and a keen ability to observe. Cut a 6" x 9" sheet of cardboard. Staple a 20" length of string to upper left corner with sheets below. Tie a pencil to the end of string. Take Cub Scouts on an outdoor hike and have them do the activities on the cards below.

**HIKE AND SKETCH**

sketch pad

My favorite feelings about the environment:

I like...  
I can smell...  
I can feel...  
I can hear...  
I can see...

**ENVIRONMENT**

What's special about this environment?

What have humans done to change it?

How do I feel about this environment?

My very own plot of ground and what I observed in this plot of ground...

My very own bark rubbing:

Draw a picture of a special section of a stream bank.

My Thoughts and Feelings

Write a little log of your thoughts about today's activities using words that you collected when using your five senses.



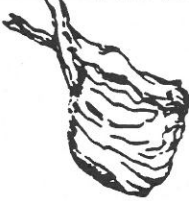




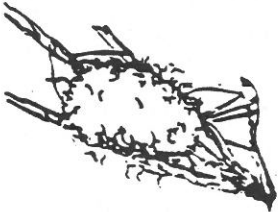


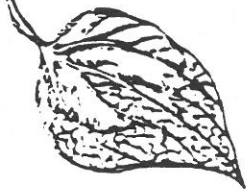
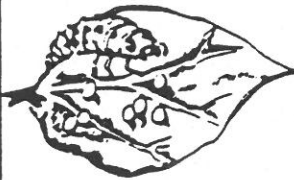
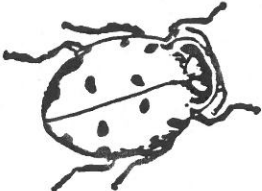


SEE	HEAR	FEEL	TASTE	SMELL

## INSECT BINGO

This game makes an interesting den or pack hike.

**Preparation:** Make a copy of the bingo chart for each person on your group. Have each Scout make a game card, or "bug board" by cutting apart the squares and pasting them in a new arrangement on a sheet of paper or cardboard. (all cards will have the same items, but the items will be arranged differently.)

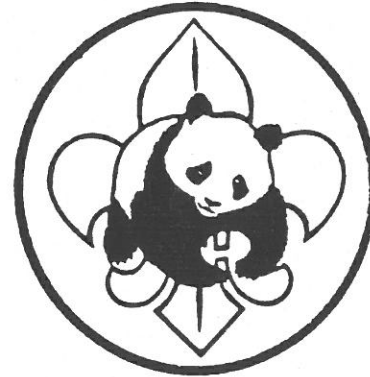
**To Play:** Take your group for a walk in the school yard or in a park. The Scouts are to look for the items and insects shown on their sheets. When someone spots one of them, discuss it.

 <p>ANT</p>	 <p>INSECT PREDATOR</p>	 <p>INSECT EGG CASE</p>	 <p>INSECT HOME</p>
 <p>INSECT FOOD</p>	 <p>INSECT RELATIVE</p>	<p>FREE SQUARE</p>	 <p>GALL</p>
 <p>COCOON</p>	 <p>BEE</p>	 <p>BUTTERFLY</p>	 <p>INSECT DAMAGE</p>
 <p>INSECT EGGS OR LARVAE</p>	 <p>BEETLE</p>	 <p>INSECT CAMOUFLAGE</p>	 <p>WATER INSECT</p>

## CUB SCOUT CONVERSATION AWARD

Cub Scouts can earn the World Conservation Award which has been developed in cooperation with the World Wildlife Fund and the World Scouting Bureau. This is the first international award to be made available to all three of the B.S.A.'s programs. Applications can be obtained from the Scout Service Center.

The patch for Cub Scouts has a yellow background, compared to the one for Boy Scouts which has a green background. The panda on the patch is the symbol of the World Wildlife Fund. This is a temporary badge, and is earned only once. But Cub Scouts should be encouraged to repeat Conservation Good Turns, since tomorrow's world depends on what we do today in caring for our land. The reward for our action isn't just the colored patch . . . it's our world.



Conservation Projects range from making exhibits for pack meetings that show how clothes and food come from the soil to planting shrubs. Below are a few Conservation projects and more can be found in the Cub Scout Leader's Book.

Make window boxes and plant flowers.

Collect insects and find out which ones are harmful to crops and trees.

Make a live litterbug. Use a suitable trash container with a sign "See the Live Litterbug Here". Container has a mirror in the bottom.

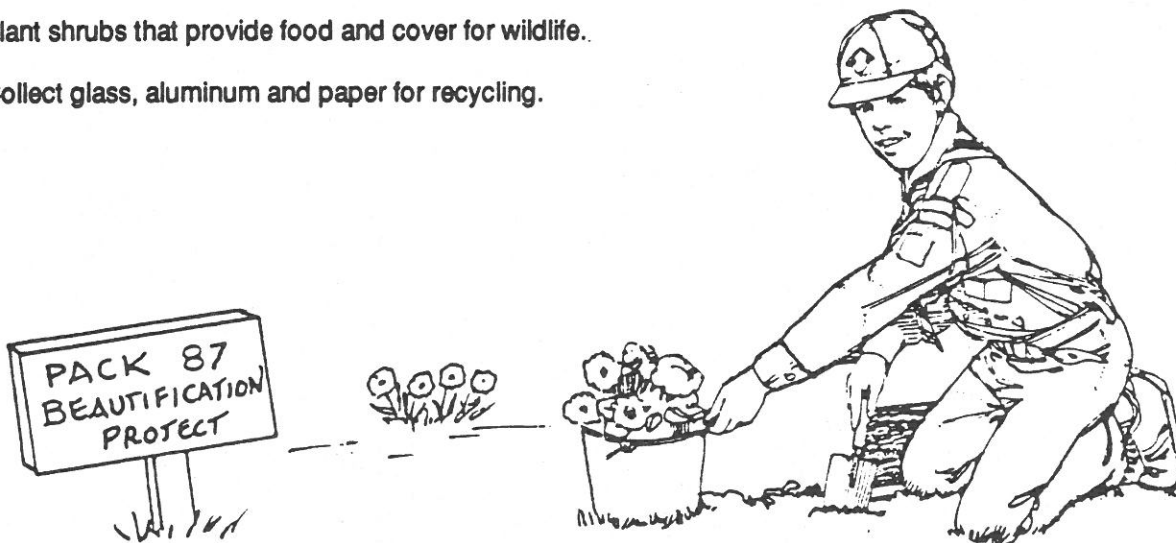
Encourage Cub Scouts to keep roadsides, streets and sidewalks free from trash.

Take a trip to a local industry to see how air pollution is prevented.

Build and set out bird houses or feeding stations in backyards.

Plant shrubs that provide food and cover for wildlife.

Collect glass, aluminum and paper for recycling.



# FISHING DERBY

**T**here are two kinds of Cub Scout pack Fishing Derbies: both are fun for boys and parents. One kind is a partner-and-son fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish and the best string.

The other type is a family outing with games and contests related to fishing. The ideas here are for this kind of derby.

The fishing derby committee should follow the guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes, and arranging for food and equipment. Try special promotional gimmicks such as invitation in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary, and a tape player to provide lively music.

## SUGGESTED FISHING DERBY SCHEDULE

- 1:00-2:00 Gathering-time activities.
- 2:00-3:30 Special contests.
- 3:30-3:45 Awards ceremony.
- 3:45-5:00 Free time for fishing.
- 5:00-6:00 Meal and clean-up.

Roast corn and fried fish might be prepared by the fishing derby committee, or a picnic supper, with hot dogs, baked beans, and ice cream might be served.



## MAKING FISHING LURES

You say your Cub Scouts are a bit burned out on crafts? Let's face it, a lot of Cub Scout craft projects are for mom and dad, the house or family dog. Very few projects are for the boy himself. One favorite project is making fishing lures. It can be very involved or very easy. Materials for the projects are collected and the only non-craft item needed is a few fish hooks.


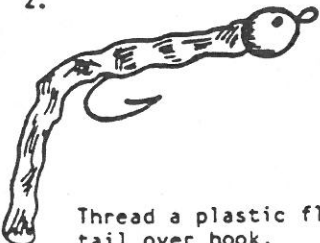

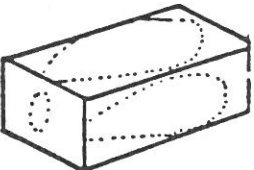
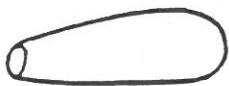







The simplest lures are the lead head doll flies and the light weight flies: They require only a hook, a piece of feather, a bit of hair or fur, a touch of colored yarn and a few inches of thread.

When a few minutes at the end of a meeting are available, break out some lead headed hooks and have the Cubs paint colorful heads on the lead balls. At the next meeting, a plastic flip tail or a fur and yarn body can be added. By making several different types of lures at one time, a den with widely spaced craft abilities can all make something at their own skill level.

Lures should be made to resemble the types of insects, small fish, crawdads or other food that fish like. This gives a good lead-in for nature study. Don't worry about getting them exactly right, (most lures are made to catch fishermen!). A little flash and color are usually all that is needed for perch. Silver, yellow and red paints are usually the best colors.

A small C-clamp vise is handy to hold the business end of the hook while working on the lure but a clothes pin nailed to a block of wood or a pair of pliers with the handles rubber banded together will also work.

Materials available from scrap yarn, tinsel, hair (deer is best, but horse is fair and any course hair of 1" or longer will do), small diameter wire, small feathers, bits of balsa wood. Hooks may be small to medium (2/0 to 6/0), nylon or polyethylene thread is required to assemble the components.

<p>1.</p>  <p>Paint head. Use bright colors.</p>	<p>2.</p>  <p>Thread a plastic flip tail over hook.</p>	<p>3.</p>  <p>Use yarn, hair and thread to make a doll fly.</p>
<p>1.</p>  <p>Trace or draw design on wood block.</p>	<p>2.</p>  <p>Carve and shape to design. Sand smooth.</p>	<p>3.</p>  <p>Paint base coat and general design.</p>
<p>4.</p>  <p>Attach trebel hooks and eye.</p>	<p>5.</p>  <p>Glue on rubber skirt, hair, or flip tail.</p>	<p>6.</p>  <p>Paint final details.</p>
<p>Fly #1</p>  <p>Feather tips - butterfly or mayfly.</p>	<p>Fly #2</p>  <p>Red or black yarn to make and ant.</p>	<p>Fly #3</p>  <p>Green yarn with dark thread and feathers for grasshopper.</p>

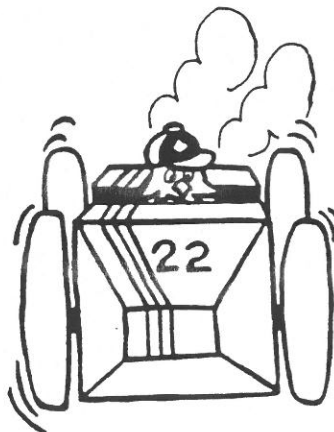
# CUBMOBILE DERBY

Planning for a Cubmobile Derby should begin several months before the race date. Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place, and registration fee (*if any*).

It is recommended that each pack have their own Cubmobile, but don't let that keep you from attending your District Cubmobile Race.

## CUB SCOUT CUBMOBILE OFFICIAL BUILDING SPECIFICATIONS

1. Wheels should be approximately 10 inches in diameter, 1-3/4 inches wide, with ball or roller bearings and semi-pneumatic or solid rubber tires.
2. Car frame is to be made from 2 x 4 construction lumber.
3. 1/4 inch round head bolts should be used to hold frame together. Screws are second-best choice. Nails will not hold up to a day of racing.
4. All cars are to have a seat and braced backrest, placed so that all team members can rest feet comfortably on front cross bar.
5. If threaded axles are used, the nuts are to be secured with cotter pins or safety wire.
6. Seat belts are optional. (*each District sets their own rules*) If one is used it should be securely fastened to the main backbone of the car.
7. Each boy, while participating in the race is to wear a protective head covering such as a football helmet, racing helmet, or construction hard hat. For health reasons the borrowing of helmets is discouraged. Each boy should have his own.
8. Overall length of the car is to be 5 feet or less, overall width, 3 feet or less, distance between axles no more than 4 feet.
9. Cars must be equipped with a hand brake with its rubbing surface faced with a rubber material such as a strip of old tire. This when dragged on the ground, will stop the car.



# THE TRACK

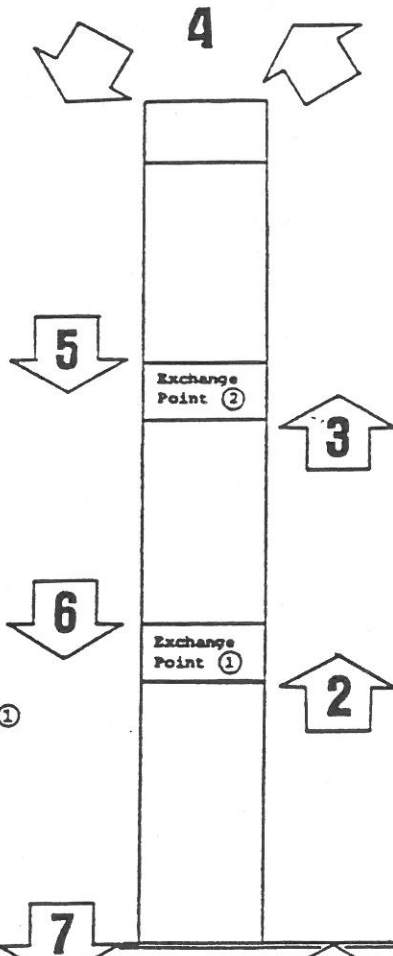
One of the best locations is a fairly flat parking lot that is normally not used on the day of your scheduled event. Schools, churches, or parking areas of an abandon shopping center makes an excellent track. Be sure and get permission before scheduling your event. The lanes should be roped off, and mark with chalk, so boys will know where they are to drive.

Crossing over from one lane to another will happen, especially with inexperienced drivers. Boys should be instructed to stay within their own lanes. Judges should observe entire race for any fouls. The following diagram is designed for a Pushmobile Race. The cars are built the same. The only difference is you do not use the starting ramp with the Pushmobile. The power comes from the Scouts.

**OFFICIAL RULES**  
 Two cars will be racing at a time  
 The first across the finish line will be the winner.  
 NOTE: This diagram shows 1/2 of the course.

④ Car stops, is picked up and turned around. Boy ⑤ is now driver, ⑥ pusher. Proceed to exchange point.

⑤ Car stops at exchange point. Boys ⑤ & ⑥ return to center, boy ④ is new driver, boy ③ new pusher.



③ Car stops at second exchange point. Boys ③ & ④ go to center. Boy ⑤ becomes new driver, boy ⑥ new pusher. Proceed to turn-around.

⑥ Car stops at exchange point. Boys ③ & ④ go to center. Boy ② is new driver, boy ① new pusher.

② Car stops at first exchange point. Boys ① & ② go to center, boy ③ is new driver. Boy ④ pusher. Proceed to second exchange point.

All boys will have both driven and pushed.

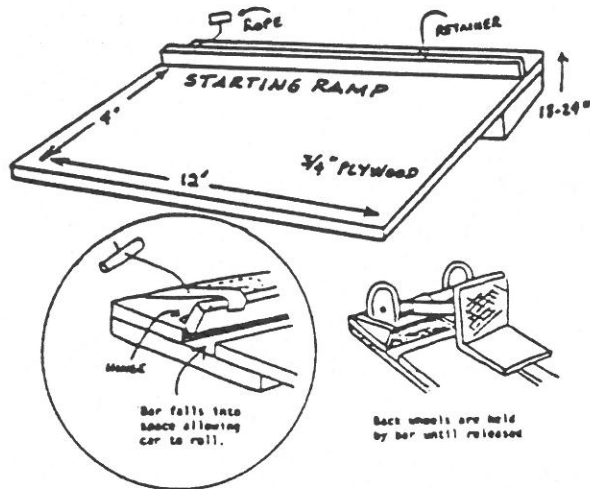
⑦ First car to cross finish line will be winner. Judges decisions will be final.

① Cars line up at Start/Finish line. Boy ① is driver. Boy ② is pusher. Boys ③ & ④ are at exchange point ①. Boys ⑤ & ⑥ are at exchange point ②.



## **RACING PROCEDURE**

Since several boys race the same car and compete against recorded time, Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. Accurate time-keeping is a must.



## **STARTING**

The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the back side with cement blocks to get more speed at the start. Cubmobiles start from a stand still and by gravitational force run down the ramp and down the slope to the finish line. No pushing or pumping with the feet is allowed. Have a first aid kit handy.

## **PRIZES**

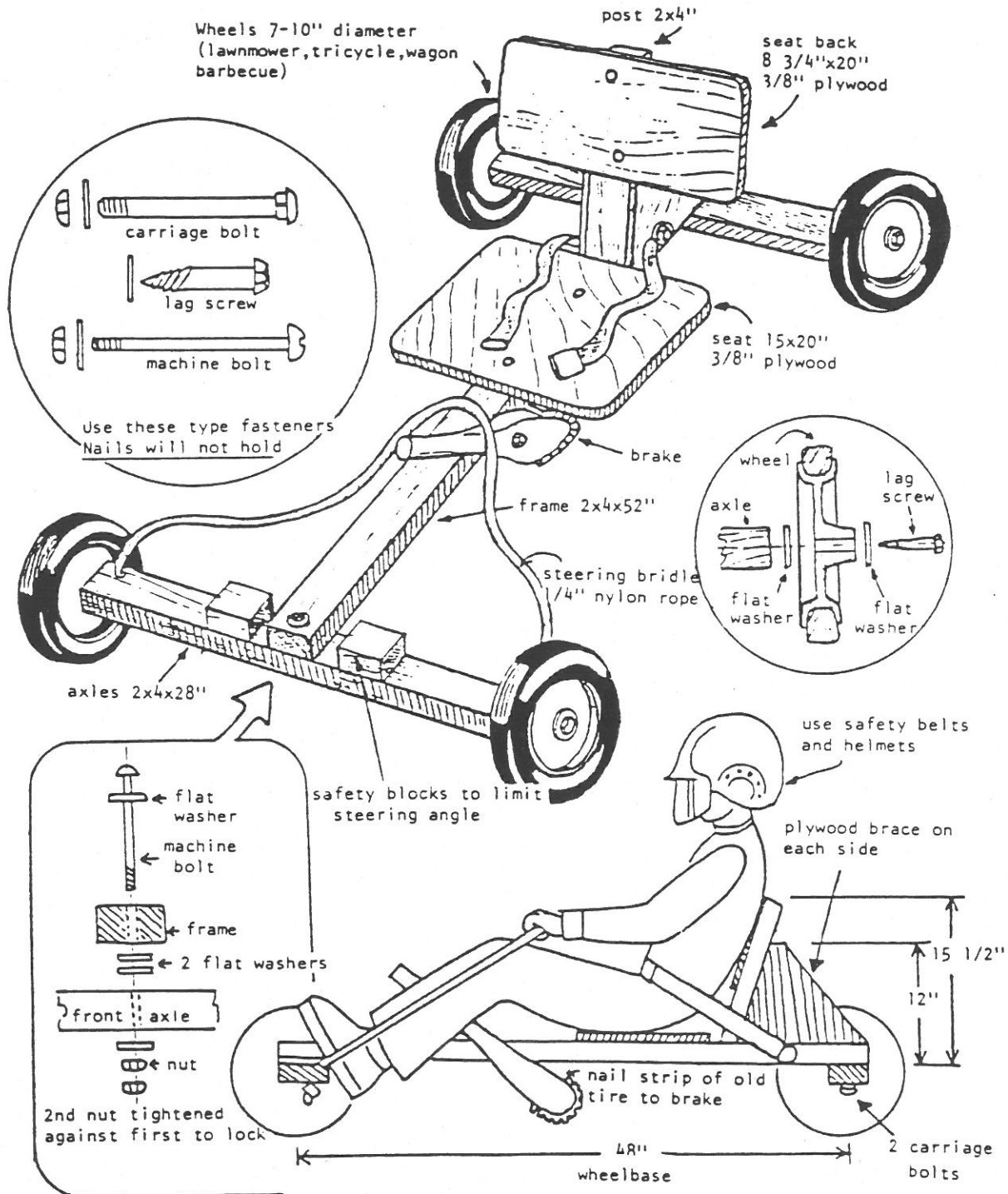
Every boy participating should receive some type of recognition. Ribbons and trophies are available. Prizes are awarded according to official time, not on the basis of who finishes first.



### **Cub Scout Medals**

Gold—C5107  
Silver—C5106  
Bronze—C5105

CUBMOBILE OR PUSHMOBILE BUILDING SPECIFICATIONS



# WATER SAFETY

**T**o ensure safe swimming, whether with the family, den, or pack, the Boy Scouts of America has developed Safe Swimming Defense. In essence, it is a plan to conduct an organized group-swim safely by establishing standards and procedures to minimize the inherent risks. This plan should be followed on any group activity which includes swimming.

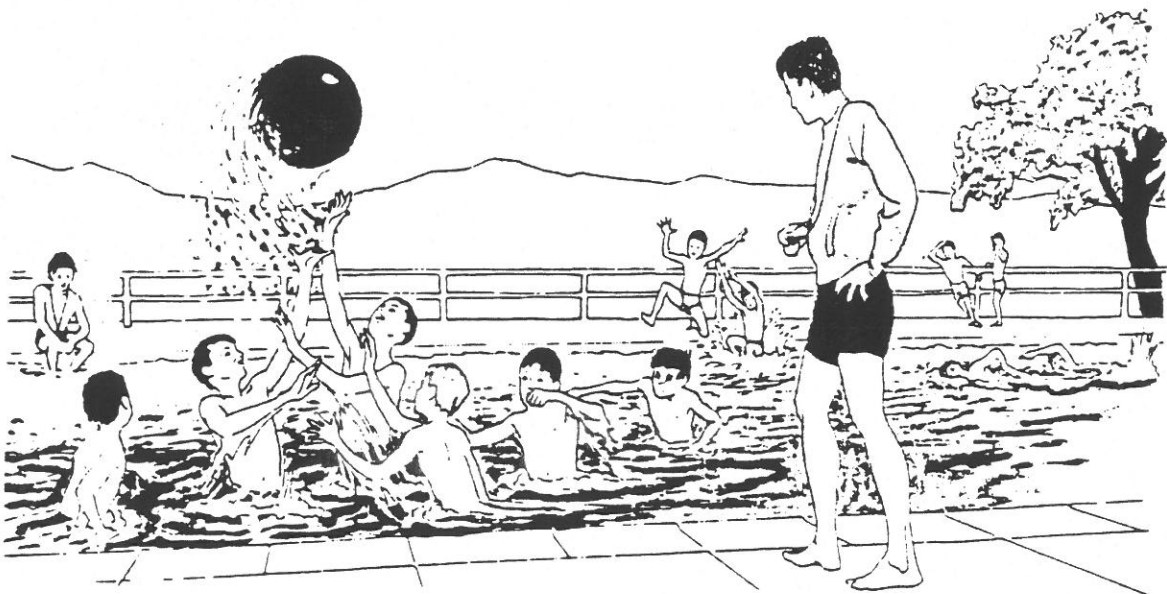
**SAFE SWIM DEFENSE-** Includes the following eight points (read the Cub Scout Leader Book for a clarification of each point):

1. Qualified Supervision
2. Physical Fitness
3. Safe Area
4. Lifeguard on Duty
5. Lookout
6. Ability Groups
7. Buddy System
8. Discipline



In the Water Safety section of the "Cub Scout Leader Book" (page 92- 95) you will find detailed information and instruction concerning Safe Swim Defense, Home Swimming Safety Rules, Water Rescue and Safety Afloat (Boating Safety).

Prepare your Cub Scouts and their families for fun and activity on, in and near water - especially in Oklahoma where we have an abundance of lakes and rivers and other waterways that get a great deal of use. Invite authorities (firemen, police, paramedics, Red Cross volunteers) to visit with parents and boys about what to do if they encounter an emergency situation while on the water or at water-related activities.



# KITE DERBY COMPETITION

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites, know the rules and understand the events scheduled. On the day of the derby, you'll need an open field, judges, and an announcer.

There may be several classifications of kites: Box, tail less, those with tails, etc.

## ENTRANCE REQUIREMENTS

1. All kites are dad and son made, (or substitute dad)
2. Each entrant may have his dad (or other adult) help him get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used in construction of kits, except no fighting kites are allowed (glass, razor blades, etc. are not permitted)
5. No wire flight lines are permitted.
6. Kites in power lines are lost and may not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

## PRE-FLIGHT JUDGING

Prizes could be awarded for:

Smallest kite	Largest kite
Strangest kite	Most unusual kite
Funniest kite	Prettiest kite
Best craftsmanship kite	

## JUDGING WHILE IN FLIGHT

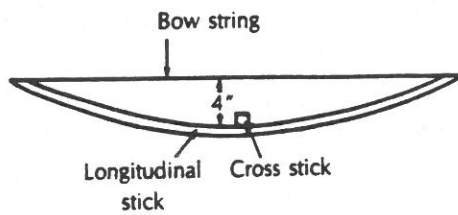
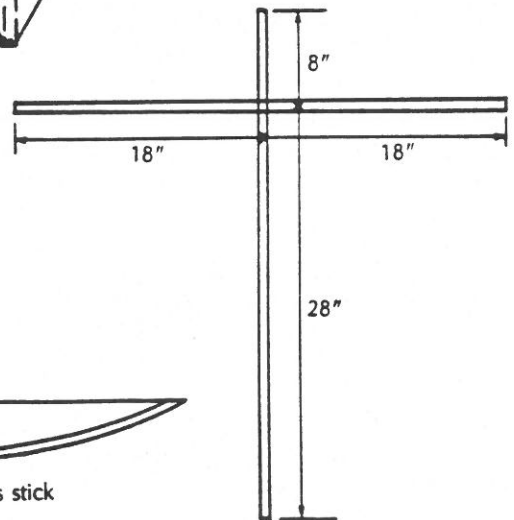
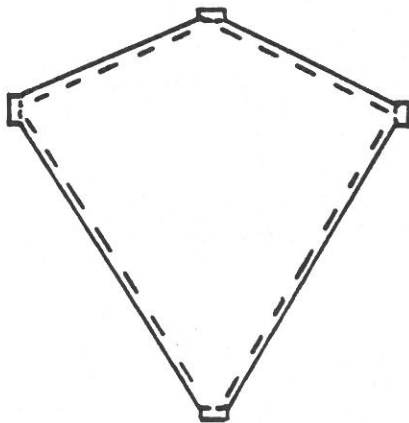
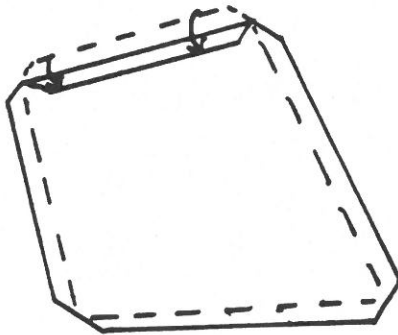
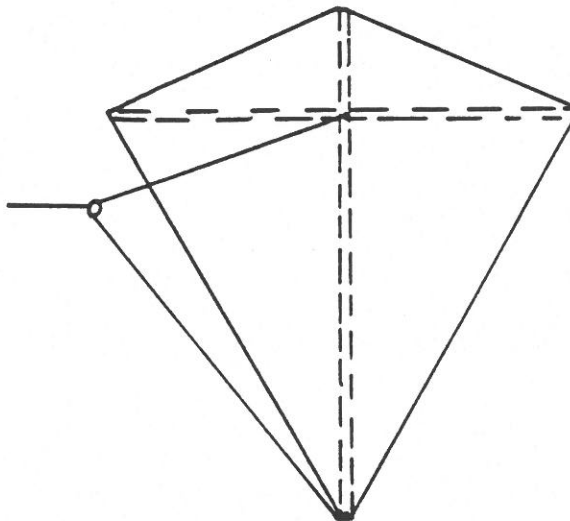
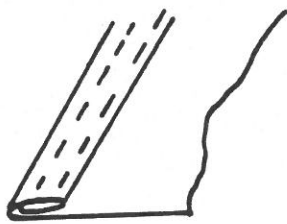
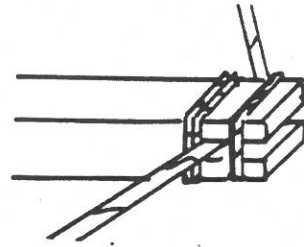
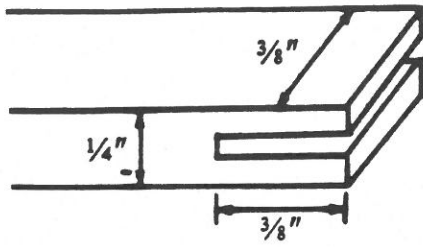
Prizes could be awarded for:

First kite in air	Highest after 15 minutes
Most stable flying	Best sportsmanship (boy)
Most graceful in air	Most persistent flier (boy)
Fastest climbing	Highest after 5 minutes



You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others. (See Wolf Elective # 6 for Kite-Flying Safety Rules).

### KITE PATTERNS

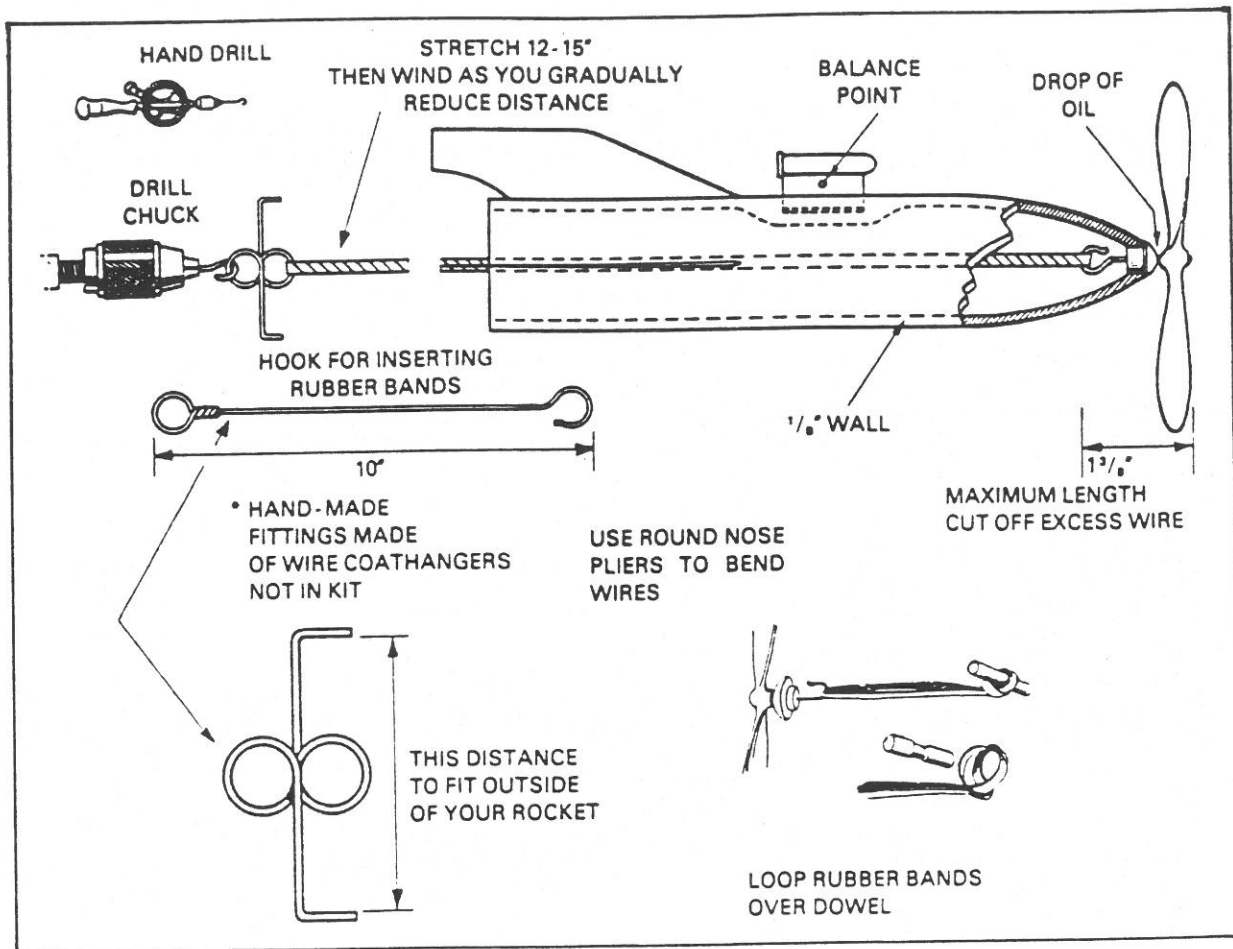


# SPACE DERBY RACE

Cub Scouts will find the Space Derby exciting. Many Packs alternate between the different derbies to add variety to their pack program. Join in the fun as the countdown begins for the space race of the century.

## RACE SUGGESTIONS

1. To stage the race, boys wind up their rubber band propelled rocket motors. Then they hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at 'zero' by lifting the rear of the starting gate frame which releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For example, in a 6-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.
3. Recruit dads as your flight operations team-two as starters with green flags, two as judges with checkered flags, and two as gate-keepers to line up the boys. Use other adults as inspectors, scorekeepers, etc.
4. Experienced rocket racers warm up their space ships by gradually winding the rubber hand motors to full capacity. Try 50 turns first, then 100, 200, so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.  
  
**NOTE:** A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1-4 ratio. It would thus take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1-15" beyond the rocket tail and turns the rubber bands, he gradually shortens the distance between him and the rocket. A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner.

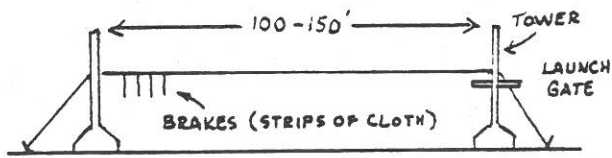


## RESOURCES FOR SPACE DERBY

The following are available at our Scout Distributor:

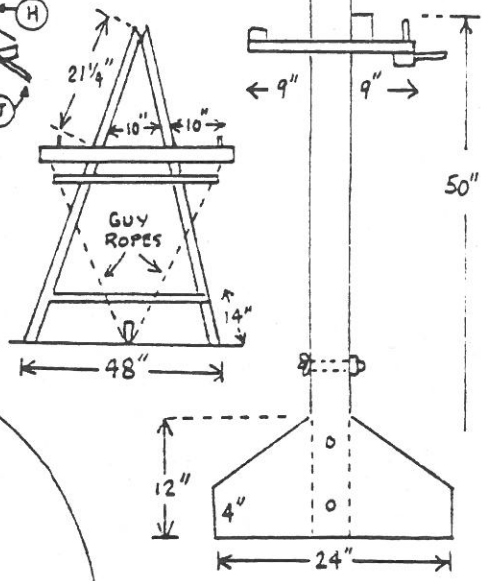
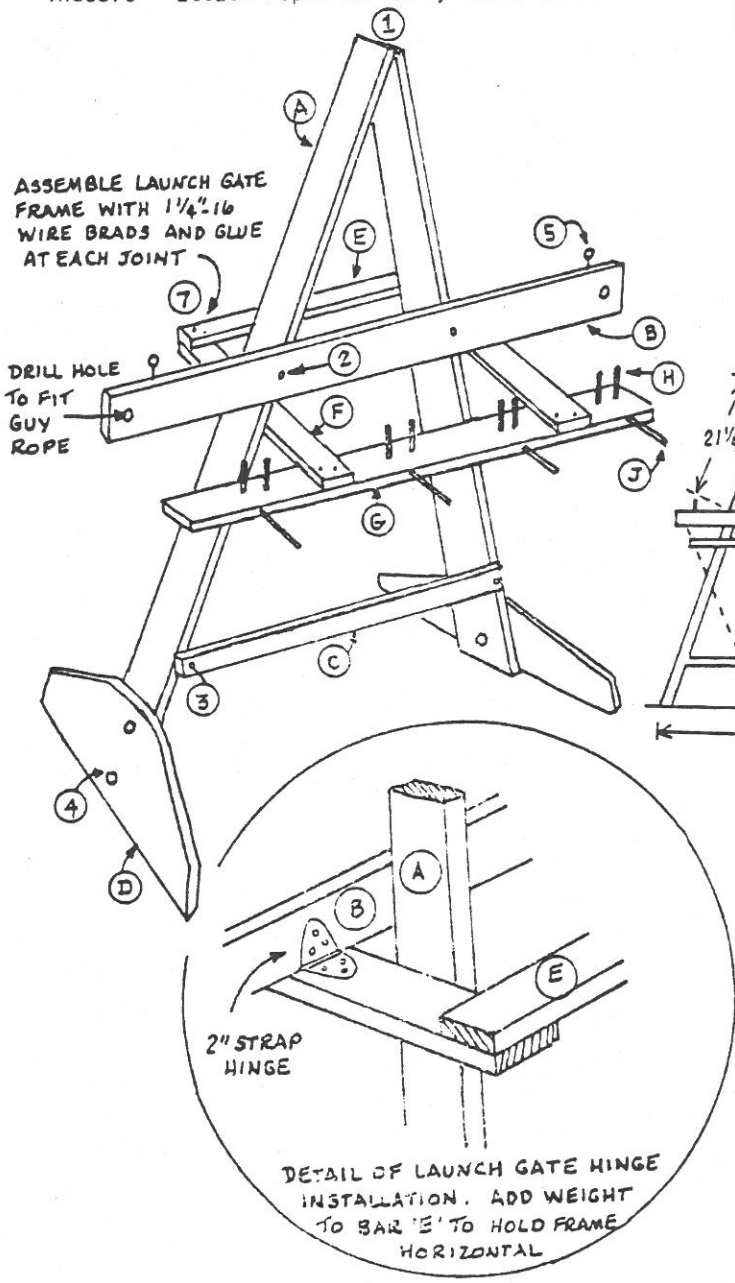
NO: 1694	Individual Space Derby Kit
1695	Space Derby 8-pack
1695A	Replacement propeller
1695B	Replacement rubber bands (24)
1695C	Space Derby Carrier
1694D	Space Derby Accessory Kit (Carriers, snap swivel and line)
1688	Space Derby Casting Mold (plaque with rockets)
7714	Space Derby Ribbons (10)
5515	Gold Space Derby medal
5516	Silver Space Derby Medal
5517	Bronze Space Derby Medal
5730	1st Place Trophy
5731	2nd Place Trophy
5732	3rd Place Trophy

# SPACE DERBY LAUNCHER



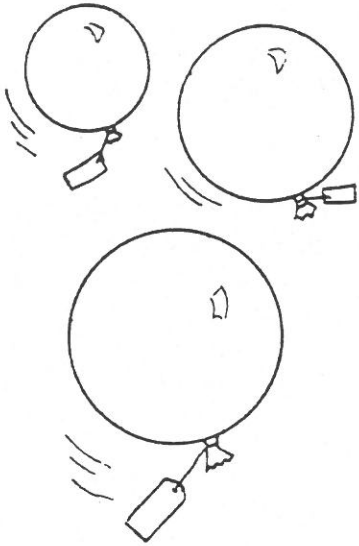
Outdoors - attach guy ropes to stakes, trees, or fences.  
Indoors - attach ropes to wall, hooks or columns.

- Towers:**
- A 4 3/4"x3 1/2" x 72" pine
  - B 2 3/4"x3 1/2" x 40" pine
  - C 2 3/4"x3 1/2" x 40" pine
  - D 4 1/2"x12"x24" plywood
- Fastenings:**
- 1 2 2 1/2" butt hinges
  - 2 4 1/4"x5" carriage bolts
  - 3 4 1/4"x4 1/2" wing nuts &
  - 4 8 1/4"x2" washers
- Launching Gate:**
- E 1 3/4"x1 3/4" x 24" pine
  - F 2 3/4"x1 3/4" x 18" pine
  - G 1 3/4"x1 3/4" x 36" pine
  - H 8 1/4"x 3" wood dowels
  - J 4 1/4"x 5" wood dowels
- Fastenings:**
- 6 2 2" strap hinges
  - 7 8 1/4" - 16 wire brads & white glue
- Miscellaneous:**
- 600 ft. 50 lb. test monofilament fishline; 3/17" or 1/4" rope - ropes





# BALLOON FLY-AWAY



This is a great springtime activity when the wind is usually blowing. The results usually won't be known for several weeks or months, so you can plan on announcing the winners at the fall pack meeting.

Have each Scout, brother, sister, parents and leaders fill out a 3" x 5" card as shown below and laminate them in plastic. (Clear contact paper works great.) Plan to meet in a large, open field with as few high obstruction (trees, power lines, etc.) as possible. Attach each card to a helium-filled balloon with a string, and have everyone line up. On signal, everyone releases their balloons. After the balloons have floated out of sight, have a pack picnic.

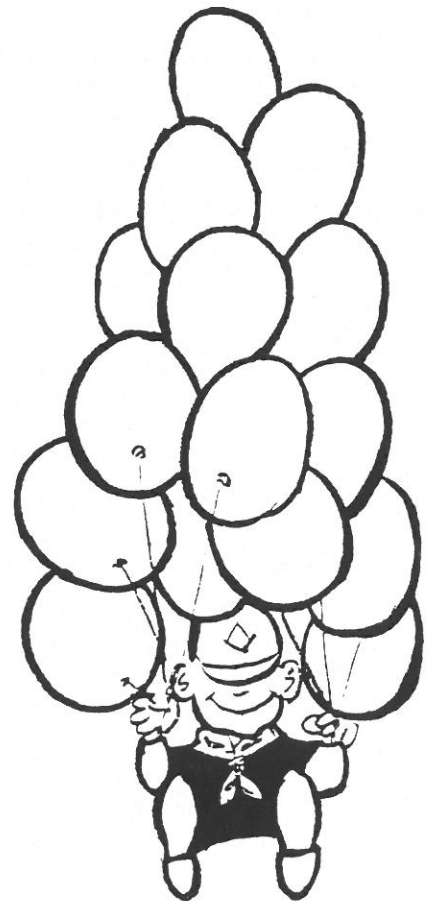
The winner of the contest is the Scout whose card is returned to him from the farthest distance. (One pack's winner was over 400 miles .)

Hi! My name is \_\_\_\_\_  
 I am a Cub Scout in Pack \_\_\_\_\_ in  
 (CITY) \_\_\_\_\_ (State) \_\_\_\_\_

If you find this card, please mail it to me and tell  
 me where you found it.

Thank You very much.

My address is: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# RAINGUTTER REGATTA

If you have a number of model-boat enthusiasts in your pack-you will want to plan a Rain-Gutter Regatta. Several classes of boats can be raced as long as they are not too big for your Rain-Gutter course. See the Wolf Cub Scout Book for plans for simple boats that could be entered in the Regatta.

## RACE COURSE

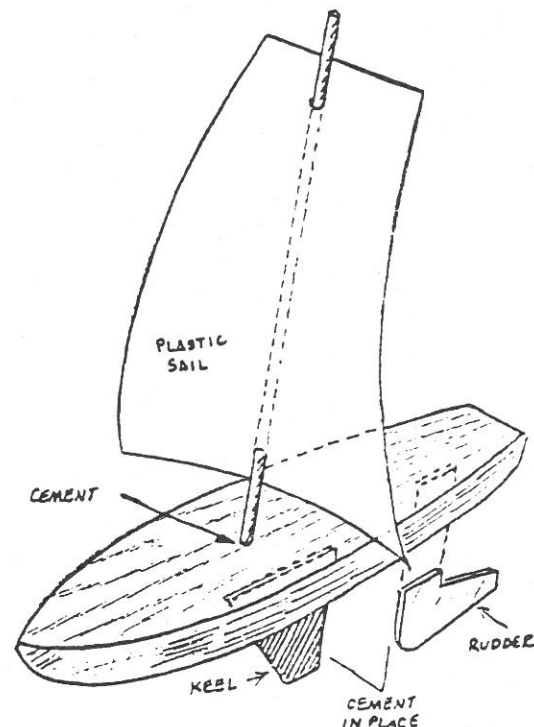
The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm can be used for racing the boats. The commonly used course, where the race gets its name is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

## RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boat's stern touching the end of the rain gutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner.

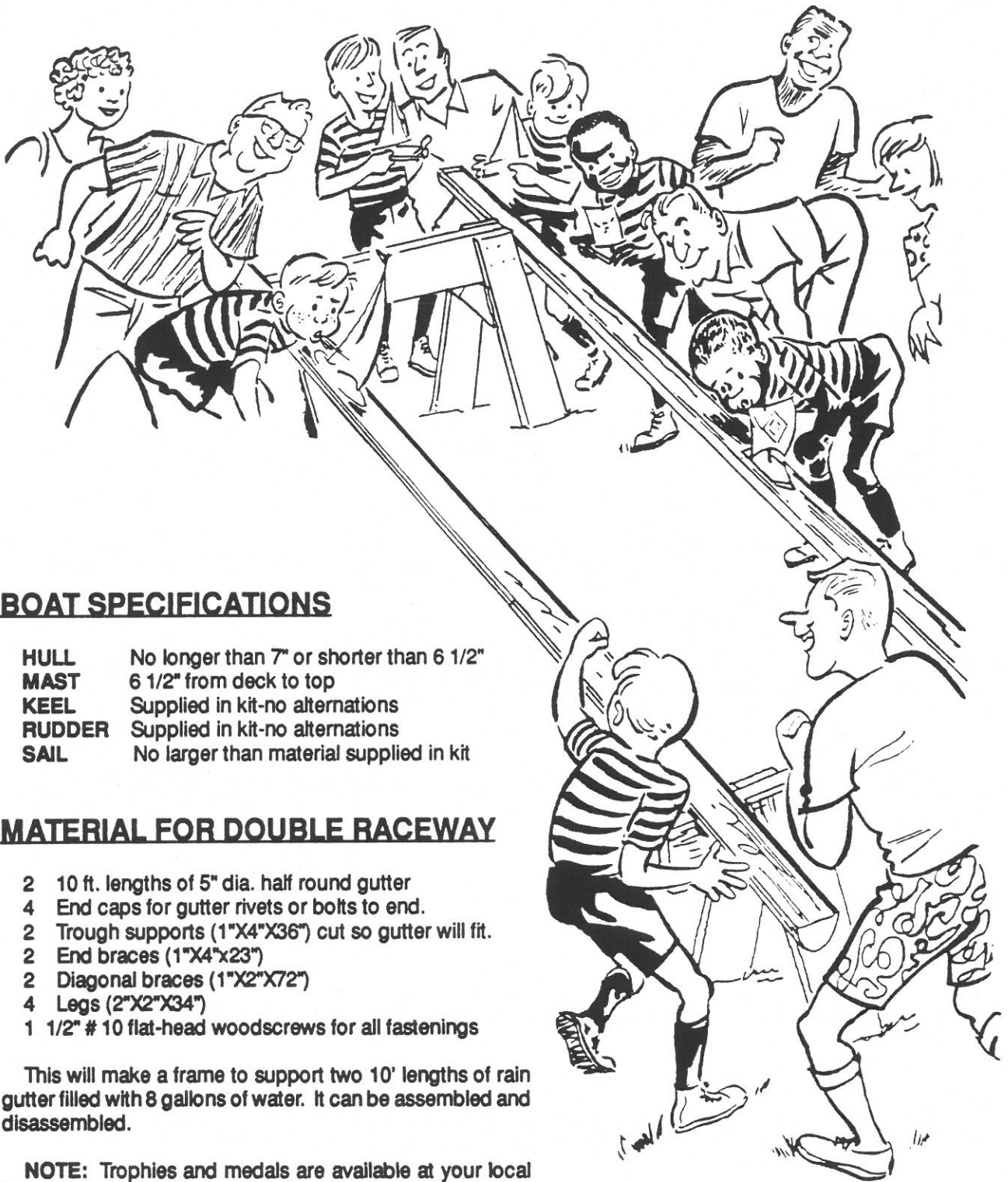
All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winners. Winners of the first heats will compete against each other in second heat, and third, etc. until a final winner is determined.

On courses other than the raingutter course, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing is allowed. The boat crossing the finish line first is the winner of the heat. If two or more boats run a foul, there is no contest. The race is re-run.



## BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed above. First use a medium-grade sandpaper, then finish off with very fine sandpaper.
2. Give model two coats of sanding sealer which can be obtained at a craft or hobby store.
3. Mast can be tapered by chucking either in a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.
4. Give entire model two coats of colored lacquer in desired color and design.
5. Add official number at top of sail.



## **BOAT SPECIFICATIONS**

<b>HULL</b>	No longer than 7" or shorter than 6 1/2"
<b>MAST</b>	6 1/2" from deck to top
<b>KEEL</b>	Supplied in kit-no alternations
<b>RUDDER</b>	Supplied in kit-no alternations
<b>SAIL</b>	No larger than material supplied in kit

## **MATERIAL FOR DOUBLE RACEWAY**

- 2 10 ft. lengths of 5" dia. half round gutter
- 4 End caps for gutter rivets or bolts to end.
- 2 Trough supports (1"X4"X36") cut so gutter will fit.
- 2 End braces (1"X4"X23")
- 2 Diagonal braces (1"X2"X72")
- 4 Legs (2"X2"X34")
- 1 1/2" # 10 flat-head woodscrews for all fastenings

This will make a frame to support two 10' lengths of rain gutter filled with 8 gallons of water. It can be assembled and disassembled.

**NOTE:** Trophies and medals are available at your local Scout distributor, along with the regatta kits.

# ORGANIZING THE PINEWOOD DERBY

The Pinewood Derby is probably the most universally popular and successful family project in Cub Scouting. Like all success stories, the Pinewood Derby requires planning and work by the pack committee and other parents but its value in fun and close family relationships has been proven over many years. A Pinewood Derby can be successfully as a District or Council activity, also.

Pinewood Derby cars are simply small models of specified dimensions, created and carved by boys, under the guidance of parents, and raced by the Cub Scouts. They are gravity powered and run down a regulation track.

The derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of each lane guides the cars.

## RACING COMMITTEE DECISIONS

1. Decide on location and date (*if not already set*)
2. Recruit Team Leaders
  - a. Inspection and registration team
  - b. Judging (*prefer people outside the pack, principal, policemen, firemen, etc.*)
  - c. Race operations team
3. Decide on judging categories and awards
4. Recruit person to order cars and awards
5. Recruit person to locate or build a race track to be used
6. Establish list of equipment needed
7. Finalize racing rules (*as per pack racing committee*)
8. Draw plan of race area and room arrangements
9. **DISTRIBUTE CARS WITH RULES FOR RACE**
10. Arrange for photos and publicity (*local newspaper*)



*Pinewood Covered Wagon Derby*

**HOLD PRELIMINARY INSPECTION OF CARS. MAKE OFFICIAL WEIGHING SCALES AVAILABLE.**  
**ONLY USE ONE SET OF SCALES TO WEIGH ALL CARS.** (*at least one week before race*)

Each pack sets their own rules for the race. This may be the only time that a parent gets involved with their child so encourage parent participation for your pack. **SET AND KEEP RULES SO RACE WILL BE FAIR FOR EVERYONE INVOLVED.**

## HOW ABOUT THEME CARS

Below are some suggestions for theme cars. Many packs use theme cars. This way more boys can receive recognition. This list of themes need to be handed out to the boys. At the same time the Scout receives his kit and set of rules.

BEST BY CUBS

BEST PAINT JOB

MOST UNUSUAL

BEST DETAIL

JUDGES AWARD

Judging of theme cars should be done by people outside of the pack. (*older Boy Scouts, School Principals, Law Officers, etc.*)

## CAR QUALIFICATION RULES

Most Packs encourage parent and Scout working together on their car. For some parents this may be the only time they take an active part in Scouting with their son. Scouts that are from a single parent family may need assistance. All Scouts need to have the opportunity to experience the thrill of racing. The rules for car qualifying and racing are established by each pack committee or race committee. Below are tested rules from many years experience running and racing Pinewood Derby Cars.

1. Car must have been made this year.
2. The width shall not exceed 2 3/4 inches.
3. The length shall not exceed 7 3/8 inches.
4. The bottom of car clearance must have a minimum of 3/8 inch above the track surface (*including the weights if on bottom*).
5. Wheel bearings, washers, and bushings are not to be used.
6. Added details must be with in length, width, and weight limits.
7. The car must be free wheeling with no starting devices.
8. No loose material of any kind is to be in or on the car.
9. Graphite may be used on car (*powered graphite only*).
10. Grand Prix Pinewood Derby Kit # 1622 was provided for your Scout. This kit may be modified in any way you wish (*sand, file, turn wheels etc., help available in BOYS LIFE MAGAZINE*).
11. No mags are allowed (*only official wheels please*).
12. **THE CAR'S WEIGHT SHALL NOT EXCEED FIVE (5) OUNCES.** (*Cars will be checked on official scales. All cars are to be weighed on same scales, the day of the race*).

**WEIGHT SHALL BE ADJUSTED TO BE WITHIN LIMIT. THIS IS THE RESPONSIBILITY OF THE PARENTS FOR THIS ADJUSTMENT.** Bring tools with you to do adjustments, super glue, drill, etc.

## **RACING OUTLINE**

This is only one method that is proven to keep track of who wins and advances toward the Pack Championship.

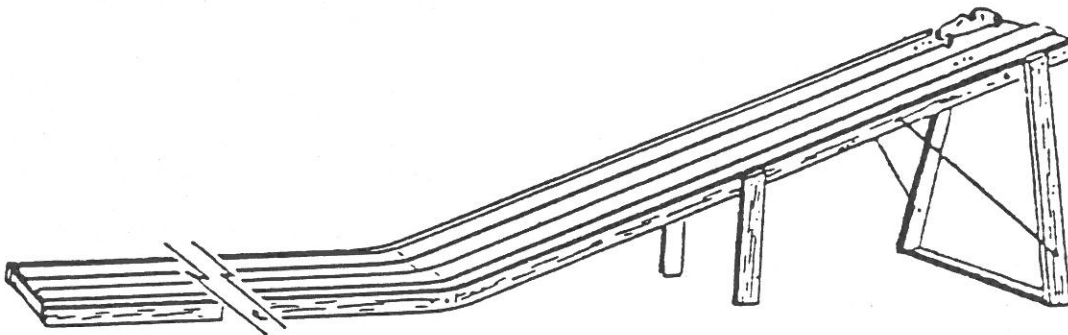
### **IF YOUR TRACK IS FOUR LANES OR MORE:**

1. Run three heat system giving points to each car as they finish. Total accumulated points will determine the order of winners.

FIRST PLACE	3 POINTS
SECOND PLACE	2 POINTS
THIRD PLACE	1 POINT

2. **EASY WAY TO KEEP RACE MOVING:** Use colored dot system, with first place one color, second place another color, third place another. This system will work well. For however many places your pack decides to have. Cars should run on a different lane each time. At the end of three heats all cars with dots are registered and winners are determined from total accumulated points. This system takes out track lane differences. Then all dots are removed to continue to next bracket race.
3. Graphiting is allowed only before registration (*and at specified times during the race*).
4. After registration and inspection the cars will be placed on the judging table and should not be picked up again.
5. Each race consist of THREE (3) HEAT RUNS.
6. When each race is announced, the "drivers" will report to the pit area, pick up their car, go to the starting line and place their car on the track.
7. The starter will assign lanes for each heat on a rotating basis.
8. **PLEASE!!! DO NOT PICK UP ANY ONE'S CAR OTHER THAN YOUR OWN AT ANY TIME.**
9. Judges will mark all winning cars as appropriate.
10. At the end of the THIRD HEAT the drivers will take their car to the registration table to be placed on the chart results.

**SUGGESTION:** For better competition have a pre-race one week before real race, to work out bugs in the cars. Scouts love it.



## **AWARDS STRUCTURE**

### **PACK CHAMPIONS**

1st Place  
2nd Place  
3rd Place

### **DEN CHAMPIONS**

1st Place  
2nd Place  
3rd Place

### **THEME CARS**

BEST BY CUB  
BEST PAINT JOB  
BEST DETAIL  
MOST UNUSUAL CAR  
JUDGES AWARDS

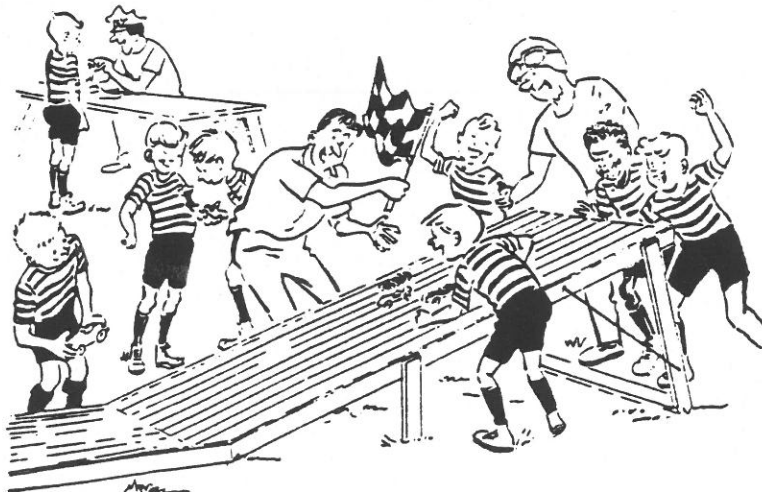
A good time to present trophies is at the BLUE AND GOLD BANQUET in February. This allows the trophies to be personalized for the winners.

## **CAR BUILDING TIPS**

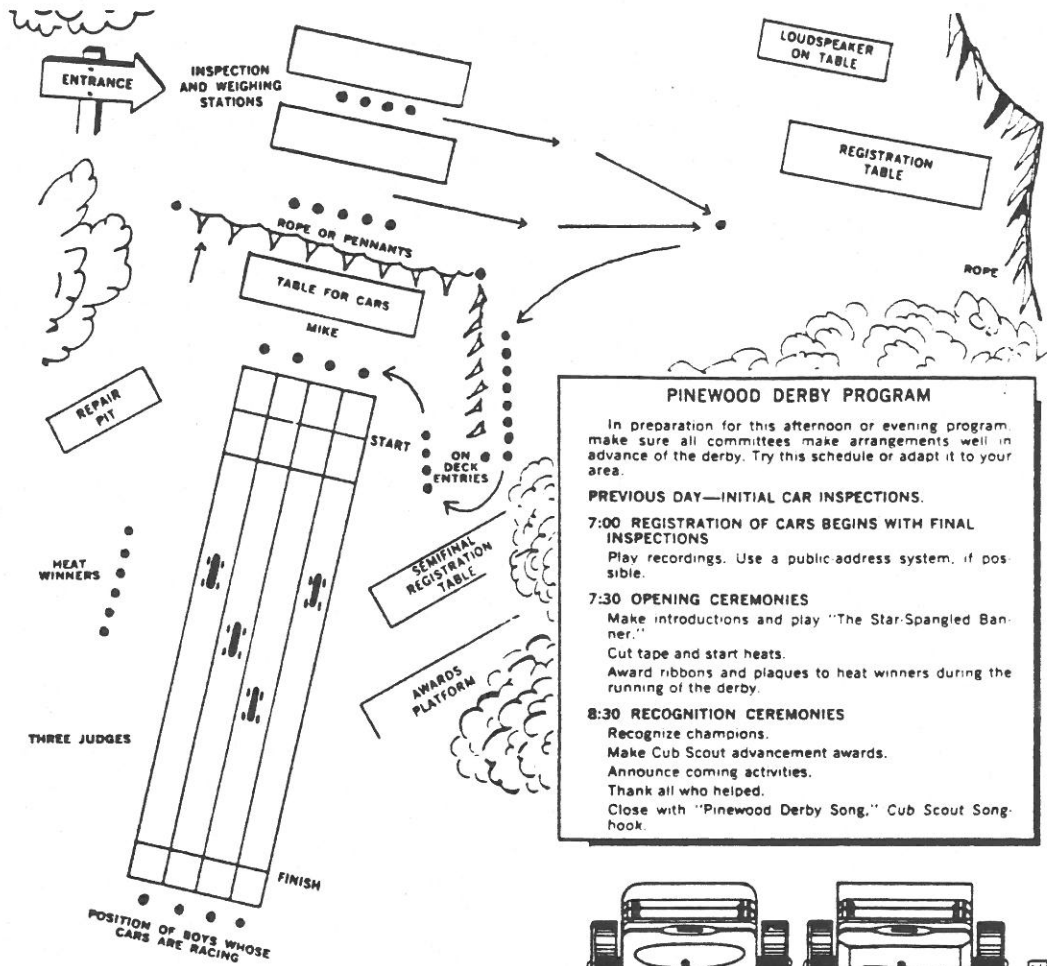
These building tips should be checked with your racing committee before using them.

1. Remove mold projections from wheels.
2. Sand wheels lightly; do not put anything inside of wheels when sanding.
3. Polish axles before putting into wheels.
4. Glue axles into car body very carefully.
5. Place weight over back wheels.
6. Three wheels go faster than four; leave clearance under one front wheel.
7. Long wheel base cars run straighter down track.
8. Use powdered graphite only. Work it into wheels and car body.
9. Have a smooth paint job.

**JUDGES DECISIONS ON THEME CARS AND PACK WINNERS ARE FINAL.**



# ROOM LAYOUT



**PINWOOD DERBY PROGRAM**

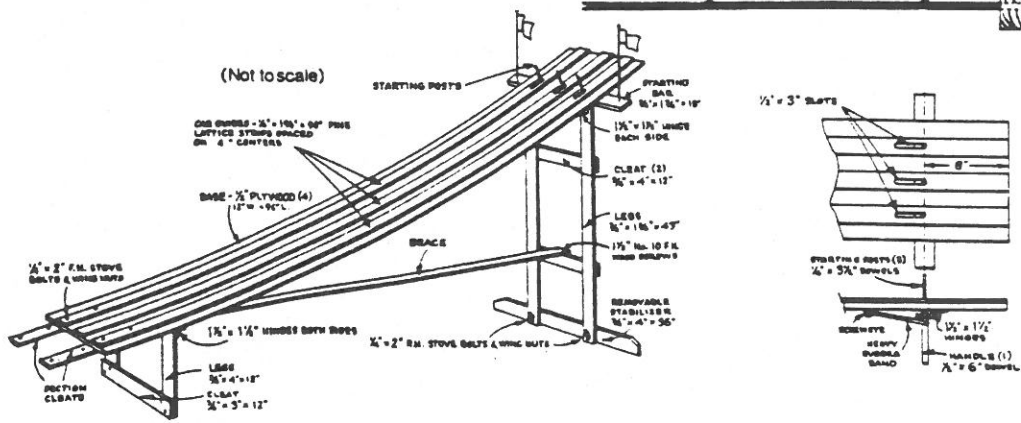
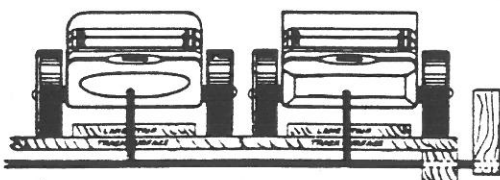
In preparation for this afternoon or evening program, make sure all committees make arrangements well in advance of the derby. Try this schedule or adapt it to your area.

**PREVIOUS DAY—INITIAL CAR INSPECTIONS.**

**7:00 REGISTRATION OF CARS BEGINS WITH FINAL INSPECTIONS**  
 Play recordings. Use a public address system, if possible.

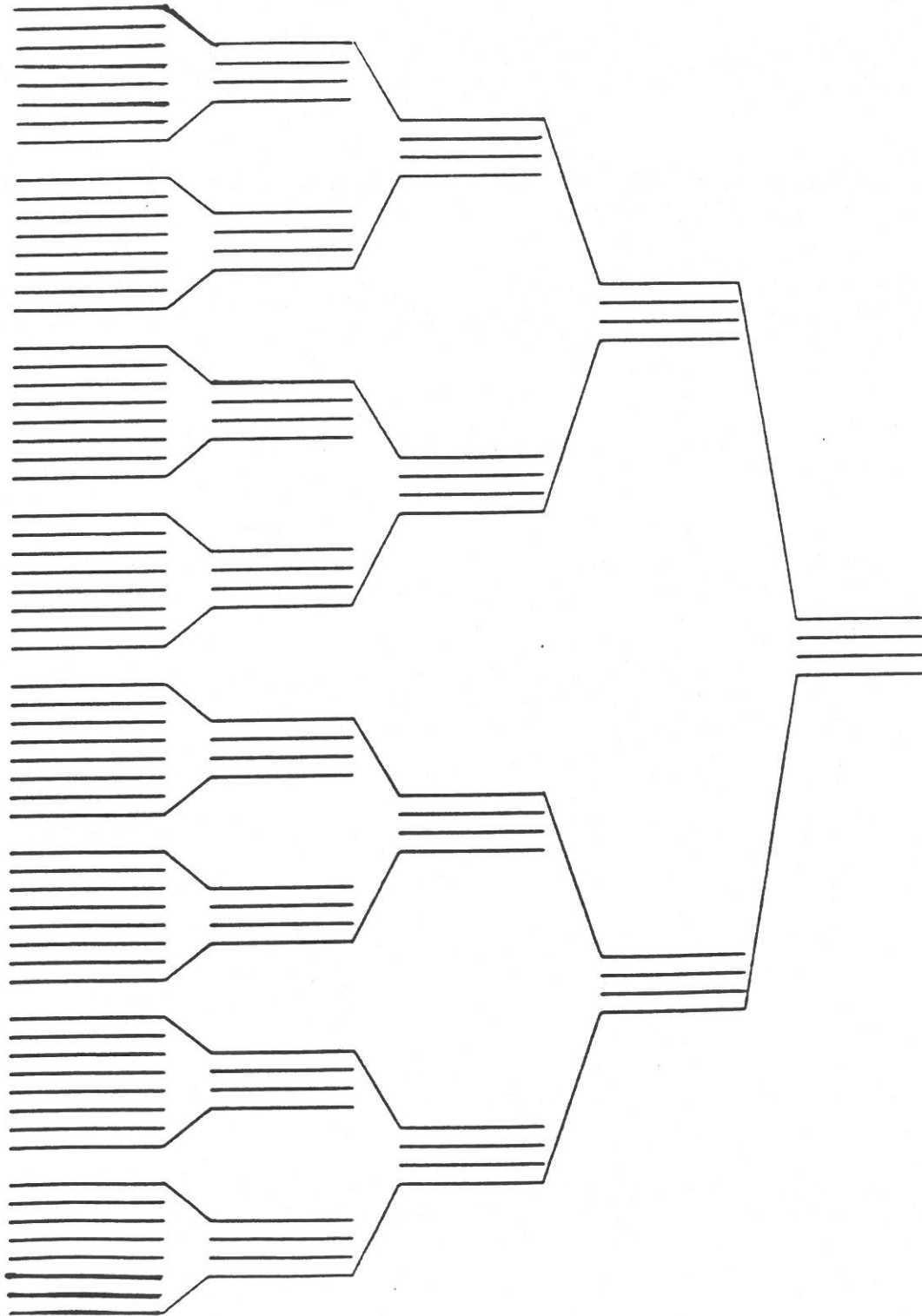
**7:30 OPENING CEREMONIES**  
 Make introductions and play "The Star Spangled Banner."  
 Cut tape and start heats.  
 Award ribbons and plaques to heat winners during the running of the derby.

**8:30 RECOGNITION CEREMONIES**  
 Recognize champions.  
 Make Cub Scout advancement awards.  
 Announce coming activities.  
 Thank all who helped.  
 Close with "Pinewood Derby Song," Cub Scout Song hook.





### **ELIMINATION BRACKET**



# CUB SCOUT SPORTS

In today's busy world often compels families to make many choices regarding how to best spend their valuable time. Often young boys are forced to select between organized sports and Scouting. It is for this reason that the Boy Scouts of America introduced the CUB SCOUT SPORTS PROGRAM. Boys don't join scouting to have their character improved . . . or for personal fitness . . . or for citizenship training. They join to have fun!!! And they will have fun in the Cub Scout Sports Program!

The Cub Scout may participate in the sports program in his unit, in his community or by himself. Cub Scouting emphasizes participation of the family by involving an adult teammate. Throughout the Cub Scout years the Cub is encouraged to learn and practice good sportsmanship and do always DO HIS BEST.

Packs are encouraged to get involved in the sports program and try two sports a year—perhaps one team sport and one individual sport. When done correctly, this program supplements the existing Cub program. In four years a boy could be exposed to eight different sports.

You are probably asking yourself "What kinds of sports are included in the Cub Scout Sports Program?" Well, I'm glad you asked. There are currently 20 different sports being offered by the Boy Scout of America.

ARCHERY

BADMINTON

BASEBALL

BASKETBALL

BICYCLING

BOWLING

GOLF

MARBLES

PHYSICAL FITNESS

SKATING

SKIING

SOCCER

SOFTBALL

SWIMMING

TABLE TENNIS

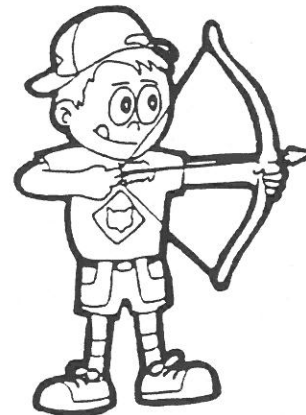
TENNIS

ULTIMATE\*

VOLLEYBALL

FISHING

GYMNASTICS



\*ULTIMATE refers to play with frisbees. Since frisbee is a registered trademark, the sport is referred to as "ULTIMATE" in the Cub Scout Sports Program.

You, the Cub Scout Leader will find Cub Scout Sports an exciting supplement to the existing Cub Scout Program. So that the boys will get the greatest benefit from Cub Scout Program, and so that you may use it in the easiest and most productive manner, it is important that you know more than how to hit a volleyball, or set up a tournament chart, or send out a flyer. You should know the the basic concepts of the Cub Scout Sports Program.

## **CONCEPTS**

Here are the main concepts of the Cub Scout Sports activities:

Cub Scout Sports supplements the existing program for Cub Scout and Webelos Scouts, but does not replace it. Cub Scout Sports is one part of Cub Scouting, as are Wolf, Bear and Webelos activities, den and pack meetings, field trips, etc.

Emphasis is on introduction to a sport, on taking part in it, and on "doing your best"; Cub Scout Sports does not emphasize winning. There is emphasis on sportsmanship, which is the athlete's word for standards of conduct.

There is an opportunity for every boy registered in Cub Scout or Webelos Scouts to participate and be recognized for that participation. The Scout will be recognized, with the appropriate recognition item, for participating in his unit (den or pack) or in his community or as a lone Scout.

There are summer sports and winter sports, indoor and outdoor, active and less active sports, and team and individual sports.

A den or pack may decide to participate in two sports per year, thus the Scout will be introduced to several sports during his tenure in the Cub Scout program.

There is encouragement and recognition for adult participation, a parent if at all possible.

Cub Scout Sports is flexible, simple to manage and operate.

## **SPORTS AND THE PURPOSES OF CUB SCOUTING**

If you have taken the Cub Scout Leader Basic Training you realize that there are nine Purposes of Cub Scouting (see page 1 of Leadership Development Section). As leaders you should know that the Cub Scout Sports Program relates directly to six of those nine purposes:

Encourages good sportsmanship and pride in growing strong in mind and body.

Improves understanding in the family.

Strengthens the ability to get along with other boys and respect other people.

Fosters a sense of personal achievement by developing new skills and interests

Shows how to be helpful and do one's best.

Provides fun and exciting new things to do.

## **HOW TO SET UP A SPORTS PROGRAM**

The first stop would be to select a sports chairman to oversee the program. Then they would select a sport that would be of interest to your group. Consider the interest of the pack members and determine what sports could be programmed for the year.

Establish a schedule for the pack activities. Identify playing area, equipment availability, safety rules, recognition, budget, leadership resources and parent involvement. Don't overlook FUN for the boys and family. Begin promotion.

Use Cub Scout SPORTS LEADER GUIDE NO 2152. Also, individual sports manuals are available for each sport. These manuals can be found at the Scout Service Center. These books have rules, fitness programs and teaching aides to enable the boy to enjoy the sport.

On all competition the rules must be known before the practice begins. **SET THE RULES AND KEEP THEM.** Put the rules for your sports on paper and see that every participant has a copy of the rules. Assume that no one knows the rules.

If you are playing by simplified rules or rules that are not considered the "standard" rules, be sure that this is explained. Play and practice by the rules you have set. It is unfair to change your rules once the competition has started.

Your judges (umpires or referees) must also be aware of the rules you are playing by. This will help ensure that everyone is playing by the same rules.

## **WHO RUNS THE SCOUT SPORTS PROGRAM**

Although the Cubmaster does not run the Sports program he should give supervision to the program to make sure the program is conducted in accordance with the BSA policy. The same would hold true with the Den Leaders. This is where parent involvement becomes important. Parents, grandparents, high school coaches, physical education teachers and community sports program volunteers are all good resources for team coaches. **CHOOSE YOUR COACHES CAREFULLY.** They will have a big impact on the Cubs and their future enjoyment of sports.

## **QUALIFICATIONS FOR COACHES**

1. They should be familiar with and like working with young boys.
2. They should know the rules, strategies and skills of the game.
3. They should know how to teach enjoyment of the sport.
4. They should be able to spot problems and correct them.
5. They should know when not to play a boy who is ill or injured.
6. They must be able to keep his ego and his temper under control.
7. They must be able to keep open communications with players and parents.



## **YOUNG ATHLETES BILL OF RIGHTS**

Cub Scout Athletics are all protected by a Bill of Rights. This has been prepared by physical education experts and should be an integral part of your pack program.

The ten points of this Bill of Rights are listed below:

Each Cub has:

1. The right to participate in sports
2. The right to participate at his own ability level.
3. The right to qualified adult leadership.
4. The right to a safe and healthy environment.
5. The right to share in leadership and decision-making.
6. The right to play as a child, not as an adult.
7. The right to proper preparation.
8. The right to equal opportunity to strive for success.
9. The right to be treated with dignity.
10. The right to have fun.



The young Athletes Bill of Rights was created to ensure that all Cub Scout athletes would have a positive experience while learning new skills and doing their best in some of our nation's favorite sports activities. For more information you may want to refer to the Cub Scout SPORTS LEADERS GUIDE.

## **EXPENSE OF THE SPORTS PROGRAM**

This is a concern for all units. For example, the pack wants to play volleyball but it doesn't have any equipment. Consider your parents, your sponsoring organization, friends, neighbors, school or your church. **USE YOUR RESOURCES!**

Another way is to charge a nominal fee to participate. If this program is successful, you will need to pay particular attention to your fees. You do not want to keep any boy from participating because you have set the fee too high.

If the program is over a series of weeks, consider running a concession stand (drinks, cookies, food items). This can be successful but does require planning and willing workers to make it go.

Your pack could also include the cost of sports awards in their annual budget.

## **USE AS A RECRUITING TOOL**

Boys will find the sports program of interest. Many boys are playing soccer or baseball, but how many get a chance to learn about marbles, golf, or table tennis. The fact that there are organized sports clubs in your area should not keep you from trying a sports program for your pack.

Explain to the parents that the Cub Scout Sports Program is just one of the many programs offered to the registered Cub Scouts. This may encourage boys to take a part in the Scouting program if they know they can earn awards for sports activities.

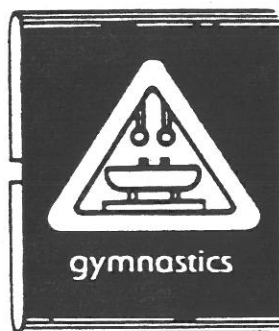
## **SAFETY FIRST**

Cubs will appreciate and parents will insist on a safe and healthy environment in which play will take place. The following are some tips that will help you to keep accidents and injuries to a minimum.

1. Check out in advance the condition of the playing field, facilities and equipment.
2. Consider the effects of weather and terrain on your players.
3. Be sure that there is plenty of adult supervision and that the adults know what their responsibilities are.
4. Provide all necessary protective equipment, such as helmets, shin guards, knee pads, etc.
5. Teach the proper use of all equipment and the dangers of swinging bats, flying balls and improper technique.
6. Designate safety areas for observers. For example--behind the backstop, in the bleachers, etc.
7. Proper exercise and conditioning will help prevent injuries of any kind.
8. Make sure any injuries have completely healed before a boy starts strenuous play again. This will help prevent re-injuries, especially muscle pulls and ankle sprains,.

## **AWARDS**

There are three levels of awards and recognition in the Cub Scout Sports Program. BELT LOOPS, SPORTS PINS, and SPORTS LETTER.



A belt loop is awarded to any Cub who participates in the sport of his choice either in a pack tournament or in a program in his community. This is the first level of award and is presented for participation. The belt loops are designed to be worn on the Official Cub Scout uniform belt only.

To receive the belt loop the boy should have some knowledge of the things in the individual sports booklets--sportsmanship, history of the sport, the equipment, rules, safety, and should use the physical techniques of the sport. He may use the techniques in a den or pack tournament, in practice or by any other reasonable means.

As a leader, you should be familiar with the sport being used in your unit, so that you will be able to ensure that each boy has a proper introduction of the sport; all information you need is in each of the special booklets prepared for the Cub Scout Sports activities. If the boy is participating away from your unit (in the community or as a lone Cub Scout or Webelos Scout), be sure that the adult working with him is knowledgeable of what is expected of the boy.

The three concepts which should be kept in mind when deciding when a boy should receive his belt loop are that there is an emphasis on (1) introduction to the sport and (2) taking part in the physical activity and (3) on doing his best.



## **SPORTS PIN**

A boy can also earn a Sports Pin by accumulating points for exercise and practice in his sport. He is awarded one point for every 30 minutes he spends in practice or conditioning with a daily limit of 5 possible points. If he earns 60 points in a three month period, he can then be presented a Sports Pin imprinted with the symbol of his sport. Just think "30-60-90" . . . 30 minutes per point, 60 points to earn the Sports pin, and 90 days to earn it.

## **SPORTS LETTER**

In order for a Cub Scout to earn a Sports Letter he must involve an adult teammate. The teammate must also earn a Sports Pin in a sport of his choice. To do this, the adult, however is awarded one point for every 30 minutes of exercise or practice.



The sport in which the adult participates does not have to be the same in which the Cub is working. For example, the Cub Scout may be playing basketball in a community sports program, but his adult teammate may be earning points while participating in a bowling league. The Cub could learn a physical fitness pin then in basketball and his adult partner could earn a pin for bowling.

For both the Cub and his adult partner, no more than five points may be tallied in one day. This means the boy would get credit only for 1 hour and 15 minutes of exercise in a single day and an adult would get credit for only 2 hours and 30 minutes of conditioning in a single day.

If the Cub Scout earns his participation belt loop and a physical fitness pin, and his adult teammate also earns a physical fitness pin, then the boy can be presented his Cub Scout Letter. The Sports Pin should be worn on civilian clothes. The letters can be worn on the Scout's brag vest or on his warm-up jacket. In this way he could interest other boys in the Cub Scout Sports Program and perhaps be a recruiter for new Cub Scouts.

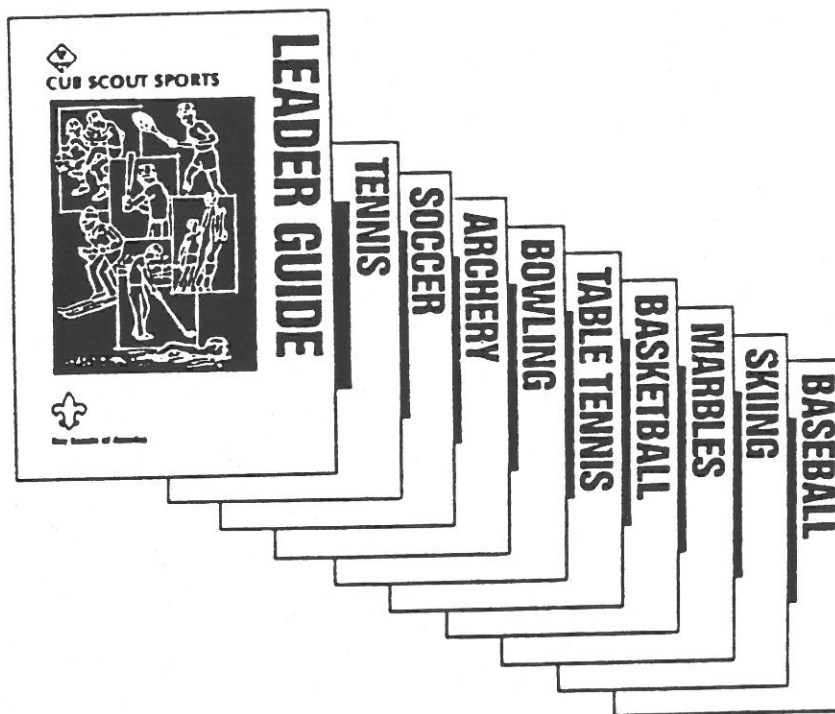
There is no limit to the number of Cub Scout Sports Letters a boy can earn. Every time he earns a belt loop and Sports Pin and his adult partner also earns a Sports Pin, he can be awarded a sports letter.



Any pack sponsoring a Cub Scout Sports program can present to the boys who participate in the program a special Cub Scout Sports Patch. This is designed as a temporary patch, and as such, is regulated by the policies regarding patch wear.

## **RESOURCES**

For more information on setting up the Cub Scout Sports Program in your pack, the Cub Scout SPORTS LEADER GUIDE, a Boy Scouts of America publication available from the council office, offers greater detail on many of the things discussed here. There are also individual books on each of the 20 sports offered through the program. These books have the rules of the games, how to score, strategies and courtesies, and many include specific exercises and drills to help in preparing for the sport.



# **SHAPING TOMORROW THROUGH FITNESS TODAY**



# SCOUT-O-RAMA

**S**cout-O-Rama is a fun-filled day that boys and girls of all ages enjoy. It's a "show and do" event for all levels of the Boy Scouts of America, from Tiger Cubs to Explorers. All of the Scouts get together under one roof for entertainment, fellowship and strutting their stuff. There is usually over 250 Scouting-In Action exhibits covering 320,000 square feet. There are over 15,000 Scouts and their leaders participating in the show; with an average attendance of 15,000 to 20,000 visitors.

## PURPOSES OF SCOUT-O-RAMA

1. An opportunity for Scouts to show off their skills and interests to other Scouts and the community.
2. Encourages the boys to Do Their Best, while planning, developing and presenting the booth.
3. An excellent fund-raiser which benefits the boy through prizes, and the unit through cash commissions from ticket sales.
4. An excellent opportunity for the community to show its support to Scouting, with purchase of Scout-O-Rama tickets and attendance.

## IMPORTANT POINTS OF A SCOUT-O-RAMA BOOTH

- The booth should demonstrate or display a Cub Scout skill of special interest, which the Cub Scouts of that pack enjoy.
- The booth should be designed, built and operated by Cub Scouts, with the assistance of leaders and parents.
- The booth should be properly identified with pack and den numbers, chartered partners, city and name of booth.

## PLANNING YOUR BOOTH

The Scout-O-Rama booth planning should begin months in advance. First, choose the theme, and tell the Cubmaster. Then see what ideas the boys have. The more input the boys have, the more they'll enjoy it, and the better job they'll do. Discuss the booth at a den parents meeting. Use their help and expertise in securing supplies and equipment, and in putting the booth together.

You may use several den meeting to prepare the booth. But, remember! **KISMIF!! KEEP IT SIMPLE, MAKE IT FUN.** If it gets too complicated, or too involved, the boys will be bored with it. Let the boys make crafts, signs, costumes, etc., whenever practical, (with leaders' assistance, of course). The boys should be able to explain the booth at Scout-O-Rama, so have them rehearse in den meetings. Let them practice their craft, demonstration, skit, or get used to their costume or equipment. Keep your eye open for advancement which they can earn while working on the booth. (The boys will probably tell you).

It is not unusual for the Den leaders to be at a loss for an idea for the Scout-O-Rama booth. An excellent place to find an idea is the monthly themes. Using a few of the monthly themes we have put together for you a sample of ideas:

## **FIESTA**

For the Scout-O-Rama booth, you could use a back drop of balloons, or brightly colored cloth and party favors, (confetti, hats, masks, pictures, beads, ect.) Have one table set up for face painting, and another table set up for making party masks, or hats. Have a large supply of pre-cut masks, cut from bright colored posterboard. Other supplies for making the masks might include:

paint	colors	markers	colored construction paper
sequins	ribbons and feathers	curling ribbon	glue and tape
glitter	hole puncher	stapler	string
elastic	scissors	dowel rods	

Encourage the children to be creative and come up with their own design. The dowel sticks can be attached to the mask, so the child can carry the mask and hold it up to his face.

## **HIGH COUNTRY, U.S.A.**

This booth will have a large backdrop of a mountain. On this mountain, paint marks at equal intervals, indicating 1,000 feet up the mountain.

In front of the center of the mountain, set up a "ring the bell" game, so that the visitors to the booth can test their strength, and see how far they can "climb up the mountain".

The boys may also have a display of a rock collection, or chart showing the different layers of formation in a mountain (soil, rock, clay, coal, slate, etc.)

To make the booth more fun, the boys may keep a list of record holders for the ring the bell game. They may also conduct a contest to see how many of the rocks the Cub Scouts can correctly identify.

The Scouts could also pan for gold. Have a small swimming pool filled with rocks. Each child can pick out one rock, take it to a table and paint with gold paint and write his name on it.

## **BACKYARD FUN**

The BACKYARD FUN suggests a variety of ideas, including nature and environment.

To pursue the environment idea, the boys could set up a Scout-O-Rama booth demonstrating the "tornado in a bottle". The boys should be able to explain that this demonstrates the way impure particles are picked up in the air, and are transmitted in the moisture, forms clouds and how the impurities are later rained back down onto earth. The result: pollution.

Take a soft drink bottle (16 ounce size with re-closable cap). Put fresh water almost full into the bottle. Put a few drops of liquid dish washing into the water, along with a sprinkle of ground black pepper. Put on the lid tightly, and shake the bottle clockwise (not up and down). This should be a brisk shake. You should see a tornado in the bottle. These pepper granules represent the pollution in our air.

The theme also is an excellent time to conduct a service project for the community. It might be cleaning up the local park, or other area that needs cleaning. Take pictures before and after the cleaning. At Scout-O-Rama display these pictures, both before and during and after the cleaning, showing how the Cub Scouts have helped their neighborhood.

# BLUE AND GOLD BANQUET

On February 8, 1910, Boy Scouts of America was founded by William D. Boyce based on the program started in England by Robert Stephenson Smyth Baden-Powell. By 1930, 20 years after the BSA's birth there were 650,000 Boy Scouts in our country. That year they were joined by their younger brothers in the Cub Scouting program.



Each February, Cub Scouts celebrate its birthday at Blue and Gold Banquets across the nation. These are family affairs, usually held on the regular pack meeting night. 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 relationship.

Songs, games and ceremonies pertaining to Blue and Gold are found in their own section of this book. The following information should be helpful in planning a Blue and Gold Banquet.

## PLANNING THE BANQUET

To be successful, the banquet must be planned well in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities. Try to involve as many parents as possible. Ask for help from each den. Try to avoid involving the Den Leaders with any additional responsibilities—they will be busy working with their Dens.

## BANQUET COMMITTEE RESPONSIBILITIES

1. SET THE DATE AND TIME OF BANQUET IF THIS DATE HAS NOT ALREADY BEEN PREDETERMINED. MOST PACKS HOLD THE BANQUET ON THE REGULAR PACK MEETING DATE.
2. DECIDE ON A MEAL SERVING PLAN.
  - a. Pot luck. Each family brings a dish to share with the whole pack or with the den group. Families furnish their own plates, cups, utensils and serving dishes. Food is pooled and served buffet style.
  - b. Food committee. If the pack has sufficient funds, they may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins, and ask pack families to bring salads, vegetables and desserts. Some Packs pro-rate the cost among those who attend. Some food committees purchase all food and the food committee prepare the entire dinner.
  - c. Catered. Either have a caterer bring in the food already prepared or the pack can go to a restaurant or cafeteria for dinner. In these cases, the food is prepared so there is nothing to do but decorate the rooms and tables.

3. SECURE AN ADEQUATE FACILITY AT LEAST 6 WEEKS IN ADVANCE. THE SPACE NEEDED WILL BE DETERMINED BY THE SERVING ARRANGEMENTS AND THE TYPE OF EXHIBITS USED.
  - a. Type of facility:
    1. School cafeteria
    2. Church meeting room
    3. Civic center, town hall
    4. Restaurants
  - b. Check on rental fee, if any. This may determine which facility is used.
  - c. Check seating capacity and number of tables available.
  - d. Inquire about kitchen availability, if needed
  - e. Confirm reservations at least a month in advance

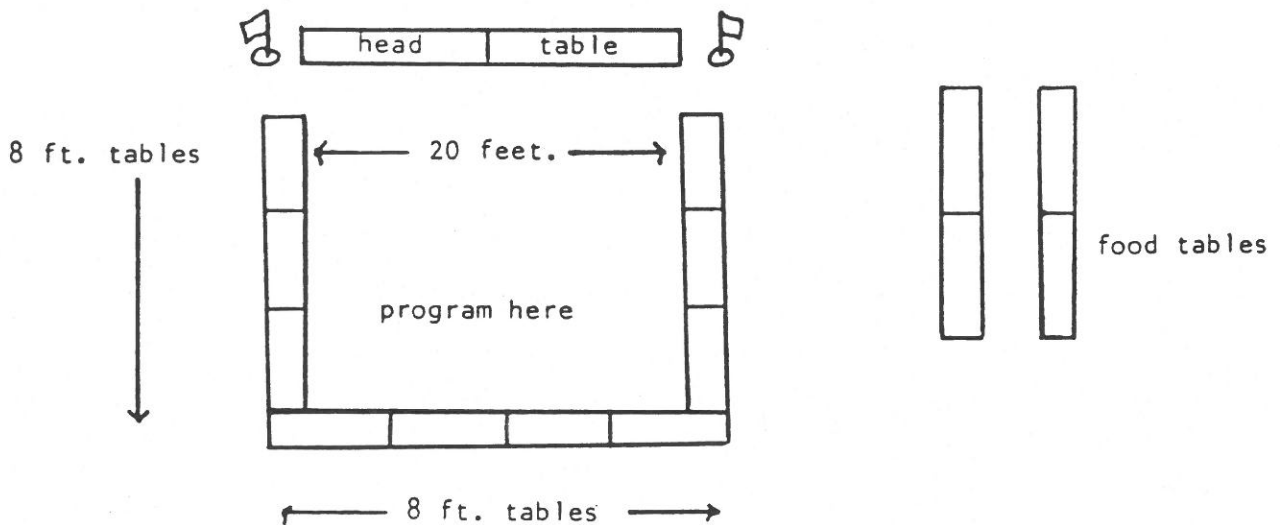
Use the members of the banquet committee as chairmen of the following sub committees to plan the details of the banquet. Depending on the size of the banquet, some of the subcommittees' responsibilities may be combined.

### **PROGRAM SUBCOMMITTEE RESPONSIBILITIES**

1. Cubmaster should be a member of this committee.
2. Select a theme for banquet.
3. Select a master of ceremonies.
4. Working with Cubmaster, plan format of program and recruit a person to handle each item on the agenda.
5. In cooperation with Den Leaders Coach and Den Leaders, plan the general room decoration and head table decoration.
6. Decide on placement of room displays and exhibits.
7. Prepare a printed program for handout.
8. Arrange for props for ceremonies and skits. Work with advancement chairman on props.
9. Send written invitations to special guests.
10. Select a welcoming committee to greet people as they arrive (preferably a group of Cub Scouts in uniform).
11. Send thank you notes afterwards.

## **PHYSICAL ARRANGEMENTS SUBCOMMITTEE RESPONSIBILITIES**

1. DEVELOP A SEATING PLAN SO THAT DEN FAMILIES CAN SIT TOGETHER.
  - a. Head table?
  - b. Arrangements of tables (*determined by size and shape of room*)
    1. Square
    2. U-Shaped
    3. Parallel
    4. Fan shaped
  - c. Be sure everyone will be able to see and hear.
2. MAKE ARRANGEMENTS TO GET INTO THE BUILDING EARLY ON THE DAY OF THE BANQUET TO SET UP TABLES.
3. INFORM DENS WHAT TIME THEY MAY ARRIVE TO DECORATE. BE SURE TO ALLOW ENOUGH TIME FOR PEOPLE TO GO HOME AND DRESS FOR THE BANQUET.
4. CHECK ON RESTROOM AND COATROOM FACILITIES.
5. CHECK ON NEED TO WORK WITH CUSTODIAN.
6. BE SURE THERE IS ADEQUATE PARKING SPACE.
7. ARRANGE FOR ADULT CLEAN-UP COMMITTEE. HAVE TRASH BAGS AVAILABLE.



## **FOOD SUBCOMMITTEE RESPONSIBILITIES**

### **1. POT LUCK PLAN**

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

### **2. FOOD COMMITTEE PLAN**

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

### **3. CATERED PLAN**

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

### **4. PLAN TO HAVE A CAKE OR CUPCAKES. THIS IS A BIRTHDAY PARTY. CONSIDER HAVING A ADULT-SON CAKE BAKE. (See Cub Scout How To Do Book for rules)**

5. DETERMINE SERVING TIME AND NEEDS
  - a. Plan two serving lines if more than 150 people are served.
  - b. Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks as needed.
6. WORK WITH PROGRAM SUBCOMMITTEE IN ADHERING TO TIME SCHEDULE FOR SERVING, EATING, ETC.

## INVITATIONS

All pack and Tiger Cub families should be informed of date, time, place and cost. Each den can make their own invitations for their parents. Be sure all information is given to den regarding type of banquet, whether pot luck or to bring own tableware, etc.

If special guests are invited to this dinner, include them in the head count and pay for their meal, or if pot luck have every den bring enough extra to cover the guests. If there is a head table, guests will be seated there. If not, place the guests with each of the dens. A special guest list could include the District Executive, Unit Commissioner, Chartered Organization Representative, former Cubmaster, School Principal, local Newspaper Editor and respective spouses. The list could be endless, but hold the guest list down according to the pack capabilities. Invitations should be mailed or hand delivered at least a month in advance to give the guests time to make a commitment.

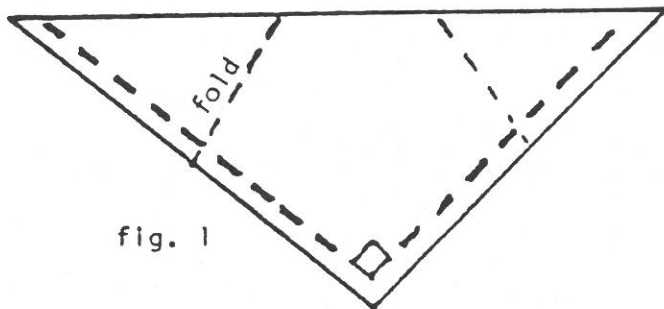


fig. 1

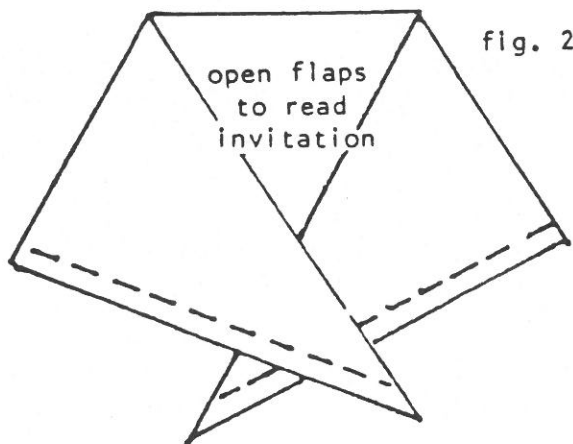


fig. 2

## NECKERCHIEF INVITATION

Material:

- Yellow construction paper
- Pens or fine line markers
- Cut paper as shown in fig. 1

Write the information such as:

TIME:  
PLACE:  
DATE:

Fold the invitation as shown in illustration 2 and draw lines on bottom as shown. A smaller version of the invitation will make a nice napkin ring.

## **THE BANQUET PROGRAM**

In planning the banquet program, remember that it must appeal to boys as well as adults. There is no set rule to follow for a Blue and Gold Banquet program. It can be like a regular pack meeting with songs, skits, stunts, awards or something different and special, such as a magician, puppet show, group of singers or someone special or famous. Some packs use a short slide presentation on Scouting in general or slides of specific pack activities from the past year.

Avoid using a speaker. This might appeal to adults, but the boys will not enjoy it. Many packs prefer to use entertainment from within their own group. As a change of pace from the ordinary, the leaders in the pack could do songs, stunts or skits. The boys like to see the adults act silly.

Remember to include an advancement awards ceremony, at your Blue and Gold Banquet.

### **The following is a suggested agenda for the Banquet program:**

- . Opening Ceremony
- . Invocation
- . Dinner
- . Songs (*Use song leader and song sheets so all will join in*)
- . Welcome and introduction of special guests
- . Greeting from head Scouting Organization
- . Bobcat induction ceremony
- . Den skits and stunts
- . Webelos demonstration
- . Advancement awards ceremony
- . Recognition of leaders
- . Announcements and thanks
- . Closing Ceremony

This agenda may be adjusted to fit the pack's particular needs. If having something different and special, for example, a puppet show, magician, etc., you would not want to have each den perform. Try to limit the total program time to no more than 1 1/2 hours.

Keep the program moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.



**BANQUET PROGRAM COVERS**

**PACK 86**



**BLUE AND GOLD  
BANQUET**


**Pack 312**



**BLUE and GOLD  
BANQUET**

February 26, 1985


**BLUE AND GOLD  
BANQUET**



**Pack 6**  
Boy Scouts of America  
**1910-1985**

**PACK 54**

**BLUE AND GOLD BANQUET**



February 26, 1985  
**PARKVIEW GRADE SCHOOL**

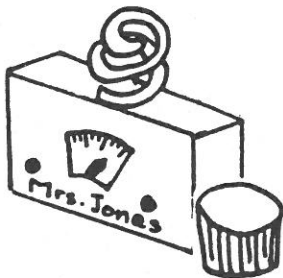
## ITEMS WHICH BOYS MIGHT MAKE IN DEN MEETINGS

Making the decorations is the most exciting part of the Blue and Gold Banquet for the Den Leaders and boys. The decorations should be simple and easily made by the boys. Make good use of inexpensive items and scrap materials. Use the banquet theme as a guideline for decorations.

There should be coordination between the Den Leaders, Den Leader Coach and the Blue and Gold committee, so that the same decorations are being made. All dens should be making place mats, place cards, nutcups, napkin rings, etc. A little advance planning will make everyone happy.

- |                 |                                    |                         |
|-----------------|------------------------------------|-------------------------|
| a. Centerpieces | d. Nutcups                         | g. Place Mats           |
| b. Place cards  | e. Napkins rings                   | h. Corsages for mothers |
| c. Boutonnieres | f. Favors for brothers and sisters |                         |

Remember that Cub Scouts won't want to spend several den meetings cutting and pasting. Enlist the help of your den parents in making part of the decorations.



## NAME CARD AND NUT CUP

**TIME MACHINE:** For the time machine, use a pudding or gelatin box. Fill it with candy and cover it with plain paper. With a felt marker, draw on knobs and a dial. Label it with name.

Cut a 3" circle of colored paper into a spiral, 1/4" wide. Glue the large end of the spiral to the top of the machine, spreading the spiral so it stands up. Add a nut cup to the side.

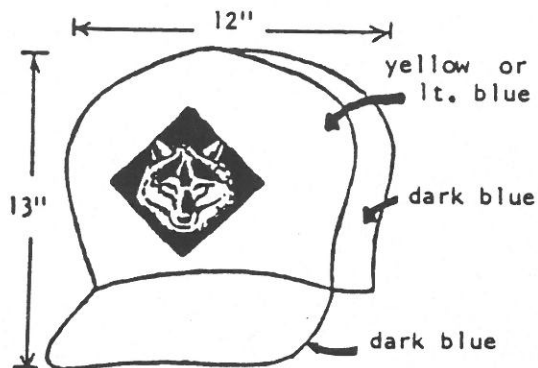
## MIRROR CENTERPIECE

### Materials:

- Blue fabric softener bottle
- Hand mirror
- Glue
- Salt Box
- Yarn
- Tape
- Crepe Paper
- Felt
- Cub Scout hat



Anyone looking at this centerpiece will see his own face reflected. Use a blue fabric softener bottle and a hand mirror. Glue half a salt box to back of mirror and cover with yarn hair. Insert mirror handle into bottle opening and secure with tape. Cut the neckerchief from crepe paper, the ears from felt and use a real Cub Scout hat.

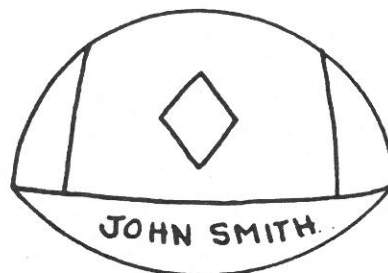


### HAT PLACEMAT

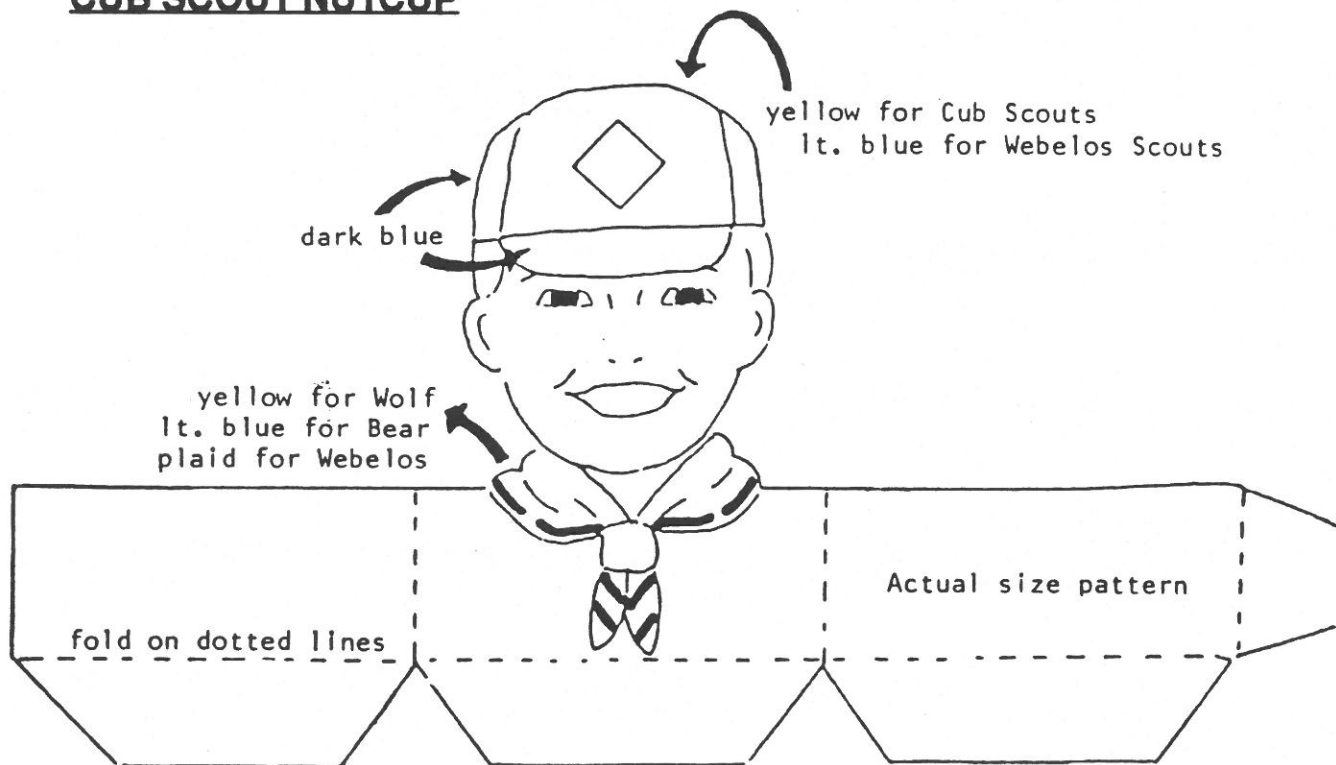
Enlarge pattern. Cut from dark blue construction paper. Glue on additional front section of yellow or light blue. Add emblem for Cub Scout or Webelos.

### HAT NAME CARD

Use styrofoam ball cut in half, glued to posterboard base cut to fit with extension to form bill. Paint with blue and gold poster paint. Paint name on cap bill with yellow.



### CUB SCOUT NUTCUP



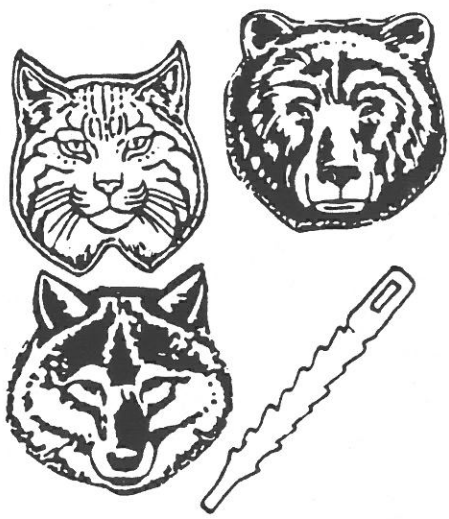
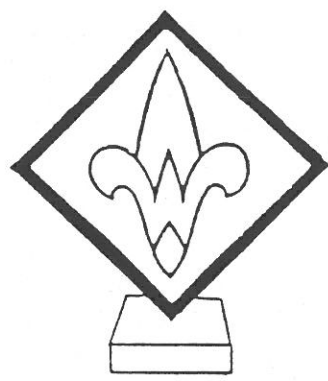
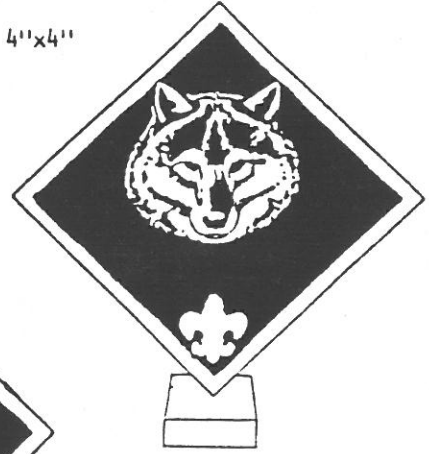
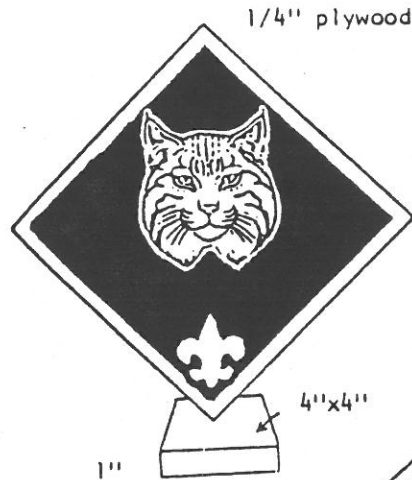
Using pattern shown, trace onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a three-sided nutcup. Glue all edges together.

## INSIGNIA CENTERPIECES

**Materials:**

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

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



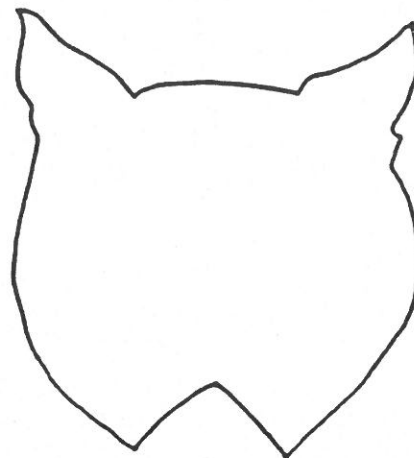
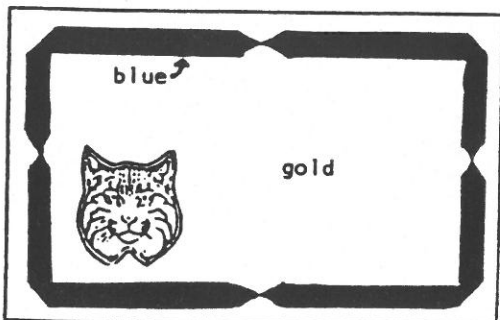
## INSIGNIA NAPKIN RING

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

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

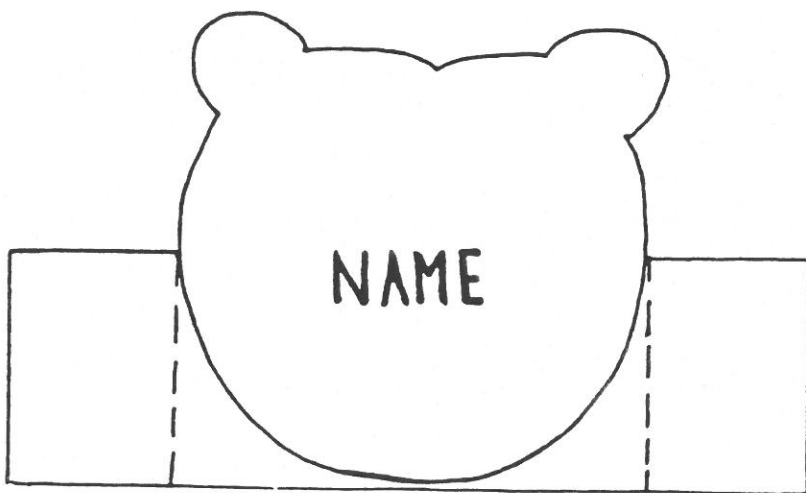
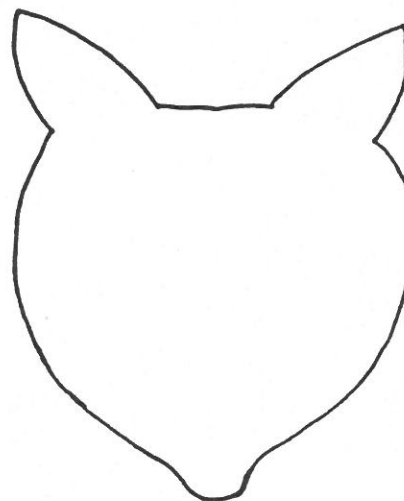
Make the Cub Scout sign, or a rank emblem for each Cub Scout.

### INSIGNIA PLACE MAT



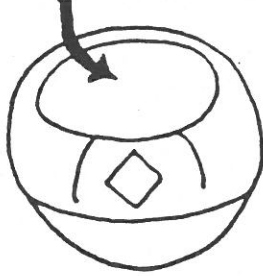
### INSIGNIA PLACE CARDS

Cut patterns from construction paper, fold flaps back. Write name across the front of the animal shape.



**FULL SIZE PATTERN**

insert nutcup



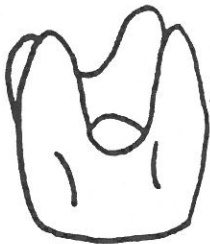
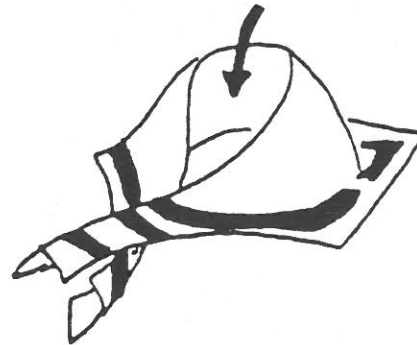
**HAT NUT CUPS**

Make hat from half of a 2" styrofoam ball. Glue on cardboard brim. Paint ball. Glue on cardboard brim. Paint blue. Scoop out top of styrofoam ball so a regular nut cup can be put inside.

**NECKERCHIEF NUT CUP**

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

insert nutcup

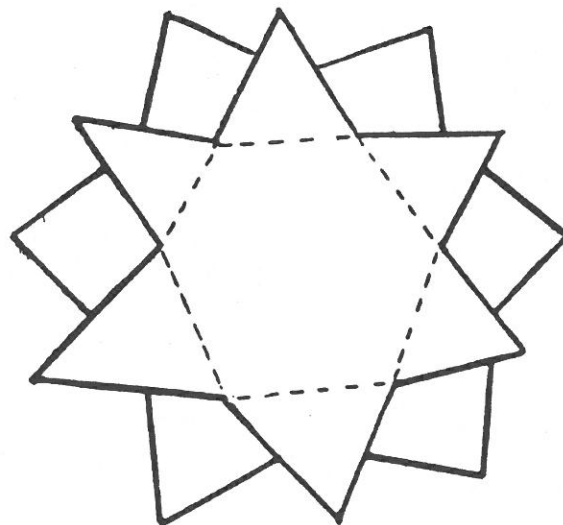


**EGG NUT CUP**

Use a colored egg cup with pointed petals on each side for the nutcup. If colored cartons are not available. Paint the outside of the cup the desired color and leave the inside unpainted.

**STAR NUT CUP**

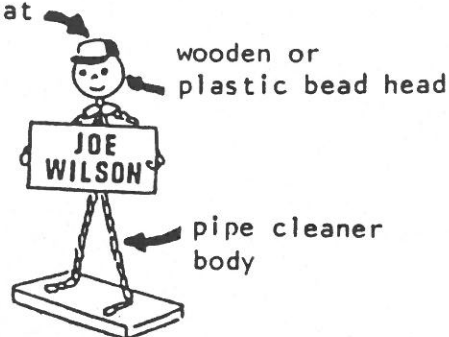
Cut bottom star from blue construction paper. Cut top star from gold construction paper. Glue together as shown. Fold up on dotted line.



## PLACE CARD

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

construction  
paper hat



## NECKERCHIEF PLACE CARD

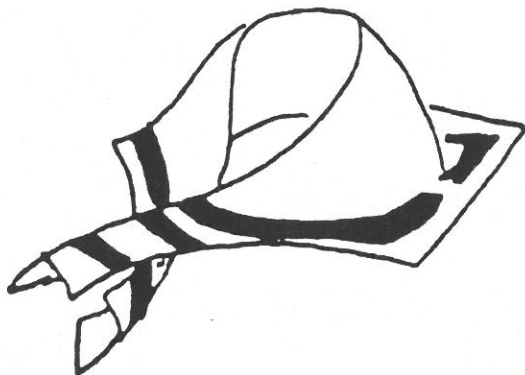
These neckerchief place cards are simple to make, and will add color to a Blue and Gold banquet table.

Cut a triangle out of yellow construction paper, with 8 1/2" across and 6" long.

With a felt tip pen, crayon or paint, add neckerchief detail. Add the Scout's name to the back.

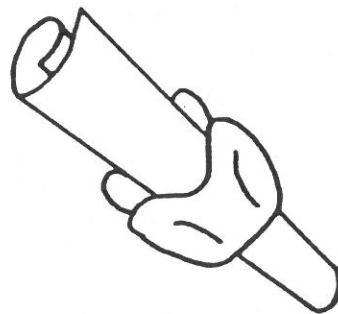
Fold over 1/4" along long side; then fold two more times, as if rolling a real neckerchief. Bring two ends together and staple at the point where tie slide ordinarily goes.

Bend up the scarf ends and point at back to form tabs so neckerchief stands on table.



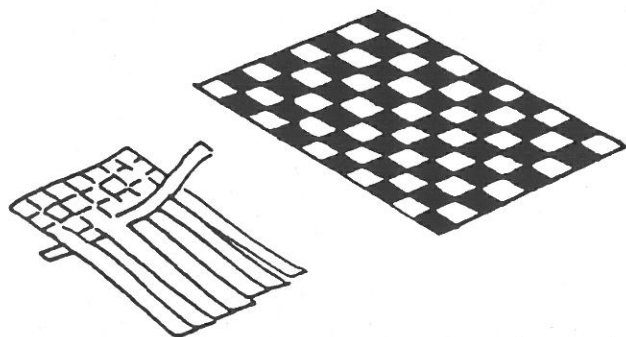
## NAPKIN RINGS

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



### SILHOUETTE PLACE MAT

Enlarge pattern to desired size. Cut from dark blue construction paper

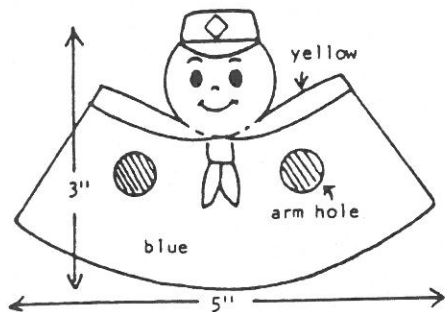
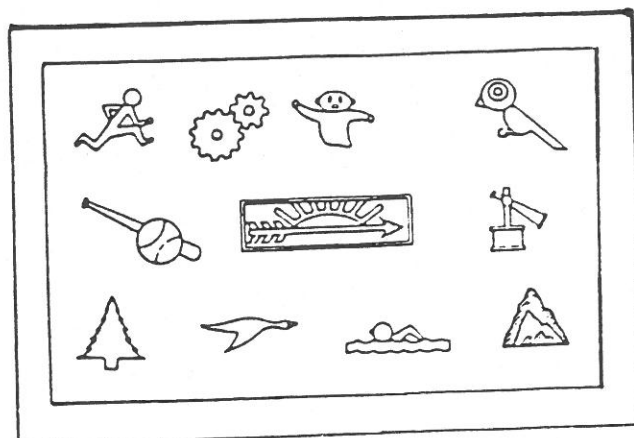


### WOVEN PLACE MATS

Weave from strips of blue and gold construction paper.

### WEBELOS PLACE MAT

1. Glue 11" x 17" piece of dark blue construction paper on top of a 12" x 18" piece of light blue construction paper.
2. Cut activity badges from gray construction paper and glue to place mat.
3. Cut Arrow of Light from yellow construction paper and glue to place mat.



### CUB SCOUT FAVORS

To make these engaging favors, draw Cub Scouts as shown, with a variety of whimsical expressions. Color as indicated and cut out, slitting along the dotted lines. Use punch or scissors to make arm holes. Roll into cone and glue or tape edges at back. Type the Cub Scout Promise on 3" square of paper, roll and insert through holes in arms.



## CUB SCOUT LOLLIPOP



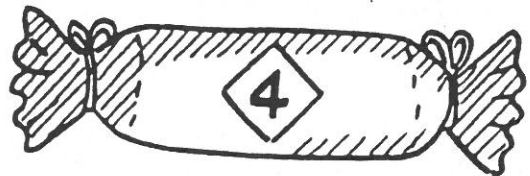
These Blue and Gold Banquet favors will make a big hit, yet they can be made in no time at all.

Use a lollipop for the Cub Scout's head. Stick on a smile decal for a face, or draw the face on a paper circle and glue it to the wrapped lollipop.

Cut a cap from an egg carton cup, and paint it blue. Glue a tiny yellow diamond on the cap for the insignia. Print each guest's name on a larger yellow diamond to the front of the lollipop stick.

## PARTY SNAPPERS

Fill a 5-6" length of cardboard with wrapped candy. Cover the roll with royal blue crepe paper about 6"x8". Tape or glue to cardboard roll. Tie ends with narrow yellow ribbon. Add decoration as desired. Or spray cellophane with Krylon spray paint. Let dry. Cut cellophane to cover the cardboard tube, allowing an extra 2 at each end for tying with a ribbon.

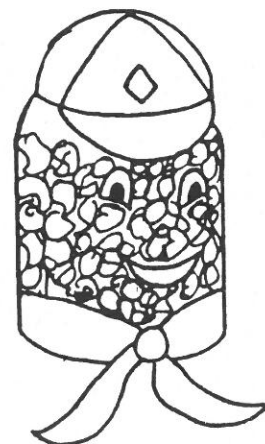


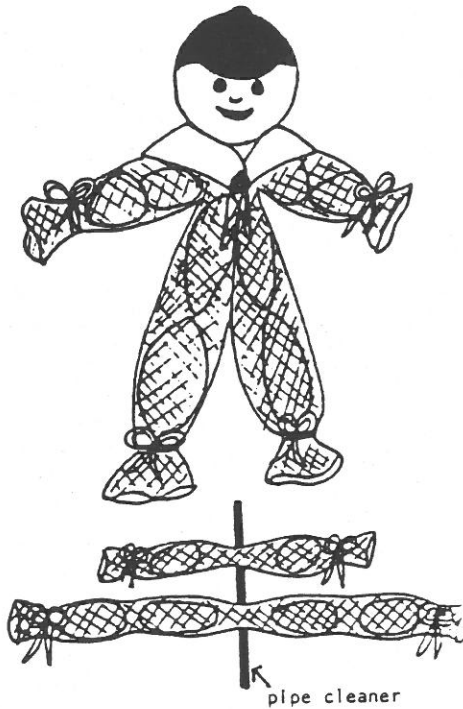
## CUB SCOUT FAVOR

Make from egg carton cups, painted blue. Head is either another egg cup or small styrofoam ball. Glue on blue construction paper arms. Hat is made by cutting slit in top of styrofoam ball and adding brim.

## BABY FOOD JAR CUB

Hat: Cut styrofoam ball in half and paint blue with tempera or other waterbase paints (paint can be sprayed from Windex bottle, etc.) Lines on cap are yellow string held in place with pins. Hat brim and face features are construction paper. A yellow paper napkin is used for neckerchief. Fill with candy for favor on tables.



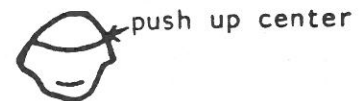
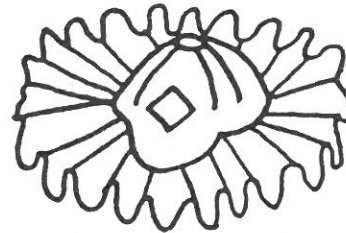


### CUB SCOUT FAVOR

Cut piece of net 8" long and 3/4" wide for body and legs. Cut piece of net 5" long and 3/4" wide for arms. Roll around pieces of candy and tie ends with short pieces of yarn. Center the short piece over the long piece and twist a blue pipe cleaner around the middle. Use a styrofoam ball for the head. Paint on face, features, hair and paint the top blue as for a hat. Cut small piece of poster board for bill. Put glue on one edge and insert into slit cut in ball. Attach head and body by pushing one end of pipe cleaner into styrofoam ball. Shape small piece of yellow felt or crepe paper and glue together around neck for neckerchief.

### CUB SCOUT HAT CORSAGE

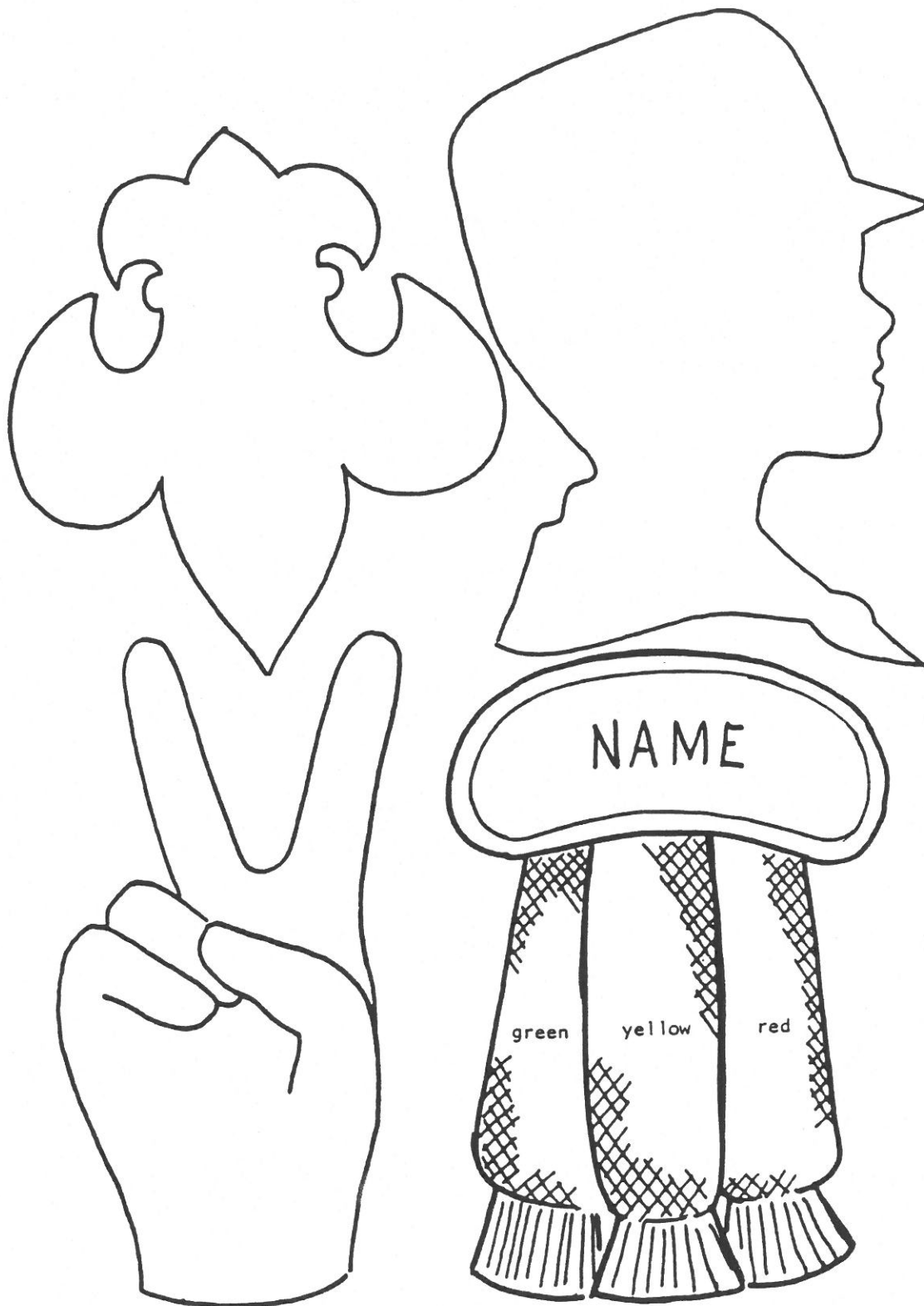
Make a Cub Scout cap by cutting and shaping the cup section of an egg liner as shown. Paint Cap blue and add yellow stripes and details with crayon or paint. Make a ruffle from strips of net or crepe paper, 1 1/2" wide, glue to circle of yellow construction paper 3 inches in diameter. Glue Cub Scout cap to center of ruffle and add a pin at back of circle. Or, use one half of a small styrofoam ball for the cap, adding a construction paper bill to the hat.



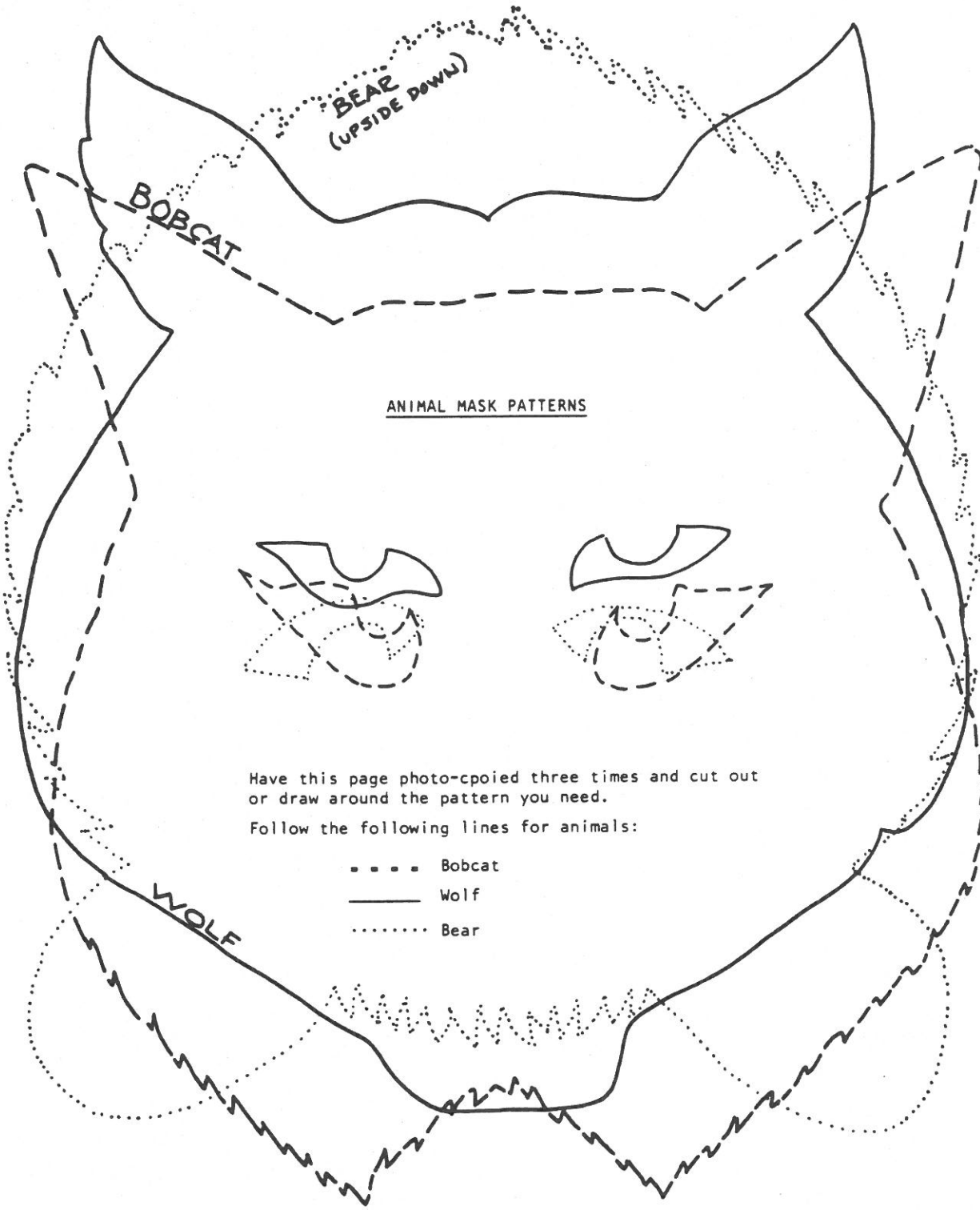
### CORSAGE OR BOUTONNIERE

Cut a 3" wide strip from roll crepe paper with pinking shears. Unfold and cut off 26" lengths. Gather one piece together, holding it between thumb and forefinger twisting while gathering. Use florist wire to twist around middle. Fold pinked edges up to form flower. Remember to include a corsage pin. If desired ,add a name tag to flower , or ribbon bow.

**PATTERNS**



# PATTERNS



# CUB SCOUT CUISINE

**E**ating is fun and so is fixing food to eat! Cub Scouts do both. There are so many places and activities in the Cub Scout program that offers an opportunity to cook and eat. At the den meeting, on a hike, camping, or a trip to the park is always a good time to have something to eat.

Whether you are cooking on a stove in your home, in a microwave, over an outdoor grill or over an open fire, learning to cook can be lots of fun, as long as you know what you are doing. Before doing cooking with Cub Scouts, go over the rules that must be learned and followed to be a successful and safe, Cub Scout cook.

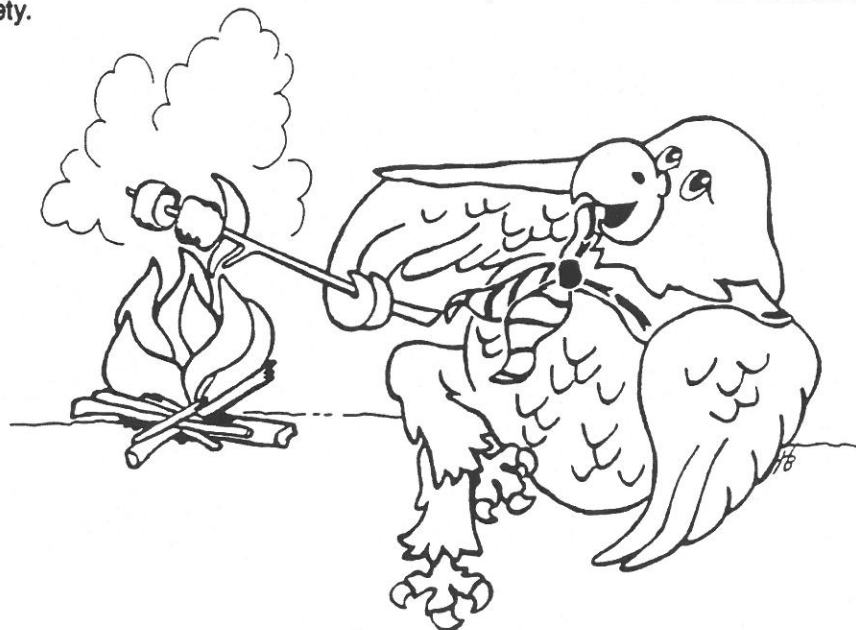
Do simple things to start with and then progress as skills become sharper. The first venture into food preparation will probably be an after school snack or a "brown bag" or "sack" lunch for an outing. Outdoor food does not have to be cooked. A good lunch can be part of the day without having to take the time to cook.

You will find recipes for all kinds of food in cookbooks and on mix boxes. Some dishes are better for inside events, others are better for cooking outdoors. The grocery stores are stocked with several kinds of mixes; cookies, cakes, soups, vegetables, desserts and beverages. While cooking from a recipe, help the Cub Scout measure out the ingredients himself. It's a lot more fun, but it does take more time and skill.

Before starting to cook, make up the following rule sheet and give to each Cub Scout to follow.

## **BEFORE YOU START TO COOK**

1. Wash hands.
2. Read the directions or recipe all the way through (twice).
3. If you are not sure how to follow certain directions, ask your mother to explain them.
4. Collect all ingredients and equipment you are going to need. Line them up in front of you. Then you are sure before you start that you have everything you need, and you know that if you have anything left over, you forgot a step.
5. Know how to use the stove or oven or outdoor fireplace. Read and know about making fires and fire safety.



**COOKING TERMS:**

You'll want to know these cooking terms!

<b>BAKE:</b>	Cook in oven.
<b>BEAT:</b>	Mix vigorously, over and over with a spoon or fork or round and round with a beater.
<b>BLEND:</b>	Combine two or more ingredients well.
<b>BOIL:</b>	Cook in liquid so hot that it bubbles and keeps on bubbling.
<b>BROIL:</b>	Cook next to heat, under broiler in range or over coals.
<b>CHOP:</b>	Cut in pieces with knife or chopper.
<b>COMBINE:</b>	Mix together.
<b>CUBE:</b>	Cut in 1/4 to 1/2 inch squares of six equal sides.
<b>CUT IN:</b>	Combine shortening and flour with pastry blender.
<b>DICE:</b>	Cut in very small 1/4 inch squares.
<b>DOT:</b>	Drop bits of butter or cheese here and there over food.
<b>DRAIN:</b>	Pour off liquid.
<b>FLOUR:</b>	Dust greased pans with flour until well coated on bottom and sides. Shake out extra flour.
<b>FOLD:</b>	Combine gently, bringing rubber scraper down through mixture, across bottom, up and over top until well blended.
<b>GREASE:</b>	Spread bottom and sides of pan with shortening.

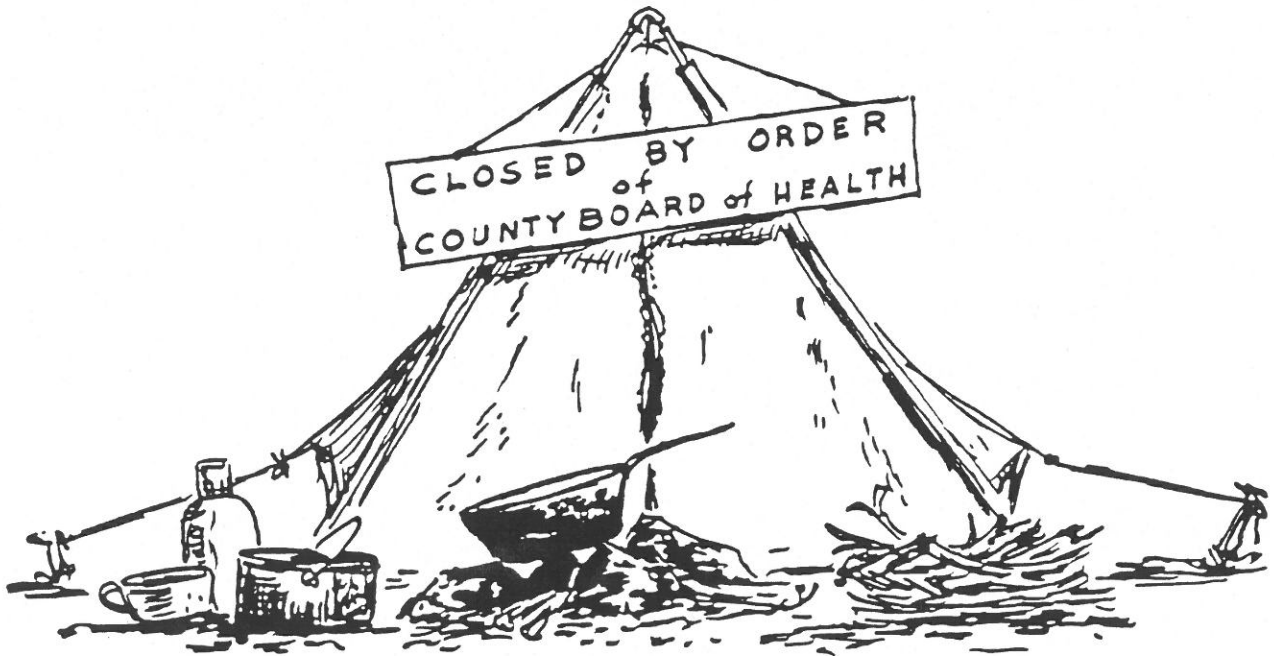


"Did you say a litre was equal to a cup or a quart?"

## **SAFETY TIPS AND GOOD COOKING HABITS**

In your kitchen and outdoors:

- Learn how to use the family stove and oven. Ask an adult to show you how to turn the stove and oven on and off, and how to turn the heat higher and lower.
- When you are using the stove, always cook on the back burners. Turn pot handles away from the edge of the stove so no one will bump the handles and cause the pot to spill.
- When you use the oven, always use pot holders when you take pans out of the oven. Keep curtains, all towels, pot holders, your clothes and hair away from the flames.
- Learn how to use a knife. Keep all knives and other sharp utensils in a separate section of the drawer or in a rack.
- Never start to cook unless you have asked an adult if you may.
- Clean up at once anything that spills or breaks, so no one will slip or get cut on sharp edges.
- Clean up all pots and pans after you finish cooking.
- Before you leave the kitchen, be sure the stove and electrical appliances are turned off.
- If young children are around, be sure cleaning supplies, matches, and all harmful things are always out of their reach.
- If a fire starts in a pan on the stove, turn off heat and then smother the fire with a lid or a wet dish towel or pour baking soda on the flames.

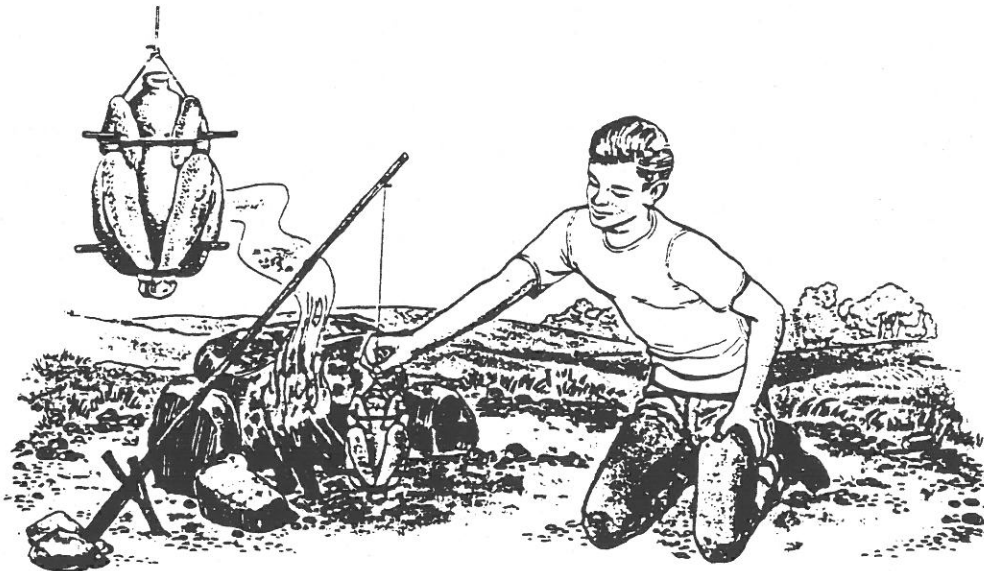


# OUTDOOR COOKING

**T**here is just something about "camp cooking" that is special! And every boy has to start somewhere--there is a progression in food preparation and that will be explored further along. Take time to sit down and plan some activities that will include food preparation, whether it is to be brought by the Cub Scout in a paper sack or food that will be fixed by the boys at the activity site.

Progress in cooking means not only to get better at the job, but it also means going from the simplest thing to the most complicated bean hole (or roast pig on a spit). At this stage of their Scouting and cooking careers the Cub Scout is being introduced to a new skill. Later, on campouts and high adventure activities, cooking will be a major activity and food preparation will be a part of every day.

There are several ways of cooking . . . a wood fire with a grill over it, charcoal fire in a charcoal stove, and a buddy burner fire in a vagabond stove. Before you can cook outdoors you must have a fire. Remember that the fire makes the success of the cooking. Learn when to have a quick hot fire, when to have good coals, when to plan for a fire that burns for a long while. Firebuilding, the making of the fireplace, and cooking go hand in hand. The fire may be very small, just big enough to cook a pancake, or it may be large enough to cook food for a whole group. Large or small, making the fire is the fun of cooking!



Building a fire is a big responsibility. Use your Den Chief to help build a fire and remind them of the following:

1. To build a fire only where they have permission.
2. To have a grownup around when they are building it.

A fire is a good servant while under control. Care of the fire and fire prevention become the responsibilities of any one who lights a match in the open. A good camper knows not only how to light a fire, but also how to put it out. When he's finished with his fire, he makes sure every ember is out, and cleans up the fire site.

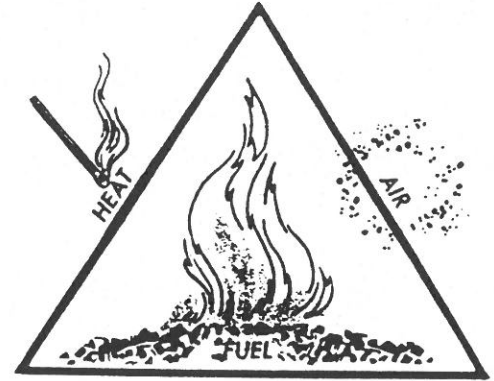
You will find the occasion to build and use fires in many different locations. Perhaps your fire will be built in a park or campsite, in the backyard, on a gravel driveway or in a beach.

Prepare fire site on glassy ground by removing sods. Store sods so that you can replace them afterwards.



## WOOD FIRES

For a fire to burn three things are required: Fuel-some kind of material that will burn. Heat-enough heat to bring fuel to ignition. Air to provide oxygen for burning process. When one of the three things is removed, the fire stops burning. Water cools fuel below ignition point, dirt cuts off the oxygen supply. Fire needs three different kinds of fire material-tinder, kindling, and fuel. The match lights the tender, the tender lights the kindling, and the kindling starts the fuel burning.



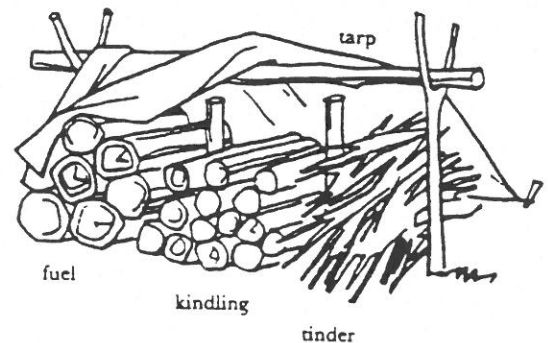
**TINDER** - should start to burn as soon as it is touched with a lighted match. Use thin twigs, tops of dried weeds, wood shaving, dryer lint, etc.

**KINDLING** - is little sticks and can be as small as a pencil or as thick as your thumb.



**FUEL** - is the larger wood that keeps your fire going. This wood should be seasoned wood, that is cut many months ago and should be dry.

Make a wood pile. Stack the wood in three separate piles, one for tinder, one for kindling, and one for fuel. Build the woodpile for enough from the fire that no sparks can fly into it no matter how the wind shifts. (For overnight camping, or a long term stay, cover with plastic or a waterproof tarp so you will have dry wood when it is needed.)



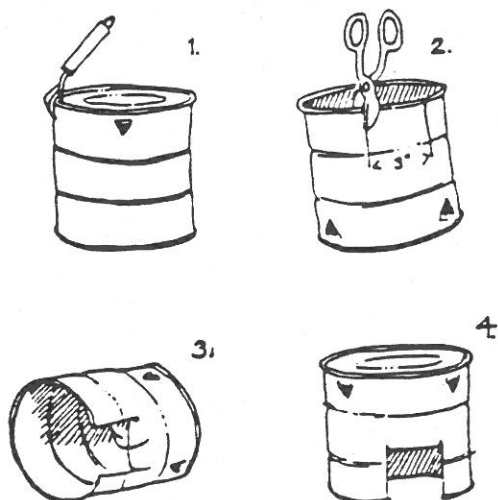
## TIN-CAN COOKING

Cooking outdoors is often done over a campfire, this being the hardest way to cook. Unlike the kitchen stove, campfire don't have burners to set the pans on, and they are hard to control. Sometimes the fires are so hot they burn the bacon, and then they go out just as you are ready to put the eggs on. A tin-can stove however, can make it easy for each **CUB SCOUT** to be his own cook. A large can is the stove top, and a small can underneath holds the heat.

Tin-can stoves are especially good for breakfast. Bacon and eggs are one of the easiest meals to cook. Pancakes are harder. Try simpler items first.

Some foods can be cooked right on top of the can. The Boy Scout mess-kit pans are perfect to use, or any skillet or pan will do.

### MAKING A TIN-CAN STOVE



A large tin can (3 lb. coffee can or a 2 lb. coffee can or large fruit juice can)  
tin snips  
gloves  
a punch-type can opener

A tin-can stove is made from a large tin-can, open at one end. The bottom of the can is the top of your stove. First tear off the paper on the outside of the can, and make sure the bottom of the can is clean. If it is rusted, find another can.

The stove needs air holes near the top. Hook the can opener over the rim of the closed end, pointing down, so the holes are in the side of the can instead of the top. Make four holes, evenly spaced around the can.

### HEATING A TIN-CAN STOVE

Clean 7 1/2 ounce can  
Strips of corrugated cardboard  
(grocery cartons are great)  
melted paraffin or candle wax  
aluminum foil



The tin-can stove can be heated in several ways. The **CUB SCOUT** can put charcoal under the stove or even build a tiny campfire inside. The easiest way is to use a buddy burner. Buddy burners are easy to make. Cut corrugated cardboard into strips that fit inside your can. Roll the strips loosely until you have a roll almost as big as the inside of the can. Don't pack tightly. Leave enough room for air to flow through. Melt wax and have an adult pour melted wax over the corrugated paper in the can. Let the wax cool.

**BE SURE AND USE THESE BUDDY BURNERS OUTSIDE. BURNING PARAFFIN MAKES POISONOUS FUMES**

# TYPES OF OUTDOOR COOKING

**W**hile cooking indoors and outdoors overlap and require the same skills, the cooking outdoors is especially appealing to Cub Scouts. Here are various types of cooking, and little helps to make these successful.

**TOASTING** - "to brown by heat." Best done over good coals; patience in waiting for the fire to burn to coals is its own reward. Toast evenly done on all sides. When a flaming fire must be used, hold the food to one side of the flames, instead of in or over them, or the food will be smoked instead of toasted. Suggestions include sandwiches - cheese, meat, hot dogs. Rolls spread with cheese spread, or just split and heated up. Desserts -marshmallows, S'mores.

**BROILING** - "to cook by direct exposure to heat." Broiling is a method used in cooking meat, especially tender cuts like chops or steak. It is usually done on a green stick, or on a wire rack. Best done over coals, turning often, cooked slowly.

**STEWING OR BOILING** - "to cook in water." Tougher cuts of meat are good for stew but it takes longer to cook. For stews, meat should be browned quickly in fat, and cooked slowly in water until tender. Generally, the longer the cooking, the better the stew. For boiling, have a cover on the pot to hasten the action; put the kettle on the fire as soon as it is going to catch all the heat.

**FRYING** - "to brown or sear in fat in a pan." Best done over coals. Only a small amount of fat is necessary for frying. Draining fried foods on a paper towel or napkin helps to get rid of excess grease. When frying bacon, onions, etc., for a one pot meal, fry in the bottom of the kettle to be used, and pour off the grease when brown, adding other ingredients as needed.

**BEANHOLES** are "fireless cookers" in the ground.

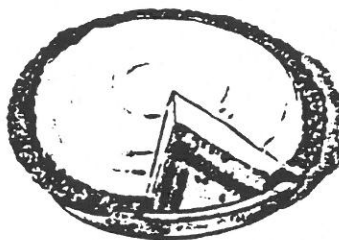
**ON-A-ROCK COOKING** - is another kind of frying in which a flat stone is heated and used as a frying pan.

**STEAMING** - is cooking by steam. Aluminum foil cooking is a steam process.

**BAKING** - there are many ways of baking outdoors. One way is on the end of a green stick. Another way is in a reflector oven. Dutch ovens are also used for baking.

## THINGS TO BAKE

Cookies  
Biscuits  
Corn Bread  
Cobbler  
Cakes  
Pies



**ONE-POT MEALS** are those where you use no kettles or pans, but make any implements you need, like broilers or toasting sticks.

Chili  
Campfire stew  
Beans

**TIN CAN STOVES** - often used for frying.

**THINGS TO COOK IN FRYING PAN OR TIN CAN STOVE**

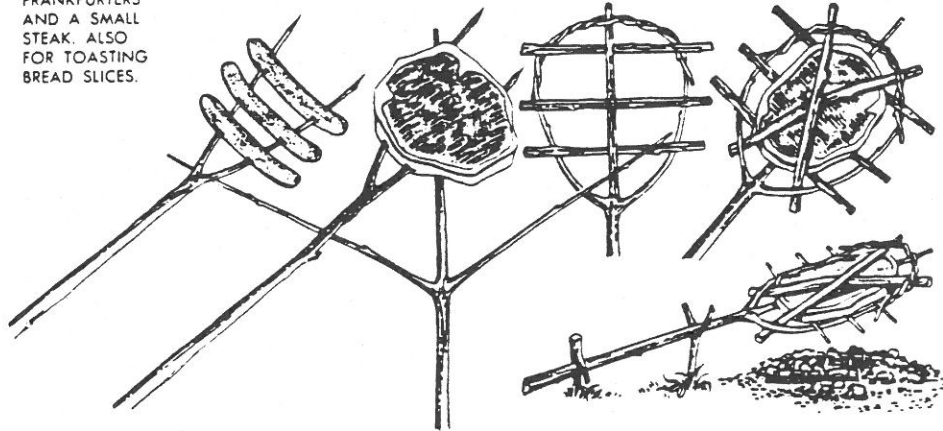
- Anything that can be fried
- Eggs fried, scrambled
- Hamburgers
- Sandwiches
- Hot Dogs
- Ham Slices
- Bacon (better to start here than on a green stick)
- Fish
- Potatoes

**NON-UTENSIL MEALS** - are those where you use no kettles or pans, but make any implements you need, like broilers or tasting sticks.

FORKED STICK  
MAKES A GOOD  
BROILER FOR  
FRANKFURTERS  
AND A SMALL  
STEAK. ALSO  
FOR TOASTING  
BREAD SLICES.

FOR A LARGER STEAK, MAKE A BROILER  
FROM A STICK WITH THREE THIN TINES.

TURN THREE-TINED FORK  
INTO TENNIS-RACKET BROIL-  
ER. ANCHOR STEAK IN  
PLACE WITH TWO STICKS.



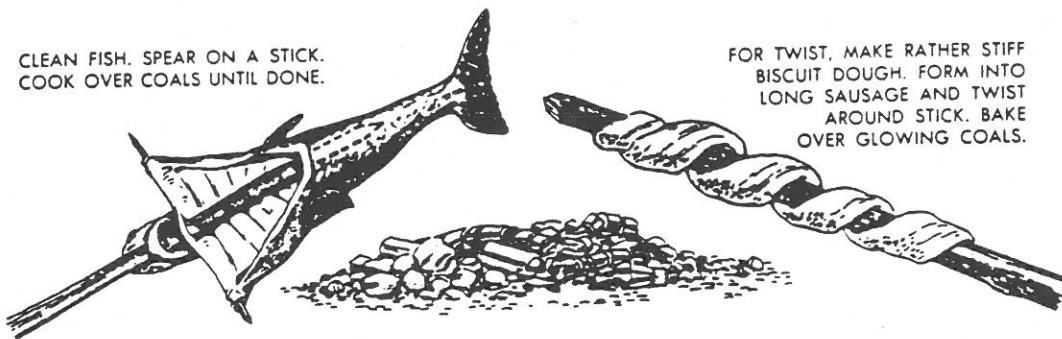
**BARBECUES** are ways of roasting large pieces of meat over coals; a special sauce is used for basting the meat.

**THINGS TO COOK ON A GREEN STICK**

Bacon, ham, steak, bread twists, kabobs, frankfurter in a bread twist.

CLEAN FISH. SPEAR ON A STICK.  
COOK OVER COALS UNTIL DONE.

FOR TWIST, MAKE RATHER STIFF  
BISCUIT DOUGH. FORM INTO  
LONG SAUSAGE AND TWIST  
AROUND STICK. BAKE  
OVER GLOWING COALS.



## **OUTDOOR COOKING HINTS**

- Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.
- For a wood fire, use candle pieces wrapped (like candy) in wax paper. Light the wax paper and the wax will keep it going long enough to ignite your kindling.
- Handy fire starters (never-fail) can be made by placing one charcoal briquette in each section of an egg carton (paper kind). Cover with melted wax. Tear apart and use.
- Put a hamburger fresh from the grill into the bun and place in a plastic bag for about a minute. The bun will be steamed.
- Let a pan or bucket of water heat on the fire while you eat and your dish water will be ready when you are.
- Melted paraffin, applied inside and outside a cooler leak will seal it.
- A bar of soap will stay clean on a cookout if kept in the end of an old stocking and hung in a tree.
- For safety, always keep a bucket of water nearby when cooking.
- When camping, choose foods that keep well with little or no refrigeration. Check out instant dehydrated foods.
- Cool the ice chest before you fill it. The ice will last much longer.
- Cans of frozen juice can help keep other foods cold when packing your ice chest.
- Freeze fresh meat before putting in cooler. It will last longer and also help keep other foods cold. Even make hamburger patties and freeze with double paper between each.
- Give yourself plenty of time to start a fire and wait for wood and briquettes to be ready.
- Brush grates of a grill with oil to prevent meat from sticking.
- Don't forget to rub the outside of metal pans with liquid detergent. It sure helps when it comes time to clean up.



"Gee. I'm sorry. At the time Fudgcicles seemed like such a good idea."

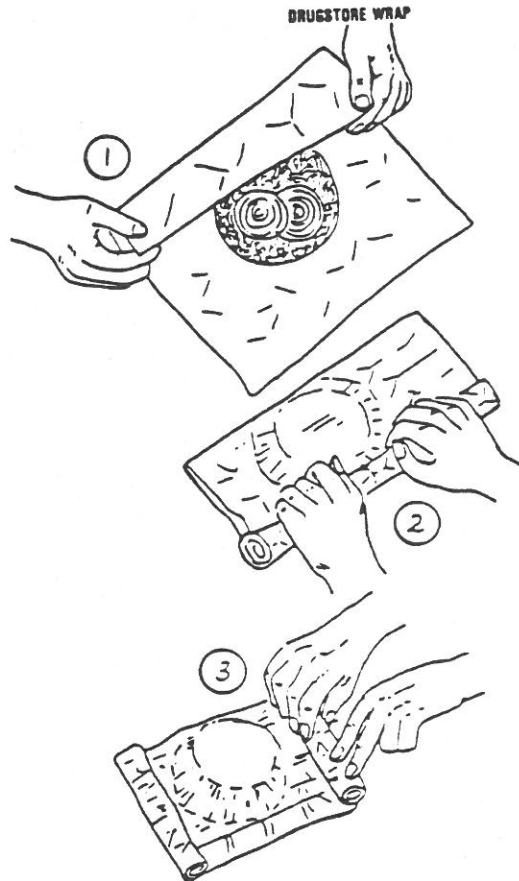
# FOIL COOKING

Use two layers of light weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. This wrap is known as the "drugstore" wrap.

A shallow bed of glowing coals that will last the length of cooking time is necessary.

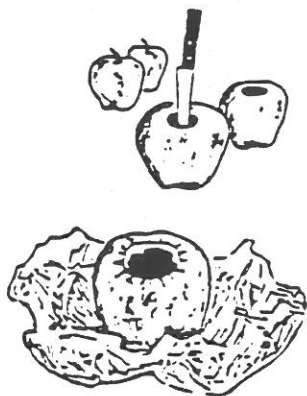
## FOIL COOKING TIMES

Hamburger	8-12 minutes
Chicken pieces	20-30 minutes
Weiners	5-10 minutes
Pork chops	30-40 minutes
Carrots	15-20 minutes
Ears of corn	10-15 minutes
Whole potatoes	45-60 minutes
Potato slices	10-15 minutes
Whole apples	20-30 minutes



## BAKED APPLES

Core apple. Place on square of foil. Fill hole with 1 tablespoon raisins, 1 tablespoon brown sugar and a dash of cinnamon. Candy red hots also make a good filling. Wrap foil around apple and bake in coals for 20 minutes.



## FOIL DINNER

Lay a hamburger patty or pork chop on sheet of heavy-duty foil. Cover with slices of potato, onion, and carrots. Season with butter, salt, and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.

# SCOUTING RECIPES

The following is a random sampling of fairly simple recipes that Cub Scouts will be able to cook, some alone and some with a little guidance. What it really takes is a little dash of bravery on the part of mom & dad; to let him try his hand at learning a new skill, and at eating the end results! Many of your favorite recipes are adaptable to outdoor cooking. You may even find a new "favorite" to use with your family.

## CRYSTALS YOU CAN EAT

- 1 c. water
- 2 c sugar

Pour 1 cup water into small pan. Cover and bring to boil. Turn off heat and add 2 cups of cane sugar. Stir until dissolved. Pour solution into tall glass. Tie a piece of clean white string to a pencil or stick, place the stick across the glass so that the string hangs down into the liquid. Place the glass in a cool place for a few days. Crystals will form and soon begin to cling to string. Lift string out and you have "rock candy".

## S'MORES

- 2 graham crackers
- 1 square Hershey bar
- Marshmallow

Toast marshmallow. Put on graham cracker. Put chocolate on top of hot marshmallow. Top with other graham cracker. One won't be enough-- You'll want S'MORES!!!

## SNOW ON THE MOUNTAIN

- 6-1 1/2 oz. milk chocolate bars
- 1 c. coconut (shredded or flaked)
- Box of graham crackers

Melt chocolate bars in a greased pan. Dip a spoonful on each cracker and sprinkle with coconut.

## HIKERS BIRD SEED

Mix the following ingredients together & divide into small plastic bags for easy carrying on hike. Semi-sweet chocolate bits, M&M's or Hersheyettes, raisins, unsalted nuts, dried fruit bits, breakfast cereal.

## CHEESE DOG ROLL-UPS

- 1 can refrigerator crescent dinner rolls
- 8 hot dogs
- 8 strips cheddar cheese
- Preheat oven to 375

Separate rolls into 8 triangles of dough. Cut narrow slit lengthwise in each hot dog & put in strip of cheese. Place hot dog on wide end of the dough triangle and roll up. Cooked on ungreased cooking sheet, cheese side up for 10-15 minutes or until brown.

## MAKE YOUR OWN TOOTSIE ROLLS

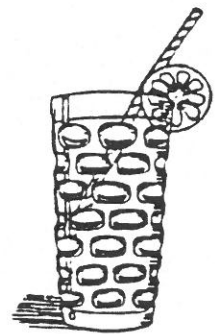
- 2 Tbs. Margarine (room temp.)
- 1 tsp. vanilla
- 1/2 c. corn syrup
- 3 c. powdered sugar
- 2 squares chocolate (melted)
- 3/4 c. dry powdered milk

Put all ingredients in double plastic bag (or zip lock) and knead until well mixed. Roll into balls or log shapes.

## SUNSHINE LEMONADE

- 5 lemons
- 4 c. water
- 3/4 sugar

Cut the lemons in half and squeeze juice from the lemons. Remove the pulp and seeds that gather in the juicer. You should have about a cup of juice from the lemons. Pour juice into a pitcher. Measure water and sugar and add them to the juice in pitcher. Stir all ingredients together until the sugar dissolves. Pour over ice and drink chilled.



**ORANGE-HONEY BUTTER**

3/4 cup honey  
 1/4 cup butter or margarine  
 1/4 cup orange marmalade

1. Heat all ingredients in top of double boiler.
2. Keep warm over hot water until pancakes are ready.

**BREAKFAST PIZZA**

1 pound pork sausage or bacon or ham  
 1 pkg. (8) refrigerated crescent rolls  
 1 cup frozen loose packed hash browns  
 1 cup shredded sharp cheese  
 5 eggs  
 2 Tbs. Parmesan cheese  
 1/4 cup milk  
 Salt and pepper to taste

In skillet cook sausage till brown, drain, (bacon cook bacon until crisp and break into pieces). Separate crescent rolls into 8 pieces. Place in ungreased 12" pizza pan with points toward center; seal perforations. Spoon sausage over crust. Sprinkle with thawed hash browns. Top with cheese. In bowl beat together eggs, milk, salt and pepper.

Pour over cheese. Sprinkle on Parmesan cheese. Bake 25-30 minutes at 375 degrees.

**BREAKFAST BURRITOS**

flour tortillas  
 2 eggs  
 cheese  
 ham  
 onions (optional)  
 hot sauce (optional)

Beat 2 eggs, add grated cheese ham, and onions, scrambled in skillet over a medium flame, until eggs are cooked to suit your taste. Spread butter or margarine on flour tortilla and warm until butter melts. (Tortilla can also be fixed in Microwave).

**TATOR TOT CASSEROLE**

2 pounds of ground beef  
 2 cans cream of celery soup  
 1 bag frozen tator tots  
 salt to taste  
 1 box frozen onion rings

In 9x13 inch pan combine all ingredients except onion rings. Place onion rings on top of meat mixture. Bake at 400 degrees until bubbling and onion rings are browned.

**CORNBREAD**

1 cup meal  
 1/4 cup oil  
 1 tsp. salt  
 1 egg  
 1 cup flour  
 1/4 cup sugar  
 2 tsp. baking powder

Put the above ingredients in a mixing bowl. Add enough sweet milk to make a medium batter. Pour into a hot bread pan with oil. Bake 450 degrees in a preheated oven until done or brown.

**FRENCH FRIES**

2 tsp. cooking oil  
 1/2 small bag french fries (thawed)  
 salt

1. Pour oil onto cookie sheet.
2. Spread the french fries in a single layer. Stir to coat with oil.
3. Bake for 25 minutes in 500 degree oven.
4. Salt and serve hot.



**FRENCH TOAST**

3 eggs  
 1/2 cup milk  
 1 Tbs. sugar  
 1 dash of salt  
 4 slices butter  
 syrup, jam, or powdered sugar

1. Beat eggs, milk, sugar and salt together with fork.
2. Grease the top of a hot tin-can stove with margarine.
3. Dip both sides of a piece of bread in egg mixture, and lay it on the stove. Be careful that the fire is not too hot. You may need to use the damper.
4. When the bottom browns, turn the toast over with a fork or turner. You may need more margarine.
5. When the second side is brown, remove the toast to a plate and eat it with margarine and your favorite topping while another slice cooks.

**HOT SPICED CIDER**

2 cups apple cider  
 2 sticks cinnamon  
 2 cloves

1. Put all ingredients in the pan, covering with the lid and heat.
2. When the cider barely comes to a boil, remove from the stove.
3. Let the hot cider stand two minutes.
4. Remove the cinnamon and cloves, and serve the cider hot.

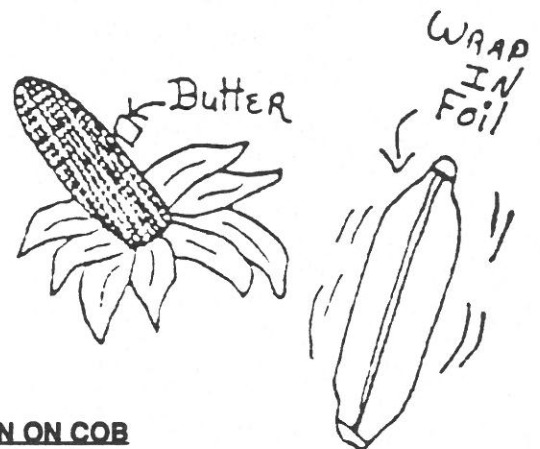
**CUB MEATBALLS**

Use basic hamburger mix. Roll into small meatballs and cook on hobo stove. Use tongs to turn; serve with toothpicks. Great to demonstrate to a Den of boys on one hobo stove how to use their stoves at home.

**VEGETABLE SOUP**

1 can beef or chicken broth  
 1 soup can water, if needed  
 1 handful vegetables  
 (carrots, celery, and/or onions)  
 1 Tbs. Minute Rice, if you desire

1. Put the soup in the pan, and cover with the lid. Set it on a hot tin-can stove (let the fire burn as hot as possible)
2. Cut the vegetables into tiny squares or sticks about the size of a matchstick.
3. When the soup comes to a full, bubbling boil, take it off the stove carefully, with a potholder. Set it in a safe place.
4. Put in the vegetables and the rice, and recover with the lid.
5. Wait 5 minutes. (You can cook a sandwich while you wait.) The soup is ready when the vegetables are slightly soft.

**CORN ON COB**

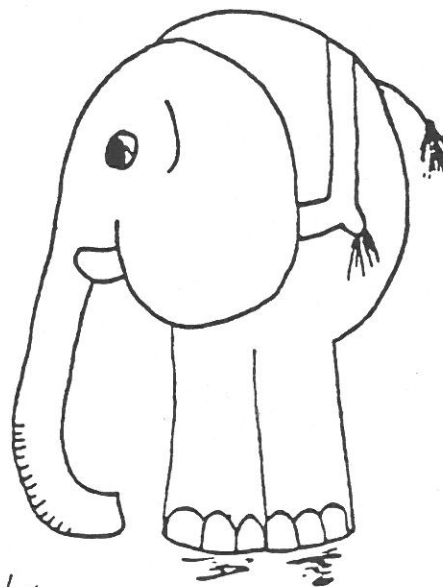
ear of corn  
 oleo, butter, or margarine

Pull down husk and remove silk from corn. Dot with oleo, sprinkle with water, and replace husk. Wrap with heavy duty foil; place in coals; cook for five minutes on each side. For variation: add barbecue sauce or chili powder. Corn can also be placed upon a stick and cooked over coals.

**EGG-IN-A-HOLE**

1 slice of bread  
margarine or butter  
1 egg  
salt  
pepper

1. Tear an egg shaped hole in the middle of the bread.
2. Grease the top of the hot tin can stove with margarine. The easiest way is to tear a piece of paper towel. Put margarine on it. Then grease the pan.
3. Lay your bread on the stove, and break an egg into the hole.
4. Cook until the egg begins to harden on the bottom and the bread turns brown underneath. Use a pancake turner to check.
5. Insert turner under the bread and egg, rub a little more margarine onto the stove, and carefully turn the bread over.
6. Cook for another minute or two, until the egg is done the way you like it. Add salt and pepper to taste.
7. Remove the egg-in-the-hole and eat it on a plate or with your fingers.

**ELEPHANT STEW**

1 elephant  
2 rabbits (optional)  
salt and pepper

Cut the elephant into bite-size pieces. This will take about two months, so plan ahead. Sear, then cover meat with brown gravy stock. Cook covered for about a month, adding water as necessary.

Recipe serves 38,000 people. If more are expected, add the two rabbits, only if necessary; as most people do not like to find a hare in their stew.

**BASIC HAMBURGER MIX**

Use for hamburgers, meat loaf, cannonballs, meatballs. Makes 4-5 servings. Combine in heavy duty plastic bag and mix thoroughly:

1 lb. hamburger  
1 egg  
1/2 minced onion  
salt and pepper  
other spices, as desired  
bread or crackers may be added with some milk

**CUB SCOUT NUGGETS**

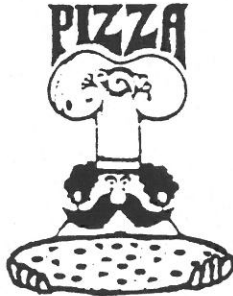
1/2 cup peanut butter  
1/2 cup honey, molasses, or corn syrup  
1 cup dry milk  
1/2 - 1 cup raisins

Stir peanut butter and honey together. Add as much dry milk as mixture will hold. Add raisins. Roll into small balls. Coat with crushed cornflakes for extra flavor. Chill.

**IMPOSSIBLE PUMPKIN PIE**

- 3/4 cup sugar
- 1/2 cup bisquick
- 2 tablespoon margarine
- 1 can evaporated milk (13 ounces)
- 2 eggs
- 1 can pumpkin (16 ounces)
- 2 1/2 teaspoon pumpkin pie spice
- 2 teaspoon vanilla

Heat oven to 350 degrees. Grease pie plate. Beat all ingredients until smooth. Pour into pie plate. Bake until knife inserted in center comes out clean. 50 to 55 minutes.

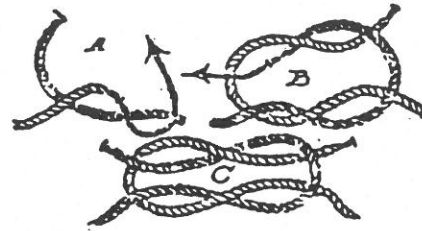
**INDIVIDUAL PIZZAS**

- canned biscuits
- cooking oil
- Ragu Pizza Sauce
- Mozzarella Cheese, shredded
- Variety of toppings

Grease a cooking sheet with oil. Flatten the biscuits on the pan and create the pizzas by putting 1 Tbsp. of sauce on each biscuit and top with cheese and other topping as desired. Bake at 425 degrees until crust is brown and cheese is melted.

**HOBO POPCORN**

Make an envelope of heavy duty foil. Place 1 tsp. cooking oil, 1 tsp. popcorn and sprinkle salt inside. Close the flap of envelope, but leave the package puffy to allow room for the corn to pop. Place on edge of coals, turn once or twice until sack is full and corn is popped.

**KNOTS, KNOTS, KNOTS!**

Tie the boys in knots with licorice ropes! Then eat em up afterwards!

**BAKED SPAGHETTI**

- 1 large onion
- 1 clove garlic, minced
- 1/2 lb. uncooked spaghetti
- 2 cups water
- 2 cans tomato soup
- 2 teaspoons chili powder
- 1 lb. ground beef
- 1 cup grated sharp cheese

Brown ground beef and cook onion and garlic with beef. Stir occasionally, to keep meat particles separated. Mix in the soup, water and chili powder and cook a few minutes longer. Break spaghetti into small pieces (1 to 2 inches) and heap on a greased casserole dish. Pour in sauce and stir until blended. Cover and bake 1 hour in a 350 degree oven. Remove cover, stir and top with cheese. Cook 15 minutes longer or until cheese is melted.



**ICE CREAM**

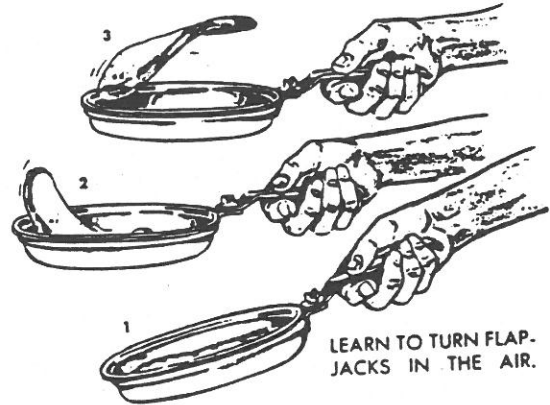
Have an ice cream social with ice cream made in coffee cans. Directions for ice cream below:

You will need:

one 1 lb. coffee can with plastic lid  
 one 3 lb. coffee can with plastic lid  
 one 3 3/4 oz. pkg. instant pudding  
 two 6 oz. cans evaporated milk  
 1 to 1 1/2 cups of regular milk  
 rock salt  
 crushed ice....lots  
 duct tape

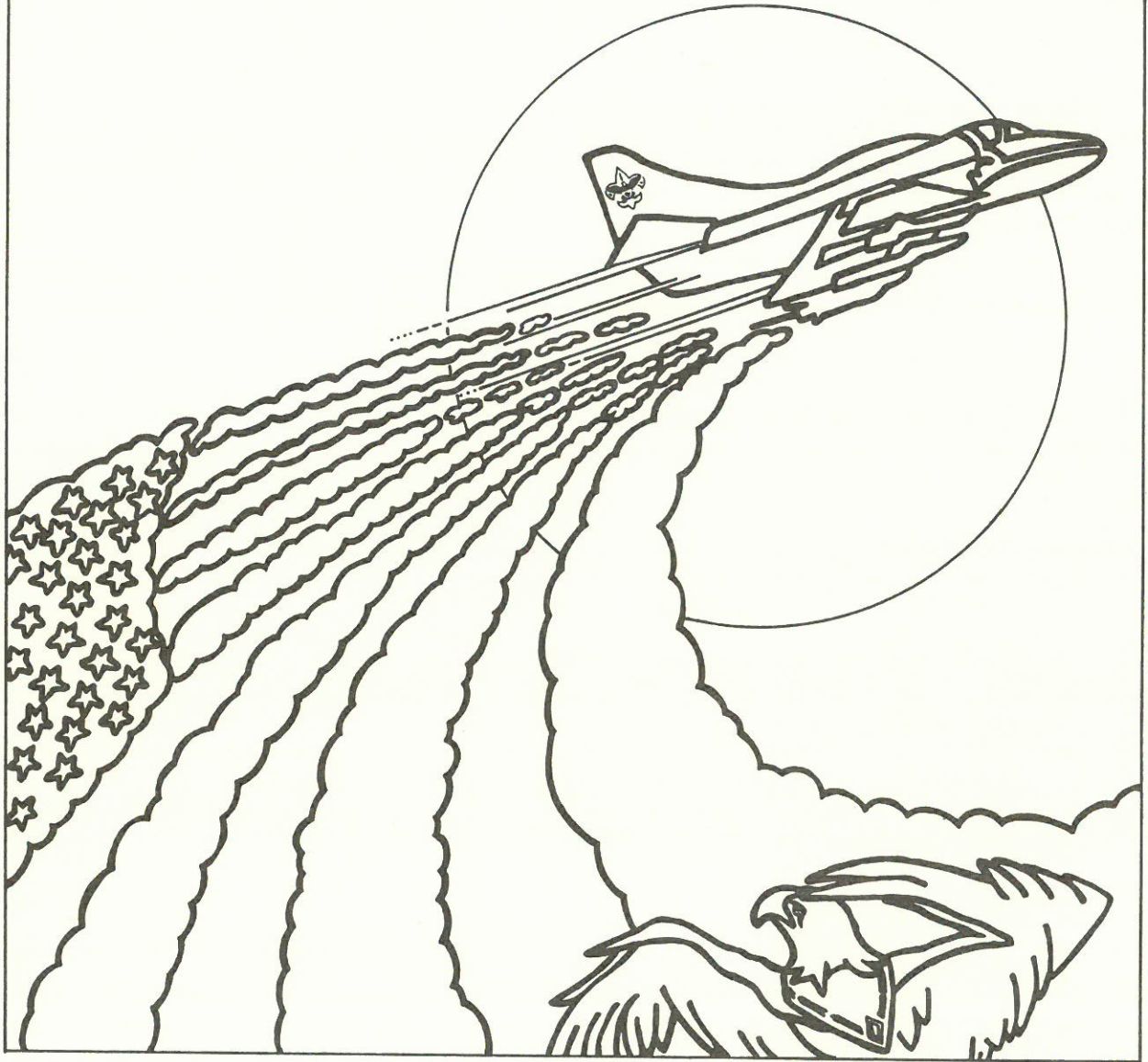
Directions:

1. Place pudding mix and evaporated milk into a clean one lb. can and stir well. Add enough regular milk to fill the can 3/4 full.
2. Cover with lid. Tape lid securely so can is air-tight.
3. Place one pound can inside of three pound can.
4. Add layers of crushed ice and rock salt making sure smaller can is surrounded with ice and rock salt on all sides.
5. Put lid on large can. Tape securely.
6. Have boys form two lines. They roll the can back and forth on a table or ground for 15-20 minutes.
7. At this point, carefully untape large can and remove smaller one to check ice cream. Wipe off all salt before removing lid from smaller can.

**PANCAKES**

2 cups flour  
 1 tsp. baking soda  
 1 tsp. salt  
 1 Tbs. sugar  
 2 1/2 cups buttermilk  
 1 egg  
 1 Tbs. vanilla  
 1 Tbs. melted shortening

1. Sift flour, then measure out 2 cups.
2. Add soda, salt and sugar.
3. Sift again.
4. Beat egg into a medium size bowl.
5. Add buttermilk and shortening to egg.
6. Add eggs to the flour and stir smooth.
7. Heat a greased skillet or griddle. Test the heat of skillet by sprinkling on a few drops of water. If the beads bounce around for a second or two, the heat is correct. If they immediately go up in steam, the skillet is too hot.
8. Use a measuring cup or large ladle to pour pancake mixture into the skillet.
9. Cook only one or two pancakes at a time. Cook on one side until bubbles appear all over the pancakes surface.
- 10.



I, \_\_\_\_\_, promise to do my best  
To do my duty to God and my country,  
To help other people, and  
To obey the Law of the Pack.

HALLIE BANNER '90

## Table of Contents

---

<b>KEEPING THE CUB SCOUT PROMISE</b>	<b>1</b>
<b>DUTY TO GOD</b>	<b>1</b>
<b>RELIGIOUS AWARDS PROGRAM</b>	<b>2</b>
<b>FOR BOYS</b>	<b>2</b>
<b>FOR ADULTS</b>	<b>3</b>
<b>PRAYERS IN CUB SCOUTING</b>	<b>3</b>
<b>PRAYER FOR AN OUTING</b>	<b>3</b>
<b>PRAYERS FOR DEN AND PACK MEETING</b>	<b>3</b>
<b>DUTY TO COUNTRY</b>	<b>4</b>
<b>OUR FLAG</b>	<b>4</b>
<b>DISPLAYING THE STARS AND STRIPES</b>	<b>6</b>
<b>DIAGRAMS OF FLAG POSITIONS</b>	<b>7</b>
<b>DOING IT RIGHT</b>	<b>8</b>
<b>WHEN TO SALUTE THE UNITED STATES FLAG</b>	<b>9</b>
<b>DO'S AND DON'TS</b>	<b>9</b>
<b>POINTS OF INTEREST</b>	<b>10</b>
<b>FLAG TERMS</b>	<b>11</b>
<b>HOW TO FOLD A FLAG</b>	<b>11</b>
<b>PLEDGE OF ALLEGIANCE</b>	<b>12</b>
<b>HELPING OTHER PEOPLE</b>	<b>13</b>
<b>PACK PROJECTS</b>	<b>13</b>
<b>DEN PROJECTS</b>	<b>14</b>
<b>INDIVIDUAL PROJECTS</b>	<b>14</b>

# KEEPING THE CUB SCOUT PROMISE

**W**hen a boy becomes a Cub Scout, he makes a promise to . . . "Do my best, to do my duty to God . . . to my country and to help other people." A Cub Scout might have a difficult time understanding this title. According to the Webster's New World Dictionary, duty is defined as obligation . . . the obedience or sense of propriety. How can a Cub Scout understand the meaning and be able to apply it in his life? To a Cub Scout duty probably means "you gotta do it". Why? Because society demands or expects it of you? Perhaps, but surely if examples were set before each and every young person, they would understand and "do their duty" easier and more willingly. This section has been contributed by **Dwight and Kathy Hyams** to help you, the leader, teach the Scouts how to keep the Cub Scout Promise.

We think of a "well rounded" person as one who is liked by others, successful in their job, obeys the laws and rules of society, a church worker, and perhaps a civic worker in some organization. This could also apply to our Cub Scouts. A "well rounded" Cub Scout is liked by other Cub Scouts and school friends. He obeys the code of home, school and other people, he works hard in school to make good grades and is willing and eager to learn. He attends church and Sunday School regularly with his parents and takes an active part in extracurricular church activities. Perhaps he runs for an office in his grade at school or even has outside activities such as soccer, baseball, etc. that he can show leadership abilities in.

## DUTY TO GOD

What is a boy's duty to God? How is he faithful to his religious duties? What are his religious duties? The Charter and the By Laws of the Boy Scouts of America No. 4490 and the rules and regulations of the Boy Scouts of America No. 449A, define the religious principles of the Boy Scouts of America, briefly stated as follows:



The Boy Scouts of America maintain that no member can grow into the best kind of citizen without recognizing an obligation to God. No matter what the religious faith of the member may be, this fundamental need of good citizenship must be kept before him. The Boy Scouts of America recognizes the religious element in the training of the member, but is absolutely nonsectarian in its attitude toward this religious training.

When a Scouting unit is connected with a religious organization, no member shall be required, because of their membership in the unit, to take part in any of their religious ceremony.

The Boy Scouts of America does not define what constitutes belief in God or the practice of religion. Nor do they require membership in a religious organization or association for enrollment in the movement but does prefer, and strongly encourages membership and participation in the religious programs and activities of a church, synagogue or

other religious association. The Boy Scouts of America respects the convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in an organized religious organization.

Only people willing to subscribe to these declarations of principle shall be entitled to a certificate of leadership in carrying out the Scouting program. Scouting is not a religion, but it is religious. If we can help the Cub Scouts to understand that there is a Supreme Being, who is guiding us daily, taking care of us and loving us, we may have implanted a seed of righteousness that will grow and mature all of his life. We sincerely hope that these parents are giving their sons a religious experience through their home life. The basis for instructing our Cub Scouts should be:

1. Reverence toward God
2. Faithfulness in their religious convictions
3. Respect for the convictions of others in matters of customs and religion

## RELIGIOUS AWARDS PROGRAM

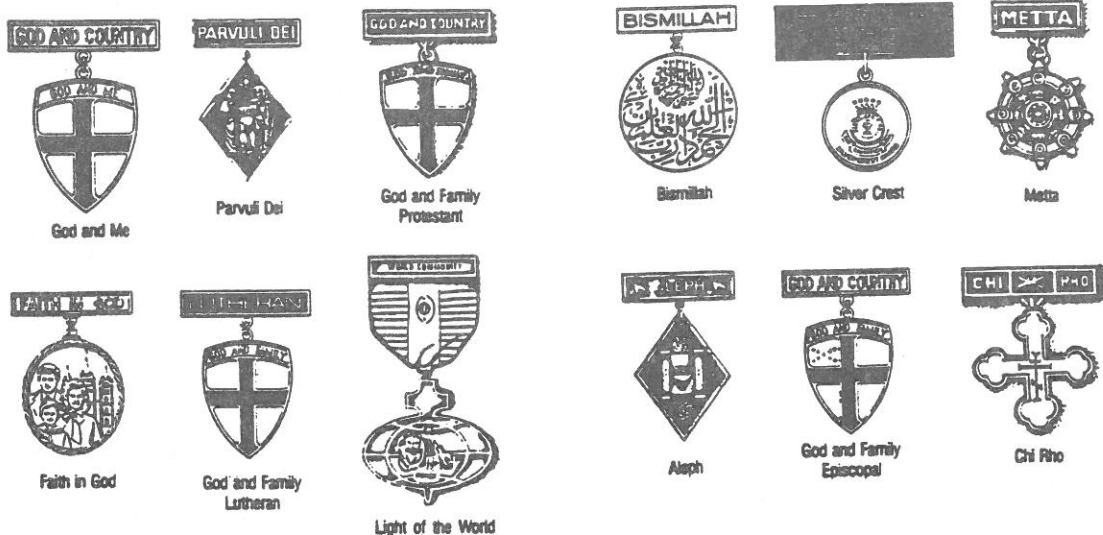
The major religious faith groups have programs on intentional and intensive religious education for individual Cub Scouts. Religious emblems are designed to recognize Cub Scouts who demonstrate faith, observe their creeds or principles, and give service. Religious emblems are not Scouting awards, they are presented by religious groups to boys who earn them.

Cub Scouts may earn the emblem whether or not they are members of a pack operated by a religious organization. The intent of the program is to encourage the Cub Scout to work directly with his own religious leader, or in some cases, a layperson designated by that religious leader.

Requirements for each religious emblem are determined by the religious body. Student and counselor manuals are available from the Scout office or from your church headquarters.

## FOR BOYS

In some cases, A Cub Scout may start working on a religious emblem as soon as he joins the pack. However, some religious bodies require him to receive a certain rank or tenure before he can receive the emblem. Boys may wear the square knot (silver on purple) centered above the left uniform pocket. The religious emblem medals are worn on formal occasions only.





## **FOR ADULTS**

There are also religious emblems for adult scouters which are presented for exceptional service to boys through Scouting. (For additional information contact the Religious Relationship Service, Boy Scout Of America 1325 Walnut Lane, Irving, Texas 75038-3096.)

Adults who earned the religious emblem as a youth may wear the (Silver on Purple emblem) square knot on their uniform. Those who earn the adult religious emblem award may wear the square knot (purple on silver) centered above the left uniform pocket. Again, the medals are worn on formal occasions only.

## **PRAYERS IN CUB SCOUTING**

The following prayers can be used in your Scouting activities

O, help me keep my Promise, God, and teach me to obey;  
And show me what my duty is, to serve Thee every day. Amen.

We thank you, God, for all the happiness you give.  
Teach us to thank you by the way we live;  
To work and play with happiness and zest;  
And all the time, to do our best. Amen.

Help us, dear God, to love thee day by day,  
To do our duty, and enjoy our play;  
To keep our Cub Scout Promise the best we can;  
And to do our best to help our fellow man. Amen.



## **PRAYER FOR AN OUTING**

We thank you, O God, for all the loveliness of nature, which is your special handiwork. Everything is wonderfully made with your special care.

Help us to understand our world more and more and know how we can help take care of the things which you have made, and keep them beautiful as you meant for them to be. Amen.

## **PRAYERS FOR DEN AND PACK MEETING**

We thank you God for our pack; and for all the boys and families who are touched by Scouting. Make us strong as we work together and help other people, and as we do our duty to you and our country. Help us remember to live by the Law of the Pack and the Cub Scout Promise. Amen.

Dear God, bless all the Scouts around the world. Help us remember that we are working together to make our world a better place. Guide our words and our actions so that we can set the kind of example you would want us to set. Amen.

Dear God, help us remember that we are members of a worldwide brotherhood of Scouting, and that every Cub Scout and Boy Scout has promised to do his best to do his duty to you. Teach us to be worthy, we pray, of the uniforms we wear, and help us to do our best for you. Amen.

We thank you, God, for Scouting, and all it means to us. We thank you for the fun we have and the things we learn to do and the opportunities of helping others which is our way of trying to serve you. Amen.

## DUTY TO COUNTRY

America's youth has become increasingly service-minded. They don't want to talk about things. They want to take positive action. Youth's increased desire to serve is of keen interest to the Boy Scouts of America, and should be to each leader. It means that every district, pack, and den has an increased reservoir of energy ready to be channeled into productive service. The question is: Are we willing to tap it?

Since the B.S.A. was organized in 1910, Scouts and Scouters have given service to their fellow man—everything from War Gardens in World War I to Victory Gardens in World War II to Energy Gardens in the 1970's and reminding citizens to vote. From its beginning the Boy Scouts of America has tried to instill in the Scouts the qualities necessary for responsible, participating citizenship. The Scouts must feel that their project is worthwhile and they must be interested in the project. The project must be within their abilities and still challenge them.

Our challenge today, is to capitalize effectively on the increased enthusiasm of youth; to provide the inspiration, the method, the projects. We must meet this challenge or lose an important opportunity to help both the boys and our country. Unguided, the reservoir of useful energy may flow into destructive channels. Guided, our Cub Scouts will have the satisfaction and experience of meaningful service to others.



## OUR FLAG

What better way to show Duty to Country than to show proper respect for the flag of the United States of America? A better knowledge of the flag will help the boys understand why this is important. The flag—what is it? What does it stand for? How is it handled, cared for, honored? What are the rules and guidelines for handling and displaying the flag of the United States?



A flag is . . . the word used to describe a standard banner, pennant, or ensign, comes from the Anglo-Saxon word "fleogan" meaning to float in the wind. The dictionary defines flag as "a light cloth bearing a device or devices to indicate nationality, party, etc. . . . a standard, banner, ensign". The devices (design elements) on the flag of the United States of America are STARS and STRIPES. A flag is an honored symbol of a nation's unity, its hopes, achievements, glory and high resolve. The flag of the United States of America is such a symbol of freedom bravely fought for and hardily won . . . of protection under the Constitution of the rights and privileges of all Americans . . . of promises of fulfillment of all their hopes and principles and ideals. It is also a symbol of

the duty of all its citizens to serve in time of need, to speak out for what each considers right, and to help correct under the law that which is honestly believed to be wrong. When a Cub Scout salutes the flag, he is saluting the whole country. The American flag is also known as "Old Glory, Stars and Stripes, Star Spangled Banner, and The Red, White and Blue."

As Americans, we think of ourselves as a young country, but we have one of the oldest written constitutions under which a nation operates and our flag is one of the oldest in existence.

Most people of America think that the Stars and Stripes were ordered by General George Washington, and that Betsy Ross sewed the first flag and that the Revolutionary forces used the flag from the day the Declaration

of Independence was signed. The story of the Stars and Stripes is a story of the nation itself; the evolution of the flag is symbolic of the evolution of our free institutions and its development into the great nation it is today.

Early in the days of the Republic when the 13 original states were still colonies, the banners borne by the Revolutionary forces were as varied as the races that made up the liberty-loving colonists. The local flags and colonial devices displayed in battle on land and sea during the first months of the American Revolution carried the various grievances that the individual states had against the Mother Country.

On July 4, 1776, the Declaration of Independence was signed in Philadelphia and the United Colonies dissolved all ties that bound them to England and became an independent nation . . . The United States. It was immediately determined that it was necessary to adopt a new flag. Tradition says that in the latter part of May 1776, George Washington, Robert Morris and Colonial Ross called on Betsy Ross to make the first flag which they designed. They kept the thirteen stripes of the Colonial flag, but replaced the Union Jack by a blue field bearing thirteen stars arranged in a circle.

The birthday of the flag was June 14, 1777, when Congress passed this resolution: Resolved: That the flag of the thirteen United States be thirteen stripes, alternate red and white; that the union be thirteen stars, white on a blue field, representing a constellation. We still celebrate every June 14th as Flag Day. The significance of the colors were defined as:

**White** signifies Purity and Innocence;

**Red** signifies Hardiness and Valor;

**Blue** signifies Vigilance, Perseverance and Justice.

Betsy Ross, a flag maker from Philadelphia, is credited by some historians with having made the first flag and with having suggested that the stars be five-pointed. The home of Betsy Ross at 230 Arch Street, Philadelphia, is a National Shrine and the flag flies on a staff from her third floor window. Thousands of people of all nations visit this house, which is known as the birth place of Old Glory.

It is true that Betsy Ross was a flag maker. There is in the Navy archives an order from Elizabeth Ross for making Ships Colors for 14 pounds, 12 shillings and 2 pence, paid to her exactly two weeks before the flag resolution of June 14, 1777. But none of the authentic records of history substantiate the story that Betsy Ross was appointed by Congress nor the personal writings of anyone, including George Washington, shed any light on the question of when, where, or by whom the first American flag was made.



But regardless of who was responsible for making the first flag, the stars and stripes, born in the midst, proudly announced to the world the birth of a new nation. However obscure its origin, the flag was soon hailed universally as the chief symbol of the Land of the Free.

## **DISPLAYING THE STARS AND STRIPES**

It is the universal custom to display the flag only from sunrise to sunset. . . however, the flag may be displayed at night on special occasions when it is desired to produce a patriotic effect. If displayed at night the flag should be illuminated. Certain historic and symbolic locations have flown the flag 24 hours a day for many years. Listed below are a few of the many historic locations where the flag is flown 24 hours a day (weather permitting) according to presidential proclamation, public law, or local custom:

1. Grave of Francis Scott Key, Mount Olivet Cemetery, Frederick Md.
2. The White House, Washington D.C.
3. The United States Capitol, Washington D. C.
4. Fort McHenry National Monument and Historic Shrine, and Flag House Square both located in Baltimore Md.
5. Little Bighorn Battlefield, Montana
6. The Marine Corps Monument, Arlington, Virginia
7. The War Memorial at Lexington and Worchester both located in Massachusetts
8. Keysville, Maryland, the birthplace of Francis Scott Key.

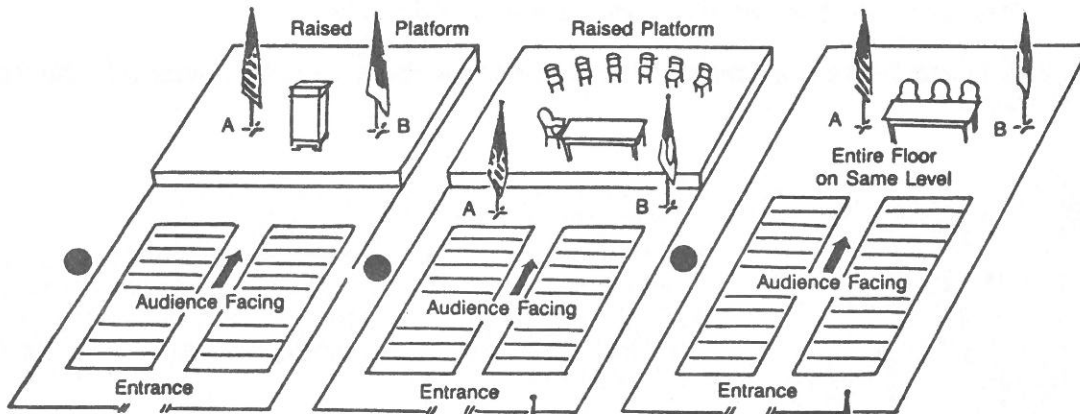
At other places where the flag is flown at night it is done because of a long-established local custom or under the authority of the language of the Joint Resolution of December 22, 1942, which states that "the flag may be displayed at night upon special occasions when it is desired to produce a patriotic effect." This language has not been the subject of strict interpretation or regulation. The "special occasion" has by practice in some places become "day and night". The flag should be flown and displayed on all days when weather permits, particularly on national and state holidays, on historic and special occasions:

New Year's Day	Inauguration Day
Lincoln's Birthday	Washington's Birthday
Easter Sunday	Loyalty and Law Day
Mother's Day	Armed Forces Day
Flag Day	Memorial Day
Labor Day	Independence Day
Columbus Day	Constitution and Citizenship Day
Veteran's Day	Thanksgiving Day and Christmas Day

Also any other time that may be proclaimed by the President of the United States, (like National Flag Week), birthdays of states (dates of admission to the union), and on state holidays.

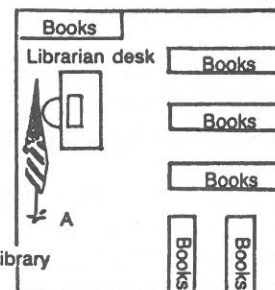
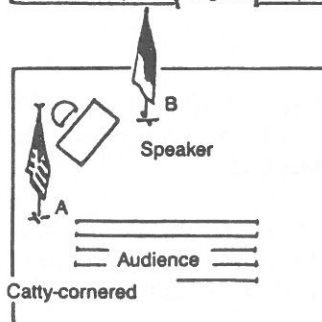
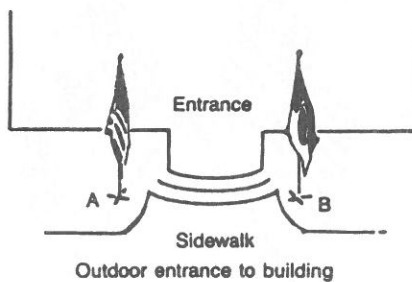
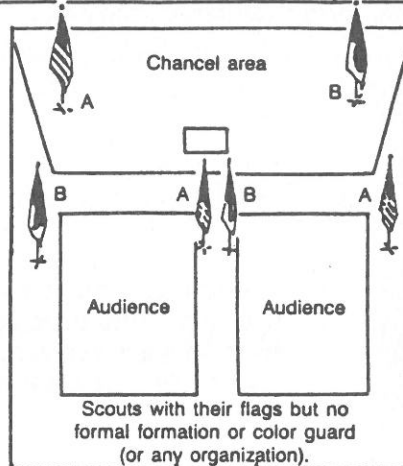
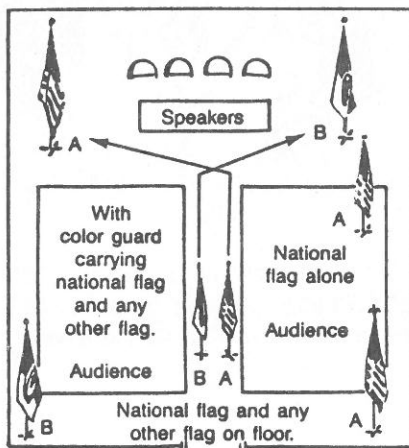
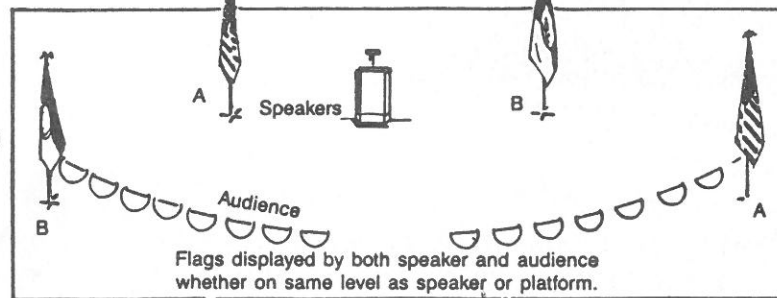


## DIAGRAMS OF FLAG POSITIONS



Note: A stands for the national flag, B stands for any other flag.

Diagrams 1-2-3-4 apply to lecture halls, classrooms, club rooms, churches, auditoriums, etc.



## **DOING IT RIGHT**

Are you aware how the flags are flown, displayed, carried, presented and placed? Each action has a set of rules to be followed by the flyer, displayer, carrier, presenter and placer.

Here is just a general overview, a sampling of some of the rules that apply to our usage of the flag and how it should be handled.



Flags of other nations must be flown from separate flagpoles of equal height and all flags should approximately be equal in size with the United States Flag. The U.S. flag should be to the right of all others. Custom forbids the displays of the flag of one nation above that of another nation in time of peace.

With other flags displayed from staffs, the national flag should be at the center and at the highest point of the group when being displayed with a group of state, local or organizational flags.



When carried in a procession with other flags, the American flag should be on the marching right. If there is a line of other flags it should be in front and center of that line. The U.S. flag should always be on a staff if on a parade float.

When the American flag is displayed against a wall with another flag, the United States flag will be on the right with its staff crossing over the staff of the other flag.

When flown from a staff on a church chancel or on a school stage, the flag should be placed on the speaker's right. If placed elsewhere than on the stage, it should be on the right of the audience as they face the stage.

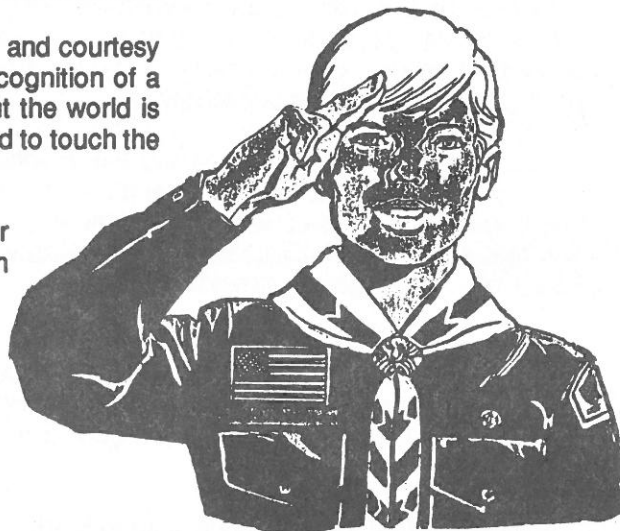


## **WHEN TO SALUTE THE UNITED STATES FLAG**

When a Cub Scout salutes the flag he signifies respect and courtesy for his country. The salute to the American flag is a recognition of a position of leadership. The Cub Scout salute throughout the world is made with the right hand with the first two fingers extended to touch the cap, or forehead if no cap is worn.

When in uniform . . . Salute with your head covered or uncovered, either indoors or outdoors, stand at attention and salute with your right hand.

When not in uniform . . . During ceremonies stand at attention, place your right hand over your heart. Men wearing hats should remove them and hold it over the heart. At sports event team members wearing uniforms should uncover their heads, stand at attention and hold hat or helmet in right hand.



Stand at attention when the National Anthem is being played. Face the flag and salute at the first note. Hold the salute until the very last note of the anthem. If there is no flag or it cannot be seen, face the music, stand at attention but do not salute if the National Anthem is sung without accompaniment or is a recording.

At Parades and reviews start your salute when the approaching flag is approximately six paces (12 feet) from you. Drop the salute when the flag is about the same distance past you. Follow this procedure when the flag is carried by mounted flag bearers or passes you on a vehicle, provided the flag is flown from a staff. A flag draped coffin rates the same honor as the flag passing in a parade. It is customary to salute when "taps" is sounded at a military funeral.

When the colors are raised . . . Stand at attention facing the flagpole. Salute as soon as the flag is started on its way up and hold the salute until it is at the peak. If the flag is to be flown at half-mast hold the salute until it is lowered to half-mast after first being hoisted to the peak.

If the colors are being retired . . . You would start the salute the moment the flag is on its way down and hold the salute until the flag is gathered at the base of the flagstaff. If the flag is at half-mast, salute as it is first hoisted to the peak; hold the salute until it is gathered at the base.

## **DO'S AND DON'TS**

Just having a flag is not enough. Are you treating your flag properly? Flag etiquette is the term given to the rules and regulations regarding the use of the American flag. Learn a few of the rules at a time as they come into use. Too many at once will be overwhelming. There is a place when setting-the example will come into play . . . your Cub Scouts will look to you their leader, as a model.

Remember, flag courtesy is just plain common sense. The American flag is the symbol of our country, recognized around the world . . . treat with a full measure of respect.

Don't fly a dirty flag. Keep your flags clean. A little investment in cleanliness pays big dividends in your flag's life. Dirt is sharp and cuts fabrics, dulls colors and causes wear. Most outdoor flags can be washed in mild detergent and thoroughly rinsed. Indoor and parade flags should be dry cleaned.

Don't store wet flags. The emergency of getting your flag out of the rain is no reason to store it wet! Dry it as you would wearing apparel. Hang it neatly and evenly. Wet folds turn into nasty permanent creases. Dampness ruins fabrics and causes mildew.

Don't neglect frays. Give your flag the attention it deserves. Watch corners of the "fly end", normally the first area to show signs of wear. Trim off the worn hem and re-hem the end. It's perfectly proper and when done properly can greatly extend the life of a flag.

High winds ruin flags. When your flag has to take the lashing punishment of high winds, something has to "give". Use common sense. Remember, wind velocity at the top of a flagpole is usually much greater than at ground level.

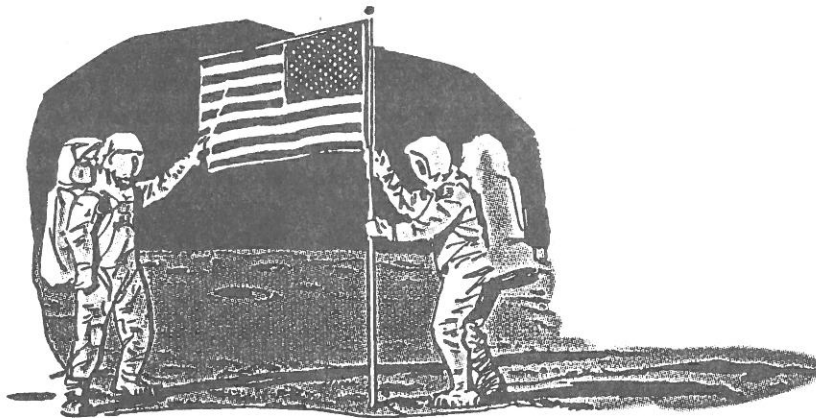
Citizens of other countries stand at attention but need not salute.

Always hoist the U.S. flag briskly. Lower it ceremoniously.



## POINTS OF INTEREST

- During manufacturing the material falls into containers-never on the floor.
- The flag planted on the moon was made of nylon and set in an aluminum frame.
- Miniature flags of the 50 United States and 124 United Nations were carried to the moon by the astronauts and brought back to earth. These flags were distributed by President Nixon to the Governors of the States and the heads of the members of the United Nations.





## FLAG TERMS

The following terms are used in describing the flag.

**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, organization's flag. A banner, standard, ensign.

**BADGE** Emblem, device, seal, usually on the field.

**FIELD** Each division of the flag is divided into red and white striped field and a white-starred blue field.

**FURL** To wrap or roll tightly. Opposite of unfurl, meaning to allow a flag to fly freely.

**CASE** Bag or container for storing the colors.

**HALYARD** Rope for hoisting and lowering flag.

**HOIST** Width of flag at carton side. To raise a flag.

**JACK** Rectangular flag flown from jackstaff on bow of vessel. U.S. white stars on blue field.

**PENNANT** Triangular, swallowtail flag or streamer.

**RUN UP A FLAG** Raise it smartly.

**STAFF** The pole a flag hangs from.

**STORM FLAG** Flag flown in bad weather-5 by 9 feet 6 inches.

### HOW TO FOLD A FLAG

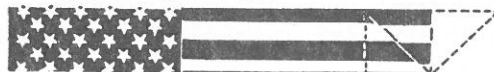
ON BEING DETACHED FROM THE HALYARD THE FLAG  
MUST BE FOLDED IMMEDIATELY!



1. To fold the flag correctly, bring the striped half up over the blue field.



3. Bring the lower striped corner to the upper edge forming a triangle.



4. Then fold the upper point in to form another triangle. Continue until the entire length of the flag is folded.



2. Then fold it in half again.



5. When you get near the end—nothing but the blue field showing—tuck the last bit into the other folds to secure it.



6. The final folded flag resembles a cocked hat with only the white stars on a blue field showing.

A person lowering the flag alone need not try to fold it. Gathering it into his arms so that it does not touch the ground is sufficient.

## **PLEDGE OF ALLEGIANCE**

Francis Bellamy, an assistant editor for "Youth's Companion" a juvenile periodical wrote The Pledge Of Allegiance, on September 8, 1892. He was chairman of the executive committee for the National Public School Celebration of Columbus Day in 1892. He felt every public and private school should fly a flag. The Pledge of Allegiance was written in observance of the 400th anniversary of the discovery of America by Columbus.

While visiting President Harrison in Washington, D.C. he asked Harrison to endorse the idea that a flag should fly over every school and the teaching of patriotism be a part of all schools. Finally, on June 21, 1892, President Harrison signed the proclamation which read: Let the National flag float over every school in the country and the exercises be such as shall impress upon our youth the patriotic duties of American citizenship.

The first printing of the Pledge of Allegiance appeared in the Youth Companion on September 1892. It stated:

I pledge allegiance to the flag of the United States and to the Republic for which it stands, one nation, indivisible, with liberty and justice for all.

In Washington D. C. on Flag Day 1924 at the second National Flag Conference the words "of America" was added to the Allegiance.

Further changes were made by the House Joint Resolution 243, approved by President Dwight Eisenhower on June 14, 1954. This amended the language by adding "under God", so that it now reads:

**I PLEDGE ALLEGIANCE TO THE FLAG OF THE UNITED STATES OF AMERICA AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION UNDER GOD, INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL.**

We, as Cub Scout leaders, need to impress upon our dens and packs the correct way to recite the Pledge of Allegiance . . . there is no comma after "Nation", and for no reason should we pause when repeating the pledge. This extra pause totally destroys the rhythm and meaning of these great lines. After all, the concept of one nation under God is a precious and valued thing.



**YOUR FLAG:** Everything you want to know about the flag of the United States of America. This is a super-resource for all questions about the U.S. Flag, and available at the Scout office.

## **HELPING OTHER PEOPLE**

The words, "I PROMISE . . . TO HELP OTHER PEOPLE" in the Cub Scout Promise will be very real and meaningful to a Cub Scout when he is given the opportunity to put them into action. Some Cubs will tackle the good-will bit on their own, but usually a boy needs some encouragement and guidance in order to make these words become a reality in his life.

Remember when the words "GOOD WILL PROJECT" and "SERVICE PROJECTS" were all Greek to you? Remember when "GOOD WILL" meant only the Good Will Industries annual clothing drive? Well, that's the way it seems to some Cub Scouts. A responsible leader will offer suggestions, make explanations and provide guidelines for the Cubs so that when a project is undertaken, either on an individual, den or pack basis, the boys will get that genuinely warm, wonderful feeling that comes from helping someone else. And then when they repeat the Cub Scout Promise, these words will be meaningful and real to them.

Why do good will projects? Well, besides helping people who need help and spreading a little happiness around, there are other reasons. These projects can be of great value to Cub Scouts. It teaches them to think of others, at a time in their lives when the big "I" is all important. It teaches them to be less selfish with their time and energies. It lets them become involved and aware of community problems and needs. It is a step towards active, participating citizenship. And it is one of the best ways that we can show the real spirit of Scouting. Boys, dens and packs should look beyond themselves periodically to see how they can help other people.

There are scores of good will or service projects for the Cub Scouts, and any time is a good time to put your project into action. Don't let the Cubs get the idea that Thanksgiving and Christmas are the only times for giving service to others, even though the holiday season is an excellent time.

## **PACK PROJECTS**



One of the most meaningful projects for a pack is a contribution to the World Friendship Fund. This is a special fund through which the Boy Scouts of America helps Scouting grow in other countries, even those countries where freedom is not a way of life. The money is used to buy equipment and training aids for Scout and Scouters all over the world. Contributions are made through the local Council office. Obtain more information about the World Friendship Fund so you can give your boys more specifics.

Another idea for a pack project is a contribution to one of the many organizations which help alleviate hunger and starvation around our community or the world. Most of our Cub Scouts don't know what it means to be hungry or starving. This will make them stop and think, and perhaps even count their blessings. Maybe you could ask them to skip a meal and contribute an equal amount of money to one of these funds. Hunger knows no season, so this project can be done any time during the year.

Your pack might like to plan a trip to a nursing or convalescent home around one of the Cub Scout themes. Wear costumes, put on skits or puppet shows, or provide some type of entertainment.

Plan a service project to benefit your chartering organization. Check to see what type of help is needed, then get to work. Perhaps you could plant trees, shrubs, flowers, have a clean-up campaign, earn money to provide needed equipment, handle flag ceremonies for PTA, Christmas caroling at nursing homes, etc.

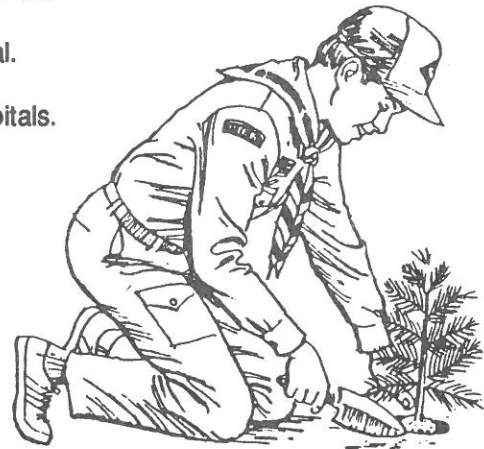
## DEN PROJECTS

Shut-in adults and children need excitement added to their lives. Many times they receive special attention during the holidays. Why not select some other time of the year to make them feel "special". Visit and put on a den skit, sing Cub Scout songs or make gifts.

- Make tray favors for hospitals or nursing homes.
- Collect games, books or puzzles to take to a day care center.
- Make puppets and put on a show for a childrens' hospital.
- Collect and donate magazines to nursing homes or hospitals.

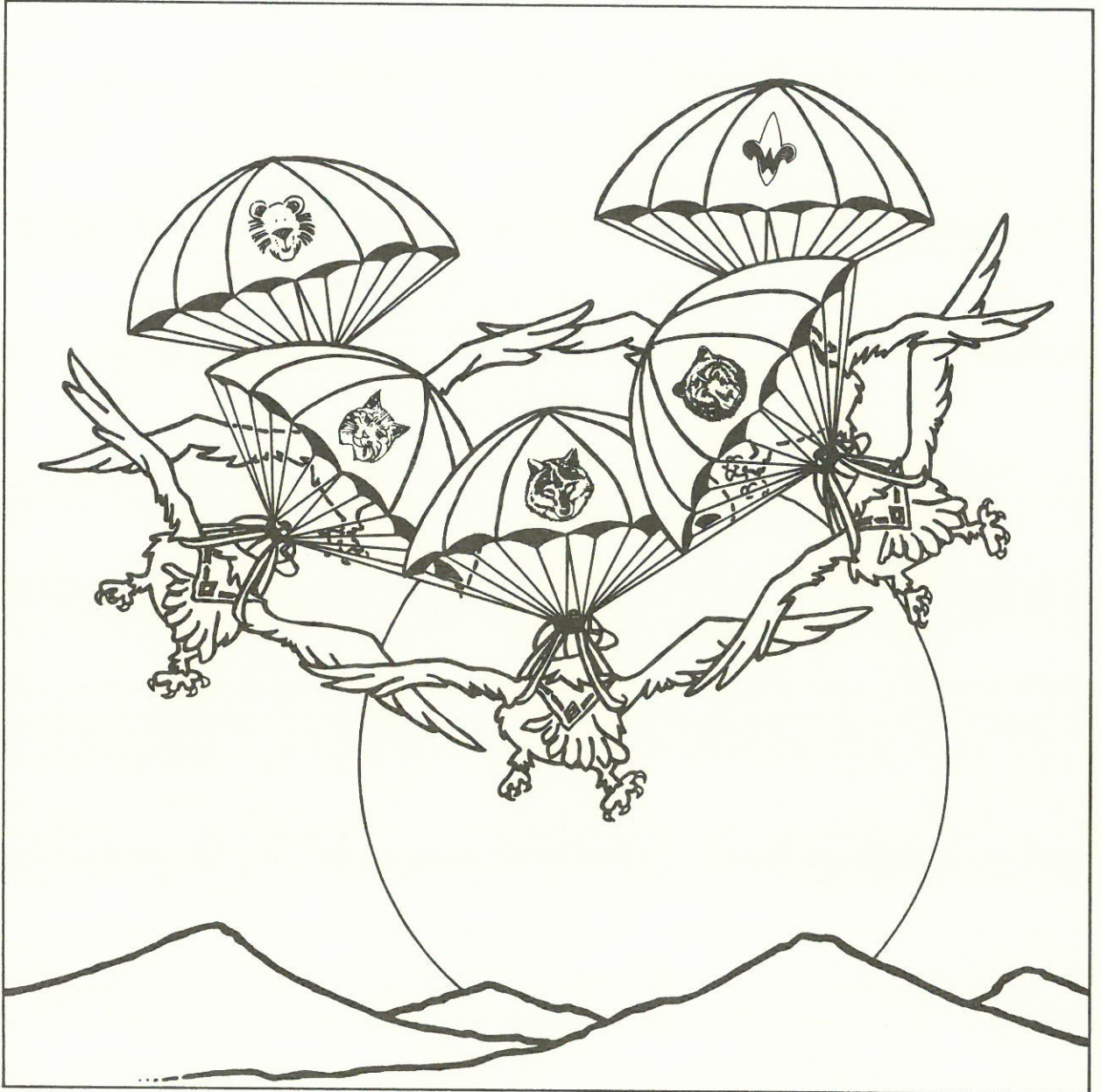
## INDIVIDUAL PROJECTS

- Run errands for sick or elderly persons, or neighbors.
- Help a neighbor by doing yard work or clean up.
- Shovel snow from around fireplugs.
- Read to a smaller child.
- Pick up litter.
- Plant new trees.



No doubt you and your Cub Scouts will be able to think of many more useful service projects. Most institutions have restrictions, so be sure to clear your projects with the person in charge. This will eliminate duplicate efforts by other groups, and will prevent embarrassment if some regulation is not followed.





DO YOUR BEST

HALLIE BANNER '90

## Table of Contents

---

<b>CEREMONIES FOR SPECIAL OCCASIONS</b>	<b>1</b>
<b>NOVEMBER 1990 - HEROES IN BOOKS</b>	<b>9</b>
<b>DECEMBER 1990 - GIVING GIFTS</b>	<b>13</b>
<b>JANUARY 1991 - FIESTA</b>	<b>16</b>
<b>FEBRUARY 1991 - BLUE AND GOLD TRADITIONS</b>	<b>19</b>
<b>MARCH 1991 - SEA ADVENTURES</b>	<b>22</b>
<b>APRIL 1991 - CANADA, OUR NEIGHBOR</b>	<b>24</b>
<b>MAY 1991 - WORKING WITH WOOD</b>	<b>27</b>
<b>JUNE 1991 - BACKYARD FUN</b>	<b>30</b>
<b>JULY 1991 - HIGH COUNTRY U.S.A.</b>	<b>34</b>
<b>AUGUST 1991 - CUB SCOUT MAGIC</b>	<b>37</b>
<b>SEPTEMBER 1991 - COMMUNICATIONS</b>	<b>39</b>
<b>OCTOBER 1991 - LIVING IN THE 21ST CENTURY</b>	<b>44</b>
<b>COSTUMES</b>	<b>50</b>

## CEREMONIES FOR SPECIAL OCCASIONS

The high point in men's lives have always been marked by ceremonies. Look back on your own life. In many instances, the important happenings were marked by ceremonies . . . your graduation from high school or college, your wedding, joining the church, joining a club or sorority, or the christening of your children. All of these were probably recognized by some type of ceremony.

So it is in Scouting . . . the highlights are marked by ceremonies. Joining the pack, receiving badges, graduating from Cub Scouting into Boy Scouting . . . all of these are marked by ceremonies. The following ceremonies were submitted by **Al Hullum** to enhance you pack and den efforts to make that special occasion memorable.



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

When a Den Leader plans the seven parts of the den meeting, he/she no doubt includes an opening and closing ceremony. Sometimes it may be simple recognition ceremonies in the den, such as adding a token to the den doodle, presentation of denner cords, presenting a bead when a boy completes three achievements toward a badge, or congratulating a boy on his birthday.

Let's take a look at pack ceremonies. A boy has worked long and hard to complete the requirements for his Wolf badge. Do you think he is impressed if the Cubmaster simply hands him his badge? Of course, the badge is important to a boy, because it is a visible means of showing others what he has done. But use your creative imagination of a moment and think how many impressive ways it can be presented. For instance, the theme is Halloween . . . imagine the Cubmaster dressed in a white sheet, drawing the badge out of a black and boiling cauldron . . . can't you just see that boy's eyes widen? Or perhaps the theme is Pirates, and there stands Peg Leg Pete on the bow of a pirate ship, ready to present the award . . . if the boy will walk the plank! Wow! In the eyes of an 8 or 9 year old boy, that would be a night to remember. Sure, you're right . . . it does take time and effort to plan such a ceremony. But think of the rewards . . . think of the long-lasting benefits . . . and think of the excitement and inspiration for the boy to work hard for the next badge, because who knows what might happen then?

Then there's the most important occasion in the life of a Cub Scout . . . his graduation into Scouting. How much meaning do you think it has for him to simply stop attending pack meetings? Maybe some other guys say, "Where's Jimmy?" and someone replies, "Oh, he joined the troop". Big deal! What kind of a picture is this for the younger Cub Scouts? He might as well have just disappeared into the fog.

One of the main purposes of Cub Scouting is to prepare a boy for Scouting. It is a proven fact . . . statistically. . . that boys who have been Cub Scouts stay in Scouting longer and are more successful. So it is a big deal. Cub leaders should do their best to make it a big deal for the boy. Don't under estimate the importance of ceremonies. They are very important to the boy.

## CEREMONIES CREATOR

(All purpose, all occasion, do anything, generic)

**Directions for use:**

- Choose one or more phrases from each list
- Assemble the necessary props
- Add your own personal words for each occasion
- Conduct the successful ceremony

**"Would the following please come forward:"**

Cub Scout(s) (name)  
 Webelos Scouts(s) (name)

Leader (s)  
 Parents (s)

Den (s)  
 Special

**"Before you is:"**

A Candle  
 A Torch  
 A Scout Book  
 Akela  
 A Ladder

A Drum  
 A Cross  
 A Neckerchief  
 A Trail  
 Your Leader

A Bucket  
 A Tripod  
 A Bridge  
 A Box  
 The Pack

A Branch  
 A Flashlight  
 A Picture  
 Your Parents  
 Other \_\_\_\_\_

**"This represents:"**

The Spirit of Scouting  
 The Pack  
 Your Future  
 Our Dedication  
 Character  
 Other \_\_\_\_\_

Fun and Adventure  
 The Church  
 Your Accomplishment  
 Your Advancement  
 Fitness

The Family  
 Good Deeds  
 Your Den  
 The World  
 Our Community

**"You have earned this Award by:"**

Helping Others  
 Joining Our Pack  
 Being the Best \_\_\_\_\_  
 Collecting \_\_\_\_\_  
 Other \_\_\_\_\_

Completing Achievements  
 Helping Boys Grow  
 Selling the Most \_\_\_\_\_  
 Serving for \_\_\_\_\_ Years

Doing Your Best  
 Being a Denner  
 Helping With \_\_\_\_\_  
 Serving as \_\_\_\_\_

**"Please accept this award and continue to:"**

Do Your Best  
 Give Goodwill  
 Help Your son

Come To Meetings  
 Follow Akela  
 Grow Strong

Work Hard  
 Be Your  
 Other \_\_\_\_\_

Follow the Trail  
 Help the Pack Go

"Would the rest of the Pack join me in congratulations for this award"

*(Lead a tasteful Applause)*

**THERE: WASN'T THAT EASY? KEEP THE SPIRIT ALIVE!**



## WHY DO WE USE CEREMONIES?

- To focus attention on the Cub Scouts receiving awards, and to recognize the parents of the boys at the same time.
- To honor Pack Leaders, including Den Chiefs, for their efforts on behalf of the pack. Without these leaders, there would no pack.
- To welcome visitors and guests.
- To welcome new families into the pack. Both boys and their parents should be a part of any welcoming ceremony.
- It is an opportunity to present the ideals of Scouting in a dramatic manner to the Cub Scouts being recognized, and to those watching the ceremony.
- But the best reason is because the boys like them. If the ceremony is dramatic and includes them, they will remember it all of their lives, and will work harder as they may be a part of it again.

## A GOOD CEREMONY IS

- Not too long.
- Keep the speeches short and to the point. Don't use fancy words the boys will not understand. Remember, we are talking to boys between the ages of six and ten.
- Make sure that everyone can hear.
- Rehearse if possible. You do not have to be word-for-word on your parts if the general idea is still there.
- Don't use the same ceremony too often. Use another or change the first one around so that it is different.
- Keep it serious and avoid giggles.

## CEREMONIAL PROPS

A few attractive props helps set the scene for an impressive pack meeting. A little "showmanship" along this line shows the boys and their parents that your pack really cares that they came to the meeting, and that you prepared for it.

Many props can be made from scrap material. They need not be expensive to be impressive. The following are some basic pieces of equipment that your pack may wish to acquire.

**BLUE AND GOLD TABLECLOTH:** This will add color to your head table, which holds the badges and other ceremonial equipment. Make the tablecloth to fit, from yellow fabric, and trim with blue binding. Use washable fabric, so it will be easy to take care of.

**ELECTRIC CANDLES:** These can be made from discarded electric candle type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on your head table. Change the posters to correspond with the rank being awarded.

**INDIAN HEADDRESS:** These are sometimes difficult and time consuming to make, but most Cubmasters think this is well worth the effort. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform is adequate, unless you wish to make other Indian costume parts.

**CAMPFIRE:** A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow, orange, or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care in using flame-proof materials.

**BRIDGE:** A bridge can be built from scrap lumber, using dowling for poles, and a white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

**ARROW OF LIGHT:** The pattern can be cut from scrap plywood, painted yellow, and mounted atop another piece of plywood for the base. Holes can be drilled to hold candles.

**COSTUMES:** It is effective for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions such as Christmas, or theme such as Circus, or Jungle. Cub Scouts will enjoy receiving awards from Santa Claus or an old witch or a clown.

## **TIPS FOR BUILDING GOOD CEREMONIES**

**ACTION:** Use as many people as possible. Force them to move about by having them use ceremonial props, i.e. boards, candles, or enlarged cutouts.

**ADVENTURE:** Relate your ceremony to the theme of the month. Have the participants identified with the theme through action, narration and costume.

**COORDINATION:** Plan ahead. Anticipate each step in the ceremony, and prepare the props. Tell dens, parents and others exactly what they will be asked to do, and when they are to do it. Check everything before the ceremony begins. Take nothing for granted.

**DELEGATING RESPONSIBILITY:** Rely on assistants, committee members and parents. Don't try to do everything yourself. Start by appointing a dramatics-minded parent to be the Ceremonies-Award Chairman for the pack.

**DIGNITY:** Maintain dignity if you want hold the attention of the audience.

**IMAGINATION:** Get showmanship into the act. Use dramatic flair in producing your ceremonies and props.

**IMPROVISATION:** Use low cost, easily found material. From a bandana, eye patch, wooden sword and gold earring, a boy becomes a convincing pirate. A blanket and turkey feather can transform a Cub Scout into an Indian brave.

**INSPIRATION AND IDEALS:** Help your participants and audience understand the Spirit of Cub Scouting through your interpretation of the ideals of the movement as expressed in the Cub Scout Promise, the Law of the Pack, the Pledge of Allegiance to the flag, and inspirational thoughts worked into your recognition ceremonies.

**MOOD:** Set the stage. Use announcements, lighting, music props, or other means to get the audience into a receptive frame of mind.

**PARTICIPATION:** Bring parents into the ceremony with their sons. It is through participation the boys develop poise, self-reliance and confidence.

**SIMPLICITY:** "Keep it simple, make it fun" is an old Cub Scout saying that is just as appropriate for ceremonies and any other phase of the program.

**SYMBOLISM:** Use props to represent the deeper meaning and values you want symbolized. A lighted candle can symbolize the Spirit of Cub Scouting; a paper chain may help your audience visualize the power of unity, a simple target and a rubber-tipped dart may get across the idea of hitting the bull's eye of parents participation or hitting the mark.

## **CEREMONIES FOR RECOGNITION OF SERVICE**

In a volunteer movement like Scouting where people are giving their time because of their interest in boyhood, there arises many opportunities for private and public recognitions. Such ceremonies have a valuable two-way effect. They encourage appreciation, and also remind other people of the importance of the work being done. Ceremonies and presentations must be handled to recognize service and to challenge future service at the same time. They should be enjoyed by the person recognized. They should not embarrass him or her. They should not keep the person standing for a long time while being recognized.

The ideal ceremony is:

1. Brief (*so as not to tire those in attendance*).
2. Dignified (*leave out fun-making*).
3. Impressive (*well thought out and smoothly handled*).
4. Related to boyhood (*expressing appreciation "on behalf of our boys"*).
5. An expression of the importance of what the person is doing.
6. An expression of public appreciation and approval of what the person has done or is to do.

These ceremonies cover a wide range of individuals and service rendered to the program.

## **WELCOMING A NEW MEMBER TO THE DEN**

On this one occasion you may prefer to have a permanent ceremony for your den. It would be fitting if each new den member was received in the same manner. The Cub Scout Song Book has special welcoming songs you might like to learn, or have the den make up their own song. As the Den Leader, it is appropriate for you to say a few words of welcome and tell a little about the den. Mention some of the interesting things you have done, and things you plan to do.

You can end the welcome by having the den members form a living circle with the new boy outside, then break the circle and invite the new boy to join.

Invite the parents of the new member to attend the first meeting. They'll enjoy the welcoming ceremony and will welcome the opportunity to see what a den meeting is all about. (*and they may volunteer their help!*)

## TIGER CUB CANDLELIGHT INDUCTION CEREMONY

PERSONNEL: Cubmaster, Committee Chairman, Den Chief, Tiger Cubs.

PROCEDURE: Tiger Cubs wait outside room with Den Chief. Table is placed at front of room holding large Cub emblem and three candles. The room is in darkness. When all is ready, the Den Chief knocks on the door from the outside. CM and CC stand behind the table.

CM: Who wishes to enter this meeting room?

DC: Den Chief (*name*) \_\_\_\_\_ with Tiger Cubs to join this pack.

CM: What are the names of the Tiger Cubs?

DC: (*names the Tiger Cubs*).

CM: Bring the Tiger Cubs inside.

*(DC brings Tiger Cubs into room and leads them to front of table. He then takes his seat in the audience.)*

CM: (*To Tiger Cubs*) You have entered from the darkness of the outer world to the light symbolizing Scouting. This candle (*he lights one*) stands for the Spirit of Scouting. There are many benefits to be gained from belonging to Cub Scouting. You will learn a great deal, you will have a chance to help others, you will be rewarded for your efforts, and you will have a lot of fun. The Cub Scout Promise is the basic principle of Cub Scouting. Will you repeat it with me please. (*Light candle representing Promise.*)

*(CM gives Cub sign and begins Promise. Tiger Cubs join in with him.)*

CC: Just as the Cub Scout Promise is the basic principle of Cub Scouting, the Law of the Pack is the fundamental rule governing Cub Scouting. Please give the Cub Scout sign and repeat the Law of the Pack with me.

*(CC gives sign and leads boys in repeating Law of the Pack.)*

CM: Remember well the Promise and the Law of the Pack and use them as your guide for personal conduct in the years to come.

CM: And now we ask that the parents of these Tiger Cubs come forward to receive the patches and certificates for their sons.

*(Parents come forward and stand behind their son.)*

*(CM presents the Tiger Cub patches and certificates to parents, who in turn present them to their sons.)*

Parents play an important role in Cub Scouting. You will work with your sons on their achievements and electives. You will find that you will learn as well as yours sons, and in having fun with him will become a closer family.

*(To boys.)* Congratulations! And good Cub Scouting to you all. (*Salutes*)

## **INTRODUCING THE PLEDGE OF ALLEGIANCE**

It is always appropriate to introduce the Pledge of Allegiance at the start of any meeting. It will often set the mood the leader wants to establish and give food for thought to the participants before they actually make the pledge. A simple statement before the pledge will keep it from becoming just a boring recitation, too often said in a disrespectful manner. These introductions to the salute to the flag and the Pledge of Allegiance will add a meaningful touch to your flag ceremonies.

The U.S. Flag is the emblem of our nation, the leader of the free world. Let us now salute the flag as we pledge our allegiance to it.

Our flag is bright with cheer, brilliant with courage, and firm with faith. Let's remember that as we salute the flag today and pledge our allegiance.

An active, patriotic citizenry is essential to preserve and strengthen our America heritage. Respect for our flag is part of this. Let us show it by saluting the flag correctly as we pledge our allegiance to it.

Planted firmly on the high pinnacle of American faith, the U.S. Flag has provided an inspiration to untold millions. Men have looked on the flag as a symbol of national unity. Let us unite in pledging our allegiance to the flag.

So long as the principles of truth, justice, and liberty for all remain deeply rooted in human hearts, our flag shall continue to be the enduring banner of the United States. Let us join in the pledge of allegiance to our flag.

The flag flies before our eyes as a bright gleam of color and a symbol of ourselves. Let us join in saluting the flag of the United States and in pledging our allegiance.

For more than 10 score years, our flag has been the emblem of liberty for generation after generation of Americans. Let us look at it with pride as we salute your flag today and pledge our allegiance to it.

"Long may it wave!" Let us remember the history behind this famous phrase as we pledge our allegiance to the flag.

Our flag is representative of constitutional government designed to serve all our people. Let us remember that as we salute the flag today and pledge our allegiance.

Because we are proud and appreciative of America's role in world leadership, let us now proudly salute our flag as we pledge our allegiance to it.

To personally understand and maintain the American way of life and to pass it on to succeeding generations is the responsibility of every true American. Let us vow to do this, and think about it now as we salute our flag and pledge our allegiance to it.

Thomas Jefferson said, "The God who gave us life gave us liberty at the same time." As we pledge our allegiance to the flag of the United States of America, let us remember that our flag is a symbol of this precious liberty.

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. Now let us pledge our allegiance to the flag.

## **GRADUATION CEREMONY IN DEN (Transferring)**

The actual graduation ceremony will take place in the pack meeting and is the most important ceremony in Cub Scouting as it will include the boy's parents and future Scout troop leaders. But such an important occasion should not go unrecognized in the den. If the den chief is in the troop the boy will be joining, let him say a few words of congratulations. It will also let him know that he already has a friend in the new troop. The Denner might say a word on behalf of the rest of the den members. This will probably be his last den meeting - make it special for him.

If one of your members is transferring to another pack for some reason be sure to wish him well in his new home. Perhaps give him a list of the den members' name and addresses to take with him. Wish him good Cub Scouting.

## **WEBELOS DEN INDUCTION**

**ARRANGEMENT:** Boys to be inducted into Webelos den are called forward with their parents. Cubmaster stands with them. Webelos Leader and members of Webelos den stand to one side. Six Webelos Scouts have speaking parts.

**CUBMASTER:** It is my pleasure to announce that *(names of boys)* have completed their work in Den \_\_\_\_\_. They are now eligible to join the Webelos Den. Webelos Scouts wear a special neckerchief, so I will remove your Cub Scout neckerchief. *(He does so and hands it to parents)*

Our Webelos Scouts are learning to become Scouts and they would like to tell you about it:

**1st WEBELOS:** The Scout Law is a lengthy one. Sometimes it's hard to keep. But if you take it step by step, the climb won't seem so steep.

**2nd WEBELOS:** Trustworthiness comes first of all. That's always good to know. And loyalty comes next in line. Be proud, and let it show.

**3rd WEBELOS:** A friendly, helpful Scout is one who's courteous and kind. And then, of course, obedience is always on your mind.

**4th WEBELOS:** A good Scout is a cheerful one and one you're glad to meet. You must be thrifty and be brave and always clean and neat.

**5th WEBELOS:** A Webelos is an older cub, a boy like me or you. Who learns to be a Boy Scout. It's not hard to do.

**6th WEBELOS:** There's one last step that we must learn, to be reverent as we can. All these things a Boy Scout does to be a better man.

**WEBELOS LDR:** While we're learning about Boy Scouts, our Webelos Den has lots of fun working on activity badges, going on hikes and camping. We would like to welcome you to our den. We know you will have fun and learn many things.

*(Boys to be inducted move to take their place beside Webelos Scouts. Webelos leader places the Webelos neckerchief around their necks and presents them with Webelos handbook.)*

## NOVEMBER 1990 - HEROES IN BOOKS

---

### OPENING

**PREPARATION:** Flag is staffed on a stage behind closed curtain. If this arrangement is not possible, the opening may be done in a darkened room with the spotlight on the flag coming on at the appropriate time.

**CUBMASTER:** It is a picture of our past, and there is something of Davy Crockett, Kit Carson, Daniel Boone, Horace Greely, the famous forty-niners, and even Lewis and Clark. It is a picture of all those brave frontiersmen that headed west.

It is picture of our people . . . 200 million of them. They are the part of the picture we are helping to paint. To this picture we would add the portraits of boys, growing into men, who will live useful lives and who will add to that history of noble action which is our American heritage.

Cub Scouts and parents, the picture of our country! *(curtain opens showing the American Flag -- or a spotlight on the American Flag)*

The Flag of the Untied States of America!

Will you all stand now and join me in saying the Pledge of Allegiance to this great flag and to the people who make it so great.

### THANKFUL OPENING

**STAGING:** Two Cub Scouts and/or leaders

**CUB # 1:** Oh Boy, Thanksgiving is coming! Turkey, dressing and pumpkin pie. Boy, am I going to feast!

**CUB # 2:** Is that what Thanksgiving means to you?

**CUB # 1:** Sure, doesn't it mean that to you?

**CUB # 2:** That is only a small part of Thanksgiving. It is a time to celebrate and to give thanks for all we have.

**CUB # 1:** Oh! To give thanks for our big dinner.

**CUB # 2:** To give thanks for everything we have, not just our food but our shelter, family, friends and our freedoms.

**CUB # 1:** Freedoms?

**CUB # 2:** Yes, the Pilgrims celebrated their religious freedom with a feast after a year in the new world. The other freedoms that we enjoy in America are freedom of speech, freedom to live as we choose, and the freedom to elect our leaders. These freedoms had to be earned and defended through the blood and sweat of our forefathers.

**CUB # 1:** I never realized I have so many things to be thankful for.

## TURKEY OPENING

**STAGING:** Six Cub Scouts with signs, large letters on front and sayings printed on back.



- T** = Is for Thanks - many thanks for all we have -- food, shelter, family, freedoms.  
**U** = Is for Uniform - the uniform we wear is a visible sign of what we stand for.  
**R** = Is for Respect - respect others, what they are and what they believe in.  
**K** = Is for Key - the key to who and what we are depends on our background and heritage.  
**E** = Is for Effort - you must expend effort in order to make anything worthwhile.  
**Y** = Is for Yes - yes, we are grateful for many things and yes, we accept the Scouting challenge.

## CLOSING THOUGHT

Cub Scouts, it wasn't long ago that we heard some people say: "The sky is the limit." That meant that a man could make anything of himself that he wanted...at least on earth. Well, that limit is now off. There is no limit to what you can aspire to do, either on earth or in space. Our astronauts have shown us that.

Colonel 'Buzz' Aldrin, the second man to walk on the moon, was a member of Troop 12 in Montclair, New Jersey. He said to a group of Scouts: "Set your goals high and settle for nothing less than accomplishment. Don't settle for mediocrity."

How well you perform as a man will depend on how you accept the new challenge which says, "The sky is not the limit." A Cub Scout who does his best in everything he undertakes now is preparing himself for that new challenge. If you want to aim for the stars, you must remember that you are building your launching pad right now by your willingness and initiative in every task you tackle.

## PILGRIM CLOSING CEREMONY

**SETTING:** Pilgrims sitting around a table.

**DEN CHIEF:** "We have a lot to be thankful for at this time of the year. We work and for this we see all the good things that come of it. Let us all share something good with each other at this time."

**BOY # 1:** "Do the very best you can and leave the rest to God."

**BOY # 2:** "Life is hard by the yard; but by the inch life is a cinch."

**BOY # 3:** "A clean conscience is a soft pillow."

**BOY # 4:** "We can do anything we want if we stick to it long enough."

**BOY # 5:** "There is no failure except to give up."

**BOY # 6:** "Our Country, right or wrong. When right, to be kept right, when wrong to be made right."

**DEN CHIEF:** "We all have a lot for which to be thankful."





## **BADEN-POWELL CLOSING**

*(This closing can be done by having boys recite one line each, or one person can read the entire thing).*

Baden-Powell had a vision, which he made come true, so that we enjoy Scouting, and have fun while we do. He wasn't an American, but he's famous to us. He has earned in America, our admiration and trust.

May the Spirit of Scouting, be with both young and old, as you never forget, the blue and gold.

May you strive for truth and spirituality in the warm sunlight under the sky above. May you bring good cheer and happiness to others and have steadfast loyalty and love.

## **MARK TWAIN AWARDS CEREMONY**

**SCENE:** Cardboard backdrop of unpainted fence to be white washed by Huck Finn and Tom Sawyer.

**PROPS:** Abstract cardboard paint brushes - (awards should be taped to back of brushes and names of recipients printed on front of brushes - large paint buckets carried by Finn and Sawyer in which awards are carried on stage.

**COSTUMES:** Characters are Tom Sawyer and Huck Finn . . . dressed in jeans or overalls, plaid shirts, bandanna neckerchiefs in hip pockets, straw hats, either barefoot or wearing sneakers.

**NOTE:** No set dialogue needed for this ceremony.

Enter Sawyer and Finn, each carrying paint bucket with brushes and awards inside - they talk loudly to each other so audience can hear - Tom might say to Huck..."Boy, this is going to be fun . . . there's nothin' I'd rather do than whitewash a fence. How 'bout you, Huck."

Huck might say..."Me either, Tom...you really gotta be a good painter to do this"

*(They pantomime painting fence)* Tom might say . . . "We really gotta be good painters to do this."

Huck might say . . . "Yeah, you're right, Tom . . . hey, I've got an idea. Let's ask *(give names of boys to receive Bobcat or Wolf badges)*. They really do their best and they've had lots of experience."

Tom and Huck get these people up and stand them in front of the fence. Give them their award which is taped to cardboard brush and get them to pantomime painting, telling Huck to say . . . "Tom give that board another coat", or "hey, you missed a spot.." Tom might say . . . "Ya' know, Huck, if we had more painters, we might get the job done faster. Let's ask *(calls boys up for Bear awards)*".

As each new "awardee" comes to the front of the room, he is handed cardboard paint brush *(with award taped to back)* and is instructed to pantomime painting the fence. Meanwhile, first group is still painting. "Awardees" names are called as they get to the fence.

Tom and Huck continue to encourage **all** painters to keep on painting. Do a good job, isn't this fun, don't forget that corner, etc. The object is to have **all** painters pantomiming with backs to audience.

Huck might say . . . "Boy, we're really getting this ole' fence whitewashed. But if we had a few more painters, we'd be finished in no time."

Tom might say . . . "You're right as rain, Huck . . . I know what . . . Let's ask (gives names for Webelos awards, ect.)

After getting last group of "painters" up to front of room, they are given their "Paintbrush Awards" . . . instructed to paint fence, while Tom and Huck continue to encourage and point out places they missed.

At this point, all boys eligible for awards should be standing in front of fence, pantomiming painting, with their cardboard brushes (with awards taped to back), with their backs to audience.

Tom might say to Huck . . . "Shucks, Huck, this ole' fence is gettin' such good ole' paint job and they're all havin' such a good time, let's you and me jes' go fishin'."

Huck grins, nods head and the two walk off whistling, leaving all "awardees" still painting the fence.

## **TURKEY DAY ADVANCEMENT CEREMONY**

**SETTING:** A table set with Thanksgiving items, a bag of corn kernels.

**CUBMASTER:** "Ladies and gentlemen tonight we are remembering the founders of our country and the native American Indians. The pilgrims came to this country for religious freedom and when they got here they found new friends - the American Indian. The sharing that was done between these two different peoples was something to behold. We all have shared things in much the same way. Would these boys please come forward?"  
(*Call Wolves*)

**ADV. CHAIRMAN:** "You boys have shared with each other the gift of working together in your dens and homes. For this we give you your awards and also a kernel of corn as the Indians gave to the pilgrims."

**CUBMASTER:** "Would these boys please come forward? (*Call Bears*). You boys have worked hard and work was one of the things most respected by the pilgrims and Indians alike. The pilgrims even made rules that if a person did not work they would not eat. For your work we give you your award and also a kernel of corn as the Indians gave to the pilgrims."

**ADV. CHAIRMAN:** "Would these boys please come forward (*call Webelos*). You boys have been working for a long time and you have learned many new skills in your dens such as working with metal, wood, and leather. These are the same skills that the pilgrims had to learn to survive and help build this great country we live in today. For these skills we give you your awards and a kernel of corn to remember this special time of the year."



## DECEMBER 1990 - GIVING GIFTS

### LIGHT CHRISTMAS TREE

**CUBMASTER:** "Cub Scouts, isn't that a beautiful tree? It's bright and colorful, like the joyous seasons of Christmas and Chanukah. And we all had a part in making it so beautiful. When all Cub Scouts work together and do their best, the result is always something fine like this tree. Let's remember that as we repeat the Cub Scout Promise. (Lead Promise).

### THAT'S CHRISTMAS

**ARRANGEMENT:** Ten boys come on stage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn.

- 1ST CUB:** Secrets! Secrets! In the air!  
Merry greetings everywhere! That's Christmas!
- 2ND CUB:** Cedar boughs in every nook!  
Holly everywhere you look. That's Christmas!
- 3RD CUB:** Christmas trees with baubles bright,  
Flashing in the candle light! That's Christmas!
- 4TH CUB:** Hearth fires leaping high to show  
Faces in the firelight's glow! That's Christmas!
- 5TH CUB:** Spicy smells of things to eat,  
Promising a welcome treat! That's Christmas!
- 6TH CUB:** Bundles big and bundles small!  
And we must not look at all! That's Christmas!
- 7TH CUB:** Little whispers all about!  
But we can't find one thing out! That's Christmas!
- 8TH CUB:** Such a lot of things to do!  
Shopping trips and wrapping too! That's Christmas!
- 9TH CUB:** Time for fun and song and play!  
Just the year's most happy day! That's Christmas!
- 10TH CUB:** Joy in all we have and do!  
Wishing joy for others too! That's Christmas!
- ALL:** So we gladly join to say  
Here's to wish your happiest day - That's CHRISTMAS!



## YEAR'S END - CLOSING CEREMONY

- STAGING:** House lights are dimmed. Ceremony board or log containing 7 small candles and 1 tall candle representing the Spirit of Cub Scouting.
- CUBMASTER:** (*Lights candles*) This last ceremony for 1990 is one of rededication. Tonight 4 candles represent the Cub Scout Ranks--Bobcat, Wolf, Bear, and Webelos. Will all Bobcat Cub Scouts and their parents please stand. Bobcats, do you promise in 1991 to do your best to help other people and obey the Law of the Pack, and to advance in rank?
- BOBCATS:** We'll do our best! (*Extinguish Bobcat candle*).
- CUBMASTER:** (*Follow same procedure for Wolf and Bear Cub Scouts*).
- CUBMASTER:** Will all Webelos and their parents please stand. Webelos, do you promise in 1991 to do your best to help other people and obey the Law of the Pack, and to earn the Arrow of Light Award if you have not already earned it?
- WEBELOS:** We'll do our best!
- CUBMASTER:** Three candles and the Spirit of Cub Scouting candle remain burning. Those three candles stand for Follows, Helps, and Gives which means "We'll be loyal". Will you be loyal Cub Scouts in 1991? (*All respond*) (*Three candles are extinguished*). The Spirit of Cub Scouting will burn as it does in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your hearts during the year of 1991 as we go upward and forward in Pack \_\_\_\_\_. Good night, Cub Scouts.

## CHRISTMAS OPENING OR CLOSING

- ARRANGEMENT:** Nine Cub Scouts come on stage, one by one, each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spells out the word CHRISTMAS.
- C =** Is for candles, we burn on Christmas night. To gladden weary travelers with their light so bright.
- H =** Is for happiest; the happiest time of the year. It's jolly, gay old Christmas time, with all it's mirth and cheer.
- R =** Is for ring; we ring the Christmas bell. All the Christmas gladness, the world to tell.
- I =** Is for the infant who lay in a manger. Little Lord Jesus, a dear little stranger.
- S =** Is for shepherds who kept their flocks by night. And heard the angels singing and saw a wondrous light.
- T =** Is for tree, all green and gold and red. We see it Christmas morning when we jump from our bed.
- M =** Is for the mistletoe we hang at Christmas time. In merry wreaths, when candles burn and Christmas bells chime.
- A =** Is for all, to all men we wish cheer. Joy and gladness, love and hope, for Christmas time is here.
- S =** Is for the star that shone on Christmas night, Star and candles, bell and wreath, all make our Christmas bright.

## TWAS THE NIGHT OF THE PACK MEETING

*(Advancement Ceremony)*

Twas the night of the pack meeting and all through the place,  
Not a boy was stirring, anticipation on each face.

It was time for advancements and they all turned an ear,  
So when their name was called, they would hear it loud and clear.

The Cubmaster was checking his list, not once but twice,  
To see which boys had worked hard and earned awards this night.

When all of a sudden, the Cubmaster was ready with helpers nigh,  
To pass out awards as the boys were called and they filed by.

First came the **BOBCATS** all new to the pack.  
Akela is ready with the guidance and experience they lack.

Come up all you new Cubs, you're our Bobcats tonight.  
Your final step as a Bobcat is to do a good deed,  
And you must do it right.

*(Call boys and their parents forward and present awards.)*

Second are the **WOLVES**, experienced that's true,  
But there is still much to learn, Akela's not through.

Come up all our Wolf Cubs, you are Wolves to be praised.  
Achievements and electives you've done, so with Wolf badge and arrow points, in rank you are raised.

*(Call boys and parents forward and present awards.)*

Third are the **BEARS** most experienced so far.  
Akela's teachings they've heeded, they're way above par.

Come all our Bear Cubs, your work and learning is applauded.  
For completing achievements and electives, tonight you're rewarded.

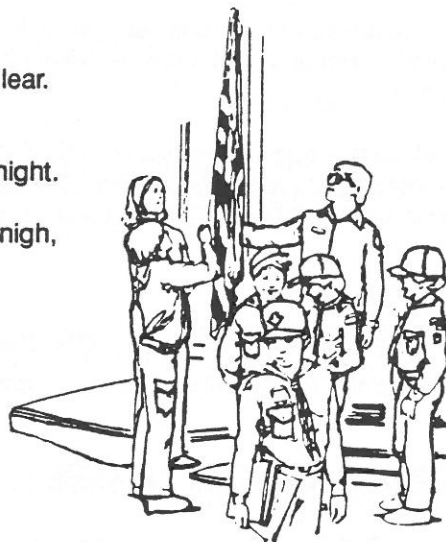
*(Call boys and parents forward and present awards.)*

Last are the **WEBELOS**, but not least to be sure.  
Akela's lessons they've learned, now Boy Scouts is their lure.

Come up all our Webelos, your activities are harder,  
Your accomplishments you wear proudly on your shoulder.

*(Call boys forward and present them with activity badges.)*

Now, let's give all these Cub our Santa applause for a job well done!



## **CHRISTMAS TREE - ADVANCEMENT CEREMONY**

All advancement awards are placed in Christmas wrappings and hung on the tree. Also, in each package is a Christmas tree light bulb with the Cub Scout's first name lettered on with a felt pen.

Use pink bulbs for Bobcat; red for Wolf; green for Bear; gold for gold arrow points; white for silver arrow points; orange for Webelos activity badges; blue for Webelos badge; and multicolored or special bulb for Arrow of Light.

Boys being given awards are called forward with their parents and take their packages from the tree. Their parents pin on their new award. The boys then screw in their bulbs which remain on the tree for the rest of the meeting. After the meeting the boys can have their bulbs to take home.

## **JANUARY 1991 - FIESTA**

---

### **SPORTSMANSHIP OPENING**

**CUBMASTER:** At the beginning of the Indianapolis 500 or other car races, the announcer says, "Gentlemen, start your engines." Tonight we will have our pinewood derby. I will ask 13 boys to come forward to help me give you a reminder.

- S =** Smile, even if you hurt inside.
- P =** Pardon those parents who may show poor manners.
- O =** Ooze with enthusiasm for your car and fellow den members.
- R =** Respect the feelings of other Cub Scouts.
- T =** Try your best and (*next letter*) be
- S =** Satisfied with yourself.
- M =** Master the art of self-control.
- A =** Anger has no place in our meeting.
- N =** Notice that only one can win.
- S =** Success in "doing your best" will be present for every Cub Scout!
- H =** Hush those words of bragging.
- I =** Insert your "congratulations" to the winner.
- P =** Play the derby game for FUN.

## **FIESTA OPENING**

Six Cub Scouts, each with a large card. On one side of the card is one of the letters listed below, on the other is the saying. As each Cub turns his card over to reveal the letter, he reads the saying. When finished the cards should spell the monthly theme - **F-I-E-S-T-A!**

- F** = Is for the **FUN** of the fiesta atmosphere we'll have all winter long.
- I** = Is for the **INDIVIDUAL** Cub Scouts to see their own achievements.
- E** = Is for **EAGER** Cub Scouts to know the importance of his own worth.
- S** = Is for the **SATISFACTION** of jobs well done.
- T** = Is for **TOGETHERNESS** as we go through our daily tasks.
- A** = Is for **ALL** -- all for one and one for all.

## **WE'LL DO OUR BEST - CLOSING**

Did you know that millions of boys and men have been part of the Boy Scout movement since it's beginning in 1910? Many of you dads were Scouts and today your sons are Cub Scouts. What a vast force to be crusading each day, at work or play for those things America holds dear! As we light the candles on our birthday cake, over all is the spirit of Scouting and below this, three candles representing Boy Scouting, Cub Scouting and Exploring. Let us resolve that as someone, someplace helped us get started in Cub Scouting, so will we, together and as individuals, help more boys and institutions have Cub Scouting. Repeat with me the response to our Cub Scout motto: **WE'LL DO OUR BEST.**

## **UNKNOWN BUGLE BOY - CLOSING**

There's a battlefield at Gettysburg,  
where swords and sabers rust.  
And brothers who were flesh and blood  
are scattered in the dust.

But every night at Gettysburg  
when everything is still.  
They say a golden bugle blows on Cemetery Hill.

Who was the unknown bugle boy  
at Gettysburg that day.  
And was he wearing Yankee blue  
or wearing Southern gray?

Why did he die? What was his motive?  
That Government of the people,  
by the people, and for the people  
shall not perish from the earth.



## **CLOSING THOUGHT**

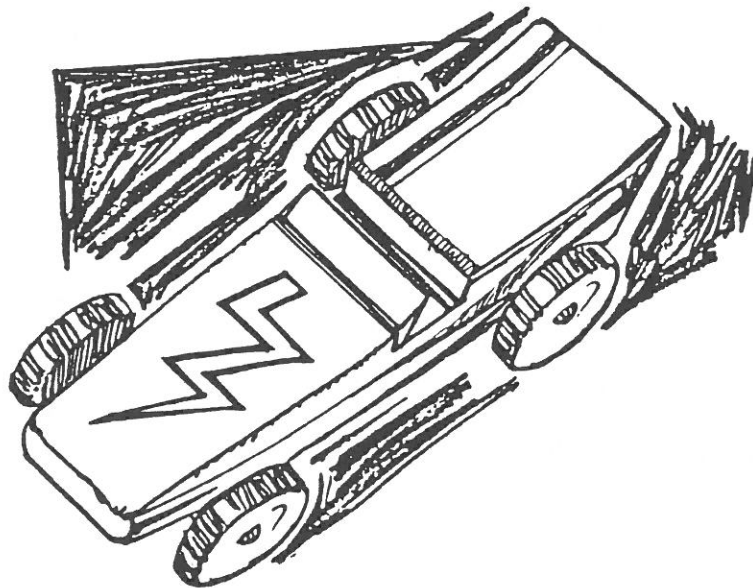
As we close our meeting here tonight let's give a thought to what the blue and gold colors of Cub Scouting mean. Did you know that the blue and gold you see on the Cub Scout uniform was not selected merely because it was attractive? You see, each color has a definite meaning. Blue stands for truth and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

## **PINEWOOD DERBY - ADVANCEMENT**

**EQUIPMENT:** Pinewood Derby track, badges of rank, or decals, and awards to be given to boys. Put decals or actual badges of rank on stiff cardboard and attach to 8 inch long sticks. Tape or tack these to side rails of derby track in ascending order - Bobcat, Wolf, Bear, Webelos, and Arrow of Light. If a boy is graduating into a Scout troop, have a Scout badge at the top. At the appropriate places on the track, have the badges and arrow points. (Note: Equipment must be prepared immediately after the pinewood derby, while the derby chairman is making his awards - so that it will be ready for the following advancement ceremony.)

**CUBMASTER:** We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill, don't they? Well, you can go uphill on this track too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelos and the Arrow of Light. Some of our Cub Scouts have been climbing this course, and now we are going to show how far they have progressed. Will the following Cub Scouts who have made the climb as far as Wolf please come forward with their parents.

(When boys and their parents have assembled, remove their awards from the track and have the parents pin the badges on. Do the same for Bear badges and arrow points. Have Webelos den leaders take over for activity badges and Webelos badges. Cubmaster should be included in presentation of the Arrow of Light and graduation into a troop.





## FEBRUARY 1991 - BLUE AND GOLD TRADITIONS

### BLUE AND GOLD CANDLE OPENING

**PEOPLE:** Asst. Cubmaster, 12 parents (six men, six women, selected as they enter the room)

**EQUIPMENT:** 6 blue 12" candles, 6 gold 12" candles, 1 candleholder for 12 candles, 12 3 x 5 cards

Each of the six male parents is given a blue candle and a 3x5 card with one point of the Scout Law written on it. Each of the six mothers is given a gold candle and a 3x5 card with an alternate point of the Scout Law. All participants are gathered at the rear of the room. The Asst. Cubmaster comes forward, carrying the candleholder, stops, turns and faces the audience. The lights are turned off. The 12 candles are lighted and, one by one, the 12 parents come forward with a lighted candle.

Upon reaching the Asst. Cubmaster, the first Dad turns and reads, "A Scout is Trustworthy" and, placing the lighted candle in the holder, steps back. By this time the first mother carrying a lighted gold candle reaches the staging area, turns and reads "A Scout is Loyal". This is done until all 12 points of the Scout Law have been read and all 12 candles placed in the candleholder. After the parents have placed the candles, they form a semi-circle behind the Asst. Cubmaster, facing the audience.

**ASST. CUB-MASTER:** One candle, like one point of the Scout Law, gives some light. All the candles, like all the points of the Scout Law, brighten the entire room as surely as the Scout Law brightens the young lives of our boys.

Today, we have gathered here to celebrate the Cub Scout Birthday based on the Cub Scout Promise, Law of the Pack, Scout Oath, and Scout Law, and wish them many more. Will all adults please rise and sing "Happy Birthday to our young boys?" (*All sing "Happy Birthday"*) After the song the Asst. Cubmaster places the still lighted candles and holder on the head table, followed by the posting of the colors and the invocation.

### A BOY IN BLUE OPENING

Blue and Gold are the colors tonight,  
Boys in uniform shiny and bright;  
We pay homage to our Cub Scout tonight,  
With smiling faces to left and right.

A Cubmaster who is loyal and true,  
Who works with parents and the boys in blue'  
In hopes that these boys will grow up to be  
Better citizens than you and me.

Den Leaders, too, in uniforms blue,  
Teaching Cub Scouts the need to be true,  
And working, singing, and playing with them;  
Striving real hard to make better men.

So all of you Cub Scouts in gold and blue  
The door to Scouting has been opened to you.



## **BLUE AND GOLD OPENING**

NARRATOR: We're gathered here tonight,  
To honor the Blue and Gold,  
And pay a tribute to Cub Scouting,  
Which is sixty-one years old.

Now, as we look all about us,  
Scouting in action we see,  
Bringing fun and adventure,  
As Baden-Powell meant it to be.

Let us all join together,  
As our program we start,  
By pledging allegiance to our Flag  
With our hand over our heart.



### **ACTIONS FOR BOYS**

1ST VERSE: Boys could hold up blue and gold cards for first 2 lines and then turn them over for the last 2 lines where 61 is printed on back.

2ND VERSE: As first 2 lines are read they place hands over eyes as if shading them and look from left to right.

3RD VERSE: Boys stand at attention and turn to face the flag and lead the Pledge.

## **CUB SCOUT SPIRIT OPENING**

Cubmaster asks audience to stand and join in singing "I've Got That Cub Scout Spirit" (*Cub Scout Song book*)

Audience remain standing while den presents the colors. Cubmaster leads them in Pledge of Allegiance.

**NOTE:** You might like to call on a pack alumni (*if present*) or the oldest boy in the pack to lead the Pledge of Allegiance.

## **CLOSING**

CUBMASTER: Cub Scouts, we are celebrating the 61st anniversary of Cub Scouting in the United States. Everywhere boys are taking time to listen to the story of Scouting and to rededicate themselves to the aims and purposes of Scouting. The Cub Scout program of the Boy Scouts of America was designed to meet the needs and desires of younger boys. In 1930, there were 5,102 Cub Scouts registered in the United States. Today more than 15 million boys and adult leaders belong to Scouting in 114 different countries. This is a good time to rededicate ourselves to the goals of Cub Scouting - goals of character, citizenship, and fitness. Will you stand and repeat with me the Cub Scout Promise?

## **CLOSING THOUGHT**

You've heard the T.V. commercial which says: "You're not growing older, you're getting better". That's the way it is with Scouting. It's getting better all the time. Scouting is improved and updated to keep pace with a changing world and to make it relevant to today's boys. So even though some of you may think that 81 sounds old, just remember: "Scouting isn't getting older...it's getting better."

Good night.

## **BLUE AND GOLD CLOSING** **CUB SCOUTING IS MANY THINGS:**

Each of 12 Cubs Scouts holds a candle which is lighted as he gives his message. Lights are turned off. Use small flashlights for reading if needed.

1. **CUB SCOUTING IS A BOY.** He is somewhere between 7 and 11 years old. He is just an average boy - energetic, inquisitive, noisy and eager to explore the world around him.
2. **CUB SCOUTING IS PARENTS** who love this boy - and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.
3. **CUB SCOUTING IS A DEN LEADER** who opens her home and her heart to this boy and five, six or seven more just like him so they might learn to do things in a group rather than individually and learn to share the limelight.
4. **CUB SCOUTING IS A DEN CHIEF** - a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so he may encourage him to stay on the Scouting trail for many years.
5. **CUB SCOUTING IS A CUBMASTER** who gives of his time and talents to provide a program that will bring Cub Scouting to this boy.
6. **CUB SCOUTING IS A COMMITTEE** made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.
7. **CUB SCOUTING IS FUN** for the boy, his family, and his leaders.
8. **CUB SCOUTING IS FELLOWSHIP** with the boy in your class at school, your neighbor, and other people you might never have met except through Cub Scouting.
9. **CUB SCOUTING IS CITIZENSHIP** - teaching the young boy respect for God and country. He learns his moral obligation to himself and his fellow men.
10. **CUB SCOUTING IS A CHALLENGE** to all who become involved - a challenge to live up to high ideals, bring forth creative ideas, and express yourself. It is also a challenge to learn to accept the ideas of others who may not agree with you and learn to compromise and work out differences.
11. **CUB SCOUTING IS ACHIEVING** by boys and parents as they work together on advancement in the boy's book. Leaders achieve as they carry out the den and pack programs successfully.

As you can see, Cub Scouting is many things – each one important and shining forth in its own way. If we keep all these lights burning brightly in our pack, our radiance will be seen by many people.

## SCOUTING BIRTHDAY ADVANCEMENT CEREMONY

Baden-Powell left a message for Scouts before he died. In that message he said: "Try and leave this world a little better than you found it". We have some Webelos Scouts who are doing just that. They have been working hard on the requirements for the Webelos badge and activity badges, exploring fields of knowledge that will be helpful to them all their lives. *(Call forward boys and parents to receive awards.)* I hope you will continue to do your best on the Scouting trail.

Scouting has spread to 114 nations. This year Scouting celebrates it's 81st birthday. It is also the 61st birthday of Cub Scouting. From that handful of boys on Brownsea Island so long ago, Scouting has grown into a brotherhood of more than 15 million boys and adults around the world. Be proud that you belong to such a great organization.

## MARCH 1991 - SEA ADVENTURES

### SEA - ADVENTURES OPENING OR CLOSING

Thirteen Cub Scouts, each with a large card. On one side of each card is one of the following letters, and on the other side is the accompanying saying. Each Cub turns his card over to reveal the letter as he reads the saying. When finished the cards should be the monthly theme - S E A A D V E N T U R E S.

- S = Is for SCOUTING, a well rounded activity.
- E = Is for EACH Cub Scout doing his best all the time.
- A = Is for AWARENESS of our duty to God and Country.
- A = Is for ALL people working together.
- D = Is for DEPENDABILITY, which we always are.
- V = Is for VIGOROUS, what we are at work or play.
- E = Is for the EXCITEMENT of our activities.
- N = Is for our NATION, of which we are all proud.
- T = Is for THOUGHTFUL, which a Cub Scout strives to be.
- U = Is for UNITED, as we all work and play together.
- R = Is for RECOGNITION for jobs well done.
- E = Is for the ENTHUSIASM we have for our daily good turns.
- S = Is for SERVICE to our communities.

By Al Hullum

## WHEN GOD MADE THE OYSTER (OPENING)

When God made the oyster, He guaranteed him economic and social security. He built the oyster a home, a shell to protect him from his enemies. When he is hungry, the oyster simply opens his shell and food rushes in.

But when God made the Eagle, he said, "The sky is the limit. Go build your home." And the eagle went and built his house on the highest mountain crag where storms threaten him every day. For food he flies through miles of rain, snow and wind.



The Eagle, not the oyster is the emblem of **AMERICA!**

## NOAH'S ADVANCEMENT CEREMONY

**PROPS:** Robe and walking stick for Noah (*Cubmaster*) and similar costume for his assistant (*Awards Chairman or Assistant Cubmaster*). Also needed is a 1 X 6 plank to cross over into the Ark.

**CUBMASTER:** (*motioning behind him*) Well, we finally have completed building the Ark. I'm sure glad we didn't have to build two of these. The weather rock shows it will only be a few hours before the rains start, so we better get busy rounding up all the animals for the trip. I must remember, though, not to let the termites go with us!

**ASSISTANT:** Noah, what animals do you want me to round up and bring on board first?

**CUBMASTER:** The first will be the Bobcats. Will you please call them to the Ark?

**ASSISTANT:** Will (*read names*) and their parents come forward and cross over onto the Ark. (*Cubmaster presents awards*).

**CUBMASTER:** It's time to bring aboard the Wolves. Will you please call them to the Ark?

---Repeat for Bear, Arrow Points, Webelos Badge, and Activity Badges.---

**CUBMASTER:** We have certainly called aboard the most important animals to the Ark. Of course, most of you recognize them as Cub Scouts. And just like the two of each species of animal that were on Noah's Ark, Cub Scouts are also famous for doing things in two's:

To do their best  
To do their duty to God and their country  
To help other people  
To obey the laws of the Pack

Congratulations to each Cub Scout who has earned and been presented an award tonight. We know that you have learned through your accomplishments more of the knowledge and character that will carry you through Boy Scouts and on to successful young men.

## **APRIL 1991 - CANADA, OUR NEIGHBOR**

---

### **CANADA OPENING**

Six Cub Scouts, each with a large card. Each card has one of the letters to spell Canada on one side, and the information on the other. Each Cub turns over his card to reveal the letter as he reads the information. When finished the cards should spell Canada.

- C =** Canada is the second largest country, in land area, in the world.
- A =** Canada's national symbol is the maple leaf.
- N =** Canada has two official languages; English and French.
- A =** Canada is made up of two territories and ten provinces.
- D =** Canada's climate is cooler than that of the United States, but it is not a land of complete snow and ice.
- A =** Canada's main industries are: agriculture, mining, forestry, and fishing.

By Al Hullum

### **THAT'S WHAT IT MEANS TO BE FREE - OPENING**

- PROPS:** 4 boys with poster cards with the word FREE on each one, or each boy can use a prop such as a megaphone, nightcap, church and a star.
- 1ST BOY:** You can say anything that you want to say, whoever you may be. You can meet with your neighbors across the way.
- ALL:** THAT'S WHAT IT MEANS TO BE FREE.
- 2ND BOY:** You can write anything that you want to write and dare to disagree. You can sleep without feeling afraid at night.
- ALL:** THAT'S WHAT IT MEANS TO BE FREE.
- 3RD BOY:** You can't be imprisoned or taken away until you've been justly tried. You can choose the church where you want to pray with your family by your side.
- ALL:** THAT'S WHAT IT MEANS TO BE FREE.
- 4TH BOY:** You can dream any dream that you want to dream and make it all come true. 'Cause you live in a land where the star of liberty is shining over you.
- ALL:** THAT'S WHAT IT MEANS TO BE FREE.

## **LORD BADEN-POWELL'S FAREWELL MESSAGE CLOSING**

(This letter was found among Baden-Powell's papers after his death January 8, 1941)

Dear Scouts,

If you have ever seen the play "Peter Pan", you will remember how the pirate chief was always making his dying speech because he was afraid that possibly when the time came for him to die, he might not have time to get it off his chest. It is much the same with me and so, although I am not at this moment dying, I shall be doing so one of these days and I want to send you a parting word of good-bye.

Remember, it is the last you will ever hear from me, so think it over.

I have had a most happy life, and I want each one of you to have as happy a life, too.

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn't come from being rich nor merely from being successful in your career, nor by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and can enjoy life when you are a man.

Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than when you found it; and, when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best. "Be prepared" in this way to live happy and to die happy - stick to your Scout promise always - even after you have ceased to be a boy - and God help you do it.

Your friend,

Baden Powell

## **PULL TOGETHER - ADVANCEMENT**

**PERSONNEL:** Cubmaster, advancing Cub Scouts, parents, Den Leaders.

**EQUIPMENT:** Set up a ceremonial board with strings and panels in place, certificates, badges, and arrow points to be awarded; safety pins; five colored candles (*white - Bobcat, yellow - Wolf, red - Bear, blue - Webelos, green - Arrow of Light*) in any kind of candle holders.

**ARRANGEMENTS:** Cub Scouts seeking Wolf rank line up to the right of the ceremonial board with their parents. The Den Leaders stand to the left of the board. All face the audience. As the ceremony opens, only those candles are burning that represent ranks for which no awards are to be given. Badges and arrow points to be awarded are fastened ("*scotch*" *tape is okay*) to the appropriate panel of the board. Certificates may be placed on a table, ready for presentation with badges and arrow points.

**CUBMASTER:** (Lights the candle representing the Wolf rank.)

In order to advance to the Wolf rank, you Cub Scouts and parents have worked together, played together, and made things together. As a Cub Scout team you must pull together a little longer and harder to earn each succeeding rank. Will you parents and boys pull the string attached to the panel representing the Wolf rank. (*Out of the base of the ceremonial board a panel appears with the word "Wolf" on it. Fastened to the panel are Wolf badges and Gold and Silver Arrow Points for the eligible Cub Scouts.*)

**DEN LEADER:** (*Takes the badges and arrow points to present to the parents.*)

Parents, please pin this badge on the left pocket of your son's uniform shirt. The Wolf Cub Scout book will show you the correct position when you sew the badge on his shirt. And here is a certificate of your son's new rank. He will carry it with pride. Congratulations to you, parents and Cub Scouts, on the progress you have made. Keep climbing together.

*(This procedure can be used for each rank, including the Arrow of Light award, lighting the appropriate candle as each rank is awarded.)*

## **GUIDING STARS - ADVANCEMENT CEREMONY**

**CUBMASTER:** For thousands of years people have grouped the stars together as figures or constellations. This was probably done by the shepherds as they lay on the grass and looked up at the sky while tending their sheep. They could visualize stars forming pictures of heroes, kings, queens, men, maidens, and monsters.

The best known constellation is the Big Dipper. Beginning with stars forming the lower side of the Big Dipper, sight upward. The brightest star you will find is the North Star, which for centuries was the guiding star of travelers. It remains in the same place all the time. Be like the North Star. Let your light shine to help others find the way.

Now, what - or who - can be your guiding stars every day?

**CUB SCOUT # 1:** The Cub Scout Promise.

**CUB SCOUT # 2:** The Law of the Pack.

**CUB SCOUT # 3:** The Bible.

**CUB SCOUT # 4:** My minister, priest, or rabbi.

**CUB SCOUT # 5:** My teacher.

**CUB SCOUT # 6:** My mother and dad.

**CUBMASTER:** Will the parents of \_\_\_\_\_ bring him forward.  
We would like to present you with his badge, Mr. and Mrs. \_\_\_\_\_. We would like to give you the honor of presenting this badge to your son, since you have guided him along his advancement trail. Congratulations, and happy Scouting!



## **MAY 1991 - WORKING WITH WOOD**

---

### **PATRIOTIC - OPENING**

PROPS: Each boy carries a small American Flag and recites the ten freedoms.

1ST CUB: The right to worship God in one's own way.

2ND CUB: The right to free speech and press.

3RD CUB: The right to peaceable assembly.

4TH CUB: The right to petition for a redress of grievances.

5TH CUB: The right to privacy in our homes.

6TH CUB: The right to habeas corpus -- no excessive bail.

7TH CUB: The right to trial by jury -- innocent until proven guilty.

8TH CUB: The right to move about freely at home and abroad.

9TH CUB: The right to own property.

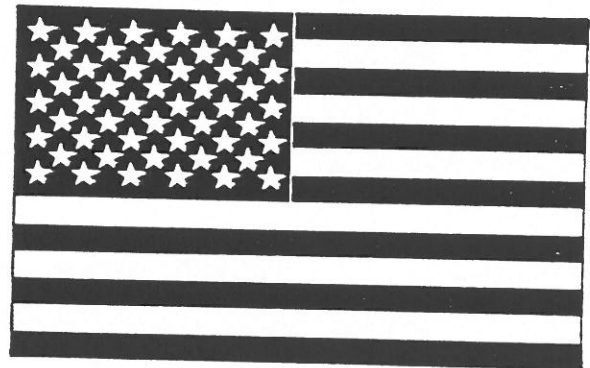
10TH CUB: The right to a free election and personal secret ballot. Now lets sing "America".

### **THE RED - THE WHITE - THE BLUE - OPENING CEREMONY**

ARRANGEMENT: Before the flag is brought forward this short narration should be read.

We watch the Flag as it passes by -  
A flash of color against the sky.  
Its' fifty stars are as dazzling white  
As those few that shone by the dawn's first light.  
The brave, bright Red that will never fade  
By the blood of men's sacrifice was made.  
The White, for our nations purity  
Can be kept from stain by you and me.  
The Blue; the vastness of Gods' own sky-  
His promise that freedom shall never die.

The mighty cities; the farmlands fair;  
The many churches for praise and prayer;  
The chance to do, and the chance to be  
In a land our forefathers fought to free.  
The hope that the world is looking for-  
In our will for peace but our strength for war.  
All these are the flag of our dear land-  
A symbol we cherish and understand,  
And we bare our heads and our hearts beat high  
As our Flag, "Old Glory", is passing by.



## **BUILDING A BETTER WORLD - CLOSING CEREMONY**

- 1ST: Take a **B** for Brotherhood boosting for each other's good.
- 2ND: Take an **E** for Every land to share in earth's riches everywhere
- 3RD: Take a **I** for Trustworthiness, trusting more, and fearing less.
- 4TH: Take a **I** for Teamwork, too; joining hands to put things through
- 5TH: Take a **E** for Equal chance, for each nation to advance.
- 6TH: Tank an **B** for real Respect, in spite of race, creed, or sect.
- 7TH: Take a **W** for Will to work for peace with faith and skill.
- 8TH: Take an **O** for Opportunity to keep our speech and action free.
- 9TH Take an **B** for Reverence for a guiding providence.
- 10TH Take an **L** for Love to spread around when need and bitterness are found.
- 11TH Take a **D** for Dignity of man, devoted to a bigger plan.

*(All hold letters right)*

There you have it -- that is how to build a **BETTER WORLD**, right now.

\*HAVE EACH SPEAKER HOLD UP THE LETTER AS HE SAYS HIS LINE.

## **IDEALS - CLOSING CEREMONY**

ARRANGEMENT: Cub Scouts hold up cards with slogans as they read their lines.

- 1ST CUB: **DO YOUR BEST** in everything you do on life's way.
- 2ND CUB: **ALWAYS BE FRIENDLY** to brighten other's day.
- 3RD CUB: **BE PREPARED** to help others in their daily need.
- 5TH CUB: **BE HONEST AND SINCERE** towards others you meet.
- 6TH CUB: **BE LOYAL AND TRUE** - a most commendable feat.
- 7TH CUB: **COUNT YOUR BLESSINGS**, being thankful each day, for life's wonderful opportunities that come your way.
- 8TH CUB: Good night to each and every one of you. May these thoughts stay with you your whole life through.

## **GRADUATION - ADVANCEMENT**

**CUBMASTER:** Tonight we have an important occasion . . . the recognition of *(names of boys graduating)* who are continuing along the Scouting trail. Will *(names of boys)* and their parents please come forward.

When you joined our pack you stood in front here and with the other members, repeated the Cub Scout Promise and agreed to live up to it. In memory of the occasion, let all of us assembled here repeat that Promise as a group.

*(everyone stands and repeats the Promise)*

By repeating the Promise you agreed to do your best as a Cub Scout and agreed to follow the Law of the Pack.

A lot has happened to you since that night. You have grown, you have helped the pack go, you have followed Akela, you have given good will. You entered Cub Scouting as a child, so to speak. You have learned a lot, had a lot of fun, and have grown into a fine young boy. You first became a Bobcat, then a Wolf Cub Scout, a Bear and earlier this year you became a Webelos Scout. Now you are nearly 11 and are ready to enter Scouting.

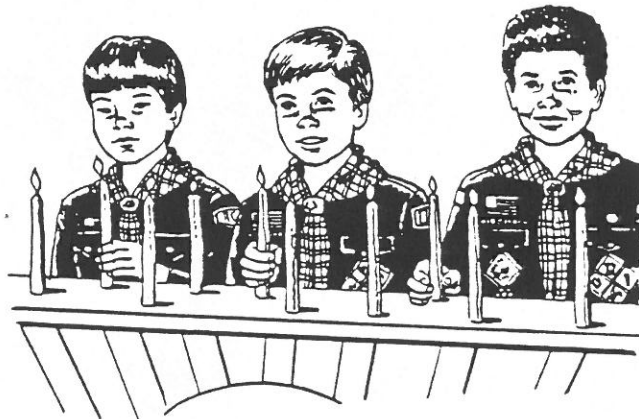
Just as you continued to grow and moved from Cub Scouts into Webelos, so you are continuing into Scouting. As you continue to grow older and wiser, you may become a Explorer when you are old enough.

Our charge to you is that you continue to grow, to learn more, to enjoy the challenge of Scouting that you will take on the way to young manhood and prepare yourself to enter manhood and become the kind of citizen our country needs. Scouting and your parents and friends will continue to help you along the way.

To show that you accept our charge, will you join the members of your new troop and give the Scout sign that you learned as a Webelos Scout and repeat with them the Scout Oath?

*(Scouts step forward, give the Boy Scout signal and repeat Oath)*

As your Cubmaster, I pass you on to Scoutmaster (name) so that you will continue to grow and learn, so that you can meet the challenge of those words, "On my honor, I will do my best . . ." Congratulations and good luck along your way."



## JUNE 1991 - BACKYARD FUN

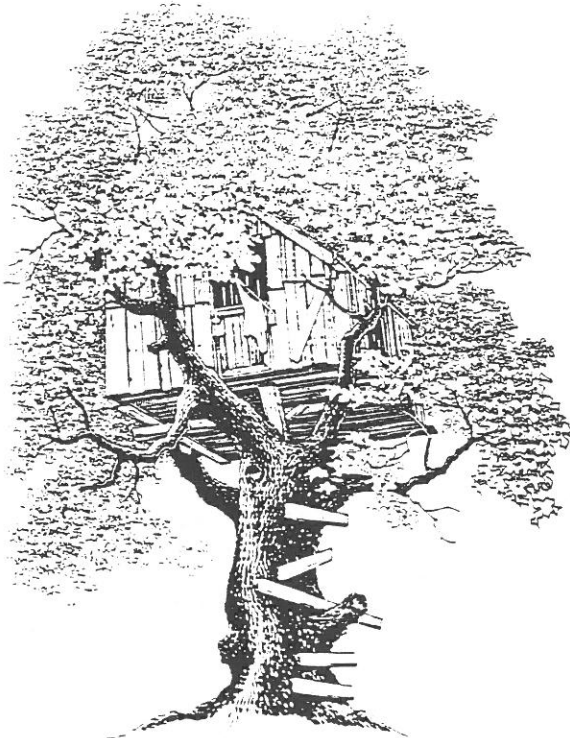
---

### BACKYARD FUN OPENING

Eleven Cub Scouts, each with a large card. On one side of the card is one of the following letters, and on the other side is the saying. Each Cub turns over his card to reveal the letter as he reads the saying. When finished the cards should spell the monthly theme -- BACKYARD FUN!

- B =** For the BOYS in Cub Scouting.
- A =** For the ADVENTURE we have in the outdoors.
- C =** For our COURTEOUS behavior.
- K =** For our KINDHEARTED attitudes.
- Y =** For our YOUTHFUL enthusiasm.
- A =** For AWARENESS of our environment.
- R =** For REVERENCE to God.
- D =** For DUTY to God and Country.
- F =** For FRIENDSHIPS to nourish throughout our lives.
- U =** For the UNIVERSAL brotherhood of Scouting.
- N =** For the NATURE we will enjoy in our backyard fun!

By Al Hullum



## **GARDEN OPENING**

PERSONNEL: Narrator, 4 Cub Scouts in uniform

ARRANGEMENT: Cub Scouts come on stage, one at a time, carrying large replicas of seed packages – Peas, Lettuce, Squash, Turnips and pretend to plant garden as narrator reads script.

NARRATOR: We'd like to show you how you can help grow a Cub Scout Garden. This is the kind of garden that all parents want their sons to have.

First, we plant five rows of lettuce. *(First boy comes on stage)*  
Preparedness, Promptness, Perseverance, Politeness, Praise.

Next, we plant five rows of lettuce. *(Second boy comes out)*  
Let us be faithful; let us be unselfish; let us be loyal; let us be truthful; let us help one another.

The we plant three rows of squash. *(Third boy comes out)*  
Squash impatience; squash criticism, squash indifference.

No garden is complete without turnips. *(Fourth boy comes out)*  
Turn up for pack meetings; turn up with new ideas; turn up with determination.

But without many hours of work and care, no garden can grow, so . . . Don't wait to be asked . . . volunteer!

Don't say "I can't" . . . do it! Don't wait for someone else . . . be first!

Without the help of every person in our pack, our garden will turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that the garden of Pack \_\_\_\_\_ will thrive and we can say "We have done our best."

## **A CUB SCOUT FARMER'S GARDEN OF THOUGHTS CLOSING**

PERSONNEL: 8 Cubs dressed in farmer hats, shirts, jeans, scarves, etc., with garden tools. Also will need large cut-outs of vegetables, as indicated.

1ST BOY: We're Cub Scout farmers who have come your way to share with you, our garden of thoughts for the day.

2ND BOY: *(holds up carrot)* Take care at all times, remembering to do your best each day.

3RD BOY: *(holds up lettuce)* Let us always give a smile to others as we travel down life's way.

4TH BOY: *(holds up turnip)* Be sure to turn up at meetings and participate in the Pack activities.

5TH BOY: *(holds up bean)* Learn not to put things off - for it's not fun being late.

6TH BOY: *(holds up beet)* In life's game, you can beat if you strive to work with everyone.

7TH BOY: *(holds up large package of seeds)* And now that we've planted some seeds of thoughts, we'll say good night, for our meeting is adjourned.

## TATER ADVANCEMENT

- PROPS:** Each of the six "Taters" wears a sign hanging around their neck stating which "Tater" he/she is.
- CHAIRMAN:** Scouters, this is our problem. Every year hundreds of red blooded American boys drop out of Scouting in our Council. We are meeting here tonight to do something about this deplorable situation. Have you any suggestions?
- DIC-TATER:** Yes, I certainly do have a suggestion! Just don't let them drop out! After all, the young whippersnappers don't know what is best. As long as we are bigger and stronger than they are, we can simply forbid them to drop out. A firm hand will solve this drop out problem.
- IMI-TATER:** Well, Mr. Chairman, that sounds a little rash. Why don't we look around and see what some other groups are doing about this same sort of problem. Seems to me, we could just adopt their plans. Those other organizations are doing quite well, so it might behove us to copy their tactics.
- SPEC-TATER:** Mr. Chairman, perhaps we are trying to participate too much. Scouting is after all a boy's organization. Let's just leave it up to the boys and let them work out whatever solution they seem to think is best. We can sit back and watch and let them know that we are behind them 100%.
- AGI-TATER:** NO! By gussie, we've got to get in there and fight! We've got to be on our toes with our shoulders to the wheel, pushing at all times. We'll get the Chamber of Commerce and the PTA and the local chapter of Sigma-Phi working on this. We'll have a membership rally and a big bonfire and really get things stirred up.
- HESI-TATER:** Oh now, I don't know. Maybe we ought to wait till after the summer slump and the fall rush. Sometimes it's wise to use a little caution.
- DEMONS-TATER:** Mr. Chairman, the best way to keep boys in Scouting to show them what Scouting is and what Scouting does. As proof of what I say, we have here tonight several boys who have not paid much attention to our other "taters" and their thoughts. (*Each boy is called forward and presented with his award.*) We can show them what it's really like and the boys will want to go on in Scouting and not drop out. The problems will cease to be.

All: And how.



## **PLANTING A SCOUT**

(ADVANCEMENT)

What do we plant when we plant a tree?  
We plant the ship which will cross the sea.  
We plant the mast to carry the sails,  
We plant the planks to withstand the gales;  
The keel, the keelson, the beam, the knee;  
We plant a ship when we plant a tree.

What do we plant when we plant a tree?  
We plant the houses for you and me.  
We plant the rafters, the shingles, the floors,  
We plant the studding, the lath, the doors,  
The beams and siding, all parts that be;  
We plant a house when we plant a tree.

What do we plant when we plant a tree?  
A thousand things that we daily see!  
The paper for books from which we learn,  
Tools to help us do a good turn,  
The wood for a Pinewood Derby car,  
For model planes that we can fly far,  
We plant the staff for the flag of the free,  
Yes, we plant all these when we plant a tree.

But what do we plant when we plant a lad?  
With the help of his mother and his dad,  
We plant a Cub who'll become a Scout.  
We plant ideas that will round him out.  
The skill, the games, the joy to be had,  
We plant a Scout when we plant a lad.

*(From here the Cubmaster goes into a standard awards ceremony. Narration could be done by Committee Chairman and Awards Chairman during the ceremony. When awards have been given out, these last two lines are said by the narrator.)*

What do we plant when we plant a lad?  
We plant a Scout when we plant a lad.

Congratulations to all of you.

PROPS: If you want, you could have awards tied to a tree branch.



## JULY 1991 - HIGH COUNTRY U.S.A.

---

### HELLO, REMEMBER ME? (THE FLAG SPEAKS) (OPENING OR CLOSING)

**SETTING:** Flag on stage or in center of room spotlighted. Narrator hidden from sight, with speaker system. Use fan to make flag wave, if you like.

**NARRATOR:** Some people call me "Old Glory". Others call me "The Star Spangled Banner", but whatever they call me, I am your flag, the flag of the United States of America. Something has been bothering me so I thought I might talk it over with you because it is about you and me.

I remember some time ago people lined up on both sides of the street to watch the parade and, naturally, I was leading every parade, proudly waving in the breeze; when your daddy saw me coming he immediately removed his hat and placed it against his left shoulder so that his hand was directly over his heart . . . Remember?

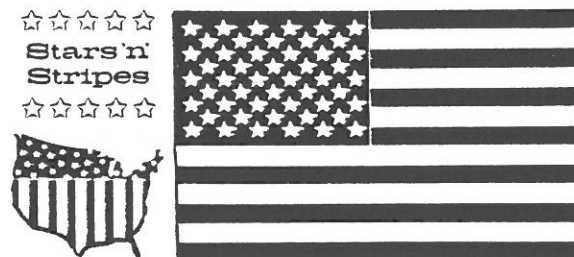
And you, I remember you, standing there straight as a soldier. You didn't have a hat, but you were giving me the right salute. Remember, little sister? Not to be outdone, she was saluting the same as you with her hand over her heart.....Remember?

What happened? I'm still the same old flag. Oh, I may have a few more stars since you were a child. A lot more blood has been shed since those parades of long ago.

But now I don't feel as proud as I used to; when I come down your street you just stand there with your hands in your pockets and I may get a small glance and then you look away. Then I see the children running around and shouting -- they don't seem to know who I am. I saw one man take his hat off and then look around. He didn't see anybody else with their hat's off so he quickly put his back on.

Is it a sin to be patriotic anymore? Have you forgotten what I stand for and where I've been -- Anzio, Guadal Canal, Korea, and Viet Nam? Take a look at the memorial honor rolls sometime of those who never came back to keep this republic free -- one nation under God. When you salute me, you are actually saluting them.

Well, it won't be long until I'll be coming down your street again. So when you see me, stand straight, place your right hand over your heart; and I'll salute you by waving back. And I'll know that . . . YOU REMEMBER!





## CUBBING/AMERICA OPENING CEREMONY

**ARRANGEMENTS:** Cub Scouts carry cards that spell "CUBBING" on one side and "AMERICA" on the other. The Cubs file in led by their Denner, carrying the U.S. Flag; Den Chief at rear. They stop at center stage and face the audience.

**DEN CHIEF:** Cubbing is a magic word filled with promise of fun and fellowship. It means many things to many people.

**1ST CUB:** **C** = Stands for "**CRAFTS**" that are fun for Cubs to do with a parent.

**2ND CUB:** **U** = Is for the "**UNENDING**" fun in games in our den and pack.

**3RD CUB:** **B** = Represents the "**BIG ADVENTURE**" that comes from growing up.

**4TH CUB:** **B** = Also is for our "**BOY-LEVEL**" things a Cub and his family can do together.

**5TH CUB:** **I** = Stands for the "**IDEALS**" and "**INSPIRATION**" that comes from love of country.

**6TH CUB:** **N** = Is for the "**NEW**" things to do that Cub learns in his den.

**7TH CUB:** **G** = Represents "**GOD**"; whose love and protection brings us all things good.

**DEN CHIEF:** Our Cubs have fun in "CUBBING" and as they grow what they learn in Cub Scouting may one day help them to decide just what they will be as adults.

*(Cubs flip their cards over to spell AMERICA)*

## AMERICA OPENING

**WHO:** 7 Cub Scouts and 2 color guards for flag on stage or at the front.

**WHAT:** U.S. Flag, pack flag, stands. A-M-E-R-I-C-A should be cut from cardboard or painted on cards *(some red, some white, some blue)*.

**HOW:** As each Cub Scout recites his line, his letter is held or tacked up to spell out "AMERICA".

**1ST CUB SCOUT:** **A** = Is for all people in our land.

**2ND CUB SCOUT:** **M** = Is for men who helped build, so grand.

**3RD CUB SCOUT:** **E** = Stands for equality of race, color, and creed.

**4TH CUB SCOUT:** **R** = Is respect for all people's need.

**5TH CUB SCOUT:** **I** = Is for ideas - new ways to know your neighbor.

**6TH CUB SCOUT:** **C** = Stands for caring and sharing in labor.

**7TH CUB SCOUT:** **A** = Is the allegiance we should feel for our land.

**All:** Let us now stand and pledge it with heart and with hand.  
*(Denner leads the Pledge of Allegiance.)*

## **A CUBMASTER'S CLOSING THOUGHT**

Boys, I want to tell you a story that has a meaning. When I was a boy I had three turtles. They had a beautiful terrarium with rather low sides. They had everything they needed except one thing...FREEDOM. Every chance they had, they would climb out. People in many countries in this world lack the same thing...FREEDOM. But not in America. In America we have Freedom of Speech, Freedom of the Press, Freedom to go wherever we choose, the Freedom to Worship God as we wish and the Freedom to choose people to govern us.

A boy like you can grow up to be whatever he dreams of being. This is why I love America. Don't you? Good night.

## **YOUR DUTIES AS A CITIZEN CLOSING**

**PROCEDURE:** Then the Cubmaster reads our duties as a citizen, then asks all Cub Scouts to read with him in unison the "Citizenship Pledge" from a large chart.

**CUBMASTER:** If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of.

Your duties as a citizen are to:

Obey the laws.

Respect the rights of others.

Keep informed on issues of national and local government.

Vote in elections.

Serve and defend your country.

Assist the agencies of law enforcement.

Practice and teach good citizenship in your home.

Cub Scouts, would you please read with me the Citizenship Pledge?

**CITIZENSHIP PLEDGE:** As citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team.

## **ADVANCEMENT**

**SETTING:** Indian headdress made from construction paper with feathers, laying on head table.

**CUBMASTER:** This evening we are here to honor those Cub Scouts who have traveled the long trail of advancement. Will *(names)* \_\_\_\_\_ please come forward with their parents? *(Present each boy with a feather that has the badge or arrow point attached to it, beginning with Bobcat, and continuing through Arrow of Light Award)*  
We are all 'tickled' to see these boys achieve their ranks.

## AUGUST 1991 - CUB SCOUT MAGIC

---

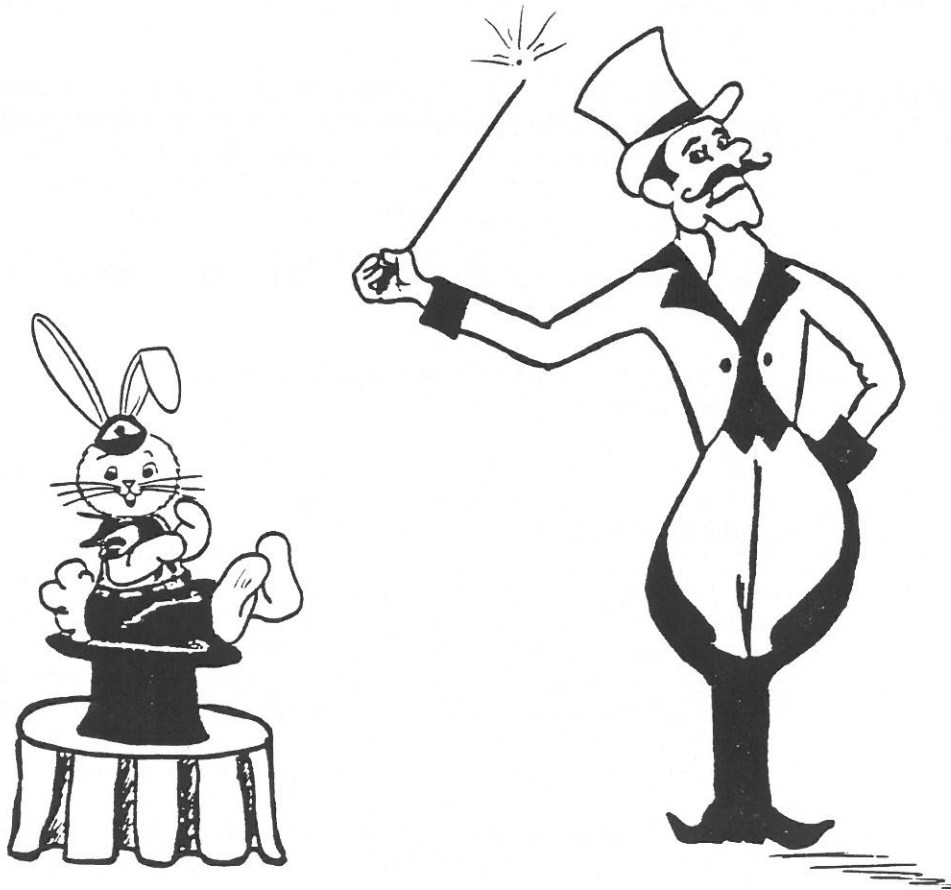
### MAGIC CANDLE OPENING

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

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

#### Directions for the Magic Light of Scouting:

*(How to make magic candles: Take a white candle and drill 1/4 inch diameter holes every two inches down opposite sides of the candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip with egg beater. While still warm cover the candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns, it will drip blue and gold wax decoratively down the side of the candle. The candle should be used as a table decoration or part of a table centerpiece arrangements).*



## **CUB MAGIC OPENING OR CLOSING**

Eight Cub Scouts, each with a large card. On one side of the cards is one of the following letters, on the other side is the accompanying saying. As each Cub turns over his card to reveal the letter, he reads the saying. When finished the cards should spell C-U-B M-A-G-I-C !

- C =** Is for comradeship we learn to get along.
- U =** Is for unity together we are strong.
- B =** Is for boys wild and woolly but always polite.
- M =** Is for merits which we always have in sight.
- A =** Is for adventure, what we're always looking for.
- G =** Is for growth to open every door.
- I =** Is for integrity for all the world to see.
- C =** Is for Cub Scout which we are all glad to be.

## **ADVANCEMENT CEREMONY**

**Equipment:** Box made up to look like a computer, large cards with Bobcat, Wolf, etc. on them, actual awards.

**Cubmaster:** In keeping with our theme, Cub Scout Magic, I would like to unveil my latest magic trick. (*Uncover, or bring in "computer"*). This amazing device is able to collect all the information that comes in from our pack committee members, Den Leaders, Webelos, Den Leaders and parents. It can then determine which Cub Scout and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

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

Will (*name*) and his parents please come forward?  
*(Present awards)*

*(Follow similar procedure for the awards to Wolf, Bear, Arrow of Light, Webelos badge and Arrow points. Hold up Arrow of Light card. Insert into machine. Call forward Arrow of Light recipients.)*

These young men may or may not believe in magic, but they have shown the truth to an old saying that ninety percent of success is perspiration. They have worked long and hard-some as long as three years-to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today-better young men. In recognition of this achievement, we can't give them a patent, but we can present them with an award that is so highly thought of that it is the only Cub Scout badge that can be worn on all other Scout uniforms. *(present awards)*

I want to congratulate all of you and your parents. The whole pack is proud of your accomplishments, and we're sure you will continue to "do your best."

## **SEPTEMBER 1991 - COMMUNICATIONS**

### **COMMUNICATIONS - OPENING**

Thirteen Cub Scouts, each with a large card, on one side of the card is one of the letters listed below and on the other side is the accompanying saying. As each Cub Scout turns over his card he reads the saying. When finished the cards should spell the monthly theme – C O M M U N I C A T I O N S!

- C =** Stands for **CUB SCOUTS**, which we are all glad to be.
- O =** Stands for **OBEDIENT**, which we all strive to be.
- M =** Stands for **MERRY**, what we are as we do our good turns.
- M =** Stands for **MODEST**, what we are in our successes.
- U =** Stands for **UNANIMOUS**, what we are in our excitement for Scouting.
- N =** Stands for **NATURE**, which we are all learning to protect and enjoy.
- I =** Stands for **INTELLIGENCE**, which we are all striving to expand.
- C =** Stands for **CONSIDERATION**, which we have for one another.
- A =** Stands for **ATTITUDE**, which we hope is always good.
- T =** Stands for **TEAMWORK**, one of the fundamentals of Scouting.
- I =** Stand for **INTEGRITY**, which a Scout always demonstrates.
- O =** Stands for **OBSERVANT**, which helps us to learn.
- N =** Stands for **NEATNESS**, something we all strive for.

### **CLOSING CEREMONIES**

- ONE** The Cubmaster asks Cub Scouts and their parents to join hands all around the room. The Cubmaster explains that a chain is no stronger than its weakest link. The real joy of Cub Scouting comes when complete unity exists between parents and Cub Scouts. Every boy and his family here tonight can help Scouting keep America strong by learning more about our great heritage.
- TWO** Have Cub Scouts form a circle, then say the following: We must meet as Cubs, We part as friends, As now we part, Our meeting ends.
- THREE** Have Cub Scouts form a circle, then say the following: "Let this ring be a token, Of friendship unbroken. As through Cub Scouting we roam, As Akela guides us home."

## **A CUB SCOUT'S PLEDGE TO HIMSELF**

(Opening or Closing Ceremony)

**ARRANGEMENT:** Pack flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, come onstage, stand near the Pack flag and recite one of the statements below. Upon finishing, each Cub salutes the Pack flag and retires to the rear of the stage, where a horseshoe is formed.

- 1ST CUB: May I grow in character and ability as I grow in size.
- 2ND CUB: May I be honest with myself and others in what I do and say.
- 3RD CUB: May I learn and practice my religion.
- 4TH CUB: May I always honor my parents, my elders, and my leaders.
- 5TH CUB: May I develop high moral principles and the courage to live by them.
- 6TH CUB: May I strive for health in body, mind and spirit.
- 7TH CUB: May I always respect the rights of others.
- 8TH CUB: May I set a good example so that others may enjoy and profit from my company.
- 9TH CUB: May I give honest effort to my work.
- 10TH CUB: May I regard my education as preparation for the future.

*(As last Cub finishes his lines and completes the horseshoe formation behind the Pack flag, all 10 boys join hands for the Living Circle and repeat the Cub Scout Promise.)*

## **LISTEN CLOSING**

This closing is very simple but has an important message in it. Use six Cub Scouts lined across the stage, and as they speak their lines (*or as a narrator reads it*), each turns over his card to show a letter. The six letters spell out the one word message to the audience, LISTEN.

- L** = Let's all take a minute before we hurry on our way.
- I** = If you remember this message, it can help you every day.
- S** = Sometimes people find it hard to communicate with those around.
- T** = They can solve this problem with one word that we've found.
- E** = Everybody stop and read our message now.
- N** = Needless to say-to communicate-we've just told you how!

## **INDUCTION OF THE NEW CUBMASTER**

PERSONNEL: Leader, Akela, new Cubmaster

EQUIPMENT: Spotlight, chair, table, bear claw necklace, beaded bag, Indian headdress, Indian blanket and four candles.

ARRANGEMENT: The lights are darkened on stage, where the induction takes place, except for the spotlight, which is focused on Akela's face with as small a beam as possible. Leader and CM wait at back of the room.

LEADER: Great Akela, there is a brave among us who has chosen to accept the mighty challenge to become like you and accept the position of Cubmaster of Pack \_\_\_\_\_.

AKELA: Does this brave know of the responsibility and challenge before him?

LEADER: Yes, Akela, and he also agrees to seek further knowledge at your council fires. He now awaits your acceptance of him.

*(Audience forms two lines, making a lane for the new CM and the leader to walk to the stage, where the induction takes place.)*

AKELA: Please be seated. Do you, *(name)*, accept the challenge and responsibility set before you?

CM: I do. *(Akela places the bearclaw necklace around the new Cubmaster's neck.)*

AKELA: *(To the CM)* Light the first candle. *(He does).*

LEADER: This light represents enthusiasm. Nothing great is accomplished without enthusiasm. If you agree, light the second candle pledging your enthusiasm. *(He lights the second candle).*

CM: I so pledge. *(The leader places the beaded bag over the Cubmaster's shoulder).*

AKELA: Will you, *(name)* \_\_\_\_\_, seek the knowledge open to you in training, pow-wow, and roundtables, so that the knowledge you find there can make you a better Cubmaster? If so, state I will.

CM: I will. *(Akela places the headdress on the Cubmaster's head).*

AKELA: Now light the third candle. *(The Cubmaster lights the candle).*

LEADER: *(name)* \_\_\_\_\_, we give you now the gift of admiration, for never has there been a worthy chief who was not admired. Do you now pledge to continue to strive to be worthy of this admiration? If so, speak the words, I do.

CM: I do. *(Akela places blanket over the Cubmaster's shoulders).*

AKELA: Light the fourth candle. *(After lighting the candle, the Cubmaster faces the audience and raises his arms to the outstretched position.)*

CM: May the great spirit look with favor on our pack and guide us throughout this life.

*(The spotlight goes down from full to small, focusing upon his face, then goes out.)*

## **BOBCAT INDUCTION CEREMONY**

Conducted by the Webelos Scouts of the Pack

PERSONNEL: Cubmaster, Webelos Scouts (6), Bobcat candidates

*(Drum beats slowly -- a "wolf howl" is heard.)*

CUBMASTER: Who goes there?

WEBELOS LEADER: A boy (*Boys*), seeking fun of Cub Scouting.

CUBMASTER: Is he (*Are they*) wise in the ways of the Bobcat?

WEBELOS LEADER: He is (*They are*), Oh Akela.

CUBMASTER: Then bring him (*them*) forward and let them be tested.

WEBELOS # 1: Show us the Cub Scout sign. (*Cubs give sign*). Pass on.

WEBELOS # 2: Say the Cub Scout Promise with me. (*Repeat Promise*). Pass on.

WEBELOS # 3: Show the Cub Scout salute. (*Give salute*). Pass on.

WEBELOS # 4: What is the Cub Scout motto? (*Repeat Law*). Pass on.

WEBELOS # 5: Repeat the Law of the Pack with me. (*Repeat Law*). Pass on.

WEBELOS # 6: Show the Cub Scout handshake. (*Demonstrate shake.*) Pass on.

CUBMASTER: You have been tested by your Webelos brothers and they have accepted you into the pack. Will the parents of these Bobcats come forward and join us?

*(All parents come forward and stand by their son.)*

CUBMASTER: I, as Akela, welcome you and your family into Pack \_\_\_\_\_. Parents, please pin this Bobcat badge on your son's shirt **upside down**. This new Cub Scout must do a good deed to have his badge sewed on his shirt right-side-up!

*(Parents pin on badges)*

CUBMASTER: Will the leader (*leaders of Den(s)*) \_\_\_\_\_ come forward and take the new Cub Scouts now entering your den and into your care as their Den Leader.





## **DEN LEADER INSTALLATION**

**PERSONNEL:** Cubmaster, Committee Chairman, Den Leaders

**EQUIPMENT:** Candles, copies of the Cub Scout Leader Book

**ARRANGEMENT:** Committee Chairman and Cubmaster stand behind table in front of room. On the table is a lighted candle and copy of the Cub Scout Leader Book for each person.

**CHAIRMAN:** The Den Leader occupies a unique and essential place in Cub Scouting. Den Leaders fill a particular need for boys of Cub Scout age. They are indispensable leaders in the operation of our pack.

The following Den Leaders have been selected by our pack committee. (Read names, den numbers). Would you please come forward?  
Will you promise to:

Show interest and concern for all boys in your den.

Take advantage of all training opportunities.

Be responsible for the organization and operation of your den.

Lead the Den Chief, helping him to learn to lead den activities.

Attend pack leader meetings, pack meetings, and Roundtables.

Work with the parents of your Cub Scouts (and/or Webelos) so they will have the opportunity to share in the fun of Cub Scouting.

Observe the policies of our chartered organization and of the Boy Scouts of America.

Keep your den in operation 12 months a year.

If so, please answer "I will".

**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, but it also sets a good example for the boys in your den. We would like to welcome you as new leaders in our pack and present you with copies of the Cub Scout Leader Book. Congratulations and good Scouting!

## **ADVANCEMENT**

**CUBMASTER:** This is radio station C. U. B.S. signing on the air with an evening of fun and achievement for all you boys out there in radio land.

Tonight we have selected several of our listeners for special awards. They have become Bobcat members of our station C.U. B. S. Fan Club. If the following boys will come to the station with their parents, we will present them with their awards.

*(Present Bobcat badges to parents)*

**ACM:** This is station C.U.B.S. Mobile control out on the Cub Scout trail. We have spotted several of our Cub Scouts who found their lucky numbers. The lucky numbers are the 12 Wolf achievements. Several have also collected the 10 electives needed for gold and silver arrow points. Will *(call boys' names)* and their parents come to the station to claim their awards? *(Present wolf badges and arrow points)*

**CUBMASTER:** Station C.U.B.S. asks the question: "Have you earned your Bear achievements (*name boys?*) We know you have. Come in with your parents and allow us to present your awards. (*make presentation*)

Visiting the studio with us tonight are (*name boys*). These boys have been working hard on Webelos activity badges and are being honored by having their awards presented on the air from station C.U.B.S. (*ask boys and parents to come forward and make presentation.*)

**CC:** And now for the highlight of this evening's broadcast. We take great pleasure in announcing the top of this month's Hit Parade-The boys who earned Cub Scouting's top award-the Arrow of Light Award. The names of these boys have been added to the gold record of Cub Scouting. (*call boys and parents forward to present awards*)

**CM:** And now this is station C.U.B.S. signing off the air and inviting you tune in at (*pack number*) on your radio dial.

## **OCTOBER 1991 - LIVING IN THE 21ST CENTURY**

### **LIFE ON OTHER PLANETS - OPENING CEREMONY**

**PREPARATION:** Draw a large cardboard rocket ship into 8 parts plus a fuse (*as shown*). Each boy's lines are written on the back of his card.

**DEN LEADER:** The Cub Scouts of Den \_\_\_\_\_ drew up plans for a missile so they could take a safe trip into space. Now they are going to build the missile for you in case you want to go along with them on this journey into outer space. Here they come with their parts! Let's all sit quietly and watch. (*Boys enter one at a time and repeat their lines in order*)

**CUB # 1:** **C** = Is the part we build on, and it stands for courtesy in Cub Scouting and all through life.

**CUB # 2:** **U** = Is next. This part stands for unity, because untied we are strong.

**CUB # 3:** **B** = Is then added. That stands for bravery in all our thoughts and all our deeds.

**CUB # 4:** **S** = Is next and that stands for safety. We learn it and use it.

**CUB # 5:** **C** = Adds some more and it stands for church - the one of your choice.

**CUB # 6:** **O** = Is building it stronger. It stands for outdoor life which is full of fun and healthful.

**CUB # 7:** **U** = Is near the finish and stands for usefulness to ourselves and to others.

**CUB # 8:** **T** = Is the nose that guides us. It stands for truth in all things.

**DEN LEADER:** Anyone knows the fuse is necessary to light and send this missile on its way. (*DL puts the fuse to the first Cub*) We are on our way. Everything's A-OK. Ready for lift-off! Fire! (*Cub Scout # 8 leads and they walk off stage, still keeping the parts in the proper order*)

## HALLOWEEN OPENING CEREMONY

Tonight you may see witches on their broom.  
 Tonight you may witness the man on the moon.  
 Tonight you may hear all sorts of scary sounds.  
 Tonight you be scared of what comes up from the ground.  
 Don't scream! Don't be frightened! Most of all don't fear.  
 It's only Halloween that comes but once a year.

## HALLOWEEN CLOSING CEREMONY

**PREPARATION:** Large cards with the letters H-A-L-L-O-W-E-E-N. Nine cubs each have one line and they should be holding a sign with one letter. After they all say their "lines", they all say "HAPPY HALLOWEEN".

- H = Halloween
- A = Awesome
- L = Laughable
- L = Lovable
- O = Outrageous
- W = Wacky
- E = Eerie
- E = Exciting
- N = Neat



## STAR WARS CLOSING

**PROP:** Large cards spelling out S-T-A-R-W-A-R-S.

- S = Seek the mysteries of the future.
- T = Top the obstacles of youth.
- A = Advance in the Cub Scouting Program.
- R = Reap the fruits of your labors.
- W = Watch for imperfections.
- A = Attack your faults.
- R = Reach for the sky.
- S = Shoot for the stars and may the Force be with you, all the days of your life.

## **CUB SCOUT REPORT - OPENING**

*(Cub Scouts prepare opening in den meeting. Construction paper with drawings on front to go with wording written on back)*

- CUB # 1: We're visiting planets to see what Cub Scouting is like in Outer Space. On Mars we found the Den Leaders were green.
- CUB # 2: Green with envy when we told them about our Cub Scout activities.
- CUB # 3: On Venus the den meetings are on a Space Station. Their houses are too small.
- CUB # 4: When we visited Mercury we found that Cub Scouts are blue and their uniforms aren't as nifty as ours.
- CUB # 5: While on Jupiter we discovered that Cubmasters are 12 feet tall. It's hard for them to bend to listen to the Scouts.
- CUB # 6: When we toured Pluto things were quite different. The Bobcat Rank is only for BOBBED CATS, an animal there.
- CUB # 7: So after we'd trekked all over we find: That here on Earth CUB SCOUTING'S JUST FINE!

## **FLIGHT THROUGH SPACE ADVANCEMENT CEREMONY**

**PREPARATION:** Ceremony board resembles chart of sun and planets with Boy Scout as a sun and Cub ranks as planets. A small blue and yellow cardboard rocket should be made for each boy getting an award and placed under the proper rank. If a loop of masking tape is placed on the back of each rocket, the rocket can be moved by Cubmaster to new rank as father is presenting badge. Cub Scout insignia stickers may be used.

**CUBMASTER:** Will the following boys and their parents please come forward. *(Read names of boys who are receiving awards).*

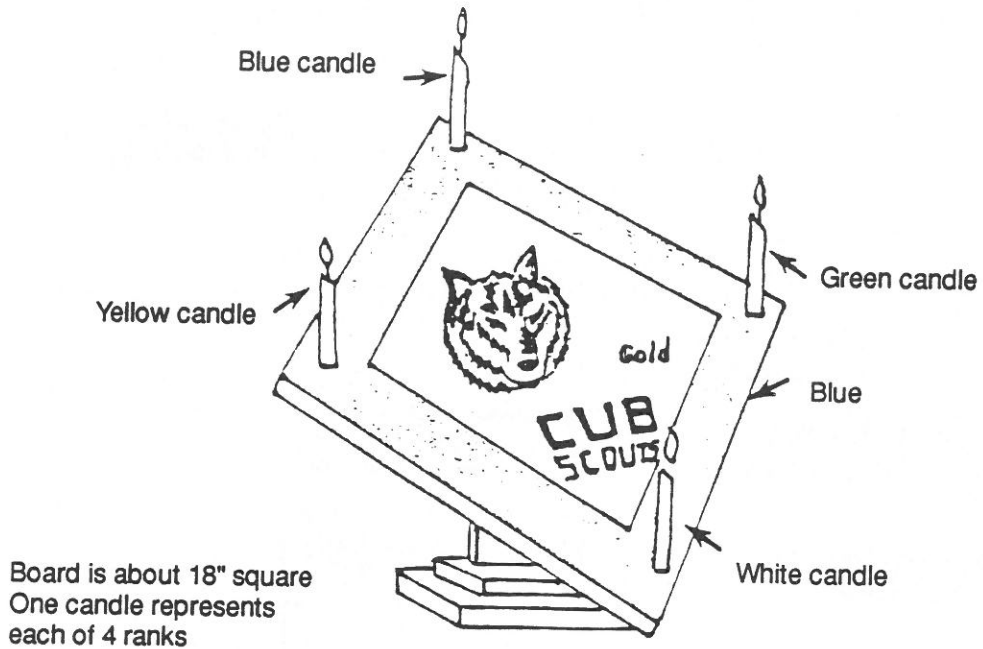
Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout galaxy. Please face your fellow Cub Scouts while Den Chief *(name)* \_\_\_\_\_ leads them in the rocket cheer. *(Den Chief leads rocket cheer)*

These Cub Scouts have done a fine job in our pack. They are progressing through the Cub Scout galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our pack.

As I move your rocket forward in our galaxy, your father will present you with your award.

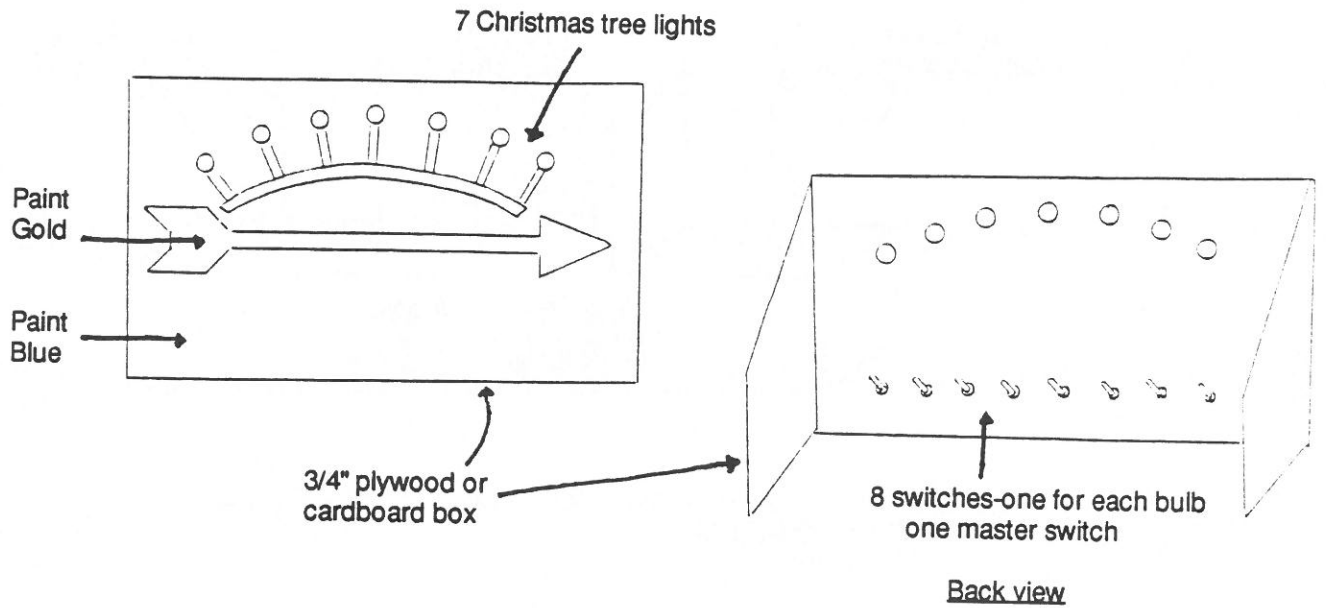
*(Cubmaster calls off names as he moves rockets forward on ceremony board, and fathers present badges to their sons. Cubmaster congratulates boy and father with Cub Scout handshake).*

### PACK CEREMONY BOARD



Base is a 1" x 4" x 6" mounted on a 1" x 6" x 10".  
The support is hinged to the center of the back.

### ARROW OF LIGHT CEREMONY BOARD

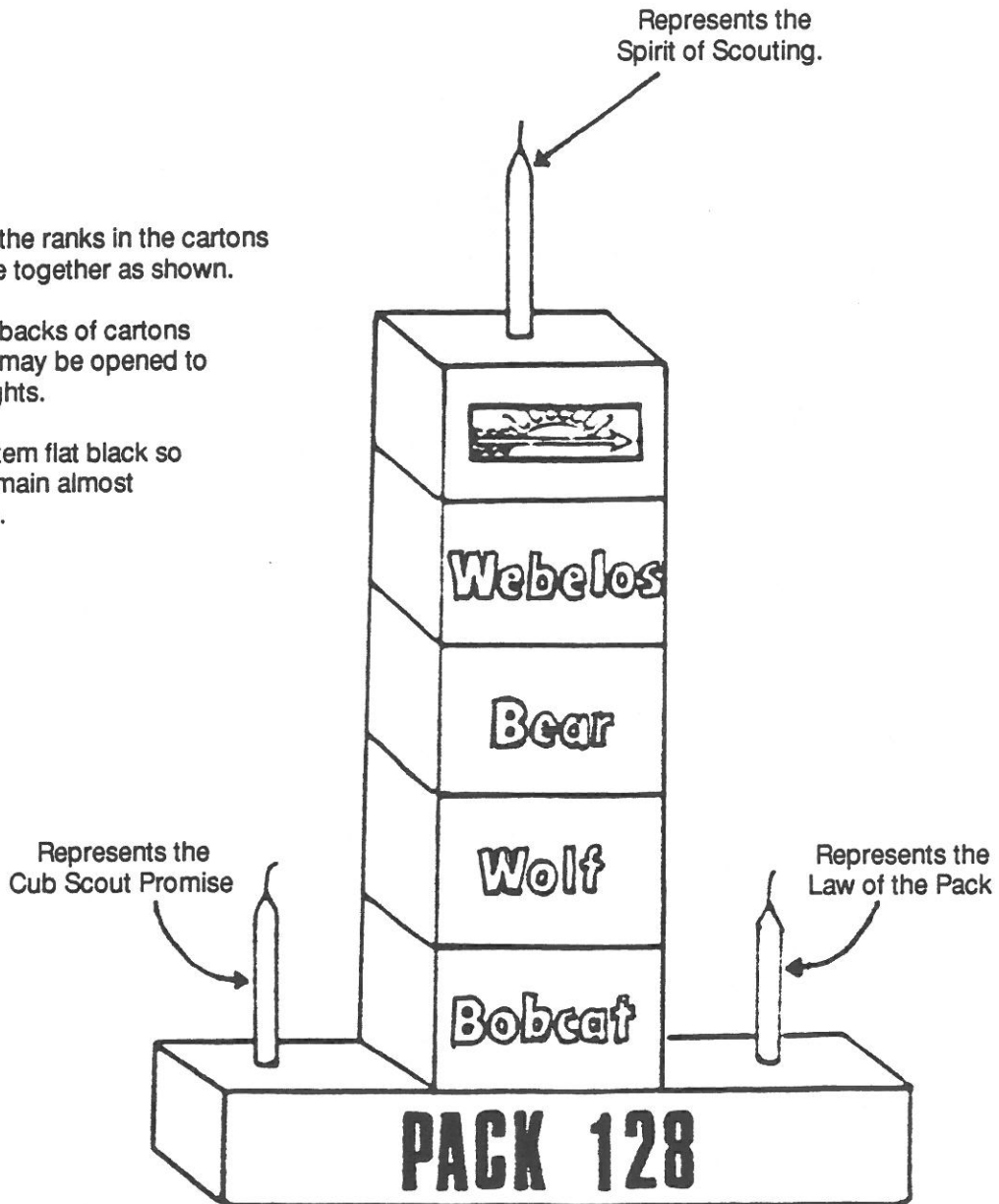


## PACK CEREMONY TOTEM

Cut out the ranks in the cartons and glue together as shown.

Cut out backs of cartons so they may be opened to insert lights.

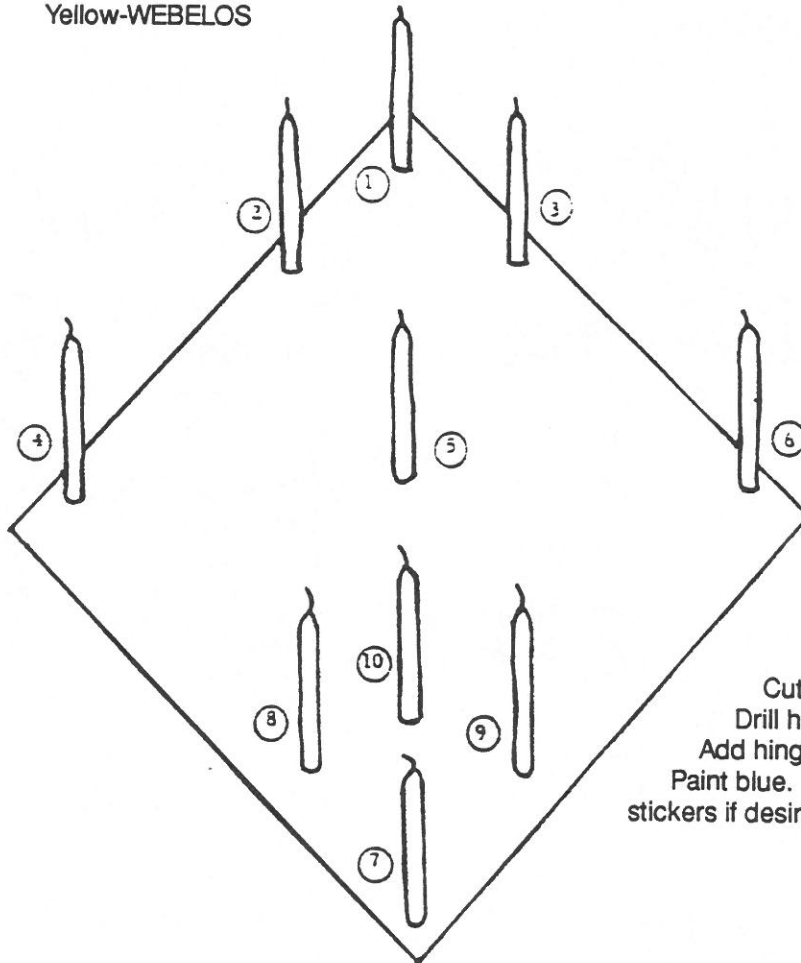
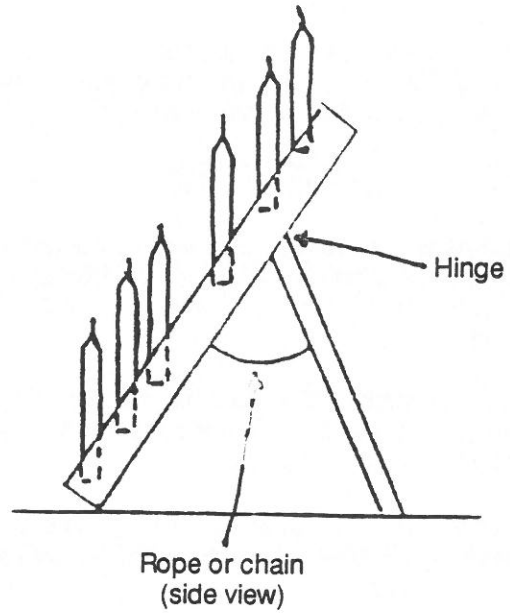
Paint totem flat black so it will remain almost invisible.



Materials: 8 - 1/2 gallon or 1 gallon milk cartons (or cardboard boxes)  
5 small flashlights  
3 candles

## BOBCAT INVESTITURE BOARD

1. White-"I PROMISE TO DO MY BEST"
2. Red- "TO HELP OTHER PEOPLE"
3. Blue-"OBEY THE LAW OF THE PACK"
4. White-"CUB SCOUT FOLLOWS"
5. White-"CUB SCOUT HELPS"
6. White-"CUB SCOUT GIVES"
7. Yellow-BOBCAT
8. Yellow-WOLF
9. Yellow-BEAR
10. Yellow-WEBELOS



Cut board from 3/4" plywood.  
 Drill holes to fit candles.  
 Add hinges on back (see side view).  
 Paint blue. Add Cub Scout insignia  
 stickers if desired for decorations.

# COSTUMES

Costumes can help set the theme or the mood for the ceremony. They have magical ability to transform you, the leader, into a man from outer space, a pirate, an astronaut, a clown, an Indian, an exotic animal or anything else your imagination suggests!

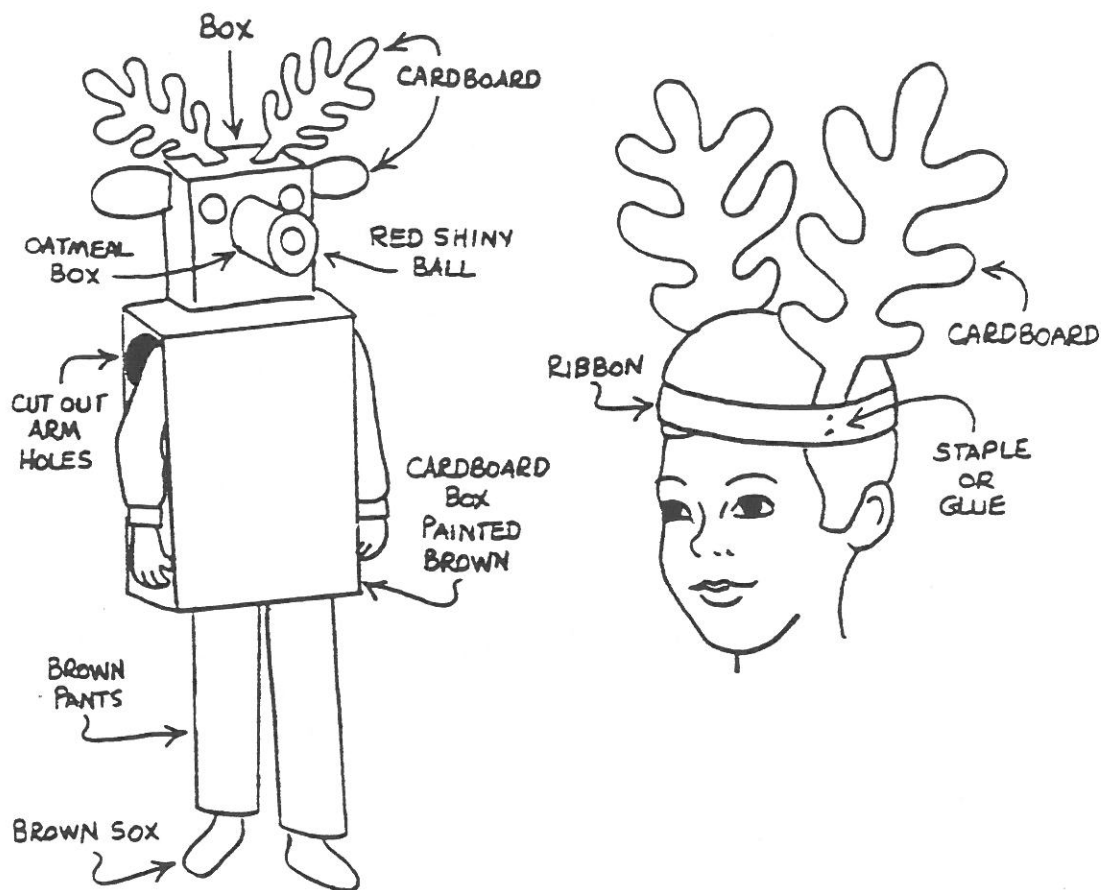
## TYPES OF COSTUMES

Crepe paper can be used effectively in costume making. It is a relatively inexpensive costume material and can be glued, stapled, sewn, draped and folded. Its ability to stretch is also an important factor. Simple tunics, shifts, vests, and hats can be fashioned quite readily. With its wide range of colors, crepe paper has many possibilities.

Costumes can be made from old clothing. Save feathers and sparkly trim for knights' costumes. Scraps from bright material, cast off toy guns, foil for deputy badges, and vinyl for leather vests, will be useful for costumes on cowboy themes.

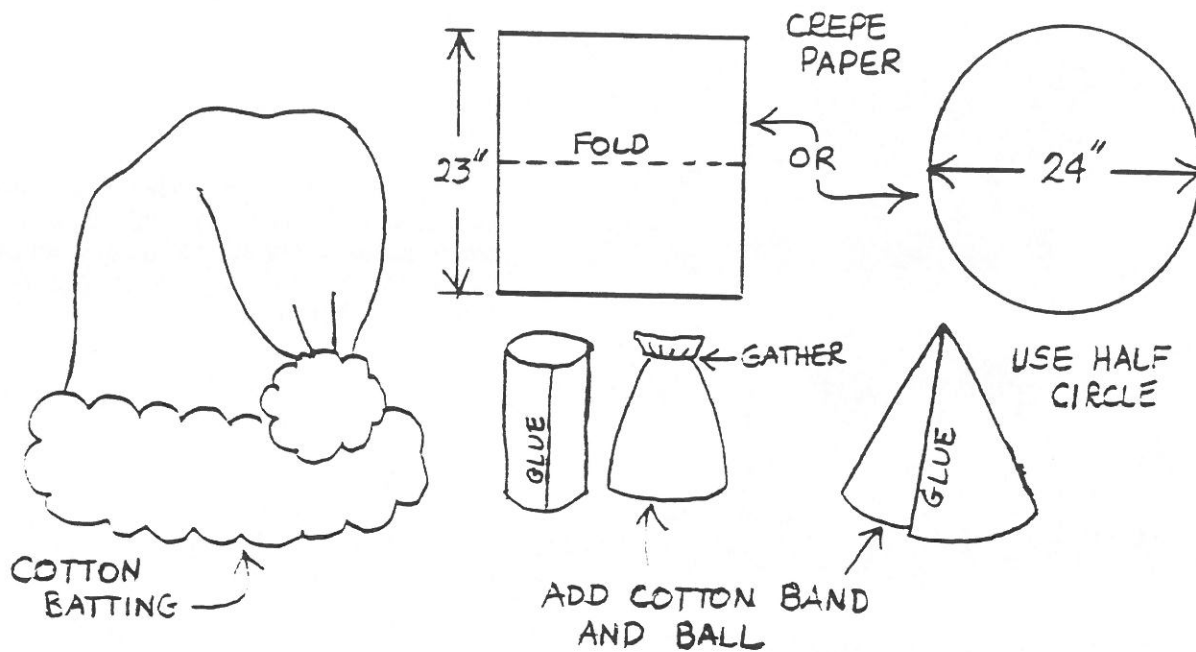
Cardboard boxes make excellent costumes for clowns, animals, vegetables, robots, etc. Cut holes for the head and arms in advance, then paint them with latex and trim with tempera paint.

## REINDEER COSTUMES

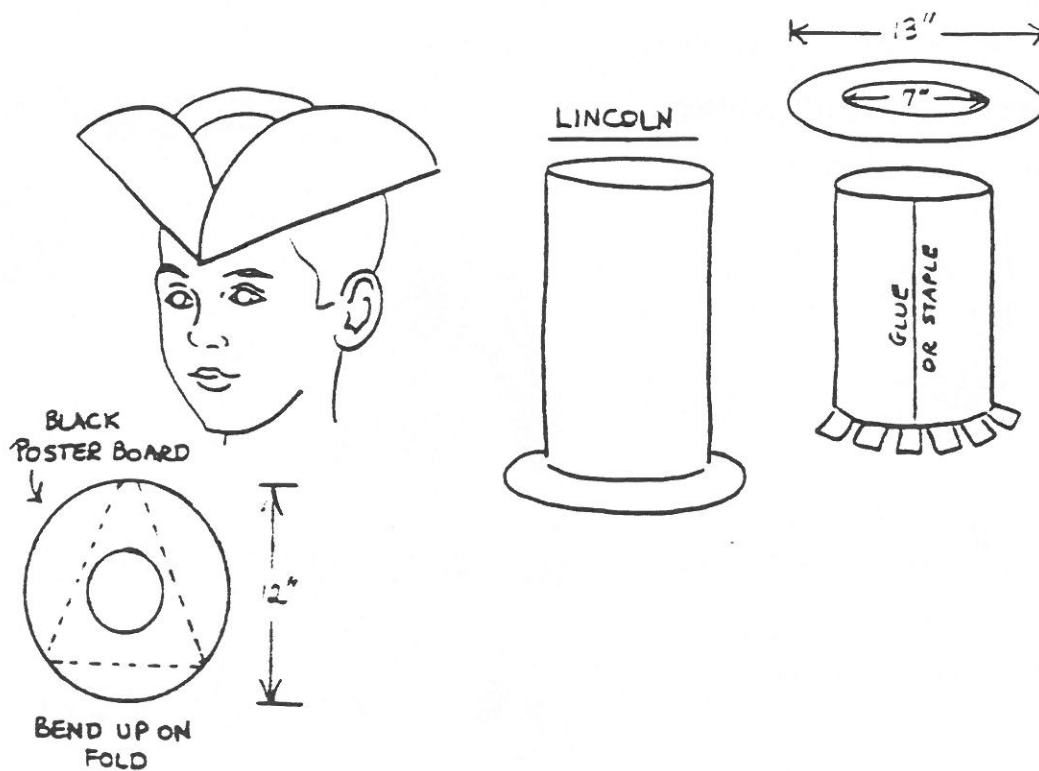




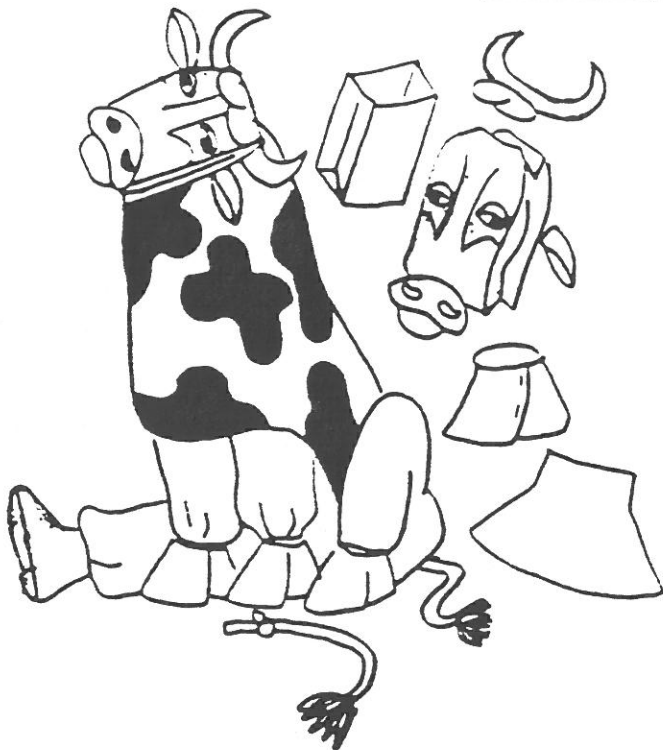
### SANTA OR ELVES HATS



### WASHINGTON/COLONIAL HATS



## FARM ANIMALS



To convert one or two leaders into a steer, you'll need a paper sack (for the head) oil cloth or heavy brown paper (for hoofs and ears) cardboard (for horns and muzzle) bedspread or sheet (for body) and a bit of rope for tail.

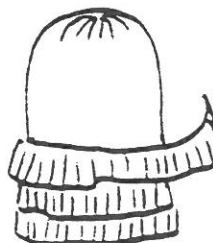
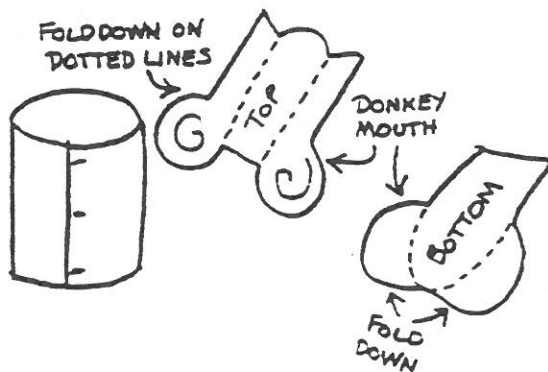
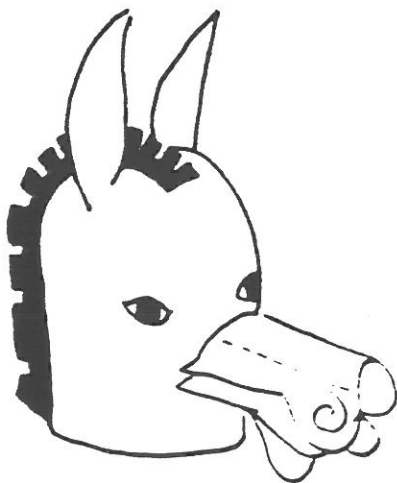
The basic animal head is made by stapling a piece of cardboard into a cylinder shape. A tube of crepe paper is slipped over the cylinder and gathered at the top, and tied with wire.

Feathers for rooster are made with rows of fringed crepe paper (see below).

Donkey's mouth and ears are cut from colored cardboard.

Features are made from construction paper.

Don't forget to cut eye holes.



## COWBOY COSTUME

### SHIRT

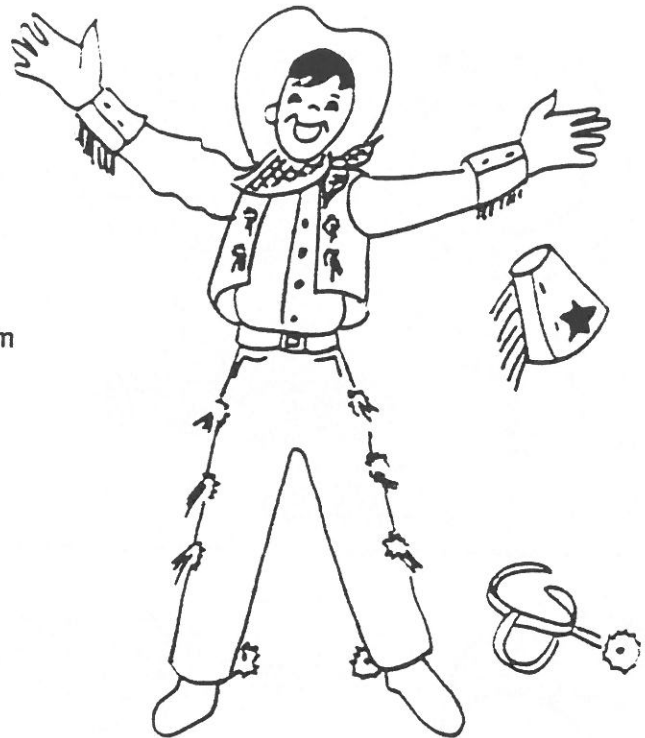
A regular cowboy shirt or any plaid shirt.

### CUFF

Is made from cardboard, stapled together. Decorate with fringe or add conchos made from flattened bottle caps.

### SPURS

Straps from old skates work fine. Cover with foil or paint silver. Wheel is a flattened bottlecap, painted silver.

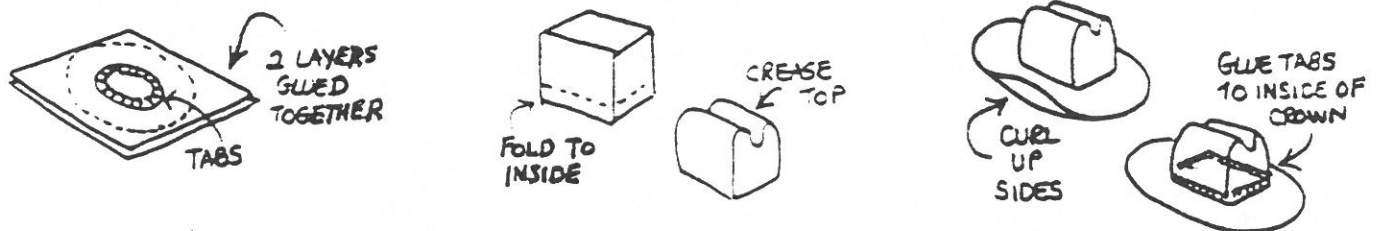


### PANTS

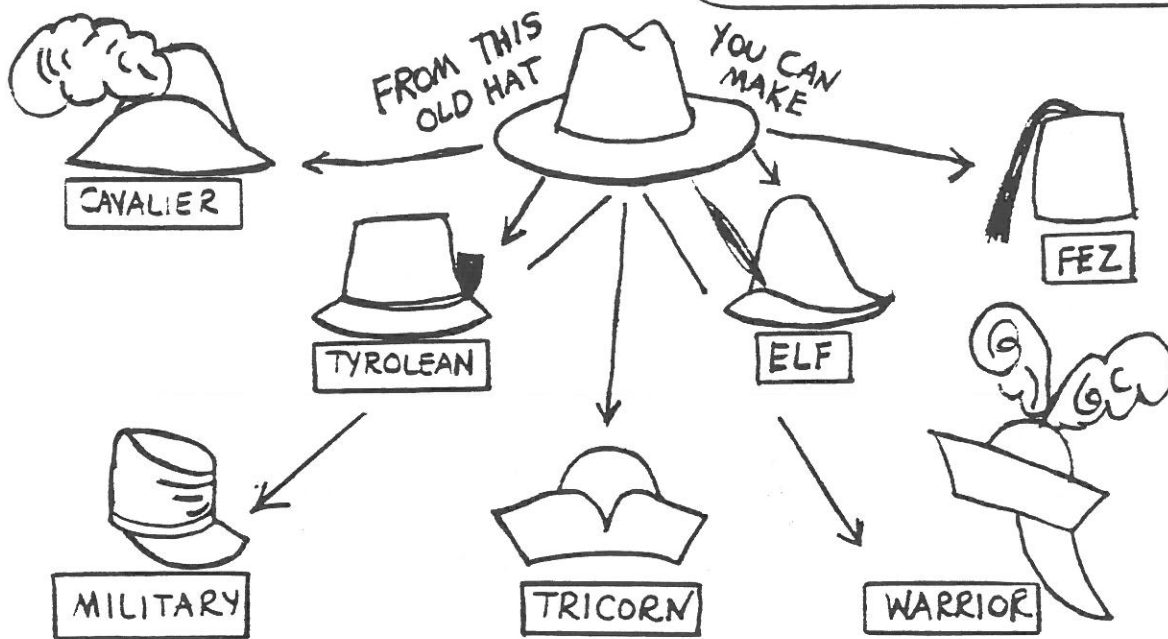
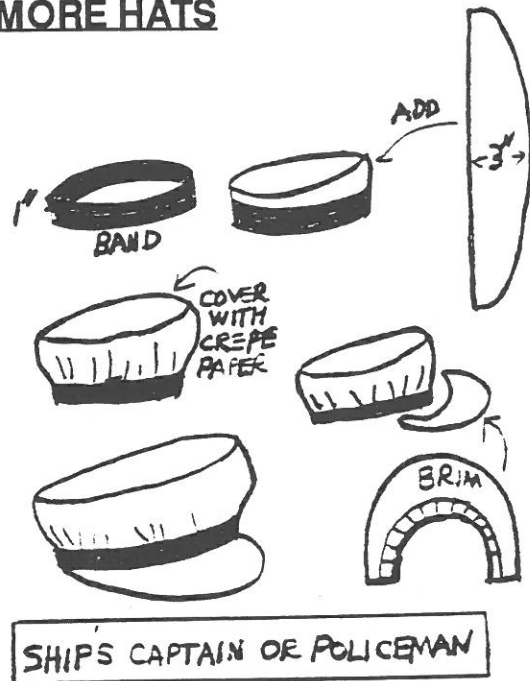
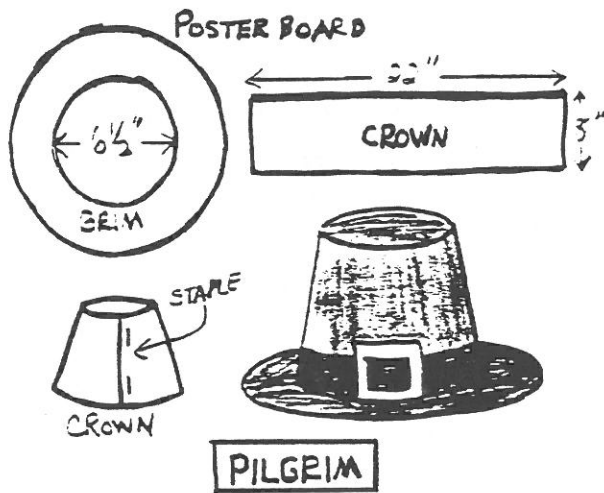
Can be decorated to resemble chaps by adding these conchos, made from gold notary seals on cardboard with rawhide laced through center. Tape safety pin to back of each for easy removal. Use these conchos on vests too, if you wish.

### HAT

You will need two brown paper bags for the hat. Use a bag that fits loosely over your head for the crown of hat and a 10" x 16" bag for the brim. Fold in top edge of smaller bag to get the crown height desired. Invert bag and push in bottom to give you a creased crown, as shown. Next, cut off bottom of large bag. Flatten bag, so you have two layers of paper about 16" square with seam running down center of underside. Brush glue between layers, press together, let dry. Place crown in center; trace an oval around it. Draw a second oval about 5" from the first. Cut out large oval, then cut out center, cutting tabs all around, as shown. Fold tabs and glue inside the crown. Add a knotted cord for hat band. Roll up brim over pencil to curl sides.



## HATS, HATS, AND MORE HATS





A CUB SCOUT  
GIVES GOOD WILL!

## Table of Contents

---

<b>AWARDS FOR SPECIAL OCCASIONS</b>	<b>1</b>
<b>TYPES OF RECOGNITION</b>	<b>1</b>
<b>MEDALS</b>	<b>2</b>
<b>RIBBONS</b>	<b>3</b>
<b>TROPHIES</b>	<b>3</b>
<b>PLAQUES</b>	<b>4</b>
<b>CUB SCOUT CAREER ARROW</b>	<b>5</b>
<b>CERTIFICATES</b>	<b>6</b>
<b>CUB SCOUT LEADER AWARDS</b>	<b>14</b>
<b>APPLYING FOR AWARDS</b>	<b>15</b>
<b>CUBMASTER AWARD</b>	<b>15</b>
<b>THE DEN LEADER AWARD</b>	<b>15</b>
<b>THE WEBELOS DEN LEADER AWARD</b>	<b>16</b>
<b>DEN LEADER COACH AWARD</b>	<b>16</b>
<b>THE CUB SCOUTER AWARD</b>	<b>17</b>
<b>PARENT ATTENDANCE AWARD</b>	<b>18</b>
<b>THINGS TO TEACH A BOY</b>	<b>18</b>
<b>ON CHILDREN</b>	<b>18</b>

## AWARDS FOR SPECIAL OCCASIONS

**T**hanks what a simple word, how much feeling it conveys-but how often we forget. The very best way to say "thank you" is to smile and say "Thank You for . . ." and really mean it! Everyone likes to feel that he/she has accomplished a task and that someone else appreciates the effort that went into it. Most of the time we take our adult volunteers in Scouting for granted. We forget that Everyone needs recognition:

- One needs recognition to encourage us to continue.
- To reward us for doing . . . and for doing it well.
- To recognize accomplishment (s).



### TYPES OF RECOGNITION

Recognition comes in many forms. It might be a special name tag, T-shirt, a neckerchief or special slide. It might be a thank you in the council newspaper or an article in the local newspaper. A personal thank you note or even free coffee with a sign that says "FOR SPECIAL PEOPLE-OUR THANKS TO YOU". (*Camp staff or volunteers or whatever is appropriate.*) Between Scouting volunteers a simple verbal "thanks" is sometimes enough.

If your Pack operates on a limited budget (and most of us 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 to the 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! Here are a few suggestions to get you thinking.

**HELPING HAND** for someone who is always around when they are needed. Cut a hand from wood or use an inexpensive pair of plastic gloves, stuffed and attached to a dowel rod.

**GOOD EGG AWARD** The good egg award should go to someone who always helps or is especially good at certain projects. Use a piece of white felt and cut a yolk from yellow felt. If there happens to be a couple entitled to this award, make it a double yolk award.

**BOUNCE AWARD** a sheet of Bounce fabric softener for Den leaders will give them bounce and help soften their hearts.

**OLD FOSSIL AWARD** This can be a rock or arrowhead attached to a cord of leather thong to wear around the neck. Given to the person in the Pack who has been in Scouting the longest.

Don't forget training awards, tenure awards, plaques, and certificates of every kind. The Boy Scouts of America has many certificates and plaques that you can choose from. See the BSA catalog, available at the Scout Service Center or at your local Scouting distributors. (*It's a nice touch to present the certificates framed.*)

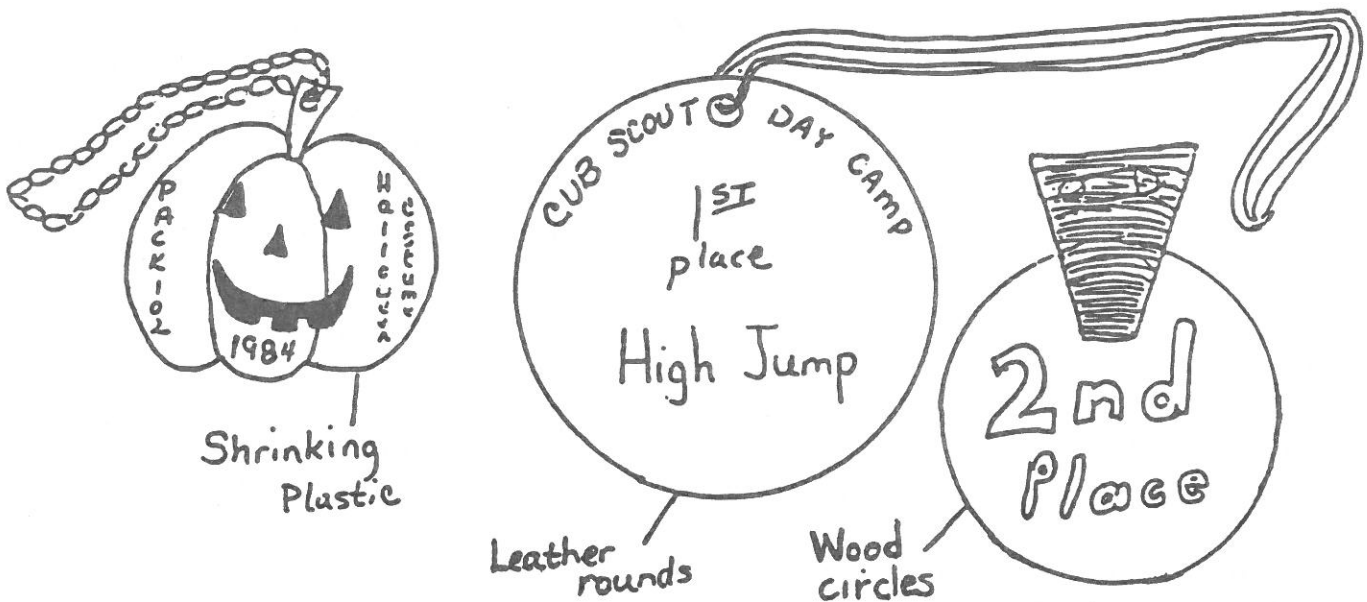
Leaders and parents who are appreciated are likely to go out of their way to help you the next time. Often the Blue and Gold Banquet is a time when leaders and parents are recognized. Remembering to recognize those who deserve it is a method of personal support and reinforcement which we all need from time to time. A special THANKS goes to **Barb Denny** for submitting the following recognition ideas for your Pack to use with your leaders, parents and boys.

## 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 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.

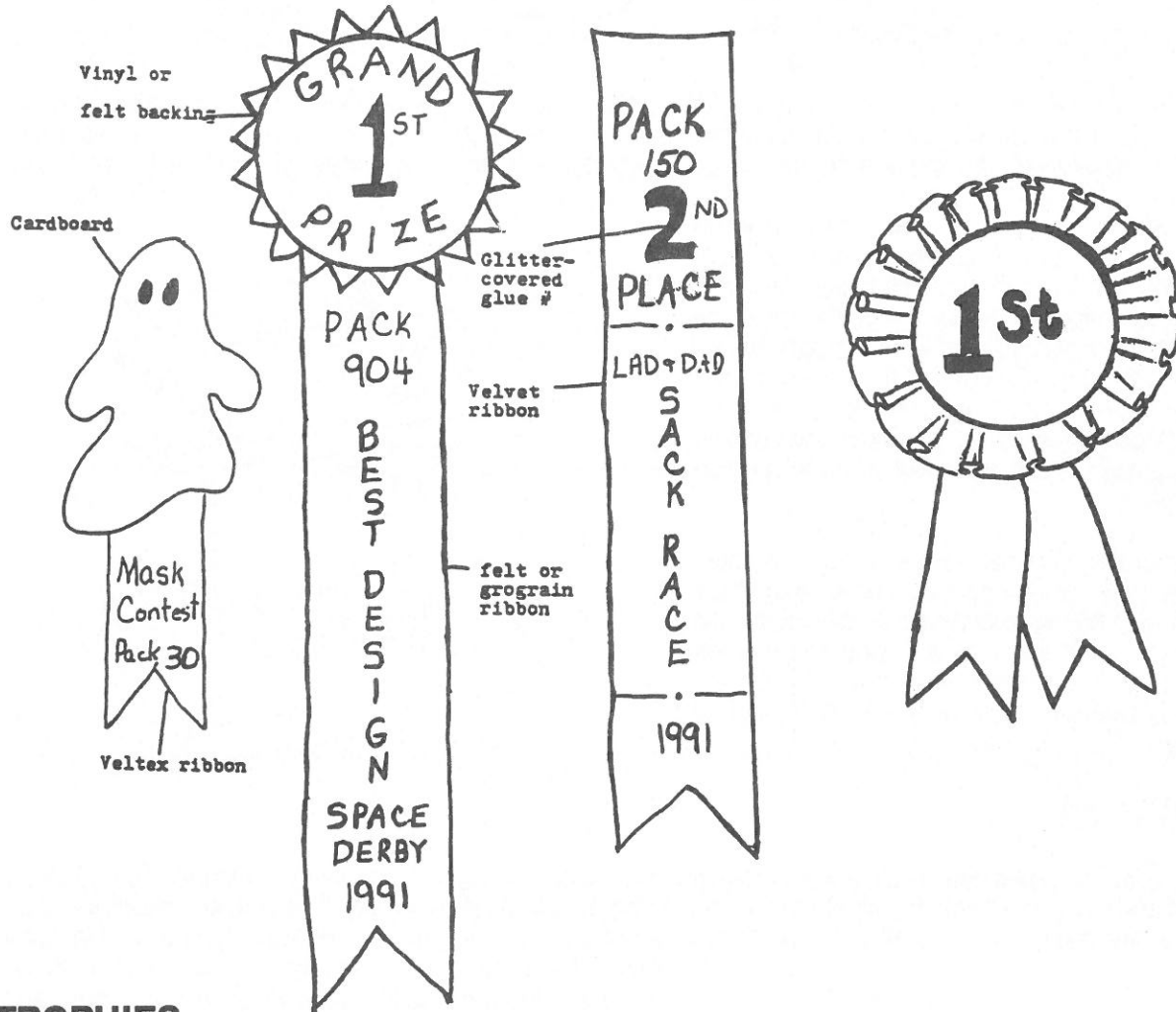
Use a frozen juice can lid, cover face with largest circle and use hot glue to secure edges in back, next glue ruffle in place, attach ribbon and glue in place. Cover all rough edges with smaller circle and glue into place applying pressure until secure. Remember, hot glue can burn so use a craft stick or something similar to prevent burns.





## 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 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.



## TROPHIES

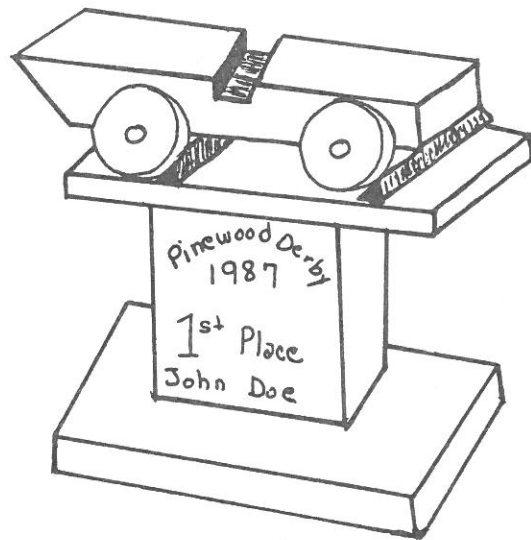
Trophies are very easy to make and can be made from a wide variety of materials. Impressive ones can be made from old trophies and their parts. Most bowling or sports trophies are pieced together, and they can be disassembled and their various parts reused. Most consist of a base, pedestal, and decorative 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 paper mache, salt dough, tinker toys, miniatures of 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.

Using scrap lumber build a stand for winners to rest their winning cars on. Be sure to place small retaining strip for the cars wheels to rest against. It will serve as a trophy and display. Wood burn information on the face of the trophy. Adding winners name at the Pack Pinewood Derby.

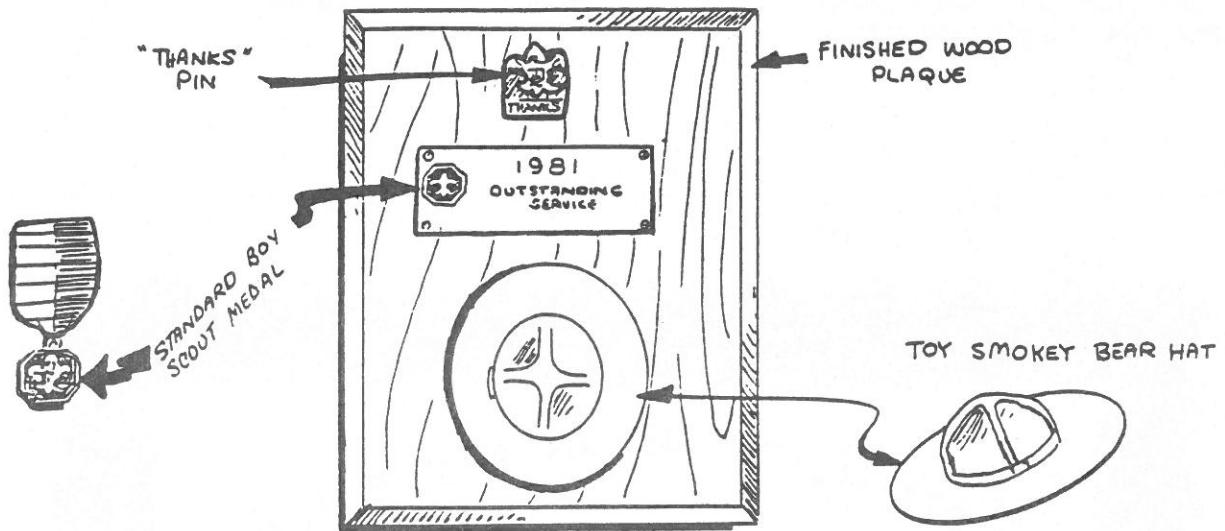


## PLAQUES

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.



With a label marker and the plaster of paris molds for pinewood, space and model rocket derbies, which are available from your Scout distributor, you can make excellent award plaques. For a change, cut the shield from pine or plywood and paint or stain with brown shoe polish. Attach plaster car or rocket. Use label marker for the winner's name or letter with a black felt pen. Miniature plaques can be made from smaller plaques and using alphabet soup letters.



**CUB SCOUT CAREER ARROW**

Present this colorful arrow to each graduate of your Webelos Den. The presentation can be worked into one of the Webelos ceremonies, or develop your own ceremony around the significance of the arrow.

The arrow is symbolic of many things in Cub Scouting. Cub Scouts are given arrow points for earning electives, and the Arrow of Light Award is in the shape of an arrow. Indian costumes and adornments play a large part in the Cub Scout ceremonies. To make an advancement wall trophy, use a 28" hunting arrow with a broad head point. Decorate appropriately.



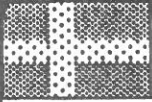

The ribbon hanging from the center of the shaft is blue silk. Stenciled on it are the Pack identification and the year of graduation. Bands of black, yellow, silver, and blue (related to the Bobcat, Wolf, Bear, and Webelos badges) are painted on the shaft of the arrow. Just for color, paint a 1/4" band of red down the center of each of these. The black, yellow, and silver bands are 1 1/4" inches wide. The blue band is 3 inches wide.

If the graduate has earned any arrow points, show this by painting a 1/4" band of gold or silver, whichever is appropriate, beside the band of the rank in which he earned his points.


### **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. *(Enlarge or reduce as desired on a copy machine)*



# Certificate of Achievement





\_\_\_\_\_

is hereby recognized for the service to  
the Pack by

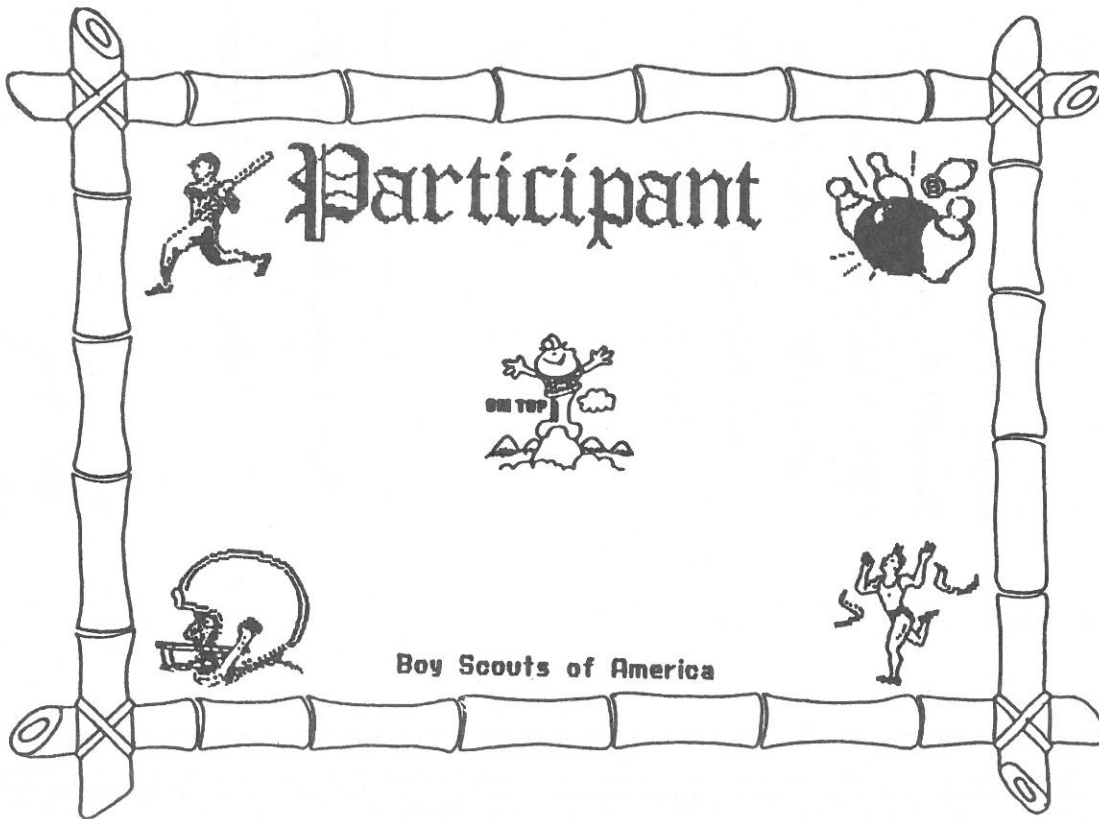
\_\_\_\_\_

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

\_\_\_\_\_

**YOU MAKE THE DIFFERENCE.**





- Cub Scout Promise*
- Law Of The Pack*
- Tell What Webelos Mean*
- Show The Cub Handshake*
- Give The Cub Scout Motto*
- Give The Cub Scout Sign*

*This is to certify that*

*\_\_\_\_\_*  
*has completed all of the above requirements*  
*for his advancement to Bobcat*

*\_\_\_\_\_*  
*Den Leader*

*\_\_\_\_\_*  
*Cubmaster*



*This is to certify that*

*\_\_\_\_\_*  
*has completed all of the above requirements*  
*for his advancement to Wolf*

\_\_\_\_\_  
*Den Leader*

\_\_\_\_\_  
*Submaster*



*This is to certify that*

*\_\_\_\_\_*  
*has completed all of the above requirements*  
*for his advancement to Bear*

\_\_\_\_\_  
*Den Leader*

\_\_\_\_\_  
*Cubmaster*





*This is to certify that*

\_\_\_\_\_

*has completed all of the requirements*

*for his Webelos badge*

\_\_\_\_\_

*Webelos Den Leader*

\_\_\_\_\_

*Submaster*



*This is to show to all that the following  
named Webelos Scout*

\_\_\_\_\_

*has earned this highest award  
and is qualified to wear  
The Arrow Of Light*

\_\_\_\_\_  
*Webelos Den Leader*

\_\_\_\_\_  
*Submaster*

This is to Certify  
that

\_\_\_\_\_ has completed  
**Cub Scout Leader  
Basic Training**

ON \_\_\_\_\_ FOR THE POSITION

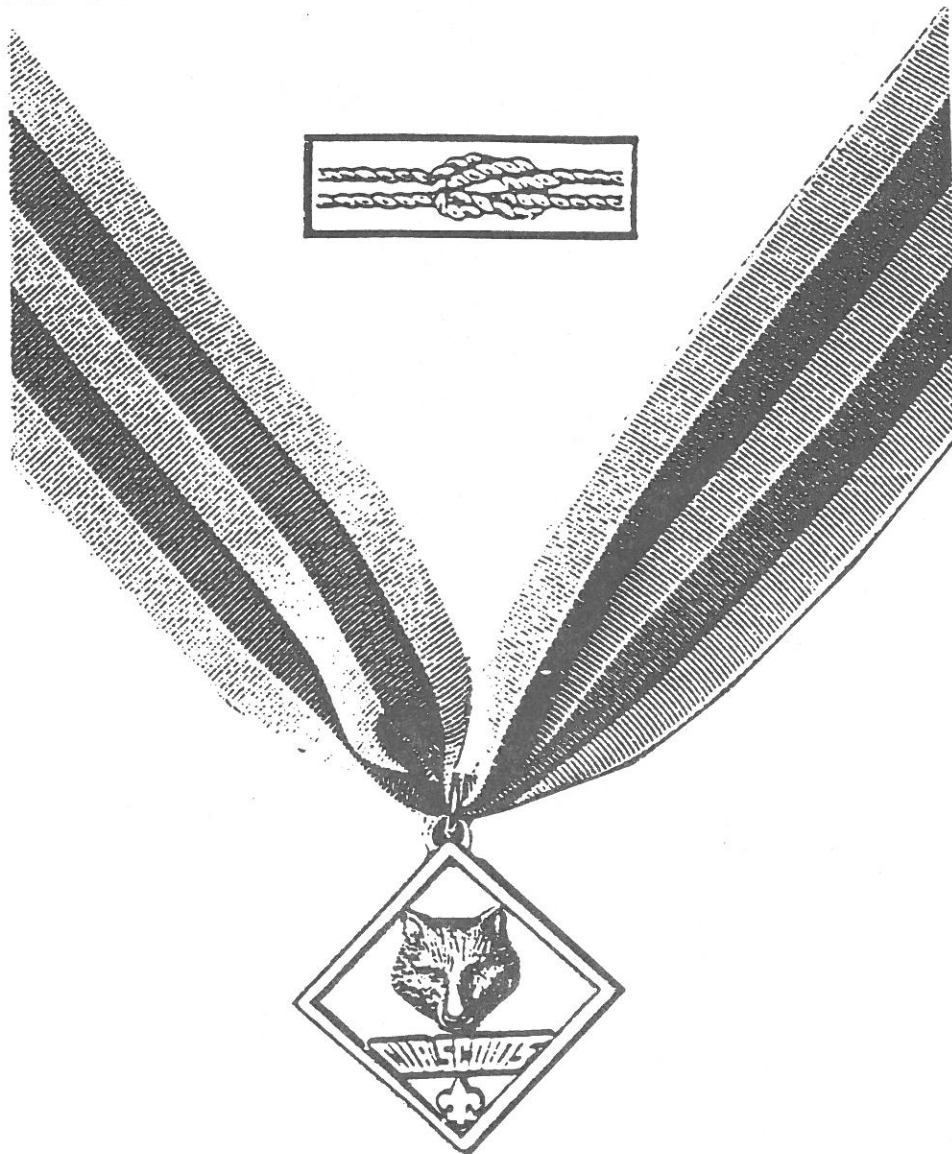
OF \_\_\_\_\_

COURSE DIRECTOR \_\_\_\_\_



# CUB SCOUT LEADER AWARDS

The purpose of the Cub Scout Leader Recognition Plan is to provide recognition for the leaders who produce quality units through a program that accomplishes the nine purposes of Cub Scouting. Trained leaders have the knowledge and self confidence needed to provide young people with a quality program. Awards consist of both a Cub Scout medallion and an embroidered square knot. The square knots are representative of the medallion and are designed for greater convenience of the wearer. There is no wearing sequence for the embroidered square knots on the uniform. They are worn above the left pocket in rows of three, with the order of wearing at the discretion of the wearer. Generally, when a square knot is worn, the medallion is not worn. The medallion is usually worn at formal occasions or when an embroidered square knot is not on the uniform.



Awards need to be presented in a dignified manner at an occasion befitting with a "Cub Scout Leader Recognition Plan" certificate and is regarded as one of the highlights of the event.

## **APPLYING FOR AWARDS**

The application for an award is the completed "Progress Record" for the position award. The application is reviewed by the Pack's committee and, if approved, is signed by the Pack Committee Chairman, Cubmaster, or Commissioner. Then the application is turned in by the district to your council service center to receive your recognition.

## **CUBMASTER AWARD**

The CUBMASTER AWARD is intended to recognize Cubmasters, who have taken the recommended Cubmaster Fast Start and Cub Scout Leader Basic Training, participated in a Cub Scout Leader Pow Wow, and have achieved a high standard of performance for a 3-year period (1 year may be as an Assistant Cubmaster).

As a Cubmaster, your Pack must earn the National Quality Unit Award at least twice and the National Summertime Pack Award at least once in your three year tenure. This award must be approved by the Pack Committee Chairman or Commissioner. Awards consist of a Cub Scout medallion on a gold ribbon with 2 blue strips and/or an embroidered blue square knot on a gold cloth background.

## **THE DEN LEADER AWARD**

The Den Leader Award honors Den Leaders who have completed "The New Den Leader" Fast Start Training and Cub Scout Leader Basic Training, participated in a Cub Scout Leader Pow Wow, and served as Den Leader for a 2-year period (1 year may be as an Assistant Den Leader).

### **AS A DEN LEADER, YOU MUST DO 5 OF THE FOLLOWING:**

- During one program year, have a minimum of 50% of the Cub Scouts in your Den earn the rank for their grade or age (Wolf or Bear).
- At least once, reregister a minimum of 75% of the eligible members of your Den as a part of Pack rechartering.
- Graduate a minimum of 60% of the eligible members of your Den into Webelos Scouting.
- Have an assistant Den leader, Den Chief, or Den Aide who meets regularly with your Den.
- Have 50% or more of your Den members subscribe to Boys' Life magazine.
- Take leadership in planning and conducting a Den service project.
- Conduct at least 3 Den meetings per month, 9 months per year or an optional meeting plan approved by the Pack.
- Participate with your Den in a Cub Scout Day Camp or Cub Scout resident camp experience.
- This award must be approved by the Pack Committee or the Cubmaster. The award consists of a Cub Scout medallion suspended on a blue ribbon with one gold stripe and/or an embroidered gold square knot on a blue cloth background.

## **THE WEBELOS DEN LEADER AWARD**

The Webelos Den Leader Award honors Webelos Den Leaders who have completed "The New Webelos Den Leader" Fast Start Training, completed Cub Scout Leader Basic Training, including "Webelos Leader Outdoor Training", participated in a Cub Scout Pow Wow, and has served for 2 years (1 year may be an assistant Webelos Den Leader).

### **AS A WEBELOS DEN LEADER, YOU NEED TO DO SEVEN OF THE FOLLOWING:**

- During at least one program year, have a minimum of 50% of the Webelos Scouts in your Den advance in rank (Webelos Badge or Arrow of Light award).
- At least once, reregister a minimum of 75% of the eligible members of your Den as a part of Pack rechartering.
- Graduate a minimum of 60% of the eligible members of your Webelos Den into Boy Scouting.
- Have an assistant Webelos Den leader, Den Chief, or Den Aide who meets regularly with your Webelos Den.
- Have 50% or more of your Den members subscribe to Boys' Life magazine.
- Conduct at least three Webelos Den meeting per month, 9 months per year, or an optional meeting plan approved by the Pack.
- Participate with your Den in a Webelos Day Camp or Resident Camp experience.
- Take leadership in planning and conducting a Webelos Den service project.
- Take leadership in planning and conducting two Webelos overnight campouts or other outdoor Den activities each year.
- Assist in planning and conducting a Webelos Den/Boy Scout Troop joint activity.
- This award must be approved by the Pack Committee Chairman or Cubmaster. Awards presented may be a gold square knot on a gold cloth backing and/or a Cub Scout medallion suspended from a gold ribbon.

## **DEN LEADER COACH AWARD**

The Den Leader Coach Award is for the individual who holds that position inside the Pack. Requirements for the Den Leader Coach is to complete "The New Den Leader" or "The New Webelos Den Leader" Fast Start training, complete Cub Scout Basic Training, including "Den Leader Coach Seminar", participate in a Cub Scout Leader Pow Wow, and served that position for 2 years.

### **TO COMPLETE, THREE OF THE FOLLOWING MUST BE MET:**

- At least once, serve as Den Leader Coach in a Pack that earns the National Quality Unit Award.
- Ensure that 100% of your active Den leaders have completed Fast Start training.
- Ensure that 75% of your active Den leaders have completed Cub Scout Leader Basic Training.

- Conduct a planning workshop meeting of your Den leaders, either separately or in conjunction with Pack leaders planning meeting.
- This award must be approved by the Pack Committee Chairman or Cubmaster. They may receive a blue square knot on a blue cloth background and/or a Cub Scout medallion suspended from a blue ribbon.

## **THE CUB SCOUTER AWARD**

The Cub Scouter Award is designed for the registered adult leader that has served 2 years at the Pack level and/or as a district or council Cub Scout leader. To attain this award, you must have completed Fast Start training, if available for your position, completed Cub Scout Leader Basic Training, and participated in a Cub Scout Leader Pow Wow.

### **FIVE OF THE FOLLOWING MUST BE PERFORMED DURING THE TWO YEARS:**

- Assist in planning a Pack program that results in advancement in rank by a minimum of 50% of Pack members each year.
- Serve as an adult leader related to a Pack that earns the National Quality Unit Award.
- Serve for at least 1 year as a Tiger Cub organizer and graduate a minimum of 60% of eligible Tiger Cubs in Cub Scouting.
- Serve as leaders of a Blue and Gold Banquet, Pinewood Derby, Space Derby, Raingutter Regatta, Field Day, Picnic, or other Cub Scout activity.
- Give leadership to a promotional effort that results in at least 60% of Pack members subscribing to Boys' Life magazine.
- Give leadership to planning and conducting a Pack service project.
- Organize participation of a Pack in the Cub Scout Sports program.
- Help with two annual unit or district sustaining membership enrollments.
- Help organize or reorganize a Cub Scout Pack.
- Serve as a district or council Cub Scout leader trainer.
- Serve as a leader of a Cub Scout Day Camp or Resident Camp.
- Approval for this award is signed by the Pack Committee Chairman, Cubmaster, or Commissioner. The award itself is a blue and gold square knot on a blue cloth backing and/or a Cub Scout medallion suspended from a gold ribbon with one blue stripe.

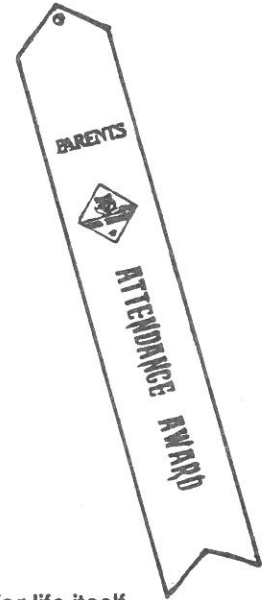




## PARENT ATTENDANCE AWARD

Each Pack has its own way of building family attendance at the Pack meetings. Some have a simple trophy of a homemade "CUBBY" which is presented to the Den having the best adult attendance at each Pack meeting. The winning Den keeps the trophy in its meeting place until the next Pack meeting, where it is passed on. "CUBBY" a homemade attendance trophy, made from tin cans and any scrap material. Challenge a creative parents to design and make your attendance trophy.

Some Packs present a family attendance ribbon to the Den or Dens with the best parent attendance. The Den or Dens are presented with a ribbon and this is attached to the Den flag. Attendance percentages can be figured easily with a simple homemade calculator. If attendance of families at Pack meetings is not what you would like it to be, perhaps the Pack committee can come up with a plan for increasing attendance.



## THINGS TO TEACH A BOY

- A sense of appreciation. To be grateful, not just for the material things in life, but for life itself.
- Plain old-fashioned curiosity. The more curious a boy is, the more eager he will be to learn.
- The glue of persistence. If you can slowly build in a boy the feeling that he can cope with any problem, within reason, then he'll be willing to stick to it longer without getting discouraged.
- Live and let live. You don't have to teach a boy tolerance. It's already there. Just try not to teach him intolerance.
- Love of Country. A person can be strongly patriotic and still want to see the world more united than it is today.
- A sense of humor. The Bible says: "A merry heart doeth good like a medicine". Everyone needs a dose.
- Respect. Help a boy recognize that there are values outside himself that are just as important as his own ambitions, hopes and desires.
- Reverence. Teach him respect for and obedience to our Creator.
- If parents and leaders can get these concepts across to a boy before his personality sets like concrete, then we will have done the job we were put here to do.

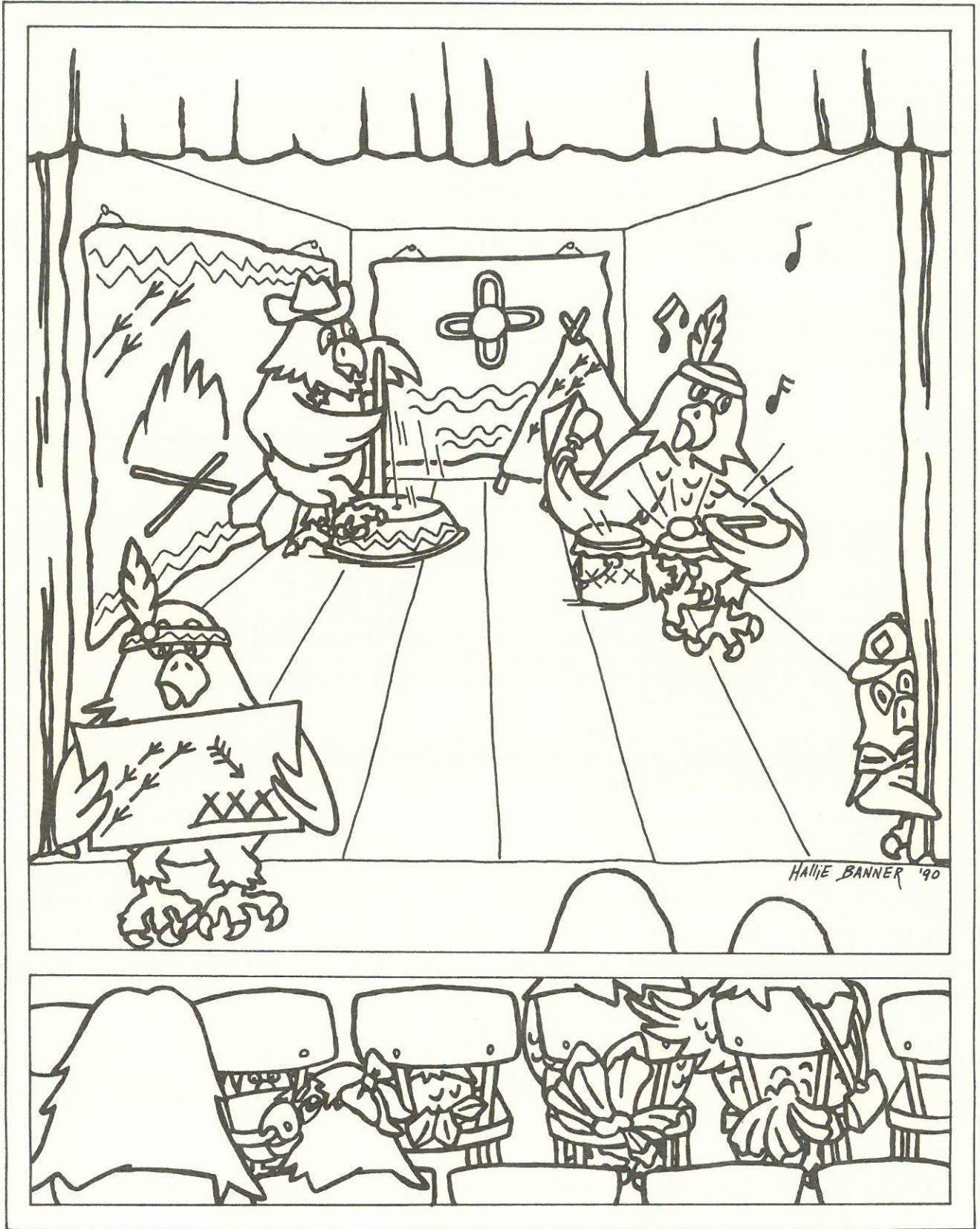
## ON CHILDREN

You may give them your love but not your thoughts. For they have their own thoughts. You may house their bodies but not their souls. For their souls dwell in the house of tomorrow, which you cannot visit, not even in your dreams.

You may strive to be like them, but seek not to make them like you. For life goes not backward nor carries with yesterday.

You are the bows from which your children as living arrows are sent forth.





## Table of Contents

---

<b>COMPETITION AMONG CUB SCOUTS</b>	<b>1</b>
<b>RAINY DAY OLYMPICS</b>	<b>5</b>
<b>HIKING GAMES ARE LOTS OF FUN</b>	<b>7</b>
<b>BICYCLE SAFETY GAMES</b>	<b>8</b>
<b>WATER SPORT GAMES</b>	<b>9</b>
<b>MIDWAY GAMES</b>	<b>10</b>
<b>TIN CAN GAMES</b>	<b>12</b>
<b>CARDBOARD FUN</b>	<b>13</b>
<b>MONTHLY GAMES</b>	<b>14</b>
<b>THE MUSICAL ADVENTURE OF SCOUTING</b>	<b>25</b>
<b>MONTHLY SONGS</b>	<b>31</b>
<b>APPLAUSE STUNTS</b>	<b>60</b>
<b>SKITS ARE FUN</b>	<b>64</b>
<b>RUN ONS</b>	<b>97</b>

# COMPETITION AMONG CUB SCOUTS

No one knows when man first started to play games. We can assume the cave men had some sort of activity, we would call a game to distract him and his family from their perilous existence. Ancient races used games as a means of teaching young men how to shoot a bow and arrow, wield a sword, throw a spear or to become nimble on their feet to dodge a charging beast or enemy. They were developing skills on which their very existence depended and their elders realized the importance of games as a teaching method.

Modern society uses games for various reasons, and recognizes the physical, mental, emotional and educational values of games. Games are an integral part of Scouting's program because they are an important teaching method . . . as well as a means of developing many desirable characteristics in boys. Games can even be related to citizenship development.

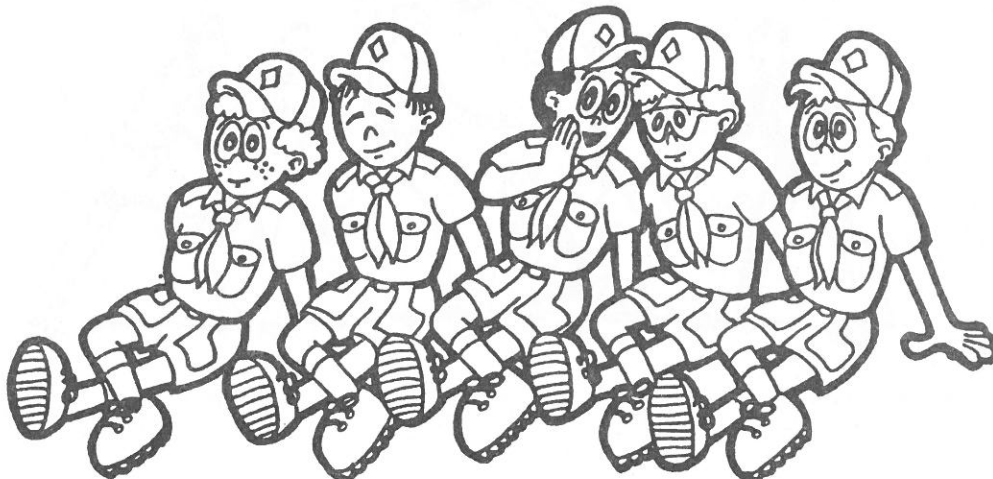
Consider the '**PHYSICAL ASPECT**'. The release of surplus energy within the physical ability of the group. Games should stimulate the growth and development of practically every muscle and materially assist the bodily functions. The circulatory, respiratory, digestive and nervous systems are stimulated by almost all active outdoor games.

The second value is '**MENTAL**'. The activities boys participate in must contain elements of excitement, competition and accomplishment. With other boys, he must learn to play . . . and to play fair. He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games begin to develop quick thinking, alertness and to some degree, strategy.

Third, games act as a beneficial '**SAFETY VALUE**' that allows the release of pent-up stress and tension in a controlled atmosphere, where such release is not considered unusual behavior.

Last, but not least, games can be '**EDUCATIONAL**.' Games using rope can teach knot tying games; using bicycles can teach safety; sense training games can develop sight, hearing, smell, taste and feel; games using imitations of birds and animals can be an introduction of acting or pantomime; water games can teach the basics of swimming and diving. The list is endless.

Although games are usually considered the fun part of a den or pack meeting, the den or pack leader will use games for various reasons. The games are not just a fun thing to sandwich in between work periods of the meetings. It is a vital part of the Scouting program. Almost everything Cub Scouts do can be done, learned or practiced (or all three) as a game.



## GAME LEADERSHIP

In order for the games in your pack or den to be success there are a few important things that all game leaders need to know. Game leadership is a skill that can be learned, and by following these basic steps you will soon become quite adept.

1. Start with the best games, ones that can be easy to explain and enjoyable to play. Your initial success will give you confidence to tackle more complicated games and also enhance the morale of the players.
2. Know your game thoroughly . . . title, rules, boundaries of playing area, number of players, what is allowed and what isn't.
3. Have all equipment readily available . . . ball, ropes, chairs, beanbags, etc. Use games that all can play and vary them . . . change from active games to quiet games to give the players a breather.
4. Use the widest selection possible of various types of games and give all players a chance to play games they really enjoy.
5. Make sure the space available is large enough to allow everyone to play.
6. Check the area for potential hazards that can be moved. Those that can't be moved can be used as bases or "home".
7. Don't wear a game out . . . play, but don't overplay a game. A successful game will be more in demand if it is stopped while everyone is still having fun.
8. Never insist on a boy playing a game if he doesn't want to. He can be used as a score keeper, judge or umpire.

One thing that is often over looked by many den and pack leaders is giving the boys an opportunity to lead the games and don't forget your Den Chief or Den Aide. They are the most likely candidate for the job.



Remember, the success of your game period depends greatly upon your leadership. When someone says: "Games? They're for the birds! Kid stuff. I don't wanna play". . . what he is really saying is: "I don't know how" or "I'm scared to try because I might not be any good." Your skill as a leader can challenge and persuade the shy Cub Scout and channel the energy of the "show-off" making den and pack games fun for all.

## **DEN GAMES**

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

An active den game is a helpful start at a den meeting to "get the kinks out". Remember most of the den meetings are held immediately after school, when the boys have been cooped up for most of the day in a classroom. A den game allows the boys to let off steam and may make the group easier to handle for the quieter activities you have planned.

Choosing up sides among the boys is not always easy. Use a method of drawing straws, going in alphabetical order, or selecting two captains to select the teams by alternately choosing members of his team. Rotate your method of choosing teams.

Remember . . . games may be used to teach fair play, to promote good sportsmanship and build character in the boys, but above all . . . they should have **F U N ! ! !**

## **PACK GAMES**

Pack games are played with large groups of boys and adults at the monthly pack meetings. As a general rule of thumb, relay games seem to work best for large groups of mixed ages. When planning a pack game use your imagination to the limits.

Pack games should include as many boys as possible. If all cannot participate select a den representative to take part, and he can play for the whole den. If prizes are given a simple den or group prize (penny candy, bubble gum, balloons, etc.) which can be divided with the whole den is desirable.

Involve parents and leaders in pack games whenever possible. Cub Scouts love to see their parents participating in pack activities. When you are preparing your pack games be sure to have more supplies on hand than needed. It is better to have more than enough on hand.

The same rule applies to the pack games that you will use in the den meetings . . . they should be **FUN !**

## **RESOURCES FOR GAMES**

CUB SCOUT LEADER BOOK

DEN CHIEF'S BOOK

CUB SCOUT PROGRAM HELPS

POW WOW BOOKS

ROUNDTABLE HELPS

LIBRARY

BOYS LIFE MAGAZINE

GROUP MEETING SPARKLERS

CUB SCOUT FUN BOOK

WEBELOS SCOUT BOOK

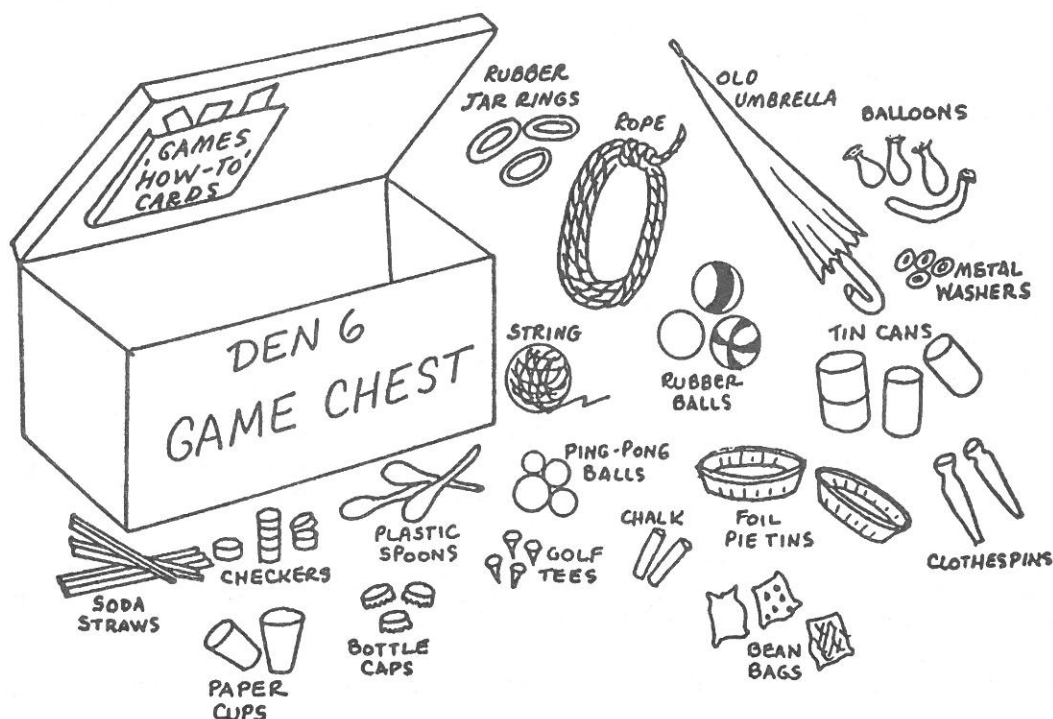
## DEN GAME CHEST

Den game chests come in various sizes, shapes and colors. A game chest may cost nothing but time and determination, or you may have several dollars invested. A game chest is sometimes called the den leader's helper.

It may be a cardboard box, an old foot locker, a cast-off toy chest or any other container which you have handy and can be spared for game or craft supplies.

Once you have selected your game chest, involve the boys in the preparation. A little paint, a few decals, lots of imagination, and perhaps even the boys' own signature will personalize its exterior. The world will know where Den 3 keeps its game supplies.

It's what's inside that counts. A leader can fill a game chest with material from around the house or the boy can be asked to bring some items from home.



### SUGGESTED SUPPLIES:

These items may be used in several different ways. Clothes pins, washer and playing cards can be tossed into pie pans and cans. Feathers can be blown across the room in relays. Ping pong balls can be rolled, tossed or blown with a straw into a container; old work gloves are helpful in playing Fumble Fingers. Handkerchiefs make good blindfolds; rubber rings may be tossed over bottle necks . . . the list goes on and on.

Your game chest will be your silent helper when planned activities are over too quickly. It can help the denner when it is his turn to help at the den meeting.

It's also a good place to store den supplies, unfinished craft items and den records. If you haven't made a den game chest, try it now. You will find that it is really a treasure chest !!!

## RAINY DAY OLYMPICS

When the den or pack has planned an outdoor program and has been rained out, don't despair! The rainy-day olympics can be scheduled ahead of time to provide a quick and fun-filled substitute program for the day. The beauty of the rainy-day olympics is that it will take you only about thirty minutes to gather material that you might need.

Listed below are samples of rainy-day games that the Cubs will enjoy playing:

### DISCUS THROW

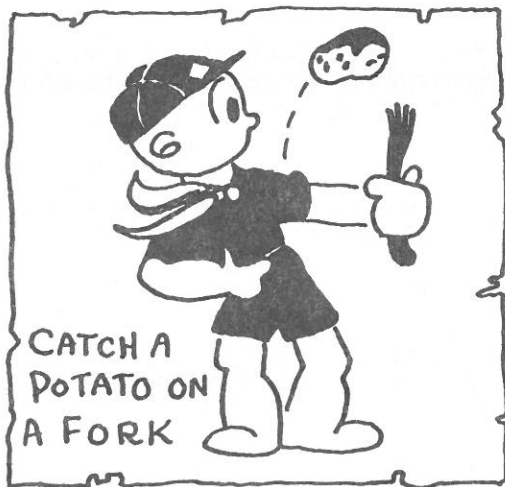
Cub Scouts are requested to lie on their back and throw their shoe over their head with their two feet. Longest distance thrown wins.

### SEED PLANTING RELAY

Follow line drawn on floor by walking heel to toe. About every three feet, he must stop and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back and touches the next player.

### POTATO RACE

Two teams of boys-give first boy a fork and potato he tosses the potato in the air, catches it on the fork, takes it off and passes it to the next boy in line. First team finished wins.



### CONE RACE

String paper cones on cords stretched between chairs. Cub Scout blows cone to end of cord, brings it back; next boy does the same. First team finished wins.

### DRIVING THE PIG

Two teams; each team has a 3" long stick and a 1/2 gallon milk bottle (add a little water to the bottles). The players use the stick to push the bottle (pig) to the fair.

### CHRISTMAS PRESENT RELAY

The front Cub in each line is the runner. The runners must run to a chair or table. On the chair or table they will find materials needed for them to untie, unwrap; then re-tie and re-wrap a package. Then they run back and touch the next team mate's hand. And the game continues until everyone has a turn.

### GATHERING SNOWBALLS

Players are each furnished a wooden spoon. They try to gather cotton balls from the floor and put them in a large bowl on a table.

### BALLOON BOMB

Boys form a circle with "it" in the circle. "It" calls out the name of a boy and drops the balloon. The boy called out must run to the center and catch the balloon before it touches the ground. If he misses he becomes "it". (Make the circle large enough so that he has a ways to run.)

### INCH WORM RACE

All contestants line up at the starting line, fall forward on signal and rest their weight on their hands. Next, they draw their legs up under them and then fall forward again on their hands (to make it more interesting, tie their feet together.)

**BALLOON BLOWING**

Give each boy a balloon to be blown up. First to burst balloon wins.

**ANKLE RACE**

The teams line up at one end of the room, each one crouching or bending down and grasping his ankles. They must race to the designated point and back again in this position. Anyone who takes his hands away from his ankles is sent back to the start.

**CHEWING GUM RELAY**

You need 2 pairs of oversize work gloves and a piece of wrapped stick gum for each player. Divide boys into teams have them sit Indian style in a row facing each other. On the signal the first boy in each team puts on the gloves, unwraps the gum and starts to chew, then he hands the gloves to the next boy.

**FASHION SHOW**

This can be quite hilarious if performed for others. Divide group into teams of about 4 people 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 or taping the pieces in place. Do not provide scissors, the most sensational costume wins.

**TURKEY FEATHER RELAY**

Divide into relay teams. First player in team holds a long turkey feather. At the word "go" each throws his feather, javelin style toward the finish line. As soon as it comes to earth, he picks it up and throws it again and continues to do so until it crosses the finish line. He then picks it up and runs back to the next person in line.

**DONKEY RACE**

Two boys straddle a broomstick, back to back. On signal, one runs forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

**FOOTBALL GAME**

One team gets on each side of a table. Each side tries to blow a ping-pong ball off the opponent's side of table.

**EATING RACE**

Give each boy two double crackers. The boy who can eat them all and whistle, or blow up a balloon wins.

**FIFTY YARD SWIM**

Each boy hops on one foot carrying a paper cup of water. First one over the finish line with the most water in his cup wins.





# HIKING GAMES ARE LOTS OF FUN

**W**hen did you last watch a colony of ants? Or investigate a hollow tree? Or an unbeaten path? These are a few of the things that you can re-discover when you go hiking. The fun lies in observing everything around you as you walk. Try some of the games listed below on your next hike, then make up some of your own.

## OBSTACLE COURSE

Some boys have never climbed a tree, walked a log, gone through a fence, or chinned themselves on a tree branch. To give them this experience, pick a trail which will provide such an obstacle course. Don't destroy any property or trespass.

## ONCE AROUND THE BLOCK

Hikers go 'once around the block' then their observations are tested. Who has seen the most round things? What kinds of trees were seen? What did you see that was orange? Etc.

## NIGHT HIKE

In areas where it is safe to go walking at night, try a hike after dark. Flashlights may be carried. See how different things look, smell, and sound at night. Being out in the unfamiliar dark is an adventure in itself.

## BIG GAME HUNT

See how many different animals you can find. Decide ahead of time if birds and insects are to be included. Boys will learn to identify different species.

## STRING ALONG

Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. You may be in for a surprise, for it is not usual to find 20 or more things! Now stretch a string in a line, see how many different things touch it.

## COME TO YOUR SENSES

Hikes, stopping often to see, hear, feel smell and with caution take things along the way. Feeling is a special delight; touch the bark of trees, moss, or flower petals. Sniff the air for things you never smelled before. Listen for sounds you might never hear otherwise.

## A WONDER-FULL HIKE

At each destination point or rest stop, each person tells of the "most wonderful" thing he has seen on the way. Stops can be frequent as you desire.

## STOP AND SPOT

While hiking the leader stops and says "I spot a \_\_\_\_\_" naming a familiar object. Everyone in the group who sees the object raises his hand. This is a good observation game.

## CRAFT HUNT

Look for and collect natural craft materials: cones, driftwood, seed pods, dried weeds, stones, etc. (Don't take living materials, for many plants will die if uprooted). You will have fun hunting and will enjoy making things from your material later.



## BICYCLE SAFETY GAMES

**D**uring the month of May, packs all over the nation join in the on Cub Scout Bicycle Safety Program. This is a cooperative effort with the National Safety Council and the Bicycle Institute of America which has helped offset the rising bicycle accident rate and establish good bike-driving habits. Bicycle maintenance and safe driving should be a main concern of the pack leaders. By the end of the month, boys should know how to keep their bicycles in safe condition, drive safely and know traffic signs and rules of the road.

The following games might be helpful in planning activities for bicycle safety.

### PURSUIT RACE

This is a speed race. All boys line up around a circular course about 3 yards apart. At a signal, they all ride in the same direction around the circle. The idea is for each rider to pass the contestant, he leaves the race. The race continues until only one rider is left.

### SNAIL RIDE

The object is to see which rider can travel slowest-and that's quite a feat in cycling. The last rider to cross the finish line is the winner.

### HITTING THE TARGET

Set up 4-6 cans, bowls or other receptacles in a row about 15 feet apart along a 100 foot course. Give each rider a supply of bottle caps. He rides along the course, as close as possible, and drops the caps in each receptacle. Rider who gets the most caps in the can wins.

### POLE SPEED RACE

This bicycle race is always popular. Set up poles slalom style-the first pole 20 yards from the starting line and 3 subsequent poles about 10 feet apart. Contestant must follow a course that zigzags from the right of one pole to the left of the next, etc. Rider who completes the course in the least amount of time is winner.

### COASTING RACE

The object of this race is to determine which boy can coast the longest distance. Each boy pedals as hard as possible for a distance of at least 15 feet to a starting line where the coasting officially begins. It takes a lot of skill to coast along a straight line. Have a referee mark the spot where a rider stops. The next boy tries to out distance the mark.

### NEWSPAPER RACE

On a 100 yard race course, place six or eight barrels or baskets about 15 feet apart. Put the first basket about 10 feet from the starting line. Each contestant rides along on his bike about 8 feet away from baskets. As he passes each one, he tosses in a folded newspaper. The boy who gets the most newspapers in the basket wins.



### SHOE SCRAMBLE

Players are divided into two teams lined at opposite ends of the play area. Their shoes (not tied together) are placed in a pile in the center of the field. At signal, boys ride forward to within 10 feet of the shoe pile where they dismount, find their shoes, put them on, remount their bikes, and return to the starting line. A prize may be awarded to the player who returns in the fastest time.

## WATER SPORT GAMES

Swimming is a fine, all around body builder and makes a good den and pack activity. It goes without saying that you must be safety conscious anytime your pack is holding an event around the water. Probably some of the boys are non-swimmers, and it is likely that some who think of themselves as swimmers can't swim very far or safely in deep water.

### PIRATE'S GOLD HUNT

This is a game for non-swimmers. Use pennies or paint 3/4" iron washers with gold paint. Scatter them over an area of water that is between waist and knee depth. On a signal, the boys try to recover as many "gold pieces" as they can within an allotted time.

### CANDY HUNT

Wrap hard candies in water tight aluminum foil. Scatter a bunch of them along the bottom of the pool. Have boys duck or dive to retrieve them.

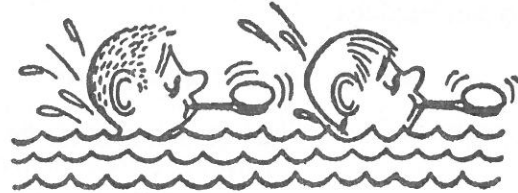


### LIVE LOG

Establish a goal at one end of the pool. One boy is the "log". He floats on his back in the center of the pool. The others swim around him. At any time, the "log" may roll over and give chase to the others, who must race to their goal. Any player who is tagged becomes another "log" and the game resumes. Continue until one boy has not been tagged.

### BALLOON RACE

Line boys up in chest-deep water. At signal, they propel inflated balloons to shore without using hands. First one to touch shore wins.



### EGG AND SPOON RACE

This will test the swimming skill, balance and patience. Boys hold a spoon handle in their teeth. A boiled egg is put in each spoon. The boys line up relay style and move from one side of the pool to the other carrying the egg on the spoon. A variation is to carry a ping pong ball in a spoon.

### CORK RETRIEVE

Scatter a dozen or more corks or blocks of wood on the far side of the pool. On signal, boys dive in and try to retrieve the corks, bringing them back to the starting point one at a time. Winner is the boy with the most corks when all have been located.

### BALLOON VOLLEY BALL

Use volley ball rules. Stretch a net across the pool and use a blown up balloon as the ball.



# MIDWAY GAMES

**S**ound! Color! Lights! Skills! Luck! Prizes! Action! These are just a few words to describe what a midway should contain to cause excitement in Cubs, parents and leaders. It is a midway point at which everyone may gather to be drawn into the mood of the Cub Scout event, communicate and socialize in an exciting, fun and festive atmosphere to encourage Cubs and parents to participate in upcoming activities.

A midway atmosphere can be created by greeters at the entrance of the activity offering a smile and a friendly handshake as the incoming individuals arrive at the activity. A few Cub Scouts displays could be set up to help create the midway atmosphere. All boys want to show the projects they have been working on at the den meetings.

Consider the following suggestions when creating a midway atmosphere:

- SIZE** Use as much space as possible but leave a crowded impression. The bigger the midway, the greater the excitement.
- FLAGS** Use flags or banners to add color, create boundaries, direct traffic and in the wind makes the entire midway move.
- SIGNS** Cardboard is an inexpensive resource and can be used to identify the activity, the games, the scoring, the prizes, give directions and just for decoration.
- BOOTH** Partition off each game. The participant has a feeling of isolation when playing the game and it keeps spectators from being distracted by activities in other booths. Fill the booth with signs, a decorated table, balloons, or a display of the prizes, but leave enough room to play the game.
- MUSIC** Recorded music will enhance the midway atmosphere.
- BARKERS** The people running the booths should be having fun. They will radiate their enthusiasm to the crowd and create an attitude of fun and excitement.
- PAYMENT** Everyone expects to pay for playing a game and winning a prize. It adds to the excitement if there is something for those who lose as well as those who win. There are several ways to provide payment.
- GOLD FIELD**-Set up a seeded gold field where the boys find nuggets to play the games. When they run out of nuggets they return to the field to find more nuggets and then return to play the game.
- TICKETS**-Give each boy a set of tickets to play the games until all are used.
- SCORE CARD** Prepare a list of all the games. The boys play all the games, with the highest score at each game receiving a prize and the highest score in all games winning the grand prize for the midway.
- TASTE** A carnival like atmosphere will be enhanced if popcorn, drinks and cotton candy are available. Always consider location before adding these to a midway.

**ORGANIZED** A good midway should be planned. There should be a person in charge to oversee the activities.

Game suggestions for midway games could include the following:

**ACTIVE GAMES**

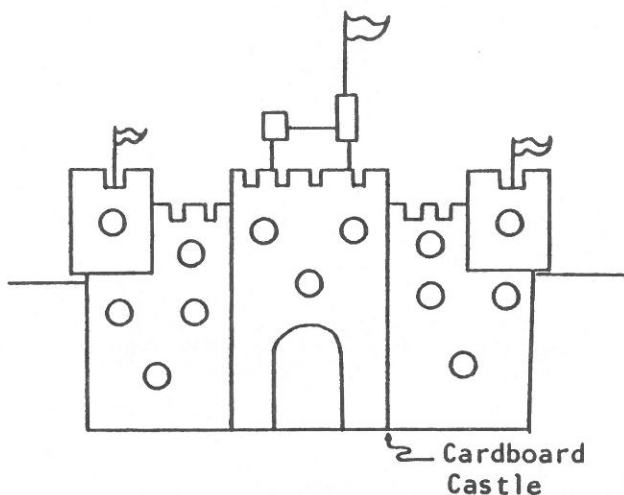
**THROWING GAMES**

**TARGET GAMES**

**GOAL GAMES**

**BOARD GAMES**

All games should be in good taste and within the principles of Cub Scouting.



**CASTLE BALL**

Toss tennis balls through holes in castle-one point per successful toss.

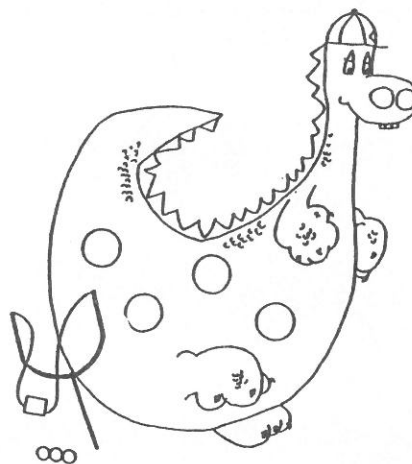


**DART TOSS**

Place a target flat on the floor and give each person five darts. The participants must toss the darts underhanded at the target placed 6 to 10 feet away. Score from rings on target.

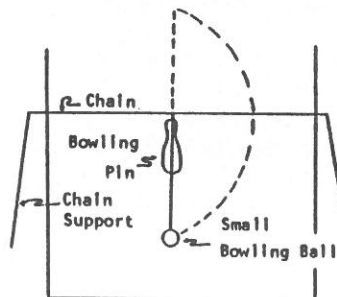
**SLAY THE DRAGON**

The object is to shoot ping pong balls through the holes in the dragon with a sling-shot. Each player will get three chances to slay the dragon.

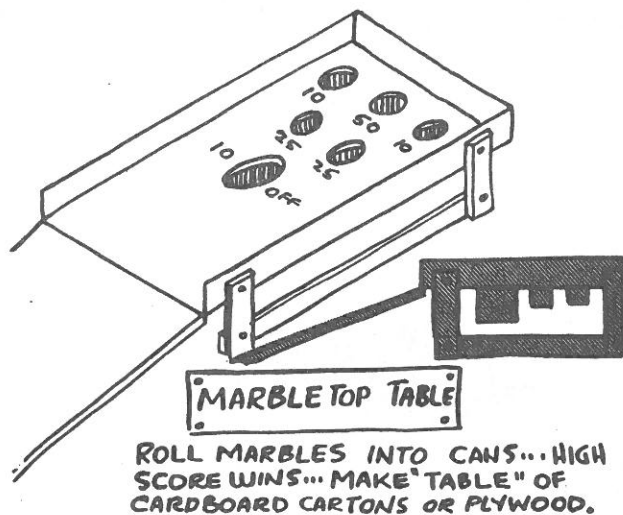
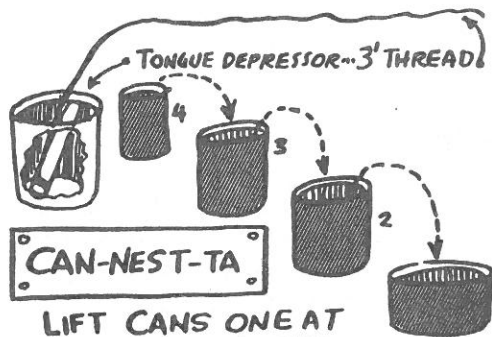
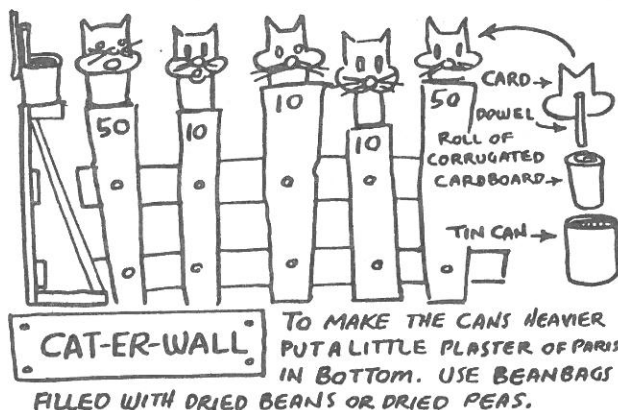
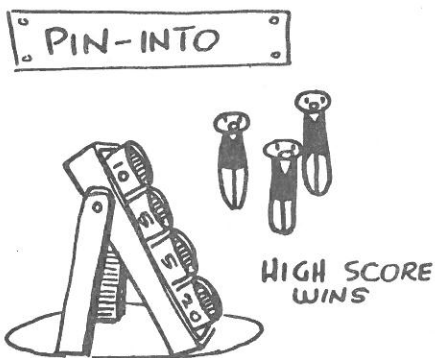
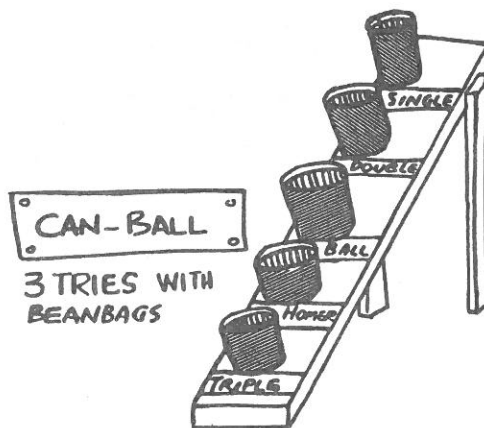


**SWINGER BALL AND PIN**

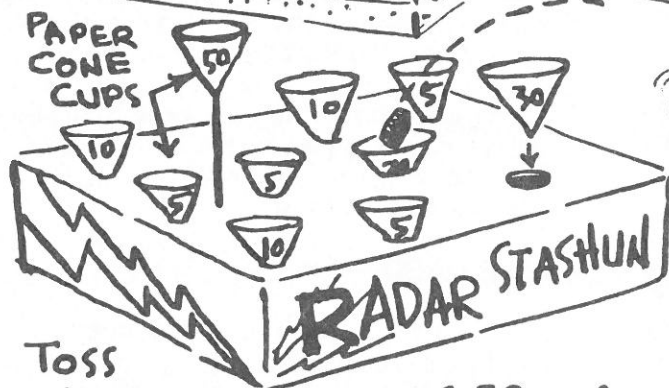
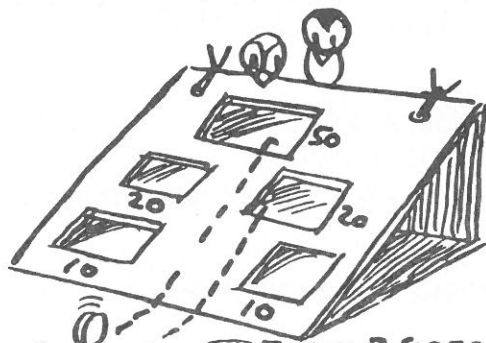
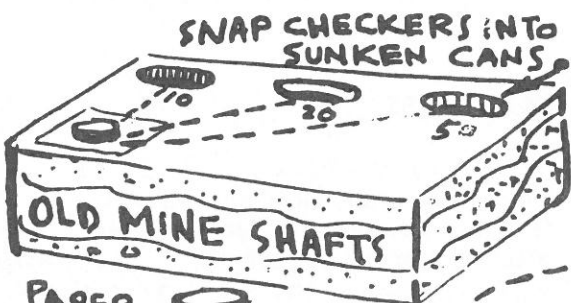
A small bowling ball is suspended on a chain and the player must knock over a bowling pin by swinging the ball, missing the pin on the downswing and knocking the pin over on the return arc.



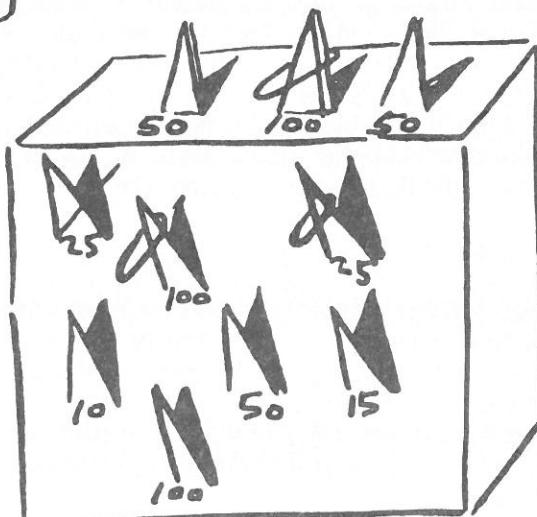
# TIN CAN GAMES



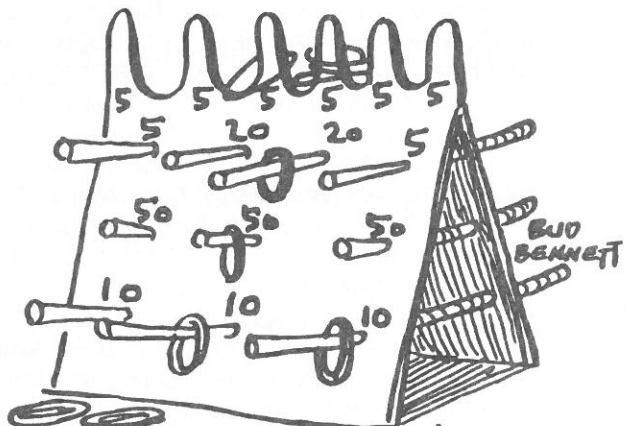
# CARDBOARD FUN



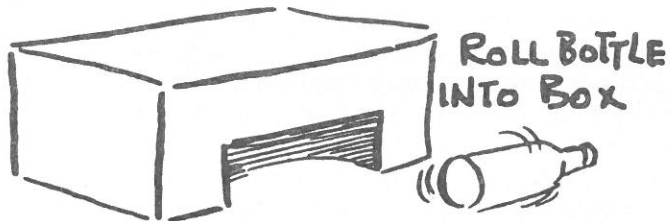
Toss CHECKERS INTO CUPS FROM A GIVEN DISTANCE.



CUT SLOTS IN BOX-BEND OUT TO CATCH RUBBER RINGS



FOLD CARTON-PIERCE SIDES WITH DOWEL STICKS AS SHOWN.



ROLL BOTTLE INTO BOX

# MONTHLY GAMES

Everyone likes to have fun! The playing of games is an extremely easy and fulfilling way to have fun. Cub Scouting is one endless game, where the Cub Scout learns new skills, enlarges on known skills and can see clearly his place in the world around him. Games can accomplish a large scale of activities and convey more than skill improvements. The following games were put together for you, by Ken Tyrrell. The games are divided into months for your convenience.

## NOVEMBER, 1990 HEROES IN BOOKS

### DAVY CROCKETT AND THE BEAR

Choose two boys and have them stand in the middle of a large circle formed by the other boys. One player is Davy and the other is the Bear. Both boys are blindfolded (can use paper bags) and spun to disorient them. Then the leader commands the hunt to begin. As quietly as they can the two boys begin to move around in the circle, the Bear hoping to avoid Davy and Davy hoping to tag the Bear. The other boys try to be as quiet as possible to give Davy a better chance. If the Bear avoids Davy for a set amount of time, (use a kitchen timer), Davy chooses another Bear. If Davy tags the Bear, the Bear chooses another Davy.

### WHO AM I?

As each boy arrives, tape a card with the name of a hero on his back, but don't tell him the name on the card. Each boy has to figure out who he is by asking others about the hero. For example, "Am I a man?" "Am I over 35 years old?" "Am I in sports?" "Do I wear a wig?" Play until everybody knows who they are.

### TWENTY QUESTIONS

Have the boys sit in a circle. The leader selects one boy to think of a hero that some of the boys should know. The boys take turns, going around the circle beginning to the right of it, asking one question in order to guess of whom it is thinking. Each question must be a yes- or-no question. If by twenty questions no one has guessed correctly, it tells the name, and the boy to his right is the next it. Should someone guess correctly, that boy becomes the next it.

### HERO RELAY

Divide the boys into teams. Establish a starting line and a working place about fifteen feet away. Give each member of the team a piece of a puzzle of a hero (can cut magazine picture into the right number of pieces). The team can order themselves any way they think best, but on the signal to race each boy in turn takes his piece to the work place, places it in the proper place with the others, and returns to tag the next boy on his team. The first team to correctly assemble the puzzle and cross the finish line wins.

### HERO BINGO

On wrapping paper or shelf paper, make a Bingo card by ruling off 9 blocks in a 3 by 3 pattern, or 16 blocks in a 4 by 4, or 25 blocks in a 5 by 5. Two inch squares are a good size. The more blocks the more pictures you will need for the game. Cut from magazines, pictures of heroes. You will need a card full for each boy, i.e. eight boys with a 5 x 5 card will require 200 pictures. Do not repeat a hero more than the number of boys. Put all the pictures in a box and let the boys draw pictures from the box to cover their card. When all cards are covered, the game begins. Take individuals or teams in rotation, and ask each to name a hero of their cards. As the hero is named, his picture is removed from all cards. Individuals or teams that remove five pictures in a horizontal, vertical or diagonal row calls "Bingo!" The pictures removed are checked to see if they have been named. When there is a winner, the pictures are returned to the box, shuffled, and drawn out again for the next game.





## DECEMBER, 1990

### GIVING GIFTS

#### OPENING PRESENTS

Have each boy bring a wrapped present to the meeting. When everyone has come. Have the boys sit in a circle around the presents. The boy who is to receive the first gift stands with it in the middle of the circle. The boy standing and the others try to guess what is in the present. The gift giver may give up to three clues to help the others guess. After the clues are used up or somebody guesses correctly, the present is opened.



#### FISHIN' FOR PRESENTS

Have each boy bring a wrapped present to the meeting. Place the presents in the fishin' hole. Each boy take a turn fishin' for a present, which is snared when the hook catches onto a bow. (Make sure the bows are catchable and secure.) The boy keeps the one he lands.

#### PINATA

Make a pinata the meeting before. Have the boys bring small gifts like micro cars to put in the pinata along with hard candies. Hang the pinata about six feet above the floor. Blindfold one boy at a time, give him a bat, spin him, and let him have one swing at breaking the pinata. When the gifts spill out everybody scrambles for them.

#### WHITE ELEPHANT SWAP

Have the boys bring a wrapped present to the meeting. Place all the gifts on a table. On the signal to go, everyone moves to the table and selects a package and then sits down in a circle without opening the present. Ask the boys to pass the present they selected to the boy on their right. Now have boys open all their presents at once.

#### FISH BOWL DRAW

Have the boys bring a wrapped present to the meeting. Number the presents as they arrive and place a corresponding number in the fish bowl. After all the presents arrive, each boy draws a number from the fish bowl and keeps that present.

## JANUARY, 1991

### FIESTA

#### DODGE BALL

Divide the boys into two teams. One team makes a circle and the other team stands inside it. The boys forming the circle throw a large ball at the boys inside the circle, who are running around trying not to be hit. The inside boys may not catch the ball. A ball hitting a boy on the head does not count. Only boys in the outside circle may catch and throw the ball. Boys, who are hit join the outside circle and try to hit the inside boys.

#### CENTIPEDES

Divide the boys into two teams. Establish two lines about fifty to one hundred feet apart. Line the two teams up on the starting line. Have the first four (three or five if needed) boys in each line straddle a broomstick and with their left hand grasp the stick. On the signal to go, the centipedes race to the far line, turn around and race back to the starting line. The centipede may only advance when all four boys are holding the broomstick. Then the next four boys form a centipede and continue the relay.

**POTATO JUMP RACE**

Establish a start and finish line. Line the boys up on the starting line. Give each boy a potato (ping-pong ball, balloon, etc.) to put between his knees. Say, "Ready, Set, Go!" and see who can jump to the finish line first without dropping the potato.

**POTATO SPOON RACE**

Establish a start and finish line. Line the boys up on the starting line. Give each boy a potato (ping-pong ball, balloon, boiled egg, etc.) and a spoon. Show them how to hold the spoon in their mouths and carry the potato on it. Say, "Ready, Set, Go!" See who can get to the finish line first without dropping the potato.

**SNEAKY PETE**

Everyone except It lines up, one behind the other. It sits, blindfolded (or a paper bag over his head), on a chair about six feet away from the first boy in line. An object (a pillow) is placed under the chair. The first boy in line crawls or tiptoes toward the chair and tries to snatch the pillow from under the chair. It waves his hands and feet, trying to tag the first boy. If It does tag the boy then he becomes It. If the pillow is taken it is replaced under the chair and the second boy tries to take it.



## FEBRUARY, 1991

### BLUE AND GOLD TRADITION

**TREASURE HUNT**

Tell everybody to look in a certain place for a clue, perhaps in their program. The clue directs all the boys to another spot, where another clue is to be found. So it continues until the treasure is found (possibly service stars or quality unit patches for everyone).

**MUSICAL BALLOONS**

Boys bat around balloons (as many as boys minus one) while the music is playing. When the music stops, see who is left without a balloon. You may not catch a balloon while the music is playing. The boy who is without a balloon is out. Let him break one of the balloons so that there is again one less balloons than boys and continue. Use blue and yellow balloons.

**BALLOON BUST**

Give each boy a balloon, a piece of string and a token. Have the boys blow up the balloons and tie them to one of their ankles such that the balloon can fall to the floor. Establish a circle in which they must stay. When the signal to begin is given, the boys try to break the balloons of the others without having theirs broken. The boy who has his balloon broken gives his token to the one who broke it. If he has broken other balloons before he lost his he keeps those tokens, and gives away just one. There may be two winners, one for the most tokens and one for the last balloon.

**BALLOON VOLLEYBALL**

Tie a string across an area at the height of the tallest boy's reach. Take an inflated balloon and bat it back and forth over the string. Divide into teams and use volleyball rules.

**BLOWOUT**

All boys except one are seated in chairs in a circle. Each chair has been labeled with the name of some part of a car. The one boy not seated begins to walk around inside the circle, giving an account of an imaginary car trip. As he mentions various parts of the car, the boys seated in those chairs must get up and follow him. Suddenly he yells, "Blowout!" and all including the story teller rush for chairs. Those who are still seated must change chairs. The one boy who is unable to find a chair now begins a new story.

**MARCH, 1991  
SEA ADVENTURE****HIGH SEAS BINGO**

On wrapping paper or shelf paper, make a Bingo card by ruling off 9 blocks in a 3 by 3 pattern, or 16 blocks in a 4 by 4, or 25 blocks in a 5 by 5. Two inch squares are a good size. The more blocks the more pictures you will need for the game. Cut from magazines, pictures of the high seas. You will need a card full for each boy, i.e. eight boys with a 5 x 5 card will require 200 pictures. Do not repeat a picture more than the number of boys. Put all the pictures in a box and let the boys draw pictures from the box to cover their card. When all cards are covered, the game begins. Take individuals or teams in rotation, and ask each to name an item in the picture on their cards. As the item is named, that picture is removed from all cards. Individuals or teams that remove five pictures in a horizontal, vertical or diagonal row calls "Bingo!" The pictures removed are checked to see if they have been named. When there is a winner, the pictures are returned to the box, shuffled, and drawn out again for the next game.

**SEA HUNT**

Before the boys arrive, hide seashells in a certain area. Before the hunt begins define the area where the seashells are hidden. Give each boy a bag to hold the shells that he finds. This can lead to another activity, such as trading shells, gluing shells on a box for a jewelry box, etc.

**PIRATE'S TREASURE**

You might have the boys dress as pirates. Before the boys arrive hide the clues. Start by telling the boys their first clue. The clue directs them to another spot where an envelope is found with another clue (or part of a map). And so the clues continue until the last clue leads to a treasure chest. This could be a box of cookies for their snack.

**SEA ADVENTURES**

Have the boys sit in a circle. One (It) thinks of the name of a character, ship, island or port in a sea adventure. Then the boys take turns, going around the circle, starting with the boy to the right of It, asking questions in order to guess what It is thinking. Each question must be a yes-or-no question. If by twenty questions, no one has guessed correctly, It tells the answer and the next boy is It. If someone does guess correctly that boy becomes It.

**SARDINES**

One boy is selected to hide first and he is given a count of fifty or so to find a good hiding place. After that, all remaining boys begin searching for the first boy. When a boy finds the hiding place of the first boy, he too enters the hiding place and waits for the others. One by one the boys pack into the hiding place until the last boy is wandering around alone.

## APRIL, 1991

### CANADA OUR NEIGHBOR

**CANADIAN BACON**

Divide the boys into two equal teams. The extra boy or the leader will be the Caller. Two team position themselves along two parallel lines which are fifteen to twenty feet apart. Each team counts off from opposite directions such that the number one boy of one team faces the boy with the highest number on the other team. The bacon (bean bag, eraser, etc.) is placed on the ground centered between the two teams. The Caller now calls out a number and that pair of boys come out to steal the bacon. The boy who can steal the bacon and returned untouched across his team's line, scores a point. If he is touched while he has the bacon and before he crosses his line, the other team scores a point. Rule: you can not kick or throw the bacon across a line, it must be carried. The Caller may call as many numbers as he likes and may add numbers at any time. First team to ten wins.

**CANADIAN NAMES**

Any number of boys may play in this game. Use the names of cities, lakes or provinces of Canada. You may want to have a map of Canada on the wall. The leader begins the game by giving a name. For example, "Quebec." The next boy must give a name having the initial letter which is the final letter of the name given by the leader. For example he might respond, "Cape Breton Island." The third boy would have to give a name that begins with "D." You may want to use a one minute limit for response. Those with the incorrect response or exceed time limit are out.

**FREEZE TAG**

One boy, It, runs around trying to tag the other boys. Anyone who is tagged must "freeze." However, any other boy may "melt" a frozen boy by touching him. A "melted" boy can resume running around avoiding It. Whoever is tagged three times is the next It.

**DUCK, DUCK, GOOSE**

The boys sit in a circle facing inward. One boy, It, walks around the outside of the circle tapping each boy on the head lightly, saying "Duck" with each tap until It finally taps a boy and says "Goose!" The Goose then jumps up and chases It around the outside of the circle, trying to tag him before It reaches the empty space left by the Goose. It the Goose does tag It then chase reverses directions around the circle and It tries to tag the Goose before he reaches the empty space. When the empty space is filled, the game continues with the boy standing as It.

**INDIAN KICKBALL**

Divide the boys into at least two teams. Give each team a ball (softball or croquet ball). The teams should agree upon a course for the race, walking it first if necessary, to establish the guidelines. The course should be one hundred yards or more with definite start and finish lines. Line up the team members at the starting line and signal the race to begin. One member of the team kicks or pushes with his foot his team's ball forward, then moves out of the way for the next boy to do the same. The same boy doesn't kick or push the ball twice in a row. The ball may not be touched with anything but feet. The first team over the finish line wins.

## MAY, 1991

### WORKING WITH WOOD

#### WOOD TAG

This is identical with the ordinary game of Tag, except that a boy can escape being tagged by touching something made of wood. One may touch wood only a certain number of times (usually three) in one game. A variation is that the boy either climbs a tree or grasps a branch and swings himself clear of the ground. In this case the boy escapes capture not by touching wood but by leaving the ground.

#### CARPENTER'S TOOLS

Any number of boys may play in this game. Use the names of carpenter tools. You may want to have a list of tools or pictures of tools on the wall. The leader begins the game by giving a name. For example, "plane." The next boy must give a name having the initial letter which is the final letter of the name given by the leader. For example he might respond, "edger." The third boy would have to give a name that begins with "R." You may want to use a one minute limit for response. Those with the incorrect response or exceed time limit are out.

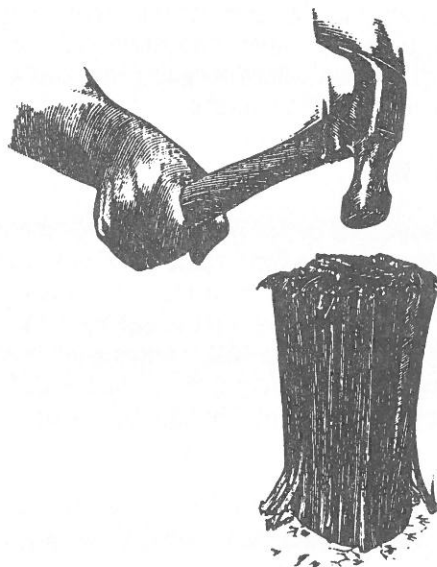


#### BLIND CLOTHESPIN

Give each boy a clothespin and a paper bag for a blindfold. Divide the boys into teams. Establish a starting line. About 15 - 20 feet away have two boys hold up a clothesline at chest height. On the command "Go!" one boy from each team makes his way blindfolded to the clothesline and clips his clothespin to the line, and returns to his team. The next boy on the team does the same until all team members have their pins on the line. The first team to do this is the winner.

#### CLOTHESPIN RELAY

Divide the boys into two teams. Establish a starting line and place two juice bottles (need large mouths) some distance from the starting line. Hand each boy a wood clothespin and line the teams up behind the starting line. On the command, "Go," the first boy of each team races to the bottle and has one attempt to drop the clothespin into the bottle before he returns to tag the next teammate waiting at the starting line. The rules are to hold the clothespin with a straight arm at shoulder height or with a bent arm at waist height (as long as all do it the same) and to stand straight. The team with the most clothespin in the bottle wins or, if the number of clothespins is equal, the first team to return to the starting line wins.



#### NAIL DRIVING RELAY

Stand two (or more, one for each team) 2 x 4 blocks on edge and start two or three 16d nails to the same height in the edge. Place one block in front of each team and about fifteen feet away from the starting line. With each block place one hammer. On the command, "Go!" one boy from each team races to the block picks up the hammer and swings one blow to drive a nail into the 2 x 4. He then lays the hammer down and returns to his team, tagging the next boy in the relay. The race continues, with each boy going in turn as many times as required for one team to drive all of its nails flush into the 2 x 4. Be ready to straighten bent nails.

## JUNE, 1991 BACKYARD FUN

### THROW THE WICKET

You will need a piece of broomstick about two feet long. One of the boys is designated as the wicket-keeper and sets up the wicket. That is, he leans the broomstick against a tree or post. Then he covers his eyes and counts to fifty while the others hide. When he has finished the count, he begins looking for the other boys. If he finds a boy and can tag him, that boy must go to the wicket and stay. Should one of the boys who has not been caught be able to grab the wicket and throw it away without being tagged, all those captured are freed. The wicket-keeper must then retrieve the wicket and set it up again before pursuing the others. The last boy captured becomes it.

### THE BLOB

One boy is the Blob. The Blob chases the other boys. Whoever the Blob catches has to hold the Blob's hand and run with him to catch more boys. In other words, boys who are caught become part of the Blob. When the Blob contains as many as four boys, the Blob divides in half and both Blobs catch boys. The last boy caught becomes it.

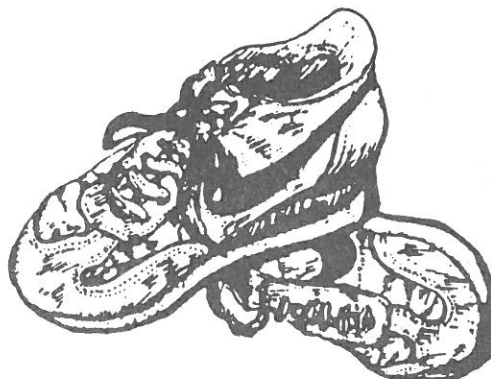
### DODGE BALL

Divide the boys into two teams. One team make a circle and the other team stands inside it. The boys forming the circle throw a large ball at the boys inside the circle. The boys inside the circle are running around trying not to be hit. The inside boys may not catch the ball. A ball hitting a boy in the head does not count. Only boys in the outside circle may catch and throw the ball. Boys who are hit join the outside circle, making it larger, and help try to hit the remaining boys.

### EVERYBODY'S IT

When the leader says, "Go!" every boy is It and runs around tagging anyone he can catch without himself being tagged. If you are tagged you must stop, stand still, and put your hands on your head. Soon there will be only a few boys left. Everybody watches them stalk and chase each other until only one is left. He gets to say, "Go!" for the next game.

## HIDDEN SHOE RACE



Establish two parallel lines about fifty feet apart, one the starting line. At the other line give each boy two paper sacks. Each boy places one of his shoes in each bag and places the bags on the line. While the boys return to the starting line, the leader mixes the bags all up. Boys are instructed to race to the bags, find their shoes, put them on (laces need not be tied), and race back to the starting line. Boys finding shoes that are not theirs toss them away as far as they can. Shoes fly in all directions. Eventually a winner crosses the starting line.

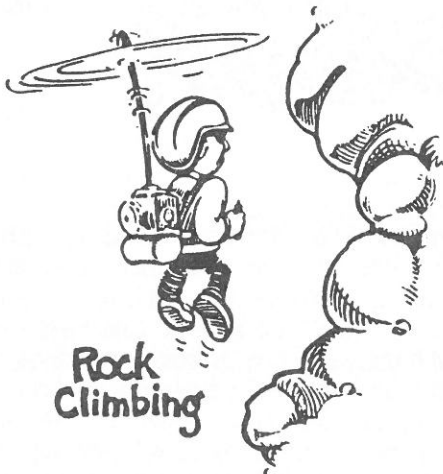
## JULY, 1991 HIGH COUNTRY U.S.A.

### SHEEP IN MY PEN

One boy is chosen to be It, and the rest hide within a certain area previously agreed upon. In the middle of this space is a square space called the "pen." It begins looking for the other boys. When he spots a boy he calls out, "Sheep in my pen!" The discovered boy must go to the pen. From the the pen he calls, "Baaa," until another boy outside the pen can wave to him. When he has received a wave, he can leave the "pen" and hide again if he can escape the eye of It. The sheep can escape only one at a time. The game continues until all are captured.

**RABBIT**

Have the boys form a circle with all the boys except one who is It. It walk around the outside of the circle touching each boy on the shoulder saying, "Bunny." Finally he says, "Rabbit" instead of "Bunny." Then It and the Rabbit hop on two feet around the outside of the circle with the Rabbit trying to tag It. If the Rabbit can tag It before It can go around the circle to the Rabbit's place, the direction of the chase is reversed, again hopping to the empty place in the circle. If it reaches the empty place, the Rabbit becomes It and the game continues.

**MOUNTAIN TOP**

You will need two pedestals about six inches high and small enough so a boy can't move his feet on top of it without losing his balance (a block of wood, an overturned flower pot, a three pound coffee can, etc.) and a rope about an inch in diameter and at least fifteen feet long (a flexible garden hose). Two boys hunker down on their "mountain tops" which are placed about six feet apart. Each boy holds one end of the rope with the excess rope coiled between them lying on the ground. On the command, "Go!" each boy begins reeling in the rope. The object is to unbalance your opponent by tightening and slackening the rope. When one mountaineer has toppled, two more climb to the top.

**INDIAN HOOP RELAY**

Establish two parallel lines about 10 to 25 feet apart. Divide the boys into two teams. For each team, place two boys on the target line about 15 feet apart and a third boy behind the target line. The remaining boys line up behind the throwing line. One boy on the target line rolls a embroidery hoop down the target line to the second boy. While the hoop is rolling the first boy in the throwing line attempts to spear the hoop with a stick or bean bag. After the throw is made, the boy behind the target line retrieves the spear or bean bag and takes it to the next boy in the throwing line, then goes to the back of the throwing line. The boy who just threw takes the place of the hoop roller, who becomes the hoop catcher and the hoop catcher becomes the spear retriever. Score points for speared hoops. Team with the most wins.

**INDIAN WRESTLING**

Tie two boys together at their right ankles with a scarf or cloth. The boys must keep their tied feet on the ground and in the starting position at all times. At the signal to go, the boys use their hands, body weight, and free leg to maneuver the other boy into a position where some part of his body other than his feet touches the ground. If you don't want to tie the legs another way to lose becomes moving the right foot from the starting position.

**AUGUST, 1991  
CUB SCOUT MAGIC****CAMOUFLAGE**

Before the boys arrive, made a list of the items hidden, and hide all the items in plain sight but against camouflaged backgrounds. For example, place a copper penny on a copper lamp, a green stamp on a green book, or a yellow pencil on a yellow couch. Tell the boys not to touch anything. When you see something on your list, check it off. But first walk away so others do not see where you found it. Keep your list to yourself. The first boy to find all the items wins.

**RING, RING, WHO HAS THE RING**

Have the boys form a circle around "It." Give the boys a string and have them pass it around the circle with each boy holding it with two hands. When the ends of the string comes together place a ring (washer, button, or large bead) over one end of the string and tie the ends so the ring can't come off. With their palms, the boys move their hands back and forth along the string touching each of their neighbors hand then their own hands together. While they are doing this the ring is secretly passed under the hands from one boy to another. It closes his eyes while the ring is hidden. After the ring has started moving, It opens his eyes and watches the hands moving and tries to guess who has the ring. If he guesses correctly the boy with the ring becomes It otherwise the game continues.

**HUL GUL**

Each boy is give an equal number of tokens (beans, buttons, washers, etc.). The boys then mingle and one challenges another by saying, "Hul Gul." The challenged boy replies, "Handful," whereupon the challenger says, "How many?" If the number guessed by the boy challenged is greater than that held, the challenged boy must give the challenger enough tokens to make up the difference. However, if the number guessed is less than that held then the challenger must give the other boy enough to make up the difference. If the number guessed is correct, the boy challenged receives the whole handful. More than one pair may be playing at the same time, but a challenge is issued to only one boy at a time. See who can gain the most tokens.

**GOURD**

The boys sit in a circle with their hands behind their backs. One boy sits in the middle blindfolded. One boy in the circle is given the gourd (bell, can of rocks, etc.), he shakes it, and hides it behind his back. The boy in the middle listens and when he thinks he knows from where the sound is coming, he removes the blindfold and guesses who has the gourd. If he is correct, the boy with the gourd goes to the middle and the game continues. If the guess is wrong, the blindfold is replaced, the gourd is passed to another boy, and another guess is made. If the guess is wrong a second time, he trades places with the boy to the right of the gourd holder and the game continues.

**KNOTS**

To form the knot, the boys stand in a circle, shoulder to shoulder, and place their hands in the center. On signal everyone grabs one other hand with each of theirs. Be sure no one holds both hands with the same boy or holds the hands of a boy right next to him. Changes may need to be made to tie the knot right. Now untie the knot without breaking hands. Boys will turn, dip, and go over and under each other's arms. You may just touch hands so that one may turn in the other but don't let go. When the knot is untied, the group will be in one or more circles.

**SEPTEMBER, 1991  
COMMUNICATIONS****GUESS WHO?**

Seat the boys in a circle. Choose one boy , blindfold him and place him in the center of the circle. The blindfolded boy points out toward the circle and asks for an animal noise (grunt like a pig, moo like a cow, etc.). The blindfolded boy guesses at whom he is pointing. If he guesses correctly that boy takes his place in the center.



**MAY I?**

Establish a start and finish line. The leader stands behind the finish line and the boys spread out across the starting line. The leader gives the first command, such as, "David, you may take three baby steps." David then must ask, "May I?" If he forgets this, his turn is over. If he does, the leader can say, "Yes you may," then David takes three baby steps toward the finish line. The leader may change his mind and give another command, "No, you may not. You may take five giant steps." Again, David must ask, "May I?" The first boy to reach the finish line wins, but since the leader can manipulate the game so that certain boys win, this is a good game to soothe unhappy boys. Various steps are baby steps, giant steps, hops, jumps, backwards steps and leaps.

**SECRET LEADER**

One boy, it, leaves the room. Then everyone sits in a circle and the leader appoints a secret leader. The secret leader starts a motion, such as clapping hands or snapping finger, and everyone copies. It returns to the round, stands in the circle, and tries to guess who the secret leader is. The secret leader keeps changing the motion and these are always copied by everyone else. The secret leader is hard to spot if the boys try to look at the secret leader as little as possible and the secret leader changes the motion when it's back is turned toward him. When it guesses the leader correctly, the leader becomes the next it, and a new secret leader is appointed.

**SIMON SAYS**

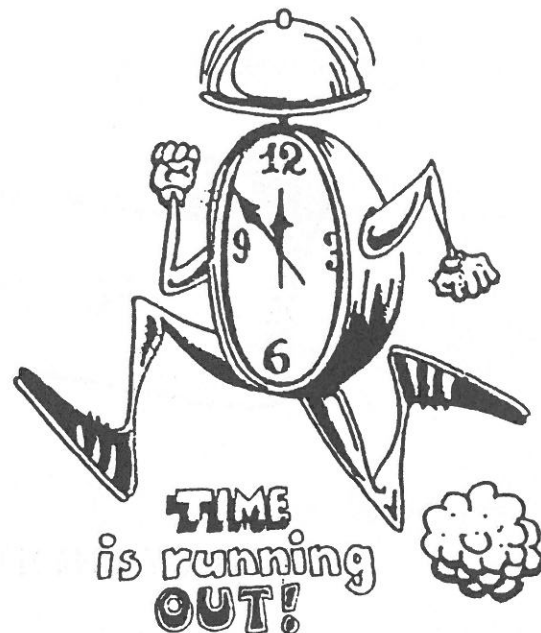
The leader is the first Simon. Simon faces the boys, who stand where they can see Simon. Simon gives a command for the boys to follow, such as, "Simon says, 'Clap your hands,'" or "Simon says, 'Stomp your feet.'" The boys are to obey only those commands that begin with the words "Simon says." If the command does not begin with these words the boys should not follow the command. Any boy following the commands that do not begin with "Simon says" is out. The last boy left is the next Simon.

**HOT AND COLD**

Have one boy leave the area, another boy is chosen to hide an small object. The first boy returns and tries to find the object. If he goes away from the hidden object, the boys say, "Cold." If he goes in the direction of the object, they say, "Warm." When he is very near the object, they say, "Hot." A new game begins when the object is found. You may wish to have the boys sing a song instead of using "Hot" and "Cold." The closer the boy is to the object, the louder the song is sung. The further away, the softer the song is sung.

**OCTOBER, 1991  
LIVING IN THE 21st CENTURY****HOW LONG IS A MINUTE?**

Ask the boys to sit down and shut their eyes. Tell them that when you say, "Go," they should start counting slowly to 60 because there are 60 seconds in a minute. As soon as they think one minute has passed, they are to raise their hands. Use a stop watch to determine who comes closest.



**FEEL-A-VISION**

Fix two shoe boxes with the lids taped in the middle so the hand can be slipped in, but the boy can't see inside. Put several duplicate sets of objects in each box. These objects should relate to the twenty-first century as much as possible. For example, toy space ship, a computer chip, a floppy disk, a toy telephone, an ID card, etc. Divide into two teams, give each team a box, each team member in turn puts a hand in the box for one minute and feels the object, then passes the box to the next boy. Then each boy writes on paper each of the things he felt. The team with the most correct identifications wins.

**DO YOU REMEMBER THE FUTURE?**

The leader prepares a cork or bulletin board by pinning lots of pictures of various things that might be found in the twenty-first century on the board. The boys are given a few minutes to look at the board, then the board is turned away from the boys and a picture removed. You may wish to shuffle the remaining pictures also. The board is again turned to face the boys who try to remember the picture that was removed. The first boy to remember takes the place of the leader and the game continues.

**WHAT AM I?**

As each boy arrives, tape a card with the name of a thing that might be found in the twenty-first century on his back, but don't tell him the thing on the card. Each boy has to figure out what he is by asking others about the thing. For example, "Am I a vehicle?" "Am I electrical?" "Am I in sports?" "Do I help people?" Play until everybody knows what they are.

**TWENTY-FIRST CENTURY**

Divide the boys into two teams and give each team a pencil and paper. Give them a word for the twenty-first century, such as "space." This word should be written on their paper one letter at a time vertically down the paper. On the signal to go, teams begin to write down one word for the twenty-first century that begins with each letter of the word given them. When one team has done this everyone stops writing and one point is given for each correct word. For example

**S** space station  
**P** planet  
**A** astronaut  
**C** clone  
**E** energy

Another word is given by the leader and the game continues. The team with the most points wins.



**ITS NOT WHETHER YOU WIN OR LOSE  
 BUT HOW YOU PLAY THE GAME!**

# THE MUSICAL ADVENTURE OF SCOUTING

**S**ongs bring life to Cub Scouting through many avenues. Songs can bring a pack meeting or campfire to a frenzied pitch, and can also deeply touch the emotions of parents, leaders, and boys. They can cause laughter and they can cause learning. With Cub Scouts, leaders need to keep in mind that boys are looking for songs that are funny, tell stories, have action involved, and use tunes they like to sing. If you are going to have a songfest with Cub Scouts, start out with these types of songs. You can then work in songs that have more meaning once they have broken the ice.

Leading and teaching songs is fun. It helps if you can carry a tune, but even if you can't, if the boys know the tune, all you have to do is get it started. Don't avoid singing because you feel you don't sing well. The boys won't mind a bit.

Here are some tips you can use to help when you lead and teach songs:

- Relax. If you appear to be uptight, it will carry across to the boys. Smile! Don't worry, be happy!
- Pick the songs you want to sing in advance and make sure you can sing them and can teach them with confidence.
- Set the pitch (you won't want Frankie Valli or Wayne Newton impersonations) and if the tune is not well known, sing a few bars if necessary.
- Start the song, keep time, and control volume with hand motions. Keep your hand open--closed fists are not conducive to song leading.
- Move around to inject enthusiasm and to ensure everyone is singing. Overdo the enthusiasm--it's contagious and the boys will love it. Where appropriate, get CRAZY!
- Don't try a new song until you have the audience warmed up with a couple of songs they know. Avoid opera and medieval chants.
- Provide copies of the words to the songs. Make use of the Cub Scout Song book, or copied pages from the Pow Wow book or roundtable helps.
- Use accompaniment if possible. There may be some parent who can play guitar. This will add a lot to the singing. However, avoid taking pianos to campfires unless using for firewood!
- Make use of actions songs. It's good aerobic exercise for you and the parents, and it will wear some of the excess energy off of the boys.



Sources for songs, are numerous through the Cub Scout literature. Let yourself go and you'll come up with some wild and crazy things the Scouts will love. For example:

## **ADD EXCITEMENT TO SONGS**

Add motions that fit the words.

Divide the audience into two groups and have one group sing one line and the other sing the next line.

Make some of your own songs up for den songs, pack songs, or any special occasion. Use well known tunes like Yankee Doodle or Home On The Range for the melody. Boys do a better job of singing if they practice songs at their Den meetings.

Leave words out and use hand claps in the space, for examples, "The More We Get Together"-clap every time the word "together" should be sung.

Sing "contra songs". Two or more different melodies can be sung together at times with a pleasing effect.

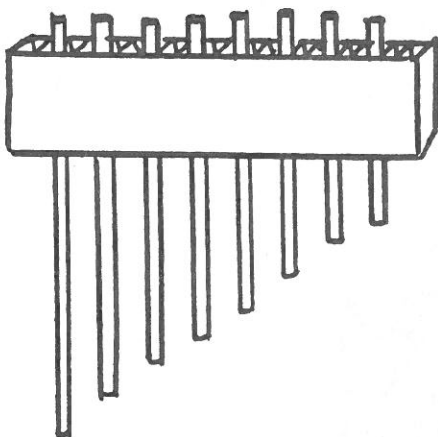
Add musical instruments or rhythm instruments.

## **MAKE YOUR OWN MUSIC**

Music is an ancient art which has been practiced by all known primitive people. It ranges from vocal signals to the crude noises of ancient instruments to the complicated modern symphony played on the many delicately complicated modern orchestra instruments. All of today's many musical instruments can be divided into three basic types invented by early man.

These are

1. Wind-instruments, those through which air is blown to produce sound.
2. The string instruments played by plucking with the fingers or vibrating with a bow.
3. Percussion instruments, played by striking with hands or hammers.

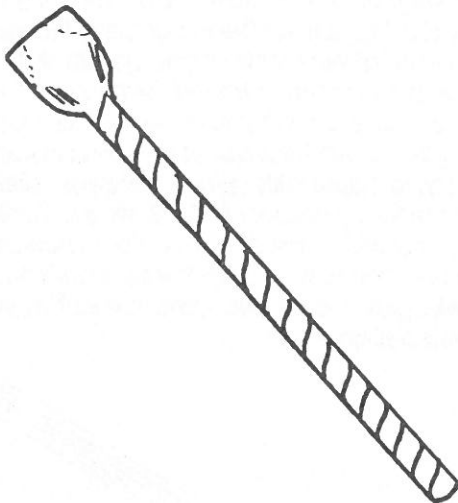
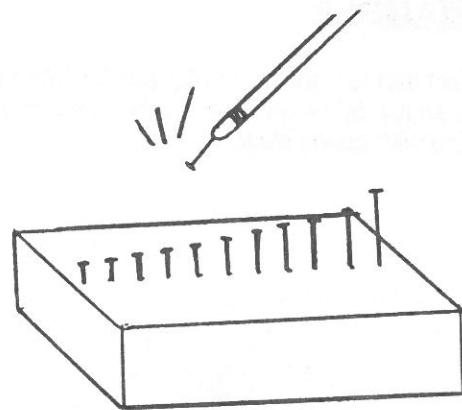


## **SODA STRAW HARMONICA**

Cut a strip of corrugated cardboard with large corrugations, 8" long and 1 1/2" wide. Cut 8 straws into the following lengths-one of each length. 8 1/2", 7 3/4", 7", 6 3/4", 6", 5 1/4", 4 1/2", 4 1/4". Push these straws between the corrugations of the cardboard beginning about 1 1/2" from one end and leaving four empty corrugations between straws. The shorter the vibrations, the higher the pitch. To play, blow over the straws.

## PIN MUSIC BOX

Use 12 straight pins, a cigar box, a pencil with an eraser, hammer and pliers. Drive the pins into the cigar box cover in a straight line with each pin a bit deeper than the preceding one. The long pins will be the low notes. Mount a pin in the pencil eraser to pluck the pins in the board. Tune each pin to scale by pounding it in further if it's too low and pulling it out slightly if it's too high in tone.

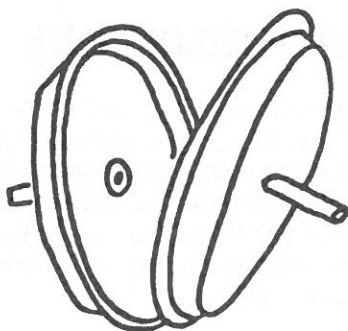
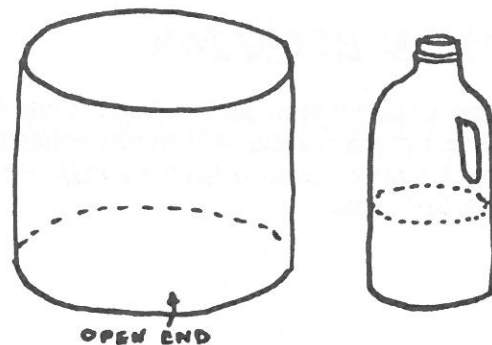


## SODA STRAW OBOE

Flatten one end of a large soda straw about 3/34" from end/ Cut the corner of the flat end off diagonally with scissors. Blow gently through the flattened end. To make a higher note, cut off the other end of the straw. The more you cut off, the higher the note. Blow across top of clean jug for "oompa" sound

## DRUM

Get a plastic bleach container (be sure and rinse it well.) Saw it off just below the handle. Use bottom for a drum head. Drum with fingers or dowel stick. You can also use a large oatmeal box.

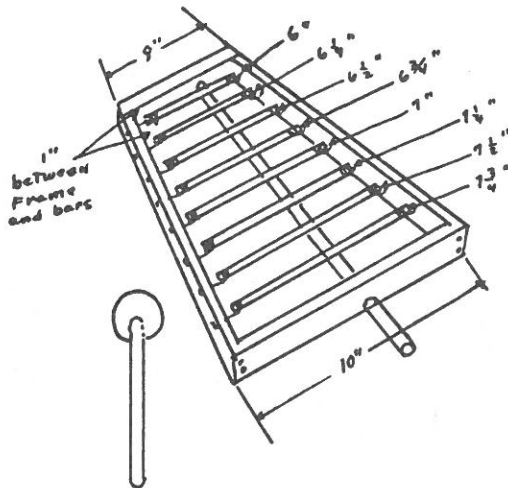


## CYMBALS

Punch screw holes in the center of two tin pie plates. Screw dowel stick handles to each as shown.

## TRIANGLE

Get dad to bend an 8" piece of 1/4" steel curtain rod into this shape (it's easy with a vise) Hold triangle by string. Strike with dowel stick.

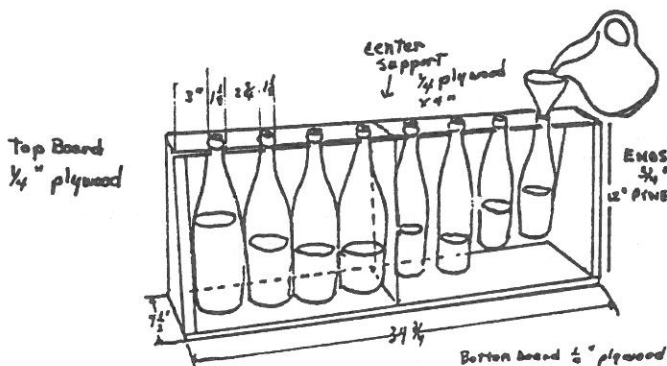
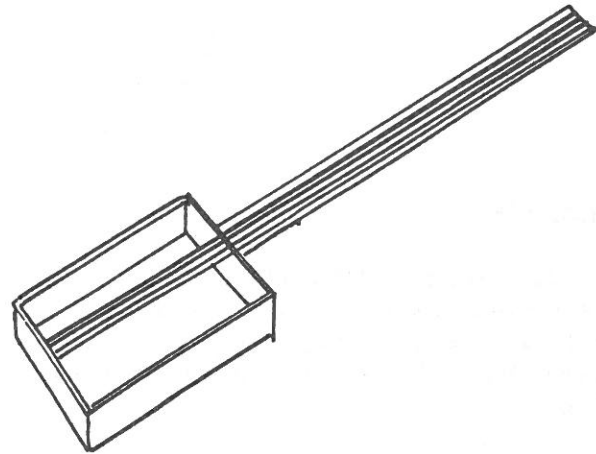


## GLOCKENSPIEL

Cut 8 lengths of 1/4" steel curtain rods with a hacksaw starting at 6" for the top one and increasing the length of each one as you go down 1/4". Make one bar at a time and test its pitch to "Do-Re-Mi" Etc. File a little off the end to true the pitch. Notch a groove with hacksaw at each end of bars, then fasten to frame with string as shown. Make wood frame from pieces of 1/2" x 2" wood. Screw ends together with 2 wood screws. For handle use a length of broomstick. Notch frame at both ends secure with glue and screws. Striker: 8 inch dowel stick-wood ball on end.

## MUSICAL HOE-DOWN

Paper or plastic plate banjo: Staple folded shirt cardboard to paper plate. Attach rubber bands to paper clips at the bottom of the plate and to the top of shirt cardboard.

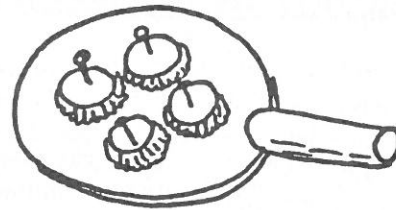
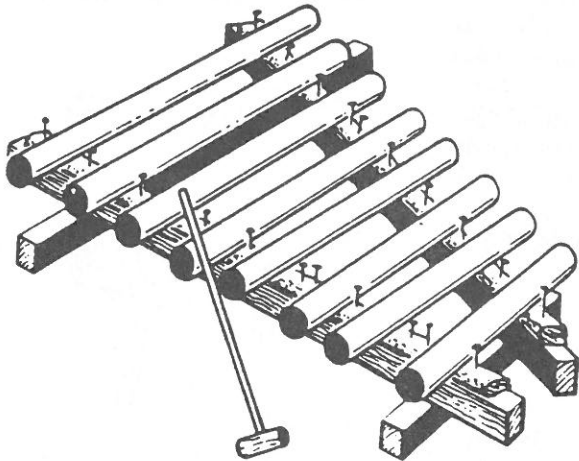


## THE BOTTLE XYLOPHONE

This is made from eight soft drink bottles, five 12 ounces size, two 16 ounces, and one 10-ounce. Make a stand by following the dimensions given in the diagram. Hang bottles by their necks and tune by pouring water into them. After tuning the bottles be sure to mark the water level for easy refilling. Use a knife handle for playing.

## **PADDLE RATTLE**

Remove cork from bottle caps and nail loosely to wood paddle.

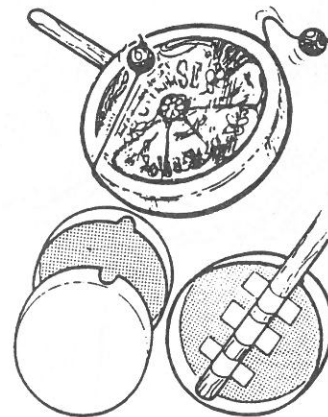


## **XYLOPHONE**

A xylophone takes a bit more making but they are lovely instruments for playing. Make the base stand for the xylophone as shown. Stick a strip of draught excluder on the upper edge of the stand. Cut length of hard wood in various lengths to make the notes. If a noise is too low, file a little off the end of the bar. If it is too high, cut a shallow notch in the bar. Have patience.

## **TWIST THUMPER**

Secure a piece of dowel (approx. 10 inches long) to a cheese box, as shown. Before fastening the lid, secure a length of string with a bead at each end across the box so that a bead hangs out each side. Play by twirling very fast.



## **BOTTLE TUNES**

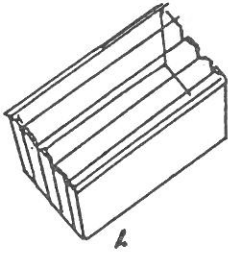
A simple sound can be obtained from 8 soda bottles filled to varying degrees with water. You need plenty of patience to get each note right but it is worth it in the end. You must be careful what you use for the beater--anything too solid might end in a flood!!!

Number the bottles one to eight. Try the following tune:

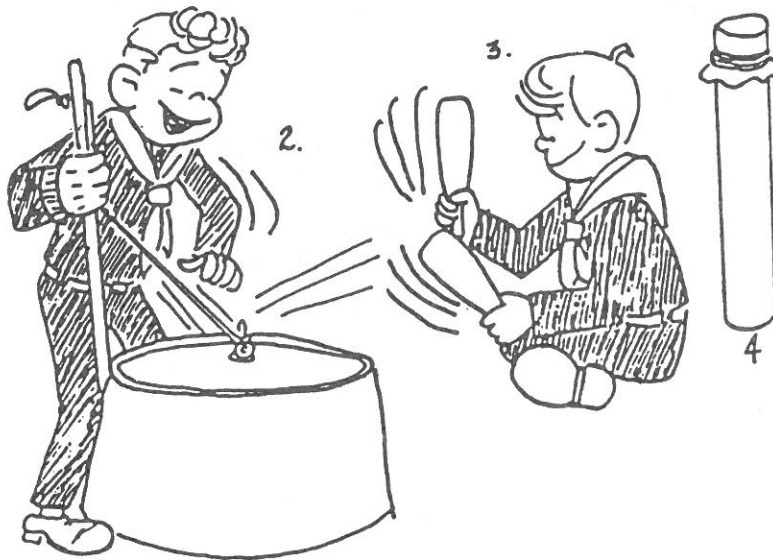
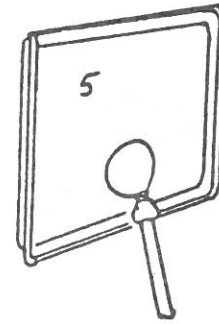
3 2 1- 321- 5443-5443-8 8 767 85 55 888 767 85 55-888 767 885 54-321. It should sound like the three blind mice. See if you can work out the numbers for Camp Fire's Burning or any other simple tune.

## CUB SCOUT TROUBADOURS

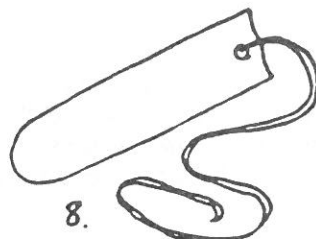
Cub Scout Troubadours can make beautiful music together with these ingenious instruments. The shoe box strummer (1) is made by putting rubber bands around the box, fitting each band into grooves cut into box ends. The Wash Tub Fiddle (2) has a length of plastic cord tied to upright stick and screw eye which is secured in center of tub. Play by pulling against tones. Bottle Maracas (3) are catsup bottles filled with small bolts and nails. The kazoo(4) is a cardboard tube with wax paper fitted over end and secured with a rubber band, as shown. Play by humming into open end. The kettle drum (5) is a metal tray, beaten with broom handle which has an old wool sock tied around it.



Tin Can Tom-tom (6) is large juice can with a top of strong wrapping paper. Beat it with the eraser end of a pencil. Balloon Rumbler (7) is



blown up rubber balloon with four paper clips inside it. Shake rhythmically. Bull Roarer (8) is a thin wood slat about 2" wide and 12" long. Cut, as shown, sand smooth and twirl overhead on the end of a long string.





# MONTHLY SONGS

If you are not using songs (and lots of them) in you Den and Pack program, you are missing an important part of the Cub Scouting program. Putting a song into the heart of a Cub Scout will put something even more valuable into yours. Fill your heart with the music of Cub Scouting. Many thanks, to **Jim Denny** for contributing some of his original songs for you to share with your Cub Scouts during the coming year.

## NOVEMBER, 1990 HEROES IN BOOKS

### SWINGIN' THROUGH THE GRAPEVINES

(Tune: *Heard It Through the Grapevine*)

Oh, I read a book last Friday night,  
'Bout a man filled with jungle might.  
His skin was white and his muscles strong.  
He even looked a little like King Kong.  
I once had heard of such a man.  
And he went by the name of Tarzan.

(Chorus)

They saw him swingin' through the grapevine,  
He sure is one of a kind.  
Not an chimp, or orangutan,  
He's Tarzan the Apeman.  
Where he came from, we don't know.  
The book written by Edgar Burroughs.  
Tarzan the Apeman.

Tarzan's girl, her name was Jane.  
Her hair was soft as a lion's mane.  
They had a son, his name was Boy,  
Don't know why they didn't name him Roy.  
Grapevines hung for many miles,  
Kept them above the crocodiles.

(Chorus)

Lions knew he was the law,  
When he called "Ah-eee-ahh-eee-ahhh."  
Boy came home from school one day,  
Said he had a job for dad to play.  
Now each month he keeps them coming back,  
He's Cubmaster of the jungle pack.

(Chorus)

By Jim Denny

### STORY OF KIM

(Tune: *Beverly Hillbillies*)

Let me tell you a story 'bout a boy named Kim.  
Who grew up in India, they wrote a book 'bout him.

He identified jewels by the touch and by the feel,  
And helped other people, his true heart was real.  
A good boy, an orphan, on his own.

Now Kim's friends said, "Kim, we love to have  
you here.

You can help us win the battle from the thugs  
that we fear."

So he got an education, and when he was  
through.

He helped his friends, the British, cause he knew  
what to do.

Tricky, a spy, he could sneak in anywhere.

Rudyard Kipling told the tale of Kim's life,  
How he grew up in India in times of great strife.  
You can read it on the pages that are in this great  
book.

To start the adventure, all you have to do is look.  
Open the cover, turn the page, read!

By Jim Denny



**INDIANA JONES**

*(Tune: Oklahoma)*

Indiana Jones finds buried treasure in the caves.  
He finds chests of gold and mysteries old,  
And old indian relics made by braves.

Indiana Jones, adventure is his middle name.  
He finds snakes and rats, and skulls and bats  
On his search for fortune and for fame.

Oh we know that he once was a Scout,  
Where he learned what adventure's about.  
And when we say, Scouts and Indy all the way,  
We're only saying you're doing fine Indiana,  
Mr. Jones, you're OK!

by Jim Denny



**PAUL BUNYAN**

*(Tune: Three Blind Mice)*

Paul Bunyan and his ox.  
Paul Bunyan and his ox.  
Chopped up the west.  
Chopped up the west.  
He carved Grand Canyon  
And dug Great Lakes.  
He cut down redwoods  
To cook pancakes.  
A Cub would never  
Make such mistakes.  
Doing his best.  
Doing his best.

**I CAN'T EAT NO MORE TURKEY**

*(Tune: I Can't Get No Satisfaction)*

I just can't eat, no more turkey,  
I just can't eat, no more turkey,  
Cause I've tried, and I've tried,  
And I've tried, and I've tried.  
I can't eat no, no, no more.

When the family gathers round,  
At the table at Thanksgiving.  
See the mashed potato mound,  
And the bowls piled high with dressing,  
And my dad has said the blessing.  
I can't eat no, no, no more.

Cranberry, that's what I see.

*(Chorus)*

When I've eaten my green beans,  
It's the last thing left upon my plate,  
Cause my mom said it must be clean  
Or I won't get the best pumpkin pie in this state,  
But I'm afraid I'm getting somewhat overweight.  
I can't eat no, no, no more.

Brown gravy, that's what I see.

*(Chorus)*

When I waddle to the couch,  
And the football game's on the TV,  
And my dad's become a grouch,  
Cause his belt's digging way in to his tummy,  
And my stomach's deep in misery.  
I can't eat no, no, no more.

Celery, that's what I see.

*(Chorus)*

by Jim Denny



## DECEMBER, 1990

### GIVING GIFTS

#### RUDOLPH THE ANDROID REINDEER

Rudolph the android reindeer,  
Had a red bionic nose.  
Made of atomic matter,  
You could really see it glow.

All of the other reindeer  
Were made of fur and horns and bones.  
They laughed at poor old Rudolph  
Cause his antlers were car phones.

Then one foggy Christmas eve,  
Santa came to say,  
"Rudolph with your high tech nose  
Sneeze and make that old fog go."

Then how the reindeer loved him,  
A reindeer with robotic knees.  
Rudolph the android reindeer,  
Made in a laboratory.

#### UP ON THE TABLE TOP

*(Tune: Up on the Rooftop)*

Up on the table top he did crawl,  
From the chandelier he'd fall.  
He was the wildest kid around  
Till Cub Scouts one day he found.

*(Chorus)*

Ho, ho, ho, what do you know.  
Watch this boy start to grow.  
He's with his den at Christmas time.  
Giving gifts, you know he's kind.

He sings the carols with his den.  
To the old and the shut-ins.  
He does his best to make them smile,  
He's the Cub with all the style.

*(Chorus)*



#### ALTERED CAROL

Jack Frost roasting on an open fire.  
Chestnuts nipping at your nose.  
Yul and Carol couldn't sing in the choir,  
Their lips were skinned by Eskimos.  
Everybody's toes are colder than Siberia,  
Fingers blackened by frost bite.  
Tiny tots with their eyes frozen wide  
Will find it hard to sleep tonight.

They know that Santa's overweight.  
He's eaten all the cakes and candy on his plate.  
And all of Santa's food is chicken fried,  
His sleigh was just stretched another foot wide.

And so we're offering this simple phrase,  
To parents angry, cross, and tired.  
If you'd read the words on the side of the box,  
Some assembly required.

by Jim Denny

#### JOY TO THE CUBS

Joy to the world, our Cubs are here;  
Let all the pack rejoice.  
Their badges they have earned today.  
Award them now without delay.  
Let all the pack now cheer.  
Let all the pack now cheer.  
For those Cub Scouts who advanced today.

**CUB SCOUTS OF TODAY**

*(Tune: Jingle Bells)*

Christmas is the time  
That brightens up boy's eyes.  
The gifts they made by hand  
Will be a great surprise.

Den Leaders showed them how,  
And helped along the way.  
Oh, what fun it is to be  
A Cub Scout of today.

Cub Scouting, Cub Scouting,  
Scouting all the way;  
Oh, what fun it is to be  
A Cub Scout of today.

**TWELVE DAYS OF CHRISTMAS**

*(CUB SCOUT STYLE)*

On the first day of Christmas,  
My Den Leader gave me,  
A Webelos stuck in a pear tree.

- Second Day: Two den doodles.
- Third Day: Three conduct candles.
- Fourth Day: Four tubes of glue.
- Fifth Day: Five songs to sing.
- Sixth Day: Six funny games.
- Seventh Day: Seven aquanauts swimming.
- Eighth Day: Eight tie slides to paint.
- Ninth Day: Nine cookies crumbling.
- Tenth Day: Ten boards for sawing.
- Eleventh Day: Eleven tubs of popcorn.
- Twelfth Day: Twelve Scout-O-Rama tickets.

by Jim Denny

**GIVE A GIFT**

*(Tune: I'd Like to Teach the World to Sing)*

I'd like to give the world a gift,  
That all men will be free.  
And though I'm just a growing boy,  
There's things that I can see.

I see that Scouting is a way  
To start to understand.  
That caring, helping, smiling, learning  
Help me be a man.

And so at Christmas there's a gift  
That you can give to me.  
Please help me grow in mind and spirit  
To be what I can be.

by Jim Denny



**GREAT TOYMAKER'S STORE***(Tune: Quartermaster's Store)*

There are GI Joe's, with moldy plastic toes,  
At the store, at the store.  
There are GI Joe's, with moldy plastic toes,  
At the Great Toymaker's store.

*(Chorus)*

The toys are new, but none are free.  
I have not brought my cash with me.

There are Barbie dolls, kicking soccer balls,  
At the store, at the store.  
There are Barbie dolls, kicking soccer balls,  
At the Great Toymaker's store.

*(Chorus)*

There are tinker toys, making lots of noise,  
At the store, at the store.  
There are tinker toys, making lots of noise,  
At the Great Toymaker's store.

*(Chorus)*

There are Nintendos, making eerie glows,  
At the store, at the store.  
There are Nintendos, making eerie glows,  
At the Great Toymaker's store.

*(Chorus)*

There are hungry, hungry hippos, eating all the  
play dough,  
At the store, at the store.  
There are hungry, hungry hippos, eating all the  
play dough,  
At the Great Toymaker's store.

*(Chorus)*

There are model cars, stuck in little jars,  
At the store, at the store.  
There are model cars, stuck in little jars,  
At the Great Toymaker's store.

*(Chorus)*

There are decks of cards, scattered in the yard,  
At the store, at the store.  
There are decks of cards, scattered in the yard,  
At the Great Toymaker's store.

*(Chorus)*

There are balls of nerf, bounced on astroturf,  
At the store, at the store.  
There are balls of nerf, bounced on astroturf,  
At the Great Toymaker's store.

*(Chorus)*

There are Garfield cats, eating chocolate rats,  
At the store, at the store.  
There are Garfield cats, eating chocolate rats,  
At the Great Toymaker's store.

*(Chorus)*

by Jim Denny

**JANUARY, 1991  
FIESTA****ACAPULCO, HERE I COME***(Tune: California, Here I Come)*

Acapulco, here I come,  
Going to burn out in the sun.  
Mexico, here we go, down south to stay.  
Castanets, and guitars starting to play.

Brought my pesos, going to spend  
Cash on gifts for all my friends.  
Where fiesta never ends,  
Acapulco, here I come.

Montezuma, here I go.  
South to where the life is slow.  
The party pinatas swing in the breeze.  
The temperature's always a hundred degrees.

I can't wait till I arrive.  
Sure hope I don't get the hives.  
Gee, it's great to be alive  
In Acapulco, Mexico.

by Jim Denny



**MEXICO**

(Song: Dixie)

Oh, I wish I was down in old Mexico  
 Good times there eatin' hot burritos  
 Take me back, take me back,  
 Take me back, Mexico.

In Mexico the weather's warmer  
 Just south of the U.S. border,  
 Take me back, take me back,  
 Take me back, Mexico.

Oh I wish I was in Mexico  
 Ole, Ole.  
 In Mexico out on the sand  
 The beach in Acapulco.  
 Ole, ole, ole in old Mexico.  
 Ole, ole, ole in old Mexico.

by Jim Denny

**YES, WE HAVE NO BURRITOS**

(Tune: Yes, We Have No Bananas)

Yes, we have no burritos,  
 We have no burritos today.  
 We have tacos and nachos,  
 And waiters so macho,  
 But one thing we don't have.  
 Yes, we have no burritos,  
 We have no burritos today.

Yes, we have guacamole,  
 We have guacamole today.  
 It looks like a squashed lime,  
 And feels like some green slime,  
 But eat it anyway.  
 Yes, we have guacamole,  
 We have guacamole today.

Yes, we have no hot peppers,  
 We have no hot peppers today.  
 Cause one boy burned his tongue,  
 Then set fire to his lungs  
 While eating one today.  
 Yes, we have no hot peppers,  
 We have no hot peppers today.

by Jim Denny

**DEEP IN THE HEART OF MEXICO**

(Tune: Deep in the Heart of Texas)

The sun burns hot, don't rain a lot.  
 Deep in the heart of Mexico.  
 The tourists tan, out on the sand.  
 Deep in the heart of Mexico.

The food is nice, with lots of spice.  
 Deep in the heart of Mexico.  
 The peppers there, will curl your hair.  
 Deep in the heart of Mexico.

Pinatas there, swing in the air.  
 Deep in the heart of Mexico.  
 With one good swing, neat gifts it brings.  
 Deep in the heart of Mexico.

To Mexico, we'll have to go.  
 Deep in the heart of Mexico.  
 We'll eat tacos, and burritos.  
 Deep in the heart of Mexico.

by Jim Denny



### MEXICAN HAT DANCE

Ole, ole, ole,  
The boys way down south they say.  
Ole, ole, ole.  
What it means I just can't say.

Down in Mexico they do the hat dance.  
I saw it one day only by chance.  
Then they danced on my brand new sombrero,  
Now it's flat as a hot tortilla.

Ole, ole, ole,  
The boys way down south they say.  
Ole, ole, ole.  
Eat peppers all night and day.

So I bought me another sombrero.  
It's as big as my father's wheelbarrow.  
It's a home for a family of sparrows.  
And I think I'm a little bird brained.

Ole, ole, ole,  
The boys way down south they say.  
Ole, ole, ole.  
How long are we going to stay.

All the Mexican Cub Scouts speak Spanish.  
When I ask them why, they just vanish.  
But they come back and show me the Scout sign.  
Yes, in Spanish it still means the same.

Ole, ole, ole,  
The boys way down south they say.  
Ole, ole, ole.  
We're going to Monterrey.

The Cub Scouts down south of the border.  
Are friends of the same Scouting order.  
But if they dance on my new sombrero.  
They won't be my friends anymore.

Ole, ole, ole,  
They boys way down south they say.  
Ole, ole, ole.  
This heartburn won't go away.

by Jim Denny

### CUB CUCARACHA

La Cucaracha, La Cucaracha.  
We are happy, young senors;  
La Cucaracha, La Cucaracha.  
Guitar music we adore.

La Cucaracha, La Cucaracha.  
The bullfight we love to see.  
La Cucaracha, La Cucaracha.  
We siesta until three.

La Cucaracha, La Cucaracha.  
Senioritas we admire.  
La Cucaracha, La Cucaracha.  
Our food sets your mouth afire.

La Cucaracha, La Cucaracha.  
Brilliant clothing is our rule.  
La Cucaracha, La Cucaracha.  
Our sombreros make us cool.

### SIESTA OR FIESTA

*(Tune: Home on the Range)*

Down Mexico way,  
They have parties so gay.  
And during each day,  
They take time from their play,  
To take relaxing siestas.

South, south of the border,  
Where relaxing is part of the order.  
They don't seem to worry,  
Or rush in a hurry.  
We should all be more of that sort.

During each day,  
Down Mexico way,  
They take a rest called a siesta.  
Then there's lots of fun for everyone,  
When the Mexicans hold fiesta.



## FEBRUARY, 1991

### BLUE & GOLD TRADITIONS

#### CUB PARENT'S LAMENT

(Tune: *I'm Just a Girl Who Can't Say No--from Oklahoma*)

(This song is great for leaders to sing at Blue and Gold)

*(Moms)*

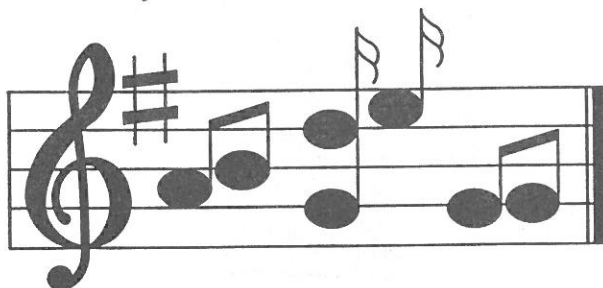
I'm just a Mom who can't say no,  
I'm in a terrible fix.  
All I had then was one small Cub,  
Now there's a den-ful of six.  
When a Cub Scout climbs upon my lap,  
I know that he is asking for a smack.  
But when he gives me a sticky hug,  
I sorta, kinda, wanta hug him back.

I'm just a Mom who can't say no.  
No Cub can be a saint,  
With his fist round a brushful of paint,  
How can he be what he ain't.  
I can't say no.

*(Dads)*

I'm just a Dad who said he would  
Help with a small den project.  
It wouldn't take much time they said,  
So I thought, oh what the heck.  
It was kinda fun to help the boys,  
Pounding nails out in the back yard.  
And when I showed them some tricks and  
stunts,  
They though old Dad was really quite a card.

So I'm just a Dad who can't say no.  
And I'm in a terrible mess.  
They keep saying that I'm the best.  
They need leaders, and I say yes,  
I can't say no.



#### BE KIND TO YOUR CUB SCOUTING FRIEND

(Tune: *Stars and Stripes Forever*)

Be kind to your Cub Scouting friends.  
That's a pledge from one Scout to another.  
Be kind to your leaders today,  
Cause for helping, they don't get any pay.

Be kind to your neighbors and friends,  
Cause by caring you follow Scouting's letter.  
Cub Scouting and friendship are grand.  
And as we grow, the world will know,  
We've made things better.

by Jim Denny

#### BLUE AND GOLD

(Tune: *Deo*)

Blue gold, blue and gold,  
Banquet come and it's time to have fun.  
Bluegold, blue and gold.  
Banquet come and it's time to have fun.

Come Mister Cubmaster, help us start the  
dinner.  
Banquet come and it's time to have fun.  
Then you can introduce the Pinewood Derby  
winner.  
Banquet come and it's time to have fun.

It's sing some, laugh some, eat some, munch.  
Banquet come and it's time to have fun.  
I sure wish I'd missed my lunch.  
Banquet come and it's time to have fun.

Come all the Webelos, eat your macaroni.  
Banquet come and it's time to have fun.  
So you can all get up for the the flag ceremony.  
Banquet come and it's time to have fun.

Blue, blue and gold, blue and gold, blue and  
gold,  
Blue and gold, blue and gold, here we go.  
Banquet come and it's time to have fun.  
Bluegold, blue and gold.  
Banquet come and it's time to have fun.

by Jim Denny



**BLUE AND GOLD BANQUET EATER***(Tune: Purple People Eater)*

Well we saw this thing comin' through the door,  
He must have weighed a thousand pounds or more.

He waddled up to me and with a voice that smelled,  
Said "Is this where the Blue and Gold Banquet is held?"

*(Chorus)*

It was a half-ton, twelve chinned, Blue and Gold Banquet Eater,  
Half-ton, twelve chinned, Blue and Gold Banquet Eater,  
Half-ton, twelve chinned, Blue and Gold Banquet Eater,  
Sure looked huge to me.

Well he started in eating, and as you might guess.

The serving table turned into an awful mess.  
His mouth couldn't keep up, but he still was fed,  
Suckin' cole slaw and baked beans through the hole in his head.

*(Chorus)*

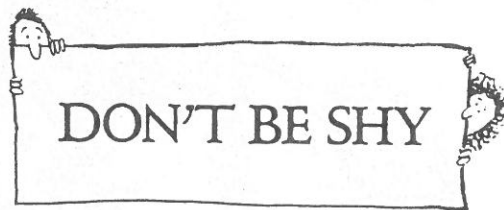
Well he ate all the food, the plates and silverware.

Then he started chompin' on the tables and chairs.

Then he looked at me, I thought I'd be dessert,  
He said, "I never eat Cubs, they make me burp."

*(Chorus)*

by Jim Denny

**BLUE AND GOLD PIE***(Tune: American Pie)**(Chorus)*

Eat, eat, all the Blue and Gold Pie.  
Brought my parents to the banquet,  
And my Dad wore his tie.  
And good old Cubs were eating hot apple pie.  
Singin' bring me one more piece of that pie,  
Bring me one more piece of that pie.

Now for two years, I've been in the pack.  
Those great times keep me coming back.  
But Cubs grow fast eating with their den.  
When the Cub Scouts sang at the Blue and Gold,  
The hot pies, well they all turned cold,  
And there's no stove round, the cook was told.  
The day the pies turned cold.  
We started singin'

*(Chorus)*

I met the guy who cooked the food,  
And he was in a rotten mood.  
With no time left to cook more pies.  
And the three pies that are number one,  
Apple, cherry, and pumpkin,  
They turned so cold they almost froze.  
The day the pies turned cold  
We were singin'

*(Chorus)*

by Jim Denny

**THE CUB SCOUT PACK***(Tune: You're a Grand Old Flag)*

We're a Cub Scout Pack,  
We're a high-flying pack,  
Down the trail of Akela we go.

From Wolf to Bear to Webelos  
As in to good Cub Scouts we grow.  
Every Cub is true to the gold and the blue.  
And he never forgets the fact.

That all the fun a boy could want,  
He can find in a Cub Scout Pack.

**LEADERS' SONG***(Tune: School Days)*

Leaders, leaders, our Blue & Gold Leaders.  
 Painting and gluing and hammering nails.  
 Breaking up battles and hearing our tales.  
 Fun songs and skits we'll try to do,  
 Even when Mike falls in the glue.  
 We'll do our best to meet every test,  
 And Boy Scouts some day we will be.

**CUB SCOUT HARMONY***(Tune: I'd Like to Teach the World to Sing)*

I'd like to teach the world to sing  
 In Cub Scout harmony.  
 Our Blue and Gold would be the thing  
 That everyone would see.

Each Wolf and Bear and Webelos  
 Is doing all he can.  
 To do his best with all the rest  
 Of Cub Scouts in the land.

*(Chorus)*

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

**NO BUSINESS LIKE CUB BUSINESS**

There's no Cub Scouts like our Cub Scouts.  
 Cause our pack is the best.  
 Everything we're doing shows we're eager.  
 Working on the skits and games and songs.  
 Going on the field trips with our leaders,  
 And having fun as we go on.

There's no Cub Scouts like our Cub Scouts,  
 We smile each time we meet.  
 Even when we're nervous we will do our best.  
 We hope our parents will do the rest.  
 So you see in Cub Scouts we have passed the  
 test,  
 Let's go on, watch us grow.

**BLUE AND GOLD SONG***(Tune: Davy Crockett)*

Now blue is the color of the sky above.  
 The blue in the flag of the country we love.  
 Reminds us of God and our country free.  
 Giving us lessons in loyalty.

*(Chorus)*

Loyal, Cubs are loyal  
 To God and country dear.

Like the warmth and the cheering of the golden  
 sun.  
 Are the smiles of a friend and a deed well done.  
 This is the gold that a Cub Scout finds,  
 In keeping his duty to the law that binds.

*(Chorus)*

Smiling, warm, and friendly.  
 Cub Scouts will give good cheer.

Now the blue and the gold show the world apart,  
 That the Cub Scout's pure and full of good heart.  
 Faithful to God and our country too.  
 We'll do our best in whatever we do.

*(Chorus)*

Loyal, ever cheerful.  
 Cub Scouts are on the march.



## MARCH, 1991

### SEA ADVENTURES

#### THAT SEASICK FEELING

(Tune: *You've Lost that Loving Feeling*)

We always close our eyes,  
When we're sailing on the seas.  
And there's some shakiness  
Going on down in my knees.  
We're trying hard not to show it.  
But inside, inside we know it.

(Chorus)

We've got that seasick feeling,  
Oooh, that seasick feeling.  
We've got that seasick feeling,  
Lunch is gone, gone, gone, oh, oh, oh.

I've got a stomach ache  
As I stagger toward the rail.  
And if I get must get sick  
I hope I don't barf on a whale.  
You know I just feel like crying.  
Cause something in my stomach is dying.

(Chorus)

When I get seasick, I get down on my knees and  
pray.  
That all my breakfast and lunch, in my stomach  
will stay.  
I need some Tums, some Roloids, some Alka  
Seltzer too.  
The cook just said he'd made another batch of  
stew.  
I need a pail, I need a pail, I need a pail, I need  
a pail,  
So bring it here please, bring it here please, bring  
it here please,  
bring it here please.

(Chorus)

by Jim Denny



#### CUB SCOUT TREASURE CHEST

(Tune: *Yo, Ho, Ho*)

We are Cubs on a pirate quest.  
Yo, ho, ho and a bottle of bug juice.  
Looking for gold in a treasure chest.  
Yo, ho, ho and a bottle of juice.

What will we find inside the chest.  
Yo, ho, ho and a bottle of bug juice.  
Just a note saying "Do your best."  
Yo, ho, ho and a bottle of juice.

Here's to the Cub Scout treasure chest.  
Yo, ho, ho and a bottle of bug juice.  
Throw out the juice and leave the rest.  
Yo, ho, ho and a bottle of bugs!

by Jim Denny

#### ON AKELA

(Tune: *Michael Row the Boat Ashore*)

Cub Scouts sail the ship to sea,  
On Akela.  
Best crew on the seven seas,  
On Akela.

Our ship's name is Akela,  
On Akela.  
We are brave Cub Scout sailors,  
On Akela.

Webelos will trim the sail,  
On Akela.  
Bobcats look a little pale,  
On Akela.

Ocean is deep and ocean is wide,  
On Akela.  
Milk and cookies on the other side,  
On Akela.

**SHIPWRECKED CUB SCOUTS***(Tune: Gilligan's Island Theme)*

Our pack set sail on the sea one day,  
In search of coins of gold.  
A group of hearty Cub Scouts,  
And leaders true and bold.

The weather started getting rough,  
The tiny ship was tossed.  
If not for the courage of our Cubmaster,  
The whole pack would be lost.

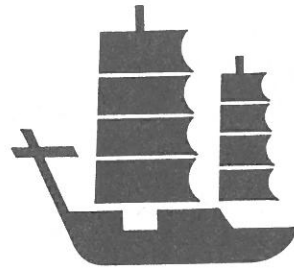
Our boat touched ground on a rocky isle  
And up walked a tall old man.  
He tossed a towel to dry us off,  
And raised high his right hand.

He said "You're a sharp pack of Cub Scouts,  
Your courage brave and sure,  
To sail out on a sea like this  
On a Scouting adventure."

He gave directions to get home.  
We set sail with good cheer.  
We reached home with the setting sun,  
And tied up to the pier.

We looked in the bottom of the boat  
And saw the old man's towel.  
His name was stitched along the hem,  
The name was Baden-Powell.

by Jim Denny

**THE SEAMEN SAILED OUT TO SEA***(Tune: The Bear Went Over the Mountain)*

The seamen sailed out to sea,  
The seamen sailed out to sea,  
The seamen sailed out to sea,  
To see what they could see.  
To see what they could see,  
To see what they could see,  
The seamen sailed out to sea,  
To see what they could see.

Sea is all they saw,  
Sea is all they saw,  
Sea is all they saw,  
See, all they saw was sea.

The sea surged over the seamen,  
The sea surged over the seamen,  
The sea surged over the seamen,  
So all they saw was sea.  
So all they saw was sea,  
So all they saw was sea,  
Since the sea surged over the seamen,  
All they saw was sea.

See saw several seamen,  
See saw several seamen,  
See saw several seamen,  
See sawing on the sea.

See six seasick sea serpents,  
See six seasick sea serpents,  
See six seasick sea serpents,  
See sawing on the sea.  
See sawing on the sea,  
See sawing on the sea,  
We saw six seasick sea serpents  
See sawing on the sea.

Seasick sea serpents,  
Seasick sea serpents,  
Seasick sea serpents,  
So now I'm seasick too.

**CUB SAILORS***(Tune: Bonnie)*

The Cub Scouts sailed out on the ocean,  
 One weekend with all of the pack.  
 They didn't remember the compass.  
 Oh please bring that Cub Scout pack back.

*(Chorus)*

Bring back, bring back,  
 Bring back those Cub Scouts back home to me.  
 Bring back, bring back,  
 Bring those Cub Scouts to me.

They sailed till they reached Honolulu.  
 They landed with nobody hurt.  
 They went to a Hawaiian luau.  
 Dressed up in blue and gold grass skirts.

*(Chorus)*

They headed back home one gray morning.  
 Got caught in a bad hurricane.  
 The last report that we heard of them.  
 They were sighted off the coast of Spain.

*(Chorus)*

by Jim Denny

## APRIL, 1991 CANADA, OUR NEIGHBOR

**THE POLAR BEAR SONG***(Tune: Sippin' Cider)**(Leader sings line; group repeats)*

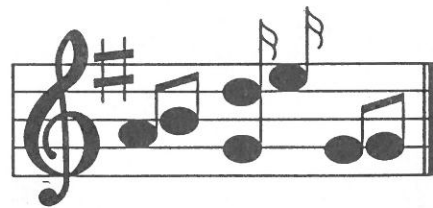
The other day  
 I saw a bear.  
 A big white bear.  
 I had to stare.

He stared right back,  
 And seemed to grin.  
 His long white fangs  
 Hung to his chin.

He moved toward me  
 Upon four paws.  
 And those four paws  
 Held six-inch claws.

I couldn't move.  
 My feet were froze.  
 As I saw steam  
 Shoot from his nose.

But I was safe.  
 Because I knew.  
 This polar bear  
 Was at the zoo.

**BIG BEAVER***(Tune: I'm a Believer)*

I thought it was just a dog with a flat tail.  
 And two pair of funny big webbed feet.  
 Up in wild Canada,  
 With my Cub Scout den,  
 We saw the strange dog turn and then.

*(Chorus)*

Then we saw it's face, and it's a big beaver.  
 Got two teeth, 'bout three inches long.  
 And that flat tail, oh, it's a big beaver,  
 Not a retriever, we were wrong.

We pitched camp and went to search for  
 firewood.  
 Couldn't find a stick for miles around.  
 Then we found a big pile,  
 Looked like a log jam.  
 Then we realized,  
 It's a beaver dam.

*(Chorus)*

I hope we get to go back to Canada.  
 Our field trip was long but lots of fun.  
 When we were unpacking,  
 Standing in the rain,  
 Underneath the packs, those teeth again.

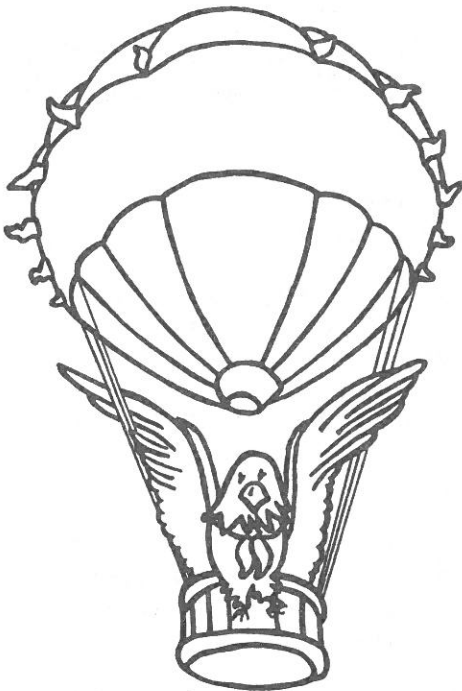
*(Chorus)*

**WAY UP THERE***(Tune: Over There)*

Way up there, way up there,  
 There's a country up north way up there.  
 And it's colder, it's so much colder,  
 That your nose will freeze  
 When you visit way up there.

Canada, Canada,  
 That's the name for the place way up there.  
 Manitoba, and Nova Scotia,  
 Are two provinces you can visit way up there.

by Jim Denny

**I LEFT MY TOES***(Tune: I Left My Heart in San Francisco)*

I left my toes in Saskatchewan.  
 It was a cold and frigid day.  
 I saw thirty polar bears.  
 All I could do was stare.  
 Their hungry eyes pointed my way, as I prayed.

They ate four toes as I was running,  
 They chewed six more, as I slid home.  
 When I come back to you, Saskatchewan,  
 I'll get those bears, no more they'll roam.

by Jim Denny

**MAY, 1991****WORKING WITH WOOD****THE WOODPECKER***(Tune: Turkey in the Straw)*

The woodpecker pecked out a little round hole.  
 And made him a house in the telephone pole.  
 One day when I watched, he poked out his head.  
 And he had on a hood and a collar of red.  
 When the streams of rain pour out of the sky,  
 And the sparkles of lightning go flashing by,  
 And the big, big wheels of thunder roll,  
 He can snuggle back in the telephone pole.

**CHAIR FOR MOMMA***(Tune: Frere Jacques)*

Chair for Momma, chair for Momma.  
 She'll be glad, she'll be glad.  
 It will match the table.  
 It will match the table.  
 And hold Dad, big old Dad.

Feet and inches, feet and inches.  
 I'll take care, I'll take care.  
 Measuring so careful,  
 Measuring so careful.  
 Wood so rare, wood so rare.

Now I'll cut it, now I'll cut it,  
 With the saw, with the saw.  
 Nail it all together,  
 Nail it all together.  
 Give to Ma, give to Ma.

Oh how lovely, oh how lovely.  
 Put it there, put it there.  
 Isn't it so different,  
 Isn't it so different,  
 A five-legged chair, five-legged chair.



**EAT A LOG**

*(Tune: Get a Job)*

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

Chip chip chip chip chip chip chip  
Chip chip chip chip,

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

Oh you see them in the forest every day,

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

The eager beaver chew the woods away,

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

Their tails slappin' time as they bite and chew,

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

The woods will all be gone 'fore the day is  
through,

Eat a log,  
Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

Better get a movin' or they'll chew your ankles  
too,

Eat a log,

Gnaw gnaw gnaw gnaw, gnaw gnaw gnaw  
gnaw gnaw.

by Jim Denny

**A LITTLE PIECE OF WOOD**

*(Tune: If You're Happy and You Know It)*

Oh I wish I was a little piece of wood.  
I really feel that it would feel so good.  
If I was a little table,  
That was made from solid maple,  
Oh I wish I was a little piece of wood.

Oh I wish I was a little piece of wood.  
I really feel that it would feel so good.  
To be a grandfather clock,  
Made from oak and go tick tock.  
Oh I wish I was a little piece of wood.

Oh I wish I was a little piece of wood.  
I really feel that it would feel so good.  
I could be a seaman's chest,  
Made of white pine that's the best.  
Oh I wish I was a little piece of wood.

**MAC THE KNIFE**

Oh the wood has many splinters,  
They can stick you, cause you strife.  
But the smooth wood, oh it's much safer.  
Could the carving be Mac the Knife.

There's an oak plank in the alley,  
With deep notches all up and down.  
Could the wood be chewed by a beaver,  
Or the work of Mac the Knife.

There's a pine tree down by the river,  
With it's bark cut, just oozing sap.  
On old Mac's blade, there's some pine slivers,  
Look's like Mac will take the rap.

It's not the work of Sam the Soup Spoon,  
Or the mark of Fred the Fork.  
But the cut was done way before noon.  
That's when Mac had cut the bark.

When you carve wood, you better be careful,  
Choose a knife that's sharp for life.  
Cause a dull blade might cause a signal,  
To be sent out for Mac the Knife.

**WHACKED MY THUMB***(Tune: The Blue-Tailed Fly)*

When I was young I went to play  
 In father's workshop one fine day.  
 A took a hammer, some wood and nails,  
 And tried to make some kitchen scales.

*(Chorus)*

Whacked my thumb and I don't care.  
 Hurt it bad, but I don't care.  
 Whacked it good, but I don't care.  
 The feeling's gone away.

I tried to hang a picture frame  
 Sent to me by my Aunt Jane.  
 To hang the picture, I was dumb.  
 I swung the hammer, and smashed my thumb.

*(Chorus)*

One day I tried to make a boat.  
 Worked real hard so it would float.  
 I nailed my fingers to the bow.  
 I'm bandaged to my elbows now.

*(Chorus)*

I joined the local Cub Scout Pack.  
 I learned to make a neat tie rack.  
 A little skill was all it took.  
 They had instructions in the book.

*(New chorus)*

I missed my thumb, I learned to care.  
 I missed my thumb, I wouldn't dare.  
 I missed my thumb, my thumbnail's bare.  
 The feeling's here to stay.

**JOHNNY WORKS WITH ONE HAMMER***(Tune: The More We Get Together)**(Move one hand up and down)*

Johnny works with one hammer,  
 One hammer, one hammer.  
 Johnny works with one hammer,  
 Till his work is done.

*(Move both hands up and down)*

Johnny works with two hammers,  
 etc.,

*(Move both hands and one leg)*

Johnny works with three hammers,  
 etc.

*(Move both hands and legs)*

Johnny works with four hammers,  
 etc.

*(Move both hands, both legs, head)*

Johnny works with five hammers,  
 etc.



## JUNE, 1991 BACKYARD FUN

### **BUG JUICE**

*(Tune: On Top of Old Smokey)*

At day camp with Cub Scouts,  
They gave us a drink.  
We thought it was Kool-Aid,  
Because it was pink.  
But the thing they told us  
Would've grossed out a moose.  
For that great tasting pink drink,  
They called it bug juice.

It looks fresh and fruity,  
Like tasty Kool-Aid.  
But the bugs that are in it,  
Were murdered with Raid.

We drank it by gallons,  
We drank it by tons.  
And then the next morning  
We all had the runs.

So next time you drink Bug Juice,  
And a fly drives you mad.  
He's just getting even,  
Cause you swallowed his dad!



### **BACKYARD TREASURES**

*(Tune: Clementine)*

In the backyard, there are treasures,  
There are treasures all around.  
If I look hard in my backyard,  
All the treasures can be found.

Found some pine cones and an ant hill,  
And a frog all squashed and dead.  
I can hide them in my pocket,  
And I'll keep them under my bed.

Momma found them in my pocket,  
So she yelled and screamed and cried.  
"You can keep those rotten pine cones,  
But can't keep the frog that died."

So I took them to the backyard,  
To her flower bed to rest.  
I'm so glad she didn't find that  
Beetle hidden in her desk.

### **BACKYARD BUGS**

*(Tune: Blue-Tailed Fly)*

When a Cub Scout look to have some fun,  
To keep him busy till day is done.  
In the backyard he looks around.  
And then starts digging in the ground.

*(Chorus)*

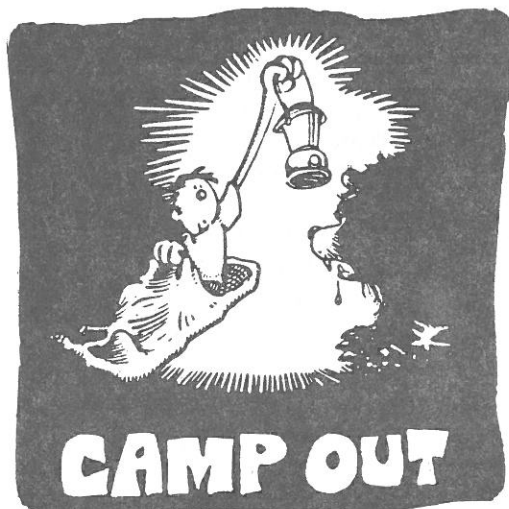
Bugs and worms and butterflies,  
Bugs and worms and butterflies,  
Bugs and worms and butterflies,  
Will help him make his day.

Then when his mother comes to see,  
What has kept her son busy.  
She shivers and she starts to squirm  
As he hands her a foot-long worm.

*(Chorus)*

But if that mother can realize  
The wonder of nature in her boy's eyes.  
Then she'll be proud and never fret,  
Unless she finds worms in her hat.

*(Chorus)*

**BACKYARD CAMPOUT***(Tune: Are You Sleeping)*

We are sleeping in the backyard,  
 Jim and Mark, Spot and me.  
 Sure is dark outside,  
 Like to go inside,  
 Come here Spot, sleep with me.

Are you sleeping, are you sleeping?  
 Jim and Mark, Jim and Mark?  
 Thought I heard a noise,  
 Didn't sound like boys.  
 I am scared. I am scared.

Come back Spot, where'd you go?  
 Jim and Mark, wake up please.  
 Let's go in the house,  
 Did you hear that mouse.  
 Hear that sneeze, hear that sneeze.

**BACKYARD FUN SONG***(Tune: Camptown Races)*

Cub Scouts have their backyard fun,  
 Doo-dah, doo-dah;  
 Play their games and sing and run,  
 Oh doo-dah-day.

Cub Scout leaders have fun too,  
 Doo-dah, doo-dah.  
 Dressed up in their gold and blue,  
 Oh doo-dah-day.

*(Chorus)*

Going to play their games,  
 Going to sing their songs.  
 Cub Scout boys have lots of fun,  
 Cause they all belong.

Cook the food and eat it all,  
 Doo-dah, doo-dah.  
 In the backyard have a ball,  
 Oh, doo-dah-day.

Run the relay races, too,  
 Doo-dah, doo-dah.  
 Win a ribbon, hope for blue,  
 Oh, doo-dah-day.

*(Chorus)*

Swim and splash in the backyard pool,  
 Doo-dah, doo-dah.  
 So glad we can't go to school,  
 Oh, doo-dah-day.

When the backyard fun is done,  
 Doo-dah, doo-dah.  
 I won't be able to run,  
 Oh, doo-dah-day.

*(Chorus)*

**BABY BUMBLEBEE***(use motions to go with words)*

I'm bringing home a baby bumblebee.  
 Won't my mommy be so proud of me?  
 I'm bringing home a baby bumblebee...  
 Ouch! He bit me!

I'm squishing up my baby bumblebee.  
 Won't my mommy be so proud of me?  
 I'm squishing up my baby bumblebee...  
 Yuck! Messy hands!

I'm licking up my baby bumblebee.  
 Won't my mommy be so proud of me?  
 I'm licking up my baby bumblebee...  
 Oooooohhh! I feel sick!

I'm barfing up my baby bumblebee.  
 Won't my mommy be so proud of me?  
 I'm barfing up my baby bumblebee...  
 Oooooohhh! What a messy floor!

I'm mopping up my baby bumblebee.  
 Won't my mommy be so proud of me?  
 I'm mopping up my baby bumblebee...  
 Yuck! Dirty water!

I'm flushing down my baby bumblebee.  
 Won't my mommy be so proud of me?  
 I'm flushing down my baby bumblebee...  
 Oh look! There goes another one...

## JULY, 1991 HIGH COUNTRY U.S.A.

**TAKE ME OUT TO THE FOREST***(Tune: Take Me Out to the Ball Game)*

Take me out to the forest.  
 Let me hike in the wild.  
 Show me a skunk and a few bear tracks.  
 I won't care if I never come back.

But it's look, look, look, at your compass.  
 If it rains, then it pours.  
 And it's ouch, slap, sting and your bit  
 In the great outdoors.

**TO THE WOODS***(Tune: It's Off to Work We Go)*

Hi ho, hi ho, it's to the woods we go.  
 To catch some snail on backwoods trails,  
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.  
 To gaze at stars, won't hear no cars.  
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's through the woods we go.  
 To search the skies for butterflies.  
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, out of the woods we go.  
 We'll pitch our tent, our legs are spent.  
 Hi ho, hi ho, hi ho.

**UP THE CUB SCOUT MOUNTAIN***(Tune: Clementine)*

Rocky Mountains, Appalachians,  
 And Sierras reaching high.  
 Cub Scouts climbing up the mountain,  
 Striving hard to reach the sky.

First the Tigers, with their parents,  
 Learning as they climb along.  
 Then the Wolf Den hits the Cub trail,  
 Hear them as they sing their song.

Now the Bears are climbing upward,  
 Heading up the trail they chose.  
 As they climb their hearts are set on  
 The next hike as Webelos.

Webelos set their mark higher  
 Follow the Arrow of Light.  
 Now they dream of Scouting's Eagle,  
 As they sleep at camp tonight.

by Jim Denny



**HIKING ALONG***(Tune: Caissons Go Rolling Along)*

Over hill, over dale,  
Check your compass on the trail,  
As those Cub Scouts go hiking along.

Mark your map, check it twice,  
See the trail is marked so nice,  
As those Cub Scouts go hiking along.

Oh we'll be so sharp, for our summer in the park,  
Shout out your den yell loud and strong.  
Yes our course is right, and we'll keep our honor  
bright,  
As those Cub Scouts go hiking along

**THE HAPPY WANDERER**

I love to go a-wandering,  
Along the mountain track.  
And as I go, I love to sing,  
My knapsack on my back.

*(Chorus)*

Val-de-ri, val-de-ra, val-de-ri,  
Val-de-ra, ha, ha, ha, ha, ha.  
Val-de-ri, val-de-ra,  
My knapsack on my back.

I love to wander by the stream  
That dances in the sun.  
So joyously it calls to me,  
Come join my happy song!

*(Chorus)*

I wave my hat to all I meet,  
And they wave back to me.  
The blackbirds call so loud and sweet  
From every greenwood tree.

*(Chorus)*

High overhead, the skylarks wing,  
They never rest at home.  
But just like me, they love to sing,  
As o'er the world we roam.

*(Chorus)***CAMPIN' IN THE RAIN***(Tune: Singin' In the Rain)*

I'm campin' in the rain,  
Just campin' in the rain.  
The tent and the campfire  
Are soggy again.  
The clouds in the sky  
Are making me cry.  
My water-logged shoes  
Will never get dry.

All the mud in the place  
Is stuck to my face.  
The frogs and the turtles  
Are starting to race.  
Oh, what should I do?  
I need a canoe.  
A webbed-footed weasel  
Swam off with my shoe.

I'm campin' in the rain.  
Just campin' in the rain.  
The good doctor said  
I've got water on the brain.  
I can't light the fire.  
I'm stuck in the mire.  
The lightning just knocked down  
The telephone wire.

I'm drownin' in the rain.  
Just drownin' in the rain.  
Won't it please stop raining,  
I hate to complain.  
My sleeping bag's wet.  
I'm starting to fret.  
My life jacket wasn't  
The thing to forget.

I'm campin' in the rain.  
Just campin' in the rain.  
What a glorious feeling,  
Someone just plugged the drain.  
The pre-cip-i-tate,  
Will now dis-sip-ate.  
The sun will soon dry up  
The puddle I hate.  
No more campin'  
No campin' in the rain.

By Jim Denny

**CLEMENTINE THE MULE***(Tune: Clementine)*

In a cavern, in a canyon,  
Excavating for a mine.  
Was a den of trusty Cub Scouts,  
And their mule named Clementine.

She was stubborn, and mule headed,  
Couldn't get her in the mine.  
Now she's lost and gone forever.  
We're not sorry Clementine.

Tried to lead her, tried to feed her,  
All she'd do was stand and whine.  
When we pulled her by the tail is  
When we lost our Clementine.

First she see-sawed, then she hee-hawed,  
Then she broke loose from the line.  
To the mountains we had lost her,  
We're not sorry Clementine.

by Jim Denny

## AUGUST, 1991 CUB SCOUT MAGIC

**MAGIC RABBIT***(Tune: Dixie)*

Oh, I wish I had a magic rabbit,  
So my tricks I'd show by habit.  
Disappear, disappear, disappear, magic hare.  
My magic tricks I perform when  
I'm at a meeting with my Cub Scout den.  
Disappear, disappear, disappear, magic hare.

Oh I wish I knew more magic,  
I do, I do.  
But if I practice long and hard,  
I'll be just like Houdini.  
Abra-, cada-, bra, I'll be like Houdini.  
Abra-, cada-, bra, I'll be like Houdini.

by Jim Houdenny

**PHIL THE MAGIC CUB SCOUT***(Tune: Puff, the Magic Dragon)**(Chorus)*

Phil the magic Cub Scout  
Lived down the street.  
And went with me each Tuesday  
To the place where our den meets.

All the Cub Scout leaders  
Loved that rascal Phil.  
He never made a mess or yelled.  
He just improved his skill.

On field trips he would travel,  
In the big van with his den.  
He would do his magic tricks  
On the way and back again.

He'd do some tricks with cards,  
Pull doves out of a hat.  
And once he made a rabbit  
Out of our Den Leader's cat.

*(Chorus--repeat twice)*

Then one night it happened,  
Our friend Phil came no more.  
All the Cubs and leaders  
Sat sadly on the floor.

Without their good friend Phil  
Things were not the same.  
But the den all pulled together  
And sang songs and played games.

*(Chorus--repeat twice)*

But Phil, he had moved on  
To another Scouting group.  
You see Phil had grown old enough  
To join a Boy Scout troop.

And now he does his tricks  
For Scouts in his patrol.  
The real magic that Phil possessed,  
Was the Scouting in his soul.

*(Chorus--Repeat twice)*

by Jim Denny

**ABRACADABRA**

*(Tune: Finiculi, Finicula)*

I did some magic tricks at our den meeting,  
I caused a deer to disappear.  
My sleight of hand was very quick and fleeting,  
My best friend Ralph, I sawed in half.

*(Chorus)*

Magic, magic, I love to do those tricks.  
Sprinkle something on the frogs and turn them  
into chicks.  
The magic words, the magic words, the magic  
words.  
Say Abracadabra, from the scarf will fly the  
birds.

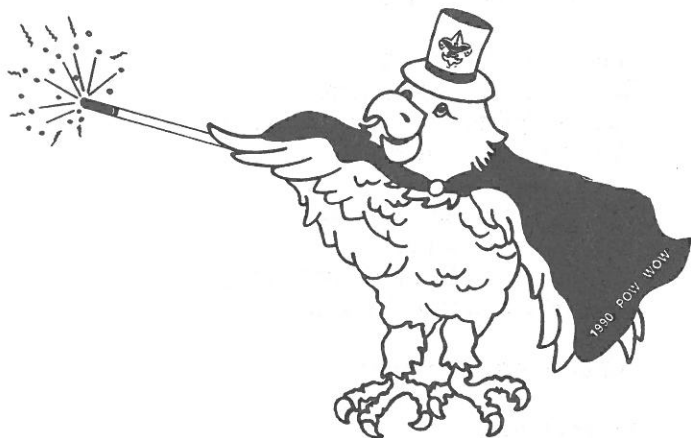
Last night, I stayed at home and practiced  
magic.  
I caused five pies to vaporize.  
I taught my little brother a new card trick.  
I stuck an ace, upon his face.

*(Chorus)*

So if your pack should need a Cub Magician.  
Just call on me, I think you'll see.  
That I'm the best young trickster in the nation.  
Just let me go, I'll steal the show.

*(Chorus)*

by Jim Denny



**A HORSE IS A HORSE**

*(Tune: Theme to Mr. Ed)*

A horse is a horse, of course, of course.  
Unless a magician can change that horse.  
Into a frog or goat or worse  
At the Cub Scout Blue and Gold.

I once had a horse I kept outdoors.  
The Cubmaster asked if I'd bring my horse  
To the magic show at Blue and Gold  
To be in the main act.

The magician chanted some funny words,  
The horse began to dance.  
And then behind a cloud of smoke,  
Appeared a blue elephant.

A horse is a horse, of course, of course.  
Unless he's affected by sorcery.  
But now I own an elephant.  
A magical mystery.

by Jim Denny

**SEPTEMBER, 1991  
COMMUNICATIONS**

**TELEVISION**

*(Tune: Oklahoma)*

Television, where the shows keep playing on the  
air.  
Mysteries and soaps, comedies and cops,  
And the news will take us anywhere.

Television, see those towers rise into the sky;  
Pulling down those waves, while the critic raves,  
'Bout the shows where fists and romance fly.

Oh we know all the guys in the band;  
MTV can't keep up with demand.  
So when we say...cablevision is okay,  
We're only sayin' your signal's fine television,  
Television, O.K.

by Jim Denny

**BILLBOARD SONG***(Tune: Supercalifragilistic)*

As I was walking down the street  
 One dark and dreary day.  
 I came upon a billboard,  
 And much to my dismay.  
 The sign was torn and tattered  
 From the storm the night before.  
 The wind and rain had done their job  
 And this is what I saw.

Drink Coca Cola cigarettes;  
 Chew Wrigley Spearmint beer.  
 Kennel Ration dog food makes  
 Your wife's complexion clear.  
 Simonize your baby with  
 A Hershey Candy Bar.  
 Texacola beauty cream  
 Is used by all the stars.

So take your next vacation  
 In a brand new Frigidaire.  
 Learn to play piano in  
 Your winter underwear.  
 Doctors say that babies should  
 Smoke cigars till they're three.  
 And people over 65  
 Should bathe in Lipton Tea--Hey!

**URGENT MESSAGE***(Tune: I've Been Working on the Railroad)*

I was all alone at day camp,  
 Far away from home.  
 A message I had neatly written  
 Because there was no phone.  
 I tried to send it by the postman,  
 But I didn't have a stamp.  
 Then I called on Western Union,  
 But they wouldn't come to camp.

Then I got real mad,  
 Had to reach my Dad.  
 I tried to buy a cheap want ad, want ad.  
 I hadn't any money, but had to reach my  
 mommy,  
 My predicament wasn't funny.

Finally made the six o'clock news,  
 And they told the story of my blues.  
 Now my folks will finally get the news,  
 I got to camp without my shoes.

**THE LATEST NEWS***(Tune: Are You Sleeping)*

Extra, extra, read the latest  
 Monday's news, off the press.  
 What's today's disaster?  
 Cub Scouts worked with plaster.  
 What a mess. What a mess.

Extra, extra, read the headlines.  
 This weeks score, this week's score.  
 Hurricane hits Elm Street;  
 Sixteen muddy Cubs' feet.  
 Track the floor. Leader sore.

Extra, extra, here's your paper.  
 Read about Cubs' riot.  
 Eight Cubs dressed as braves  
 Stomp and dance and rave.  
 Can't keep quiet. Can't keep quiet.

Extra, extra, what's today's news?  
 Is it sad? Is it bad?  
 Eight boys join a Webelos den.  
 Leader can relax again.  
 We're so glad. We're so glad.

**BOOM-CHICKA-BOOM***(slap legs then snap fingers to keep time;  
 leader chants, then group repeats)*

I said a boom-chicka-boom.  
 I said a boom-chicka-rocka.  
 I said a boom-chicka-rocka-chicka-rocka  
 chicka-boom.  
 Uh huh.  
 Oh yeah.  
 One more time . . . this time higher

*(Repeat the above lower, faster, slower, sexy,  
 macho, tongue-in-cheek. Make up any other  
 variations that are fun.)*

**TONGUE TWISTER SONG***(Tune: Battle Hymn of the Republic)*

A busily buzzing bumble bee was busily buzzing by.

A busily buzzing bumble bee was busily buzzing by.

A busily buzzing bumble bee was busily buzzing by.

A busily buzzing bumble bee was busily buzzing by.

*(Chorus)*

They were only playing leapfrog.

They were only playing leapfrog.

They were only playing leapfrog.

As a busily buzzing bumble bee was busily buzzing by.

*(Variations):*

A speedy spider spied a spider on a spindly spider's back.

*(Chorus: same as above)*

One hedge hog edged up on the hedge while another hedgehog edged down.

*(Chorus: They were only playing hedge hop)*

One fleet fly flew up the flue while another fleet fly flew down.

*(Chorus: They were only playing flu fly)*

One sly snake slid up the stake while another sly snake slid down.

*(Chorus: They were only playing serpent)*

One big black bear backed into a bush while another big black bear backed down.

*(Chorus: They were only playing bear back)*

One tiny turtle tumbled into the tank while another tiny turtle tumbled out.

*(Chorus: They were only playing tip tank)*

One tall turkey tore up the tree while another tall

turkey tore down.

*(Chorus: They were only playing tree tag)*

One fat frog flopped on the float while another fat frog flopped down.

*(Chorus: They were only playing frog float)*

One speedy fat bear tumbled into the stake while another sly fleet turkey flopped down.

*(Chorus: That's the way we sing in Cub Scouts)***THE RADIO TOWER***(Tune: On Top of Old Smokey)*

On top of the hotel,  
The radio tower  
Sends music right to you  
At every hour.

So turn on the power,  
And tune in the dial.  
Sit back in your armchair,  
And listen awhile.

The news and the weather  
Will keep you in touch.  
The disc jockey's humor  
Won't make you laugh much.

The Beatles and Springsteen,  
The rock and the roll;  
The blast on your eardrums  
Will soon take it's toll.

Hear Willie and Waylon,  
And all of the boys.  
You can sing right with them,  
And add to the noise.

So if you are lonely,  
And feeling quite blue;  
Both AM and FM,  
Will make you like new.

On top of the hotel,  
The radio tower  
Sends music right to you  
At every hour.

by Jim Denny



## OCTOBER, 1991 LIVING IN THE 21ST CENTURY

### WORLD OF TOMORROW

(Tune: *My Bonnie*)

Last night as I lay on my pillow,  
And drifted off slowly to sleep.  
I thought of the world of tomorrow,  
These thoughts through my mind they did creep.

A computer will do all my homework.  
A robot will do all my chores.  
If I spend the whole day just playing,  
I fear that I may become bored.

(Chorus)

Bring back, bring back,  
Oh bring back the old days to me, to me.  
Bring back, bring back,  
Oh bring back the old days to me.

My jet powered bike will be speedy.  
I'll fly in my spaceship to Mars.  
But what if I get lost in space,  
And can't find my way through the stars?

(Chorus)

My parents will have their own rocket.  
We'll travel through space very quick.  
I'm not sure I'll like that fast travel,  
I may even get space sick.

(Chorus)

Our family may move to Venus.  
I don't know what we would find there.  
I'd sure my friends back on earth,  
They're the best friends I'll find anywhere.

(Chorus)

Dehydrated food for breakfast.  
Dehydrated food for lunch.  
Oh what I would give for a Big Mac,  
And potato chips that I can crunch.

(Chorus)

### FUTURE CUB SCOUTS

(Tune: *Sweet Betsy from Pike*)

Oh, have you heard tell of a Cub Scout named Bill,  
A Cub Scout so smart that he made time stand still.  
He chewed up some gum, made it soft to the touch,  
And stuck it inside his new Mickey Mouse watch.

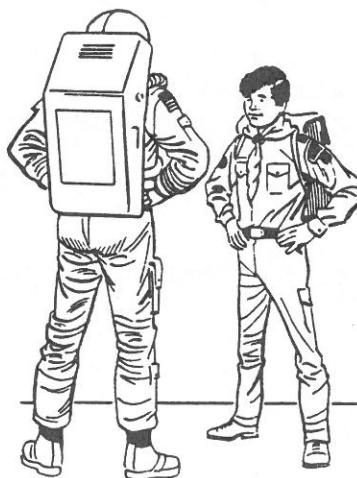
Now there is young Jerry, a smart Scout by trade,  
He's made ninety flavors of instant Kool Aid,  
By adding a gerbil, a hamster, and skunk,  
It's the grisliest drink that you ever have drunk.

Now Frank is a Cub Scout, as smart as a whip.  
His specialty's making those computer chips.  
He slices potatoes as thin as he can,  
Then they're cooked in the disk drives until they turn tan.

Here's a twenty-first century Cub Scout named Peter,  
Who constructed a rocket from used odor eaters.  
When the rocket ignited it looked really neat.  
When it blew up poor Peter went down in de-feet.

Each future Cub Scout will in every respect,  
May be an expert, but at inventing wrecks.  
They'll work hard and then when the work has been done,  
They'll go and discover more ways to have fun.

by Jim Denny



**IN THE FUTURE SUMMERTIME***(Tune: In the Good Old Summertime)*

In the future summertime,  
 In the future summertime,  
 Blasting off for summer camp  
 On Mars will be so fine.  
 Hot dog pills and instant meals  
 Before us when we dine.  
 The food's all dehydrated  
 In the future summertime.

In the future summertime,  
 In the future summertime,  
 Our Cubmaster's an android,  
 His brain's electrified.  
 His uniform is spiffy,  
 It's one big neon sign.  
 When R2 leads our pack meetings,  
 In the future summertime.

In the future summertime,  
 In the future summertime,  
 Hiking the canals of Mars  
 Through the man made pines.  
 We'll cover one mile with each step,  
 It's hard to keep in line.  
 When there is no gravity  
 In the future summertime.

by Jim Denny

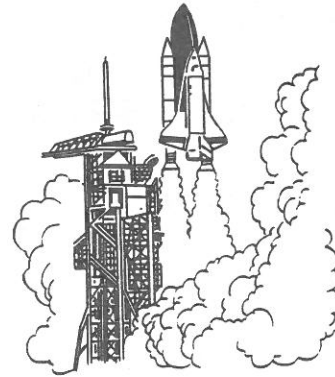
**YOU OUGHT TO BE A CUB***(Tune: You Ought to Be a Star)*

Would you like to hike in a park?  
 Sit at campfires till way after dark?  
 Name a tree by the feel of it's bark?  
 Well then you ought to be a Cub.

A Cub is a boy who wants to learn all he can,  
 To learn about himself, about his land.  
 He's got curiosity, he likes to have fun,  
 He feels good when he gets to help someone.  
 He does his best, and he's always climbing up.  
 You know you ought to be a Cub.

And do you like to swing through the air?  
 On a rope that you tied with great care?  
 Be a Wolf, and then maybe a Bear?  
 Well then you ought to be a Cub.

by Jim Denny

**ROCKET SONG***(Tune: Turkey in the Straw)*

Oh, I had a great big space ship  
 And it's rockets wouldn't fire.  
 So I tinkered and I tested,  
 But it only raised my ire.  
 I twisted every knob  
 And I pulled each lever twice.  
 But when I touched the starter,  
 It ignited the device.

On past the moon and Jupiter and Mars,  
 Flying past Venus, Pluto and stars.  
 When I get back I'll tell you where I've been.  
 But now it's bye bye till then.

**CUB SCOUT SPACE STATION***(Tune: Flying Trapeze)*

We're gliding through space with the greatest of ease.  
 And outside its minus 5000 degrees.  
 But in our space station we float where we please,  
 While eating dehydrated cheese.

Our Cub Scout Space Station is orbiting Mars.  
 We're doing experiments on nova stars.  
 We're searching for black holes and even quasars.  
 We've been quite successful so far.

We found a planet that looks like Mickey Mouse.  
 An asteroid shaped like our country's White House.  
 While folks back on earth are wondering how,  
 We tell them it's cause we're Cub Scouts.

by Jim Denny

**SPACE CUB SCOUTS***(Tune: Do Your Ears Hang Low)*

Do your ears point high?  
Mr. Spock's your kind of guy.  
On the Starship Enterprise,  
Out in space we're gonna fly.  
Where no man has gone before,  
Through the universe and more.  
Do your ears point high?

Are your ears quite long?  
Then you must be a Klingon.  
Will you sneak up on our ship  
Till our radar shows a blip?  
Then we'll blast you with our phasers.  
Our ship is the one that stays here.  
Are your ears quite long?

We are Space Cub Scouts.  
"Beam me up!" is what we shout.  
On the Enterprise we work.  
We report to Captain Kirk.  
Through the struggles and the strife,  
Looking for new forms of life.  
We are Space Cub Scouts.

By Jim Denny

**EXTRA SONGS****OUR CUB DEN***(Tune: Camptown Races)*

Our Cub den can (sing) the best,  
Hear us! Hear us!  
Our Cub den can (sing) the best,  
Hear us sing right now!

Going to (sing) all night  
Going to (sing) all day  
Our Cub den can (sing) the best . . .  
that's the Cub Scout way!

*(Action words are used in place of the word in parenthesis on subsequent verses and the action is performed at the \*. Appropriate word is used instead of Hear Us watch us, join us, etc. Some suggestions include: dance, hop, shout, clap, frown, smile.)*

**COMMERCIAL MIX-UP***(Tune: Farmer in the Dell)*

Last night I watched tv  
I saw my favorite show  
I heard this strange commercial  
I can't believe it's so

Feed your dog chiffon comet cures a cold  
Use SOS pads on your face  
To keep from looking old

Mop your floors with crest  
Use crisco on your tiles  
Clean your teeth with Borateem  
It leaves a shining smile

For headaches take some certs  
Use tide to clean your face.  
And use shampoo with Elmer's glue.  
It holds your hair in place.

Perhaps I am confused  
I might not have it right  
To make sure that I understand  
I'll watch tv tonight.

**MY FAVORITE CUB THINGS**

Hiking in summer and snowballs in winter.  
Working with wood till my hands' full of splinters.  
Sitting 'round campfires and when everyone  
sings,  
These are a few of my favorite things.

Bringing snakes home to show to my Den  
Leader.  
That's the best way to show her that I need her.  
She screams, "A snake to our meeting don't  
bring!"  
Snakes are not one of her favorite things.

Yelling at sunrise and pinching my brother,  
Gets me in trouble with dad and my mother.  
They just don't understand what fun that brings,  
And that they're some of my favorite things.

When the frogs croak,  
When the loon sings,  
When I'm camping out.  
I simply remember my favorite things  
Are why I am in Cub Scouts.

**THE COMING OF THE FROGS***(Tune: Battle Hymn of the Republic)*

Mine eyes have seen the horror  
Of the coming of the frogs.  
They are sneaking through the swamps,  
They are lurking in the logs.  
You can hear their mournful croaking  
Through the early morning fog.  
The frogs keep hopping on.

*(Chorus)*

Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
The frogs keep hopping on.

The frogs have grown in numbers,  
And their croaking fills the air.  
There's no place to escape to  
Cause the frogs are everywhere.  
They've eaten all the flies,  
And now they're hungry as a bear.  
The frogs keep hopping on.

*(Chorus)*

I used to like the bullfrogs,  
Liked to feel their slimy skin.  
Liked to put them in my teacher's desk  
And bring them to our den.  
Now their knocking at the front door,  
I can't let those frogs come in.  
The frogs keep hopping on.

*(Chorus)*

They have hopped into the living room  
And headed down the hall.  
They have trapped me in the corner  
And my back's against the wall.  
And when I open up my mouth  
To give a warning call,  
This is all that's heard.

*(Chorus)*

by Jim Denny

**FROGGIE***(chanted, audience repeats each phrase after leader sings; each verse goes faster. Keep time by slapping legs and clap.)*

Dog.  
Dog, cat.  
Dog, cat, moose.  
Froggie.  
Itsy bitsy teeny weeny little bitty froggie.  
Jump, jump, jump little froggie.  
Spiders and flies are scrumpdelicious.  
Ribet, ribet, ribet, ribet, ribet, ribet, CROAK!

Goat.  
Goat, skunk.  
Goat, skunk, goose.  
Snakie.  
Slippy, slidy, creepy, slimy, little bitty snakie.  
Crawl, crawl, crawl little snakie.  
Froggies and birds are scrumpdelicious.  
Rattle, rattle, rattle, rattle, rattle, rattle, HISSSSS!

Bobcat.  
Bobcat, wolf.  
Bobcat, wolf, bear.  
Cub Scout.  
Jumping, running, noisy, playing, want to be a  
Boy Scout.  
Grow, grow, grow little Cub Scout.  
Den meeting treats are scrumpdelicious.  
Cookie, cookie, cookie, cookie, cookie, cookie,  
YUMMMMM!

by Jim Denny

**HOW TO GET IDEAS***(Tune: Row, Row your Boat)*

Use, use, use your brain  
Put your mind in gear  
Bright ideas aren't a strain  
You have some, never fear.

Think, think, think so hard  
Service you can give  
Help some other people and  
Your life's more fun to live.

Do, do, do your best,  
Do a good deed now,  
It will make you happy and  
Cub Scouting shows you how.

**BADEN-POWELL***(Tune: Found a Peanut)*

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

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

When he did  
 It was sad  
 To lose such as man  
 But his teaching have inspired us  
 to do the best we can.

**THE FLYING BIRDS***(Tune: The Flying Trapeze)*

They fly through the air with the greatest of ease.  
 Those big flocks of pigeons and gulls from the seas.

No dog on the ground or big snakes in the trees,  
 Can fly high like the ducks and the geese.

In once had a duck, and that duck's name was Phil.

One morning he woke with a terrible chill.  
 The dew was too heavy, he drowned on the hill,  
 Yes, he died from an over-dew bill.

Once just for a joke me and Tim, my big brother,  
 Caught fifteen wild geese who were downed by the weather.

We poured on some glue, and found birds of a feather,  
 In fact really do stick together.

Oh cows have no feathers, and zebras can't fly.  
 And aardvards and beavers can't zoom through the sky.

And I can't take off although I always try,  
 I guess I'll be an earth-bound guy.

by Jim Denny

**HEY, LOOK ME OVER**

Hey, look me over, lend me an ear,  
 Watch me advance in Scouting every year,  
 First I'm a bobcat, then a Wolf and Bear,  
 Soon I'm a webelos and on I'll go from ther  
 A singing,  
 Hey look me over, lend me an ear  
 Join me in a song and sing out loud and clear,  
 That our Cubbing advancemnt is the way to  
 grow, Stand back parents, here we go!

**S-A-N-T-A***(Tune: Bingo)*

There was a chubby merry man  
 And Santa was his name-o  
 S-A-N-T-A, S-A-N-T-A-, S-A-N-T-A  
 And Santa was his name-o.

**FOUR CUB SCOUTS**

Four Cub scouts, see how they go,  
 They all went after their Bobcat pin,  
 the Wolf, the Bear they were next to win,  
 And then they went to the Webelos Den,  
 Our four Cub Scouts.

**FIRE SAFETY***(tune: Auld Lang Syne)*

Be carfeul where you throw a match,  
 An awful fire could start,  
 Break every match at least in two,  
 It pays to do your part.

# APPLAUSE STUNTS

Applause stunts are a great way to recognize a person or Den for some accomplishment they have performed. Be sure before you start that everyone knows and understands what the applause stunt is and how to do it.

Applause stunts not only can be used as recognition, but they help liven up a meeting. They give the audience a chance to move around and it off steam. The following applauses have been put together for you by Jim Denny and Kathy Hyams.

## NOVEMBER 1990 HEROES IN BOOKS

### TARZAN APPLAUSE

Beat chest and make the Tarzan "ahheeaheeeah!" call.

### PAUL REVERE APPLAUSE

Pretend to be riding on a horse while moving up and down and say "The British are coming, the British are coming."

### SUPERMAN APPLAUSE

"Faster than a speeding bullet, more powerful than a locomotive, able to leap small Cub Scouts in a single bound. It's Superman!"

## DECEMBER 1990 GIVING GIFTS

### SANTA CLAUS APPLAUSE

"Ho, ho, ho!" Pull in reins and say, "Whoa, Rudolph."

### DAD'S GIFT APPLAUSE

Act as opening a gift, and when open say, "Oh boy, a new pair of socks!"

### CHRISTMAS STOCKING APPLAUSE

Act as if emptying stocking, then put it on your right foot.

## JANUARY 1991 FIESTA

### PEPPER APPLAUSE

Act as if putting a pepper in mouth, chew for a second, and then scream like your mouth is on fire. Act as if drinking a big glass of water, then go "Aaaa hhhhh!"

### MEXICAN HAT DANCE APPLAUSE

Act as if you are taking your hat off your head, throw it on ground, stomp on it and yell "Smashed sombrero!"

### CHILI APPLAUSE

Like the pepper applause, put pepper in mouth, chew, then jump in the air with arms out and yell "Arrrrribal!"



## **FEBRUARY 1991 BLUE AND GOLD TRADITIONS**

### **KETCHUP BOTTLE APPLAUSE**

Double up your hand and take your other hand and hit the flat part of hand like you would a ketchup bottle. Hit several times, then go "Plop, plop".

### **PIE EATING APPLAUSE**

"I can't believe I ate the whole thing!" Rub tummy and groan while you say this. If after the dinner, you won't have to act much.

### **ALKA SELTZER APPLAUSE**

"Plop, plop, fizz, fizz, oh what a relief it is".

## **MARCH 1991 SEA ADVENTURES**

### **PIRATE APPLAUSE**

"At last you landlubbers, walk that plank!" Then "glub, glub, glub".

### **SAILBOAT REGATTA APPLAUSE**

Hold right hand palm up in front of face and blow across it with a series of puffs.

### **JAWS APPLAUSE**

Make sound of Jaws theme. Put palms together and open and close like jaws as you "sing" the Jaws theme.

## **APRIL 1991 CANADA, OUR NEIGHBOR**

### **SPRING APPLAUSE**

Spring up and down and go "boing, boing, boing".

### **CANADIAN APPLAUSE**

Say "I'm a Canadian, eh?"

### **SASKATCHEWAN SNEEZE APPLAUSE**

Say Sa katchewan as you are sneezing.

## **MAY 1991 WORKING WITH WOOD**

### **LUMBER JACK APPLAUSE**

Put hands together, like holding an axe, swing toward make-believe tree while saying "whack, whack, whack." Then yell "Timberrrrr". Slap hands together for crash.

### **NAIL POUNDING APPLAUSE**

Start the nail, drive it in and hit the thumb, saying "Ooooouuuuuchhhhh!"

### **TWO-HAND SAW APPLAUSE**

Pair off in two's. Everyone sticks their hands out, thumbs up. Alternately grab the other thumb until all four hands are together. Make a back and forth motion as if sawing.

Say "swish" each time you saw.

## **JUNE 1991 BACKYARD FUN**

---

### **KARATE CANTALOUPE APPLAUSE**

Hold a cantaloupe (not a real one obviously), in one hand while hitting it with a karate chop. Make a loud Ya (you know, like the guys do in the kung fu movies).

### **CHERRY PICKING APPLAUSE**

Act like picking cherries, then throw one into your mouth, rub tongue around in mouth so it looks like you are eating the cherry, then end by spitting out the stone,

### **PICNIC APPLAUSE**

Make like the army of ants who come to eat your picnic lunch. Hold out left arm and with two fingers of right hand walk them down the arm toward the hand while saying "hup, two, three four." When fingers reach opened palm, grab fingers and say "Gotcha".

## **JULY 1991 HIGH COUNTRY U.S.A.**

---

### **BIG FOOT APPLAUSE**

Hold one foot up off floor. (You know, like the Big Hand Applause!)

### **NO AIR APPLAUSE**

Act as if climbing mountain, then gasp "where's the air, where's the air."

### **THE BEAR APPLAUSE**

Growl like a bear, put hands in air in claw shape, and move hands up and down like clawing.

## **AUGUST 1991 CUB SCOUT MAGIC**

---

### **SPASTIC CLAP**

Act as if you are clapping, but miss hitting your hand. Repeat several times.

### **MAGIC HAND APPLAUSE**

Hold hands out in front of you, then put them behind your back, saying "now you see them, now you don't" Repeat three times, or until your hands actually disappear.

### **GUILLOTINE APPLAUSE**

Pretend to lock a victim into place, raise blade by pulling rope, let go by saying "whoosh", and go "missed again!"

## **SEPTEMBER 1991 COMMUNICATIONS**

---

### **TYPEWRITER APPLAUSE**

Move fingers as if typing, go "ding", and act as if you are returning carriage.

### **LAWRENCE FLINTSTONE APPLAUSE**

"A one and a two and a yabba-dabba-do."

### **INTERRUPTED APPLAUSE**

Bring hands together like a clap, but stop before they touch. Repeat several times.



## OCTOBER 1991 LIVING IN THE 21ST CENTURY

---

### SONIC BOOM APPLAUSE

Open mouth and move hands, but say nothing, then a couple of seconds later, yell BOOM!

### SATELLITE APPLAUSE

Act as if lighting the fuse of a rocket (make hissing sound), raise arms as a rocket taking off (make "whooooosh" sound), make popping sound, then while moving hands in circle above head, go "beep-beep, beep-beep".

### ROCKET APPLAUSE

Same as satellite, except end with a BOOM!

## EXTRA STUNTS

---

The following are extra stunts that have been around the Scouting program for many years and are favorites of the Scouts:

### WATERMELON

Make motions of taging several quick bites, turn head, and give "raspberry" sound of spitting seeds.

### CANTALOPE

This is a very fast watermelon (because it is smaller.) Hold piece in hand. Take fast bite, turn head and spit seeds.

### A BIG HAND

When leader says "let's give them a big hand," everyone in the audience holds up one of their hands with palm open.

### DYBS YELL

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.

### FLEA CLAP

Have everyone raise his hand above their head. Applaud by clicking the nails of the thumb and forefinger on each hand.

### BALL CHEER

Let boys know ahead of time that when the ball is in your hand they must be quiet and when the ball is out of your hand they may yell and make as much noise as they want. Keep ball in your pocket and occasionally let ball bounce around. This stunt works well when boys get restless and need to let off steam. You can also use a handkerchief or neckerchief the same way.

### RUDOLPH

Put your thumbs to your head with fingers up, forming antlers. Wrinkle your nose while saying, "Blink, Blink, Blink, Blink".

### TURKEY

Say "gobble, gobble, gobble", then rub stomach saying "yum, yum".

### RAINSTORM

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 everyone shout "boom" to represent thunder. Gradually decrease the hand clapping and then pat the knees so the storm subsides.

## SKITS ARE FUN

A skit is a dramatized joke of a funny situation, usually with a snapper line at the end. Skits are short, quick and to the point. Skits are used to help the pack meetings, the parents, the Cub Scouts and the Den Leaders.

Pack meetings need skits. Skits are ice breakers. They get everyone smiling or laughing and set the mood for the pack meeting. Parents need skits. When a den does a skit at the pack meeting parents see their sons participating in the program. Parents know what the boys are accomplishing. Skits help take the pack meeting out of the hands of the adults and put it back into the hands of the boys.

Cub Scouts need skits. Skits allow the boys time to have fun and show off. The Cub Scouts can act out their own plots, use their imagination and gain a real sense of accomplishment.

Den Leaders need skits. Skits are a program help. They allow the Den Leader to observe and learn about their Cub Scouts. Skits can be the tool for learning, experiencing or imagining. Boys love to use the imaginations, so let them. This is their chance to be somebody else, to pretend, to dress up and give others pleasure at the same time.

Skits let the boy express a choice of characters and develop powers of observation by helping him recognize the desirable characteristics in the people he sees. They may also help a boy become self confident.

The material for skits was gathered by Jim and Barb Denny and Dwight and Kathy Hyams to give you a few ideas to use in your den and pack meetings. Do not be limited to the ideas found in this section. The Cub Scouts are the greatest resources for skit ideas. Let them make it up. One boy may have a funny event to relate from school or home. Boys are great at knock-knock jokes. Use them. The boys will participate more readily if they feel the skit is theirs.

### THERE IS LIMITLESS RESOURCES AVAILABLE

- . DISTRICT ROUNDTABLES
- . LIBRARIES
- . OTHER LEADERS
- . CHILDREN'S BOOKS AND MAGAZINES
- . PACK-O-FUN MAGAZINE
- . POW WOW BOOKS

### THE SUBJECT MATTER IS USUALLY RELATED TO THE THEME

- . Current events.
- . Historical episodes - the start of the Scouting program.
- . Community history - story of some local legend related to the theme.
- . Embarrassing moments. (can be very humorous)
- . Demonstration of skills.

### THINGS TO AVOID

- . Dramatization of undesirable character.
- . Criticism which makes no attempt to suggest a better way out.
- . Skits that ridicule persons or groups.
- . Characters which are too difficult to portray.



## **SKIT FORMAT SHOULD FOLLOW THIS SIMPLE OUTLINE**

- **BOY WANTS SOMETHING** - Friendship, a gold mine, a trophy, to find a lost planet.
- **BOY STARTS TO GET IT** - By canoe, plane, horseback, on foot or some other way.
- **OBSTACLES STOP BOY** - Crocodile, native head hunter, a secret enemy, a false friend or other problem.
- **BOY ACHIEVES GOAL** - Through an act of kindness, bravery, wisdom, magic, unexpected help or other means.

## **KEEP THESE THINGS IN MIND**

- Keep a skit simple.
- Keep it short (3 to 5 minutes at the most).
- Use simple props, scenery, costumes if any.
- Avoid long, memorized dialogue.
- Pantomimes are great.
- Let every boy participate.
- Use stage directions liberally - tell who goes where and does what.
- Be sure the audience can hear.
- A simple skit can be written around a joke, a punch line from a joke, a song or participation of others than the Cub Scouts.

## **THE COLD STARE**

It is hard to believe it could happen, but it can. Their voices never seem to be softer than a roar and every time they practiced the skit for the next pack meeting, each and every boy knows his part perfectly. In fact, they are doing so well they are starting to ad lib and are really making a great skit, a skit the boys, their parents and leaders will really be proud of.

The big night comes, the opening and announcements are given and then . . . It's time for Den 4 to do their thing. All the boys, who have had the extra tuck-in of the shirt and neckerchiefs straightened, all march onto the stage in front of the pack. Each boy is carrying a sign. The ones the leader stayed up till 3 a.m. printing. Taped to the back of the signs are their lines, just in case they forget.

The skit begins and the first Cub Scout, with his usual good humor, goes right into his talk, ad-libbing all the way. The leader is thinking, why did all the other leaders keep saying "wait till it's your turn."

Then it happens, the third boy from the left, the one that keeps bringing frogs and grasshoppers to den meetings and is always telling about how he fights and he ain't scared of nuttin' . . . there he stands . . . mouth hanging open and THE COLD STARE. He's scared!

Does the leader panic, scream, cry, swear silently, melt into the floor? No. The leader simply smiles, calmly walks to stand behind the young Cub Scout, gives him a small little undetectable hug and reads his part with him, or for him if necessary.

The boy has not been embarrassed to tears and the skit goes on. But be prepared in the event the second boy from the right does the same thing.

Be ready with a smile, a hug and don't forget to read over the lines before going to the meeting just in case some help is needed.

## NOVEMBER 1990 - HEROES IN BOOKS

### WESTERN HEROES

WILD BILL HICCUP: "Hic-c-c-up"

HAP-A-LONG CATASTROPHE: "Whoooooops"

CACTUS: "Oouuuuuchhh"

Let me tell you the story of two famous cowboys who are heroes written about in many books about western history. Yes, you've guessed it! They are Wild Bill Hiccup\_\_\_\_ and his sidekick, Hap-a-Long Catastrophe\_\_\_\_. It seems that Wild Bill Hiccup\_\_\_\_ was constantly plagued with long seizures of hiccups for which there seemed to be no cure. Many doctors all over this land of sagebrush and cactus\_\_\_\_ had tried to cure him, but it was all in vain. Nothing worked!

Wild Bill Hiccup\_\_\_\_ had a sidekick, Hap-a-Long Catastrophe\_\_\_\_ who was also plagued with a peculiar ailment. It seems that he was so clumsy that he was like a bull in a china shop. He stumbled his way from one catastrophe to another.

Out in this land of sagebrush and cactus\_\_\_\_ these two men were continually keeping each other company and trying to keep out of the way of others so as not to disturb any more people than necessary. Thus Wild Bill Hiccup\_\_\_\_ and Hap-a-Long Catastrophe were constantly together.

One day, as usual, Hap-a-Long Catastrophe\_\_\_\_ stumbled and fell while trying to mount his horse, thus scaring the horse and causing him to run away. Being his best friend and feeling sorry for his constant bad luck, Wild Bill Hiccup\_\_\_\_ told him to jump onto his horse and they would ride out through the cactus\_\_\_\_ and look for the runaway horse.

Finally, with much effort and many tries to stay on, Hap-a-Long Catastrophe\_\_\_\_ made it onto the horse with Wild Bill Hiccup\_\_\_\_ and off the two rode through the land of sagebrush and cactus\_\_\_\_. After riding a while they caught sight of the horse. It had calmed down and was slowly walking among the cactus\_\_\_\_. Wouldn't you know it! Wild Bill Hiccup\_\_\_\_ got so excited at finding the horse that he began to hiccup violently. Of course, Hap-a-Long Catastrophe\_\_\_\_ being the way he was could not take the jerking of his friend on the horse. Just as they came to the next big cactus\_\_\_\_, Wild Bill Hiccup\_\_\_\_ gave out with a tremendous hiccup, which sent Hap-a-Long Catastrophe\_\_\_\_ sprawling right into the middle of the cactus\_\_\_\_ and frightened the horse again and sent him running off into the sunset.

The last we heard of our Western heroes, Hap-a-Long Catastrophe\_\_\_\_ was still trying to mount Wild Bill Hiccup's\_\_\_\_ horse, only to be sent flying once again into the giant cactus\_\_\_\_ by a giant hiccup from his friend. I'm sure after so many trials and failures, our heroes must have felt the whole thing was pointless, but the cactus\_\_\_\_ kept reminding them there was a point to their efforts.



## **TOM SAWYER, THE CUB SCOUT**

CHARACTERS: Tom Sawyer, Huck Finn, five Cub Scouts.

SETTING: Five Cub Scouts are painting a fence. Tom and Huck walk up to them.

TOM: Hi guys, what are you all doin'?

SCOUT 1: We're Cub Scouts from Den 1. Who are you guys?

HUCK: My name is Huck Finn, and this is my pal, Tom Sawyer.

TOM: Why are you painting that fence? You don't all live at this house. Are you getting paid for doing it?

SCOUT 2: No way. This is Mrs. Thompson's house. She's a retired school teacher.

SCOUT 3: Yeah, we're doing this as a good turn for our den. You see, she's too old to do this herself, so we are helping out.

TOM: Wait a minute. You mean to tell me you are painting this fence because you want to? And you aren't getting paid?

SCOUT 4: Sure, and it's really fun. It's hard work but we feel good about it since it's going to help out Mrs. Thompson.

SCOUT 5: And Mrs. Thompson said she would have some lemonade and cookies for us when we're done.

HUCK: Ah, so you are getting a reward for it.

SCOUT 1: But we'd do it anyway. You see, we found out that helping others makes us feel good. We didn't know Mrs. Thompson was going to give us the treats until after we started.

SCOUT 2: Do you want to help us?

SCOUT 3: Sure, we could get finished quicker that way.

HUCK: Sounds good to me.

TOM: I can't believe we're doin' this Huck. But sure, let's help out. *(all pretend to paint)*

SCOUT 4: Well, that about wraps it up.

SCOUT 5: This looks great. Well Tom and Huck, what do you think?

TOM: You guys were right. I do feel good about helping Mrs. Thompson out. And to think, I used to hate painting the fence.

HUCK: You're right Tom. Hey guys, tell us some more about this Cub Scout group you belong to. How do you join?

*(All boys put arms around each others' shoulders and walk off stage, talking about Cub Scouts)*

## TALL TALES FOR SMALL MALES

**CHARACTERS:** Den Leader, Cub Scouts, Johnny, David, Casey, Paul, and Jan (*pronounced yawn*).

**SETTING:** A den meeting. All are seated.

**DEN LDR:** Today, Cub Scouts of Den One, we're going to have ourselves some fun. This month Heroes in Books is our theme, so answer roll call here as your dream.

**JOHNNY:** My name is Johnny, and long ago my great grandpa planted many a row, and if he hadn't, we would all cry, cause we wouldn't have any apple pie. You see, he was Johnny Appleseed.

**DEN LDR:** Very good Johnny! Now, David.

**DAVID:** My name is Davy, and back many a year, the forest bears would shake with fear if by chance they saw a coonskin hat, cause that was my uncle, Davy Crockett.

**DEN LDR:** That's a great tale, David. Not let's hear from Casey.

**CASEY:** When I was little, and Christmas came, my folks gave me a model train. I guess folks thought I was kind of racey, cause now they call me 'Little Casey'.

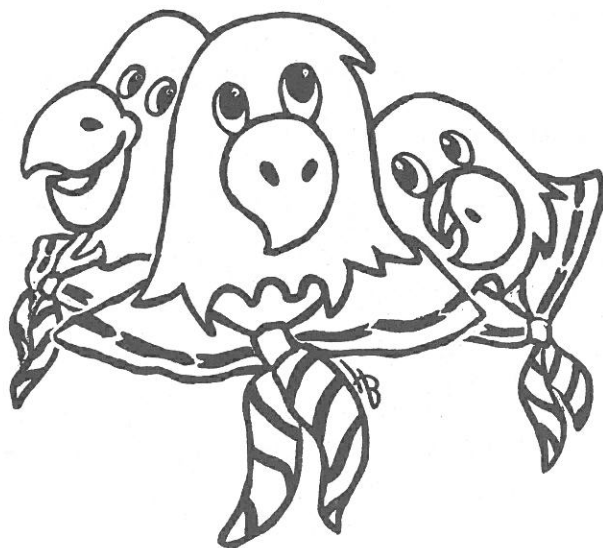
**DEN LDR:** Oh Casey, what a story. Alright Paul, it's your turn.

**PAUL:** Just call me Paul, that's my uncle's name. His blue ox Babe was part of his fame. When Babe got thirsty from the heat, uncle Paul dug the Great Lakes, wasn't that neat? He was Paul Bunyan.

**DEN LDR:** Great story Paul. Now last, let's hear from Jan (*yawn*).

**JAN:** My last name is Winkle, and it may not be right. But I'm always sleepy (*yawns*) So, good night. (*drops head and pretends to sleep*)

**DEN LDR:** Well boys, I'd no idea that Den One had, such famous uncles and grandads. I've never heard such tall tales, from so many small, small males.



## DECEMBER 1990 - GIVING GIFTS

### A VISIT FROM ST. NICK

**Note:** (This is best used with a fairly large group, such as at a pack meeting. It requires a narrator, who reads the script and different people in audience who spring to their feet and read phrases indicated below as their number is held up.)

**NARRATOR:** 'Twas the night before Christmas, when all through the house, not a creature was stirring . . . (1) **BUT THE COOK MIXING COOKIES!**

The stockings were hung by the chimney with care, in hopes that St. Nicholas . . . (2) **WOULD DARN ALL THE HOLES!**

The children were nested all snug in their beds, while visions of sugar plums . . . (3) **MADE THEM DROOL ON THEIR PILLOWS!**

And Ma in her kerchief, and I in my cap, had just settled down . . . (4) **BY VISITING A PSYCHIATRIST!**

When out on the lawn there arose such a clatter, I sprang from the bed . . . (5) **TO TELL THEM TO PIPE DOWN!**

Away to the window I flew like a flash, tore open the shutters . . . (6) **AND THREW THEM ON THE DYING FIRE!**

The moon, on the breast of the new fallen snow, gave a luster of midday . . . (7) **ON THE BICYCLE WE FORGOT TO PUT UP!**

When, what to my wondering eyes should appear, but a miniature sleigh . . . (8) **WITH A 5-SPEED TRANSMISSION!**

With a little old driver, so lively and quick, I knew in a moment . . . (9) **IT WAS THE ROTO ROOTER MAN!**

More rapid than eagles his coursers they came, and he whistled and shouted . . . (10) **AND RAISED HIS BLOOD PRESSURE!**

Now Dasher! Now Dancer! Now Prancer and Vixen! On Comet! On Cupid! . . . (11) **ON SAUERKRAUT AND WIENERS!**

To the top of the porch, to the top of the wall, now dash away, dash away . . . (12) **AND A DASH OF TABASCO SAUCE!**

As dry leaves that before the wild hurricane fly, when they meet with an obstacle . . . (13) **AND PILE UP ON YOUR FRONT PORCH!**

So up to the housetop the courses they flew, with a sleigh full of toys . . . (14) **AND MILLIONS OF NINTENDO GAMES!**

And then in a twinkling, I heard on the roof, the prancing and pawing . . . (15) **OF A TAP-DANCING TV REPAIRMAN!**



As I drew in my head and was turning around, down the chimney St. Nicholas came . . .  
 . (16) KNOCKING 6 BRICKS LOOSE!

He was dressed all in fur, from his head to his feet, and his clothes were all tarnished . . .  
 . (17) READY FOR THE CLEANERS!

A bundle of toys he had flung on his back, and he looked like a . . . (18) BOY SCOUT ON  
 HIS FIRST CAMPOUT!

His eyes, how they twinkled, his dimples, how merry! his cheeks were like roses . . . (19)  
 BUT SMELLED MORE LIKE OLD CABBAGE!

His droll little mouth was drawn up like a bow, and the beard on his chin . . . (20) WAS  
 IN NEED OF A GOOD TRIMMING!

The stump of a pipe he held tight in his teeth, the smoke encircled his head . . . (21) AS  
 HE COUGHED FOR SEVERAL MINUTES!

He had a broad face and a round little belly, that shook when he laughed . . . (22) AND  
 MEASURED 6 ON THE RICHTER SCALE!

He was chubby and plump, a right jolly old elf, and I laughed when I saw him . . . (23)  
 MY WOOL UNDERWEAR TICKLED ME!

A wink of his eye and a twist of his head, soon gave me to know . . . (24) HE HAD LOST  
 A CONTACT LENS!

He spoke not a word, but went straight to his work, and filled all the stockings . . . (25)  
 EXCEPT THE ONES WITH THE HOLES!

He sprang to his sleigh, to his team gave a whistle, and away they all flew . . . (26) LIKE  
 CUB SCOUTS AFTER REFRESHMENTS!

But I heard him exclaim, as he drove out of sight, "Merry Christmas to all" and . . . (27)  
 AREN'T YOU GLAD THIS IS OVER!



## SNOW WHITE AND THE SEVEN ELVES

**CAST:** Seven Elves and Snow White

**COSTUMING:** The elves should roll up their slacks to the knee. Then tie their shoes to their knees and kneel so that the shoe tops peek out from the bottom of the slacks, and it looks as if their legs end at the knee. Make a nose for each elf from a ping pong ball. Cut a hole in the ball so that it fits on the nose. Paint the ball red or green, and tie a string of 3-5 jingle bells to the end. Poke holes in the sides of the ball, thread with string, and tie to the boy's head. Poke additional holes for breathing. The elves can wear red or green outfits with bells sewn on at various spots. Each elf might have his shirt stuffed with a small pillow and his name taped on the front of the shirt.

Snow White should be played by someone who fully enjoys being on stage. A boy can act the part since the character is farcical. Snow White can wear ruffy clothes and an old black wig.



PROPS: Seven small chairs, seven small bowls, seven little glasses, and a large jar labeled "PASTE".

As the skit opens, Snow White is alone in the elves' cottage.

SNOW WHITE: I'm Snow White, and as I was wandering through the woods, I came upon this enchanting little cottage. Look at these seven cute little bowls and these seven adorable little chairs, and these darling little glasses. *(She picks up one of each item as it is mentioned.)* Do you suppose? Could it be? *(trips and falls)* I believe I have fallen upon the cottage of the Seven Dwarfs! *(gets up)* I've heard about them since I was knee high to and enchanted toad. *(noise from outside)* It must be those rough and tumble, seven laughs a minute, darling Seven Dwarfs, home after a hard day in the mine. *(rushes and open a door. Seven little men enter. They are obviously tired.)*

FIRST ELF: I haven't been this tired since Santa Claus told be to break up a fight between some cat and the partridge in the pear tree. I'm still picking bird feathers and cat fur out of my jingle bells. *(acts as if removing fur from his costume.)*

SECOND ELF: I haven't been this tired since we had to embroider Christmas stockings for all the kids of the little old lady who lives in a shoe.

THIRD ELF: *(shaking his head)* We had to stitch, "You Better Watch Out, Buster!" on forty-seven pair of socks.

SNOW WHITE: Wait a minute. *(counts the elves)* Aren't you the Seven Dwarfs?

FOURTH ELF: Well, usually.

SNOW WHITE: Usually?

FIFTH ELF: See, it's like this. Ten months of the year we're the Seven Dwarfs.

SIXTH ELF: We work in the mine and sing and whistle and act as cute as buttons.

SEVENTH ELF: But during November and December, we're the Seven Elves.

SNOW WHITE: The Seven Elves?

FIRST ELF: We get seasonal jobs. We help Santa during his busy season.

SECOND ELF: We love working for Santa, but it's really hard! The noise level in the workshop is deafening! All that tap-tap-tapping all day long. *(covers his ears with his hands)*

THIRD ELF: And Mrs. Claus is always coming around with milk and cookies. You know, I've gained 12 pounds since November 1st. If only I had some self-control! *(covers his mouth with his hands)*

FOURTH ELF: And Santa is picky, picky, picky. First he makes a long list. Then he checks it twice. It's like a long winter's nightmare. *(covers his eyes; three elves now look like see-no-evil, etc.)*

SNOW WHITE: *(pinches the cheeks of the three elves, causing them to wince)* Why you dear little monkeys. If you dislike it so much, why don't you get another sort of Christmas job?

- FIFTH ELF: Aw, we couldn't let Santa down like that! Before we came, the reindeer used to play terrible tricks on everyone.
- SIXTH ELF: They once had Domino's deliver 35 anchovy pizzas to Blitzen's girlfriend's house. Were her parents mad!
- SEVENTH ELF: Yeah, they like pepperoni pizza!
- FIRST ELF: And one Christmas before we came, Santa gained so much weight, he got stuck in a chimney outside Paris.
- SECOND ELF: It took nine French policemen, three tow trucks, and twenty bushels of hay to get him out of the chimney!
- SNOW WHITE: Twenty bushels of hay?
- THIRD ELF: Well, he was stuck for so long that the reindeer got hungry.
- FOURTH ELF: So every day, we do exercises with Santa to keep his weight down. *(elves break into various exercises)*
- FIFTH ELF: And sometimes we sneak up to Santa and tickle him under his beard.
- SNOW WHITE: Why do you do that, you seven little darlings? *(as she says this, she punctuates her words by patting each elf on his head, patting each one a little harder than the last.)*
- SIXTH ELF: *(rubbing his head)* With all the work he has to do, that's the only way we can get Santa to say "ho-ho-ho"!
- SEVENTH ELF: We paste all the Christmas gifts closed, too. See? *(he holds up a large jar marked "PASTE", open it, puts the lid under his arm, takes out some paste with his fingers, and shows it to Snow White. After he puts the paste back in the jar, the lid has stuck to his arm and side, and he can't lift his arm. The other elves grab onto one another's waists. The lead elf grabs the hand of the 6th elf, and the chain of elves together tugs at his hand to free his arm. Finally the arm is pried away, and the six elves tumble backwards, falling right into Snow White, and knocking her down. The 6th elf shrugs, picks up the lid and replaces it on the jar.)*
- SNOW WHITE: *(brushing herself off and adjusting her "hair")* I can tell that Santa must really need the seven of you.
- SEVENTH ELF: We're irreplaceable. And we'd never give up our Christmas jobs. We get these special Christmas outfits to wear and these Christmas noses. *(elves all shake their jingle noses.)* We even get special Christmas names. I'm Twinkle Jolly. *(Each elf then recites his Christmas name, one at a time).* The names are Snowflake Jolly, Holly Jolly, Berry Jolly, Jingles Jolly, Frosty Jolly, and Tinsel Jolly.)
- SNOW WHITE: Those are seven darling little names for seven darling little elves. But why do you all have names that end with "Jolly"?
- ALL ELVES: BECAUSE CHRISTMAS IS THE SEASON TO BE JOLLY!

## A TALE OF A RAINDOE

**CHARACTERS:** Narrator, Rhonda Raindoe, Several Reindeer Friends, Dr. Antlers B. Deer, Santa Claus, Rudolph.

**SCENE:** The North Pole (*Can be done in front of a curtain.*) This is a pantomime skit - characters act as narrator reads.

**COSTUMES:** Characters may wear signs to identify them. Cardboard antlers for deer. Rhonda is a very feminine deer - she has a powder puff, etc. Santa is traditional. Dr. Deer carries black bag. Rudolph could wear muffler and gloves. When Rhonda enters, she appears dressed for a honda ride. Both Rhonda and Rudolph wear BIG red noses.

**NARRATOR:** Far, far away, at the Old North Pole. Where the temperature gets to 40 below. There lived a Raindoe whose name was Rhonda. Whose favorite hobby was riding her Honda! (*Enter Rhonda from her Honda Ride*)

Rhonda Raindoe, who was pretty as a rose, but had one small problem, A shiny nose! (*She blushes*) No matter how much or how often she'd use her puff (*Uses powder puff*). Or what kind of make-up or other stuff. Her nose it would glimmer, glitter, and glow. You could tell for miles it was RHONDA RAINDOE. (*Looks embarrassed*)

As you can imagine, it was an embarrassing plight! Poor Rhonda, her make-up was really a sight. And what was worse, we hate to mention. Her friends would all laugh. She was under terrible tension! (*Enter Rhonda's reindeer friends, laughing and pointing*)

It was not that they disliked her. Not at all, not really'. It was just you see. She looked so silly! (*Continue to laugh but pat her good-naturedly*)

They tried to help her with elixers and potions, powders and pills and even nose lotions. (*Pull out bottles, etc. Try to feed to her*) They even called in a specialist, Dr. Antlers B. Deer. (*Enter Dr. Deer*) But all that he said was, "I can't help you, I fear".

Poor Rhonda, how awful to have such a nose. (*Sadly shakes head*) And what made it worse, Rhonda couldn't get a beau'. For what reindeer with his antlers all in the right place. Would take out a Raindoe. With that kind of face!

This, of course, made Rhonda quite sad. (*Takes out hankie sobs loudly, blows*) Then she really had to blow her nose bad! Rhonda's deer friends realized her plight and knew that she was getting worse by the night! (*They have conference*)

So armed with the facts about Rhonda's cause. They took their problem to Santa Claus. (*Enter Santa . . . deer talk to him*)

After listening to her sad little tale, Santa found the answer without fail! "Your problem, if you wished, could be solved, dear Rhonda. (*She looks perplexed*) If you simply gave up riding your Honda."

"Riding around in the cold, cold air, keeps your nose red and glowy. But it does give you flair! And as for a Beau why that's no task! All you ever had to do was ask!"

And with that Santa called for his special team leader. His name was "Rudolph" and he couldn't be neater' (*Santa calls off-stage and Rudolph enters*)

So now if you watch for Santa's big ride. (*Rudolph and Rhonda meet and become very friendly... she is shy*) Look very carefully as the deer step aside. There's Dasher, Dancer, Prancer, and Vixen, Comet, Cupid, Donner and Blitzen, and lighting the way. On a bright shiny Honda. Their noses aglow, are Rudolph and Rhonda! (*All deer cheer as Rudolph and Rhonda exit with Santa in the lead*).

## JANUARY 1991 - FIESTA

### THE BULLFIGHT OF THE CENTURY

This is a pantomime and action skit. The introduction is the only speaking part. Boys should like to do this one.

CHARACTERS: PEON - Cub Scout in pajamas, sombrero, serape, and sandals.

MATADOR - Dressed in colorful 'bullfighter costume'

PICADORS - Dressed similar to Matador

THE BULL - Paper bag head, blanket body with two boys inside

ROSITA - Cub Scout dressed as a señorita

NARRATOR - Regular Cub Scout Uniform

NARRATOR: Ladies and Gentlemen, Den\_\_\_\_ invites you to see the most exciting, thrilling, breathtaking, bullfight of the century. Our brave, strong-hearted Matador, Pepi Jose, will challenge the meanest, wildest bull in all the world -- Old Fire-Eater.

Peon walks slowly across the stage, sits down, and goes to sleep.

Picadors march into the ring, followed by Matador. They all march around stage, then assume positions facing entrance where Bull will appear. Bull strolls in, looks around, sees Matador and waves to him. Matador seems afraid, turns and starts out. Picadors stop him and argue with him. They turn Matador back, pushing him toward the Bull. Bull waves again and starts forward. Matador turns and starts off stage again. Bull sits down. Picadors chase Matador around the stage. Finally one Picador manages to catch the Matador. He holds the Matador while others go and try to get the Bull on his feet.

As they are all pushing and shoving the reluctant Bull and the frightened, trembling Matador toward each other, Rosita strolls across the stage with a rose between her teeth. The Matador, Picadors, and Bull all stop and stare at her. The Peon, who has slept through all the commotion, wakes up, stretches, sees Rosita, and stares at her too. Rosita turns and sees them all. She takes off stage. Everyone looks from one face to another, including the Bull, for a moment, then, giving "wolf whistles" they ALL run after Rosita.

**THE FEARLESS TOREADOR**

**CHARACTERS:** Fearless Toreador; Brave Bull; and any number of spectators.

**COSTUMES:** Toreador wears knee socks over jeans, white shirt and short jacket or vest. Pin fringed paper patches to shoulder. He should have a red cape or jacket and a cardboard sword. For the bull, let two boys get under a blanket. Pin cardboard horns and features to head and fringed paper tail to other end. Spectators are dressed as Mexicans in bright colors.

**SETTING:** Spectators are at rear of stage. Fearless Toreador is standing to one side, facing the bull, which is standing on the opposite side of the stage. Border of stage has a row of flowers (*cardboard*) along it.

**FEARLESS:** I am Don Sebastian Jose de Fernando. I am zee bravest and most fearless toreador in all Mexico. (*As he says this, he struts about the stage, waving his sword, red cape slung over his shoulders.*)

**SPECTATORS:** Ole! Ole!

**FEARLESS:** Not only am I zee the most fearless toreador, I am also zee. Most handsome. (*Takes off his hat, smiles and struts some more.*)

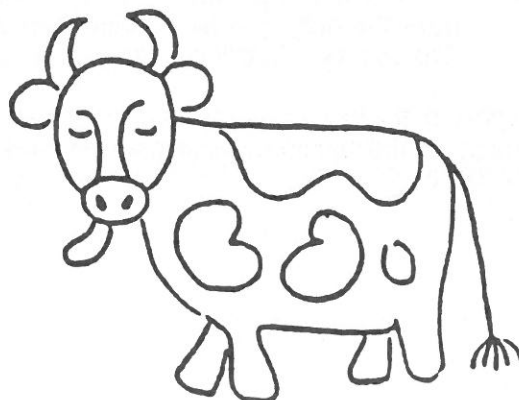
**SPECTATORS:** Ole! Ole!

**FEARLESS:** Ah ha, you see. Zee bull, he is frightened of Fearless Toreador. Oh, I am so brave, eet is a shame. Zee bull, he weel not fight. Poor scaredy bull! (Now the toreador turns his back on the bull and struts proudly over to the side of the stage, flexing his muscles and brandishing his sword. Then he dusts off his suit, admires his nails, primps his hair, etc. While his attention is distracted, the bull starts moving. He paws the floor, jumps a bit, then lowers his head and starts toward the toreador.)

**FEARLESS:** (*turning toward bull*) And now, Bull, watch out! (*at this point he sees the bull charging toward him. Dropping everything, he runs from the stage.*) Help! Help! Zee ferocious bull. He weel keel me! Me, Fearless Toreador, the bravest toreador in all Mexico. Help! Help!

**BULL:** (*looking up and turning toward audience*) I am not going to charge him. He's already 'full of bull'.

**SPECTATORS:** Ole! Ole!



## THE GREAT BULLFIGHT!

**NARRATOR:** Tells the audience that when their "titles" are read, they are to perform certain actions, as follows:

- "SENORS"            Jump up, raise sombreros, and shout Ole!
- "SENIORITAS"       Stand, bring mantillas demurely across the face, and giggle.
- "MATADOR"          Shake maracas
- "BULL"                Shake tambourines.

*(Be sure the Narrator pronounces the bull's name correctly "Juan" is pronounced "wan". The Narrator reads the script slowly, pausing after each word as the spaces indicate for the guests to perform the action. For more fun, have two actors pantomime the parts of the Matador and the Bull as the Narrator reads. The Matador wears a cape, and the Bull wears the bull mask.)*

**NARRATOR:** Once upon a time, many years ago, there was a great bullfight in Mexico. This bullfight did not last long, but it was well-remembered by all the Senors\_\_\_ and Senioritas\_\_\_ of that day, because it marked the first time in the history of sports that a great feat was accomplished. But, let me tell you about it.

The day dawned bright and sunny. The Matador\_\_\_ scheduled to show his skill that day was El Palmero. The bull\_\_\_ he was to fight was named Juan. The Matador\_\_\_ was very proud, and so was the bull.

As the time approached for the bullfight, the arena began to fill with Senors\_\_\_ and Senioritas\_\_\_. Nobody wanted to miss this great meeting of the Matador\_\_\_ and bull\_\_\_ the fateful meeting that was destined to go down in sports history.

Expectantly, the Senors\_\_\_ and Senioritas\_\_\_ took their seats. A hush settled over the arena as the Matador\_\_\_ entered. He circled the ring proudly, bowing to all the Senors\_\_\_ and Senioritas\_\_\_. Then, the moment was at hand--the bull\_\_\_ entered the ring. Everyone there--the Senors\_\_\_, the Senioritas\_\_\_, the Matador\_\_\_, and even the bull\_\_\_ knew that a great moment was at hand.

The bull\_\_\_ charged the Matador\_\_\_, and with a clever movement and use of his cape, El Palmero stepped aside, and Juan went past harmlessly. Again, the bull\_\_\_ charged, and again the Matador\_\_\_ stepped aside. The Senors\_\_\_ and Senioritas\_\_\_ gave their approval. But the third time the bull\_\_\_ charged the Matador\_\_\_, it happened! sThe Matador\_\_\_ gave the bull\_\_\_ a telling blow and Juan crumpled at the feet of the Matador\_\_\_. The Senors\_\_\_ and Senioritas\_\_\_ went wild! The fight was over and so fast!

But the speed of the battle is not the reason the names of El Palmero and Juan will go down in history. The reason El Palmero will be remembered is that he made the **FIRST HOLE IN JUAN!**

## THE MELLERDRAMA

The following play is read by a narrator. The players carry out everything that is said. When the play opens, all props should be in position where needed. The SUN is lying on the floor, MANUEL is seated at the table. CUR and TAIN stand in the center in front of the other characters.

Our CURTAINS are parted and our play is on. (*CUR and TAIN part weeping.*) It was early morning and the SUN arose (*SUN wakens and rises*). MANUEL DEL POPPOLO, son of a rich Spanish nobleman, sat in his father's castle. He was pouring over his notes (*with pitcher*) and so anxious was he to whip them into shape (*whips them*), that he simply devoured them (*chews notes*). Finally he rose, muttering curses. "Hither, Zingrella," he cried.

ZINGRELLA came tearing down the stairs (*rips down stairs sign*) and tripped into the room (*trips*). "Did you call?" she asked.

"Yes" he answered, "Where is MAGGIE?"

"She is in her chamber."

"Then bring her to me at once," he commanded. ZINGRELLA flew (*flapping arms*) to do her master's bidding. While waiting for MAGGIE, MANUEL DEL POPPOLO crossed the floor once, twice, and thrice (*draws X's on the floor*). Then he sat down and stamped his feet (*licks stamps and pastes to shoes*).

Soon MAGGIE came sweeping (*with broom*) into the room. "Maggie, for the last time, will you marry me?"

"Oh no, no, no," she cried.

"Ah, curses! Then I will lock you up in the tower until you consent."

"Oh sir, I appeal to you." (*Kneels and peels banana or orange.*)

"Your appeal is fruitless!" (*Tosses away the peel.*) Muttering curses, he left the room.

MAGGIE turned a little pale (*turns over pail*) and flew (*flapping arms*) about the room in an agony of fear. She knew that MANUEL would keep his word. Oh, if only ALVIN C. C. AARDVARK, her one true lover, would only come, He would save her! Would he Come?

The HOURS passed, but oh so slowly (*HOURS walks past at regular pace, then slowly*). Finally she took her stand and scanned the horizon (*stands on chair and looks at HORIZON who is jumping about to attract her attention.*)

Suddenly a whistle sounded from below (*wolf whistle.*) "Oh Alvin my boy, is that you?"

"Yes, it is me. Throw me a line." (*MAGGIE does a Mae West impersonation of "What's a nice boy like you doing in a place like this?"*)

"No, a ROPE!" (*MAGGIE winds up and pitches wadded rope.*) ALVIN then galloped into the room. (*gallops*)

"Oh, MAGGIE!" he cried and tenderly presses her hand (*with iron*). At that moment, MANUEL entered and, maddened at the sight of the two lovers together, challenged ALVIN to a duel. They assaulted each other (*with salt shakers*) and after a few moments, MANUEL gave up the match (*from match book.*) Acknowledging that he was defeated, he sorrowfully left the room (*weeping*).

"Come, MAGGIE my love. Now there is none to stand between us. You are mine!" And ALVIN led MAGGIE from the room (*with rope around neck*).

The HOURS pass (*HOURS crosses stage, the SUN sets (SUN yawns and sets), and DARKNESS falls (DARKNESS with sign enters and does pratfall)*). The CURTAINS close (*CUR and TAIN joyfully reunite*), and our play is ended!

## FEBRUARY 1991 - BLUE AND GOLD TRADITIONS

### SPIRIT OF SCOUTING

**NARRATOR:** The spirit of Lord Baden-Powell -- wears full uniform and campaign hat. He reads script from lectern. Boys enter one at a time and speak their part.

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

**1ST. CUB:** (*enters with replica of church or Bible*) I like to wear my uniform to church on Scout Sunday in February. Nearly half of all Cub packs in America are sponsored by churches or synagogues.

**2ND CUB:** (*approaches in full uniform*) The two colors of the Cub Scout Uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

**3RD CUB:** (*enters with Wolf Book and Kipling's "Jungle Book"*) Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was organized in America in 1930, Indian themes were used.

**4TH CUB:** (*enters carrying a craft project of wood*) Cubbing means fun. We have lots of fun. But I like making things - real boy projects! - things that we can play with or that follow our theme.

**5TH CUB:** (*carries in a nature collection*) I like to go on hikes and collect things for my nature collection and learn about the things that are growing in our area.

**6TH CUB:** (*enters with a "buddy burner"*) I like to go on cook-outs. We, Cubs sure do like to eat! This is the cook stove I made as a den project.

**7TH CUB:** (*the smallest boy in den enters with 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 I know I am part of \_\_\_\_ years of Scouting. I belong!

**NARRATOR:** Yes, I represent the past and the present. These boys, Cub Scouts today, are the men of tomorrow.



## THE STORY OF SCOUTING

A pantomime skit with three scenes. Narration follows each scene.

**SCENE 1:** Makeshift campsite . . . artificial campfire . . . boys in camp clothes . . . one man wearing uniform and campaign hat. Boys move around, getting settled in Campsite, with man pantomiming directions. *(Curtain closes)*

**NARRATOR:** The date: July 29, 1907. The place: Brownsea Island, off England's southern coast. 21 boys and two men set up a makeshift camp which will be their home for the next two history-making weeks. One man was Lord Baden-Powell. The boys were from every part of England. They were the first Boy Scouts, but they didn't know it. Baden-Powell was testing his idea for a new organization for youth.

**SCENE 2:** Street scene in London . . . lamp posts . . . foggy night. Man is walking down street, glancing at a paper in his hand . . . looking for the right address. He shakes his head, discouraged. A boy appears out of the fog . . . pantomimes questioning man . . . he leads man down the street, points out house. Man offers him money. Boy shakes head . . . explains . . . Man inquires about Scouting . . . Curtain closes

**NARRATOR:** The date: Two years later. The place: a London street. The man: William D. Boyce, an American publisher in London on business. He is lost in the fog. A boy appeared out of nowhere and offered his help. After directing the man to his destination, the boy refused the offer of a tip, saying "Scouts do not accept tips for doing a good turn". Boyce inquired more about Scouting and his interest was aroused.

**SCENE 3:** Steamship in background . . . man is boarding . . . he carries a suitcase . . . sign nearby points to America. *(Curtain closes)*

**NARRATOR:** When Boyce boarded the transatlantic steamer for home he was afire with enthusiasm to establish Scouting in America. He had interviewed Baden-Powell and had a suitcase full of ideas. On February 8, 1910, Boyce incorporated the Boy Scouts of America in Washington D.C.

This was the beginning of a movement which has grown and grown over 80 years to a world force of more than 20 million members. And YOU WERE THERE!

## **MARCH 1991 - SEA ADVENTURES**

### **BUCCANEERS IN THE DAYS OF OLD**

#### **SCENE 1**

**NARRATOR:** *(with English accent)* In the days of our early settlers and right down to the present, mates, many sailors have committed mutiny. This is how many of them became captains . . . ah ha . . . the easy way. Now for instance, let's take Edward Teach, the real name of Blackbeard, the most blood thirsty pirate ever to sail the seven seas.

*(Blackbeard walks on stage)*

BLACKBEARD: Ah, don't be frightened, my friend, it's only me.. old Blackbeard here. You've heard of me . . . the most beloved buccaneer.

*(Henry Morgan walks in )*

MORGAN: Avast, you lubber!

BLACKBEARD: Who are ye to speak like that to me?

MORGAN: The name's Captain Henry Morgan. You've heard of me!

BLACKBEARD: Why, you young upstart! I ought to flog you with a cat-o- nine-tails or make you...

*(Captain Hook walks in)*

HOOK: *(interrupting)* . . . walk the plank, Blackbeard? *(Glancing at Morgan)* How are you Morgan?

MORGAN: Feel like a million doubloons. How 'bout you?

HOOK: Fine. Just robbed Peter Pan's treasure chest and made him walk the plank.

*(In walks Captain Kidd, Bluebeard and Captain Blood)*

OTHERS: Hello mates!

KIDD: What a shabby lot you are! You haven't even offered me rum!

BLACKBEARD: There's none for the likes of ye!

BLOOD: None? It's mutiny! *(he draws his sword fighting begins and all take part)*

## **SCENE 2:**

NARRATOR: Well, that's how it was in the days of the buccaneers! *(Blackbeard is lying on floor dead and the others are standing around him with one foot on his chest. They all begin to sing "Fifteen men on a dead man's chest, Yo, Ho, Ho, and a bottle of rum")*

## **THE TREASURE CHEST**

The following skit is a simple one yet has some humor and a good point also and could provide a good opportunity to thank the Cubmaster and give him a little recognition. It would be fun to pull this one as a surprise on your Cubmaster. As curtain opens a den of Cub Scouts dressed as pirates are studying a treasure map. Some carry shovels, etc. They all huddle around the map looking puzzled and scratching their heads.

1ST PIRATE: I think we're looking in the wrong place.

2ND PIRATE: I think we're looking for the wrong thing.

3RD PIRATE: What do you mean the wrong thing?

4TH PIRATE: We're looking for a chest of gold aren't we?

5TH PIRATE: Of course, we are but where's the best place to look for a chest of gold?

6TH PIRATE: Probably at the end of the rainbow but I don't see one.

7TH PIRATE: Let's look out there in that sea of faces. (points to audience)

8TH PIRATE: I'VE FOUND IT!!! (*Walks to Cubmaster and asks him to come with him to center stage*) All pirates look puzzled. This by far is the best chest of gold, for in that chest (*points to Cubmaster's chest*) beats a heart of pure gold! Otherwise why would he spend so much time being our Cubmaster?

ALL PIRATES: That's right!

## **CHARLIE TUNA TRIES AGAIN**

CHARACTERS: Narrator, Charlie Tuna, Angela Angel Fish, Larry Lobster, Sam the Clam, and the "Voice from B.S.A."

COSTUMES: Full-length paper sack masks with each character drawn on sack.

NARRATOR: As our show opens, we again find Charlie in his continuing pursuit to be accepted by the B.S.A.

CHARLIE: (*Charlie enters*) "I, Charlie Tuna, promise to do my best to do my duty to King Neptune and my ocean, to help other sea creatures, and to obey the Law of the School."

ANGELA: (*Enters*) "Oh, Charlie! Are you still trying to join the B.S.A.? Wise up my aquatic friend, don't you know that the "B" stands for boy, not Fish Scouts of America." (*She exits*)

CHARLIE: "What does she know. She's just a girl. A Fish Scout follows Neptune. A Fish Scout helps the School go. The School helps the Fish grow. A fish Scout gives goodwill."

LARRY: (*Enters*) "Oh, Charlie, that's Akela, not Neptune. Boy,

LOBSTER: Charlie, you blew it with Starkist, now the B.S.A. What next? (*He exits*)

CHARLIE: "Do your best, Do your best." "Oh darn, darn."

SAM THE CLAM: "What are you yelling about?"

CHARLIE: "Well, I've got the motto down pat, but I can't figure out the two fingered salute."

SAM: "Poor Charlie, here comes the B.S.A. now." (*Sam exits*)

(*Drop hook that says: Sorry Charlie*)

VOICE B.S.A.: "Sorry Charlie. B.S.A. wants boys who fish, not boyish fishes!"

(*Voice says this when hook is dropped from off-stage*)

## APRIL 1991 - CANADA, OUR NEIGHBOR

---

### DUDLEY DORIGHT, OF THE ROYAL CANADIAN MOUNTED POLICE

CAST: Dudley Doright  
Nell  
Snively Whiplash  
Horse  
3 Bears  
Narrator

COSTUMES: Dudley wearing Cub Scout uniform with a campaign hat (*borrowed*) with paper stuffed in so it will fit. Nell is dressed up with a wig. Snively Whiplash wears a cape (*could be made from trash bag*) and a mustache. Horse has a tail and a sign with the word "Horse" around his neck. Three bears wearing a sign around their necks reading "Can Bear" with "Horse" written on the back.

SETTING: Three bears are sitting on the floor.

(*Note: Every time someone says the name "Snively Whiplash", the bears growl loudly.*)

NARRATOR: In the 1800's, the only law and order in Canada was entrusted to the Royal Canadian Mounted Police, better known as the Mounties. Dudley Doright (*enters from off stage, riding Horse*) was one of the bravest of the Mounties, and always rode his trusty horse called "Horse". The love of Dudley's life was Nell (*enters from off-stage*), but Nell was constantly being chased by the dastardly villain, Snively Whiplash (*bears growl as Snively enters*). These Canadian Bears hated Snively Whiplash (*bears growl*) so much that they went into a rage every time they heard his name.

SNIVELY: It is I, Snively Whiplash (*bears growl*), and I have come to kidnap Nell and tie her to the railroad tracks.

DUDLEY: Oh no you don't, Snively Whiplash (*bears growl*). Nell is my sweetheart, and I won't allow you to touch one hair on her beautiful head.

NELL: My darling, brave Dudley. I knew you would save me from Snively Whiplash (*bears growl*) and his dastardly plans.

SNIVELY: I own the mortgage on Nell's ranch, and unless she pays up or takes my hand in marriage, I'll tie her to the railroad tracks (*laughs evilly*).

DUDLEY: Snively Whiplash (*bears growl*), you will never take Nell's hand in marriage.

NELL: But I don't have the money for the mortgage Dudley. What choice do I have but to become Snively Whiplash's (*bears growl*) bride?

SNIVELY: My dream has come true. Nell will become Mrs. Snively Whiplash (*bears growl*).

HORSE: Dudley, as your trusted companion, I cannot let you see Snively Whiplash (*bears growl*) take your dear Nell away.

BEAR ONE: Nor can we. Snively Whiplash (*bears growl*), you can't get away with this.

- SNIVELY: Yes I can. Nell will be mine forever, until the day that bears like you turn into *(pauses and looks around)* horses.
- DUDLEY: Snively Whiplash *(bears growl)*, how can these bears become like Horse.
- NELL: I guess my fate is cast. I have no future other than a grisly mess on the train tracks or Mrs. Snively Whiplash *(bears growl)*. This a difficult decision. I sure wish bears could become like Horse.
- (Bears have turned their backs to the audience and switched the signs around to read "Horse")*
- DUDLEY: Hurray! The bears have become like Horse. Nell, you are mine once again.
- NELL: My hero!
- SNIVELY: Curses! Foiled again!
- NARRATOR: Yes, the story is true. The bears had growled so much that they became hoarse and "can bear" no more!

by Jim Denny

## PROVINCES OF CANADA

- CAST: 8 boys, with the names of provinces on signs hung around their necks. As each province is read, Labrador wanders away, and the boy with Newfoundland sign goes after him and brings him back.
- 1ST CUB: My name is British Columbia, and I am Canada's most western province. My capitol city is Victoria, which is right across the border from Seattle, Washington. My coast borders the Pacific Ocean, and with vast natural resources, fishing, mining, and logging are my main industries.
- 2ND CUB: My name is Alberta, and have both flat plains and the high mountains of the Rockies. Ranching and farming are my main industry. My air is clean and dry, and the warm chinook winds from the Pacific Ocean keeps my weather mild. Alberta is known as the "Texas" of Canada..
- 3RD CUB: My name is Saskatchewan. No, I didn't sneeze. That's my name. It means swiftly running water, and the great river is also called Saskatchewan. I have hundreds of lakes and rivers, and my main industry is farming, and produce more than half the wheat grown in Canada..
- 4TH CUB: I am Manitoba. I lie at the heart of Canada. My capitol is Winnipeg. I have a mixture of agriculture and industry. Lumbering is a big business up near my Hudson Bay area.
- 5TH CUB: They call me Ontario. My borders span four of the Great Lakes on the south, and Hudson Bay is my northern border. Toronto is my capital, and I have more people than any of the other provinces. Ottawa, Canada's capital, is within my border.

6TH CUB: My name is Quebec, and I am the French province of Canada. My people speak French and follow French ways, but are not Frenchmen. I am Canada's largest province, and am larger than the combined states of Texas, California, Pennsylvania, Maine and New York.

7TH CUB: I am Newfoundland, and I represent the Maritime provinces of Nova Scotia, New Brunswick, and Prince Edward Island. These provinces lie on and along Canada's eastern border and coast. Our scenery is beautiful and our people very traditional.

8TH CUB: My name is Labrador, and I'm here with this Newfoundland character. I'm part of Newfoundland, but Newfoundland is an island, and I'm attached to the Canadian continent. I'm big, twice the size of Oklahoma, but have fewer people living here than live in Broken Arrow, Oklahoma (40,000).

1ST CUB: Hey Newfoundland, how come you have to keep chasing after Labrador.

7TH CUB: Don't you know? I'm a Labrador Retriever!

## MAY 1991 - WORKING WITH WOOD

### THE CLOSET

SCENE: Living room of a house with a closet. *(Can be imaginary or real walls but needs a tall box for closet)*

PROPS: Paint buckets, buckets, brushes, saw, hammers, saw horses, etc. for remodeling.

ENTER: 3 or 4 painters who start painting. "THE MASTER CARPENTER" the boss *(dressed in good clothes)* After painters have been painting the master carpenter figuring, the boss enters and walks over to the 2 painters.

BOSS: I'd like for you 2 to paint the closet.

PAINTERS: OK *(getting gear)*

CARPENTER: Wait a minute *(rushes over and starts to measure painters Picks up saw and hurries to closet.)*

BOSS: *(Close after carpenter)* What are you doing?

CARPENTER: Enlarging the closet.

BOSS: *(explosive)* Why?

CARPENTER: *(calmly)* You wanted those two painters to paint it.

BOSS: Yes . . .

CARPENTER: Well now, they won't both fit until I make it larger. Those two are too much for one closet.  
*(All painters laugh hysterical.)*

## **DAILY CUB SCOUT SKIT**

Boys start with their back to audience and each turns around when it is his turn to speak. Each boy starts his lines after the boy in front of his says his lines two times. The very last boy to speak will go through his lines 12 times. The first boy to speak will do his lines 6 different times.)

- ALL: We are daily Cub Scouts as you can plainly see, but if I weren't a Cub Scout:
- # 1: A hammer I would be. And as you pass me by you would hear me cry: "Hammer it, pound it, smash it- ouch!" (2 times)
- ALL: *(Repeat first line)*
- # 2: A screwdriver I would be. And as you pass me by you would hear me cry: "Turn it, twist it, fasten it tight"! (4 times)
- ALL: *(Repeat first line)*
- # 3: A saw I would be. And as you pass me by you would hear me cry: "Cut it, saw it, doesn't fit, start again"! (6 times)
- ALL: *(Repeat first line)*
- # 4: A pair of pliers I would be. And as you pass by me you would hear me cry. "Hold it tight, now it's bent, jerk it out"! (8 times)
- ALL: *(Repeat first line)*
- # 5: A ruler I would be. And as you pass me by you would hear me cry: "Measure it ,mark it, be sure it's right"! (10 times)
- ALL: *(Repeat first line)*
- # 6: A carpenter I would be. And as you pass me by you would hear me cry: "Two by four, nail it to the floor"! (12 times)

## **JUNE 1991 - BACKYARD FUN**

### **THE SPIDER'S PLEA**

Four Cub Scouts wear spider costumes with eight legs sewn on. Den Chief will introduce the skit as the spiders line up across the stage. Each spider steps forward to speak his lines. After the fifth stanza recite together, four other Cub Scouts armed with spray guns run onto stage and chase the spiders off into the audience.

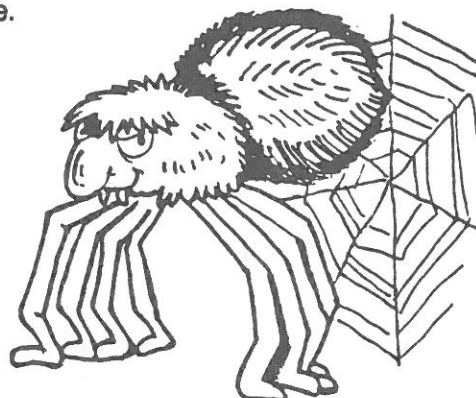
- SPIDER # 1: We lowly spiders aren't all bad;  
As a matter of fact, it's quite sad.  
We wish to tell you now our story,  
You be the judge and also the jury.

SPIDER # 2: No neck, no arms, no feelers have we;  
But eight legs, a body and eyes to see.  
Our American family of ten, you realize,  
Is half cobweb, half hunter, and quite good size.

SPIDER # 3: We, the hunters, are runners and jumpers;  
Some, being patient, are really good stalkers.  
Living among the flowers and grass  
To prey on insects that come to pass.

SPIDER # 4: We, as Cobwebs, are very bright;  
Catching our prey is sheer delight.  
Spinning our silk in making a web.  
Affords us protection, food and a bed.

ALL IN UNISON: Men and birds give us quite a fright;  
Is it because you don't like our sight?  
Ridding the world of bugs-  
And all you do is exterminate us!!!  
*(Enter Cub Scouts with spray guns and chase spiders)*



## THE DEN LEADER'S BOUQUET

CHARACTER: Six Cub Scouts in summer uniform, or Cub Scout T-shirts

SCENE: A nature walk

PROPS: Cub fashioned bouquet, with strands of ivy.

1ST CUB: Gee fellas. I don't think Mrs. Brown's having a very good time.

2ND CUB: Well, you didn't help things much, giving her that garter snake.

3RD CUB: I was just trying to help her collect stuff for our nature display at the pack meeting.

4TH CUB: Yeah . . . and you heard what she said! "Nothin, ever again, that moves by itself."

3RD CUB: So . . . now I know better!

5TH CUB: Don't worry about a thing, you guys. 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 strand 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 five Cub Scouts say "OH NO" in loud, disgusted voices and run off stage, leaving the 5TH Cub Scouts standing with bouquet. He drops it, starts to scratch and also runs off stage.)*



## A LESSON FOR THE BIG BUGS

- BEES: Buzz-Buzz  
 MOSQUITOES: Bite-E-Bite  
 WOODS: All sounds together  
 ANTS: Hup -2-3-4  
 FROG: Croak-croak



*(Divide participants into groups for the sounds, use in appropriate place.)*

This is the story about Billy and his family and their adventure in the woods \_\_\_\_\_. One fine spring day, Billy's family decided it was a good day for a picnic in the woods \_\_\_\_\_, where they could enjoy the outdoors. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a frog \_\_\_\_\_. They heard some bees \_\_\_\_\_ gathering nectar, and watched some ants \_\_\_\_\_ busy at work. They swatted some mosquitoes \_\_\_\_ and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the woods \_\_\_\_; the bees \_\_\_\_; the frogs \_\_\_\_; and even the mosquitoes \_\_\_\_\_. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog \_\_\_\_\_ that hopped by. Mom threw her paper napkin on the ground and jumped up in disgust. "That does it!" she said. "The ants \_\_\_\_\_ seem to have taken over our lunch."

Dad stretched out for a nap and just had dozed off when he heard sister scream. She had been stung by a bee \_\_\_\_\_. Mom took care of her, so dad tried again to sleep. But this time the pesky mosquitoes \_\_\_\_\_ would not leave him alone. Finally he announced they were all going home.

Billy said, 'why do we have to leave now?' Dad replied, "Well, Billy, it seems we aren't wanted by the woods \_\_\_\_\_. We sure haven't been treated very well. The mosquitoes \_\_\_\_\_ are eating me alive; the ants \_\_\_\_\_ took over our lunch, and a bee \_\_\_\_\_ stung your sister.

Billy said, "It seems to me that the woods \_\_\_\_\_ and the mosquitoes \_\_\_\_\_, and the ants \_\_\_\_\_, and the bees \_\_\_\_\_ are trying to tell us something." What's that?" asked Paul. "Well," said Billy, "just look around us and you will see that we haven't been very nice visitors in the woods \_\_\_\_\_. Look at all the trash we've thrown around. It seems that we're the worst bugs of all we're litterbugs."

So the family started to clean up the mess and afterwards they felt better. They took a nice walk through the woods \_\_\_\_\_, listening to the sounds. They actually enjoyed the buzzing of the bees \_\_\_\_\_; the croaking of the frogs and they even watched an army of ants \_\_\_\_\_ at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of bug is a LITTERBUG.

## JULY 1991 - HIGH COUNTRY, U.S.A.

### THE CAMPER SKIT

This simple verse skit requires a NARRATOR, THREE TRAVELERS, AND TWO OPERATORS for the "MOTOR" of the camper. Each camper holds one of the handles at the back of the camper, (a large piece of cardboard). Together they move the camper up and down in place to simulate the camper racing cross-country as the verses are read. The camper stops at various points along the way, and the travelers get out while the verse is read. The travelers then get back in the camper, and their faces appear at the windows. The camper continues jogging along in place. As the second to the last verse is read, the travelers get out and on the last words--"OUR MOTOR'S JUST CONKED OUT!!" The operator drops the camper and sprawl out flat on the floor. The curtain closes, and the narrator recites the last verse.

The travelers can be loaded down with all sorts of "tourist" paraphernalia--cameras, maps, binoculars. Then they are put in the camper, they pantomime excitement at the view. The operators spin the wheels of the camper during the trip. As the scene opens, the camper is center stage. If you have slides of the various scenes mentioned, project them on a screen at center stage, the camper can be to one side.

**NARRATOR:** It's summertime, and on the roads, the newest rage appears. The camper, is a handy carrier on the modern pioneers. Going camping, all across the land, we'll take you on a whirlwind trip . . . Just look what we have planned. We'll mention points of interest, as we go from East to West in beautiful America; imagination does the rest.

Our first stop is Niagara Falls . . . honeymooner's thrill! Just looking makes us thankful we don't have the water bill! Across the Blue Ridge Mountains and the Shenandoah Valley. Keep that camper going. . .there's no time to dilly-dally.

Then across the plains states to the Black Hills of Dakota. And there we see Mount Rushmore with its presidential quota. Four faces carved 60 feet long, with features strong and grave. And deep inside, we'll bet they're glad they don't have to shave.

Now come along, we have to go, these sights will never bore us. But now we're stopped. . . a massive hole has opened up before us. It's miles long and miles wide, a mile deep they say. The awesome, huge Grand Canyon . . . just don't trip along the way.

Stand now, we're on the other side. Let's see some more delights. The Carlsbad Caverns, now which is which, stalagmites and stalactites. Stalactites point down, stalagmites up . . . it's easy to forget. But just sit on a stalagmite . . . you'll remember then, we bet!

And now, let's rush as miners did some hundred years ago. To California, we'll grow up in the moving picture show. Death Valley and Yosemite . . . these sights will not annoy ya'. As you gaze in wonder and in awe at the great and grand sequoia!

The ocean stops us, so we've reached the end of our long route. But then, we guess it's just as well . . . our motor's just conked out!

So if you can, this summer take a camper trip to see, some of the wonders of this land, that's home to you and me. And, if you can't afford to go and take a personal look. Do the next best thing, and make a trip through the pages of a book.

## CLIMBING THE MOUNTAIN

BOY: "WOW"  
 CHIEF: "UGH"  
 MOUNTAIN: "TO THE TOP"

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

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

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

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

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

## AUGUST 1991 - CUB SCOUT MAGIC

### THE MAGIC MIRROR

CHARACTERS: Gregory Q. Genius (*an inventor*) dressed in smock and glasses; Man, Horse, Dog, Clown, 2 or more Boys.

SETTING: A sidewalk. A screen is set up in the middle of the stage.

G.Q. GENIUS: (*Comes on stage*) Hello. My name is Gregory Q. Genius. I am a world-famous inventor. I have just invented a magic mirror. This mirror can instantly change a person into someone else. The magic mirror is behind this screen (*motions to screen*) which I have set up on this busy sidewalk where lots of people pass by. Let's see what happens as people are changed by the magic mirror. (*He steps to one side*)

(*Man enters from side and passes in front of screen. He disappears behinds screen. He is quickly replaced by the horse, who comes out from other side of screen.*)

HORSE: Whinney, whinney! *(runs off stage)*

*(Boy enters from side and walks in front of screen, then disappears behind it. He is replaced by the dog who comes out on the other side of the screen.)*

DOG: ARF, ARF. *(runs off stage)*

Boy enters and goes behind screen, where he is replaced by the clown who comes out on the other side)

CLOWN: Ho, ho, ho. *(he bounces around and exits, continues this procedure. Using as many characters as you wish to accommodate the number of boys taking part)*

G.Q. GENIUS: Isn't this amazing? *(He goes behind the screen where he is replaced by monkey. Monkey comes out on other side)*

MONKEY: Well! *(shrugs)* All I can say is, be sure to watch out for that magic mirror. *(shaking head)*  
Now, how can I change back? *(Hops off stage)*

## THE WONDER MACHINE

CHARACTERS: Dr. Know *(dressed in scientist's garb)*; thin boy; fat boy *(padded with pillows)*; woman; dog.

SETTING: Dr. Know is in laboratory with a large cardboard box *(such as a refrigerator carton)* which has been painted to resemble a machine, with knobs, dials, etc. Back side of box is open.

DR. KNOW: Ladies and gentleman! You see BEFORE you the wonder machine! Six hundred scientists from all over the world have pooled their talents, their intellect and their energies to create this space-age super fantastic machine! In simple, everyday language, this machine has the capacity to solve all our problems. Now for a wonderful opportunity. . is there anyone who has a problem? *(Looks off stage)* Just step this way.

FAT BOY: *(coming on stage)* I have a problem. I hate being fat. All the kids laugh at me and call me "Fatso".

DR. KNOW: Just step right into that machine *(Fat boy steps behind machine where he removes pillow stuffing and leaves it in box. During this time, Dr. Know is operating dials and buttons on the machine. Sound effects would be effective here)*

FAT BOY: *(stepping out of machine)* Oh, thank you, Doctor! *(exits)*

DR. KNOW: Anyone else?

THIN BOY: *(coming on stage)* I just hate being so thin. Everyone calls me "skinny".

DR. KNOW: No need to be so thin. Just step into the machine. *(Thin boy steps inside box where he stuffs clothes with pillows. While Dr. Know is operating the machine's controls again.)*

THIN BOY: *(stepping out of machine)* Oh, thank you, Doctor!

DR. KNOW: Fat enough, sonny?

THIN BOY: Just right (*exits*)

DR. KNOW: This is simply wonderful, isn't it? Anyone else have a problem?

WOMAN: (*Entering with dog on leash*) Oh Doctor, Rover is such a big dog. I would like to have some little ones instead.

DR. KNOW: Just step inside the machine with your dog. (*Woman goes behind box with dog. Dr. Know operates buttons and levers. Dog remains in box*)

WOMAN: (*Coming out of machine, pulling a long string of cardboard hot dogs*) Doctor, look what happened!

DR. KNOW: Hot Dog! Lots of little hot dogs! anybody want a hot dog?

(*curtain*)

## THE MIND READER

CHARACTERS: Swami, assistants, "volunteers"

PROPS: Table and two chairs

ACTION: Announcer introduces the great Swami who can read minds and foretell the future. Swami, attired in towel turban and loose robe, enters with assistant. Volunteer one enters, says he wishes his palm read. They sit a table and Swami smears "one's" hand with paint, saying solemnly, "Now your palm is red. Go!" (*One exists*) As one exists, two enters and asks, "Oh great Swami, if I write something on a piece of paper, can you tell me what's on it?" Swami says he can. "Two" writes on a piece of paper and folds it. Swami concentrates, then complains, "the writing is so bad, it's hard to read. Try standing on the paper." "Two" stands on the paper, and says, "all right, now I'm standing on it, what's on the paper?" Swami looks at him, pauses, and says, "nothing but a fool. Go!" "Two" exits and "Three" enters. Swami agrees to tell him what number he has written on a small black board or piece of paper which he shows to the audience. "Three" writes down # 1. Assistant goes over and very obviously taps Swami on back four times and Swami says "Four". Three catches on, says that not fair, but agrees to try again. He thinks hard and writes "Zero" down on board. Assistant is not pleased, then goes over and kicks Swami hard. Swami says "O" in pain. "Three" is indignant and does a little kicking himself, shouting "Faker."



## SEPTEMBER 1991 - COMMUNICATIONS

### A TRIP TO THE BALL GAME

The leader takes a seat position in front of the audience on a stage so all can see. In this type of skit, if the leader can strike up a song, sing rhythm it makes it a lot of fun and nobody can resist in getting involved as the rhythm catches on.

**NARRATOR:** How would you like to go to a baseball game? OK. Just do what I do and say what I say. Here we go?

We're going to a ball game. Come on let's walk (*stamp feet up and down in rhythm and slap knees.*) It's over that hill. (*point*) We're almost there.

We're coming to the parking lot. Just look at the cars. (*Hold hand to shade eyes while looking from one side to the other*) Can't go around it, can't go under it, can't go over it. Guess we'll have to go through it. (*Hold hands together and point forward and weave body back and forth while stamping feet as if weaving way in an out between cars.*)



We're coming to the main gate. What a crowded gate! Can't go around it. Can't go under it. Can't go over it. Guess we'll have to go through it. (*Hold arms up tight against chest as if jammed together in a crowd and push forward with a grunt*) I guess we're in.

We're coming to the bleachers. Look way up there (*tilt head back and shade eyes while looking up*) High isn't it? Can't go around them. Can't go under them. Can't go over them. Guess we'll have to climb them. (*Stamp feet hard while slowly rising to your feet*) Wheel! (*Look around and rock as if dizzy while holding hand to forehead--Stay standing*)

Better get some popcorn. Cause I'm hungry (*rub stomach*) Look at those steps (*shade eyes while looking down*). Can't go around them. Can't go under them. Can't go over them. Guess we'll have to go down them. (*Stamp feet while slowly sitting down*) WheeWWW!

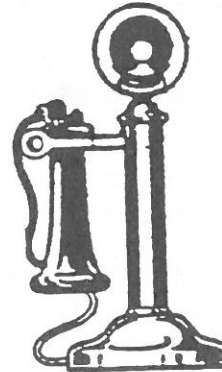
Look at the fly ball (*Point*) Wow, here it comes. Can't duck around it. Can't duck under it. Can't duck over it. Guess we'll have to catch it. (*Hold hands up high, jerk back hard against chair back while saying*) SPAT!

#### (DO THE FOLLOWING)

Better get out of here. (*Stamp feet fast as running*) Here comes the crowd (*looks back fast*) Back through the gate (*push crowd*) Through the parking lot (*dodging and weaving fast*) Whew! (*Sit back wiping brow and stop stamping feet*) Home at last. What a souvenir a BIG LEAGUE BASEBALL. (*Hold out empty hand.*) IT'S GONE! AND SO IS OUR STORY.

## COMMUNICATION TROUBLE

- SMOKE: Puff-Puff; Puff-Puff
- DRUMS: Boom, Boom, Boom, Boom
- RUNNER: Pant, Pant, Pant, Pant
- TELEGRAPH: Dash-Dot-Dot; Dash-Dot-Dot
- TELEPHONE: Ding-a-ling; Ding-a-ling
- TELSTAR: Beep-Beep; Beep-Beep
- WOMAN: All sounds together



One night as C.M. (*Civic minded*) Citizen finished dinner, he realized that as usual, he and his wife were alone at the table. Daughter had been excused for an important TELEPHONE call; older son wanted to get to work on the TELEGRAPH set he was building and young son had dashed off to the basement where he was busily practicing on his bingo DRUMS.

"Well," said Mr. Citizen to his wife, "I've finally decided that I simply can't take the chairmanship of the Building Committee. I'm going to TELEPHONE the Mayor right away to let him know." Mrs. Citizen murmured that it was a wise decision, and began clearing the table.

Mr. Citizen found his daughter still talking on the TELEPHONE, so he picked up the newspaper and tried to concentrate even though the rhythmic beat of the DRUMS in the basement made it difficult. After a few minutes, he finally manages to get the TELEPHONE, but all he got after dialing , was a busy signal. "Oh, no", he exclaimed. "One of the Mayor's kids is probably having a long-winded conversation".

Mr. Citizen stomped back into the living room to wait. He turned on the TV. set in time to hear the announcer say that the program was coming from Europe via TELSTAR. Mr. Citizen thought, "Here we live in an advanced age of communication with programs coming from thousands of miles away and I can't even get a TELEPHONE call through to the Mayor a few blocks away.

When Mr. Citizen tried to TELEPHONE again, he found his older son talking to a friend about his TELEGRAPH set. Then young son came in the living room with his DRUMS. "Not tonight," said Mr. Citizen, "Though I may resort to sending a message by DRUMS before I'm through ." "I'm learning to send messages by SMOKE SIGNALS in Cub Scouts," said young son, "I could teach you how."

Mr. Citizen dialed again and found the line busy. "This is ridiculous; maybe I should hire a RUNNER to deliver my message." Older son walked in on his way to the kitchen and said, "Too bad my TELEGRAPH set isn't working, Dad. You could heave sent a message by Morse Code."

Finally Mr. Citizen was able to reach the Mayor. He said, "Mr. Mayor, I called to tell you that I can't serve as chairman of the Building Committee." "Yes, I know, said the Mayor, "My wife just got back from a bridge party and your wife told her you'd decided not to take the job." "Well, I should have known, said Mr. Citizen. "I've always heard the best way to broadcast news is to TELEPHONE, TELEGRAPH, or tell a WOMAN!"

## HOW TO WASH AN ELEPHANT

*(Before introducing this stunt choose three good-natured adults and have them led from the room. They must not overhear the narrator. Narrator then tells the following story and pantomimes the motions as he goes.)*

This stunt is called "HOW TO WASH AN ELEPHANT" and is a classic example in Communications, our theme for this month. It goes like this:

One morning, Farmer Friendly went out to the barn to begin his chores. *(Pantomime walking)* He threw open the barn door and imagine his surprise to find an elephant in his barn. *(Pantomime opening door and seeing an elephant)*. The farmer did not know what to do with the elephant so he decided that the first thing he should do was to wash it. He led the elephant from the barn. *(Pantomime picking up the elephant's trunk and walking with over his shoulder.)* He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water. *(Pantomime scrubbing-lift up ear and wash that.)* Now, he was ready for the stomach. *(Lie on floor-wriggle under elephant and scrub underside.)* Now the right side. *(Repeat pantomime for right side.)* He scrubbed the elephant's face. *(Pantomime scrubbing between eyes and down the length of the trunk.)* Almost done! *(Walk to rear of elephant, gingerly lift up tail and hastily scrub rear)* There. That's done. *(Pantomime throwing out rest of water and putting brush in bucket stand setting bucket beside pump. Then take elephant by his trunk, lead him back into the barn, open barn door, lead elephant in, go out, shutting door behind you.)*

Narrator now tells audience that he is going to call one of the persons back into the room and pantomime the stunt for him and let him, in turn, pantomime it for next absentee. He calls in one person. NOTE: Narrator pantomimes only; he does not explain what he is doing so, of course, the absentee has no idea what the motions mean. First absentee repeats what he can remember of the pantomime for the second absentee. Second absentee repeats what he can remember for the third absentee. By now it is so distorted that it bears little resemblance to the original version and it is very funny indeed. *(Narrator congratulates them on a good job and tells them he will explain what they have done.)*

## OCTOBER 1991 - LIVING IN THE 21ST. CENTURY

### CUBS ON THE MOON

This skit was done originally with tube puppets, however, any type puppet any be used.

**CHARACTERS:** Michael Mischief and Wilber Willing *(Cub scouts)* Linda Loyal *(den Leader)* Creepy Crawler and Looley Gooley *(Moon Monsters)*

**SCENE:** Cubs and Den Leader are touring Cape Kennedy. They are looking at all of the equipment and buttons.

#### SCENE I

**MICHAEL:** Gee, look at all of the equipment inside of this space ship.

**LINDA:** Don't push any buttons. This one sends the rocket up.

**MICHAEL:** You mean this one? *(Pushes Button)*



**SCENE II**

LINDA: Now you've done it! Here we are on the moon. I told you, Cubs not to push any buttons.

*(Enter two moon monsters)*

CRAWLER: Gee, You sure are little for earth Cubs.

LOOEY GOOEY: Yeah, I though you were all GIANTS because of the GIANT step left by Neil Armstrong!

**GREEN CHEESE**

CHARACTERS: Three Spacemen  
Space mice (2 or more)  
Critters (any number)  
Man in the moon  
Monster

PROPS: A rocket ship  
Ray Guns (3)  
Rocket on stage--three space men emerge from rocket, looking about.

1ST SPACE: Well, here we are on the moon!

2ND SPACE: I never thought we'd make it.

3RD SPACE: Let's see what it's like

MAN IN MOON: *(entering)* What's going on here?

1ST SPACE: Who are you?

MAN IN MOON: I'm the Man-In-The-Moon, of course--*(loud bang off stage)*--Oh dear! There goes another batch of moonshine. It's always blowing up! *(exits hurriedly)*

2ND SPACE: No wonder they have so many craters!

CRITTERS: *(entering and speaking in unison)* Somebody call us?

3RD SPACE: Who are you? *(critters examine rocket space mice enter)*

1ST SPACE: Holy cow! LOOK!

1ST MOUSE: Not cows---Mice!

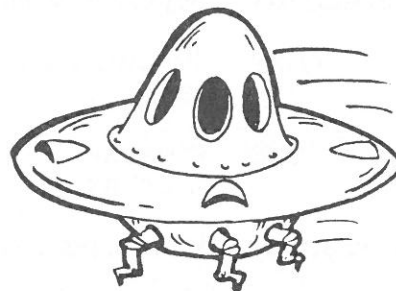
2ND MOUSE: We're space mice---The Russians shot us up here.

2ND SPACE: You poor things! We'll take you back with us.

1ST MOUSE: Not on your life---we're not leaving here!

2ND MOUSE: We've never had it so good!

1ST SPACE: What do you mean?



1ST MOUSE: Didn't you know?

ALL MICE: *(in unison)* The moon is made of green cheese!

SPACEMEN: *(In unison)* Oh, No-o-o-!!

## **WHAT DID YOU SAY YOUR NAME WAS?**

CHARACTERS: Boy in Cub Scout uniform and a group of boys in street wear.

PROPS: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939."

SCENE: Opens with boys bouncing ball to each other when Cub Scout enters, easel is set up with sign on far side of stage.

CUB SCOUT: Hi fellas! (Holding airplane)

BOY # 1: Hi, you're new here aren't you?

CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you, guys in Scouts?

BOY # 2: Naw, we don't have time for stuff like that. They don't do much anyway.

BOY # 3: What kind of airplane have you got there?

CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.

BOY # 4: You say you're building rockets?

CUB SCOUT: Yes, when they are finished we are going to shoot them off after the pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe, I'll even walk on the moon.

BOY # 5: Wouldn't that be something! What else do you do at den meetings?

CUB SCOUT: We do a lot of different things. Of course, I'm really interested mostly in aviation. I'm, going to have my pilot license by the time I'm 16.

BOY # 6: Sure. . .sure do you ever camp out?

CUB SCOUT: Sure when you become a Webelos they have great adult and son campouts. You know, I'm going to test new aircraft when I'm grown . . . maybe even rocket-powered planes. I've got to go now . . . I don't want to be late. Bye!

BOY # 7: Boy, those Cub Scouts think they can do anything . . . He sure has big ideas . . . What did he say his name was, anyway?

BOY # 1: Neil Armstrong! What a dreamer! He really thinks he's going places.

# RUN ONS

**R**un ons are similar to skits, but they are usually much shorter and require only one or two people. Run ons are good for a change of pace in pack meetings, they help make everyone laugh and relax. They come in handy between pack skits and announcements, and make good fill-ins during dead time in the program.

## COURT CASE

A person enters the room with a brief case opening and shutting it very fast. The leader says, "What do you think your doing?" The person replies, "I'm going to court." The leader then says, "Ok, but what are you doing with that case?" The person replies, "It's an open and shut case!" Later on in the pack meeting the same person comes back in with the brief case and stands up on the chair. The leader says, "Now what are you doing?" The person replies, "I'm taking my case to a higher court!"

## IT'S ALL AROUND ME

First person runs into the room yelling, "It's all around me! It's all around me! Someone asks, "What's all around you?" First person replies, "My belt!"

## IT'S ALL OVER YOUR BACK

First person runs into the room yelling, "It's all over your back! It's all over your back!" He then points to the leader and gasps. The leader hysterically says, "What's all over my back?" First person replies, "Your shirt!"

## LIGHT'S BETTER IN HERE

First person walks into room and gets down on his hands and knees as if looking for something. Leader asks, "Did you lose something?" First person replies "Yes, I've lost my dollar." Leader then asks, "Were did you lose it at?" First person replies, "Outside" Leader again asks, "Why are you looking for it in here then?" First person, "Because the lights are better in here!"

## LOOSE ROPE

A person enters room pulling a rope. The leader says, "why are you pulling that rope?" the person replies, "Did you ever try pushing one?" The stunt can end there or later in the meeting the same person can come back pushing a rope to delight the audience. Just push wire through the rope so it will be stiff and straight and can be pushed.

## YOU DON'T SAY

First person pretends to pick up a ringing telephone. He says, "You son't say. . .you don't say. . .you don't say" (with more emphasis each time.) Other person says, "Who was that?" First person replies, "I don't know. He didn't say!"

## IT'S IN THE BAG

Person comes into room carrying an inflated paper bag which he holds tightly by the top. Another person says, "What are you carrying in that bag?" "Milk", he replies. "You can't carry milk in a bag!" He says, "A cow does!"

**THE ECHO**

(four people, pre-selected)

The principal character tells the audience that there is an echo in this room, and he will demonstrate. With three "stooges" planted in the crowd, he hollers, "Hello" and three echoes, in turns, shout back, softly, "hello". Then he calls, "How are you?" and gets three answers. Then "Baloney!" and gets three answers. On the fourth call, he says "Mister blank is a great guy," and the last answer is 3 Baloneys." (Choose your own Mister Blank)

**WEABLES**

Webelos Leader walks by Webelos (which are standing in a line) and gives him a shove, but the Cubs just rock back and forth. Webelos leader then says. "I bumped each of you hard enough to make for fall. Why are of you still standing?"

Webelos: "Webelos wobble, but they don't fall down!"

**ASTRONAUT TEST**

Have everyone stand. Ask them to do the following tasks, "close eyes, stand on one leg, extend both arms and point their first finger. Pause for a moment, and then say, "Dark in here, isn't it!"

**TELEPHONE TROUBLE**

Two Cub Scouts stand about 20 feet apart, each holding one end of rope representing a telephone line. One makes dialing motions and the other says, "r-r-r-ring" and picks up the phone. The first boys says, "Hi, Bruce, what are you doing?" But the second boy indicates he can't hear clearly. So the first boys says, "we seem to have trouble on the line." Would a leader (pick out one) please come up and hold the line?" The boys again try to talk, but there's still trouble on the line. Continue this until there are three adults holding the lines. Finally, the trouble is cleared up and the first boy says,

First Boy: "What are you doing, Bruce?"

Bruce: " I've been fishing"

First Boy: "Catching anything?"

Bruce: "Yep, three suckers so far!"

**SECOND LANGUAGE**

One den member wears a sign reading, MOTHER MOUSE. Another has a sign reading, CAT. All other wear signs reading, Mouse. Mother mouse is taking her children for a walk when suddenly the big cat appears in their path.

MOTHER MOUSE: (in a loud voice) Bow wow wow! Bow wow wow!" The cat shrinks in fear and runs away

MICE: "Oh mother, we're were so scared!"

MOTHE MOUSE: "Let that be a lesson to you, children. It pays to learn a second language.

**VINDOW VIPER**

(ONE TO SIX CUBS ARE USED IN THIS RUN ON)

First Cub runs across the stage or room yellig, "The Viper is coming." Each Cub does the same and yells the same thing. After the next to the last Cub has run across yelling, the last Cub strolls in with a rag and pail, and says, "allo, I'm the Vindow Viper!"



**KISMIF**

KEEP IT SIMPLE, MAKE IT FUN!



HALLIE BANNER '90

## Table of Contents

---

<b>CREATIVE EXPRESSIONS</b>	<b>1</b>
<b>PLASTIC, LEATHER AND VINYL CRAFTS</b>	<b>4</b>
<b>PAPER CRAFTS</b>	<b>9</b>
<b>SAND PAINTING</b>	<b>16</b>
<b>MODELING DOUGH</b>	<b>17</b>
<b>STAINED GLASS</b>	<b>18</b>
<b>NECKERCHIEF SLIDES</b>	<b>20</b>
<b>WORKING WITH WOOD</b>	<b>23</b>
<b>WIND CHIMES</b>	<b>28</b>
<b>PAPIER MACHE</b>	<b>30</b>
<b>STENCILING AND PRINTING</b>	<b>35</b>
<b>NATURE IS AROUND US</b>	<b>38</b>
<b>CRAFTS FOR THE HOLIDAYS</b>	<b>52</b>
<b>EXTRA CRAFTS</b>	<b>58</b>

# CREATIVE EXPRESSIONS

Boys like to make things, even those molded plastic toys or models put together with glue. These, along with paint by number kits create more than artistry, but they are certainly popular with some boys. The challenge for Cub Scouts leaders is to find a craft suited to the monthly theme, holiday, or a special activity, which is within the abilities and interests of a Cub Scout age boy, and is fun for them to make. Finding crafts is not a problem. Cub Scouting literature is full of them, roundtable provides them, and various magazines and books also include suitable ideas. The task is finding the right one.

These guidelines should be followed in working with Cub Scouts on crafts:

1. **Keep crafts simple and inexpensive.** Costly kits of materials are rarely appreciated by the boys any more than simple projects made from scrap material. Since Den Leaders work with a limited budget, cost is a big consideration.
2. **Crafts should be practical.** Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible fit the monthly theme.
3. **Crafts should teach some skill** such as carving, modeling, painting, weaving, measuring, etc. Merely gluing pieces together is not enough. Cub Scout like boy-type crafts. They like to hammer, saw, lace leather and paint. And they like to learn how to do new things.
4. **Crafts should be progressively more challenging.** Try to avoid repeating crafts projects which the boys made the previous year, unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.
5. **A variety of material and methods should be introduced through craft projects.** Pouring plaster is fun, but not every week. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
6. **Crafts should seldom require more than two weeks to complete.** A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in a den meeting and let the boys take it home to finish with their family's help.
7. **Be sure the craft project is compatible with the work area.** Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage, or outdoors for the messier crafts.
8. **The craft must be boy's work, not the leader's.** In some cases, leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or too time consuming for the boys. But boys need to be able to say: "I made it!"



## **CRAFTS RELATED TO ACHIEVEMENTS AND ELECTIVES**

Check the Cub Scout handbooks and you will find they are filled with an unlimited number of achievement and elective ideas involving crafts.

Help your den members pick out the elective or achievement they need or are interested in and get them started on a handicraft project that will help them meet their requirement.

### **CRAFTS TIPS**

**GLUE:** To save money, buy glue in a large container and pour it into smaller containers so each boy will have his own to work with. The best glue for plastic milk cartons is clear silicone. Scotch contact cement is good for wood and paper. Tacky glue is best for styrofoam or polyfoam. Egg whites make a good adhesive for bonding paper kits. To make a heavy-duty glue, mix cornstarch with regular glue until mixture is as thick as desired.

**INEXPENSIVE ANTIQUING:** Use black or brown liquid shoe polish and wipe off excess before it dries. This is especially good on aluminum foil projects, but also works on sealed plaster projects. It is also possible to use a dark brown scratch cover polish for antiquing.

**WORKING WITH PLASTIC:** To cut plastic milk cartons, coping saws or jig saws will cut the thick portion easier than scissors or knives which can be used to cut thinner parts. Use a hot ice pick or nail, holding it with pliers, to punch holes in plastic. Adults should do this, not the boys.

To decorate plastic bottle crafts, first sand the bottle lightly. Then use the felt marking pens. Give it a light coat of hair spray to seal.

**WORKING WITH TIN:** Rub the edges of the tin with steel wool after cutting, and you will be less likely to cut fingers on the sharp edges. Leaders should supervise any tin work carefully.

**SCRAP MATERIALS:** Many scrap materials can be obtained at little or no cost. Lumber companies will often provide scrap lumber and wood pieces for Cub Scout projects. They are also a resource for sawdust. Telephone companies have empty cable spools and colorful scrap wire. Ice cream stores have 3 gallon cardboard containers for making helmets. Carpet shops have discontinued rug and tile samples. Appliances stores and moving companies have large cardboard boxes.

### **PAINTING TIPS**

**TEMPERA:** Tempera is a water base paint and is best for use with Cub Scouts. This paint goes a long way and is easy to clean up. Powdered tempera is the least expensive. Add 1 teaspoon of liquid detergent to cut down on staining.

**POSTER PAINT:** Combine 1/2 cup cornstarch with 3/4 cups cold water. Soak 1 envelope unflavored gelatin in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear.

Remove from heat and stir in gelatin mixture and 1/2 cup powdered detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye or tempera.

**ACRYLICS:** Acrylic paint is available in both tubes and jars. The jar paints are usually best for Cub Scouts. Paint can be thinned with water. Brushes can be cleaned with water. Paint is non-toxic and good for painting almost anything.



**SPRAY PAINT:** A plastic spray bottle is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspapers spread underneath so paint dust will be confined to interior of box.

**PAINTING PLASTIC:** Mix powdered with liquid detergent instead of water or starch. The paint will adhere to the plastic better.

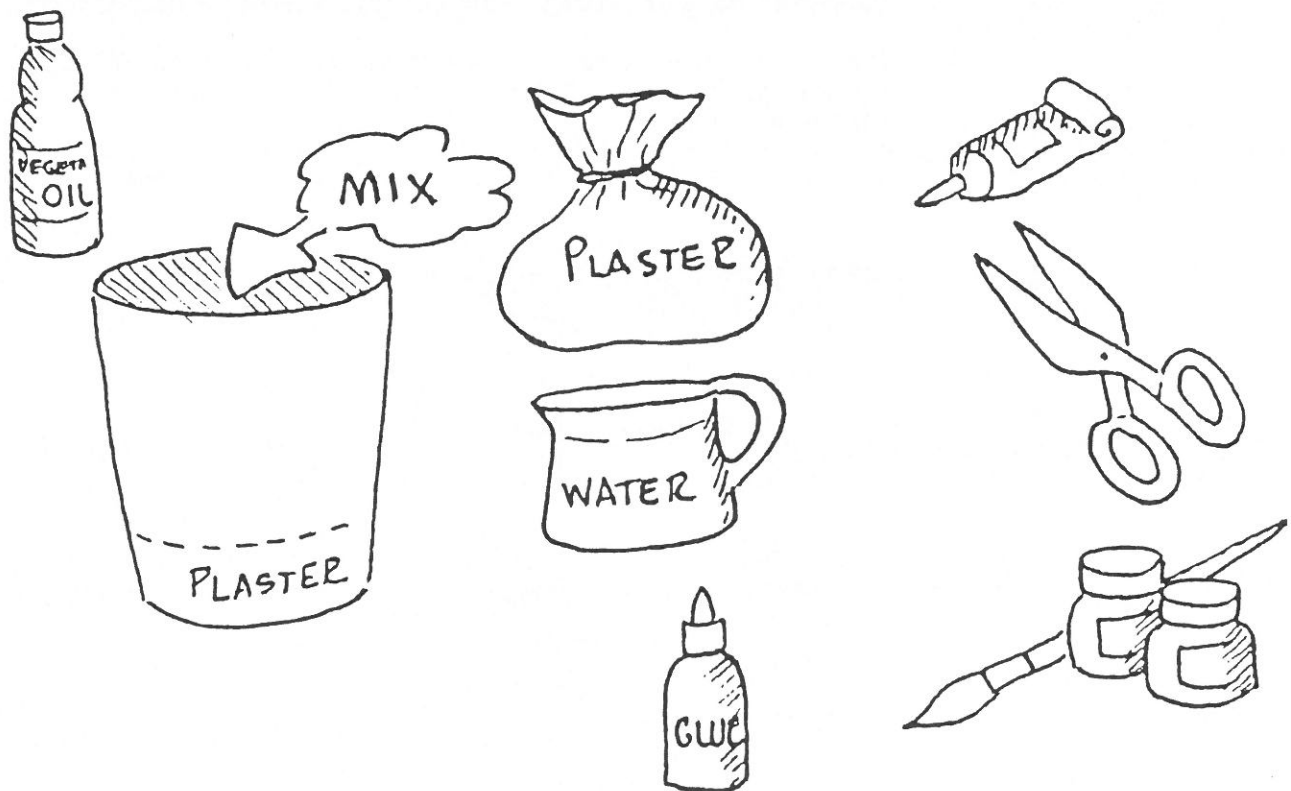
**PAINTING STYROFOAM:** Be sure to use the type paint which will not dissolve styrofoam. See instructions on container.

**PAINTING WOOD:** Never paint or varnish raw wood. Give it one to two coats of thin shellac or wood sealer first.

**FINISHING COATS:** Objects painted with tempera or poster paint will have a dull finish and will not resist moisture. For a shiny finish and for protection, spray with clear plastic, clear varnish or give it a coat of white glue diluted in water. This will make it waterproof. Acrylic paint does not need a finishing coat.

**CLEANING BRUSHES:** Teach Cub Scouts how to clean their paint brushes properly. Varnish, oil or enamel should be cleaned with turpentine. Shellac is cleaned with shellac thinner or denatured alcohol. Tempera, poster paint, or acrylic should be cleaned with water.

In our Cub Scouts lies the greatest potential the world can know. They are naturally curious. They learn best by experience (don't we all?) Handicrafts helps improve a boy's alertness and mental skills through designing, planning, making decisions and selections; choosing materials, colors, tools, sizes, shapes, and weights and figuring out ways to hold work steady while sawing, drilling or nailing. This collection of craft ideas have been collected by **Barb Denny and Kathy Hyams**, for you, the leader, to share with your Cub Scouts. This has been created as a catalyst . . . a book of beginnings.



# PLASTIC, LEATHER AND VINYL CRAFTS

Using the following patterns, cut from the material you have selected. You can begin by asking your parents to save bottles for you. Plastic lacing used on these articles are three times the length of the distance to be laced, and can be purchased at a hobby or craft store. Punch holes as indicated. Gripper snaps are attached with the appropriate tool.

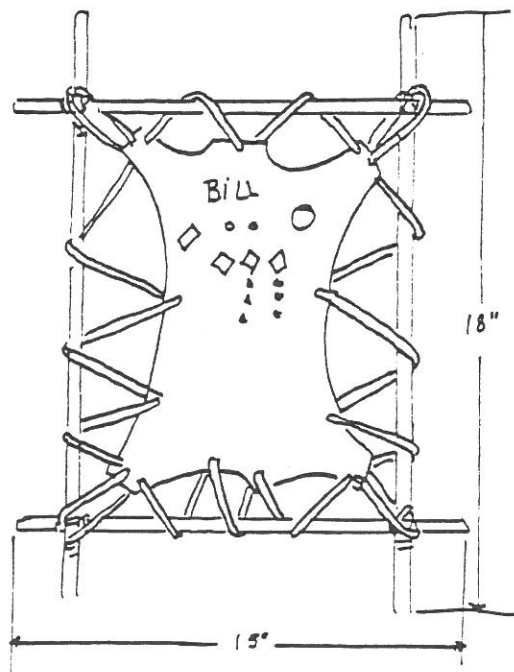
## TROPHY SKIN

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

**Materials needed:** 13" x 16" piece of leatherette, suede or other similar material.  
 Two 18" dowels or sticks  
 Two 15" dowels or sticks  
 12" piece of hemp twine or rawhide lacing  
 90" piece hemp twine or rawhide lacing  
 Four 12" pieces bell wire

**Instructions:** Notch the four pieces of wood 1" from both ends. Be sure the notches are on the same side of each piece of wood. Bind the four pieces of wood together with the wire (as shown in illustrations) making the joints as tight as possible. Cover with twine or lacing. Cut leatherette in shape of skin. Punch holes around edges. Tie it onto sticks temporarily with cord to hold it in place while you lace through the holes with lacing. When it is laced securely cut holding cords.

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

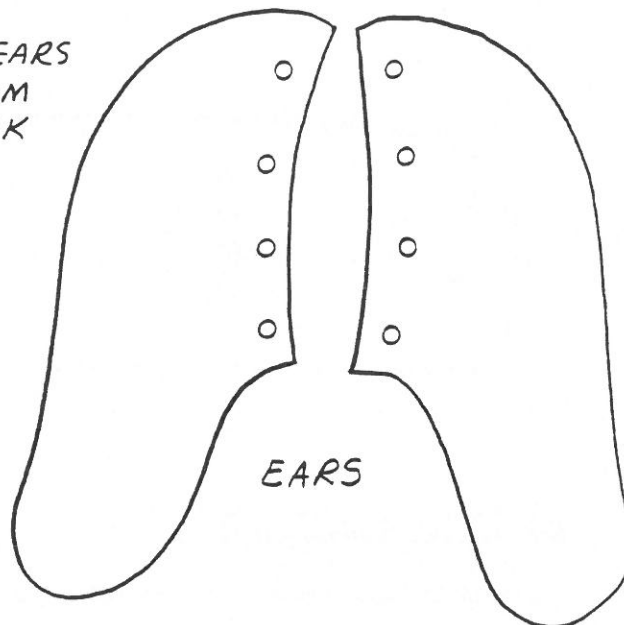


# SNOOPY COIN HOLDER

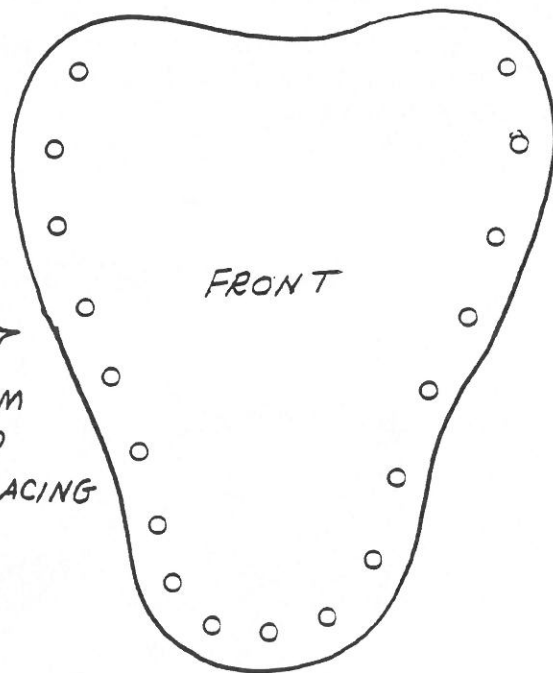
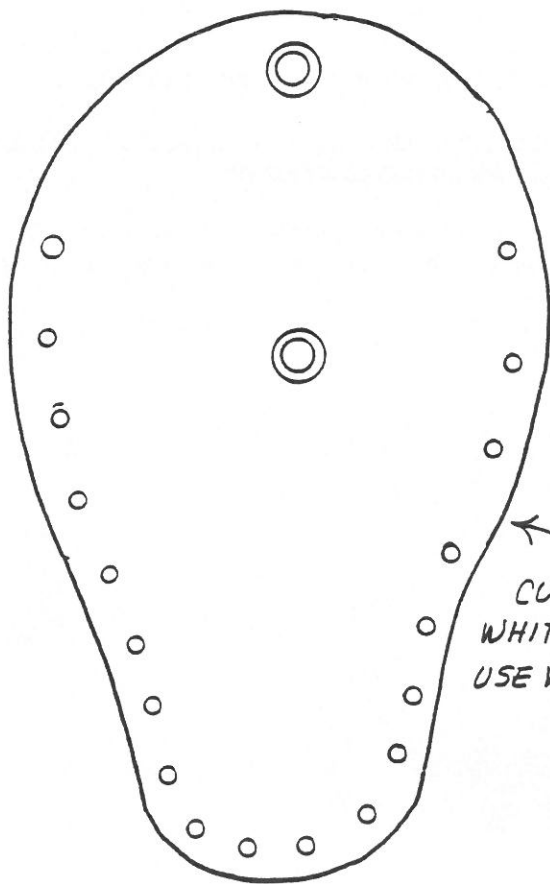


*PAIN*T OR *BURN*  
*ON* *FEAT*URES

*CUT* *EARS*  
*FR*OM  
*BL*ACK

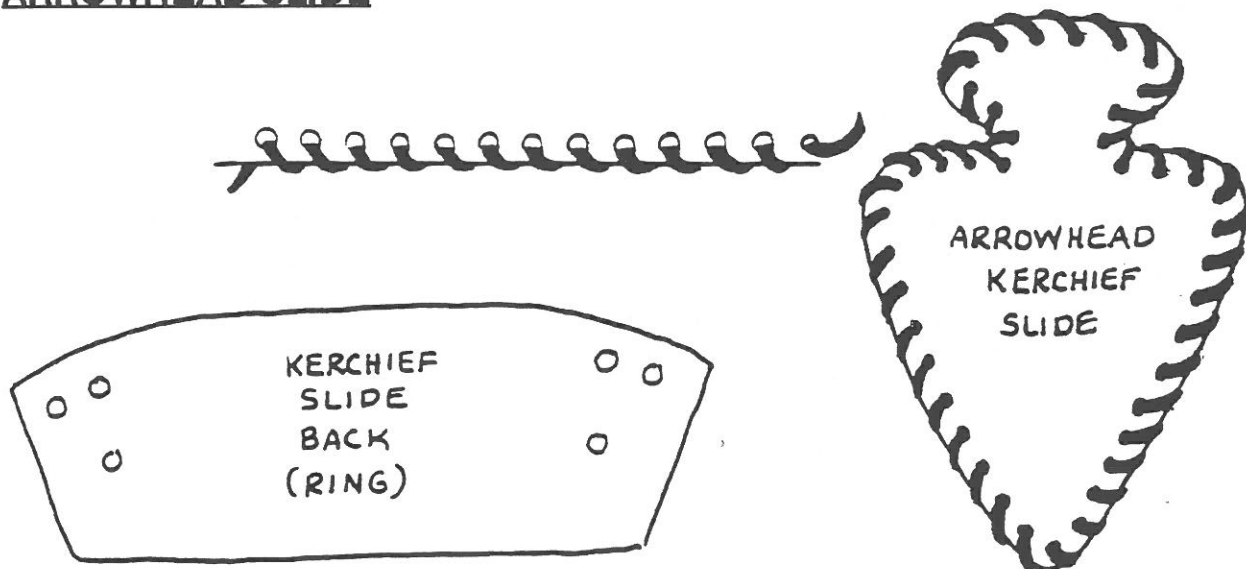


*EARS*



*FRONT*

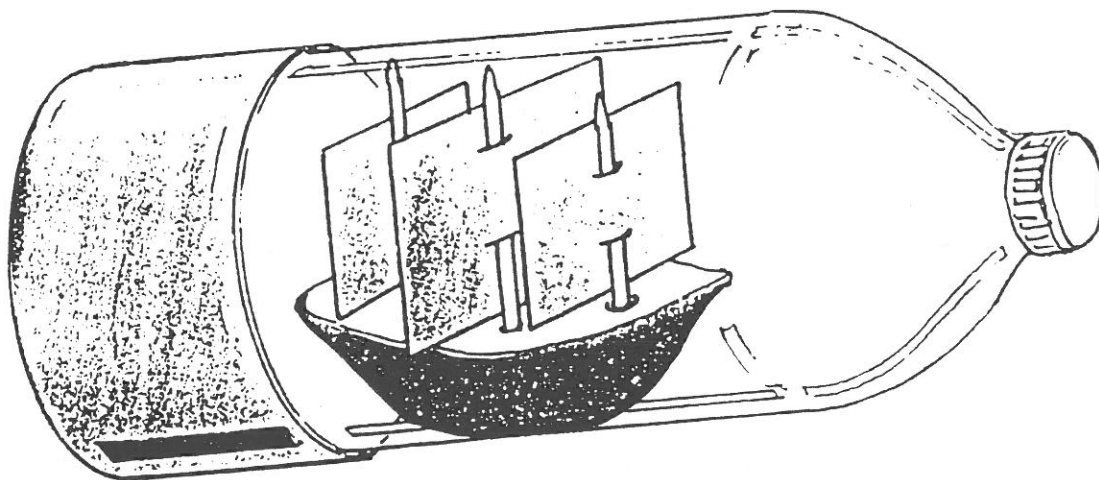
*CUT* *FR*OM  
*WH*ITE *AND*  
*U*SE *WH*ITE *L*ACING

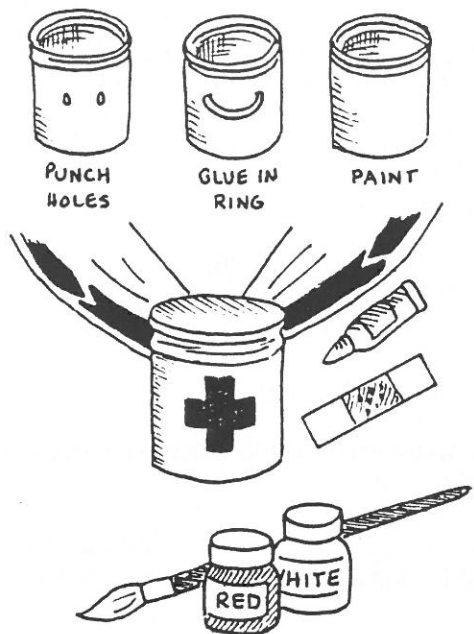
**ARROWHEAD SLIDE****BOAT IN A BOTTLE**

Need one 2 liter plastic soda bottle, white paper , toothpick, brown clay, scissors and glue.

Soak the bottle in hot soapy water to remove the bottom cover. Dry bottle; replace cap and set bottom aside. Cut off clear bottom at a point lower than where the bottom cover will hit.

Shape the boat from clay. Cut paper sails and stick toothpicks through the sails. Place the boat inside the bottle. Glue the bottom and bottom cover back on bottle. Place a few bits of clay under the bottle so it will stand on its side.





## NECKERCHIEF SLIDE FIRST AID KIT

For each slide, use a plastic or tin film can with lid. Punch two holes in back of can so slide ring can be inserted.

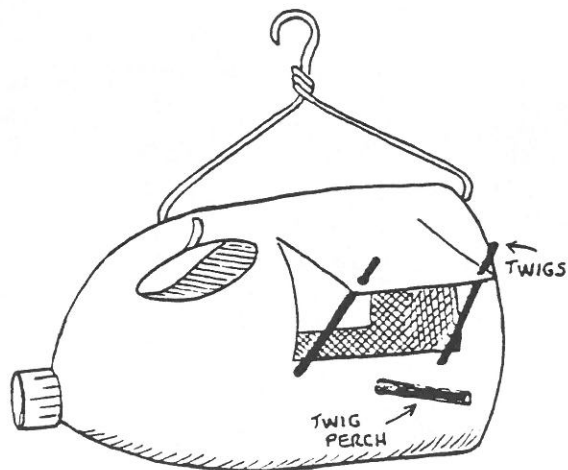
Paint can white. Paint on a red cross. Or use small pieces of red plastic tape to make cross.

Glue in leather thong for ring, or use pipe cleaner, or plastic cafe curtain ring. Put a small band aid on the can with a small tube of antiseptic ointment.

## BLEACH BOTTLE FEEDER

**Materials:** 1 or 1 1/2 gallon bleach bottle  
 Knife and scissors  
 Twigs about 5" long  
 1 coat hanger  
 Nail or paper punch

**Directions:** With knife or scissors, cut flaps 6" long and 4" high. Punch holes with nail or paper punch and prop flaps open with small twigs. Make perch of twigs on either side of bottle. Hang feeder, using hanger with bottom cut out and ends inserted in handle and bottom of bottle.

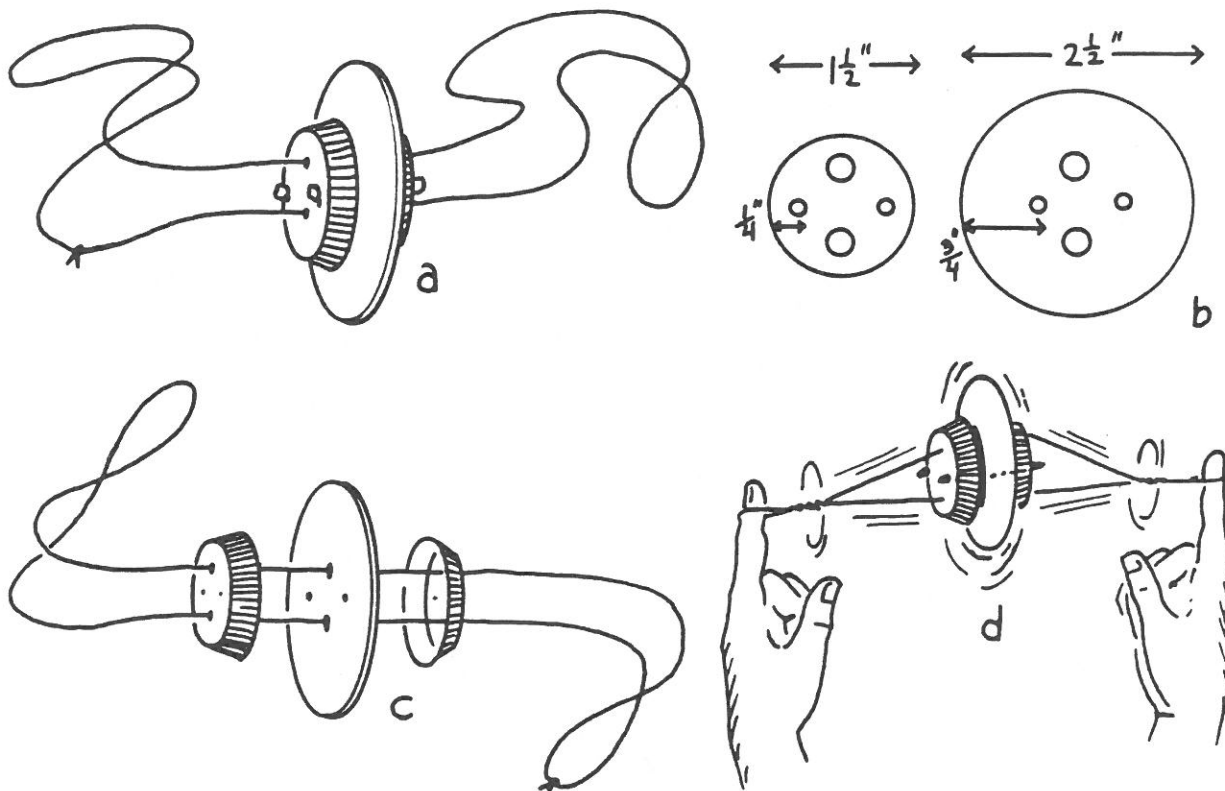


## STRING SPINNER

Material needed: Plastic bottle (any size), two metal bottle caps, string (approximately 4 feet shorter for smaller children), 5 inch chenille wire, paint (optional).

### HOW TO MAKE

1. Cut a 2 1/2 inch circle from plastic bottle or leather or vinyl.
2. Punch two large holes and two small holes in bottle caps and circle (b).
3. Paint caps if desired.
4. Thread string through large holes of caps and circle (c). Tie string.
5. Cut 5 inch chenille wire in half and use to fasten caps and circle together by pushing through small holes and knotting on outside (d). Repeat for other side.
6. Spinner works by looping ends of string over finger and swinging in a circle to twist cord. As you pull string with finger it will unwind, causing center to spin. It will wind and unwind as you stretch and release string.



# PAPER CRAFTS

## GLIDER

Boys love to fly, so this craft should be a popular one with them. You will need to trace the pieces of this glider very carefully. Prepare by having pieces pre-cut and ready for the Cub Scouts to assemble at one meeting.

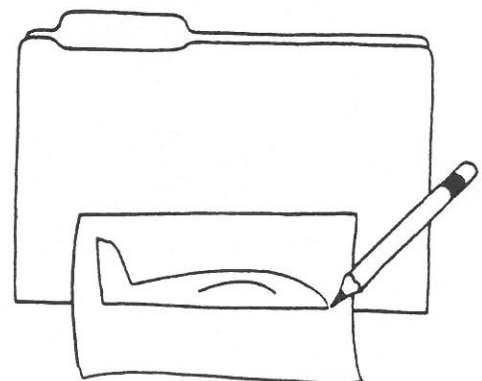
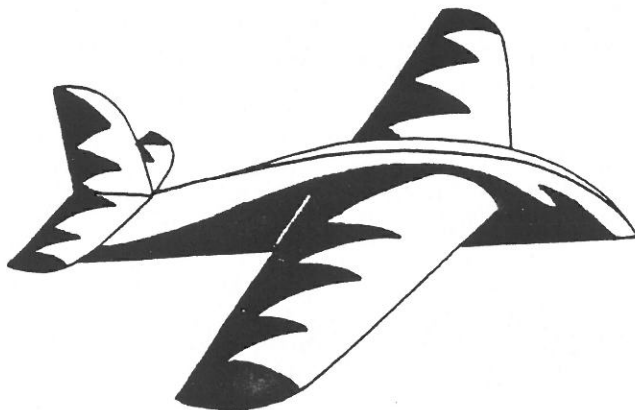
**Materials:** a manila file folder  
tracing paper  
pencil, scissors, utility knife, transparent type of white glue, small metal washer or coin  
acrylic paints or waterproof marking pens

Trace the patterns for the body, wings, and tail on a piece of tracing paper. On the back of the paper, pencil over the lines so it is nice and black. Now you can copy shapes onto the manila folder. Be sure the bottom of the body shape is on the fold of the folder. Trace and cut out the shapes. Cut the wing slot using a utility knife.

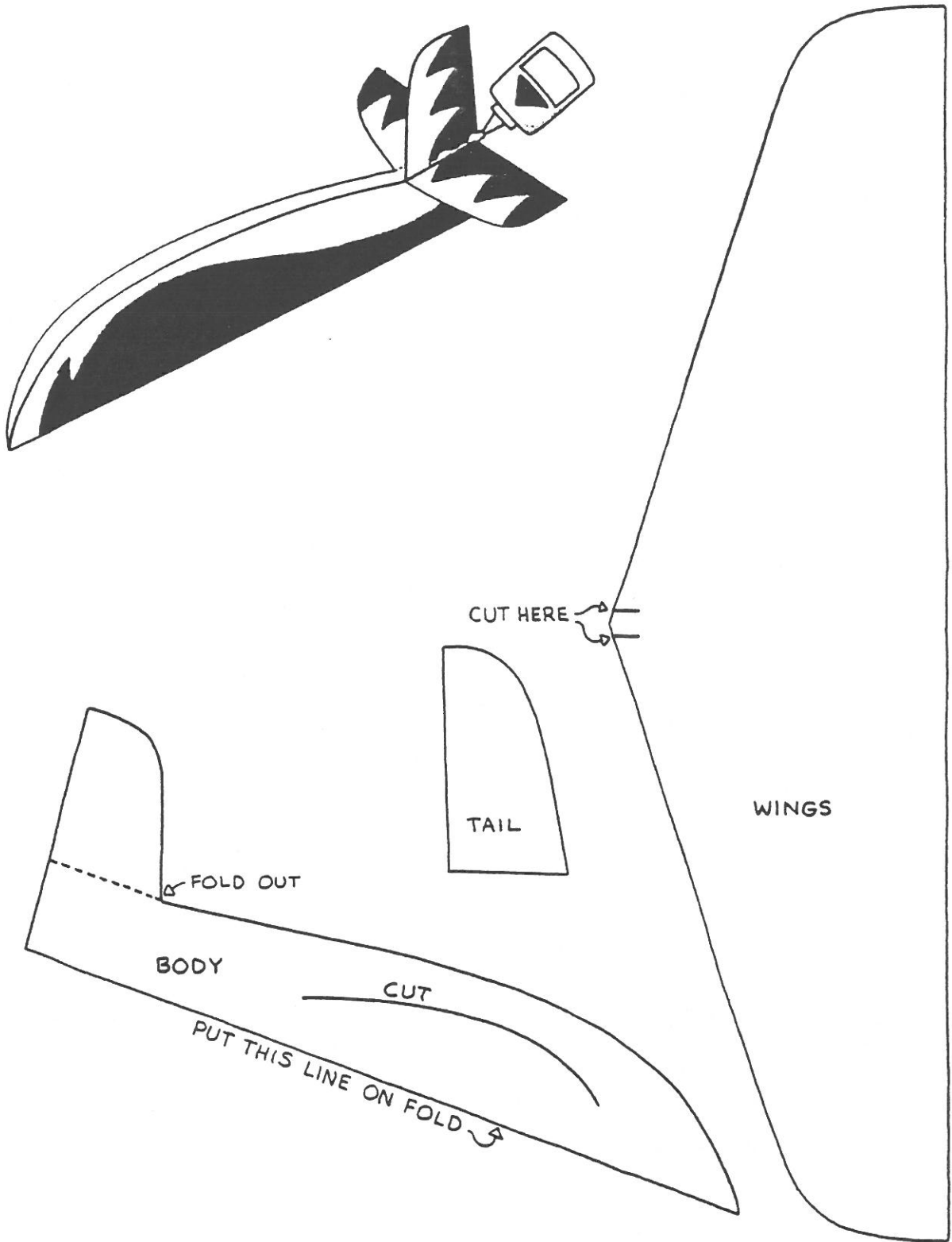
Here's how to put together the glider.

1. Put the tail piece all the way down between the rear wings and tape or glue in place. Fold out the rear wings.
2. Slide the big wing into the slot of the body spread apart a little bit, and push the wing forward until the body fits into the two small slots on the front of the wing.
3. Glue or tape the washer or coin inside the nose of the plane.

Now the den is ready for the test flight. Throw the plane gently in a straight line. Don't throw it too hard! If the plane goes down too quickly, the nose is too heavy. Try a smaller coin or washer in the nose. Bend up the rear wings a little and see if plane will fly further. Have a contest to see how far the planes go.



# GLIDER





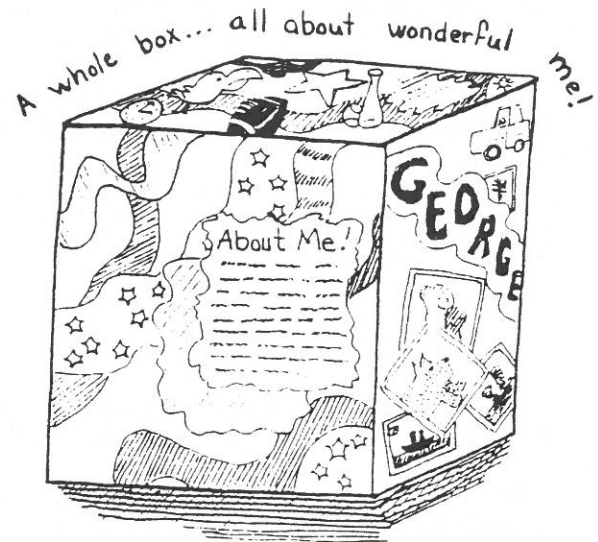
## ALL ABOUT ME CUBE

**Materials:** box (medium or large)  
 paint  
 colored paper or old fabric (enough to cover the box)  
 magazines or photographs  
 pencil and paper  
 crayons  
 glue

### WHAT TO DO:

1. Paint the outside of the box (or cover it with fabric or paper) You can do each side differently!
2. Collect some things that tell about your den. Attach them to all 6 sides of the box. You can use anything.

pictures or words from  
 magazines  
 photographs or drawings  
 stories

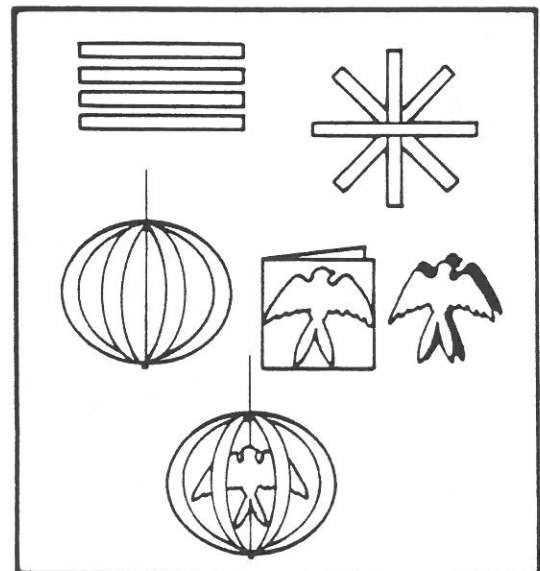


You might even want the boys to write about the den on one side.

## BIRD CAGE MOBILES

**Materials:** 1' x 18" strips of colored construction paper  
 small pieces and scraps of construction paper  
 scissors  
 glue  
 string  
 stapler

1. Have each Cub Scout select 4 strips of colored paper.
2. Place in star form. Staple or glue in center.
3. Thread a knotted string through center. Knot at bottom and top.
4. Bend strips up and staple or glue at top. Be sure string goes all the way through center.
5. Design bird shapes. Cut from colored paper. Make birds double.
6. Glue birds (one on each side) to string.
7. Hang cages around room.



## A MAKE-BELIEVE BOOK

This book will be a conversation piece in any home. Ask each boy to bring an old book from home, one that mom doesn't mind being cut up. It should be about the size of the Reader's Digest Condensed Books.

The cutting can be done with a razor blade, but the boys will need to be watched carefully. They should use a single-edge blade or exacto knife and perhaps wear work gloves to protect fingers. It is also possible to do the cutting with scissors as shown below.

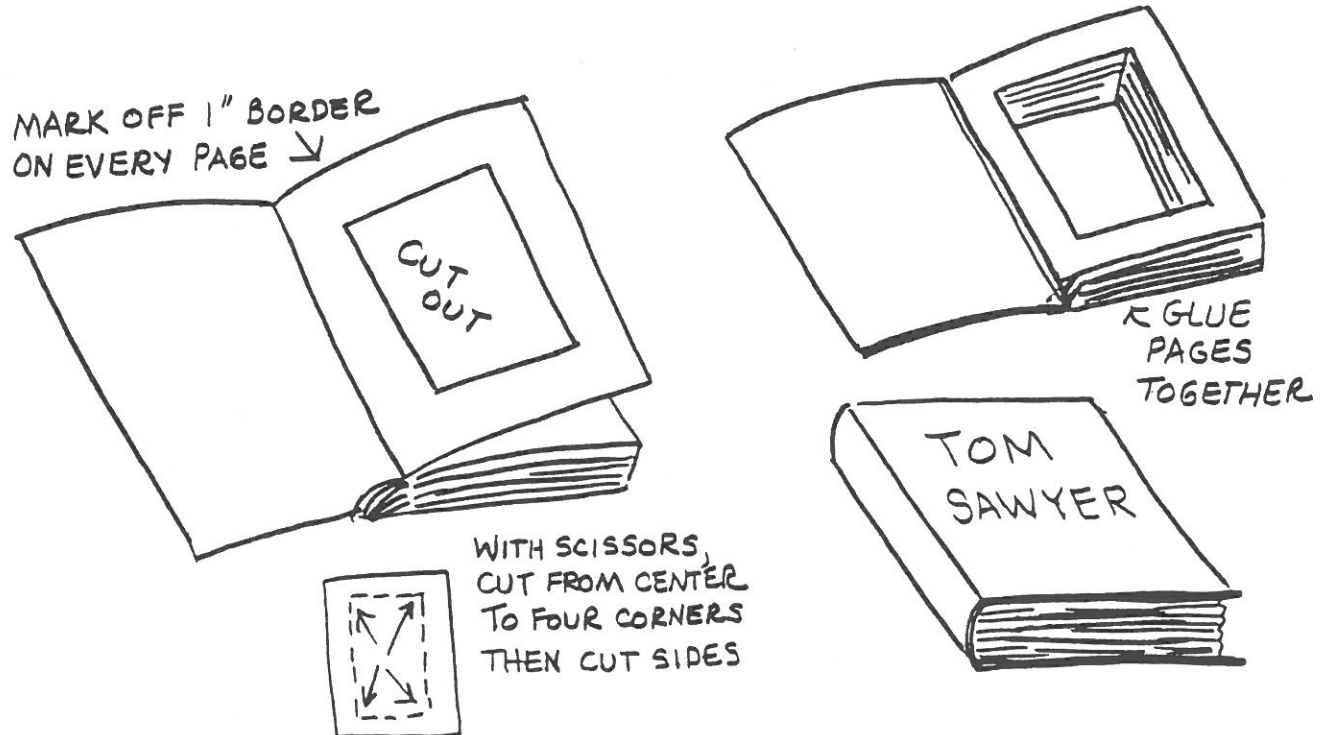
Leaving the cover of the book intact, cut each of the inside pages, leaving a 1" border on all four sides of the page. The cutting will take a while, so you may decide to spread it over two den meetings.

After all inside pages are cut, the book should resemble a box. The front cover would be the box lid and the back cover the box bottom. Using white glue, fasten the last page in the book cover. . .then glue all pages together around edges. Leave the front cover free.

The book can then be painted with acrylic paint. The inside could be painted white and the cover painted another color.

Cut out letters from construction paper or use plastic stick-on letters for the book title. At this point the boy will need to decide which Tall Tale his book will tell.

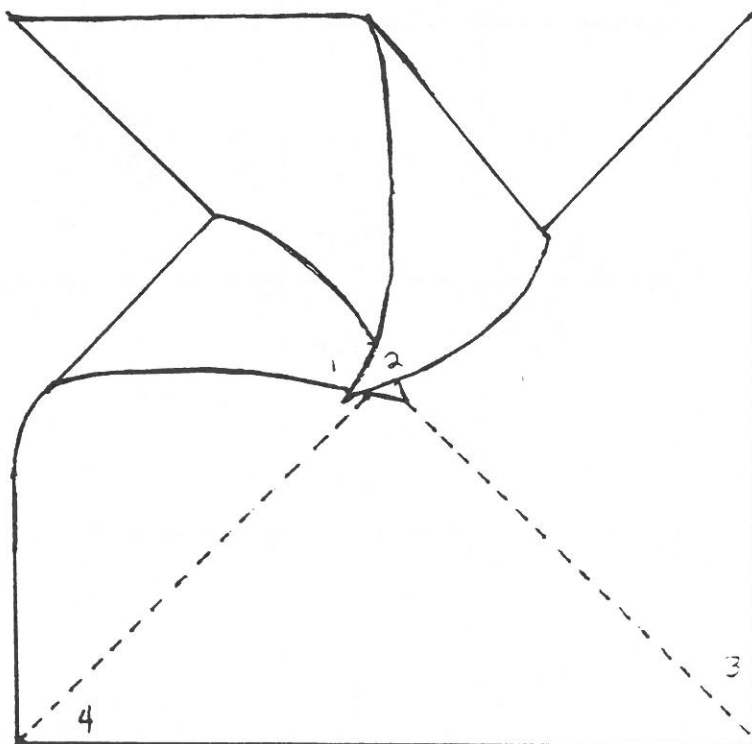
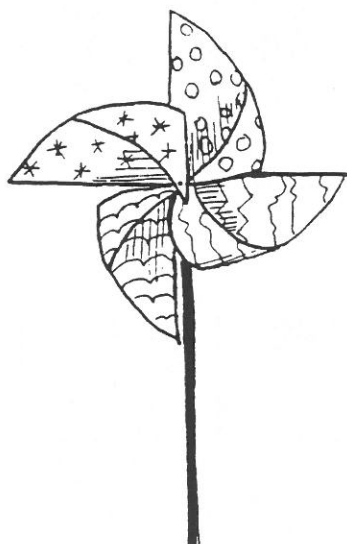
Inside the book, in the "box", a 3-D picture will be glued. This can be either scenery fitting the title, or it can be a small figure made from pipe cleaners. Whatever the boy decides to put in his book, be sure he glues it securely, so when the book is opened it will not be disturbed.



## PINWHEELS

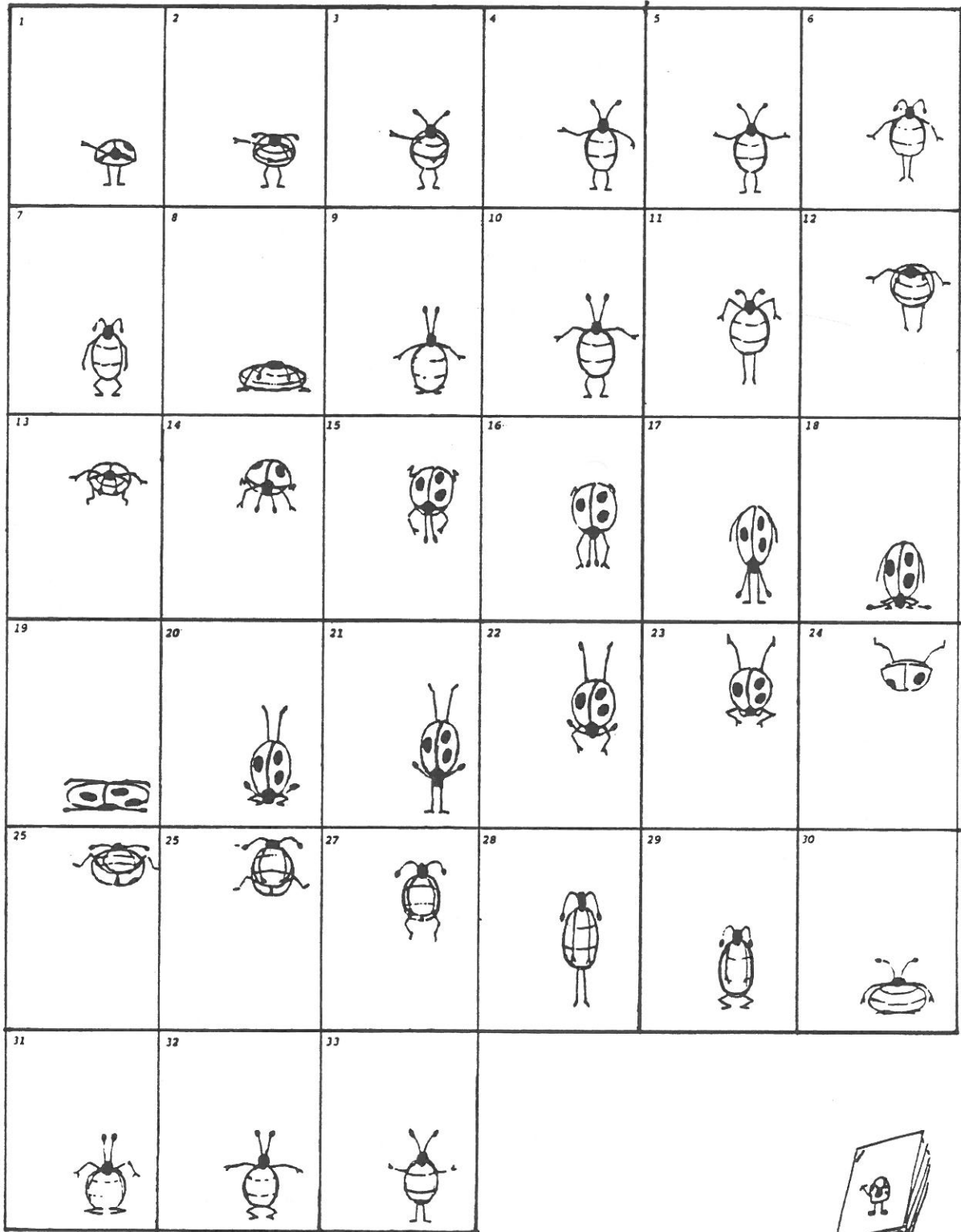
Materials: heavy construction paper or lightweight tagboard  
scissors  
a penny  
a straight pin  
crayons, markers or paint for decorating  
a pencil with an eraser or stick or a straw

1. Cut a piece of paper into a square.
2. Trace around the penny right in the center.
3. Decorate both the front and back of the pinwheel. Try some strip designs or crazy pictures!
4. Cut from each corner to the edge of the circle. Cut on the dotted lines.
5. Mark the corners 1, 2, 3, 4 as you see in this picture.
6. Bend each numbered corner into the center. (Don't fold them)
7. Stick the pin through all four corners into the center.
8. Then put the pin into the eraser of the pencil or into the end of your straw or stick.
9. Now . . . blow on it or run in the wind and watch the pinwheel spin.



# THE TRAINED LADYBUG

Make copies of this page, have the boys cut the squares and staple together in order. Flip the pages and catch the Ladybug do her trick!!!



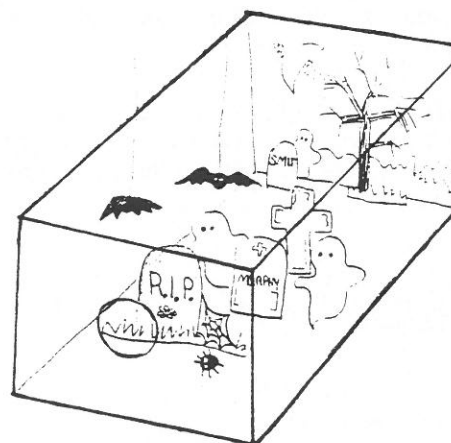
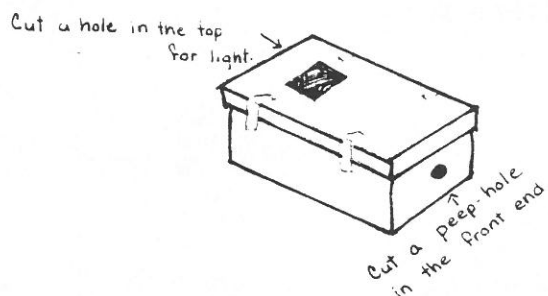
## PEEK BOX

Materials: shoebox (with a top)  
 paper, cardboard, clay, toys,  
 feathers, magazine pictures, string, or anything else you want to use to use for  
 scenery  
 glue  
 tape  
 scissors

### WHAT TO DO

1. Take the top off of the shoe box
2. Cut a hole in one end of the box.
3. Build a scene inside the box (facing the hole). Place figures or objects that are most important near the front. Glue scenery near the back or along the back end.
4. Cut a slit in the box top (about an inch or two centimeters wide.)
5. Tape the top to the shoebox and decorate the outside of the box.
6. On the outside of the box, write a message or story or poem about what's inside.

Peek boxes can be used for all occasions.



# SAND PAINTING

## SAND PAINTING IN A JAR

You don't need a brush or a canvas to create a beautiful painting. In fact, you don't even need paint! Here's how to "paint" in a jar with colored sand. Your finished design may range from simple shapes to eye-catching outdoor scenes.

**Material:** Any type of clear glass container with a wide opening, such as a round jar, a fish bowl or baby food jar; colored sand which is available at hobby and craft stores; a long-handled spoon.

### Directions:

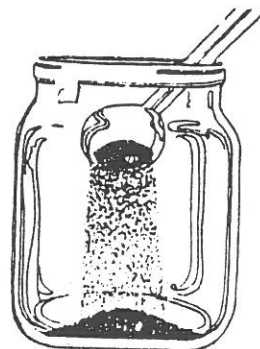
1. Spoon the sand along the outer rim of the jar's inside, forming a series of peaks and valleys.
2. Pour in a different color sand above this. Repeat until entire design is constructed.
3. As the sand begins to climb upward, fill the hollow in the center with spare sand. Any color will do as this part will not show. It will hold the outer sand firmly against the edge of the jar.
4. to correct a mistake, sweep unwanted sand into the center where it will not be seen.
5. Try these special effects.

**BIRDS:** Form a single, flat bottomed mound. Press a pointed object into the center; forming a "V". Then fill in around the bird with the same color sand as your background.

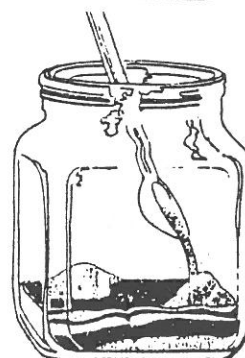
**WAVES:** Using green or blue sand, a thin even layer of white sand on a thin, even layer of white sand on top. Quickly jab the lumps several times with a pointed tool to create rolling ocean waves.

**MOUNTAINS:** Form several large lumps about 1" high. Then with a different color, make smaller bumps between the big peaks.

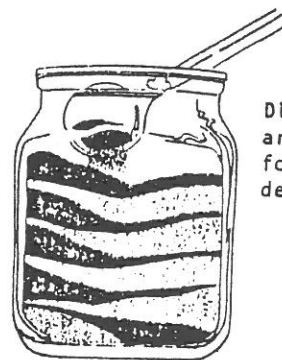
As the sand reaches the top, make sure the surface is level. Add a final layer, then top with seashells, rocks or even tiny cactus plants. To permanently seal jar, make a mixture of 1/2 white glue and 1/2 water and pour on top of sand. Let set until dry.



Spoon sand along inner surface of jar.



Grain by grain your painting tumbles into place.



Different colors are layered to form an abstract design.



It's easy to make a 'bird'.

Shells or rocks add a finishing touch on top.

# MODELING DOUGH

All of the following recipes mentioned can be used for modeling objects just like clay. They will dry to a hard finish from setting in air. To speed drying, punch object with tiny pin holes. All of these types of clay can be colored with either food coloring or tempera paint, or painted after model is dry.

## HOMEMADE MODELING CLAY

Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated (approx. 3-4 minutes). Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water.

Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

## SALT-FLOUR MODELING DOUGH

Combine 1/2 cup salt and 1 cup flour. With your hands, mix and knead enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator.

## CORNSTARCH-BAKING SODA DOUGH

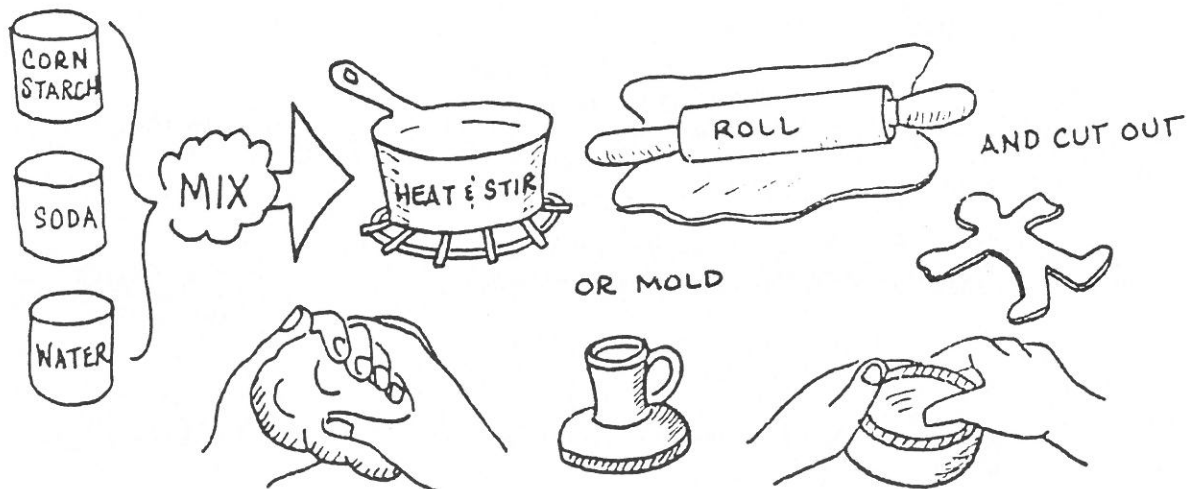
Mix 1 cup cornstarch, 2 cups baking soda. Add 1 1/4 cups water and mix. Bring to a boil over medium heat, stirring constantly. This will thicken to the consistency of slightly dry mashed potatoes. Store in refrigerator up to two weeks. Recipes may be cut in half.

## BREAD MODELING DOUGH

Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until it is the consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

## SAWDUST MODELING DOUGH

Mix 4 cups sifted sawdust, 1/4 cup plaster and 1 1/2 cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay, moist enough to mold and stick together. Store in refrigerator.



# STAINED GLASS

**S**tained glass windows are found in many churches and are made from lead-encased glass. Cub Scouts can make their own stained glass that is beautiful and inexpensive. Glue and food coloring mixed together and applied to glass will give the appearance of expensive stained glass.

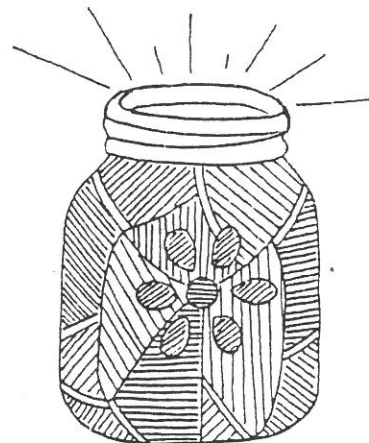
## HELPFUL HINTS

1. Glue mixture is made from Elmer's white glue with food coloring added to achieve the desired color.
2. Baby food jars are excellent for storing mixed glue. If stored glue mixture becomes too thick, add a few drops of water until the desired consistency is reached.
3. Glue mixture colors will dry darker than they appear when wet.
4. When applying glue mixture, brush as smoothly as possible. Two light, thin coats are better than a heavy coat.
5. If two colors touch, allow the first color to dry before applying the second.
6. To brighten or darken a color, add additional coats of the the mixture.
7. When applying the glue mixture to plastic, metal tabs, mirror, foil pans or tinfoil, a plain coat of Elmer's glue must be applied over the design and allowed to dry before using the colored glue mixture.
8. To transfer patterns to mirror, cover the back of the pattern with white crayon. Place the pattern on top of the mirror and trace around the pattern with a ball-point pen. When pattern is removed, a wax tracing will remain.
9. Metal tabs must be flattened before applying any glue. The glue tends to puddle in the middle if the tab is still curved.
10. The colored glue mixture may be used as paint on styrofoam.

## STAINED GLASS CANDLE

**Materials** baby food jar  
colored glue mixture, pattern  
food warmer candle  
tape, brush

1. Tape pattern to inside of baby food jar
2. Paint over pattern on out side of jar with desired glue mixture. Brush on as evenly as possible.
3. If two colors in pattern touch, let the first dry before applying the second color.
4. After glue mixture has dried, place a food warmer candle in the jar and light.

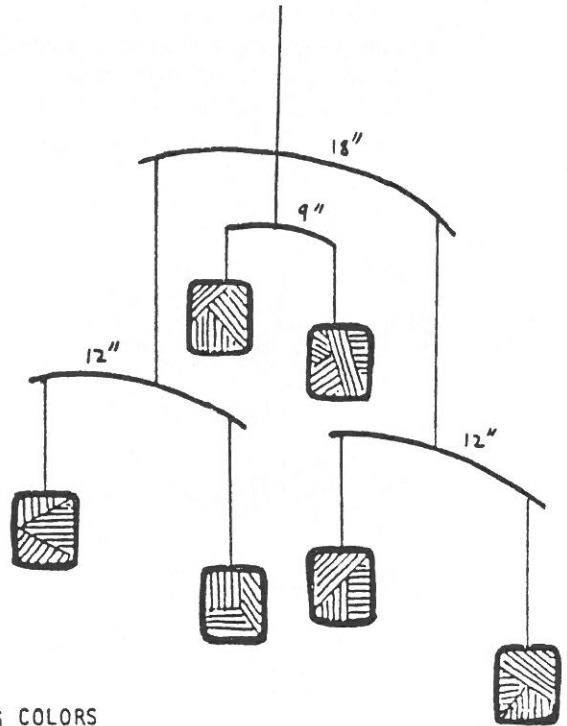
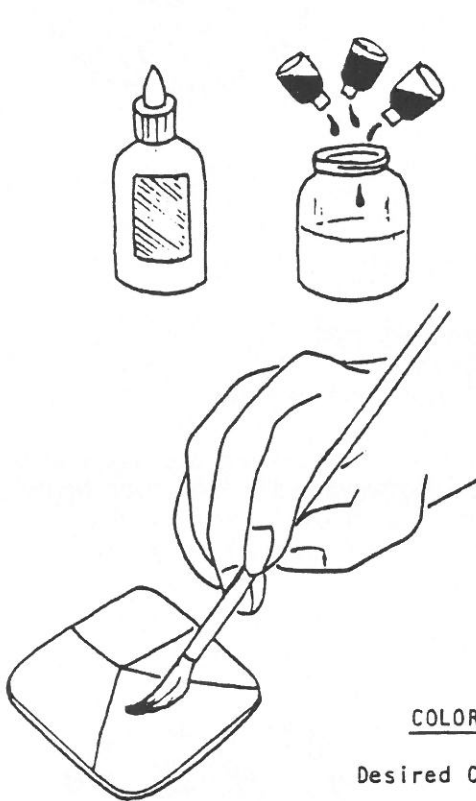




## STAINED GLASS MOBILE

Materials: Glass blanks (1" x 2" or 2" x 4")  
 Colored glue mixture  
 Elmer's glue  
 Wire  
 Cord  
 Braid or colored tape  
 Gold or silver spray paint  
 Pattern

1. Place glass over the design and paint with colored glue mixture. Paint mixture in even coats.
2. Glue loop of cord to the top of the glass and tape the edges of the glass with colored tape.
3. Cut four pieces of wire in the following lengths 1-18", 1-9", 2-12". Bend each length of wire in a curve and spray paint. Use cord to attach glass pieces to mobile.



COLOR CHART FOR BLENDING COLORS

Desired Color	Drops of food coloring			
	Red	Yellow	Green	Blue
Orange	1	3		
Coral	3	1		
Lime green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

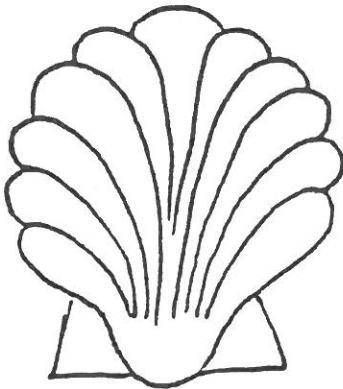
## NECKERCHIEF SLIDES

The following neckerchief slides will serve to give you a variety of ideas for kinds and uses of neckerchief slides. It will serve as a starting point. Sources for more ideas are old and new Boy's Life and Scouting Magazines. Neckerchief slides can be made from leather, vinyl, plaster, wood, metal, cloth etc.

### SWEET GUM BALL SMOKEY THE BEAR

**Materials:** Sweet gum balls  
Acorn caps  
Green paint  
Construction paper (red and green)  
Movable eyes  
Large dark, round seed (for nose)

Choose large acorn cap for top of hat. Paint green. When dry, glue to top of sweet gum ball. To make brim, cut a circle of green paper removing center to fit over acorn, glue securely. Cut small mouth from red paper and glue mouth and movable eyes in place. Glue nose to center of face securely. If to be used for a tie slide, bend pipe cleaner and glue end end to sweet gum ball.



### SEA SHELL SLIDE

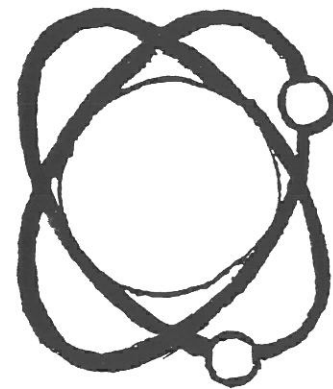
**Materials:** Attractive shell  
Epoxy  
Plastic plumbers pipe

After choosing an attractive shell the boy should choose the front and which way he wants it to hang. Next, he should epoxy the pipe to the back so the hole is in line with the vertical line of the shell. At this point let epoxy set before wearing.

### ATOM SLIDE

**Materials:** 1" styrofoam ball  
1-1/4" red pom-pom  
1-1/4" yellow pom-pom  
1-4" pipe cleaner  
1-12" pipe cleaner

Cut the 12" pipe cleaner in half. Make an oval big enough to go around the 1" styrofoam ball. Glue the ovals on the ball at angles to each other. Glue the red and yellow pom-poms on the ovals as shown in the illustration. Make a loop out of the 4" piece of pipe cleaner and glue the loop into the back of the styrofoam ball.



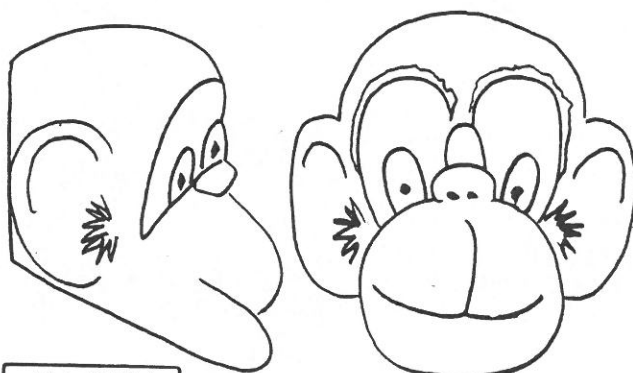
### VOLCANO SLIDE

Materials: 1 1/2" x 1/2" plastic pipe  
plaster or shelf drying  
sculpty clay  
paint

Use plaster or clay to build up the pipe in the shape of a volcano. Let the plaster or clay set up until completely dry and hard. Let some plaster "run" down the mountain to look like the escaping lava. Using green and or brown paint, paint the mountain. Use red to paint the lava flow. Your neckerchief slide is worn around the neckerchief.

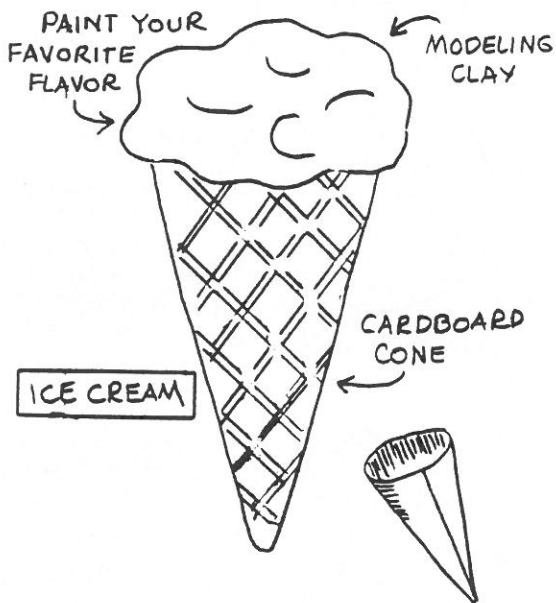


### NECKERCHIEF SLIDE IDEAS

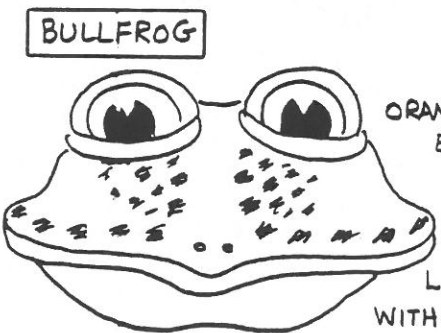


**MONKEY**

PAINT DARK BROWN  
WHITE EYES & EYEBROWS  
GLUE ON FUR TUFTS FOR SIDEBURNS



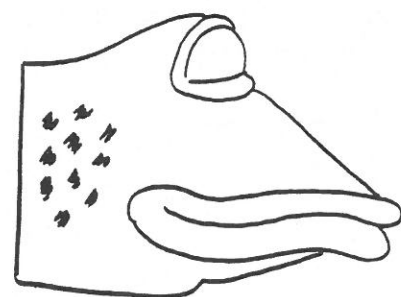
**ICE CREAM**

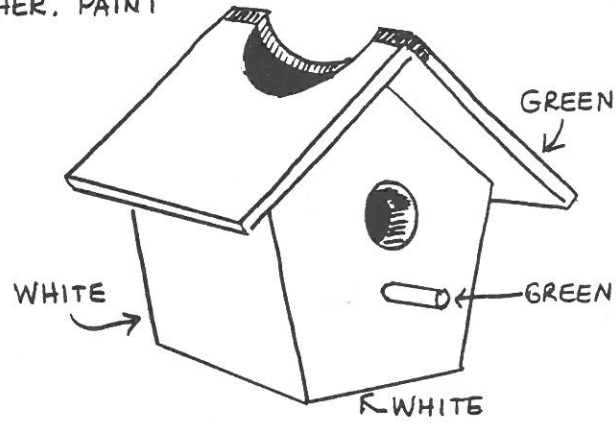
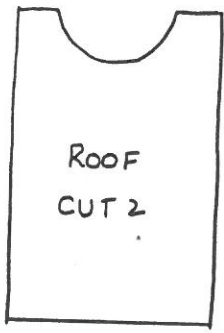
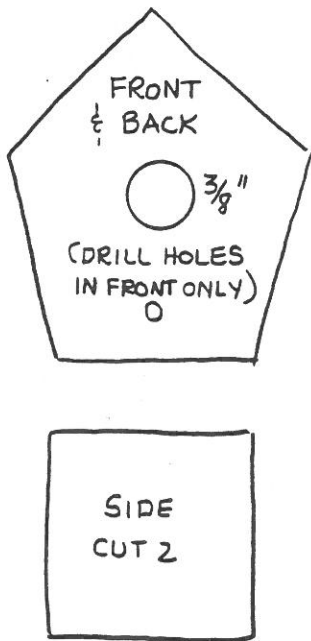
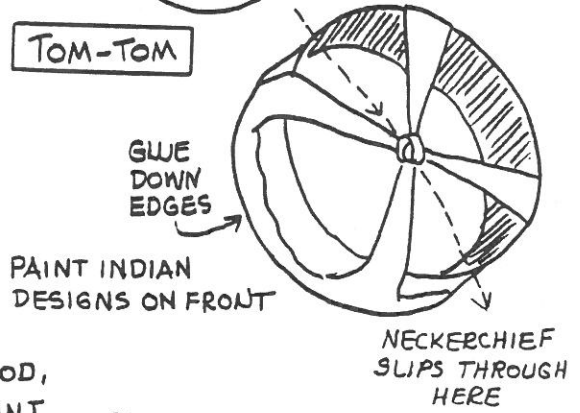
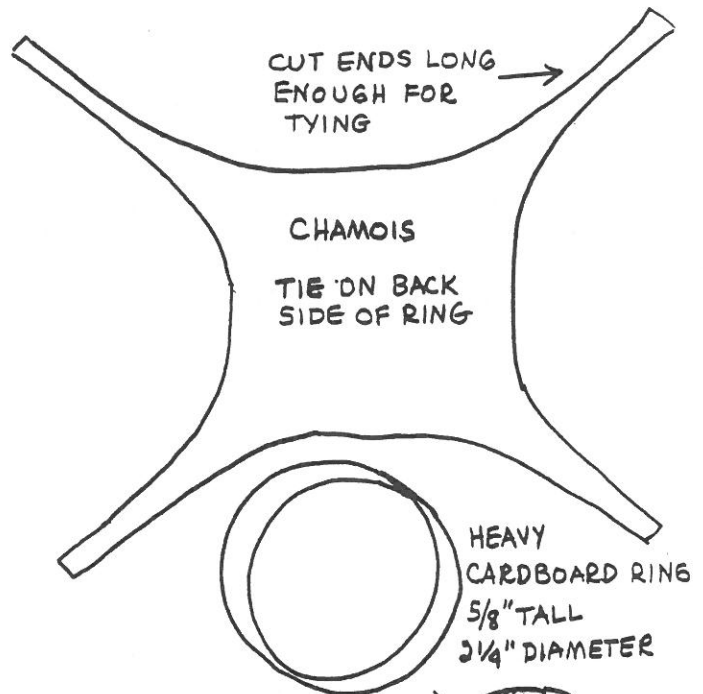
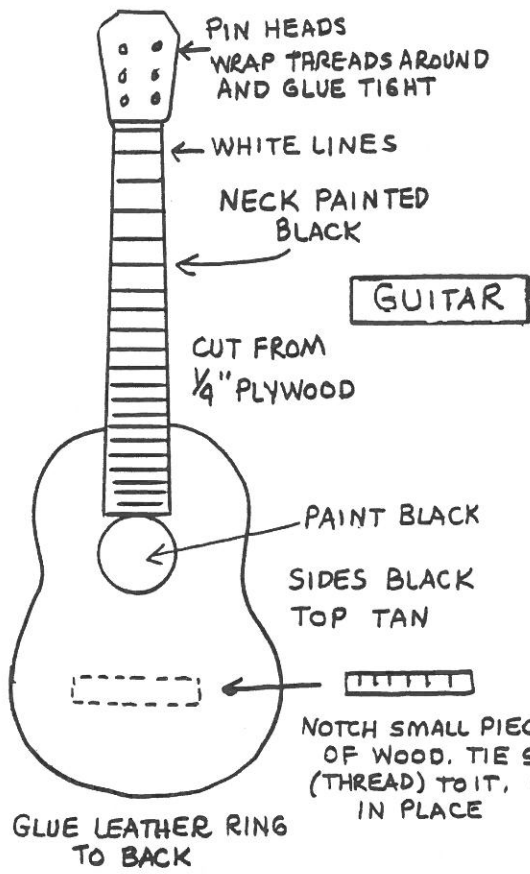


**BULLFROG**

ORANGE & BLACK  
EYES

PAINT  
LIGHT GREEN  
WITH DARK GREEN  
HIGHLIGHTS





# WORKING WITH WOOD

**I**t is important to make rules and enforce them when working with wood. The wood craft projects included on the following pages are suitable for boys and leaders who have had little experience with wood. They require few tools. Scrap lumber can be obtained from some lumber yards.

1. No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
2. All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
3. All sawdust and sand dust are to be swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

## **SUGGESTIONS FOR LEADERS**

Have on hand the material and tools needed for the project. Use scrap wood which is free of knots. Knots can sometimes be dangerous. Have a sample of the craft project made and in view. Provide step-by-step instructions for the boys.

Find out what type sandpaper is most suitable for your project-what type nails or brads, etc.

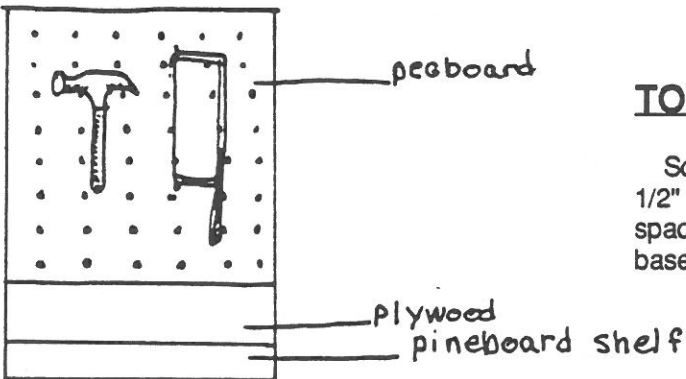
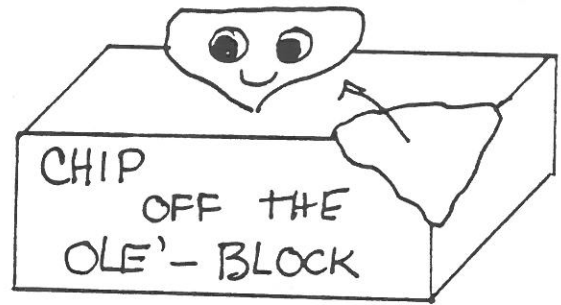
## **SAFETY RULES FOR TOOLS**

1. Use each tool for the job it was intended and the way it was intended to be used.
2. Most accidents occur to the hands, face or feet. Protect your eyes. Keep fingers and hands away from cutting edges of tools. Secure or clamp down wood which you are working.
3. Be patient and never use force. Don't work with tools when you are tired. You need to be alert.
4. Don't wear loose clothing or jewelry which can be caught in moving parts.
5. Never use electrical tools in damp or wet locations.
6. If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.
7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.
8. Keep tools sharp, clean, and oiled.

## CHIP-OFF-THE-OLE-BLOCK

Materials: Scrap lumber  
Glue  
Felt tip markers  
Varnish-paint brush  
Saw or sharp knife

Any size piece of wood can be used. Stain wood desired color. Then cut a rather large chip off of the corner. Glue this chip to the center of block of wood. Draw a face on chip of wood and do writing on block of wood. Good idea for Father's Day gift.

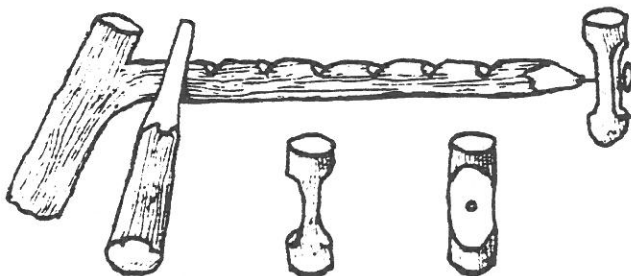


## TOOL BOARD

Screw a 15" x 16" pegboard to a 16" x 19" piece of 1/2" plywood using 3/8" spacers between to allow space for the hooks. Glue a pine board 1/2" x 16" to base plywood and nail through the back.

## WHIMMY DIDDLE

You've probably heard how two sticks rubbed together can start a fire. They can also set a propeller in motion. This is what happens when you operate a whimmy diddle.



Cut a 7 to 9 inch section of green hardwood branch for the body. Cut another 4 inches for the rubbing stick and 1 1/2 inches for the propeller blade.

The sketches will show you how to shape the three pieces. Whittle one end of the body and rubbing stick to taper them slightly. Carve six evenly spaced V-shaped notches along the length of the body about 1/8 inch deep. Carve the propeller blade so that its weight is concentrated equally at both ends.

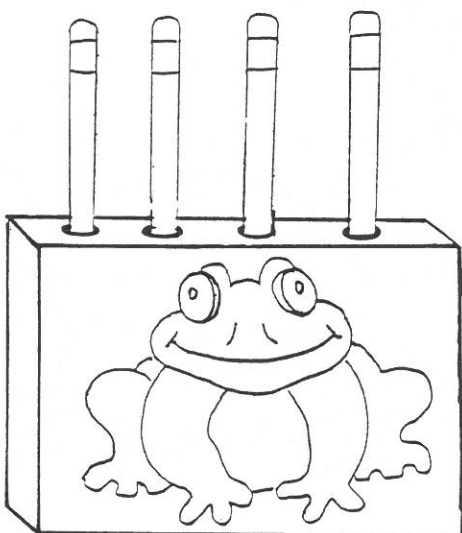
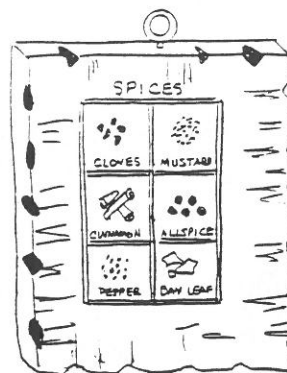
Drill a hole through the center of the blade. Drive a 1-inch box nail through the center of this hole and into the tip of the body. The blade should spin freely on this nail. Try out the whimmy diddle. If the blade doesn't spin when you rub briskly, carve the body a little narrower and the notches a little deeper. Keep testing it. Stop carving as soon as the propeller spins.

## **SPICE BOARDS**

Use 1/2" board approximately 6" x 8". Rough up appearance of wood by using chisel, hammer or other tools by hitting the wood. (Cubs love to do this) Stain or paint board.

Glue on spaghetti border and spices

Give board a coat of diluted white glue or decoupage finish. Write on names of spices with India ink. When ink is dry, give it another couple of coats of finish.



## **PENCIL HOLDER**

Pencil holders are easily made by selecting a block of wood at least 1" thick. Drill holes to hold the pencil. Sand wood and paint as desired.

Decorate with decal, or paint your own design on it.

If you wish, you can add a wood base a little larger than the first block of wood.

Try using sequins, glitter, and beads in your decorations. These, in addition to paint, can make it most attractive.

## **STILTS**

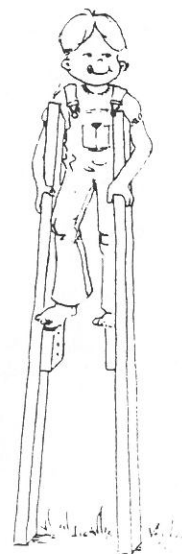
Glue the foot blocks (2" x 4" x 6") against the wide side of each tall 1" x 2" about 6 feet) wood pole. Make sure you place them both at the same height.

The higher the foot block, the taller you'll be! (but it's harder to walk too!)

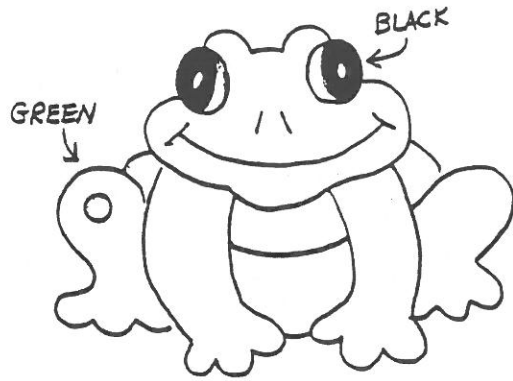
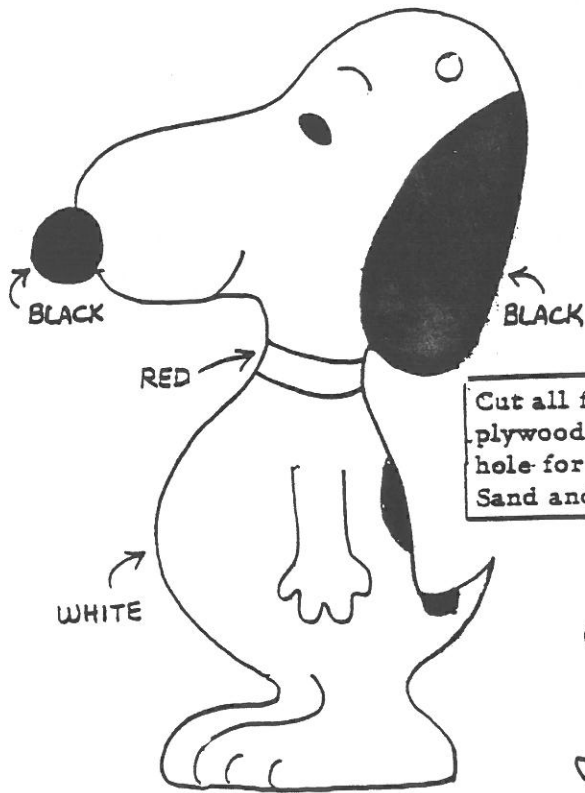
Use 3 screws or nails to fasten each block to the pole.

Sand your stilts until they're smooth. That way you won't get any splinters. You can paint them too!

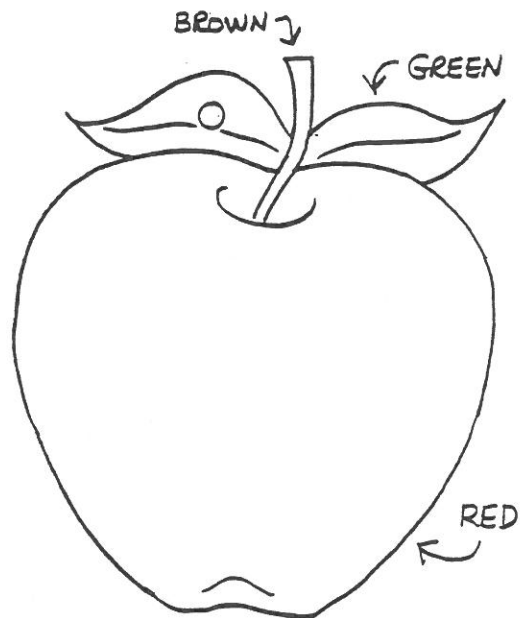
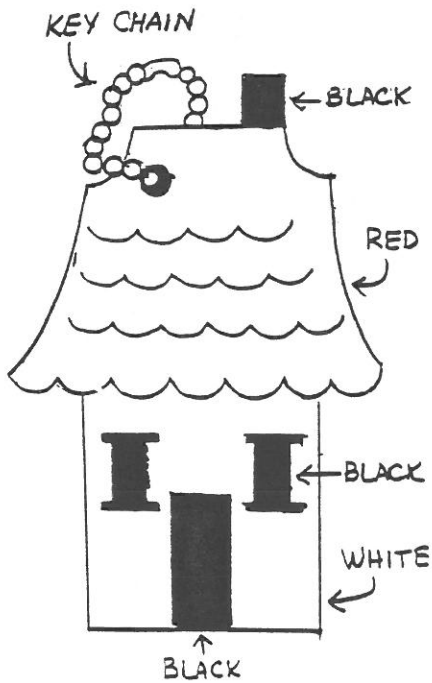
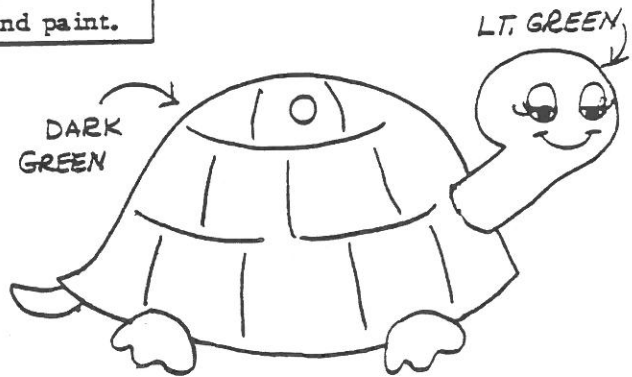
Step up onto the foot block. Hold the poles under your arms. You'll get a better start if someone helps you when you first begin to walk. Lean on one foot while you pick up the other.



# WOODEN CUT OUT KEY CHAINS



Cut all from 1/8" plywood. Drill hole for chain. Sand and paint.

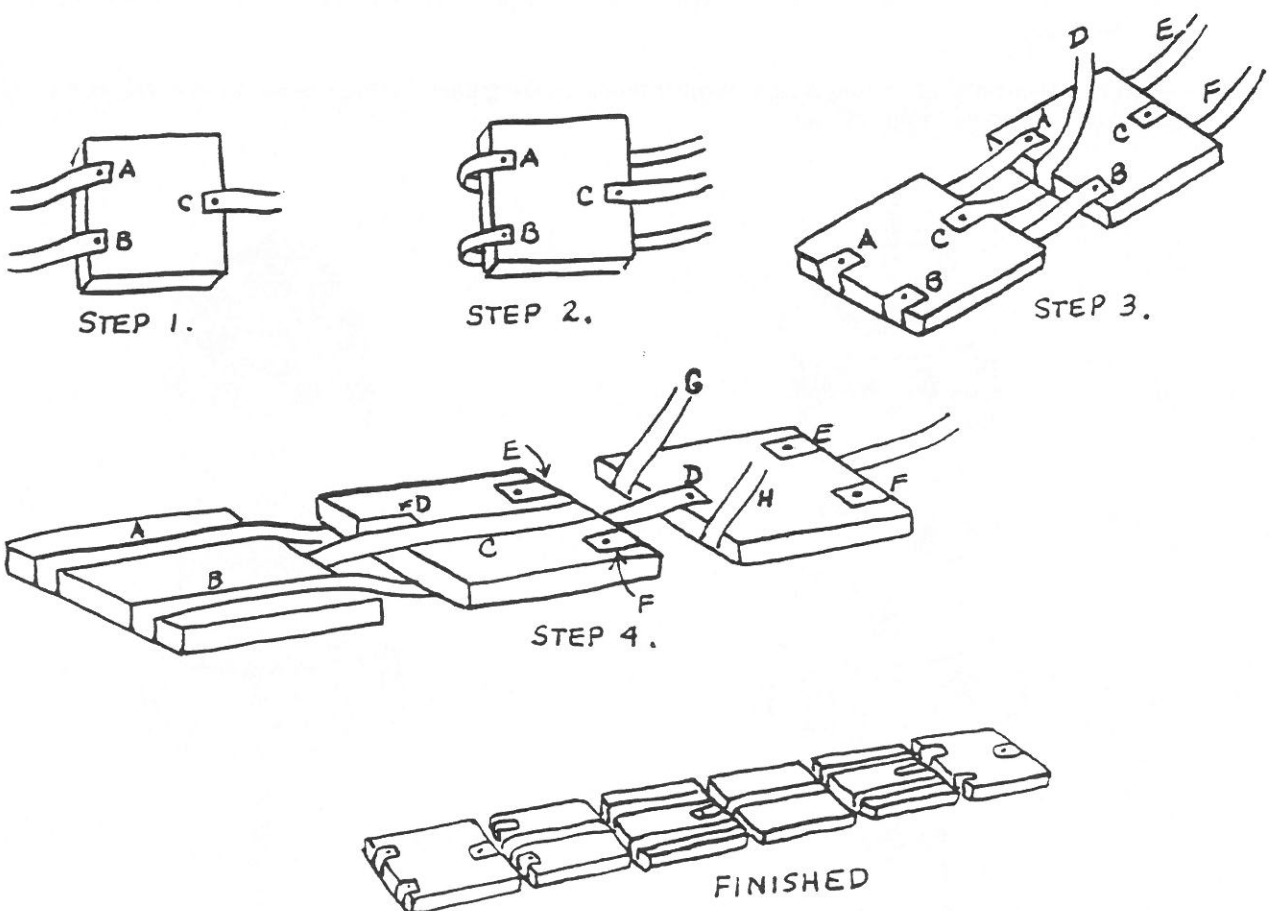




## FLIP FLOP BLOCKS

This is a favorite toy for brother or sister and even dad might be caught playing with it. It is made from scrap lumber and twill tape.

1. Cut six blocks 2" x 2 1/2", and 15 tapes about 5 1/2" long. Tack three tapes to each of five blocks, as shown.
2. Place first block in position, as shown, with double tapes around and under the block and single tape extended flat on the table.
3. Place second block in position with tacked side down, single tape out to the left and double out to the right. Tack ends of tapes A, B, and C to second block as shown.
4. Turn blocks over. Place third block in position with tacked side down, double tape out to left and single out to right. Tack tapes D, E, and F on third block.
5. Continue in this manner. Turn assembled blocks over each time; then follow (3) to add fourth block, (4) to add fifth block and (3) for the last block.



# WIND CHIMES

**B**y following these basic directions and using the same type materials, you can make any number of different chimes.

**Materials needed:** 3 1/2 inch clay flowerpot for body  
 3 inch styrofoam ball for head  
 1 leather shoelace to hang spool for clapper  
 Construction paper or felt for features and decorations on cardboard backing

**Directions:** Each wind chime must have a wind catcher, such as the Cub Scout's feet. The wind catcher hangs 1 inch below the rim of the inverted flowerpot. Tie end of leather shoelace to wind catcher, tie on the small spool clapper.

Run lace up through hole in flowerpot bottom. Knot lace where it goes through hole and add a bead to keep it from slipping through holes.

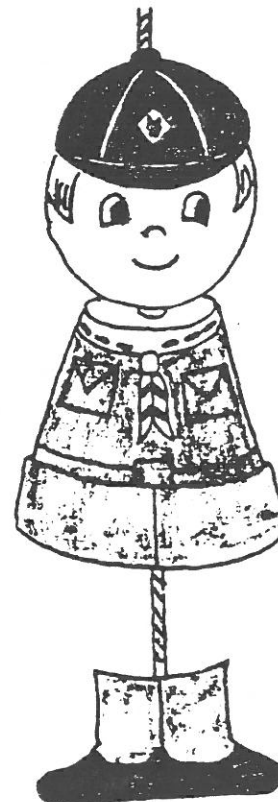
Make a hole through styrofoam ball with an ice pick and thread lace through this hole, and use remaining part of lace as hanger.

Features are made from construction paper. Wind catchers, hats, etc. need lightweight cardboard backing to prevent tearing.

If wind chimes are hung outdoors, use permanent marking pens for features and decorations and cut wind catchers from plastic bottle pieces.



FLOWER GIRL

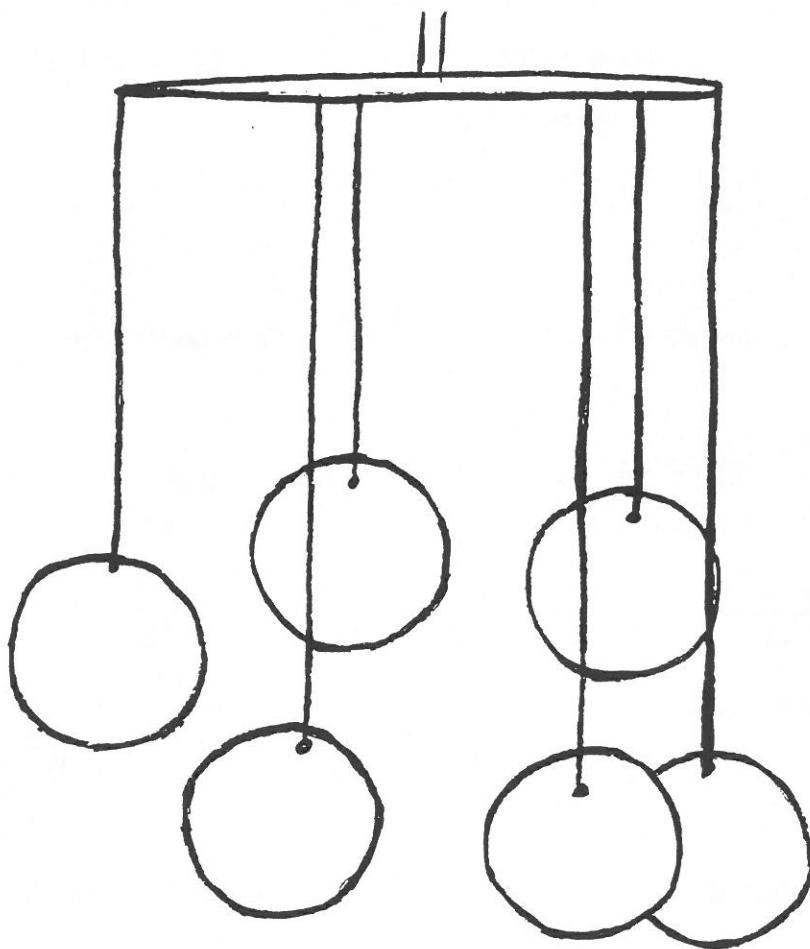


CUBBY

## TIN CAN WINDCHIMES

**Materials:** Lids from various sizes of tin cans  
Spray paint  
Fishing cord  
Hammer  
Sand paper (very fine)  
A pair of gardening gloves might be advisable

**Directions:** With a hammer, pound the edges of the lids flat. Lightly sand them with a fine sand paper to remove sharp edges. Drill small holes into each lid, spray paint the lids. Using the largest lid as the base, drill holes around the edges to accommodate hanging the other lids from this and hanging the windchime itself. Using the fishing line attach the lids to the windchime. The lines should be the same length or the chimes will not work.



# PAPIER MACHE

**P**apier-mache is a simple way of using wet paper and paste to make a solid sculpture. It began in France during 1700s. Papier-mache is French for "chewed paper". This form of art is inexpensive, light and easy to work with. Boxes, trays, decorative pieces, statuettes, animals, pinatas, flowers and puppets are only a few creative ideas that can be made from papier-mache. Boys love the messiness of papier-mache and the finished product, so don't be afraid to tackle it. Spread around lots of newspapers or plastic drop cloths and protect the boys' uniforms with old shirts.

## MOLDS

Molds or forms can be anything that will hold its shape when wet.

- |               |                                  |   |
|---------------|----------------------------------|---|
| Examples are: | Balloons-for pinatas, masks      | Oval dishes-for masks, bowls            |
|               | Small wood frames, for animals   | Chicken wire for pinatas, animals, etc. |
|               | Plastic bottles-for vases people | Balls of paper-for fruit, eggs, etc.    |
|               | Aluminum foil                    | Cardboard tubes-for legs etc.           |
|               | Styrofoam shapes                 |   |



Tear, don't cut strips



Oil or grease bowl



Cover bowl with mache; let dry



Cut out eyes



Paint other features



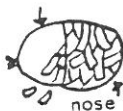
Large balloon



Cardboard collar



Tape nose to head and cover with mache strip



Small balloon

Cut out eyes



## **HOME MADE PAPIER MACHE**

### Strip papier mache

This method is good for making large head masks or stage props. It is done by alternately applying 1" strips of torn newspaper dipped in paste.

Other types of paper may be used but newspaper absorbs water and paste more quickly and the torn edges blend more evenly for an over all smooth surface.

In preparing the flour mixture, use one cup flour and enough cold water to form a heavy and thick paste. Slowly add boiling water until the mixture becomes a creamy paste. Mixing is easier if a wire whip or egg beater is used.

Wallpaper paste added to two cups cold water can also be used. It is also costly.

Dip newspaper strips into paste and apply in alternating directions. While pasting on the squishly stripes, mold the form with fingers.

Let each layer dry before applying another.

To make large head masks, apply mache to a blown-up balloon. When several layers have been applied and are dry, the balloon can be deflated and removed.

For large items, such as stage props, make an armature or foundation from rolls of newspaper tied together, or use a chicken wire frame. Apply the mache on top of this foundation.

## **SHEET METHOD**

This method for modeling small knick knacks and is much like using clay. Spread a full sheet of newspaper with wallpaper paste, crumple up the paper and proceed with molding to the shape desired. Additional sheets may be used, but should be reinforced with wire where joined.

## **LAYERED METHOD**

This method can be used for making jewelry, neckerchief slides, etc. Determine size of object. Cut squares of newspaper, 6 layers thick. Cut out pattern. Glue the 6 layers together and while still damp, shape as desired. Allow to dry and paint.

## **NAPKIN PAPIER MACHE**

Thoroughly wet a bunch of paper napkins in water. Tear them apart into wads and then into tiny pieces. Place bits in bowl, sift in flour and with hands, mix together into a smooth mass. Add some library paste to mixture which is ready to use when it is as smooth and pliable as clay.

## **SAWDUST MACHE**

Mix 1 cup very fine sawdust with 1/4 cup plaster of paris and 1/2 cup dry wallpaper paste. Mix well. Add water to make soft putty-like mixture. Squeeze and pat mixture into greased form or cast.

## **PULPY MACHE**

This is an instant-type mache that can be made at home. Fill a quart jar with small pieces of newspaper. Cover with water and let soak overnight. Squeeze out the excess water. Fill a blender with two cups of water, 1/2 cup flour, 1 Tablespoon white glue, 1 cup soaked newspaper and a few drops of oil of wintergreen to prevent mold while drying. Blend well and it's ready to use.

## **DRYING AND FINISHING**

- Let papier mache items air dry 2 or more days when possible.
- Any heat tends to make it shrink and buckle.
- Fans can be used to speed up drying.
- Paint dried object with gesso or white latex paint before painting with colored tempera.
- If using acrylic paint, a base coat is not needed.
- Tempera painted objects should be sprayed with a clear plastic finish or clear varnish for a protective coat.

## **HINTS FOR ALL METHODS**

When applying mache to an object which needs to be removed (bowl, vase, etc.) first oil or grease the object so papier mache shell will slip off easily. Vaseline works very well.

One way to see alternate layers is to use colored newspaper (comic section) for one layer and plain print on the next layer.

Wads of paper can be used to build up eyebrows, noses, lips, cheeks, etc. Rope or yarn can be used for hair, whiskers, etc.

## **PINATAS**

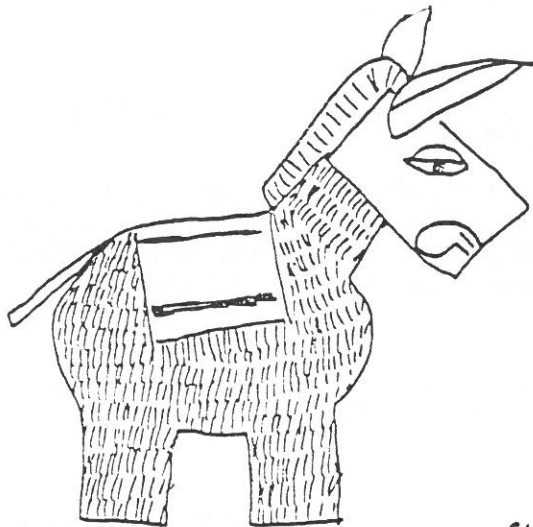
In Mexico and many South American countries, the breaking of the pinata is an important highlight in children's party festivities, particularly at holiday times.

The pinata is usually a gourd or earthenware container filled with candy and small toys, and beautifully decorated with tissue paper to resemble a bird or other creatures. It is suspended from the ceiling or a branch of a tree, and each child is given a chance to be blindfolded and strike at the pinata with a long stick. The striking causes the pinata to break and the treats shower to the floor for the children to share.



## BURRO PINATA

You will need the following: a half gallon milk carton, a quart milk carton, 2 wax paper boxes, a large round balloon, newspaper strips, tissue paper or crepe paper, construction paper, wallpaper paste, paint and masking tape.



### BODY

Blow up balloon and tie it securely. Cover with papier mache. Dry.

### LEGS

Cut wax paper cartons in half to make four legs. Tape to body.

### NECK

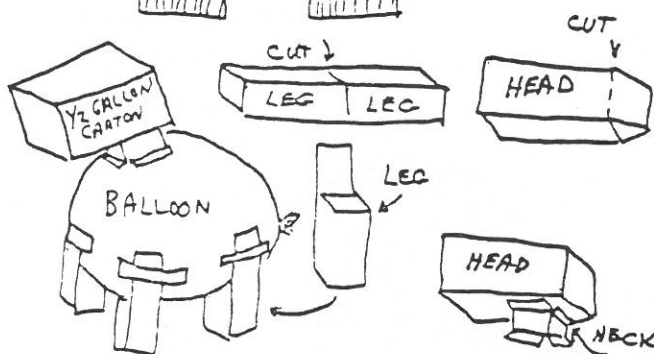
Use a 2 1/2" section from the quart milk carton. Cut 1/2" slits at all four corners, top and bottom. Fold these sections out to form flaps. Tape neck to body over these flaps.

### HEAD

Remove peaked top from 1/2 gallon milk carton and cover open end with paper. Tape head to neck over flaps on neck carton. Paint entire burro and allow to dry.

### FINISHING DETAILS

Cut small opening in top of back, puncturing and removing the balloon. Insert wrapped candy or small gifts. Tape back into place.



Cut 1" wide strips from unfolded package of crepe paper. You will need 7 or 8 strips in all. Unfold these pieces and refold them again so that they are not quite as thick. This will make the paper easier to cut. Cut narrow fringe. Wrap fringe around burro, starting with the legs. A dot of glue at 1" intervals will keep the fringe in place. After legs are wrapped, do the same with the body, working around and around until the body and neck are covered. Add a fringed mane. Leave underside of body uncovered. Cut mouth, nostrils, eyes and ears from construction paper and glue to head. Glue on a colorful serape (blanket) on the back. Add a paper tail.

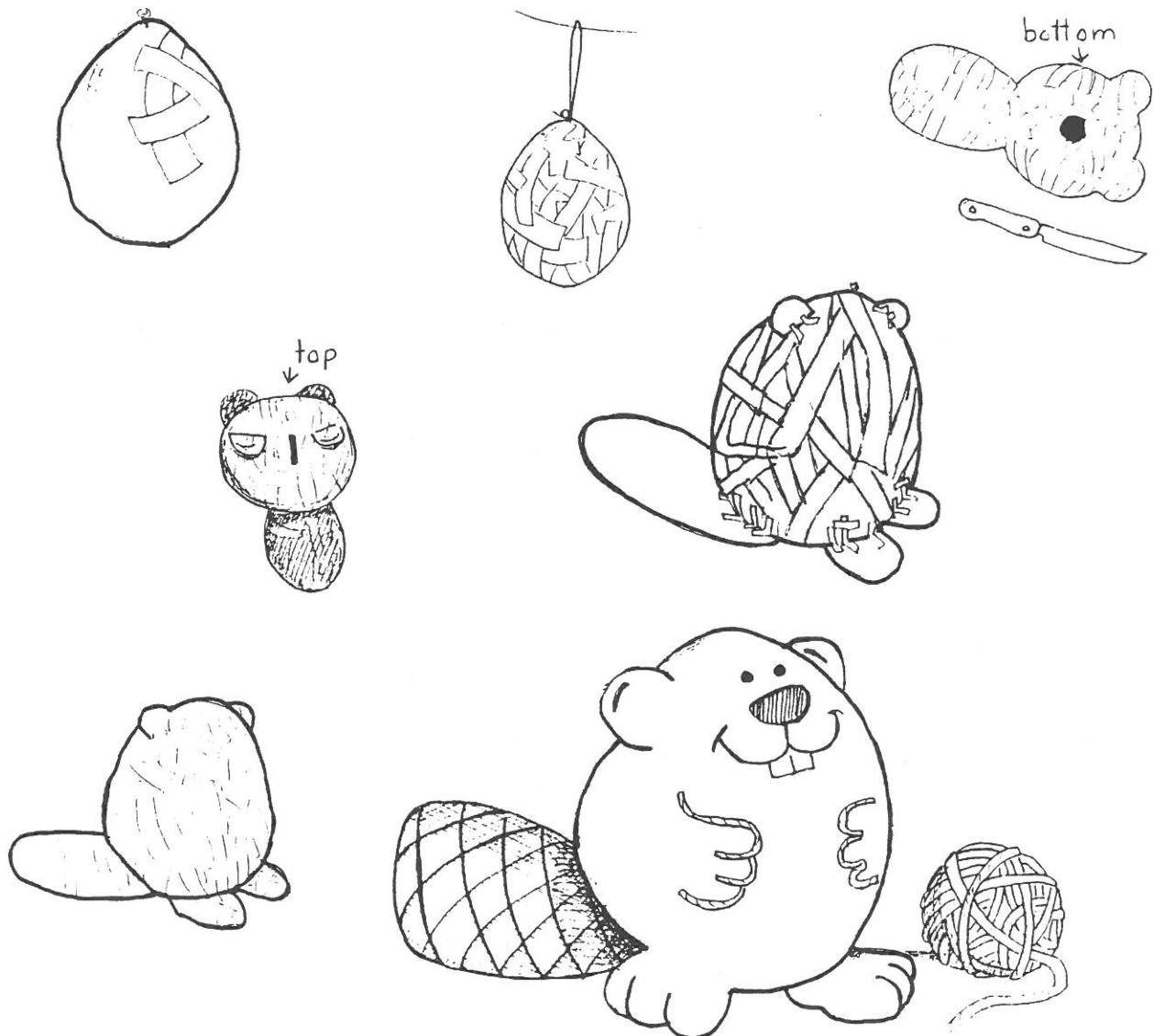


## UN-PIGGY BANK

Everyone has a piggy bank. Set about making an un-piggy bank. Choose an animal and a balloon . . . then you will be ready to start.

- Pour 1 cup wheat paste into 10 cups of water. Mix until it's smooth.
- Put 3 layers of pasted newspaper strips around a blown up balloon.
- Let the balloon hang or sit on a bowl until dry.
- Add features to the animal by taping on pieces of cardboard.

Mix more paste and cover all of the animal with 3 more layers of paper strips. For the last layer, use plain colored paper towel strips. After the paste dries use a sharp knife to cut a slit in the top for coins. Also cut a hole the size of a cork in the bottom. Paint your bank with tempera paints. Glue on raised lines with heavy yarn. Shellac over the whole bank. When it's dry, you are ready to put your savings in the bank.





# STENCILING AND PRINTING

These simple printed designs can be used in many ways to decorate party invitations, greeting cards, stationary, napkins, and gift wrapping paper. These methods are useful too, in preparing decorative menus, programs, and tickets for various banquets and entertainments. Some of the designs and shapes can be compiled to form pictures, also.

**REMEMBER:** Design will print the reverse of what is seen on the block so if there is lettering or a design that has a right or left, it should be glued to the block backwards.

A sponge or piece of felt cut to fit the bottom of a small aluminum foil pan can be saturated with tempera and used like an ink stamp pad. Line details can be added by hand, if desired.

## BLOCK PRINTING

**Materials:** Piece of inner tube, felt, or Dr. Scholl's Adhesive Foam (available in most drug stores). Patterns, newspapers blocks of wood, glue (non- water soluble) thick tempera paint, brayer (commercial type of small paint roller), rags or paper towels, paper to print on.

1. Draw design on paper and trace it on inner tube, felt or adhesive foam. Cut it out.
2. Glue design to the top of the wood block. Let dry.
3. Mix tempera ink in shallow container such as a pie or cake pan or paint roller tray. Lightly coat brayer or paint roller with "ink."
4. Roll the brayer over the design on the block.
5. Press block down firmly on paper to be printed that has been laid on pad of newspaper.

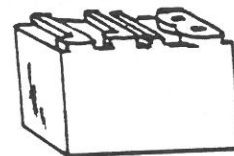


## CORK PRINTING

To make a stamp, carve out a design on one end of a cork, first drawing the design, then cutting around it, leaving the design raised. This stamp, dipped into ink or vegetable dyes, will imprint very well on paper or fabric.

## ART GUM ERASERS

Follow the same method as in cork printing except use art gum erasers.



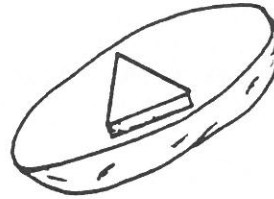
**BILL**



## POTATO PRINTING

Potatoes make good block prints, if used right away. They are easily carved, but last only a day or two. One potato makes at least two designs.

1. Select a good bold design, free of small design.
2. Cut potato in half with one straight cut and blot the surface to remove as much moisture as possible.
3. With an orange stick or pencil, trace design on potato.
4. Cut away all parts without any design on them. Cut outline at least 1/4" deep to provide a good printing surface. Again remove additional moisture.
5. Place paper to be printed on a pad of newspaper or a water-soluble printer's ink on design.
6. Transfer potato design onto paper. Press hard but do not move the potato or the design will smudge. If ragged edges appear on first imprint, cut away the uneven parts of the potato that causes this. Fuzzy edges will disappear after a few imprints.



## STRING STAMP

Glue string in any design of choice to the cardboard base. For a name stamp, first write name on tracing paper, turn the paper over and trace name backwards. Glue tracing paper, with reversed signature up, to cardboard. Glue string along penciled lines.

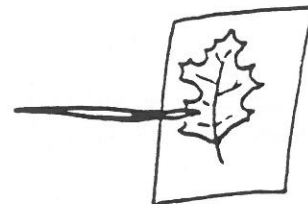


## LEAF PRINTING

Trees, shrubs, flowering plants and weeds offer an infinite source of leaf designs for printing. Use an inked stamp pad, place leaf, veins side down on pad. Lay a piece of newspaper over leaf and rub fingers over it. Remove leaf and place it on surface to be printed. Place clean newspaper on top and rub.

## TEMPERA PRINTING

Mix small amount of instant powdered starch with a small amount of water. Add tempera. Brush mixture onto paper on an area as large as the leaf. Proceed according to instructions for ink pad printing. Try using several colors of paint for a multi-colored print.



## CRAYON RUBBING

Place leaves veins side up on paper or textured surface, such as burlap, wood or leatherette. Cover with sheet of plain paper and rub crayon held sideways. Outlines and veining of leaves will stand out.

# NATURE IS AROUND US

It is exciting to learn about animals, birds, insects, flowers, trees, soil, weather, water, and stars. Nature is everywhere all the time. .in cities, in the woods, and in the fields, in the winter, spring, summer and fall! Nature is not confined by time and place—it is everywhere. The following craft ideas will help you, the Cub Scout Leader, explore nature with your den.

## FRIENDSHIP STICK

The friendship stick is made of green wood and is a symbol of friendship. It is curved to fit the curve of the earth, symbolizing that friendship can grow just as the trees in the forest grow. The green circle at the bottom is for Faith in God and one another. It is the first ring on the stick because it is the basis of a happy, meaningful life.

The next four circles represent the races of the world—red, yellow, white and black. They stand close together indicating that all people are equal. Every person is capable of being a loyal friend.

The green of Hope is above the races. This is the hope of the future— that everywhere people will try to overcome any difference of opinion and human failing.

Thus the four races are bound by Faith and Hope, the path leading toward a central goal signifying the attachment of this unity.

The Cross and Star of David are symbols of the way for all races to come together and work for world peace.

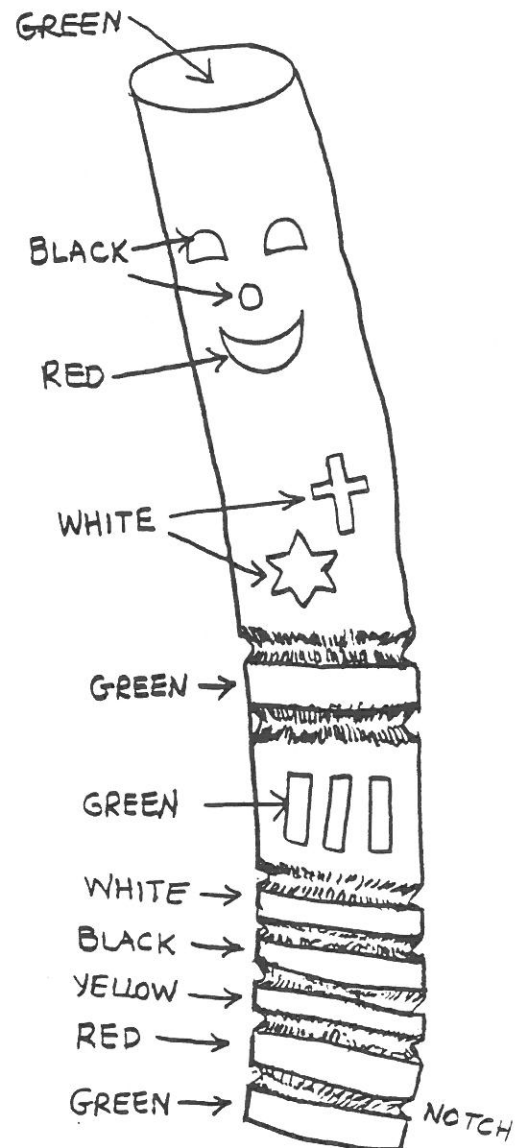
The smiling face is the result of Friendship based on Faith, Hope and Unity. To be greeted by the smiling face of a friend is one of the greatest joys which can be experienced.

The face is crowned with green of the forest, symbolizing the wonderful outdoors, and the friendships developed therein.

A friendship stick must be carved by the giver. It shows time, thought and effort.

Prepare a friendship stick for each boy in the den. When you present the sticks, read the symbolism to them.

Then furnish each boy with a green stick, uncarved, and ask him to carve his own story in the stick. He can paint the symbols which he feels are appropriate to the story. When he is finished, he can show his stick to the den and tell what the symbols represent.



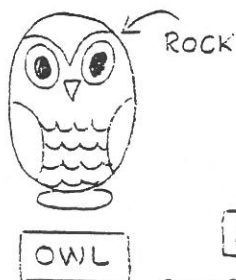
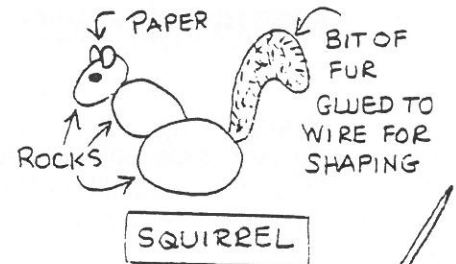
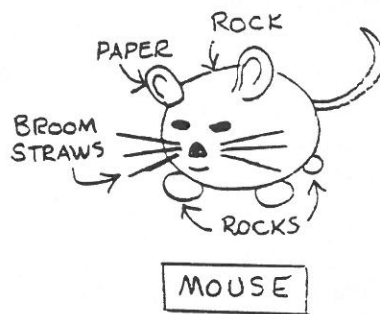
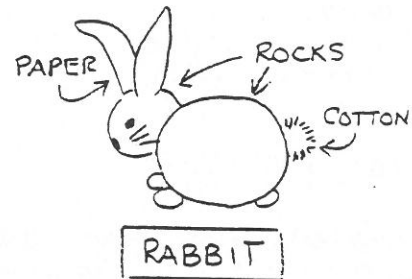
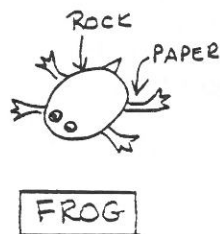
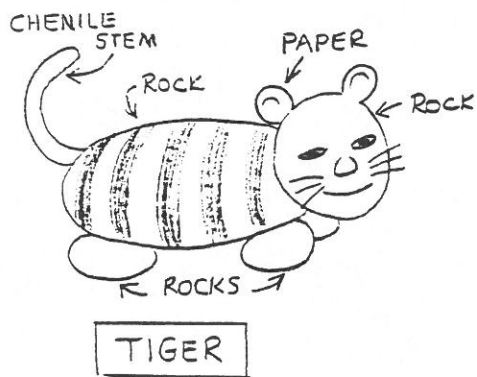
## ROCK CREATURES

Smooth, flat stones can be obtained at beaches or at the river. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

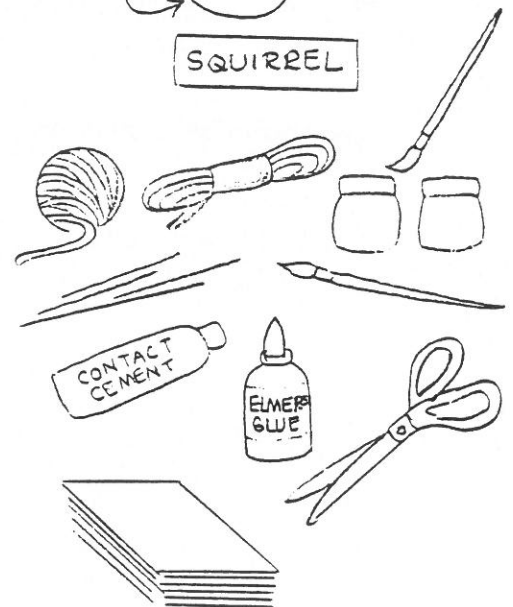
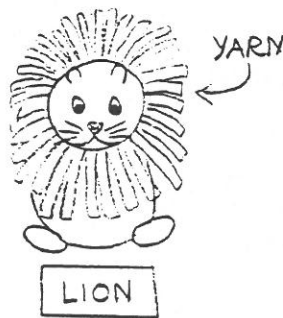
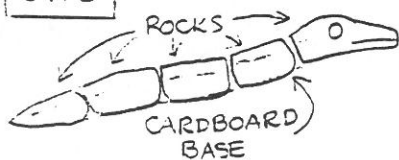
Use acrylic paints. It is best to paint rocks before assembly, if the rocks are to be different colors. If the entire figure is one color, the rocks may be glued together first, then painted.

Use contact cement to glue together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do this. After pieces are glued together it's a good idea to run a "collar" of white glue or household cement around all joints to make a firm, lasting bond.

Use your imagination in adding features, such as yarn for lion's mane, broomstraws for whiskers, chenille stems for tails, etc.



ALLIGATOR



## SHELL CREATURES

Various sizes and shapes of shells can be made into delightful creatures with plastic movable eyes.

### PINE CONE OWL

Use a large pine cone for the owl's body. Use pieces of orange and black felt or construction paper to make eyes, beak and 4 toes feet.

### TINY OWL

Use one large petal from a pine cone. The wide portion of the petal is the top of the owl's head. Use a piece of wood for background. Glue on a tiny branch. Set the owl on it, adding tiny plastic movable eyes.

### WALNUT MOUSE

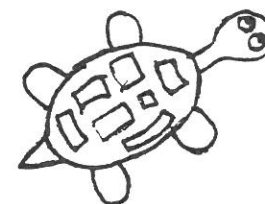
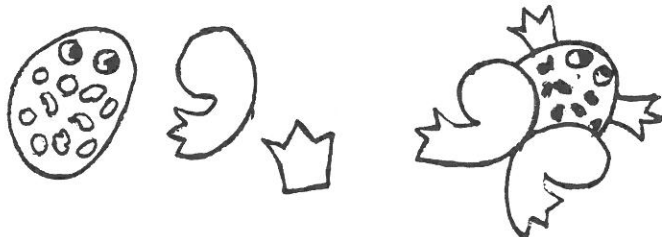
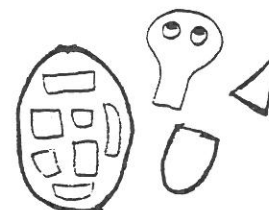
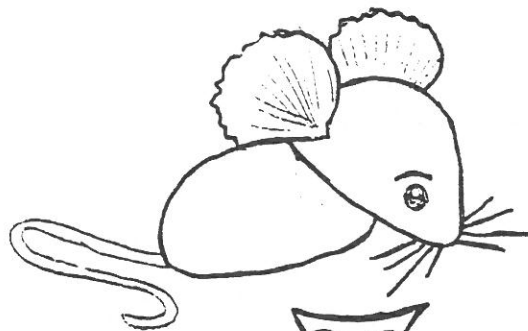
Use half a walnut shell for mouse body. Add tiny movable eyes, a red felt nose, black thread whiskers and a piece of rubber band for the tail.

### NATURE MOBILE

An attractive mobile can be made by using driftwood, starfish, or tree branch for the crossbars. Use nuts, seed pods, berries, and shells on each string. This is a good way to save and display items collected on vacation or on nature hikes.

### APRICOT PIT TURTLE/FROG

Sand pit until smooth. Paint as shown in drawing. Add felt head, legs and tail.



## ROCKY THE SCOUT HOUND

**Materials:** Six rocks  
 Black felt  
 Glue  
 Pins  
 Paint and paintbrush  
 Glue  
 Paper  
 Clear nail polish  
 Checkers

Choose an oval rock for the head. Choose a larger rock for the body. Choose four small rocks for this feet. Make sure these are flat rocks of the same size so Rocky the Scout Hound doesn't wobble.

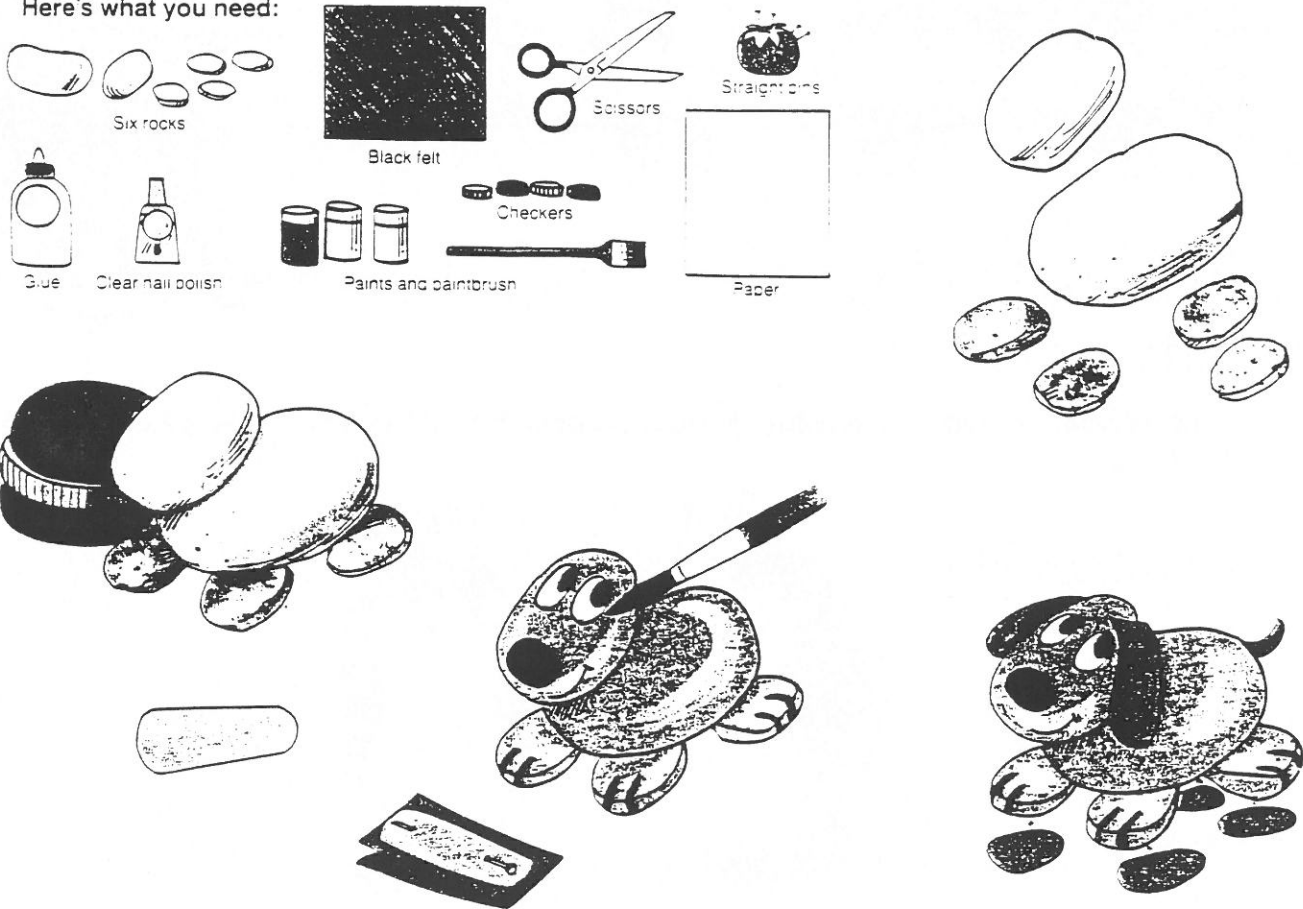
Glue the rocks together. Prop up the head with a small pile of checkers while the glue is drying. Put rock aside to dry for two days or until the next den meeting. The glue will look clear when dried.

At the next den meeting paint Rocky your favorite color. Paint eyes, a nose, and a mouth. White eyes with black centers look best. Don't forget Rocky's toenails. For a shiny finish, cover Rocky with a coat of clear nail polish.

Copy the following pattern on paper. Pin it to a piece of black felt which has been folded. Cut around the pattern, through both layers of felt. This will give you two floppy ears. Cut a bit of felt for the tail. Glue ears and tail in place.

Rocky the Scout Hound will look like this when finished:

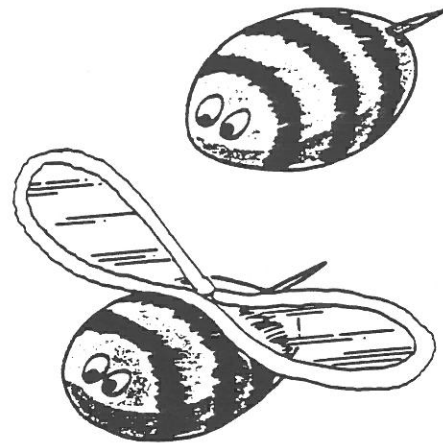
Here's what you need:



## **BOSSY BEE**

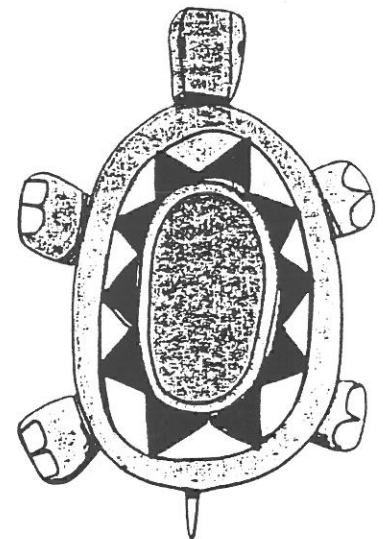
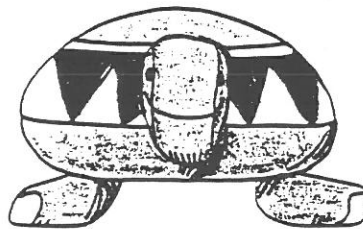
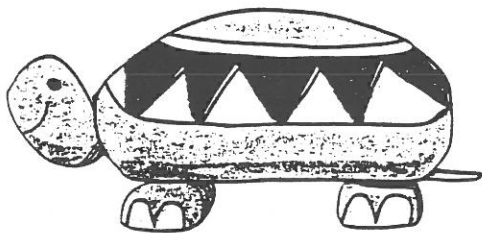
Start with an oval rock. Paint it yellow. Make the eyes black and white. Paint black stripes around the body. Glue part of a toothpick in place for a stinger.

Bend a piece of pipe cleaner into the shape of an "8". These are the wings. Glue a piece of tissue paper to the wing shapes. When the glue dries, trim the wings. Bend the wings slightly and glue to the body.



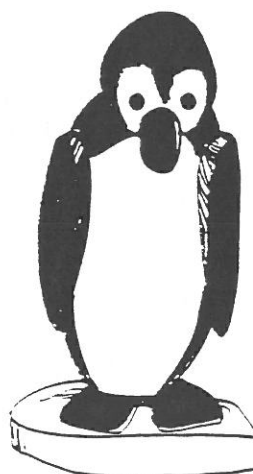
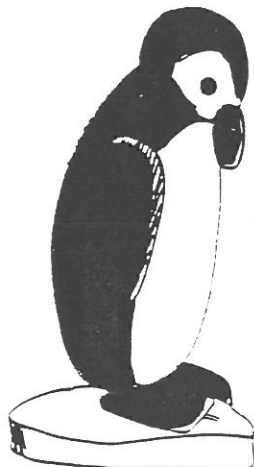
## **TOMMY TURTLE**

Tommy the Turtle is made the same way as Rocky the Scout Hound. Choose a small stone for Tommy's head. Glue it to a larger rock. Add the tip of a toothpick for Tommy's tail. Paint designs of your choice on Tommy's shell. Paint the rest of him green. Add yellow toes. Paint on a mouth and two eyes.



## **PETE THE PENGUIN**

Paint the penguin and the stand white. When dry, paint the bill and feet orange. Then paint the head and body black.





## **SNOOPER**

This little Snooper has a big nose. All the better to snoop with, my dear!

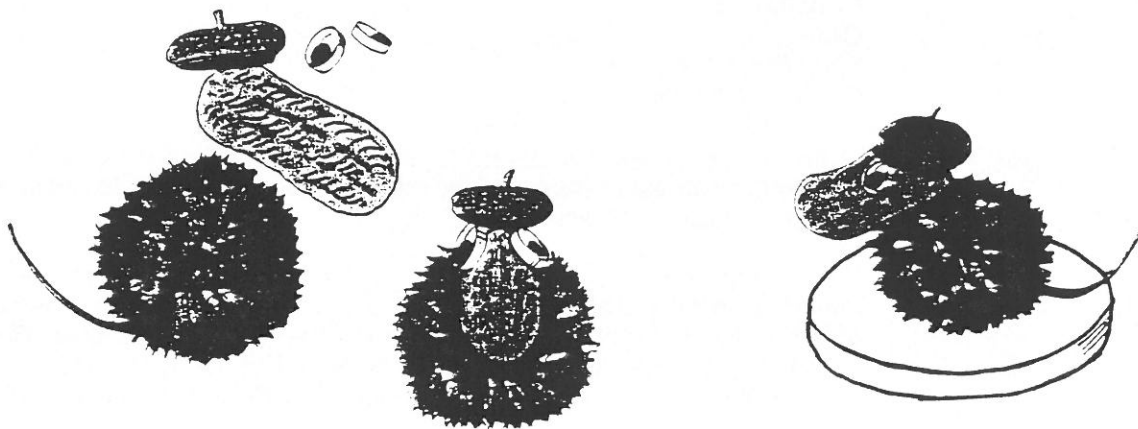
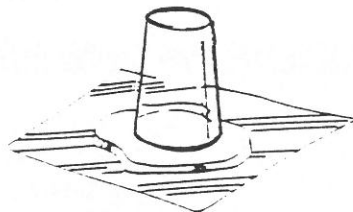
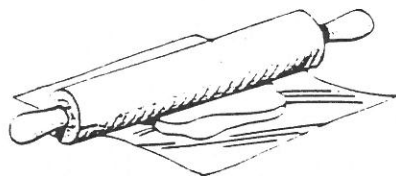
Glue an acorn cap, a peanut, and the seed ball of a sweet gum tree together. The stem of the second ball will be Snooper's tail. (Be sure and use enough glue. Some of the glue will sink into the holes of the seed ball.) Plastic eyes can be purchased at most hobby stores. Glue them in place.

On a piece of wax paper, roll out a lump of Kooky Clay (recipe below). Use a rolling pin. Cut out a circle by pressing the mouth of a glass into the clay.

Stand Snooper on the circle. Press gently until he is standing.

Stick a few tiny dried flowers into the Kooky Clay.

Wait a few days for the clay to dry. Paint the circle green. If you want a shiny finish, you can spray Snooper with a clear sealer.



## **KOOKY CLAY**

1 cup flour

1/4 cup salt

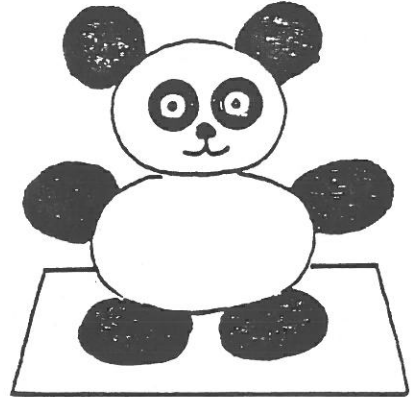
1/3 cup water

Put flour, salt and water in a bowl. Mix well with wooden spoon. When the clay is well mixed, press it between your fingers to get out any lumps. (If the clay feels dry and crumbly, add a few drops of water. If it feels too mushy, add a bit of flour.) Store the clay in a plastic bag. It will keep for a long time in the refrigerator. Let Kooky Clay warm to room temperature before using it.

**PANDA PAPERWEIGHT**

**Materials:** 8 small stones  
Corrugated cardboard  
Glue  
Paint

**Directions:** Six of the eight stones should be about the size of a quarter for the legs, arms or ears. The stones for body and head should be twice as big. Arrange the stones on pieces of corrugated cardboard to look like a panda. Glue them down. When the glue is set, trim the cardboard around the panda shape. Paint small stones black and body and head white. Add painted features. Cut a second piece of cardboard 3" x 5". Paint it green. Glue panda paperweight to the green base.

**NATURE SCENE PAPERWEIGHT**

**Materials:** Plaster of Paris  
Quart-size plastic containers (cottage cheese)  
Vegetable oil  
Branch  
Tree bark  
Easter grass (painted shredded newspaper)  
Dried flowers  
Glue  
Small pine cone  
Construction paper

**Directions:** Make the base by using a quart-size plastic container. Coat the container with vegetable oil for easy removal of the plaster after it has hardened. Pour about 1" of the plaster into the container.

Insert a small branch shaped like a tree into the plaster. Let the plaster set; Then remove from the tree bark on the surface of the plaster base. Glue Easter grass on the base and on the tree branch for foliage. Also glue on dried flowers. (Optional-make a small pine cone into an owl. Cut out eyes and beak from construction paper and glue them into place. Glue the owl on the paperweight.)

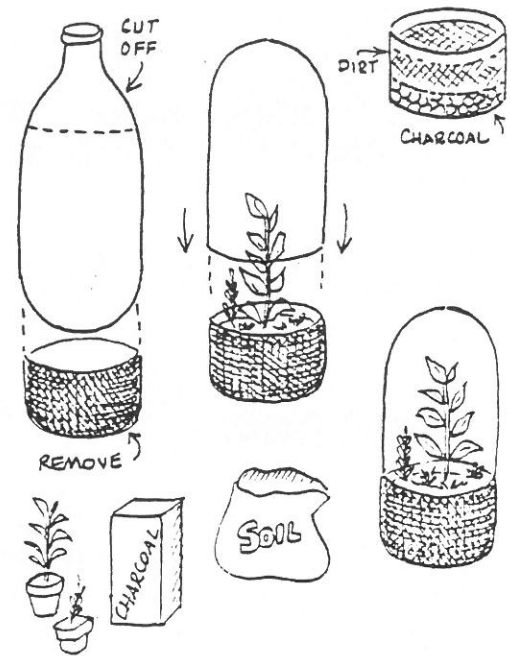


## TERRARIUM

This terrarium is made from 2 liter no-deposit soft drink bottle. Use a clear bottle (not the green ones).

1. To remove plastic bottom and label, soak bottle in hot water for a few minutes. Snap off the bottom with your fingers. You may need to pry it loose gently all the way around.
2. Cut top of bottle off just below the bulge, leaving approximately 2/3 of the bottle.
3. Pour 1/4" of charcoal into black bottom of bottle. Then fill with potting soil to within 1/4" of top.
4. Plant with slow growing plants. Water thoroughly. Decorate with colored rocks, if desired.
5. Turn the 2/3rds of the bottle upside down and set on black bottom to form a clear plastic dome.

This terrarium never needs water. It creates its own moisture through condensation. Plants live in the environment you have created.



## RULES FOR FEEDING BIRDS

1. Once you start, continue. Birds will get used to coming and finding food in your feeders. Don't disappoint them.
2. Birds need moisture too. If you don't have regular birdbath for water, use an old hub cap or shallow pan on top of an overturned garbage can. If temperature is freezing, boil water every morning and pour over pan, taking out ice. Remaining water will cool quickly for birds to use.
3. Feed everyday and early 5:30 or 6:00 a.m., is not too early to get out and check feeders. This is when the birds eat.

### FOOD FOR BIRDS:

Sunflower seeds  
Small seed mixtures  
Bread crumbs (but no mold)  
Rolled oats  
Combination suet and seed  
Buckwheat  
Wheat

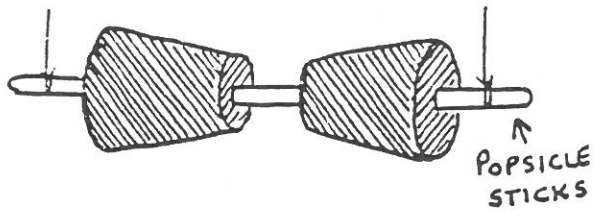
Corn  
Peanut  
Popcorn  
Suet in mesh bag  
Corn meal  
Thistles

### OCCASIONAL SPECIAL TREATS:

Peanut butter

Bits of apple

Other fresh and dried fruits



## BIRD TREAT

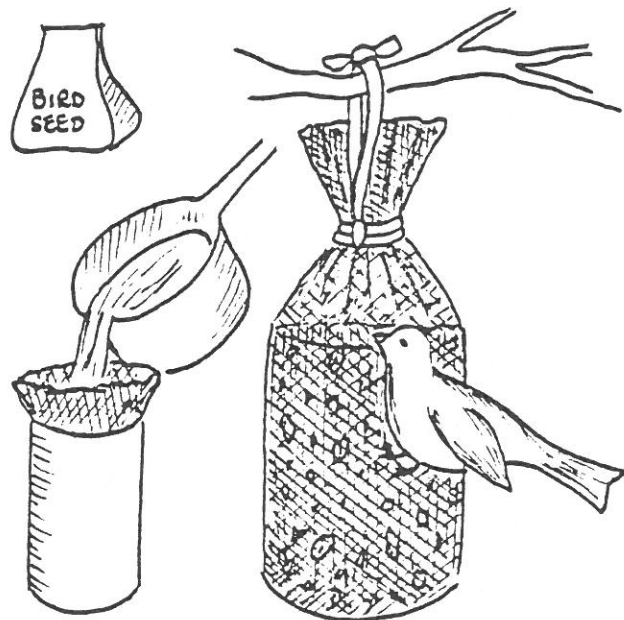
Save all crumbs, cookies, bread, cake, cereal, potato chips. Add to pan of melted suet or bacon grease. Stir in some peanut butter. Pour mixture into 2 paper cups. Insert stick into each one. Refrigerate 24 hours. Peel paper cups away and insert a third stick between ends of two treats to join them together. Tie length of twine to end of sticks and hang.

## BIRD CAKE

**Materials:** Wild bird seed  
1/2 pound suet  
12 ounce juice can  
Long piece of wire (such as telephone)  
Piece of vegetable sack (onion or potato)

### Directions:

1. Cut vegetable sack to fit inside can top with extra sticking up above can top.
2. Cut suet into small pieces and heat in double boiler so it won't burn. Let cool and harden. If any pieces of meat are seen, remove them.
3. Reheat suet. After it has melted again, mix in one cup bird seed. Pour this mixture into can. Cool until it hardens.
4. To remove birdcake from can, set can in warm water. Carefully run a knife around inside to loosen sack. Pull top of sack to get cake out.
5. Tie ends of sack with wire, leaving enough wire to tie to tree limb. Hang as far out from trunk as possible to keep it from squirrels.

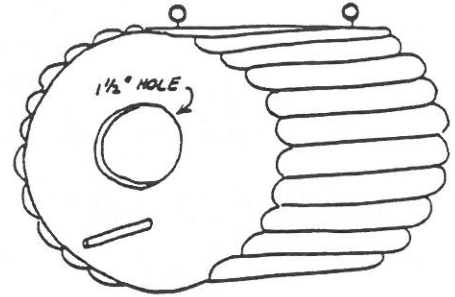


## BIRD HOUSES

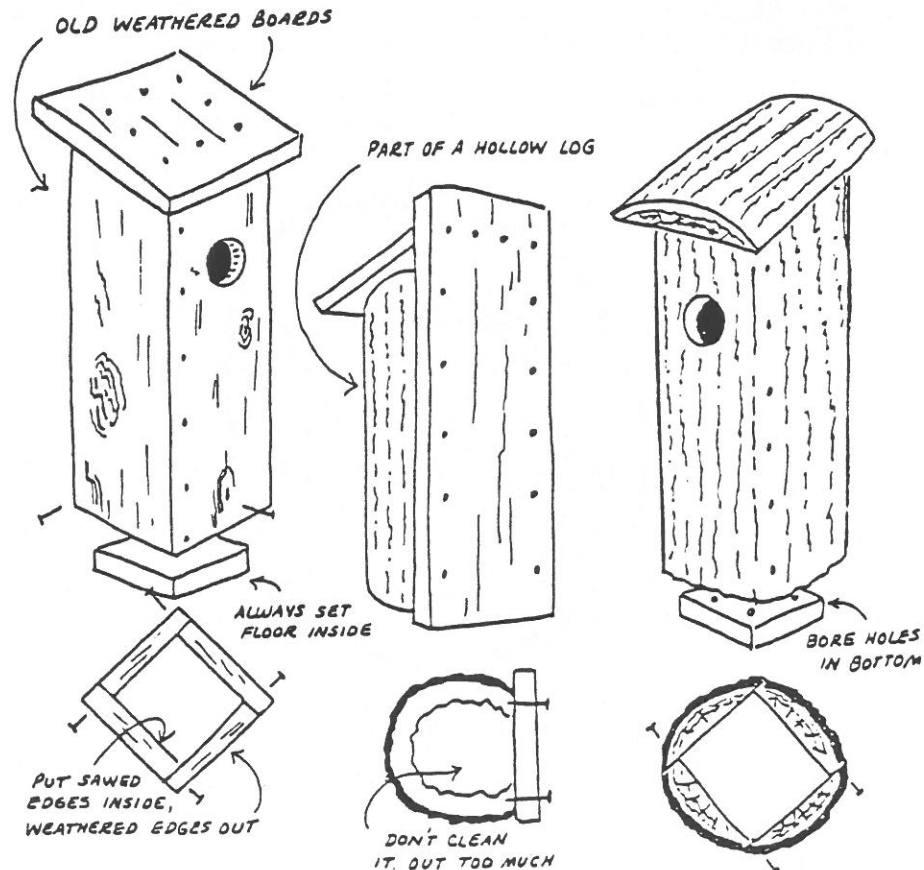
This bird house will be the pride and joy of any Cub Scout who builds it and then enjoys watching it being used as it hangs in his back yard.

**Materials:** 2 pieces 4" x 4 1/4" plywood  
 30 craft sticks  
 4 strips corrugated board  
 2" piece of 1/4" dowel  
 2 eye screws  
 14" string

1. Make a cylinder, 4" diameter, from corrugated board.
2. Cut two circles, 4" diameter from plywood. In one circle cut out a 1 1/2" hole in middle. Glue circles to ends of cylinder.
3. Glue craft sticks around cylinder as shown in illustration.
4. Drill 1/4" hole for dowel perch as shown. Insert eye screws in top and tie on string for hanging bird house. Paint as desired.



## MORE BIRD HOUSES



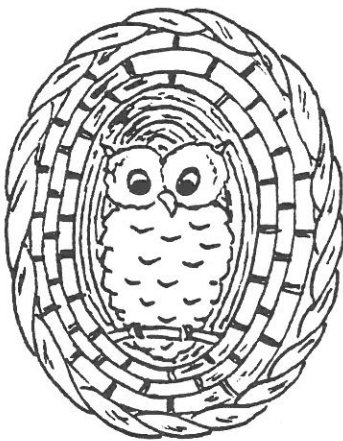
## PINE CONE OWLS

Materials: **BODY:** Pine cone of medium size.  
**HEAD:** 2 sweet gum balls or 2 sycamore balls or 2 teasels.  
**EARS:** Pits of prunes or plums.  
**NOSE:** Pits of prunes or plums.  
**EYES:** Use movable 1/2" size. Small slice of wood, wedge of a tree limb or another proper base. Tacky glue or hot glue. For baby owls use smaller pine cones.



Glue owl head to the body. Attach the ears and nose. Glue eyes into place and glue to base.

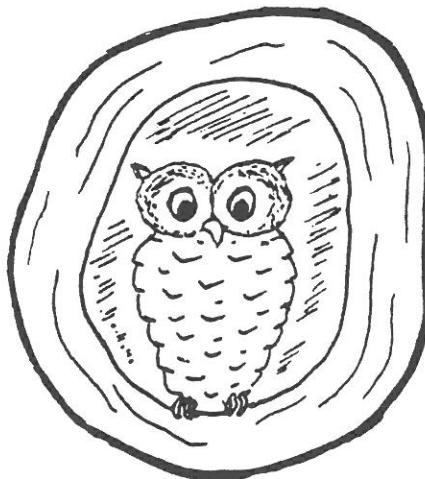
## THE OWLS DWELLINGS



Wicker basket to hang on wall.



Slice of a 6" tree limb covered with florist dried grass small rocks or soybeans for eggs.



Knot hole from a tree.

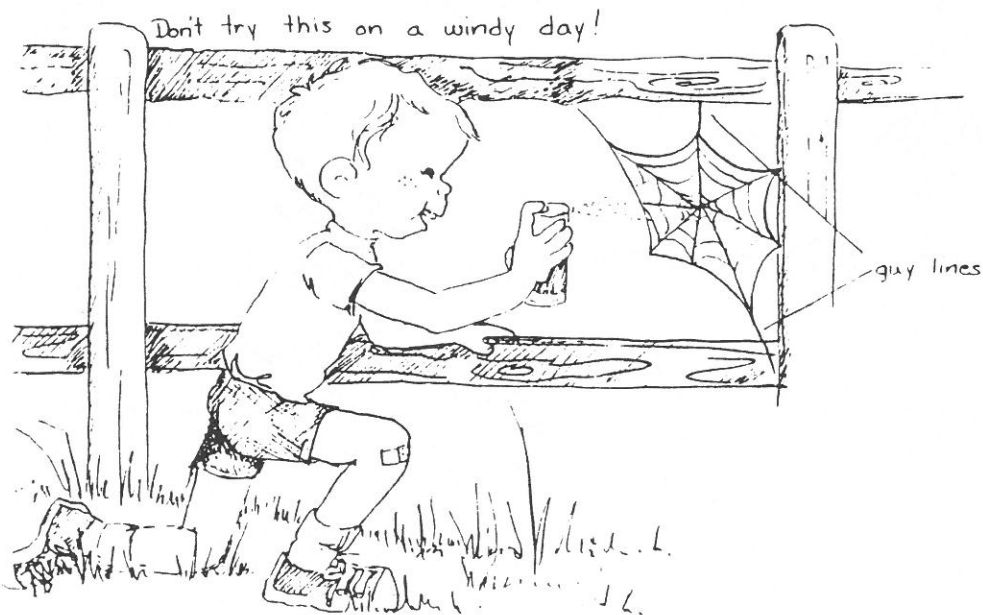


## WEATHER FORECASTER

The weather forecaster can be made by using this pattern or by making a tripod and hang a rock in the center. If using the burrometer on cardboard, the donkey can be cut out of colored paper and pasted on. Make tail of 4 pieces of string passed through the hole on donkey and pasted down on the other side.

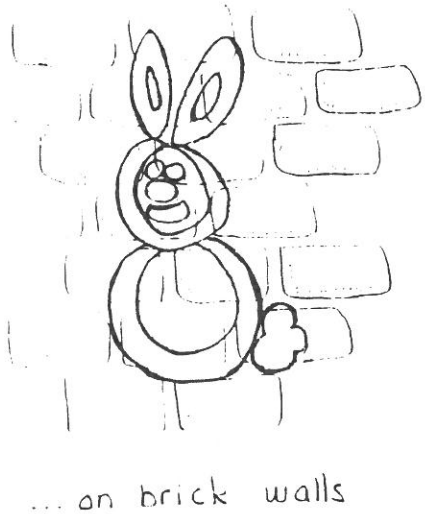
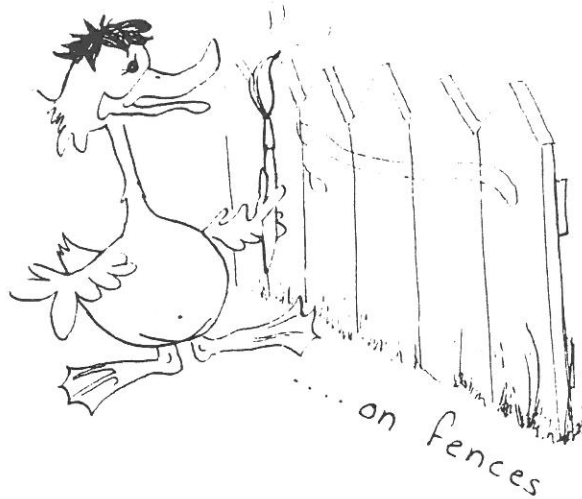
## CAPTURE A SPIDER'S WEB

Search around outside until you find a good spider web. Spray both sides of the web with enamel paint (any color will do). BE CAREFUL-- if you spray too much the web will tear from the weight of the paint. Hold a piece of paper or tagboard against the "wet" web. It should stick to the wet paint. Carefully cut the "guy lines". Lay the paper down until the web is dry.



## WATER PAINTING

After a rain, take the den outside and go water painting. You can paint on anything that water won't ruin. There's no mess, no fuss, and no clean up after this craft. All you need is a brush . . . and water!

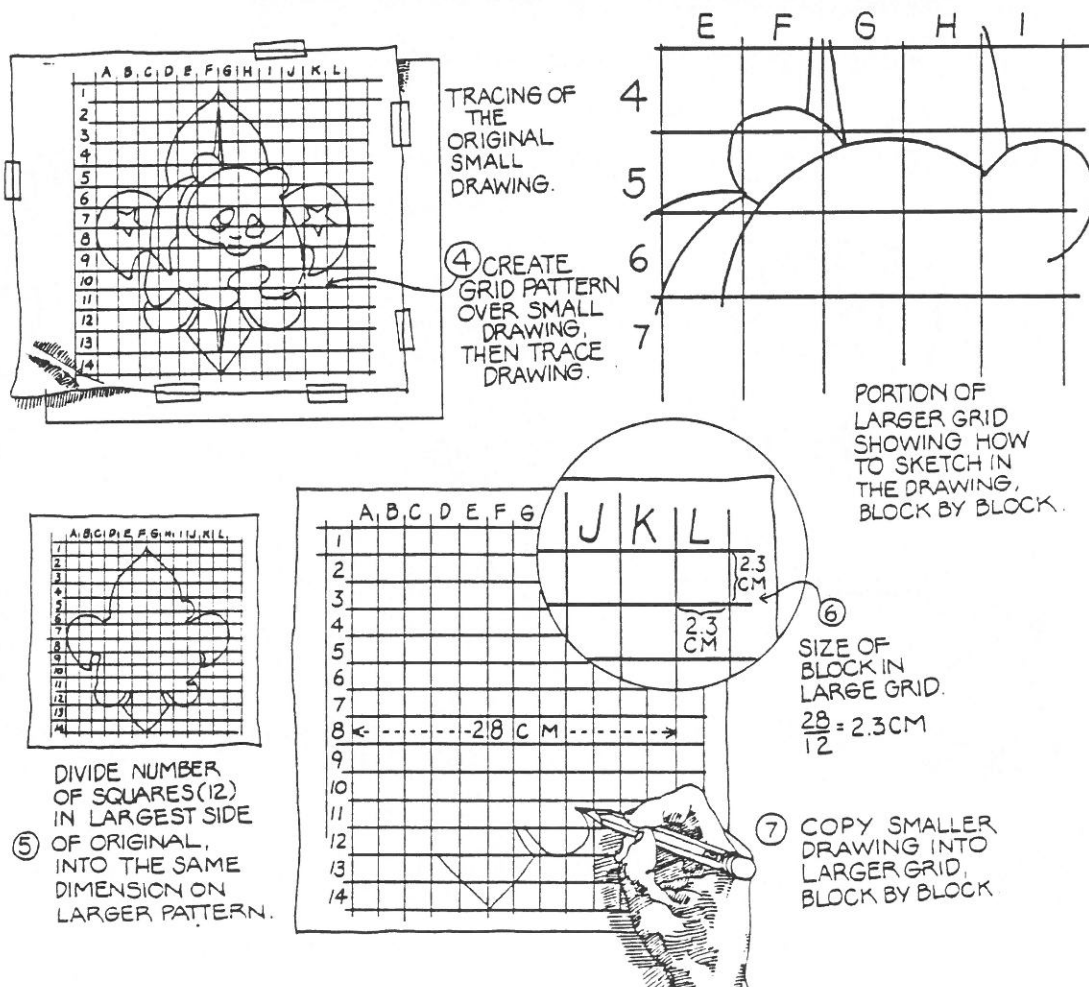




## HOW TO ENLARGE A PATTERN

Patterns can be enlarged by using a device called a pantograph, or by the easy method described here. You'll need a ruler, tracing paper, and pencil.

1. Put tracing paper over the design you want to enlarge. Mark the design's outer limits.
2. Using these limits as guides, draw parallel horizontal and vertical lines on the paper, to create a checkerboard or grid. With a metric ruler, make the lines 1/2 cm apart if the original pattern is small, or 1 cm apart if it is large.
3. Letter each top square. Number down the left side.
4. Tape grid over original drawing and trace pattern into grid.
5. Decide how much of an enlargement you want. Draw another grid with larger squares so total width and length is the size you want.
6. Letter and number new grid the same as the small grid.
7. Copy the drawing's lines into their exact position in each square of the large grid.
8. Transfer your finished enlarged pattern to your work surface using carbon paper.



# CRAFTS FOR THE HOLIDAYS

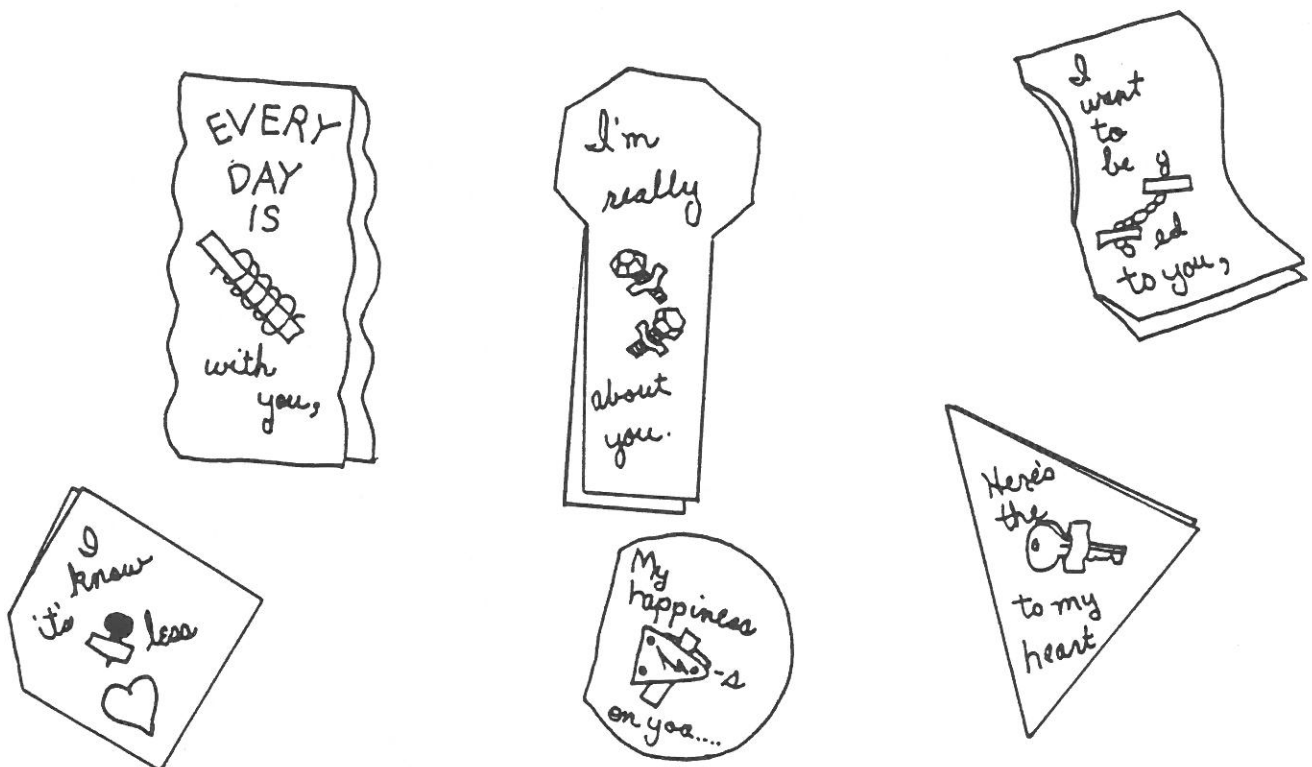
Every Scout loves the holiday. The following crafts are suggestions to help you during the holidays.

## ZANY VALENTINES

Materials: Red construction paper  
Assorted pieces of small hardware  
Glue or tape

Fold the paper and cut to the size and shape desired. Tape or glue small hardware pieces to the front of the card and write in the message. Complete the message on the inside:

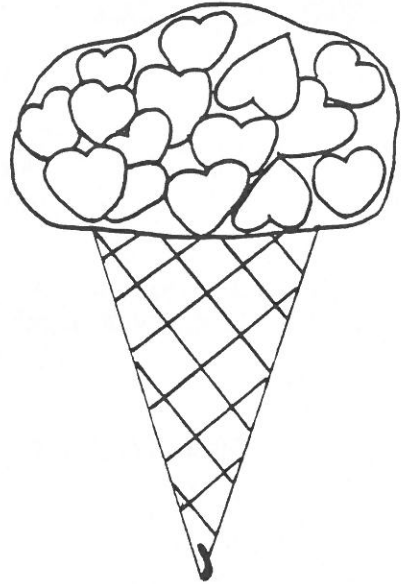
1. "I'm really NUTS about you---won't you be mine?"
2. "I know it's TACK-less---But I have to say I LOVE YOU!"
3. "Every day is "SPRING" with you!---Won't you make my days sunny all year around? Be my valentine!"
4. "I want to be CHAIN-ed to you,---Please be my valentine!"
5. "My happiness HINGE-s on you---Please say you'll be mine!"
6. "Here's the KEY to my heart---Won't you try it?"



## VALENTINE CANDY CONES

Materials: Ice cream sugar cone  
Candy hearts  
Clear plastic wrap  
8" pipe cleaner

Use a real ice cream cone for the bottom. For the scoop of ice cream, wrap a pound of candy hearts or other suitable candy in plastic wrap. Twist one end of an 8" pipe cleaner around the bottom of the scoop to hold it closed. Run the other end of the pipe cleaner down through the cone. Snip the bottom of the cone and bring the pipe cleaner up around the bottom to hold the candy scoop in place.

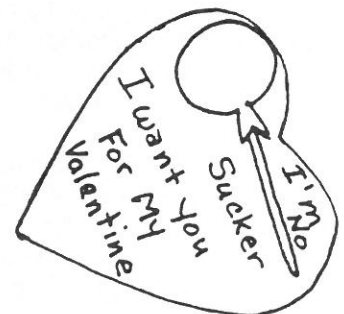
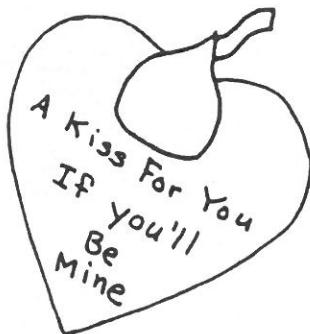
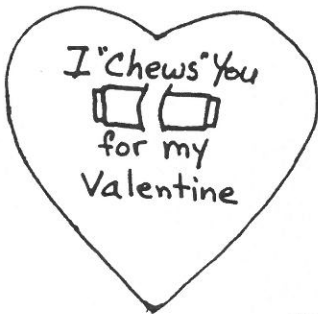


## SWEET VALENTINES

Materials: Red poster board  
Assorted candies and favors  
Saran Wrap  
Glue  
Scissors

Cut out heart shapes from the red poster board. Use black felt tip pen to write message. Glue assorted candies to heart to correspond to the message.

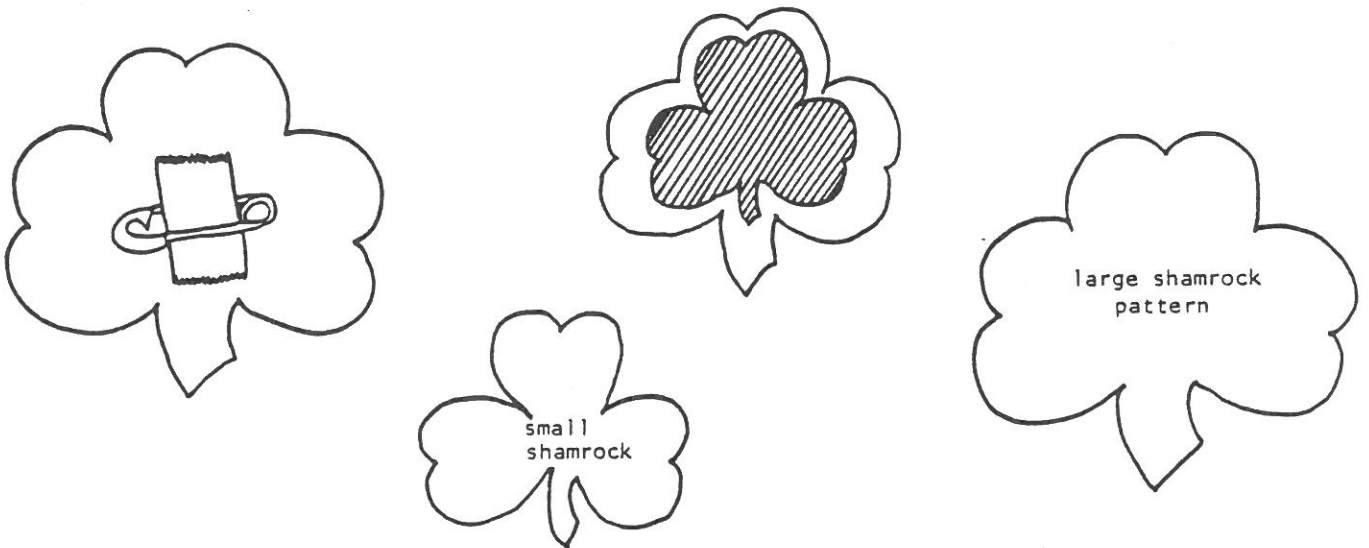
Wrap candy in Saran wrap before gluing and candy can be eaten. Some examples are:



## SHAMROCK PIN

**Materials:** Aluminum foil pan (kind frozen food comes in)  
Bright green paper  
Scissors  
Glue  
Adhesive tape  
Small safety pin

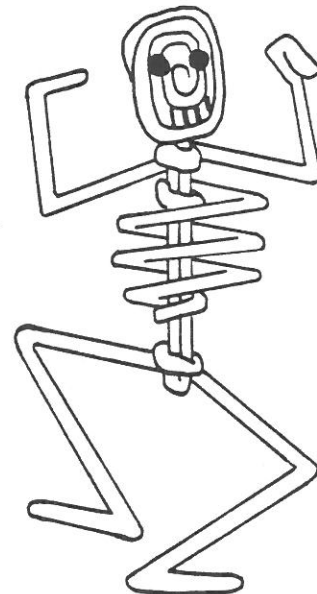
1. Trace patterns for shamrock. Transfer small pattern to green paper and large pattern to bottom of aluminum foil pan. Cut out both shamrocks.
2. Glue green shamrocks on top of silver one. Let glue dry.
3. Attach safety pin to back of silver shamrock with adhesive tape.



## LIVING SKELETON

**Materials:** 6 pipe cleaners  
Rubberband  
Black felt tip marker

1. Bend a pipe cleaner in half to make a backbone. Twist another one round the bottom of the backbone to make the legs and one round the top to make the arms and hands.
2. Twist two pipe cleaners together and wind them round and round the backbone to make the rib cage. Bend the last pipe cleaner into a flat head and draw a face on it. Hang the skeleton from a rubber band.

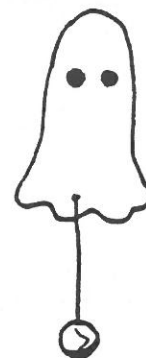


## JINGLE GHOST

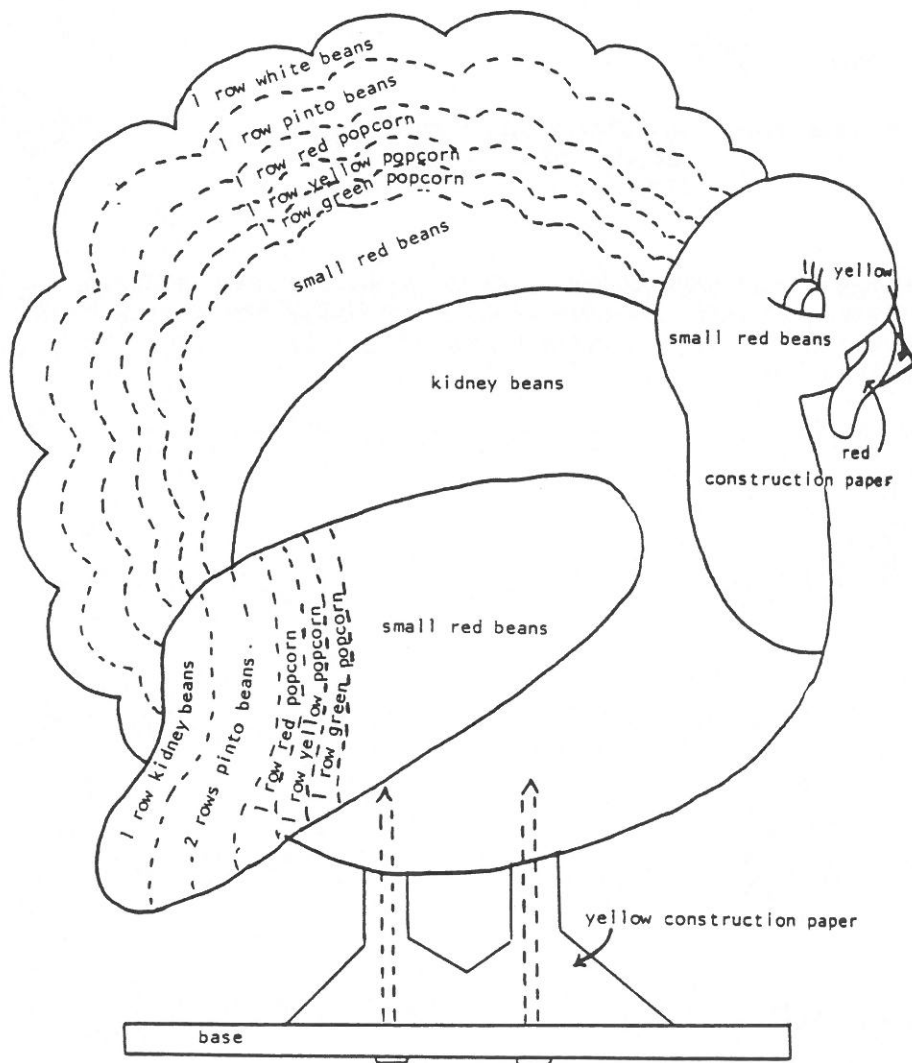
Materials: White plastic bottle  
Paper punch  
Needle and thread  
Jingle bell

Cut a ghost shape from the side of a plastic bottle. Punch eyes in the ghost with a paper punch. With a needle and thread, poke a hole in the bottom of the ghost, string a small bell on the thread, and tie the ends of the thread together.

Hang several ghosts on strings where people walk during the Halloween season. The wind will flutter the ghosts and the bells will jingle.



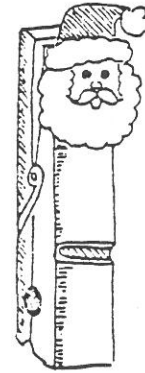
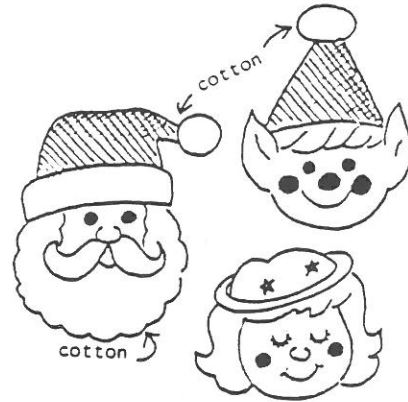
## THANKSGIVING TURKEY



## SANTA PACKAGE DECORATION

Materials: Clip-type clothespin  
 Paint  
 Heavy paper  
 Glue  
 Construction paper  
 Marker  
 Cotton

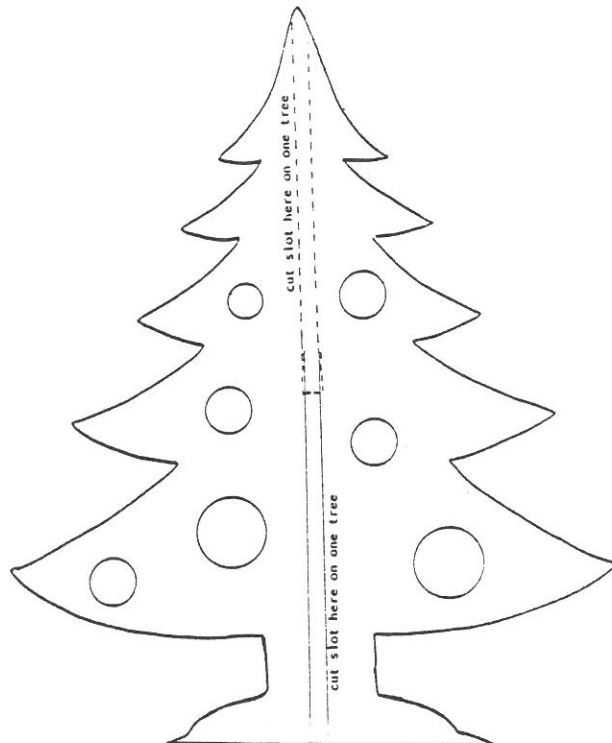
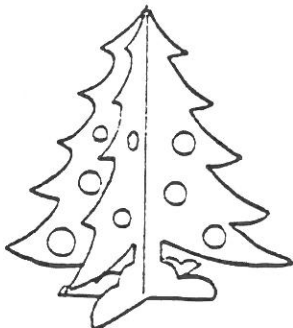
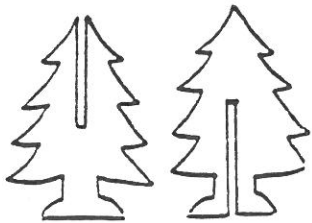
1. Paint a clip type clothespin.
2. Use one of the patterns shown below.
3. Cut from heavy paper and decorate.
4. Glue head to clothespin.
5. Clip on packages for decoration.



## CHRISTMAS TREE

Materials: 1/4" plywood or heavy cardboard  
 Coping saw or scissors  
 Paint  
 Decorations

Use the pattern to cut two trees from either 1/4" plywood or heavy cardboard. Be sure to cut the slit as shown so these will interlock. One groove should be at the top of the tree and the other at the bottom. Glue two trees together. Paint and decorate as desired. (Cutting circle openings in tree is optional. It is attractive, but a little difficult to cut.)

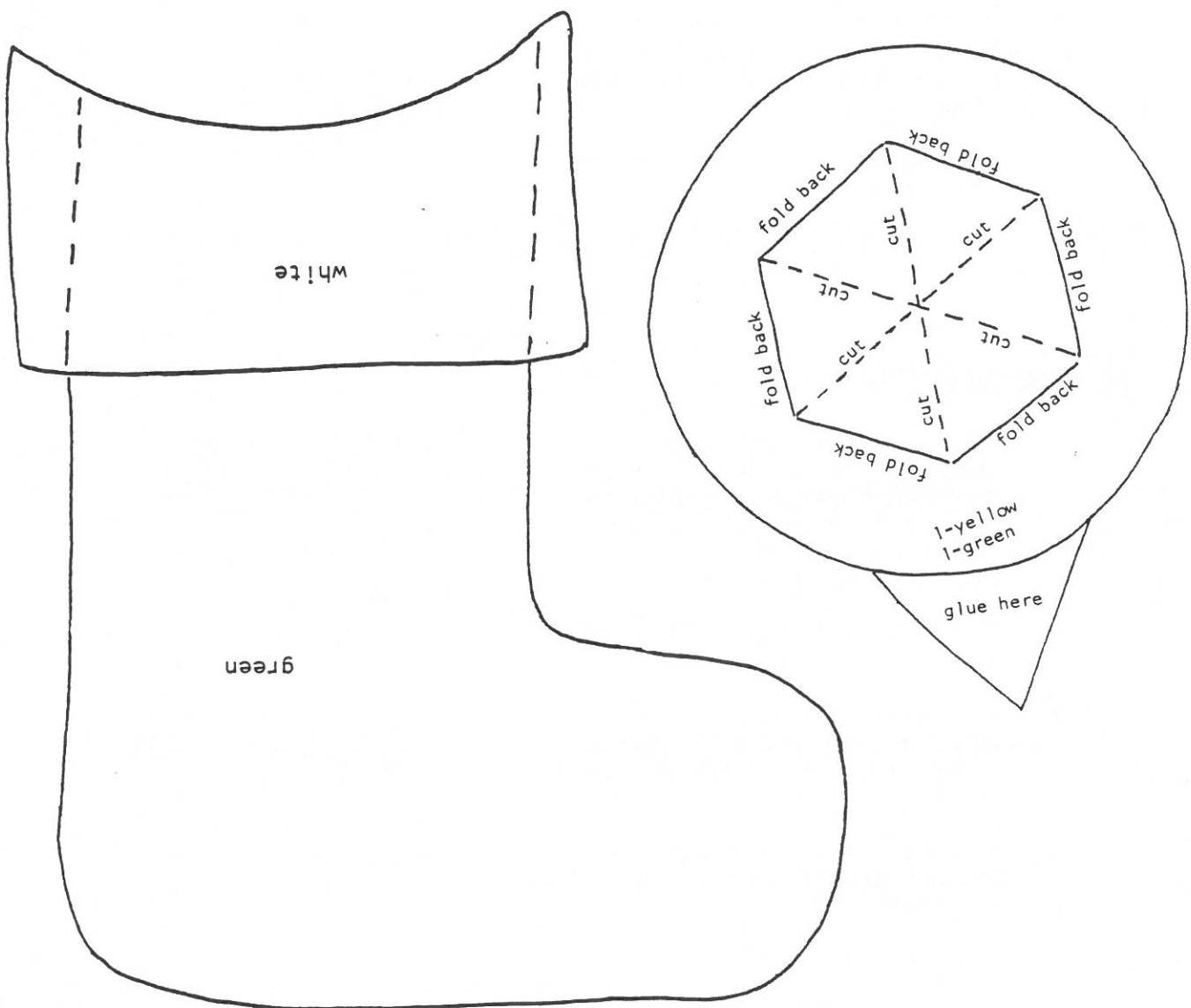


## DOORKNOB DECORATION

Materials: Green, yellow and white felt  
Assorted metallic braids and trims  
Glue

Trace the hanging circle pattern on the green and yellow felt. Cut on the dotted lines as shown. Glue the two circles together. Fold the triangles together. Fold the triangles back. (The 6 triangles will make a pretty star around doorknob).

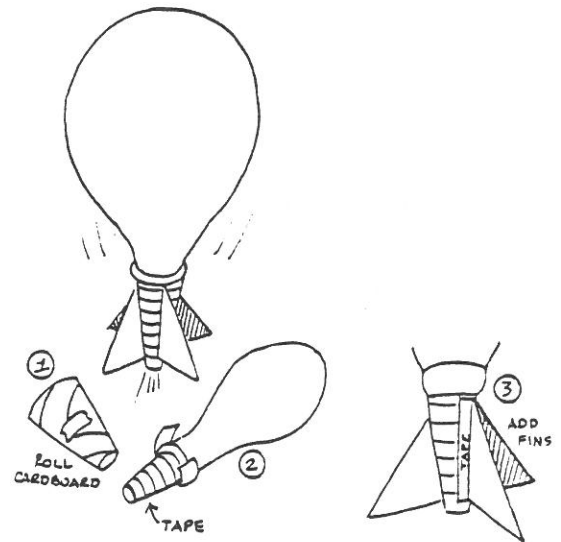
Cut the stocking from green felt and the top of the stocking from white felt. Glue the two pieces together. Decorate it with the metallic trims, as desired. Glue the circle to the stocking where indicated. Hang on the doorknob.



## EXTRA CRAFTS

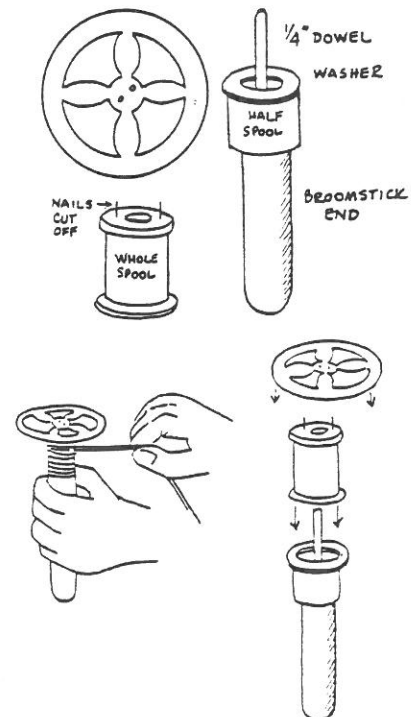
### BALLOON ROCKET

1. Roll a 4" x 5" piece of stiff paper into a shape like an ice cream cone. Use tape to hold in place. This is the rocket engine. Cut largest end to fit tightly inside balloon neck. Cut largest end to fit tightly inside balloon neck.
2. Tape balloon and engine together. Wrap tape around engine to close up air leaks.
3. Blow up balloon. Let it go straight up. Trim off the top of the engine a little at a time until the balloon rises straight and steady.
4. Tape paper fins in place to help the balloon fly steady.



### FLYING SAUCER

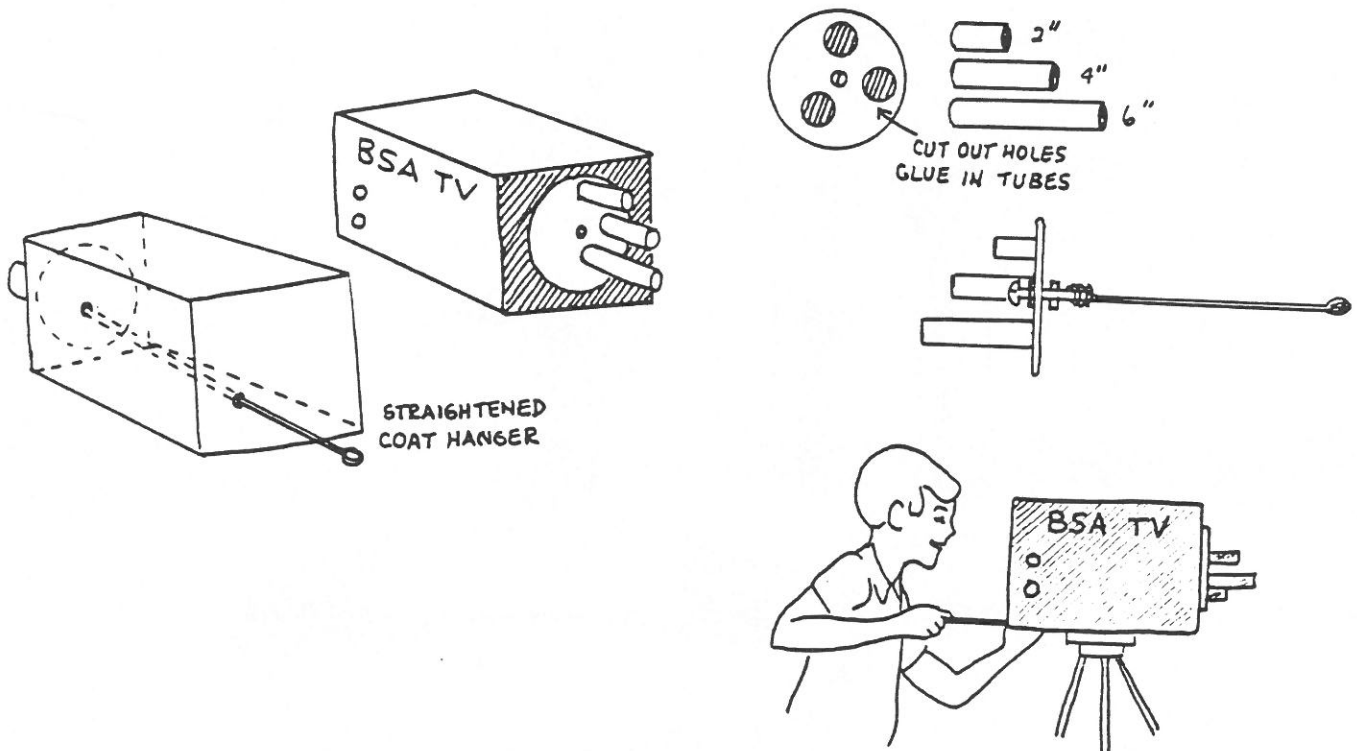
1. Cut off bottom of bleach bottle or use heavy lid for saucer. It should be approximately 6" diameter, with outside rim 3/8" wide. Blades are 1 1/2" at wide point, 1/2" where they join center. Center is 1" diameter. Drill center holes for nails.
2. Drive 2 nails in whole spool. Clip off nail ends.
3. Saw other spool in half. Insert dowel. Glue dowel in half spool and half spool to cut-off broom handle. Slip washer over dowel.
4. Wrap about 1 foot of cord around spool as shown, and tug cord toward you. The flying saucer will take off in a whirl.





## DUMMY TV CAMERA

1. Use a medium size cardboard carton and cardboard mailing tubes in lengths two, four and six inches for lenses.
2. Glue the lenses firmly to a circular pieces of cardboard. After glue is dry, attach this circular piece to the box with a nut and bolt. (Bolt should go through center of circle.) Use washers so lens circle will turn freely.
3. Paint TV camera black. Letter channel letters on each side in white.
4. Mount box on a regular camera tripod or make a tripod from old broomsticks.

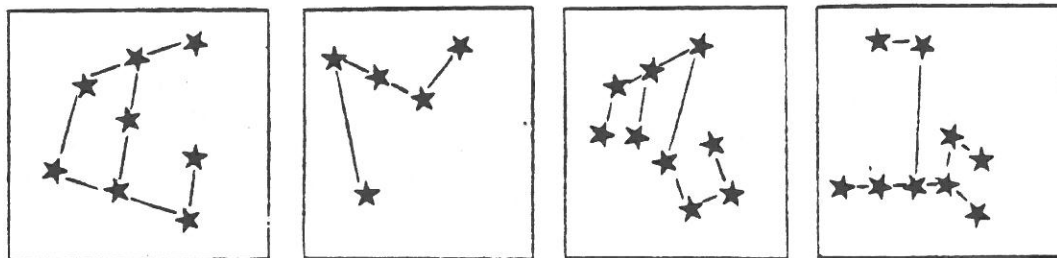
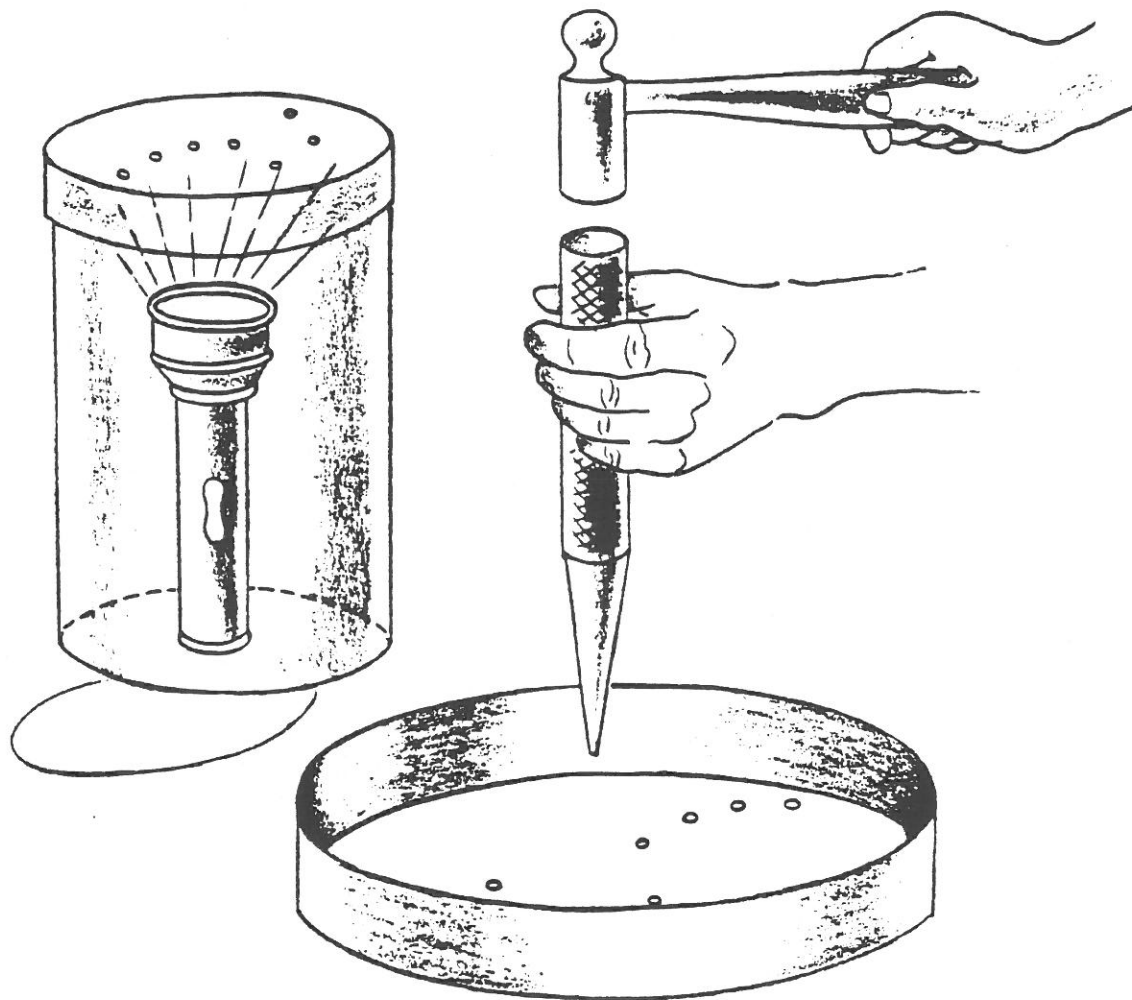


## TIN CAN TELEPHONE

Cut one end out of two small, empty tin cans. Punch small holes in the bottoms left intact. Thread through the holes 20 feet of sturdy cotton string and tie knots in the ends to keep the string from pulling through. Pull the string tight between the two "phones" and talk.

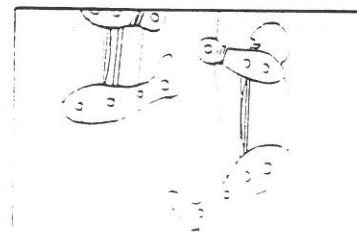
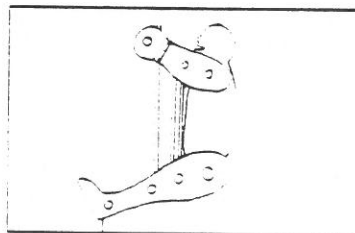
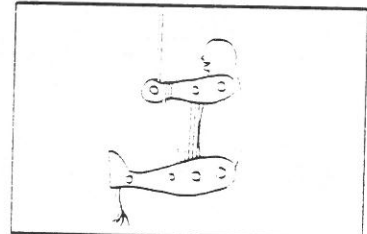
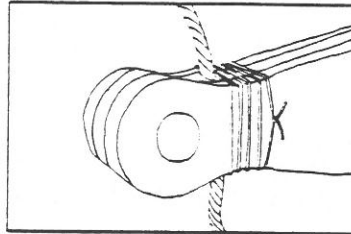
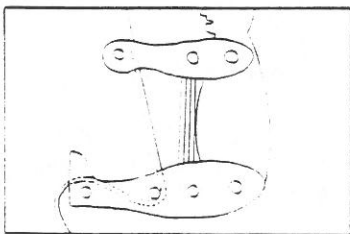
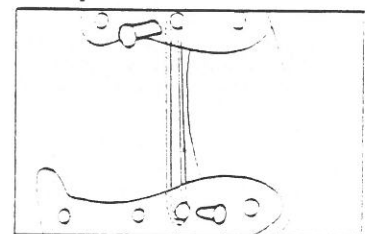
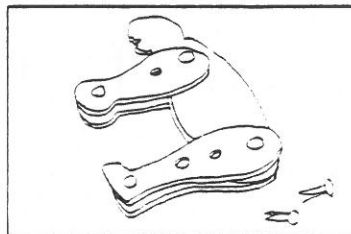
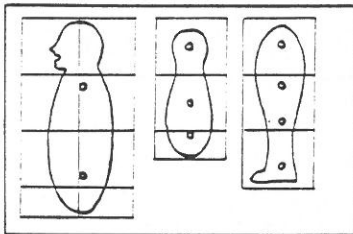
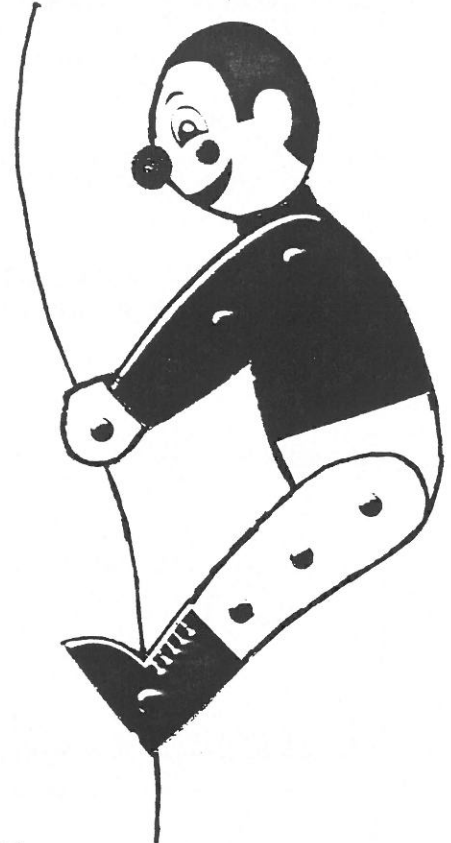
### STAR GAZER

Select a tin can large enough to hold your flashlight. Remove the lid and place the top part of the lid downward on a piece of wood. Draw the galaxy that you select on the lid, using a pencil, chalk the nail holes to indicate which star holes are larger in the lid. Use a center punch or nail and hammer to make the holes larger in the lid. Insert a flashlight in the can and replace the lid.



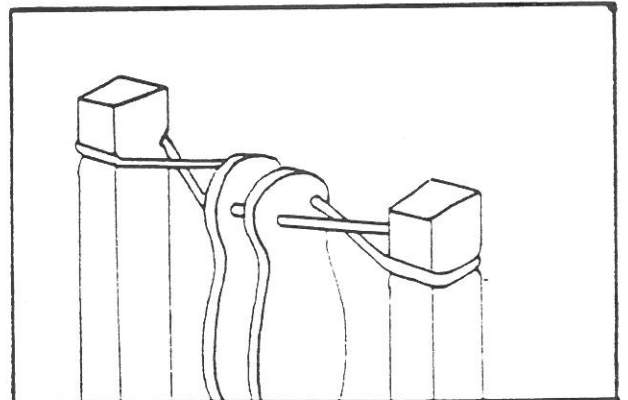
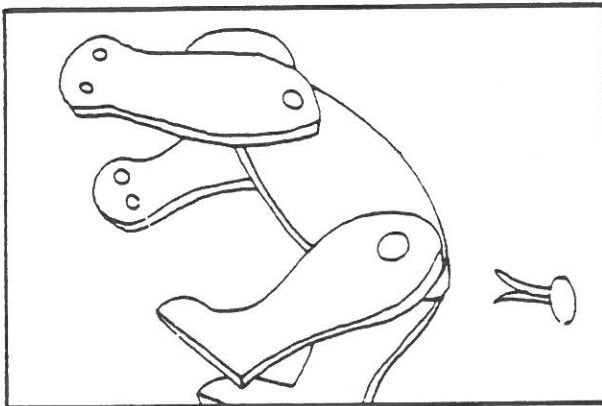
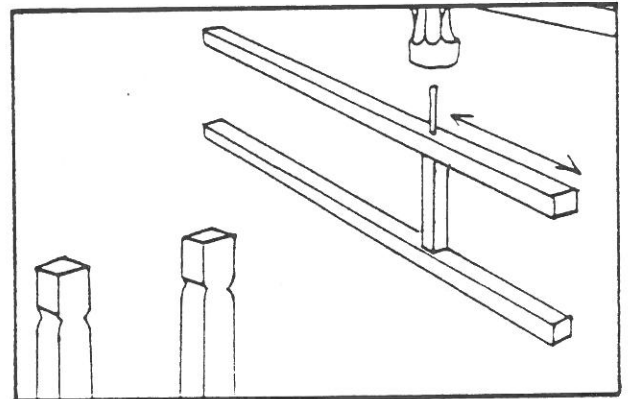
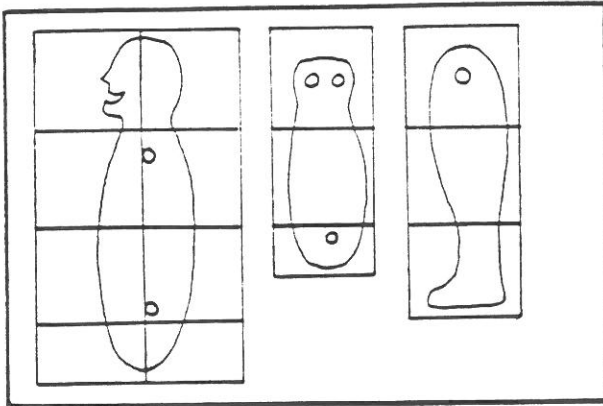
## CLIMBING JIM

1. Draw and cut out cardboard shapes for body, arms, and legs. Paint the face and clothes.
2. Make holes as shown, and join with paper fasteners. Joints must move freely at points A and B.
3. Fasten rubber band between arms and legs with no slack in sitting position.
4. Thread string over paper fastener 1 under 2 and behind 3 as shown.
5. Bind the hands tightly with thread to keep the string in place.
6. Push Jim to the bottom of the string. Then pull the string at each end. Hold upright.
7. By jerking the ends you can make Jim climb up the string.
8. Make another climbing Jim and have a race with your friends.



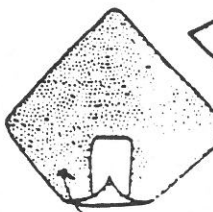
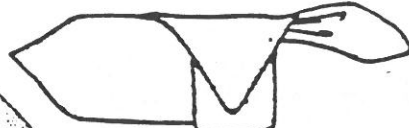
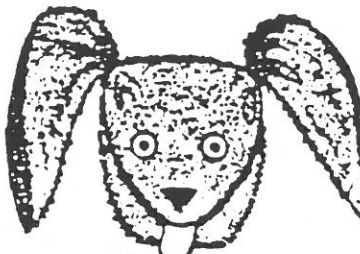
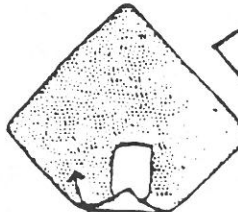
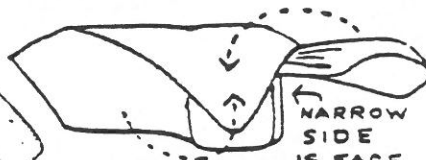
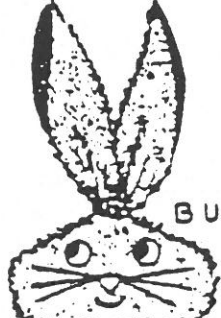
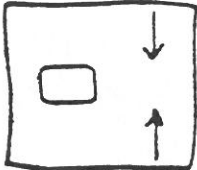
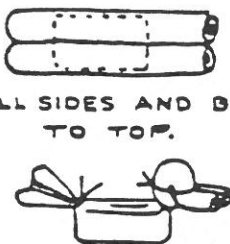
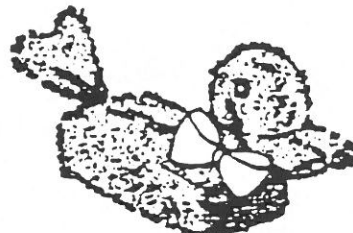


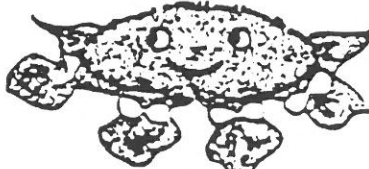
## HIGH WIRE ACROBAT

1. Draw and cut out cardboard shapes for body, arms, and legs. Make holes where indicated.
2. Join arms and legs to body with paper fasteners. Ensure that arms and legs move freely.
3. Nail 2 1/2" piece of wood between two long pieces, 4" from the ends. Make notches at the tops of the sticks.
4. Thread the man's hands together. Loop thread over sticks as shown. Squeeze sticks at bottom and see him flip.



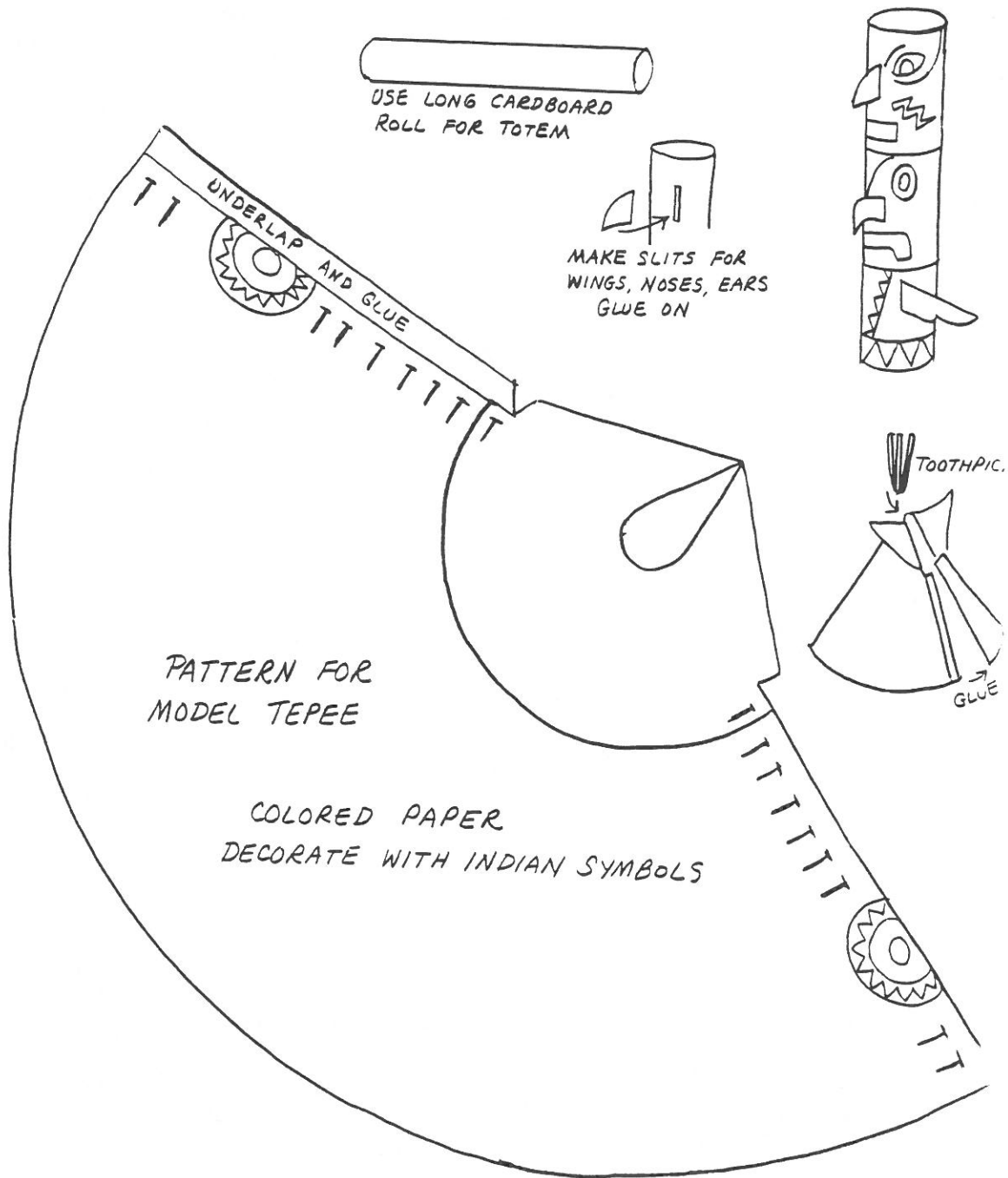
## SOAP-FUL GIFTS

These engaging animals are made-in-a-minute gifts. Each is a bar of facial soap wrapped in a washcloth. Tie off with matching string or yarn. Sew on ribbon, bows, and buttons, and glue on felt.

 <p>ROLL UP SOAP</p>	 <p>TIE OFF FOR EARS. ADD FELT TONGUE UNDER CORNER FLAP.</p>	 <p>• PUPPY •</p>
 <p>ROLL UP SOAP</p>	 <p>NARROW SIDE IS FACE</p> <p>PULL UP FLAPS OVER SOAP FOR EARS AND TIE.</p>	 <p>• BUNNY •</p>
 <p>TIE FOR TAIL AND NECK.</p>	 <p>ROLL SIDES AND BRING TO TOP.</p> <p>FOLD AND TIE FOR HEAD.</p>	 <p>• DUCKY •</p>
 <p>• OVAL SOAP •</p>	 <p>PULL UP CLOTH AND TIE</p> <p>TIE AGAIN TO FORM EIGHT LEGS.</p>	 <p>• OCTOPUS •</p>

## MODEL INDIAN CAMP

The boys in your den will love making a model Indian camp. There are suggestions below, but the boys will have some good ideas of their own. Some of the materials which you might have handy are toothpicks, pipe cleaners, construction paper, clay, scissors, glue, bottle caps, clothespins, yarn and small sticks.

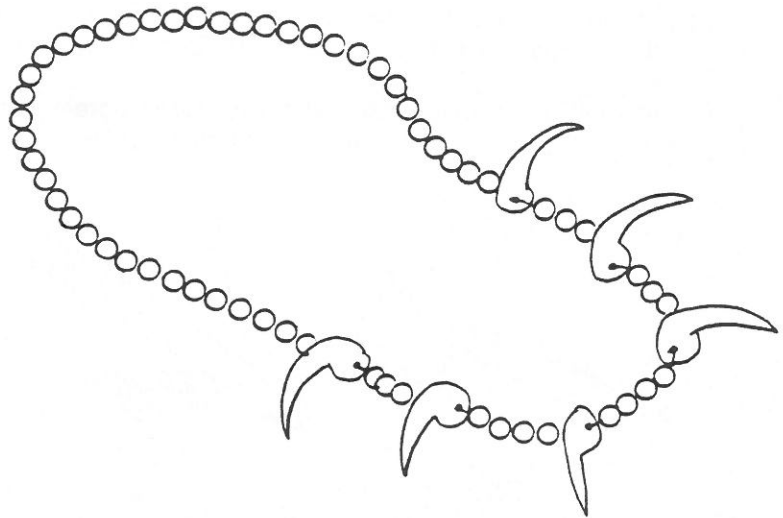
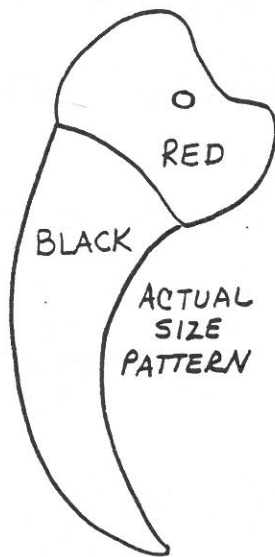


## **BEAR CLAW NECKLACE**

To make your own clay beads, follow one of the homemade modeling dough recipes listed in this section. Roll dough into balls and make hole through bead with toothpick. Let dry thoroughly, painting with tempera or acrylic paint. Paint bright colors.

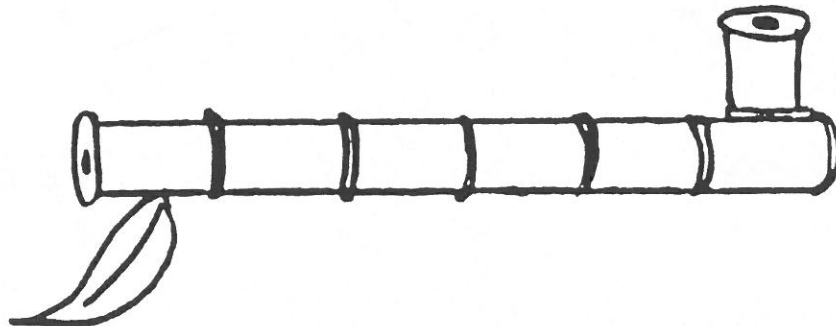
Cut bear claw out of 1/4" wood, using actual size pattern below. Paint red and black. Drill holes as shown.

Use a sturdy string or waxed thread. String bear claws with two or three beads in between as shown in illustration. Be sure to make string long enough to go over the bead. Tie string securely.



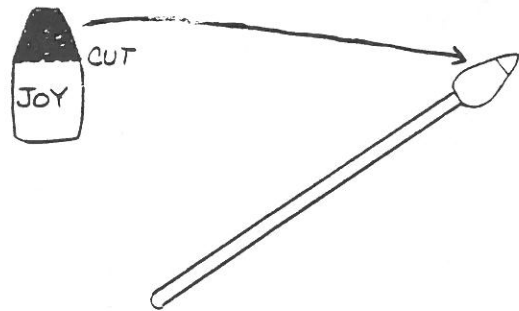
## **PEACE PIPE**

Glue empty sewing thread spools together, end to end. Glue one spool on top of bowl of pipe. Paint with tempera paint. Add a feather for decoration.



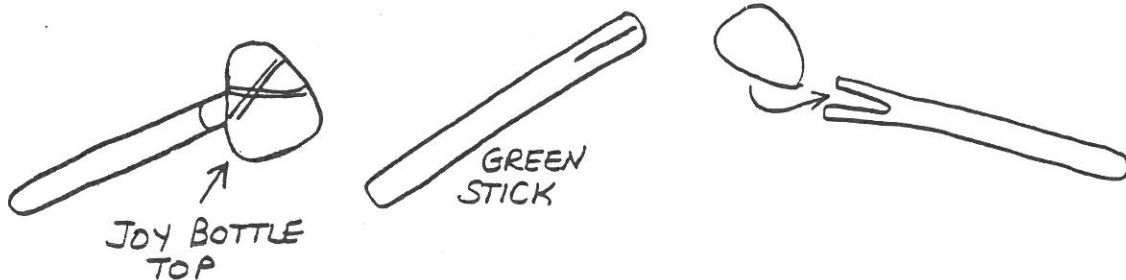
**SPEAR**

Cut the top from a liquid detergent bottle. Insert a broomstick handle. Make homemade modeling dough and fill bottle top. This will help hold the handle in place. Shape dough with hands to make spear point. Let dry until hard. Paint.

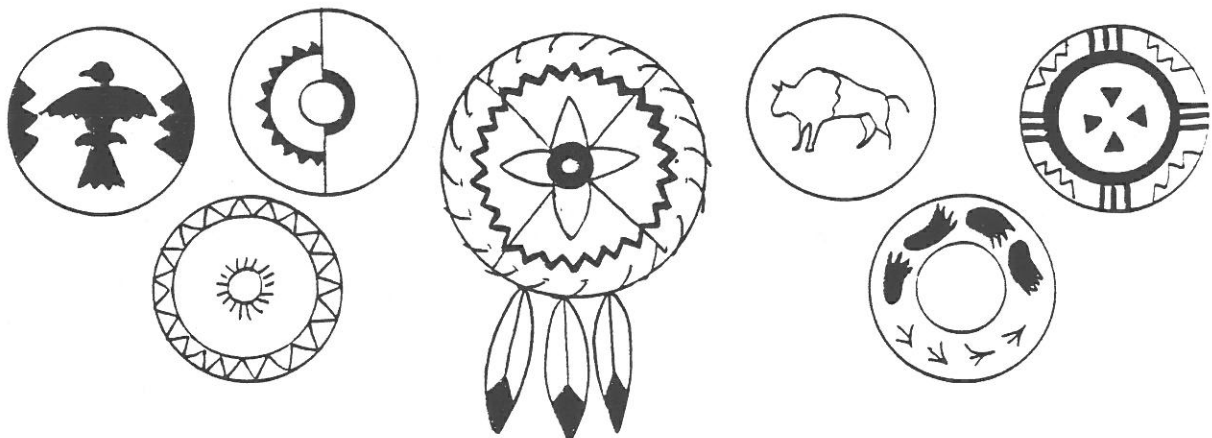
**TOMAHAWK OF INDIAN CLUB**

Follow instructions for making spear, except fill the bottle top full without inserting handle. When dry, lash handle on with twine. Be sure to lash it on tightly so it won't come off.

Another method of making a tomahawk is to split a green stick far enough to hold a rock. Slip a flat, long rock into the slit and lash with heavy cord or binder twine.

**INDIAN SHIELDS**

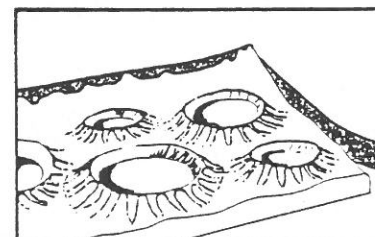
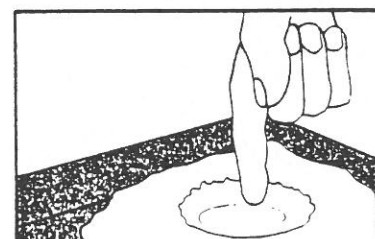
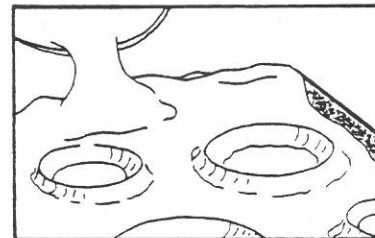
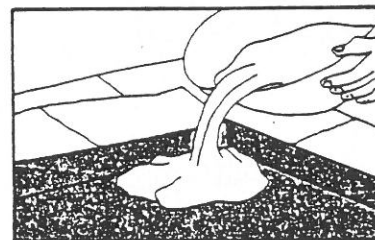
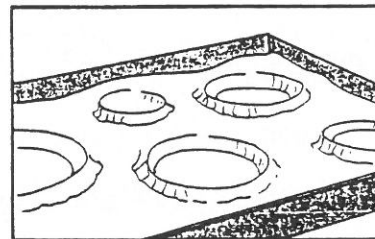
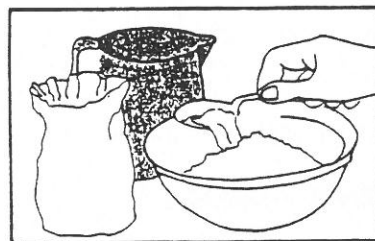
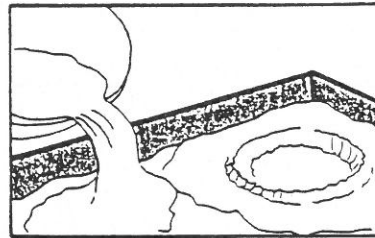
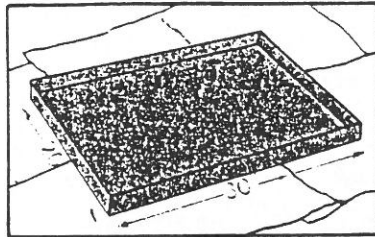
Cut circle from heavy cardboard, wood, or use the lid from a 5 gallon metal container. For wood or metal shields, nail a wood handle on the back. For cardboard shields, tape a cardboard handle on back. Paint the front and decorate with Indian designs, such as the ones below. Lace around edge with colored yarn and add feathers as desired.





## MOON SURFACE

- Tape the strips of card around edges of hardboard to make a tray.
- Mix 1/2 pound of plaster with water until it forms a thin paste. Do not add too much water.
- Put newspaper under tray to protect floor. Pour plaster in one corner.
- Make craters by putting your finger into the plaster and moving it in a circle.
- Mix more plaster and pour it on another part of the tray. Make more craters.
- Repeat until tray is completely covered.
- Add more plaster along one of the 30" sides to make a mountain range.
- Tit until plaster is dry, then carefully remove the strips of card. Moon surface is complete.

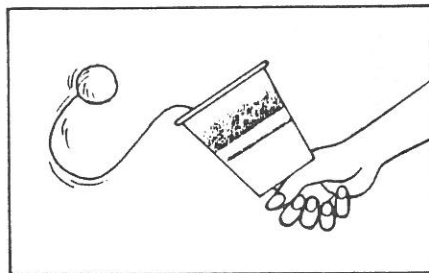
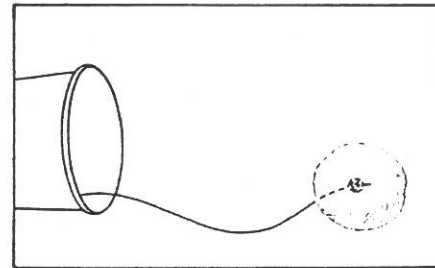
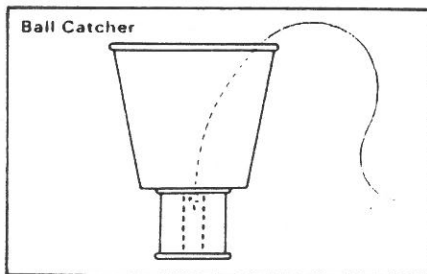


## **BALL CATCHER**

Glue an empty spool to the base of cup and make hole in the center of the cup base with a knitting needle. Knot one end of string and thread through spool and cup.

Tie a large knot on the end of the string and crush foil tightly around it to make a ball.

Decorate the cup. Hold catcher by spool and try to flip the ball into the cup without using your other

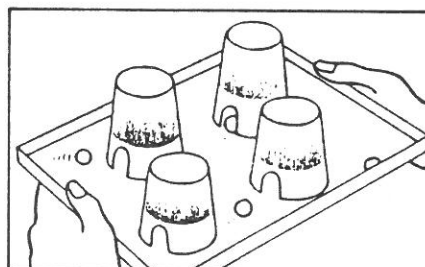
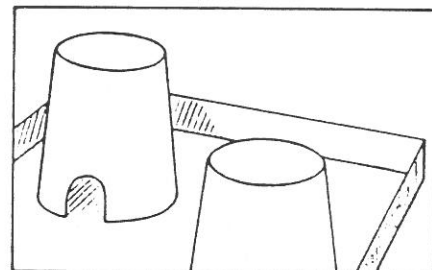
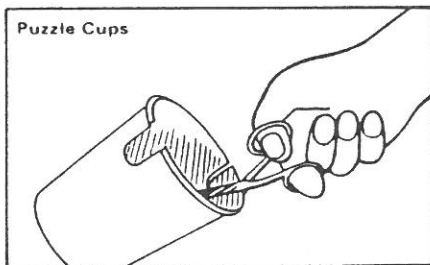


## **PUZZLE CUPS**

Cut two pieces from the top of each cup. These must be larger than the marbles.

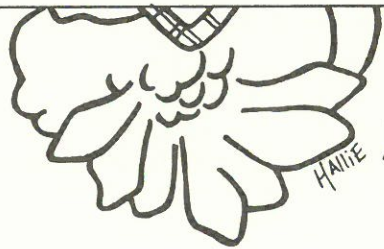
Turn the cups upside down and glue to the inside of the shoe box lid.

Decorate with paints. Place the marbles in the lid, then try to get one marble into each cup.





**We'll Be  
Loyal Scouts!**



HALLIE BANNER '90

## Table of Contents

---

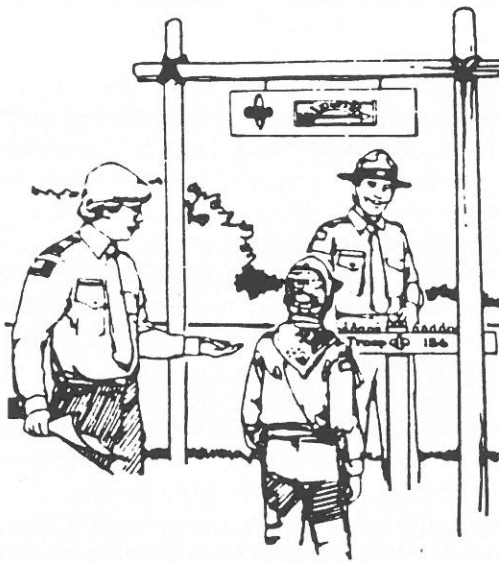
<b>THE WEBELOS OUTDOOR ADVENTURE</b>	<b>1</b>
<b>THE OUTDOOR PROGRAM</b>	<b>9</b>
<b>OUTDOORSMAN</b>	<b>22</b>
<b>NATURALIST</b>	<b>27</b>
<b>FORESTER</b>	<b>31</b>
<b>SCIENTIST</b>	<b>37</b>
<b>ENGINEER</b>	<b>45</b>
<b>GEOLOGIST</b>	<b>54</b>

# THE WEBELOS OUTDOOR ADVENTURE

**T**he Webelos Scouting program is an integral part of Cub Scouting. As such, it shares Cub Scouting's purposes. Every Webelos Den Leader should be aware of Cub Scouting's purposes as a guide in the never ending process of planning meetings and new activities for the den. *(For the Purposes of Cub Scouting see Leadership Development Section)*

Keeping these purposes in mind, every Webelos Den Leader has two objectives:

- **PROVIDE** every Webelos Scout the opportunity to earn his Arrow of Light.
- **LEAD** and successfully **COACH** the boys to the threshold of a positive Boy Scouting experience.



The outdoor program is critical to the achievement of these two objectives. Boys join Scouting because they hope to someday do what their older brothers or friends are doing or have done in the past: canoe the Buffalo River, rappel at Robber's Cave, backpack Philmont. Boys want to do things outdoors, not to be consistently confined to chairs around the kitchen table. It is a natural result of their growing curiosity about the world around them and their developing physical prowess.

In this section **Eric Kingery** and **Stephen George** will help you explore these subjects further with suggestions of how a structured, safe outdoor program can be implemented, geared to the capabilities and interests of nine and ten year old boys, even if you have very little outdoor experience yourself. We will briefly look at the Boy Scout program, so that you will have an idea of where your boys are headed. We will look at a few activity pins directly related to the outdoors, ways to do them, how you can incorporate them into your outdoor program, and how you can use them to help your boys prepare for Boy Scouting.

Finally, we will review a few critical elements necessary for a successful Webelos program. Keep in mind you do not have to do it all yourself. There are plenty of dedicated Scouters in our council who are both ready and willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you cope both with your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well. Get set for the exciting adventure of Webelos Scouting!!

## **CRITICAL ELEMENTS FOR A SUCCESSFUL DEN**

How do you know if you are being successful? This is not always easy to answer especially when you are immersed in constantly planning and preparing Webelos meetings week after week. Keep in mind that your success as a den partially depends on the boys. Their own maturity, interests, and enthusiasm for the program will dictate how easy or difficult your task will be. But without you there can be no success or program. If the boys seem to be having fun; if you are enjoying being with them; if you can see by what they do and say that they are learning a few things; and if you have good attendance from most of your boys, you are probably doing an excellent job. So how can you increase your chances for success?

Because patrols are progressively boy led, it is a good idea, especially in the second year, to allow the boys limited opportunities to experiment with leadership. More than likely during the second year your program or activity pins will slow down mainly because of all the preparation and training for campouts and other special activities. You may be faced with the choice of what pins to finish and which ones to let go. Let the boys help make that decision. Let them choose which requirements they want to do and have them divide up the teaching or demonstrating of each particular requirement among themselves. You will then serve in a capacity very much like a Patrol Dad or Troop Guide, advising them and helping them before the meeting at which they will become the leader for a short time. Another place that they can exercise leadership is on campouts where they can be given the responsibility for certain jobs, such as fire building, getting wood, etc. Divide them into buddy teams and let them work out the details themselves. Always be there to watch and advise them. A technique that you can use to get them to begin thinking for themselves during discussions and problem solving is to ask them leading questions instead of just telling them or giving them the solution. This is a very important technique in allowing them to explore the many conflicting viewpoints and uncertainties of leadership. Passing them these kinds of opportunities for self control will also encourage a certain amount of self-discipline.

Take an active role in finding a good Den Chief for your den. Keep in mind that a Den Chief is a leadership position in a troop. Boys need to serve in some leadership capacity to advance. A Den Chief is one position in which any qualified boy can serve without having to be elected. So Den Chiefs should be readily available. Insist that your Den Chief be at least a couple of years older than your boys and that he has at least his first class rank. Otherwise, the younger boys may not look up to him as a boy leader and you may inherit just another Webelos member. Insist that he be consistent in his attendance. Give him something to do. Direct him and discuss with him your plans for the meeting before you meet. Allow him the freedom within the structure you provide to come up with his own game or presentation. He should be used to this leadership format since this is what he has experienced in his troop. Finally, find out who his Patrol Dad or Assistant Scoutmaster advisor is and keep this adult appraised of his performance. Expect him to earn his Den Chief cord. He can be one of your most powerful advocates for Boy Scouting to your boys.



Besides preparing your boys in these ways, you can also help with the transition by informing yourself and the boys' parents more about the Boy Scout program. Many times Cub Scout packs traditionally feed into one or more troops. Get to know their leaders. A great place to meet them is at monthly district roundtables. Generally the most active troops will be represented there. If you desire a larger base to choose from, call your District Chairman. Ask him or her which troops are most active. Then call the Scoutmaster or one of his assistants, introduce yourself, and ask him to tell you about his program. Attend Scoutmasters Fundamentals Training. This is not only a great way to learn the fundamentals and structure of Boy Scouting, but get to know Boy Scout leaders in your district. Finally, during the last few months of your program as a Webelos den, let the boys' families know what you have learned about Boy Scouting. After all, they must pay for uniforming, summer camp, equipment, etc. They will appreciate the lead time and you will increase the probability that they will become actively involved with their sons' Boy Scout experience, a key to every boy's advancement and success. The following national office publication will give you additional ideas on how to implement a successful transition to Boy Scouting for your boys.

## **UNDERSTANDING WEBELOS SCOUTS**

For many new leaders this may be the first time you have dealt with a group of boys your son's age on a formal, organized basis. At first this may intimidate many new leaders. Exactly what are you dealing with and what should you expect? Your own son may act one way in his family environment, but with his peers, he may show you a side of him that you have only occasionally seen. The first year that a boy enters Webelos he is usually nine. Boys this age are very inquisitive.

They like a variety of challenges that are new to them, but which are not too far beyond their reach. The challenges that you and the program has designed for them should excite their natural curiosity and expose and involve them without them necessarily mastering the skills or concepts that you are introducing. The best approach seems to be a series of short (plan on 15 minutes), intense sessions with whatever you are doing that involves either their imaginations or physical skills as soon as possible. This is why games are so valuable. You can make a simple game out of anything and the boys don't seem to mind no matter how simple and rudimentary it may seem to you. It challenges them in a fun way and they learn more when they are having fun. This is also an excellent way of handling some activity pins, such as Citizen, which because of the length of the requirements or the level of skill must be spread out over the length of several meetings.

Boys this age like physical contact. They enjoy the challenge of games and sports. But as with the more intellectual parts of the program, care must be taken not to push them beyond what they can stretchingly do. For example, some Webelos leaders have found that, with a few exceptions, most of their boys were not capable of meeting many of the requirements of Athlete during the first year. It is important not only to encourage all the boys to play together and to evenly participate as a group, but to recognize each boy's individual efforts as he struggles with his personal limits. Some boys tend to tire easily. In a meeting format it is best to keep the games to about 10 to 15 minutes. As a rule it is best to stop the game (or any other activity) while the boys are still having fun.

Nine year old boys' verbal behavior seems unpredictable. It will range from unintelligible grunts and simple yes's and no's to times when it is difficult for you to change the subject. Involvement seems to be the key. When boys are involved, they will respond to the subject with the same gusto that they attack a game; it is another way of their exploring the space around them, especially among their peers. Expect them to be blatantly honest with you. They have not, as of yet, mastered all the adult taboos which often color or hide the truth. They may reveal things about their families, teachers, or friends that at times may seem a little embarrassing to you. At these times you can help direct their thinking and attitudes by discussing the ideals and purposes of Cub and Boy Scouting and how they apply to the particular subject. You can actually use this time of involvement to convey some of the drier aspects of the program which they must achieve either to get their Webelos badge or Arrow of Light. For example, if the boys are talking about school, you could use the opportunity to discuss the meaning of "obedient" and "kind" in the Scout Law. Educators call this "the teachable moment." And recognizing it and taking advantage of it when it occurs can be much more effective than trying to generate involvement on these subjects from scratch.

At first, during the first year there may not be a true sense of unity in your den. The boys may pair up with their friends and seem more involved with them than they are the program. They will at times seem silly and very immature. But over time as you challenge their curiosity and physical and intellectual capacities, both individually and as a group, a feeling of group identity and belonging will emerge and can become quite strong. Getting the boys to name their den, the way a Boy Scout patrol does, having them adopt an active song, voting on a den mascot and a yell, and having a good conduct candle, all can be of help in fostering a sense of identity.

Because of their maturity level, the first year is best devoted to working on activity pins in the den. Sometimes you may ask them to finish things up at home. Once a boy begins to realize the satisfaction of earning the pins and the recognition he receives as a result, he may tackle and complete a few on his own. But in general, it is best that these pins be done during the meeting as one of the activities. It fosters a sense of unity and provides an opportunity for the boys to work together and help one another achieve these awards. Besides it is more fun working as a group. Meetings outside, hikes and field trips are encouraged at this time, both as a change of pace and a way of fostering a deeper appreciation of the out-of-doors. But, in general, it is premature to start campouts at this point given the requisite technical and social skills that the boys will acquire during their second year as Webelos Scouts.

Another possible first year outdoor activity could be field trips. Watch the boys' behavior during these outings and their social interaction. As their self control develops along with their spirit of unity, try taking them for brief hikes. Initially, these hikes should not be more than a mile or two. The boys may tire easily. They should have an objective: find as many different colored flowers as you can, collect different types of acorns, find different kinds of animal tracks.

Weekend afternoon outings can gradually turn into overnight campouts during the second year with Boy Scout troops. At first you will do much of the preparation for these campouts before the boys have developed the necessary skills. But gradually allow them to help in the planning and to actually manage the camp jobs under your supervision. If you have an active and effective Den Chief, let this boy help the boys plan and conduct the campout, while you coach him on the side.

In this way, little by little introducing the boys to the Scouting outdoor experience, the locus of activity gradually moves during the second year to the outdoors. Naturalist, Outdoorsman, and Forester might logically fall in this year. All these are more easily and best done outside. By this time the boys should have ceased to be a group of paired individuals and have become instead a true working den. At this point a campout is definitely more manageable.

Because the boys have a better sense of unity during the second year, learning camping and other outdoor skills will provide an excellent opportunity to further develop their sense of cooperation and teamwork that they will need to become successful patrols in Boy Scouts. This can also be true of the regular Den program. One very successful leader during his second year let his boys plan and provide parts to their own program. Of the remaining activity pins, the boys decided which ones they wanted to do as a group. Then each boy volunteered to bring prepared parts of the activity to future meetings to help the other boys achieve it.

In addition, boys were encouraged to share what they had done on their own with the other boys. Not only did this spark the other boys interest, but it used the boys' sense of built-in competitiveness to help each of them achieve his potential. Thus, as in Boy Scouting, in a limited way leadership of the Den can be passed to the boys to let them make decisions and discover their consequences. This must be structured and controlled by the leader to set limits on possible successes and, more importantly, failures. But it is one of the most important things a leader can do, not only to prepare the boys for Boy Scouting, but to begin their journey to becoming true leaders in their communities and in their individual lives. This illusive and difficult goal is certainly worth striving for.



# THE OUTDOOR PROGRAM

**I**t has been indicated, the outdoor program is an integral part of the Webelos program. As a matter of fact, a Webelos program cannot be successful without it. However, as challenging and exciting as it is to the boys, taking kids out and controlling their activities in the out-of-doors provides new challenges for the leader. Possibly the best approach to this challenge is to gradually include the outdoors in the program in progressively involved steps. If there are problems, a leader can adjust to them fairly easily without risking upsetting his whole program if he starts early in his program and in a small way. For example, in the first year, many games can be conducted in the leader's back yard. These games will ideally last only ten or fifteen minutes, but will get the kids outside. Another first year outdoor involvement activity is to actually conduct all or part of your meetings outside.



Although many new Webelos leaders seem reticent to take the boys outdoors to do anything more adventuresome than a field trip, a few others, who at one time were Boy Scouts or who are seasoned campers, go to the other extreme. They want to take their boys camping Boy Scout style the first year. There are several reasons why this practice should be avoided. **First**, many times the boys are not mature enough physically, socially or intellectually to fully grasp the concepts and skills more properly left to older boys. Such practices could jeopardize a young boy's safety. **Second**, by introducing these skills too early, the overzealous Webelos leader can spoil a younger boy's future Boy Scout program. Learning to work together as a patrol and depend on themselves is a cornerstone of the Boy Scout program. The most important method used to achieve this goal is learning to provide the basics of food, water, shelter, clothing, warmth, and personal hygiene and safety in the outdoors away from the dependent environment of the home. If you expose the boys too early to some of these skills, they may get bored with them in Boy Scouting before they have learned the art of working

together as a social unit, depending on one another for specific outcomes. Thus, you will be cheating them out of exploring the roles of leadership and committed followers which is one of the core benefits of the entire Boy Scout program.

The following discussion will help guide you in defining the scope and setting limits for your outdoor program. Webelos camping is basically car camping. In general, it is an introduction to the fun and skills of camping. In Boy Scouting boys ideally master those skills and move out of the car camp to the frontier of true wilderness travel. If they go on to Explorers, they may join a post where they will become expert outdoorsman and wilderness travelers capable of coping with any environment for which they have been trained on earth. Your Webelos outdoor program could be the beginning of one of your boy's long, long journey to eventually realize this exciting reality. Please realize that the process of getting there will take years. Skills must be learned gradually and safely. With all this in mind, let's first look at the outdoor policies that the national office has set down to help us keep our outdoor program safe.

## OUTDOOR POLICIES

Cub Scouting is home and family centered, and as part of the program, the outdoor program must also be. It is always good to have parents involved directly or indirectly in your den activities. This involvement helps develop the strong relationships and support you will need to accomplish your boys' goals. It will also develop you a resource pool that you can call upon to help you with specific activity pins or as an assistant leader when the need arises. But in terms of the outdoor program, parental involvement is mandatory. Not

only is it necessary in providing the boys with the proper and safe transportation when the activity is beyond your home or neighborhood, but it helps assure you an extra measure of control to help contain the expansive freedom that tempts all boys when they get outside. As the boys mature, direct parental involvement, especially on field trips, may not be as important a factor, since peer pressure and den unity will help keep them in check. Nevertheless, the national office has issued guidelines which you should follow concerning parental involvement and other matters to help you plan and carry out a successful outdoor program.

## **DEN FIELD TRIPS**

These are encouraged under the proper leadership. Make sure that you have the proper medical releases and permission slips from the parents. Also, plan some activity in case what you were planning on does not materialize or there is a delay. You have the choice of putting together your own program or the boys putting together one of their own spontaneously. Make sure you have enough drivers so that every boy has his own seat belt. Den field trips can round out an activity pin that you are teaching. They can also provide a welcome change of pace from your current den meetings. Boys seem to learn more when you alternate the speakers and change the setting in which they are learning and playing. Field trips are an excellent way of providing these changes.

## **WEBELOS OVERNIGHT CAMPING**

Overnight camping is one of the high points of the Webelos program for boys. Boys can never seem to get enough of it. It is the Webelos equivalent of the Boy Scout high adventure program. But just as with the advanced skills of kayaking, rappelling, and backpacking in the wilderness that Boy Scouts learn, nine and ten year old boys must be taught and coached and outings planned in detail if there is to be a chance of a safe and rewarding experience for everyone. Because of the extra measure of freedom that a campout affords the boys and the virtual impossibility of a single leader to keep his eye on all of the boys all of the time, policy requires that at minimum one adult should be present for every three boys. Who this person must be is not specified beyond the fact that he must be 21 years or older. As mentioned previously, at least at first, try to make the ratio one to one. This presents a problem for some families with single parents or whose fathers must travel for a living and, therefore, seldom are able to make the campouts. If you are camping with a Boy Scout troop, an Assistant Scoutmaster could serve in this capacity. As will be discussed later, this should be planned for in advance. A neighbor, a grandparent, a uncle, even an Eagle Scout no longer in Scouting could serve in this capacity. It should be added that given that this is a family program, there is nothing wrong with having mothers, especially those who are single parents, go along on an overnight outing. However, special consideration must be given to toilet facilities and privacy needs in advance to ensure comfort.

Given the importance of the outdoor program, the national office encourages several overnight campouts during the year. It is best to consider only spring, summer and fall as seldom are the boys equipped in either gear or skills to cope with a winter campout. Campouts may be conducted on a den, pack, district, or council basis. The Boy Scout program can lend you an invaluable hand in putting on these campouts. Webelos Woods is an excellent way to introduce the boys to camping. If you are camping with a sponsoring troop, they can help you plan the campout and provide much of the gear which you may not have. In addition, Webelos Woods provides the boys a day long program geared to their interests and abilities. Occasionally, your Den may be invited, again by a sponsoring troop, to a council camporee. These too are excellent programs although the activities tend to be geared to the Boy Scouts' interests and abilities. Finally, a troop may invite you to go with them on their own campout. Do not assume that the troop will provide you with a program. You may have to plan your own activities for your boys with interaction with the troop at specified times during the weekend. All of these encounters with the Boy Scouts not only serve to help you with your needs for camping equipment and know-how, but also expose the boys to the activities and fun of Boy Scouting. It is a much more complete picture of what a troop is and does to see them in an outdoor setting learning and participating as patrols in challenging outdoor programs. Visits to a meeting at night at a church can only give them a hint of the real fun and excitement of Boy Scouting. *(Refer to the Leadership Development section for ideas on field trips)*

## TOUR PERMIT

Before going into campout planning in detail, the tour permit needs to be discussed. A tour permit is a form that officially registers your outing with the local council office. It helps assure that national guidelines are met concerning the ratio of adult leaders to boys and the legal age, licensing, and insurance of drivers. If a boy is insured on your outing and your unit carries the insurance, the existence of a tour permit helps to facilitate the processing of any medical claim. The local council also uses these permits to compile statistics on local unit activities. Many Boy Scout camps will not allow your visit without having one. For all of these reasons, the tour permit should be considered mandatory whenever you are going on an out-of-town trip.

Although these permits are not required for neighborhood and in town trips, any outing of 500 miles or less should be registered with the local council through a tour permit. (For trips of more than 500 miles, a national tour permit is required.) The forms are available from you local Scout service center, although sometimes Cubmasters may have them. If you file them by mail, allow two weeks. If you fill them out and deliver them yourself, they can be stamped by the council office the same day. You must fill out both the top and the bottom. The office will stamp the form and give the bottom part back to you. Keep this part of the form and take it with you on the outing. You may be asked to present it, especially if you are going to a Boy Scout camp. You will need to know the number of boys that are going and the number of leaders including yourself. You will also need to know the names and addresses of the other leaders (adult drivers) and some idea of the amount of insurance they carry on their vehicles. There are min-

imum requirements (see back of form). Each boy should have a seat belt. These precautions not only help you to stay within the national guidelines, but protect the boys as well. Please note that you must have the signature of a member of the pack committee sign the permit in addition to yourself. This is another reason why you should get the permit as soon as you start to seriously plan your outing, usually no later than two weeks in advance.

When you sign the tour permit, in addition to notifying the council of your intentions, you are also agreeing to abide by all national regulations and guidelines concerning travel and camping. Here is a brief summary concerning Webelos Scouts:

- There should be no camping on route to the destination. On occasion, the group may have to stay in private homes, hotels or motels.
- If travel is by motor vehicle, all drivers must be 21 years or older, have a proper license, adequate insurance, and be approved by the Pack committee.
- If trucks are used, boys are only permitted to ride in the cab with proper seat belts. No one is permitted to ride in the bed. This should be used to transport equipment only.
- All passengers should be provided with a seat belt. Insist that your boys use them and set a good example.
- Cub Scout groups are permitted to visit military installations for one day trips only. No overnight stays are permitted.

## **FIELD TRIPS**

Field trips are a welcome and exciting diversion to the den meeting. Ideally, they should enhance and augment the particular activity pin or pins that are currently being worked on. Thus, they should be planned several weeks in advance. The boys will generally enjoy the change in setting and speaker. If you work out the agenda in advance, often the boys can earn several requirements towards the pin without realizing it.

Like any other den meeting, a successful field trip demands adequate preparation. Although some may be spontaneous, brought on by an unexpected event or natural occurrence, most should fit neatly into your program. They often can serve to bring a particular aspect of an activity pin to life that may otherwise seem dull and bookish. Also, an experienced practitioner may more easily handle the questions and teaching than you can. But in so far as you can, be careful of who you select as the speaker. Ask for someone who is personable and good with children. Lecture should be alternated with some activity to get the kids involved. If this is not possible, suggest that the setting be changed every few minutes. A walking tour often achieves this. Review in advance with the person handling the tour the requirements that you feel the tour might cover. It will help the speaker prepare what he is going to say as well as gear the talk to the age group.

Advise the parents weeks in advance of when and where you are going. Ask for volunteers to help drive. Invite them to go along. It may be best to meet together first where your den meeting takes place and then go to the field trip site. This seems to eliminate much confusion. Tell the parents both the departure time and when you believe you will be back. Try to be punctual. Everyone concerned will appreciate this. Make sure you have signed permission slips and a tour permit, if appropriate. Finally, prepare the boys for the field trip. Review with them what they are going to do and see. Remind them that they are Scouts and how they behave will reflect on all Scouts. Ask them to think of questions for the person conducting the tour. You might suggest some that follow the guidelines of a particular requirement. You should prepare a game or two to play with them in case there is an unexpected delay or some wait. When the tour is over, have the boys write a thank you note, either individually or as a den, to the person who gave the tour. Small courtesies, such as this, are a valuable habit for the boys to get into and are many times deeply appreciated by the person providing the tour.

## **DEN HIKES**

Den hikes are an excellent way of exposing boys to the outdoors. Other than in the confines of a building, such as a shopping mall or a school, it is amazing how little people walk outside anywhere anymore. So even a brief urban hike can present new opportunities for discovery. Always have an objective for the hike. It may be to the local Braums for ice cream. Or it may be to a starting point for a treasure hunt. Allow the boys to have some input into the objective.



Not only should there be an objective, but think of some things to do along the way (if you don't, the boys will). Boys like to collect things. Use this natural instinct to help them earn their activity pins. For example, keep an eye out while passing construction sites for different types of wood used in the building of a home. This will help them earn Forester. Note the shape of leaves or clouds. If you don't know much about it, make your library an objective. Or bring books to your home for after the hike, if the library is too far away. You can then share in the excitement of discovery of identifying what you have seen and indirectly teach the boys valuable skills, habits, and resources. For Naturalist, challenge them to collect as many different kinds of insects as they can find on the sidewalk. Limit the physical space of the activity or they will run all over the place.

Hiking is a great time to learn songs, especially songs with a cadence or a response. The natural rhythm of walking makes this activity irresistible even for boys who may be too embarrassed to participate in songs in a den meeting. Songs pull them together as a group, banish boredom, and make hiking a real joy. The tradition of trail songs is at least centuries old. The voyageurs that helped to open up the Northwest part of our country west of the Mississippi in the late 1700's and early 1800's hired on new engages not only based on their physical capability and skills with a canoe, but their ability to sing. Songs helped to ease the fatigue brought on by 14 hour days of paddling and carrying 200 pound loads over swampy uneven portages.

If the hike is about a mile or so in an area with no facilities, encourage the boys to carry a day pack with such things as snacks, a rain poncho, a canteen or plastic bottle of water, and their Webelos Scout Book. Day packs can free up their hands and help prevent the loss of small articles. But watch the weight that they carry. Day packs can comfortably hold up to about ten pounds. Boys should generally carry no more than about five. They may protest that they can carry more. But once on the trail, they may begin to complain of aching shoulders. Unlike a backpack day packs have no hip belt to help redistribute weight from their shoulders to their legs. Do not encourage boys to wear a backpack. In any case they are too young for true backpacking. This is an activity and a skill that they will later learn in Boy Scouting.

## **WEBELOS OVERNIGHT CAMPOUT**

Of all the outdoor activities you lead as a Webelos Den Leader the Webelos overnight campout is probably the most ambitious. It is the one event that your boys in general are the most excited about and may remember the longest. Some of your boys may have camped before with their families. Some of them will have never camped before. But even if they have, camping overnight with friends their own age has a tremendous appeal to nine and ten year old boys. It is your job as a Webelos leader to first if all provide the opportunity for the experience to happen and then make sure that you plan quality activities to help ensure the campout's success. A Webelos program without at least one or two campouts cannot be considered complete, nor totally successful. Campouts will both help hold the interest of the boys in the program and prepare them for new adventures in the Boy Scout troop they join.

In planning and preparing the Webelos overnight campout, use the scope of the Webelos program as a guide. The Webelos program is the last step in Cub Scouting. Cub Scouting is a family oriented program that attempts to expose boys to many new and exciting concepts and skills within the context of the family's community and own religious beliefs. These ideas and skills are presented to them through crafts, activities, and games that emphasize fun. In particular, the Webelos program continues this tradition, but begins to stretch the limits. In the earlier Cub Scout years, the Den Leader's home is the focus of activity. In Webelos, because of the crafts and new skills involved, the boy may spend part of the den meeting in the leader's garage working on basic repairs or wood working skills. Another part may be spent in the back yard rigging a tarp tent. The locus of the meeting has expanded from the kitchen table to include the back yard and the garage on a fairly regular basis. The outdoors is more an integral part of the Webelos Scout program than it is in either the Wolf or Bear programs. Whereas before, many times the moms lead the younger Cubs in the den meetings, now in the Webelos program dads are encouraged to go with their sons on campouts.

But even as the scope of the Webelos program is larger than the rest of Cub Scouting, it does have its limits. Keep in mind that one of the goals of Webelos is exposure to new ideas and skills, not mastery. The same thing is true of camping. Campouts are basically car camping where the boys are introduced to the basics of site selection, tent raising, bedding, fire building and simple cooking. They will complete, finesse, and expand these skills as Boy Scouts, not as Webelos. But early exposure will help make that eventual mastery easier. How to have a successful campout? These can be answered by asking six questions:

Who?  
What?  
Where?  
When?  
How?  
Why?



## **WHO GOES ON A CAMPOUT?**

Who goes on the campout? Encourage all your boys to go. Each boy needs to have a parent with him. Ideally this should be his father. But if he comes from a single parent family, a father may not be available. In any case, his mother may go. If neither his mother nor his father can go, an older brother (he must be 21 or older), an uncle, or a close friend of the family who the parents have given specific permission may go with the boy on the campout. Ideally, one adult should accompany every Webelos Scout and be primarily responsible for his well-being and conduct. The minimum is one adult to three boys, but especially during the first year and on the first campout, the boys may not be mature enough to discipline themselves in attending to what needs to be done in camp. Keep in mind that even when you have a well planned program, there will be so many things going on and tasks to be done all at once that you will have to rely on the boys somewhat to follow the directions you have previously given them. This is why adult supervision, other than yourself, is so critical to the campout's success. As the boys mature and grow into a den, the need for the parent or his designate, will diminish until finally on a Boy Scout outing the parents are no longer required to go.

For purposes of national office rules concerning youth protection and child abuse, no adult is permitted to stay in a tent with a boy who is not blood related. This includes leaders. The boys may stay together in a single tent while the dads occupy another. But for your protection as well as the boys, make sure you adhere to this rule.

## **WHAT DO I NEED?**

What will you bring? Several good lists are available. Both the Boy Scout Handbook and the Webelos Scout Book in the Outdoorsman section provide excellent lists. Be sure that you as the leader bring a first aid kit and read up on the procedures for the most likely first aid problems: minor cuts and scrapes, minor burns, blisters, and sprains. Some equipment, such as cooking equipment, can be shared. If a family does not have a tent, they will usually prefer to borrow one from a friend or relative rather than use a tent from a troop. But do not hesitate to call the Scoutmaster or one of his assistants if you do need a tent. This will be easier when you are camping together as their guest. Be sure to be specific about the items you need when talking to the Scoutmaster since troops do not always have extra gear. Part of what you bring will be determined by the program you plan for the weekend.

## **WHERE DO I GO?**

Keep in mind that a Webelos campout is basically a car campout. It is an extension of back yard camping limited by an automobile. For this reason the place you select for a campout should be close enough to the car and various support facilities that no primitive camping techniques are needed. In addition, it should be close enough to your community so as not to discourage parents from going. An approximate travel time of about an hour to an hour and a half should be the limit. Consider the following in selecting a camp site:

## **WATER IS IMPORTANT**

Water should be available from either a faucet or a pump in or very close to your camp. A water supply is critical for cooking and sanitation as well as fire safety. When camping with a troop, if water is not readily available, make sure that the leadership supplies you with several large water containers. Make sure that the boys do not waste it. Do not depend on streams or a lake for your water supply. These sources will probably contain microscopic animals and plants that could make you and your boys sick if you use it without treating or boiling it. Your boys will learn proper water sanitation techniques when they become Boy Scouts.

## **ARE LATRINES AVAILABLE?**

Toilet facilities should be available near the camp. Mothers will probably prefer flush toilets, but if these are not available, make sure that the camp has two different toilet facilities within easy walking distance, one for men and the other for women. If they are not labeled, take the initiative to label them and tell the boys and parents which one to use. In general, do not choose a camp with no toilet facilities. If you do, parents who are inexperienced campers will resent it and you will have to teach your boys personal sanitation techniques that they will learn and master in Boy Scouting. Try to follow these guidelines even when camping with a troop. If no toilet facilities are available, it may be best to postpone the campout with the troop until they go to a camp with established toilets. Make sure you bring extra toilet paper. Do not assume the camp ground will have an adequate supply.

## **PARKING ACCESS**

Make sure that the camp site is readily accessible by car. Boys and parents should not be forced to haul heavy equipment and gear into a remote area. Because of the amount of support equipment usually taken, family camping is a rather heavy affair. Once unloaded, cars can be removed to give the boys more of a feeling for what a true wilderness campout might be like.

## **SELECTING A SITE**

Make sure the site you select is fairly level and there is enough space for all the tents you expect. Avoid shallow depressions and dry gullies where it is apparent that water has run. If it rains, tents and people will get wet. Look for patterns of water run-off in the leaf litter to serve as guide for where not to set up your tents. If the camp site is in a forested area, avoid putting tents under or near dead limbs or trees. These trees will occasionally come down in thunderstorms or high winds.

## **CAMP FIRES**

A camp fire is often the boys' highlight of a campout. Boys love fires and will want to play with them. It is important not only to teach your Webelos how to build and safely maintain a fire, but also to site it properly. Make sure that it is not positioned too closely to tents or trees. Use established fire rings, if safely positioned. Make sure you have a bucket or two full of water near the fire at all times. Teach the boys not to hack or cut live wood. Before they fly off into the trees to collect wood, make sure they know how to identify poison ivy. If the weather has been exceedingly dry and windy, consider a flash light campfire. If the season has been very wet, you might bring dry firewood from home. This is also a good policy if you are camping in a heavily used area in summer or fall since available fuel may have been depleted near the campsite.

## **PUBLIC CAMP GROUNDS AND SCOUT CAMPS**

Scout camps can be ideal for Webelos overnight camping if they meet the other criteria previously discussed. The national office encourages the use of Scout camps over public camp grounds because the boys can be more protected and sheltered from exposure to people using drugs and alcohol. Also, the ranger is familiar with the Scouting program and can provide valuable back up medical help and equipment to help your campout to be a success. However, do not assume that all Scout camps have facilities to handle a group of Webelos. More than likely, they have been equipped with Boys Scouts in mind, rather than Cub Scouts. In addition, they may be farther from home than parents may care to travel for a single night campout. If you do take your boys to a Scout camp as a guest of a troop, it will be your responsibility and that of the Scoutmaster to make sure provisions are made for the more substantial support needs of the younger boys. Do not hesitate to talk to the ranger of the camp about your needs and what you plan to do. He will be invaluable in helping you with your requirements and helping provide your boys with comfort.

If there are no Scout camps close enough in your area or they are totally inappropriate for Webelos, a public campground may be an alternative. Keep in mind that your boys may be exposed to loud radio music at night, alcohol consumption, and perhaps some drug use. For these reasons it is best to consult the camp director well in advance and ask him if there are any segregated or secluded group camp sites with adequate facilities as discussed above. Tell him you are a Webelos leader and what you are trying to do on your campout. He may volunteer his or her assistance. Not uncommonly many of these people were once Scouts themselves and will enjoy the opportunity of working with youth. Do not be surprised if there is a reduced fee in exchange for a small service project. In addition, your area may be patrolled more heavily especially at night to help keep the area quiet and orderly so the boys will have a better chance to sleep.

## **WHEN SHOULD YOU CAMP?**

The best time for a Webelos campout is in the spring, summer, or fall. Do not take your boys camping in the winter unless they are sleeping inside a heated building. Boys generally do not have the skills or the equipment at this age to keep them warm and safe on a winter campout. With the exception of the Webelos summer residence camp, Webelos campouts as a rule span a single night.

In driving to the camp, it is best to meet at a central location, such as a school parking lot, at a designated time and then drive to the camp as a caravan. Build a half hour delay into your schedule between arrival and departure times from the starting point. This will allow for the rearrangement of gear and rides, if necessary. Leave on time.

Make sure that parents, as well as the boys, are advised well ahead of time of where and when you are going to leave and an approximate return time. Give them at least two weeks notice. It is best that you tell them a month or two in advance of at least the weekend you plan to go out so everyone can get it on their calendars and then follow this date up with more details as the time approaches. A written note, perhaps part of a regular program report to parents, that initially announces the campout is a good idea in that it assures that everyone gets told the same things at once. Follow this up with a dads meeting and a phone call to take care of any questions, needs, or concerns as the departure date approaches. If you find that you are running more than an hour behind as you prepare to leave the camp, call one parent to tell them your new expected arrival time and ask them to help notify the other parents.

## **HOW WILL YOU GET THERE?**

Generally each dad or other adult will drive. You will find that the boys will want to team up and ride with one another. This is fine, but make sure that each boy has a seat belt and insist that they wear them. The backs of station wagons and pick ups are for equipment only, not boys. Every person who drives must have adequate insurance. Check the back of the tour permit for current requirements. As stated above, a car caravan to the site is best, but make sure that a predetermined route is agreed to and every driver is given a copy of a map whether he is familiar with where the camp is or not. Your caravan will tend to get separated in traffic and knowing that everyone is at least following the same route will serve to reduce anxieties at the site over tardy arrivals.

## **WHAT DO I DO?**

Of all the questions that should be answered in planning a campout this one should be first. Why am I going? What do I expect to accomplish? A Webelos campout should be an integral part of your program. Certain activity pins can be more easily worked on at a camp site than perhaps any other place. Traveler and Outdoorsman, for example, can easily be addressed together on one campout. Boys can collect rocks for Geologists and bugs for Naturalist. Boys can earn credit for Showman at the campfire. They can collect leaves and examine plants for Forester.



In addition to advancement, camping will allow you to observe and direct boys in a more complex social setting than they have in a typical den meeting. Many things will need to be done at once and responsibilities given. Watch to see how well the boys work together and how they handle minor disputes. Are all the boys involved in something? Do some boys prefer to work by themselves? Who is a problem solver? Who initiates?

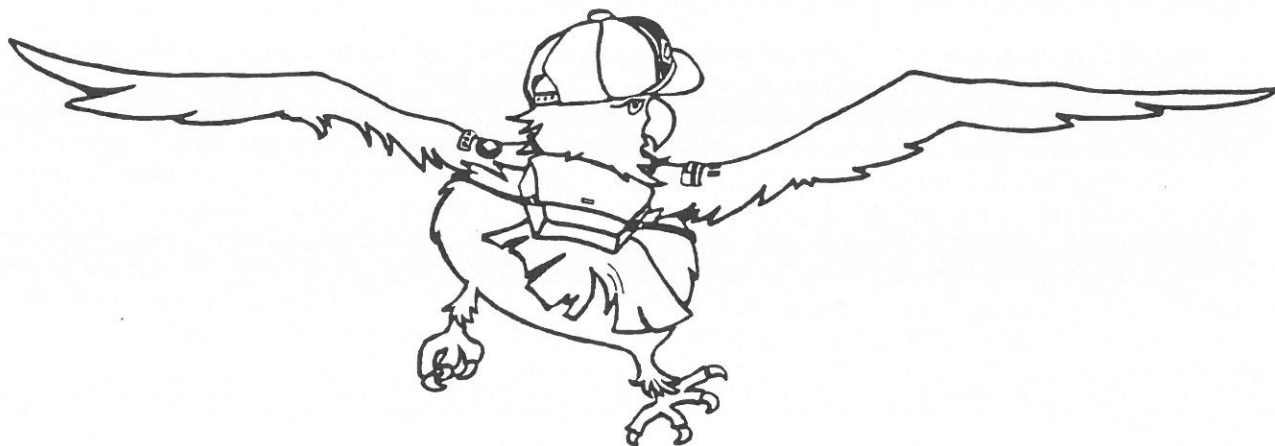
Are the boys more or less working together as two to three member groups? Observations like these will give you valuable insights as to the boys' maturity, cohesiveness as a den, and their progress towards evolving into a patrol in a Scout troop.

## **PREPARING BOYS AND ADULTS FOR A OVERNIGHT CAMPOUT**

Thinking through the above six questions basically prepares your plan for the campout. It remains to prepare the adults and the boys who will attend. The boys can be prepared during two or three meetings directly preceding the event. This is the best time to introduce them to the camping basics incorporated into the Outdoorsman activity pin. Although the camp site itself will be a great place to continue to work on Outdoorsman, some preliminaries may be best handled in a Den meeting. For example, when boys arrive at the camp site, they will be anxious to set up tents, build a fire, etc. all at once. Anticipating this, show them how to make a blanket bed in your den meeting. Let them practice together on a couple of blankets. Teach them the taut line hitch and its use in securing the guy lines of tents. Talk about fire safety and the outdoor code. Try to use your den meeting, where the pace is more controlled, to practice skills that will be needed immediately upon arrival. Once camp has been set up, you will have more time to work on skills that the camp site itself can help you with: fire building and safety, proper care and use of knives, plant and tree identification, collecting rocks for Geologist and animal life for Naturalist.

Also, use the den meetings before the campout to set down rules and guidelines of conduct while in the camp. No one is to leave the camp without permission and being accompanied by another person. No one is to play with the fire. No food in tents. No littering the campsite. No running in camp, etc. Setting guidelines before you go will help you control the situation when you arrive.

In addition, pair the boys up as buddies and give them specific jobs to do. Each buddy team is responsible for one another. Each should know where the other is at all times. Each should help the other get a job done. One team could be in charge of building and maintaining the fire. Another team could be in charge of helping gather and cut wood. Still another could help with cooking if something is to be served to the group as a whole and make sure that containers of water are full. Another team could police the campsite, picking up dropped articles, tightening tent lines, rearranging camp fire wood to make sure the camp site is neat and safe at all times. These jobs can be rotated from campout to campout so all the boys become accustomed to various routine camp jobs.



The last meeting before the campout, make sure the boys know answers to the six questions previously discussed: (1) why you are going (what you plan to accomplish), (2) who is going, (3) what they are to bring (review the list in their Webelos Scout Book), (4) where it is, (5) when and where you will leave and when you will be back, and (6) how you will get there - what dads are going and who is going to ride with whom.

In addition to preparing the boys for the campout, you should have a meeting with the adults who are going at least two weeks before the event. By then you should already have a confirmation on who is going. You announced the campout through a note sent home to the parents followed up by a phone call. The boys should not attend this meeting, but encourage your Den Chief to attend and invite a representative from the troop if you will be camping with one.

In this meeting go over the basics you have already decided on: where and when it is, how many people are going, what you want to accomplish and what camp jobs you have given the boys to do. Then ask for help in getting it all done. If you are going to finish the knots in Outdoorsman, ask if anyone could help you work with the boys on their knots. If you are teaching first aid, ask someone to help with demonstrating bandaging and the hurry up cases. Ask for volunteers to be in charge of watching and assisting, where necessary, each of the buddy teams. This will ease your burden, get the adults involved, and give you time to observe the boys working together in teams. Involve your Den Chief as well. If he is an excited First Class Scout, have him help you plan a campfire or help you cook a communal dessert or something else. The younger boys will admire his techniques and skills as a Boy Scout. If you are camping with the troop, ask what specific activities the troop has planned for the Webelos or what things they could do along with the Boy Scouts. Offer your assistance in helping to carry these activities out. Remember that you probably know the capabilities and limitations of your boys better than the troop leadership, so your input should be considered in planning joint activities. In addition, always have a back-up plan if something does not materialize.

Go over an equipment list with the adults. Ask if any adults need to borrow something. Encourage them not to go out and buy a lot of expensive gear for the campout, but to borrow it if possible. If you are camping with the troop, ask the representative at your meeting if your group can borrow the tents or other equipment needed for the weekend. Describe this equipment so that the adults will know what it is. Explain that wall and baker tents have no floors so that a ground cloth should be placed under it. Make sure everyone understands that this is basically car camping so cots and lawn chairs are fine. Adults and boys may sleep on the ground, but make sure you go over ground sheets, sleeping bags or blankets, and the principal of changing one's clothes before bed. Review BSA policies with the adults. Tell them that the boys should wear seat belts in transit. Remind them that because this is a Scout outing, no alcohol will be allowed. In addition, ask that any smokers be mindful of smoking, especially in front of boys from nonsmoking families. Once you have gone over these basics, ask if there are any questions or concerns that you have not addressed. By all means be as excited and enthusiastic about the campout with the adults as you are with the boys. Enthusiasm is contagious and even reticent adults will soon begin to look forward to the experience.

## **WEBELOS LONG TERM SUMMER RESIDENT CAMP**

A recent and exciting new addition to the several options for Webelos campouts is the council sponsored Webelos long term summer resident camp. This camp is designed to further a Webelos age boy's awareness of the out-of-doors, to continue his Scouting experience through the summer and to prepare him for his first Boy Scout summer camp to follow the next year. Residence camp averages four days in length, is conducted by trained adult and Boy Scout staff members, takes place at a council sponsored camp, generally occurs in early to mid-summer, requires parental support and participation, and most importantly of all, requires your support, encouragement, and enthusiasm. Prior to camp your role is that of coordinator, seeker of information, and distributor of that knowledge to your Webelos and their parents. At camp your role is one of adult support and assistance to the camp staff members. The insect bites, dust, heat and rocks under the tent floor are well worth the experience of camp. You and the boys in your den will have a great time!

## **THE PROGRAM**

Although the basic program is the same at each camp facility, the emphasis will sometimes vary from camp to camp. This depends on camp locale, topography and staff. Along with camping in general the camp activities mainly highlight swimming and water safety, archery, BB gun safety and target practice, first aid, native and Indian lore. The activities fulfill many requirements for a variety of activity pins. However, the emphasis is on fun and the experience of it all. Activity pin requirements are secondary. After all, most 10 and 11 year old boys learn best when they don't realize they are being taught.

## **PREPARATION**

You, your den members, and their parents must all be informed of the camp dates and requirements well in advance of camp time. You should begin talking about camp during the late winter. Let everyone know that the summer camp program exists and that you or your assistant plan to attend.

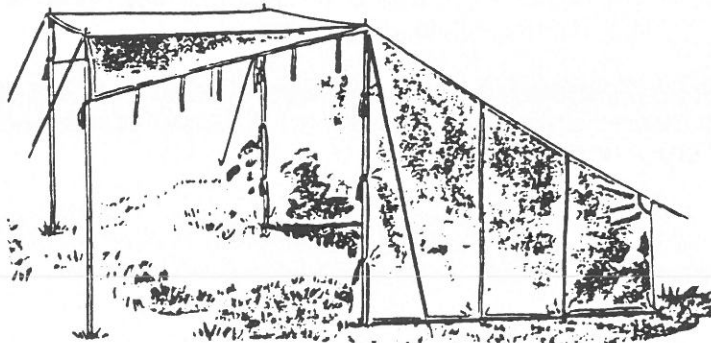
When camp applications become available in March or early April, decide which camp you wish to attend, then hold a parents/boys meeting. Invite someone who has attended camp during the previous year. The person(s) you choose could be an adult leader, a boy, or both. The enthusiasm of a 10 or 11 year old who has experienced camp can have a major effect on your recruitment of boys and adults alike.

At the parents meeting have camp applications, health forms and permission slips. Make sure each boy receives the forms. Also pass out general information sheets and a list of equipment and clothing needs. Review the forms and lists with everyone.

Any parent or guardian, male or female can attend camp with his or her son. Assure any mother who may be considering camp that provisions are made for female guests. Help her find another woman who may have attended camp last year, then exchange their phone numbers.

If a parent wishes to attend camp, but cannot be there all four days, it's really not a problem. Any time is better than none. Just remember to always be covered by your required one adult to two boy ratio. **REMEMBER:** If you are prepared, you are more confident. The parents are then more apt to commit their son and maybe themselves. After the initial parents' meeting in April, call all of them just before May 1. Encourage anyone who has not committed.

One week before camp you should have all medical forms and permission slips in your possession. Everyone attending camp, adults and boys, must have a health form. BSA Form 4412A is required for you and other adults. BSA Form 4414 is required for the boys. At this time make your last reminder call. Verify time, date, equipment and transportation. The parents will definitely appreciate your calls, so do not hesitate.



BAKER TENT IS GOOD ALL-YEAR TENT. FOR WINTER CAMPING, YOU CAN BUILD A FIRE IN FRONT OF IT.

## WHAT TO EXPECT

**ARRIVAL:** All leaders, adults, and boys will be expected at the camp by a specific time on arrival day. Dens/Packs will be grouped together and become tribes. A tribe is typically several dens assigned to a Tribal Chief, i.e., a Boy Scout on the camp staff. All camp functions from then on will be performed as a tribal unit. Meals, activities, work duties, free time etc. will be done in this manner. The Tribal Chief becomes the leader. Your job gets a little easier at this point.

**MEDICAL REVIEW:** Immediately after tribal assignment, each boy and adult will go through a medical form review. A medical professional working as an adult camp staff member will review each of the boys' and adults' forms. This is done with the boy/adult present. Questions are asked, etc. Any medication or special medical problem is reviewed and recorded. Prescription drugs are taken and stored by the medical staff at this time. The medical staff is present to administer medication and handle emergencies. They are on the camp grounds 24 hours a day throughout the camp period.

**CAMP SITES:** Once tribal assignments and the medical review is complete, the next step is moving to the assigned tribal campsite. At this time have your boys erect each tent in the same area. The tents should be 10 feet or so apart. This helps keep down the late night noise and, therefore, permits sleep soon after the boys get ready for bed. Also, preferably, place no more than two boys in a tent. Any more than two to a tent means the likelihood of late night talking increasing dramatically. A note here: talking the first night will go on for a long time. On the second night the boys will be tired and fall asleep fairly quickly. By the third night you will hardly hear a thing.

**ACTIVITIES:** Camp activities are done by tribe, with each tribe rotating as a unit, approximately each hour to a new craft, sport or activity. During a four day camp the boys will participate in each activity three times. Each evening a special event will occur, i.e., a campfire by the camp staff, outdoor cooking, a ceremony or a campfire by the Webelos.

**FINAL DAY:** The final day of camp will begin as usual and end with a family dinner, a campfire and then everyone's departure for home. In between you will have a day of regular activities. Before dinner you and the boys will take down the tents and pack up.

At the end of the day you will receive a packet of data from the camp director. In the packet will be the boys' and adults' health forms and permission slips. Also in the packet you will find a list, by boy, of the activities he has completed during his time at camp. This list will serve as your guideline as to what activity pin requirements have been fulfilled. You can then complete the remaining requirements in your den meetings.

On this final day the boy's emotions will be mixed. They will be glad to see their parents, yet they will be unhappy about leaving camp. The bugs, heat, dust, and rocks under the tent will have never bothered them. They will talk of the swims, crafts, Indian lore, etc. Best of all they will speak of, and later remember this summer camp, their friends and you with fond memories.

Webelos long term summer residence camp is a valuable experience for your den members and you alike. It promotes kinship, instills responsibility and leads the Webelos Scout toward Boy Scouting. You and the boys will learn and enjoy the time you share.

## WHAT THE BOYS SHOULD TAKE

- . Tent - one per two boys.
- . Sleeping bag, pad or cot.
- . Swimming suit.
- . 2 towels.
- . Money
- . Canteen
- . Flashlight with extra batteries.
- . Light jacket or sweat shirt
- . Rain poncho.
- . Soap and Shampoo.
- . Toothbrush and Toothpaste.
- . Wash Cloth.
- . Comb or hair brush.
- . Bug repellent.
- . 1 extra complete change of clothing.
- . 2 pairs of shoes good for hiking, etc.
- . 1 complete change of clothing for each day.
- . Class A uniform. Worn at dinner every evening.



## OUTDOOR RELATED ACTIVITY PINS

The following activity pins have been included in this section because they are most closely related to the outdoor program. However, aspects of all activity pins can be related to and taught in an outdoor setting. Rather than reviewing the requirements which are stated in the book, the following comments address various approaches to the activity pin topics and some boys' responses to them. Use the illustrations and other included information as additional helps to assist you in planning whichever of the requirements you choose to do.

Keep in mind that the intent of the activity pins is exposure to the topic, not mastery. The verbs that begin each requirement tell you what the boys are expected to do. For example, "demonstrate" asks the boys to show you something, while "explain" asks them to tell you enough about the topic so you know they have a basic understanding of it. (See *Leadership Development* section for list of activity pins offered in 1991-1992)

# OUTDOORSMAN

This activity pin was designed specifically for skills nine and ten year old boys can learn on a campout. As with the other activity pins, all of the information that you will need is included in the Outdoorsman section. The following comments are observations on teaching boys these ideas and skills.

## KNOTS

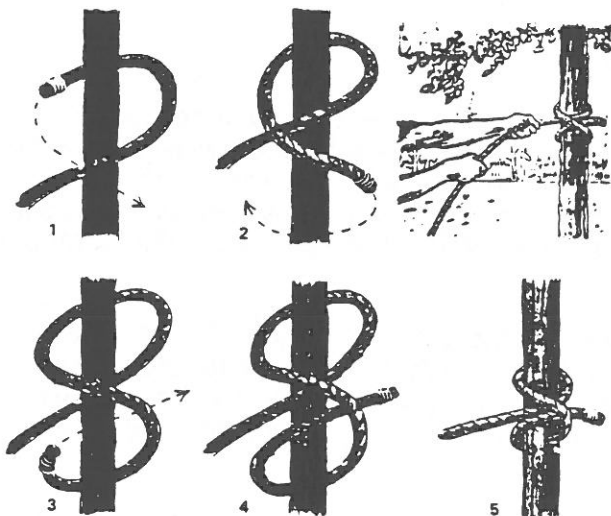
Try to teach your Webelos the five basic knots over an extended period. Do not try to teach them more than two knots in any given session. Most boys will start to get confused after the second knot. Repetition is the key to teaching knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some boys more clearly see how knots are correctly tied and lessens confusion. Boys will need your individual attention in learning and demonstrating these knots, so try to get some help in watching them tie them. Your Den Chief should be good at this. You might ask him to bring a friend along who has earned the Pioneering merit badge to help out when you are teaching the boys these knots and having them demonstrate them to you.

As a den project, you could have each boy make a small knot board using a piece of plywood and some pieces of dowel rod. (This could be one of the projects for Craftsman.) Have the boys drill the holes and cut and glue the rods in place. The rods are used for the taut line hitch. As the boy completes and passes each knot requirement, have him tie the knot on the board. When they are finished, you can have them hang their boards where you meet as a den or the boys can take them home. The knot board will serve as a token of accomplishment as well as a reminder to the boy of how these knots are tied.

For excellent illustrations on knot tying, consult the Boy Scout Handbook. The photographs are in color with different color ropes. A complete guide is Knots and How to Tie Them. The Boy Scout merit badge book Pioneering is a good reference. These publications should be available from your local Scout service center or they can be ordered from national.

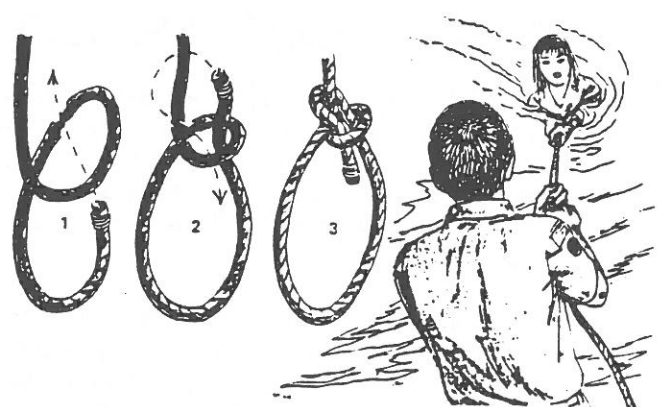
## CLOVE HITCH

The clove hitch is useful for tying a rope to a tree or post.



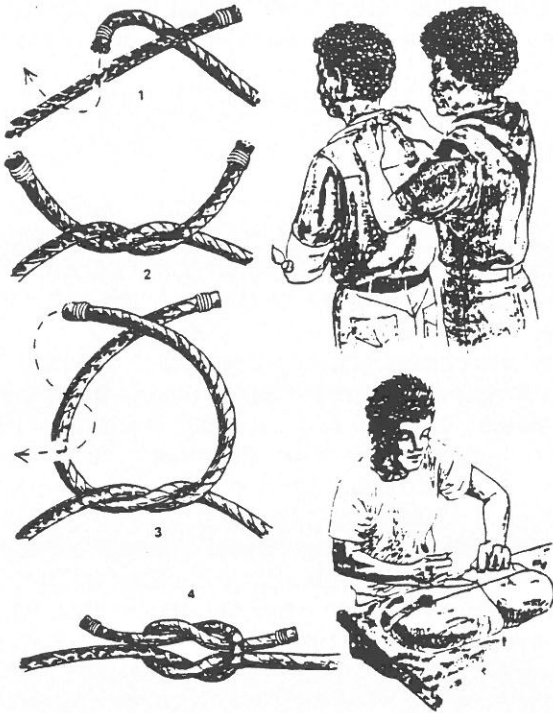
## BOWLINE

Use a bowline to form a loop that will not slip. This knot can be used to save a life.



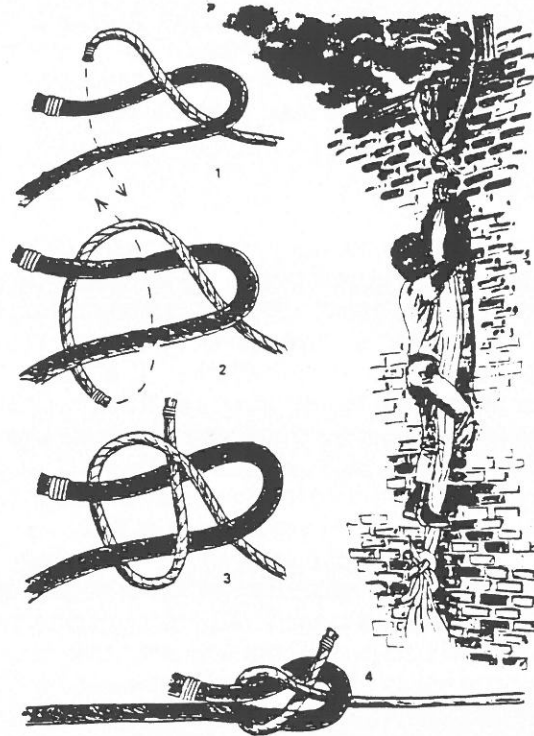
## SQUARE KNOT

The square knot is used for tying together 2 ropes of the same size. In first aid, it is used for tying bandages.



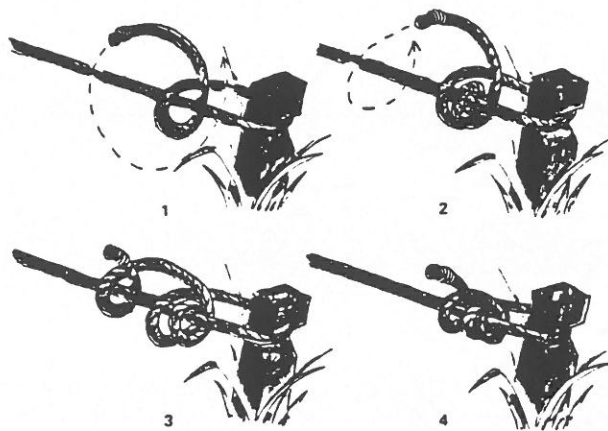
## SHEET BEND

Use a sheet bend when you tie together ropes of different sizes. Other knots slip when ropes are not the same size.



## TAUT-LINE HITCH

This hitch is used to tighten or loosen tent ropes. It will help keep your tent up. This is done by sliding the hitch up or down.



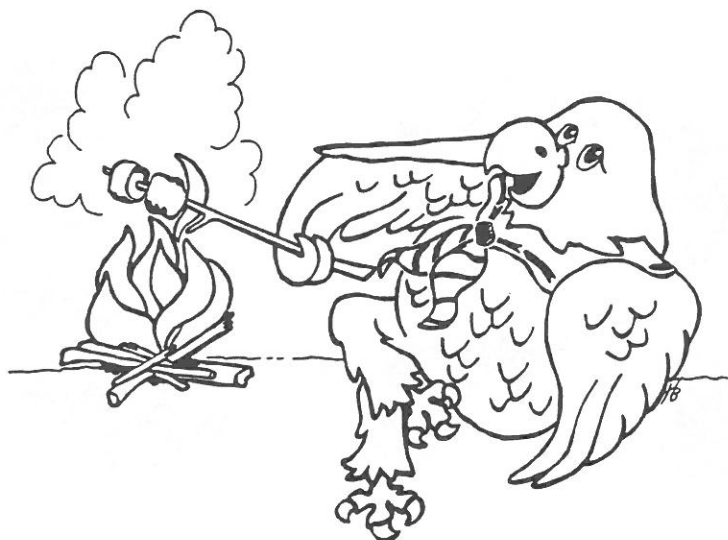
## WHAT TO BRING

Review the list on page 239 of the Webelos Scout Book on what to bring on a campout. A good way to review this list is to get the boys involved in an activity to help them remember the different components. Using two half hitches and a clove hitch, have them string a line between two small trees in your yard or near your den meeting place. Throw a tarp over the rope to make a tarp tent. Tie it down with stakes and taut line hitches. Have the boys next put down a ground sheet. Everyone then crawls under as you discuss the different items to bring. Break the list down into easy to remember groupings: shelter, bedding, clothing, food, personal hygiene and safety, and learning. Illustrate by actually having on hand what they might bring. Have them practice making an envelope bed.

## COOKING

Traditionally, Webelos learn to cook their own meals for Saturday evening by making foil packs. You will find excellent instructions in the Boy Scout book, *Camp Cookery for Small Groups*, available from you local Scout service center. You can use commercially prepared charcoal or the natural coals from a wood fire to cook your packs. If you use a natural fire, make sure that you are burning a hardwood, such as black jack oak, or hickory, which will give off a lasting, high heat. It is probably more dependable at first to use commercially prepared charcoal. If the ground is damp or wet, consider putting down foil underneath so that the moisture will not bleed away the heat. Use extra heavy duty aluminum foil for the packs. Make sure the boys fold their packs so that the shiny side is on the inside of their packs. Heat which is a form of radiant energy will reflect off the shiny surface and thus help thoroughly cook the meat. Be careful that the boys do not crease the foil down too hard as they fold their packs. This could cause them to break open. If you have a larger quantity of meat than you would have for a normal size hamburger, have the boys knead the meat and other ingredients with their hands so they are thoroughly mixed. This way the meat will cook more evenly and be better seasoned. Add more onion than you normally would on a hamburger. The moisture in the onion will help prevent burning and season the meat. Make sure you bring a pair of heavy leather gloves to turn the packs. Tongs and other metal tools may pierce the packs, letting the contents burn. It is best if you put all the packs on at the same time in order to make sure that all are cooked long enough, but not too long. Generally, 20 minutes on a side will cook a pack on a good hot fire. This time may vary depending on the heat of coals and the size and contents of the packs.

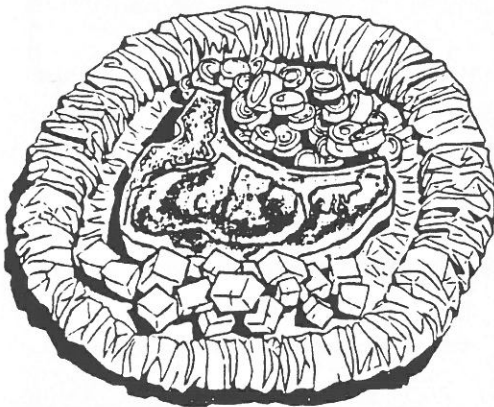
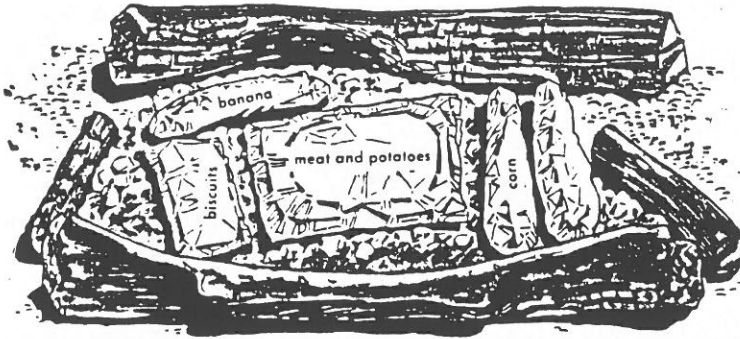
Emphasize clean up as much as the cooking. Have your clean up buddy team wash everyone's dishes and utensils in warm soapy water, rinsing them in boiling water in another pot. Make sure you have a pair of tongs available for them to fish the items out. Have one of your adults or Den Chief supervise this activity until successful completion.



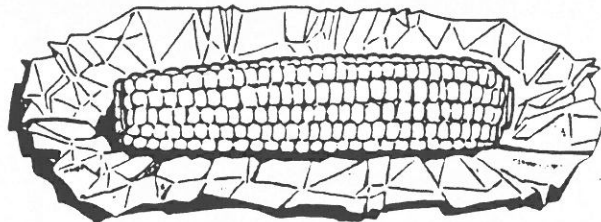


COOKING TIMES

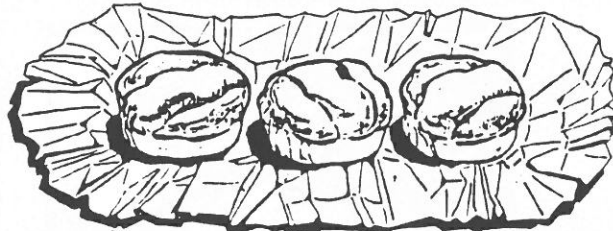
Beef, Hamburger	8-12 mins.
Beef, 1 inch cubes	20-30 mins.
Chicken, cut in pieces	20-30 mins.
Frankfurters	5-10 mins.
Lamb chops	20-30 mins.
Pork chops	30-40 mins.
Fish, whole	15-20 mins.
Fish, fillets	10-15 mins.
Carrots, sticks	15-20 mins.
Corn, ears	6-10 mins.
Potatoes, whole	45-60 mins.
Potatoes, sliced	10-15 mins.
Apple, whole	20-30 mins.
Banana, in skin	8-10 mins.
Pineapple, whole	30-40 mins.
Biscuits	6-10 mins.



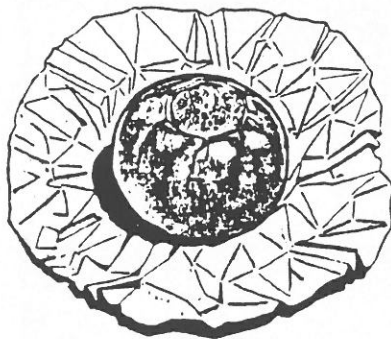
INSTEAD OF COOKING THE DIFFERENT ITEMS IN INDIVIDUAL PACKAGES, YOU CAN COOK COMPLETE MEAL AT ONE TIME. FIGURE COOKING TIME ON BASIS OF THE ITEM THAT TAKES THE LONGEST TIME TO COOK. USE FOIL AS PLATE.



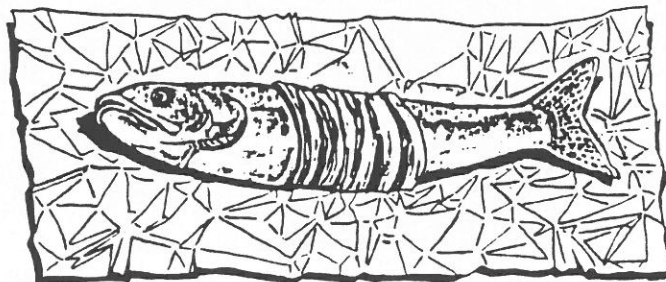
REMOVE HUSKS AND SILK FROM AN EAR OF CORN. RUB WITH BUTTER. WRAP IN ALUMINUM FOIL AND PLACE ON COALS. COOK 6 TO 10 MINUTES, TURNING AT LEAST ONCE.



MAKE BISCUITS ACCORDING TO RECIPE ON PAGE 75. WRAP IN GREASED FOIL. (WRAP LOOSELY TO PERMIT RAISING.) BAKE 6 TO 10 MINUTES. TURN HALFWAY THROUGH BAKING.



FOIL-BAKED FRUIT MAKES A GOOD DESSERT. BEFORE WRAPPING UP APPLE, CUT OUT CORE AND SPRINKLE SUGAR INSIDE. ALSO TRY BAKING BANANAS IN SKINS AND WHOLE PINEAPPLE.



COOKING IN FOIL IS A SIMPLE WAY OF PREPARING A FISH IN CAMP. WRAP ONE OR TWO SLICES OF BACON AROUND THE FISH. SEAL IT UP TIGHT AND PLACE IT ON TOP OF COALS.

*(Additional information on foil cooking may be found in the Den and Pack Activities section on page 120.)*

## CLEAN FOR YOUR HEALTH



Put dishwashing soap in a pot full of hot water. Wash dishes.



Here is another way to wash dishes—if you did not bring big pots. Make 2 rings with big stones. Spread plastic over the stones. Push down easy on the plastic to make sunken places to hold wash and rinse water.



Rinse dishes in another pot full of very hot water. Add 1/2 cupful of bleach to a bucket of rinse water. Rinse by pouring hot water over each dish with a cup, or use a dunking net. Be sure the soap is rinsed off all the dishes.



To dry dishes, place them on a piece of clean plastic. Put them away as soon as they dry.

# NATURALIST

All too often this activity pin is not taught because leaders don't feel qualified and don't know anyone who is. Some adult leaders feel they must be able to tell a pignut from a butternut hickory before they can begin to teach boys anything about nature. This is unfortunate because the whole intent of Naturalist is more one of observation than it is of identification. Not once does the word "identify" even come up in the requirements. The objective of this activity pin is to bring to the boy a new awareness of his natural environment. To help the boy achieve this, you get him involved in various activities and games suggested by the requirements.



People, especially adults, seem to have a strong need to name things. Name it and you no longer fear it. But naming is a way of knowing something without really knowing it. To get to know something or someone, you must spend time watching and interacting with it. Far more important than identifying the thing they find is to allow the boys to experience nature with as many of their senses as they can. Focus their attention on colors, shapes, sounds, smells, and touch. For example, a boy may bring you a brilliant red flower growing near a rocky outcropping outside of camp. The boy asks you what it is, but you don't know. Get excited about what he has found. Call the other boys over and let them look at it too. Ask them if anyone knows what it is. They probably won't. Then draw their attention to its shape. Five brilliant red petals, each notched on the end; a single flower on a stem. What shape are the leaves? What do they remind you of? They look like thick grass, don't they?

How are they arranged on the stem? Are they all up and down the stem or are they only at the base? Have the boys feel the leaves. Are they rough, or woolly, smooth or waxy? Does the flower have any smell? Not much? If you were to call this flower something, what would you call it? Ask the boy who found it to name it. He may name it the fire flower for its red color. If you stop here, you have accomplished your purpose. You have drawn the boys' attention to a new flower and they have had a tactile, living experience with it. The only time naming came up was when the boy who found it was allowed to give it a name. Note that this name came after they had experienced the flower. Ask the boys if they have seen any other flowers with different colors this weekend. Tell them to be on the lookout for them.

If you want to pursue identification further, you can find more by going to the excellent Golden Field Guide series published by Golden Press. This series of brief, colorfully illustrated, inexpensive books on various natural topics are ideal introductions to the study of the natural world. Do not feel the need to prepare yourself before you find something. If you have a boy who seems particularly interested in, say, flowers, let him look through the book and ask him if he can find anything in there that looks like what he found and named. If he does, ask him to tell the rest of the group about it. Indirectly, you are introducing him to the art of research and may in a different way be turning him on to the world of books. It is best to learn about nature together by tuning in the boys' awareness to the wonders and beauties of the natural world around them.

## INSECT ZOOS AND AQUARIUMS

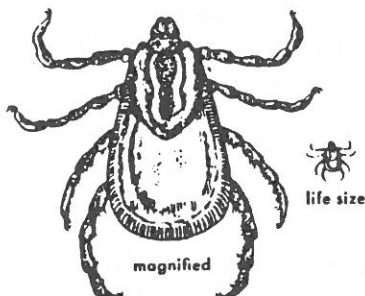
If you choose the requirement involving an aquarium or a terrarium or insect zoo, study the material included in this section for the animal life the boys will most likely collect. Following the procedures detailed there will help ensure that the animals will survive long enough for the boys to observe them and get to know them. You might prepare the terrariums or zoos before you go on the campout, collect the animals and/or plants at the campout, and keep and observe them at your den meeting site. This could be a den project or the boys could do their own.

## VISITING A NATURE CENTER

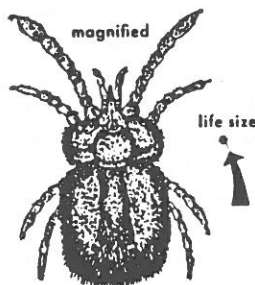
Visiting a nature center is a good way to help fulfill the requirements of Naturalist. Not only will you find expert help, but there may be displays and observation points already set up where the boys can easily observe wild birds and animals already accustomed somewhat to the comings and goings of people. Call the naturalist in advance and tell him or her what specific requirements you are trying to meet. Ask if he or she could help you out. Many times the naturalist will lead the boys on a nature walk pointing out things along the way that will help meet the pin's requirements. Show a lot of enthusiasm yourself and ask questions about what the boys find. You will be setting a positive model for your boys to follow.

## POISONOUS PLANTS AND ANIMALS

As part of preparing for a campout, boys should be warned about poisonous plants and animals that could affect their health. Most commonly in our area this includes ticks, scorpions, poison ivy, and some poisonous snakes. By far the most common concern on a campout will be ticks. Although not all ticks carry disease, some do carry rocky mountain spotted fever which can be fatal. Several people die nationally every year from this disease contracted through tick bites. Even though most ticks are not dangerous, try to guard your boys against them. The best prevention from getting bitten is to put on a good commercial insect repellent before you go to camp. A little bit applied to the feet, legs, groin, waist, and arms will eliminate most of the problem before it happens. It will also cut down on bites from chiggers. Look for a bug repellent with high concentrations of DET (N,N-Diethyl-meta-toluamide). Be careful of the boys using sprays around tents in that they can damage the tent fly's waterproofing. It is a good idea before bed time to have the buddy teams check one another or dads check their sons and themselves for ticks. Ask the boys to check each other's hair as well. If they do find one, cover the tick with a little bit of Vaseline. This will cut off its oxygen and it will soon back out. Use a pair of tweezers and twist it, being careful not to break off the head. Ticks are not generally dangerous, but proper care and checking will at the minimum decrease the chances of an uncomfortable itch for a couple of weeks.



TICKS WILL BITE THEMSELVES ONTO YOU AND SUCK YOUR BLOOD. GET RID OF THEM BEFORE THEY GET ATTACHED.



CHIGGERS (RED MITES) ARE ALMOST INVISIBLE. THEY DIG IN AT BASE OF HAIR.



POISON IVY IS FOUND ALMOST ALL OVER THE COUNTRY. ITS LEAVES ARE DIVIDED INTO THREE SHINY LEAFLETS. IT MAY BE A FREE-STANDING BUSH OR A CLIMBING VINE. SOMETIMES ITS LEAVES RESEMBLE OAK LEAVES. IT HAS WHITE BERRIES IN CLUSTERS.

It is a good idea for boys to shake out their shoes or boots in the morning, especially if they leave them outside or they are sleeping in a tent with no floor. Sometimes scorpions will climb in a pair of boots where it is warmer and moister than the outside air.

Snakes are generally not a problem on a campout. They are usually wary of people and stay out of sight. However, caution the boys that they may find them off the trails, under rocks or logs or near rock faces. The most common poisonous snake they are likely to find are copperheads. Unlike rattlesnakes copperheads have no rattles to warn you of their presence. You may find water moccasins near a lake. If you are taking the boys hiking or camping in snake country encourage them to wear hiking boots and heavy denim jeans or high boots. Teach the boys to recognize poisonous snakes from nonpoisonous ones by looking for the

triangular head and slant pupils of a poisonous one. Seldom does a Webelos Scout get bitten by a snake. If so, it is best to take him immediately to the camp director for first aid or back up help. The cutting required in first aid using snake bite kits is now somewhat controversial in that there have been cases of bad infections from the incisions. Have the boy lie down and elevate the bitten area. Try to keep him calm. If you happen to be far away from automobile support, be prepared to do the first aid yourself, but send another adult in your party for help.

Far more common than snake bites is exposure to poison ivy. First familiarize yourself with it, then teach the boys to recognize it on the campout. Poison ivy is a vine that either trails about the forest floor sending up its three leaf sprigs or climbs trees. Characteristically, it has three leaflets whose shape may vary. The leaves look shiny even when not wet. When they first come out in the spring, they tend to be tinted with red along the veins. In the fall they turn a brilliant red. Caution enthusiastic leaf collectors about this. On a tree the vine's trunk attaches itself with reddish hair like tendrils. The trunk may be one to two inches thick. The plant has a green berry that turns white as it ripens. Caution your wood collecting crew about picking up downed branches that have hairy vines on them. Putting poison ivy in the fire can cause major problems. First aid for poison ivy includes removing exposed clothing and washing the area thoroughly with soap and water. Use calamine lotion to relieve the itching. If significant swelling or blistering occurs, get medical attention. However, this probably will not happen until some time after the campout.

Although all these subjects are potential problems which you need to be concerned about, try not to frighten or drive away wary or timid boys or adults with little camping experience. Nature is largely benign. However, we must learn to respect it and care for ourselves against natural hazards. People always approach the unknown with some degree of fear. It is our job to allay those fears through knowledge and channel anxiety into respect.

## PLASTER PAW PRINTS

One way to learn about animals is to look for signs of them. Paw prints copied in plaster of paris make an interesting collection, and there are books that can help identify the kind of animal that left the prints. Look for a patch of soft, muddy ground on a morning after a rainstorm.

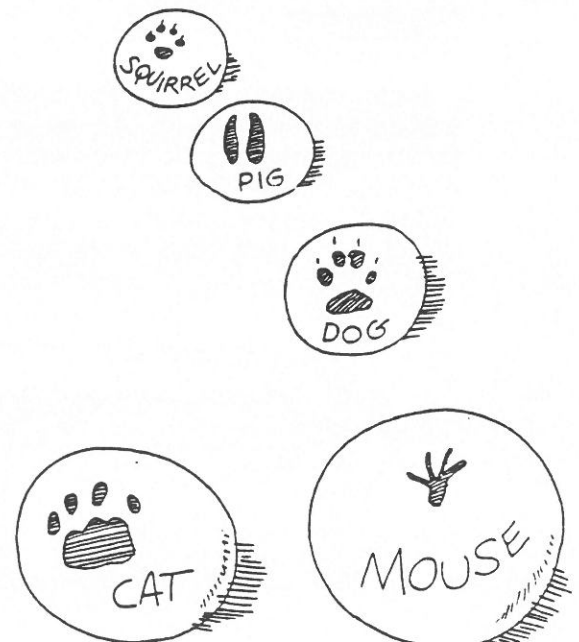
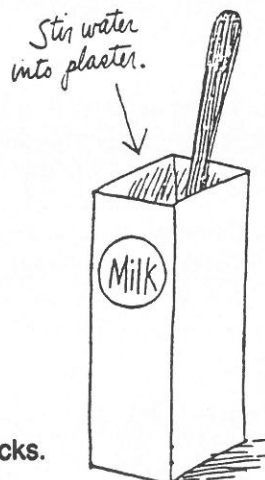
Mix up the plaster of paris so that it pours easily but doesn't take too long to dry. Before going out to find tracks, practice mixing small batches of plaster and making molds in a box of wet sand. The plaster should pour like very thick cream.

### YOU WILL NEED

Plaster of paris  
Water  
Empty milk carton  
Stick or spoon for stirring

### HERE'S WHAT TO DO

- Find a set of tracks.
- Mix up plaster.
- Pour plaster slowly into the tracks.
- Clean plaster carton for next time.
- When dry lift plaster out of track. It takes time to dry.
- Let dry overnight then brush off mud or debris.



## WILDLIFE AS PETS

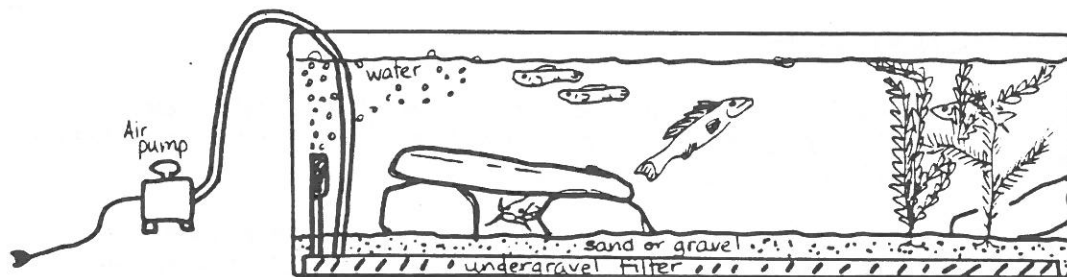
Keeping an animal is a tremendous responsibility. You are responsible for that animal's health and happiness. Not meeting those requirements for the animal can have tragic consequences. Be sure you have the time, the patience, and the resources to keep that animal healthy and happy before you take it home.

Generally speaking, wild animals do not make good pets. There are enough kinds of domestic animals to choose the right kind for your household. But you can learn a lot about animals by watching them as they eat and live. So, a good plan would be to keep them for a short time and then turn them loose so that they can go about the business of being wild animals taking part in the web of life.

Now here are some animals that you could keep long enough to learn about them. Just remember, they do not like to go without food or water any more than you do, and that they will be happier in a clean cage or aquarium. Also, be sure that they have a place to hide and feel safe.

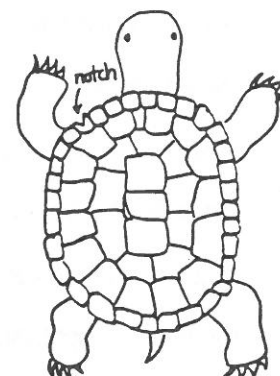
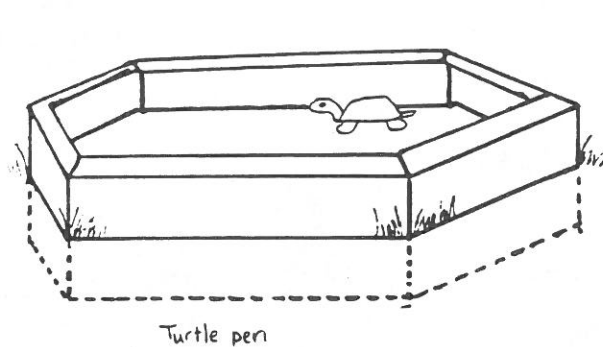
## FISH

Although the initial cost of setting up an aquarium with a filter is high, the cost of maintaining the fish is not too bad. Native fish are often as interesting or as colorful as store bought fish. The most common mistake is over crowding a tank. Some small fish darters and other fish that live in fast running creeks will die in the slow moving water of an aquarium. Other kinds of minnows and small sunfish or catfish or bass are better for aquariums. Be sure to give them plants and stacked rocks to hide in or under. A little food every day is better than a whole lot of food all at once.



## TURTLES

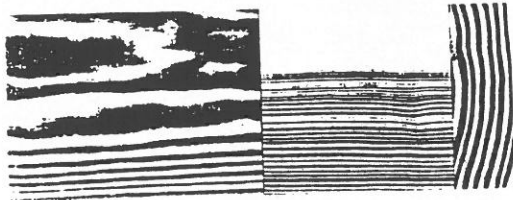
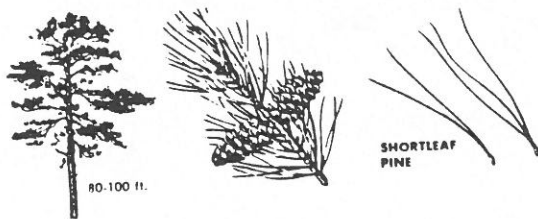
Nearly everyone finds turtles around their home each year. If you put scraps out in the same place every day, the turtle will show up for breakfast almost every morning during the summer. If you decide to keep one for a while, make sure that they have a place to sun, and a place to get out of the sun. A water dish sunk into the ground so that they can crawl in and sit in it is a good idea. A pen in the yard is usually the best place. Turtles love vegetables and fruit, tomatoes and melon rinds. They also need protein. Canned dog food should be fed to them first, with the vegetables for dessert. Do not keep them after Labor Day.



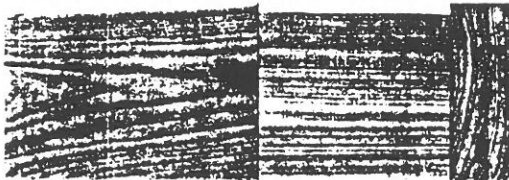
# FORESTER

Although the Naturalist pin does not call for identification, the Forester pin does. The requirements call for the identification of six forest trees or six plants useful to animals. This requirement may intimidate the new leader who is not familiar with trees. However, a rudimentary knowledge will suffice in introducing this subject to kids. If you can distinguish a pine from an oak from a hickory, you know enough to lead them through identification. They will learn the subtleties between a black oak and a red oak later. Learn and teach them the most conspicuous trees in your area.

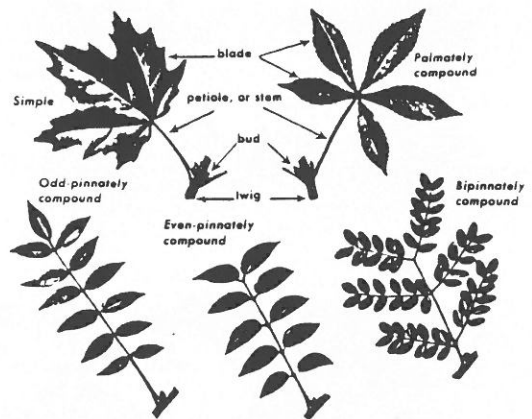
## TREES OF EASTERN OKLAHOMA



SHORTLEAF PINE  
(approximately half-size)

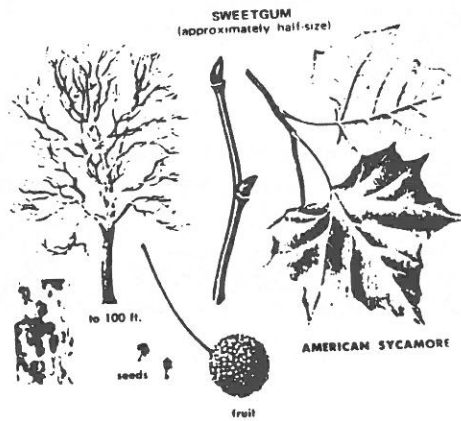
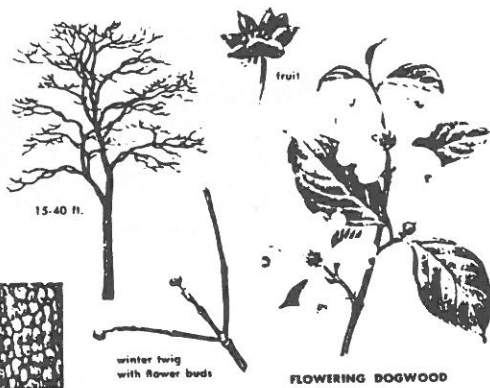
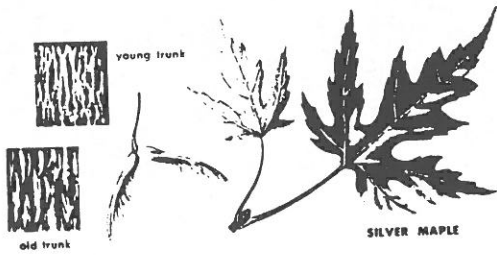
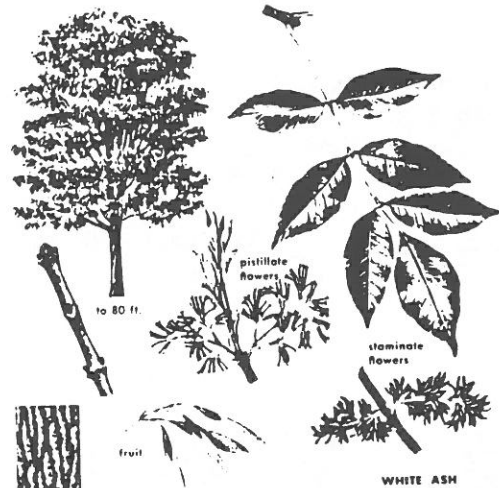
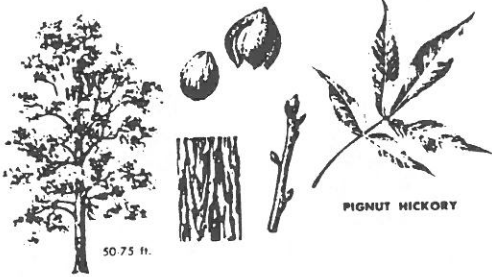


EASTERN REDCEDAR  
(approximately half-size)



BLACK WALNUT  
(approximately half-size)

# TREES OF EASTERN OKLAHOMA





Trees are classified under the seed bearing branch of the plant kingdom. Under this branch there are basically two: those which produce seeds enclosed in the ovules of flowers, the flowering plants (angiosperms), and those that do not (gymnosperms). Pines and eastern red cedars fall into this group. Pines can be recognized by their needle-like leaves and the cones on them. Eastern red cedars have scale-like leaves that hug the branches closely and a blue fleshy berry-like structure containing the seed.

The flowering trees have two kinds of leaves with many different shapes. Leaves can be either simple or compound. A small bud, called the leaf bud, defines where the leaf attaches itself to the stem. Sometimes a single blade is attached to the stem leading from the leaf bud. This is a simple leaf. Other times several leaflets are connected to the stem leading from the leaf bud. The whole structure is then called a compound leaf. The way these leaves are connected to the branch also helps identify the tree. Leaves, either simple or compound, that are arranged opposite one another on the stem are called opposite. Leaves that alternate up the stem are called alternate. If you have taught the boys these basics, simple and compound leaves, opposite and alternate arrangement, they can now begin to identify a few of the more common trees:

### **LEAVES SIMPLE AND OPPOSITE**

**Maple** The leaves look like the palm of your hand. The most common is red maple. The leaf stem will be red.

**Dogwood** Beautiful white flowers in the spring. The leaf veins look like outlines of small concentric praying hands all the way out to the margins.

### **LEAVES SIMPLE AND ALTERNATE**

**Oak** The leaves are bunched together at the end of the stem. They are generally glossy and thick. Some will have rounded curving shapes called lobes (white oak family); others will have teeth or at least bristles on the lobes (red oak family). Oak makes excellent cook fires.

**Hackberry** This tree is probably recognized best by its gray, warty bark. It looks smooth with raised warts on it. The leaves have small teeth.

**Sycamore** This tree's bark will identify it. It is mottled white with patches of brown. It grows near water and will have round ball-like structures attached in the fall. Its leaves look like big maple leaves.

**Red Bud** Recognize this tree from the beautiful little pink-red flowers blooming along the stems. The leaves are heart shaped. The seeds are contained in a bean-like structure.

### **LEAVES OPPOSITE AND COMPOUND**

**Ash** These trees become very large. The most common one in our area is probably the white ash.

### **LEAVES ALTERNATE AND COMPOUND**

**Hickory** Like the oaks the leaves are bunched towards the end of the stems. Typically they have 5 - 7 leaflets. They turn a beautiful yellow in the fall and their nuts are an important source of food for wildlife.

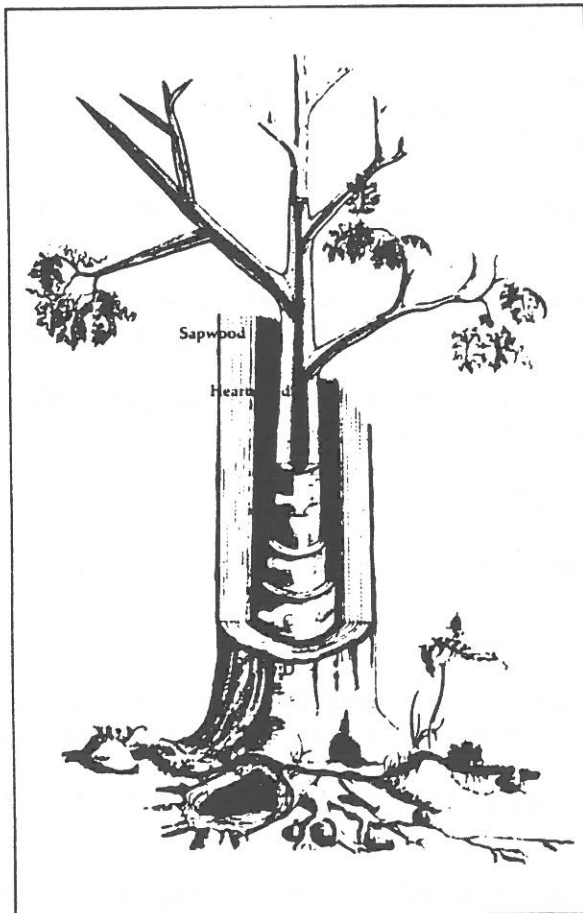
**Pecan** This tree's leaves resemble those of the hickories except that there are more leaflets and they are slightly curved like small sickles.

**Walnut** This tree's leaves have 9 - 21 leaflets on a single leaf. In addition the twig has a chambered pith. The fruit has a distinctive smell.

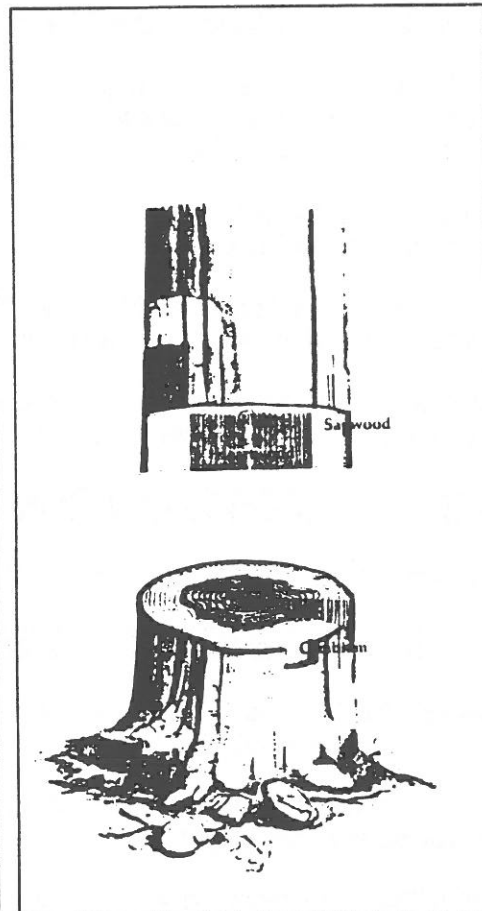
Hopefully, this brief, simple listing will be enough to convince you that beginning tree identification is not the formidable challenge many people at first believe. As you become more sophisticated, the challenge will become more so, but at this stage you are trying to assist the boys in tuning in their awareness to other life forms around them. As with knots, introduce different species gradually, not all at once. Involve the boys in making leaf prints as well as leaf collections. Working with tree parts will aide their memory. If you are interested in pursuing this subject further, there are several excellent field guides published on the subject. Many outdoor naturalists prefer *Trees of North America* by Frank Brockman published by the Golden Press. This book is well illustrated with a good fundamental introduction. It also includes area maps where species can be found.

## THE LIFE HISTORY OF A TREE

In addition to what is published in the Webelos Scout Book, the Boy Scout Handbook has a nicely illustrated diagram on tree parts and the process of photosynthesis. Use these diagrams in camp to explain how a tree is a life form that may live for several hundred years. Tell the boys that some trees that are alive today sprouted several thousand years ago. But a tree is venerable too. Pounding nails in trees and hacking at them hurts them as it would a rabbit or a dog. Fungi and bacteria set in. A tree will try to protect itself by growing a new protective coat of bark, but some damage can not be repaired quickly enough before there is irreparable damage. Hanging a white gas lantern too close to a tree can also cause damage, as building a campfire directly under its branches. Use this opportunity to remind the boys of the outdoor code. It is in this way and over time that you will build their consciousness and awareness to the point that your boys will become stewards of the environment.

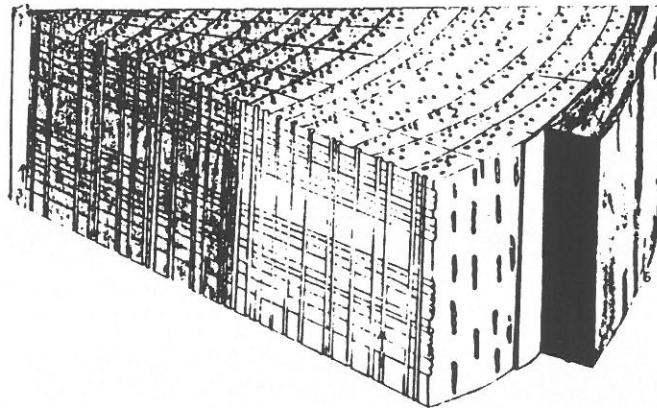
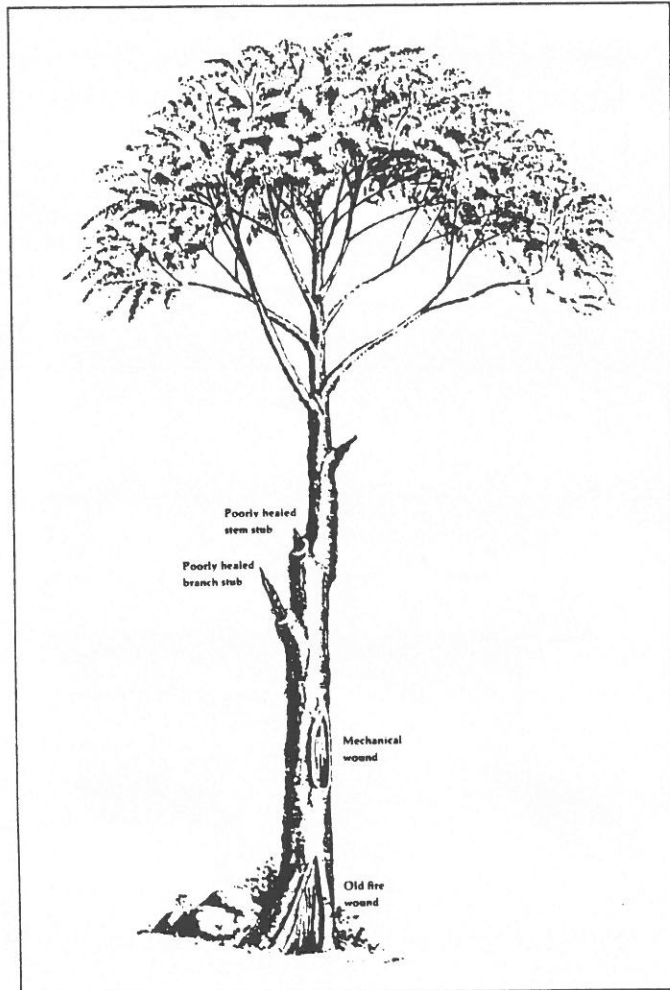


The appearance of the tree with bark when it was  
 A— 8 years old. B—10 years old.  
 C—12 years old. D—22 years old.

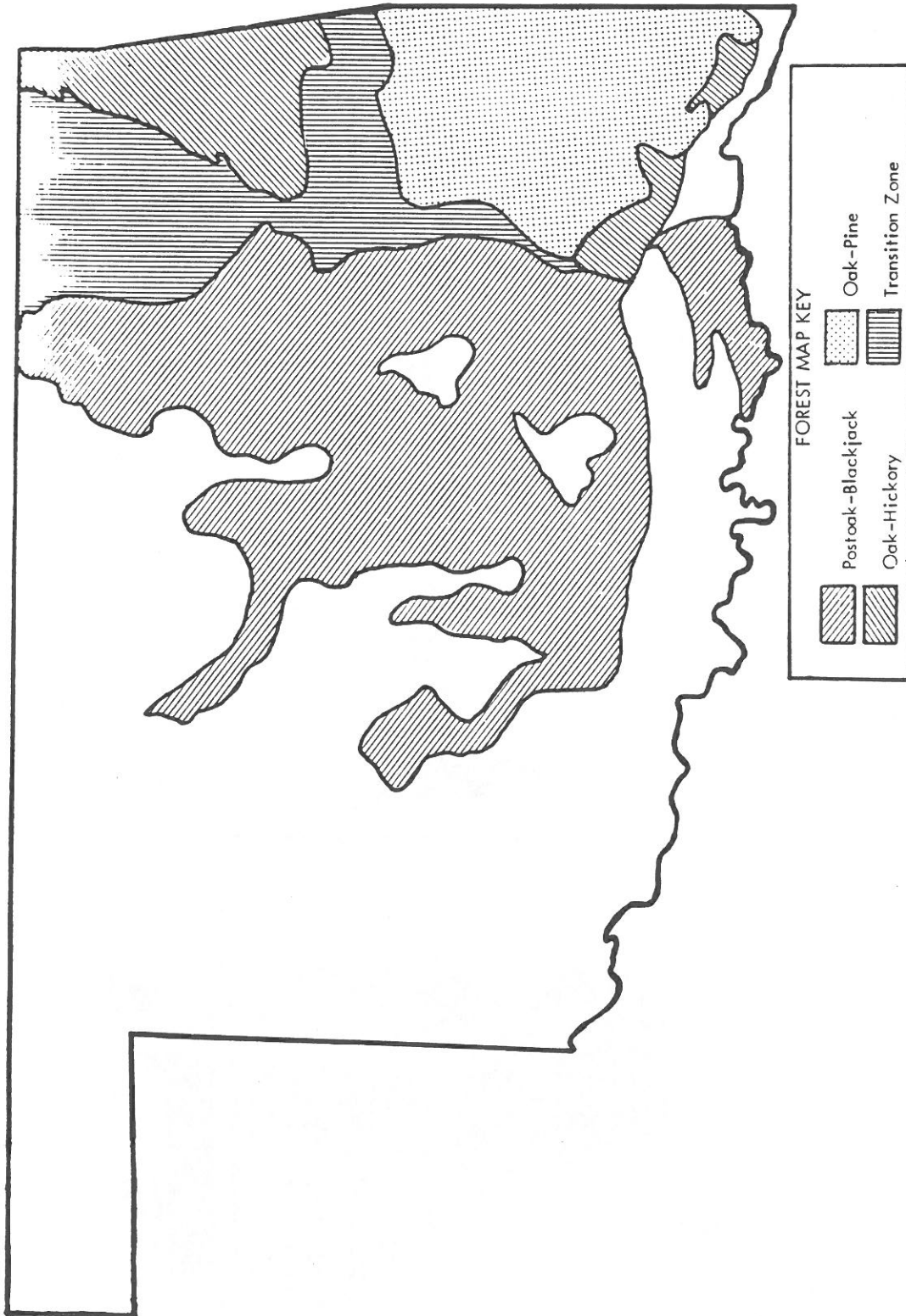


yellow—sapwood; wood containing living cells.  
 brown—heartwood; wood altered by natural aging processes; no living cells.  
 green—cambium; living cells that produce new tissues.

# HISTORY OF TREES



# FOREST KEY FOR OKLAHOMA



# SCIENTIST

**W**e live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

The Scientist Activity Badge offers opportunities for lots of fun and learning and a touch of magic. Boys who have an inquiring mind will love it, and even those whose interest are more toward the outdoors or sports will be interested if they have plenty of chances to experiment.

Experiments covering each of the badge requirements are suggested in the Webelos Scout Book, and additional ideas are found on the next few pages. Choose some experiments and enjoy an exploration into science with your Webelos Scouts. Be sure you have tried the experiments ahead of time and have the necessary materials on hand. Then the boys can use their scientific knowledge to astound the Cub Scouts at pack meetings with their experiments and scientific tricks using Bernoulli's Principle, Pascal's Law, atmospheric pressure, and other phenomena which they have learned about. Learning scientific methods helps a boy develop the power of thinking.

## **SUGGESTIONS FOR DEN ACTIVITIES**

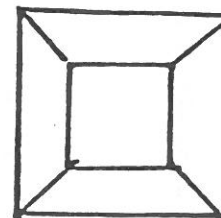
1. Do the atmospheric pressure and balance tests in the Webelos Scout Book.
2. Do the inertia experiments in the Webelos Scout Book
3. Make fog, using a gallon jug, stopper, water and bicycle pump.
4. Make a do-it-yourself flashlight.
5. Make a barometer using milk bottle, straw, balloon, string.
6. Visit an eye specialist and learn how the eyes work.
7. Make an optical illusion and learn how the eyes converge. (See Webelos Scout Book).
8. Visit an airport and ask an expert to explain flight principles.
9. Have a slow-motion bicycle riding contest to illustrate balancing skills.
10. Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure.
11. Discuss the various branches of science and how they differ.
12. Make a chemical garden (See Webelos Den Activities).
13. Make crystals (See Webelos Scout Book).

**SUGGESTIONS FOR PACK MEETING**

1. Exhibit chemical gardens, fog machine, flashlight, barometer, etc.
2. Demonstrate how the eyes converge, how to make fog, how to use the barometer. Perform atmospheric pressure or balance tests.

**SCIENTIST QUIZ**

1. A fresh egg will spin longer than a hard boiled one. (True or False)
2. Inertia is the tendency of a thing at rest to remain at rest - and a thing in motion to remain in motion and in the same straight line. (True or False)
3. Atmospheric pressure exerts almost 15 lbs. of pressure per square inch on everything on Earth. (True or False)
4. Bernoulli's principle involves (circle one):
  - A. Air Pressure
  - B. Inertia
  - C. Air Pressure
5. Pascal's Law involves:
  - A. Air Pressure
  - B. Fog
  - C. Water Pressure
6. Air has weight. (True or False)
7. When cold air cools warm moist air, the water molecules form small drops of water. Millions of these drops make:
  - A. Rain
  - B. Fog
  - C. Snow
8. The little square moves closer and farther away because it is:
  - A. An unbalanced square.
  - B. An optical illusion.
  - C. A paper trick.
9. No one can place their feet against the wall and pick up an object off the floor without falling over. (True or False)



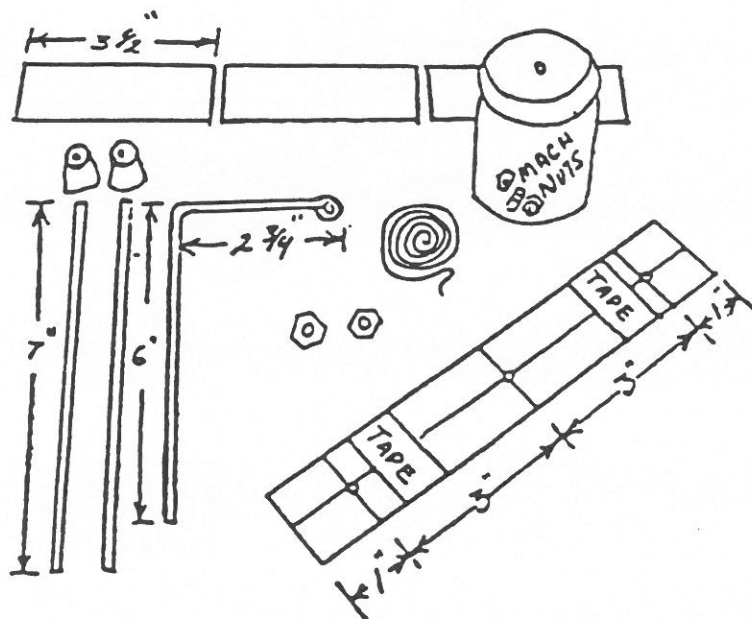
## ALMOST PERPETUAL MOTION MACHINE

Two forces of nature -- gravity and centrifugal force -- team up to power this interesting mechanical movement. Set the machine on the edge of a table with the weight hanging over the side. Wind it up by rotating the boom clockwise until the cord is wrapped around the shaft. Release the boom and your machine will go to work until it uses up all the string on the shaft.

Men have been trying for centuries to invent a perpetual motion machine. This model comes close to it in theory. In fact, if you could wrap a mile or more of string on the shaft and hang the weight over the edge of Grand Canyon, it would work for days without any attention -- or until the parts wore out. That's why we call it a perpetual motion machine -- well almost!

### Equipment List:

- Two 8" length pine lattice stock 1/4" x 1 3/8"
- Three 3 1/2" lengths of pine lattice stock 1/4" x 1 3/8"
- Baby food jar with lid filled with nuts or washers so it weighs 6 to 8 ozs.
- Two 7" lengths of 1/8" dowel
- One 9 1/2" length of clothes hanger wire
- Two large machine nuts
- Two plastic toothpaste tube caps with 1/8" holes drilled through the center
- Stout cord or nylon thread



### To Assemble:

Drill three 1/8" holes in the long pieces of frame with the pieces taped together to ensure perfect alignment of holes. Glue the three feet under the lower piece after holes are drilled. Push the dowels into the plastic caps, then push them into holes in frame pieces, separating the top and bottom pieces by 1 1/4". Tie one machine nut to a length of cord and tie the other end of cord to the boom; the nut should just clear the top of the wood. Insert shaft in frame, then attach another cord to the shaft just below the top frame piece, using a timber hitch knot. Apply a drop of model cement to secure knot to shaft. Slip other end of cord through a tiny hole in bottle cap and tie second nut at this end to anchor cord in cap.

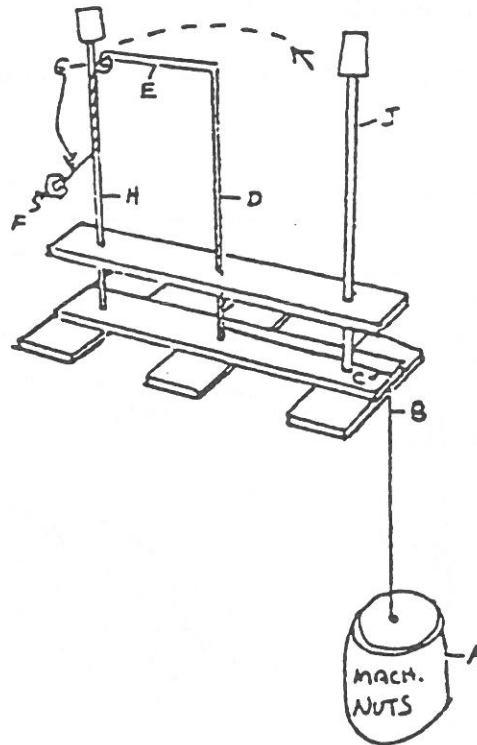
### Technical Explanation

If you want to have some fun and impress your friends, try this "technical explanation" of how your machine works: Gravity exerts a downward pull on weight by:

(a) Creating a vertical tension on cord (b) As cord (b) rides over the rounded edge of frame (c) It transfers the vertical tension to a horizontal tension, pulling on the end of the cord wound around shaft (d) causing shaft (d) to rotate and swing boom (e) counter-clockwise in a circular pattern. As boom (e) rotates, centrifugal force is built up by weight (f) tied to cord (g) causing both to fly outward in a straight line until post (h) intercepts cord (g). Centrifugal force continues to make weight (f) move in counterclockwise circular pattern, causing cord (g) to wrap itself around post (h) until weight (f) is stopped momentarily by post (h).

At this point, gravity takes over again, pulling weight (f) downward, causing cord (g) to unwind in the opposite direction (clockwise). Centrifugal force builds up once more as cord (g) unwinds until it flies free of post (h). The instant cord (g) is clear, the gravitational pull on weight (a) and the tension on cord (b) rotates shaft (d) and boom (e) another halfturn until post (j) intercepts cord (g) and the pattern is repeated. The movement continues in a rhythmical pattern until cord (b) is completely unwound from shaft (d).

Simple, isn't it.



### CAMPBOR JET BOAT

You need a piece of camphor which you can buy at a drugstore. Also needed are wax paper, a clean bowl of water (the larger the better). Be sure to wash your hands to get rid of grease and rinse well to get rid of soap.

Cut a little boat about an inch long from waxed paper. At the back end, there is a little hole for the camphor motor and a slot for its jet. Launch your boat on the water. With a knife, cut some small pieces from the block of camphor and let them fall into a clean dish. Pick up a small piece on the end of the knife and place it in the hole at the back of the boat. The boat should begin to move away. It will run for a long time, perhaps half an hour. If the bowl is big enough you may be able to keep two boats going at the same time.



What can go wrong? Your camphor motor will not work if there is any film from soap or grease on the water surface. If the boat did not move, try dropping a small speck of camphor onto the surface. If the speck just floats quietly without moving around, you probably have film on the water. Wash and rinse the bowl again. If your fingers got grease on the waxed paper, cut a new boat. The piece of camphor should be small enough to float in the hole cut out for it, but too large to slip out through the slot.

How it works? Camphor dissolves in water. As its molecules dissolve they at first form a surface film which pushes out across the water. The boat moves because of a small jet of camphor molecules which shoot out backward across the surface before finally dissolving in the water. You can see the effects of the camphor jet by sprinkling a little talcum on the surface of the water.

## **AIR-CANNON HOCKEY**

This game will demonstrate air pressure. Use round cardboard oatmeal boxes. Cut a hole the size of a penny in the tops. Fasten the lid back on the box tightly. Use a table for a field, with the goal at either end. Have a boy sit at each end of the "field" with a cannon (box) and put a ping-pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of this oatmeal box cannon by using it to put out a candle. Fill cannon with smoke, then aim at candle, tap back of box, and flame will be put out. These cannons are effective up to about six feet.

## **A FOG-MAKING MACHINE**

Use a plain glass gallon jug, a stopper to fit it and a bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. Hold the end of the bicycle pump hose firmly over the hole and pump some air into the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get "fair weather", all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

## **DO-IT-YOURSELF FLASHLIGHT**

This flashlight can be assembled easily and provide a fun project for the boys. And better yet, it actually works! You will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. The wire should be the kind that can be bent easily. Scrape the insulation from one end of your wire and form it into a flat coil. Attach the coil to the bottom of the battery with adhesive tape. Cut an opening in the center of the pill lid, so that the base of the bulb will fit. Push base of bulb through hole in lid. Scrape the other end of the wire and wind it around the base of the bulb. Secure in place with tape. Crumple small pieces of paper. Place enough of this in bottom of bottle so that when battery is inserted and the lid tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery. Hinge one side of the lid to the bottle with tape. When lid is closed, the bulb will light. To shut off your flashlight, flip up the lid. This light creates a dim glow. If you want a larger light, use two batteries in a larger container.

## **THE PENDULUM PHENOMENON**

Fasten a white disc 3/4 inch in diameter on a 3-foot piece of white thread. Most any small object on a string will do. Have someone hold the thread so the disc can swing like a pendulum. Start the disc swinging in a perfectly straight line and view it from distance of three feet against a plain wall. Notice how the disc swings in a line like a pendulum. Hold a sunglass lens over one eye only. Any plain sunglass will do. Observe the path of the swinging object again. The movement will no longer be in a line but in a circle. If you switch the

dark lens to the other eye, the movement will appear to be in the opposite direction - for example, coming closer to you rather than farther as it swings from the right to left.

The principle: you see best if your eyes are as nearly equal as you can get them. This shows the importance for the two eyes to receive similar images.

## **BERNOULLI'S PRINCIPLE**

The following experiments are listed in the order that requirements appear in the Webelos Scout Book.

1. **Materials:** A ping-pong ball, some adhesive tape, 1 ft. 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, streaming 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.
  
2. **Materials:** Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.  
**What to Do:** Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 ft. below your fingers and about one or two inches apart. Have the boys blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.  
**What Happens:** The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.
  
3. **Materials:** A candle and candlestick.  
Two bottles - one with rounded corners, one with square corners (metal or cardboard containers can be used instead of bottles)  
**What to Do:** Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the other bottle (square) in front of the relit candle and blow hard. The candle will remain lighted.  
**What Happens:** With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.  
**Next Step:** Using different shape bottles, and two ping-pong balls on strings, place a ball on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

**PASCAL'S LAW**

1. **Materials:** Coke bottle, balloon, vinegar, baking soda.  
**What to Do:** Place about 1/2 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.  
**What Happens:** The baking soda and vinegar produce CO<sub>2</sub> which pushes equally in all directions. The balloon, which can expand with pressure, will do so.
  
2. **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 - if 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:** You have prepared a scientific device known as a "Cartesian Diver." The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.
  
3. **Materials:** Large tin can, tape, water  
**What to Do:** Punch three holes in the can, one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.  
**What Happens:** The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.
  
4. **Materials:** A rubber balloon, several pins with large heads, a roll of plastic tape.  
**What to Do:** Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst. When you remove the pins, the balloon still will not burst.  
**What Happens:** The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

## **BALANCE**

1. **Materials:** Three baseball bats of similar size.  
**What to Do:** Point the handles of the bats together so they form a "Y", slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat on the left and over the handle of the lower bat. The bats should form a low solid stool.  
**What Happens:** Due to the interlocking arrangement, each bat supports another, making a simple experiment not only in balance, but also in structural engineering.  
 (This experiment can also be done with three knives with the blades being the handles; or three pieces of wood of the same general shape.)
  
2. **Materials:** Two table forks, a drinking glass, a coin chosen for its size.  
**What to Do:** Point the prongs of the forks in an inward direction and thrust them together so that the forks are interlocked. Press a coin between the upper prongs from the inner side. Rest the coin on the far side of the glass rim so the handles of the forks extend in your direction. By properly adjusting the forks, you can make the coin balance on its side, keeping the forks balanced with it.  
**What Happens:** The handles of the forks serve as a counter balance for the coin and prongs. Precarious though it looks, it is like adjusting weights on ordinary scales - the only difference being the weight of materials used.

## **INERTIA**

"Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue in the same straight line."

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.
2. Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard-boiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.

## **BASICALLY THE SCIENTIST**

1. **OBSERVES**
2. **FORMS A THEORY**
3. **EXPERIMENTS**
4. **COMES TO A CONCLUSION**

# ENGINEER

One of the great things about being a Webelos leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass on to your boys. Recruit the help of a father who is an engineer.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solution of problems of construction, industry and other areas.

## DEN ACTIVITIES

1. Arrange for the boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Visit the municipal water works, TV or radio station.
4. Have someone explain how to read topographic maps.
5. Visit a college engineering department.
6. Have someone show and explain the floor plan of a house.
7. Make a block and tackle. Be sure to explain its purpose.
8. Tour a house under construction with a knowledgeable guide.
9. Discuss property lines. Have an expert show how property lines are determined and measured.
10. Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties consist of.
11. Have boys collect pictures of bridges and note the difference in construction.
12. Take a field trip to an operating draw bridge, grain elevator, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

## DEFINITION OF ENGINEERING

Listed below are just two of many definitions of engineering:

"Engineering is the profession in which a knowledge of the mathematical and natural sciences, gained by study, experience, and practice is applied with judgment to develop ways to utilize economically the materials and forces of nature for the benefit of mankind."

## **HISTORY (VERY BRIEF)**

The word "engineer" has its roots in the Latin word "ingenious" which is also the root of "ingenuity" meaning inventiveness or skill in devising or combining. The engineer finds ingenious solutions to problems and is not an operator of engines. A railroad engineer, a building engineer, or a maintenance engineer is a skilled craftsman, not a professional problem solving engineer.

Engineers of ancient times planned and guided construction of such marvels as the pyramids, Roman roads and canals, great structures and war machines. They were advisors to kings and generals, but had no formal education. They used common sense and practical knowledge gained from experience. As civilization developed, engineers used discoveries in science and mathematical methods as they became available. Formal engineering education did not begin until the mid-1800's and most engineering disciplines were not established until about 1900.

Civil engineering was the first distinct branch of engineering. They designed and supervised construction of roads, bridges, and buildings. Next came the mechanical engineer with the development of the steam engine and production machinery. Mining engineering emerged when society began demanding large quantities of fuel and ore. Electrical and chemical engineering came on the scene as industrial technology grew more complex. Other engineering branches were formed as technology in a particular field developed, for example, nuclear engineer.

## **FIELDS OF ENGINEERING**

**AERONAUTICAL ENGINEERING:** Deals with the whole field of design, manufacture, maintenance, testing, and the use of aircraft both for civilian and military purposes.

**ASTRONAUTICAL ENGINEERING:** Closely related to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space.

**CHEMICAL ENGINEERING:** Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.

**CIVIL ENGINEERING:** Perhaps the broadest of the engineering fields; deals with the creation, improvement, and protection of the communal environment; providing facilities for living, industry, and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, harbors, and other constructions.

**ELECTRICAL ENGINEERING:** Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and control systems.

**GEOLOGICAL & MINING ENGINEERING:** Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude minerals and mineral products.

**INDUSTRIAL OR MANAGEMENT ENGINEERING:** Pertains to the efficient use of machinery, labor, and raw materials in industrial production.

**MECHANICAL ENGINEERING:** Broadly speaking, covers the design and operation of all types of machinery and small structures.

**SAFETY ENGINEERING:** Concerned with the prevention of accidents.

**SANITARY ENGINEERING:** A branch of civil engineering that has acquired the importance of a specialized field due to its great importance for a healthy environment, especially in dense urban population areas.

## SOME ENGINEERING FUNCTIONS

1. **Research:** A search for new scientific knowledge, with the objective of applying it to solving problems.
2. **Development:** Applied research which results in a working model.
3. **Design:** Conversion of developed ideas into economical, reliable, and producible plans of manufacture, use, or construction.
4. **Construction:** Plan and direct the methods of making the design and transforming it into a useful product.
5. **Maintenance:** Plan and direct the methods of making the product function.
6. **Sales:** Define and explain the application of the product and the sale of it.
7. **Management:** Administrate any or all of the engineers which perform the functions listed above and any other personnel required to perform the assigned task.

## HOW ELECTRICITY IS CARRIED

Electricity from the power stations is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electricity from the power station to all these places. A transformer transforms or changes an electric current from a high to a low voltage. It can also change current from a low to a high voltage.

The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum is good also and is gaining wider use because of its light weight. We use millions of tons of copper to make electrical wire for all purposes.

Our homes are often supplied with 110 volts of electricity, but toy electric trains, for example, need fewer volts to operate. Step-down transformers decrease the voltage of an alternating current, enabling a toy train to run. It takes only 11 volts A.C. to run a toy train.

When big generators make electricity, it is usually at about 2,200 volts pressure. Step-up transformers raise the pressure about 100 times, to around 220,000 volts. This helps it travel along the wires better. When it gets near the place where it is to be used, step-down transformers lower it back to 2,200 volts. Before it reaches our homes, another step-down transformer lowers it to 110 volts or 220 volts. So, transformers operate as pumps to increase pressure or voltage. They also act as shrinkers of voltage.

## TERMS TO REMEMBER

**Alternating Current (A.C.)** - An electric current that changes its direction very rapidly.

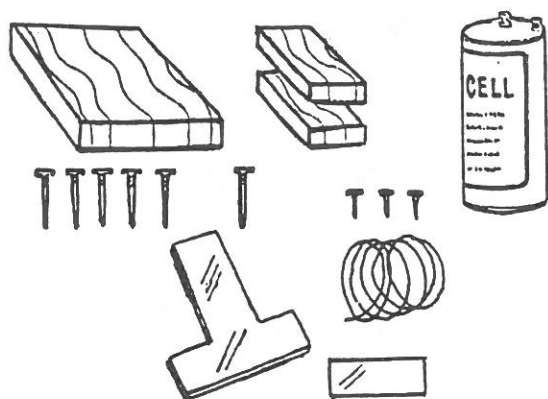
**Direct Current (D.C.)** - An electric current that flows in only one direction through a circuit.

**Circuit** - Entire path along which electricity can flow from the source through wires and appliances back to the source.

**Fuse** - A device which acts as a policeman to warn us of danger. The fuse melts when too many electrons are flowing. This breaks the circuit.

## SIMPLE TELEGRAPH SET

Two-way communication can be set up by making two separate telegraph sets. Each person has the key of one set and the sounder of the other.



**BASE** - A flat piece of wood holds the sounder. First nail together the wood base, a wood block and the T-shaped piece of tin.

**BATTERY** - Connected by wire to key and nails. Touching the key causes electrical current to flow through the circuit. The electromagnets pull the metal T downward to make a clicking sound. The T springs upward and strikes the bent nail when the key is released, making another clicking sound. These clicks form the dots and dashes of the telegraph code. To form a dash, the key is held down for a longer time than when forming a dot.

### MATERIALS

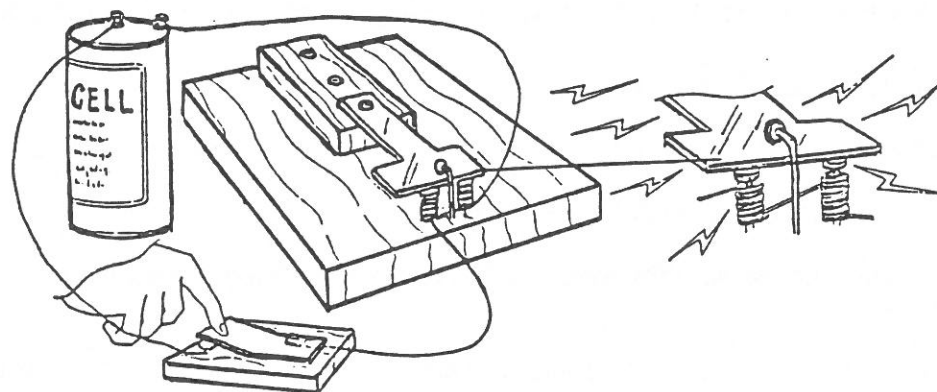
Flat piece of wood  
5 iron nails  
3 metal thumb tacks  
Thin strip of metal (brass, copper or tin)  
Insulated wire

2 blocks of wood  
1 aluminum nail  
T-shaped piece of tin  
No. 6 battery

**SOUNDER** - Hammer two iron nails into one end of the base. Wind about 30 turns of insulated wire around each nail to form a coil. Leave loose wire at each end to connect the nails to the key and battery terminal. The nails become electromagnets when current flows through the coil. Hammer a bent aluminum nail as shown. The nail should not touch the T-shape piece of tin.

**KEY** - A thin strip of metal mounted on a wood block. Push two thumb tacks about halfway through one end. Scrape the insulation from the wire left loose from the nails. Wrap the bare wire around the thumb tacks and press down.

Bend the metal strip upward about half an inch from the wood block. Press the third thumb tack under the raised end. Take a piece of wire and scrape the insulation from both ends. Connect the tack and battery terminal by wire. The strip should touch the tack when pressed downward. It should spring up when the key is released.



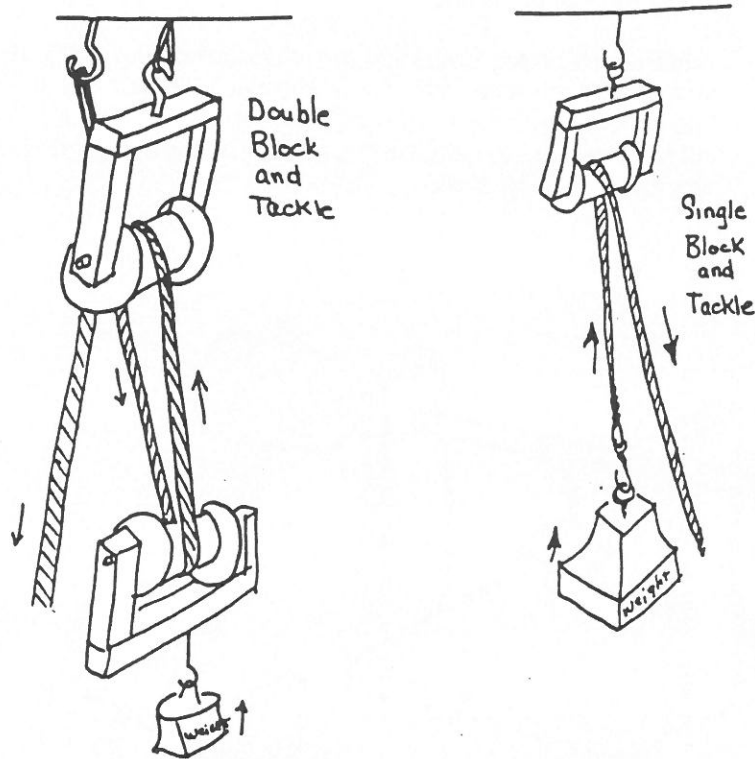


## **BLOCK AND TACKLE**

One of the requirements for the Engineer Badge is to make a block and tackle and show how it works. This simple machine and its uses will captivate most boys, and they can make one either as a den project or individually. The only materials necessary are a few small pieces of wood, a couple of hooks, a length of light rope, and two thread spools. If you have no thread spools at the moment, make them by cutting up a broomstick or dowel, drilling holes in the center of each 'spool' and using a nail for an axle, as illustrated.

To show how a simple block and tackle increases pulling power, try this demonstration. Take two dowels of broomstick diameter and a length of clothesline. Tie the line to one of the sticks two or three times as shown. Have two larger boys grasp the sticks. Have a smaller boy pull on the line. He will be able to pull the two sticks, no matter how hard the bigger boys try to hold back.

How this works may be explained by looking at one side only. (See illustration below). As the small boy pulls, he will create a pull in the line, say of 10 lbs. Since this pull will be in each loop (neglecting friction) the boy on the left will be pulling  $5 \times 10$  lbs. or 50 lbs. The same principle may be used on the block and tackles shown in the Webelos book.



## **PACK ACTIVITIES**

**Exhibit:**

Block and Tackle; Catapult; Bridge Drawings; House plans

**Demonstrate:**

Catapults (by shooting marshmallows or hard candy into audience). Bridge stresses with bricks and cardboard. Operation of block and tackle. Have someone give an oral report on various types of engineers and their duties.

## MAKING A WINDLASS

**Materials:** Scraps of wood for supports, broom handle, stone, rope, spring scale, salt box, spike, tacks.

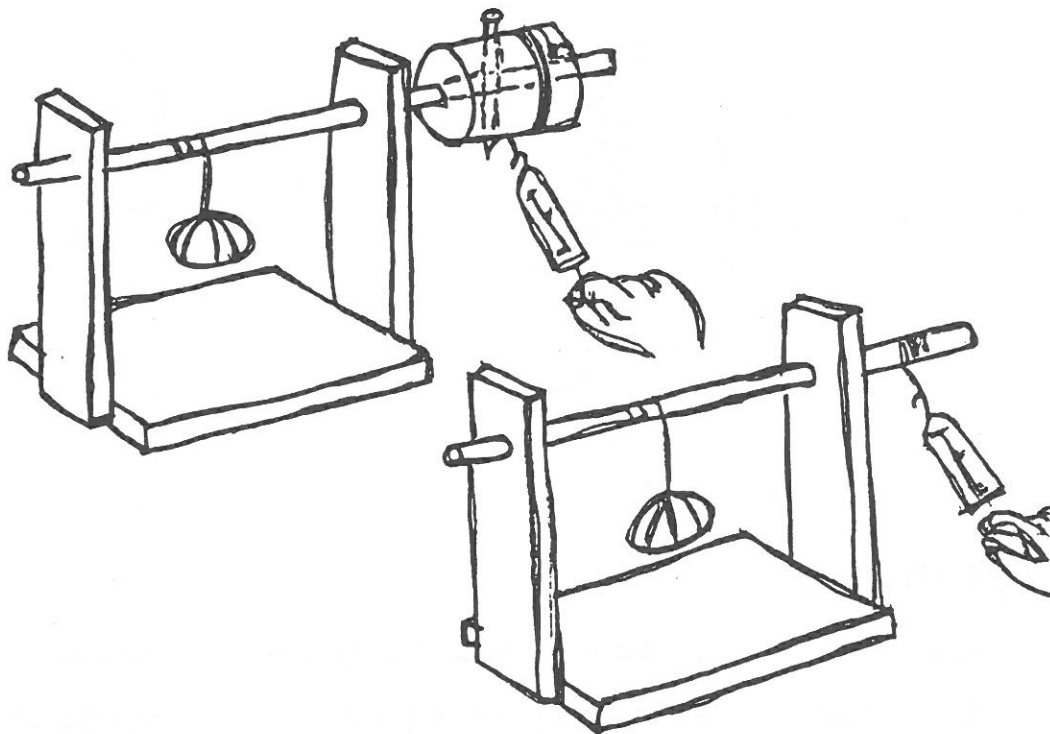
A wheel fastened to a rod so that when the wheel is turned, the rod turns also, is called a wheel and axle. A small amount of force applied to turning the wheel will cause a large turning force to be applied to the axle. The wheel and axle is called a simple machine.

The windlass, used for lifting heavy objects, is a wheel and axle. Follow the illustration and build a windlass with which you can prove that the wheel and axle makes work easier.

Use scraps of lumber to build a support for the windlass. Drill holes in the supports for the ends of the broom handle. Drive two small tacks side by side into the broom handle (axle).

Lift a heavy object, such as a stone with strings around it, about two inches off the ground with a spring scale. How much force was required? Tie a rope to the stone and fasten the other end of the rope to the tack on the axle. Hook the spring scale onto the other tack and turn the axle enough revolutions to lift the weight two inches. Did it require as much force to lift the stone this way?

Now fasten an empty salt box to the broom handle by driving a long spike all the way through the box and handle. This is now the wheel. Attach the spring scale to this as shown. How much force is required now to lift the weight two inches? If the wheel had a diameter twice that of the axle, only half the force would be needed to lift the object. You are trading distance for force in doing work.



## USING BALL BEARINGS

**Materials:** 2 tin cans with deep grooves around the top (such as paint cans), marbles, machine oil.

Set one can down and line the groove around the top with marbles. Now invert the other can over the first so that the marbles fit partly in its grooves, too. Turn the second can. Notice how much more easily it turns than it would if it were resting directly on the other can. You have used marbles in the same way ball bearings are used to reduce friction where one surface rubs against the other. What effect does oiling the marbles have on the way the can turns?

## MODEL MONKEY BRIDGE

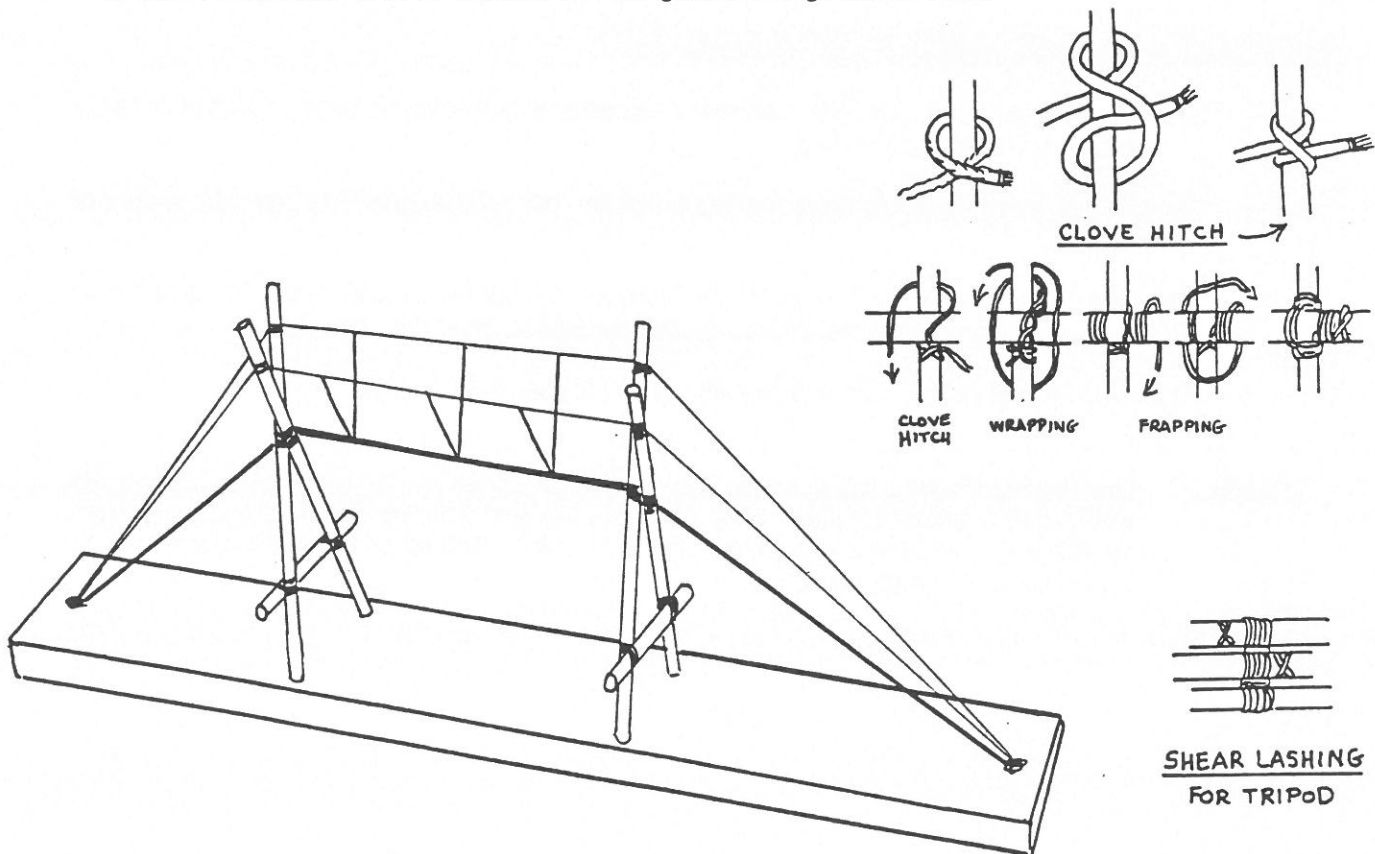
Based on a foot bridge found in the high mountains of India, the monkey bridge used one thick rope to walk on and two others as hand ropes.

All the same knots and the same design are used in this model as are found in the full-size version. The monkey bridge is often built in Scout camp as part of the Pioneering merit badge.

You'll need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long, and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the crosspieces, fastened with square lashings about 2" from the bottom. All lashings begin and end with a clove hitch.

Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.



## **HOW DO THE WHEEL AND AXLE HELP US DO WORK?**

**Materials:** 2 boxes of the same size, one with wheels and one without; some heavy materials, such as books, sand, etc.; spring scale.

**Procedure:**

1. Place the sand or heavy material in the box without wheels.
2. Attach the scale to one end of the box.
3. Holding the other end of the scale, drag the box a distance of one yard.
4. Make a note of the number of pounds indicated by the pointer on the scale while the dragging was in progress.
5. Transfer the load to the box with wheels.
6. By the same process move this box one yard and record the pounds indicated on the scale.

**Results:** The pounds indicated show the differences in the amount of energy needed to move each box. More energy was needed to drag the box without wheels than the box with wheels because the entire surface of the base of the box without wheels was exposed to friction, whereas the wheels of the other box rolled over the surface to which they were exposed. The wheel and the axle are very important in reducing friction.

## **HOW DO LEVERS MAKE WORK EASIER?**

**Materials:** Heavy book, cord, yardstick, hammer, nutcracker & nut, scissors, tweezers, chart showing 1st, 2nd, and 3rd class levers.

1. Explain that every lever has three important points: the fulcrum, the force, and the weight or resistance.
2. Allow the person to do by hand some problems which can be made easier by the use of machines and lever. (crack a nut by hand, pull a nail with the fingers, lift a heavy book.)
3. Then allow him to perform these tests with the use of machines and levers.

**Result:** Levers make the work much easier. The force required can be determined by multiplying the weight and the distance to the fulcrum and dividing by the distance the force is applied from the fulcrum. The lever is a form of a simple machine. Several tools use compound levers. (Nutcracker is a good example.)

## WHAT ARE THE EFFECTS OF FRICTION?

**Materials:** Sandpaper, matches, 2 wood blocks, a toy car, small board, soap or wax, small wood block.

**Procedure:**

1. Hold hands in front of you, palms facing each other -- rub hands together. Strike a match; rub a piece of sandpaper on a block of wood.
2. Take 2 blocks of wood (3" x 4") and slide them together. Rub surfaces of blocks with soap or wax, and repeat above operation.
3. Place a flat board in a position so that one end is higher than the other.
4. Place a toy car on the higher end, and release the car.
5. Place a wooden block about the same size as the car on the top of the flat, inclined board.

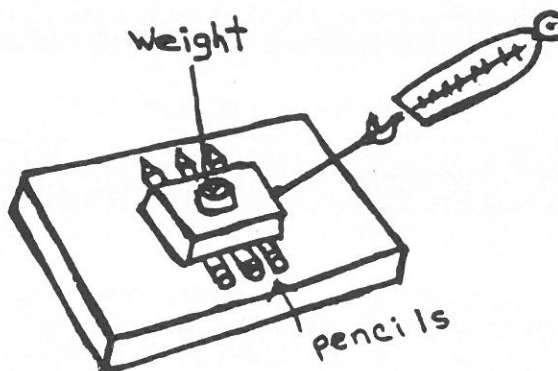
**Results:** Hands, match, and wood become warm, and show signs of wear. There is less heat when a lubricant is used. The car rolls freely unless an obstacle is placed in its path. The block will not slide. Friction produces heat and causes wear. Lubrication reduces friction. Rolling friction is less than sliding friction.

## HOW DO WE OVERCOME FRICTION?

**Materials:** 2 rough blocks of wood - small amount of "3 in 1" oil, small spring scale, 3 or 4 round pencils, one thumb tack, small weight

1. Place a small block with spring attached to tack and scale on top of large block. Place weight on small block. Pull scale and register reading when block begins to move.
2. The same as for (1) except that the pencils are inserted between the two blocks.
3. The same as for (1) except that a film of oil is spread between the two blocks.

**Results:** The scale will note three different readings to move the blocks. More friction will be evident when there are large rough surfaces. Friction between rough surfaces can be reduced by the use of oil. Bearings change sliding friction to rolling surfaces.



# GEOLOGIST

Almost every boy, at one time or another, has a rock collection of some sort. This interest in rocks and the earth from which they come makes the Geologist activity badge a "natural" for most boys. You'll find that the Webelos Scout handbook contains enough information on volcanoes, geysers, and mountains for the boys to acquire a fairly good understanding.

The chart below should be of some advantage in identifying rocks

HARDNESS	MINERAL	SCRATCH TEST	USES, IMPORTANCE, ETC.
----------	---------	--------------	------------------------

- TALC** Easily with fingernail. The softest of minerals; has a slippery, soapy feel. Used in powdered form for manufacture of paint, paper, roofing material, rubber, face powder and talcum powder. Small parts fired in furnace used in electrical appliances. Occurs most abundantly in metamorphic rocks.
- GYPSUM** Barely with fingernail. Of considerable commercial importance because of its use in production of plaster of Paris. Used for gypsum lath, wallboard and interior plaster. "Alabaster" is fine-grained, massive variety of gypsum that is cut and polished for ornamental purposes. Most commonly found as a sedimentary rock.
- CALCITE** Barely with copper penny. Calcite has more varieties than any other mineral except quartz. One type of clear, colorless calcite is used for optical prisms because of its power of dividing a ray of light passing through it into two separate rays. Limestone and marble are varieties of calcite. Limestone is used in manufacture of cement and mortar; also used as a building stone.
- FLUORITE** Easily with knife blade. Fluorite is one of the most beautiful minerals occurring in many different colors. The chief use is in making steel. It also is used in making opalescent glass, in enameling cooking utensils, and in making hydrofluoric acid. Small amounts are used in making prisms and lenses. The phenomenon of florescence was first observed in fluorite and takes its name from this mineral. Commonly found with metallic ore minerals.
- APATITE** Barely with knife blade. Among the large group of phosphates, apatite is the only one considered a common mineral. Commercially, its greatest use is the source of phosphorus for most commercial fertilizers. After being mined, both apatite and rock phosphate are treated with sulfuric acid to make superphosphate, for in this form they are much more soluble in the diluted acid of the soil.
- FELDSPAR** Not by blade. Easily with window glass. The feldspars, all of them silicates of aluminum with potassium, sodium, and calcium, and rarely barium, form one of the most important groups of all minerals. Found in most igneous rocks, as essential constituents of most crystalline rocks, such as granite syenite, gabbro, basalt, gneiss and thus make up a large percentage of the earth's crust. Used in manufacture of porcelain and as source of aluminum in glass.
- QUARTZ** Easily marks steel and hard glass. Quartz is the most common mineral, and in some of its varieties, one of the most beautiful. Makes up most of the sand on the seashore; occurs as a rock in the form of sandstone and quartzite and is an important constituent of other rocks such as granite and gneiss. Some varieties used as gemstones, as prisms, and cut into plates for control of radio frequency. Varieties; crystal, amethyst, agate, onyx, bloodstone, jasper, flint.
- TOPAZ** Harder than other common minerals. Topaz is highly prized as a gem. Those from Brazil are the most valuable. The pink color of some gem Topaz is obtained by gently heating the dark yellow stones. It has a mineral hardness greater than any other common mineral except corundum.

9. **CORUNDUM** Scratches Topaz. Clear blue varieties make "sapphire" and clear red the "ruby." Hardest mineral next to diamond. Long been used as an abrasive. "Emery" was the first type used in this manner. The ruby is used in the laser beam.
10. **DIAMOND** Scratches Corundum; hardest mineral. Hardness of diamond is greater than any other known substance, natural or artificial. Many times harder than corundum. Diamond is pure carbon and has same composition as charcoal, but does not burn readily. Highly prized as gemstone. Only 20% of diamonds are gemstones ..the other flawed stones have industrial uses, drills, saws, cutting glass, etc.

## **IDENTIFYING ROCKS BY LUSTER**

(Appearance of the surface, independent of the color, due to the way light is reflected)

<b>Metallic</b>	The luster of a metallic surface like steel, tin, lead, copper, gold, etc. Luster not called metallic unless the mineral is quite opaque, so that no light passes through even very thin edges.
<b>Submetallic</b>	The luster of some minerals is said to be submetallic when it lacks the full luster of the metals.
<b>Adamantine</b>	The luster of the Diamond -- the brilliant, almost oily luster shown by some very hard minerals, like Diamond and Corundum -- refract light strongly (have a high "refractive index").
<b>Vitreous</b>	Glassy luster. That of a piece of broken glass -- this is the luster of most quartz and a large part of the non-metallic minerals.
<b>Resinous</b>	Waxy, the luster of a piece of resin, as shown by most kinds of sphalerite.
<b>Greasy</b>	Nearly resinous, but often quite distinct, shown by some specimens of milky quartz and nepheline.
<b>Pearly</b>	Luster of Mother of Pearl -- common when a mineral has very perfect cleavage and has practically separated into thin plates.
<b>Silky</b>	The luster of a skein of silk or a piece of satin -- characteristic of some minerals in fibrous aggregates, such as Satin Spar gypsum and most asbestos.

## **SOME COMMON EXAMPLES OF THREE MAIN TYPES OF ROCKS**

<b>Igneous</b>	Granite pegmatite, granite, diorite, gabbro, felsite, basalt, obsidian, pumice
<b>Metamorphic</b>	Slate, phyllite, mica schist, gneiss, marble, quartzite
<b>Sedimentary</b>	Mudstone and shale, sandstone, conglomerate, gypsum, rock salt, limestone, chalk, coal

## **MINERAL HARDNESS KIT**

The mineral hardness scale was developed more than 100 years ago by Friedrich Mohs, a German mineralogist. He arranged 10 minerals in a hardness scale with talc the softest as number one and diamond, the hardest as number 10. The complete hardness scale can be found in the Webelos Scout handbook.

You can make your own kit from materials you already have around the house or that you can buy at low cost. It will help you establish the hardness of a mineral sample within rough limits. You will need:

1. **Talc.** You can purchase this in the form of tailor's chalk.
2. **Your fingernail.** It has a hardness of 2 to 2 1/2.
3. **A new copper coin.** The edge has a hardness similar to calcite.
4. **A 12-penny nail.** To test materials with hardness of 4 to 4 1/2.
5. **A knife.** The steel of a good knife blade is rated at about 5 1/2.
6. **Piece of window glass.** It has a hardness of about 6. Don't cut yourself.
7. **A high-speed drill bit.** Tip has hardness of about 6 1/2. (Woodworking drill).
8. **Metal file.** Good-quality capable of fine smoothing or cutting - 7 1/2.
9. **High-speed masonry drill point.** Hardness of about 8 1/2.
10. **Carborundum.** This sharpening stone will scratch minerals of hardness about 9.

It is a good idea to label each piece of your hardness kit. When you find a mineral that will barely scratch your knife blade (5 1/2) but will not mark glass (6), you may assume that that mineral's hardness lies between 5 and 6.

You will find it best to test the mineral specimen on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain. It's best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapings or powder on the surface of the mineral. Hard rubbing can remove such marks.

Your hardness kit will be of little use when testing pieces of granite, which may be composed of a mix of quartz (7), feldspar (6) and mica (2 to 2 1/2). The bits of the individual minerals may be large enough to recognize but impossible to test with your kit. This is where your study of rock samples and guide books will serve you well. Not only will you be able to recognize the major types of rocks, but you will also learn something about the minerals you find connected to such rocks.

Don't take more of a mineral than you need for a display sample. Thumb-sized lumps are fine. They display well, they are easy to carry, and your consideration will mean that another rockhound will have the fun of making the same discovery that you did.

- Boys Life Magazine



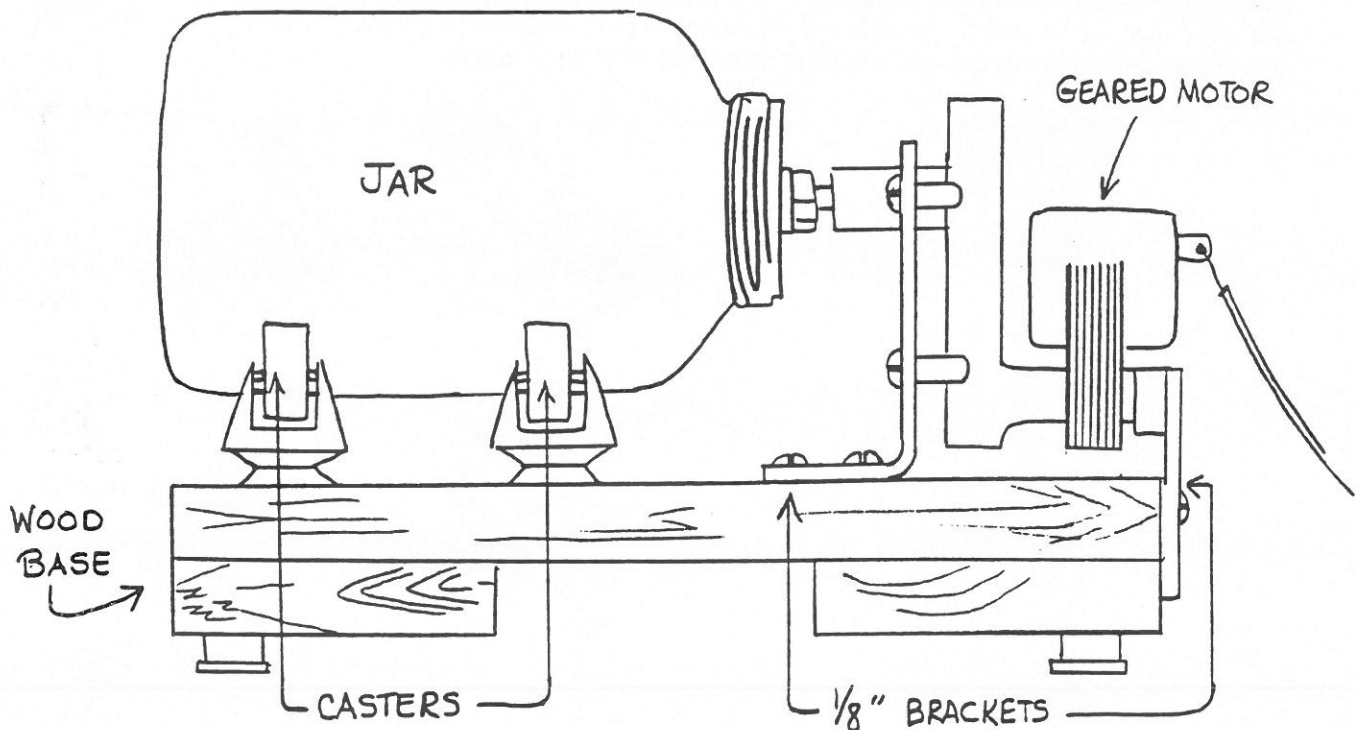
## MAKE A ROCK TUMBLER

This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00.

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a gear drive 22.8 rpm. 110-volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage.

The construction is shown below. Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lid shaft and, last, the casters, placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.

In this and all other rock tumblers, the grinding gets done as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here costs about 4 cents a day to run.



## MAKE YOUR OWN FOSSILS

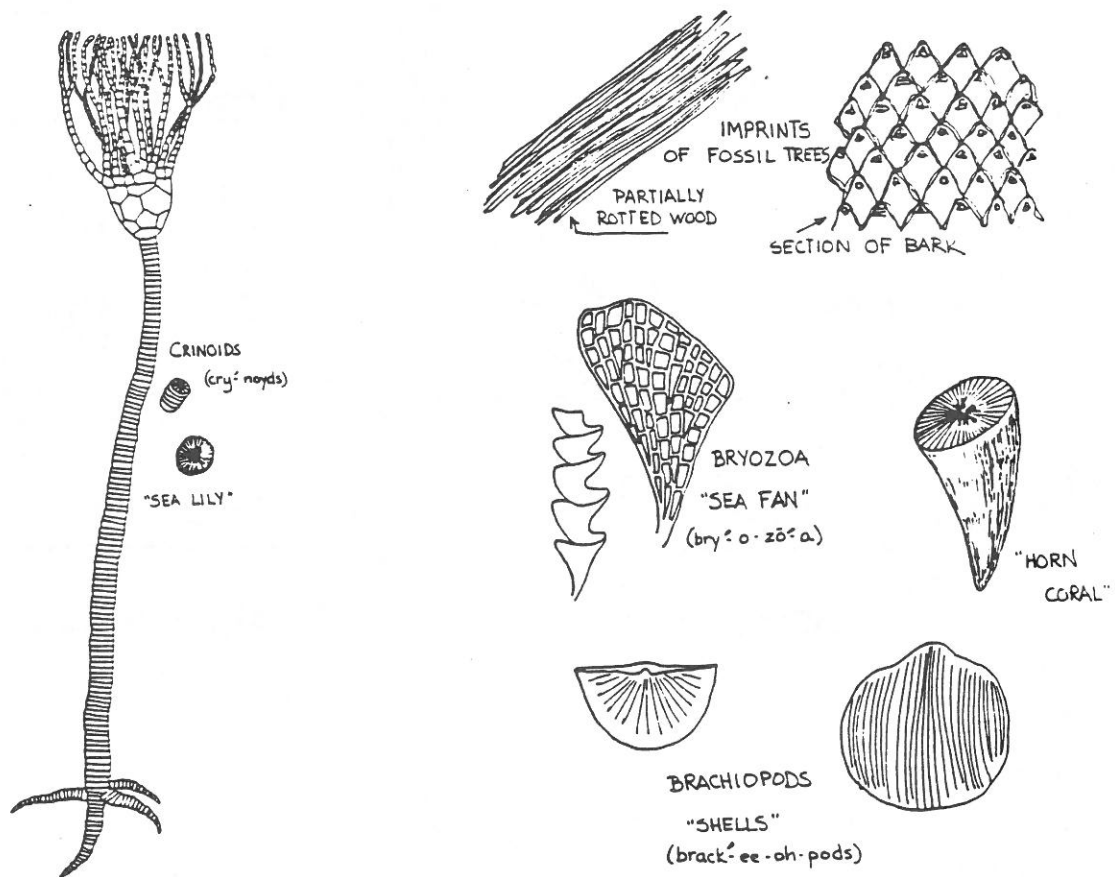
The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it had left behind a trace of its presence. Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, at some later time in earth history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

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

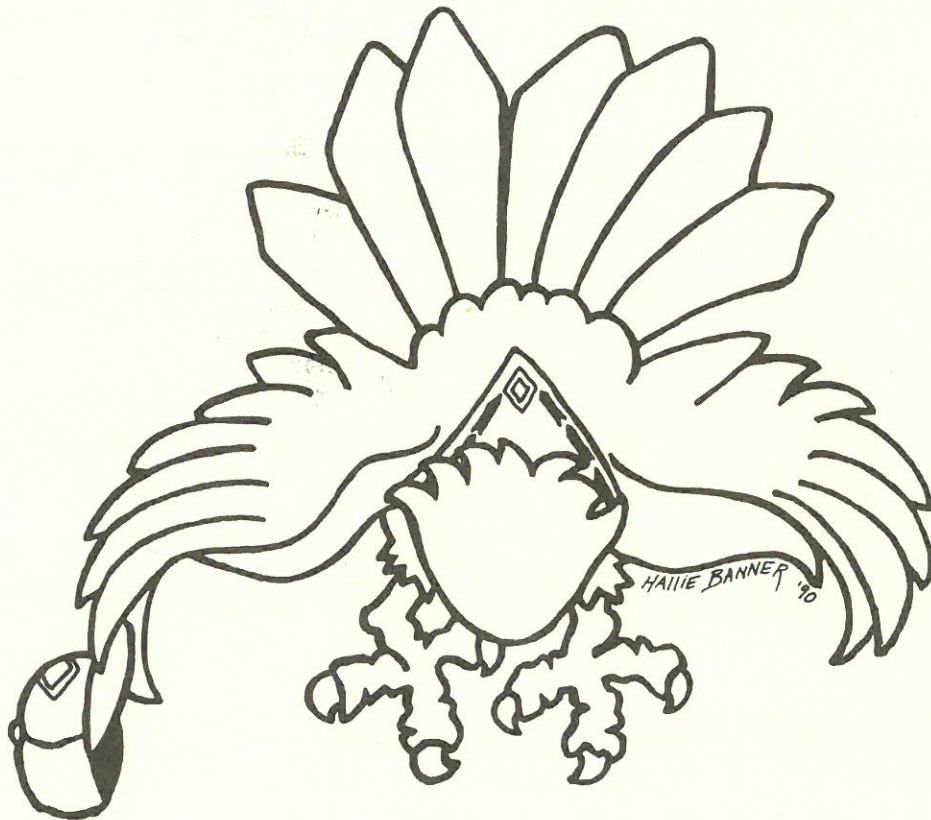
To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found on the ancient sea floor. Now press the shell firmly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

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

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



**THE END**



**1990 POW WOW**

**"SOAR HIGH WITH SCOUTING"**

