

Dear Cub Scouter:

Welcome to Viking Council's 1990 Pow Wow, and thank you for spending your day with us. You are part of one of the finest programs for youth in our country today.

Many hours of planning have been contributed by members of this committee in order to provide you with an entertaining and useful workshop. We are sure you will find this book of tremendous value as you work with today's youth.

To start our book we offer one of the reasons we all joined Scouting as adult volunteers. We include a list of available Resources you will find useful, and two very special Ceremonies we feel would enhance your first meeting of the year. We continue with ideas to help your pack celebrate the birthday of Scouting at Blue and Gold. We hope the Games, Skits & Stunts, Crafts and Songs offered in this book will greatly enrich your den and pack meetings. We end by introducing two new sections, Science & Nature, and Family Camping.

We enjoyed seeing you at this Pow Wow, and hope you have a successful, fun, and satisfying year in Cub Scouting. We would love to have you join next year's committee - the more, the merrier!

Sincerely

*The 1990 Pow wow
Planning committee*



**ONE HUNDRED
YEARS FROM NOW**



**IT WILL NOT MATTER
WHAT MY BANK
ACCOUNT WAS,
WHAT SORT OF
HOUSE I LIVED IN,
OR WHAT KIND OF
CAR I DROVE.**

**BUT THE WORLD
MAY BE DIFFERENT
BECAUSE I WAS**



**IMPORTANT IN THE
LIFE OF A CHILD**



TALENTS

IF YOU CANNOT BE AN OAK TREE,
NOR STAND IN THE REDWOOD CLASS,
REMEMBER THE CREATOR ALSO MADE
THE GRASS.

IF YOU CANNOT BE THE CAPTAIN,
THERE ARE LESSER TASKS TO DO;
REMEMBER EVERY SHIP THAT SAILS
MUST HAVE A CREW.

IF YOU CANNOT BE A PREACHER,
AND MINISTER TO A FLOCK,
YOU CAN TAKE A FLOWER TO A
SHUT-IN
DOWN THE BLOCK.

IF YOU CANNOT DO THE BIG THINGS,
WHERE GRIEF AND WOE ARE RIFE,
'TIS THE LITTLE THINGS,
THAT FOR MOST OF US
MAKE UP THE SUM OF LIFE.

THEN WASTE NO TIME IN WAITING,
REMEMBER THE MASTER SEES
WHENEVER YOU LEND
A HELPING HAND
TO ONE OF THE LEAST OF THESE.

SETTING THE EXAMPLE

I'd rather see a sermon
Than hear one any day.
I'd rather one should walk with me
Than merely show the way.
The eye's a better pupil
And more willing than the ear;
Fine counsel is confusing,
But example is quite clear.

The best of all the preachers
Are the men who live their creeds;
For to see the good in action
Is what everybody needs.
I can say: "I'll learn to do it
If you'll let me see it done;
I can watch your hand in action
Though your tongue too fast may run."

Although the lectures you deliver
May be very wise and true,
I'd rather learn my lesson
By observing what you do.
For I may misunderstand you
And the fine advice you give.
But there's no misunderstanding
How you act and how you live.

-Author Unknown

COMMUNICATION IS:

- . . . Listening as well as talking
- . . . Exploring not dominating
- . . . You and me --- not you or me
- . . . A quest --- not a conquest
- . . . Cooperation not competition

BLESSED is the leader who has not sought the high places, but who has been drafted into service because of ability and willingness to serve.

BLESSED is the leader who knows where he or she is going, why he or she is going, and how to get there.

BLESSED is the leader who knows no discouragement and who presents no alibi.

BLESSED is the leader who knows how to lead without being dictatorial; true leaders are humble.

BLESSED is the leader who seeks the best for those served.

BLESSED is the leader who leads for the good of the most concerned, and not for personal gratification of the leader's own ideas.

BLESSED is the leader who develops leaders while leading.

BLESSED is the leader who marches with the group; interprets correctly the signs on the pathway that leads to success.

BLESSED is the leader who has a head in the clouds but feet on the ground.

BLESSED is the leader who considers leadership an opportunity for service.

Author Unknown

Hard of LISTENING is a greater
handicap than hard of HEARING

Reduce conflicts, arguments, and misunderstandings by beginning or ending with the phrase "TO ME". You're then stating a personal reaction and not absolute fact.

Being a Den Leader



- *** Treating all boys equally, showing no favoritism, and using even-tempered judgement in discipline, even with one who happens to be yours, and should know better than to try that kind of stuff!
- *** Knowing how to keep smiling when your shoe is full of koolaid.
- *** Keeping track of eight constantly moving boys during a tour of the telephone company. One, two, three -- No. One, two three, no I counted him, four five, six . . .
- *** Having glue on your fingers all the time.
- *** Explaining to people why you have glue on your fingers all the time, and why, at times, there is macaroni, pretzels, or glitter stuck in the glue.
- *** Giving up shelf space, drawer space, closet space, and the trunk of your car to "keep things" in.
- *** Planning a pick-up-litter-at-the-park meeting for a fall day which turns out to be 10 degree weather with a wind chill factor of two below.
- *** Resolving at the beginning of the year that outdoor activity will be emphasized and handicraft kept to a minimum, and then having rain for ten consecutive meeting days.
- *** Finding that your arm is too short to permit space on the sleeve of your official shirt for the generously proportioned patch that proclaims you are a Den Leader, and deciding you might as well purchase a second patch and wear them as shin guards.
- *** Looking at the label in your uniform shirt and finding it really does say "Official Uniform, Boy Scouts of America".
- *** Getting to know six to eight boys very well, including the one who happens to be yours.

WELCOME CEREMONY

A simple program for opening a new year. Seven Cub Scouts read their lines in turn. The last two verses are given by all. Insert your Pack number where indicated. In the last verse, have the scouts point to the audience on the last line.

- 1st Cub: Another year is starting,
And we'd like to welcome you.
And tell you what our purpose is,
And what we hope to do.
- 2nd Cub: Pack ____ is a group of Cub Scouts;
It helps us grow up strong,
And teaches us to do what's right
And fight against what's wrong.
- 3rd Cub: It shows us how much we can do,
If we work as a team;
Then we'll have fun and jobs won't be
As hard as they first seem.
- 4th Cub: We'll go on hikes and field trips
To learn of nature's wonders,
So we'll respect her when we're grown
And not make any blunders.
- 5th Cub: And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
In helping one another.
- 6th Cub: We'll learn to be good citizens
And, hopefully, we'll see -
That laws are made for all the men
So each man can be free.
- 7th Cub: To do all this, Pack ____ needs
Good leaders this is true,
That means we need the help of all
Of you - and you - and YOU!! (point at audience)
- All:
(or 8th
Cub) And now, to start the year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star-Spangled Banner."

THIS IS CUB SCOUTING

This ceremony would be good for Round-up night. Have your existing leaders read the parts or ask some of the parents to take part. Have the parts printed ahead on cards ready to distribute.

Reader 1: Some people think Cub Scouting is only for boys, but it isn't. Cub scouting is for the family.

Reader 2: Mothers and Dads, as they work in Cub Scouting with their boys, are able to maintain their natural relationship with them, yet they come to see their boys' play and leisure in a new light. The Cub Scout advancement program ensures a closer boy-parent relationship.

Reader 3: Cub Scouts promise to help other people and to do their best. When parents sign their boy's membership application, which is also a family contract, they take as their motto "We will help our son do his best."

Reader 4: Cub Scouting is the basic part of the three-phased Scout program that reaches, through Boy Scouting to the Explorer program for high school age boys. Each part of the program is packed with boy challenges most appropriate to the age of the boys involved, and leads directly to the next phase. Thus, when our Cub Scouts join the Webelos Den and earn the Webelos rank, they are prepared to enter Boy Scouting with their Scout requirements.

Reader 5: Cub Scouting in all of its phases operates to strengthen the home - not to weaken it. You and your family will strengthen your home only by living, playing, sharing, and growing in it together.

Reader 6: Today your boy joined Cub Scouts. He has only a few more years of boyhood left before he looks away from home for his principal interests. What you do together today is important. Tomorrow may be too late.

Cubmaster: Will all parents pledge their support of Cub Scouting? Now join with the Cub Scouts in giving the cub scout sign and repeat the Cub Scout Promise with me. "I (name) 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."

POSITIVE WAYS TO MOTIVATE OTHERS

1. Communicate standards, and be consistent.
2. Be aware of your own biases and prejudices.
3. Let people know where they stand.
4. Give praise when it is appropriate.
5. Keep your learners informed of changes that may affect them.
6. Care about your learners.
7. Perceive people as ends, not means.
8. Go out of your way to help others.
9. Take responsibility for your learners.
10. Build independence.
11. Exhibit personal diligence.
12. Be tactful with your learners and fellow staff members.
13. Be willing to learn from others.
14. Demonstrate confidence.
15. Allow freedom of expression.
16. Delegate, delegate, delegate.
17. Encourage imagination.
18. Praise and encourage every improvement.
19. Let the other person save face.
20. Give the other person a fine reputation to live up to.
21. Let the other person do most of the talking.
22. Let the other person think that most of the ideas are his.
23. Try to see the other person's point of view.
24. Provide others with a challenge.
25. Make the other person happy to do what you want him to do.

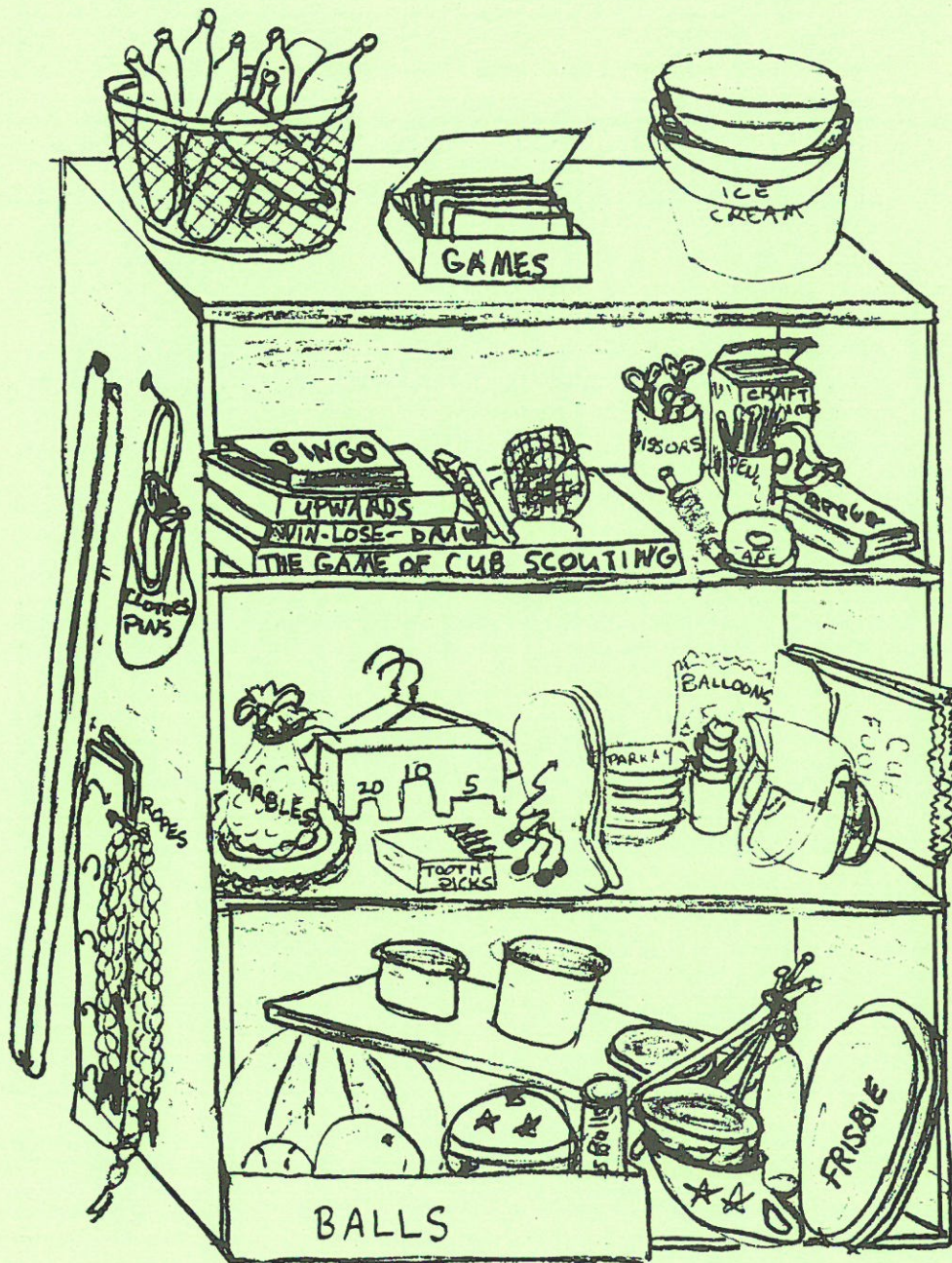
TIPS ON COACHING A SKILL

1. Be able to perform the skill well yourself.
2. Review your own experience in learning a skill, and work out a series of steps for teaching it.
3. Keep the instruction personal by working with an individual or small group and letting participants teach others.
4. Size up your audience, both as to abilities and personality traits that affect their learning skill.
5. If the learner is not familiar with the skill, go slowly. Insist on accuracy first, then speed (if speed is a factor).
6. Don't interfere with the learners trying to do it on their own. Don't interrupt their efforts unless they bog down or get on the wrong track.
7. Let them make mistakes if this will help them learn, but do point out the mistakes tactfully.
8. Never make corrections sarcastically or for the benefit of any onlookers.
9. Encourage the learners by making remarks on their progress, pointing out the completion of each step and remarking on the steps they have done well.
10. Urge them to practice and to teach someone else.

RESOURCES AVAILABLE

The following material is available from the Boy Scouts of America Scout shops, or their catalog.

<u>TITLE</u>	<u>CATALOG NUMBER</u>
Cub Scout Leader Book	3220A
Cub Scout Leader How-To Book uses: ceremonies, handicraft, games, skits, puppets	3831
Cub Scout & Webelos Scout Program Helps uses: ceremonies, songs, handicraft, games, skits, puppets, stunts, tricks, puzzles, storeytelling	7259
Staging Pack and Den Ceremonies uses: ceremonies, skits, puppets	3212
Cub Scout Fun Book uses: ceremonies, handicraft, games skits, puppets, stunts, tricks, puzzles	3213
Your Flag uses: ceremonies	3188
Cub Scout Songbook uses: songs	3222
Den Chief Handbook uses: songs, games, stunts, tricks, puzzles	3211
Group Meeting Sparklers uses: songs, stunts, stories	3122
Boy Scout Songbook uses: songs	3224A
Creative Campfires uses: songs, storytelling	4661
Sharing The Joy of Nature uses: games	3531
Sharing Nature with Children uses: games	3530
Cub Scout Magic uses: tricks, puzzles	3219
Trail & Campfire Stories uses: story-telling	3529
Camp Cookery for Small Groups	3592



GAMES



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EXPLORE YOUR NEIGHBORHOOD

WHERE IS IT? Show the boys a road map of your community. Give brief instruction in map reading and point out where you are now. Compass work is not involved. Then divide the group into two teams. In turn, a member of each team is asked to locate a community landmark on the map. Examples: city park, police headquarters, high school, their school, football field, a certain church, a factory, their own home. The team scores a point for each correct answer.

MAP GAME For this game you need several road maps of your state. Ahead of time make a master copy from one map. Draw a large number or letter, such as the number 8 on the map. Now, make a list of all the towns your lines cross or come near. Set this aside. Divide your den into teams of two or three members, give each an unmarked map and your list. On "GO" have them search for the towns on the list, mark them, and try to figure out what you had drawn on your master, by connecting the town like dot-to-dots. A wrong answer disqualifies a team. The first team with a correct answer wins.

LAND OF MAKEBELIEVE

WITCHES RELAY Divide den into two equal teams and give each a broom and a balloon. On signal, the first player on each team sweeps the balloon to a turning line and back. The second player takes the broom and repeats the action; continue until all have run.

HAUNTED HOUSE Play a tape of scary sounds - cat screeching, door creaking, low moaning, wolf howling, door slamming, etc. Afterwards, have boys write down all the sounds they remember hearing.

PUMPKIN RELAY Form teams of equal number of boys. Object of the race is to see which team can roll the pumpkin across the room and back on their hands and knees pushing the pumpkin with their heads.

HALLOWEEN UPSET Boys form a circle with 'It' in the center. Give each boy a name, such as Black Cat, Pumpkin, Witch, Ghost, Skeleton, etc. 'It' says "Ghosts and Witches", those boys switch places while 'It' tries to get one of their places at the same time. Or he says "Halloween Upset" and everyone changes places. Whoever is left without a chair is the new 'It'.

GOBLIN GROPE Have two identical sets of objects in two grocery bags. Blindfold the player and have him take an object from one bag; try to feel and find an identical object in the second bag. When found, he replaces both objects and another player gets a turn. Suggestions: buttons, plastic bottle caps, straws, pennies, crayons, marbles, spoons, nuts, spools, blocks, etc.

CATCH THE DRAGONS TAIL Boys are in a line with both hands on the shoulders of the boy ahead. The leader counts down: 1,2,3! On 3! the head of the dragon begins trying to tag the tail, or the last boy in the line. If he succeeds in tagging the tail, he can continue as the head. If any player looses hold with either hand, the dragon dies, the head becomes the new tail, and other players move up one place.

THE BLOB Set boundaries for the game, for example, "a player must stay in this yard". One player is named "The Blob". He tries to chase and tag the other players. If a player is tagged or chased out of bounds, that player becomes part of "The Blob". These two join hands and go after a third person who, when tagged, also joins hands and helps tag others. The game continues until all are part of "The Blob". The blobs' only restriction is that it cannot break hands. Thus, only people on the ends can make legal tags. No tags count if "The Blob" becomes separated.

FIRE! This game can be played at the den or pack meeting during fire prevention month. By dens or individually have the cub scouts remove caps, shoes, and neckerchiefs; stack them neatly and have the boys lie down. On the call of "Fire" all get up and dress. First cub or den dressed the best is the winner. Leader can be the judge. Now they know what it is like to be a fireman and to hurriedly respond to a fire call.

HEROES IN BOOKS & THANKSGIVING

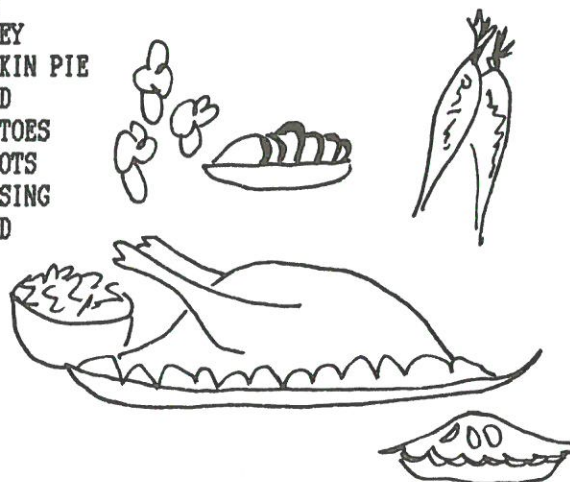
WHO CHOPPED DOWN THE CHERRY TREE? For the cherry tree, fasten a small bell to a milk carton or similar container. All den members form a semi-circle around it, except for one boy who is George Washington's father. He stands a short distance from the cherry tree with his back to the group. When a player in the semi-circle chops down the cherry tree by knocking over the container, the father quickly spins around and tries to spot the one who did it. If he succeeds, he becomes Washington's father, if not, the game continues as before.

TURKEY TEAR Give each Cub a piece of paper (size about half a newspaper page). With both hands behind his back, he is to tear the piece of paper into the shape of a turkey; a live one, not on a dinner platter! Collect the turkeys and mark each Cub's name on his own, without anyone seeing them. Have the boys vote on the best one. Then return to each boy his own 'creation'.

THANKSGIVING WORD FIND

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

CORN
 TURKEY
 PUMPKIN PIE
 BREAD
 POTATOES
 CARROTS
 DRESSING
 SALAD



GIVING GIFTS & CHRISTMAS

MYSTERY BOX Wrap in a shoe-box enough treats so that each boy will get one. Tie it with kite string a little loosely. Have the boys sit in a circle and pass the gift around while you play music. When you stop the music the boy who has the box can try to undo the string using forks. As soon as the music starts again, the box resumes circling. If a boy gets it open he can take a treat. Put the string back on and keep the game going until each boy has won a treat.

GIFT-WRAPPING RELAY Divide the den into two teams. In front of each team place an empty box and gift wrappings - used newspaper, ribbon, or string, tape, etc. On signal, first player from each team runs to the pile, wraps 'gift' to the satisfaction of the leader, and runs back to touch off the next player. He unwraps the gift, and then rewraps it. Continue until all have run.

CHRISTMAS WORD FIND

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

HOLLY
BELL
TREE
ORNAMENT
BOW
PRESENT
CANDY

ANGEL
SANTA
WREATH
CHIMNEY
STOCKING
STAR
REINDEER



FIESTA

BEAN RELAY Carry beans balanced on a knife from one goal line to another.

GATO ENFERMO (gah-toh en-fair-moh, Sick Cat) One boy is the gato (cat). He chases the others. Each one he tags becomes a sick cat, and must hold with his left hand the place on his body where he was tagged. The sick cats help the gato chase the others. The last boy caught is the winner.

HEE HAW RELAY Divide the den into two teams. Place two chairs at one end of the room and have boys stand in line about 15 feet away. On signal, the starters run up to a chair; put their hands on the seat of the chair; kick up their feet three times, each time saying "hee-haw"; and run back to touch the next player in line. First team finished is the winner.

EL PERIQUITO (The Little Parrot) All the players are seated in a ring. One of them is chosen to start the game. He holds in his hand something small, such as a marble or little stone. He turns to the player on his right and says very seriously, "Won't you buy this little parrot?" The other asks, "Does it bite?" The first answers, "No, it does not bite." Then he gives the small object to the player on his right. The new owner turns to the one on his right and asks the same questions of the third player; but when asked if the parrot bites, he must not answer. He must then turn to the first player and ask "Does it bite?" When he receives the answer "No, it does not bite," he repeats this to the third player, and gives him the stone.

The game goes on this way, with the questions, "Does it Bite?" always being referred back from child to child, around the circle, to the first player for the answer. The answer is likewise passed from player to player back to the one who holds the small object. The one who forgets to pass along the dialogue, or who laughs, must pay a forfeit. A forfeit is a fine or penalty one must pay when committing an error. Some examples are:

- 1) Balance a tennis ball on your nose.
- 2) Pantomime gum chewing, typing, combing hair, etc
- 3) Imitate a farmer calling hogs (soo-eee, soo-eee)
- 4) Laugh five different ways.
- 5) Repeat, blue bread, rapidly, five times.
- 6) Imitate a fat man getting off a crowded bus.
- 7) Spell your own last name backwards.
- 8) Walk like a crab, monkey, elephant, etc.
- 9) Pose as the Statue of Liberty.
- 10) Balance a penny on your nose; try to get it to fall by twitching.



BLUE AND GOLD TRADITIONS

BALOO THE BEAR Play in an open room, because the boys will be blindfolded. The boys mill around. When they bump into someone, they ask "Baloo"? If the person answers back "Baloo", then he didn't find the bear. He needs to keep searching. While all are searching, the leader chooses one boy and whispers that they are Baloo. That person may remove his blindfold. When someone bumps into The bear, Baloo doesn't answer, so he knows he has found the bear. He may remove his blindfold, join hands with the bear, and they are both part of Baloo. Continue to play until all boys are part of Baloo.

BALANCE THE MARBLES Cub Scouts compete in turn. Place six or more marbles on the floor in front of the boy. He balances the tin on his head, squats down to reach the marbles, and carefully places them in the tin. The number of marbles in the tin before it falls off is his score.

TISSUE PAPER RELAY Give each player a drinking straw. First player on each team is given a small square of tissue paper. On signal he places the tissue paper against the end of the straw and holds it there by inhaling. The next player then tries to remove the paper by sucking on his straw and passes it to the third player. Continue until all have tried. If the paper falls, it must be picked up with the straw.

KNOT EASY Give each team captain a length of rope. On the signal "GO", he ties a square knot in the rope (or what ever knot you choose) and passes it to the next in line. The second unties the knot, reties his own, and passes the rope on down the line.

KNOTS GALORE Give each team a length of rope. The first player ties a knot in the end of the rope, passes it to the next player, who also ties a knot, and down the line. There should be a knot for every member of the team. On the second time through, each player unties a knot, so the rope is ready for another game.

CUT THE DECK This game works better and lasts longer, the larger the group is. In each corner of the room, place a large card depicting clubs, hearts, spades, and diamonds. Boys choose a corner, and go stand there. When you cut a deck of cards, all the boys in the suit that comes up are eliminated. Before cutting again, boys can either choose to move to a new corner, or stay where they were. Continue cutting the deck until you have a winner.

WIDGETS This is a variation of Kim's Game. Collect several small objects. Pass them from hand to hand around the circle of boys. After all have handled the objects, put them away and ask the boys to write down the objects they remember touching.

JENKINS UP - JENKINS DOWN Teams sit on opposite sides of the table. The first player holds up a coin for the other team to see. Then everyone on that side of the table puts their hands under the table, and the coin is passed randomly from player to player. After a brief time, an arbitrary 'captain' from the other team says "Jenkins Up!" and the coin passers place their closed fists on the table. The captain then calls "Jenkins Down!" and the coin team all slap their hands on the table, hoping whoever has the coin won't slap it too loudly. Each member of the guessing team then gets one chance to find who has the coin. Each time the guesser misses, the coin team wins five points. The guessing team continues until the coin turns up, at which time the coin goes across to the other team for another round.

SEA ADVENTURES

FISH IN THE SEA All players except one stand behind a line. "It" stands between that line and another line about 40 feet away. He calls "Fish in the ocean, fish in the sea, don't get the notion you'll get by me!" The "fish" then leave their line and try to cross the other line without being tagged. Players who are tagged join "It" to tag others in the next round.

PIECES OF EIGHT Sixteen "Pieces of eight" (pennies) are laid face up on a table. In turn, each Cub Scout uses a spatula to flip over all the coins so they show tails as fast as he can. Leader is the timer.

WALKING THE PLANK Lay an eight-foot-long 2 X 4 or other board on the ground or floor. In turn, Cub scouts are blindfolded and try to walk the plank. If they fall off, they have been eaten by sharks, and are eliminated.

LONG JOHN STUFF You will need two pairs of long underwear and about 100 small balloons. Divide the group into teams. One member of each team puts the long underwear on over his clothes. Give each team an equal number of balloons. On the signal "GO" the team members must blow them up, tie them, and stuff them into the longjohns. The team that stuffs the most balloons in an allotted time period is the winner. To count the balloons, start with the boy who looks like he has the least, and pop the balloons, through the longjohns, while the team counts. (Don't stick the boy!)

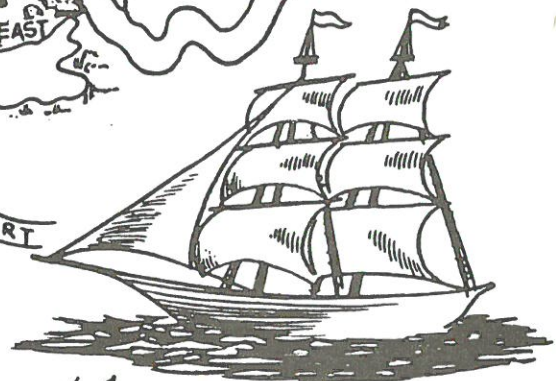
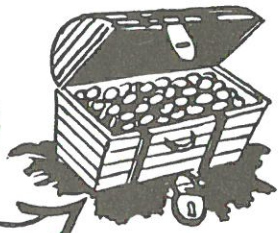
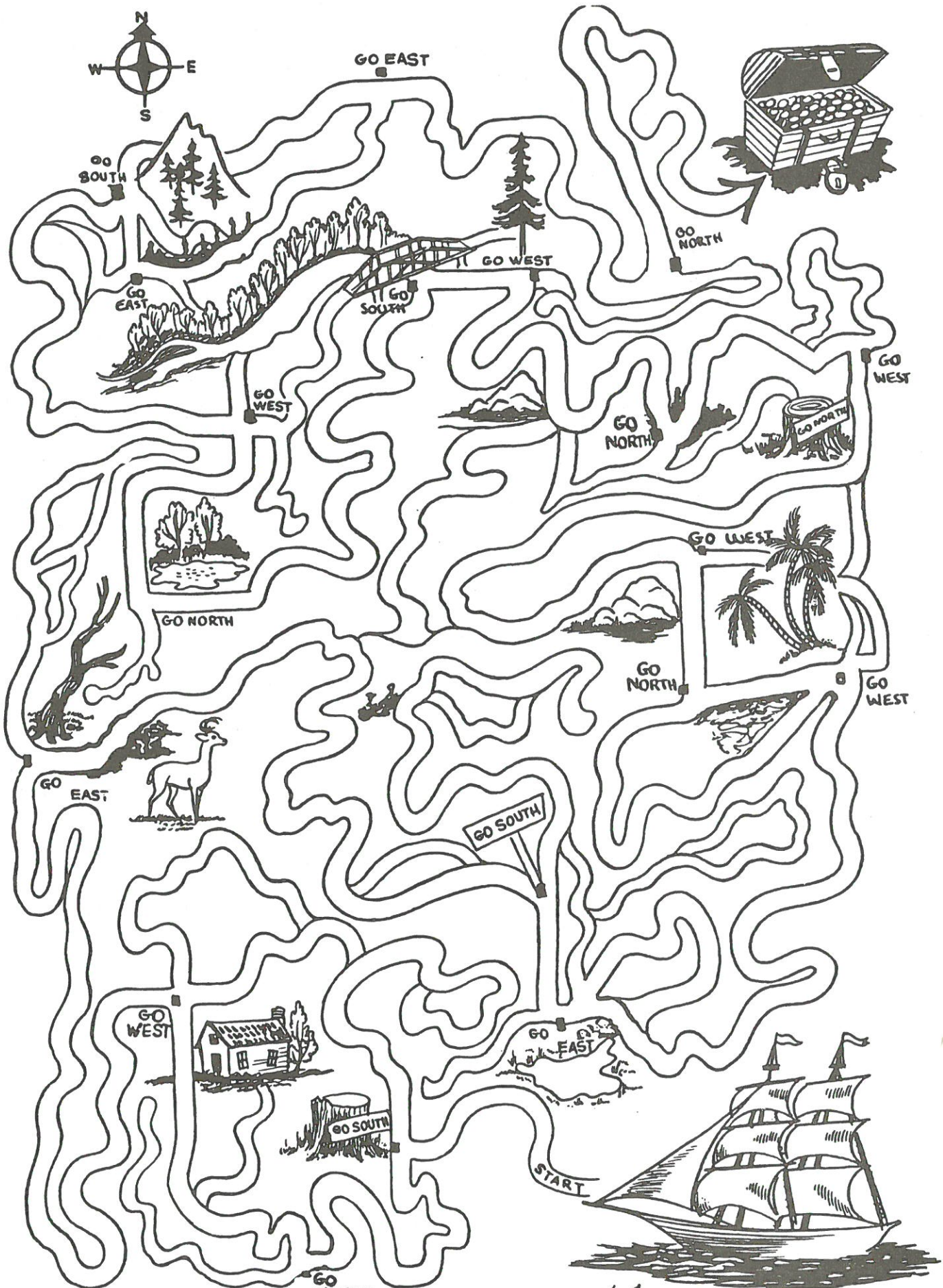
PIRATE GOLD (On the following page) 1) The object of the game is to go from the pirate ship to the buried treasure by following the compass directions along the route. 2) First, study the compass on the map and learn the directions: North is up, towards the top of the page; South is down, towards the bottom of the page; East is across, toward the right side of the page; West is across, towards the left side of the page. 3) Start from the ship. Follow the path. By following the directions along the route you will make the shortest and fastest journey to the buried treasure. This could be played as a game by two or more players, using markers, and tossing a coin to indicate moves. Heads, go forward one place, tails go back one. A boy could get stuck on "START" for awhile! First to complete the course is the winner.

CANADA, OUR NEIGHBOR

BAT THE BALLOON Divide the den into two teams. Teams sit on the floor, facing each other, with feet extended and soles touching the soles of an opposing player. Each player keeps his left hand behind his back. The leader throws a balloon into the center of the line. Players on both teams try to bat it with their right hands so that it goes over the heads of the opponents and lands on the floor behind. Score one point for each success. Set a timer, and play for a pre-arranged time limit.

GUARD THE GOLD Set a bowling pin or plastic detergent bottle in a two foot diameter circle you have drawn on the floor. Draw a second circle about ten feet in diameter around the first. The Prospector must guard his 'gold mine' from the 'claim jumpers', who stand outside the larger circle and try to knock over the pin by tossing a ball at it. A player who knocks the pin down becomes the prospector and guards the claim. The other boy joins the circle players. A player may enter the circle to retrieve a ball, but must go back outside it before he throws. Boys in the circle can pass the ball among themselves, so the prospector has no idea from which direction the ball will be tossed.

GEIGER COUNTER For this game, everyone is seated around the room. One volunteer leaves the room, and the leader finds a hiding place for the object agreed upon. The person returns, and tries to find the object. The rest of the group, like a geiger counter, tick-tick-ticks slower as he moves away from the object, and faster as he nears it. Time each player to see who can find the object in the fastest time.

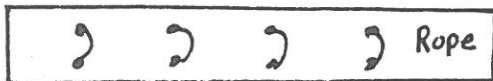


Pirate Gold

WORKING WITH WOOD

HAMMER IT Have a nail pounding relay race. Give each boy a nail. He will run to an old 2 X 4 and pound in his nail, return to his team and tag the next in line, who does the same with his nail, until the entire team has finished. First done is the winner.

Make some SKIS out of 1 X 4 boards that will accommodate two or three boys at once. Just drill holes in the wood, and put the rope through the holes, forming loops for the players feet. Each team then races around a goal on these skis.

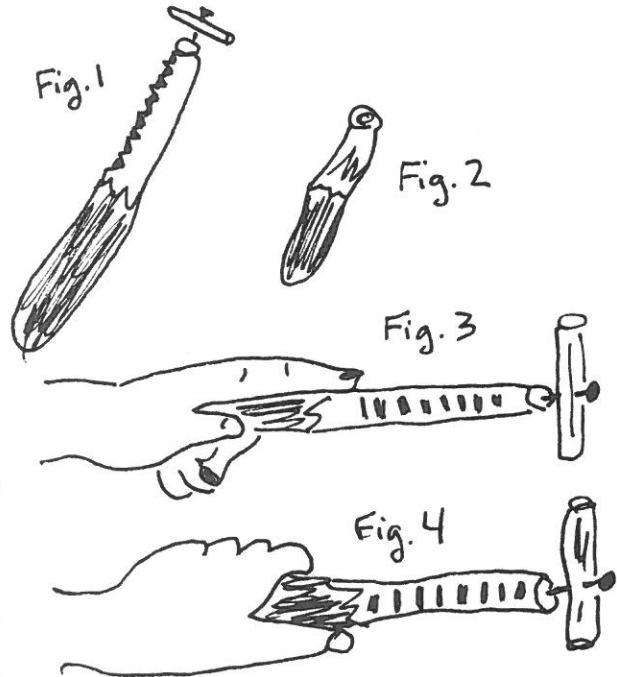


PROPELLAR STICKS (For Bear Scouts who have earned their whittling chip or are working on it). If you know the secret, you can pretend to use the propeller stick as a lie detector. Get the propeller spinning, and ask a question. If the answer is yes, the propeller will continue spinning in the same direction. If the answer is no, it will stop and then go the other way.

Cut a stick, or a piece of a dead tree branch, about 8-12 inches long, and whittle half the length of it down to bare wood. On the whittled end of the stick, cut about six or eight notches in a row, Fig 1. Make the propeller from a smaller stick about three inches long, and whittle it down to bare wood. It doesn't need to be shaped like a propeller at all. Find the center of the propeller and make a hole through it slightly bigger than the thickness of the headed nail. You can make the hole with a drill or a fatter nail wiggled around and pulled back out. Mount the propeller with the headed nail onto the notched end of the bigger stick, Fig 1, but leave it out a little so it will spin easily.

The rubbing stick is made from another wood piece about as round as the notched stick, but only half as long, Fig. 2. Whittle down one end to a slightly pointed end to be used for rubbing the notches.

Now to explain the "trick." Hold the propeller stick in one hand and point it slightly down. Hold the rubbing stick in the other hand, and rub the pointed edge back and forth over the notches. To make the propeller change directions, put your pointing finger along the side of the notched stick, Fig.3. To change the spin, take your finger back and put your thumb out along the other side of the stick, Fig.4. You may need to experiment with speed, pressure, and rhythm of rubbing to get the propeller to go.



BACKYARD FUN

ANGLEWORM RACE Divide the den into two teams. Line them up in relay formation. Players on each team sit on the floor and bend their knees so their feet are close to their buttocks. Each player reaches back and grasps the ankles of the boy behind him. On signal, the boys raise their buttocks from the ground and move forward, keeping hold of the next boys ankles. The first team to cross the finish line without breaking formation is the winner.

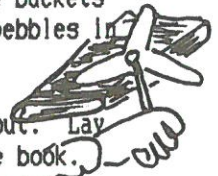
SLAP THE MOSQUITO Blindfold one player and have him sit on a box in the middle of the room. Give him a rolled up newspaper. Other players crawl around on hands and knees, each one buzzing and trying to touch the blindfolded player with his "stinger" (forefinger). The blindfolded boy swats at them. If he hits one, that player must sit blindfolded and be the mosquito's victim. The player who touches the victims most often is the winner.

SPONGE BALL TAG Played like regular tag, except the tag is made by throwing a sponge. When "It" hits another player, the latter will then be "It", pick up the sponge, and try to tag another player.

DINOSAUR EGG HUNT Hide a watermelon in the brush near your picnic area. Tell the players that you believe there might be a dinosaur egg nearby: "It's bright green and this big!" When they spot the 'egg' each player should come whisper where they saw it to the leader, so the others can keep looking. When all have spotted the 'egg,' then you can eat it for dessert.

PEBBLE PLUNK Divide the den into two teams. Give each player two pebbles, or pennies. They must drop their pebbles from behind a line drawn in front of the target, and from shoulder height. The targets are margarine tubs inside an ice cream bucket. The buckets are also filled with 8 inches of water. The team which manages to get the most pebbles in the margarine tub after all have dropped their pebbles is the winner.

BOOMERANG Trace the boomerang pattern on a piece of stiff cardboard and cut it out. Lay the boomerang on a book or magazine with one prong extending over the side of the book. Tip the front of the book slightly up and hit the prong of the boomerang with a quick forward stroke of a pencil. If you hit it correctly, the boomerang will whirl out across the room and return to the spot where you are standing.



LEAF DARTS For a quick backyard game, have each boy make darts from 4 or 5 maple or oak leaves of uniform size, with an inch or two of stem. Wrap stems with tape to add weight. Throw the leaves, dart fashion, aiming at a bucket or box.

DING BALL This game is played in a swimming pool with a volleyball net dividing two teams. The teams are given every kind of ball (ping-pong, volley, football, soccer, beach ball, etc.) The object is to throw as many balls as possible over the net so the opposing team has more balls on their side when the whistle blows.

HIGH COUNTRY USA

LOG ROLLING CONTEST Make a log from two empty oatmeal boxes taped together at the bottom. Teams lined up for relay races, use a broomstick, dowel, or gift-wrap tube for a pusher. First team to roll their log past a goal line and back until all team members have had a turn is the winner.

FLAPJACK FLIPPERS String a rope between two trees, or have two boys hold them level and taut. The boy tries to flip a linoleum or wooden flapjack from his frying pan, over the rope, and catch it back in the pan. Keep raising the rope until he misses. Then let another player try.

KING OF THE HILL Draw a circle about ten feet in diameter on the ground. All den members stand in the circle. On signal, they try to push each other out of the circle. When a boy has both feet outside, he is eliminated until the next round. No hitting is allowed. The last boy in the circle is the King of the Hill for that round.

PIKES PEAK Divide the group into two teams. Let each team choose a captain. Both captains are then stranded on Pike's Peak, located about two hundred to three hundred yards from Pike's Dam (a water source). Each captain holds an empty gallon water container. Each team member is given a small dixie cup. The object is to fill the cup with water at Pike's Dam and then carry it to fill the captain's container. The first team to have a completely full container wins. It is okay to try and make the other team spill their water before they get to their captain, but beware, they will be doing the same thing to your team!

CUB SCOUT MAGIC

CUT THE CIRCLE (Mobius twist) Cut a 2-inch strip from a sheet of newspaper. Give the strip half a twist and tape the ends together. Now cut the strip down the center. You should get two circles, right? Wrong! You have one circle, but it is twice as long as the first. Now cut this strip length-wise down the center. Surprise! You have two circles linked together.

OUT OF SIGHT Tell the cub scouts that you have a magic newspaper. You can put it on the floor and two of them can stand on it but they won't be able to see or touch each other. When the boys are properly baffled, lay the newspaper in a doorway, station one boy on either side of the closed door.

BRAIN TEASERS Here are three brain teasers to use in quiet moments. Use toothpicks or previously burned matches.

1. Start with four matches, take away one and still show



2. Take away one match, Finish with two triangles.



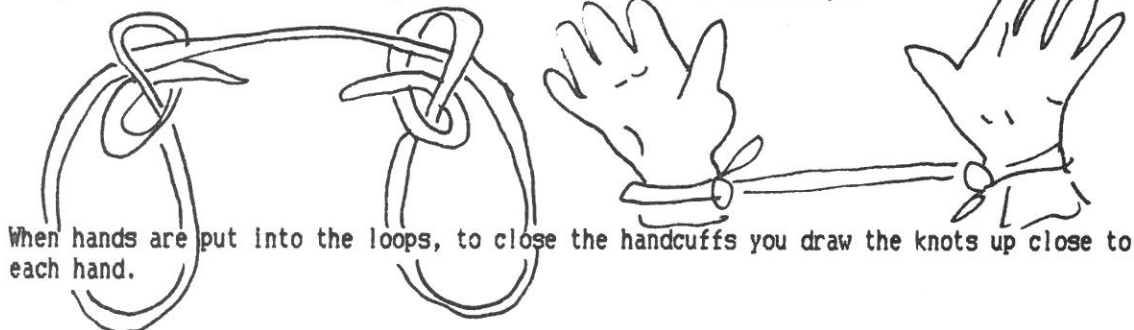
3. Add ONE match, finish with FOUR squares.



ANSWERS



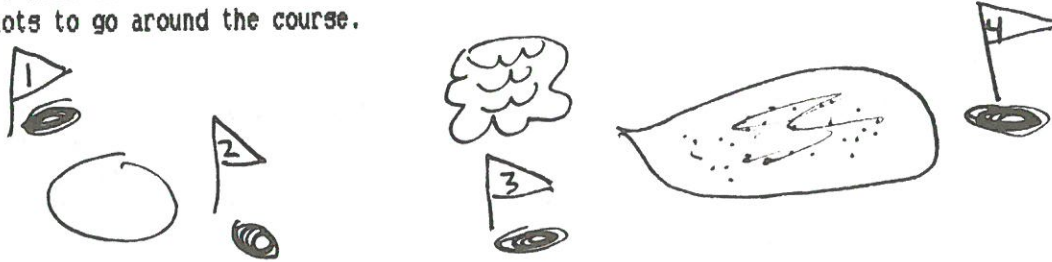
ROPE HANDCUFFS How about making a pair of rope handcuffs, they are very simple to make. All you have to do is make slip knots at both ends of a short rope.



MORE GAMES

SURVIVAL TRAINING Two beanbags, two jump ropes, and two rubber balls are needed. Divide players into two teams. They stand behind a starting line. At a turning line 15 feet away are a jump rope, a beanbag and a ball. On signal, first player run to a line, jumps 10 times with the jump rope, tosses the beanbag in the air 10 times, and bounces the ball on the floor 10 times. He runs back to tag the next player, who repeats the actions. First team to finish is the winner.

MARBLE GOLF Bury baby food jars to the brim for holes. Make flags of paper triangles glued to craft sticks. Add water hazards and sand traps as you wish. The golf "shots" are made in the knuckles-down way for marbles. Winner is the one who makes the fewest shots to go around the course.



PICK IT UP Stand with your back against a wall, heels touching the wall. Try to pick up a coin without moving your heels away from the wall.

ARISE Lie flat on back, arms crossed on chest. Try to get up without uncrossing your arms or using your elbows.

LINE JUMP Stand with toes touching a line. Lean over and grasp toes with hands. Try to jump over a line without letting go of toes.

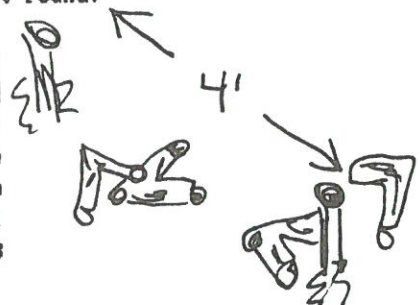
MAKE IT KNOT Ask if anyone can pick up a rope about 4 feet long, one end in each hand, and tie a knot without letting go of the rope. The secret - first cross your arms, then pick up the ends of the rope. When you uncross your arms, the knot is made.

ICE CREAM RELAY Give each pair of boys a dish of ice cream which they will share. Also give them two plastic spoons that are tied together with about a foot of string. This is what they must eat with. The first pair of boys to finish their ice cream are the winners.

THREE MAN TUG-OF-WAR Fold a handkerchief into a triangle. Tie a rope to each corner of the triangle. Have the boys sitting on the floor, rope stretched taut between them. On signal "Go" they try to pull the rope toward themselves. First to do so is the winner.

STIR THE CAKE All players except one (the cook) are seated on chairs in a circle. The cook has a wooden spoon and stands in the center. He makes stirring motions and says, "First we have to stir the cake. We have to stir, and stir, and stir..." Suddenly he drops the spoon; when that happens everyone, including the cook, scrambles for a new chair. The one left without a chair is the cook for the next round.

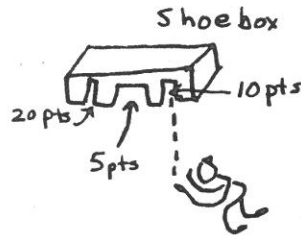
TWIG HORSESHOES Use two straight sticks for pegs, and four forked ones for horseshoes. Paint the horseshoes red and green. Put pegs in the ground about four feet apart with two inches above the ground. Each player pitches his two horseshoes at peg. Ringer counts three points, leaner two points. If there are no ringers or leaners, shoe nearest peg counts one point. Game ends when the score of 21 is reached.



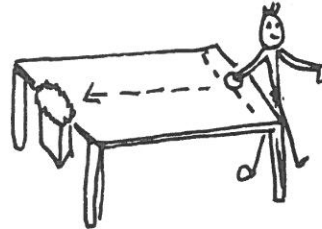
GAMES TREASURE CHEST

Every time you find a new game, put the directions on a 3X5 card, and keep them in a file. Collect the needed props and save them in a "Games Chest," which could be made from a large carton decorated and signed by the den members. If a meeting starts lagging, have the denner choose a game from the file to help change the pace.

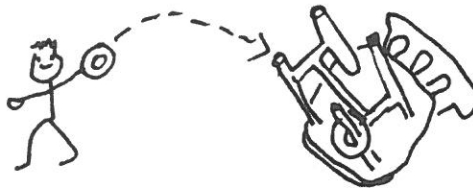
SHOEBOX MARBLES Cut various size holes in one side of the box, give them point values, and try shooting from a distance. Or set up a miniature golf course on a covered table, using small paper cups for the holes, marbles for balls, and pencils for clubs.



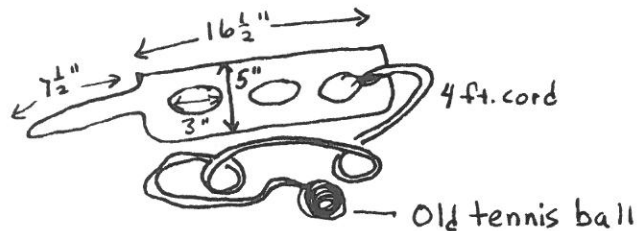
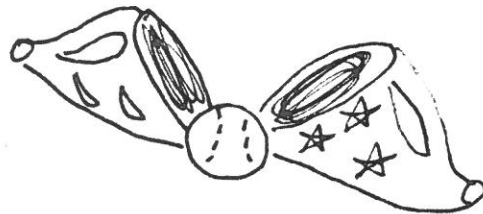
BAG HOCKEY Tape an open grocery bag on the end of a table. Use ping pong balls or margarine lids for hockey pucks. Each boy gets a set number of shots. Game ends when a pre-set score is reached.



RING TOSS Make rings by cutting the center from a paper plate. Tape on a coin to give it some weight. Toss the rings at the legs of a chair turned upside down. Assign point values to each chair leg.



SCOOP CATCH Cut clean bleach bottles carefully into scoops. Decorate with contact paper cut-outs. Two children stand apart from each other, and toss a ball back and forth using the scoops. Use foam balls indoors; tennis or wiffle balls outside. You could also play 'hockey' or 'keep-away' or similar team games using the scoop. These could also be made with paper cups and pom-pom balls attached with yarn.



Make a GO-ZINTA. See 1990-91 Program Helps, page 3 Feb 91 for directions.

RING & PIN was a gambling game played by Indian women. The object is to see how many rings you can catch on the stick. Whittle the end of a foot long stick so it is narrower on one end. Tie a 3ft cord to the handle, slip on several rings, and tie the cord to the last ring.



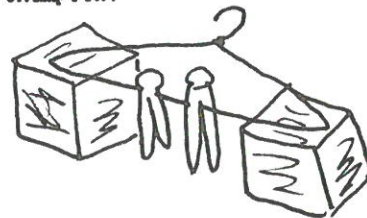
FISHING GAMES Fasten a ring to a string on the end of a stick for fishing games. Try to 'ring' a pop bottle, or try to stand a tipped bottle back up using the ring. Or fasten a large nut to the string, and try to catch clothespins floating in a tub of water.



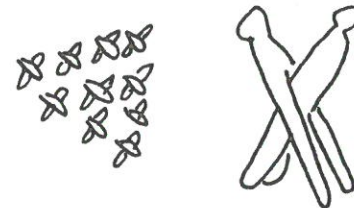
BOWLING GAMES Save 10 quart-size soda bottles for bowling games. Or try Dutchman's bowling; this is played by tying a bottle to a tripod. The player tries to touch the bottle on the "re-bounce" for three points. If the ball touches on the first toss, a point is deducted.

CLOTHESPIN GAMES (1) The old favorite of dropping clothespins over a chair into a narrow-necked bottle is still fun. (2) Another game uses clip-on pins. Give each boy six pins. They must try to pin a pin on another boy's clothing, while trying to avoid getting any pinned on themselves. Each of his six pins must be hung on six different players. After you have hung your six clothespins, you are still in the game, but must also avoid getting more pinned on yourself. At the end of a time limit, the person with the least pins is the winner. Another way to play is to divide into pairs, try pinning your six pins on your partner; at the end of the time limit the person with the least pins continues to pair off with another winner until you have a champion.

(3) Rest the curved ends of a coat hanger onto two boxes. Hang several clothespins over the hanger. The pins should just clear the table. Roll a small ball toward the clothespins from a distance of several feet. When a pin moves, score one point. If a pin falls off, score five points. For a more difficult game, use a spool in place of the ball.



(4) Join ten pairs of clothespins by pushing the prongs of one between the prongs of another to form an X. The pins will stand up and can be arranged for a bowling game, using a small rubber ball to see how many can be knocked down.



Any number of games can be played if you have a variety of balls in your game chest. The simplest involves bouncing a tennis ball, nerf ball, ping-pong ball, rubber ball, and a golf ball into a box, from a distance. Or balance them on a paddle or the back of your hand during relay races.

A well-supplied game chest should have a number of 3-4 foot rope lengths in it for knot games. One that is fun is a Square Knot race. Players are in a circle. Each has a length of rope, and he ties it with a square knot to the rope of the player on his right. When all the knots are tied correctly, the leader calls out the names of two players. Those boys untie their ropes and run around the circle, carrying their rope. When they get back to their place, they retie their ropes. First to finish their knots correctly score a point. Game goes on until all players have run at least once.

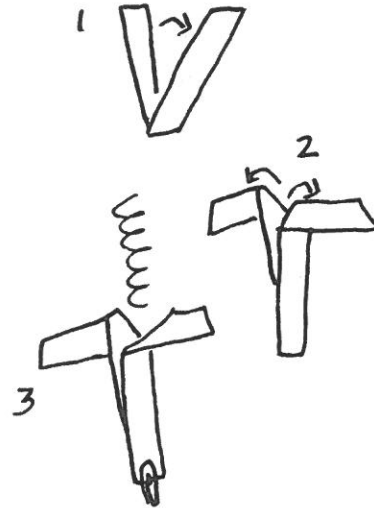
Play **MUSICAL CHAIRS** or **FRUIT BASKET UPSET**. Adapt either game to the monthly theme; for example, during Explore Your Neighborhood, give the boys places like zoo, school, DQ, park, etc. and have them 'move around town.' In October use halloween objects for switching, in December use Christmas items.

Have all the boys remove their shoes. Put them on a pile, line up the boys at a starting line; they race to find and put back on their own shoes and return to the starting line.

If you have access to a deck, making and tossing whirly-gig is fun. Here are two different but similar patterns you could try. Boys could make some of each to see which works better!

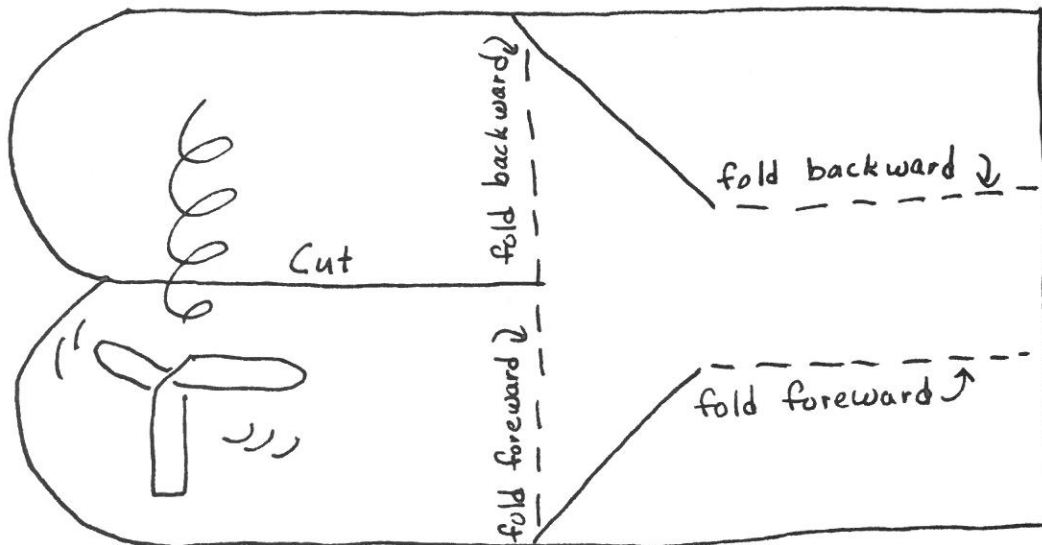
WHIRLY-BIRD

1. Fold a 10 x 1 1/2 paper in half.
2. Fold one strip half-way down as shown. Turn over and do the same to the other half of the strip.
3. Fasten a paper clip to the bottom for weight.



WHIRLY-GIG

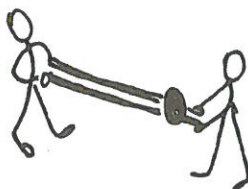
Trace the pattern on craft paper. Cut it on solid lines, fold on dotted as directed. Put a paper clip on the bottom for weight. When dropped from a high place, the whirlygig will rotate slowly to the ground.



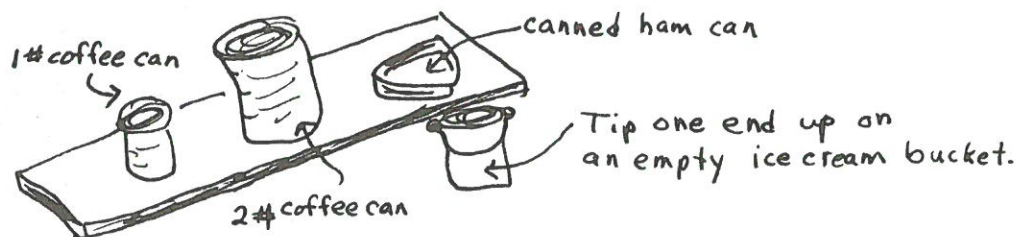
WIN/LOSE/ OR DRAW This game is always fun, and can be adapted to most any monthly theme. Save the category cards and have a Merry Mix-up game at the end of the year.

There are many games that can be played with balloons. **OVER AND UNDER** is always fun. Or have the boys try to be the first team to break their balloon by pressing it between their backs. Or bat blown-up balloons through an obstacle course. Or have them blow up their balloon and let it go; pick it up where it lands, blow it up again, and continue until the balloon passes a goal line. Since balloons go every-which-way, this could be interesting!

Two lengths of broomstick or dowels can be used for the skill game of tipping a ball back and forth between two people. Or try jumping over them or 'stepping thru them.'



There are many types of targets that can be used for balls, bean bags, or lids thrown frisble style. Cans of various sizes nailed to an old board; each assigned a different point value is one idea.



Two shopping bags are handy in your game chest. They can be used to play Pony Express, or be filled with old clothes for a dress-up relay race.

Boys like soap bubbles. Here is an easy recipe: 1 cup water, 1 T. dish detergent, and 1 T. cooking oil. Any house-hold object that has holes in it will work for a blower, or maybe you have loops left over from store-bought bubble kits.

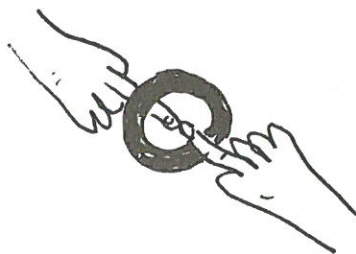
DUCK ON A ROCK Balance a tennis ball on a bucket turned upside-down. From a set distance each boy gets 5 tries to knock off the "duck". He scores a point for each success. If he hits the bucket so hard it moves, he must deduct a point from his score.

TWEEZER TRANSPORTS Place a few small objects in a bowl on one side of the room. The boys use a set of tweezers or sugar tongs (or a clipple clothespin) to carry them across the room. If dropped, he puts the object back and tries again. This can be a timed race to see who gets done the quickest, or as relay with two teams trying to move identical sets of objects.

Have the boys build a tower with blocks. Then take it down from the **BOTTOM** to see how long it will **NOT** fall down.

Use masking tape to mark lanes on a table top or the floor, and have the boys race peanuts in the shell down the tracks. Use straws to blow the peanuts. Or same game, using potatoes and pushing with their noses.

RING PASS Played with two or more teams. Each team is given the same number of rings (Kerr bands work well). Using his index finger, first player picks up a ring, and transfers it down the line to the next players' finger. When first ring is moving, starter can pick up another ring. All rings can be moving at once. Team wins when all rings are at the end of their line. Plastic straws or craft sticks could be used to pass sticks instead of fingers.





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DEVELOPING YOUR SKIT

What are skits? Why have skits? How to write skits?

A skit is a dramatized joke or funny situation with a "snapper" line at the end. Skits offer the opportunity for a boy to develop his creative ability and to broaden his base of attitudes.

Use KIS-MIF. Keep it simple, make it fun. Fun makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the Cubs. What is fun? It seems odd, but that constant griper who is very unfunny gives us a good definition of fun with his usual complaint that "nothing ever turns out right." When "nothing ever turns out right," the audience laughs. All of us laugh at the unexpected. Let the Cubs write their own skits. Give them the theme of the month and let them put their feelings and thoughts down on paper, and I will guarantee you that you will be surprised to find out that they can write their own skits. Who knows, that boy in your den may be a 'playwright' someday.

To avoid problems:

1. Keep it simple.
2. Keep it short (3-5 minutes).
3. Avoid long memorized dialogues.
4. Use simple props.
5. Let every boy participate.
6. Make your audience hear.



A skit is short and everything depends on the lines--especially the "snapper" lines. Decide which lines are important and have the boys learn these well. They should speak slowly, clearly and loudly. Never turn their backs on the audience while speaking. Move around a lot, use sweeping gestures and exaggerated actions.

Don't worry about props, scenery or costumes. Props can be made from cardboard and signs can be put up to indicate scenery. Costumes can be made by adding appropriate accessories to everyday clothes. Instead of making them of fabric and sewing, cut costumes out of crepe paper and glue or staple them together. A straw hat and work clothes depict a farmer. A fisherman could wear a raincoat and boots. Make the costumes something the boys can do themselves.

WHERE TO GET IDEAS FOR SKITS

1. Monthly themes and Program Helps.
2. Cub Scout Books - Skits and Puppets, Den Leaders Handbook.
3. Library.
4. Joke page of "Boys Life".
5. Children's records.
6. Pack O' Fun magazine.
7. Your Cub Scouts - they will be a well of information.
8. Funny papers.
9. Watch the cartoons on T.V. to see what makes the boys laugh.
10. Children's stories.

You Never Saw It Before, Never Will See It Again

I have in my pocket something that you never saw before, and never will see again. In fact, no one, not even I have seen it before, and no one will ever see it again! (Now take out a peanut, in the shell, show it to the audience, crack the shell, show them the peanuts, eat the peanuts. They never saw it before - will never see it again.)

Proof That I Have Eleven Fingers

Tell the audience that you have eleven fingers, and will prove it. (Have a helper in the audience who will shout out "No, you only have ten.") You say, "All right, we'll see." Start counting, beginning with the thumb. "You say ten, so I'll start there and go backwards." Then you count "ten, nine, eight, seven, six." Then say "All right, that's six, and I have five fingers on my other hand, and everybody knows five plus six equals eleven!"

The Pet Flea

The actor introduces his pet flea, (give it any name you choose.) Explain that she is a special flea, and can jump, do backflips in the air, form a square in the air and do other tricks. He asks her to jump, holding out his palm and "watching" her performance. He congratulates her on a good job, asks her to do a back-flip, watches again, praises her and asks her to do the square in the air. Follow with his eyes as she passes the corners and lands back in his palm. Last he asks her to jump to the ceiling. He follows her with his eyes, pretends to lose her. Finally, he looks in the hair of someone close by, finds what he says is a flea, "Ah, there you are! Am I glad I found you!" Then he looks closer and exclaims "Hey, this isn't MY pet flea!"

The Amazing! Stunt

Props: Either a big box that the audience can't see into, or an object under a towel on a tray.

First scout enters, carrying the box, sets it down. Then the other scouts in turn enter, look in the box and comment; Wow!; Amazing; Super; I can't believe it!"; Ah-ha; etc. Last scout picks up the box after making his comment, and all walk off the stage.

NEVER LET THE AUDIENCE SEE WHAT IS IN THE BOX.

The Crying Stunt

The group walks out together, everybody crying. Someone asks why. They say it's because they forgot to prepare a stunt!

Quick Skits

These very short skits mostly require only one or two players. In vaudeville days they were called black-outs.

Cub Scout 1: How come you didn't wait to see the second half of the play?
Cub Scout 2: Didn't have time. The program said it took place a year later.

Cub Scout 1: What is the date today?
Cub Scout 2: I don't know.
Cub Scout 1: Look at the newspaper.
Cub Scout 2: That's no use. It's yesterday's paper.

Librarian: Please keep quiet, little boy. The people near you can't even read.

Little Boy: Then what are they doing in the library?

Cub Scout 1: enters, dragging a rope.
Cub Scout 2: Why are you dragging that rope?
Cub Scout 1: Have you ever tried to push one?

Fortune Teller: That will be \$20 for two questions.
Client: Isn't that a lot of money for two questions?
Fortune Teller: Yes, it is. Now, what is your second question?

Radio Announcer: We interrupt this program for a spot announcement.
Dog: (offstage) Arf! Arf! Arf!
Radio Announcer: Thank you, Spot.

Cub Scout 1: Did you hear how my mother strained herself?
Cub Scout 2: No, how did she do it?
Cub Scout 1: She ran through a screen door.

4 Short Character Jokes

Dress in costumes, use appropriate props for each joke.

Patient: Gee, thanks doctor. The pain is all gone. What was the trouble?
Was it arthritis?

Doctor: No, your underwear was just twisted!

No Fishing: Young boy sitting on the shore with a fishing pole in hand, a prominent NO FISHING sign in the background. The game warden enters. "Are you the game warden?" "Yep." "Well, don't worry sir, there's no problem. I'm just teaching this minnow how to swim!"

Cafe Customer: "Walter, I want you to know that there's a needle in my soup!"
Owner(who used to be a printer): It must be a typographical error, sir. It should be a noodle.

Mother returns and asks the babysitter how she and Junior got along. "Just fine ma'am. He swallowed a bug, but don't worry. I had him take a dose of insect powder.

The Giving Stunt

While the boys are singing, some are assigned to pass out the items. You will need peanuts, candy kisses, chewing gum, and eggs which have had the egg blown out, leaving only the empty shell (the audience doesn't know the shells are empty). The melody is the song "Did You Ever See a Laddie"

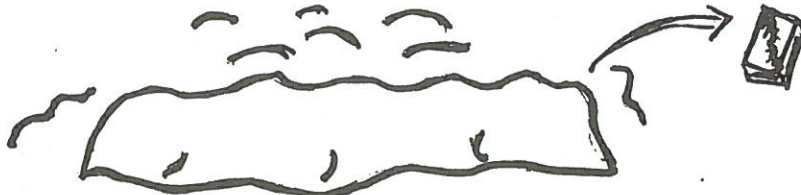
Den ___ Has some peanuts, some peanuts, some peanuts,
Oh, Den ___ has some peanuts; they'll give them to you.
They'll give them for nothing,
They're free and they're crunchy.
Oh, Den ___ has some peanuts; they'll give them to you.
(One or two boys toss peanuts in the shell to the audience.)

Den ___ has some kisses, some kisses, some kisses,
Oh, Den ___ has some kisses, they'll give them to you.
They'll give them for nothing
They're free and they're so sweet.
Oh, Den ___ has some kisses; they'll give them to you.
(Some boys toss out Candy Kisses)

Oh, Den ___ has some chewing gum, chewing gum, chewing gum,
Den ___ has some chewing gum, they'll give some to you.
They'll give it for nothing
It's free and it's chewy,
Oh, Den ___ has some chewing gum; they'll give it to you.
(Some boys distribute gum to different people.)

Oh, Den ___ has some rotten eggs, rotten eggs, rotten eggs,
Den ___ has some rotten eggs; they'll give them to you.
They'll give them for nothing
They're free and they're smelly,
Oh, Den ___ has some rotten eggs, they'll give them to you!

(All boys toss eggs - shells, that is - at the audience. If you are outside, it might be funny to fill some of the egg shells with water.)



Giant Caterpillar Stunt

Three or four boys are on hands and knees with sheets or blankets over them, representing the Caterpillar. A boy playing the Explorer feeds it a box of fruit, and the boys empty it and rattle rock-filled cans and move up and down as if digesting the food. The empty box is tossed out the rear. Suddenly the caterpillar grabs the Explorer and pulls him under the sheet. After much commotion, articles of clothing, which were concealed under the sheets, are tossed out, and the caterpillar crawls off (with the victim staying under the sheets).

I DID IT WITH MY LITTLE HATCHET

Audience Participation Stunt

Give cards marked with 1 - 12 to members of the audience, who will read them loud and clear when the narrator holds up the appropriate cue card. Also have a cue card marked "chorus", which can be the entire audience or a pre-selected group of six to eight people.

The Story

In 1732, George Washington, the Father of his country, was born in a brick house in Wakefield, Virginia. Now, he wasn't the Father of his country the day he was born; That came several years later when he was older. In fact, when he was born he didn't say anything, but just lay in his cradle and bawled, because he knew that he and the other colonists needed a change.

While he was growing up he was a normal boy with a runny nose and pockets full of nails, snakes, and bubble gum. On his fourth birthday his father gave him a little hatchet, never dreaming that (1) "He was a little cut-up." As soon as his father's back was turned, George got himself an idea, and said to himself, (2) "If I dood it, I oet a whipping. I dood it!" and he went to hunt up his father's prize cherry tree.

Soon Father Washington came around and noticed the cherry tree lying on the ground. (3) "Who done it?" he yelled and started to look for George. Finally he found George, who was (4) "in the dog-house." To his father's question, George replied (chorus) "I cannot tell lie. I did it with my little hatchet." This pleased Papa Washington for he had always said (5) "Honesty is the best policy." so he gave George two silver dollars for his honesty and told him he had better clean up the mess, and take the cherries to his mother.

When George came in the house his mother said (6) "If I'd a knowed you was coming I would have baked a cake." But George said he would rather have her bake a cherry pie, which she did. At supper, Father asked (7) "What's for dessert?" Mother showed him the pie, and Father said "My, what a fine pie. Who made the lovely design on the top crust?" Shyly, little George spoke up (chorus) "I cannot tell a lie. I did it with my little hatchet."

The next day some boys came to visit, so George decided to play a trick on them. He carved the trunk of the cherry tree into a little canoe and paddled it across the Potomac River. There he placed one of his silver dollars. When he came back he bragged to his friends that he could throw a silver dollar across the river. The boys didn't believe him, so he gave his best heave to the second dollar. Then he took the boys to see his new canoe. When they asked where he had gotten it, he modestly answered (chorus) "I cannot tell a lie. ...etc." They paddled across the river, and looked for the silver dollar. George told them where to look, and when one of them found it he said (8) "By George!" and Washington's reputation for strength became as well-known as his reputation for honesty.

George grew up to be a surveyor and a soldier. He led troops against the French and Indians around the headwaters of the Ohio River. When his superiors commented on how straight and good his roads through the wilderness were, he always said (chorus) "I cannot tell a lie. ... etc." George was a peace-loving man, but wasn't afraid of a good fight. Once after a fight with the Indians, someone remarked that they had been neatly scalped, and he had to admit (chorus) "I cannot tell a lie.etc."

But old King George of England began slapping on more and more taxes, until the colonists had to say (9) "I can't give you anything but love, Baby." The king added tax upon tax, one of them on tea. When the ship carrying the tea arrived in Boston harbor, the colonists ran to the dock and said (10) "What's up, Doc?" In defiance of the king, Washington and his men, dressed as Indians, chopped open the boxes and dumped them overboard. Someone said "That man from Virginia must have chopped them open," and Washington admitted, (chorus) "I cannot tell a lie ...etc." With the boxes, they built the Bunker Hill Monument, and as he drove in the last nail, Washington sighed with pride (chorus) "I cannot tell a lie ... etc" However, all the war was not victory, and there was a very long, cold winter at Valley Forge. The soldiers came to visit Washington in his cozy stone house and said (11) "Baby, it's cold outside!"

The next morning, when they woke up, the soldiers found a long row of sturdy log houses had been built, and asked "Who did this?" Their Commander admitted (chorus) "I cannot tell a lie ... etc." When someone wanted to know who had built the ladder that Paul Revere used to climb the tower of Old North Church to hang his lantern, it was our friend George who who admitted, (chorus) "I cannot tell a lie ...etc." The war finally came to a victorious end and during the wild celebrations, the Liberty Bell was cracked. Years afterward, Washington finally admitted "chorus) "I cannot tell a lie ...etc."

After the war, Washington was elected the first President of his country, the very nation he had helped carve from the wilderness. In his first Inaugural address, he gave credit where credit was due, saying (chorus) "I cannot tell a lie ...etc."

George was a very home-loving man, and he found himself a cute little girl name of Martha. When he proposed, she admitted (12) "I love you a bushel and a peck." Overlooking the Potomac he built her a huge mansion called Mount Vernon. When visitors commented on what a nice house it was, he would proudly remark (chorus) "I cannot tell a lie ...etc." As he grew older and received many honors, he decided to build himself and Martha a tomb. Now, an ordinary man would use a pick and shovel, but he was different, and always said (chorus) "I cannot tell a lie. ...etc" And so, all around the world, people honor and revere the memory of George Washington, and thousands come to visit that final resting place in that very tomb. But whatever became of the hatchet, I do not know, and as for this story -- I CANNOT TELL A LIE. I DID IT WITH A LITTLE IMAGINATION.

The First Thanksgiving

Narrator, boys in costume pantomiming the necessary actions.

In sixteen hundred and twenty-one, (pantomime digging up soil)
The Pilgrims knew their work wasn't done,
But they took time out from their toiler's ranks, (sit and eat bread)
To break bread together and give thanks.

The cut down trees and buried their dead. (chop down trees)
They'd grown yellow corn to grind for their bread. (plant seeds)
They'd crossed the oceans and weathered the waves, (sit, rock back and forth)
And learned knew ways from Indian Braves.

They'd built log houses with earthen floors. (lift heavy logs)
They had no bakeries or no stores. (stirring and kneading dough)
They cooked over fire, and worked in the rain, (stirring a large pot)
They had very little, but didn't complain.

They had come to this land to be more free,
And they didn't miss harsh tyranny.
They were grateful for fresh water, and tasty fish (catching & cleaning fish)
And all the land for which they could wish.

They knew they had much more to do,
The work was great, and their numbers few.
And though they had no time for play, (resume pantomime of eating feast)
They took time out for this Thanksgiving Day.

PILGRIM THEATRE

Vegetable puppets can be used for this skit. Two puppeteers manipulate the puppets while other actors speak the lines. To include more boys, have a different child with each puppet or add more Indians and Pilgrims.

Scene 1

(As the scene opens, a pilgrim husband and wife are talking.)

SHE: (crying) I don't know what I'm going to do! You've invited 150 people for dinner on Thanksgiving. I don't have enough dishes. I don't know what to serve. I have nothing to wear. I just don't know what I'm going to do!

HE There, there, dear. I'm sorry. It was just one of those things. I asked a few people and, before I knew it, word got around and everyone wanted to come. Even the Indians asked if they could come. I didn't know what to say!

SHE: You could have said NO! Oh dear, what will I do with 150 people?

(A TURKEY ENTERS)

TURKEY: Gobble, gobble. Sure, you've invited 150 people, but not one turkey!

SHE: I'm sorry, but there are just too many people coming already.

TURKEY: Gobble, gobble. Humph! Okay. If that's how you feel! You'll be sorry. We turkeys will have our own Thanksgiving dinner.

(THE TURKEY EXITS AND AN INDIAN ENTERS)

INDIAN: Say, I want to thank you again for inviting all the Indians on Thanksgiving.

(THE WIFE STARTS CRYING AGAIN.)

INDIAN: What's the matter, did I say something wrong?

HE: Oh, no. She's just a little upset about the dinner. There are 150 people coming, and she doesn't know how to handle it.

INDIAN: Tell her not to worry about a thing. Just leave everything to the old "Kernel" here. I'll help you fix a dinner that's finger-lickin' good!

HE: You will? But how?

INDIAN: It's easy! I'm the owner of Plymouth Rock Catering.

SHE: Plymouth Rock Catering! I've never heard of them!

INDIAN: Plymouth Rock Catering is quite well known here. We served food at a big bash the Indians had for Columbus.

HE: Oh, really? I didn't know the Indian had a party for Columbus!

INDIAN: We sure did. Not too many people are aware of it. In fact, Plymouth Rock Catering came up with a big new dish, just for Columbus -- they called it "pizza."



SHE: I never heard of it.

INDIAN: It was so good, Columbus took the recipe back to Italy with him. He said that he was going to make it into a national dish.

HE: That's great! Maybe you can come up with a national dish for us!

INDIAN: I'm sure we can. Now, let's see. There's roast beef.

SHE: Oh, heavens no! We had that where we came from.

INDIAN: Or ham, or lamb, or how about duck?

HE: No, none of those sound quite right.

INDIAN: Are the tutkeys coming?

SHE: No. That would have been just too many people. Tom Turkey said they would have their own Thanksgiving dinner.

INDIAN: In that case, I'll serve my specialty -- southern fried chicken. Turkeys hate it.

SHE: Southern fried chicken! It sounds delightful! How do you make it?

INDIAN: That's an old tribe secret. But I promise you'll love it. Now, that's settled -- southern fried chicken dinner for 150 people on Thursday. Right?

HE: That's right. We can't thank you enough. We'll see you then.

INDIAN: Okay. And don't worry about a thing. Goodbye.

HE & SHE: Goodbye. (All three exit. Drop Curtain.)

SCENE 2

(It's the day of the dinner. The Pilgrims and Indian come on stage.)

INDIAN: Well, everything is all set. I'm surprised nobody's here yet.

SHE: I am, too. Here it's time for dinner, and not one person is here! I wonder where they could be?

HE: Will the chicken stay warm?

INDIAN: It should. I'll check the kitchen to make sure everything's all right.

SHE: Let me know if anyone's coming, too.

(INDIAN EXITS.)

HE: I really don't understand it. I'm sure I told everyone the right day-- Thanksgiving, the last Thursday in November. How could they be confused?

(THE INDIAN COMES BACK ON.)

INDIAN: Now, that's strange. I just went to the kitchen, and everybody's gone - the cooks, the waitresses, - everyone! I didn't even see a turkey.



HE: I'm not surprised you didn't see a turkey. All of the turkeys are at their own Thanksgiving dinner.

SHE: Where do you think everyone went?

INDIAN: I don't know, but here come's Tom Turkey. Maybe he can help us.

(THE TURKEY ENTERS.)

TURKEY: Gobble, gobble. Well, folks, how's your dinner coming along without us.

HE: Not too well. Nobody's here. Have you seen anybody?

TURKEY: Oh, sure. I've seen everybody.

SHE: You have? Where?

TURKEY: Over at our place, of course.

INDIAN: Your place? What are they doing there?

TURKEY: They're having dinner.

SHE: Dinner? But they were invited here.

TURKEY: Well, I invited them too.

INDIAN: And they all went to your place? Why?

TURKEY: Because they remembered something that you should never, never forget.

HE: Oh my gosh. Of course! Now we remember!

ALL: THANKSGIVING ISN'T THANKSGIVING IF YOU DON'T HAVE DINNER WITH A TURKEY!!



THE FROG IN THE CREAM

So goes a story - by Lord Baden-Powell

One day a little frog went for a walk. He came upon a bowl of cream and fell in. He thought the cream was a new kind of water, and he tried to swim in it. He kicked and kicked and kicked. Just when he felt too tired to kick anymore, a strange thing happened. He had kicked so hard and so long, that he had churned butter from the cream. He found himself standing safe on a pad of butter.

Pour a half-cup of heavy sweet cream into a large jar. Add one tablespoon of sour cream. Cover the jar tightly and shake it hard. Take turns. When you have shaken it enough, a lump of soft butter will form. Pour off the liquid - buttermilk - taste! Place the lump of butter in a saucer. Press it with a spoon to get rid of the last little bit of water. Add a little salt and you are ready to spread it on crackers.

DOWN IN THE DUMPS

You will need at least six boys for the following characters:

Garbage Can	Newspaper
Pop Bottle	King Litterbug, and
Tin Can	one or more others

The skit has two acts; The setting for each is the same; it is the city dump. For scenery, you may have all sorts of debris strewn around the stage. Post signs, such as Clearance Sale, Going Out of Business, Trash and Carry. As the first act opens, all the characters, except the litterbugs are on stage.

POP BOTTLE: Well, gang, it looks like this is it. The city dump is about to be closed down.

TIN CAN: You know, we're the last of a vanishing breed. People are all either recycling their trash, or making things out of throwaways.

NEWSPAPER: Yes, it's really sad. Just think, with the dump gone, children will be growing up without knowing what it's like to get the beautiful smell of a dump on a warm summer night with the aromatic breezes blowing their way.

GARBAGE CAN: We should have known it was coming. For years now, people have been told, "Keep America Beautiful" "Don't Litter" "Recycle Now!" Sooner or later, they were bound to listen. People just don't have any respect for our feelings anymore.

POP BOTTLE: (Crying) And now, we'll be leaving our beautiful home. Oh, what will we do?

(THE LITTERBUGS COME ON)

KING LITTERBUG: What will you do? What will we litterbugs do? We'll be out of jobs. If there is no litter, who needs litterbugs?

1ST LITTERBUG: Just last Sunday, King and I went to a picnic. Would you believe there wasn't a single napkin left on the ground!

KING: Even the kids aren't cooperative anymore. I convinced one boy it was easier to just drop a banana peel, rather than to put it in a trash can. But his mother was right there to make him put it in a container.

1ST LITTERBUG: The only things left around anymore after a picnic are a few old rocks and twigs.

KING: We've got to do something. We've got to be just as organized as people.

NEWSPAPER: What do you suggest?

KING: Here's my plan. My litterbugs are going to make signs, such as "Don't be a Quitter, Please Litter". We'll also put out signs that say "Put Litter Here," but without a litter container nearby. Then too, as King of the litterbugs, I'm going to try to go on nationwide television to explain our case.

TIN CAN: What can we do?

KING: You can do a lot. Tin Can and Pop Bottle, I want you to go over to the recycling center and try to get the tin cans and bottles to come back to the dump. Give them the old loyalty pitch.

1ST LITTERBUG: Garbage Can, call a meeting of your neighborhood garbage cans, and get them to fall down or tip over just as people are starting to deposit garbage.

NEWSPAPER: (Getting the Spirit): And I can get my newspaper friends to pop the strings on our bundles when we feel a strong wind.

KING: This is Great! We all have the right spirit. Let's get busy. We'll meet back here in a week to see how it is going. LONG LIVE LITTERING!

(ALL EXIT AS THE CURTAIN CLOSES)

Act 2: The setting is the same. All the characters are on stage except the Tin Can and Pop Bottle. To establish the passage of time, have someone walk across the stage carrying a sign that says "A Week Later."

KING: Well, Tin Can and Pop Bottle aren't here yet. But there's no sense in waiting. We've got too much to discuss. How did it go?

NEWSPAPER: (dejectedly): Oh, it went beautifully for a while. We had newspapers all over. But then girls and boys organized to "Keep America Beautiful". They picked up every last one of us newspapers and stored us inside so we couldn't do anything.

GARBAGE CAN: Same here. People were so conscientious, they picked up every scrap, and filled all the garbage cans.

1ST LITTERBUG: I wish I could say the Litterbugs did better, but I can't. As soon as we put up a sign, someone was there with a trash basket. And the signs asking people litter just seemed to make them more "litter conscious".

KING: I was refused television time. The stations said they did only public service announcements, not public nuisance announcements. I guess we're through, unless Tin Can and Pop Bottle have something better to report.

(TIN CAN AND POP BOTTLE ENTER)

TIN CAN: I'm sorry we are so late, but we have some news for you!

KING: I hope it's good news. We could sure use some.

POP BOTTLE: Good! It's great! We've all been invited to come and be recycled!

Blackbeard and the Pirates
(Audience Participation)

Blackbeard - I'll slit your gullet!
Crew - Walk the plank!
Fair Young Maidens - Woe is me!
Good Guys - Get those rats!

Parrot - Blow me down!
Seven Seas - Land Ho!
Handsome Hero - (sigh) My hero!
Jolly Roger - Save us!



The terror of the **SEVEN SEAS** was **BLACKBEARD** the pirate. **BLACKBEARD** and his evil **CREW** preyed on peaceful ships and often captured **FAIR YOUNG MAIDENS**. The evil **BLACKBEARD** had a pet **PARROT** who would tease prisoners while the **CREW** tortured them. **BLACKBEARD** and his murderous **CREW** were hunted through the **SEVEN SEAS** by the **GOOD GUYS**.

One day a peaceful ship was sailing the **SEVEN SEAS**. Suddenly the **JOLLY ROGER** appeared on the horizon. The peaceful ship's mates knew the **JOLLY ROGER** meant that they were about to be attacked by the terrible **BLACKBEARD** and his **CREW**. The **GOOD GUYS** took battle stations and the **FAIR YOUNG MAIDENS** shuddered with fright. "All is lost!" cried the **GOOD GUYS**. The pet **PARROT** shrieked with glee. **BLACKBEARD** howled, "We have them, **CREW!** Throw the **GOOD GUYS** over the side and capture the **FAIR YOUNG MAIDENS**. We will take them to our secret island and have a party. They can wash the dishes." So the **CREW** threw the **GOOD GUYS** over the side, and the **JOLLY ROGER** set sail for the secret island.

HANDSOME HERO was waiting for his sweetheart when he heard the terrible news that his girl and all the other **FAIR MAIDENS** were prisoners. So **HANDSOME HERO** gathered a group of other **GOOD GUYS** and they took off in his ship, **Rocket**. They planned to search the **SEVEN SEAS** until they found the secret island of **BLACKBEARD** and his **CREW**. **HANDSOME HERO** and his **GOOD GUYS** scanned the **SEVEN SEAS** for the secret island. Suddenly, **HANDSOME HERO** shouted, "There it is!" And they sailed the good ship **Rocket** to attack the evil **CREW**. **BLACKBEARD** was slain and his **CREW** routed. The evil **PARROT** flew away.

Now the **SEVEN SEAS** were rid of **BLACKBEARD** and his treacherous **CREW**. The **JOLLY ROGER** would never sail again, and the **FAIR YOUNG MAIDENS** could go home. On the **Rocket**, **HANDSOME HERO** and the **FAIR YOUNG MAIDENS** sailed off into the sunset.

BUCCANEERS IN THE DAYS OF OLD

All boys except the narrator are dressed in pirate costumes.

NARRATOR: In the days of our early settlers, and right down to the present, many sailors have committed mutiny. That's how many pirates became sea captains - the easy way. For instance, let's take Edward Teach, who became Blackbeard, the most bloodthirsty pirates ever to sail the seven seas.

BLACKBEARD: (walking in) Ah, don't be frightened my friend. It's only me, Blackbeard. You've heard of me, the most beloved buccaneer.

HENRY MORGAN: (joining Blackbeard) Avast, you lubber!

BLACKBEARD: Who are ye, to speak to me like that?

MORGAN: The name's Captain Henry Morgan. You've heard of me!

BLACKBEARD: Why, you young upstart! I ought to flog you with cat-o-nine tails or make you...

CAPTAIN HOOK: (joining the others) ...walk the plank, Blackbeard? How are you, Morgan?

MORGAN: I feel like a million dollars. How about you?

HOOK: Fine. Just robbed Peter Pan's treasure chest and made him walk the plank.

(CAPTAIN KIDD AND CAPTAIN BLOOD ENTER.)

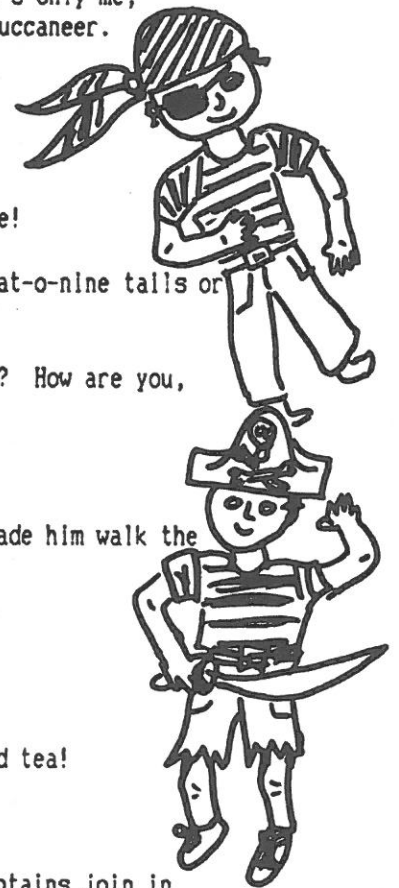
OTHERS: Hello, mates!

KIDD: What a shabby lot you are! You haven't even offered tea!

BLACKBEARD: There's none for the likes of you!

BLOOD: That's mutiny! (He draws his sword. All pirate captains join in fighting. Blackbeard falls to the ground.)

NARRATOR: Well, that's how it was in the days of the buccaneers. (Blackbeard lays dead and all the others stand around him with one foot on his chest. All sing "Fifteen men on a dead man's chest. Yo ho, ho, and a bottle of rum.")



Too Tired

Setting: A tired den of cub scouts sitting around after a long hike, hot, tired, thirsty. Backpacks, canteens, etc.

Sound from off stage - coyote howl (or wolf howl, or owl hoot)

Fill in the names of the boys in the den, so all get a chance; the dialogue goes until the last scouts' lines.

1st scout: Jimmy, what was that noise out there?

2nd scout: I don't know, Steve.

1st scout: Will you go see then? I'm just too tired to move after that hike!

2nd scout: Peter? Do you know what that noise is?

3rd scout: No, I don't Aaron.

2nd scout: Well, could you go look? I'm just too tired to move!

Continue the dialogue until all scouts have had a chance to ask about the sound, and be "too tired to move." The last scout finally gets up wearily, goes out, comes back and lays back down.

1st scout asks: Well, what was it?

Last scout: Just a coyote.

1st scout: What was he doing?

Last scout: Sitting by a cactus. He was just too tired to move!

Dirty Socks

Scene: A city bus; Driver, and several passengers.

Act out driving through several stops, at each stop several passengers get off holding their noses and staring at one certain passenger. When he is the only one left on the bus, this dialogue takes place.

Driver: Say, you're running all the people off my bus.

Passenger: Well, its not my fault. They can leave if they want to.

Driver: Yes, but you seem to have a very peculiar odor about you. Do you bathe?

Passenger: Of course I do.

Driver: Do you use a deodorant?

Passenger: Certainly.

Driver: Did you wash your feet today?

Passenger: Sure did!

Driver: Did you change your socks?

Passenger: Yes, I did! And here are my old one's to prove it! (Pulls out a dirty pair of sock from his hip pocket.)

The Toothbrush

Scene: A drugstore; Druggist,
Buyer, other customers

Druggist: Good evening, sir, how
can I help you?

Buyer: I need a new toothbrush.

Druggist: Certainly. Come over to
the display rack.

Buyer: My old one is becoming
soggy, so I thought was
time for a new one.

Druggist: That's right! Would you
like hard or soft
bristles?

Buyer: I think hard would be
better.

Druggist: Will this one be all
right?

Buyer: That will be fine.

Druggist: Now, would you like one
for your wife too?

Buyer: Oh no, when I get a new
one, I give her my old
one.

(Druggist and other customers,
gasp, hands over mouths, in
surprise.)

Buyer: Oh, let me explain!
When I buy a new brush,
I give her the old one.
She uses it to clean her
shoes!

THE PEANUT BUTTER SKIT

(Known by this and a dozen other names, in as many different settings - adapt as you like.

Several boys come hiking in. "All right, guys, let's break for lunch. We'll take 30 minutes, unpack your lunches."

Everyone sits down and unwraps sandwiches from their own paper bags. One has ham, another tuna, etc. The last has peanut butter. He says, "Yuk! I hater peanut butter." He opens another, then another. Each time, it's peanut butter. "Yuk! I hate peanut butter!"

Then one of the other boys speaks up. "We go through this same thing every trip. If you don't like peanut butter, why don't you ask your Mom to fix something different each time?"

"You leave my Mom out of this! I fix my own sandwiches for these hikes!"

IS IT TIME?

The gang is all lying on the ground, one arm used as a pillow, the other stretched over the next person's shoulder as they are turned to the right side.

Both questions and answers are repeated singly by each scout as the message is passed down the line and back. "Is it time yet, Paw?" .. "Not yet, son." "Is it time yet, Paw?" .. "Not yet, son" .. "I really think it's time now, Paw>" .. "Not right yet, son."

Finally it's time. Paw passes the message "It's time, is everybody ready?" ... "Yes", all the way back down the line. Then, in unison, they all turn facing to the left side, each using their left arm as a pillow and placing their right arm across the next person's shoulder.

THE FORTUNE TELLER

Mystical character, dressed in a white sheet, toga, and barefoot. Towel wrapped around his head. He calls people from the audience for palm readings.

(First participant) "Give me your palm. Ah, I see you have a long Love line. A very long love line. That means it will be a very, very long time before anyone falls in love with you."

(Second participant) "Give me your palm. Ah, a man of mystery, the lines on your palm are very faint. Wait! (splits into guy's palm) No, that's not clouds of mystery, that's dirt! Go wash your hands if you want your palm read."

(Third participant) "Give me your palm. Ah-ha! Very interesting. I have only seen this once before. It is very rare. May I examine your right shoe? Yes, take it off and hand it to me." (He does.) "Ah-ha! It is true! I foresee you are going on a long journey, a very long journey into the night." With that, the fortune teller hurls the shoe back into the audience and announces that concludes his readings for the night. He bows and departs.

QUICK TAKES

Here are some quick punch line scenes to fill in at a campfire, while other groups are getting ready to do their skits. Most are too short to become a full skit, but they make great time fillers.

1) The Indian: Two Scouts come upon an Indian lying prone with his ear to the ground. -- "Ah-hee!" he says. "A man on horseback, a chestnut mare; a woman in a red dress with her blond-headed son riding in a buckboard pulled by two white horses, about 30 minutes to the north." "Wow, Indian. You mean you can tell all that just by listening to the vibration from the ground?" "No, she just ran over me a half hour ago and headed that-a-way!"

2) The Walter: "Get me a cup of coffee and a donut. And step on it." demands a grouchy customer. The walter quickly pours him a cup, sets it on the table. Then he drops the guy's donut (rounded piece of bread) on the ground and steps on it. Grouch chases him off.

3) Newspaper Skit: Newsboy is hawking newspapers on the corner. His pitchline: "Read all about it, one man swindled. Read all about it!" One guy rushes up, buys a newspaper and begins to hunt for the story. The pitchline changes: "Read all about it, Two men Swindled!"

HERE COMES SANTA
Audience Participation

Divide the audience into five groups. During the reading of "Here Comes Santa, they make the appropriate sounds.

Santa: Ho, ho,ho!

Gifts: Wow!

Sleigh: Sssss!

Good Little Boys: Yea!

Good Little Girls: Oooh!

All year long SANTA and his elves have been working hard, making GIFTS for GOOD LITTLE GIRLS and GOOD LITTLE BOYS. Now it's time to Jump In the SLEIGH and deliver on his promises.

While all the GOOD LITTLE BOYS and GOOD LITTLE GIRLS are sleeping, SANTA loads his SLEIGH and takes off. Here comes the SLEIGH, filled with GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS. And there sits SANTA, beaming with Joy.

Down the chimney goes SANTA and fills the stockings full of GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS. Back up the chimney he goes and jumps into his SLEIGH.

Off goes SANTA again, driving his SLEIGH full of GIFTS for GOOD LITTLE GIRLS and GOOD LITTLE BOYS. But what's this? He's making a detour! Here come SANTA to Pack _____, riding his SLEIGH full of GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS!



HAPPY BIRTHDAY SKIT
(could be used as an opening)

Personnel: 5 cub scouts, more or less. One small cub.

Props: One large birthday cake in which to hide a small cub scout.

- 1st Cub: Well, here we are, but where is Ed?
- 2nd cub: I don't know. It's just like him to invite us to a surprise party, then not show up.
- 3rd Cub: Does anyone know if it is his birthday, or what?
- 4th Cub: It isn't mine. Mine's in April.
- 5th Cub: Who cares?
- 4th Cub: I do....besides now that you know when it is, you can start to save money to buy me a terrific present!
- 1st Cub: BOY! Look at that cake!!
- 2nd Cub: Man, that's big enough to feed an army!
- 3rd Cub: Not with Kevin here. You know how he is with our den treats. he eats everything in sight.
- 4th Cub: I can't help it! I'm just a growing boy. Just like the Cub Scout Law says we should.
- 5th Cub: Yeh, but grow up, not out!
- 1st Cub: Look, here's a note.
- 2nd Cub: Read it. Maybe it'll explain what this is all about.
- 1st Cub: Okay. (reads note to himself)
- 3rd Cub: Read it out loud, you dummy.
- 1st Cub: (reads from the note)

We're a gang that's full of fun
Here to celebrate sixty-one
Our organization rates an "A" plus
So lets all sing.....

Boy inside the cake jumps up and says "Happy Birthday to Us!"



The Fearless Toreador

This skit is mostly pantomime. The characters are Fearless Toreador, Brave Bull and any number of bullfight spectators.

The toreador wears knee socks over his slacks, white shirt, and a short jacket or vest. Pin fringed paper patches to his shoulders. He should have a large red cape and a sword.

Two people under a blanket play the bull. Pin cardboard horns and features to head end and a fringed paper tail to the other end.

The spectators are dresses as Mexicans.

As scene opens, the spectators stand near the rear of the stage. Fearless Toreador on one side of the stage, faces the Bull on the other end of stage.

Fearless Toreador I am Don Sebastion 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 slun back over his shoulder.)

Spectators Ole, ole!

Fearless Toreador Ah ha! You see! Zee bull, he is frightened of Fearless Toreador. Oh, I am so brave. I am so brave, eet is a shame. Zee bull, he weel not fight!

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 elsewhere, the bull starts moving. He paws the floor, jumps a bit, then lowers his head and starts moving toward the toreador.

Fearless Toreador (turning toward the 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 well kill me!!! Me, Fearless Toreador, the bravest toreador in all Mexico. HELP! HELP! (Bull chases him off stage.)

Spectators Boo, Boo, BOO!



The Great Bullfight
(audience participation)

As the narrator reads the script, the group will perform certain actions when they hear their name.

Senors: Jump up, raise sombreros, and shout Ole!
Senoritas: stand, bring mantillas demurely across face and giggle.
Matador: shake maracas (made from paper tubes filled with beans or sand)
Bull: shake tambourines (made from pop bottle caps wired to a piece of wood.)

Once upon a time, many years ago, there was a great bullfight in Mexico. This bullfight did not last long, but it will be remembered by all the senors and senoritas 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 would fight was named Juan. The Matador was very proud, and so was the Bull.

As the time approached for the fight, the arena began to fill with Senors and Senoritas. Nobody wanted to miss this meeting of the Matador and the Bull- the fateful meeting that was expected to go down in history.

Expectantly, the Senors and Senoritas took their seats. A hush settled over the arena as the Matador entered. He circled the ring proudly, bowing to all the Senors and Senoritas. Then the moment was at hand -the Bull entered the ring. Everyone there - the Senors, the Senoritas, 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 the 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 Senoritas gave their approval. But the third time the Bull charged the Matador, it happened. The Matador gave the Bull a telling blow - and Juan crumpled at the feet of the Matador. The Senors and Senoritas went wild. The fight was over and so fast! But the speed of the battle is not the only 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!

One More Piece of Pie

Characters: Mr. and Mrs. Davis and Danny, Mr. and Mrs. Jaeger and Billy, and Mr. and Mrs. Nelson and Jeff. (the boys are Cub Scouts)

Scene: Cub Scout Picnic. The cuba and their parents have finished their picnic dinner and are sitting around visiting. One piece of pie remains on a plate.

Mr. Davis: Well, Linda, you sure are a good cook.

Mrs. Davis: I can't remember when I've eaten so much and enjoyed it so.

Mrs. Jaeger: It certainly was delicious!

Mr. Jaeger: I couldn't eat another bite if you paid me.

Mr. Nelson: Oh, come on! You know there's plenty in the basket. Let's have a little more.

All Adults: No. Not another bite. You know we couldn't.

Mrs. Nelson: Just look at that last lonesome piece of pie. Surely someone will finish the pie. How about you, Ed?

Mr. Jaeger: Oh, no thank you! How about you, Mary?

Mrs. Jaeger: Oh no! (all adults are asked, all refuse)

Mr. Davis: Not me. I've eaten more than anyone else - well, except Jeff!

Mr. Nelson: Yes, for once I think Jeff has had his fill. Bet he couldn't hold another crumb.

Mrs Nelson: Oh dear! One little piece of pie left from the picnic. I wish someone would eat it.

JEFF: NOBODY ASKED ME. I'D LIKE THAT PIECE OF PIE.

Mrs Nelson: Jeff, if you eat one more thing, you'll explode!

JEFF: I'LL TAKE THAT CHANCE. PLEASE PASS THAT PIE.

Jeff eats the pie with his back to the audience, while three people off to the side break blown-up paper bags.

All: JEFF!!!



CAMPFIRE SKITS AND STUNTS

The Fishermen

One person is the Policeman, the others are Fishermen. The Policeman wears a sign saying "Policeman", the others are in uniform or play clothes. The Fishermen are sitting on a bench or rocks, holding imaginary poles. The Policeman comes up to them and asks, "Catch anything?" The Fishermen answer, "Nope." The Policeman says, "Maybe the reason is that there is no water here." The Fishermen look down in puzzlement and one says, "Boys, I think he is right." All of them straddle the bench and make rowing motions to row away.

Telephone Trouble

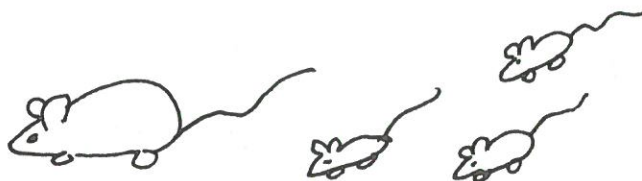
Two Cub Scouts stand about 20 feet apart, each holding one end of a rope representing a telephone line. One makes a dialing motion and the other says, "R-r-ring and picks up the phone. The first boy says, "Hi Tom, what are you doing?" but the second boy indicates he can't hear clearly. So the first boy says, "We seem to be having trouble on the line. Would a leader please come up and hold it?" The boys again try to talk, but there is still trouble on the line. Continue this until two or three leaders are holding the line. Finally, the trouble is cleared up and the first boy says, "What are you doing, Tom?" "I've been fishing," Tom answers. "Catching anything?" "Yep, three suckers so far."

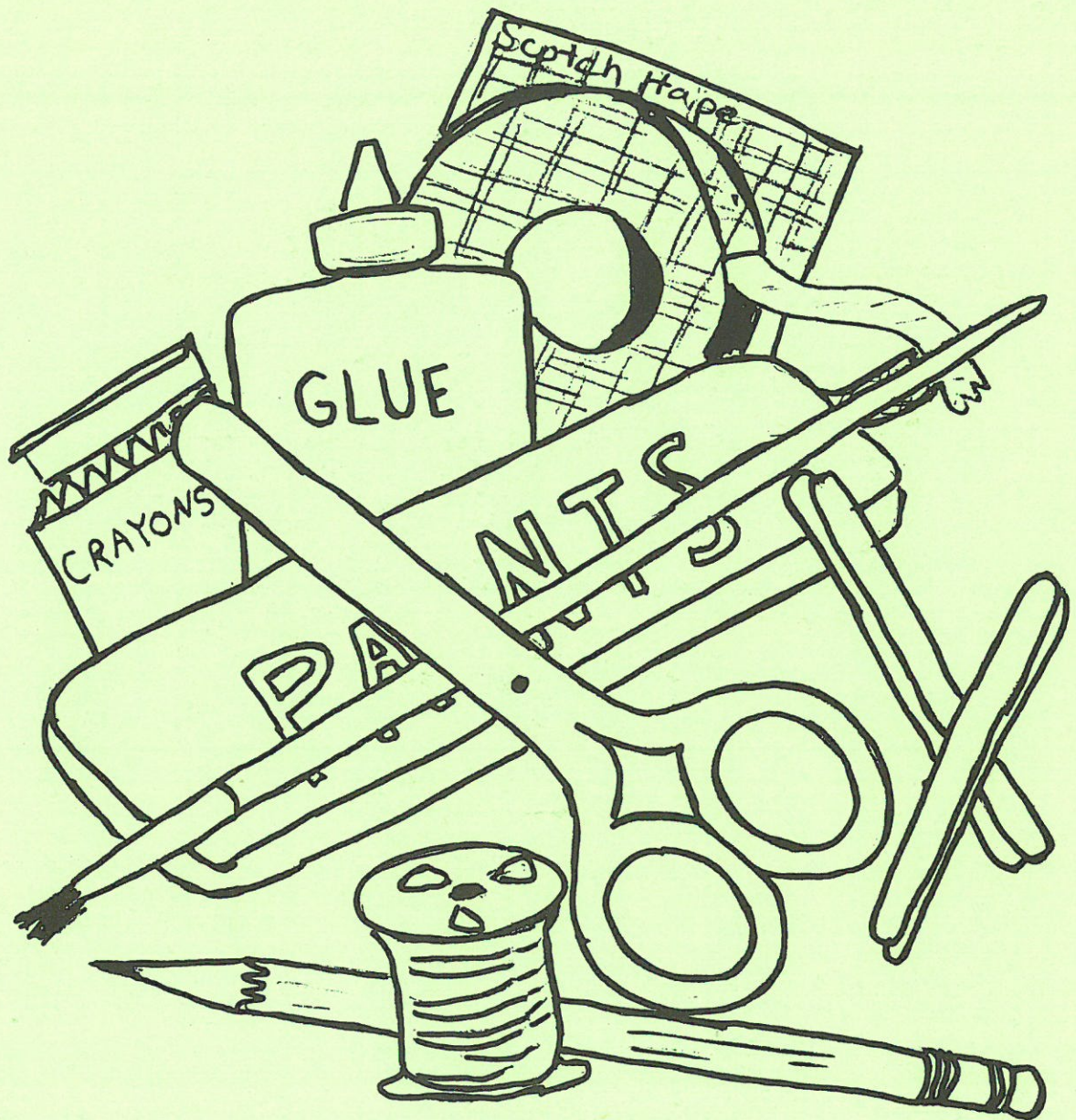
Comedy Baseball

Drape a sheet over a rope. Behind it is a boy with a flashlight. As the pitcher, batter, and catcher make appropriate motions, the flashlight beam is moved across the sheet in crazy patterns representing the ball.

The Mice

One person wears a sign reading "Mother Mouse." Another has a sign that says "Cat." All others wear signs reading "Mouse." Mother Mouse is taking her children for a walk when suddenly the big Cat appears in their path. Mother Mouse says (in a loud voice) "Bow wow wow! Bow wow wow!" The cat shrinks in fear and runs away. Mice say "Oh, mother, we were so scared!" and Mother Mouse answers "Let that be a lesson to you, children. It really pays to learn a second language."



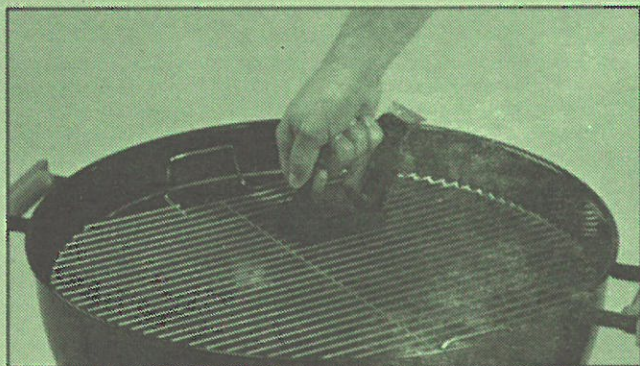
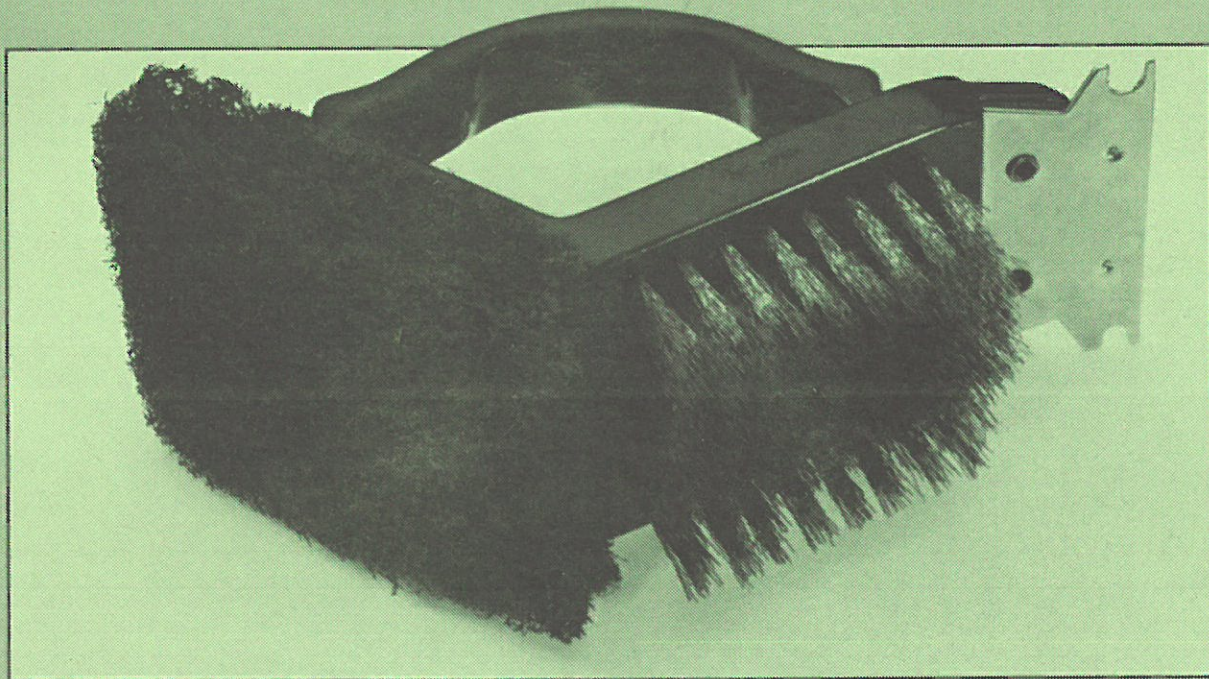


CRAFTS

BAR-B-QUE

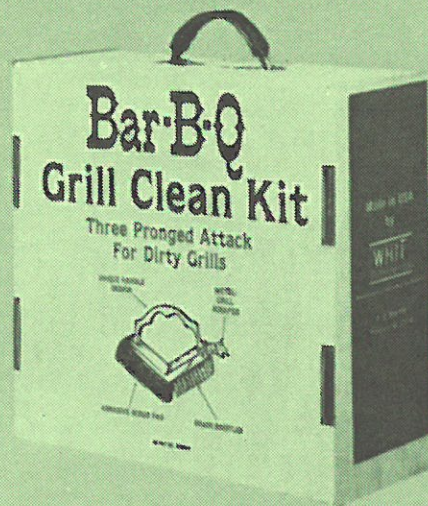
Grill Clean Kit

Pat. 282604



Bar-B-Que Grill Clean Kit

3 n 1 Tool for cleaning grills and grill rods. Brass bristle, scouring pad, and metal scraper, all on one handle! The patented handle is designed to protect your hands from the work. No Knucklebusters! Measures 4 1/4"H x 3"W x 6 7/8"L.



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WEARABLE ART

Wearable art is fun to do and wear. Any cotton knit garment will do; it is not necessary to only use t-shirts.

Remember to wash and dry any garments prior to using it in your projects. Finished items can be hand or machine washed on the gentle cycle, but hang them to dry.

BRAG SHIRT

Supplies needed: pre-washed cotton blend t-shirt, black and white photos, fabric glue, black permanent marker, disappearing fabric marker, sponge brush, copy machine, brayer, waxed paper

Make copies of the photos to be transferred to the shirt. Trim away edges and any unwanted portion from the copy. Arrange the copy on the shirt as desired. Mark the corners with disappearing fabric marker. Place a piece of waxed paper on the inside of the shirt. This will prevent the transfer from running through to the back.

To make the transfer place the photocopy on waxed paper, photo up. Squeeze enough glue onto the face of the copy to cover with a thickness of about 1/32". Use the sponge brush to spread evenly. Remove the copy from the waxed paper and re-position it on the marked area of the shirt, glue side down. Place a third piece of waxed paper over the copy to keep the brayer clean. Use the brayer to carefully push from the center outward in all directions to remove air bubbles and extra glue. (Any glue that is pressed out will dry clear and flexible) Lift the waxed paper carefully and let dry 24 hours.

Lay pressing cloth over the transfer and iron for 10 seconds on wool setting. This will "set" the pattern. Then you can flood the surface with warm water to loosen the softened paper from the transfer. Continue until all paper is removed and picture is no longer cloudy. Re-wet as needed. Then let the shirt dry again.

Now use a sponge brush to apply another layer of mixture 1/2 glue and 1/2 half water over the transfer, and let it dry. Use black permanent marker to paint on fake photo corners on each photo.

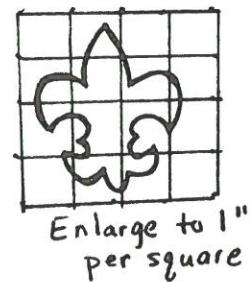
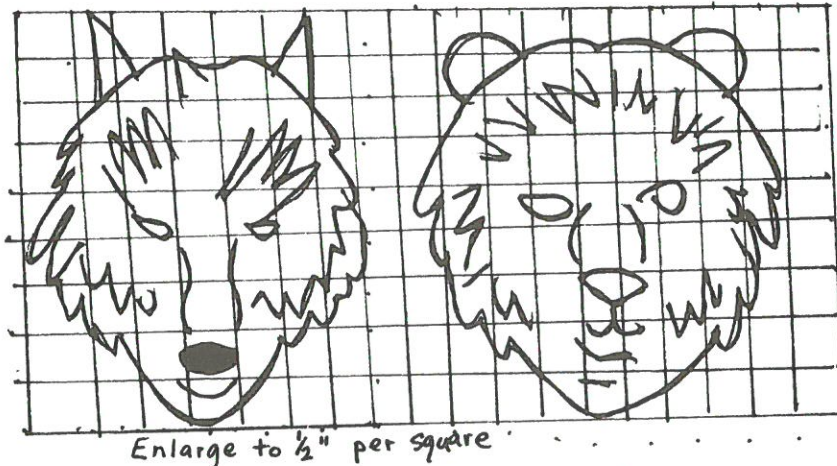
SPONGE PAINTED SHIRTS

Cut desired shapes from 1/2" or 1" sponges. Place a piece of waxed paper between the back and front of a pre-washed shirt. Pour fabric paint into a flat pan, and use sponge shapes to paint designs on the shirt. Let dry.

WOLF OR BEAR APPLIQUE SHIRT

Supplies needed: pre-washed cotton blend t-shirt, 1/2 yard printed fabric, 1 yard fusible web, fabric paint (brown)

Follow manufacturers directions to iron the fusible web to the print fabric. Enlarge bear or wolf pattern and transfer to fabric. Cut out the shapes. Peel web backing away, and arrange on the front of the t-shirt. Fuse to the shirt, and use fabric paint to complete the design. Remember the fabric paint will need to dry about 12 hours.

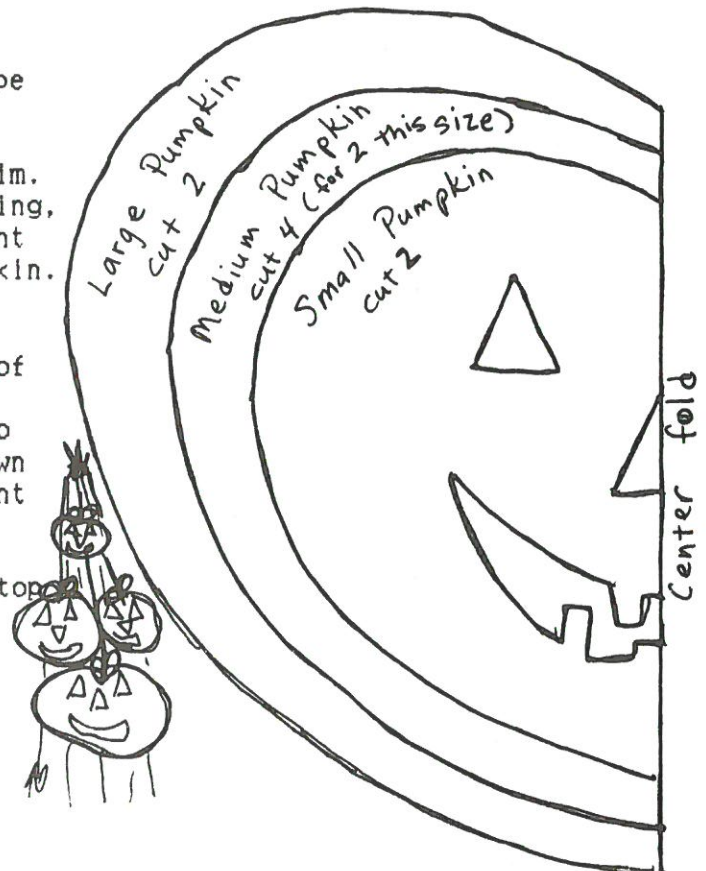


PUMPKINS DOOR HANGING

Supplies needed: 1/4 yard of fabric in four different orange or rust shades or patterns, Tacky glue, shiny black fabric paint, stuffing, green 1/4" ribbons, 10 - 20 one yard lengths of brown paper twist or twine.

Cut two of each size pumpkin shape from each shade of fabric. Glue wrong sides together, leaving an opening through which to stuff him. When dry enough, fill with stuffing, then glue the opening shut. Paint faces on both sides of each pumpkin.

Tie a cluster of paper twists together at one end for the top of the hanging. Clip four of these twists to varying lengths, and to these attach a pumpkin. The brown twist should be glued to the front of the pumpkin, to be it's stem. Make four bows from the green ribbons, and attach them to the top where the twist is glued to the pumpkin.



THE HAPPY GHOST

Supplies needed: 9" x 10" piece of 3/4" pine scrap lumber, 5 1/2" length of quarter-inch dowel, white cotton fabric, about a dozen strips torn 3/4" wide and 45" long, acrylic paints black, white, light pink, gray.

Have someone with a scroll saw cut out the shape for you, or check the craft stores for a pre-cut shape.

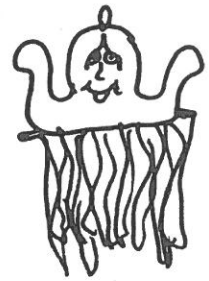
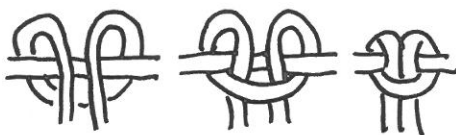
Paint the entire ghost and dowel white with a base coat. Then using a mixture of gray paint and water, put a shadow of gray around the outside edges of ghost. Paint nose and cheeks pink, eyebrows, eyes, nose, and mouth black. When black eyes are dry, highlight them with two white dots in each pupil. Add a little gray along the outside of brow line.

Attach the white strips of fabric to the dowel using a Lark's Head knot until the dowel is covered. Then glue the covered dowel to the bottom edge of ghost. The fabric strips form his "body".

LARK'S HEAD KNOT

To make a lark's head knot, fold a length of cord (fabric) in half and place it over the dowel. Bring the loop down behind the dowel and pull the loose ends through the loop. Pull the knot tight. This knot is also called the Reverse Double Half Hitch.

Lark's Head Knot



Ghost - cut 1
from wood

MAKE YOUR OWN PLASTER MOLDS

A mold can be made by using Liquid Rubber, Liquid Latex, Silicone caulking, or Instant Mold. Liquid rubber or latex molds can be used over and over again.

The object to be molded must be clean. If it is another piece of plaster or is porous, spread a very thin coat of vaseline on the object to be molded. Place the object on a piece of waxed paper or plastic to protect table-top.

* Using a medium sized paint brush, place a thin coat of liquid rubber on the object, being sure to get into all the small creases and details, and brushing out all the air bubbles. Let this sit for 15 minutes or so, or until it is dark red. Repeat this step until 4 or 5 coats have been added, allowing mold to dry between coats.

Now put on thicker coats. Depending on the thickness of the piece, one or two coats should be enough. If the mold will be used a lot, mix a little corn meal with the liquid rubber for the final coat, and brush it on the mold. Be sure to leave a flat surface on the mold so it will sit when in use. The mold must sit two or three days to completely dry before it is removed from the object. If it still feels mushy, wait another day or two. After removing the mold from the object, let it dry a couple more days until it feels good and firm. Then the mold can be trimmed with a scissor to remove any rubber that may have seeped under the object.

Some ready-made molds you can find around the house are:

- plastic spoons, measuring spoons
- plastic bowls
- coffee can lids
- candy insert trays, candy molds
- egg cartons
- meat trays
- plastic mold around air fresheners
- liquid resin molds

PLASTER PROJECTS

To add color to white plaster add 1 tablespoon of acrylic paint to each cup of water required, then mix plaster as needed.

PREPARING YOUR MOLD

Before using a new mold, prepare it by (1) dipping it in a weak detergent solution before each use, or (2) spraying it with Pam or (3) coating it with a thin layer of vaseline. This will help when removing the hardened plaster from the mold.

MIXING PLASTER

A ratio of 2/3 powder to 1/3 water usually is about the right proportions for a quick set.

BREAD DOUGH CLAY BEADS

To make bread dough clay beads, remove the crusts from a slice of bread and tear into small bits or crumb in a blender. Use a craft stick to mix the crumbs with 1 tablespoon of white glue. Rub a small amount of hand lotion on your hands, and knead and shape the dough until it is smooth and pliable like clay (about 5 minutes).

Note: Cub Scouts enjoy working with this stuff!

To color clay, separate desired amount and place a small dab of color into the center of the dough and knead until the color is well blended.

To make a layered bead, mold a small piece into a ball about the size of a pea, then flatten it out into an oval and roll it around a toothpick. Gently remove the toothpick and allow the clay to dry.

To give the beads a shiny finish, paint them with nail polish in the same or similar colors, or use clear nail polish.

More clay recipes can be found in the Cub Scout How To Book, p. 3-45 to 3-48. For plaster craft ideas, see p. 3-39 to 3-45.

ENLARGING A PATTERN OR DESIGN

Trace the pattern to be enlarged onto graph paper. Use a ruler to draw a larger graph onto a blank sheet of paper. Block out the number of squares on each side of your pattern, and transfer the design square by square. To shrink a picture, do the process in reverse.

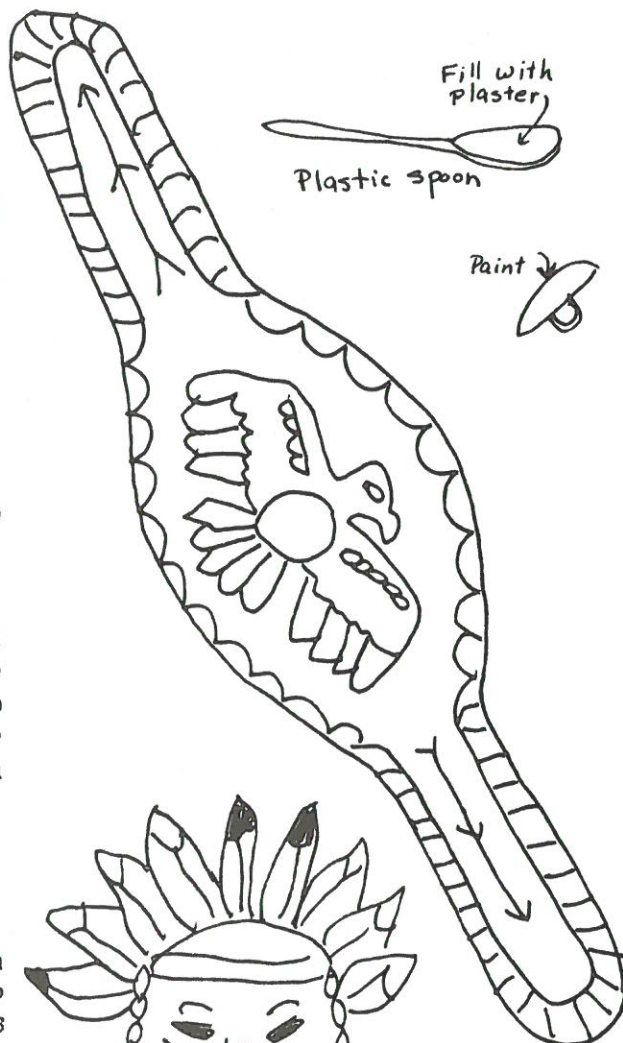
CUTTING OUT A SMALL SHAPE

When cutting a small shape from fabric for appliques, apply masking tape to the back of the fabric. It will give support, keep the pattern in place, and be easier to cut. The tape can then be removed from the applique.

For more craft ideas, be sure to attend your District Roundtable meetings. Cub Scout leaders love to share what works, what doesn't, and what their boys especially liked!

IMITATION 'TURQUOISE' RING OR NECKERCHIEF SLIDE

Mix plaster and fill the bowl of a plastic spoon. Before plaster hardens, insert a pop top tab, or a small curtain ring. When plaster is completely dry, paint it turquoise. The imitation turquoise could be used in the following project. If adding the ring is omitted,



IMITATION SILVER BRACELET

Trace the pattern illustrated onto an aluminum pie pan, and cut it out. File the rough edges with sandpaper, so it won't cut the wearer's wrist. Using a knitting needle or the blunt point of a pencil, trace over the design, pressing down hard enough to impress the foil. A turquoise stone made from plaster molded in a plastic spoon may be added.

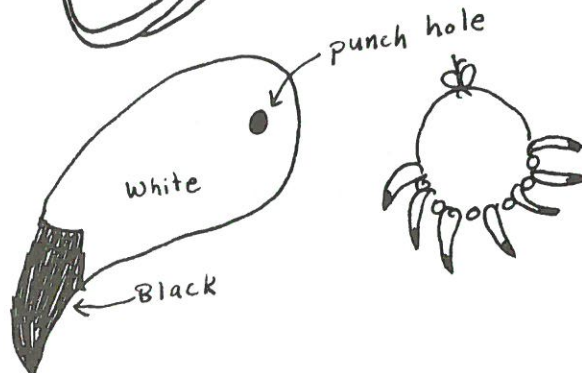
WALNUT SHELL INDIAN TIE SLIDE

Fill half of a walnut shell with plaster, insert a ring or pop top and let it dry. Then make feathers from ribbon folded lengthwise down the center; color the tips of the ribbon feathers. Glue these to the back of the walnut. Make hair by braiding 3" lengths of brown or black yarn, one braid for each side. Glue to the sides of the walnut, in front of the feathers. Fashion a headband from light string or narrow ribbon and glue it in place. Use markers or paint for the facial features.



BEAR CLAW NECKLACE

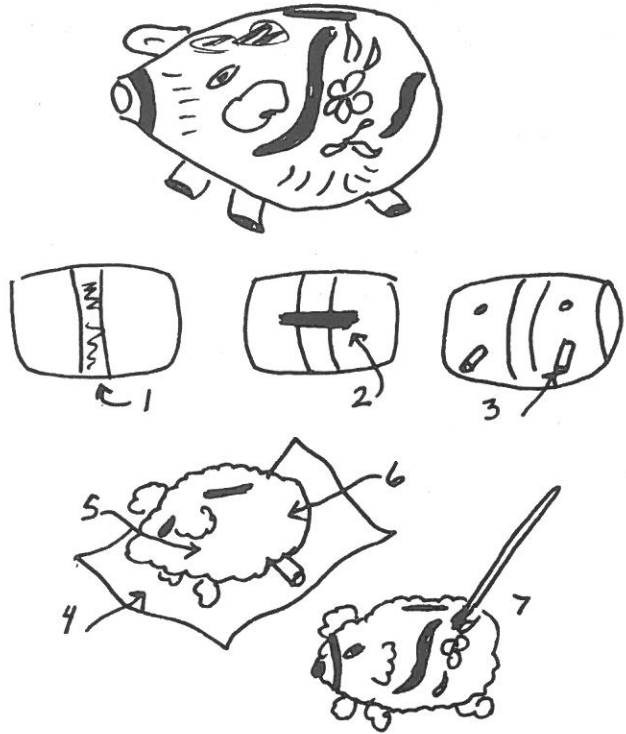
Using the pattern shown, cut from heavy cardboard seven bear claws for each necklace. Paint black and white, as indicated. When paint is dry, the bear claws can be strung on strong cord, using macaroni, round beads, or clay beads in between the claws to fill out the necklace.



MEXICAN PIGGY BANK

You can make this piggy bank with either clay or papier-mache'. To make papier mache' mix, add three heaping tablespoons of wallpaper paste to 3/4 cup of water. Mix until it is creamy. Soak about 9 paper towels in water, squeeze out most of the water, then tear into small pieces and add them to the paste. Mix well. To make:

1. Tape two unwaxed paper cups together.
2. Cut a coin slot.
3. Punch four holes. Push four small sticks into them. (Cut up a lollipop stick.)
4. Work on a piece of waxed paper.
5. Cover the cups with the mache'mix. Point one end.
6. Make the other end round. Add the ears.
7. Let the pig dry several days. Then paint on the design with tempera paints. Let this dry well before putting on a coat of shellac.



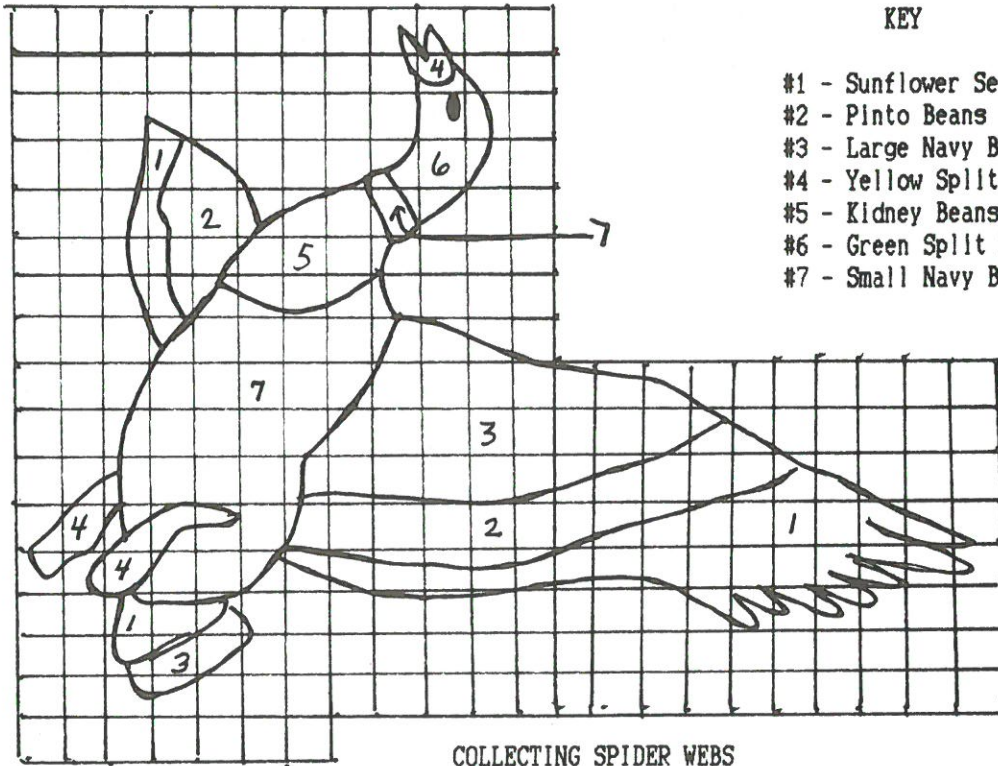
THUNDERBIRD

The Thunderbird was a mythical bird. The Indians believed it was so big that when it flapped it's wings it created thunder. Lightning occurred when the giant bird opened and closed it's eyes. This pattern could be transferred to graph paper, and colored with markers, or for a more difficult project, could be made with yarn on plastic canvas from the craft store. The finished product could be made into a tie slide or pendant by attaching loops of yarn of the appropriate length, or made into a refrigerator magnet by attaching magnetic strip to the back. The color key is 1 = blue; 2 = red; 3 = yellow. If done on plastic canvas, fill in all the other squares with white.

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1	2	2	2	1	2	2	2	2	2	1	2	2	2	1
1	2	3	2	1	-	2	3	2	-	1	2	3	2	1
1	-	2	-	1	-	1	2	1	-	1	-	2	-	1
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SEED AND BEAN MALLARD

To enlarge the pattern, rule off your paper into 1" squares, 16 across and 22 down. Starting at any square, copy the pattern square for square. Cover a large cardboard with fabric and carefully transfer your pattern onto the background. Apply white glue to a small area at a time, and following the key, press the seeds and beans in place. Last, add a sunflower seed for the eye.



KEY

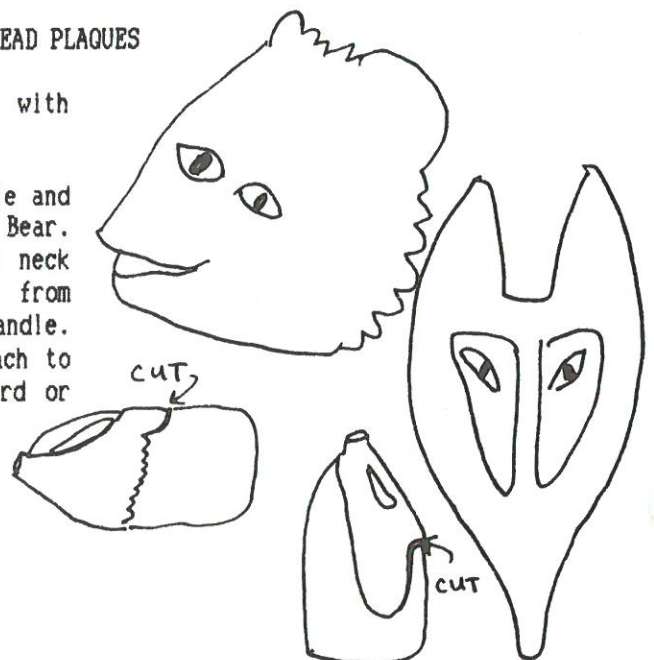
- #1 - Sunflower Seeds
- #2 - Pinto Beans
- #3 - Large Navy Beans
- #4 - Yellow Split Peas
- #5 - Kidney Beans
- #6 - Green Split Peas
- #7 - Small Navy Beans

For a beautiful addition to your nature museum, collect old spider webs. When you find a web, spray it with white paint. Then slip a piece of black paper behind it, break the supporting lines at the corners, and lift up the web. If you intend to keep it, cover it with plastic or cellophane.

WOLF AND BEAR HEAD PLAQUES

Supplies needed: 1/2 gallon plastic bottle with handle on neck, paint, plywood plaque

Cut the bottle as illustrated. Leave the handle and bottle neck on for Wolf, remove the handle for Bear. Cut the bear's mouth open around the bottle neck area as pictured. Cut plastic patches from discarded bottle to cover holes left from handle. Cut a plastic tongue from curved side and attach to inside of mouth. Paint and mount on cardboard or plywood for a centerpiece.

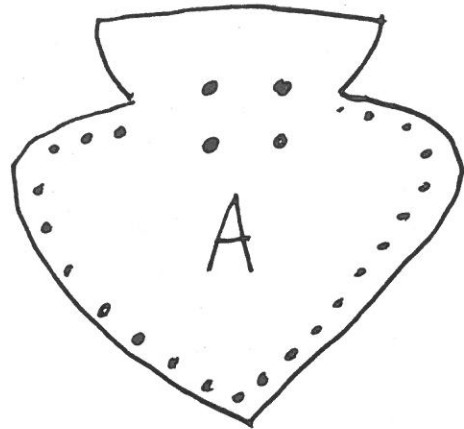


LEATHER PROJECTS

ARROWHEAD NECKERCHIEF SLIDE

Supplies needed: Leather, punch, knife or scissors, and lace

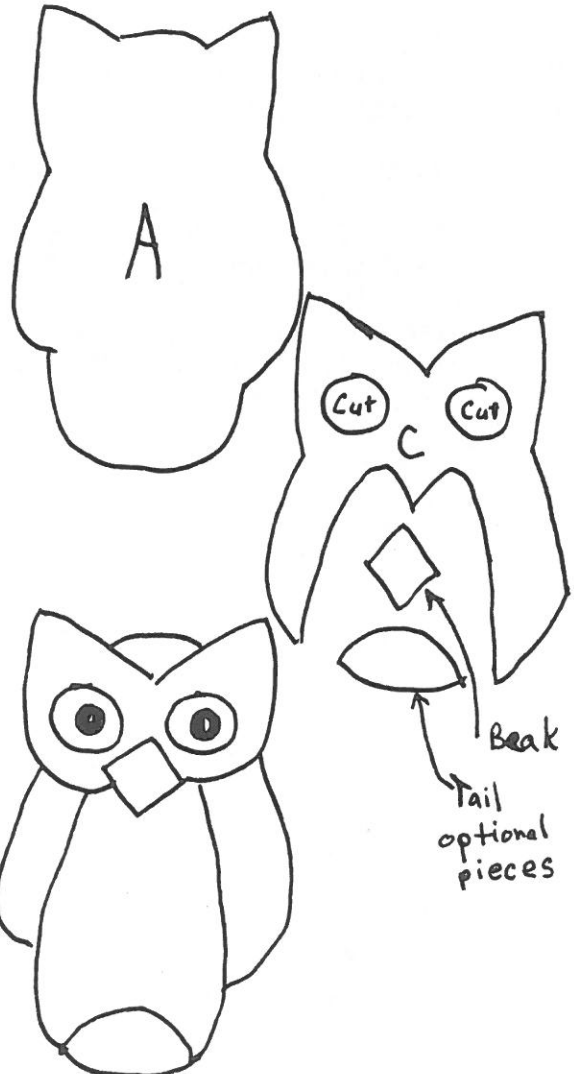
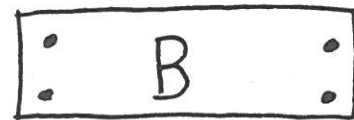
Cut leather in shape of arrow and then punch holes around it. Lace around the arrow. Cut out piece B. and lace it to the arrow in the back. Kits for this are also available from the Scout shops.



OWL NECKERCHIEF SLIDE

Supplies need: Two shade of leather, permanent marker or paint, fabric glue or rubber cement, knife or leather quality scissors, lace

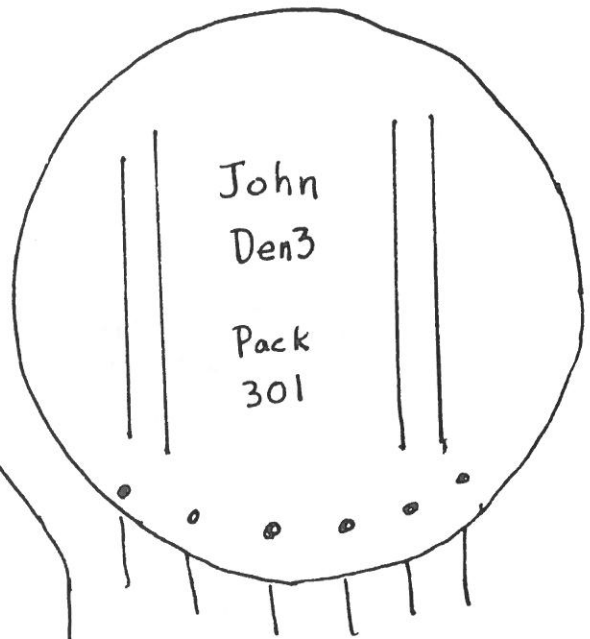
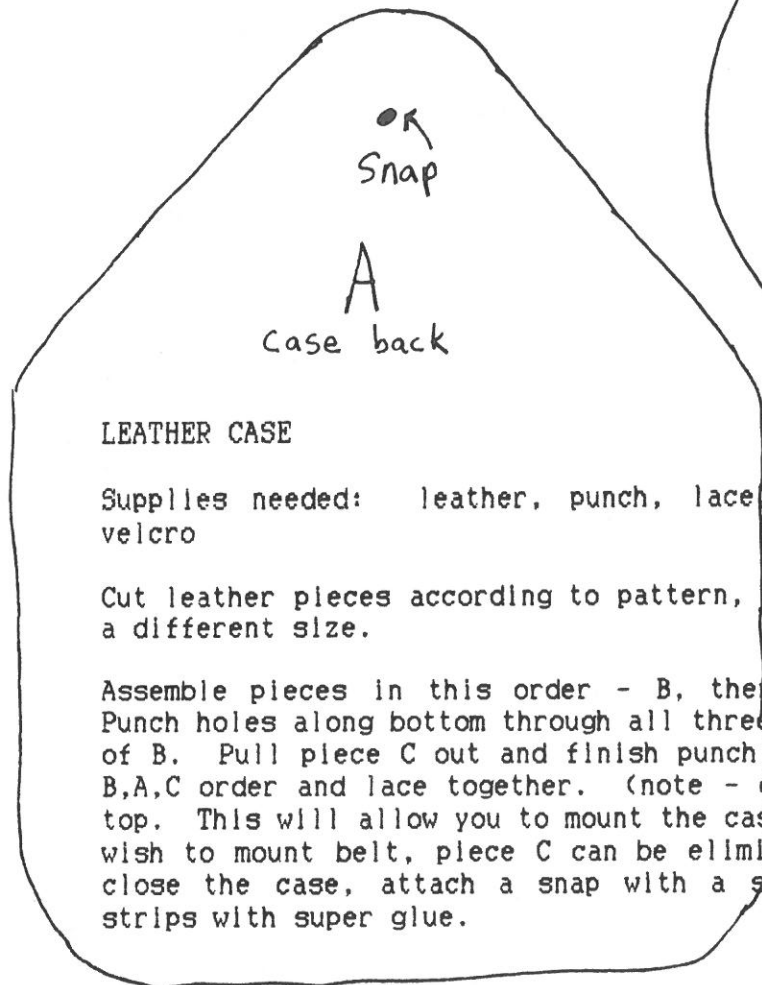
Cut out pattern A from one color leather, pattern C from another color. Beak can be made from leather, or drawn with marker or paint. Make the pupil of the eyes with marker. Leave the center of the pupil uncolored. Make band from pattern B of Arrowhead. Glue C on top of A. Draw a small line with marker for bottom of face. Lace band B to form a ring, and glue to the back of the owl. Rubber cement works well when gluing leather projects.



ACTIVITY CIRCLE

Supplies needed: Heavy leather, punch, different colors of lace or string, knife

Make a circle 3-5 inches in diameter. Punch holes along bottom of circle, as many holes as planned activities. Then cut with the knife two slits on each side. These are so the boys can thread their belt through the circle. Boys can paint or marker their name, den, pack number on the circle. (Pre-cut shapes and circles are available from leather shops.) When boy completes one activity, he ties a colored string through a hole, or he can add beads to strings to show activities completed.

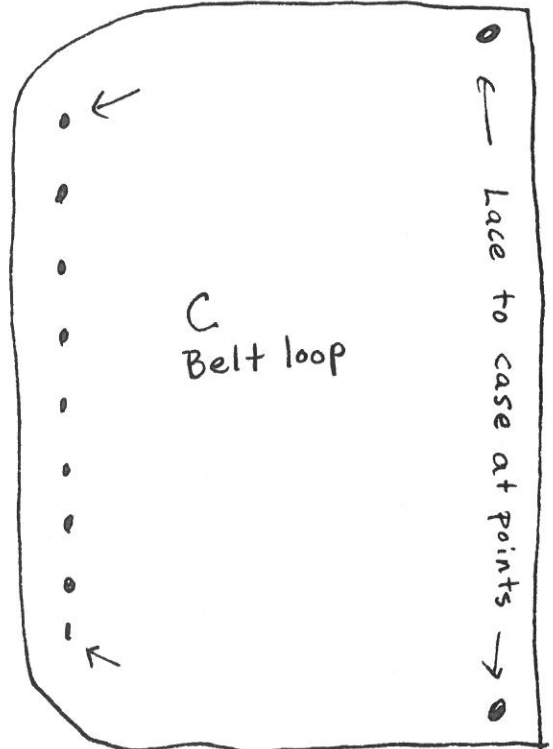
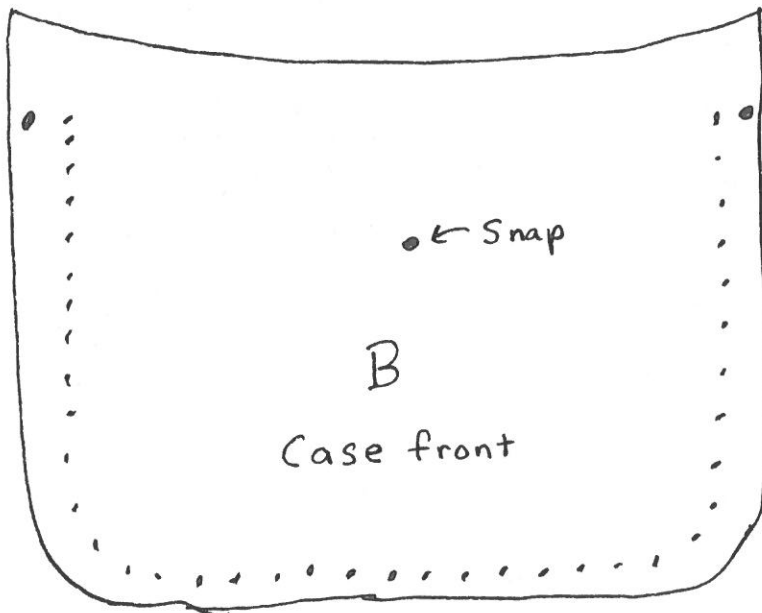


LEATHER CASE

Supplies needed: leather, punch, lace, scissors or knife, snap or velcro

Cut leather pieces according to pattern, or make your own if you prefer a different size.

Assemble pieces in this order - B, then A, then C (for belt loop). Punch holes along bottom through all three pieces, then at the top sides of B. Pull piece C out and finish punching holes. Put pieces back in B,A,C order and lace together. (note - only lace C at bottom and very top. This will allow you to mount the case on your belt. If you do not wish to mount belt, piece C can be eliminated from your project.) To close the case, attach a snap with a snap punch, or glue on velcro strips with super glue.



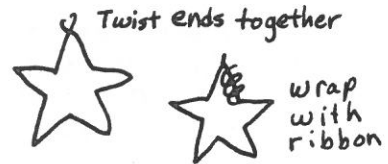
CRAYON STAINED GLASS

Supplies needed: 9"x12" sheets of white drawing or typing paper, crayons, black India ink or permanent marker, vegetable oil, cloth rag

Have Cubs design a stained glass window on the drawing paper. After drawing the design, they should color it with bright colors. Then have them paint in the outline with India ink or marker. After the design is dry, turn picture over, and rub the back with a cloth dabbed in vegetable oil. This will make the design look transparent. Wipe off the excess oil with a clean cloth. When the picture is dry, it can be taped to a window to see the full effect.

WIRE ORNAMENTS

Supplies needed: cookie cutters in shapes of desired ornaments, wire - such as floral stem wire, or pipe cleaner, ribbons and beads to decorate ornaments, fishing line



Bend the wire around the outside edge of the cookie cutter to make the desired shape. Twist the ends together and then into the shape of the ornament. Beginning and ending at the twist, wrap ribbon spiraling around the shape. Glue the ends at the back of the ornament. A clothespin will hold the ribbon in place until glue is dry.

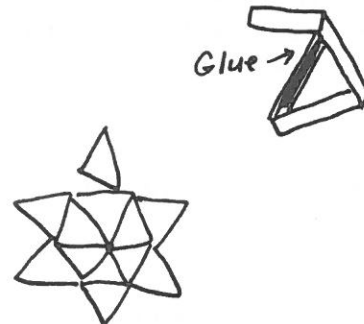
If decorating the wire with beads, string them on the wire before bending it into the ornament shape.

Add a loop of fishing line to the top of the ornament for hanging.

STAR OF TRIANGLES

Supplies: 9x12 inch construction paper, cut into 12 strips one inch wide

Fold each strip in half and then again in quarters. Unfold and bend into a triangle shape, overlapping ends, and glue. When all are glued into triangles, glue six together to form a hexagon. Then glue a triangle to each side to form a star. When dry, attach a piece of nylon thread or string for a hanger.



CHRISTMAS CARDS WITH A PUFF

Supplies needed: Watercolor paper 140 pound 7x10 inch for each card, Tullip puff paint, sparkle paint glitter, red and green paints, 1/4 inch ribbons 7 inches long

Fold paper in half lengthwise to form a card 5x7 inches. Draw or trace a Christmas design on the front of the card. Paint the design with puff paint on the items you wish to have stand out, for example, the ribbons on a gift, or the bulbs on a tree. Add a little glitter to dress up the rest of the card. Glue the strip of ribbon onto the right edge of the card for a finished effect.

BAKED CLAY CANDY CANES

Supplies needed: red and white oven bake clay, varnish or clear nail polish, fishing line, green or red satin ribbons 9" in length

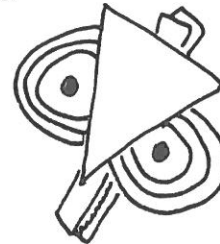


Knead the white clay and make two 1/4 x 2 inch rolls. Also knead enough red clay to make one roll (or two red with one white). Sandwich the red roll between the two white rolls and twist together to make stripes. If more stripes are desired, fold over and twist again. Continue folding and twisting until the cane is the design you want. Be careful not to over-twist!

Cut to make desired length. Bend a hook into one end, and bake the clay according to manufacturers directions. When completely cool, finish with varnish or nail polish. Tie the ribbon into a bow at the beginning of the curve, and use a loop of fishing line for hanging.

CHRISTMAS OWL NOTE HOLDER

Cut from felt, a triangle for top of owl's head and beak, and circles for eyes. Draw details on eyes. Glue the triangle to the top of a clip clothespin with the circles underneath. Glue on a strip of magnetic tape.

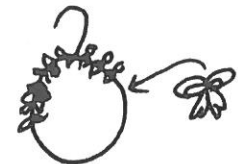


SANTA NAPKIN HOLDER

Cover a toilet tissue roll with red paper or felt. Glue pink paper to the top third for Santa's face. Draw dots for his eyes, nose, and mouth, and glue on cotton for mustache, whiskers, hair and fur. Insert a red napkin, rolled on the diagonal, with point extending through the top for Santa's hat.

PLASTIC BAG WREATH

Bend a clothes hanger into a circle, leaving the hoop at the top of the circle. Cut two or three trash bags into 2" x 7" strips. Tie strips onto hanger until fully covered. Wrap a 12" piece of yarn around the hook. Add a red bow to the base of the hook.



PLASTIC BELLS

Cut tops from plastic bottles. Make a hole in each for attaching a cord and bell for clapper. Spray with metallic paint, trim with tinsel, rickrack, or ribbon.



GRAMMY BEARS

Bake teddy bear graham crackers in an oven on low temperature until dry. They can then be painted or varnished the same as any other oven-baked decoration.

GIFT BAGS

Supplies needed: Lunch bags or plain paper bags any size, shapes for tracing, cellophane squares 5" x 6" of various colors, 1/4 inch red or green ribbons in 1 yard lengths, miscellaneous trims like jingle bells, cinnamon sticks, wrapped candies, etc, white glue

Trace and cut a shape on lower center of front of bag. Cut a piece of cellophane 1" larger than the shape, and tape over the open cutout from the inside. With bag folded, punch a hole 3/4 inch from each side and 1 1/2 inch from the top of the bag.

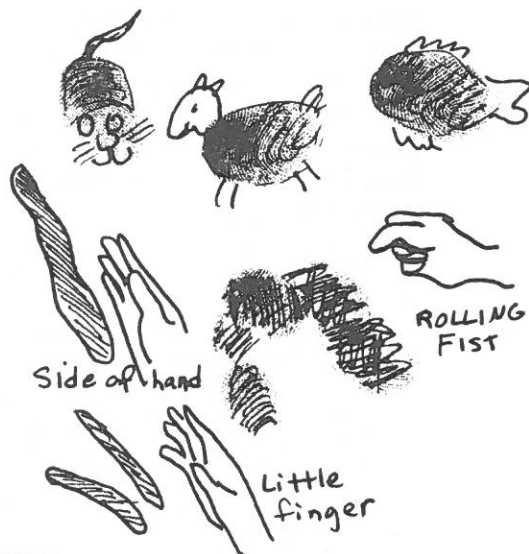
Fill the bag with gifts or goodies (food items should also be wrapped with plastic wrap to avoid staining the gift bag). Starting and ending at the center front, weave ribbon through holes and tie ends with a bow. Glue or tie any desired trim to the front of the bag.



FINGERPRINTS, THUMBPRINTS AND HANDPRINTS

Give each cub scout two or three sheets of white construction paper. Use assorted colors of tempera paint that is sticky, but not wet. Check for the right consistency by dabbing your fingers in the paint and pressing them gently on a clean sheet of paper. If the paint is of the right consistency, the swirls of your fingerprints will show. Spread the paint on cookie sheets or trays.

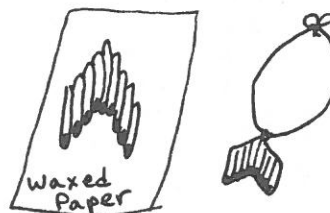
Have the cub scouts think of a scene in nature. Show them different ways to use their hands and fingers to print their picture. Frame prints with colorful construction paper when they are dry.



BURNT MATCH NECKLACE

Supplies needed: kitchen matches, glue, waxed paper, rings, cord or leather thong

Leader or adult should burn matches in advance. Light match and blow out immediately, so just the tips are burned.



Wipe off black residue on the tips. Using the waxed paper as a base, the boys can arrange the matches as shown and glue together with white or Tacky glue. When thoroughly dry, glue a ring on the back, at the top. After that glue is dry, a cord or leather thong can be strung through the ring to make the necklace.

CANDY TREE

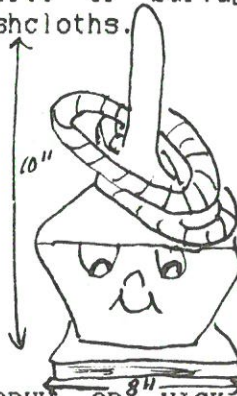
Materials needed: Styrofoam cone, nylon net (about 2 yards for a 16" cone, less if the cone is smaller), straight pins, pipe cleaners, white glue, wrapped candies, ribbons for tree top



Cut nylon net into 4" squares. Place two squares together as one, hold center and bring points together. Wrap center with a 2" piece of pipe cleaner. Dab glue to the end of the pipe cleaner and insert into cone, beginning at the bottom. Cover tree completely. Pin wrapped candies to the tree, spacing evenly. Top off the tree with a bow and ribbons dangling down. Suggestions:

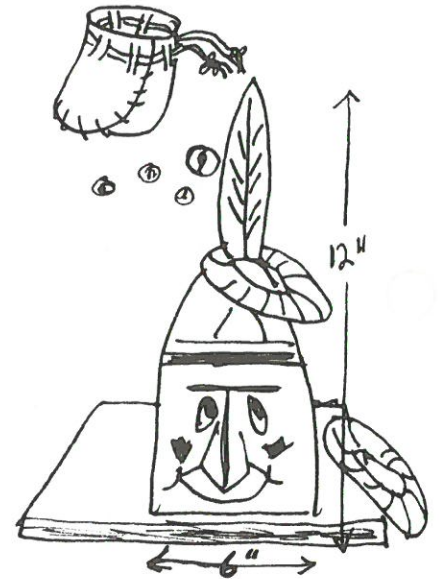
white cone - white net - peppermint candies - red ribbons
green cone - green net - colored candies - any color ribbons

MARBLE BAGS: Lace bottom and sides of small woven-weave dishcloths with lacing needles, heavy cord, or shoe laces. Attach a drawstring in the same manner. Decorate the outside of the bag, remembering to insert waxed paper inside so the paint or marker doesn't run through to the back. Two pieces of sturdy fabric or burlap could also be used instead of dishcloths.

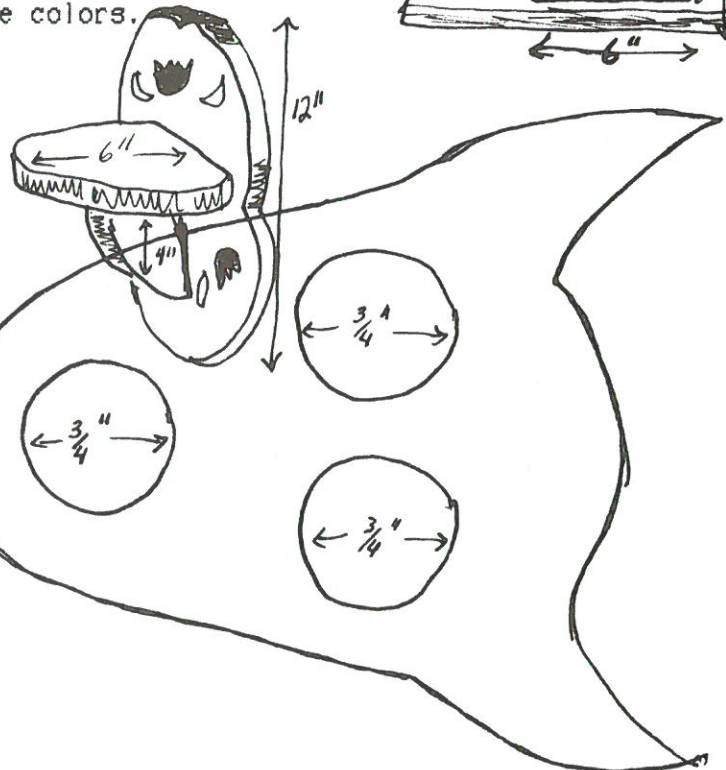


RING TOSS

Cut an interesting shape from pine scraps. Fasten to a base so it stands upright. Glue a short length of dowel or stick to the back of the figure. Paint the figure and base in appropriate colors.



TROPHY OR NICK-NACK SHELF: Enlarge on wood scraps the parts shown in the illustration. Add a loop to the back for hanging. Decorate with stencils or free-hand painting.



WESTERN TIE SLIDE: Cut shape from 1/4" pine, sand smooth and paint as desired. Pull the ends of neckerchiefs through each eye from the back and then both ends to the front through the nose.

PAPER-WEIGHTS

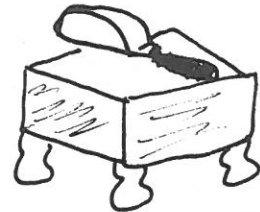
Supplies needed: baby food jars, glitter, diamond dust or glass beads, clear silicone adhesive, figurine

Clean the jars and lid so they are free of paper and glue. Use silicone adhesive to attach the figurine to the center of the jar lid. After this adhesive has dried, fill jar to within 1/2 inch of the top with water. Insert the figurine into the jar and close the lid to make sure there will be air in the jar when you have sealed it. Remove the jar lid and figurine from the jar. To the water in the jar add one tablespoon of the glitter, diamond dust or glass beads. Run a bead of silicon adhesive around the rim of the jar lid, attach the lid to the jar and screw down tightly.



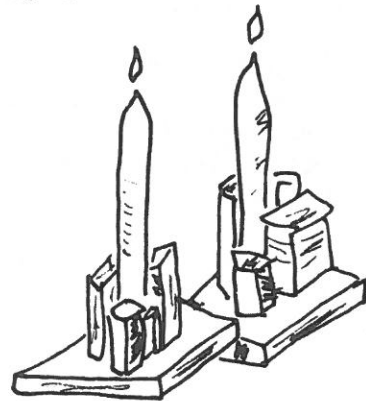
CHEESE SLICING BOARD

For a miniature butchers block, use a block of wood 2" thick and 4" square. Sand the block. For legs, use clothespins with the prongs sawed off. Glue the tops of the pins to the underside at the corners. Shellac or varnish block and legs. Accompanied by a slicer, this makes a very welcome gift.



MODERN CANDLE-HOLDER

On a 3" to 4" square of wood, glue an inverted ketchup bottle cap to hold the candle. Around the base, glue smaller wood blocks of varying heights. A pair of holders need not be identical. Sand the wood, stain, and add a coat of clear shellac.



FLOATING KEY RING

Replace the top of the film canister with a cork. The cork should have a hole drilled through it so a chain or key ring can be inserted. Glue the cork to the can with waterproof glue. Add luminous tape or paint, so the key holder can be found in the dark.

FISHING TACKLE BELT

Sew eight pieces of elastic 1 1/2" long to an old web belt as shown. The loops should be just the right size to hold empty film canisters, which can be filled with fishing tackle - and one with first aid supplies!

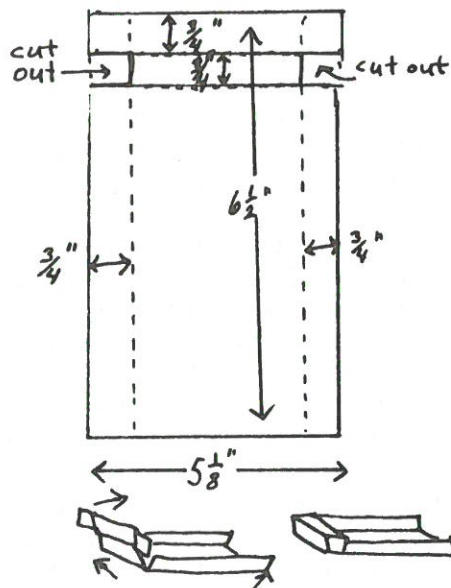


DESK SET

NOTE HOLDER

Supplies needed: Microwood self-adhesive, two colors, dark and medium dark, $\frac{3}{4}$ " x 9" each, tagboard, medium to heavy weight, white on both sides $5\frac{1}{2}$ " x $6\frac{1}{2}$ ", 9 Jumbo craft sticks, tacky glue, 3" x 5" note pad, typing paper

Draw a $5\frac{1}{8}$ " x $6\frac{1}{2}$ " rectangle on typing paper. Draw a fold line down the length, $\frac{3}{4}$ " from each side, and two fold lines across the top at $\frac{3}{4}$ " intervals: cut out. Cut out a notch at each top side between the two fold lines. Trace pattern on tagboard for each cub scout. Using a pencil, lightly draw fold lines on each tagboard piece.



Cut $\frac{3}{4}$ " squares from both colors of Microwood. Cut the squares diagonally to form triangles. Cut off both ends of the craft sticks, making seven 5" and two 4" pieces per project. Do the above for each project, the Cub Scouts can do the rest.

Cut out the tagboard shapes, fold flaps using one of the 5" craft sticks as a tool to make the folds straight along the guide lines. Remove stick and press the crease more firmly with fingers, then press crease by running stick from one end to the other. Do this for each crease.

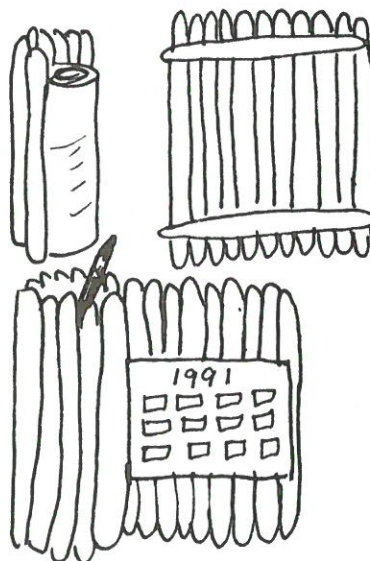
Assemble holder by gluing the tabs to the sides. Place five craft sticks on the inside back of the holder. Glue the sticks so they are close together, (if there is extra space, eliminate the sticks from the sides.) The two remaining 5" sticks should be glued to the sides. Glue the two 4" sticks to the front and top of the holder's back.

Take a break and allow the glue to dry. After the glue is dry, the holders can be decorated with Microwood, seeds, fabric, shells, etc.

CALENDAR AND PEN HOLDER

Supplies needed: craft sticks, empty 6 ounce juice can

Cover the can with craft sticks. For the back, glue 11 craft sticks together with two sticks for cross-pieces. When these two parts are dry, glue the pen holder to the left side and add a calendar to the front of the base.



GARDEN WHIRLWIND

Supplies needed: Two liter plastic bottle, without a handle, and a dowel which will fit into the opening of the bottle

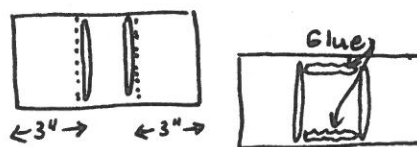
For the flaps, cut bottle on solid lines as shown. Make about ten of these, evenly spaced around the bottle. For each flap, score and bend out at dotted lines. Paint or decorate the bottle.



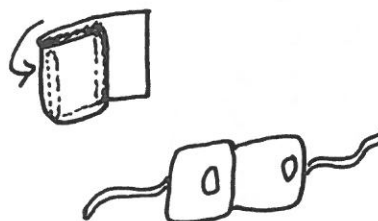
Invert bottle on dowel, so it will turn. Hammer a nail loosely through the bottle and into the dowel. Push the dowel into the dirt near your garden, and let the wind blow it around.

VISOR KEEPER FOR THE CAR

Supplies needed: 5 1/2" x 9" of dark color heavy-weight felt, lighter color felt shape, cloth ribbon 5/8" or 7/8" by 30" in length, 1/4" ribbon trim 7" long, 1/2" velcro tape, tacky glue, 2 craft sticks.



Fold the large piece of felt into thirds lengthwise, to end up with a shape about 5 1/2" x 3". Glue the craft sticks at the inside of the edge of the folds, so that they are on the center section. Fold one of the side sections over the craft sticks and glue into place to form the pocket. Glue the velcro tape to the top flap and bottom flap so they line up when the top flap is folded down.



The flap is the top side of the keeper. Fold the long ribbon in half to find its center, and glue at this point to the center of the back of the keeper. Glue the contrasting felt shape onto the front, and add the trim for decoration.

TREES FOR ALL REASONS

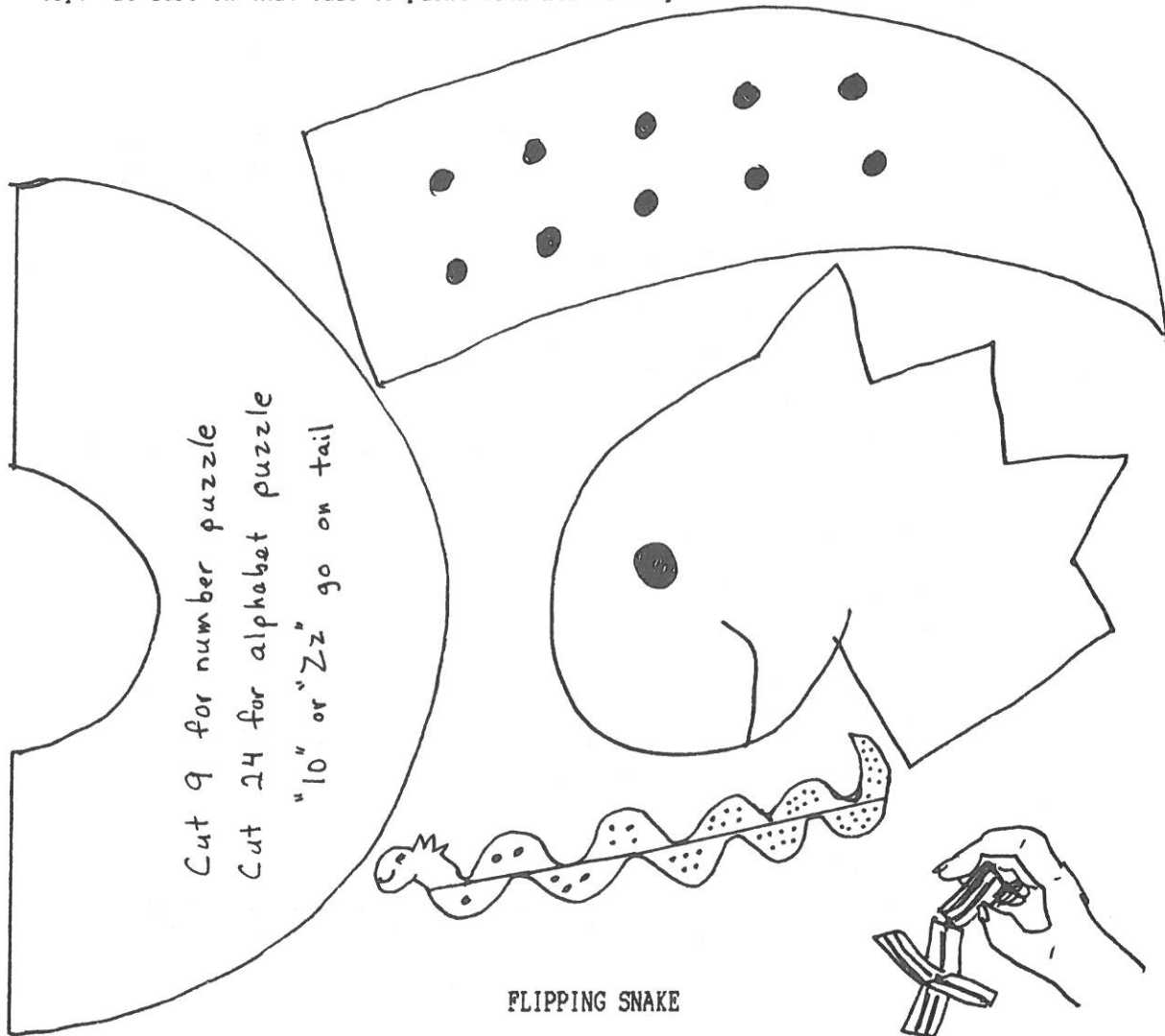
Supplies needed: Clay, small branches of dried or dead wood, miscellaneous items to hang from your tree

Shape clay into a ball, flatten one side on a smooth surface like a table. Insert branch into clay so that it stands up like a tree. Let clay harden. You may then hang items on the tree. This could be made for a quick and easy den doodle, or decorated for Christmas, or hung with boy's photos for a Blue and Gold centerpiece.



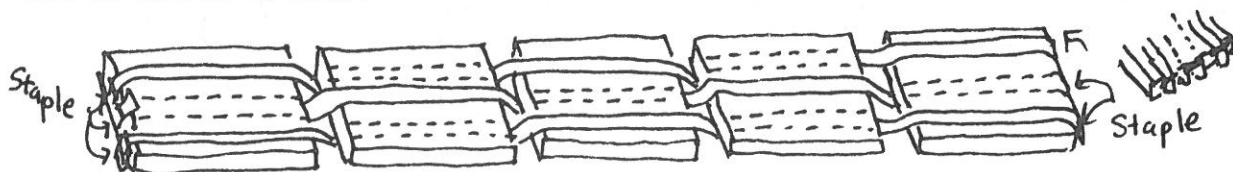
DRAGON PUZZLE

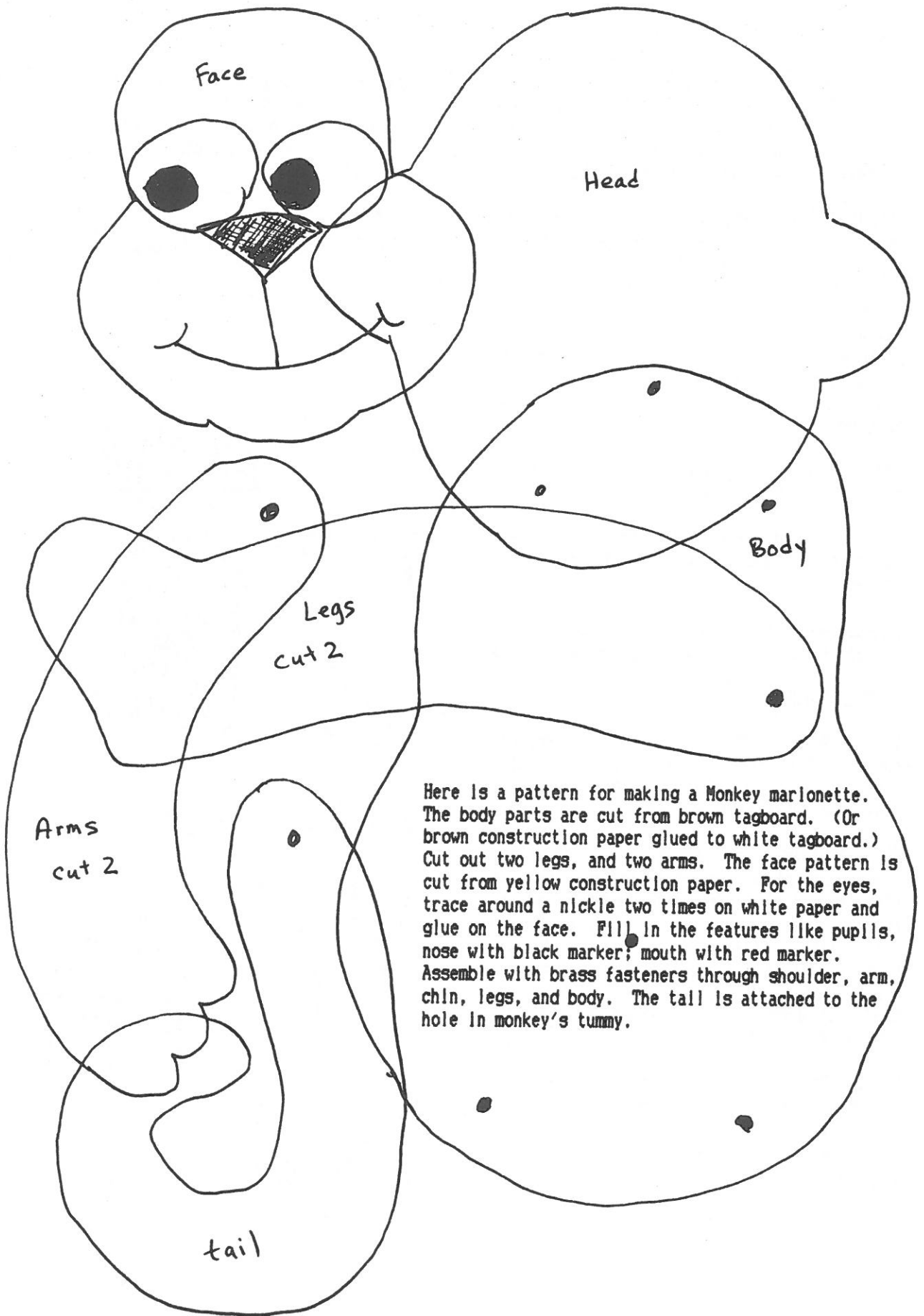
Here is a gift a Cub Scout could make for a 3 - 4yr old sibling. Trace the patterns on heavy yellow tagboard. Use markers to put the features on the face, and the dots on the body parts. For a number puzzle, cut nine body parts, and dot them ., . ., . . ., etc. Put ten dots on the tail. For an alphabet puzzle, cut twenty-four body parts, with Zz going on the tail. See the illustration for how the puzzle goes together. The older scout, who has access to a Jig saw, could possibly make this from 1/4 inch plywood for a more sturdy toy. Be sure in that case to paint with non-toxic paint.



FLIPPING SNAKE

For a toy that Cub scout age children will like, you will need five or six slats of 2" x 3" x 1/4" wood. Sand the wood smooth on all edges. Lay the slats in a row on the table, and weave a length of strong ribbon down the center of each slat, as in the illustration. Keep the ribbon taut as you go, and staple it to both ends. Then weave in the opposite direction, two contrasting ribbons, on both sides of the center ribbon and staple - see illustration. When the first slat is held and tipped, the rest of the slats will "walk" down the side of the snake.





Here is a pattern for making a Monkey marionette. The body parts are cut from brown tagboard. (Or brown construction paper glued to white tagboard.) Cut out two legs, and two arms. The face pattern is cut from yellow construction paper. For the eyes, trace around a nickle two times on white paper and glue on the face. Fill in the features like pupils, nose with black marker; mouth with red marker. Assemble with brass fasteners through shoulder, arm, chin, legs, and body. The tail is attached to the hole in monkey's tummy.

ROLLED JEWELRY Cut colorful magazine pictures into long, thin triangles, 4" high and 2" at the base. Vary the size of the base to make different length beads. Dip the triangles in liquid starch. Beginning with the wide end, roll tightly around a straw or pencil. Repeat these steps to make many beads. When they are dry, string beads onto strong thread to desired length and knot the string.

IRRIDESCENT NAIL WALL HANGING On Scrap paper design a simple picture to make on a scrap of wood. Paint the block of wood black; tempera paint is okay. Lightly draw the design with chalk on the painted wood. Hammer nails halfway into the wood on the outline of the picture. Carefully paint the tips of the nails with iridescent or enamel paint. Attach a picture hanger to the back for hanging.

STRING ART Star - pound nails at corners. Wrap yarn in number order.

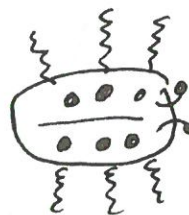
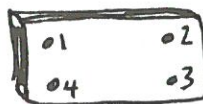
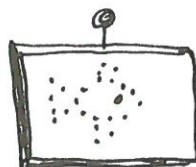
Boat - Wrap strings for railings. Decorate with spools, buttons, etc. to finish the boat.

PEOPLE WATCHERS While on a nature hike, collect twigs. Glue the twigs on to a scrap board. Glue eyes on to the twigs, and write "PEOPLE WATCHERS" on the top of the board.

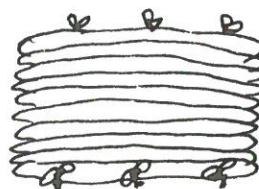
LIVING ROCKS On a nature hike, collect rocks. Glue eyes on the rocks, or paint faces on them, or make an animal sculpture. They make super paperweights.

BUG TIE SLIDE Take 1/2 of an english walnut shell, one black pipe cleaner, one pop can ring, two wiggley eyes, and plaster of paris. Cut the pipe cleaner into 3 equal pieces to form legs. Fill half of the shell with plaster, put in pop ring for slide. Locate 3 pipe cleaners to form bugs six legs. Let dry, glue eyes to top. Can be decorated to look like a ladybug.

GARDEN OR DOOR MAT Cut about 18 pieces of old hose into 12" sections. Drill holes across each hose in three places. Knot heavy twine, and thread it through all 18 hoses at each place. Knot twine at other end.

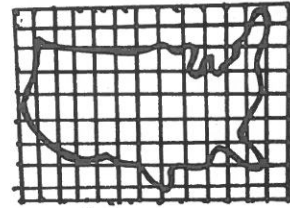


Hint: Using a small piece of cotton ball soaked in glue will hold 2 rocks together better than just a drop of glue.

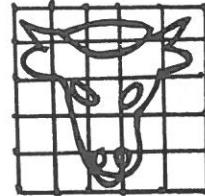


TIE SLIDES

AMERICA SLIDE Enlarge the outline of the United States using half-inch squares. Cut from heavy tagboard or 1/4 inch wood scraps. Paint, mark your home state, glue a star on your home town. Glue or staple a strip of leather to the back of the slide.



EL TORO SLIDE Enlarge the Bull's shape, cut from 1/4 in wood with coping or jigsaw. Paint on features, and glue or staple leather or ribbon loop to the back.



DECAL SLIDE Cut the bottom from a 35mm film canister or use a 2-inch section of paper-towel core. For the emblem, use badge of rank from small Cub Scout Insignia Stickers Sheet.



WOLF RANK SLIDE

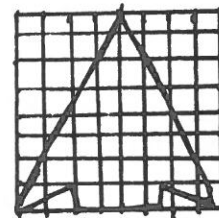
Cut heart shape and Wolf shape from 1/4 inch wood with a jigsaw or coping saw. Glue the Wolf to the heart. Paint the heart and the edge of the insignia red. Paint the wolf yellow, and add facial details. Glue on a loop of wood or leather.



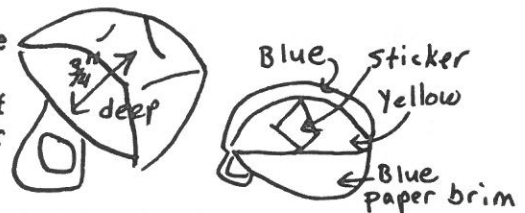
BEAR RANK SLIDE Same as above, only use Bear shape.

ARROW POINT SLIDE

Use grid to enlarge arrow to 2x2 inches. Draw on soft wood and whittle. Paint gold or silver. Glue or staple on a loop of leather or strong ribbon.



CUB HAT SLIDE Pour plaster of paris into styrofoam egg cartons. When it is almost set, insert a pop-top from a soda can into the back. When it is thoroughly dry, pop the slides out, seal with shellac or clear nail polish. Paint blue and yellow with tempera or enamel paint. Make brim of the hat from blue construction paper, and use a sticker for the insignia.



INDIAN TIE SLIDE Use a round bone, such as from ham or pot roast, boiled clean of all meat and gristle, and left to dry thoroughly. Use markers to draw Indian symbols (see Elective 10, Wolf Book). Spray with varnish.



TURKEY SLIDE This turkey slide can be made to wear during November. Fill half a walnut shell with plaster and set in a curtain ring large enough for the neckerchief to slide through. Glue on a piece of pipe cleaner for the neck, add a paper head with wattle. Draw on features. Glue on feathers cut from colored paper.



SCRAPS AVAILABLE AT LITTLE OR NO COST

Aluminum Pieces (flexible) - Local lithographing companies. Good for aluminum tooling.

Blueprint paper - Blueprint companies. Good for making leaf prints.

Bowling Pins - Some bowling alleys give discards away. Use for making figures, puppets, den doodles.

Buttons & Beads - Good Will, Salvation Army. Make jewelry, pictures, animals.

Cans (gallon size) - Restaurants and school cafeterias. Use to make tom-toms, or for storage.

Cardboard Cartons (large) - Appliance and furniture stores. Make scenery, props, puppet theaters.

Cardboard Cartons (small) - Grocery stores. Make shields, costumes.

Cardboard Cartons (round) - Ice cream stores have 3-gal. size for making knight's and astronaut's helmets. Kentucky Fried Chicken stores have similar buckets. Paint stores have cardboard paint buckets.

Carpet Scraps - Carpet shops give away scraps, discontinued samples, and soft foam underpadding. Good for covering den stools, making foot scrapers.

Ceramic Tile - Tile stores give away broken pieces and left-overs. Can be used to make mosaic gifts or kitchen trivets.

Cigar Boxes - Tobacco stores, department stores, drug stores. Make den storage boxes or gift storage boxes.

Concrete Blocks - Ask manufacturers for flat, broken pieces. Use for book ends, door stops, paper weights, etc.

Cork - Ask gasket manufacturers for scraps of sheet cork. Use to make coasters, placemats, pictures.

Drapery Samples - Drapery shops. Use for costumes, lining gift boxes, covering waste baskets, etc.

Foil Paper - Florists sometimes have scraps from pot wrappings. Use for paper mosaic pictures or costume trims.

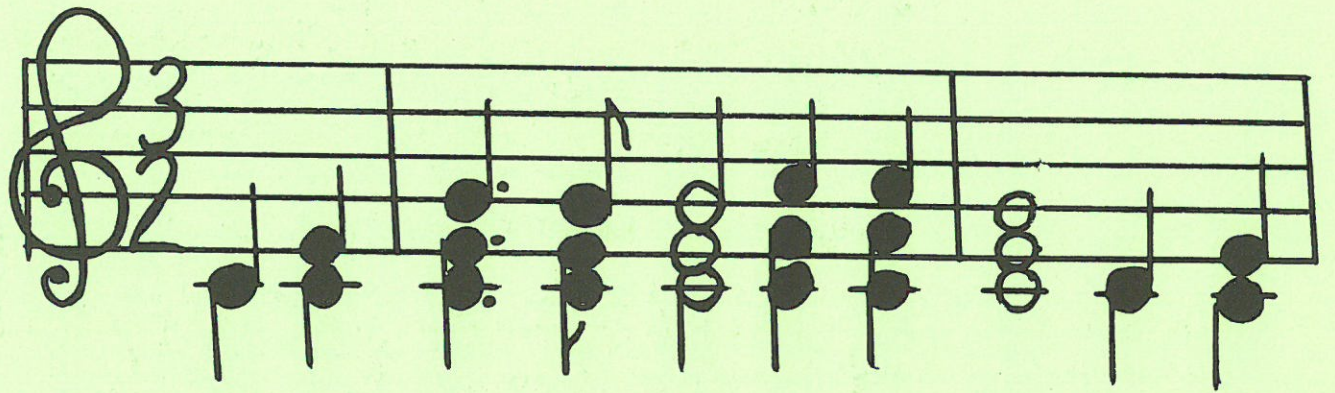
Jars - Good Will, second hand stores, garage sales. Make decorative jars covered with decoupage, tissue paper collages, or paint for flower vases.

Leather - Leather companies and upholsterers. Use for costumes and leather crafts.

Plastics - Some boat manufacturers give away windshield scraps. Use for plastic craft.

Pill Bottles - Ask local druggists to save them. Use for storing beads. Make toys and gift items.

Plastic Pop bottles - 2 liter size can be used to make terrariums or bug houses. Don't use green bottles. To get the end off, soak it in very hot water a few minutes, then push around it gently with your fingers.



KUM BA YA, MY LORD, KUM BA YA. KUM BA...

SONGS

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SONGS

WE'RE GLAD TO SEE YOU HERE (Tune - Farmer In the Dell)

We're glad to see you here,
It gives us joy and cheer.
Sure, it's true, we say to you,
We're glad to see you here.

CUB SCOUT WELCOME SONG (Tune - Auld Lang Syne)

We welcome you to our Cub Den.
We're mighty glad you're here.
We'll start the air shaking
with a mighty cheer.
We'll sing you in; We'll sing you out
For you we'll raise a shout.
Hall, hall the gang's here today,
You're welcome to our den!

FIRE PREVENTION (Tune- Clementine)

Check your hallways, check your closets,
And underneath the stairwell too.
For if you've piled a lot of junk there,
A big fire may call on you.

Dirty paint rags, piled up papers,
Frayed extension cords won't do.
Fire prevention is the answer
All good Cub Scouts must follow through.

INDIAN TAPS (Tune - Taps)

Great Spirit come,
With beat of drum,
Journey now,
With each one,
Great Spirit please,
Till each one,
Of our tribe,
Reach their tepees.

TAPS

Day is done,
Gone the sun,
From the lakes,
From the hills,
From the sky.
All is well.
Safely rest,
God is nigh!

TAPS

Sun of Gold,
Sky of Blue,
Both are gone
From our sight.
Day is through,
Do your best,
Then to rest,
Peace to you.

CUBBING DAYS (Tune - Good Old Summer Time)

In the good old Cubbing days,
In the good old Cubbing days,
Cubbing with your buddy friends,
Gee, the fun is fine -
You join a pack, and then a den
And have a wonderful time
So give three cheers, Hip-Hip-Hoo-Ray!
For the good old Cubbing days.

CUB SCOUTING WE WILL GO (Tune - Jingle Bells)

Cub scouting we will go,
To a den where we can play;
Sunshine, rain or snow,
Happy on our way.
As buddies we will greet
Faces gleaming bright;
What fun it is when we can meet
And do the things we like.
Chorus
Cub Scout Days! Cub Scout Days!
Dear old cub scout days!
Oh, what fun for everyone
On a den where we can play, Oh!
Repeat Chorus

OUR PILGRIM FOREFATHERS
(Tune - Battle Hymn of the Republic)

They came as strangers to a wild land, brave and unafraid,
In spite of many hardships they bowed their heads and prayed
"We're thankful for the growing crops, the beauty of our land,
And freedom to live as we planned".

Chorus: Our Pilgrim fathers make us proud,
They accomplished what they vowed,
We will sing their praises loud,
And freedom marches on.

Squanto was the Indian and he helped the pilgrims out,
He taught them how to plant their corn and how to fish for trout,
They hunted in the woods for deer and caught wild turkeys too,
He was a friend so true.

Bradford was the governor, he was just and fair,
He thought it was important that each man received his share,
He planned the first Thanksgiving holiday to celebrate
A harvest good and great.

CLAP YOUR HANDS
(Tune - Jingle bells)

Clap your hands! Clap your hands!
This is how it's done.
Clap your hands! Clap your hands!
To show you're having fun.
Stamp your feet! Stamp your feet!
Make a lot of noise.
Because we like so well to see
Such happy Cub Scout boys.

CUBS ARE FAIR AND SQUARE
(Tune - Jingle Bells)

Cubs are fair, Subs are square,
Cubs will do their best.
Cubs can work and laugh and play,
Cub Scouts stand the test.
(Repeat or sing in rounds)

SANTA'S COMING
(Tune - Are You Sleeping)

Santa's coming, Santa's coming,
Hear the bells, hear the bells.
You had better be good,
You had better be good,
Little boy, little boy.

GENIUS SONG (Tune - Clementine)

I'm a genius, I'm a genius,
I'm a genius, everyone.
I worked hard and mighty long,
But golly gee, it sure was fun.

My creation, my creation,
Oh, what a sight to see.
Mom and Dad are super proud,
To have a son just like me.

I'm a genius, I'm a genius,
I'm a genius, everyone.
I've worked hard and won the title,
But best of all, I sure had fun.

DEN MOMS (Tune - School Days)

Den Moms, den Moms,
They're our Blue and Gold Moms;
Painting and glueing and
hammering nails,
Breaking up battles and
hearing our tales,
Projects and skits we will try to do,
Even when peter falls into the glue.
We'll do our best
To meet every test;
And Boy Scouts some day we will be.

PEOPLE IN THE FAMILY SHOULD DO A LOT
TOGETHER

(Tune - Supercallfragillistic-
explalldocious)

Chorus:

People in the family should do a lot
together,

In the house or out of doors,

No matter what the weather,

Do not try to put it off,

It's either now or never,

People in the family should do a lot
together

Mom and Dad should take the time

(You will be glad you did)

To be a parent and a friend,

Do something with your kid.

One day they are tiny,

And the next day they are grown,

And before you know it,

You'll be living all alone.

Chorus:

Go to a museum, see a show,
or ride a bike,

Try your hand at fishing,

Or at camping or a hike,

Swimming in a swimming pool,

Or skiing on the snow.

Lots of things that you can do

And places you can go.

MY BONNIE

My Bonnie lies over the ocean,

My Bonnie lies over the sea,

My Bonnie lies over the ocean.

Oh, bring back my Bonnie to me.

Bring Back, bring back,

Oh, bring back my Bonnie to me,
to me.

Bring back, bring back,

Oh, bring back my Bonnie to me.

Stand up for the first word with a
"b" in it, then sit down on the next
"b". Continue alternating between
standing and sitting on each word
with a "b" The whole group should
be sitting at the end of the song!

I WISH I WERE A LITTLE BAR OF SOAP

(Tune - If You're Happy and You Know It)

I wish I was a little bar of soap,

I wish I was a little bar of soap,

I'd slippery and I'd slidey

Over everybody's hidey,

Oh, I wish I was a little bar of soap.

I wish I was a little hunk of mud,

I wish I was a little hunk of mud,

I'd ooey and I'd gooey,

Under everybody's shoeey,

Oh, I wish I was a little hunk of mud.

I wish I was a little on-yun,

I wish I was a little on-yun,

I'd yelly and I'd yummy

Inside everybody's tummy,

Oh, I wish I was a little on-yun.

I wish I was a little mosquito,

I wish I was a little mosquito,

I'd nippy and I'd bitey

Under everybody's nittey,

Oh, I wish I was a little mosquito.

A-GARDENING WE WILL GO

(Tune- Farmer in the Dell)

Chorus to be sung after each verse

A-gardening we will go, a-gardening we will go,

Hi, ki, Akela, the Cub Scouts are not slow.

1. Let's garden all the more, let's garden all the more,
Hi, ki, Akela, we'll garden more and more.
2. We rake and spade and plow, we rake and spade and plow,
Hi, ki, Akela, we're getting somewhere now.
3. We water, plant and hoe, we water, plant and hoe,
Hi, ki Akela, every Tom and Jack and Joe.
4. We weed and weed and weed, we weed and weed and weed,
Hi, ki Akela, we must protect our seed.
5. We spray and kill and pick, we spray and kill and pick,
Hi, ki, Akela, we'll make those bugs all sick.
6. We harvest all our food, we harvest all our food,
Hi, ki, Akela, we've done the best we could.

IT'S AN INSECT COVERED WORLD

(Tune - It' a Small World)

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

Chorus

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

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

Chorus

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

Last Chorus

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

THEY WERE ONLY PLAYING LEAPFROG

(Tune - John Brown's Body)

A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
As they were marching home.

Chorus: They were only playing leap frog,
They were only playing leap frog,
They were only playing leap frog,
As a busily buzzing bumble bee went busily buzzing by.

2nd verse: One photographer photographed another photographers back.

3rd verse: One hedgehog edged up the hedge as another hedgehog edged down.

4th verse: A spider espied a spider on another spider's back.

AKELA'S COUNCIL

(Tune - Clementine)

When Akela holds his council,
And the campfire's all a-glow,
We will form a friendship circle,
As we sing so sweet and low.
Oh Akela, brave Akela,
True and square, Cub Scouts we'll be.
To our Promise and the pack law,
We will pledge our loyalty.

IT'S A CUB WORLD

There are Cubs In England and Italy
There are Cubs In France and Germany
When the Cub flag's unfurled
All around the world
It's for Cubs like you and me.

Chorus:

It's a Cub world, after all
It's a Cub world, after all
It's a Cub world, after all
It's a Cub Scout World.

There are Bears and Wolves and
Webeles

We wear different patches on our
clothes

But I tell you it's true
We all wear gold and blue
In out Cub World, after all.

Chorus:

Akela guides us all, you see
To learn to do and grow and be
And we all meet the test
'Cause we all DO OUR BEST
In out Cub world, after all.
Chorus:

BE KIND TO YOUR WEB-FOOTED FRIENDS

(Tune - Stars and Stripes Forever)

Be kind to your web-footed friends,
For a duck may be somebody's mother.
Be kind to your friends in the swamp...
Where the weather is always damp.

Well, you may think that this is the end,
Well, it is!

SMILE SONG (S-M-I-L-E)

(Tune - John Brown's Body)

It isn't any trouble just to S-M-I-L-E,
It isn't any trouble just to S-M-I-L-E.
There isn't any trouble, but will vanish like a bubble,
If you'll only take the trouble just to S-M-I-L-E.

2nd Verse: It isn't any trouble just to G-R-I-N, grin,

3rd Verse: It isn't any trouble just to L-A-U-G-H,

4th Verse: It isn't any trouble just to HA! HA! HA! HA! HA!

DOORWAY TO ADVENTURE

(Tune - My Bonnie Lies over the Ocean)

Let's follow the trail to adventure,
The trail every good Cub Scout tries,
with all of God's beauty around us,
The trees and the streams and the skies.

Chorus: Cub Scouts, Cub Scouts,
Adventure is part of Cub Scouting fun
Cub Scouts, Cub Scouts,
Why don't you have fun with us?

Let's open the door to adventure,
With achievements, electives, and fun,
Cub Scouting is such an adventure,
It's exciting for everyone.

And after we've had fun in cubbing,
Another door lies straight ahead,
We're prepared for the Scouting adventure,
And so we have nothing to dread.

BLOW THE MAN DOWN

I'll sing you a song,
A good song of the sea;
Way, hey, blow the man down.
And trust that you'll join
In the chorus with me,
Give me some time to
Blow the man down.

There was an old skipper,
I don't know his name,
Way, hey, blow the man down.
Although he once played
My remarkable game,
Give me some time to
Blow the man down.

BIRTHDAY B.S.A.

(Tune - On Top of Old Smokey)

We were all at the banquet
On Blue and Gold day;
The whole family came there
To eat and to play.
Then somebody told me
We're ___ years old.
I could not believe
What I had been told.
Then they brought out a cake
With candles on top.
I counted the candles,
And I didn't stop.
Now how could a Cub Scout
Be age ___?
When I get that old
I won't be alive.
Then somebody told me
An astonishing fact,
That the Boy Scouts of America
Is much older than that.
My den leader told me
That I shouldn't fret,
That's the age of Cub Scouting,
I'm not that old yet.

BLOW THE MAN DOWN

Come all ye young fellows that follow the sea,
Yo, ho, blow the man down.
And please pay attention and listen to me,
Give us some time to blow the man down.

On board the 'Black Baller' and soldiers and all,
yo, ho, blow the man down.
And in the 'Black Baller' I wasted my prime,
Give us some time to blow the man down.

The tinkers and tailors and soldiers and all,
Yo, ho, blow the man down.
Shipped for good seaman on board the "Black Ball",
Give us some time to blow the man down.

'Tis larboard and starboard, you jump to the call,
Yo, ho, blow the man down.
For "Kicking Jack" Williams commands the 'Black Ball',
Give me some time to blow the man down.

HAIL TO CUBBING
(Tune - On Wisconsin)

Hail to Cubbing! Hail to Cubbing!
Best game of them all;
We're a bunch of Jolly Cubbies,
Listen to our call - Rah! Rah! Rah!
Ever onward, ever foreward -
Bringing fun to all!
Here's to the game of Cubbing,
Best of all.

SLEEPY CAMPER

What do you do with a sleepy
camper,
What do you do with a sleepy
camper,
What do you do with a sleepy
camper,
Early in the morning?

Chorus:

Way, hey, late ye risers,
Way, hey, late ye risers,
Way, hey, late ye risers,
Early in the morning.

Throw him in the lake with his
pants on backwards.
Chorus

Hit him in the face with a
sopping towel.
Chorus

Put him to bed an hour sooner.
(early in the evening)

FLEE FLY

Flee
Flee fly
Flee fly flo
Vesta
Gum a la, Gum a la, Gum a la vesta
No, no, no, no not the vesta
E-nee-me-nee, des-a-mee-nee,
OO-ah-ah-wan-ah-me-nee, Es-a-me-nee,
Sol-a-me-nee, OO-ah-ah-wah
Bo, Bo Squaten, daten, whaten,
noten chow.
Beet Billy oten boten bo bo,
bo beeten doten, bo bo squaten
noten whaten noten chow.

ANTS GO MARCHING

The ants go marching one by one,
hurrah, hurrah.
The ants go marching one by one,
hurrah, hurrah.
The ants go marching one by one,
The little one stops to shoot a gun
And they all go marching down in
the ground to get out of the rain.
Boom, boom, boom.

Continue:

two - tie his shoe
three - climb a tree
four - shut the door
five - do a jive
six - pick up sticks
seven - go to heaven
eight - shut the gate
nine - climb a vine
ten - say "THE END" or start again

IN THE BACKYARD
(Tune - Clementine)

In the backyard, in the backyard,
You will find your summer's fun;
If you look at what's around you,
You'll have fun till day is done.

After sunset, watch the stars shine,
Natures wonders you can see;
Mother Nature's backyard's endless,
Always there for you and me.

Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds build their nests high,
And been thankful for the trees?

If you'll just look all around you,
Many new things you will find.
If you'd only realizes it,
They were right there all the time.



Family Camping

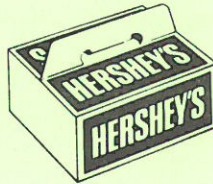
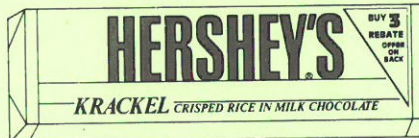
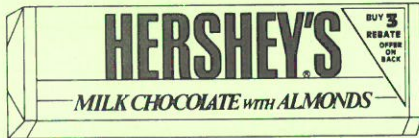
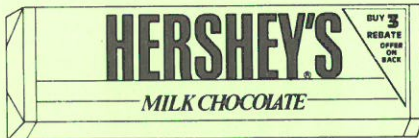
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ALL-AMERICAN
BARS

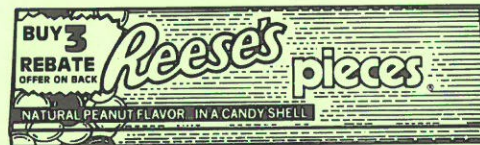
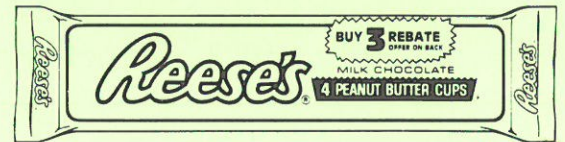


60 PER CASE (2 - 30 count carriers per case)



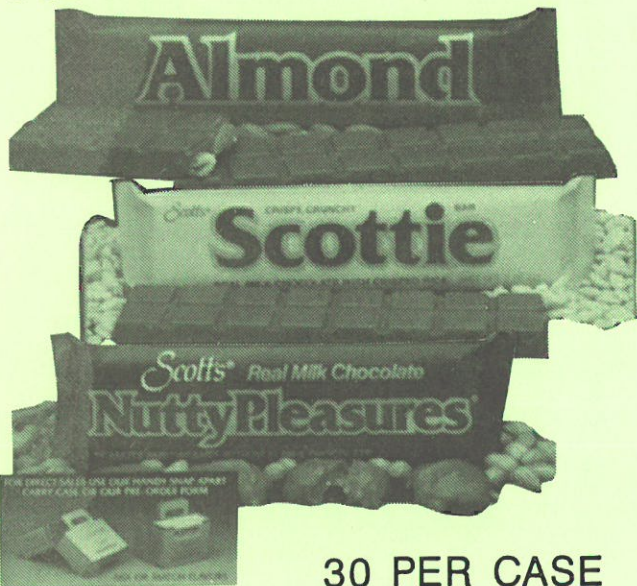
30 count carriers

60 PER CASE



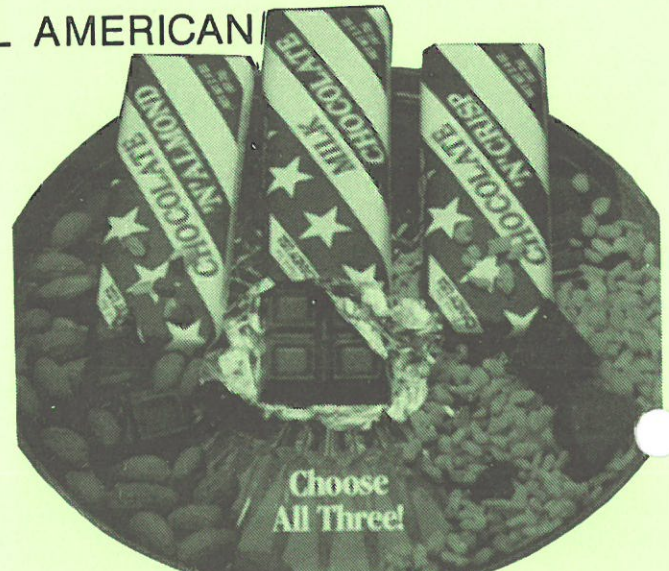
TWO NEW DELICIOUS ADDITIONS

SCOTT'S



30 PER CASE

ALL AMERICAN



30 PER CASE

(details on back)

THE OUTDOOR CODE

AS AN AMERICAN, I WILL DO MY BEST TO-BE CLEAN IN MY OUTDOOR MANNERS

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

BE CAREFUL WITH FIRE

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

BE CONSIDERATE IN THE OUTDOORS

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

BE CONSERVATION-MINDED

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

LOW IMPACT CAMPING

- * Never use ground fires for any reason except emergency survival. Cook with stoves or eat cold food.
- * Take all garbage back to the designated location or take it home with you. Take the other "guy's" garbage also.
- * Do not set up camp in the same spot as others have. If you can see where camps have been set up because of damaged grass or fire scars find another location. The less any one spot is used, the quicker it will be restored by nature.
- * Enjoy nature and everything it has to offer but leave it where you see it. Do not pick flowers, plants, cut trees or catch animals. Let the next family that comes into the area enjoy the same things you did.

LAWS OF WOODCRAFT

Be brave, be silent, and obey.
Be clean, be strong, protect
wildlife always.
Speak true, be reverent, play
fair as you strive;
Be kind, be helpful, glad you are
alive.

FAMILY CAMPING

Family camping is an excellent way to introduce the younger Cub Scouts to the joys and fun of camping. Whether you camp in a tent, trailer or motor home, the experiences can be something that the family will never forget.

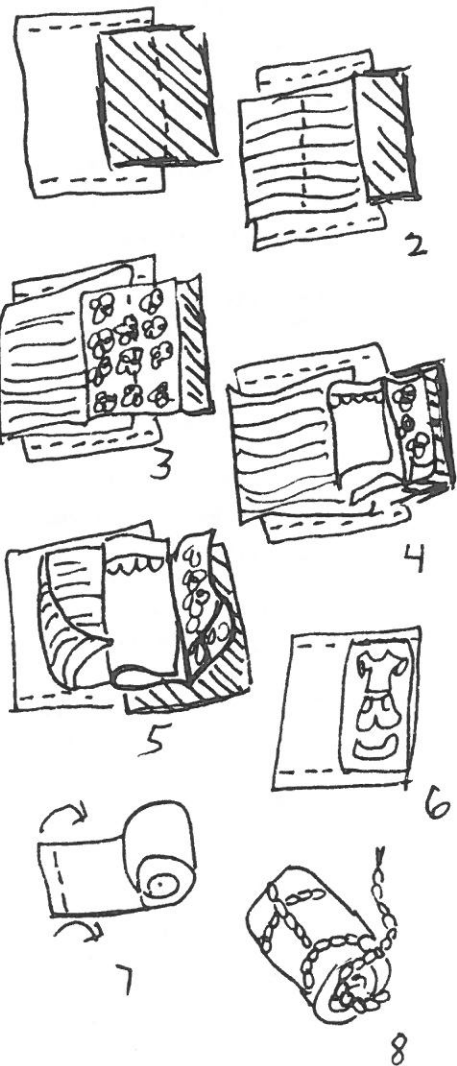
Some of the ideas that could be used to introduce a child to camping include:

BACKYARD CAMPING

* Camp in your own backyard for a week-end. Make the following equipment if you do not have already have it.

- **SHELTER** Use large tarps or painting drop clothes draped over a line tied to two trees or poles.
- **SLEEPING BAGS** The following directions can be used to make a bedroll that will be comfortable for late spring, all summer and early fall camping. The bedroll is made from a ground cloth, three blankets and a sheet.

1. Place the ground cloth flat on the ground. It should be 30 centimeters (cm) larger than the largest blanket you will be using. Place the first blanket down the center of the ground cloth.
2. Place the second blanket down the center of the first blanket.
3. Place the third blanket on top of the first, covering half of the second blanket.
4. Take a sheet and fold it in half. Place it on the third blanket with the open edges down the center of the blanket.
5. Fold the uncovered part of the third blanket over the sheet. Then fold the half of the second blanket over it. Then fold the half of the first blanket over that.
6. You can roll some of your clothes and equipment in a bedroll. Lay them on top of the blanket. Now fold the half of the ground cloth over the blanket.
7. Tuck in the ends and roll from bottom to top.
8. Tie with two half hitches.



LANTERNS and STOVES

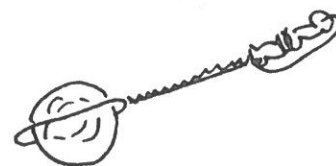
Every item described here is using recycled metal cans so adult supervision is a must because the cans will get hot. Never use the items in a tent or any other shelter and only handle after they have cooled off.

BUDDY BURNER This is a fuel to be used with the vagabond stove (see next item) or as an emergency fuel for start a fire. **WARNING:** The smoke from a buddy burner is very black and this is to be used outdoors only.

Use a tuna fish or pet food can after the food has been used and the can washed. Fill the can with cooregated cardboard or sawdust, do not pack the saw dust down. Have an adult melt paraffin or candle ends and pour it carefully over the saw dust until the can is almost full. When you are ready to use the buddy burned light the top of the paraffin/sawdust combination with a match.



Make a damper for your buddy burner from the lid of can you are using and a piece of wire coat hanger. When the fire gets too hot cover part of the fire with the damper. Practice until you can tell how much heat you need for cooking.

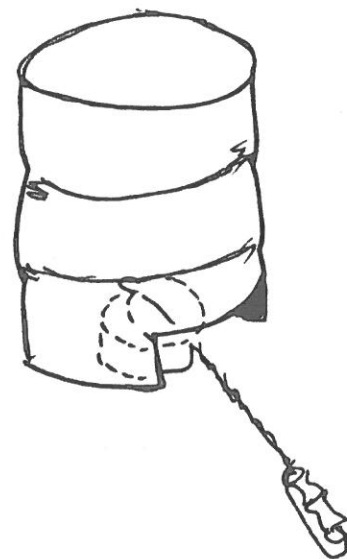


VAGABOND STOVE To make the stove you will need a #10 tin can, pair of tin snips, gloves, a punch opener (church key) to make the stove and a roll-type can opener to make a smooth edge on the can when you take the can lid off.

The open end of the can will be the bottom of your stove. Wearing gloves, take the tin snips and cut a door about 7.5 cm square from the open end. Using the punch opener, pierce three or four holes at the top of the can on the side opposite the door. These are your air holes and serve as a chimney.

The first time you use your stove, wipe the finish off the tin can lid after the stove has heated up. Hold the stove with a pot holder, and wipe it with a paper towel.

You can cook on the lid of your vagabond stove, or you can use a small frying pan, or heat a kettle of water on it. After you are done cooking cover the buddy burner with the damper or turn the stove upside down and set it on the burner. Remember, these are hot and you should not touch the buddy burner until the paraffin has cooled and hardened.



COOKING HINTS

1. Place a kettle of water on your grill to make sure that it is steady and sturdy enough to hold the kettle level. Also this is the time to see if you can lift the pot when it is full.
2. Set the water on the grill over a hot fire. Cover the pot to keep the ashes from blowing into to it. When the water boils your are ready to make:
 - Soup Add dried soup mixes or bouillon cubes.
 - Cocoa Add instant cocoa mix, the kind you use with water, not milk.
 - Rice Use instant rice.
 - Tea or For the adults.
 Coffee
3. Make it easier to clean pots by rubbing the bottom and sides with a bar of soap or by spreading a light layer of liquid soap on them.
4. To prevent egg white from running out while boiling a cracked egg, add a pinch or two of salt to the water or wrap the egg tightly n aluminum foil.
5. A pinch of flour sprinkled on fat while frying will stop splattering.
6. Putting a small dab of butter on oatmeal while it is cooking will make the pot easier to clean.
7. To remove the oder from your hands after cleaning fish, rub a little vinegar on your hands and then rinse in cold water.
8. Never beat pancake batter. Stir it and don't worry about the lumps. They will disappear.
9. Hamburgers should be handled gently. They will be tenderer if patted rather than pressed into shape.
10. Don't salt meats either before or while broiling them. Salt starts juices running and the meat will lose flavor.
11. Drop a small pat of butter in with boiling spaghetti to prevent boiling over.

CAMP RECIPES

CAMPFIRE COCOA (40 - 50 CUPS)

- 1lb Quik
- 1lb Powdered Sugar
- 1lb Dry non dairy creamer
- 1 8 quart box of powdered milk

Mix all the ingredients together and store in a large container. When you want hot cocoa fill each cup 1/2 half full of the mixture, add hot water to the top. Stir and serve. Add marshmallows if desired.

CUB SCOUT'S FAVORITE RECIPE

Take 1 elephant (medium sized), 2 rabbits (optional), salt and pepper. Cut the elephant into bite size pieces. This will take nearly two months so plan ahead. Brown the elephant meat. Add enough brown gravy stock to cover the meat. Cook uncovered at 465 degrees for 4 weeks, adding more liquid as necessary. This recipe serves 38,000 people. If more are expected, add the two rabbits, but only if necessary, because most people don't like to find hare in their stew.

JOHNNYCAKE RECIPE

- 1 1/2 c Cornmeal
- 1 tsp Salt
- 1 tbsps Flour
- 2 tbsps Vegetable oil
- 1 tsp Soda
- 2 Eggs beaten
- 1 1/2 c Milk

Mix all ingredients together with a few swift strokes. Drop the batter by spoonfuls onto a hot, oiled griddle. Fry until golden brown on each side.

CAMPFIRE STEW

- 2 Pounds hamburger
- 1 onion, peeled and diced small
- 2 10 3/4 ounce cans condensed vegetable soup
- salt and pepper to taste

Fry the hamburger in a large kettle until brown. Drain off the excess fat. Add the vegetable soup and enough water to prevent sticking. Cover and cook slowly until meat is cooked through and the flavors are blended. Serve hot, salt and pepper added individually to taste.

RECIPES FOR ALUMINUM FOIL COOKING

- Burger Dinner - On a one-foot square of foil, place 1/4 lb. hamburger patty, thin slices of raw potato, carrots and onions. Salt and pepper to taste. Pour one or two teaspoons of dry gravy mix over the dinner and seal tightly. Cook on hot coals about 20 minutes, turning twice.
- Chicken and Rice - Use four chicken breasts about 1/4 lb. each. Place on large foil square. Mix 10.5 ounce can of cream of mushroom soup and 2/3 cup of instant rice, and spoon mixture over the chicken. Sprinkle with paprika. Seal foil tightly and place about 5 inches above the coals. Cook 40 minutes or until done, turning once.
- Tuna Dinner - On a square of foil, place half of a 10 ounce package of frozen beans or broccoli. Top with half of a seven-oz. can of tuna, broken into chunks. Sprinkle with lemon juice and add two tablespoons of tartar sauce and some chopped onions. Seal tightly. Cook about five inches above hot coals for 25 - 30 minutes.
- Baked Apple - Core an apple and place on a square of foil. Fill the core hole with raisins, brown sugar and a dash of cinnamon. Seal the foil and place the package on hot coals for 15 - 20 minutes.

OTHER EASY RECIPES

- Kabobs - Alternate bite-sized pieces of meat and vegetables on a skewer. Use cubed luncheon meat, precooked ham or quartered wieners. (If you want to use raw beef or lamb instead, marinate the meat first in Italian salad dressing for a couple of hours.) For vegetables, try sliced onions, cherry tomatoes, green peppers and pineapple. Broil kabobs of hot coals until the meat is done.
- Wiener Kabobs - Alternate wiener pieces and pineapple chunks. Broil on a grill or over hot coals.
- Hot Dog Delight - Pin slices of bacon around a hot dog with toothpicks. Broil over hot coals.
- Roasted Corn - Strip husks back but don't tear off. Remove silk and soak ears on cold, salted water. Spread butter on ears and cover them again with husks. Wrap each ear in aluminum foil and twist ends tightly. Lay on hot coals for ten minutes, turning once.
- S'Mores - Lightly brown marshmallow over fire. Place between graham crackers with a square of hershey candy bar.

- Hobo Popcorn - In center of 8-inch square aluminum foil, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with butter and salt.
- Chocolate Wafer S'More - 32 chocolate wafers, 1 cup peanut butter, 16 marshmallows. For each, spread 1 tablespoon peanut butter on chocolate wafer. Skewer marshmallow onto fork or stick and toast over hot coals. Place on prepared wafer. Remove stick. Top with another wafer to form sandwich. Makes 16.
- Shaggy Dogs - 1 can chocolate syrup, 1 package large marshmallows, 1 package shredded coconut, stick for roasting marshmallows. Open the chocolate syrup, then heat over the coals until runny. Toast a marshmallow on a stick until just golden. Dip marshmallow in chocolate syrup and then roll in coconut.
- No Bake Chocolate-Cake-In-a-Cone - 1 package of chocolate cake mix, nuts, miniature marshmallows, shredded coconut, 1 package of ice cream cones. Add liquid to one package of chocolate cake mix. (For thicker batter, add less liquid than the package requires.) Add nuts, marshmallows and coconut. Serve in an ice cream cone. For variety, instant pudding mix may be substituted for the cake mix.
- Banana Boats - 1 banana, chocolate chips and mini-marshmallows. Peel one section of banana, remove part of the meat, fill with chips and marshmallows. Replace banana peel and wrap the whole in foil. Warm over coals just long enough to melt the chips and marshmallows.
- Finger Jello - Mix together 9 ounce package of Jello and 3 cups of boiling water. Mix together 4 envelopes unflavored gellatin and 1 cup of cold water, 2 teaspoon lemon juice. Mix all together and pour into 13 x 9 pan. It will set up outside of refrigerator, Cut into cubes or shapes (with cookie cutter). Can be stored in plastic bowl.
- Doggies In Blankets - 2 cups bisquick mix, 1/2 cup cold water, wieners. Gently smooth dough into ball. Knead 5 times. Roll 1/2 inch thick. Cut into 1 inch strips and wrap hot dog. Roast slowly over fire until brown.

- Hole In One - Breakfast - Scoop out the center of a piece of bread, about 2 1/2 inches in diameter and fill the hole with an egg. May be cooked on greased (butter is best) Buddy Burner. Season and turn.
- Pancakes - Try your favorite pancake mix on your Buddy Burner.
- Bacon and Eggs - Fry bacon on your Buddy Burner, and add one or two eggs. Fry to your taste. Add salt and pepper.
- Applewiches - Slice an eating apple into thin slices and place a thin piece of cheddar cheese between slices.

TRAIL SNACKS

Good trail foods need proper packaging before being put into your backpack or pocket. Even those bought in a store sometimes need to be repacked in a one serving size munchie package. Some good guidelines to follow include:

1. Make packages for a single person.
2. Pack just enough so there is no waste or leftovers.
3. Pack enough so you won't get too hungry. Hiking takes a lot of energy.
4. All packages should be airtight and sealed with a twist tie to keep out moisture and insects.
5. Don't take plastic containers (tupperware, etc) they are too bulky and are unnecessary weight.
6. Pack carefully so your bags are not punctured by things in your back pack.

JERKY

1 1/2 lbs of flank steak
 1 teaspoon of salt, liquid smoke or barbecue salt
 1/3 teaspoon each garlic powder and black pepper.

Trim off all possible fat. Semi-freeze the meat, and slice it with the grain into 1/8 inch slices. Marinate overnight in a shallow glass dish, thoroughly covered with sauce made from all the other ingredients. Lay strips of marinated meat in a single layer on oven racks (place cookie sheet or foil underneath to catch the drips). With the oven door open a crack, roast at lowest possible temperature (125 - 140 degrees) for 8 - 12 hours. Test occasionally, till it is chewy as desired. This amount makes 1.2 pound of jerky. Recipes can be doubled or tripled if there is room in the oven (pieces must not overlap).

CRUNCHY GRANOLA
(makes a big batch)

3 1/2 cups rolled oats (oatmeal, quick cooking or regular)
1 cup wheat germ
1 cup sesame seeds
1/2 - 1 cup shredded unsweetened coconut (optional)
1/4 cup vegetable oil
3/4 cup honey
1 teaspoon vanilla
dash of salt

Mix all ingredients well in a large bowl. Spread 1/2 inch deep on 2 cookie sheets. Bake 2 - 3 hours at 250 degrees until golden brown. Stir occasionally. As sides brown first, let cool. Break up in large chunks. Store in tightly covered containers. Use as a trail munchie or with milk as a breakfast cereal.

FRUIT COMPOTE

Dried peaches
Dried apricots
Raisins
Dates
Seedless prunes (cut up)
1 Cup Chopped Nuts

Mix all ingredients in a large container and then package in single serving size plastic bags. Tie with a twist tie and pack in your pack.

QUICK SNACK

Mix together cheerios, peanuts, raisins, and M&M's.

APPLE FRUIT LEATHER

Prepare 1 quart chopped apples, removing cores but not skins. Place just enough water in a blender, with a few apple chunks, to start the blending action. Keep adding apples until consistency is that of good applesauce. Honey can be added very sparingly if extra sweetness is desired.

Spread puree evenly 1/4 inch thick on a 12 x 18 sheet of plastic wrap on a cookie sheet. Approximately drying time is two days.

When dry and still warm roll up plastic sheet with leather on it (one side will be shiny) and store in a tightly closed container.

NOTES: Any fruit (except citrus) can be used for fruit leathers. There are many combinations (like apricot/banana) that are terrific. The only rule is - if it tastes good in the blender it will be a good fruit leather.

IDEAS FOR HIKES

- * **FIND A HOME:** Take a slow walk and see how many animal "homes" you can find. Look at the home without disturbing the "owners" and see if you can tell what it is made from and how it was made.

Some of the animal homes you could look for are spider webs, nests, holes, and cocoons.
- * **THE SENSES:** Blindfold each of person in your group and have them sit quietly for 10 minutes. Tell them to listen, smell, and feel what is going on around them. After the time is up, have each person write a list of the things that heard, smelled and felt while blindfolded.

After everyone has their list done, have each person tell what they heard, smelled or felt.
- * **BIRDING:** Take a hike at sun rise, midday and sunset and record the kinds of birds you see on each hike. Hike on the same trail for all three hikes. After you are done with all the hikes, compare your lists and see if different birds are active at different times of the day.

This hike could also watch for any other kind of animal at the same time.
- * **TRACKS OR SIGNS:** Have everyone look for animal tracks or other signs that animals are in the area.
- * **COLOR HIKE:** Have everyone take a hike and list everything they see with the specified color. You could look for red and see flowers, leaves, etc depending on the time of year.
- * **CRAFT HIKE:** Take a hike to gather materials that can be used in craft projects.
- * **CLEANUP HIKE:** Hike through an area that needs cleaning up and have everyone pick up all the litter they see. Have each person fill their own garbage bag and then give awards for the most trash, the best try, and any other category you can think of.
- * **SERVICE HIKE:** Hike to a pre-planned service project and make a game of what you are going to do when you get there. If you are going to paint a house, guess what colors will be used. Use your imagination and make it fun by giving small prizes for any thing you can think of.

CAMPFIRE OPENING CEREMONY

There are reading parts for a Narrator and seven others. This ceremony also could be done around an artificial campfire, to open a Pack Meeting. Have the lines printed on cards for each person to read.

- NARRATOR: Welcome to the Cub Scout campfire. Akela is among us. Let us draw from this campfire, with all its vibrance and warmth, the secrets of Cub Scouting and the spirit of brotherhood.
- CUB # 1: In its light we see new chances to be helpful and to do our best.
- CUB # 2: From its warmth we strengthen the bonds of fellowship and learn how to get along with others.
- CUB # 3: From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.
- CUB # 4: From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.
- CUB # 5: The spark that started this fire reminds us that little Good Turns can lead to greater deeds.
- CUB # 6: Just as the fire needs fuel wood to burn brightly, so do we need the care and love of our parents to burn brightly.
- CUB # 7: In its leaping flame, we see the fun of Cub Scouting and the joy of life.
- NARRATOR: Let's all repeat together the Outdoor Code for Cub Scouts. As an American, I will do my best to be clean in my outdoor manners, Be careful with fire, be considerate in the outdoors, and be conservation minded.

CAMPFIRE CLOSING CEREMONY

Our Leader, guide us in every way.
Keep us happy through the day.
God, who fills our night with light,
Guard us all throughout the night.

CAMPFIRE YARNS

What is a campfire yarn? It's simply a the kind of story the boys like to hear. It may be of any type - comic, adventure, sports, ghost, fantasy. It should have action, suspense, and a definite conclusion with all the loose ends tied up.

Storytelling is an art, but it can be learned by anyone who enjoys telling stories - and that's about everyone - who knows the story he wants to tell. Nothing kills a story faster than a storyteller who stumbles over the details of his tale.

Stories for the campfire can be found in scores of books in the juvenile section of the library. They may also be found in your own experience -perhaps a thrilling rescue you witnessed, a tale of heroism in which you were involved, or an adventure you had in the outdoors.

Cub Scout age boys will listen raptly to a well-told story for 15 minutes or even more, so don't worry too much about length. Practice your story beforehand so that you have it firmly fixed in your mind and won't have to grope for details. If you really know the story, you can concentrate on the delivery, getting every ounce of suspense and excitement from it. That practically guarantees avid listeners.

If you have no good ideas for stories for Cub Scout age boys, try the following books. All should be in the juvenile section of your library:

Bowman, James C.,	<u>Pecos Bill, The Greatest Cowboy of All Time</u>
Chase, Richard,	<u>Jack Tales</u>
Kipling, Rudyard,	<u>Just So Stories</u>
	<u>The Jungle Book</u>
	<u>Kim</u>
	<u>Land and Sea Tales</u>
Seaton, Ernest Thompson,	<u>Woodland Tales</u>

Two good books available from the Boy Scouts of America Shops are:

Bowen, Douglas R.,	<u>Creative Campfires</u>
Seton, Julia M.,	<u>Trail & Campfire Stories</u>

For other good stories, check back issues of Boys' Life, and anthologies of children's literature.

CAMPER'S CHECK LIST
TOOLS

CHECK WHAT YOU NEED

- Tent
- Camping (tent) Traller
- Pickup Camper
- Travel Traller
- Motor home

SLEEPING GEAR

- Sleeping bags
- Camp cots
- Air mattress or foams pads
- Extra blankets
- Pillows

DINING NEEDS

- Camp stoves
- Extra fuel
- Portable oven
- Cookwear
- Ice chest
- Insulated jugs
- Large dishwashing pan
- Folding table
- Folding chairs
- Plates, knives, forks, etc
- Measuring cup and spoons
- Napkins & paper towels
- Tablecloth
- Dishtowels, sponge, dishcloth
- Can & bottle opener
- Scouring pads
- Soap
- Detergent
- Aluminum foil
- Wax paper
- Plastic bags
- Pot holders

FOOD

- Basics for 3 meals a day
- Spices & seasoning
- One extra (surprize) item for each day

CLOTHING

- 2 or more changes of clothes
- Extra socks
- Handkerchiefs
- Sweaters
- Jackets - Down
- Rainwear
- Waterproof foot gear
- Headwear
- Extra show laces
- Down vest

- Ax
- Knife
- Shovel
- File and whetstone
- Nails
- Stout cord
- Soft wire
- Pliers
- Screwdriver
- Sewing kit
- Camp saw

OTHER POSSIBLE ESSENTIALS

- Lantern
- Bath towels
- Face cloth
- Metal mirror
- Small washbasin
- Plastic water bucket
- Personal toilet articles
- Flashlight
- Matches in waterproof container
- Watch
- Toilet tissue
- First Aid kit
- Insect repellent
- Tarpaulin
- Snakebit kit

OPTIONAL ITEMS

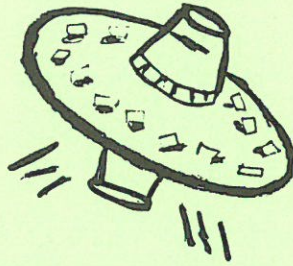
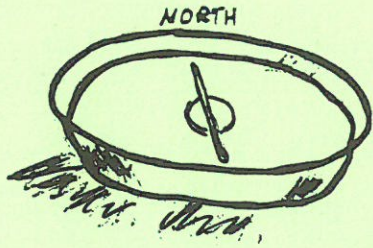
- Folding toilet seat
- Small broom
- Portable radio
- Compass & maps
- Books
- Games & recreational gear
- Dining canopy
- Fire starters
- Pre-cut firewood
- Cameras & film
- Swimming suit
- Pack for hiking

- CANOES
- VESTS
- PADDLES

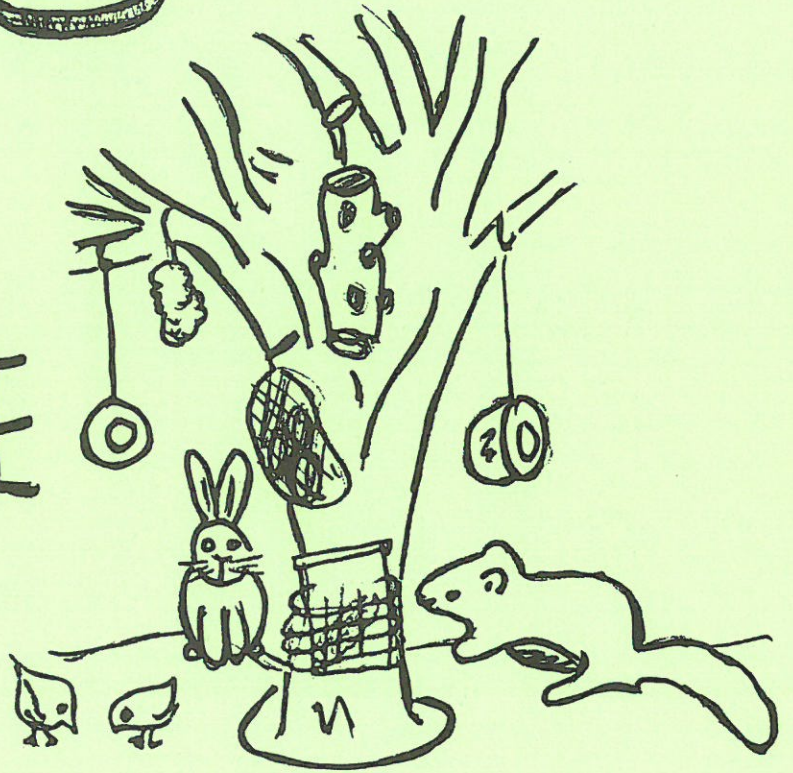
FAMILY FIRST AID KIT

Purchase a plastic fishing tackle box to carry the following gear in.

- _____ Your family members' personal medications, if any
- _____ Non-aspirin headache remedy
- _____ Non-prescription diarrhea remedy
- _____ Antacid tablets or liquid
- _____ Antihistamine
- _____ Rubbing alcohol
- _____ Adhesive bandages in assorted sizes
- _____ 3 x 3 inch gauze pads
- _____ Butterfly strips for pulling sides of cuts together
- _____ A 2 inch roll of adhesive tape
- _____ Gauze roller bandages in assorted sizes
- _____ Triangular bandage
- _____ Roll of elastic bandage
- _____ Package of cotton tipped swabs
- _____ Scissors
- _____ Tweezers
- _____ Safety pins
- _____ Needle
- _____ Razor, disposable type
- _____ Single edge razor blades, not for use in the disposable razor
- _____ Oral fever thermometer
- _____ Snakebit kit if going into poisonous snake country
- _____ Small bar of soap
- _____ Sunscreen ointment (not just suntan oil)
- _____ Lip salve
- _____ Poisonous plant lotion (calamine)
- _____ Foot powder
- _____ Absorbent cotton
- _____ Water purification tablets for drinking water
- _____ Instant ice packs
- _____ Paper cups
- _____ Small flashlight with extra batteries and bulb
- _____ A first aid book for memory refreshment



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FINDING NATURE WITH YOUR SENSES

While you are out in Nature find each of the items listed for each sense. Remember to not pick flowers, capture animals or leave any trace that you were there. (And if you find garbage, pick it up!)

SEE

1. Five pieces of litter (pick-up and dispose of it).
2. A maple leaf.
3. Which way is east (where the sun rises)?
4. Which way is west (where the sun sets)?
5. Fireflies out at night.
6. Dragon Flies flying around.
7. Canadian geese with goslings.
8. A live spider.
9. A grasshopper.
10. A butterfly.
11. A American dog tick (does not carry Lyme disease).
12. Animal droppings (Can you identify them?).
13. Ants making an ant hill.
14. A plant and animal living in water.

HEAR

1. Birds calling
2. Crickets chirping at night
3. A bee buzzing near flowers
4. Water splashing on rocks
5. Wind blowing through the trees

SMELL

1. Three different colored wildflowers
2. Forest soil
3. Marsh water
4. Campfire smoke

FEEL

1. A big rock
2. A long cattail leaf
3. Dew on the grass in the morning
4. Biting mosquitoes
5. Sand in your toes
6. Yourself rolling down a hill

SERVICE PROJECTS

PLANT A GARDEN

Contact your local retirement home and see if you could make simple window flower boxes and install them on first floor windows. Then plant colorful flowers and plants that the residents can enjoy watching growing. Be sure to maintain the flower boxes all during the growing season.

PLANT A TREE

Contact your local Parks and Recreation or Natural Resources office and see where they would like help planting seedlings. Either plant seedlings furnished by the agency or try to get some donated by local nurseries.

CLEAN UP DAY

If your community has a community wide clean up day, take part. Adopt a park and clean it up. If your community does not have a clean up day, start one.

Have the city or local trash haulers agree to pick up the bags that are placed along the street. Get the business community to donate the garbage bags and some drinks or food coupons at the local fast food restaurant. Use your imagination and be creative. Get the whole community involved.

FISHING

Fishing is fun for all scouts, but it is part of our natural resources that we need to protect. For a service project in your neighborhood, work with a sportsman club or the local game warden and try to develop a Catch and Release program for your favorite lakes.

This means that you teach others to do the following:

- * Use barbless hooks only.
- * Release all but the fish you are actually going to eat. Release them right away so they do not die in captivity.
- * Only keep trophy fish that you are really going to have mounted. The big ones that are put back will be bigger the next time you catch them.
- * Clean up all trash you see while you are fishing.

OBSERVE TO FIND OUT

1. Make up science riddles. I am everywhere, but you cannot see me. What am I? (Air) I am cold, wet and white. What am I? (Snow) I am in the air, water and on land. I am sometimes obvious and sometimes not. I am not very pleasant. What am I? (Pollution)
2. Watch weather reports and predictions on TV and observe the weather to see how accurate the reports are.
3. Find out how many birthdays a tree had when it was cut. Find a stump and count the annual rings.
4. Find out what is inside a seed. Put corn or bean seeds into water overnight to soak. Gently open the seeds. Look inside the seeds with a magnifying glass to see the tiny plant. Notice the food the plant depends on until it can send out roots to get food from the soil.
5. Plant some seeds and watch how they grow. Wet some blotting paper and put bean seeds between a glass jar and the paper. Observe the seeds sprouting. Record what happens in a daily journal.



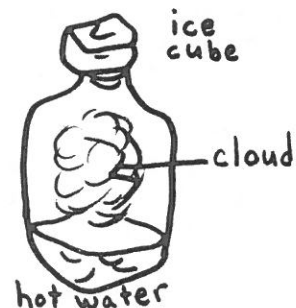
EXPERIMENT TO FIND OUT

Does Air take up space? Place a paper towel in the bottom of a glass. Turn the glass upside down, and holding it in a straight and vertical position, lower it under some water. Lift the glass and feel the paper towel. Then lower the glass with the towel inside under the water again. Tilt the glass. Lift the glass and feel the paper towel. (When the glass is tilted, some of the air escapes and water can go into the glass.)



How are roots formed? Put a carrot, potato, onion, or turnip in a glass jar with some water. Watch and study the new roots as they begin to grow. How long does it take? What happens if the water evaporates? How can you keep the roots growing?

How are clouds formed? Put about two inches of hot water into a narrow necked bottle and let it stand a few minutes. Darken the room and place an ice cube over the mouth of the bottle. Hold the bottle in front of a lamp and observe the formation of the cloud within the bottle.



What objects will magnets attract? Arrange several metal objects of different shapes and sizes on a table, along with various other objects. Example: nails, paper clips, pins, pencils, crayons, needles, buttons, coins, small boxes, raisins, hard candies, comb, etc. Experiment to see which items the magnet attracts.

BAROMETER

To predict changes in the weather, the weatherman uses many tools. One of the most important is the Barometer which is used to measure air pressure. If the air pressure goes up, the temperature will probably go down; if the air pressure goes down, the temperature will probably go up.

MATERIALS NEEDED

Glass jar
Balloon
Rubber bands
Drinking straw
Tape
Paper

TOOLS NEEDED

Scissors
Ruler
Pencil

CONSTRUCTION STEPS

Get a medium or large glass jar with a wide mouth. Peanut butter jars are good. Wash out the jar and remove the label (you won't need the lid). Cut a piece of balloon large enough to fit over the mouth of the jar. Stretch the balloon smooth and tight, and hold it in place with one or two rubber bands around the top of the jar. The inside of the jar should now be airtight. "Point" the ends of a drinking straw by cutting them as shown in figure one. With a small piece of tape, fasten one end of the straw to the center of the balloon. The Barometer is finished, but you will need a chart to read the air pressure changes indicated by the movement of the pointer straw.

Fold and tape a piece of paper into a triangular tube so that it will stand by itself and be a few inches taller than the jar, (see figure 2). Put the chart next to, but not touching the pointer. Mark a small pencil line on the chart next to the tip of the pointer, and write down the weather conditions outside at that moment (stormy, rainy, cloudy or sunny) opposite it. Check the position of the pointer once or twice a day to see if it has moved up or down. Each time it does move, put another line on the chart and write in the weather. After you have made some of the sunny and rainy marks on the chart, you will be able to predict the weather with reasonable accuracy. Just check in which direction the pointer is moving (towards sunny or stormy). To make certain that your predictions are as accurate as possible, you should put the Barometer in a place where the temperature doesn't change too much or too fast. (Don't put it on a radiator or by a window).



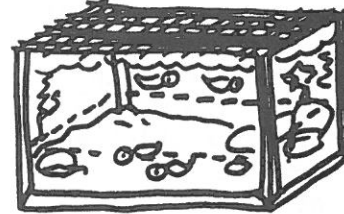
①



②

Tadpole Growers: Collect tadpoles with a net on the edge of a pond or stream. Put in aquarium with pond water, which has tiny plants and animals. Feed developing tadpoles small amounts of raw meat or fish. After the tadpoles grow into adult frogs, release them back into nature so they can help eat annoying insects!

Aquarium, sand on bottom, rocks, a few aquatic plants. Fill to nearly full for tadpoles, less water and more rocks for developed frogs. And don't forget to cover it with a wire screen!



Tracking Pit: You may be able to produce bird tracks that the boys can cast with plaster, using the method described in the "Crafts" section of Cub Scout Leader How To Book. The night before a den meeting, use a rake and your hands to smooth a three-foot circle of bare ground. Then wet it thoroughly. Scatter bird seed in the center. By early morning the next day, clear bird tracks should be showing - and possibly tracks of cats and dogs, too.

Caterpillars: If you find a caterpillar and want to observe it, put it in a jar with some of the leaves from the plant on which you found it. Cover the jar with some gauze held in place by a rubber band. Watch your caterpillar. Give it a fresh leaf or two every day. Be sure to clean out the caterpillar's wastes and dead leaves every time you feed it. In a few days your caterpillar will spin a ladder and climb to the top of the jar. Then it will spin a little pad and hang down from it by its feet. By the next day it will change into a beautiful chrysalis. Do not open the jar again until the butterfly comes out of the chrysalis. In a week or two the chrysalis will split open and the butterfly will come out. **IMPORTANT:** Do not touch the butterfly for twelve hours. Then let it go.



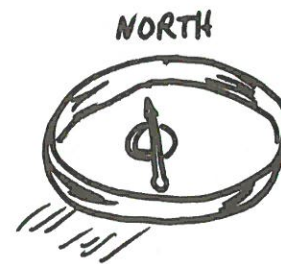
Monarch - eats milk-weed
 Tiger Swallowtail - eats wild cherry leaves
 Woolly Bear - eats ground plants
 Mourning Cloak - eats willow leaves
 Common Blue - eats dogwood and clover
 Cabbage butterfly - eats cabbage



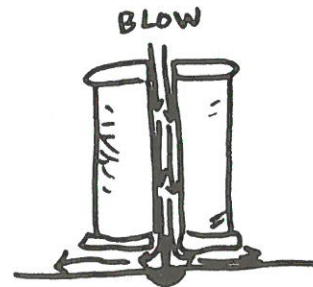
Soil Experiment: To see what lives in the soil, build a 'Berlese Funnel'. Moisten several strips of paper towel and put it in the bottom of a wide-mouth jar. Put in a funnel with a strip of hardware cloth over its mouth. On top set a tin can, with both ends open. Fill it with dirt, and set it in full sunlight or under an electric light. The heat will drive moisture-loving soil insects downward and they will fall onto the paper. Try different soils from lawn, garden, woods, stream bank.



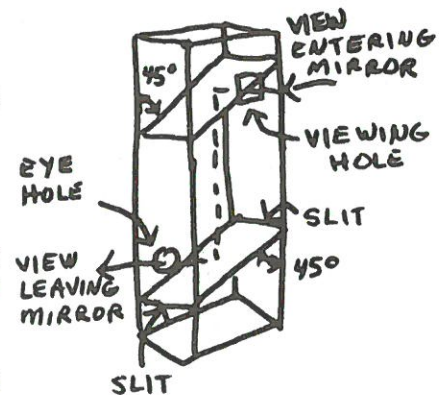
Compass: To show boys how the earth's magnetic field may be used to indicate directions. You need a magnet, a needle, a shallow dish with water, and a cork. Magnetize the needle with the toy magnet by stroking it in one direction only. Cut a thin slice of cork and float it on the water. Balance the needle on the cork. The needle will swing into a north-south position. Check which end is which with a map or regular compass, and paint the north end of the needle with paint or nail polish.



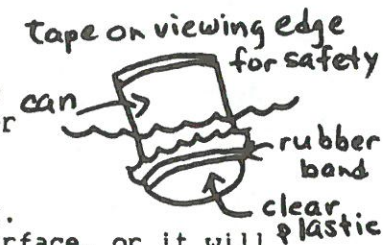
Air Pressure Experiment: You need a spool, small piece of thin cardboard, and a pin or small tack. Push the pin through the cardboard and hold the cardboard against the bottom of the spool. Now blow steadily through the top of the spool and release the cardboard. Will it fall? Not until you stop blowing. The air blown through the spool creates a low-pressure area between the cardboard and the spool. The cardboard may wobble, but it won't fall until you stop blowing.



Periscope: To show how light reflects. You need a milk carton, two flat mirrors, a knife and tape. Make slits in the carton as shown so that the mirrors may be inserted at about 45-degree angles. (Use a protractor to measure these angles.) Seal the slits with masking tape so mirrors don't slide out. Cut viewing hole and eye hole. Boys may use the periscope to see around corners and over walls higher than their own heads.



Waterscope: Using a waterscope lets you see under the surface of the water. Normally, reflected images prevent this. Depending on what is down there, you may be able to see fish, plant life, rocks and other under-water creatures. The waterscope also acts like a magnifier. As you put the scope in water, the water pressure causes the clear plastic to push up into a magnifying lens. The deeper you push, the stronger the water pressure, and the greater the magnification. Don't put the water magnifier completely below the surface, or it will fill with water. If this happens, pour it out. To make a waterscope, open both ends of an old coffee can. Cover one end with clear plastic food wrap, fastened with a big rubber band or elastic tight enough to keep the water out. If the viewing end of the can is sharp, cover it with tape so no one gets cut while using the waterscope.



MINI-MICROPHONE

Push two pencil leads through the short sides of a matchbox, just above the base. Scrape off some of the surface, and do the same with a shorter lead, which you lay across the top.

Connect the microphone with a battery and earphone in the next room. (You can take the earphone from a transistor radio). Hold the box horizontal and speak into it. Your words can heard clearly in the earphones.

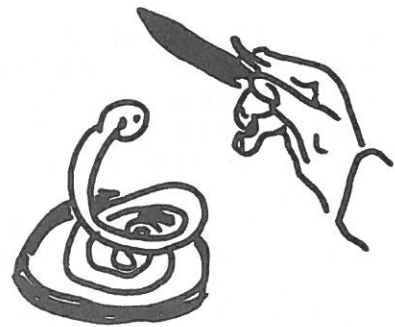
The current flows through the graphite "leads". When you speak into the box, the base vibrates, causing pressure between the "leads" to alter and making current flow unevenly. The current causes vibrations in the earphone.



COILED ADDER

Cut a spiral-shaped coil from a piece of tissue paper about 4 inches square, lay it on a tin lid and bend its head up. Rub a ball-point pen vigorously with a woolen cloth and hold it over the coil. It rises like a living snake and reaches upwards.

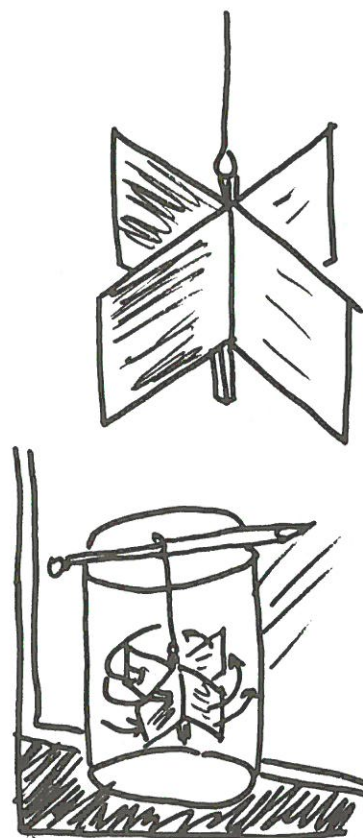
In this case the ball-point pen has taken electrons from the woolen cloth and attracts the uncharged paper. On contact, the paper takes part of the electricity but gives it up immediately to the lid, which is a good conductor. Since the paper is now uncharged again it is again attracted, until the pen has lost its charge.



LIGHT MILL

Cut out four pieces of aluminum foil 1 x 1.5 inches in size. Stick the sheets on to a toothpick like the blades of a mill wheel, with the bright sides all facing in the same direction. Paint the other side of the sheets black. Put a drop of glue at one end of the toothpick, draw it out to a hair fine thread and let it dry. Place a tall jar in the sun, hang the mill inside, and it soon begins to turn without stopping.

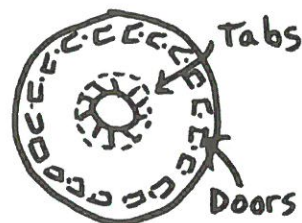
We know dark surfaces are more strongly heated by sunlight than light ones, and such heat difference is the secret of the light mill. The black side of the foil absorbs the light rays and is heated about ten times more strongly than the light-reflecting bright side. The difference in the amount of heat radiated from the sides of the blades causes the rotation.



FLYING SAUCER

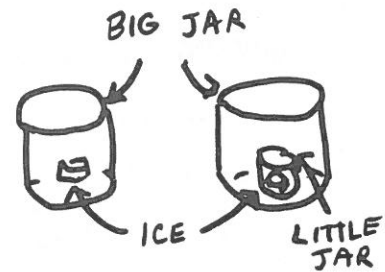
Cut a 12" circle of corrugated cardboard. You also need two 9" paper plates and two disposable glasses about 3" high. Invert the plates. In the center of each plate, trace around the rim of the glass. Draw another circle, 1" smaller inside; cut out. Cut tabs from the inner circle to the outer circle; bend the tabs up.

Around the rim of each plate cut little doors about 1" square, slitting on three sides; bend the doors up. Place the plastic glass in the center opening, and glue the paper plate to the center of the cardboard circle. Adjust the tabs on the plate around the glass and tape them to the glass. Attach a plate and glass to the other side of the cardboard the same way. Paint and decorate the flying saucer, and then fling it out into space.



EASY EXPERIMENTS

1. Place an ice cube in a big jar. Place a second ice cube in a small jar and then put the small jar into a big jar. Which ice cube will melt first?



2. Put 2 cups of ice and 1/2 cup of rock salt (pickling or coarse) in a can. Stir the mixture rapidly. Wait 1/2 hour and dew will form. Wait longer and the dew will turn to frost.



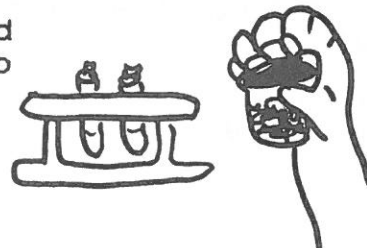
3. How many times will a dice show one if you roll it 20 times? Write down your guess on the number of ones and then roll the dice 20 times. Record each number and then see how close you came to your guess.

1	2	3
4	5	6

4. Put a nail and a stick in a refrigerator. After one day the temperature of the nail and the stick will be the same but one will feel colder. (One will carry heat from your hand and the other will not). Which do you think will feel cool, the nail or the stick?

5. Blow up a balloon, measure around it and record the results. Then put it in a cold place - outside if it is a cold day, in the refrigerator if it's not. After 30 minutes take it out and measure it again. Record these results. Now put the balloon close to something hot, like a light bulb. After a while, measure it again. What were your results? When the balloon was cold, it was smaller. The heat made the air in the balloon expand, and stretched the balloon bigger.

6. Collect water samples in baby food jars from a pond, lake, river, bath tub and the kitchen faucet in your house. Shake each bottle up and look at the number of bubbles at the top of the water. The more bubbles you see, the more polluted the water sample is.



HOW POLLUTED IS THE AIR?

Material Required

- 12 White 3x5 Index Cards
- 1 Jar of Vaseline
- 1 Roll of Masking Tape

Instructions

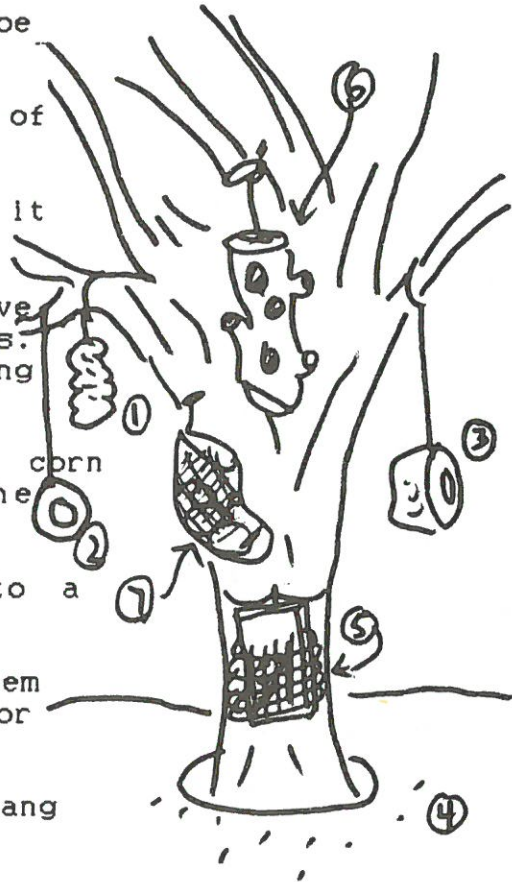
1. Spread vaseline on one side of each card.
2. Tape the cards in different places inside and outdoors.
3. Look at them each day for three or four days.
4. Write down where the air is the dirtiest.



QUICK BIRD FEEDERS

The following quick bird feeders can be used to feed birds year around.

1. Dip a pine cone into a mixture of melted suet and peanut butter.
2. Hang a donut on string and tie it on a tree branch.
3. Cut off the end of a coconut, leave in the meat and add suet or seeds. Hang with strong string or fishing line.
4. Scatter seeds and cracked corn under shrubbery for the ground-feeding birds.
5. Tack a piece of screening to a board to hold an ear of corn.
6. Drill holes in a log and fill them with melted suet and peanuts or seeds.
7. Put suet in a onion bag and hang from a tree.

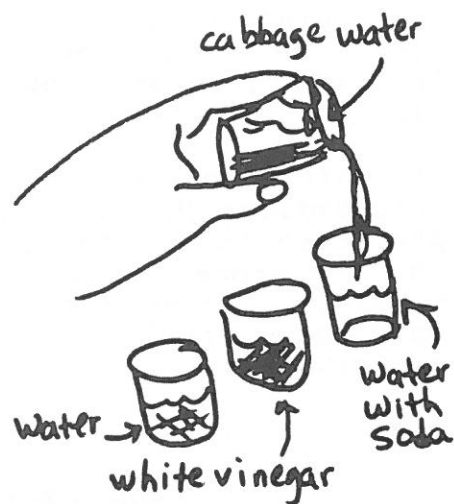


COLOR MAGIC

Cut a red cabbage leaf into small pieces and soak in a cup of boiling water. After half an hour pour the violet-color cabbage water into a glass. You can now use it for crazy color magic.

Place three glasses on the table, all apparently containing pure water. In fact only the first glass contains water, in the second is white vinegar and in the third water mixed with bicarbonate of soda.

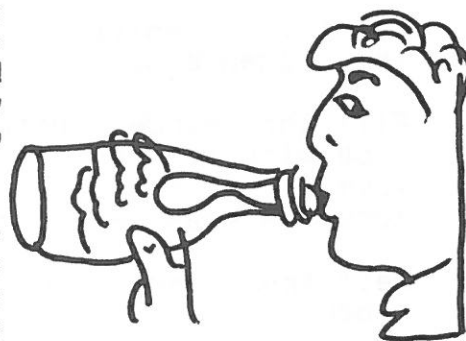
When you pour a little cabbage water into each glass, the first liquid remains violet, the second turns red and the third green. The violet cabbage dye has the property of turning red in acid liquids and green in alkaline. In neutral water it does not change color. In chemistry one can find out whether a liquid is acid or alkaline by using similar detecting liquids (indicators).



BALLOON IN THE BOTTLE

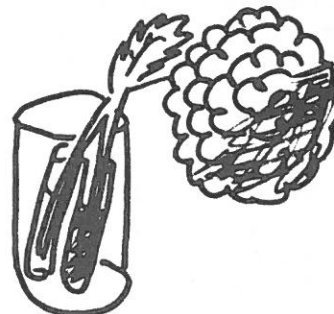
Do you believe it is always possible to blow an ordinary balloon right up? You will be surprised: push a balloon into a bottle and stretch its mouth-piece over the opening. Blow hard into the balloon. It is only possible to stretch the rubber before your breath runs out.

As the pressure of the air in the bottle increases, so does the counter-pressure of the air enclosed in the bottle. It is soon so great that the breathing muscles in your thorax are not strong enough to overcome it.



TWO COLORED FLOWER

Dilute red and green fountain pen inks with water and fill two glass tubes each with one colour. Split the stem of a flower with white petals, i.e. a dahlia, rose or carnation, and place one end in each tube. The fine veins of the plant soon become colored, and after several hours the flower is half red and half blue.



VOLCANO UNDER WATER

Fill a small bottle with hot water and colour it with ink, Lower the bottle by means of a string into a preserving Jar containing cold water. A coloured cloud, which spreads to the surface of the water, rises upwards out of the small bottle like a volcano.

Hot water occupies a greater volume than cold because the space between the water particles is increased on heating. It is, therefore, lighter and experiences buoyancy. After some time the warm and cold water mix and the ink is evenly distributed.

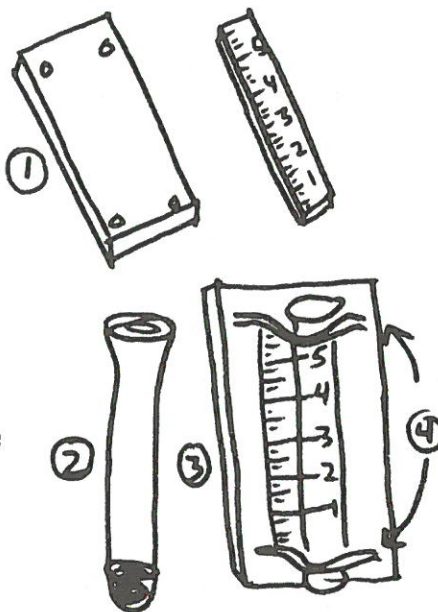


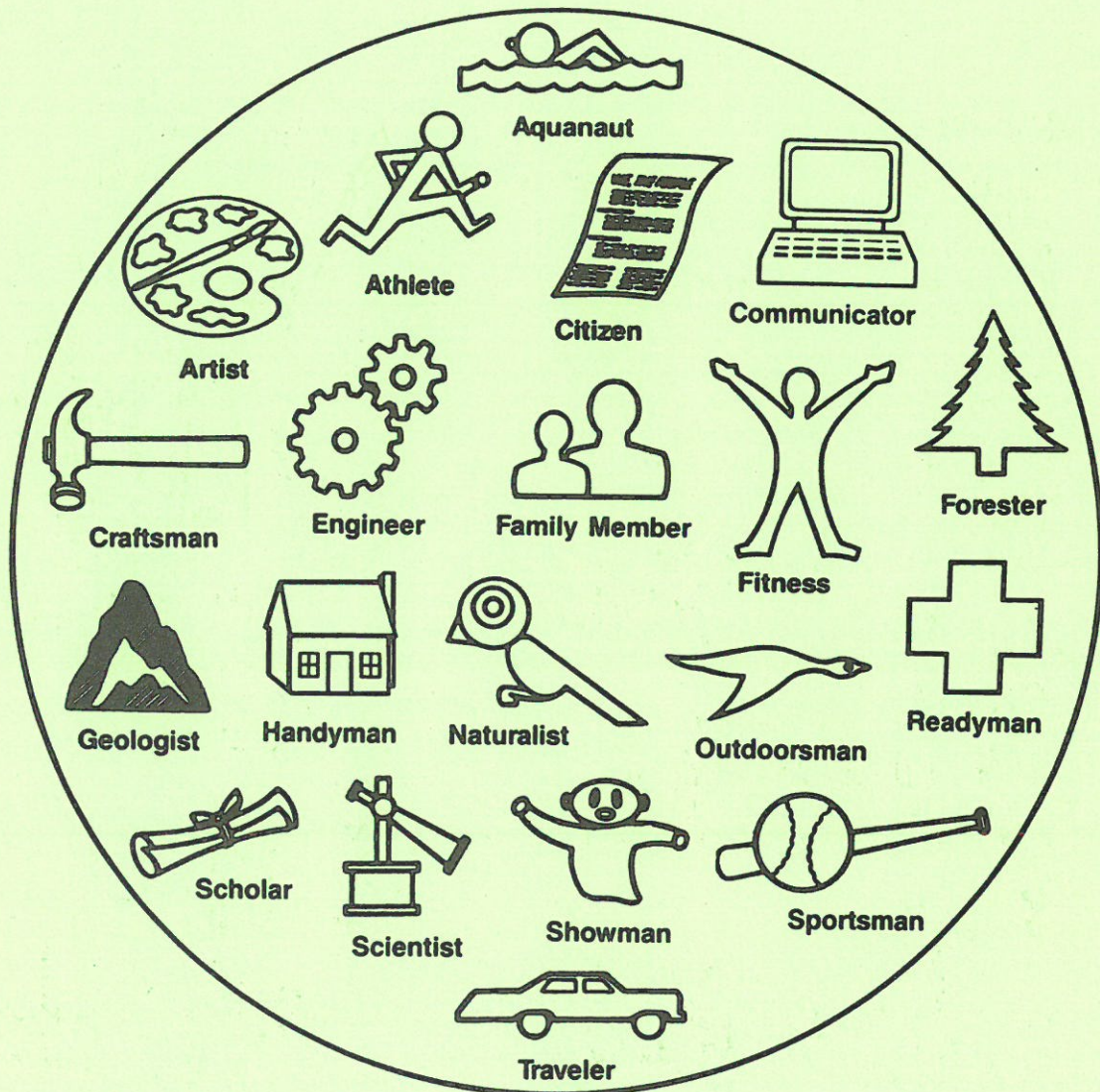
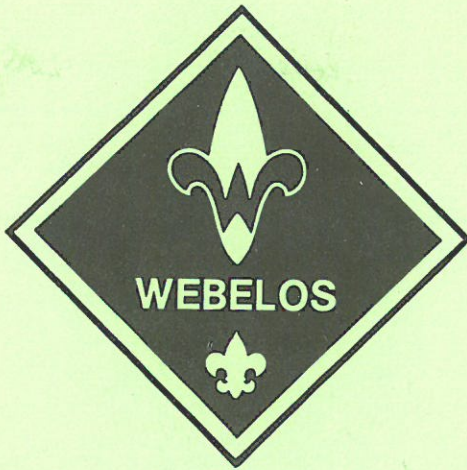
RAIN GAUGE

YOU WILL NEED

- 1 Test tube
- 1 Block of wood about 8 inches long
- 1 6 inch ruler
- 2 Bands of tin or strips of wire
- Clay or sealing wax

1. Drill small holes in each corner of the wooden block.
2. Fill the rounded bottom of the test tube with clay or sealing wax. This levels off the bottom and permits accurate measurement of water.
3. Nail the ruler to the center of the block.
4. With strips of wire or the tin bands, attach the test tube against the ruler, so the clay or wax in the bottom of the tube lies at the tip of the ruler on the lower end of the block.
5. Fasten the rain gauge to a fence or post, in an open area, away from buildings or trees. After each rain, read the gauge to see how much water fell, then empty the tube and set it back in place.





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VARIETIES MAY BE MIXED TO ARRIVE AT QUANTITY DISCOUNT

- M & M's -- 1.48 oz. each
- Twizzlers -- 2.1 oz. each
- Reese's Pieces -- 1.45 oz. each
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- Hershey's Krackel -- 1.3 oz. each
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Add 5% to wholesale cost on less than 100 cases, except:

- a) When candy is picked up at our warehouse
- b) When candy is drop shipped from factory (allow 2-3 weeks for delivery)
- c) No delivery charge over 40 cases to North, West and Northwest Minneapolis and suburbs.

DELIVERY INFORMATION

ORDER FORM

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Unopened cases may be returned for credit within 30 days of delivery. Returns must be delivered to us or shipped prepaid.



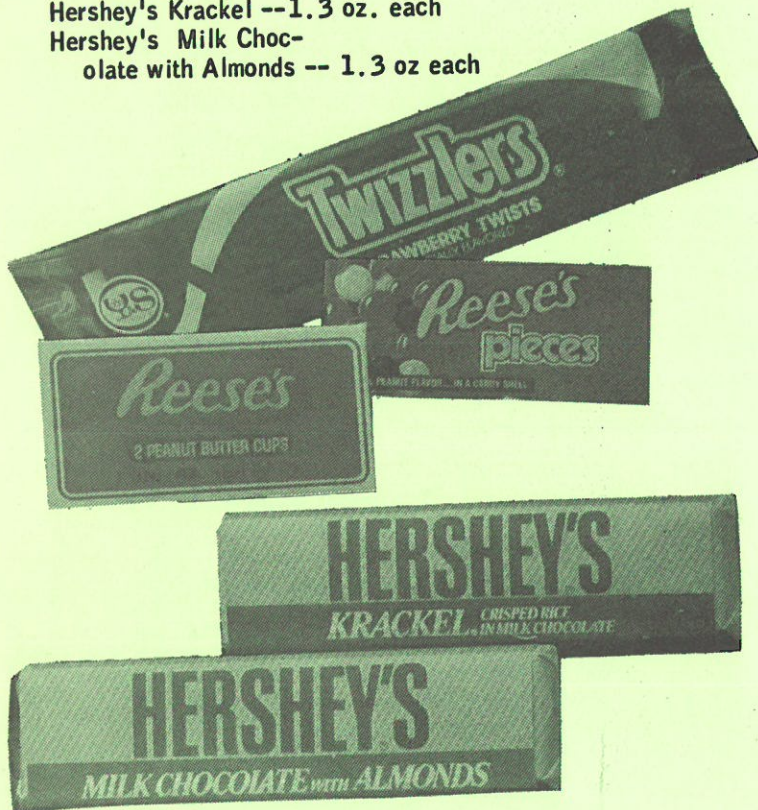
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MINNESOTA

Mpls. St. Paul Zone--537-3000
Other 1-800-328-8322 Ext. 788

OUT-OF-STATE - TOLL FREE
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PURPOSE OF THIS SECTION

Sources of help for activities
 Techniques to present activities
 List potential field trips
 Demonstrate some activities
 Motivation



GENERAL REFERENCES

Webelos Handbook
 Cub Leader's Handbook
 Webelos Program Helps
 Webelos Den Activities
 Boy Scout Handbook
 Boy Scout Fieldbook
 Den Chief Handbook
 Boy's Life Magazine
 Scouter's Magazine
 Pow Wow Book



MOTIVATION

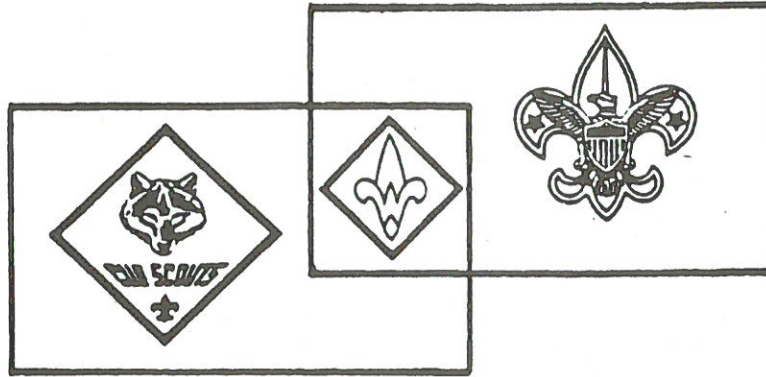


Make it fun
 Stimulate curiosity
 Fill all the time
 Provide instructions for home
 Provide options whenever possible
 Keep it active
 Think big
 Make it fun

CHALLENGES TO A LEADER

Leading a Webelos Den is not "just another" job, it's a challenge and an opportunity to make a positive contribution to the boys' total Scouting experience. You can't dilly dally; his Den leader probably kept him very busy, so you'll have to make your projects and games fun as you teach him Scout skills that will help him pass the Webelos requirements. Make the projects challenging; let him know when these are special things the Cubmaster and other leaders won't ask the younger boys to handle. Go places and do things so you build a reputation for being a "live-wire" Den the young fellows will look forward to joining. Once a month plan some activity, trip, or campout requiring parent participation.

WEBELOS



POW WOW '90

To my Mom/Dad, the Webelos Leader:

Before you start the year as a Webelos Leader, there are a few things you may want to know about us Webelos Scouts. The two years I spend in your Webelos den will do much to determine my future in the Scouting program. This is a period of changes....change from working on a short-range project to a longer range one; change from a home-oriented handicraft program to one which points me towards the outdoors. The Webelos program is not just more Cub Scouting. It is a bridge to the Scouting program and you are the bridge builder.

We Webelos Scouts are older, bigger in stature, and more advanced in knowledge and experience than the other boys in the Pack. I don't want to do things which 7 and 8 year old boys are doing.

Some people say we are the real testers. We size up our leaders, our teachers, and even our parents to see what we can get away with. We want a line drawn telling us how far we can go; but we may try hard to bend or move the line once it's set. You will have to stand firm once the line is drawn. Your discipline will have to be consistent, impartial, and fair. We may even need reminders on responsibility for personal property.

We Webelos Scouts thrive on praise and sulk at criticism. We are eager to please those we like. One problem is our attention span....it's rather short, so don't stick to any one thing too long in Den meetings. An ideal program is quite flexible, with short periods of seriousness, games, instruction, and contests. If any part of our meeting lasts over 10 minutes, we might start a little horseplay.

Remember, **FUN** is the most important part of any meeting.

And by the way....Thank You!



Your Son

THE WEBELOS LEADER CHECKLIST

First things first -- I've said "Yes, I want to be a Webelos Leader." What do I do?

1. Register as a Webelos Den Leader.
2. Learn the Webelos Den Leader job description.
3. Learn what a Webelos Scout is.
4. Learn what the Webelos program is and what it requires.
5. Learn what the Cub Scout program is and how it differs from the Webelos program.
6. Learn what the Boy Scout program is and how it differs from the Webelos program.
7. Become trained as a Webelos Den Leader.
 - A. Attend Webelos Leader Training
 - B. Attend District Cub Roundtables
 - C. Attend Pow Wow
 - D. Attend University of Scouting
8. Recruit assistant Webelos Den Leader(s).
9. Recruit a Den Chief.
10. Obtain and wear an official Webelos Den Leader uniform.

PLANNING IS ESSENTIAL

Schedule and conduct a Webelos Den organizational meeting for parents.

1. Explain the Webelos program to the parents.
 - A. Parent/son participation
 - B. Webelos to Boy Scout transition
2. Agree on the meeting day.
3. Agree on the meeting time and length.
4. Agree on the meeting place.
5. Agree on the dues structure.
6. Agree on the uniform to be worn.
7. Plan the program for a year.
 - A. Den meeting structure, select topics to be covered
 - B. Schedule campouts
 - C. Determine and schedule field trips
 - D. Suggest other Den activities
8. Conduct a Parent Talent Survey.
9. Secure parents participation in Activity Badge presentations.

SPECIAL DEN ACTIVITIES

Part of any excitement of Den meetings is the variety of different things that can happen. Below are some suggestions for special activities which the boys will enjoy.

- * Take a hike
- * Shovel snow (possibly for an elderly neighbor)
- * Have a picnic
- * Plant a tree
- * Clean out flower beds
- * Plant seeds or bulbs
- * Have a marble tournament
- * Have a Den swap day
- * Have a glider contest
- * Pick up litter (from a park or highway)
- * Go swimming, skating, bowling
- * Collect paper and cans for recycling
- * Have a hayride
- * Cook a meal in the park
- * Make and fly kites
- * Have a backyard night meeting to look at stars
- * Go on a scavenger hunt
- * Eat watermelon, then have a seed spitting contest
- * Go on a big game hunt (with cameras)
- * Have a bicycle safety inspection
- * Go fishing
- * Play table tennis



RAINY DAY ACTIVITIES

Den Leaders should always have a backup plan in case of bad weather. These are some suggestions of things the Den might do on a rainy day.

- * Make homemade games
- * Make a Den Doodle
- * Write a skit
- * Make masks or costumes
- * Build Den stools
- * Learn basic first aid
- * Take a hike in the rain
- * Have a uniform inspection
- * Carve soap
- * Make clay models
- * Make games or gifts for shut-ins
- * Make litter bags
- * Make neckerchief slides
- * Have a songfest
- * Have a rainy day olympics

OUTDOOR CODE

As an American, I will do my best to --

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

BE CAREFUL WITH FIRE -- I will prevent wildfire. I will build fire in a safe place and be sure it is out before I leave.

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

BE CONSERVATION-MINDED -- I will learn how to practice good conservation of soil, waters, forests, minerals, energy, grasslands, and wildlife; and I will urge other to do the same. I will use sportsmanlike methods in all my outdoor activities.

BOY SCOUT METHODS

IDEALS: Oath, Law, Motto, Slogan, Goals, Standards

PATROLS: Peer groups, Elected representation, Activities

OUTDOORS: Hiking, Camping, Conservation, Sports

ADVANCEMENT: Self-reliance, Ability to help other, Challenge

ADULT ASSOCIATION: Role model, Example

PERSONAL GROWTH: Good Turn, Service projects, Religious emblems

LEADERSHIP DEVELOPMENT: Leadership skills and practice, citizenship

UNIFORM: Commitment to aims, identity, practical attire

SCOUT OATH OR PROMISE

On my honor I will do my best
 To do my duty to God and my country
 and to obey the Scout Law,
 To help other people at all times;
 To keep myself physically strong,
 mentally awake, and morally straight.

SCOUT MOTTO

Be Prepared

SCOUT SLOGAN

Do a Good Turn Daily



THE WEBELOS LEGEND

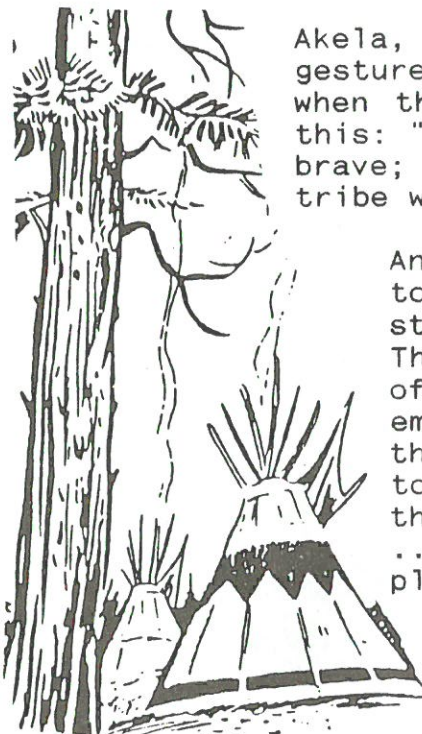
Hear now the Webelos legend; the tale of the Webelos tribe and Akela, the Chieftain.

"Whooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer the call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

Now with the 'boom' of the great drum, all was quiet. The night was still. The great ceremonial fire, when it was lit, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms began to beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told of the strength of his father, the powerful Arrow of Light. He told how his mother, Kind Eyes, taught him those things only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild life, of ground, of the tracks, and of ways to find food. Through dance and gesture, he told how he next faced Bear and learned the meaning of courage. And then he became a young scout of the trail.



Akela, the wise, closed his dance. By sign and gesture, he told how the tribe can be strong only when the boys of the tribe are strong. He said this: "The future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-toms was stilled. In silence the warriors stood, and then have a loud guttural "How". The fire burned low. No sound broke the hush of the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands toward heaven. Living Circle was formed with their left. The Webelos tribe pledge was given "To live and help live" was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge that they make. "To live and help live" is their goal.

COMMUNITY GROUP
CITIZEN

**PURPOSE:**

To learn about citizenship

CHALLENGES:

Lack of interest, poor attention

SOLUTIONS:

Save this badge for the second year of Webelos unless an unusual opportunity is presented. Some of the requirements can be achieved at school or at camp where there is an opportunity to hoist the colors. A visit to the court house is often interesting. See if you can schedule an appointment with a judge to let the Cubs see a court in session (caution - they won't sit still very long). A citizenship "swearing in" ceremony can be very informative.

Take advantage of any elections; local, state, or national. Contact local elected officials about speaking to your Cubs. They are usually anxious to meet their constituents and do a good job of explaining the workings of government. Be careful to keep these meetings of a non-political nature. *The Boy Scouts of America shall not..involve the Scouting movement in any question of a political nature.* Stay away from attending City Council or other such meetings. The Cubs attention span is too short and the language is often hard to understand. Boys will complete these activities through the merit badge program in Boy Scouts.

RESOURCES:

Call government offices: City Hall, County Offices, State Capital and ask about tours. Be specific about what you want to accomplish. A guided tour by a knowledgeable person may hold their interest longer than a self guided tour. Tours always require several extra adults.

PLANNING:

Schedule your tour a month or two in advance. Spend parts of several meetings leading up to the trip on key points of the requirements and what they can expect to see.

MORE?

Be aware of what they are learning in school and how that can work into study of the Activity Badge.

Schedule a community service project during election periods like distributing 'Register to Vote' or 'Get Out and Vote' materials. *Do not distribute political campaign materials!*

COMMUNITY GROUP

COMMUNICATOR



PURPOSE:

Improve awareness of how we communicate

CHALLENGES:

Lack of interest, poor attention

SOLUTIONS:

This is a very interesting badge that should be very easy to present. Several of the requirements, such as use of the telephone or CB radios can be demonstrated in a few minutes when another project finishes early. The Code and Secret Message games can be used in newsletters and in competition between Cubs or Cubs working in a group. The Body Language and Story Telling requirements can be used as short games.

Some of the Cubs may wish to learn how to "sign" as a way to pass messages. Obtain a braille alphabet and see if the Cubs can feel the difference in the dots.

The library and Newsroom tours are good outings. Have each Cub look up and find a book from the master file. Use the library time to gather information needed for Citizen, Engineer, Geologist, Forester, and Scientist.

RESOURCES:

Braille and signing charts can be obtained from schools and other community education sources. Most dens have a parent or two who may own and/or have knowledge in CB radios or computers. Get them interested by asking for short term help.

PLANNING:

This is an anytime event that takes only a limited time to schedule tours or obtain alphabets. Several of the requirements can be made into games for winter meetings.

MORE?

Send messages the length of the hall, gym, or down the block. Use homemade flags, a simple buzzer, or flashlight.



COMMUNITY GROUP

FAMILY MEMBER

**PURPOSE:**

Teach responsibility and cooperation in the family

CHALLENGES:

Lack of family support

SOLUTIONS:

This is a good first badge as the Cub comes into the Webelos Den from the Cub Scout Den or as a new member. It also can be used to win parents of the Webelos. The badge may be completed almost entirely at home, but you can highlight it at meetings. Cubs can be encouraged to explain what they did for completion of the requirements and what was learned.

If there is no support from the family, the leader can review the requirements with the Cub and assist him in making out the lists.

This badge makes a very good topic to bring up at a Den family get together. Some plans can be made right there.

RESOURCES:

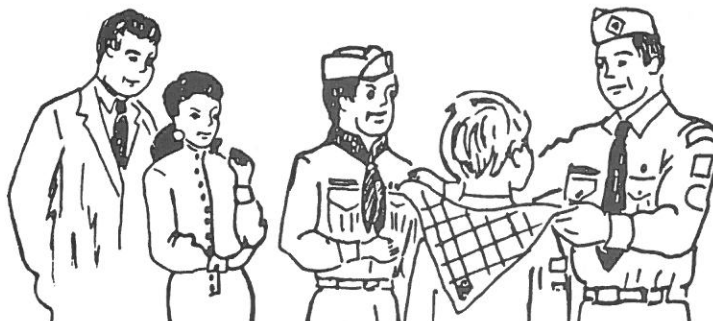
Use this badge to establish contact with your parents. These contacts can be used to your advantage later when you need help with projects, trips, or activities.

PLANNING:

Little planning is needed, but a regular check with the Cub and his parents on progress being made can keep this one moving.

MORE?

Have the Cub bring cookies, bars, or a cake that he has made to the Den meeting for a treat



COMMUNITY GROUP
READYMAN



PURPOSE:

Learn basic first aid skills and general safety

CHALLENGES:

Health concerns with wound contact, un-cooperative families and lack of concern for home safety

SOLUTIONS:

The requirements for this badge may seem simple, but the skills learned here can pay major dividends later even in the treatment of minor injuries. To get the maximum out of the badge, coordinate a visit to a Boy Scout Troop when they are working on first aid. Split the Webelos into small groups and let them learn from and with the Boy Scouts.

The swim safety requirement can be coordinated with the Aquanaut program. Discuss safety during break or with one group while another is swimming. The "Buddy System" is the heart of safe Scout swimming, so stress it heavily.

Home safety can be discussed in the closing minutes of the meeting to be fresh in the Cub's mind when he gets home. This is also a good topic for a Den family meeting or get together.

RESOURCES:

A few parent volunteers are helpful, especially if one or more is trained in first aid or health care. Remember a Boy Scout must know first aid and teach it as part of his advancement program. Your Den Chief should be knowledgeable and capable of teaching it to your Cubs. Most local police or fire paramedics are anxious to help in first aid training.

PLANNING:

Plan this badge carefully since it takes the cooperation of several people and may require supplies. *Be very sensitive to the accuracy of the information presented!* Remember correct first aid may save a life and mistakes can be very serious.

MORE?

Make simple first aid kits as craft projects. Visit the medical tech or nursing program of a Vo-Tech.

First aid demonstrations make great presentations in place of skits at Pack Meetings.

Work the bicycle requirements into a bike rodeo.

MENTAL SKILLS GROUP

ARTIST



PURPOSE:

Present art techniques

CHALLENGES:

Discouragement after first effort, lack of initial enthusiasm

SOLUTIONS:

This badge can fit well with other badges such as Showman and Craftsman. If you know someone who can teach the basics of sketching, ask them to put on a demonstration before the Cubs try their hand. Also, try to define a project that is simple enough to do successfully on the first attempt. A small success will encourage the Cubs to try harder projects. Be imaginative to incorporate project that will be helpful in the completion of other activity badges. ie: Make a mobile from leaves collected while learning to identify trees for Forester.

Some of the Artist's requirements can be met while painting simple backdrops for skits or puppet shows. The sculpture requirement can be to make a clay head for a puppet that will be used later in the Showman badge. Den doodles are also a project for the Artist badge.

RESOURCES:

A few helpers will do here. Artistic talent is not essential. Remember, art is in the eye of the beholder. The effort is what counts. Reward serious effort with generous praise.

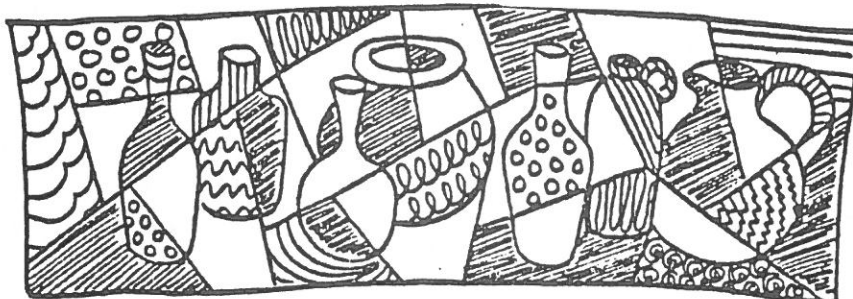
PLANNING:

This is a good project any time. These requirements can be integrated so well with other badges that this badge rarely requires more than one or two dedicated meetings.

MORE?

Enter your sketches and paintings in an art contest.

Use the skills acquired in the use of color, media, and construction to design your Blue and Gold decorations.



MENTAL SKILLS GROUP

SCHOLAR

**PURPOSE:**

Promote the concept of a good education and citizenship in the classroom

CHALLENGES:

Bored kids or school "turn-off", lack of teacher time, poor study habits

SOLUTIONS:

Most boys that have the interest to be Cubs will earn this badge easily. It does not require straight "A's" - only honest effort and interest.

If your group meets in a school, ask the principle or a teacher to discuss the value of a good education and what it takes to be a good student. If the group is large, separate the Cubs into smaller groups to reduce the need to show off for their friends. If the boys don't get along well with the principle, visit another school and make some new friends with teachers and administrators. A Junior High is an excellent choice to help ease the natural apprehension the boys may feel about moving up.

The research on the school operation can be done at the library with the Communicator badge.

RESOURCES:

Teachers and principles are the best source of help, but have a parent or two along for supervision. If you have trouble makers, invite their parents to that meeting.

PLANNING:

Plan this one carefully since it takes coordination and building meeting time. Combine the Scientist badge as an interest builder.

MORE?

Visit with retired teachers about school systems of the past.

Ask a member of the School Board or PTA to discuss with your group how they contribute to the Cub's education.



MENTAL SKILLS GROUP

SHOWMAN**PURPOSE:**

Bring out hidden talents

CHALLENGES:

Shy or quiet Cubs, center stage clowns, lack of enthusiasm

SOLUTIONS:

The requirements for this badge are as varied as your Cubs. No two Cubs will have the same talents or ambitions, but some part of the Showman will appeal to each.

If the Cubs like skits, practice a few and put them on at the Pack meeting. Rotate the starring roles so everyone gets a chance to star. Don't forget costumes. Garbage bags, aluminum foil, newspapers, and other odds and ends work for costumes and props. They really help put interest into a skit.

If your Cubs are too shy for skits or singing, make puppets. Even the shyest Cub can stand behind a curtain and work a puppet. Don't forget an announcer. For some real entertainment, have the Cubs write the script to the play or puppet show. Have them play the background music. Remember, enthusiasm is the main point.

If you know a music teacher or musician, ask them to show the Cubs about music scores and musical notes.

Pick a simple drama for a Den presentation. If the Cubs like it, make a presentation at a Family Den meeting. A little makeup and some simple costumes help take away some of the Cubs' natural silliness.

A magic show will satisfy some of the drama requirements.

RESOURCES:

Most Dens have a parent or two with some musical ability. Get them interested by asking for short term help. Search Scout literature on Den skits and puppets.

PLANNING:

This is a long project; break it up into several meetings that might cover two or three months.

MORE?

Write your own Den song.

Visit a music store and learn about various instruments.

Attend a concert or play.

MENTAL SKILLS GROUP

TRAVELER

**PURPOSE:**

Start an interest in traveling and this knowledge for adventure

CHALLENGES:

Families that don't travel

SOLUTIONS:

Most of the requirements for this badge are met on a family trip. If the families don't travel, let the Cubs navigate on Den field trips.

Timetables and schedules are readily available from airlines, bus lines, and Amtrac. Get one for each of your Cubs and let them plan an imaginary trip. Air mileages and ticket costs are included in many of the timetables to assist in computing costs.

Ask a local travel agent to discuss how they assist families in planning trips. Most will be happy to help for the exposure.

RESOURCES:

Timetables, schedules, and costs are available from most airlines, bus lines, and Amtrac. State highway maps are available free. Community and county street maps can usually be obtained without charge.

PLANNING:

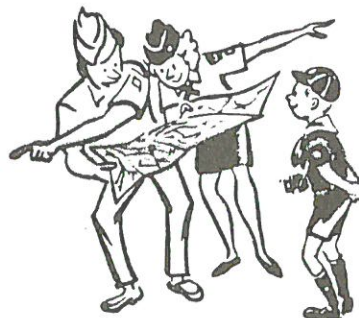
This project can probably be completed in a single meeting and a family trip. Include the Cubs in the planning of routes and navigation duties on field trips and campouts.

MORE?

Take a tour of the airport, bus station, or Amtrac station.

Have the Cubs check on the family car's mileage and operation expenses.

Make travel first aid kits while working on Readyman.



OUTDOOR GROUP

FORESTER



PURPOSE:

Improve awareness of trees, plants, wildlife, and the forest

CHALLENGES:

Finding and identifying trees in the winter without foliage

SOLUTIONS:

Finding a person knowledgeable in tree identification and their respective uses will make this badge much easier. Most veteran Scouters have a workable knowledge in this area and the Forestry Merit Badge counselor may be available to help. Books available at the library found during a Communicator field trip can be very helpful.

Many local parks have rangers and/or naturalists that are available to work with youth groups. They are usually very flexible and are anxious to meet the objectives of your group.

The poster requirement can be worked on as part of the Artist requirement, and the wood can be collected during Craftsman activities. This badge is a good one to work on during hikes and Webelos campouts.

Use a piece of unsplit firewood to saw off disks and have the Cubs count the rings to determine the age of the tree.

Leaf collections can be made that will aid in the identification of trees and shrubs. *Point out poison ivy.*

RESOURCES:

Most wooded parks are excellent places for this badge since several native trees are usually located close together and sometimes even marked. These parks need not be large reserves. Most small city parks offer ample opportunity. The Boy Scout Handbook and Fieldbook provide excellent information and illustrations.

PLANNING:

This is a project that is best completed in the summer while leaves and nuts make the tree easier to identify. Work the requirements around a hike or Webelos campout. It can very easily be combined with the Geologist, Naturalist, and Outdoorsman activities.

MORE?

Plan activities such as conservation or tree planting community service projects. This can be as part of the qualification for the Cub Scout World Conservation Award. Details are available at the Scout Service Center.

OUTDOOR GROUP

GEOLOGIST



PURPOSE:

Learn about rocks and minerals

CHALLENGES:

Knowledge of rocks and minerals

SOLUTIONS:

Unless you possess a knowledge of geology, this is a badge that will be much easier with the help of a geologist or someone whose hobby is rocks or minerals. Show the geologist the requirements before he or she visits so they will have an idea of what is needed, but don't limit them to the requirements. There is a lot of very interesting information on geology that will hold the interest of your Cubs.

This is a hands on activity badge and should not be just book work. Take the Cubs to a site and hunt for fossils or minerals. Visit a rock shop and talk to the owner about the rocks. The scale of mineral hardness is easy to make and requires only a few rocks to demonstrate.

The sketches of the volcano and birth of the mountains can be combined with Artist. While you are collecting rocks, keep an eye open for trees and wild animals that will be of interest for the Forester, Naturalist, and Outdoorsman.

RESOURCES:

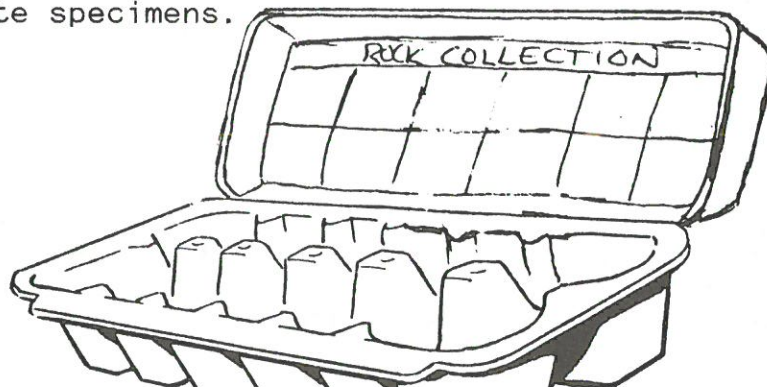
The Geologist can usually identify places for a field trip to collect rocks and fossils. Books available at the library found during a Communicator field trip can be very helpful.

PLANNING:

This is a project that is best done when the weather is warm but before foliage such as grass and shrubs cover the rocks. ***Be careful around rocks:*** insects, snakes, slipping hazards, and rock throwing come with the territory.

MORE?

Have the Cubs start a rock collection and have them tell about their favorite specimens.



OUTDOOR GROUP

NATURALIST



PURPOSE:

Increase knowledge about the outdoors and nature

CHALLENGES:

Identification of wildlife, areas to watch birds and wildlife

SOLUTIONS:

This may be one of the most difficult for Dens that do not get out; however, it is very important for teaching some early lessons of behavior in the wilderness.

Insect zoos, terrariums, bird houses, and bird feeders can be made as part of the Craftsman. The bird feeders and houses are particularly good since they can attract birds into the viewing area. Bird houses vary in style and complexity. Often the most crudely made houses attract birds better than the most finely crafted ones (better air circulation in a loosely fitted house!).

Identification of wildlife is made much easier with field guides, help from a veteran Scouter, or other experienced wildlife watchers.

Illustrated field guides available at the library found during a Communicator field trip can be very helpful.

Other badges with similar character that can be worked on at the same time are Forester, Geologist, and Outdoorsman.

RESOURCES:

Information is available from the State Department of Natural Resources and other Wildlife organizations. The Boy Scout Handbook and Fieldbook are excellent resources and contain many good illustrations.

PLANNING:

Tours of the Department of Natural Resources, nature centers, zoos, and museums of natural history must be arranged in advance. Use the zoo or nature center as an outing with a cookout later.

MORE?

The Cub Scout World Conservation Award has similar requirements to all the outdoor group badges. Details are available at the Scout Service Center.

Combine with the Outdoorsman and hold a tracking contest (see the Boy Scout Handbook for details).

OUTDOOR GROUP

OUTDOORSMAN



PURPOSE:

Learn basic camping skills

CHALLENGES:

Non-camping families, poorly equipped Cubs

SOLUTIONS:

This is one of the transition areas from Webelos into Boy Scouting. *This badge needs to be earned!*

Most requirements can be met at a Camporee as guests of a Boy Scout Troop. If a Den campout is held, equipment will have to be coordinated. Try to cook meals over a portable stove, grill or enclosed fire pit. Open fire cooking takes much experience to be successful. Simple envelope beds can take the place of sleeping bags and canteens can be made from clean 2-liter pop bottles.

The fire safety rules and campfire requirements can also be met at a family Den meeting after a Sportsman badge get together. Remember to take some kindling and split wood. Let the boys build the fire *with adult supervision*.

The requirements for knowledge of knots should be a mandatory since the Cubs will be using these simple knots repeatedly. Don't be surprised or disappointed if the Cubs must relearn these knots nearly every time they must be used; it takes practice. A game centered around knot tying ability gives good practice and appeals to their keen sense of competition.

Other badges with similar character that can be worked on at the same time are Forester, Geologist, and Naturalist.

RESOURCES:

The positive examples of Boy Scouts in camping make a good, well organized troop one of the best resources. Check the camping literature available at the Scout Service Center.

1. Boy Scout Handbook
2. Boy Scout Fieldbook
3. Camp Cookery for Small Groups

PLANNING:

Keep track of Council and District events that include Webelos camping. Don't miss one!

MORE?

Hold a meeting on camping drills: set up tents, build safe fires, practice dishwashing.

Hold an evening Den family cookout.

PHYSICAL SKILLS GROUP

AQUANAUT



PURPOSE:

To develop basic water skills

CHALLENGES:

Non-swimmers, fear of water, fear of failure, over estimators, *Remember the Safety Rules!*

SOLUTIONS:

Not all Webelos may complete this badge, especially on the first attempt. An approach that may minimize embarrassment is to work with small groups in a shallow pool where the Cub can easily touch bottom. Check with parents about the swimming ability to the Cubs before meeting and quietly separate the Cubs into small groups of similar ability. A good group size is two or three Cubs and two adults are needed. The other groups may do dry land work in a separate area (out of site) on life saving drills and boat safety.

If the pool is at a park, combine time for Aquanaut with Athlete and Fitness. In this way, a Cub that doesn't complete the requirements will still make progress on the other badges. Rotate the groups, but remember the most interest will be on getting into the pool. Because some Cubs may just be learning to swim, they may do their best with no audience or parents. Plan leisure splash afterwards. Use the buddy system.

RESOURCES:

Use your parent volunteers on this badge. You'll need recorders, counters, and timers for other activities plus another adult to work with the other Cubs in the group while you test skills. Recruit a fisherman dad to cover boat safety rules. Does anyone have a canoe or small row boat that you can use as a dry land demonstration?

PLANNING:

This is strictly a warm weather event unless you have access to an indoor pool. It makes a great summer Den meeting. Remember that the *Safe Swim Defense Plan* and the *Safety Afloat* standards adopted by the BSA require a 21 year old responsible adult qualified in water safety training (BSA Lifeguard, Red Cross Advanced Lifesaving, or YMCA Senior Lifesaving).

MORE?

How about a Den cook-out in the park afterwards? Cubs that want to go further can work on the Cub Scout Sports Pin for Swimming. For the second year Webelos, some of the requirements are the same or similar to Boy Scout swimming requirements.

PHYSICAL SKILLS GROUP

ATHLETE



PURPOSE:

Increase physical abilities and skills

CHALLENGES:

Varied athletic skills, reluctance to participate

SOLUTIONS:

This may be the absolute favorite of the more athletic Cubs and may be earned in a single meeting. For others, the dash option may be impossible to achieve. The object of the badge is to increase physical skills so project this as a starting place to **get in shape** for hiking and summer activities. To work up to the running or strength requirements may take a regular exercise program as detailed in the Fitness badge. If done in the summer, it may also be tied in with the Aquanaut badge.

Special requirements may be set up for Cubs who are handicapped. Look for something at which the Cub could excel.

This is a good badge to work on during game period or when a day is too nice to stay inside. Many parks have workout areas that can be used for these requirements. Set up stations at the pull-up bar, the sit-up bench, the long jump pad, and the sprint course.

RESOURCES:

An extra adult or two to record times is helpful. A stopwatch is required for the running requirements.

PLANNING:

This can be a spur of the moment activity. All it really takes is a school play ground or park and some good weather. You will require indoor facilities if you schedule during the winter months.

MORE?

Organize a Pack or Den Olympics. Put in enough non-athletic games such as ring and horse shoe toss to give everyone a chance.

Cubs that want to go further should look at the Cub Scout Sports Programs for Baseball, Swimming, Bicycling, Personal Fitness, Ultimate and others.



PHYSICAL SKILLS GROUP

SPORTSMAN



PURPOSE:

To develop sportsmanship, learn about sports, develop teamwork

CHALLENGES:

Non-physical Cubs, lack of team spirit, wide range of abilities

SOLUTIONS:

This is a good badge to build and stress fitness, training, and teamwork. Select a team sport like ultimate, baseball, or softball that appeals to a wide range of skill levels and are less likely to be monopolized by one or two Cubs. You will have to get out there and play with them to explain the rules and make sure that everyone gets a chance.

Use a little of several Den meetings to train and work on teamwork. Select the teams yourself to make sure the sides are balanced and feelings are not hurt.

Select an individual sport that most Cubs may not be regularly exposed to like archery or bowling. Explain the scoring, give instructions, and schedule an outing to give it a try.

One of the parents may be very happy to assist with this badge. Many adults feel comfortable with the skills and they can explain the referee's signals.

Practice sportsmanship, both winning and losing, in your Den games. End the game anytime that tempers flair or a Cub can not be a good sport.

RESOURCES:

Most Dens have a parent or two with some sports knowledge and perhaps some real skill at playing the sport. Get them interested by asking for short term help.

PLANNING:

Be sure to check availability of field or park you plan to use and all the proper equipment is obtained. *Remember the safety equipment, ie. batting helmet.*

MORE?

Challenge other Dens to a "Championship" or hold a Pack Tournament to qualify for the sports participation award.

How about a trip to a ball game?



PHYSICAL SKILLS GROUP

FITNESS**PURPOSE:**

To increase physical abilities and skills, learn about health and your body

CHALLENGES:

Non-physical Cubs, parents who smoke, alcoholic family member

SOLUTION:

There may be a few problems on the requirements for this badge if the Cub has a parent who is sensitive about reviewing the dangers of alcohol, tobacco, and drugs. In this case, you will be required to review these topics with the whole Den as a group. Stick to the positive benefits of good health and don't preach.

The exercise requirements can be satisfied in gym class, in the summer, and maybe in conjunction with the Athlete or Aquanaut. Have someone demonstrate several exercises that the Cub can do at home or at school.

Special requirements can be set for Cubs that are handicapped. Look for something at which the Cub could excel.

RESOURCES:

Check with local clinics or doctors offices for healthy nutrition information. Be wary of fitness center instructors as their expertise may be with the totally dedicated athletes and be geared toward adults. Some of these practices could be dangerous for youth.

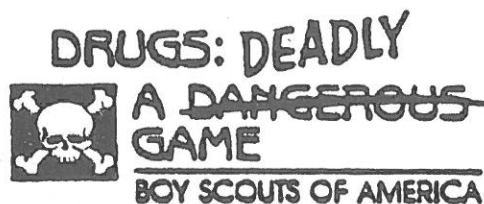
PLANNING:

This badge can be done almost anytime with very little preparation. The Webelos book is an excellent source of information for this activity.

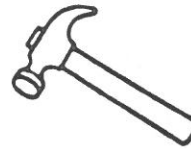
MORE?

Visit a health fair.

Cubs who want to go further should look at the Cub Scout Sports Program of Baseball, Swimming, Bicycling, Personal Fitness, Ultimate, and others.



TECHNOLOGY GROUP

CRAFTSMAN**PURPOSE:**

Learn how to work with tools

CHALLENGES:

Wide range of abilities, obtaining inexpensive materials, adequate supervision, making a mess

SOLUTIONS:

This badge will be a favorite, but requires a lot of preparation. Some projects, like leather work and cardboard, can be held at your regular meeting place. Others, like woodworking, should be held in a shop or garage where the sawdust can be contained easier. Because every Cub wants to do something, you'll need a large supply of hammers or set up cutting, sanding, nailing, and gluing stations. Have small groups rotate around as the work progresses. If everybody is starting fresh, you may need a second project to keep all boys busy. An adult helper or guide with each group or an adult supervisor at each station are both good methods.

Remember, everyone is included in the clean-up.

RESOURCES:

Collection of materials will be a challenge. Check with local companies for wood scraps. Plywood is usable for most projects, but solid lumber such as pine is better for some cutouts. Hardwoods like oak, ash, and walnut are too hard for most Cubs to cut and shape; they may get frustrated. When hardwoods are needed, precut and rough sand them in advance, leaving the finishing work to the Cub.

For leather crafts, check with companies for scraps that the boys can cut and tool. 6" square or round pieces of masonite make good work surfaces for cutting and stamping operations. First projects should be simple. Key chains are easy and make good gifts.

Clay projects are good for gifts and puppet heads that can be used for work in the Showman badge. Try a ceramic shop for advice and possible help with glazing and firing.

PLANNING:

The Craftsman is a multi-meeting project, and the Cubs may also do a lot of work at home. The Cubs require a lot of supervision and help on most projects. Plan one adult for every two or three Cubs. *Remember that tools used correctly are safe, but the incorrect use of tools can have serious consequences!*

MORE:

Blue and Gold centerpieces are good projects.

TECHNOLOGY GROUP
ENGINEER

**PURPOSE:**

An introduction to engineering skills

CHALLENGES:

Leader apprehension

SOLUTIONS:

This badge can be one of the most informative in the Webelos program. If your background is not in science and you would like to highlight this program, enlist the help of a local engineer. The Boy Scout Engineering Merit Badge counselor may be able to help.

The catapult requirement will be the favorite. The units can be constructed of wood scrap, cardboard and rubber bands. The block and tackle demonstration can be worked into a fun game. After the bridges are drawn, make some models. The bridges are more involved, but reenforce the principles learned, can be a great source of pride and make a good exhibit for a Pack meeting.

RESOURCES:

Ask a woodworking parent to cut and complete rough shaping for bridge supports. Construct bridges at your meeting. This will take time over several meeting and may require some patience.

A good encyclopedia (on a trip to the library for the Communicator) can give you a good list of engineers and what they do.

New home construction sites can usually be visited most easily. Be sure to obtain permission first. A guided tour by the builder will prove more interesting. Ask him to review the construction drawings with you.

PLANNING:

Schedule your visits early. Have all the bridge or catapult parts cut in advance unless you want the Cubs to cut as part of the Craftsman.

MORE?

Put on an "Engineering" demonstration at the Pack meeting.

Collect different wood scraps and other building materials on your construction site tour to fulfil requirements for Forester and Geologist.

TECHNOLOGY GROUP
HANDYMAN



PURPOSE:

Learn how to perform simple repairs

CHALLENGES:

Unhandy parents, lack of opportunity to try repairs

SOLUTIONS:

The requirements for this badge are among the easiest of all the badges. Most kids grow up doing these simple tasks. This badge can be earned with the parents' help and is a good topic to introduce at a family Den meeting.

The requirements involving bicycle maintenance and repair can be completed at a meeting featuring a Bicycle Rodeo. The automobile requirements could be completed during a Den Car Wash. This might be a good way to enlist parent support to the program. A tour of the neighborhood garage led by the mechanic can prove interesting.

Since most of requirements for this badge will be completed at home, have the parents send a note when they are completed so you can keep track of the progress.

RESOURCES:

Invite one of your non-involved parents to demonstrate the proper way to change a light bulb, check the oil in the car, or check tire air pressure.

PLANNING:

This is a spur of the moment project that requires very little preparation.

MORE?

Sponsor a Pack Bicycle Rodeo. Have the Webelos conduct safety checks and make minor repairs.

Visit a free Auto show.



TECHNOLOGY GROUP
SCIENTIST

**PURPOSE:**

Provide the spark of interest in science

CHALLENGES:

Little or no interest in science, poor students, lack of equipment, no school science class, leader inexperience

SOLUTIONS:

Most Cubs like science. Just start an experiment and the Cubs will take interest quickly. You aren't expected to be a scientist; the experiments are easy and the equipment is what you normally would find around the house like bottles, eggs, and cans.

If the Cubs' school has a good science course or a program such as Science Enrichment, sponsored by a local industry, talk to the teacher about using some of the school's equipment to do the projects. Even better, interest the science teacher in doing the experiments for the science class.

All the experiments are clearly documented in the Webelos handbook and simple to complete. They are designed to be completed by people without a great deal of scientific experience. There is no reason they cannot be completed in the home. You may want to take caution to use the kitchen or garage however, because there is the potential for some spills.

RESOURCES:

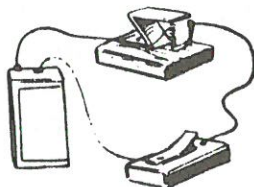
Science teachers, science inclined parents, industry volunteers, and even some of your Cubs may be of help with these projects. The simple equipment required can be gathered from kitchen, school, or trash can.

PLANNING:

The experiments are simple but try them before you have a demonstration at your meeting. You will know what to expect. The best way to keep the Cubs' interest is to be successful. A failed experiment can be a real turn-off and interest will suffer.

MORE?

Hold a Den Science Fair and have each Cub enter a project. Exhibit the projects at a Pack meeting.



ACTIVITY BADGES**COMMUNITY GROUP****CITIZEN**

1. Know Pres, VP, Gov...
2. Flag history
3. Flag respect
4. Pledge/Allegiance
5. National Anthem
6. Citizen rights
7. Law enforce helps
(Do two)
8. Visit Commun leader
9. President essay
10. Tell good citizen
11. List 5 citizens
12. Why have laws
13. Why have Gov't
14. 6 way country helps/
works other nations
15. 3 organ. help people

COMMUNICATOR

(Do four)

1. Play body language
2. Tell den experience
3. Invent sign language
4. Word signal code
5. Telephone use
6. Invent secret code
7. Tell story 2 ways
(Do two)
8. Visit library
9. Visit newsperson
10. Handicap communicate
11. PC database
12. Communication job

FAMILY MEMBER

1. What is family
2. Family jobs
3. Home hazards
4. Money
5. Trash disposal
(Do two)
6. Energy savings
7. Family fun
8. Clean home
9. Clothes care
10. Meal planning
11. Family meetings

READYMAN

1. First aid
2. Get help
3. Hurry cases
4. Shock
5. First aid for
6. Swimming safety
(Do two)
7. Bike safety

READYMAN, cont

8. Home fire escape
9. First aid kit
10. Home accident areas
11. Car safety rules
12. First aid demo

MENTAL SKILLS GROUP**ARTIST**

(Do five)

1. Draw/frame picture
2. Primary colors
3. Make 6 designs
4. Family member profile
5. Sculpt
6. Mobile
7. Construction

SCHOLAR

1. Good school record
2. School activity
3. Education value
4. School teaching
(Do three)
5. School history
6. School system
7. Grownup questions
8. Education jobs
9. Help student

SHOWMAN

Puppetry
Music
Drama

TRAVELER

(Do five)

1. Map/timetable
2. Plan a trip
3. Cost per mile
4. Take a trip
5. List 4 trips
6. Pack a suitcase
7. First aid kit

OUTDOOR GROUP**FORESTER**

(Do five)

1. Identify 6 trees
2. Identify 6 plants
3. Tree poster
4. Tree growth
5. 3 kinds of wood
6. Plant 20 seedlings
7. Wildfires
8. Forest map of USA

GEOLOGIST

(Do five)

1. Rock mineral use
2. Geologic specimens
3. Hardness scale
4. Geologic home mat'ls
5. Geyser, volcano, quake
6. Mountains formed

NATURALIST

(Do four)

1. Insect zoo
2. Aquarium/terrarium
3. Museum
4. Identify birds
5. Bird flyways
6. Poison plants/reptiles
7. 6 wild animals

OUTDOORSMAN

(Do five)

1. Knots
2. Pitch/sleep tent
3. Webelos overnight
4. 2 nights camping
5. Campfire
6. Cook/cleanup
7. Fire safety
8. Visit Boy Scout camp

PHYSICAL SKILLS GROUP

AQUANAUT

1. Swim 100 feet
 2. Float 1 minute
- (Do three)
3. Surface dive
 4. Mask-fins-snorkel
 5. Water rescue
 6. Small boat safety

ATHLETE

1. Explain phys health
 2. Physical Fitness pin
- (Do five)
3. 30 sit-ups
 4. 2 pull-ups
 5. 8 push-ups
 6. 5' stand long jump
 7. 9" vertical jump
 8. 8.2 sec 50 yd run
 9. 600 yd run/walk

FITNESS

1. Tobacco evils
2. Drug effects
3. Diet
4. Alcohol
5. 6 exercises/30 days

SPORTSMAN

1. Official's signals
2. Good sportsmanship
3. 2 individual sports award
4. 2 group sport award

TECHNOLOGY GROUP

CRAFTSMAN

1. Make 2 home items
2. Cut 4 wood items
3. Tool safety

(Do one)

4. 4 leather items
5. 4 plastic items
6. Frame/display
7. 4 clay items
8. 4 misc items

ENGINEER

(Do five)

1. List 10 engineer jobs
2. Visit construction
3. Property line
4. Electricity to house
5. Draw 3 bridges
6. Block & tackle
7. Catapult
8. Floor plan of house

HANDYMAN

(Do six)

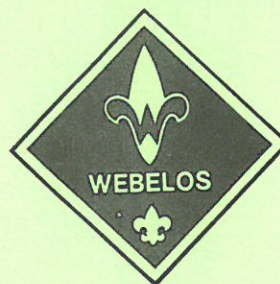
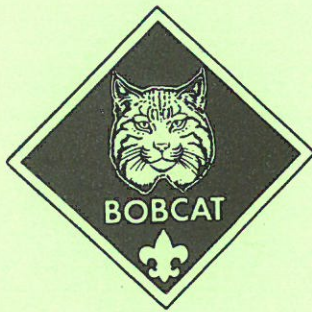
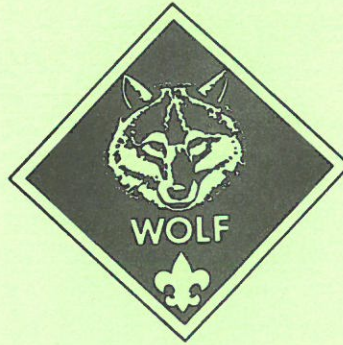
1. Wash a car
2. Change a tire
3. Chg bulb in auto
4. Check oil/tires
5. Fix bicycle
6. Lube bike chain
7. Bike tires
8. Chg light bulb
9. Chemical safety
10. Sawhorse/stool
11. Mow lawn
12. Tool storage
13. Clean/store tools
14. Mark ID on tools

SCIENTIST

1. Bernoulli principle
2. Pascal's law
3. Inertia

(Do six)

4. Atmospheric pressure
5. Air pressure effects
6. Air/water pressure
7. Fog
8. Crystals
9. Balance
10. Eyes
11. Optical illusion
12. Eye care



RESOURCES

OUT OF STATE--TOLL FREE
1-800-328-3057



Mpls. St. Paul Metro Area--537-3000
Outside Metro--Toll Free
1-800-328-8322 Ext. 788

P.O. BOX 29225

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