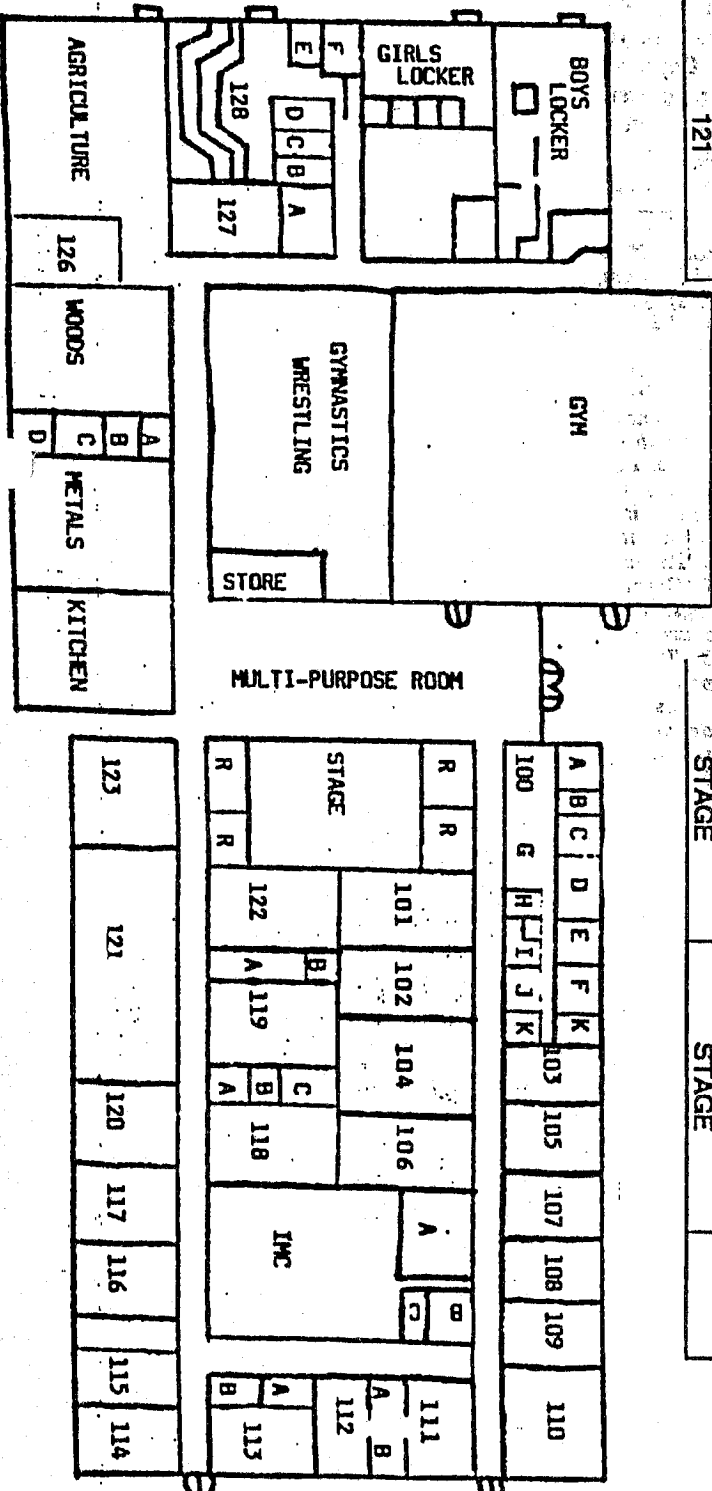


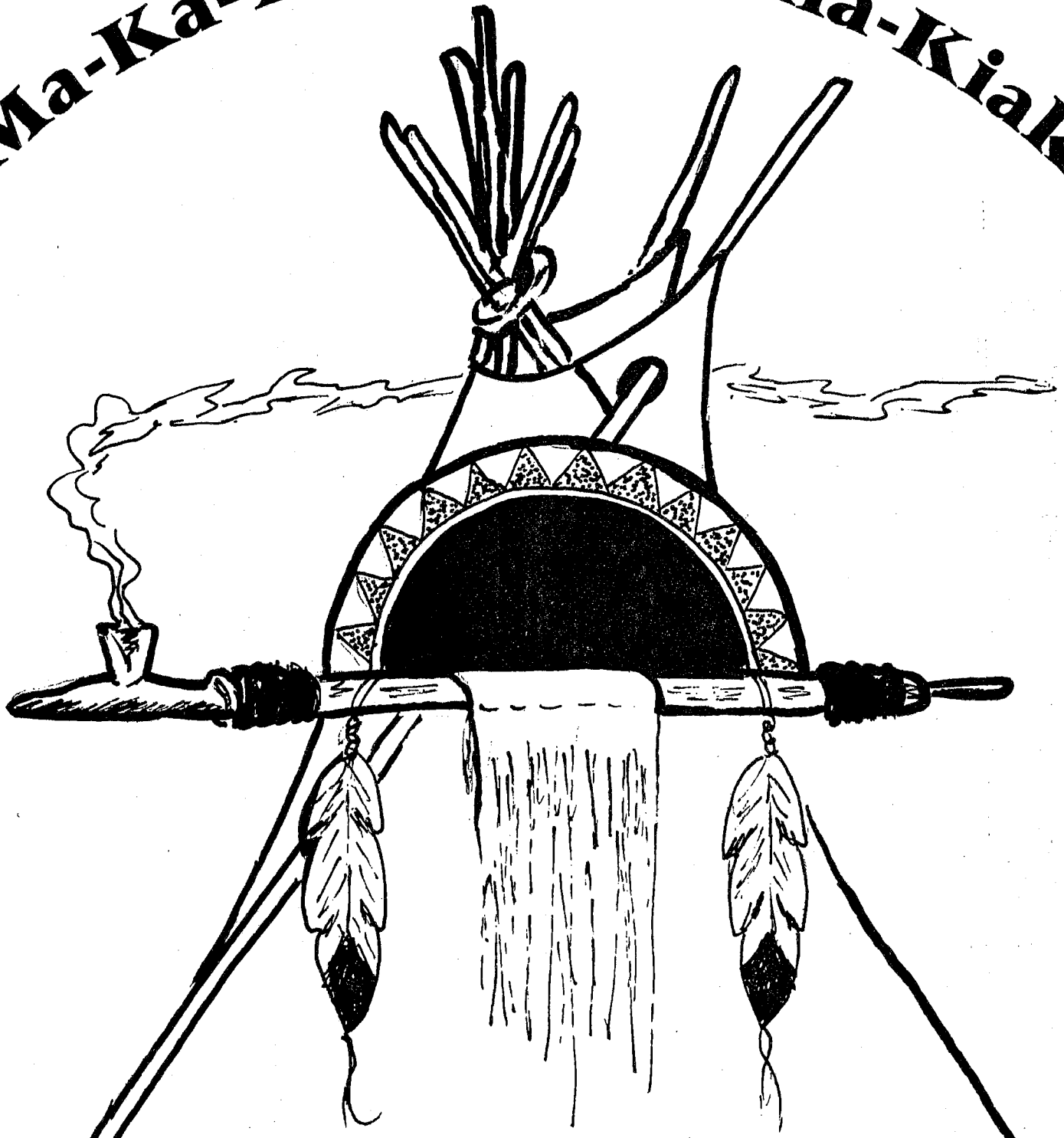
# Blackhawk Area Council, B.S.A. Stillman Valley High School Tri-District Pow Wow November 16, 1991

8:30	9:15	9:40 - 10:40	10:50 - 11:50	12:00	1:10 - 1:40	1:50 - 2:50	3:00-4:00	4:00-4:10
M R O	Session 1	Session 2	L	Mini Session	Session 3	Session 4	C C	
I E P	Indian Crafts	The Slides	u	Homemade Recog.	Leatherwork *	Theme Crafts	O R	
D G E	121	123	c	121	126	121	S E	
W I N	Wood Crafts	Wood Crafts	h	Where to Go for Answers	Silk Screen **	Silk Screen	I M	
A S I	WOODS	WOODS		115	WOODS	WOODS	N O	
Y F N	Recruit & Retain Leaders	Den & Pack Pizzazz	M	Trail Snacks	Magic	Den & Pack Pizzazz	G N	
R G	114	M-P	u	123	116	114	I	
& A	NonCompetitive Games	Games	i	Family Camping	Team Building	Team Building (cont'd)	E	
T C	115	115	t	126	M-P	M-P	S	
I E	Puppets	Basic 1st Aid for Leaders	i	Handicapped Scouts	116	126		
O R	116	126		116	116	123		
N E	Webelos - Scientist	Paperwork	P	Tiger Organizer	Outdoor Cooking **	Outdoor Cooking **		
M	123	116	u	114	OUTSIDE	OUTSIDE		
O	Indian Lore	Story Telling	r	War Paint & Dancing	Indian Lore	Story Telling		
N	117	117	P	117	117	117		
I	Blue & Gold Planning	Discipline	o	Burpee/Colored Sands	Computer Programs	Nature		
E	125	114	s	M-P	115	116		
S		Indian Crafts	s		Discovery -Planetarium	Discovery Planetarium		
		121			STAGE	STAGE		

Carol L. Conderman  
6332 Bryce Lane  
Cherry Valley, IL 61016



**Ma-Ka-Tai-Me-She-Kia-Kiak**



**Blackhawk Area Council, B.S.A.  
Stillman Valley High School**

**Tri-District Pow Wow  
November 16, 1991**

## AN INDIAN PRAYER

**O'GREAT SPIRIT, Whose voice I hear in the winds, and whose breath gives life to all the world, hear me! I am small and weak, I need your strength and wisdom.**

**LET ME WALK IN BEAUTY, and make my eyes ever behold the red and purple sunset.**

**MAKE MY HANDS respect the things you have made and my ears sharp to hear your voice.**

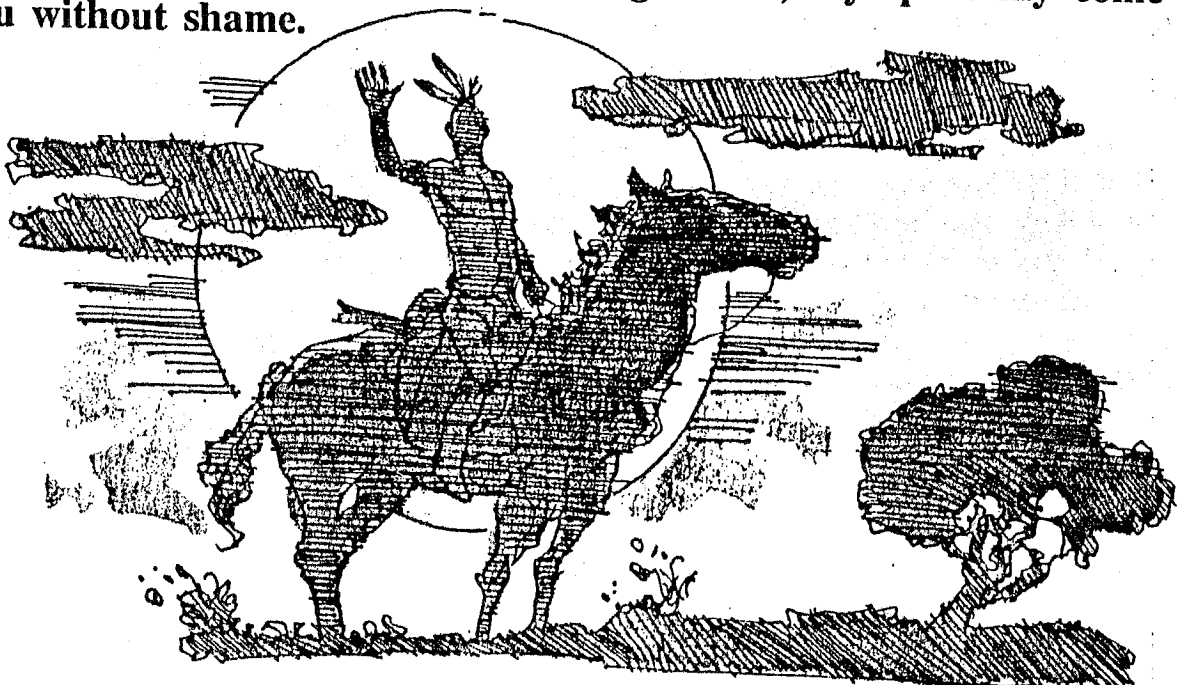
**MAKE ME WISE so that I may understand the things you have taught my people.**

**LET ME LEARN the lessons you have hidden in every leaf and rock.**

**I SEEK STRENGTH, not be greater than my brother, but to fight my greatest enemy - myself.**

**MAKE ME ALWAYS READY to come to you with clean hands and straight eyes.**

**SO WHEN LIFE FADES, as the fading sunset, my spirit my come to you without shame.**



## MA-KA-TAI-ME-SHE-KIA-KIAK

### (Black Sparrow Hawk)

Blackhawk went on his first hunt when he was fifteen. It was a good hunt and they were giving thanks to the Great Spirit for their good hunt, a band of Osage warriors rode into the canyon. Black Hawk met face to face with an Osage warrior and struck him down with one blow. From that night on, Black Hawk would wear the feathers and paint of a warrior. When his father, Pyese died, he was made Chief. There were many Chiefs among the Sauks, but Black Hawk was well known for his great courage and his ability to lead the warriors.

The Indians had traded with people who had come from Europe for more than a hundred years. But in 1804, when Black Hawk reached St. Louis, he learned the Spanish were leaving and the Americans were taking over. This worried Black Hawk because Americans were taking land from his Indian brothers in the East. Later while he was in Canada, some young Sauk warriors fired on the Americans. The Chiefs, not wanting trouble signed papers at St. Louis with their marks not understanding that they had signed away all the territories of the Sauk people. At that point the Americans starting moving in and building on the Indian land. When Black Hawk returned from Canada, he was very angry and thought the treaty was worthless because the Chiefs had been tricked. There was a small skirmish.

In the next few years, Black Hawk traded for guns and powder from the English. With the War of 1812, his supply of gun powder was cut off. Things around that time were changing amongst the Sauks and Black Hawk felt old. So he went with many other tribal Chiefs to St. Louis to smoke the pipe of peace with the Americans. They thought they were signing a treaty of peace, but instead they promised to leave their Rock River country and move west of the Mississippi. He is quoted as saying, "The white men do not scalp the heads. They do worse. They poison the heart."

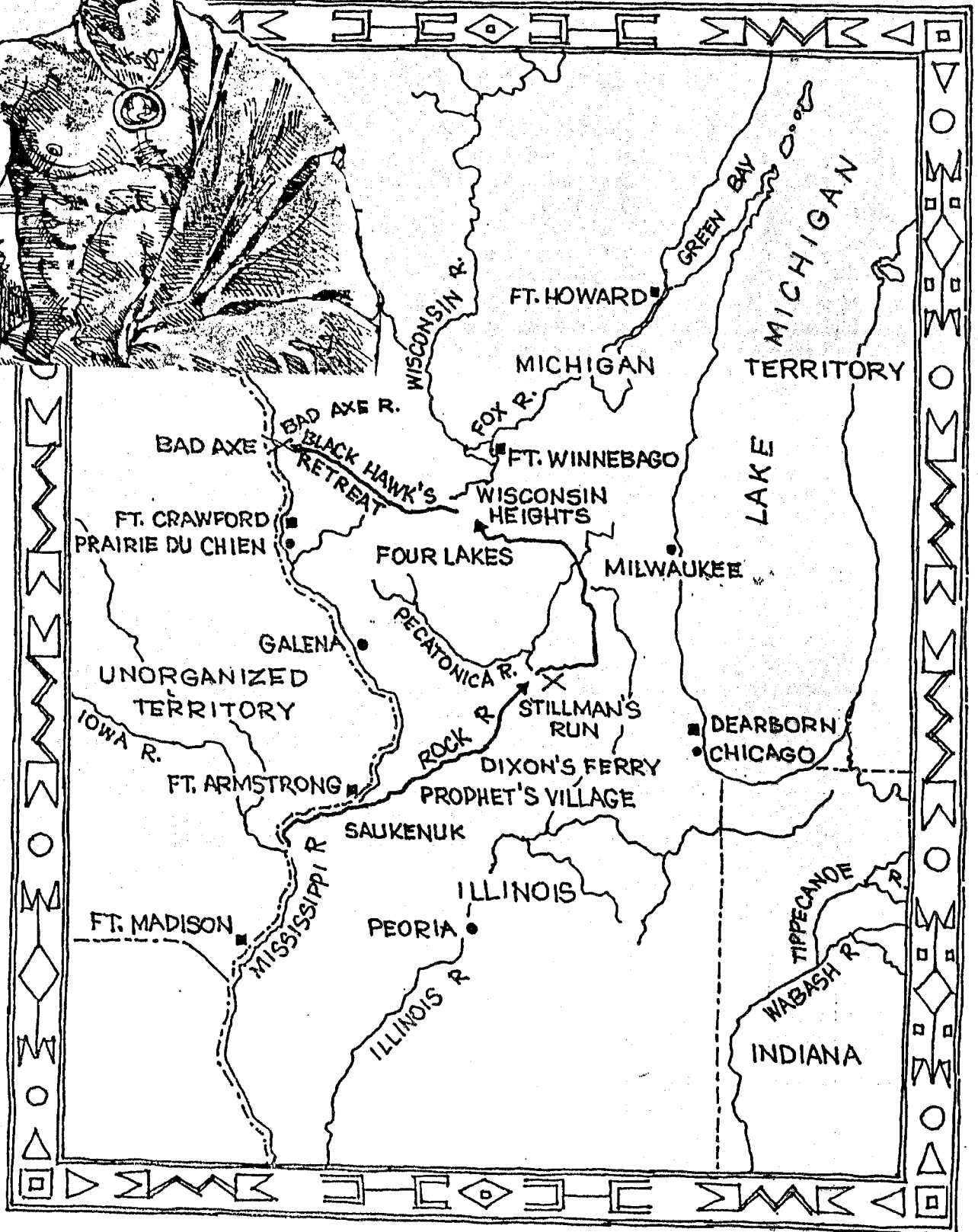
After that there were many troubles. Settlers stealing Indians' furs and spoiling their hunting grounds. There were many small, bloody battles between enemy tribes over territories. By 1830, the Indians were truly a divided people. Many of the members of the Sauk and Fox tribes moved across the Mississippi to a reservation in Iowa. Black Hawk stayed for a year, but finally left as government troops moved in. They suffered a terrible winter and did not have enough food or shelter.

At that point Black Hawk came back to reclaim their land. The first battle of the Black Hawk war was fought here at Stillman Valley. Black Hawk was eventually defeated and the United States gained possession of all the land from the Atlantic Ocean to the Mississippi River. His words at his surrender were: "Our sun is setting and it will rise no more. Farewell to Black Hawk."

Ma-Ka-Tai-Me-She-Kia-Kiak



# Blackhawk Area Council, B.S.A.





## BOY SCOUTS OF AMERICA

BLACKHAWK AREA COUNCIL

Ronald C. Farb  
Sinnissippi District Executive  
1024 E. Chamberlin, Dixon, IL 61021  
Telephone 815-288-4557

### WELCOME TO THE TRI-DISTRICT POW WOW OF 1991

The steering committee started in January preparing for this one day in November. Under the direction of Lonna Alcock they have planned the program, assembled the staff, produced this book and a myriad of other details.

They did all of this with one goal and one task in mind: The goal was to give you the most meaningful, informative and enjoyable experience possible. The task -- to help you help the kids. Among the teaching staff and steering committee there is literally decades of experience working with dens and packs just like yours. They have come to share their ideas with you and to have you share with them.

If you need ideas, if you have problems, there is no better place for you to be then right here. But remember, this is a hands-on training so be prepared to participate.

It is more than likely you will finish this day thinking: "How can I absorb all this information?" The answer is: You can't. This is why we have prepared this book which you can use as a reference for years to come. This is also why your district puts on on-going training courses and monthly Roundtables. If you are new to Cub Scouting, avail yourself to all these opportunities. If you have been around awhile, there are so many ways in which your district needs your help and experience. Perhaps you can become part of the training team or planning roundtables or even next years Pow Wow, and I know that there are dozens of packs that can use a good Den Leader Coach.

I hope that this day will not only be informative but also inspirational. My wish is that you might leave with a new sense of enthusiasm and excitement for a program which has helped millions of youngsters learn about themselves, their country, the world around them and God. You are part of the largest youth organization in the world. The B.S.A. has this distinction because of you, the volunteer.

Thank you for coming and most of all -- HAVE FUN!

Sincerely,

Ronald C. Farb  
Sinnissippi District Executive



Dear Scouters,

Welcome to Ma-Ka-Tai-Me-She-Kia-Kiak, the 1991 Tri District Pow Wow. The staff has spent many hours working on the Pow Wow and book so information and experience can be shared. You will find a great deal of new and original material. The spirit of Ma-Ka-Tai-Me-She-Kia-Kiak will not end with the closing ceremony. It will exist for as long as the knowledge, enthusiasm and fun gathered here today is shared with those for whom it is truly meant----the Boys!! In the spirit of this pow wow, we wish you the most successful year.

Yours in Scouting,



Lonna Alcock, Pow Wow Chairman

### WHY I'M A LEADER?

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

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

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

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

I want them to be the best they can be.

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

I am a Cub Scout leader because I care.



**Bob**

**Bill**



**Joyce**



**Pam**

**Lon**

**Ron**



**Fran**







**RON FARB**  
District Executive

**LONNA ALCOCK**  
Pow Wow Chairman  
Book Editor

**BOB SOUTHWOOD**  
Pow Wow Assistant Chairman

**PAM MOORE**  
Book Editor

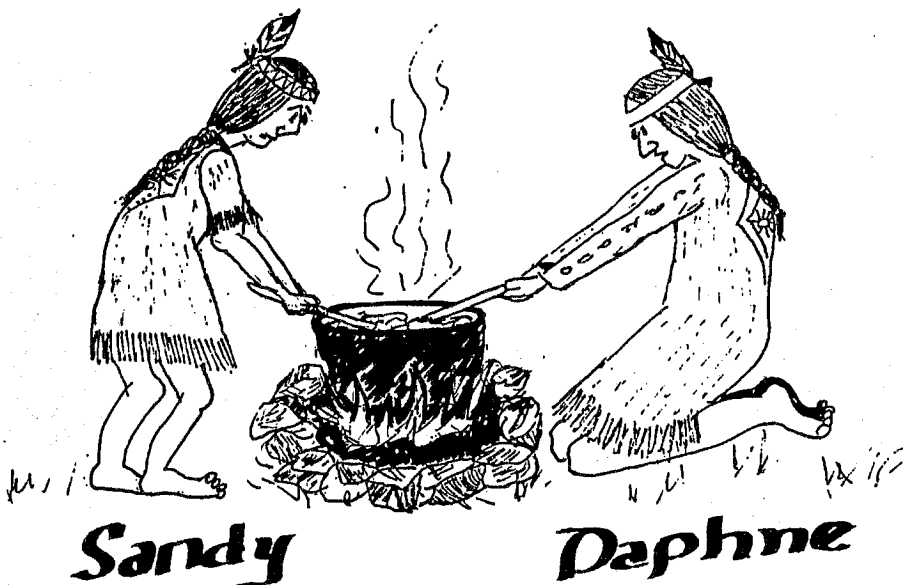
**STEERING COMMITTEE MEMBERS**  
FRAN WALLER  
LINDA ABERNATHY  
SHARON FANUCCE  
JOYCE PEDERSON  
LINDA HINKELMANN  
BILL LEE

**COOKS**  
DAPHNE DOANE  
SANDY WITHERS

**SINNISSIPPI DISTRICT CHAIRMAN**  
BOB GINGRAS

**SINNISSIPPI DISTRICT COMMISSIONER**  
DICK JOHANNSEN

**BLACKHAWK AREA COUNCIL EXECUTIVE**  
GEORGE STONE



**Linda H**



MA-KA-TAI-ME-SHE-KIA-KIAK  
1991 Tri-District Pow Wow  
Blackhawk Area Council

WAMPUM

Indian Crafts . . . . .	1-8
Tie Slides . . . . .	9-16
Leatherwork . . . . .	17-28
Wood Crafts . . . . .	29-40
Silk Screen . . . . .	41-46
Theme Crafts . . . . .	46-68
Homemade Recognitions . . . . .	69-82
Puppets . . . . .	83-100

POW WOWEM

Team Building . . . . .	1-6
NonCompetitive Games . . . . .	7-18
Scrounging . . . . .	19-22
Story Telling . . . . .	23-28
Indian Lore . . . . .	29-38
War Paint & Dancing . . . . .	39-44
Games . . . . .	45-52
Den & Pack Pizzazz . . . . .	53-70
Ceremonies . . . . .	71-98
Magic . . . . .	99-108
Skits . . . . .	109-118

BIG CHIEFS, LITTLE INDIANS, CAMP DOGS

Where to go for Answers . . . . .	1-4
Recruiting & Retaining Leaders . . . . .	5-12
Paperwork . . . . .	13-32
Handicapable Scouts . . . . .	33-42
Discipline . . . . .	43-62
Tiger Cub Organizer . . . . .	63-82
Computer Programs . . . . .	83-104
Blue & Gold Planning . . . . .	105-114

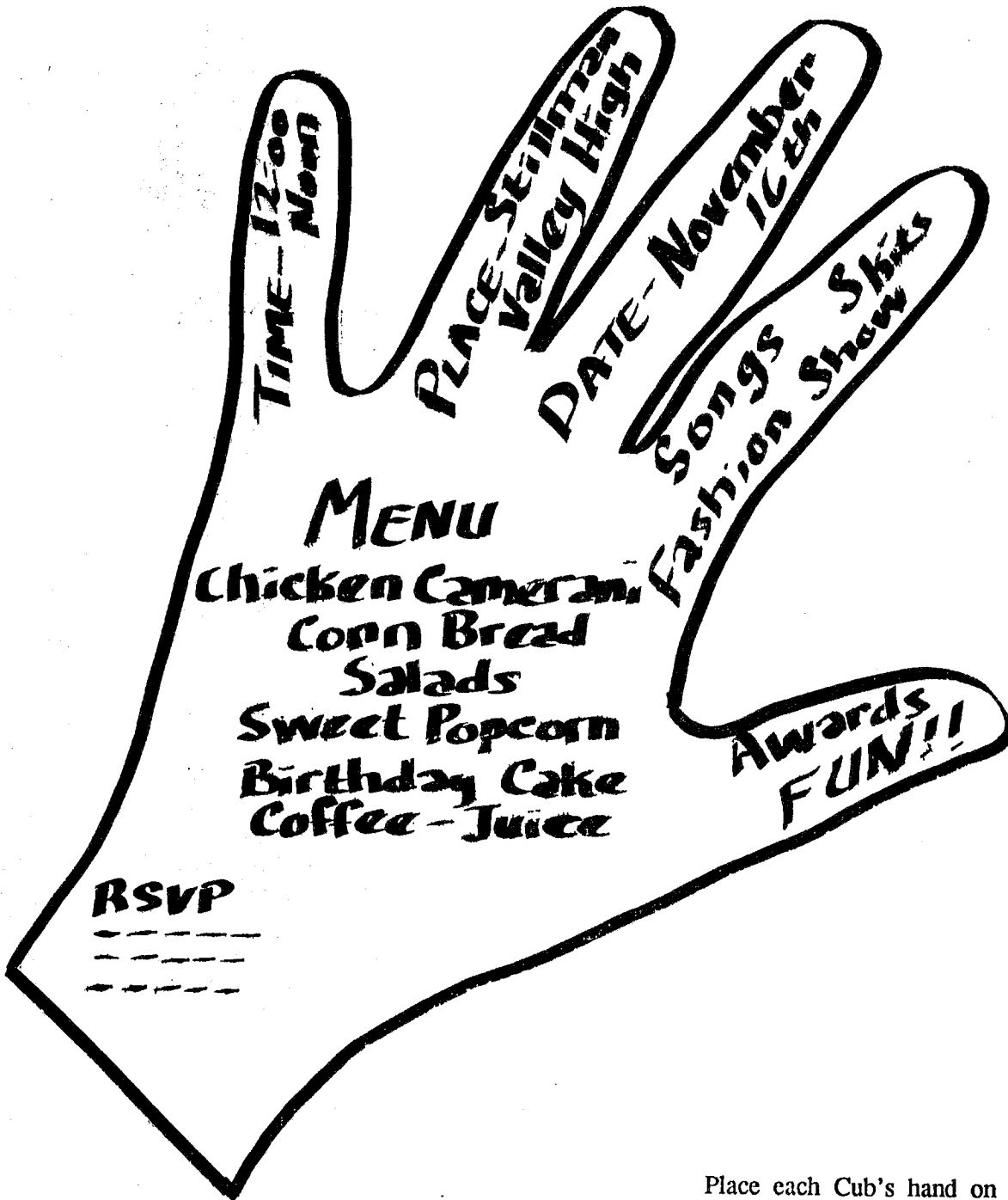
EARTH WIND AND FIRE

Basic First Aid for Leaders . . . . .	1-2
Trail Snacks . . . . .	3-16
Outdoor Cooking . . . . .	17-34
Webelos - Scientist . . . . .	35-40
Webelos - Engineer . . . . .	41-46

Session Leaders of this years Pow Wow Staff:

Linda Abernathy . . . . .	Den & Pack Pizzazz	Mauhnahteese
Lonna Alcock . . . . .	Pow Wow Chairman	Sinnissippi
Christine Barcus . . . . .	Blue & Gold Banquet	Mauhnahteese
Laurel Benting . . . . .	Where To Go For Answers	Mauhnahteese
Rick Blair . . . . .	Indian Lore, Story Telling, War Paint	Mauhnahteese
Don Brown . . . . .	Wood Craft	Sinnissippi
Pat Calloway . . . . .	Skits & Webelos	Mauhnahteese
Arlene Cook . . . . .	Tie Slides	Mauhnahteese
Melody Cover . . . . .	Indian Crafts	Sinnissippi
Sharon Fanucce . . . . .	Leader Paprwk. & Handicappable Scts	Sinnissippi
Ron Farb . . . . .	District Executive	Sinnissippi
Leona Foster . . . . .	Non-Comp. Games & Cooking	Mauhnahteese
Matt Foster . . . . .	Indian Lore, Story Telling, War Paint	Mauhnahteese
Bev Frye . . . . .	Theme Crafts, Homemade Recogn.	Winnebago
Virginia Hamer . . . . .	Puppets, Leatherwork	Winnebago
Vickie Harriett . . . . .	Tiger Cub Organizer	Sinnissippi
Jane Herrig . . . . .	Tie Slides	Mauhnahteese
Linda Hinkelmann . . . . .	Tiger Cub Org., Blue & Gold Decor.	Sinnissippi
Tom Klapp . . . . .	Games	Sinnissippi
Dennis Kuntzelman . . . . .	Games	Sinnissippi
Bill Lee . . . . .	Webelos	Winnebago
John Longhenry . . . . .	MC & Ceremonies	Winnebago
Donna Miller . . . . .	Indian Crafts	Sinnissippi
Pam Moore . . . . .	Recruit. & Retain Ldrs., Discipline	Mauhnahteese
Sue Morris . . . . .	Puppets	Winnebago
Ted Nadolski . . . . .	Outdoor Cooking	Mauhnahteese
Joyce Pederson . . . . .	Leader Paprwk. & Handicappable Scts	Sinnissippi
Tim Rich . . . . .	Computers	Mauhnahteese
Barb Sandage . . . . .	Leatherwork	Winnebago
Barry Sanders . . . . .	Webelos - Engineer	Mauhnahteese
Fred Sauer . . . . .	Team Building	Mauhnahteese
Terry Serrano . . . . .	Skits, Webelos - Scientist	Mauhnahteese
Bill Smith . . . . .	Computers	Winnebago
Bonnie Smith . . . . .	Trail Snacks, Theme Crafts	Winnebago
Oscar Smith . . . . .	Webelos	Winnebago
Bob Southwood . . . . .	Assistant Pow Wow Chairman	Mauhnahteese
Barry Stark . . . . .	Wood Craft	Sinnissippi
Jim Strey . . . . .	First Aid for Leaders	Mauhnahteese
Carol Tetzloff . . . . .	Non-Comp. Games, Where for Answers	Mauhnahteese
Fran Waller . . . . .	Homemade Recognitions, Silk Screen	Winnebago
Mike Winters . . . . .	Magic	Mauhnahteese
Sandy Withers . . . . .	Cook	Sinnissippi
Lou Zitelman . . . . .	Discipline, Recruiting & Retain. Leaders	Mauhnahteese

YOUR BLUE AND GOLD INVITATIONS



Place each Cub's hand on a piece of light weight construction paper. Draw around it, put message all around. this may be done with yellow paper and blue lettering.

WANPUM	
India Crafts .....	1-8
Tie Sides .....	9-16
Leathework .....	17-28
Wood Crafts .....	29-40
Silk Screen .....	41-46
Theme Crafts .....	46-68
Homemade Recognitions .....	69-82
Puppets .....	83-100



## "IF" FOR BOYS

If you can keep your head when all about you are losing theirs, and blaming it on you,

If you can trust yourself when all men doubt you, but make allowance for their doubting, too:

If you can wait and not be tired by waiting, or being lied about, don't deal in lies, or being hated, don't give way to hating, and yet don't look too good nor talk too wise...

If you can dream and not make dreams your master,

If you can think, and not make thoughts your aim,

If you can meet with triumph and disaster, and treat those two impostors just the same;

If you can bear to hear the truth you've spoken twisted by knaves to make a trap for fools, or watch the things you gave your life to, broken, and stoop and build 'em up with worn-out tools...

If you can make one heap of all your winnings, and risk it on one turn of pitch-and-toss, and lose, and start again at your beginnings, and never breathe a word about your loss;

If you can force your heart and nerve and sinew to serve your turn long after they are gone, and so hold on when there is nothing in you except the will which says to them: "Hold on!"

If you can talk with crowds and keep your virtue, or walk with kings--nor lose the common touch,

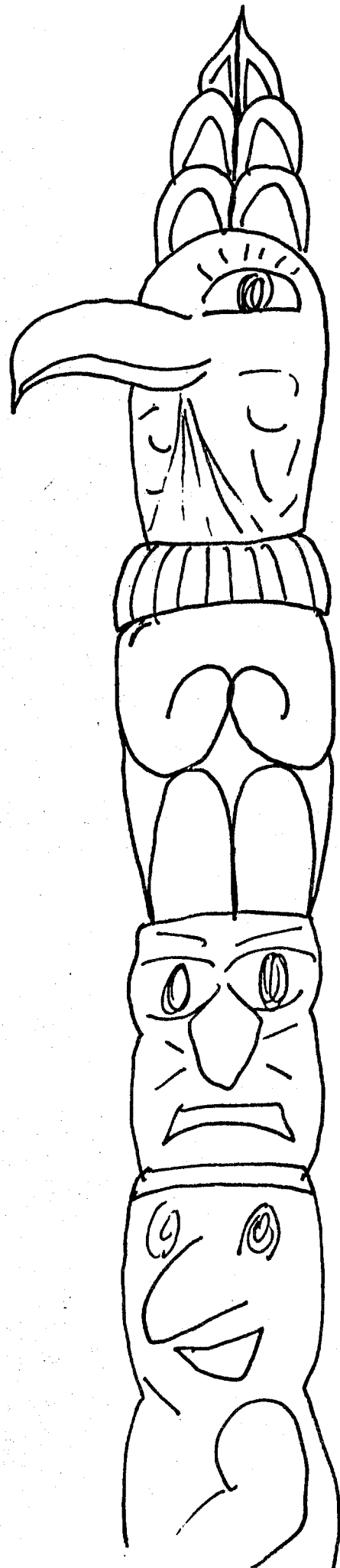
If neither foes nor loving friends can hurt you,

If all men count with you, but none too much;

If you can fill the unforgiving minute with sixty seconds' worth of distance run,

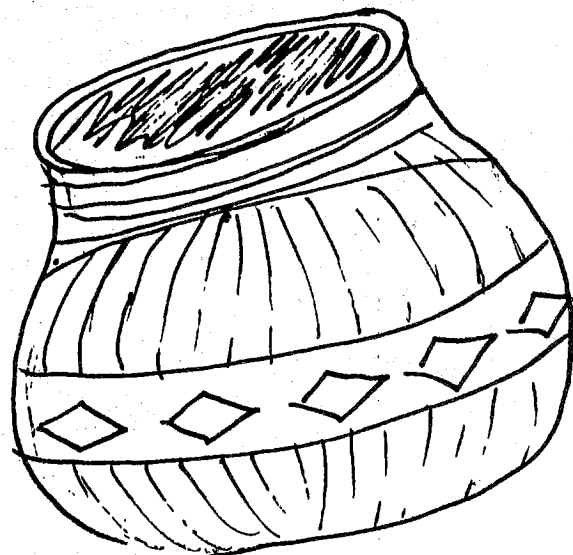
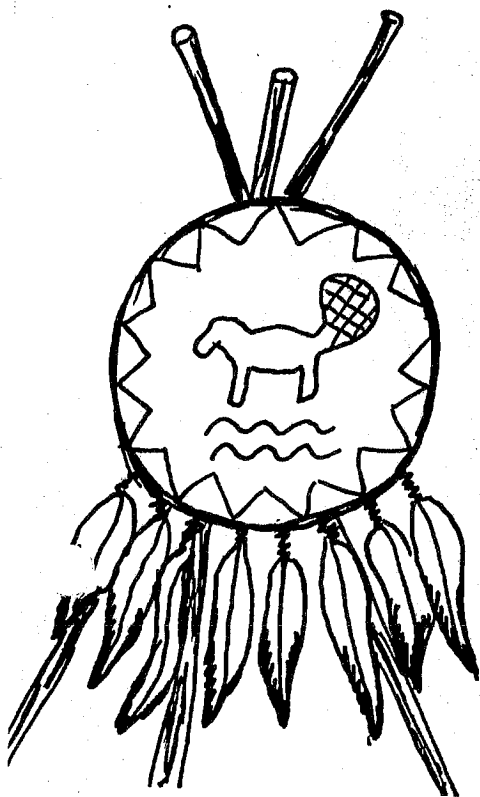
Yours is the Earth and everything that's in it, and--which is more--you'll be a Man, my Son!

*Rudyard Kipling*



## Indian Crafts

Sessions and information by:  
Donna Miller  
Melody Cover



## INDIAN CRAFTS

### INDIAN STICK DICE

Indians have played with dice for at least 2,000 years. Indian dice have only two sides: One side is blank and the other side is carved, painted, or decorated with different shapes.

**Materials:** 3 pieces of wood or cardboard (1-1/2" X 4" X 1/4"), paints and paint brush or watercolor markers, varnish (optional).

Decorate one side of each piece of wood or cardboard with Indian designs and geometric shapes. Leave the other side blank. If desire, varnish each side.

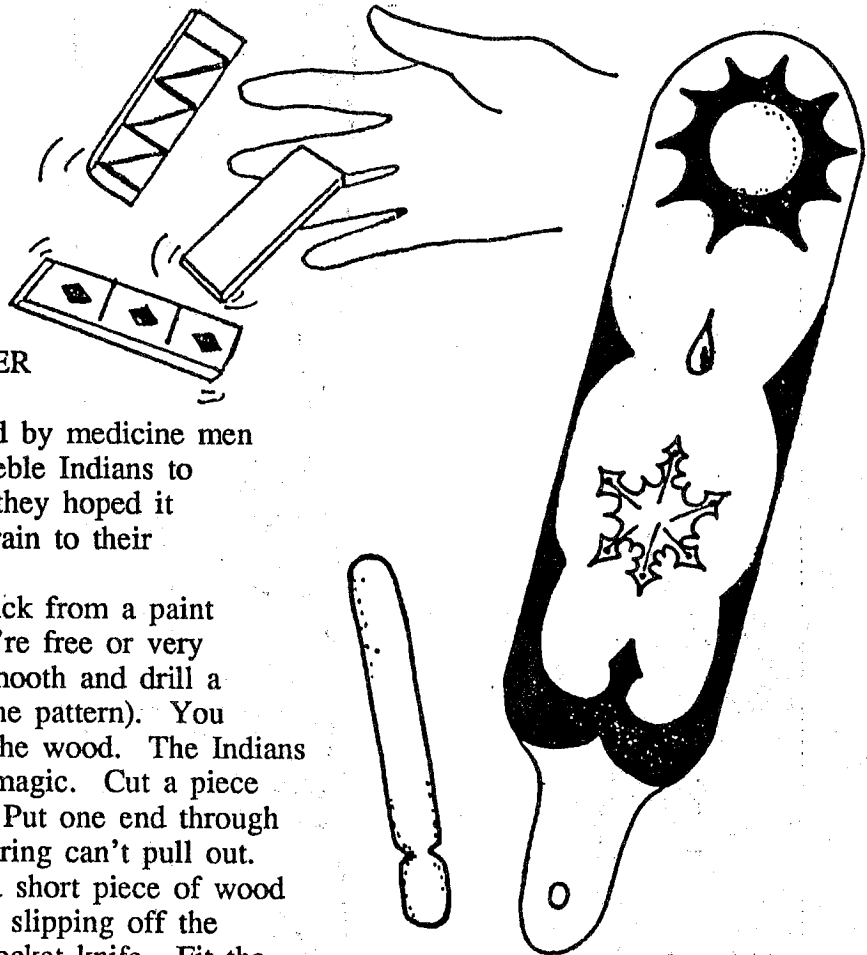
To play, toss all 3 sticks in the air at once. Score as follows:

3 designs = 10 points

2 designs + 1 blank = 2 points

1 design + 2 blanks = 3 points

3 blanks = 5 points



### WIND STICK or BULL ROARER

This noisemaker was used by medicine men of Apache, Ute, Navajo, and Pueblo Indians to imitate the sound of the wind. They hoped it would call rain clouds to bring rain to their dry lands.

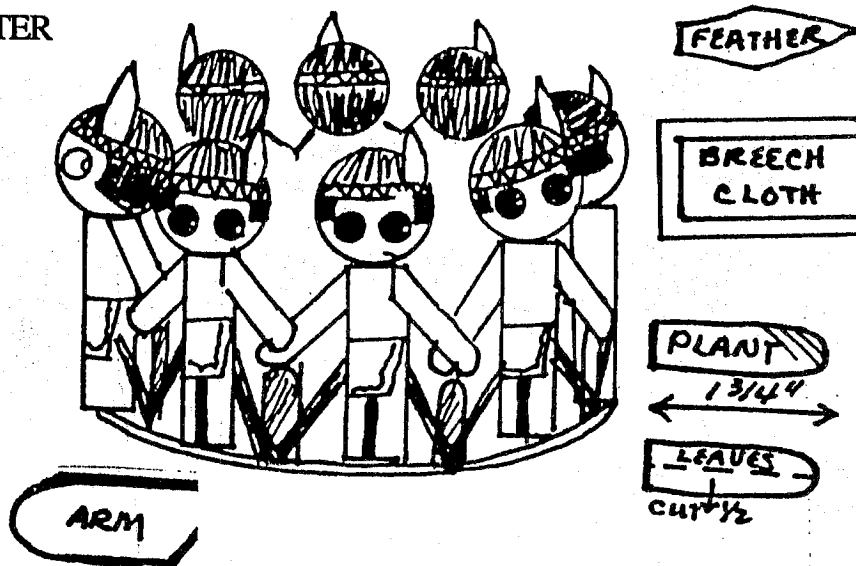
Collect a paint stirring stick from a paint dealer or a hardware store (they're free or very inexpensive). Sand the wood smooth and drill a hole in the base (as shown on the pattern). You may want to paint a design on the wood. The Indians thought the pictures helped the magic. Cut a piece of string about 20 inches long. Put one end through the hole and tie a knot so the string can't pull out. Tie the other end to a stick or a short piece of wood dowel. To keep the string from slipping off the handle, carve a groove with a pocket knife. Fit the string into this groove. The faster you swing, the louder it will roar.

**WARNING:** *Cub Scouts should stay away from others when they're whirling their wind sticks.*



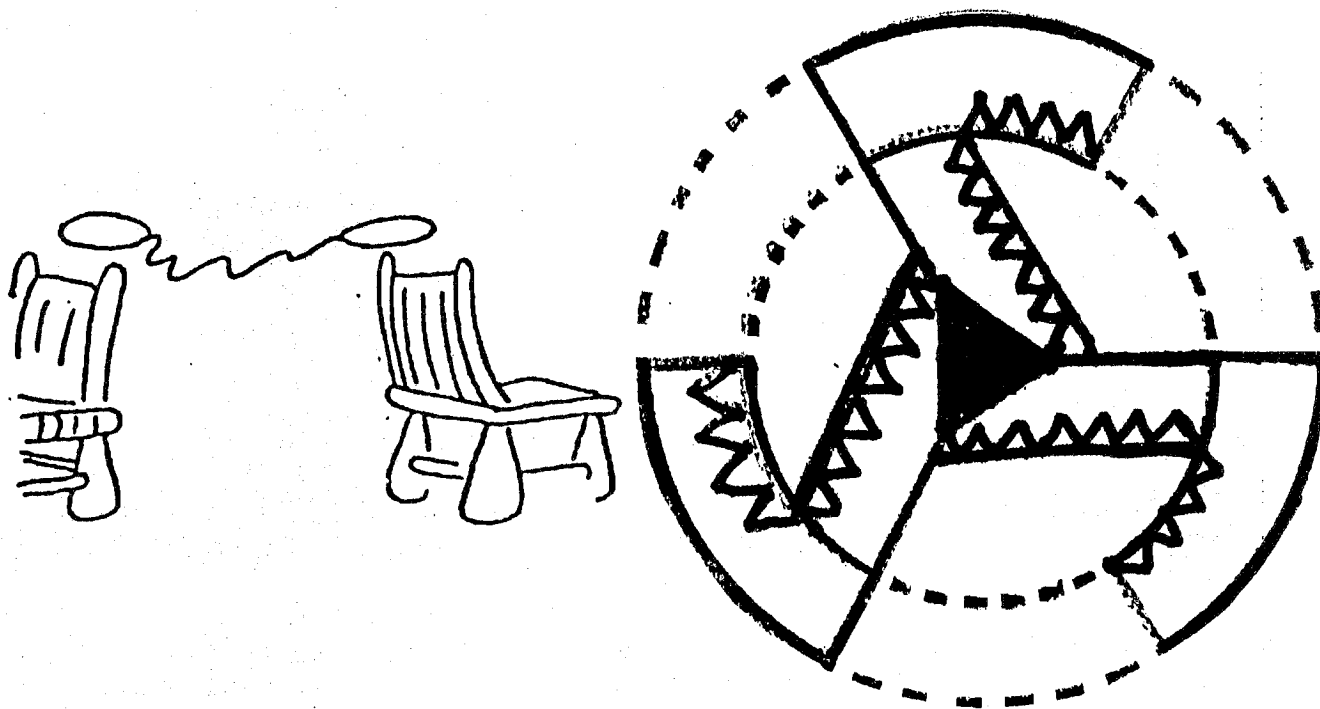
## TEN LITTLE INDIANS PLANTER

- 10 Round clothespins
- 10 - 1" foam balls (heads)
- 20 Craft sticks
- 6" Cardboard or plywood circle (bottom)
- Paper or felt scraps (feathers & breech cloths)
- Markers & glue (decorations)
- Paper punch (eyes)



## INDIAN MAGIC WHEEL

Draw a 3-1/2" circle then a 2-1/2" circle on a piece of heavy cardboard or plastic coffee lid. Draw wheel as shown. Cut out on heavy lines and decorate to suit.



This is a game which can be played by toss the Indian Magic Wheel from about three feet away so that it hooks on a string. Tie rubber bands on each end of string and hook the rubber bands over chair backs.

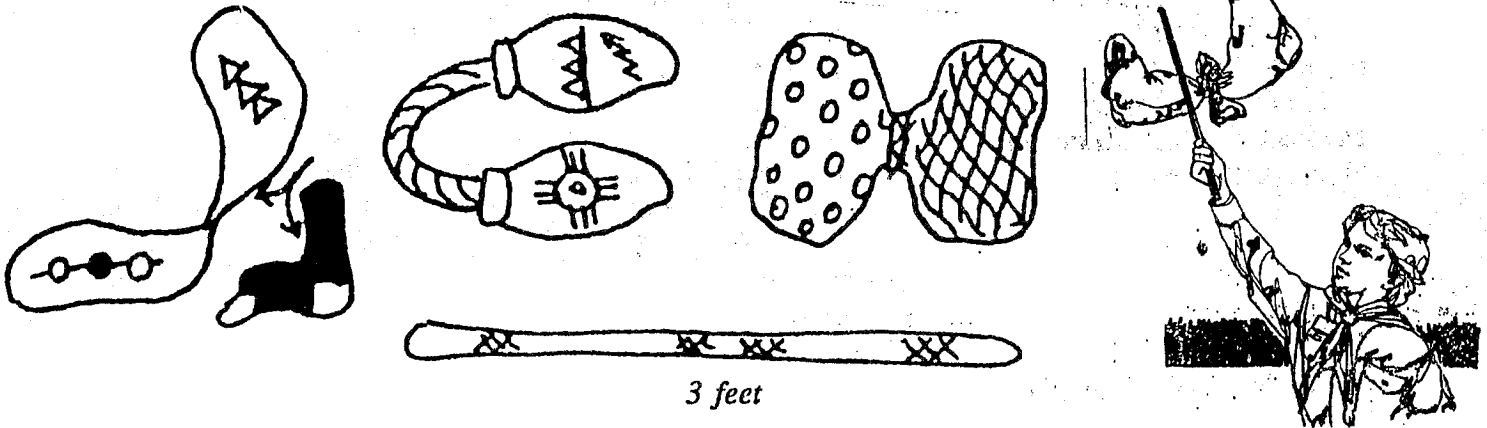
## INDIAN DOUBLE BALL GAME (Ko-Nen-No-Hi-Wag)

Make the double-ball out of old socks stuffed with sawdust (lined with plastic bags such as bread bags), leather filled with sand, or sew two bean bags together.

*Old Sock*

*Soft Leather*

*Bean Bags*

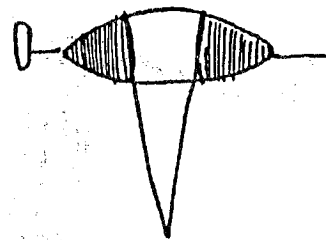


Players gather in a circle. Double-Ball is thrown up in the air. Players try to catch ball with stick and throw toward opponent's goal. It can be relayed from player to player but cannot be touched with the hands.

## BEADS

Paper beads are easy to make and are inexpensive.

*Materials:* Used paper of any kind, such as magazines, newspapers, gift wrappings, bags, wallpaper, and old mail. Or new paper such as yellow or white pad paper (with or without lines), notebook paper, and construction paper; toothpicks or nails, white glue, scissors or razor blades.

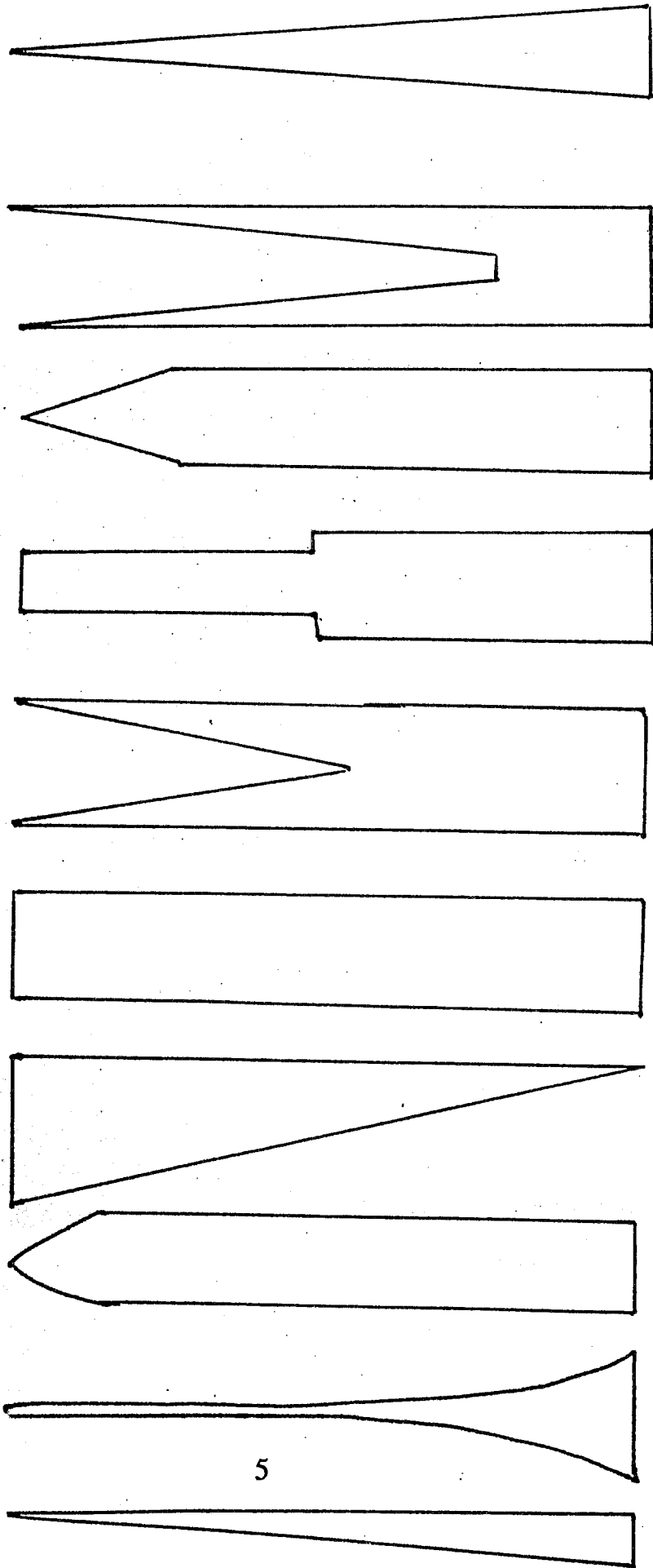


Draw and cut paper into any of the shapes shown. the length of the bead will be as long as you make the base. The distance from base to tip will determine the thickness of the bead.

Place toothpick or nail at the base of the strip. Bend and roll the paper so it fits tightly around the nail. Continue to roll the rest of the paper. Keep the paper tight. Put a dab of glue on the underside of the tip, and hold it down until the glue sets. If using prepaste wallpaper, dip in water and let sit for a minute, then roll.

The beads can be left as is or coated with water-thinned white glue. Beads can be strung on thread, fishing line, wire, cord, yarn, string, leather or plastic thong. What you use will depend on the size of the hole in the bead. For tiny beads you will need to use a beading needle.

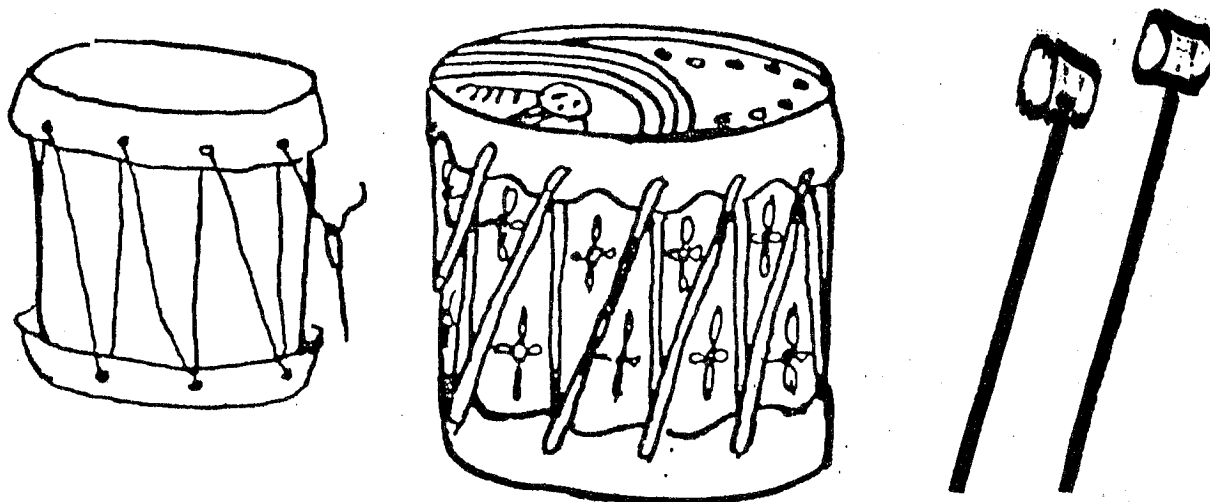
P  
A  
P  
E  
R  
  
B  
E  
A  
D  
  
S  
H  
A  
P  
E  
S



## DRUM DOORSTOP

**Materials:** 2 - 7 to 8" diameter pieces of rubber innertube  
1 tree branch or stump 4 to 5 inches in diameter & 5" high  
2 small 7" dowel rods  
2 - 1" diameter & 1-1/4 to 1-1/2" branches  
twine  
hole punch  
drill & glue

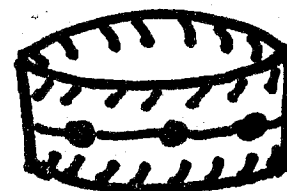
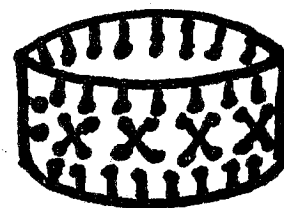
Punch 6 to 8 holes evenly around rubber inner tube. Place inner tube pieces over 5 inch stump. Lace with twine alternating top to bottom to make look like a drum. Take dowel rod and small branch pieces, drill hole large enough for dowel rod to fit. Insert dowel rod and glue. When dry, place into side of drum crisscrossing for decoration.



## INDIAN ARM BANDS

**Materials:** Plastic milk jugs cut into strips varying in sizes according to person's arm.  
Beads of various sizes and shapes and colors  
Yarn in various colors  
Yarn needle  
Hole Punch  
Scissors

Cut plastic in two inch wide strips and length in size according to arm. (Can be worn as wrist band or worn on forearm or upper arm.) Punch holes evenly along all edges of plastic. Lace from back to front all the way around band. Punch an even number holes in middle of band and lace with beads to decorate. Place holes across from each other to make an XXX effect.



## STRAW WEAVING

*Materials:* 2 or any odd number of straws (3,5,7,9...)

Same number of beads larger than the straw

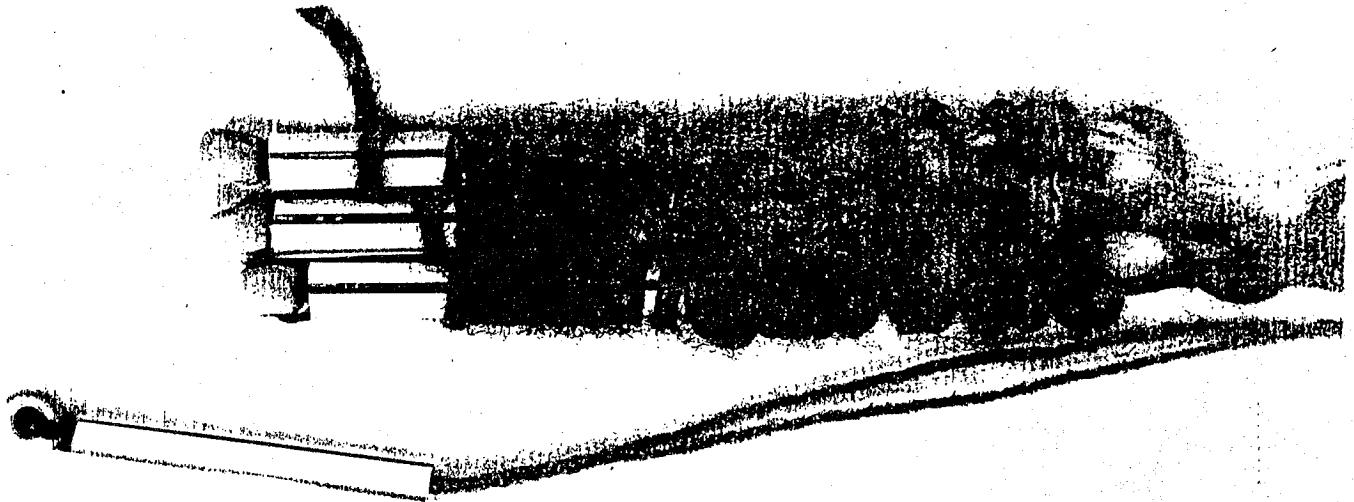
Same number of strands of yarn (or elastic) 2 times + length of straw + 3" longer than desired finished length (these strands will not be seen.)

Outside yarn very long

*Instructions:*

Run each of inside yarns through beads so bead is in center. Then run the two strands through a straw for each straw. Tie all inside strands together loosely at end. This knot will be undone later. Tie outside yarn to one of the straws loosely. Start weaving around the straws, working from yarn end of straw to beaded end. Continue working the finished weaving downward till it is off the straws. Continue to the weaving comes to the knots. Work all weaving off straws and cut inside yarn at beads. Untie the beginning end and tie sets of yarns together so when done, the weaving will cover the knots.

*Hint:* Do NOT weave tightly on straws as it will be difficult to move.



## PAINTING IN A JAR

**Materials:** clear glass container with wide opening  
colored sand (make your own)  
sand or salt  
colored with chalk, powdered tempera paints, food coloring  
glue or wax to seal

Spoon the sand along the outer rim of the jar's inside, forming a series of rounded peaks and valleys. Next, pour a different color sand above this. Repeat until the entire design is constructed.

As the sand begins to climb upward, fill the hollow in the center with spare sand. (Use any color because this part will not show.) If using smaller jars, the center will be the same as the outside. To correct a mistake, sweep unwanted sand into the center where it will not be seen.

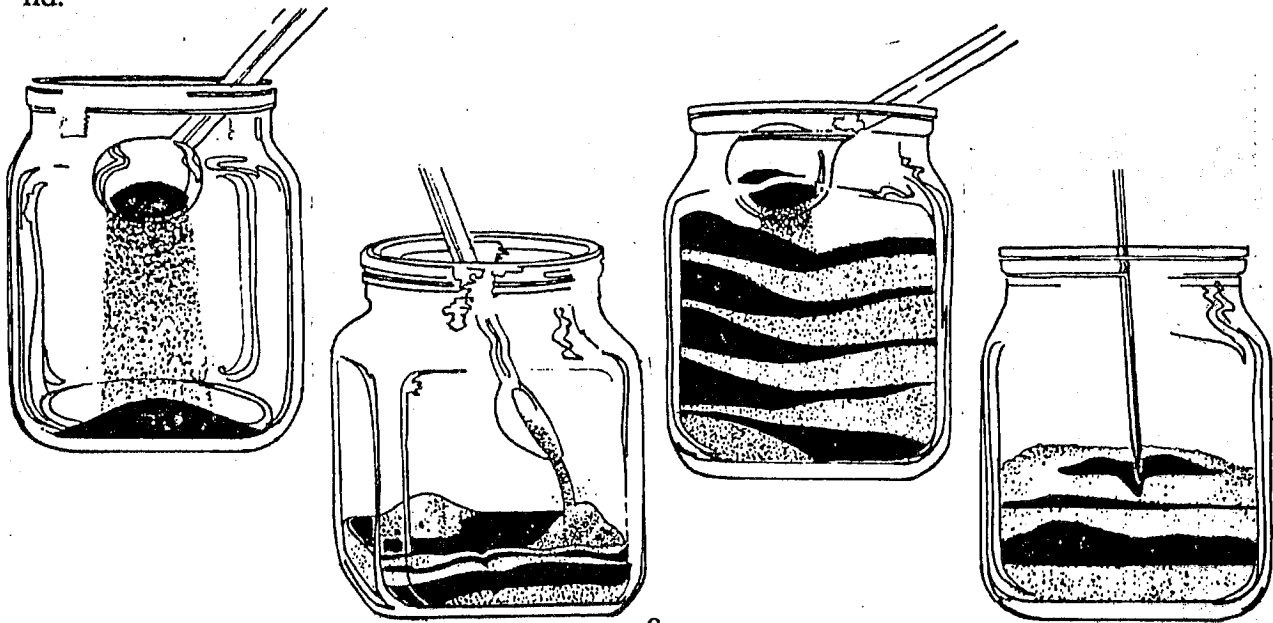
### *Special effects:*

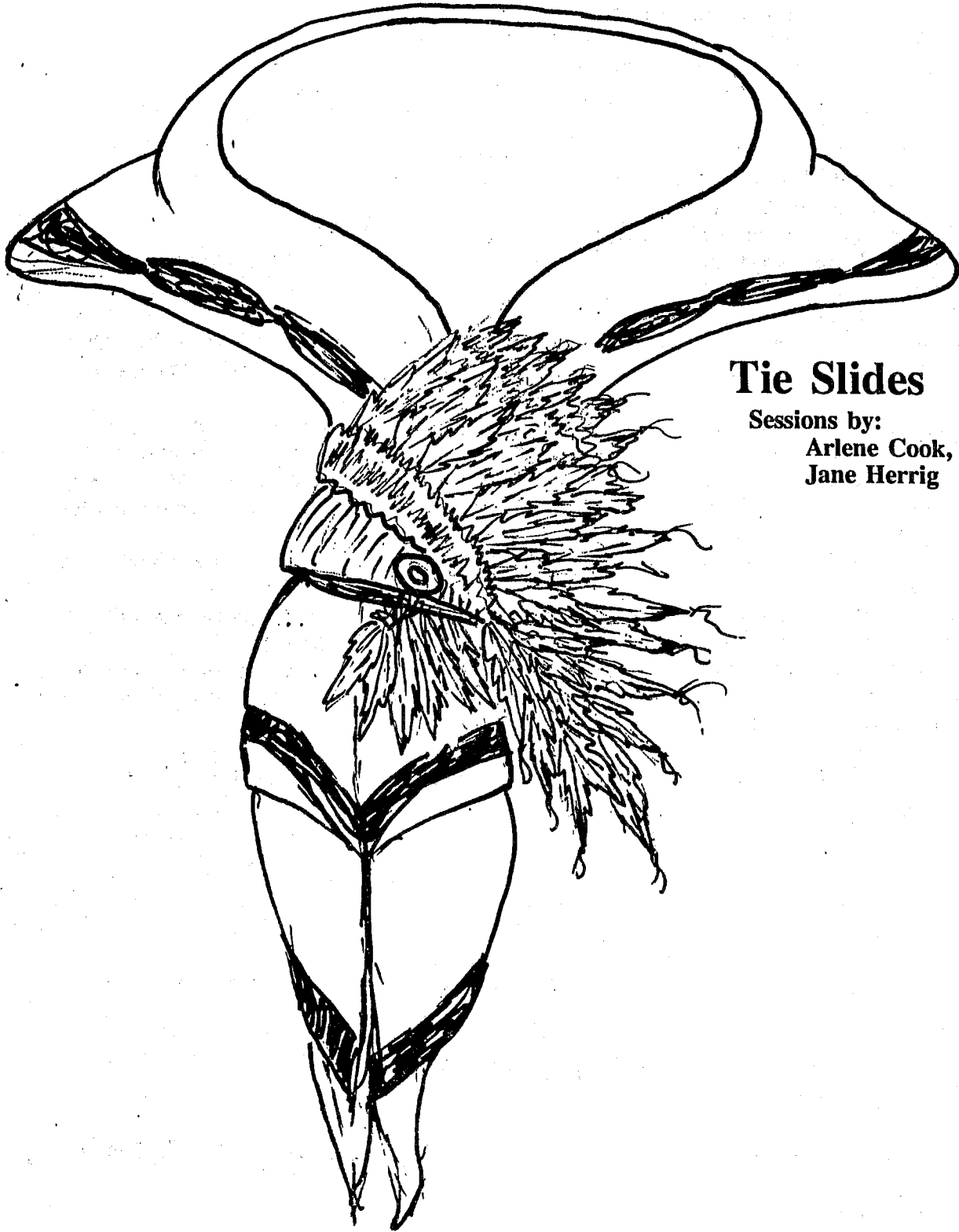
**BIRDS:** Form a single, flat bottomed mound. Press a pointed object into the center, forming a V. Then fill around the bird with the same color sand as your background.

**WAVES:** Using blue or green sand, form several irregular lumps. Pour a thin, even layer of white sand on top. Quickly jab the lumps several times with a pointed tool to create rolling ocean waves.

**MOUNTAINS:** Form several large lumps about an inch high. then, with different color, make smaller bumps between the big peaks. The larger mounds appear to be mountains nearby with smaller ones in the distance.

As the sand reaches the top, make sure the surface is level. Add a final layer, then crown your creation with seashells, colorful rocks or even tiny cactus plants. If sealing the container, pour white glue or melted wax on top. Let thoroughly dry before putting on lid.





## **Tie Slides**

Sessions by:

**Arlene Cook, book contributor**  
**Jane Herrig**

## TIE SLIDES

### Why tie slides?

1. They hold the scouts neckerschief on!
2. They can be used as recognitions for advancements.
3. They can be worn to show an event.  
Examples: pinewood car, popcorn sales, a camping trip, a field trip ...
4. They can be worn to depict a skill just learned.  
Examples: camp craft, American Flag, woodworking, leather, magic tricks ...
5. They can be a good filler activity in your den meetings.
6. The Boys love them!!

### General Information

Use your imagination. Tie slides can be made from many kinds of materials like clay, plaster of paris, wood, vinyl, felt, slices of branches, film canisters, beads, wire, pompons ...

Plaster of paris Candy molds work well for this medium. Here's a few hints: 1) spray plastic mold with Pam first - the tie slide pops right out and your mold won't break or crack.

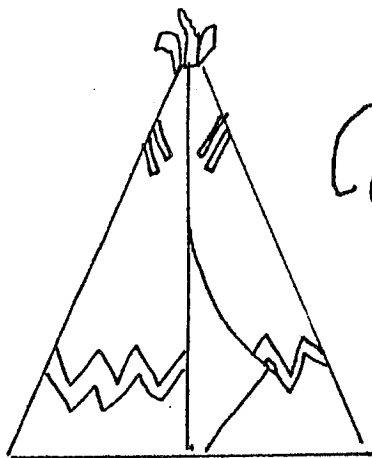
2) We use Elmer's Glue mixed with the plaster; about 1 Tablespoon to about 1 cup of mixed plaster. This makes the plaster a little harder. Make sure to trim off excess plaster right when you pop them out of the mold.

3) Can use Wood Putty instead of plaster. Plaster can be bought in powder from Off the Wall.

4) Insert ring in back before plaster sets. Suggestions for rings: pipe cleaners, plastic ring from neck of 1 litre bottle, and garden hose washers work especially well.

5) These can be painted with tempera paints, acrylic paints or can even use markers. Fine line markers work well for details. You might wish to seal them first using a clear spray. The colors will be more even.

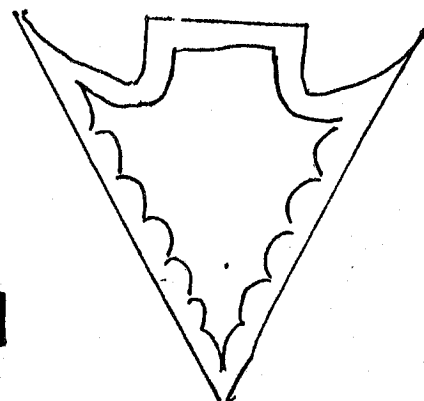
TIE SLIDE shapes can be cut out of wood, vinyl or felt and then decorated.



**Teepee**



**Thunderbird**



**Arrowhead**

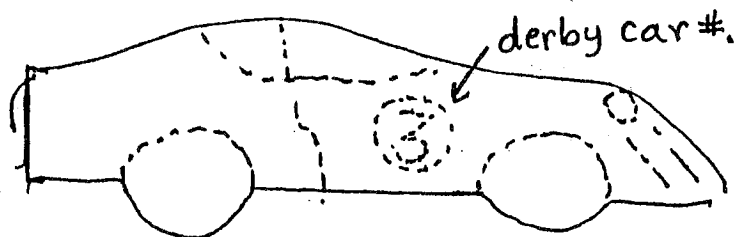
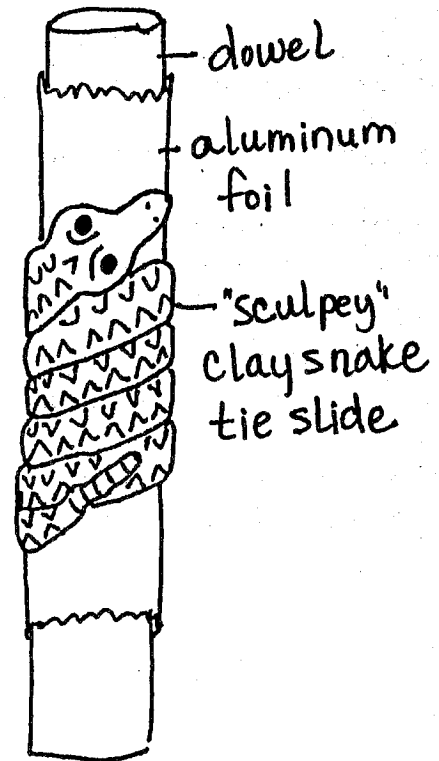


## SCULPEY CLAY SNAKE

**Materials:** Sculpey (brand) Clay  
5/8" - 1/2" dowel rod about 6" long  
Aluminum foil  
Waxed paper  
Assorted tools for detailing: plastic fork, pointed stick, or paper clip

- 1) Take a small amount of clay and roll into a thin log about 6-8" long.
- 2) Shape one end into snake head, roll the other end to a tapered point.
- 3) Use plastic fork, or paper clip to press in designs for snake "skin", eyes, and tail.
- 4) Cover 6" dowel with aluminum foil. Then carefully wind snake around dowel, making sure edges of snake touch firmly at each round. Do not have tail or head stick out away from the dowel.
- 5) Place on foil covered cookie sheet and bake in 275 degree oven for 15 minutes. Let cool.
- 6) Paint snakes while still on dowel rod, (you have something to hang on to).
- 7) When paint is dry, spray all sides with gloss acrylic spray.

\* My den made these after we had a field trip learning all about reptiles.



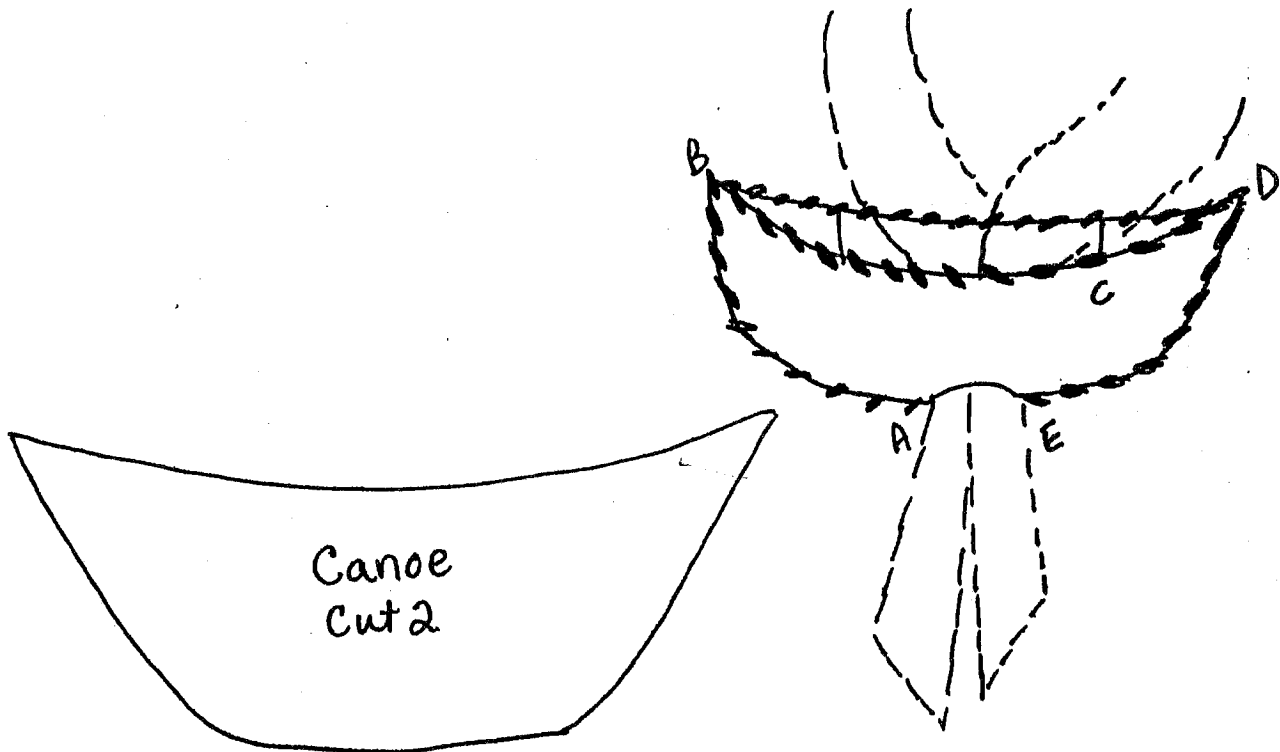
Cut this car out of wood. Paint like your pinewood derby car.

## BIRCH BARK CANOE TIE SLIDE

**Materials:** Birch Bark stripped off in large pieces from a birch log  
Vinyl or leather lacing (or yarn)  
Needle

### Directions:

- 1) Cut out canoe pattern pieces from the birch bark (or make your own tissue paper birch bark: see next page)
- 2) Beginning at point A, lace together two canoe pieces, bark side out, up to point B.
- 3) Insert small triangular pattern piece and continue to overcast lace to point C. Again insert triangular piece and lace to point D. Then continue to lace down to point E. Tie off.
- 4) Begin lacing again at point B on other side and lace across to point D making sure to lace in the second side of the triangular pieces.
- 5) You can leave this plain or decorate your canoe with indian symbols. Your neckerchief ends come down through the opening in the bottom of the canoe.



## TISSUE PAPER BIRCH BARK

**Materials:** Posterboard 5" X 7"

White tissue paper  
White glue (thinned (1/2 glue + 1/2 water))  
Walnut furniture stain  
Old brush  
Waxed paper  
Rags

### **Directions:**

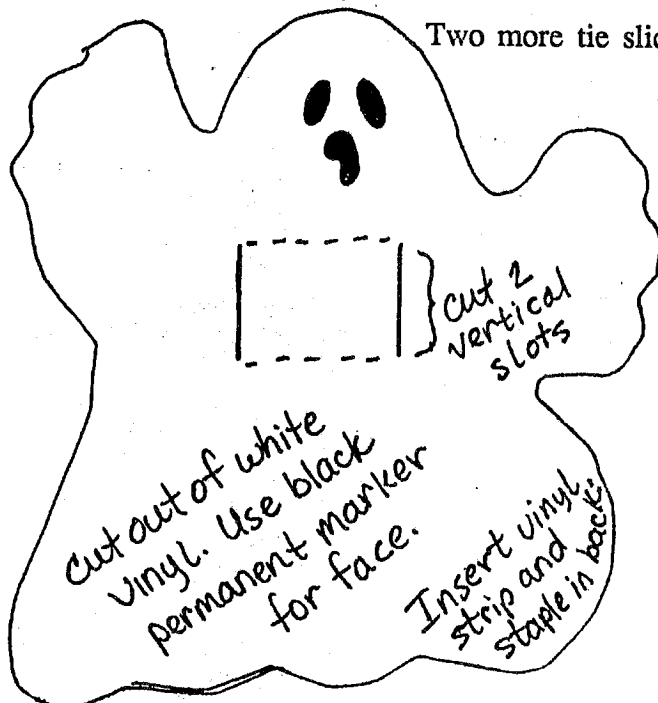
1) To simulate the bark texture, tissue will be crumpled, then glued to the cardboard.

To apply the tissue:

a) Lay the cardboard on a piece of waxed paper. Cut some tissue paper into 5" X 2" strips.

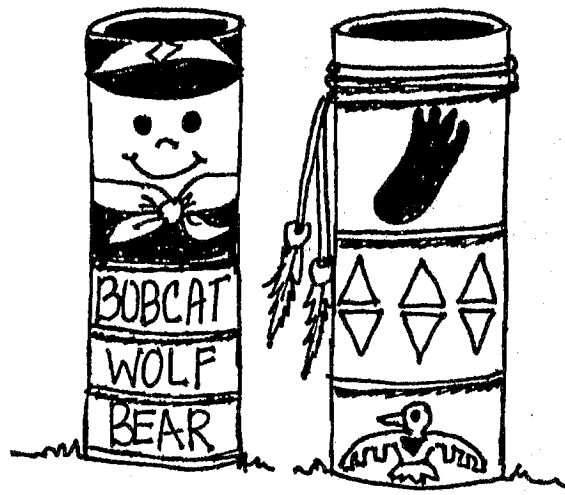
b. Brush on a layer of thinned glue to the cardboard. Lay a strip of tissue on the cardboard, wrinkling the tissue as you go. Accordion pleat the tissue, in irregular patterns into the glue. It should create crumpled vertical lines as it adheres to the cardboard. (fig. 1) Brush the thinned glue on top and under as you apply pieces of tissue thoroughly saturating the tissue. Cover the entire cardboard piece, then let it dry.

2) When the cardboard is dry, brush the stain over the top. Allow the stain to set briefly, gently wipe with a soft rag, watching the effect as you wipe. The surface would be light tan with dark brown in the valleys of the tissue wrinkles. Don't wipe too much, if you did just brush on more stain and wipe again. When stain is dry, you can trace your pattern pieces onto your bark and cut them out.



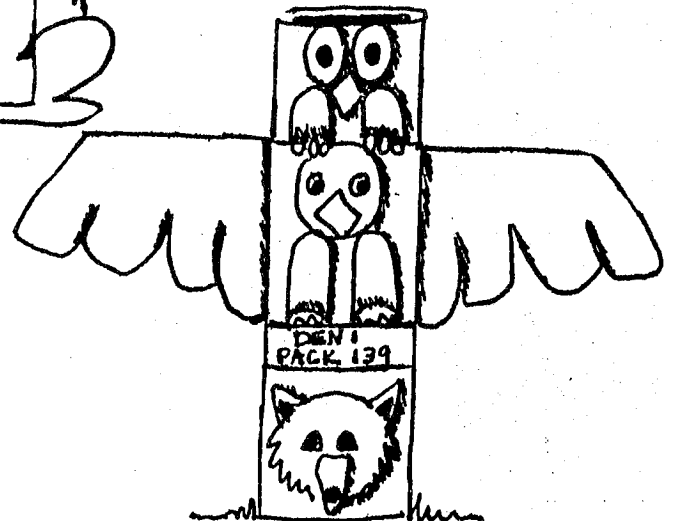
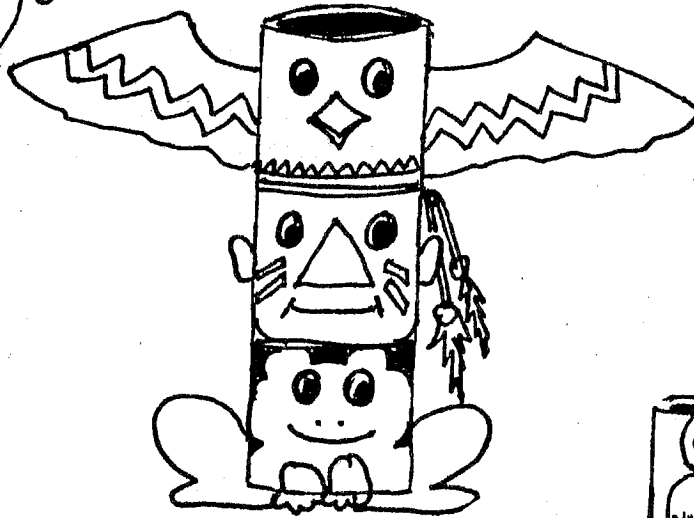
## TOTEM POLE TIE SLIDE

**Materials:** PVC pie cut into 3" lengths  
**Suggested trims:**  
Assorted colors felt  
Markers  
Colored paper  
Poster board  
Poster paints  
Wiggle eyes



### Directions:

- 1) Cut PVC pipe to 3" lengths. Sand edges smooth.
- 2) With pencil, divide pipe into "sections".
- 3) Use any suggested trims to decorate each "section" of the totem pole.



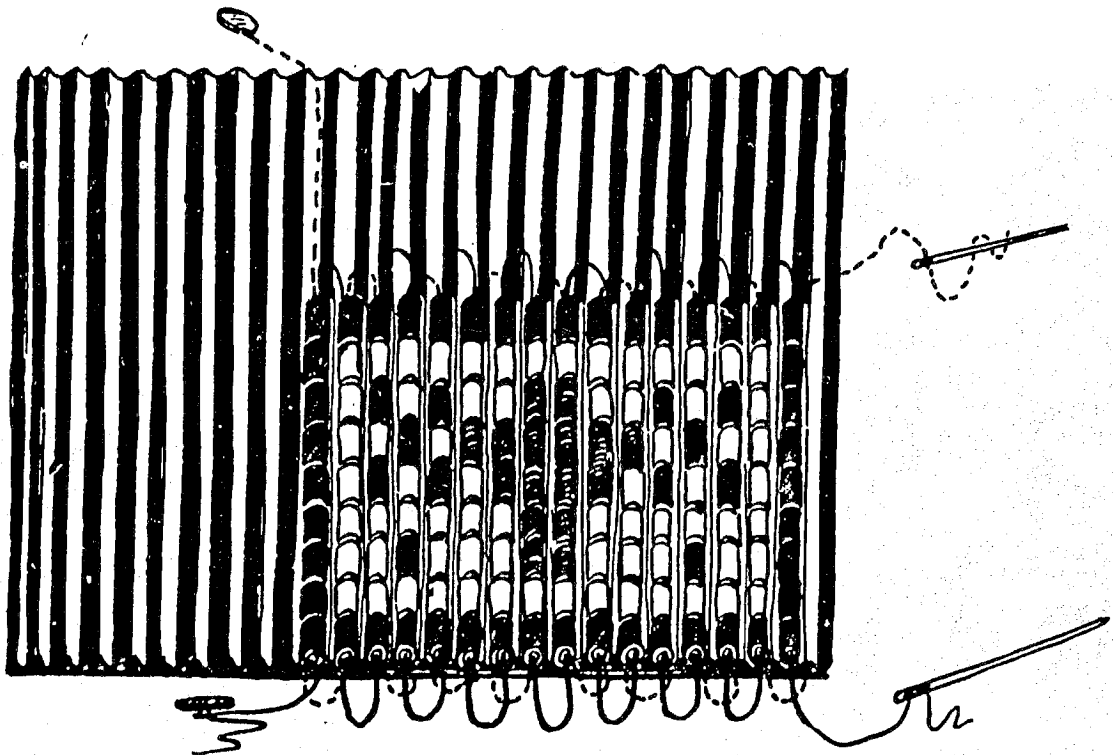
**CORRUGATED LOOM**  
**Beaded Tie Slide**

*Materials:* "Perler" brand beads  
Needle and yarn  
Corrugated paper or cardboard approximately 6" X 3"

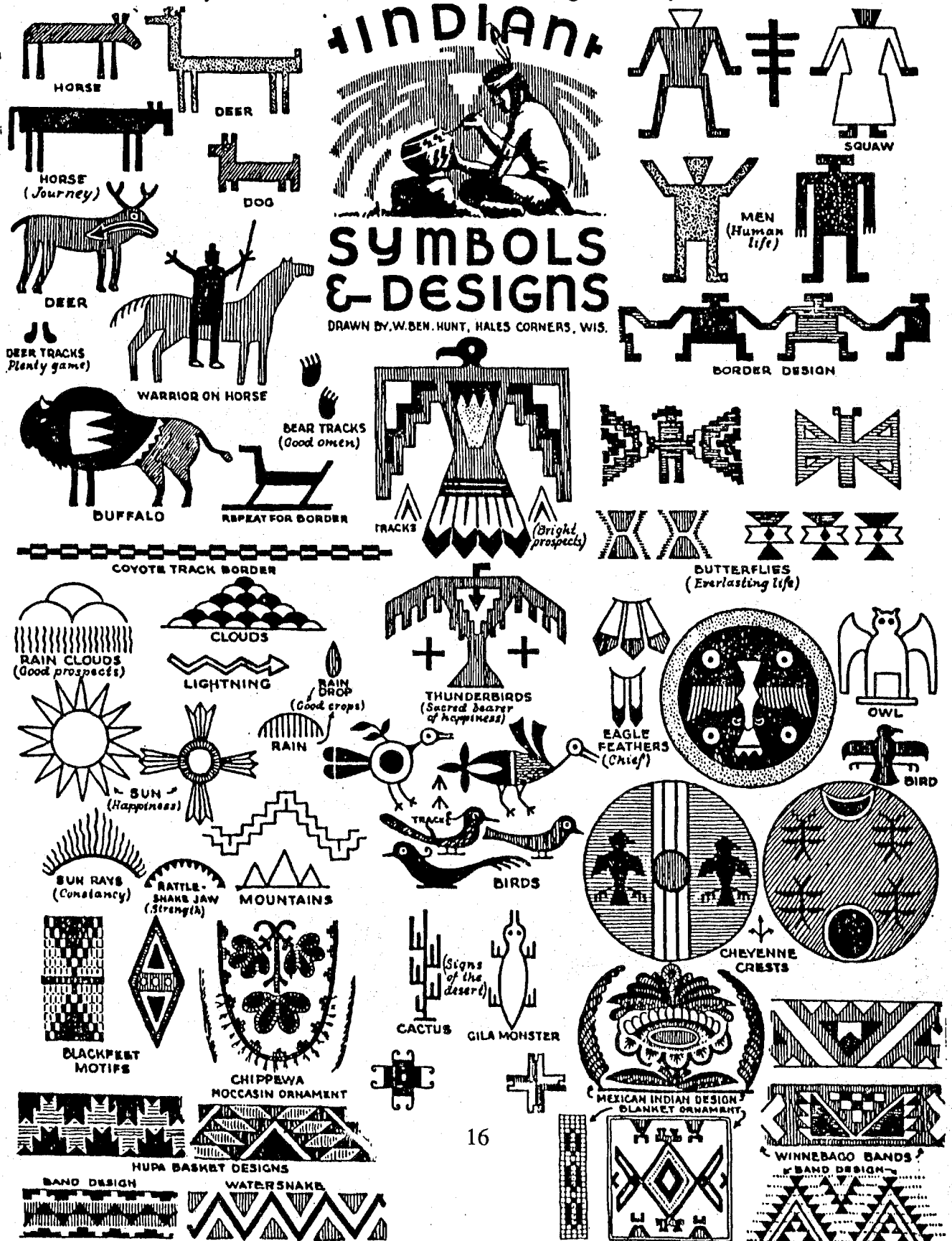
Directions:

- 1) Line the beads up in the grooves of the corrugated paper and arrange your design.
- 2) Thread your needle with yarn and insert the needle down the first row of vertical beads and then up through the second row. Continue this to the end of your design, and then go back the opposite way to the beginning of the design again.
- 3) Your beaded strip is now secure. Turn it to form a tube and fasten it together with the needle and yarn.

For design ideas look in indian craft books and use indian symbols and shapes. Try having the boys create their own by using graph paper and colored pencils. Color in the squares, each representing one bead.



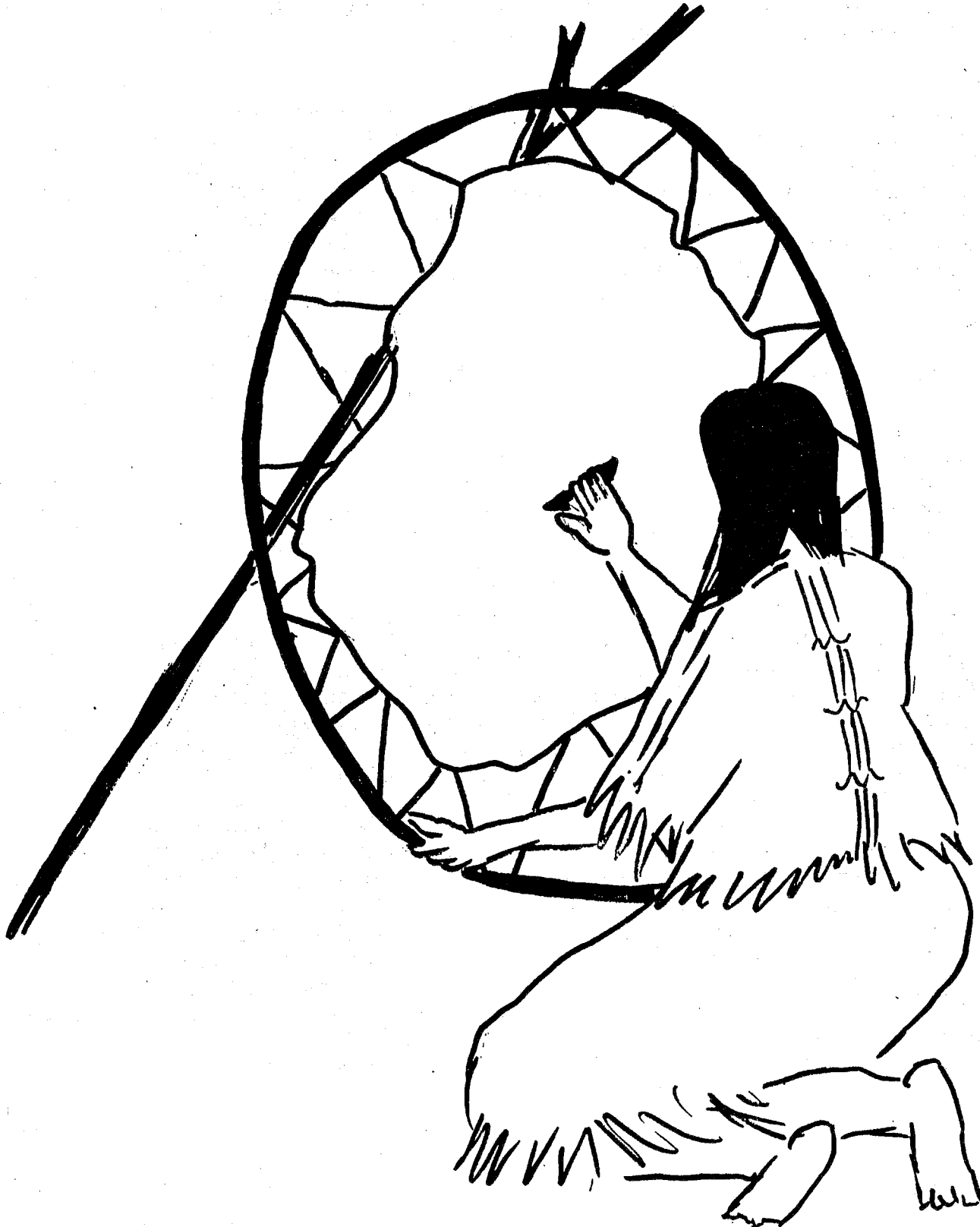
Here are some designs from The Complete How-to Book of Indiancraft by W. Ben Hunt. This book has many Indian Craft ideas. Find other design in many other books.



# Leatherwork

Session by:

Barb Sandage, book contributor  
Virginia Hamer



## TANNING THE HIDE (Leather Craft)

### WORKING WITH LEATHER

This section is designed for people who have never worked with leather. If you have worked with leather, then please feel free to skip this section and go on to the projects.

There are many different types of leather that a person can work with or are available for use. The types and quality of the leather are defined by where on the hide the piece of leather came from. Some types of leather are tooling leather and suede. Tooling leather is thicker, heavier, smoother, and firmer than suede. Tooling leather can be stamped, dyed, tooled - etched or carved, painted and/or stained. Suede is thin, fuzzy, difficult to stamp; but, it can be stained, painted and/or dyed. Tooling leather has a very smooth like glass side on which you would stamp the leather. Suede will have a smooth side; but, it is a fuzzy smooth. Both suede and tooling leather can be used to make purses, clothes, belts, etc.

### IF YOU CAN IMAGINE IT -- IT CAN BE MADE OUT OF LEATHER.

<i>Equipment:</i>	3-D leather stamps or dies	alphabet stamps
	etching	carving tools
	leather mallets	hefty handles
	leather pieces	pre-cut leather pieces
	marble slabs or hard wood boards	leather punch
	leather scissors	dyes
	paints	stains
	sponges	containers for water

*Suggestion:* Go through your committee to buy equipment for your pack and/or troop because the initial cost of the equipment can be very expensive. You may be able to beg, borrow, or scrounge equipment from other sources (i.e. other members, packs, troops, etc.) Sometimes you may even be able to find some decent, cheap equipment at garage sales.

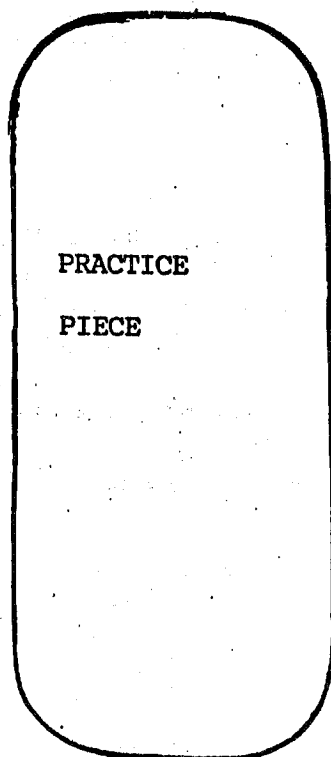
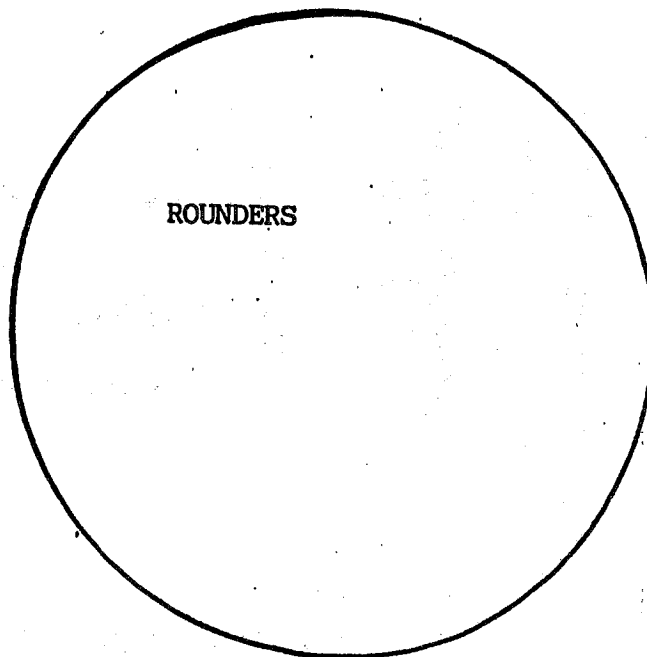
For your first project select something simple like making a key ring. You will need to decide whether you are going to use a leather pre-cut shape such as a practice piece or a rounder (see next page for description) or cut your own design. For pre-cut leather shapes, contact your nearest leather store or craft store. Decide on your design to be stamped. Mark the center of your piece of leather using a pencil. Begin by wetting the leather. Take a damp sponge (not soaking wet) and evenly wet (stroke) the leather. This will prevent streaking and uneven discoloration of the leather. Now, as an example, I will stamp a person's name onto a practice piece. The name is GEORGE. George has 6 letters in his name; divide this number in half = 3. Find the center or half way point on your practice piece. 3 letters will go above the mid point of the practice piece and 3 letters will go below the mid point of the practice piece - evenly spaced. Begin by stamping the 3rd letter first by placing the leather alphabet stamp (die) directly on the pencil line. Make sure you have the stamp centered. Place the stamping handle that came with your alphabet stamps or a hefty handle over the stamp/die.



**Note:** ALL LEATHER IS STAMPED ON EITHER A MARBLE SLAB OR ON A HARD WOOD BOARD. DO NOT STAMP LEATHER ON PIECES OF IRON OR OTHER METAL AS THIS WILL DAMAGE THE LEATHER TOOLS.

## ROUNDERS

Available in suede and tooling leather.  
Uses for Cub Scout projects:  
Coasters, tie slides, bolos, spinners, mandala, necklaces, and attendance tie slides.  
You are only limited by your imagination.



## PRACTICE PIECE

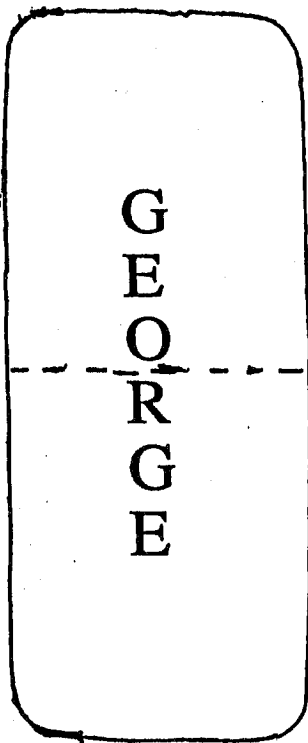
Available in suede and tooling leather. Tooling leather is a thicker, heavier leather than suede. it is called tooling leather because it can be tooled which is stamping, imprinting, or carving of the leather.

*Uses for Cub Scout projects:*

Book markers (suede), indian wrist or ankle bands with bells and feathers for dances, indian head bands (suede) with beads and feathers, fobs, belts, door ringers, key chains ...

You are only limited by your imagination.

Hold the handle firmly towards the base of the handle and whack the top of the handle with a leather mallet. Leather mallets come in many different weights from 6 ounces to 20 ounces. I prefer to use a 20 ounce mallet as it takes fewer whacks to stamp a piece of leather. **DON'T BE AFRAID TO WHACK YOUR LEATHER PIECE. DO NOT UNDER ANY CIRCUMSTANCES HAMMER DIRECTLY ON THE TOP OF A STAMP/DIE.** If you can, leave that alphabet stamp in place and stamp the 4th letter of the name next. Butt the top of the 4th stamp directly under the 3rd stamp. This will help with the spacing and stamp in place. You will repeat this procedure for the remaining stamps ... butt the bottom of the 2nd stamp on top of the 3rd stamp and stamp in place, etc.



Mid point (half way mark) of practice piece

Try to center letter both ways. Remember you will have a hole at the top for a key ring.

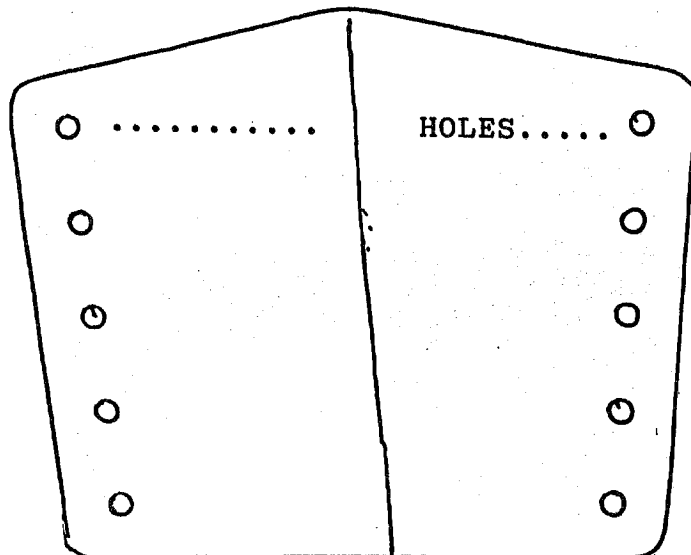
I forgot to mention that the purpose of wetting the leather is to make the leather more pliable for stamping and to raise the grain of the leather. If, while you are stamping, you don't whack the die hard enough to make a good impression, you should re-wet the leather and gently try to fit the 3-D stamp or alphabet stamp/die back into the impression and restamp the leather.

Don't be upset if your die skips or walks during the stamping. It happens to the best of us, even after years of working with leather, it still happens to me. I just get another piece of leather and start over. Walking occurs when you do not hold the handle down firmly when you are shacking the stamp handle.

TOP

#### TIE SLIDE PATTERN

The point is on the top.  
 The line down the middle represents the center of the slide. Stamp on either side or both sides of the line. Avoid stamping in the center as this will put too much stress on the impression. Finish by lacing the two sides together.



If you are planning to paint, dye, or stain the key ring, then allow the practice piece to dry - usually over night. After the practice piece has dried, use paint brush and leather paints and paint your design (stamp). I prefer to use a high lighter stain. I take my stamped project and spray the leather piece with a spray leather finish. I allow this to dry completely. Next I take a wool dauber which is a metal rod with a piece of wool on the end of it and I dip the dauber into the high lighter and rub the dauber across the whole surface of the practice piece. I wait about 1 minute and then I use a paper towel - slightly damp or a sponge and I wipe off the practice piece. I want to leave the high lighter in the grooves or impression of the 3-D stamp or the alphabet stamp so I do not rub this area as much. After the practice piece has dried, I punch a hole in the top of the leather piece and attach a key ring. **YOU ARE NOW FINISHED.**

#### **DOOR RINGERS (KNOCKERS)**

**Equipment:** Leather strip 1-1/2" to 2" wide X 24" long  
3-D stamps Tooling  
Dies Mallets  
Paints Stains or dyes  
Leather lacing Bells  
Beads Bangles  
Glitter Glue  
Spray leather finish (super shene)  
Leather hole punch Scissors or rotary cutter  
T-square Ruler

**Suggestion:** If you can find leather belt blank - this is a leather belt that has not been tooled. Average length is 48" and cut it in half. You can get two door ringers out of one belt blank. The average cost of a belt blank, depending on the width of the leather, is \$8.95. Your Scouts could make the door ringers and sell them as a money making project. They could customize the door ringers and sell them for about \$15.00 per door ringer.

**Step 1:** If you can not get a belt blank then you will need to cut a strip of leather about 1-1/2" to 2" in width and 24" long. You can make the strip as short as 18" and still have a nice bell ringer. If you have a piece of hide available, you would begin by squaring off one end of the hide. Cut off the uneven edge by either using a rotary cutter or scissors; then, cut your strip.

**Step 2:** If you have a beveling tool available, then bevel the edge of your strip - top, bottom, and sides. Don't forget to do the back of the strip. Beveling the edges will help prevent the leather from curling up.

**Step 3:** Select a leather tool that will be used to make a border around the strip. Put the strip on a marble slab or on a hard wood board. Dampen the leather with a moist sponge (don't drown the leather). Gently but firmly stamp the ends of the strip first. Make sure that you leave a space on both sides of the end piece so that you can fit in the border along the edge (see illustration). Now finish stamping the border all around the sides of the strip.

Step 4 Find the half way point or center of the leather strip and lightly mark the center with a pencil. Remember how we centered the name on the key ring? We will do the same thing here ... take the last name and count the letters and then divide that number in half. If you end up with an odd number of letters, such as 7, then you would say that half of 7 is 3-1/2 letters. 3-1/2 letters = 4. Letter number 4 would be placed (stamped) directly in the middle of the pencil line or center. (Or as close to middle on the pencil line as you can get it.) Remember to center the letters both ways - up and down and across. After you stamped letter number 4 - leave the 3-D stamp in place for letter number 4 and butt the top of letter number 5 directly under the letter number 4 and stamp in place. Butt the bottom of letter number 3 directly on to the top of 3-D die stamp for letter number 4 and stamp in place. By butting up the dies, it will help you maintain an even spacing when stamping.

If you decide to stamp a phrase instead of a name, such as MERRY CHRISTMAS, then mentally divide the leather strip into thirds and place "MERRY" in the first third or section of the strip. You can then stamp a praying hands or glue some metallic holly leaves in the 2nd section or third of the strip. Stamp "Christmas" in the third section or third of the strip.

Step 5 Now, using a leather hole punch, punch two holes 1/2" from the top of the leather. These holes should be side by side with about a 1/4" distance between them. The next set of holes should be punched about 4-1/2" from the top of the leather strip. The next set of holes is about 7" from the top, then 18" from the top, and the last set is 1/2" from the bottom of the leather strip. The spacing of the holes will vary according to the length of leather you use -- a shorter piece of leather requires fewer holes, whereas a longer piece of leather requires more holes.

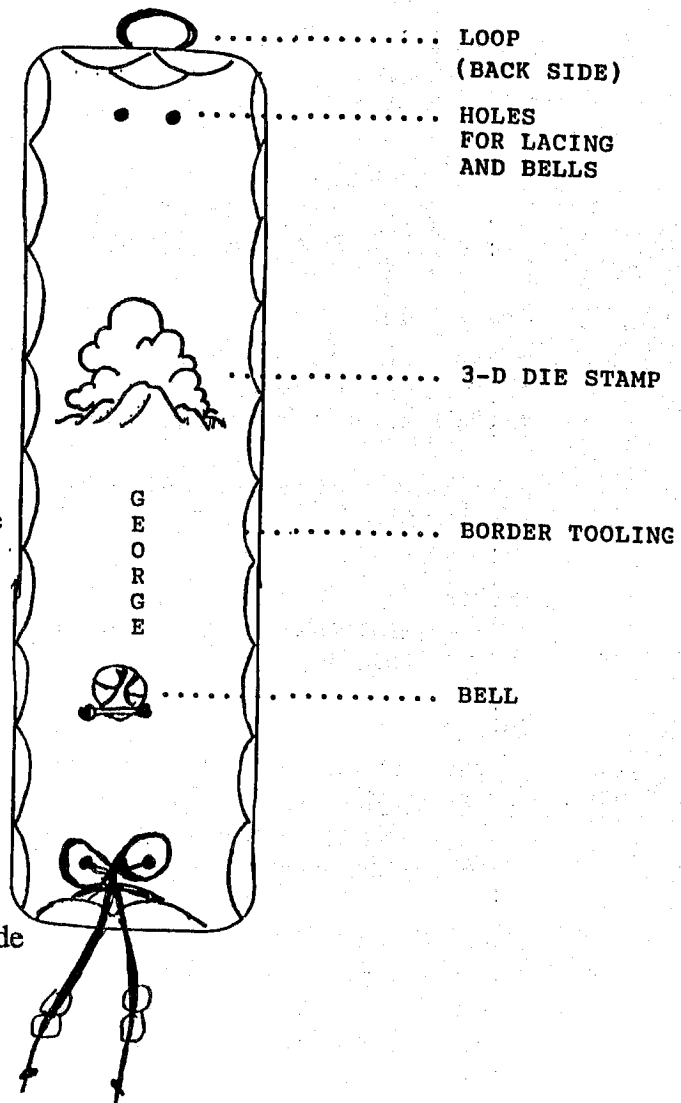
Step 6 If you like, after placement of the holes, you may want to stamp some sort of design in between the second set of holes and the third set and also between the 4th set of holes and the 5th set. This could be a stamp representing a favorite hobby or sports such as baseball, football, deer for hunting, etc.

Step 7 Allow the leather strip to dry over night. Lay the leather strip upside down so that the leather will not warp or roll.

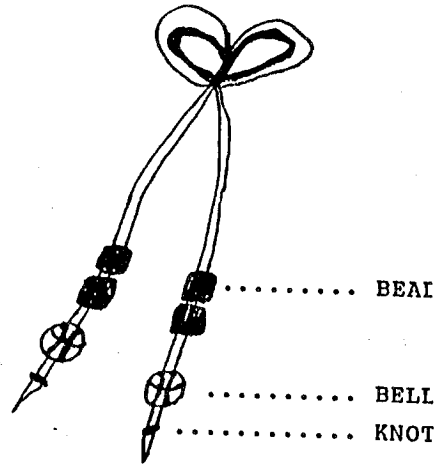
Step 8 Spray the leather strip with spray leather finish on both sides. If possible do this outside because the spray leather finish is NASTY SMELLING STUFF - yuck, uck. Allow this to dry - about 5 minutes.

Step 9 Once dry, you can either paint, stain, or dye the leather strip. I prefer to high light the leather strip. I usually wear rubber gloves as the high lighter will stain your hands. Dip a wool dauber into the high lighter and rub the high lighter into all the cracks and/or crevices on the door ringer. Cover the door ringer completely. Wait about 1 minute and then gently but firmly rub off all excess high lighter using a damp sponge. You do not want to rub the high lighter from in between the stamped areas. Allow the leather strip to dry.

**Step 10** Once the leather strip has dried, you are now ready to add any and all bangles, baubles, beads, and bells, that you may want. Begin by cutting a piece of leather lacing - your choice of color - to about 20". Cut the ends at an angle to form a point. Lace this 1st piece through the top holes (1st set). Insert the lace through the back so that it is protruding through the front. Pull enough lace out from the back to form a small loop which will be used to hang the door ringer on the door. Make a bow on the front side of the door ringer - not the back where the loop is - now slide either bells, baubles, beads, (whatever you want) on to the ends of the lacing dangling on the front side of the door ringer. Knot both ends of the lacing. Now cut a 4" to 6" piece of lacing for the bells. Take one end of the lacing and insert the lacing through one hole in the 2nd set of holes and slide a bell over the lace - this is on the front side of the bell ringer - then slide the other end of the lace through the other hole and tie the two ends together (knot) on the back side. Pull the knot tight or your knot will come out. If you like you may put a dab of glue on the knots. Repeat for the other holes - except for the last set. The last set of holes will have a piece of lacing as long as the first set -- only you will not need to have a loop in the back of the leather strip. Lace the last set from back to front. Now tie a bow on the front side of the leather strip and slide beads, baubles, bangles, or bells over the ends of the lacing strips and knot.



**Step 11** YOU'RE DONE!



## MAKE YOUR OWN FEATHER EARRINGS

### Materials:

Glue  
4 pony beads (metallic or regular)  
A hole punch  
2 rolled tin cones  
6" of 5/32" wide suede lace  
(color of your choice)

2 feathers  
2 ear wires

### Instructions:

Step 1 Cut 2 pieces of suede lace about 2-3/4" long. Round 1 end of each piece and punch a small hole with a hole punch.

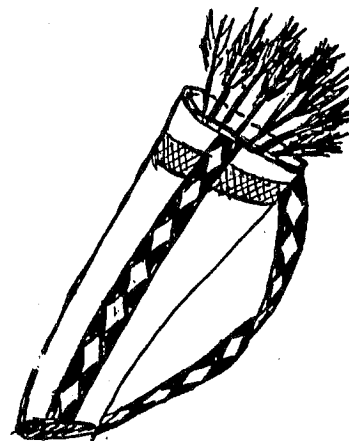
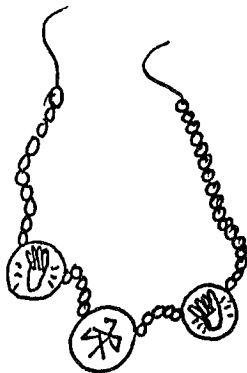
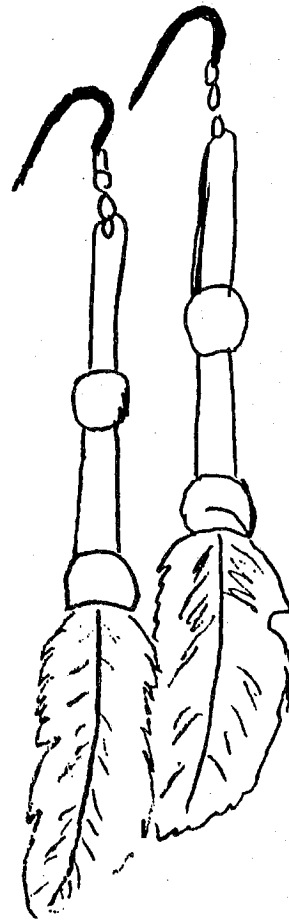
Step 2 Attach 1 ear wire through each punched hole.

Step 3 Slide 1 bead, 1 metal cone and another bead onto the other end of the lace. Stop 1" from the top.

Step 4 Select a feather. Place a drop of glue on the quill end of the feather and slide it between the lace and the last bead. Hold the ear wire up in position to make sure the feather is facing to the front.

REPEAT STEPS 1 THROUGH 4 FOR THE OTHER PIECE OF SUEDE LACE.

NOTE: You should not see the end of the lace.

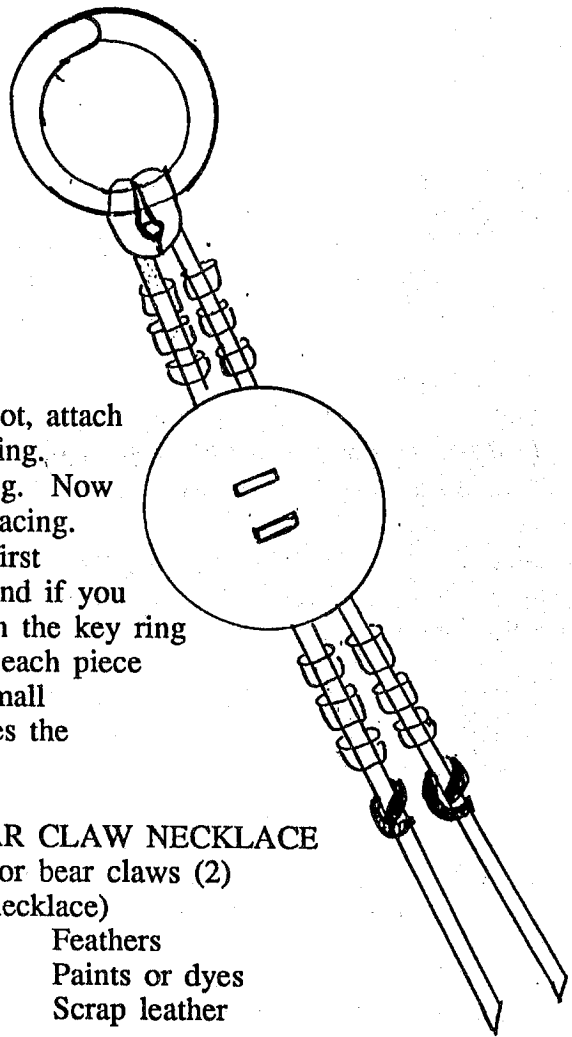


## KEY RING

### Materials:

- Gilt or nickel key ring
- Raw hide lacing
- Beads
- Councho(s)

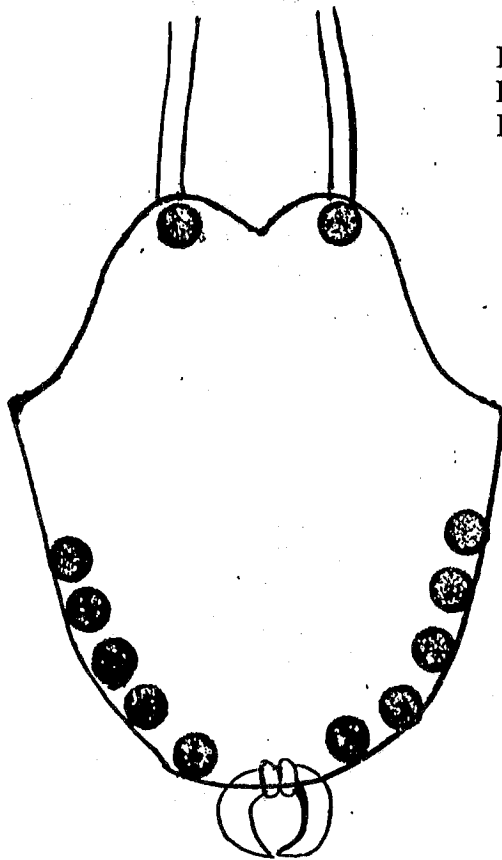
Cut lacing to desired length. Using a lark's head knot, attach the lacing to the key ring. Point the ends of the lacing. This makes it easier to slip the beads on to the lacing. Now slip the beads (the colors of your choice) on to the lacing. Place a councho on the raw hide lacing against the first set of beads. Finish with more beads. If you like and if you have enough room, you can put a second councho on the key ring followed by more beads. Finish by tying a knot on each piece of lacing. If you like, you can carefully cut three small slits into the end of each strand of lacing. This gives the impression of fringe.



## EAGLE OR BEAR CLAW NECKLACE

Materials: Eagle or bear claws (2)  
(two per necklace)

- |         |                |
|---------|----------------|
| Beads   | Feathers       |
| Lacing  | Paints or dyes |
| Markers | Scrap leather  |



Take the scrap leather and cut out the medallion picture. Punch about 18 holes around the bottom of the medallion (or fewer if you like). Punch one hole in each hump at the top of the medallion for the leather lacing. Cut a piece of lacing to desired length for the necklace. Cut another piece of lacing to desired length for the bottom of the medallion. On the back side of the medallion, tie a knot on one end of the lacing that is to be used to the beads. Begin lacing the raw hide through the medallion. Put a bead on the raw hide at each hole. When you get to the center of the medallion, put your eagle or bear claws in the raw hide. Be sure to butt the ends of the claws right up to each other. Continue lacing and beading the necklace. When you have finished, tie a knot in the end of the lace on the backside of the medallion. Decorate the medallion as desired. Take the other piece of lacing and slip it through the top holes and knot on the back side of the medallion. This medallion can be made out of either suede or tooling leather.

## MAKE YOUR OWN LEATHER EARRINGS

### Materials:

2 ear wires	2 natural leather pieces 2" X 2"
Scissors	Leather hole puncher
Pen	Paint or dye (optional)

### Instructions:

**Step 1** Decide whether to use the pattern below or make one of your own. Remember, there will be a right and a left earring. Be sure to flip your pattern over when you are tracing it on to the leather 2" X 2" pieces.

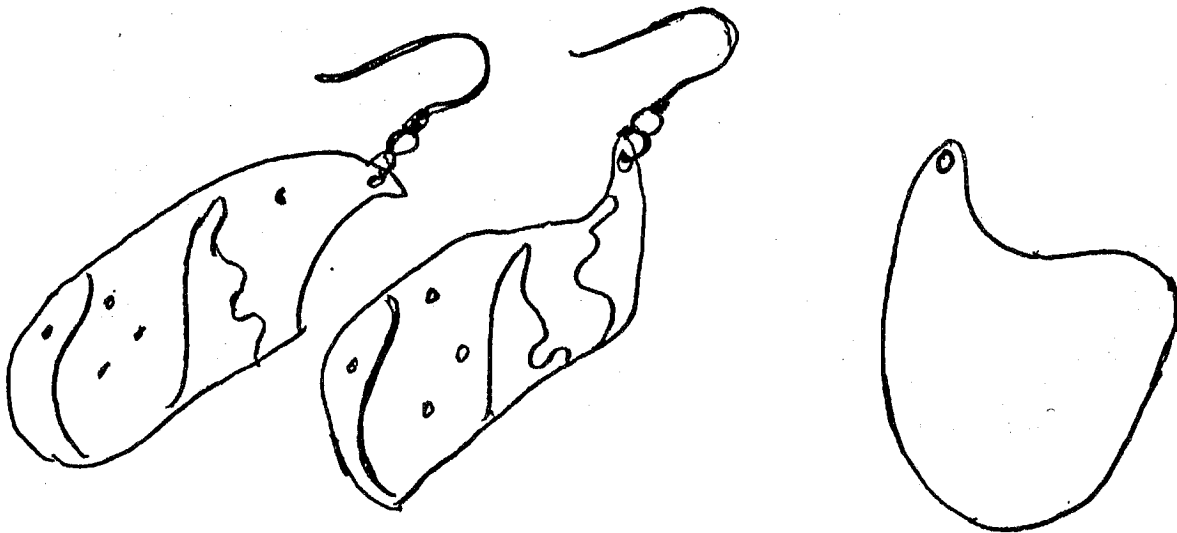
**Step 2** Dampen the leather slightly. Position the pattern on the smooth side of the first leather piece. Hold the pattern in place and trace the shape with a pen. Cut out the shape with the scissors.

**Step 3** Place the cut out shape on the second piece of leather with the smooth side to smooth side. Trace and cut out the second earring piece. This will give you a right and left earring.

**Step 4** To shape the leather, soak it in warm water until the leather pieces are pliable. Shape as desired. Remember that each piece is a mirror image so try to get them to look the same. Set aside until dry. The pieces may need to dry over night.

**Step 5** If you like, after the pieces have thoroughly dried, you may paint, dye, or stain them. Set aside until dry.

**Step 6** Use a leather hole punch (any punch that will cut through leather will work) and punch a hole at the top of each leather piece. Attach an ear wire through each hole. Now you're done until the next time or your dog buries one of your earrings in the yard.





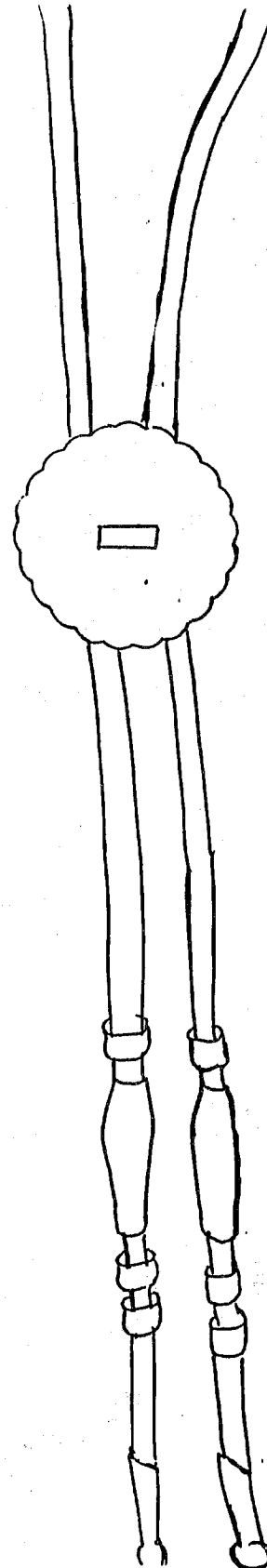
## MAKE YOUR OWN BOLO TIES

### *Materials:*

Leather shapes (your choice)  
Decorative or alphabet stamps  
Dye or paint or stain  
4 pony beads  
Bolo tie clip  
36" of leather lace  
Leather cement or hot glue gun

### *Instructions:*

- Step 1 Dampen the leather shape.
- Step 2 Stamp with design or initial.
- Step 3 Dye, paint, or stain and finish.  
Let dry.
- Step 4 Cement bolo tie clip to the back of leather shape. Allow cement to dry completely.
- Step 5 Put lace through clip.
- Step 6 Tighten clip by pressing down on the prongs.
- Step 7 Put two beads on each end of lace.
- Step 8 Tie a knot in each end of the lace or cement the beads in place on the ends of the lace.



## MAKE A MYSTERY BRAID HEAD BAND

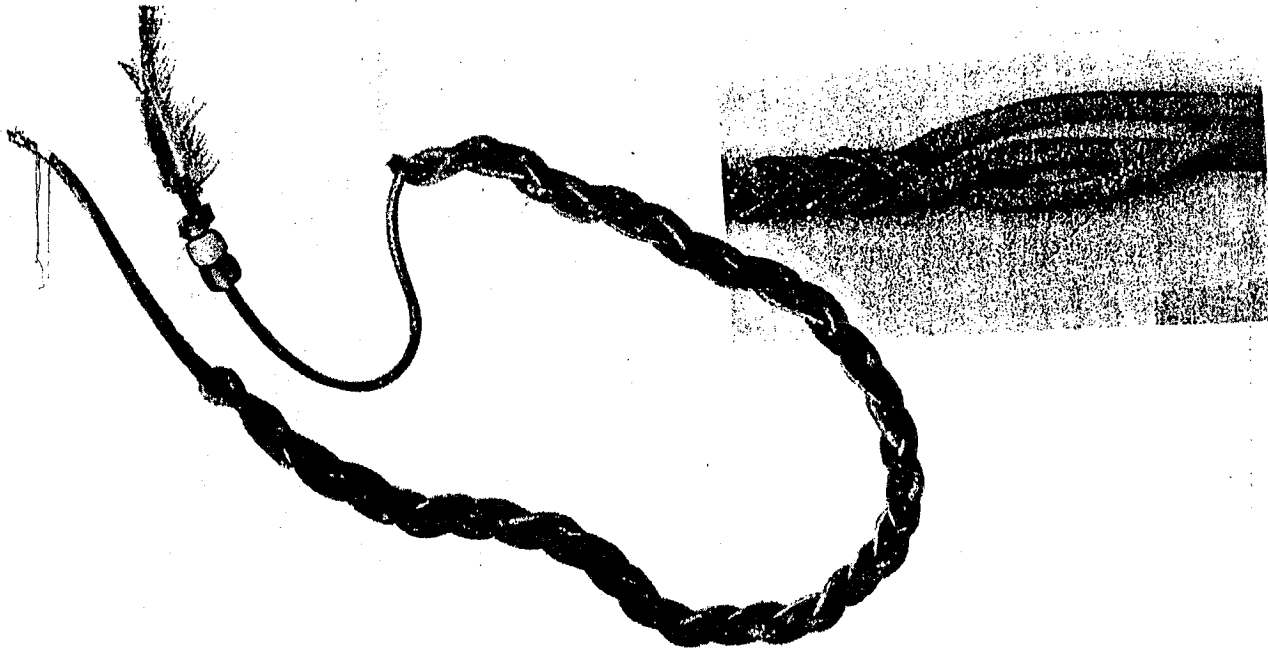
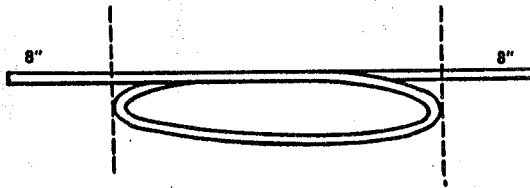
### Materials:

4 pony beads (your choice)  
Two yards of leather lace

Feathers (your choice)  
Leather cement or hot glue gun

### Instructions:

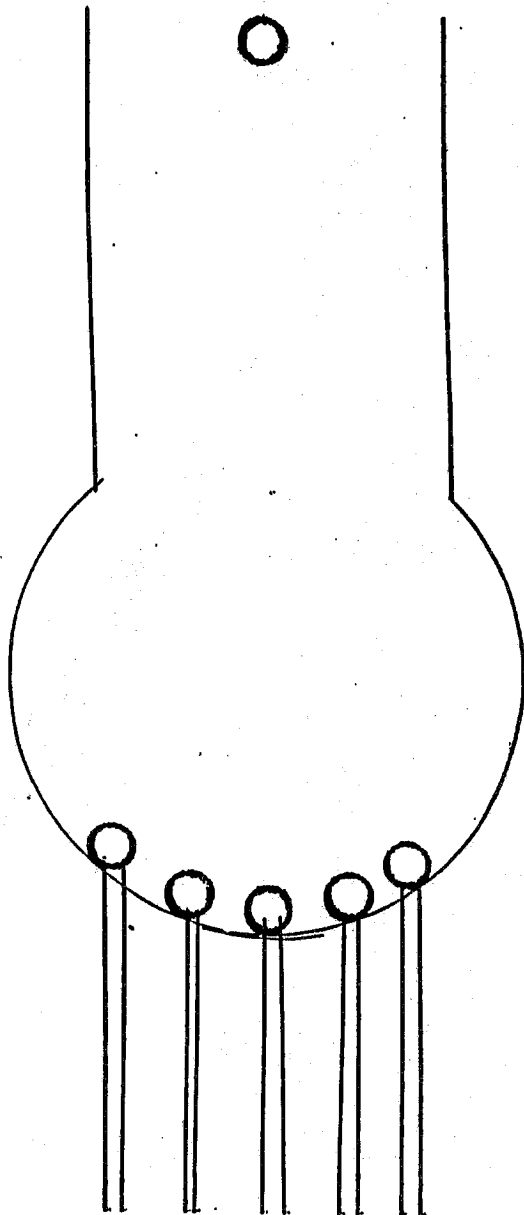
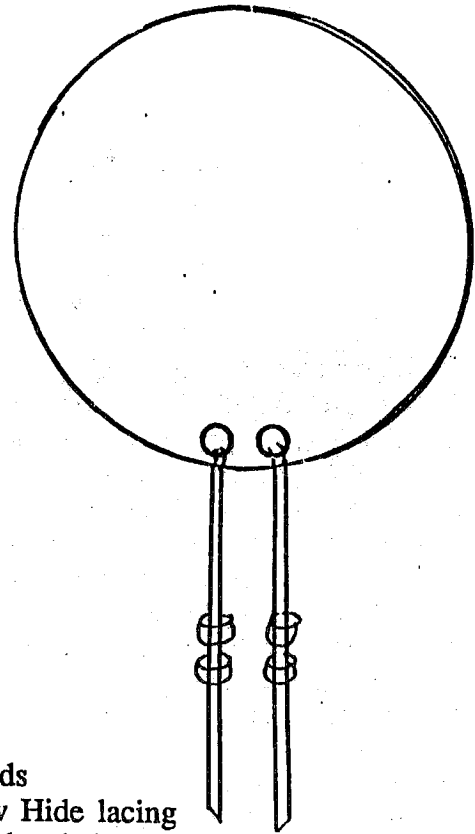
- Step 1** Form a loop with the lace, leaving about 8" at each end as illustrated.
- Step 2** Begin at one end of the loop and braid, right over center, left over center. Keep pulling the free end loose as you braid.
- Step 3** When you reach the other end of the loop, put the free end through the loop.
- Step 4** Put two beads on each end of the lace and tie a knot.
- Step 5** Place a drop of cement at the top of the knot and push the end of a feather through the knot and into the cement.
- Step 6** Pull Beads down over the cement and over the end of the (quill) feather.



## ROUNDER TIE SLIDE OR ATTENDANCE KEEPER

**Materials:** Rounder  
Lacing  
Beads

Cut lacing to length. Punch two (or more) holes into the rounder. Attach the lacing to the rounder. Slide beads on to the end of the lacing and knot.



## BELT FOB

**Materials:** Beads  
Raw Hide lacing  
Leather belt or leather shoe tongue  
Super shene finish  
Paints or dyes  
Snaps

Tool the leather fob or leather shoe tongue as desired or leave the leather blank. Stain, paint, or dye the leather as desire. Allow the leather to dry completely. Attach snaps. Allow enough room for the fob neck to be folded over a belt. Cut the raw hide lacing to the length that you desire. Insert the lacing into the holes and add any color beads and/or feathers that you desire.

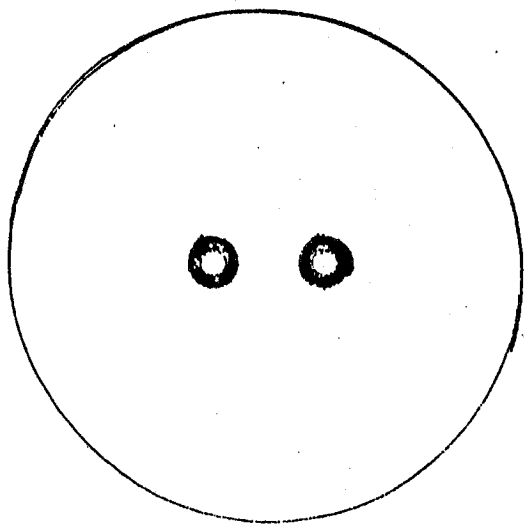
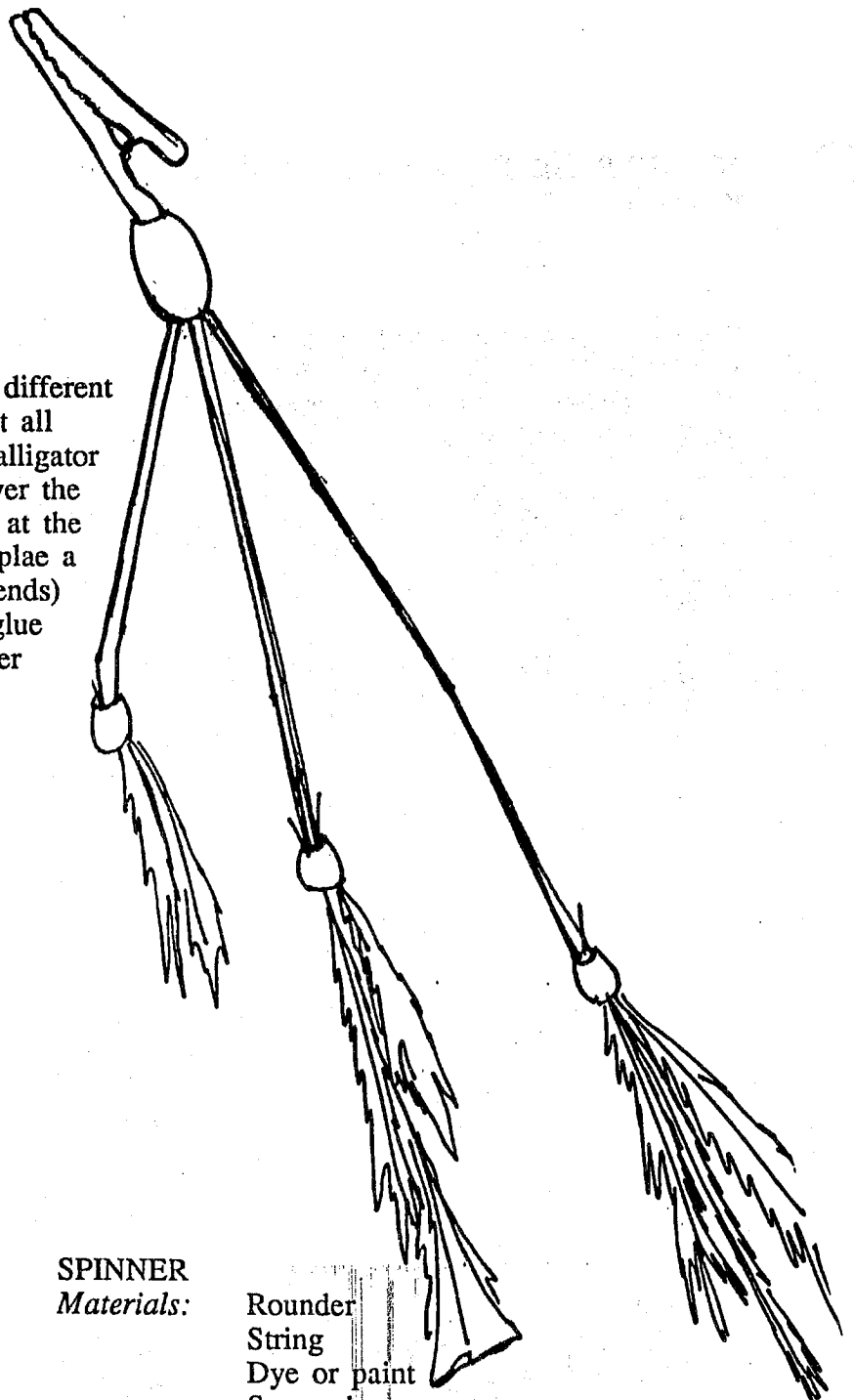
**Use:** The fob can be used to represent good deeds done by the Cub Scouts or as an attendance record for pack and den meetings. Anything that you want it to be.

## HAT CLIP

**Materials:** Alligator clip  
Beads  
Raw hide lacing  
Feathers  
Glue or glue gun

Cut three pieces of raw hide lacing to different lengths (i.e. 2-1/2", 5", 7-1/2"). Insert all three ends into the hollow end of the alligator clip. Glue in place and slip a bead over the hollow end of the alligator clip. Now at the end of each piece of raw hide lacing, place a bead and slip several feathers. (stem ends) on to the leather lacing. Place some glue on the stem ends and slip the bead over the feathers and lacing. Repeat for the two other pieces of lacing.

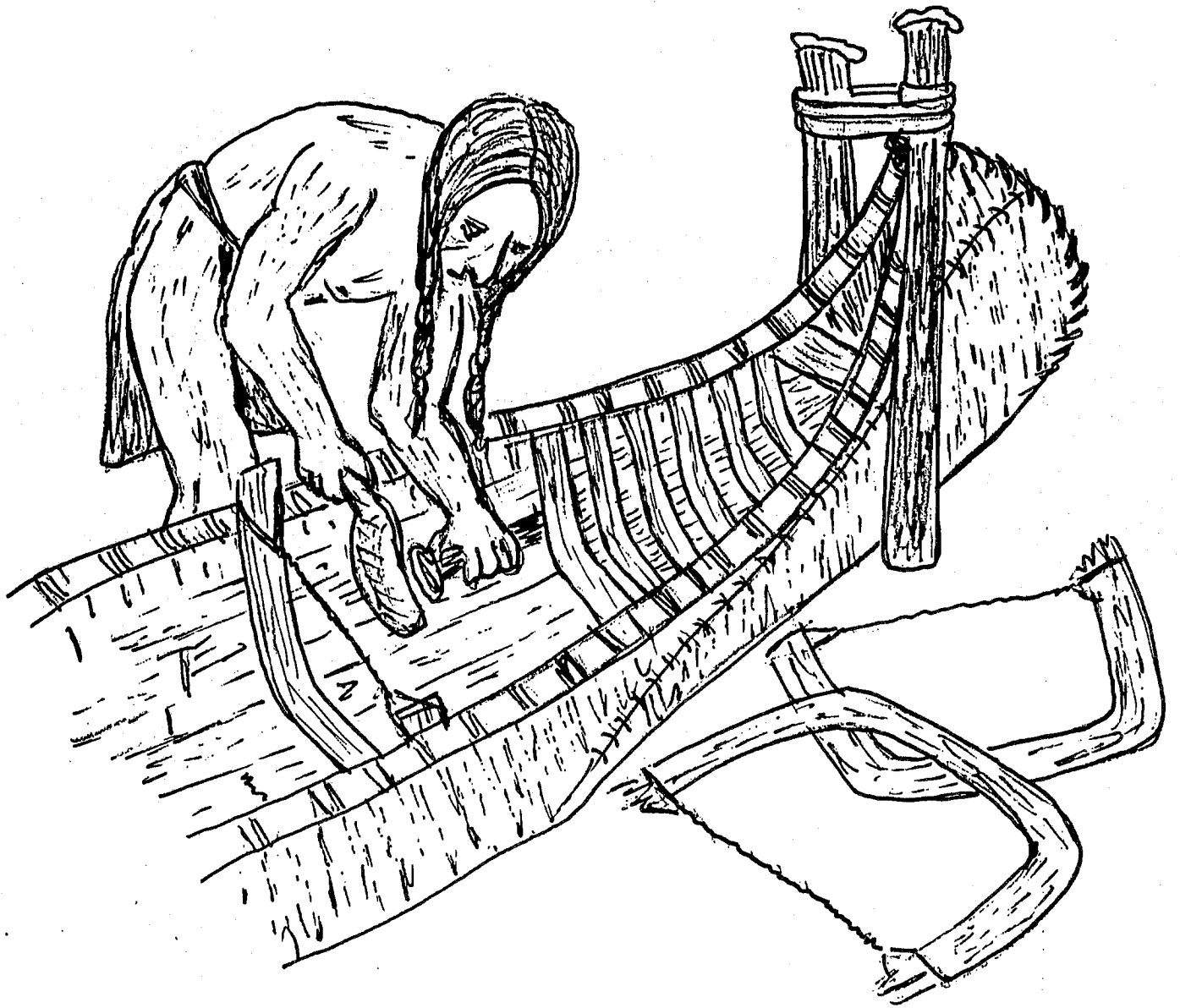
**Note:** The beads for this project are the wooden macrame beads.



## SPINNER

**Materials:** Rounder  
String  
Dye or paint  
Super shene

Punch two holes in the center of the rounder. Cut string to desired length. Lace string through the two holes and tie the ends. Now grab a hold of the string (a piece in each hand) and spin. Paint or decorate as desired. When the spinner gets going fast enough, it will hum.



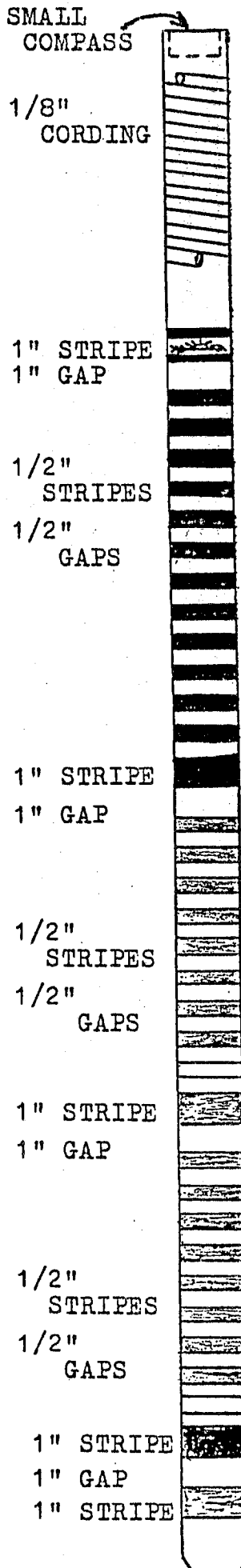
## Wood Crafts

Session by:

Barry Stark, book contributor

Don Brown

# CUB SCOUT TRAIL WALKING STICK



CAREFULLY DRILL INTO END OF BROOMSTICK WITH DRILL TO MATCH DIAMETER OF SMALL COMPASS

SMALL COMPASS  
1/8" CORDING

DRILL SMALL HOLES TO START AND STOP SMALL CORDING FOR GRIP PUSH IN AND GLUE

PAINT RINGS FOR RANK AND ACHIEVEMENTS ACCORDINGLY

1" STRIPE  
1" GAP

ARROW OF LIGHT  
(BLUE STRIPES YELLOW ARROW)

1/2" STRIPES  
1/2" GAPS

PAINT THESE STRIPES AS YOU WISH TO REPRESENT ACTIVITY BADGES

FIRST SAND, STAIN, AND SEAL OR PAINT BROOMSTICK WITH LIGHT COLOR

1" STRIPE  
1" GAP

WEBELOS RANK (ROYAL BLUE)

1/2" STRIPES  
1/2" GAPS

BEAR ARROWS (SILVER)

1" STRIPE  
1" GAP

1st BEAR ARROW (GOLD)  
BEAR RANK (LAWN GREEN)

1/2" STRIPES  
1/2" GAPS

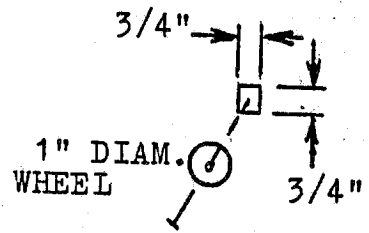
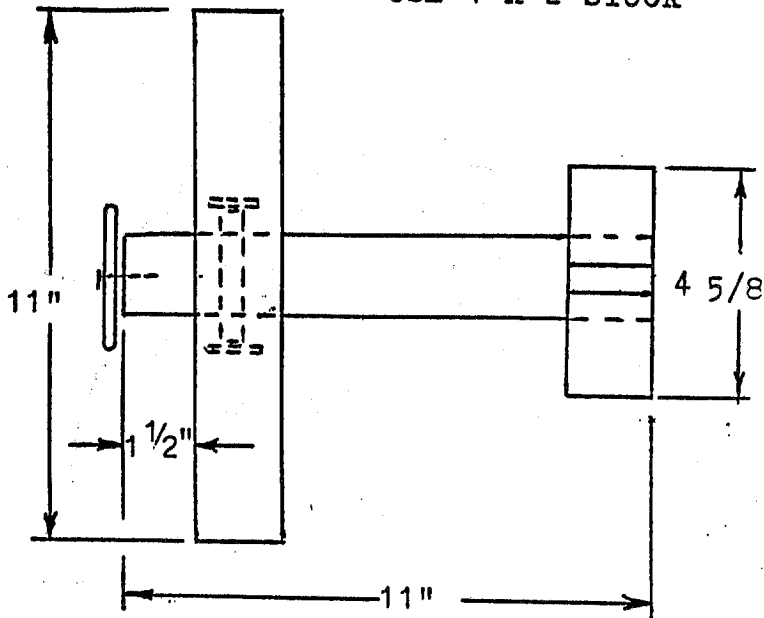
WOLF ARROWS (SILVER)

1" STRIPE  
1" GAP  
1" STRIPE

1st WOLF ARROW (GOLD)  
WOLF RANK (RED)  
32  
BOB CAT RANK (BABY BLUE)

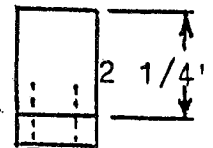
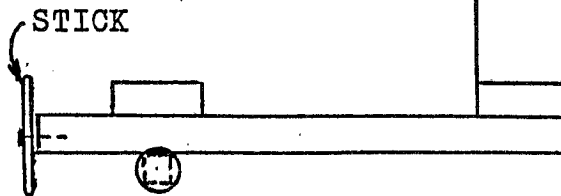
# SIMPLE WOOD AIRPLANE

USE 1 x 2 STOCK



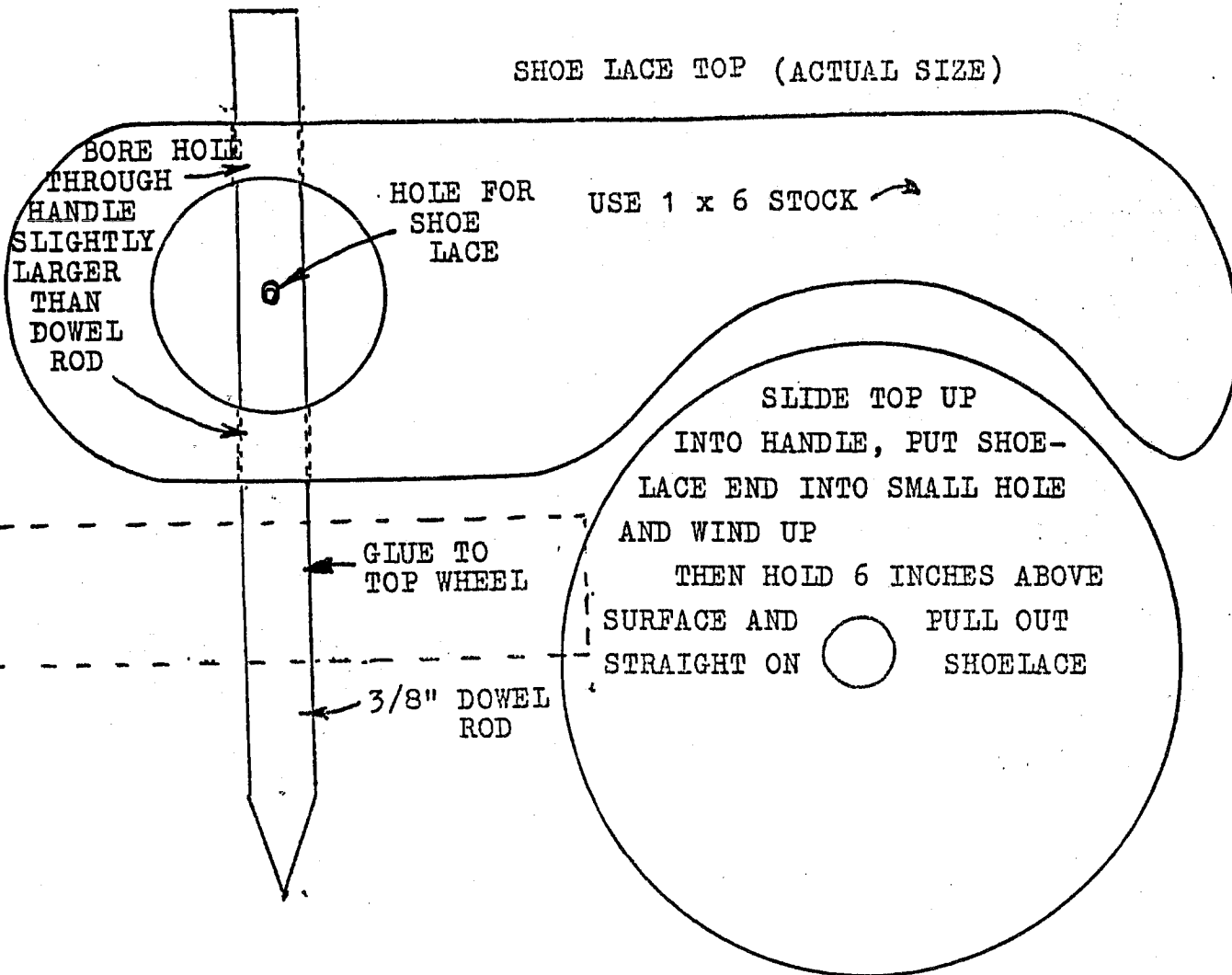
ASSEMBLE WHEELS TO  
AXLE THEN MOUNT TO  
BODY

PIECE OF POPSICLE

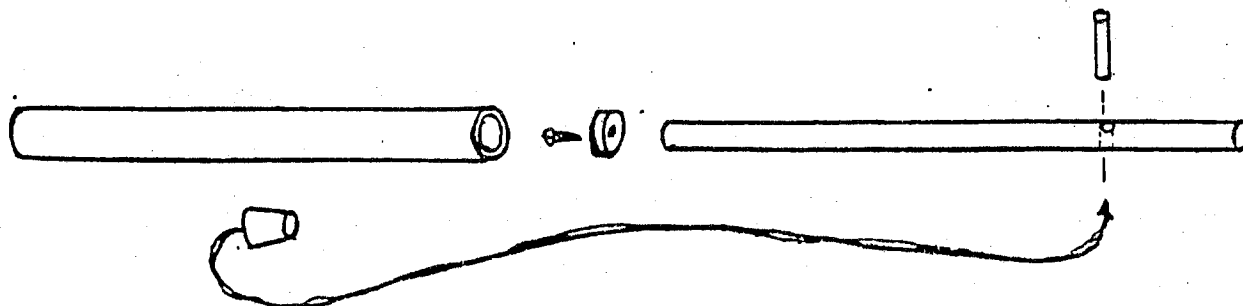


ASSEMBLE TAIL-  
PIECE  
THEN FASTEN  
TO BODY

SHOE LACE TOP (ACTUAL SIZE)



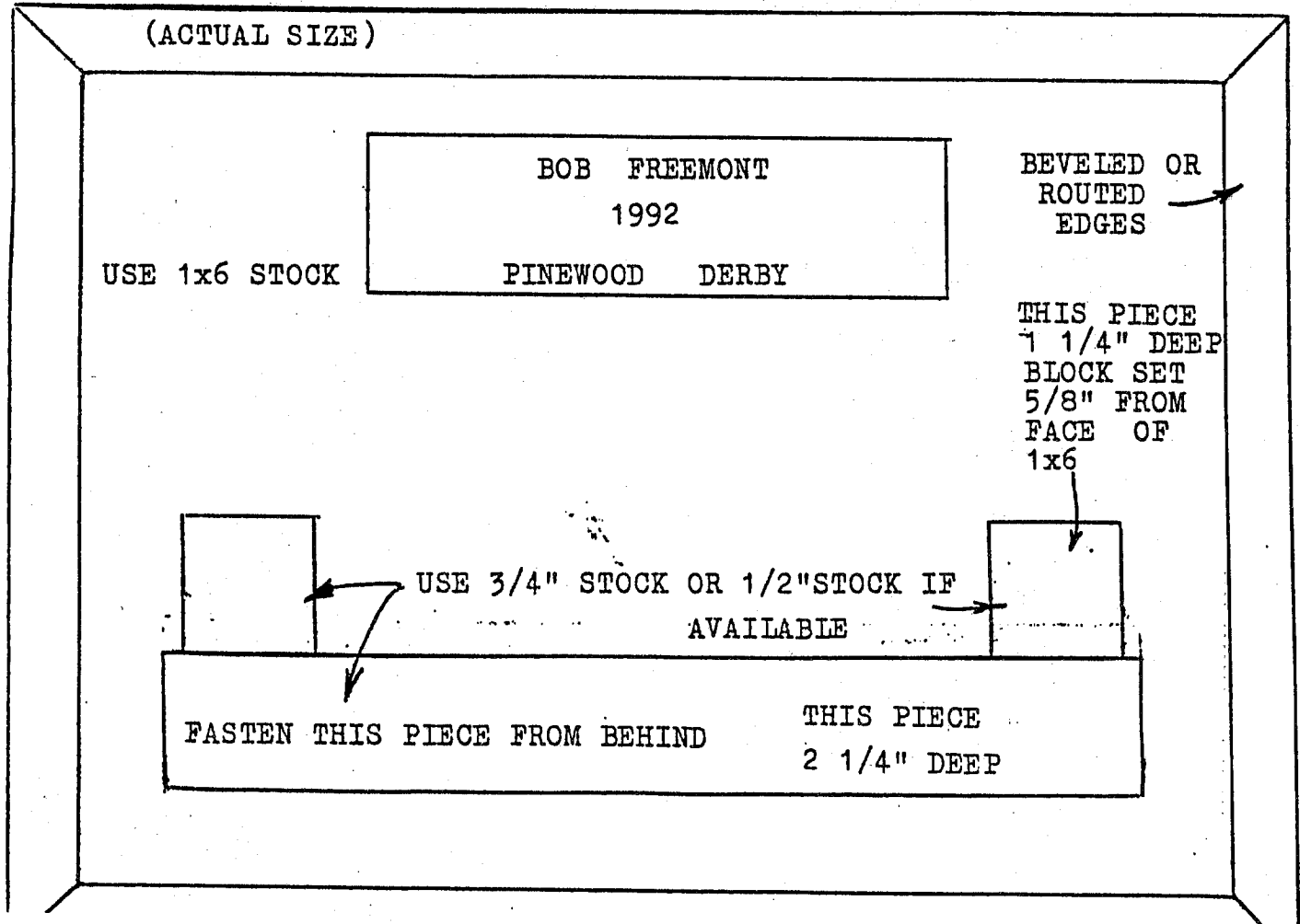
WHISTLE POPPER



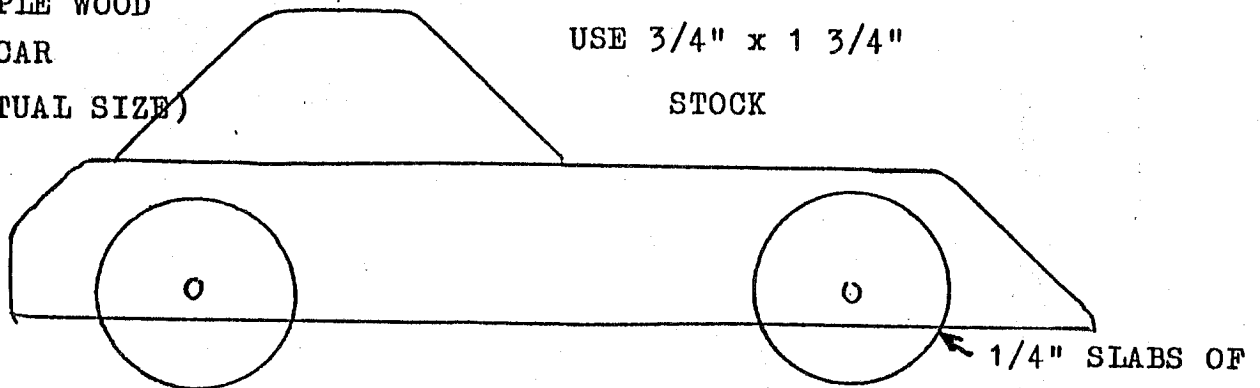
You will need a 3/16" X 1-1/4" dowel, 1/2" X 12" dowel, 18" string, 1/2" PVC pipe 9-3/4" long, 5/8" leather circle, a #6 X 1/2" wood screw, and a small cork. Assemble as shown with hot glue, can be used as a variable pitch whistle or pop gun.



WALL MOUNT  
 PINWOOD DERBY CAR DISPLAY

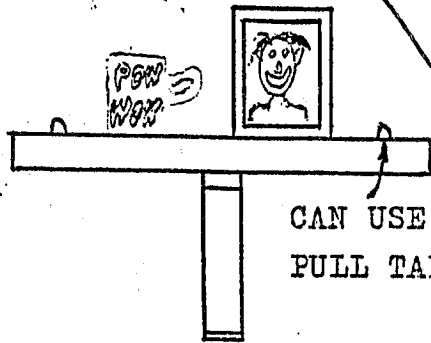


SIMPLE WOOD  
 CAR  
 (ACTUAL SIZE)



1" DOWEL ROD WITH 1/8" HOLE

WALL SHELF  
(ACTUAL SIZE)



CAN USE  
PULL TABS

PREDRILL SHELF AND  
SECURE TO BRACE  
WITH SCREWS OR  
NAIL  
TOGETHER



BRACE

CARDINAL YARD ORNIMENT  
(ACTUAL SIZE)

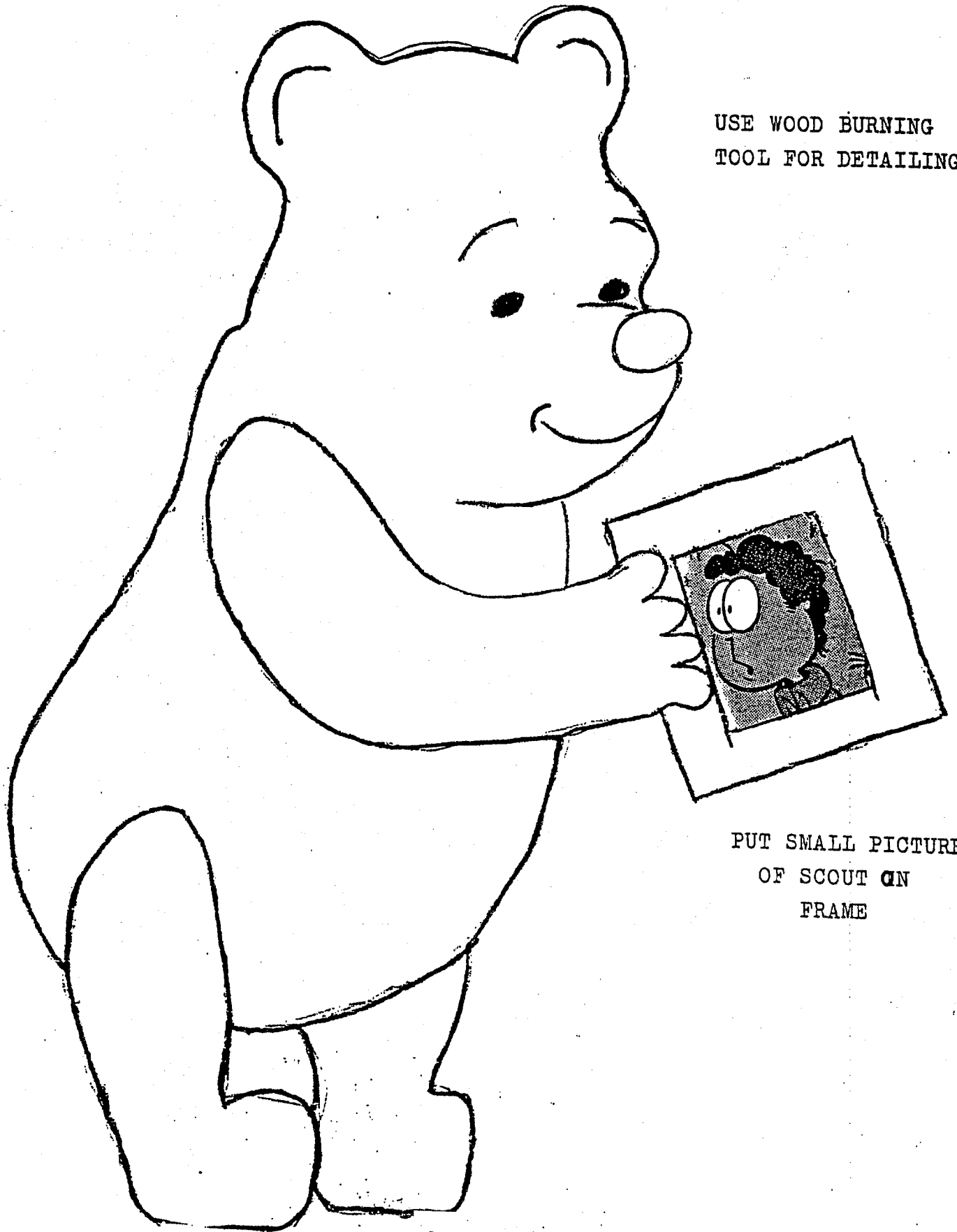
USE 1x4 STOCK

CUT OUT  
AND PAINT

MOUNT ON STEEL  
OR WOOD DOWEL ROD  
DRILL ACCORDINGLY

BEAR WALL HANGING (ACTUAL SIZE)

USE WOOD BURNING  
TOOL FOR DETAILING



PUT SMALL PICTURE  
OF SCOUT ON  
FRAME

BALTIMORE ORIOLE FEEDER  
(ACTUAL SIZE)

CENTER  
SCREW EYE

1/4" DOWEL ROD

1x4 STOCK CENTERED  
ON 2x6 BODY

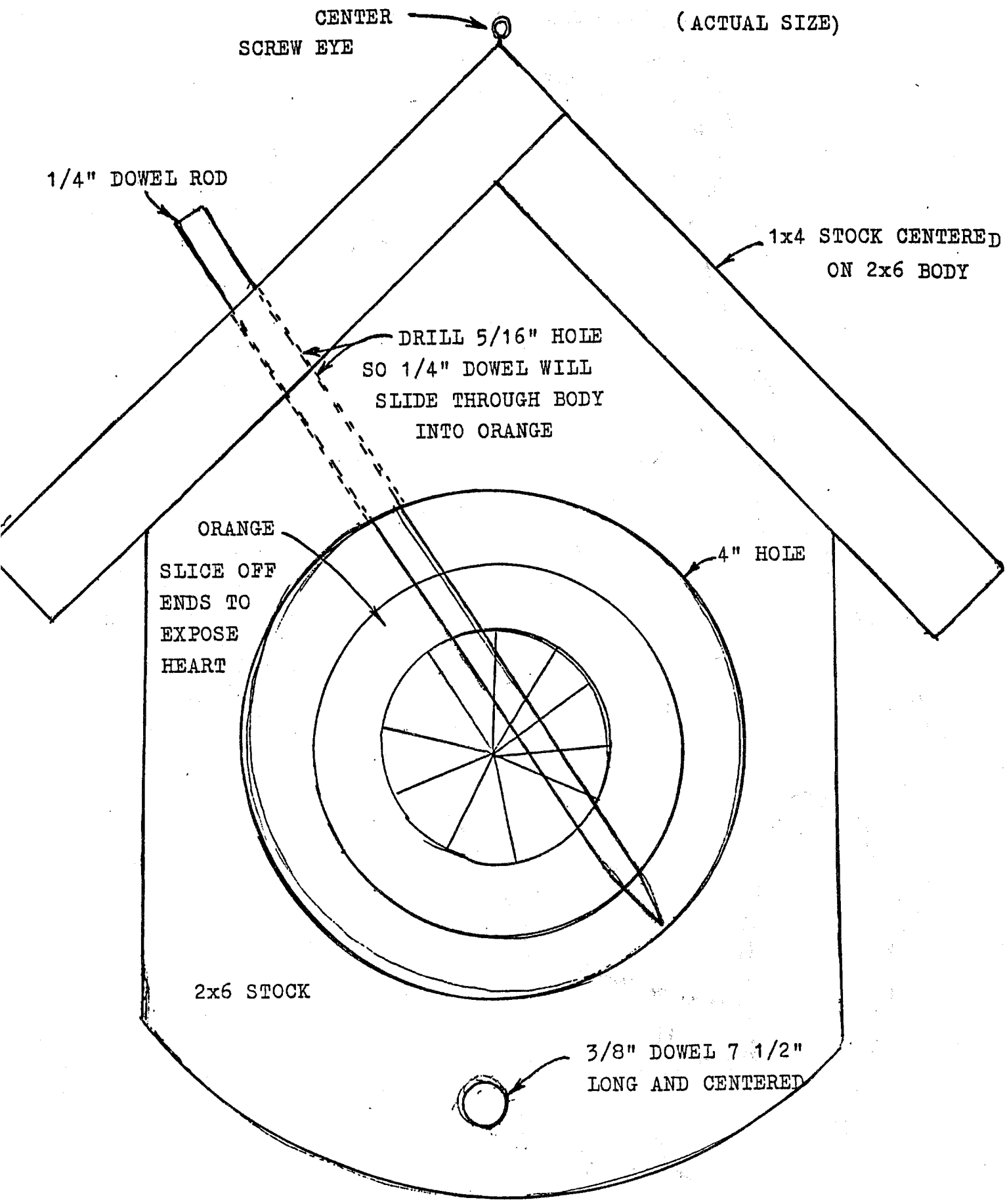
DRILL 5/16" HOLE  
SO 1/4" DOWEL WILL  
SLIDE THROUGH BODY  
INTO ORANGE

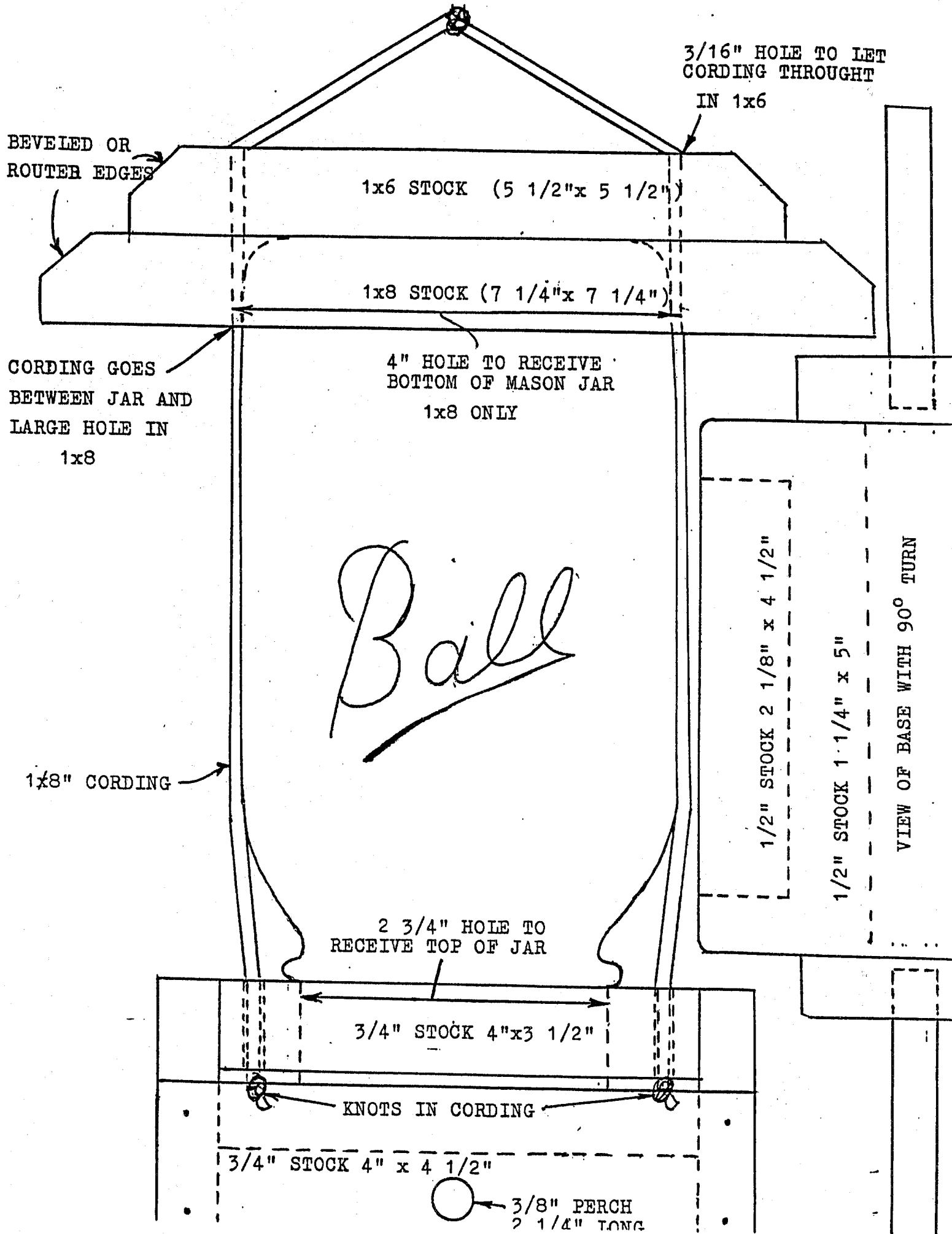
ORANGE  
SLICE OFF  
ENDS TO  
EXPOSE  
HEART

4" HOLE

2x6 STOCK

3/8" DOWEL 7 1/2"  
LONG AND CENTERED





RUBBER BAND PISTLE  
(ACTUAL SIZE)

GLUE OR  
SCREW WOOL  
CLOTHESPIN

USE 1x4 STOCK  
FOR SINGLE

2x4 STOCK FOR  
DOUBLE BARREL

7/8"  
HOLE

USE NOTCH OR TACK

1/2" DOWEL ROD

1/2" DOWEL ROD  
5/8" LONG  
PLUGS  
1/8" GAP

WHITTLE DOWN INTO  
BORING ABOUT 1/16"

TRAIN WHISTLE  
(ACTUAL SIZE)

7 3/4"

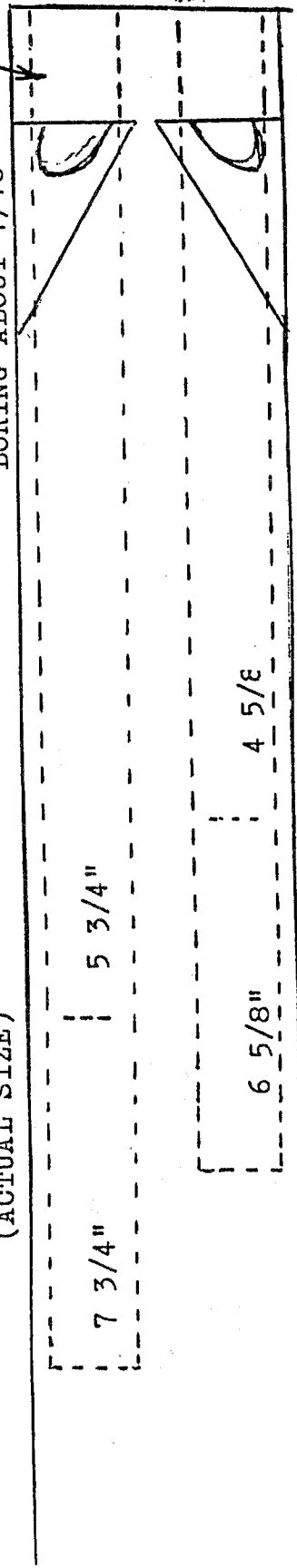
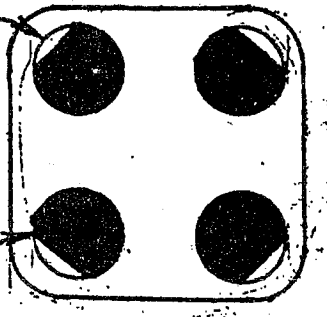
5 3/4"

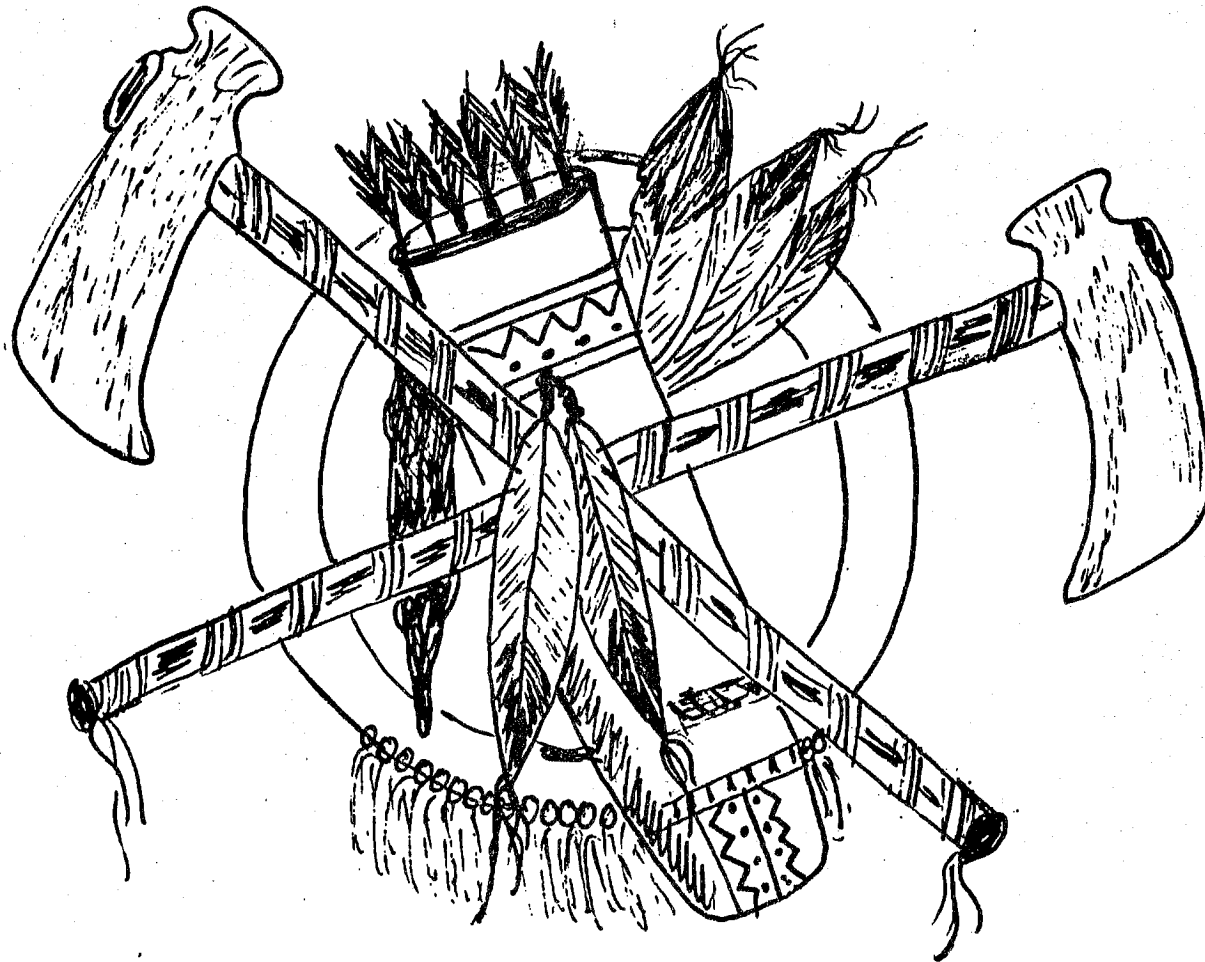
6 5/8"

4 5/8"

- 1- BORE HOLES
- 2- WHITTLE OUT TRIANGLES
- 3- SLIDE PLUGS IN FLUSH WITH END AND OPENNING

2x2 STOCK OR 1 1/2" x 1 1/2"





**Silk Screening**

**Session by:  
Fran Waller**

**Lonna Alcock, book contributor**

## PREPARING A POSITIVE

A "positive" is any opaque image (usually black), on any transparent or translucent surface. There are many ways you may choose to prepare them.

An excellent transparent film for this purpose is Bienfang Wet Media Acetate. Wet Media is available in various sizes.

Hunt/Speedball Screen Printing Craft Kits include both plain and printed tracing paper. the printed sheets (positives) have copy and illustrations that may be used to create a picture or message. With the plain sheets, you may make art work of your own with Hunt/Speedball India Ink and an artist's brush or Hunt/Speedball pens. Excellent results can also be obtained by using dry transfer or pressure sensitive letters and symbols. These can be applied directly on the tracing paper or clear acetate. Regular inks, felt-tip markers and ball point pens will not work.

Hunt/Speedball Red Ruby Graphic Masking ink is the perfect medium for making color separations. Photographically opaque (it blocks out light), it remains transparent to the eye.

Another way of producing positives is through copy machines that have the capability of reproducing very opaquely on film, tracing paper, etc. In order to satisfactorily produce positive using a copy machine, the following conditions must be met:

- (1) Black and white line work, must be opaque.
- (2) Photographic print - must have high contrast.
- (3) Copy machine must have capability stated above.

You must check this out in advance.

Photographic images can also be accurately screen printed.

However, because of the half-tones (or continuous tones) which are in all photographs, a special type of "positive" must be prepared. This must be done by someone with photographic expertise and who has the necessary equipment.

For an in-depth treatment of photographic screen procedures, we highly recommend the book, "Screen Printing - Contemporary Methods and Materials" by Frances and Norman Lassiter. This book is available at most artists' materials stores.

The next questions is where do you find ideas. Some packs have their own design which they use on scarves and hat and possibly T-shirts. This design can be developed through a contest among the Scouts, possibly both through both the pack and the troop. An example of this is in Pack/Troop 315's design. That one is a composite of three boy's designs. Winnebago District Day Camp each year silkscreens their T-shirts. You need to find simple designs or create them. Children's coloring books, Woodburning ideas, and art instruction books have the kind of simple designs you need to get started.



## SILK SCREENING SUPPLIES

Supplies you will need: These can be from around your home or purchased:

Framing material  
Wood  
Table or Radial Arm Saw  
Miter Box  
Nails  
Screws  
Glue  
Silkscreening Material.....Art Store  
Screen Window Beading.....Hardware Store  
(Screen Spline)  
Beading Tool.....Hardware Store  
Photo Emulsion.....Art Store  
Sensitizer.....Art Store  
Acetate.....Art Store  
India Ink.....Art Store  
Rub on or stick on letter or designs.....Art Store, Office Supply Store, or  
Craft Store  
Black Construction Paper  
Window Glass  
150 watt light bulb or  
#1 Photoflood bulb.....Cameral Store  
Pie Tin  
Masking Tape.....Art Store  
Water Soluble Textile INK.....Art Store  
Iron  
Cardboard

## SILK SCREENING

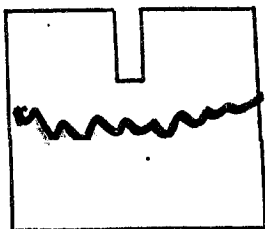
There are many methods for making a silkscreen. The one we present here is easy, quick and gives excellent results. You will be able to learn to make your own scarves and T-shirt designs.

The first thing you need is a frame. Frames with screen in them and sometimes frame pieces can usually be purchased from art supply stores that carry silkscreening supplies.

If you or someone you know has a table or radial arm saw, you can easily make framing material. The addition of a miter box (to cut the material at a 45° angle) and nails or screws and glue, plus a little of your time and woodworking skills will give you comparable frames at a fraction of the cost.

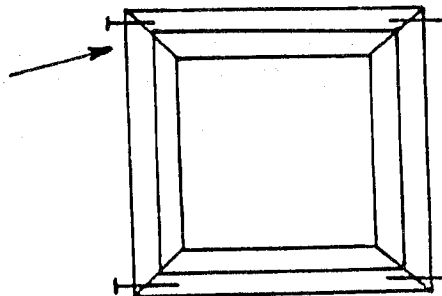
First, get some fairly clear (no knots) 2 X 2 or 2 X 4 boards. Cut them so that they are 1-1/4" square and cut a 1/8" wide slot about 3/8" deep in the center of one face of the square and you are ready to start building the frames. Cut the boards at a 45° angle in the miter box as shown.

End  
View



The small dimension is the inside of the frame. Be sure the slot is on the top. Four of these glued and nailed or screwed together make a frame.

Glue, nail or screw corners. Next take some silkscreening material (from the art store) and lay it across the frame on the slotted side. Stretch it by using window screen beading tool, (from the hardware store). Use 1/8" bead and make sure the tool is for that size. Forcing the beading into the slot with the tool (looks like a pizza cutter). with the screen under it and you will end up with a drumhead tight screen.



## Making the Silk Screen

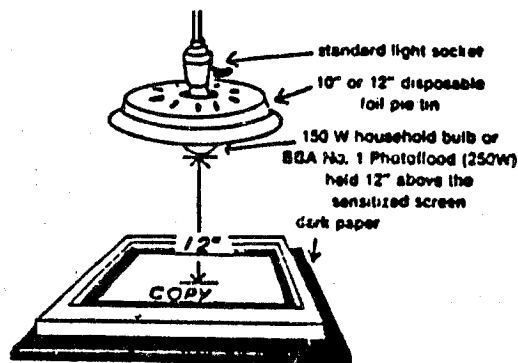
Now that the frame is made and the screen is stretched, you are ready to put your photo emulsion mixed with sensitizer (from the art store again) on the screen. 2 teaspoons emulsion and 1/2 teaspoon sensitizer should be enough for a 12" X 12" screen. Using a squeegee, spread a thin even coat on the screen surface.

Remove the excess. Place screen horizontal in a dark place to dry. A fan will speed the drying process.

When the screen is dry, you are ready to transfer your design from film positive or equal to the screen. The "Film Positive" is made easily by using clear acetate, india ink and rub-on or stick-on letters and designs (available at art or office supply store). You can draw, rub or stick your design on the acetate and you are ready to go. Hold sheet up to light to make sure there are no holes in the design.

Place the dry screen flat on a table, on black construction paper. Put the positive right on the screen, place a piece of window glass over the positive to keep it from curling up. Hang a 150 watt light bulb or a #1 Photoflood bulb (from camera shop), 12" above the screen. Turn on light and expose screen for 45 minutes for 150 watt bulb or 8-10 minutes for #1 Photoflood.

The Photoflood bulb is not only quicker but gives better results. Whichever you use make a simple pie tin reflector for the bulb.



When the time is up, turn off the light, remove glass and positive and take screen to sink. Apply a forceful spray of water to both sides of the screen. Use warm - NOT HOT - water and concentrate the spray (sink sprayer) on the light areas on the top side of the screen. After a few minutes, these areas will become open. Continue until all unwanted emulsion is gone. Let screen dry in a horizontal position.

When dry, mask all areas (except where the design is, of course) with masking tape so that ink will not come through an unwanted places. Check for "pin holes" and fill with screen filler (from the art store) and allow it to dry.

Now you are ready to start making T-shirts or whatever. Water-soluable textile ink and a silkscreen squeegee (from the art store) are needed. Put a heavy line of ink across the top of the screen. A piece of cardboard inside of the shirt will help smooth the shirt and prevent bleeding through to the other side. Place screen on shirt in desired position and push ink across the screen with the squeegee with a firm, even stroke. Lift the screen straight up and let the T-shirt dry.

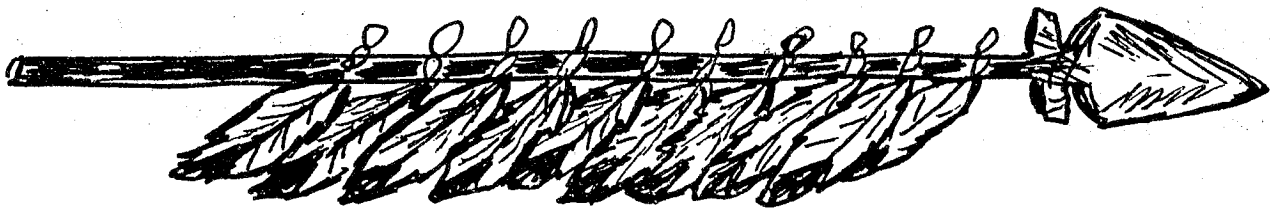
You will have to set the design on the sirt with an iron. Directions are on the ink can.

Your custom designed T-shirt is ready to wear and the ink, after it is set, will hold up for years of laundering. If you should have problems, don't be discouraged. Practice makes perfect. What may sound like an involved process is really quite simple after you do it once or twice. The people at the art store are very helpful with advice. (After all, look at all the materials you bought from them).

Hunt Speedball is a manufacturer of most of what you will find and is good at giving directions on their products. They also have a very good pamphlet that should be available at stores that carry their supplies. It covers most everything here and more. If is isn't available at your art store, ask for it or have them order it. They are free and very helpful.

Good Luck and have fun!

**THE SECRET OF HAPPINESS IS NOT  
IN DOING WHAT ONE LIKES, BUT  
IN LIKING WHAT ONE HAS TO DO.**

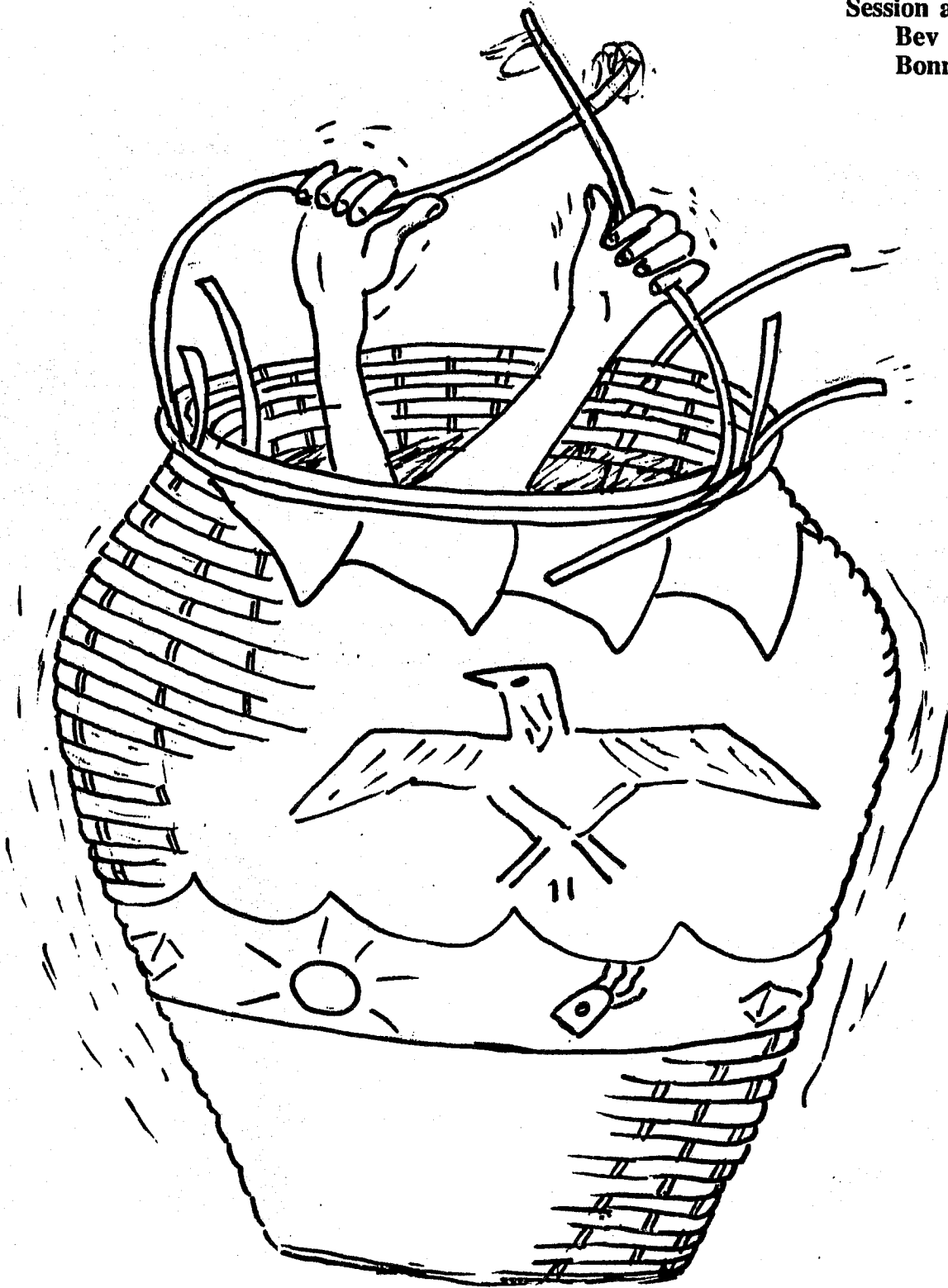


# Theme Crafts

Session and information by:

Bev Frye

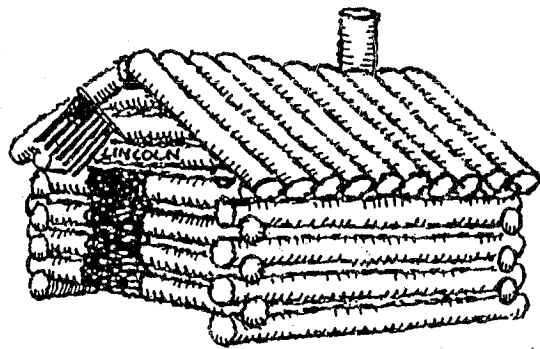
Bonnie Smith



## November -- PIONEER DAYS

### Log Cabin Centerpiece

Log Cabins are useful decoration for many themes. They can be made out of tubes (such as mailing and paper toweling tubes), cornstalks, and rolled up newspaper. Glue together and spray paint brown. Fill in chinks between logs with plaster of paris. The flagstaff is a toothpick painted gold and the flag is made of paper colored with markers.



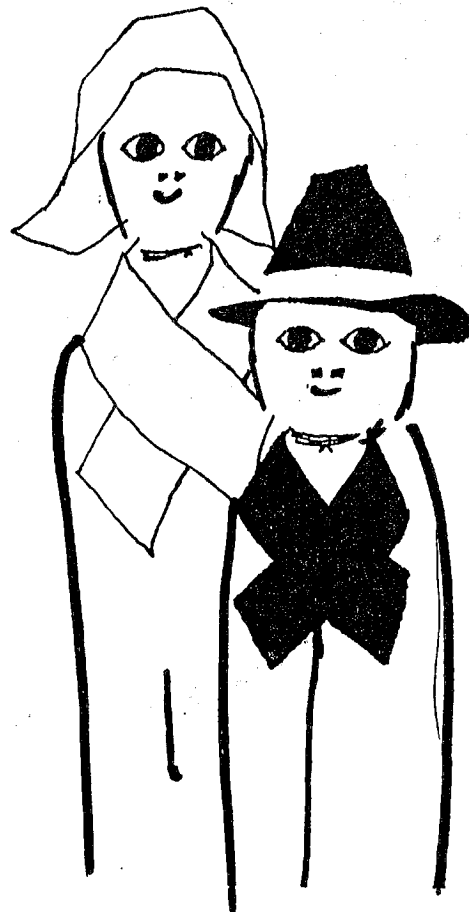
### Pioneer Rifle

Glue a wrapping paper cardboard tube (or two shorter tubes such as from waxed paper) to the top of a plastic detergent bottle which has a handle. Spray paint and when thoroughly dry, make serial numbers etc. with markers.



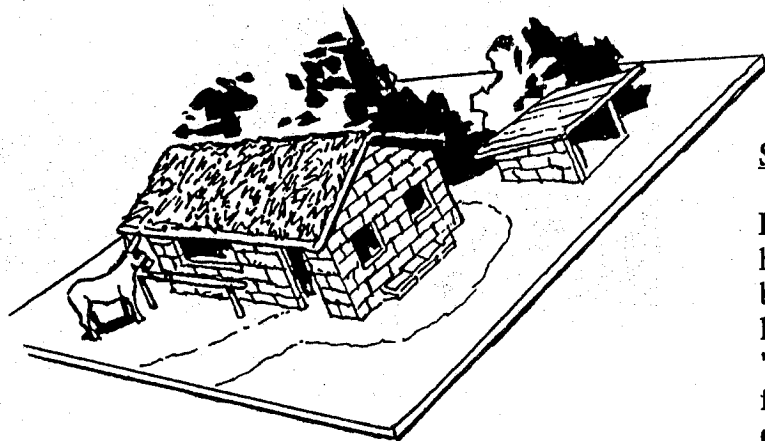
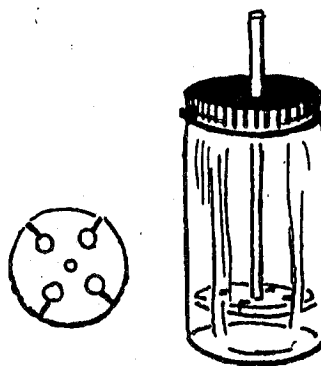
### Cornhusk Puppets

Brush glue on the dried husks from an ear of corn. Put a dowel rod or a stick into the center of the husks and tie with a piece of thread. Cut features from paper and glue in place. Glue on corn silk hair. Make hat, collar, and so on from paper. Glue to the head. Make several puppets and write a play to use with them.



### Churn

In pioneer days, every household had a churn for making butter. This miniature is made from a glass jar with a metal top. Cut a dasher out of a piece of tin can to fit the jar.

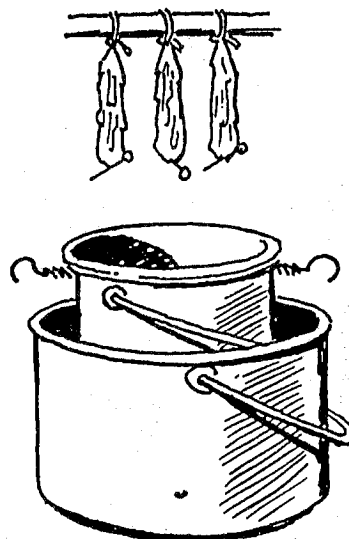


### Sod House

Early homesteaders in the Midwest made homes of sod. The sod was cut into blocks 12 to 18 inches wide, 2 to 3 feet long and 4 to 6 inches thick. These "bricks" formed the walls. A ridgepole from the end walls supported framework over which branches cover with sod formed the roof. A model can be made using stiff clay or mud in place of sod.

### Candle-Dipping

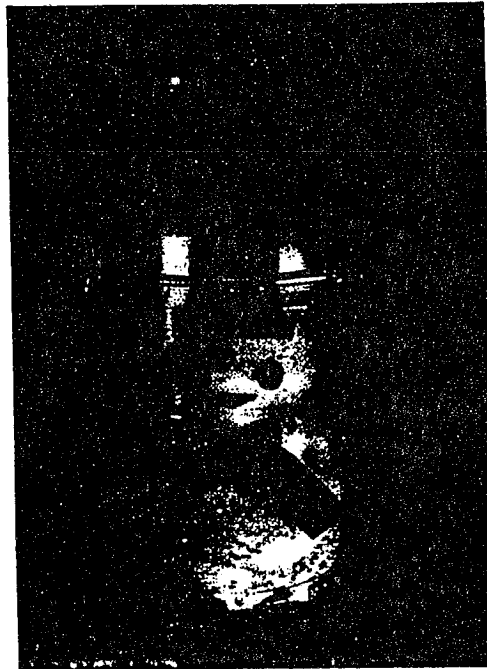
Cub Scouts will need help for this pioneer skill. Under the Den Mother's supervision, melt the paraffin in a double boiler, which can be improvised using a large coffee can or pot, as shown. Pioneers made wicks of rolled cotton, the silky down from milkweed, or tow string. You can use heavy cotton twine. Allow extra length for tying the wick to a rod for dipping. Tie a nail (for weight) on the bottom of the candle. Simply dip the string into melted paraffin, dipping and cooling until the candle builds up to the desired thickness. Melt crayons for color.



## December -- FOLLOWS, HELPS, GIVES

### See-through Ornament

Make a snowman by gluing two cotton balls together. Make hat, eyes, mouth, and a scarf from felt or colored paper and glue them in place. The container is a transparent plastic cup with matching cover. Fill the bottom of the cup with bits of cotton ball stretched out to represent snow. Sprinkle a little glitter if you like. Glue your snowman in place in the center of the cup. Poke two small holes in the cover, thread a piece of yarn through the holes, and knot it at the top. Use a little glue to hold the cover securely on the cup.



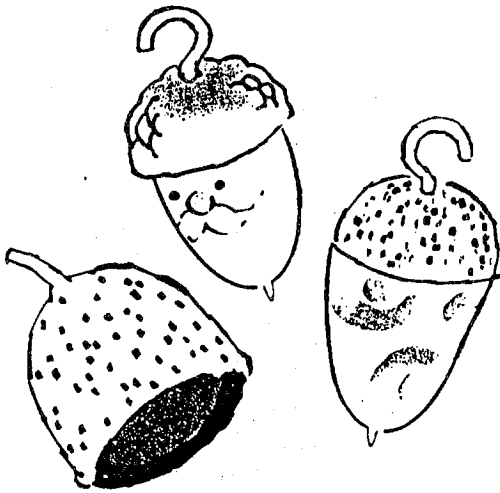
### Small Christmas Decorations

To make these decorations, you need acorns, tempera, glitter, and cup hooks.

**Bells:** Paint the acorn your prettiest colors. While they are still wet, sprinkle on silver or gold tinsel. Spray-paint some of the acorns with silver or gold paint. Attach them to Christmas wreaths.

**Tree Decorations:** Paint the acorns with various designs and sprinkle on colored tinsel to look like Christmas bulbs. Use your imagination and strive for originality in your designs. Screw in cup hooks for hangers.

**Santa Claus Faces:** Paint the acorn caps different colors. Paint the face a flesh color by mixing white and red tempera. Add facial features with black paint. Screw in the hook.

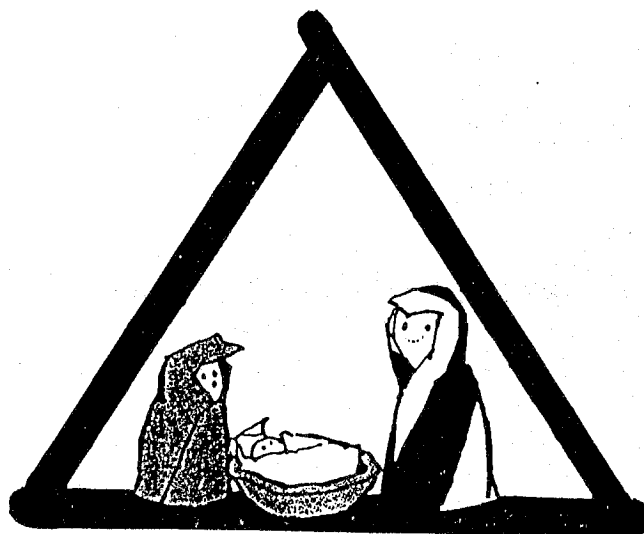
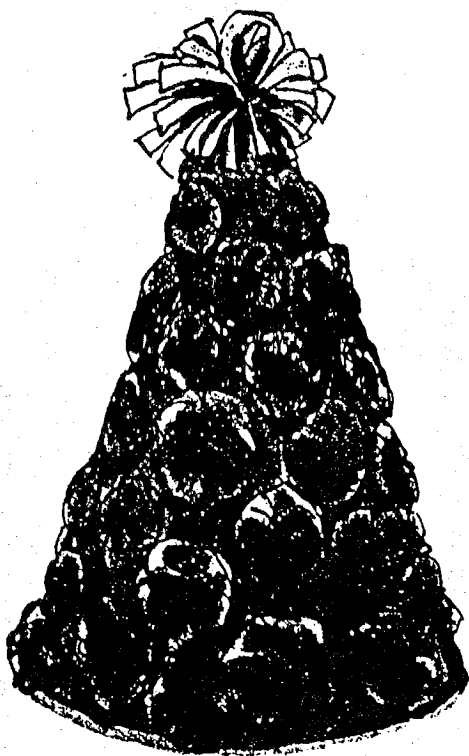




## Tissue Tree

Cut a half-circle from stiff paper. Roll the half-circle into a cone and staple or tape it together. With a sharp pencil or scissors carefully poke holes about 1 inch apart, all over the cone.

Cut many circles (about 3 inches across) from tissue paper. Pinch the center of one of these circles. Put some glue around the edge of one of the holes in the tree and push the pinched end of the tissue through the hole. The glue will keep the tissue secure. Repeat this until the whole tree is covered.



## Nativity Scene

Paint three popsicle sticks or stain them with brown shoe polish. Then scrape a groove with a nail file point across each end of one stick. Cut off one rounded end of a second stick.

Glue the sticks together in a triangle. Glue the two upright rounded stick ends in the grooved bottom stick. Glue cut stick end under rounded stick at top.

Use the bottom of an egg carton cup for the crib, and paint brown.

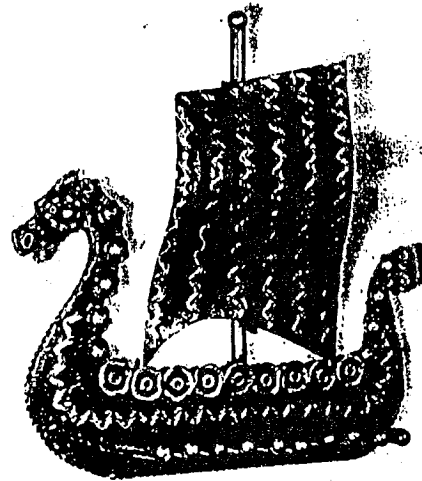
Baby is a tiny peanut. Use double for standing figures, making the smaller end the head.

Decorate with squares of cloth and felt-tipped pen. Glue baby in the crib and all figures in place.

Viking Ship Tie Rack

Glue two sheets of corrugated cardboard, about 12" X 18", together. Use a sharp knife for cutting, and white glue for all gluing.

For the hull of the ship, draw a rectangle, 3" X 8", at the bottom center of the cardboard. Enlarge the graph for the front and back ends of the ship and make paper patterns; trace onto the cardboard at the ends of the hull. Carefully cut out the ship in one piece.



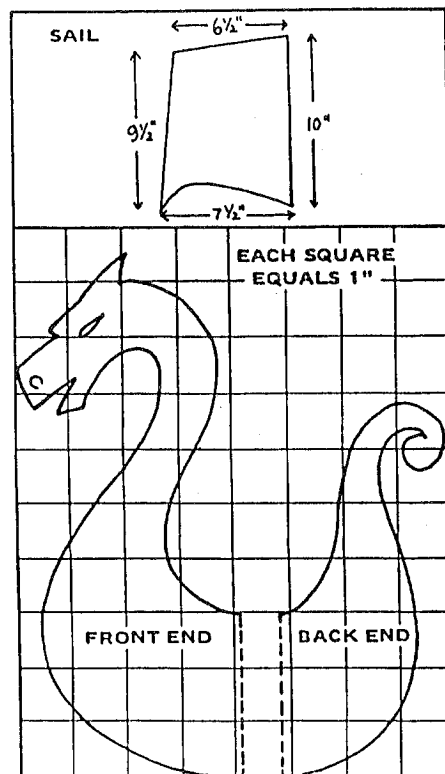
For the mast, glue and pin a coat hanger roll, 11" long, to the center of the ship. Glue decorative cord or braid around the cut edges of the ship.

For oars (which will hold the ties), cut coat hanger rolls into ten 3-1/2" sections. Punch holes 1" up from the bottom of the ship; insert and glue oars.

Cut a sail, the size and shape shown, from a round quart plastic bottle. Pin the top and bottom of the sail to the mast, allowing it to bow out slightly.

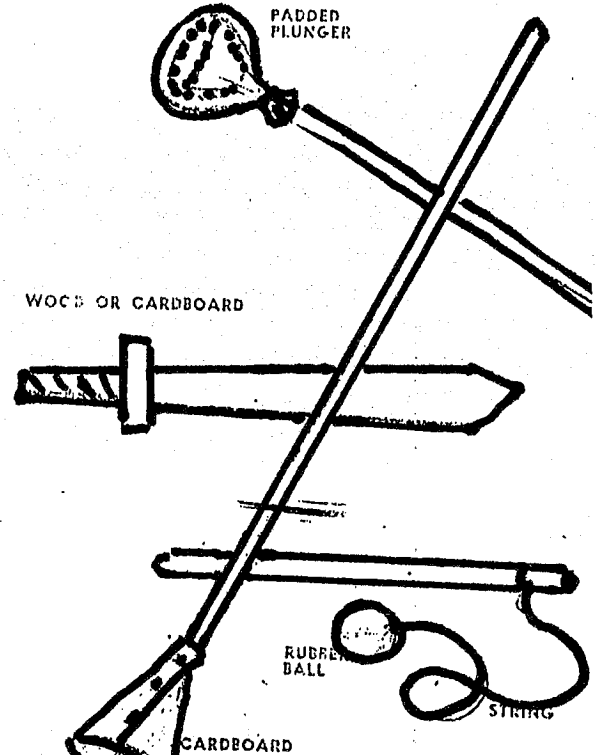
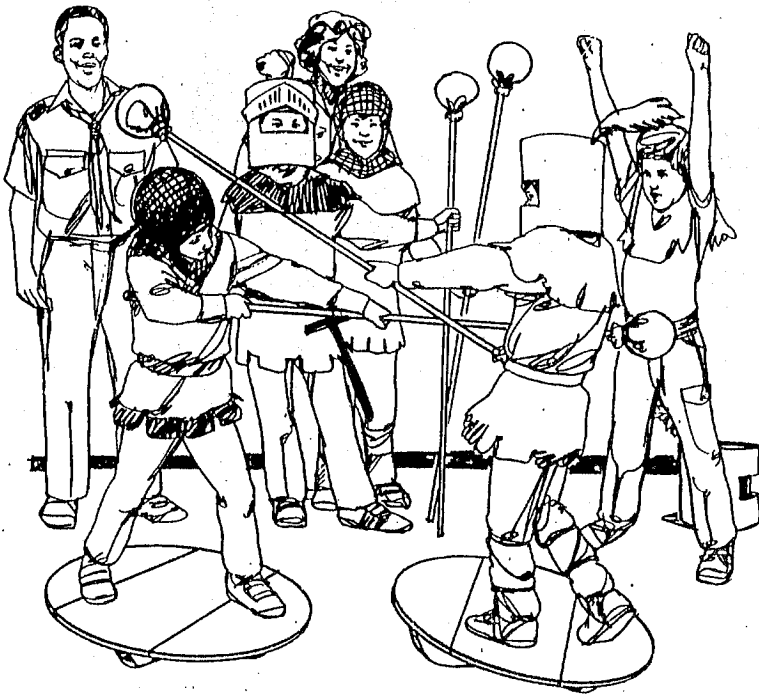
For shields along the side of the ship, glue on 1" circles cut from pulp egg cartons. Glue a bead to the end of each oar and to the top of the mast. Trim the sail and ship with jewelry and braid.

To prepare the tie rack for antiquing, first apply a coat of gesso (a paste-like undercoating sold in paint stores). When the gesso is completely dry, spray paint with silver; allow to dry. Brush black paint over the entire surface. Wipe the paint off immediately with a soft cloth, leaving paint in the recessed areas. Attach hangers to the underside at the front and back ends of the ship.



## Weapons of a Knight

To make the contest equipment for Teeterboard Josting, see pages 2-19 in the Cub Scout Leader How-To Book.



### The Knight's Code

Be always ready with your armor on, except when you are taking your rest at night.

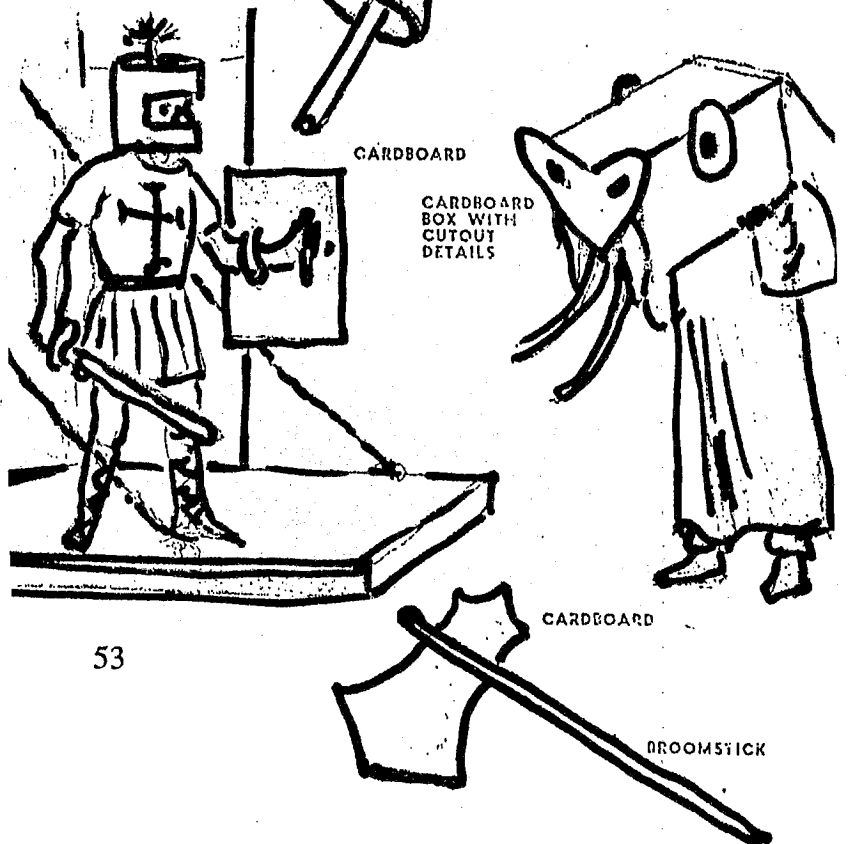
Defend the poor and help them that cannot defend themselves.

Be prepared to fight in the defense of your country.

At whatever you are working, try to win honor and a name for honesty.

Never break your promises.

Chivalry, requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others.



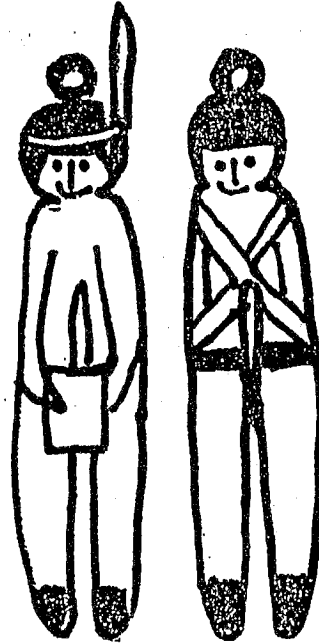
## February -- SCOUTING AROUND THE WORLD

### Clothespin Key Chain

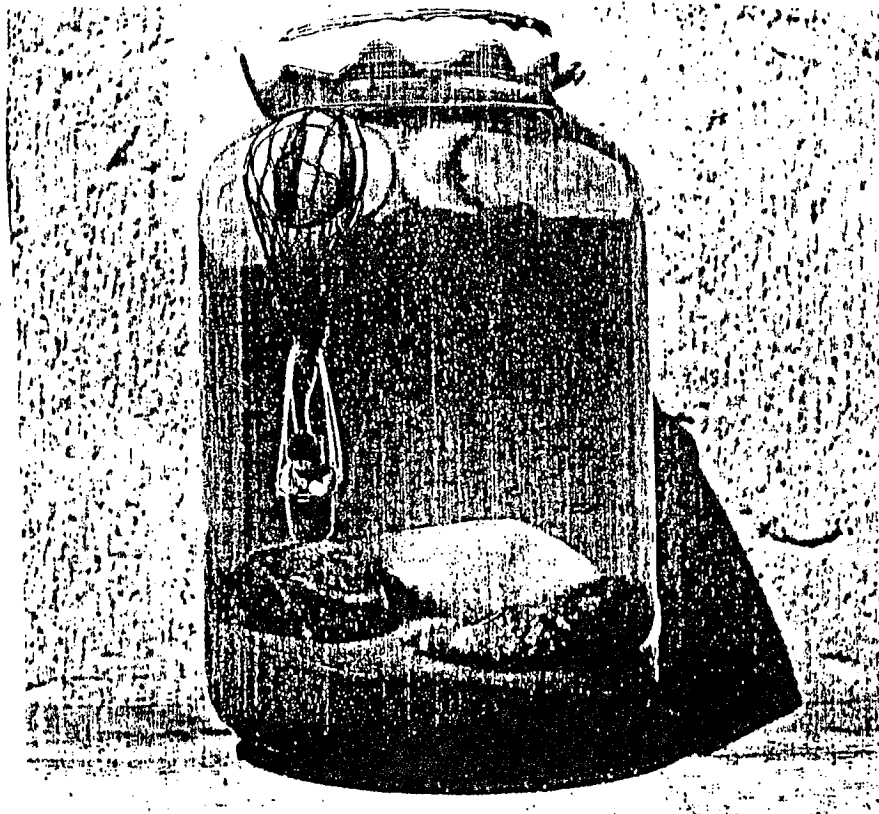
Clothes pins  
Enamel model paint  
Screw eyes

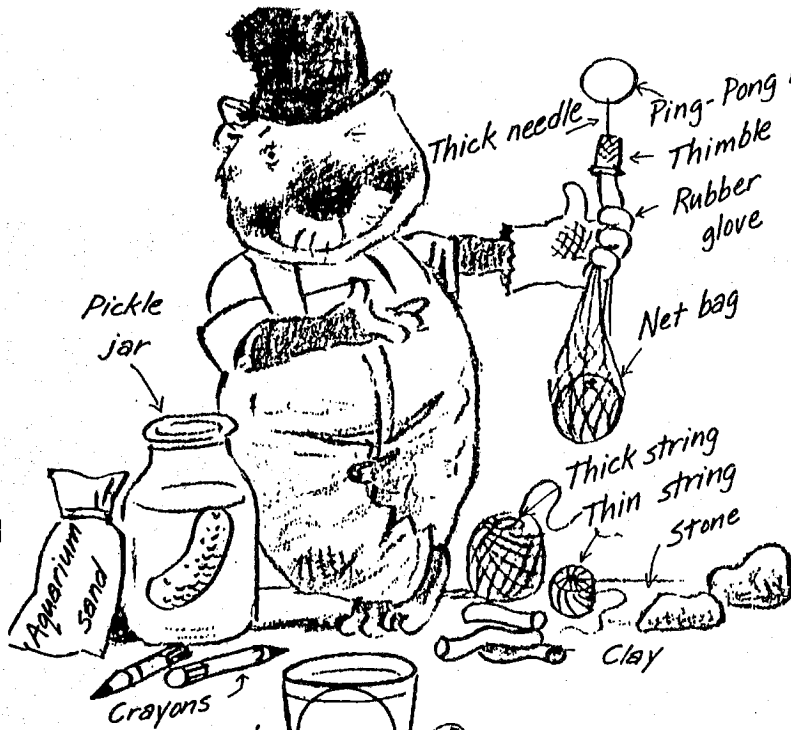
White Glue  
Broom handle  
Key rings

Insert a screw eye on top and attach a key ring to it. This will give the Cub something to hang onto when he paints the costumes of his choice on his clothespin. Scraps of leather, felt or vinyl may be used to make costumes more authentic. Have each Cub choose a different country to model his clothespin person from. Hang on broom handle to dry. Broom to be suspended between two chairs. (A variety of pins would make a nice table display at the Blue & Gold Banquet.)

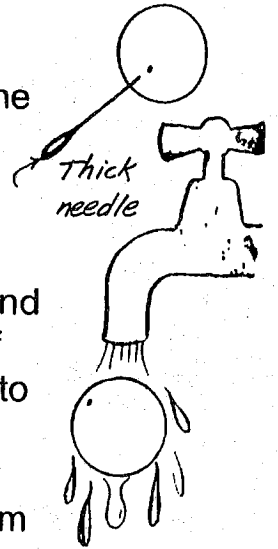


### Bottle Balloon





1. Poke a hole in the Ping-Pong ball.



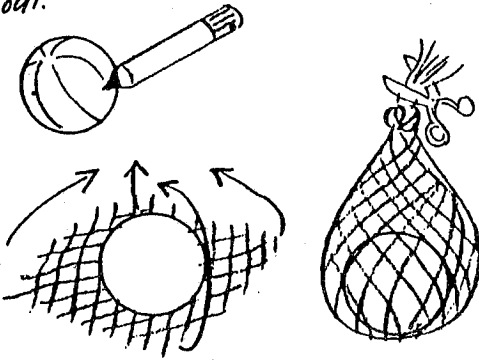
2. Put your mouth around hole in ball and go under a stream of water as if you want to drink. Then suck the air out of the ball. Remove your lips from the hole, and the ball will fill with water.

If the ball sinks too deep, you have to suck water out.

3. Fill the ball with water until only the top floats out of the water.

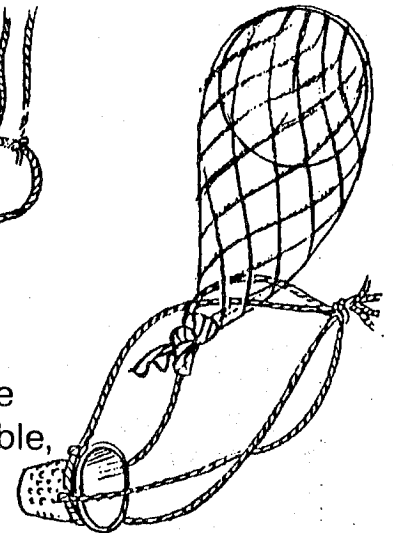
4.

Paint the ball with lacquer paint.

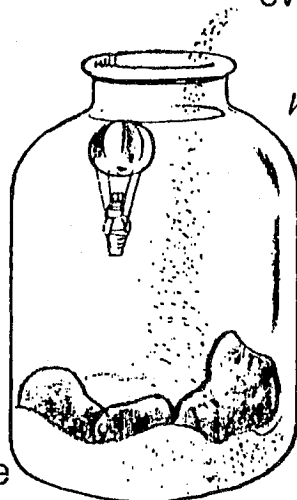


5. Put the ball in a net bag and knot the corners together.

6. Knot 4 strings around a cord. Tie the cord around the thimble, spacing the strings evenly.

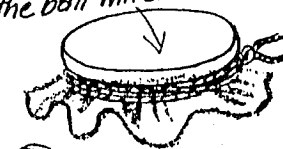


8. Put a little clay man into the thimble. Put the balloon into a large jar full of water.



When you press on the rubber skin, the ball will sink.

55



9. Cut a piece from a rubber glove and stretch it over the top of the jar. Then wind string over the rubber around the rim.

7. Put 2 strings over the knot and through the net. Tie the strings together.

## March -- THINGS THAT GO

### Gumball Racer (sports model)

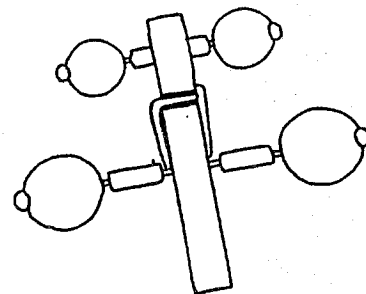
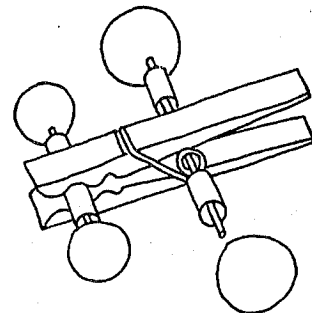
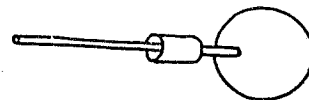
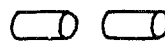
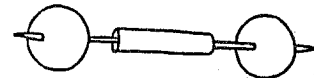
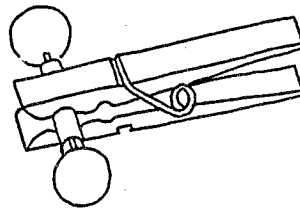
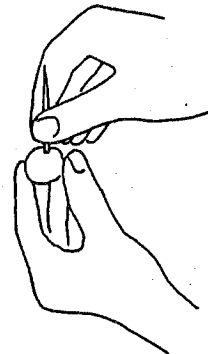
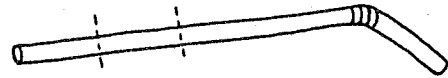
Use big gumballs like the ones from gumball machines for the back wheels. You can use them in front, too, if you haven't got any small ones.

#### *Materials:*

- 4 gumballs (2 large ones and 2 small ones)
- 1 toothpick
- 1/8" dowel piece
- 1 plastic straw
- 1 clamping clothespin
- 2 small gumballs for "chew glue," or modeling clay

#### *Instructions:*

1. Cut two pieces of straw - make each about 1" long.
2. Use a toothpick to poke a hole all the way through the center of each small gumball. Press slowly and carefully.
3. *Make and Axle:* Poke a toothpick through one of the straw pieces. Poke each end through the hole in one of the gumballs and out the other side.
4. Clamp the axle in the jaws of the clothespin.
5. Cut two small rings about 3/8" from the leftover piece of straw to use for spacers.
6. To make the back axle, snap off (or use a scissors to cut) a piece of dowel - make it twice as long as the toothpick that forms the front axle. Poke one end of the dowel piece into a big gumball, and put on a spacer.
7. Poke the axle through the spring hole on the clothespin. Then slip on the other spacer and attach the other large gumball.
8. Wet your fingers. Finish the ends of both axles with tiny balls of chewed gum. Or use tiny balls of modeling clay.



## Gumball Racer (street model)

### *Materials:*

- 4 small gumballs
- 1 plastic straw
- 2 small gumballs (for chew glue!) or some modeling clay
- 2 round toothpicks
- 1 clamping clothespin

### *Instructions:*

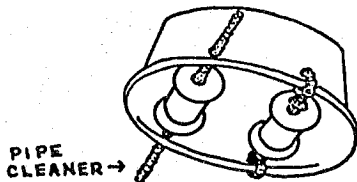
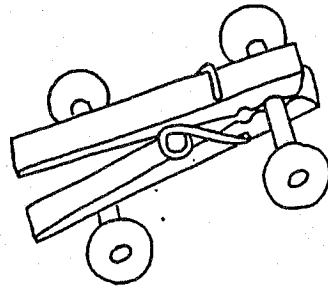
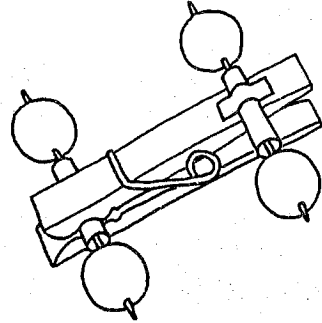
1. Follow steps 1-3 on page 56 to make both axles. (*Hint: You might have to snip the straw pieces to make them shorter if there isn't room for the wheels.*)

2. Clamp one axle into the front end of the clothespin. Tape the other axle under the clothespin, near the back.

3. Wet your fingers and break off small balls of chewed gum (you are chewing those gumballs, aren't you?). Or break off tiny bits of modeling clay. Mold them to the ends of the axles to keep the wheels on.

### **Be Careful**

Once you've made wheels out of gumballs or candy, don't eat them!



## Roll Toy

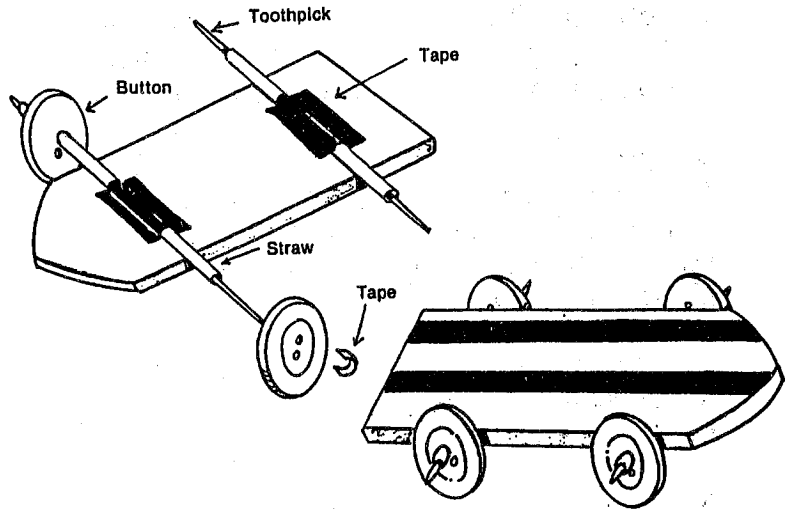
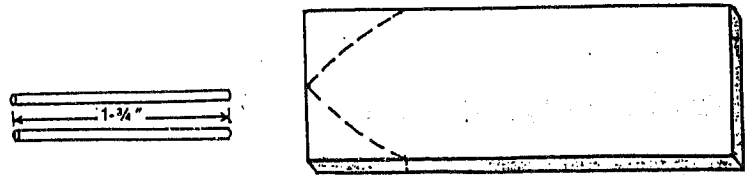
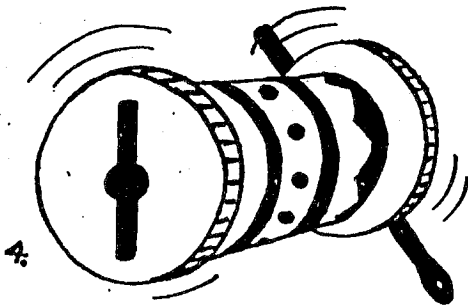
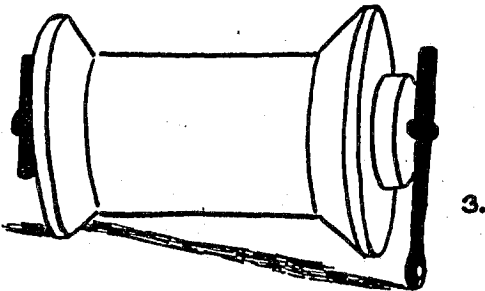
A simple little roll-along turtle can be made from a plastic margarine tub. Invert the margarine tub for the turtle's body.

For each roller underneath the body, place a spool on a pipe cleaner; punch holes near the rim of the margarine tub and insert the ends of the pipe cleaner, twisting the end of the pipe cleaner back on itself. Make two rollers.

Glue half of a small plastic foam ball to the front of the body for a head; add paper or felt feature.

## Spools Skimmer

1. Pull a rubber band through hole in spool and fasten at one end with a piece of a kitchen match stick.
2. Cut a slice of candle 1/2" thick and bore a hole in center (or use a large button with hole in center).
3. Pull other end of rubber band through hole in candle wedge and fasten with whole matchstick.
4. Paint design on spool if desired. Turn match stick to make rubber band taut. Place on floor or table and watch the Spool Skimmer skim. Spool can climb over objects just like a tank.



## Tiny Racing Car

**Materials:** Plastic meat tray  
 Ruler  
 Small drinking straw  
 1" rolls colored plastic tape  
 Scissors  
 Toothpicks  
 4 small buttons

### Instructions:

1. Cut out a 3-1/2" X 1-1/4" rectangle from a clean plastic tray. Trim off two corners at the dotted lines.

2. Cut a small drinking straw into to pieces each 1-3/4" long. Tape each length of straw to the plastic, as shown.

3. Insert a round toothpick through each straw. Place a button on the ends of each toothpick. To hold each button on, wrap a small strip of tape around the tips of each toothpick.

4. Turn the racer over. Use colored plastic tape to add some racing stripes.



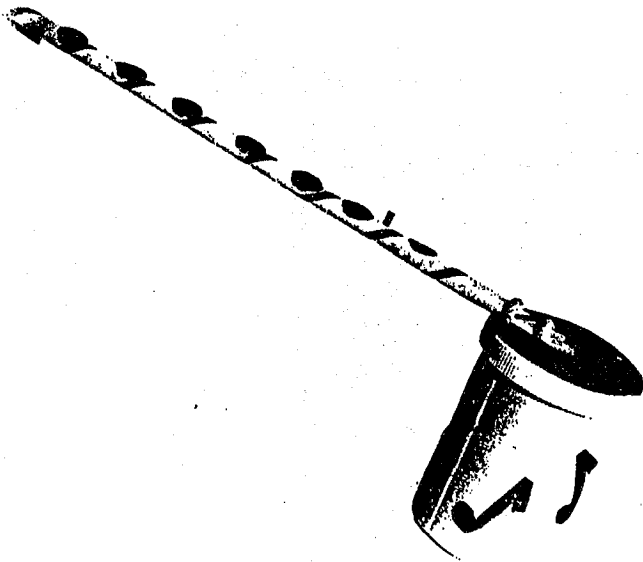
## April -- THE FIRST AMERICANS

### Neckerchief Slide

Whittle from 1/4" soft wood. Drill small holes for cord loop. Paint as desired.

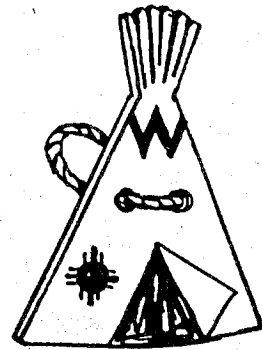
*Whittling Projects:* Begin by instructing boys how to sharpen a pocketknife and how to use it safely. See pages 123-127 in the Big Bear Cub Scout Book.

Beginners should start with soft woods. Balsa, northern white pine, sugar pine, willow and basswood are all good. Try to find dry, seasoned wood with a straight grain and no knots. A local lumberyard may have scraps.



### Dance Rattles

Made from gourds or beverage cans can be used in Indian dances. Fill rattles with hard peas, pebbles, or beans. Add wooden handles.

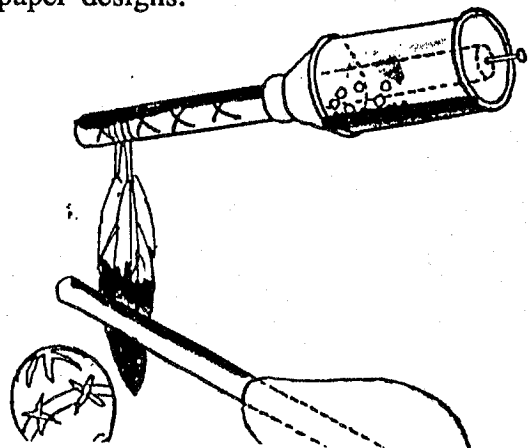


### Pill-bottle Piccolo

This musical instrument can be made from any small plastic bottle with a soft plastic snap-on lid. (Bouillon cubes, cake decorations, film and pills often come in this type of container.) Punch a hole about as large around as a pencil in the center of the lid.

Glue one end of a drinking straw to the lid, so that the end of the straw comes just to the edge of the hole. Poke two small holes on either side of the straw and run two pieces of pipe cleaner from the bottom of the lid, over the straw, and down through the opposite holes. Secure the ends of the pipe cleaners with glue.

Cover the bottle with construction paper and decorate it and the straw with cut-paper designs.



## May -- BUGS AND THINGS

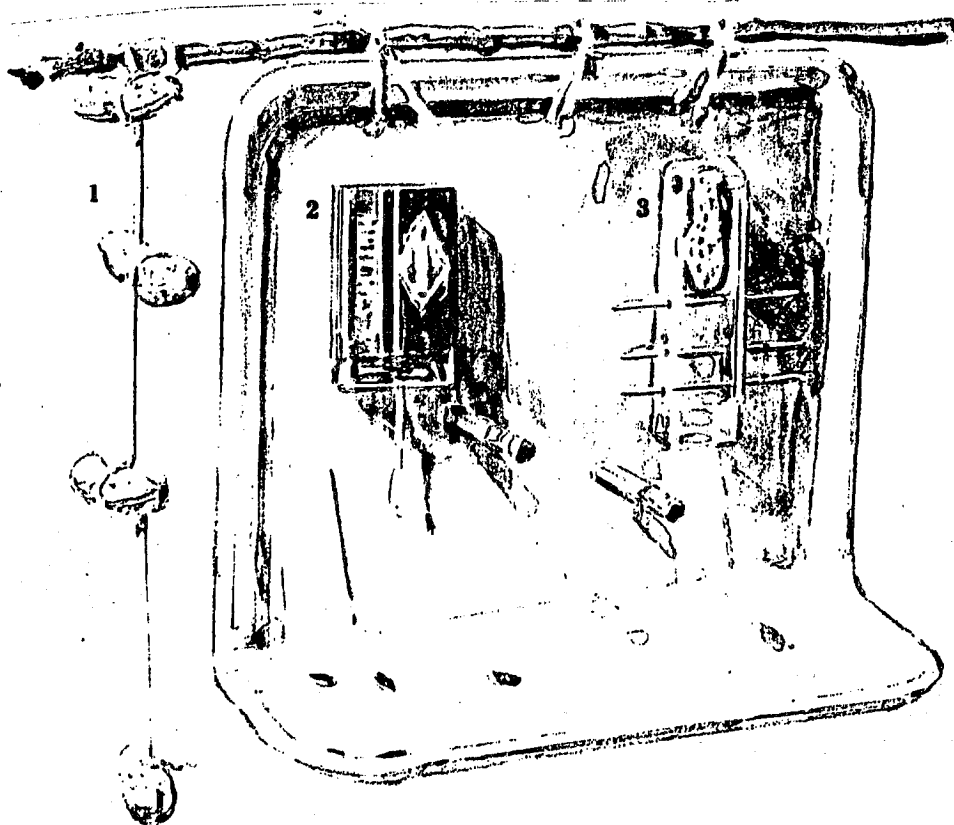
### Tricky Birds, Tricky Tests

Some really tricky birds were discovered when a children's TV program in England asked its listeners to invent "tests" for wild birds. The kids tried to find out what kinds of tricks wild birds would do in order to get food.

One year the trickiest bird was a blue tit. It learned to hop on a fine seesaw, pull a string, and do about 10 other things. When it did all of the things in the right order, a peanut fell out of a hole. The bird did this trick over and over until it learned to do it in less than 30 seconds.

One thing surprised the kids who made these tests for wild birds. Even when there were easy-to-get peanuts around, some birds would go through all the steps of a test to get a peanut. Maybe they weren't very hungry and just liked to play the game!

**Try it yourself** Can you make an interesting and safe "test" for a wild bird? Here are a few simple ones you could try. If you can't find some of the things need for these tests, maybe you can invent some even better tests of your own! But please be sure your test can't harm the birds.



## Tricky Birds, Tricky Test continued

**1. Peanut Pull-up** *Materials:* four peanuts with shells and 15" string.

Tie a peanut to a branch or porch railing. Then tie the other peanuts to the string about three inches apart so they hang below on the string.

Unless a bird has eaten peanuts before, it may take a while to find out what's inside one. After it eats the first one, it may try different tricks to bet the other ones.

**2. Tug the Matchbox Drawer** *Materials:*

small box with a drawer (such as a matchbox)  
tape

short piece of string sunflower seeds  
test holder Poke a hole in one end of the drawer. Put the string through the hole and tape it to the inside of the drawer. Attach the box to a test holder (see drawing). fill it with seeds, and hang it up. Can the birds find the seeds?

**3. Pluck the Toothpick**

*Materials:*

plastic container for a toothbrush (try to find one you can see through.)  
small peanuts with shells  
toothpicks  
drill and bit  
test holder (see directions)

Take the toothbrush holder apart. Ask for help with the next part. Drill three small holes into one side and out the other as shown in the drawing. The holes should be just big enough for a toothpick to fit through. Attach the toothbrush holder to a test holder and hang it up. Put a peanut in the top of the container. Keep it in place with a

toothpick. Poke the other two toothpicks through the holes. Now a bird will have to pull out all three toothpicks to make the peanut fall onto the tray.

**Test Holder**

*Materials:*

double-stick tape

masking tape

pencil

string

styrofoam meat tray, any size (or have someone help you cut a piece from the side of a cardboard box - you will need a rectangle about the size of a sheet of typing paper)

Cut several inches off the bottom of the plastic tray or cardboard to make a shelf that will catch fallen seeds (see drawing). Attach the seed catcher with masking tape.

Now cover the back of each of your bird test with a double-stick tape. Attach them to the styrofoam. You can make a perch with a pencil - just poke it through where you want a bird to sit. Poke several holes in the top so you can tie the test holder to a branch or porch railing.

It's a good idea to keep an eye on your bird tests while you have them hanging out. You may need to chase a hungry squirrel away before it makes a mess of your tests. And you wouldn't want to miss it when a bird does something clever.

If your neighborhood birds ignore your tests, try putting some seeds on the tray. Once they have finished eating those seeds, they may start looking at your test to see if they can find more.

## Are Bats Really Blind?

Have you ever heard someone shout at a baseball umpire, "You're blind as a bat!"? Well, everyone knows that umpires are blind, but are bats really blind? Yes and no.

Our little North American bats are almost blind in the eyes, but they see perfectly - with their ears. While people live in a bright daytime world of sights where eyes are all-important, bats live in a dark nighttime world of sounds, and they see by listening with their big, super-keen ears.

As a bat flies through the darkness, he makes high-pitched sounds - so high that people can't hear them. The sounds bounce, or echo, off all nearby objects. The returning echoes give the bat a perfect picture of the world around him. He can hear exactly where walls and trees are and can fly around them. Even more important, his echo-location system can find tiny moving things, like the insects he eats by the thousands every night. He easily spots flying mosquitoes and moths and catches them in midair.

With such great hearing, an insect-eating bat doesn't really need good eyes. Hold a piece of tracing paper or thin typing paper in front of your eyes and you'll get the idea of what he can see with his eyes - not much. He can see the difference between big areas of light and dark but no details. you can blindfold a bat and set him loose and he will still fly perfectly, seeing with his ears.

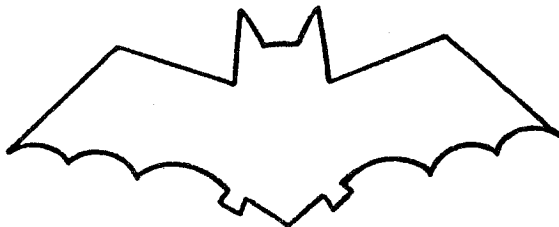
Magnetic Bat Flying this tiny bat will give you a nice spooky feeling.

### Materials:

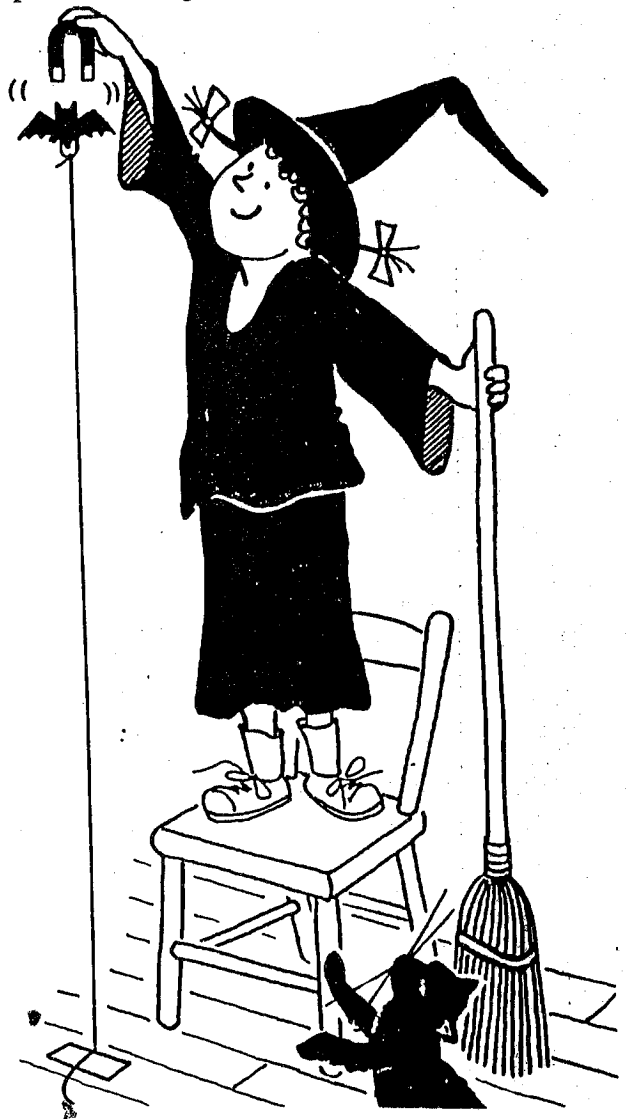
- 1 sheet of tracing paper or typing paper
- 1 sheet of black tissue paper
- black sewing thread
- 1 paper clip
- cellophane tape
- 1 magnet
- tools: pencil, scissors, ruler



1. Transfer the full-size pattern onto the black tissue paper.
2. Cut out the little tissue paper bat.
3. cut a piece of sewing thread about 4' long.
4. Tape one end of the thread to a hard floor. Tie the other end to a paper clip and attach the paperclip to the bat.



FULL-SIZE PATTERN 62



## June -- GENIUS NIGHT

### JUNK, IMAGINATION, AND GAME EQUIPMENT

If it is true that one man's junk is another man's treasure, it is certainly true that one man's junk is the imaginative leader's equipment. In fact, the creative leader considers it a sign of weakness to buy all his equipment ready made. He not only saves money by adapting and substituting but performs an even more valuable service by his ingenuity in teaching the den to see the possibilities for fun in the everyday things about them. A discarded bleach or detergent jug becomes a target at which to toss embroidery hoops, to throw beanbags, roll balls, or whatever. A pie pan suddenly looks as good empty as it did filled and an empty coffee can is found treasure.

At carnivals, progressive parties, or playdays where skill games are the order of the day, the more unusual the equipment the more the games are enjoyed by the participants, who appreciate the ingenuity involved and see possibilities for their own home parties.

Plastic detergent bottles Following are a number of suggestions for use:

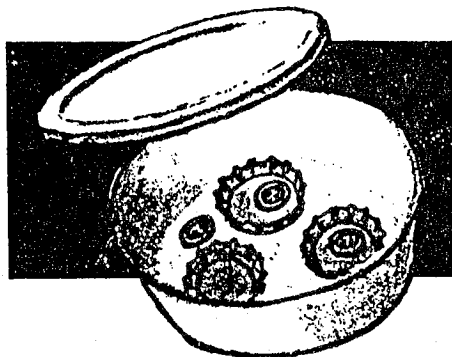
1. As substitutes for Indian clubs or bowling pins in games.
2. As targets for skill games;
  - a. To roll balls between on the floor or on the end of a ping-pong or game table.
  - b. To slide beanbags at in the attempt to knock them over or to slide beanbags between without touching.
  - c. Topless bottles can be fastened together in groups of four or five with masking tape. Players attempt to bounce golf or ping-pong balls into the bottles.
  - d. Topless and bottomless bottles make good tunnel targets to roll balls or marbles through. Tape 3 or 4 together in a row and then to a thin board to make the targets stationary.

Plastic half-gallon jugs The half-gallon plastic jug may be used in the same way the pint or quart size is used. Since the jug has a handle, it has other possibilities as well.

1. Fill partially with water or sand for weighing purposes. Tie a stout cord or rope to the handle and suspend the jug from the branch of a tree or from a rope stretched between volleyball standards. Use as a moving target at which beanbags or balls can be thrown.
2. Cut the bottoms of the jugs off evenly about half an inch from the bottom. The resulting discs will make good sailing devices for throwing through hoop or inner-tube targets or just for playing catch with.
3. If cut off just below the handle, a ready-made funnel with a handle is the result. If a hole the size of a quarter is cut carefully in the bottom two inches above the side and a perching stick is glued on the side near the hole with waterproof cement, the jug may be hung in a tree as a wren house. If the cap is taken off, the wren will have a modern plastic house with cross-ventilation.

### Skill Game

To make this game, use a margarine tub with a clear plastic lid. Glue three bottle caps inside the tub on the bottom. When the glue has dried, put three small buttons in the tub and put the lid on. To play the game, shake the tub and try to get one button in each of the three bottle caps.



### Lightbulb Ornaments

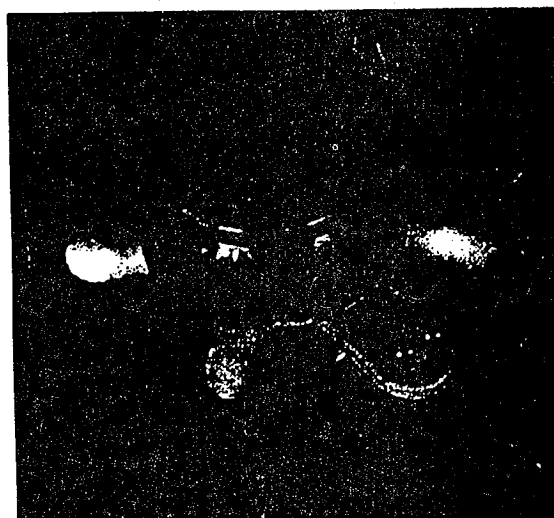
Take old burn-out light bulbs, paint them in bright colors and, just before they're completely dry, dip them in artificial snow. They will make unusual ornaments for your Christmas tree.

### Initialed Turtle Pin

For the turtle's shell, paint a twist-off bottle cap green and set it aside to dry. Cut a green paper circle just large enough to cover the back of the cap. Use the end of an ice-cream stick for the turtle's head and the ends of two cottontip swabs for legs. Cut a tiny tail from green paper. Glue head, legs and tail in position around the green circle so that they stick out from the circle.

Cover the center of the circle where the legs and head meet, with glue and stick the back of a medium-size safety pin in the glue. Cover the back of the safety pin with a smaller circle of green paper. Rub more glue over this smaller circle to make sure the safety pin will stay secure. Cut your initials from colored paper. Glue them on and cover the entire shell with white glue to make it look shiny.

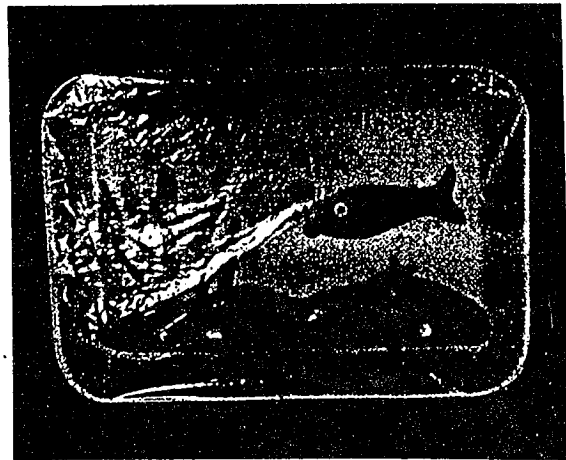
Dip the rim of the shell in glue and stick it to the paper circle so the head, legs and tail are sticking out. Glue two tiny beads or peppercorns to the head for eyes.



## July -- FUN IN THE SUN

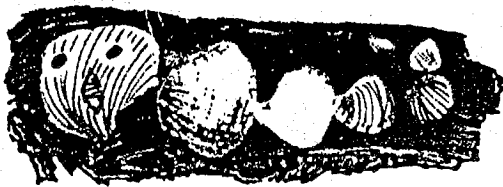
### Aquarium

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



### Seashell Plaques

Collect an assortment of shells and scrap wood. Glue the shells to the wood in an interesting design or shape. Glue a yarn loop to the back for a hanger.

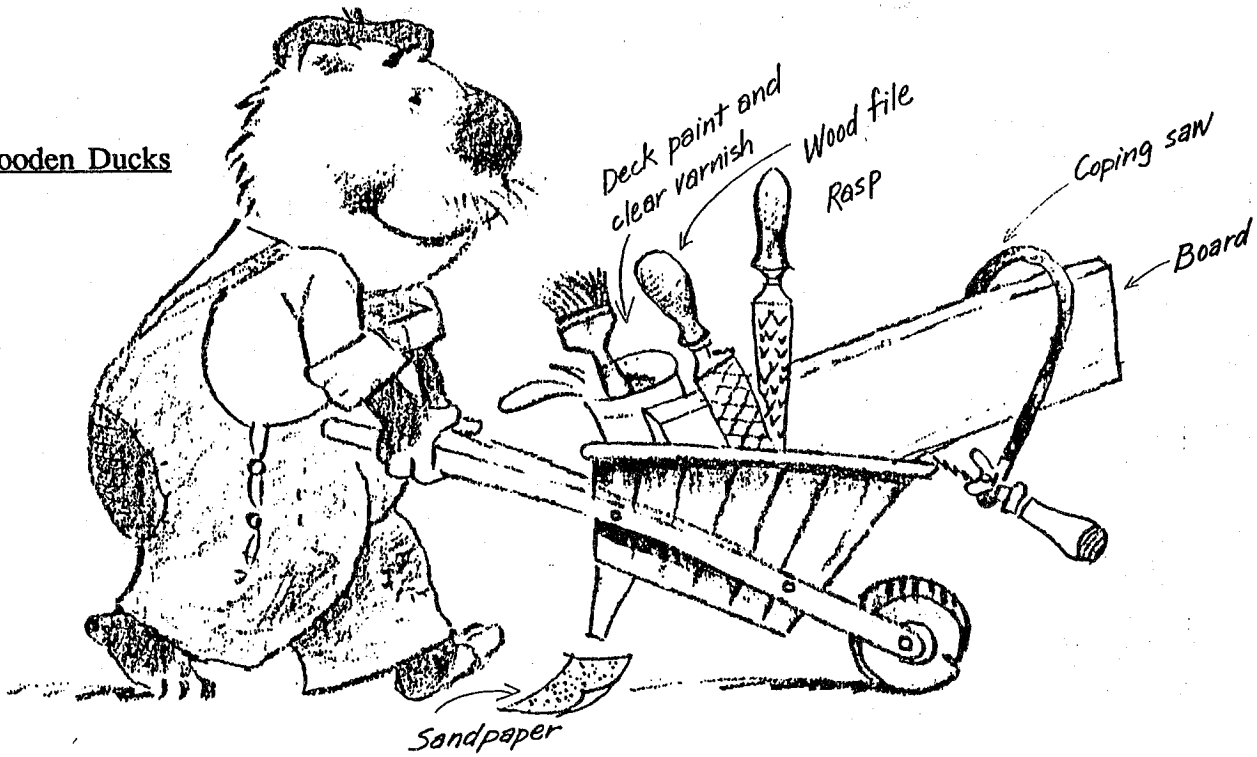


### Wooden Ducks

They rock around the pond and meet for a "quack fest."



## Wooden Ducks

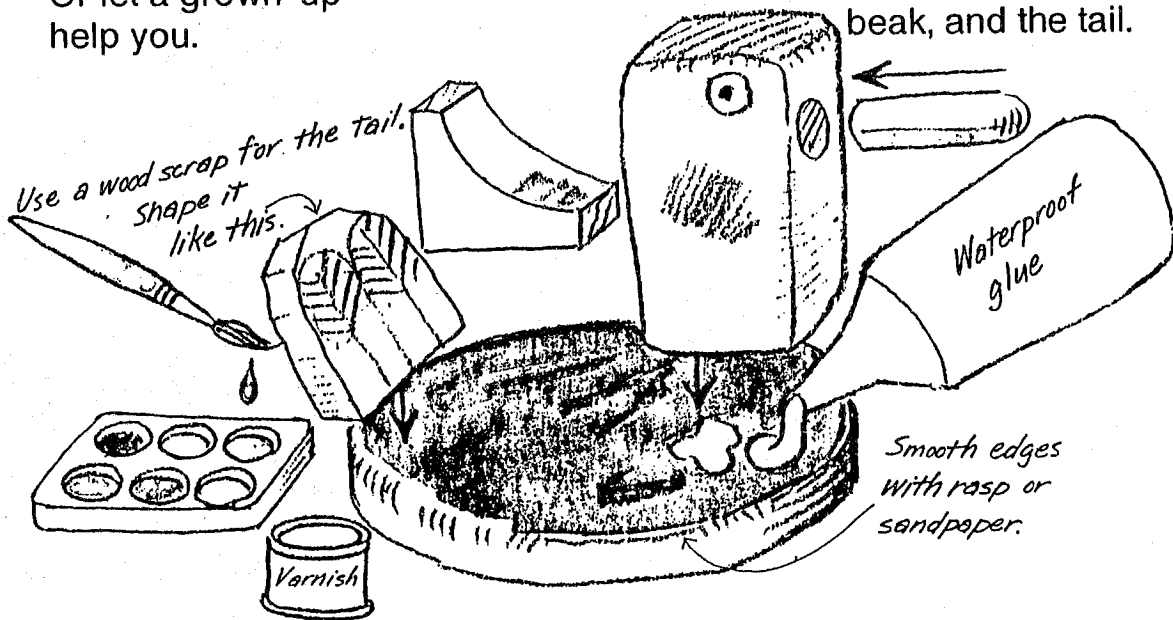


**1.** Cut out the duck body with the coping saw. Or let a grown-up help you.

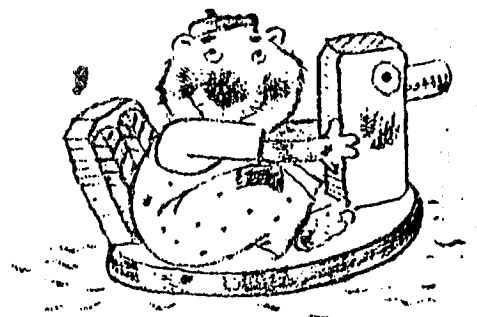
**2.** Smooth the edges of the duck head with a rasp.

**3.** File one end of a dowel for the beak.

**4.** Glue on the head, the beak, and the tail.



**5.** Paint the duck with deck paint and coat the feathers several times with clear varnish so that water can't wash the paint off.





Red Ribbon Cutting for Drug Awareness

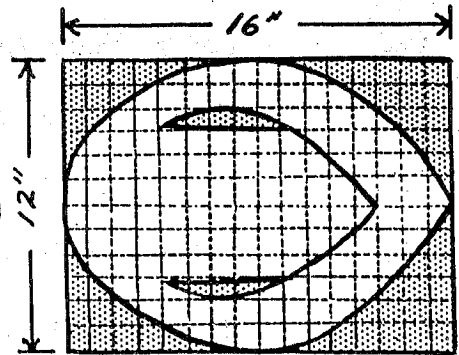
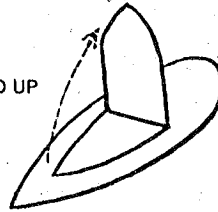
Contact your local school board, they will put you in contact with the person in charge of the committee. This person will bring you the ribbon and pins. All you have to do is cut the ribbon about 6" long and put a pin in it. This could be a project towards Webelos Citizen Badge.

October -- FIRE DETECTIVES GAME & CRAFT

A Paper Fire Hat

This hat is made from heavy cardboard. Follow plans as shown. Paint red and decorate with den number. Bend hat brim and peak to finish project. Hole in center can be enlarged to the heads of Cub Scouts.

BEND UP

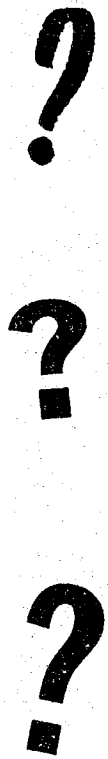
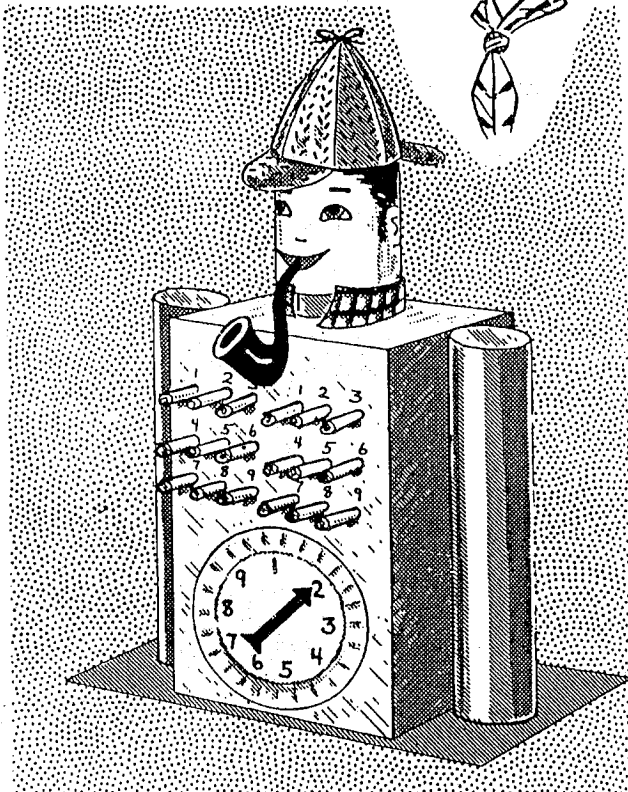


Fire Detective Game

For the body of Mr. Holmes, the detective, use a carton about 12" wide, 18" high, and at least 9" deep. Use a large can for his head and a smaller can for his neck. Paint the body and cover the head and neck with colored paper. Draw or glue on paper features and hear. Glue the parts together and then glue Mr. Holmes to a cardboard base. For each arm, stack and glue large cans and round boxes to the height of the shoulder. Cover the arms with paper; glue to body and base.

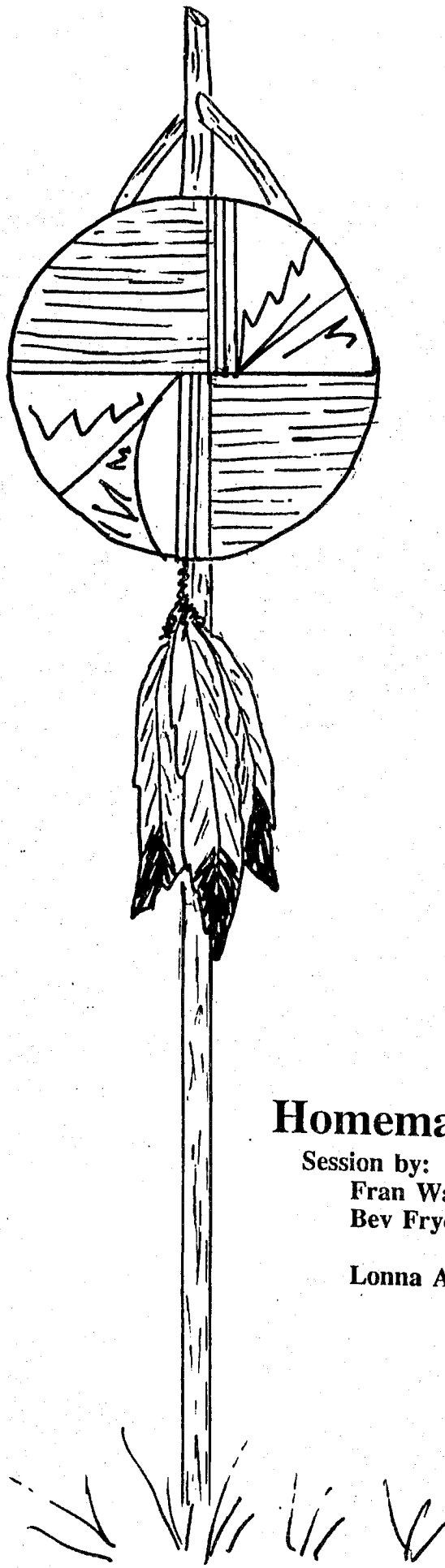
For a pipe, cut two pieces of cardboard in the shape shown. Glue the bowls together, spreading the tabs at the mouth end to glue to Mr. Holmes' mouth. Make a high paper collar for Mr. Holmes' neck.

For a hat, cut 6 triangular pieces, 7" high and 3-1/2" wide at the base, for the crown. Tape the pieces together on the inside. Trace around the front and back of the crown to make brims about 6".



1991-1992

<u>Mo.</u>	<u>Cub Theme</u>	<u>Webelos Activity Badge</u>
Sept.	Communications	Communications
Oct.	Living in the 21st Century	Showman
Nov.	Pioneer Days	Craftsman/Citizen
Dec.	Follow, Helps, Gives	Craftsman/Citizen
Jan.	Knights of the Roundtable	Fitness/Readyman
Feb.	Scouting Around the World	Engineer
Mar.	Things that Go	Engineer
Apr.	The First Americans	Sportsman
May	Bugs and Things	Outdoorsman/Family Member
June	Genius Night	Geologist
July	Fun in the Sun	Forester
Aug.	Inside Noah's Ark	Artist
1992-1993		
Sept.	Cub Scout Citizens	Naturalist
Oct.	Fire Detectives	Handyman
Nov.	Turkey Day	Craftsman/Citizen
Dec.	To Help Other People	Craftsman/Citizen
Jan.	Pirate Waters	Fitness/Readyman
Feb.	Old Glory	Scholar
Mar.	Weather Observations	Scientist
Apr.	Cub Scout Bird	Scientist
May	Show Biz	Outdoorsman/Family Member
June	Life on Other Planets	Athlete
July	Wild and Wooly West	Aquanaut
Aug.	Campfire Yarns	Traveler



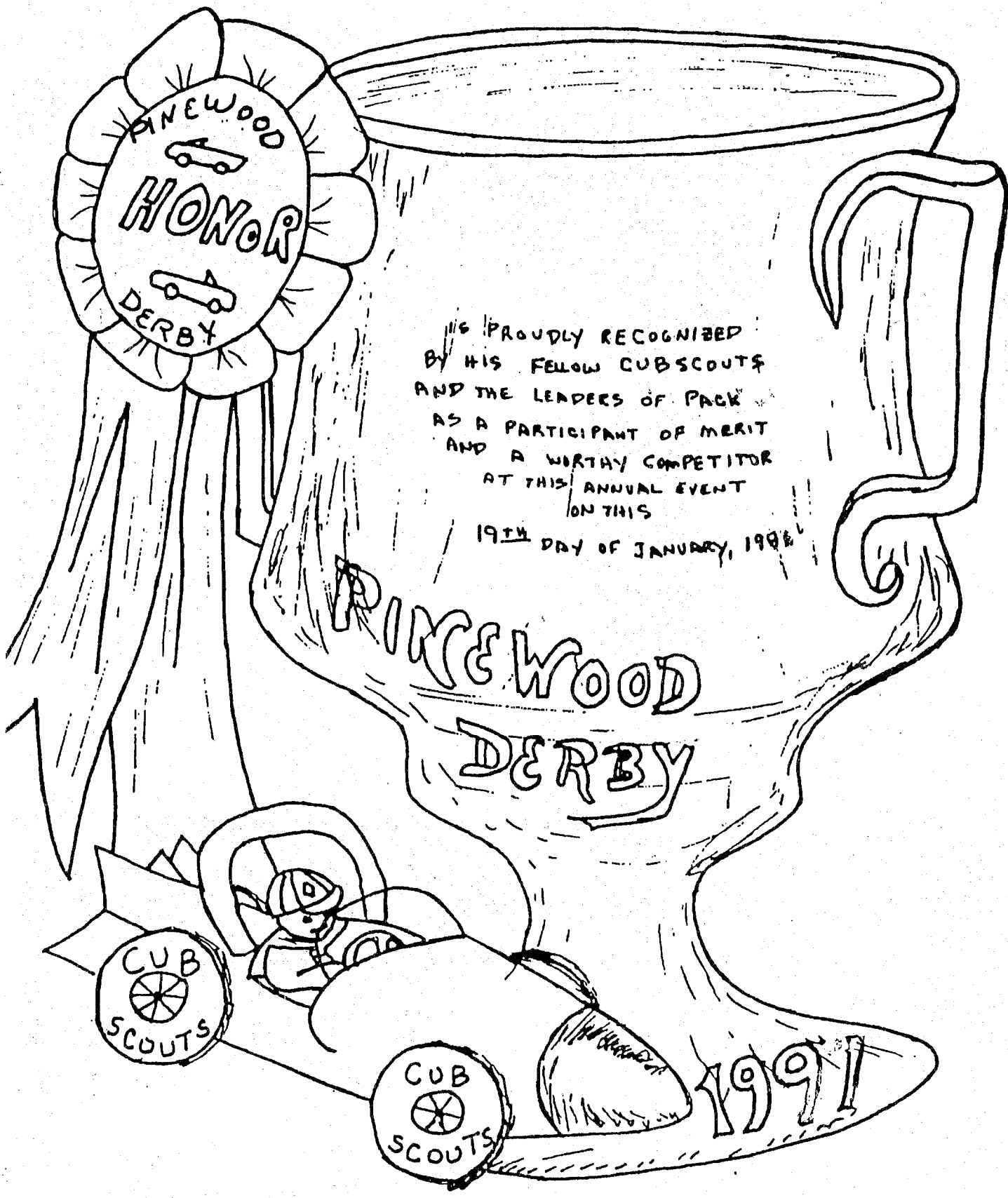
## **Homemade Recognitions**

**Session by:**

**Fran Waller, book contributor**

**Bev Frye**

**Lonna Alcock, book contributor**



PINEWOOD  
HONOR  
DERBY

IS PROUDLY RECOGNIZED  
BY HIS FELLOW CUBSCOUTS  
AND THE LEADERS OF PACK  
AS A PARTICIPANT OF MERIT  
AND A WORTHY COMPETITOR  
AT THIS ANNUAL EVENT  
ON THIS  
19TH DAY OF JANUARY, 1991

PINEWOOD  
DERBY

CUB  
SCOUTS

CUB  
SCOUTS

1991

## HOMEMADE RECOGNITIONS

Recognition comes in many forms from something as simple as saying thank you to an appreciation certificate, cheer, applause or plaque. There are many adults in our program that do a lot to keep Cub Scouting fun and active that deserve a thank you. Take a few minutes to think about all the volunteers you work with and about the things they've done to contribute to the success of scouting in your pack. We take their contributions for granted far too often, yet it takes so little effort to thank them in some way. Boys that do something special or participate in an activity also deserve to be recognized. Even little sisters and brothers need recognition, especially if they have to tag along all the time.

**Cheers and applause** are a good way to recognize individuals instantly. Here are a couple of ideas.

**A CHEER APPLAUSE** - Ask everyone to stand, while applauding, throw their head back and yell: "A-Cheer".

**APPLAUD and CHEER** - Announce to the group that when you raise your right hand everyone is to applaud, when you raise your left hand everyone is to cheer. When you raise both hands they are to applaud and cheer -- you can vary this by telling them that the higher you raise the hand the louder they applaud or cheer or both, and as you lower one or the other, down goes the volume.

**GEE APPLAUSE** - Cub your hand around your mouth and yell: Gee, You did a great job, keep up the good work!!

**STAMP OF APPROVAL** - Pound your left fist on your right palm several times rapidly.

or

Get out one pretend stamp, place it on your tongue, peel it off, place it on the open palm of the left hand, with the right fist give the stamp of approval, hitting the fist against the stamp on the left palm, saying: There, you've got my stamp of approval.

**TONY THE TIGER APPLAUSE** - "You're grrrrrrrrrrrrrrreaaaaaattttt!!!!!"

or

"Person(s) name receiving applause - you're grrrrreeaaaaattttt!!!!!"

**GRAND SALUTE** - Slap your knees five times and count out loud 1-2-3-4-5. Stamp your feet five times as you count, say We think (insert name) is/are the best in the land! or We think you're the greatest (insert name) then stand up and salute!!

**GREAT JOB** - Group stands and says: Great job! Great job! Great Job! Getting louder each time!!

Where do you find ideas and items needed to create your homemade recognitions? Be creative. The How to Book - section 10 Prizes and Special Awards has numerous ideas. Each year there is a Pow Wow book published which is chucked-full of ideas that experienced leaders have used in dens and pack. Ask your pack to share these books. Go to libraries and book stores especially looking for homemade ideas. Look at household items and try to create something from them. If you see a neat idea that a leader is wearing, don't hesitate to ask "How did you make it?" or "How did you earn it?"

Here are a few ideas:

Plaques - make them of pre-cut wood you get at a craft store, cut them out of plywood, cut a cross section of a branch, old barn siding or make them out of a plaster mold. On a plaque you could:

Glue a piece of a map for the person that is always giving direction.

Glue a gold key for the person who is the "key person" for the pack.

Write a message (You don't have to be a poet or clever with words. Get ideas from cards, books of quotations, even business cards.) This can be as simply done as using a gold pen or sharpie pen or printing it on a clear label off a computer.

Use plaster castings and glue to the plaque. Plaster castings can be formed in many items from your kitchen such as large spoons, lids, scoops, small dishes, etc. You can use candy molds for forms. These can be found at craft shops and cake decorating shops. Once you see some of them you will get more ideas.

Scrounge around home for things such as an old spark plug. Spray paint it and glue to plaque for the person who has been a "Great Spark".

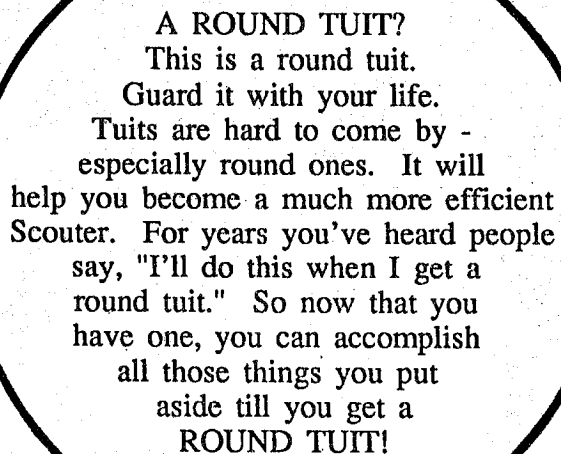
Make a recipe card holder by using a lid filled with plaster and a popsicle stick. Blue a snap clothespin to the stick. Decorate. Great project for the den to thank the cookie maker or the cook for their outing.

Cut out any picture you like and glue. If you have several copies, you could make a 3-d picture. Cut on out whole and glue on plaque. The next one should be cut a little smaller eliminating the things which are the furthest away. Keep this process going till you have small pieces of the items closest. Glue these on top of the original with clear bathroom caulking in the center of the piece.

Glue a battery to plaque for the person who is a "Real Charge".

## SILLY BUT FUN AWARDS WITH GOOD POINTS

Round Tuit - for the person who got around to it!! (or those who need to get around to it!) Use a slice of a branch and write your message on it with a pen or a sharpie marker. Use a preprinted message cut in a circle and place between clear contact paper. Or use anything round you can find such as small wood wheels at a craft store.



A ROUND TUIT?  
This is a round tuit.  
Guard it with your life.  
Tuits are hard to come by -  
especially round ones. It will  
help you become a much more efficient  
Scouter. For years you've heard people  
say, "I'll do this when I get a  
round tuit." So now that you  
have one, you can accomplish  
all those things you put  
aside till you get a  
ROUND TUIT!

Warm and Fuzzy Award - for the person who is always there when help is needed. Use a large pom-pom from the craft section of a store. Attach two ribbons on the back to form streamers. Glue 2 wiggle eyes up front and a safety pin on the back.

For the treasurer or the fund raising chairman - varnish a small loaf of bread and decorate with ribbon.

Flustration pencils - for the person taking the minutes at the committee meeting or the popcorn orders. Glue fake fur around the metal part of a pencil. To use, hold the pencil between palm of hand and rub vigorously.

Give valuable things away to valuable people such as a diamond pin. Have a fin velvet box with a dime and a safety pin.

A bottle glue decorated with Scouting pictures, stickers, or colors could be for the person who is stuck on Scouting.

A small stuffed kitten could have a ribbon attached saying "You've been the purr-r-r-r-fect Helper."

Scouters have a great sense of humor and an experienced Scouter would love to receive a rock on the end of a cord for a necklace because he/she is an Old Fossil.

A variety of things can be done with a rubber glove to be given to the person who Holds it Together.

## All Scouters Love Tie Slides

**Flustration Tie Slide** - for the leader that has finished the year or one about to start a big project. Use 8 to 12 colored wires about 12" in length. Twist the wires together as in a grapevine wreath and then form a circle with them about the size of a tie slide and using one wire twist together where the wires cross. Curl each end of the wire in a coil. The heavier wires use a small dowel rod to curl. The thinner wires can use something as small as a round toothpick. Scrounge the wire. After being made, whenever the owner is frustrated, he/she can pull out one of the curls. That may get rid of some frustration, but some new frustrations may come putting it back in place. Ha! Ha!



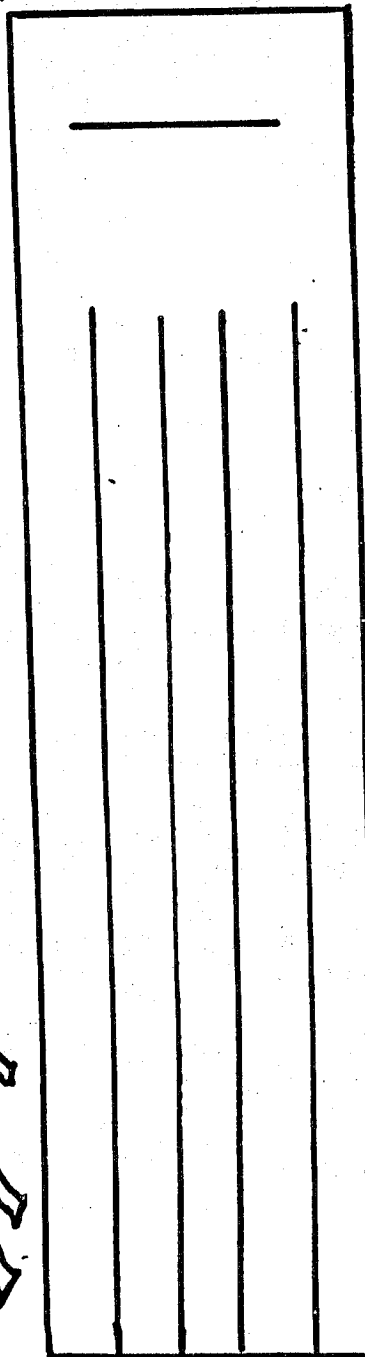
**Totem Tie Slide** - can be a bead collector.

**Materials:** Fake chamois

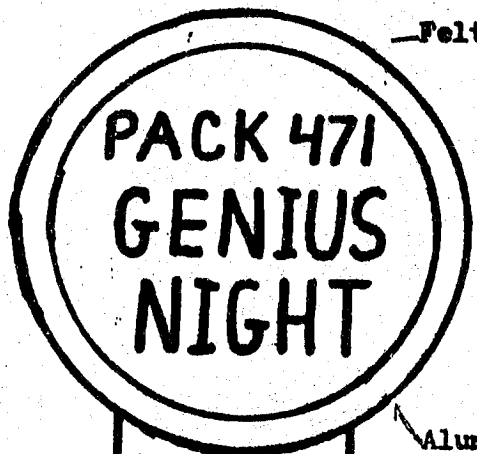
Pen

Scissors

Make strips of chamois, 1-1/2 X 10 ". Mark a slit across one end approximately 3/4 to 1 inch long (see diagram). Mark lengthwise cutting lines approximately 3/8 of an inch apart from one end to within 1-1/2" from end with slit marked. Fold chamois in half lengthwise, use slit marking to cut slit. Cut on lengthwise markings. Put cut fringe ends through slit, pull through enough so that it forms an opening large enough for neckerchief to pass through easily. This can be adjusted after is on the wearer. Beads can be put onto fringe of slide.

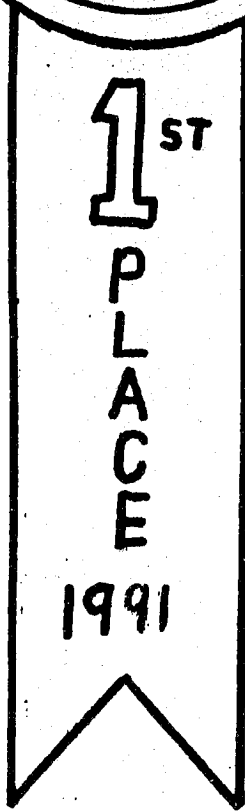






Felt

PACK 471  
GENIUS  
NIGHT



Aluminum Disk

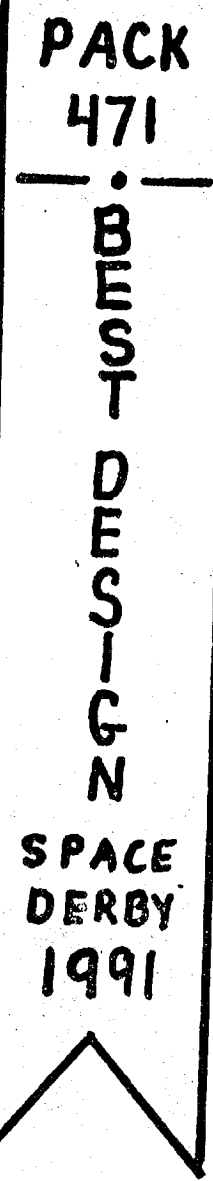
Ribbon

1<sup>ST</sup>  
PLACE  
1991



Naulgahide or felt backing.

Aluminum or felt disk.



Ribbon

PACK  
471  
•  
BEST  
DESIGN  
•  
SPACE  
DERBY  
1991

Ribbon —  
Go over the number with glue and —  
sprinkle it with glitter



PACK  
471  
2<sup>ND</sup>  
PLACE  
•  
LAD + DAD  
CAKE  
BAKE  
•  
1991



Velvet gift ribbon.

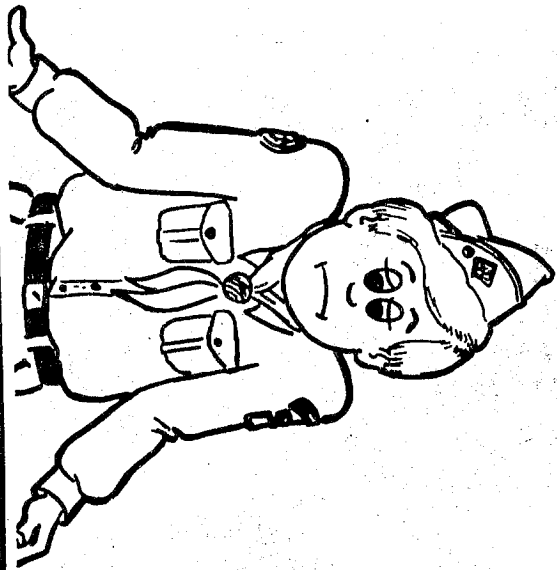
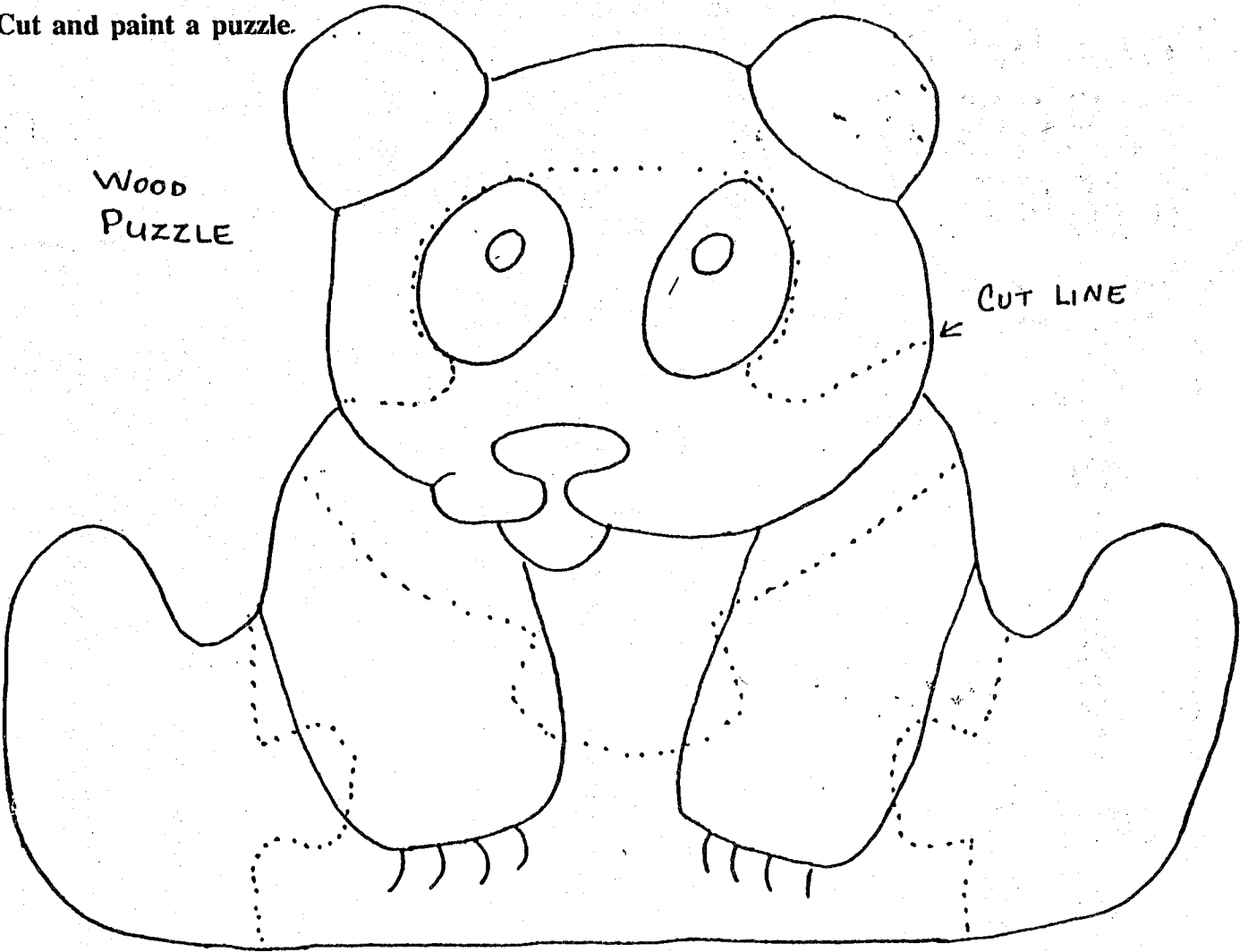
Felt or naulgahide backing.

1991  
CUB  
OLYMPICS  
PACK 471

Use a black felt tip marker to write on the ribbons. (See special note on ribbon)

Cut and paint a puzzle.

WOOD  
PUZZLE



*A careful Scouter I ought to be,  
A little Scouter follows me.*

*I do not dare to go astray,  
For fear he will go the self same way.*

*Not once can I escape his eyes,  
What'er he sees me do he tries.  
Like me he says he going to be,  
That little Scout who follows me.*

*He thinks that I am good and fine,  
Believes in every word of mine.  
\*The bad in me he must not see--  
That little Scout who follows me.*

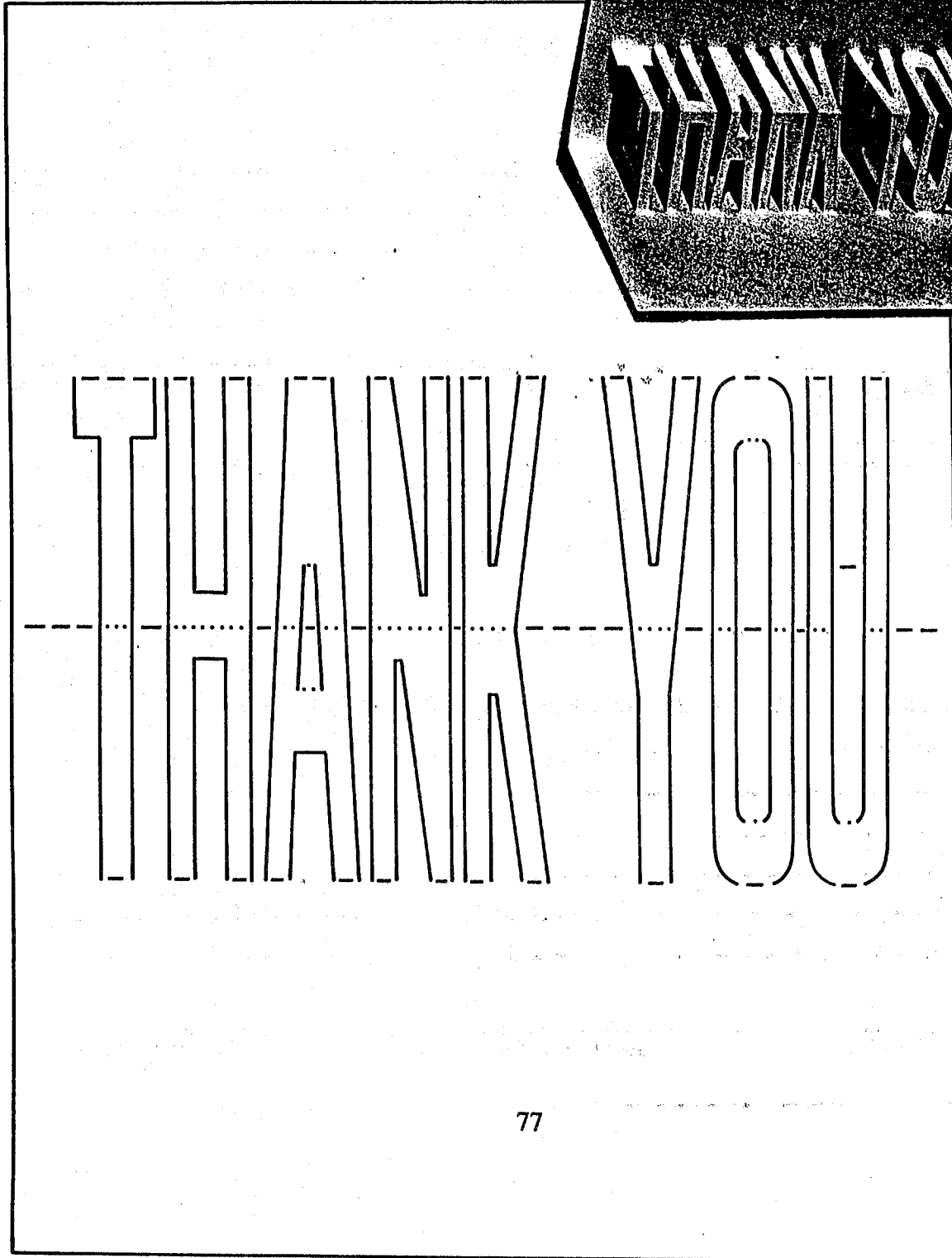
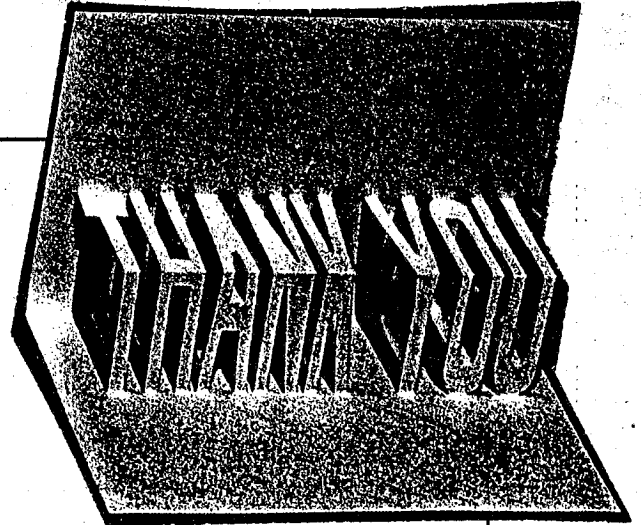
*I must remember as I go,  
Though summer sun and winter snow  
I'm building for the years to be,  
That little Scout who follows me.*

**Pop right out and say THANK YOU.**

Trace pattern on Kent paper and cut on solid lines. Fold as indicated. Glue onto second sheet of Kent paper. Make your own simple sayings or try designs.

Key to the lines :

- Cutting line
- - - - - Valley fold line (concave)
- ..... Mountain fold line (convex)



Make computer generated certificates or make your own. Here are a few ideas.



**DEN - O - GRAM**

Pack \_\_\_\_\_



To Mr. or Mrs. \_\_\_\_\_

The Den Leaders of Den \_\_\_\_\_ wish to thank you for

Helping in the \_\_\_\_\_

On the \_\_\_\_\_

For \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
Den Leader

\_\_\_\_\_  
Date

\_\_\_\_\_  
Assistant Den Leader

**CUB - O - GRAM**

Pack \_\_\_\_\_

To Cub Scout: \_\_\_\_\_

The Den Leader of your Den sends you a big **H O O R A Y** for

Helping in the \_\_\_\_\_

At \_\_\_\_\_

On the \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

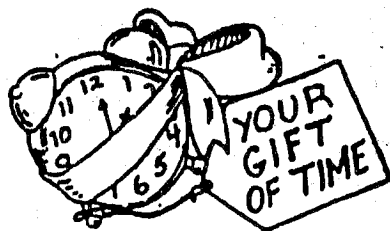
\_\_\_\_\_  
Den Leader

\_\_\_\_\_  
Assistant Den Leader

\_\_\_\_\_  
Den Dad

---

You Gave Your  
Most Valuable  
Resource ~ Your  
Free Time ~ Thanks

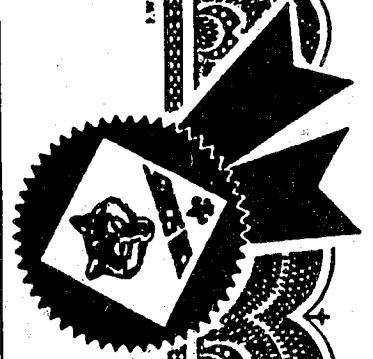
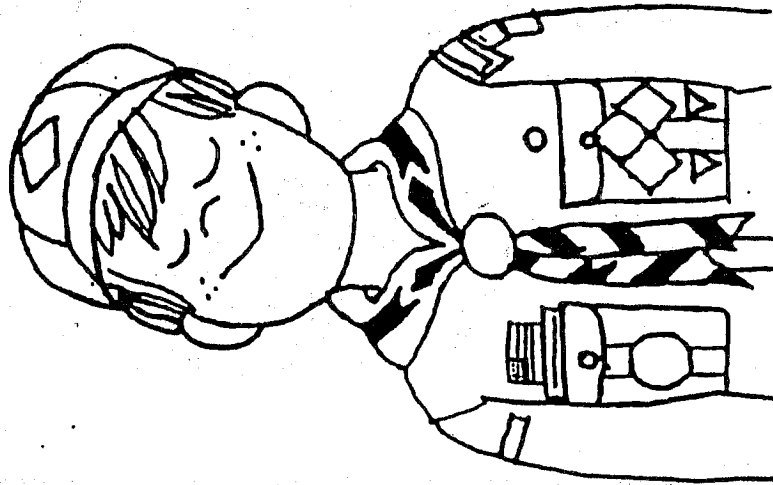


# Certificate of Achievement

For \_\_\_\_\_

**YOU'RE A GOOD  
SCOUT!**

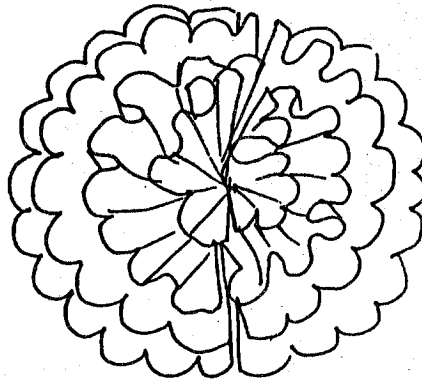
Date: \_\_\_\_\_



## TISSUE FLOWER

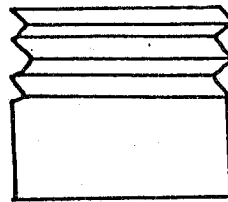
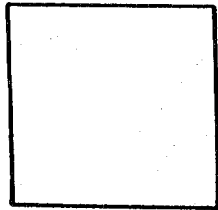
### Materials:

1. (4) 9"x9" squares of tissue paper, each a different color
2. piece of string
3. scissors



### Steps:

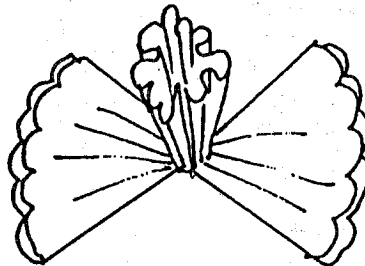
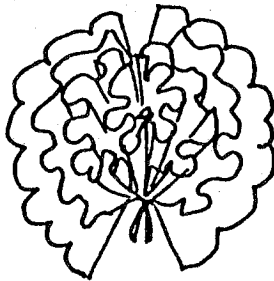
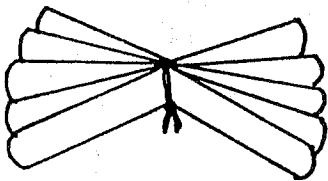
1. Stack the pieces of tissue paper on top of each other and fold together like a fan, accordion style.



2. Fold in half, lengthwise, to find the middle. Tie a string around the middle, not too tightly. Do not gather. Round off the corners on each end of the fan.



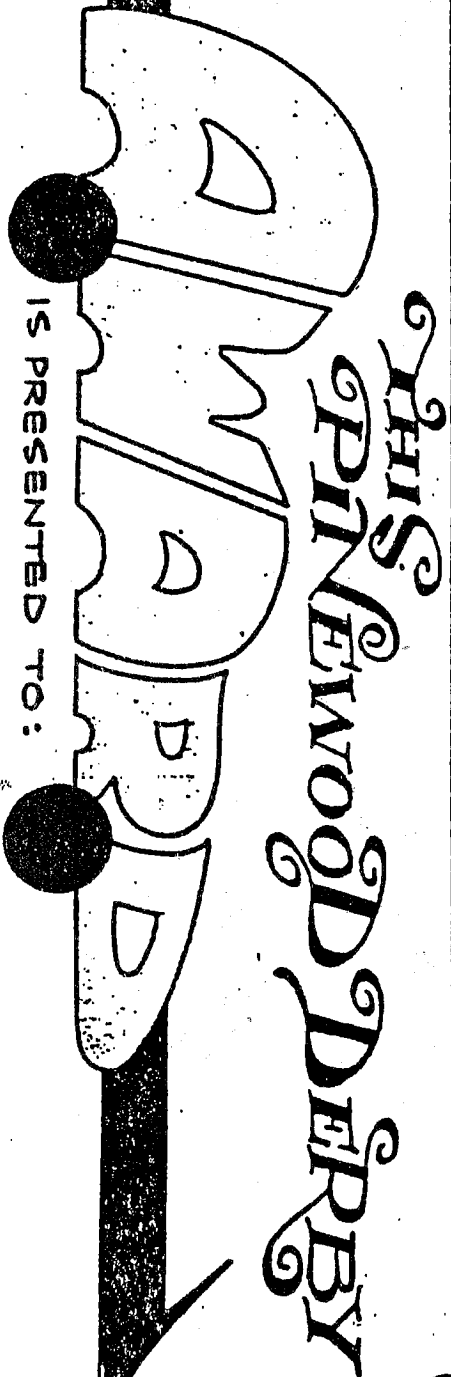
3. Spread out on each side of the middle, like an open fan. Carefully separate each layer of tissue paper, pulling gently to the center string.





# Hug Coupon

Good For One Hug From Any  
Human Being



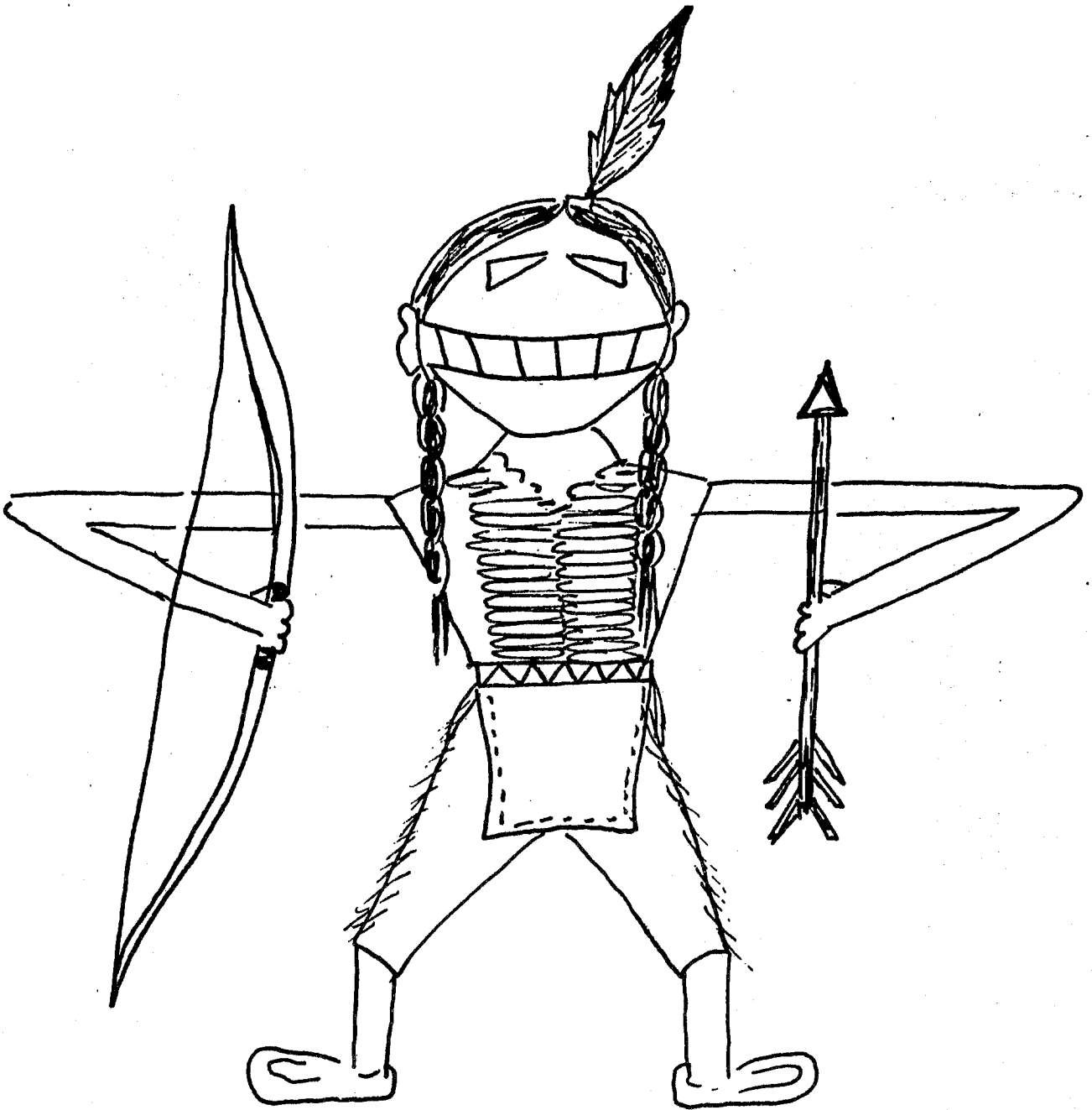
IS PRESENTED TO:

CUB SCOUT \_\_\_\_\_  
FOR DOING HIS BEST IN THE PINEWOOD DERBY OF PACK \_\_\_\_\_

DATE \_\_\_\_\_

CUBMASTER \_\_\_\_\_





## Puppets

Session and information by:  
Sue Morris  
Virginia Hamer

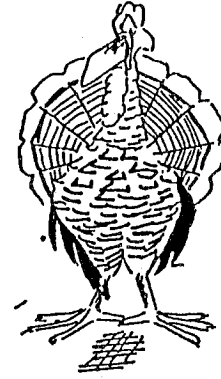
## PUPPETS

November -- PIONEER DAYS

### Five Turkeys

Five big turkeys sitting on the gate-  
The first one said, "It's getting late."

*Chorus:*  
Gobble, gobble gobble  
Fat turkeys, fat turkeys  
Gobble, gobble, gobble  
Fat turkeys are we.



The second one said, "Who goes there?"

*Chorus:*

The third one said, "There are farmers everywhere."

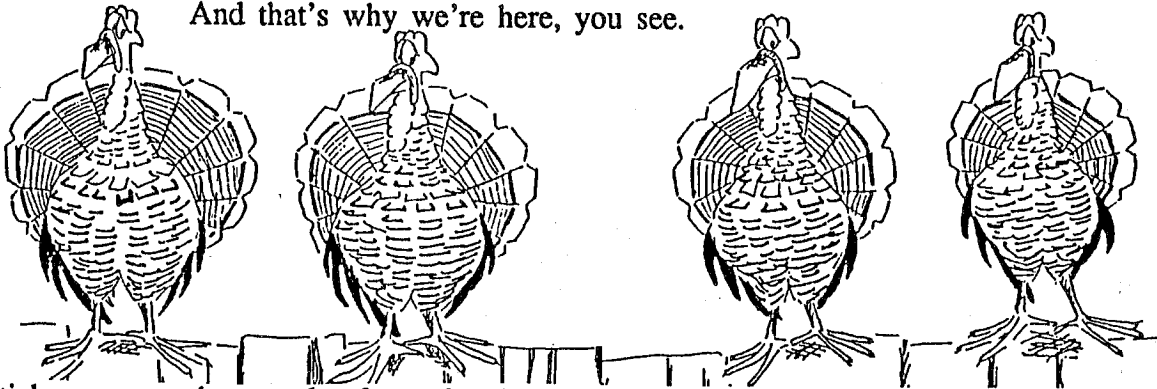
*Chorus:*

The fourth one said, "Let's run, run, run."

*Chorus:*

The fifth one said, "It's just Thanksgiving fun."

*Chorus:*  
Five fat turkeys are we.  
We slept all night in a tree.  
When the cook came around,  
We couldn't be found.  
And that's why we're here, you see.



Make stick puppet turkeys and a fence for them to sit on. Have a tree they can fly up to.

### **The Cleaner Family**

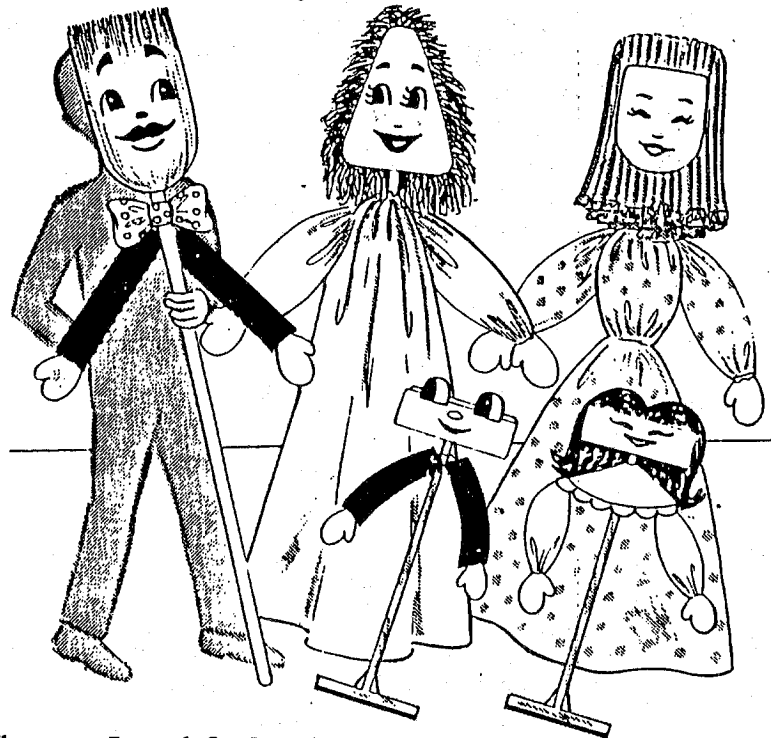
Mops, sponges, brooms - they all make wonderful puppets. What's more, they can be easily disassembled before mom eve knows they're missing. The faces on the adult puppets are cut from colored paper to the shape of the utensil used. Draw on features and pin face in place, leaving handles free on mops so the heads can be turned. The bristles or strings are the hair. Cut arms from cardboard and cover them with fabric or crepe paper for sleeves; add paper hands. Just tie the arms to the handle so you can move them; tape the string in place. Wrap the man's body with crepe paper. Make the ladies' dresses from fabric or crepe paper; tie at wrists and waists, if you want. Brother and sister are made from window sponges. Paint or glue on paper features; add yarn hair and arms.

#### **Cleaner Family Fun**

*An old fashioned melodrama*

This skit is especially written for use with the mop puppet "Cleaner Family". The puppets are simply held by the operators. Sound effects are very necessary for a true melodrama. Have someone coach the audience before the show starts. The audience should whistle every time someone says, "The wind whistles." Also, have them hiss at the mention of the villain's name, Flint Floorwax, and cheer for the hero, Quick Cleaner. Be sure your actors give the audience time for the sound effects, so no lines are lost.

The skit opens with Ima Cleaner, the mother, speaking.



IMA Oh, woe is me! Oh, woe is me! What am I to do? My husband, Quick Cleaner, is away on a business trip, trying to sell his dust pans! And business has been so bad! And that terrible, terrible man, Flint Floorwax, came and demanded the rent! Now I have no money. And here it is the middle of winter, and I am out of wood for the fire. And there's no money left to buy wood. And it's so cold outside - listen to that wind whistle! Oh, what am I to do? That Flint Floorwax - he's really put us on the skids! (Looks offstage) Oh, here comes my husband now - Quick Cleaner, my hero, how he swept me off my feet!

(Quick enters)

QUICK Hello, my dear. My, but it's cold outside! Listen to that wind whistle!

IMA Oh, Quick, how was your trip? Did you sell many dust pans?

QUICK Well, business is picking up, but it will take a while. Did you talk to Flint about the rent.

**Cleaner Family Fun continued**

IMA Yes, Quick, but he wouldn't listen! He took all the money I had. Now, we have no money for wood. It's so cold! Listen to that wind whistle!

QUICK That Flint Floorwax! He's a slippery fellow, and I notice how he's taken a shine to you! I think it's time I see him - this is my last straw! I'm really bristling! Don't worry, darling. Somehow, some way, I'll get some money.

IMA Oh Quick, you're such a stout stick!

(Quick exits)

IMA Oh, my poor darling. I do hope he's careful. Oh, here come my darling children, Neat and Tidy. I mustn't let them know how upset I am.

(Neat and Tidy enter)

NEAT Oh, mother. It's so cold outside. Listen to that wind whistle!

TIDY We stopped at a few windows along the way. We're so cold. We could hardly wait to come in and warm ourselves by the fire!

IMA (aside to the audience); I hope they have good imaginations! What will I tell them? I do not want them to worry! (There is a knock at the door) Oh, I'm saved!

(Aunt Flora enters)

IMA Oh, Aunt Flora, I'm so glad to see you! You're really a sight!

FLORA I don't wonder! Listen to that wind whistle! That wind took all the curl out of my hair. Look at it! I feel positively wrung out. Here, Tidy, take my coat!

IMA I'd keep it if I were you!

FLORA What's the matter, Ima? You look all shook up!

IMA Children, go squeeze yourselves out so you don't catch cold. (They exit) Oh, Flora, I'm so upset. Flint Floorwax took all the money I had for the rent, and here it is winter and there's no money for wood for the fire. Quick went to see him!

FLORA Now, now, Ima, don't get your fringe up. Quick will handle it. He comes from a long line of good Cleaners!

IMA Oh, I know. But listen to that wind whistle!

FLORA That's not the wind - it's Quick!

(Quick enters whistling)

QUICK Flora, how good to see you! You're really a sight!

FLORA We went through all that. Well, you look happy!

QUICK I am. Ima, dear, there's nothing to worry about anymore. Floorwax is finished!

IMA Finished! What do you mean?

QUICK There is no more Flint Floorwax - he caught ammonia!

FLORA Ammonia! That would really finish off Floorwax!

(The children enter)

QUICK And from now on, the Cleaner family has nothing to worry about. You're looking at the new partner in the Vacuum Bread Crumb Company!

IMA Oh, Quick, how wonderful! What happened?

QUICK Well, when I went over to see Floorwax and found out what happened, I met the man who took over for him. His name's Vic Vacuum and he's got a lot of pull. He owns the bread crumb company. So, he asked me to work for him.

IMA Why would he want you to work for him? You don't know anything about bread crumbs.

QUICK That's not what he says. He says that with his pull and my push - AND my dust pans - we'd make a great team. He said WE COULD ALL CLEAN UP!! (The family cheers, the wind whistles and the Curtain rises.)

Help wanted: North Pole

*A short skit with a message of worth. And remember...Santa is listening!*

CAST: Speaking parts are: Head Elf, 5 applicants, Santa. Non-speaking parts: Escort Elf, Junior Elf, 2 guards for Santa. Use extras as additional Elves.

PAPER PLATE MASKS: Cut a slit from the rim to the center of the plate. Overlap the cut edges and staple together. This will form a slightly cone shape for the face. Cut eye holes, and paint face pink. Glue on red paper nose and mouth and cotton hair, moustache and beard. Each Elf has a green pointed hat glued to the top of mask. Glue a cottonball at point of hat for trim. The Head Elf has a snowflake on side. Have one mask without hat to be added later. Poke holes on either side and add yarn ties.

STAGE PROPS: One large "HELP WANTED" sign, two chairs, and a large cardboard door saying "SANTA'S OFFICE". Set door on stage so it looks slightly ajar. Santa is never seen, but he is listening the interview.

CURTAIN OPENS: Two elves stand guarding Santa's office. Junior Elf enters and puts of "HELP WANTED" sign; remains standing on stage. Head Elf and Escort Elf walk on stage to Santa's office door.

CHIEF ELF (*knocks on door and says loudly*) We'll be interviewing today, Santa. We're sure to find you the perfect helper. (*waving extra elf hat, he walks over to chair and sits down*) Bring in the 1st applicant. (*Escort Elf brings 1st applicant in*)

CHIEF ELF Please be seated, and tell me something about yourself.

1ST APPLICANT I'm the best carpenter this side of the Pole. I can make a hundred toy soldiers in 1 hour! (*Junior Elf takes down "Help Wanted" sign*)

CHIEF ELF But what if we get letters from little girls that want dolls?

1ST APPLICANT Don't like dolls - only like to make soldiers! (*Exits angrily*) (*Junior Elf shrugs his shoulders and puts up "HELP WANTED" sign.*)



**CHIEF ELF** *Next applicant please! (2nd applicant escorted in)* State your name and occupation.

**2ND APPLICANT** I'm Edie Elf, and I'm a seamstress. I'll dress up all your toys in frills and lace. *(Junior Elf hurriedly takes down sign.)*

**CHIEF ELF** No, no, no, that will never do! *(Junior Elf sadly puts up sign again.*  
2nd applicant leaves stage, and 3rd applicant is escorted in) Do you like to make toys?

**3RD APPLICANT** Yes sir! *(Junior Elf takes down sign)* Engines, trucks, cars...any thing with wheels! *(Junior Elf puts up sign)*

**CHIEF ELF** Oh dear...*(waves 3rd applicant off stage)* Bring the next one. *(4th applicant enters)* I suppose you like to make cars, and trucks too?

**4TH APPLICANT** No, no, quite the contrary *(Junior Elf takes down sign)* Soft and cuddly toys are more important. I specialize in Babies! *(Junior Elf shakes head and puts up sign. 4th applicant leaves stage)*

**CHIEF ELF** Two more days 'til Christmas! What will we do? Bring in the last applicant. *(last applicant escorted in)* And what do you specialize in? **LAST APPLICANT** Specialize? *(Scratches his head, rubs his chin and then answers very slowly)* Well.....only in KIDS *(hangs head down and starts to walk off stage)*

**SANTA'S VOICE** *(Heard very loudly from office backstage)* HO HO HO! IT WILL BE A MERRY CHRISTMAS!

*(Elves all turn and stare at Santa's office door, pause for a moment, then run to catch the last applicant. Chief Elf puts hat on last applicant as other elves shake his hand and pat him on the back. "HELP WANTED" sign is taken down, and they all exit happily singing "HO, HO, HO, HO, it's off to work we go.")*

MERRY

CHRISTMAS

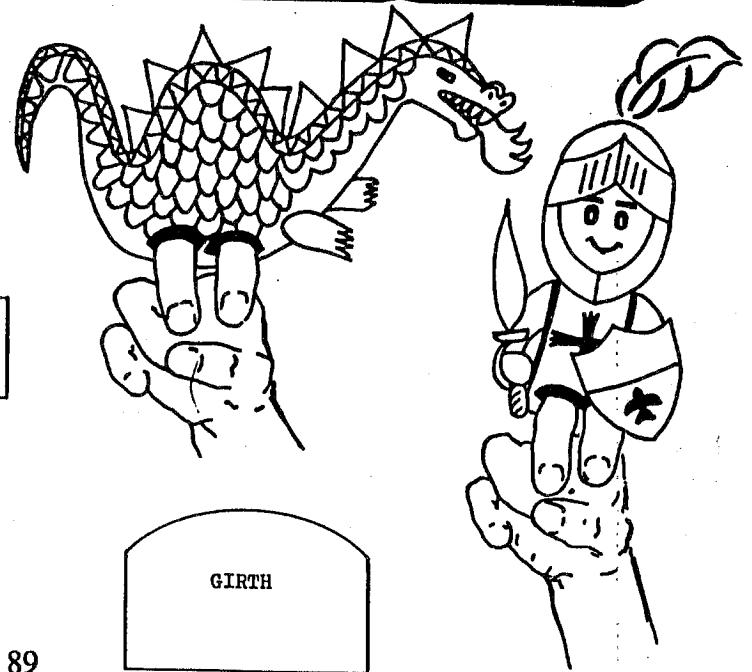
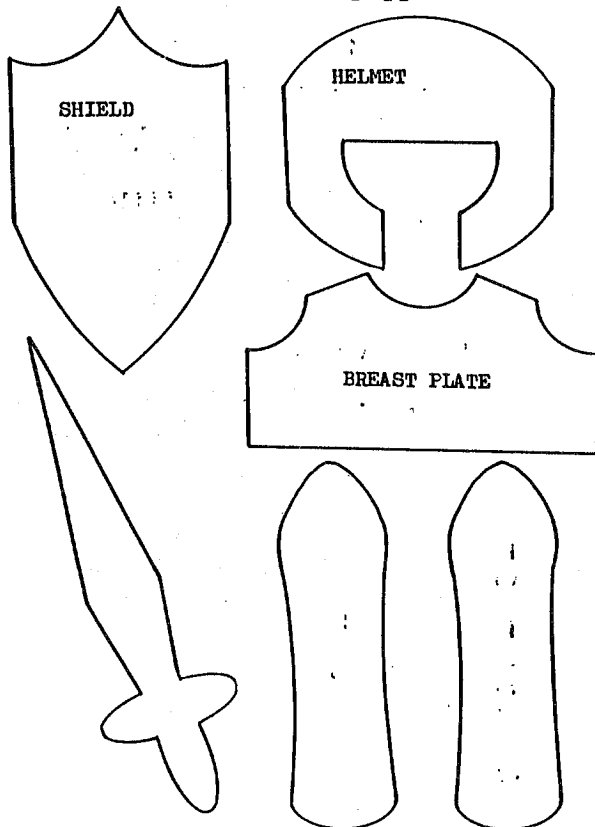
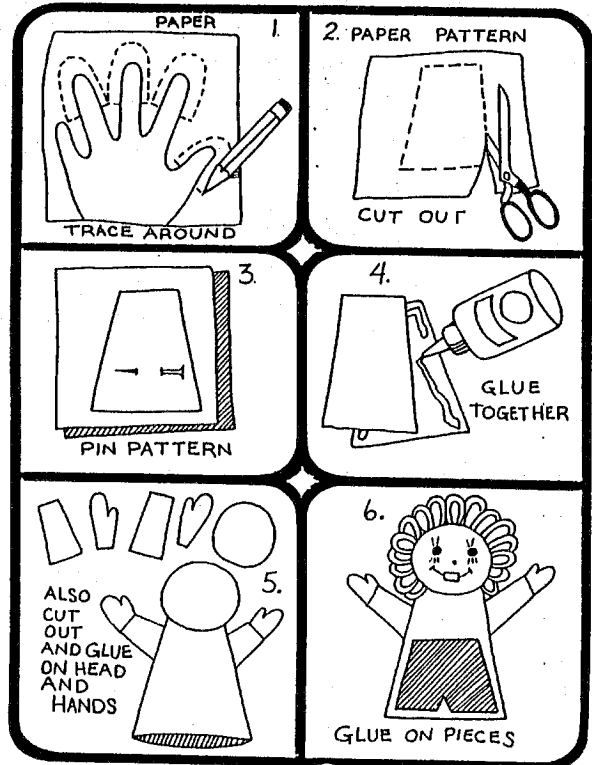
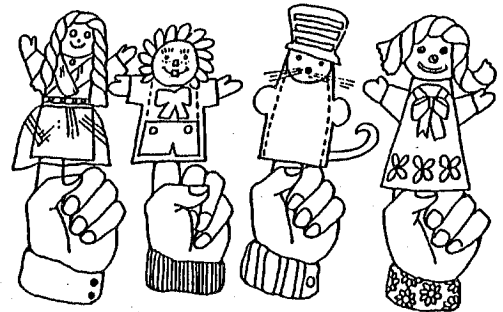
# January -- KNIGHTS OF THE ROUNDTABLE

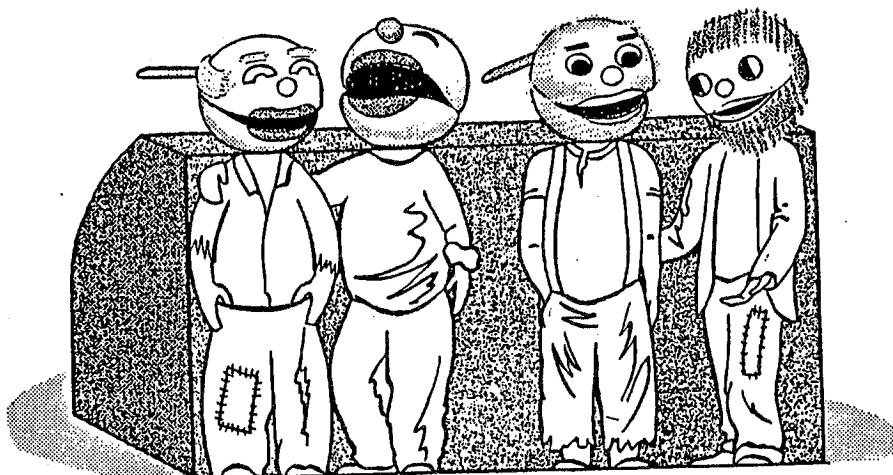
## Finger Puppets

To make each puppet you will need pieces of felt or cloth. For a pattern you use your own fingers. Make the pattern on paper. Make it about 2 inches wider all the way around than your finger. Be sure to make it wider at the bottom than at the top. Make the top square.

Now cut out your paper pattern. Pin it to the felt, or draw the pattern on the felt with an ink pen. Cut two pieces of felt this size. This is the body of the puppet. Glue the two pieces together leaving the bottom open. Now cut 2 arms, a head and 2 hands. Glue these pieces on the body.

You can now add eyes, and all other items to make your puppet real. These are easy to make and you can have many, many different characters. Here is an Armor pattern. Cut these pieces out of aluminum foil and glue to puppet base.

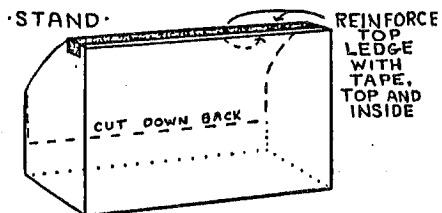
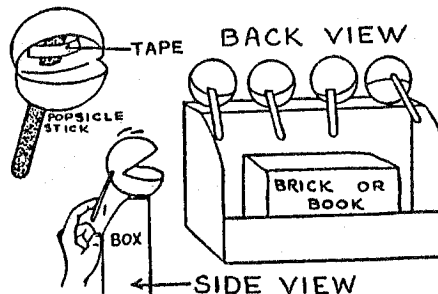




### Hobo Puppet Quartet

*Though our heads are rubber balls, we can sing along. When the record player spins our very favorite song!*

To make this entertaining foursome, you will need four hollow rubber balls for heads, and a sturdy box, such as a large detergent box, for a stand. It should be at least 3" across the ends. The size of balls depends on the size of box used.



Cut the stand as shown by dotted lines. Reinforce the top ledge with strips of fabric adhesive tape, top and bottom. Cover box with light-colored paper. Glue the heads along the top ledge; prop and let dry.

For mouth opening, cut balls 2/3 of way along the seam. In back center, cut a slit the width of a popsicle stick. Push stick in 1" and tape inside top of ball, as shown. Use the stick to open and close mouth.

Paint a large mouth around cut area. Add comical features - a bead or paper fastener nose, button or paper reinforcement eyes, cotton or yarn hair and whiskers.

Beneath each head, draw figure of hobo. If you like, glue on fabric cutouts for clothing.

To operate puppets, press down on the popsicle sticks. Let your quartet mouth the words of a song you are singing such as "Around the World" or have them pantomime singing along with a phonograph record. (Insert brick or book to weight stand.)



## March -- THINGS THAT GO

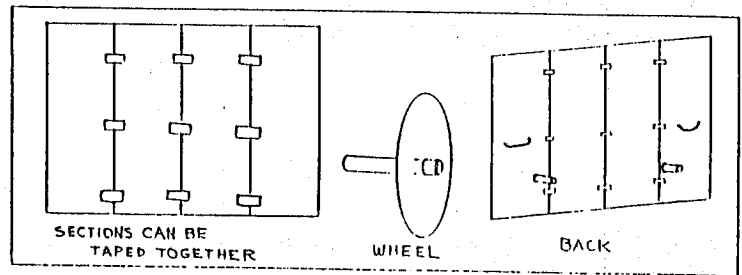
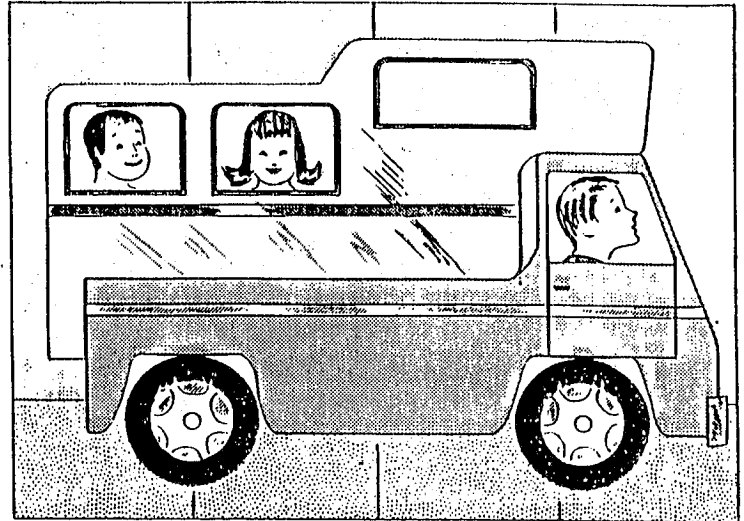
### Let's Take a Camper

Your travelers take a whirlwind trip across beautiful America in this special camper prop with movable wheels. A Narrator gives the verses that accompany them on their quick tour. The camper could also be made and used for play, adding triangular supports to the back so it will stand by itself.

**The Camper:** For the backing on which to paint your camper, use the sides of large furniture or appliance cartons. Tape three or more sides together to make one large piece about 7-1/2 feet long and 5-1/2 feet high. Tape the pieces together at the back. On the front of the cardboard, paint your camper, adding strips of tape for the camper's stripes.

For the wheels, paint large pizza cardboards or cut 12" circles from the sides of a cardboard carton. Attach the wheels a couple inches above the bottom of the cardboard so they can spin freely. To attach each wheel, take a cardboard roll from kitchen wrap: insert and glue one end of the roll in a hole cut in the center of the wheel. Insert the other end of the roll through a hole cut in the camper so it can be turned by an operator on the other side. From rope, make and attach handles to the back of the camper for the operators to carry the camper. The operators will also spin the wheels occasionally with their free hands.

Cut out the windows on the camper so the traveler's heads will show when they are "inside."



## Camper Skit

This simple verse skit requires a Narrator, three travelers, and two operators for the "motor" of the camper. Each Operator holds one of the handles at the back of the camper; together they move the camper up and down in place to simulate the camper racing cross-country as the verses are read.

The Travelers can be loaded down with all sorts of "tourist paraphernalia - cameras, maps, binoculars.

Narrator:

It's summertime, and on the roads, the newest rage appears -

The camper, handy carrier of the modern pioneers.

Going camping, going camping, all across the land.

We'll take you on a whirlwind trip - just look what we have planned!

We'll mention points of interest, as we go from East to West

Of beautiful America; imagination does the rest.

Our first stop is Niagara Falls - a honeymooner's thrill!

Just looking makes us thankful we don't have the water bill.

Across the Blue Ridge Mountains and the Shenandoah Valley,

Keep that camper going - there's not time to dilly dally.

Then up across the plains states to the Black Hills of Dakota,

And there we see Mount Rushmore with its presidential quota.

Four faces carved, 60 feet long, with features strong and grave,

And deep inside, we'll bet they're glad that they don't have to shave!

Now come along, we have to go, these sights will never bore us.

But now we're stopped - a massive hole has opened up before us!

It's miles long and miles wide, a smile deep they say-

The awesome, huge Grand Canyon - just don't trip along the way.

And now, we're on the other side. Let's see some more delights -

The Carlsbad Caverns, now which is which - stalagmites and stalactites.

Stalactites point down, stalagmites up - it's easy to forget -

But just sit on a stalagmite - you'll remember then, we bet!

And now, let's rush, as miners did some hundred years ago,

To California where grew up the moving picture show.

Death Valley and Yosemite - these sights will not annoy ya' -

As you gaze in wonder and in awe at the great and grand sequoia!

The ocean stops us, so we've reached the end of our long route.

But then, we guess it's just as well - our motor's just conked out!

So, if you can, this summer take a camper trip to see

Some of the wonders of this land that's home for you and me.

And, if you can't afford to go and take a pers'nal look -

Do the next best thing, and take a trip through the pages of a book!

## Board Puppets

Have you always wondered what it would be like to be a puppet? Is there some kooky thing that you would like to be for a day but never thought possible? Well, just read on to find out how your wildest imaginings can come true! And remember, there are not strings attached.

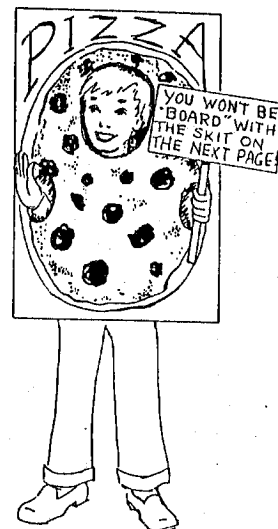


Here's how it's done... You'll need a large piece of cardboard, kitchen shears and paint, paper, and/or cloth scraps. For your face, cut a hole larger than your head in the cardboard. Cut two holes larger than your hands for your hands. With paint (by gluing on paper or cloth cutouts, create what characters or thing you've always wanted to be. Then stick your head and hands through the holes and become a dragon, or a flower, or a pizza or a ....anything is possible!

## A Friday the 13th Skit

### Charlie's Devils A verse skit for Friday the 13th

This skit requires six actors. More parts can be added by having additional "Devils" who speak no lines. For costuming, use the puppet boards decorating them to suit each character names. In addition you can put signs on the boards with the characters' names, so there will be no doubt who they are. No setting is required, although you may put up signs such as, "Charlie's Devils' Meeting Hall" and "Rah! Rah! Friday the Thirteenth!" if you want. The only props needed are for the Angel - four leaf clovers, rabbits' feet, horseshoes and wishbones all made from cardboard. The Angel pulls them out of a bag as the words are said. As the scene opens, Charlie and his devils are on stage. As each character says his lines, he is center stage.



## A Friday the 13th Skit

### Charlie's Devils

Charlie: We're here to celebrate  
Our very favorite date  
Friday the 13th - whee! It's here!  
(or, "It's almost here!")  
So let's all give a great big cheer!  
(All cheer)

I'm Charlie - here's my Devils.  
Ready for their revels.  
We'll get you going - help your fears  
So your bad luck can last for years!

Black Cat: Look out! Don't raise my  
wrath!

Or I will cross you path,  
And you'll find things will go wrong-  
All day and all night long!

Toad: If you run into me,  
You'll be as ugly as can be -  
You'll stay inside and play no sports  
'Cuz you'll be covered up with warts!

Mirror: If you'll give me a break,  
Your life a mess I'll make.  
Just drop me and, for seven years,  
Your life will be all full of tears.

Ladder: Walk under me for fun  
And before the setting sun,  
You'll be wrong out from your grief  
And be begging for relief!

Angel (*entering and addressing audience*):  
Now, wait a minute here!  
You all need have not fear!  
Ignore these imps - enjoy the day -  
There's antidotes to what they say.

(*Holds up bag*) I've got a bag of  
tricks

And you can take your picks.  
(*Taking out items*) Four-leaf clovers,  
rabbits' feet,  
Horseshoes, wishbones-can't be beat!

(*Charlie's Devils run off stage as she  
pulls out good luck charms.*)

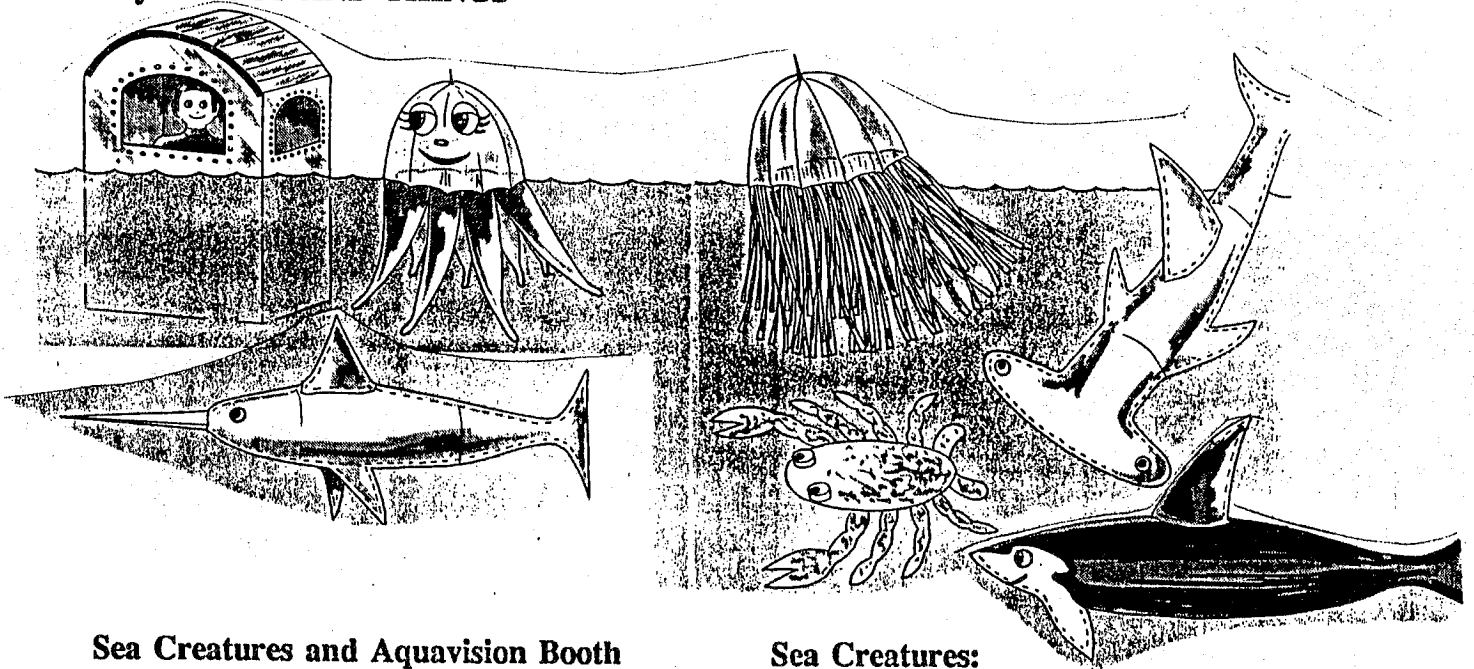
Cross your fingers, cross your toes,  
Cross your eyes and cross-your nose?  
Knock on wood, and you'll go far-  
Why, even wish upon a star!

Charlie: I've heard enough, you've  
ruined our fun-  
You made Charlie's Devils run.  
You've got a problem, not it's clear,  
So, why not just get out of here?

Angel: I do not understand  
Why do you want to have me banned!  
Friday the 13th is a day  
For good luck, bad luck-either way!  
(*Devils all come back on stage>*)

Charlie: I think we all agree  
That your problem's plain to see.  
We're really plain suspicious  
Charlies & Devils: You are just too  
SUPERSTITIOUS!

May -- BUGS AND THINGS



Sea Creatures and Aquavision Booth

*You'll be able to fathom the mysteries of an imaginary deep with an aquavision booth. You can also create your own fantastic sea creatures for viewing.*

The booth and sea creatures are great for playtime fun, or they can be used to present a harrowing sea skit.

**Aquavision Booth**

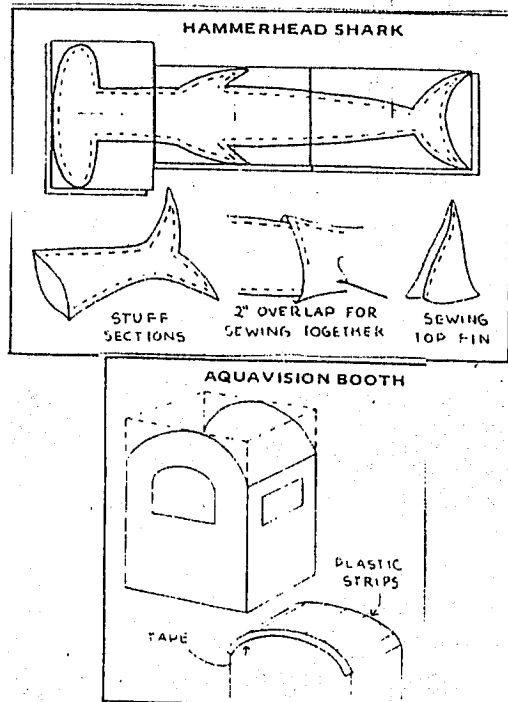
For the aquavision booth, use a large cardboard carton, big enough so that at least two children can fit inside. For the top at the front, back and sides, is shown below. Use a small saw for easier cutting.

Paint the carton silver. cover the roof with strips, 4" wide, cut from plastic bags. Tape the ends of the strips to the front and back of the carton. Cut windows at the sides.

Paint on bolts and other details. For added fun, cut an opening in the back of the booth and blow bubbles out the opening to resemble air bubbles.

**Sea Creatures:**

A variety of sea creatures can be made.



Attach strings to creatures (except the jellyfish and octopus) to pull them along. The jellyfish and octopus are carried by their handles.

**Jellyfish:**

For the jellyfish, use a clear, plastic, dome-shaped umbrella. For tentacles, cut plastic strips from dry cleaners' bags and tape them around the edge of the umbrella.

**Octopus:**

A clear, plastic, dome shaped umbrella is used for the octopus. For his tentacles, cut eight tapered pieces of heavy plastic. Tape the wide end of the pieces around the umbrella. Cut large eyes from paper. Attach the eyes with rings of masking tape, sticky side out.

**Hammerhead Shark**

The shark is made in three sections. For each section, use four sheets of double-spread newspaper; two for the top and two for the bottom. Place the three sections together as shown, laying the section for the head crosswise. Now, draw the outline of the fish on top, and cut out.

Using staples or a large needle and heavy thread, sew each section of the fish together around the edges, leaving about 2" unsewn at the back of the head and middle section to overlap and sew the sections together. Before sewing the sections to one another, stuff each one with newspaper, using small pieces of newspaper to stuff smaller areas like the head and fins. For the fin sticking up in the center of the back, cut two double-thick triangles of newspaper. Sew the side edges together and stuff. Spread the bottom edges. Glue or sew them to the shark's back. Overlap and sew the sections together. Paint the shark with tempera.

**Killer Whale:**

Draw a whale on newspaper sections as you did the shark, and assemble the same way.

**Swordfish:**

A swordfish, too, is made the same way as the shark. For his "sword," cut a long narrow triangle of cardboard. Score down the middle and bend into a "V" shape. Tape the sword to the head. To keep the sword straight, insert the pointed end of a pencil into the head, and tape the other end of the pencil under the sword.

**Crab:**

For his body, cut a large circle of corrugated cardboard, or use a garbage can lid. From cardboard, cut four pairs of legs and a pair of claws. Tape them to the body. (Bend the ends for tabs if you use the can lid.) Paint the crab. Clue on bottle caps for eyes.

**Stage Setting**

If you are going to use the aquavision booth and sea creatures for a skit, make a background to look like water. To do this, stretch a long piece of fabric, sheeting or paper, about 36" wide, across the front of the stage to represent water. (Tape pieces together to get the necessary length.) Wind the ends of the material around flag standards or coat racks to hold it taut, taping the ends for added strength. Or, you can tape the background to a wall.

If old sheeting or paper is used, it can be painted to look like water. If paper is used, cut the top to look like waves. Whatever you use, you can cut coral, fish, seaweed and starfish from cardboard and glue them to the background. You could also use cheesecloth or a badminton net to represent the sea. These materials can be set up in front of the players.

## June -- GENIUS NIGHT

### Talking Puppet

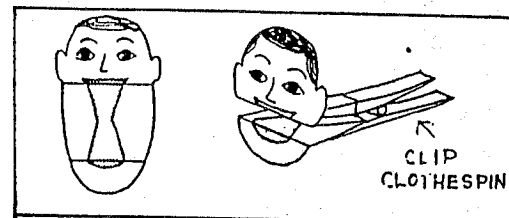
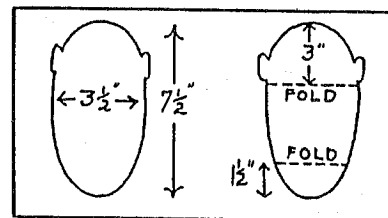
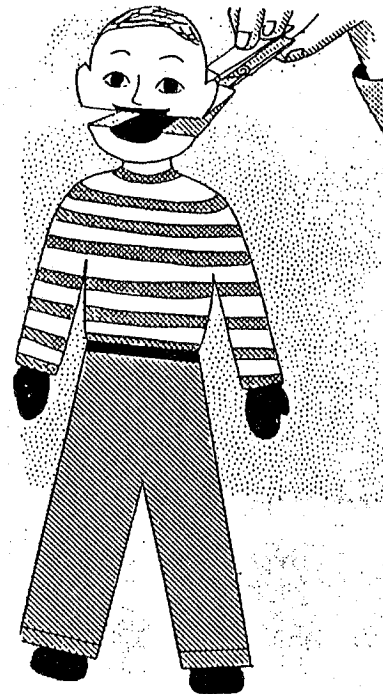
The head and body of this amusing puppet are cut from construction paper. In addition, you will need a clip clothespin for moving the lips.

First cut an oval 3-1/2" X 7" from light colored paper. This will be the head. You can include ears as you cut, as pictured, or glue on ears later. About 3" from one end of the oval, make a fold, crosswise. Above this fold will be the upper part of the face and head.

Make another fold about 1-1/2" from the other end of the oval. Below this fold will be the chin area. The space between the folds will be the inside of the mouth. Color inside of mouth with crayon and fold across at the center, bringing the chin up so the upper and lower lips meet. Draw features with crayon. Now insert and glue the folded mouth area between the prongs of clip clothespin. The pin will be out of sight at the back of the head. To make the lips move just squeeze the prongs open and shut.

Cut a body about 12" long from colored construction paper, including the legs. Fanfold strips of paper for the arms and staple or glue in place. Glue the head to the body.

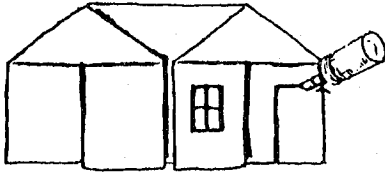
For variety, change the shape of the ears and glue on fancy hairdos. If you like, you can make a whole family of puppets.



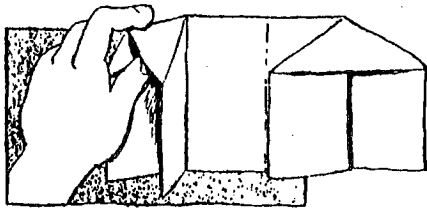
**July -- FUN IN THE SUN**

**Origami House**

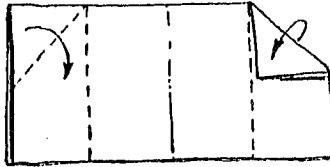
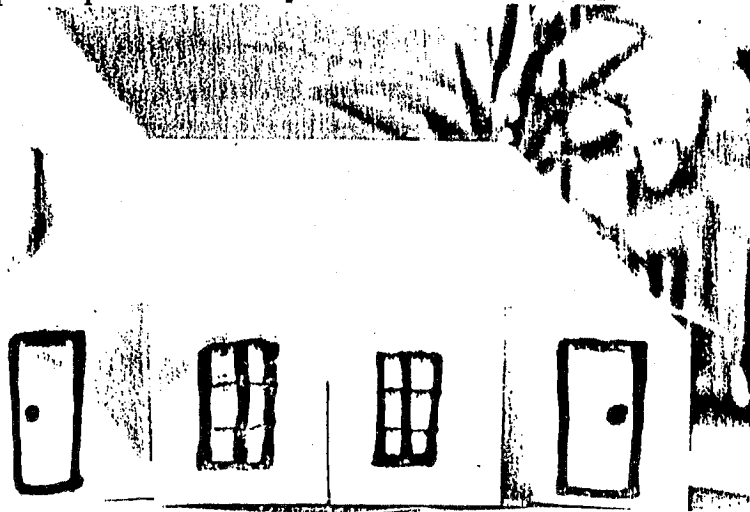
This simple origami project could be used for puppet scenery. Start by folding a piece of origami paper into quarters. Open up this packet so that you have two halves again. Then follow the sketches below.



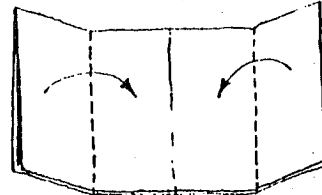
4. Add doors and windows.



3. Bring right and left sides to middle again. Open them and squash small triangles to form big ones.



2. Fold right and left top corners down, making triangles. Unfold again.



1. Fold right and left quarters to middle. Unfold again.

**Cub Scout Garden**

First, plant five rows of PEAS:

1. Preparedness
2. Promptness
3. Perseverance
4. Politeness
5. Praise

Then, plant five rows of LETTUCE:

1. Let us be faithful
2. Let us be unselfish
3. Let us be loyal
4. Let us be truthful
5. Let us help one another

Next, Plant three rows of SQUASH:

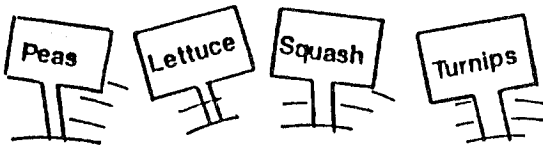
1. Squash impatience
2. Squash criticism
3. Squash indifference

No garden is complete without TURNIPS:

1. Turn up for pack meetings
2. Turn up with a new idea
3. Turn up with determination

But without many hours of work and care, not garden can grow, so...

1. Don't wait to be asked.  
**VOLUNTEER!**
2. Don't say, I can't. **DO IT!**
3. Don't wait for someone else.  
**BE FIRST!**





## August -- INSIDE NOAH'S ARK

*Then the Lord said to Noah, "Go in to the ark, you and all your household, take with you seven pairs of all clean animals, the male and his mate." Genesis 7:1-2.*

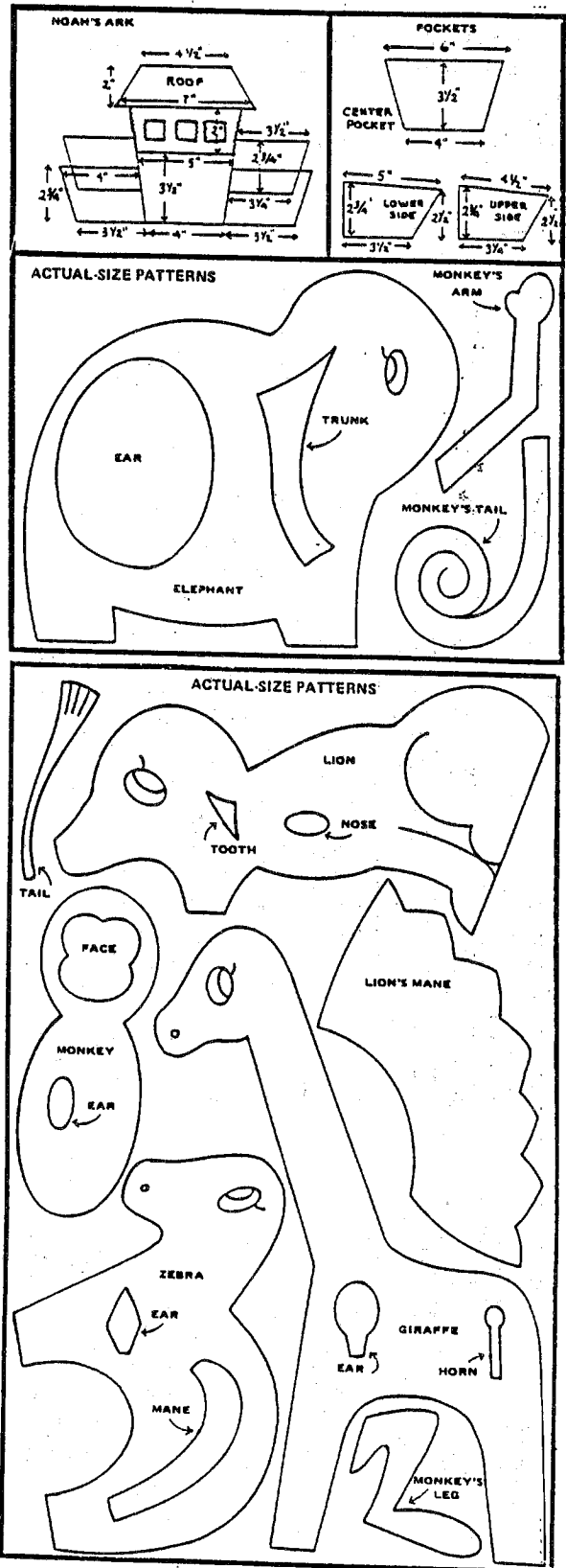
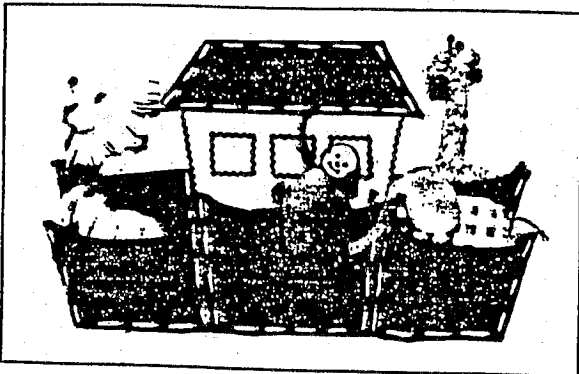
To make the ark, assemble heavy weight cardboard, paint, fabric, rickrack, yarn, felt, and nylon stockings, cotton or other suitable stuffing.

**Ark** For the background, cut a 12" X 18" piece of cardboard. Paint the background, or cover with fabric or adhesive backed paper. Following the diagram, draw an ark on the background. Glue narrow rickrack to outline the roof supports and windows.

Make paper patterns for the roof and the three pocket pieces shown, and add 1/2" on all sides for hemming. Draw around the patterns onto the wrong side of a piece of fabric. Flop the patterns for the upper and lower sides, and draw an additional piece of each side. Cut out fabric pieces.

Fold hems under on all the pieces and glue or sew the hems to hold. Using yarn and taking long stitches sew the pieces in place on the ark. Sew the roof flat and leave the tops of the other pieces unsewn to from pockets.

**Animals** use the patterns to make the animals. These can be cut from fabric or cardboard and then painted or use markers to draw in the features.

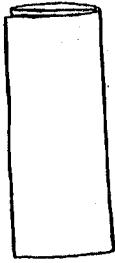


## Fold-up Puppet

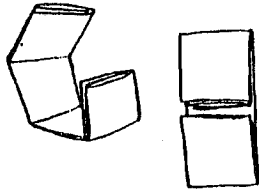
Here are some other ways to make animal puppets for Noah's Ark.

Fold a sheet of construction paper - first into thirds, lengthwise; then into quarters, with the top and bottom meeting in the middle. Fold again in half with the openings on the outside.

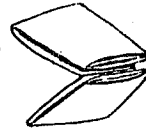
Slip you thumb and fingers into the slots to make puppet talk.



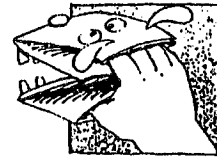
1. Fold in thirds, lengthwise.



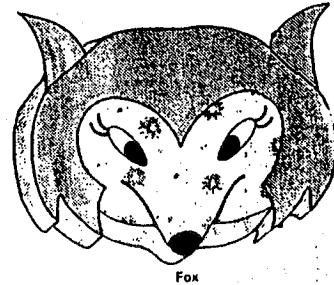
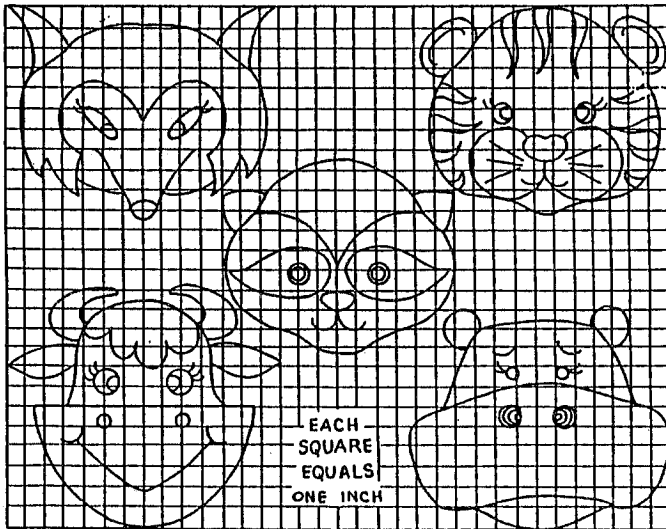
2. Fold in quarters, open ends at the middle.



3. Fold in half, open ends on



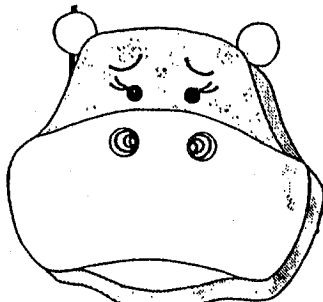
4. Glue on feature  
Slip fingers  
and thumb into  
openings.



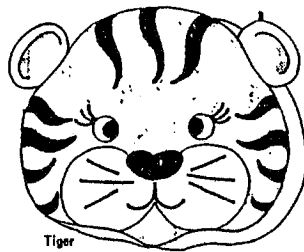
Fox



Raccoon



Hippo



Tiger



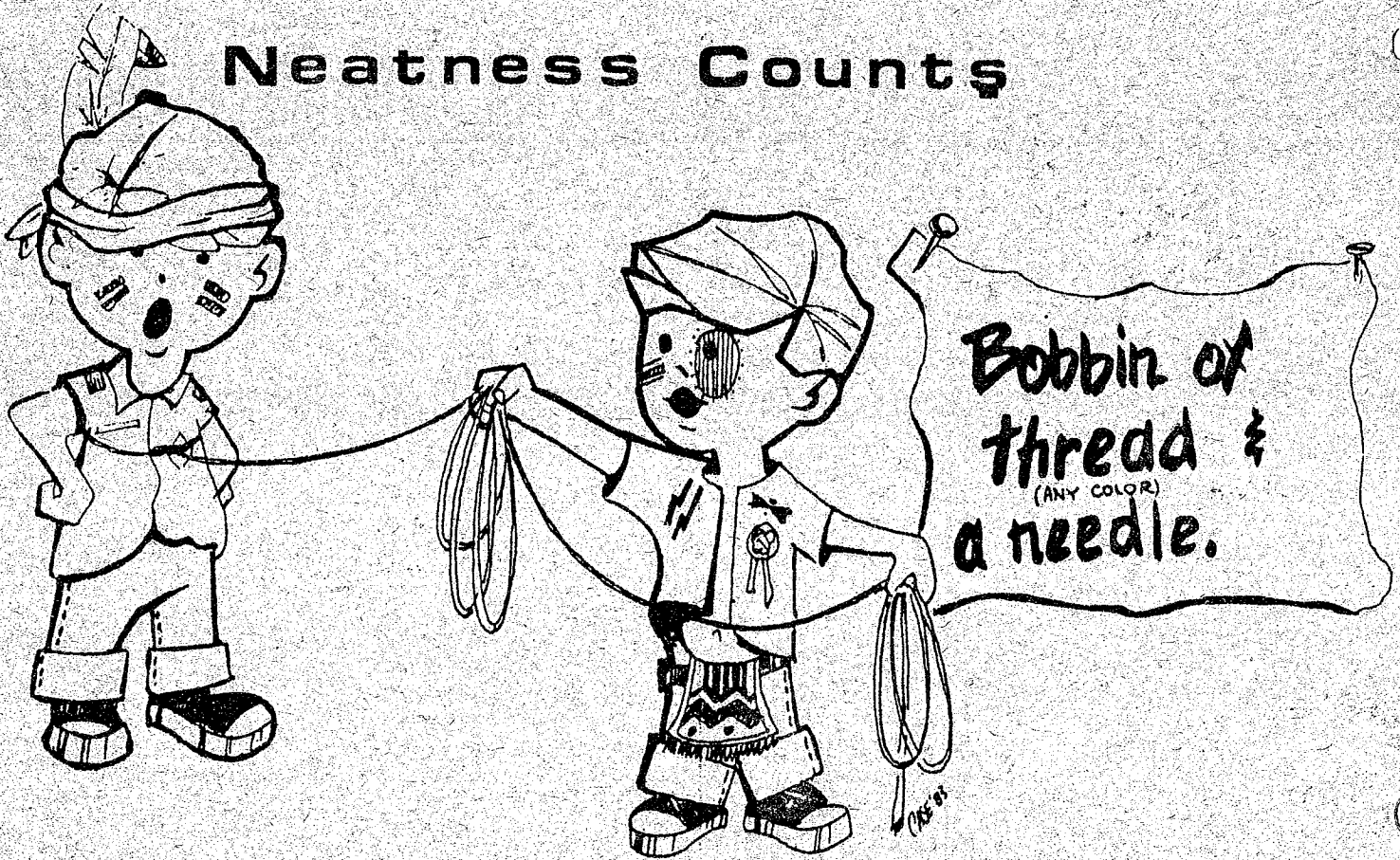
Cow

**POW WOWEM**

Team Building . . . . .	1-6
NonCompetitive Games . . . . .	7-18
Scrounging . . . . .	19-22
Story Telling . . . . .	23-28
Indian Lore . . . . .	29-38
War Paint & Dancing . . . . .	39-44
Games . . . . .	45-52
Den & Pack Pizzazz . . . . .	53-70
Ceremonies . . . . .	71-98
Magic . . . . .	99-108
Skits . . . . .	109-118



# Neatness Counts



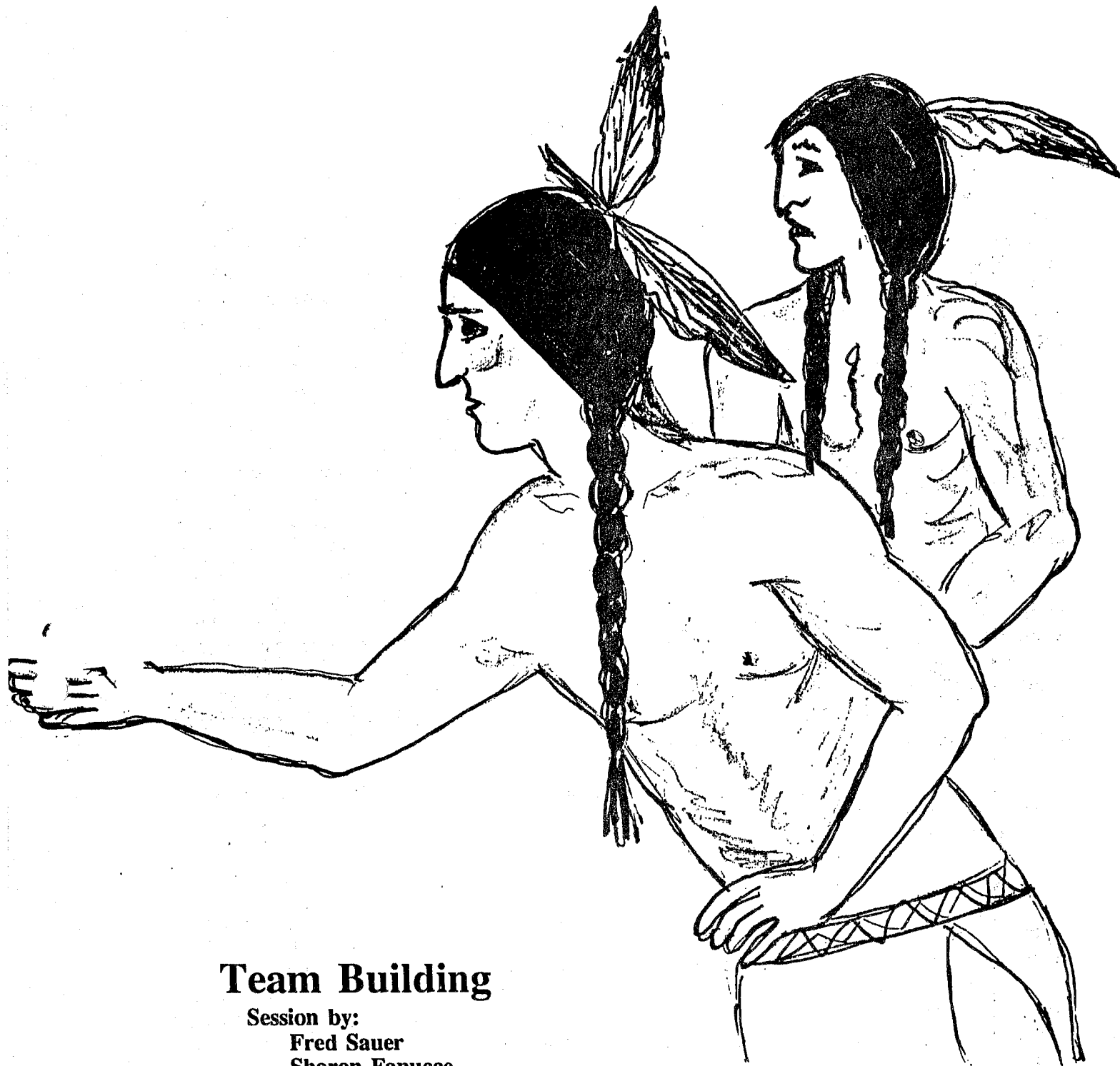
To play this trick, you will need:

a Bobbin of Thread (any color)  
and a Needle

Thread the needle.  
Pull it through your pocket flap.  
Remove the needle.

Sooner or later, somebody will spy the thread and pull it.  
When they do, keep talking as though nothing is happening.

They will pull more than a foot of thread before they get the idea.



## **Team Building**

**Session by:**

**Fred Sauer**

**Sharon Fanucce**

**Lonna Alcock, book contributor**

## TEAM BUILDING

The philosophy of a teams course is to provide a method for positive growth to occur in an atmosphere of fun. The course will challenge participants physically, mentally, emotionally and socially. Several events on the course are designed to frustrate the group, to force the group to be creative, to encourage the group to attempt the seemingly impossible. The focus of the course will be on group COOPERATION rather than on individual competition, with the emphasis on trying. Attempting the challenges of this course, risking expressing ideas, and pulling together as a group will develop leadership and self-esteem in the participants that they will carry with them into future endeavors.

As you explain each event, the emphasis is on COMMUNICATION, TRUST AND COOPERATION. Try to draw these words from the boys and then emphasize them. Explanations, hints, or other talking from outside people are prohibited. The facilitator is the only person to talk to the participants. The facilitator explains the boundaries of the event and the goal they are trying to achieve. After that the boys will work to solve the challenge together. The facilitator re-enters the picture if he/she sees that the group is going in a wrong direction, or if someone could get hurt. At that point he/she will try to direct the group by asking questions such as: What do you want to accomplish? Are you listening to all the suggestions? (Everyone is encouraged to throw in suggestions. There are no wrong suggestions.) Adults will be more sophisticated with their planning and more willing to listen to each other's ideas. Children sometimes do not hear each other. Therefore you may have to stop the action and in an orderly fashion have each person give his ideas. Again you are then pointing out the communication, trust and cooperative effort to each boy. Teams course is a sample of real life and is an opportunity for the boys to learn how to deal with situations, make decisions, develop leadership amongst themselves, and above all learn communications, trust and cooperation.

The following events were used in this order at Sinnissippi Cub Scout Day Camp. They started with the same events because it is a building process towards trusting which is a key to cooperation.

### 1. Bean Bag Toss Name Game

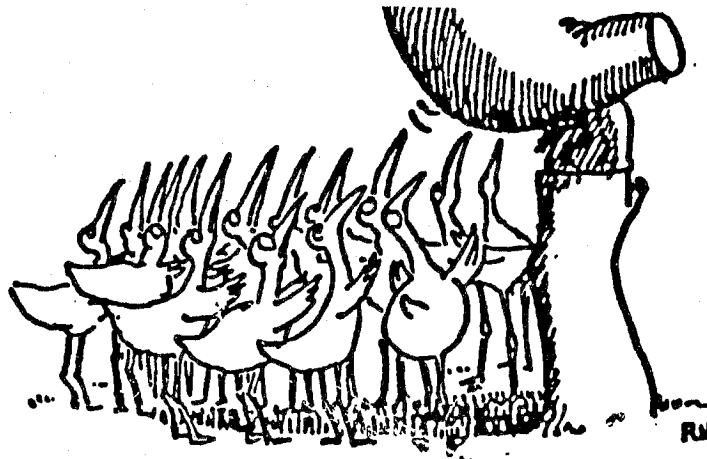
The first few times the bag is tossed to someone, that person says his/her name (it is possible to also add other information about that person such as position in scouting or home town, etc.) After the leader feels everyone has had enough time to learn the other names, the game is changed so that the person tossing the bag calls out the name of the receiving person. This is a very quick, fun way of learning everyone's name. The first part of communication is learning someone's name and using it, and looking them in the eye.

After this game, you can start explaining what we are going to try to accomplish. You can give the philosophy of the teams course and explain it in whatever fashion is comfortable for you. Try to pull from the participants the three key words, communication, trust, and cooperation. Anything the participants say is not wrong. We want to pull everyone we can into the conversation and get them to think about our purposes and the tasks at hand. Any time the participants look frustrated or come to a

standstill, try to guide them on. Some individuals will understand faster than others. The group as a whole needs to work together as a team. If the participants are young, they may not understand that others are not with them yet. Also the more challenging physically an event is, the time needed for the participants to become comfortable will be longer. None of the events listed here are too physically challenging. **We want them to feel forward progress** and not become discouraged. Also remember that there are **many solutions** to any of the situations they are dealing with.

## 2. SNAIL WRAP

Everyone lines up holding on to each other's hands and then they start at one end to wrap in a circle like a snail. The last person puts his spare hand on another person's shoulder and no one can remove their hands once they are placed somewhere. You then ask the snail to move a short distance. You can be specific or have them move until you tell them they have gone far enough. If they are having troubles and people are having their feet stepped on, you can stop them without breaking apart the snail, and try to pull out of them what the problem is and get them to think of some possible solutions. You want them to come to the realization they need to shuffle rather than take steps. After they get so they can move, you will ask the snail to get on the board which is provided. Of course the big round snail will not be able to do that. they will need to figure out what has to be done. Remember they can change their shape without changing their hand grips.



### GENERAL SPOTTING TECHNIQUES APPLICABLE TO ALL EVENTS

1. Spot for head, neck and shoulders.
2. Do NOT try to catch individual. Merely break the fall.
3. Move towards fall.
4. Do not grasp clothing - it can tear.
5. Spot as soon as feet leave the ground.
6. Spot with hands in the "ready" position for the event.
7. If not directly involved with immediate action, all participants must spot.
8. Continue spotting until the person is in a secure position with their feet on the ground.
9. No objects, natural or man-made, may be used in the accomplishment of any task.

### 3. TRUST FALLS

This is probably one of the most important things we will accomplish. This concept needs to be established to help make everything else successful and it may be a totally new concept to the participants. We will be doing it on the ground rather than from a post. There will be three people involved. There will be the faller, the catcher and the spotter. The faller will ask, "Catcher ready?" Catcher will respond when ready, "Ready." The faller will then say, "Falling." and the catcher will say "Fall On." The faller will fall backwards from his heels a very short distance into a catcher's hands which are thumbs pointed together and fingers spread to catch the faller at the shoulder blades. The catchers feet should be approximately his shoulder width with one foot slightly forward, knees slightly bent and his arms straight. After catching, he will push the faller upright. The second and third falls are slightly more distance. The distance never becomes great, just a few inches. There is a sensation of falling further for the faller. The spotter stands to one side and is ready with his/her hands and foot structure. In this case, the leader should be on one side and one of the boys on the other side so they can learn and feel a part of the process. You will initially put everyone in a circle and start around with each boy doing all three of the positions.



*If doing this with a large number of boys, at this point each group would be starting with a different challenge.*

### 4. TROLLEY

The trolleys will be about 10' long and will have 8 ropes to hold. The challenge for the boys will be for each team to move their trolley across the Peanut Butter River without anyone touching the river or worse yet, falling into it. They will put their feet on the two boards and hold onto a rope for each foot. If there are fewer than 8 boys, some people will need to hold onto two ropes, one in front and one behind their foot. They will probably be most successful if they can develop a cadence with someone becoming the leader and calling it out. Again your job will be to guide them into deciding what must be done and how they can do it. If they are real successful quickly, you can add other factors such as making them all mute. See the page on obstacle modifications which can be used for all obstacles. You use these at your discretion. The obstacles or challenges will have varying degrees of difficulty for different groups. You need to add obstacles as necessary for them to find it challenging and still not become frustrating. Blinding people and muting them are probably the two most used obstacles.



## 5. NUCLEAR DISASTER

Nuclear Disaster has a border of four boards on some kind of corner posts, not real stable and will have a container inside which is can hold coffee can size containers. The cans can be put inside the container (box or plastic milk carton holders) or on top of the flat side of the container. You can use one to four cans depending on the ability of the group. There is a manipulator which is a crosscut of an inner tube and it has up to 16 ropes tied to it. These ropes will then go one under and one over the borders all the way around. We will try to have one set of ropes for each participant. The challenge for the participants is to get the cans into/on the container without dropping them, without touching or leaning across the boards, and without tipping over the box or they will have a nuclear disaster. If they should do one of no nos, they can have some kind of radiation burn. This may mute, blind, lose one of their hands or some other disastrous personal situation. You can hand out these challenges as needed. Again make only as difficult as the task can still be accomplished challengingly but not discouragingly.



## 6. PEOPLE PLATFORM

This is simple and only requires that everyone get on it so no one's body parts are touching the ground. Challenges which can be added are time limits. Give them a good story with this challenge such as a flood on the Peanut Butter River.

## 7. PEANUT BUTTER RIVER CROSSING WITH BOARDS

You establish the river edge, but since there is a dense fog, the other side cannot be seen. Each participant is given a board with the instructions that the group is to get from one side of the river to the other without anyone touching the river with any part of their body. If they do, a board is lost. Challenges are added by taking away boards, muting, and establishing the far bank after you see that they are achieving the goals of communication, trust and cooperation.

**BESIDES ACHIEVING THE GOALS, ALL EVENTS SHOULD BE SAFE!** None of the events we are doing here pose safety problems, but please be aware. Most of all the participants need to be encourage in **POSITIVE WAYS**. The facilitator guides and manipulates the participants into learning.

### OBSTACLE MODIFICATIONS WHICH CAN BE USED FOR ALL CHALLENGES

*For some individuals within a group:*

1. **ROBOTS** cannot talk or think (for those who know too much).
2. **MUTES** cannot talk but make suggestions non-verbally (for those who talk too much).
3. **BLIND** (Use blindfold) cannot see.

*For group as a whole:*

1. **BLIND**
2. **MUTES** Mix these up, some blind, some mutes.
3. **CARRY CARGO** (or lunch) makes obstacle more difficult - requires more planning.
4. **ALLERGIES** one person must work without touching something or possibly anything.
5. **ISLAND** to be used at appropriate time when group is having a lot of trouble. Leader says, "Oh, I forgot there is this island that can be stood upon (by one or more group members) in this chasm." Facilitator then begins to draw a circle in the dirt to represent the island. You may have one person who is physically inept. You may have to help out in order that that person is not picked on by other boys.

*It is ideal to do these challenges without time limits. At Sinnissippi Day Camp we divided into four groups and they had about 2-1/2 hours to try their hand at each of these challenges. We broke it down into specific minutes for the first set of challenges which were numbers 1, 2, and 3 as one group and each of the others. Therefore we had five sessions. Sometimes the boys finished them early, and sometimes they needed some assistance to get them unstuck. If you finish early, there are many other challenges, some small and some bigger. We played some games for fillers.*

## 8. BEAN BAG TOUCH GAME

Each boy needs to touch the bean bag. There are many ways to do this. You time it (stop watch or second hand will be needed) and after they have done it the first time, give them their time and suggest they can do it faster. Do not compare times with other groups. Believe it or not, they will probably cut their time nearly in half with each try and they can get it down to just fractions of seconds.

# NonCompetitive Games

Session by:  
Carol Tetzloff, book contributor  
Leona Foster



# COOPERATIVE AND SEMI-COOPERATIVE GAMES

## Introduction

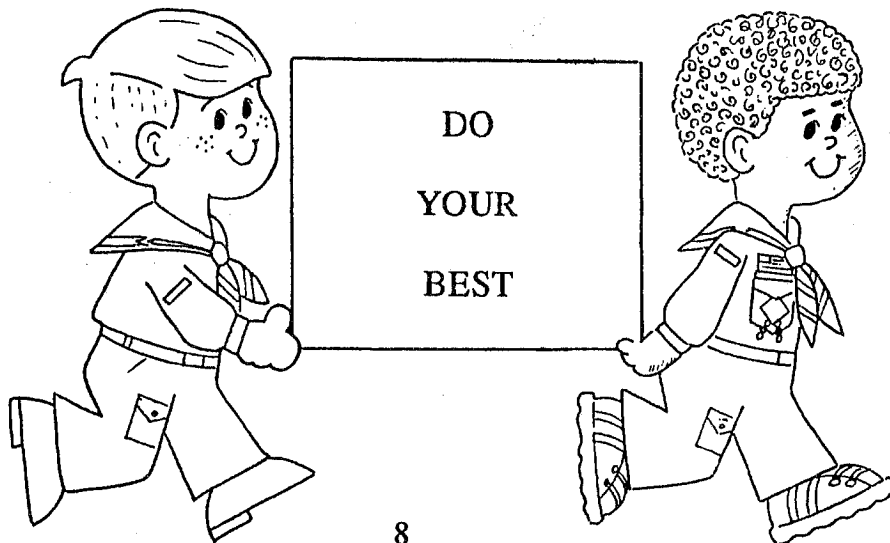
The objective of cooperative and semi-cooperative games is to get as many people to play together without the pressure to compete and to encourage helpful and fun-filled interaction. It also helps to eliminate the need for destructive behavior.

Children who are free to develop their creativity not only get a great deal of personal satisfaction but also gain experience in working out solutions to their own problems. To create is to construct, and to construct cooperatively is to lay the foundation of a peaceful community.

How to group: have the children pick a partner by eye color, hair color, shoes, or likes (such as favorite food, car, sport, T.V. program, or movie). To divide a group into equal sides, have the children choose between two things such as apples or oranges, pizza or hot dogs, Star Trek or Star Wars. All apples to the right and all oranges to the left.

The following games are just a few that you can use in your den and pack meetings. Your own favorite game can always be changed into the cooperative format. Let the boys help you form a new game.

You can also check your library for books on cooperative games. Remember, everyone wins and no one loses.



### **ALL-ON-ONE-SIDE VOLLEYBALL:**

Did you ever hear of a volleyball game that starts with a team of four or five players on one side of the net and no team on the other side? Well, now you have!

The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process. As the team gets better, try putting two balloons into play at one time.

### **SEMICIRCLE SOCCER (a semicooperative game)**

The idea for this game came from a game called Konta Wai in Papua, New Guinea. In Konta Wai, two semicircles of about five players each stand facing each other about 12 feet (3-1/2 meters) apart. The fruit of a local tree is thrown, lifted like a hockey puck, or batted back and forth between the semicircles with the use of sticks. The main object of the game is to try to prevent the fruit from passing through one's own semicircle of players. Semicircle Soccer takes off from here and adds a few new wrinkles.

**To play:** Two separate semicircles, of four or five players each, are formed by linking arms around the next person's waist. Semicircles begin by facing each other and kicking a sponge soccer ball back and forth. The objective of each team is to prevent the other team from kicking the ball through its semicircle.

However, both semicircles are mobile. They can move at will and can kick the ball from anywhere on the play space. They can even attempt to get around behind the other semicircle in order to kick the ball through their unit in a rear attack.

Additional semicircles and balls can be added for more action.

### **DRAGON DODGE BALL:**

This is good for a big group--fifteen or so.

Everyone joins hands in a large circle. Groups of two people form dragons, several inside the circle with one player holding onto his partner's waist from behind. Two or three beach balls (or other soft foam or sponge balls, or bathroom sponges) are put into play by the people forming the circle. Their objective is to hit the behind of a person forming the tail of a dragon. This usually requires some fast passing to players on the other side of the circle.

If the tail of a dragon is hit, the head of the dragon becomes part of the circle, the tail becomes the new head, and the person who made the set-up pass (the assist that resulted in the hit) becomes the new tail.

To decrease the speed of the ball and increase the challenge, allow only bounce hits onto the dragon's tail.

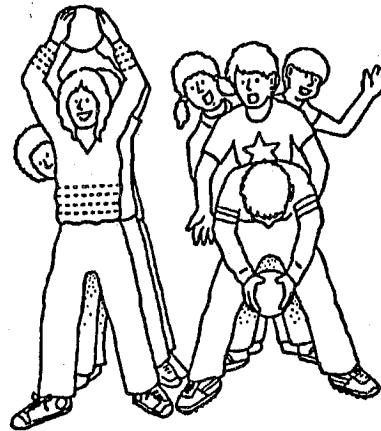
## OVERALL UNDERSTANDING

In the heat of this game, players will have not only ups and downs, but also overs and outs.

**Equipment:** 2 large balls (basketballs, beach balls, or balloons)

**Situation:** open area

**Time:** 10 minutes



### Directions:

1. Players are divided into two teams. Teams line up in parallel rows with players standing behind one another.
2. The first player on each team is given a basketball, beach ball, or balloon. When the leader says, "Go!", the first player on each line passes the ball backward over his head to the second player. The second player passes the ball under his legs to the next person behind, and so forth. The ball continues to be passed backward down the line, alternately over and under, until it reaches the last player.
3. The last player, receiving the ball, runs to the front of his line and begins to pass the ball backward again.
4. This continues until every player on the line has a chance to be at the beginning. The team whose first player gets to the front of the line again first is the winner.

### Variation:

1. On one end of the playground, form a single line with the entire group. Four or five balls or balloons will be needed to play.
2. One by one, the first person takes each ball or balloon and passes it backward overhead to the next person. The next player passes it under his legs to the next player, and this continues alternately down the line.
3. When the last player receives a ball, he runs to the front of the line and starts again. With four or five balls moving down the line, and players running to the front of the line, the line will move slowly across the playground or open area.

## COLLECTIVE-SCORE BLANKETBALL:

Two teams use a blanket to toss a beach ball (or a large pushball) back and forth over a volleyball net. Every time the ball is tossed over the net by one team and caught successfully in the blanket held by the other team, one collective point is scored.

This game is extremely cooperative in structure, as every team member is a part of every toss and every catch made by his team. In addition, both teams work together toward a common end. There remains the collective challenge of scoring as many points in a row as possible.

This game has been very well received by a variety of age groups. Experiment with different sizes of balls, blankets, and even towels.

## RUNAWAY TRAIN

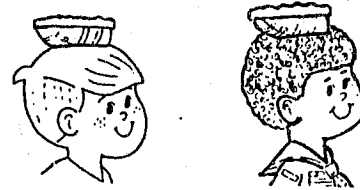
This is an action-packed game that introduces an element of challenge and ends in a common goal.

Groups of four or five people form a train and chug around the play space. Players maintain contact by wrapping their arms around the waist of the person immediately in front of them. The front of each train (engine) attempts to link up to the back end (caboose) of any other train while trying itself to avoid being linked onto from behind by another train. If one train does hitch up with another, the two parts continue as one unit, trying to join up with other smaller pieces. Before long, all the small trains will be linked into one large one. The front engine can then try to catch and link up to the last car.

As long as the engines don't get too revved up, Runaway Train is a good way to end up in a circle formation for a quieter game.

## FROZEN SHOES

In the game, each person walks, hops, spins, runs, or dances around while balancing an upside-down shoe on his head. If the shoe falls off, the child is frozen and a friend must pick up the shoe and replace it on the frozen child's head (upside-down) to unfreeze him. Hugs can also unfreeze people, as long as the hugger doesn't lose his own shoe in the process.



To increase the challenge for older children, this game can be played in pairs or small groups. Two or three people link together and move around as a unit, each with a shoe on his head. If anyone drops a shoe, his whole group is frozen, and another group must unfreeze them.

## MAGIC NUMBER 11

A group of three people stand or sit in a small circle facing one another. Each holds one clenched hand in front of him, which he shakes up and down three times as all three chant, "One, two three." On the count of three, each puts out any number of fingers, from none to five.

The object is for the three players to extend a total of exactly eleven fingers without ever talking to one another. When they are successful, each person shows his appreciation to his partner openly by shaking hands and telling each one what a good job they did.

You can change the magic number as well as the number of people in the group and the number of hands, feet, or other objects that are brought into play to add variety and fun.

## ROBOT

All children have partners. One partner closes his eyes (robot). The other partner tells the robot how to move in specific ways (forward, backward, left, right, stop, go, etc.) so that the robot can progress around obstacles and on to the preset goal.

## HOG CALL

Although Pig Latin is not required, a good set of lungs is suggested for this down-home game of match making.

**Equipment:** none  
**Situation:** open area  
**Time:** 10 minutes

### Directions:

1. Divide the group into pairs.
2. Each pair decides on a pair of things to be.

For example: hearts and flowers  
beans and franks  
bow and arrow  
cloak and dagger  
skin and bones  
milk and honey  
tar and feather  
nuts and bolts  
sweet and sour



One partner picks one of the pair of things while the other partner picks the other one.

3. Players scatter around the playground. All players close their eyes and start shouting the name of whatever object their partner picked. The point of the game is to reunite the partners. It's difficult to distinguish one call from another while everyone is shouting. Occasionally, two pairs will select the same things to shout, which results in some mismatched matches.
4. The game ends when all pairs have been matched and the last players open their eyes.

## BLINDFOLDED ARTISTS (everybody gets a turn)

**You will need:** any number of players  
about 15 minutes playing time  
pencil or crayons and paper for each player  
a blindfold

It is fun to blindfold the players one at a time and ask them to draw a picture while the others look on. When the picture is completed, it is put aside and the next artist starts, until everyone in the room has added a picture to the collection. The pictures are then exhibited and the group votes on the (best) one.



## CAR AND DRIVER

The children have partners. One (the driver) stands behind the other (the car). The players designated as cars close their eyes. The drivers direct, stop, and start the cars with only their hands, which are placed upon their partners' shoulders. Players later change positions so that each gets a turn to be the car and the driver.

Begin by having the drivers direct the cars around some obstacle. Then as experience is gained, cars can cross each other's paths. Right of way should be observed (the person on the right). Also, the cars may make a quiet beeping sound. From this basic beginning feel free to create and elaborate according to the needs of your group.

## PING PONG BLOW

Children lie on their stomachs in two lines facing each other. Their hands are placed under their chins and their elbows are extended to their sides, forming a straight line with teammates. A ball is placed between the two lines. Each team tries to blow the ball so that it passes over the opponent's line or touches an opponent in any way.

## HUMAN KNOTS

Five to ten boys stand in a circle. Each places his hands in the center and takes hold of the hands of two people other than those standing next to him. The group must work together to untie the human knot without releasing hands.

## CALENDAR SHUFFLE

**You will need:**

- at least 2 players
- about 20 minutes' playing time
- a sheet from a large calendar
- 5 checkers
- pencil and paper

With tape or thumbtacks, secure a sheet from a large wall calendar to the floor. The players stand behind a line about 8 feet from the target. They take turns throwing the 5 checkers and try to have them land on the largest number on the calendar. The number on the which the greater part of the checker lands is the one that counts. Each player tries to beat his own score or the den tries to beat its last total score.

\* \* \* \* \*

Question: What goes "zzub, zzub, zzub"?

Answer: A bee flying backwards.

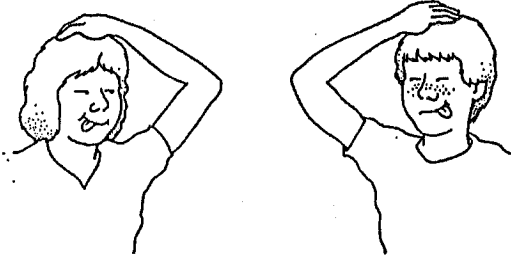
## BIRTHDAY LINEUP (quiet communication)

**You need:** an area where boys can line up.

**How to play:** Explain to the group that you want them to line up in chronological order, according to birthdays, without talking. After the boys have lined up, discuss how they arrived at their formation and note if there are any double birthdays.

## COPY CAT

**Equipment:** none  
**Situation:** open area  
**Time:** 10 minutes



### Directions:

1. Players stand in a circle.
2. Without letting anyone else know, every player picks a person to watch. A player copies the movements of the watched player, exaggerating them very slightly. If no one seems to be moving, have players spin around once. While the group is still moving a bit, players should begin to mimic.
3. The movements of the group will eventually become larger and larger and usually everyone will end up doing the same thing without ever knowing who started it.

## BLOB TAG

**You need:** a large playing area with defined boundaries.

**How to play:** The boy who is "it" starts the game by tagging another boy and grabbing his hand after the tag. Together, the growing blob works to bring other boys into its chain. The blob can strategize how to capture boys, and even divide into smaller parts in order to capture its prey.

## ALPHABET-NATURE HIKE

**You need:** paper and pencil for each team.

**How to play:** Divide hikers into teams, each with a captain. Any player from either team who sees something beginning with the letter "a" that pertains to nature names it, and his team captain writes it down. Members of that team then look for something beginning with "b". The team wins that gets furthest through the alphabet before the hike ends.

**Variations:** Have teams or individuals search for things beginning with letters in any order. Have teams or individuals search for plants only, animals only, or combinations.

## CANE CATCH

**You will need:** at least 6 players  
about 15 minutes playing time  
a cane

The players count off as they stand in a circle. One player is "it" and stands in the center holding a cane. As he lets go of the cane, he calls a number and the player whose number has been called must grab the cane before it hits the floor. If he does, "it" tries again, but if he misses, he becomes "it".

**NOTE:** If you don't have a cane, a section of old broomstick may work just as well.

## MARBLE RELAY (cooperation and relay)

**Relay form:** Circle

**You need:** a chair for each team member, 20 marbles per team in a cup, and additional cup for the circle.

**How to Play:** Each team is seated in a circle. A cup containing 20 marbles is placed in the middle of each team. On signal, one member of each team designated "leader" removes a marble from the cup and places it in his cupped hand. He proceeds to pass it to the boy seated next to him. Each boy has to use a cupped hand to receive and pass the marble. When it reaches the last boy, he places the marble in an empty cup located near his seat. He then runs to the cup in the middle of the circle, removes another marble and places it in the cupped hand of the leader. The passing begins again. The first team to place all the marbles in the empty cup wins. If a marble is dropped, it goes back to the leader.

## TUG OF PEACE

A large group of people (ten or more) sit in a circle holding on to a thick rope placed inside the circle in front of their feet. The ends of the rope are tied together to make a huge loop. If everyone pulls at the same time, the entire group should be able to come to a standing position.

Tug of Peace can also be played by stretching the rope out straight and having people sit on either side of it, facing each other in two lines. If both sides pull on the rope evenly, they can help each other up. It's a good cooperative alternative to Tug of War.

**NOTE:** This game could be played by a den of less than ten boys but it is more effective when more than ten people play.

\* \* \* \* \*

**Question:** Why did the elephant wear his tennies?

**Answer:** Because his ninies were too small.



Tiger Cubs, BSA

## GAMES FOR TIGER CUBS

### COPY CAT

**Ages:** 2-8  
**Number of players:** 2-20  
**Materials:** none  
**Preparation:** none



**Game:**

Have the children stand in a circle and choose one child to be the first leader. Let the leader show the group a new, crazy way to stand. For example, the child might wrap one leg around the other, bend over and then put both hands on top of his head. After demonstrating, have the child call out "Copycat!" Then have the rest of the children do their best to make themselves look exactly like the leader. Continue playing until each child has had a turn leading the game.

### FUNNY FACES

**Ages:** 2-5  
**Number of players:** 3-10  
**Materials:** none  
**Preparation:** none



**Game:**

Have the children stand in a line. Ask the first child to turn around to the person behind and make a face. Then have that person try to imitate the face and pass it on to the next child. Let the last child go to the head of the line and make a new face to start the game over again.

**Variation:** Have the children recite the following rhyme as they make their funny faces:

Here is my face--  
I give it to you.  
Pass it along--  
Now you're funny, too!

Games for Tiger Cubs, cont.

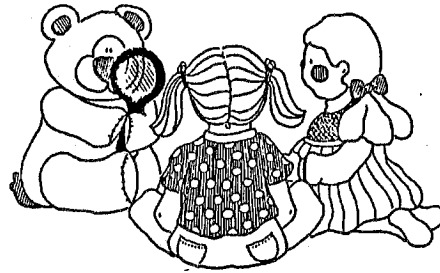
## DETECTIVE

**Ages:** 2-8

**Number of players:** 2-10

**Materials:** none

**Preparation:** none



### **Game:**

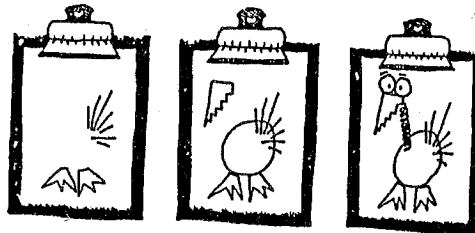
Have the children sit in a semicircle. Choose one child to be the detective. Describe an object or a person in the room by giving clues such as these: "I'm thinking of something that is red. It bounces. What is it?" Or, "Someone in this room is wearing green. His name begins with an 'M'. He has a big brother named Scott. Who is he?"

Then let the detective move around the room and try to discover the object or person you described. Continue giving clues until the detective finds what he is searching for. Then choose another child to be the detective.

### **Hint:**

For the authentic touch, give the detective a large magnifying glass to look through as he searches for clues.

## DOODLES



**Ages:** 2-1/2 to 8

**Number of players:** 2-10

**Materials:** a clipboard, paper, crayon or felt-tip marker

**Preparation:** attach paper to a clipboard or piece of corrugated cardboard

### **Game:**

Have the children sit in a circle with you. Tell them they will be working together to make a Doodle Creature, an imaginary animal that no one has ever seen before. Pass the clipboard, along with a crayon or felt-tip marker, around the circle. Let each child draw a line, a circle or any kind of shape on the paper to create a group picture. Keep passing the clipboard around until everyone has had 3 or 4 turns. When the children have finished, encourage them to try naming their Doodle Creature.

**Variation:** Let the children create Doodle Designs.

## CO-OP GOLF

Pairs or small groups of players work together to draw a nine-hole golf course on a large piece of paper, indicating greens and holes. Then, one at a time, each "golfer" closes his eyes and tries to draw a line from one hole to the next. Partners help by directing the route of the golfer's pencil (ball). Each player can use a different colored pencil to keep track of his ball.

Younger children can open their eyes after each hole to line up for the next; older kids can try to go through the whole course.

For variety, a player can close his eyes and try the course alone, and then try again with the help of his friends. Which works better?

## TROLLEY

Two strips of cloth are laid side by side on the floor. Starting about three feet from the front end, all participants (two to six) step onto the cloth. All left feet are placed on one strip, all right feet on the other. The first player (conductor) then reaches down and takes the extra length of cloth and pulls it up to his thighs. All players then try to synchronize their steps to move forward.

## WHO'S GOT THE SHOE?

**You will need:** at least 6 children, about 15 minutes' playing time, and a child's shoe.

The children are seated close together in a circle on the floor. One is chosen "it" and he stands in the middle of the circle holding a child's shoe. He hands the shoe to one of the players and the leader (this could be the Den Leader, Assistant Den Leader, or the Den Chief) recites:

"Cobbler, cobbler, mend my shoe.  
Mend it well and I'll pay you."

Then the child in the center puts his hands over his eyes so that he can't see. The children in the circle pass the shoe around behind their backs and the game continues:

"Come find your shoe,  
It's now all done.  
See if you can find the one."

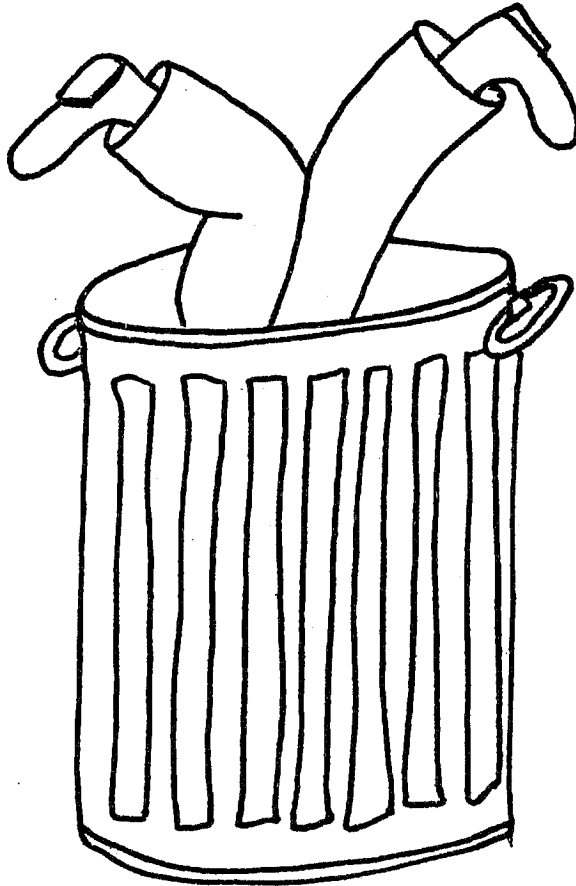
The player who is in the middle of the circle uncovers his eyes and points to the one he thinks is holding the shoe behind his back. Even if he guesses incorrectly, a new "it" should be chosen to play the next game.

---

For more information on games, see the *Cub Scout Leader "How-To" Book*, Chapter 2. As the authors of this chapter indicated in the introduction, many games can be adapted to become non-competitive or cooperative games. Have fun!



## SCROUNGING



What is scrounging? It isn't just going through other people's junk. Scrounging is the acquisition of donated articles or goods and services other than by direct purchase. If you collect cans, bottles, or paper for recycling, then you are scrounging. If you go out and ask for a donation of time or money, then you are scrounging. Scrounging can also be considered if you receive material at a discount price.



## THE ART OF SCROUNGING

Scrounge for yourself if you don't have a specific thing in mind. If you do have something in mind then you can have someone help you get what you need.

Be open-minded about anything you might find. Be creative--if you can't think of a use for something don't take it unless you have a lot of room to store it. Keep it in mind and, if you do come up with a use, you can go back and get it. Be creative and versatile and make do with what you find if you can't find just what you want. Don't forget the project.

### Where to scrounge:

home  
neighbors  
work  
stores  
churches

parks  
hospital  
nursing homes  
friends  
everywhere

Home: Many things found at home can be used for different things pertaining to Cub Scouting: 1) Plastic liter pop bottles can be made into flower and plant terrariums, wind catchers, and bird feeders. 2) Bottle caps can be made into Indian bracelets or for use in tossing games. 3) Lint or sawdust along with melted candle was poured into paper mache egg cartons makes good fire-starters. 4) Cans - there are numerous things that cans can be made into. Coffee cans make good buddy burners. Organizers can be made from different sizes of vegetable cans and fruit pickers can be made out of large cans. Tuna cans are good to make candle holders. See the September, 1985 issue of Boy's Life Magazine for more ideas for using cans.

Neighbors: Ask neighbors to save anything that you don't have or that you seldom get. If you see something you could use, don't be afraid to ask if you can have it. They don't want it or they wouldn't be throwing it out.

Work: your's and friend's: Find out if an item is considered garbage or scrap. If it's garbage, it's probably free for the taking. If it is scrap, then you should only have to pay scrap price. Tell them that it is for Scouting and you might get it free. Find out what your company has for scrap. Also check with the rest of your den and troop parents to see what they have at their jobs. Don't think that rummaging through junk is bad. Many places throw away useful items. What kinds of throw-aways could you get from your job?

Different types of jobs with possible free-bees:

Factories: find out what they make and figure out how you could use the throw-always; also ask other Cub Scouters what their place of employment could give you.

Office jobs: Paper, binders, notebooks, copy machines, envelopes, pens, markers, and other office supplies.

Newspaper firms: large pieces of paper that could be used for table coverings and posters, and sheets of tin that could be used for plaques.

Hospitals: tongue depressors, cotton swabs, mattress foam pads, rubber gloves, and many other useful things.

Neighborhood stores: Ask them for supplies that you will be using within the next year. They may donate them or sell them to you at a discounted price. They may also not charge you sales tax. Remember to recognize these people at one of your pack or troop meetings.

Churches: Leftover candles could be used for the boys' advancement candles or for making fire starters. The minister is a good resource to help with the religious awards, and could help with your Blue and Gold Banquet. The church may also be a good place to hold your weekly meetings.

Parks: Many things can be obtained just by going for a walk with the boys: rocks, plants, leaves, soil, seeds, pine cones, nuts. You could also make plaster castings of animal tracks you see. Cub Scouts love to do that type of thing, and it's educational for the boys and the leaders.

Friends: Ask them to help in any way that you can think of. If you don't ask a question you'll never get an answer.

Everywhere: Don't leave any stone unturned. There are people out there that are willing to help the Boy Scouts. All you have to do is ask. Look in phone books, in other pow wow books, roundtable information, craft workshop information, basic training, etc.

# Story Telling

Session by:

Rick Blair  
Matt Foster

Lonna Alcock, book contributor



## STORYTELLING

*'Upon the way people act in stories, he (the Cub Scout) is forming his judgement of the world's ways, of men's motives, of cause and effect.'*

*'A leader can command rapt attention at any time by telling the Cub Scouts a story, and through it he can convey the lesson he wants to inculcate. It is the gilding to the pill which never fails - if the teller is any good at all.'*

*'It is important that you use good stories - for you many never know when one of your listeners may take a story and build a future on it.'*

Storytelling goes back to the time of early man and then down through the ages of the ancient Chieftains, Medicine Men, Wise men, and Troubadours. By the campfire, in the halls of ancient castles and the courts of kings and rulers, the storyteller was found. He could fire the imagination and kindle emotion. He could sway his hearers, moving them to sadness or gladness or fanning their hatred into a flame of fury.

Our own Aboriginal Culture abounds with legends from the Dreamtime. Storytelling is not only a form of entertainment, it is a material way of teaching Cub Scouts many things including examples of good habits and good principles. It also serves to satisfy the Cub Scout's natural her-worship tendencies.

### WHO CAN TELL A YARN (STORY)?

All the leaders should take part in telling yarns to the boys. It is valuable experience for the Cub Scouts to meet a variety of personalities presenting yarns in varying ways.

1. Cub Scout instructors, District Cub Scout Leaders, District Commissioners, and Group Leaders can all do their part.
2. Your Scout Leader can tell about a Jamboree he went to, or about the time one of the Scouts fell into the grease pit at camp.
3. A Patrol Leader can tell about a camp or hike he went on.
4. The Cub Scouts themselves can tell stories and it is good experience and training for them.
5. Visitors to the Pack may be willing to tell a yarn.

### YARN TIME

Yarns for Cub Scouts should only last about five (5) minutes. If the yarn is really interesting and the teller is very good, then ten (10) minutes is usually the maximum. Although some boys will listen quietly for quite a while. As soon as one or two boys lose interest, they become distractions for both the teller and the listener. Any time is yarn time, BUT you must choose the theme to suit the occasion and then tailor the length of the yarn to the mood of the boys.

## YARNS

### Examples of Occasions

1. At the start of a meeting Cub Scouts will listen quietly for three to five minutes while you tell a yarn to set the theme for the night and in particular, the first game.
2. After the first Pack game you can expect the boys to listen for up to five minutes while you tell a yarn which leads into the next game.
3. After two or three active games the Pack will listen to a yarn or take part in a round-robin yarn which might last for up to ten minutes if the boys are all enjoying it.
4. During Boomerang Instruction time, a yarn is ideal for illustrating the value of learning a particular skill.
5. During the meeting when some boys have finished an activity and some haven't.
6. The end of a program is usually ideal for a yarn but do not always slot it in at that time.
7. At a Council Fire.
8. At a Scout's own fire.
9. At Pack Meeting.
10. On an outing when you want the boys to rest for a while.
11. On Pack Holidays, especially after lunch and at bed time, but at lots of other times too.
12. At any time when you want to set the scene or the mood for a game or activity or when you wish to encourage some specific behavior or ideal.

### HOW TO CHOOSE A YARN

The yarn should be simple, direct, and virile with a strong dramatic plot to appeal to boys. Each incident should create a picture in the Cub Scout's mind. Here are qualities that Cub Scouts like in yarns.

1. Action - something happening, excitement, danger.
2. The heroic and noble qualities befitting a hero. Generosity, bravery and fairness.
3. Animals - courageous pets, conflict of the wild animals, animal habits.
4. Mechanical things - machines, planes, strange inventions. These have a universal appeal.
5. Aboriginal legends that are intriguing and meaningful.
6. Pioneer life has both historic and patriotic values.
7. Travel and strange people. Here is a rich field of fact and adventure.
8. Humor and fun - fact or fiction.

## HOW TO PREPARE THE STORY

1. Select a story that appeals to you. In this way, it is easier to put it over to the Cub Scouts.
2. Read it over for general plot, getting clearly in mind the general scheme and atmosphere.
3. Read it again, noting characters, places, plot and situations that appeal to you.
4. Make brief notes on a card or in your story book.
5. Read again to revise the above points.
6. 'Live the story' as you learn about it.
7. Know exactly how to begin the story.
8. Tell the story to yourself aloud or tape it and listen as you do other things.
9. Tell the story to your family, the Sixers, or a group of children to gain their reaction.
10. Know exactly how to end the story.

## HOW TO TELL THE STORY

1. Be sure that you and your audience are comfortable.
2. Arouse interest by an attention-getting opening sentence or phrase.
3. Gradually create the atmosphere of the story.
4. 'Live the story' with your audience. In other words, forget yourself.
5. Hold closely to the original prepared plan. don't digress or you will be lost.
6. Speak clearly, naturally and rather slowly, using good simple language.
7. Use gestures if your are able to.
8. Talk directly to any inattentive boys to win back their interest.
9. Make good use of suspense, i.e. have the occasional pause, but just pause long enough to make listeners curious.
10. When finished, stop talking.

## READING A YARN (STORY)

Occasionally a yarn can be read. For example, you can read a book that you know the boys will enjoy, if you serialize the chapters over a few weeks.

If you are really worried about getting a story exactly right, and it is important to the story that it is in sequence, then you might consider reading it. Practice so that you can look up now and then, as this will help your presentation.

## WHERE TO LOOK FOR A STORY

1. The public librarian can refer you to all sorts of good books.
2. Use personal experiences.
3. Read, read, read articles in magazines and newspapers, books, and pamphlets.
4. The Wolf Cub's handbook, Scouting magazines and so on.

## REMEMBER

The boys are not as critical of the way Leaders tell a yarn as we so often think they are. If you are not used to yarn telling, then start with a very short, very simple story.

After a while you will get to enjoy telling a yarn as much as the boys enjoy listening to one. Don't deny yourself or the boys the benefits of this very rewarding activity.

## STORIES AND ACTIVITIES

Sometimes it is a good idea to follow a story with a game or activity directly relating to it. As you gain experience you will be able to do this for yourself but for the moment here are some examples.

Use the Jungle Books and particularly the Mowgli stories, for they form the background of Cub Scouting. The longer stories can easily be told in serial form. Then go on to the other Jungle Book stories which exemplify character such as:

- The White Seal
- Rikki Tikki Tavi
- The Miracle of Purun Bhagat
- Toomai of the Elephants

The Cub Scouts may like to hear some Jungle Songs and Maxims such as:

- The Law of the Jungle
- Night Song of the Jungle
- Hunting Song of the Seonee Pack
- Morning Song in the Jungle

To emphasize the Cub Scout's "Duty to God"... There are Bible Stories and other religious stories:

- Joseph and His Coat of Many Colors
- David and Goliath
- Israelites Passing Through the Red Sea
- The Fall of the Walls of Jericho
- The Good Samaritan
- The Good Samaritan and the Lost Sheep
- The Prodigal Son
- Stories of Saints

Read from "Plain English" versions of Bible stories.

And then there are:

Stories from Uncle Remus - Harris  
Wild Animals I have Known - Seton  
Stories of Robin Hood  
Knights of the Round Table  
Kingsley's "Heroes"  
Treasure Island  
Indian legends

Draw also upon nature stories and the host of story books available in bookshops and libraries.

### CUB SCOUT GRIN

A grin has been a trade-mark of Scouting from the early days of Baden-Powell. Baden-Powell, himself called it a "Scouting Gadget", and a very important one too. He would tell a story about it and sometimes show a sketch as well.

This is the story.

"There is a very curious-looking gadget that we in Scouting should all have and can make for ourselves. It looks like this.



For one thing it can help ease the pain if you have met with an accident, and can help you feel better if you are ill. You will see lots of advertisements for clothes, hair styles, cars, and other such things which are supposed to make you look good. But they all cost a lot of money and usually don't work as well as you would like. With the help of this gadget you can make yourself look good in a few seconds. And what's more, it doesn't cost any money."

"It has yet another wonderful power. By showing it to other people you can make them forget their troubles, improve their looks and be happy. You can set the fashion and everybody you meet in the street or anywhere else will be inclined to follow your example."

"You can make it your crest or trade-mark. And as its motto, use the words, 'Put it on, and Keep it on'.

What is it?

**A BIG CUB SCOUT GRIN!**



# Indian Lore

Session and information by:

Badger (Matt Foster)

Stains in the Snow (Rick Blair)



## INDIAN LORE

Indian Lore groups studying the origin of the American Indians soon discover that their past is a part of the history of our own country. We can gain a greater understanding and appreciation of the founding and growth of America. Indian Lore groups are now going through old records and visiting museums and gradually have revived some of the arts and crafts of Indians to the point where they are appreciated by the real Indians. Some of the books printed on Indian lore subjects are used by the Indians themselves.

The purpose of Indian Lore is not to be like Indians, but to enjoy some of their dancing and crafts. Indian Lore groups do not pretend to copy authentic Indian crafts and dances. They modify the best of these primitive arts to fit into a boy and girl program.

Indian Lore groups have done a lot to teach the general public that Indian lore is a program with a purpose. It is not merely sticking a feather in your hair, jumping up and down, and calling it Indian dancing. Not many people have the opportunity to see a real Indian ceremonial, but in practically every community there is an Indian Lore group. The people in these communities who attend an Indian lore program are amazed at the spirit of the group, the beauty of Indian costuming, and the cleverness of the dancing.

### WHO ARE THE INDIANS?

There are many stories and beliefs about the American Indian that are not true. Even the name "Indian" is confusing. When Columbus landed on the shores of San Salvador, he thought that he had reached the East Indies. In a letter which he wrote in February, 1493, he calls the natives of the island "Indios." The word "Indios" or "Indian," in spite of its misleading meaning, has passed into common usage. The English language has two hundred words which use "Indian" as a prefix, such as Indian summer, Indian corn, Indian file, and so forth. The expression the "Red Man" was used to describe the Indian by the white traders. It came from the fact that some of the Indian tribes painted themselves with red oxide. Actually, the color of Indian skin varies from very light yellow or olive color, to very dark brown. Their eyes vary in color from black, brown or hazel to gray or even blue; their hair from straight, coarse black to soft brown. Some Indians are tall and straight with high cheek bones, while others are short, round and squat.

People who study Indians, generally agree that the early ancestors of the Indians came from Asia. There is a strong resemblance between the American Indian and people of eastern Asia. Even today Asia is separated from North America by only fifty miles of water. Ages ago there may have been a land or ice connection across which tribes migrated.

### ABOUT INDIAN TRIBES

Experts have listed all Indian tribes that lived in the same way into groups. These groups are called cultural areas. There are ten of these areas in the North American continent. In the United States proper, we have seven distinctive cultural areas: The Eastern Woodland, the Southeastern, the Plains, the Southwestern, the Plateau, the California, and the North Pacific Coast. There are about thirty different language families spoken by these groups, and about six hundred dialects.

# ILLINOIS ARCHAEOLOGY

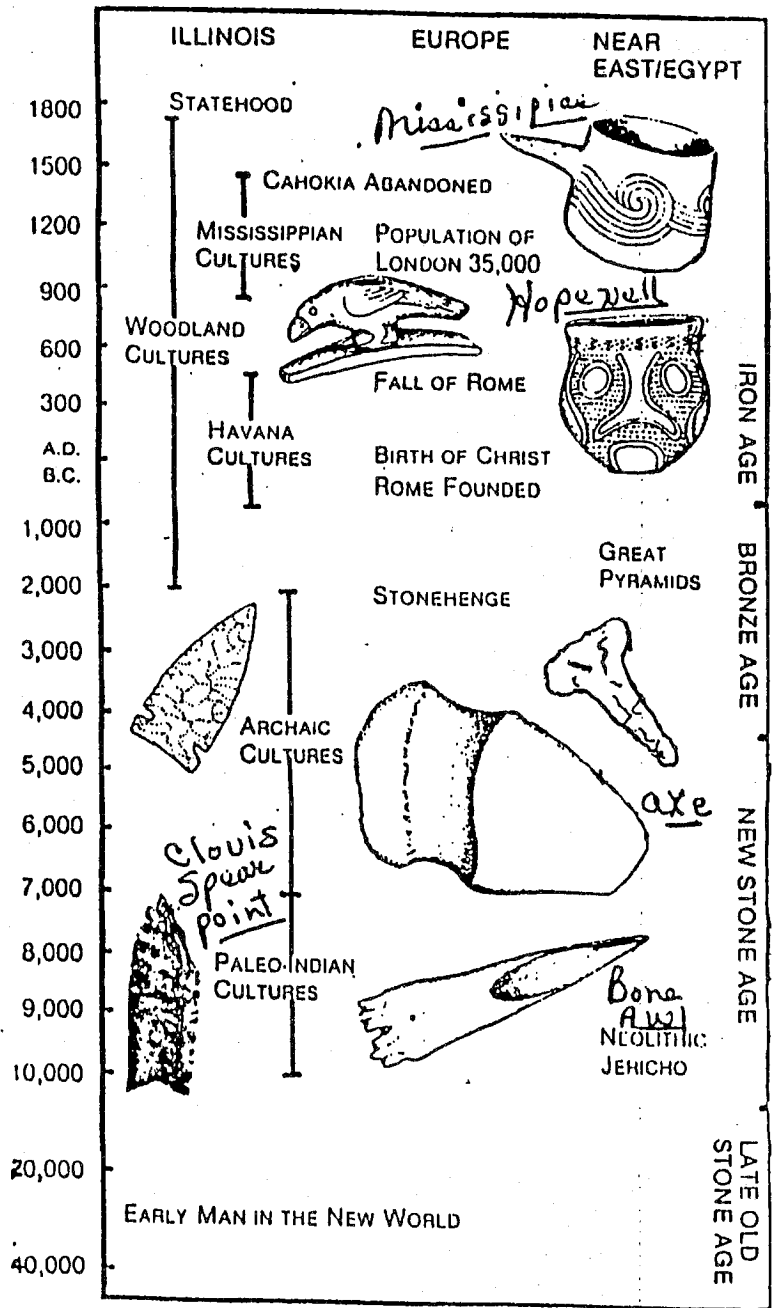
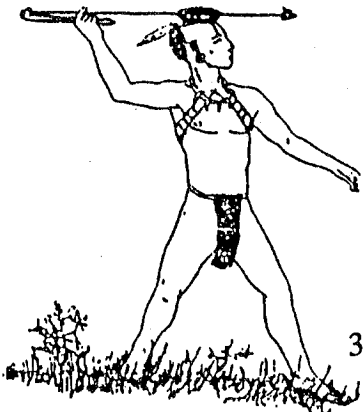
**Historic Period** - The State of Illinois derives its name from the Illinwek tribe of Indians. Some other tribes were the Kaskaskia, Winnebago, Miami, Kickapoo, Sauk and Fox, Mascoutens, Peoria, and Potawatomis.

**Mississippian Period** - Complex culture: large permanent villages, temples, plaza platform mounds, fortifications, bow and arrow, extensive trade, intensive agriculture, distinctive pottery, elaborate burials suggesting a stratified society.

**Woodland Period** - Elaborate earthworks and burial mounds, skilled craftsmen, widespread trade of exotic materials, permanent villages as well as camps, first potter made, limited agriculture.

**Archaic Period** - People moved on a seasonal basis gathering plants, nuts, and hunting game; small bands of people; aquatic resources utilized; trade; copper tools and ornaments; ground stone tools; temporary camps and rock shelters.

**Paleo-Indian Period** - Large game hunted and plants gathered; small family groups of people; temporary camps and shelters; spears for hunting.



## CHRONOLOGY FOR ILLINOIS PREHISTORY

### Paleo-Indian Period (????-8,000 B.C.)

14,000 to 25,000 years ago to 10,000 years ago

Time markers: fluted projectile points (Clovis Tradition)  
Other tools: endscrapers, knives, small engraving tools, etc.  
Subsistence: hunting and gathering of wild plants and animals with some use of large Pleistocene (Ice-Age) fauna like mammoth and mastodon.

### Archaic Period (8,000-1,000 B.C.)

10,000 to 3,000 years ago

Time markers:

#### Early Archaic (8,000-6,000 B.C.)

Wider variety of projectile points including corner-notched and basally-notched varieties (e.g., Thebes, Dovetail, Kirk, and LeCroy).

#### Middle Archaic (6,000-3,000 B.C.)

Side-notched varieties of projectile points (e.g., Matanzas and Godar types).

#### Late Archaic (3,000-1,000 B.C.)

Large lanceolate projectile points and small thick dart points (e.g., Nebo Hill, Wadlow, Etley and Riverton types)

Other Archaic tools: manos, pitted cobbles, axes, celts, adzes, bannerstones (atl atl weights), scrapers, knives, fish hooks, etc.

Subsistence: Hunting and gathering of wild plants and animal. Early Archaic campsites are widely distributed in upland and flood-plain settings and show usage of both deer and smaller mammals such as squirrels. By Middle Archaic times there is evidence for increased use of aquatic resources (fish and freshwater mussels) and for longer-term occupations. My Middle and Late Archaic times there is also evidence for cultivation of squash, gourd, and sunflower in some parts of the Midwest.

### Woodland Period (1,000 B.C. to A.D. 1200)

3,000 to 700 years ago

Time markers:

#### Early Woodland (1,000 - 500 B.C.)

Straight and contracting stemmed projectile points (e.g., Kramer, turkey-tail, red ochre and Dickson Broad Blade types); Black Sand Incised and Marion Thick pottery, burial of the dead in earthen mounds.

#### Middle Woodland (500 B.C. to A.D. 400)

Wide variety of spear points (e.g., Snyuders, Steuben Expanding Stem, Dickson Broad Blade types), finely made and elaborately

decorated Hopewell pottery types, utilitarian pottery types with less elaborate decoration (e.g., Havana pottery), lamellar flakes, hoes, widespread trade items of the "Hopewell Interaction Sphere" (e.g., mica cut-outs, copper earspools and catls, obsidian blades, dongola chert, bear teeth, marine shell, platform pipes), elaborate burial practices, conical burial mounds.

Late Woodland (A.D. 400-1200)

Side-notched, corner-notched, and triangular arrowpoints (e.g., Klunk, Koster and Madison types), less elaborately decorated pottery (e.g., Weaver and Maples Mills pottery), less elaborate burial practices, less evidence for widespread trade.

Subsistence: Hunting and gathering of wild plants and animals with increasing emphasis on cultivated plants through time. Cultigens include squash, gourd, marshelder, sunflower, maygrass, and possibly lambsquarter and knotweed. By the latter part of the Late Woodland Period (ca. A.D. 900) there is more evidence for use of maize (corn) in many parts of the Midwest. The Woodland period also shows heavy use of aquatic resources.

Mississippian Period (A.D. 900 or 1000-1400)

1,000 to 500 years ago

Time markers: small triangular and corner-notched arrowpoints (e.g., Madison and Cahokia types), flat-topped pyramid mounds, palisades, shell-tempered pottery showing a wide variety of shapes (e.g., beakers, water bottles, plates and animal effigies) and elaborate decorative techniques (e.g., painting, incising, hatching, cross-hatching), widespread trade of exotic items, large hoes (sometimes made from Mill Creek Quarry chert), elaborate burial practices, establishment of hierarchies of settlement types sometimes including central towns, hamlets, and camps.

Substance: Possibly more reliance on cultivated plants including squash, maize and beans particularly in the American Bottoms. Hunting and gathering of wild plants and animals continues to be important.

Mississippian Period (A.D. 900 or 1000-1400)

1,000 to 500 years ago

Time markers: small triangular and corner-notched arrowpoints (e.g., Madison and Cahokia types), flat-topped pyramid mounds, palisades, shell-tempered pottery showing a wide variety of shapes (e.g., beakers, water bottles, plates and animal effigies) and elaborate decorative techniques (e.g., painting, incising, hatching, cross-hatching), widespread trade of exotic items, large hoes (sometimes made from Mill Creek Quarry chert), elaborate burial practices, establishment of hierarchies of settlement types sometimes including central towns, hamlets, and camps.

Substance: Possibly more reliance on cultivated plants including squash, maize and beans particularly in the American Bottoms. Hunting and gathering of wild plants and animals continues to be important.

Protohistoric Period (A.D. 1400-1673)

500 to 300 years ago

This is a poorly understood period of population movements, tribal decimation, and partial abandonment of large areas of the Upper Great Lakes region. Indigenous people in northern Illinois show increasing contact with western Oneota groups. Changes in subsistence appear to include addition of bison hunts. Groups of the Illini and Miami were probably present; however ethnic identification for any of the late prehistoric groups is speculative.

Historic Period (Native American) (A.D. 1673-1830's)

300 to 100 years ago

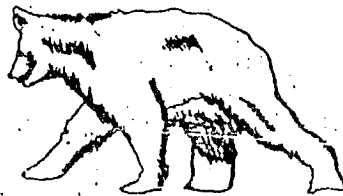
Time markers: iron tools (axes, celts, points), trade beads, glass bottles, etc. Indians present in Illinois in Historic times: The Illini (12 tribes: Cahokia, Kaskaskia, Michigamen, Moingwena, Maroa, Tapoura, Espiminkia, Chinkoa, Chepoussa, Coiracoentanon, Tamaroa and Peoria), Miami, Sauk, Fox, Potawatomi, Mascouten, Kickapoo, Shawnee, Menominee, and Winnebago.

Subsistence: Cultivation of maize, beans, and squash; hunting of bison and smaller animals, fishing and gathering of wild plants.

Ojibway Words

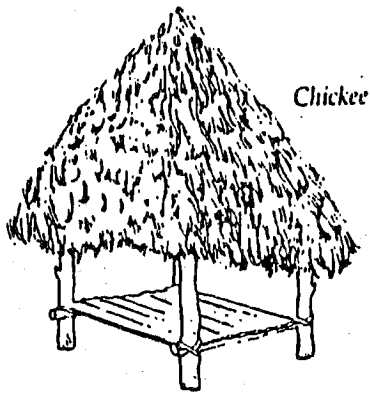
Ojibway

Makwa  
Waboos  
Boujou  
Aenimush  
Ba-zhic  
Neezh  
Nishwa  
Goween  
Indayday  
Namama  
Wigwas  
Makak  
Anishinabe

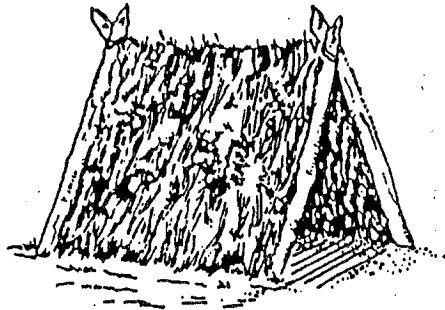


English

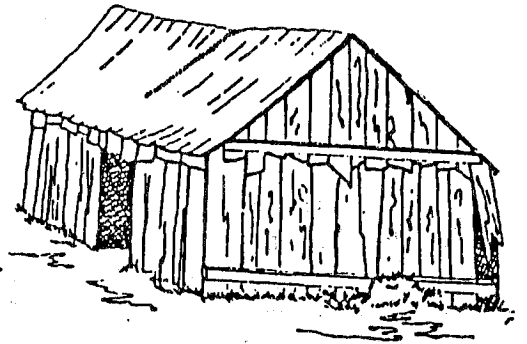
Bear  
Rabbit  
Good-Bye  
Dog  
One  
Two  
Three  
No  
Father  
Mother  
Birch Bark  
Basket  
First People



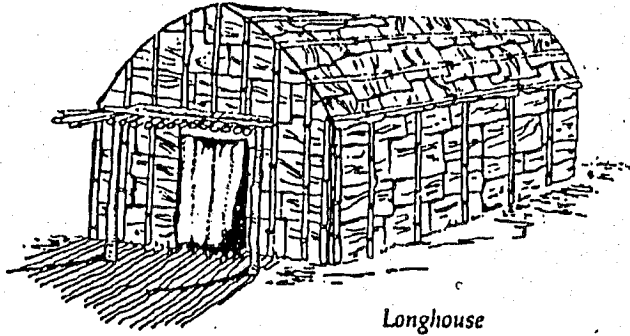
Chickee



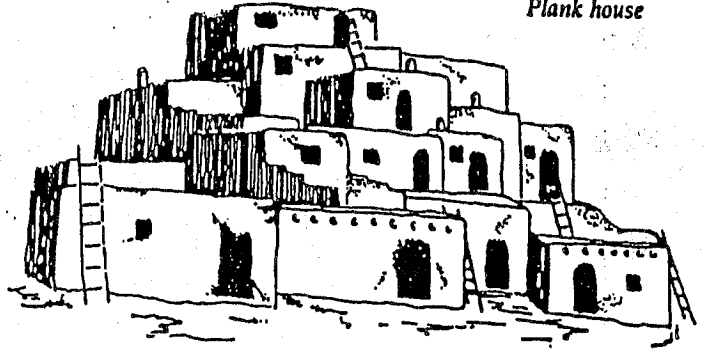
Lean-to



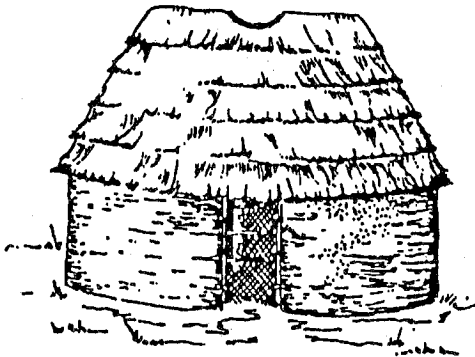
Plank house



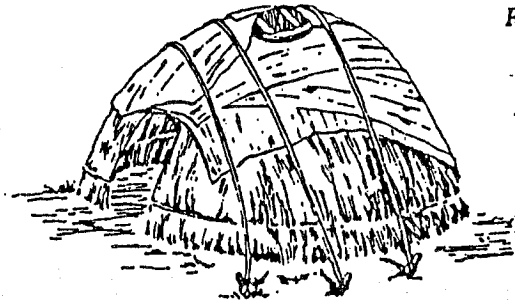
Longhouse



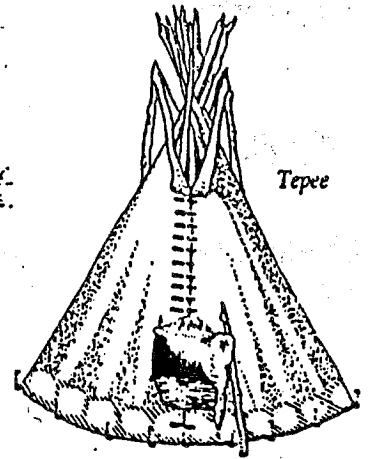
Pueblo



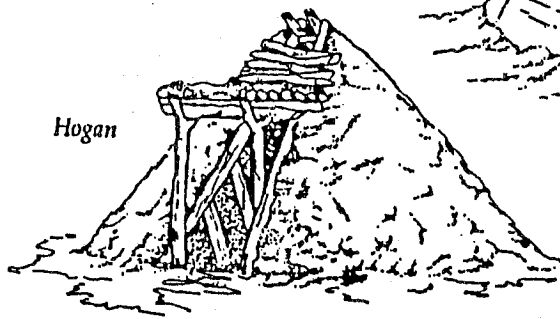
Wattle and daub



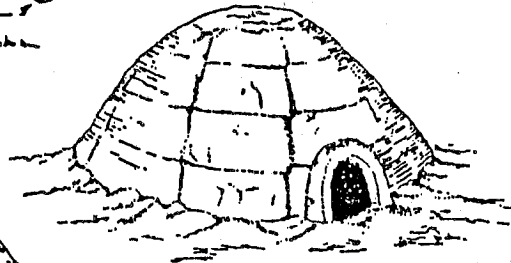
Wigwam



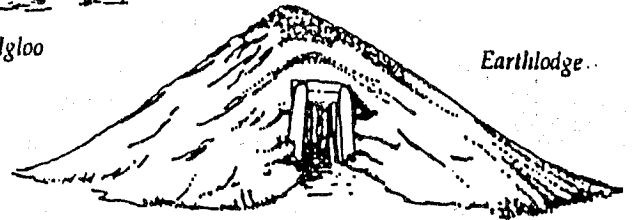
Teepee



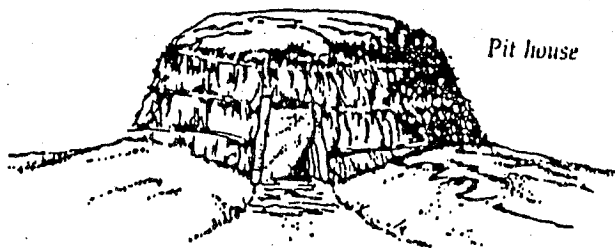
Hogan



Igloo



Earthlodge



Pit house



Wickiup

## MORE THAN A WORD

As we go about our day to day tasks we fling hundreds and thousands of word blithely into the wind with many a thought of their origin and (all too often), their meanings. Many more words than we realize have origin with the various Indian tribes and nations who preceded us. Some of the more common and familiar names which we may use. In our day to day conversations and their possible origins and definitions are as follows:

- Black Hawk** The Sauk brave who at the age of 64 led his tribe into the new famous Black Hawk war. His Indian name apparently translated into Black Sparrow Hawk.
- Canoe** Refers to dugout, or bark covered boats used by North American Indians but is more probably of West Indian origin, brought back to Spain and then finally to the "new World".
- Chicago** A common Indian name for wild garlic or onion. Since the city of Chicago was known to have been built on a vast "swampland" (probably a wet prairie) and a common wild onion of the wet prairie areas is the Nodding Wild Onion (*Allium cernuum*) it is most likely that the word Chicago refers to the plant specifically.
- Hononegah** An Indian woman, reportedly the daughter of a chief, Hononegah became the wife of Steven Mack who founded the Macktown trading post, designed and was the first settler of Rockton, Illinois. Hononegah had eleven children by Mack.
- Illinois** Derived from iniwek it signified a once powerful confederacy of tribes, the Cahokia, Kaskaskia, Moingwena, Michigamea, Peoria, and Tamaroa. Fr. Marquette stated that the name meant "the men".
- Kishwaukee** Probably of Potawatomi origin the name most likely is the name for a sycamore tree. Black Hawk stated in his autobiography that during the war in 1832 he followed the stream KISH-WA-CO-KEE for some distance before going into what is now Wisconsin.
- Prairie** Interestingly the common name for the vast grasslands is not Indian but French. No common Indian name seemed to be used by white settlers. However, the word Mascoutah or Mascoutin appears to have been a name for a wide variety of tribes and which signified "open country" or "treeless country". All of these tribes lived part or all of their lives in or about prairies.
- Sinnissippi** Although spelled a bit differently, this is the Illinois and Sauk name for the Rock River and was also the literal translation for the name.
- Wigwam** A general Algonquian term signifying an Indian dwelling of an arch-like or cone shape. Should not be confused with tipi.
- Winnebago** A tribe west of and generally separated from the Potawatomi tribe by the Rock River. The translation may mean "of stinking waters" which may refer to the marsh areas by which they lived.

(The preceding information was taken from Indian Place Names of Illinois by Virgil J. Voget, an Illinois State Historical Society publication.)



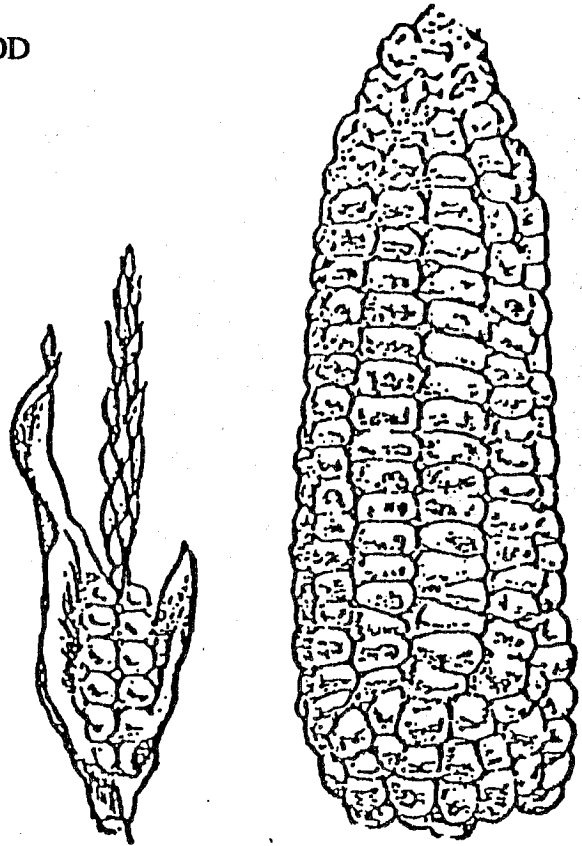
## FOOD

Women gathered food growing wild: berries, fruits, roots, and herbs.

In the summer they planted crops and harvested them. The three main garden crops were: CORN, BEANS, and SQUASH. The Indians called them THE THREE SISTERS. The Legend of the Three Sisters (Iroquois)

Maize (corn), Bean, and Squash are three loving sisters who must always dwell together to be happy. The oldest sister is tall and graceful, & the next sister loved to twine about her and lean upon her for strength. The youngest sister rambled at the feet of the elder two, and protected them from prowling enemies. When the moon drops low and the summer night is lit by only the light of the stars, these three sisters come forth in human form, wearing their green garments and decked in blossoms. They have been

seen dancing in the shadows, singing to their Mother Earth, praising their Father Sun, and whispering words of comfort to mankind. The Iroquois call these three sisters "Dyonheyko," meaning "they sustain our lives."



### ACTIVITIES:

1. CORN MEAL MUSH 2 parts boiling water, salt to taste, 1 part corn meal, maple syrup, optional. Slowly add cornmeal to boiling, salted water. Cook over medium heat, stirring often. Stir in maple syrup, berries or other fruit. Many children have never tasted Corn Meal Mush - try to cook it and have a tasting party. (Note: an instant mix is easy!) CORN MUFFINS would also be easy to serve.

2. FRY BREAD 2 cups corn flour, 1-1/2 cups warm water, 1 teaspoon salt. Mix together, form into balls. Roll into thin round cakes. Cook on hot, lightly greased skillet, turning frequently. Serve with honey or syrup.

### OTHER FOODS:

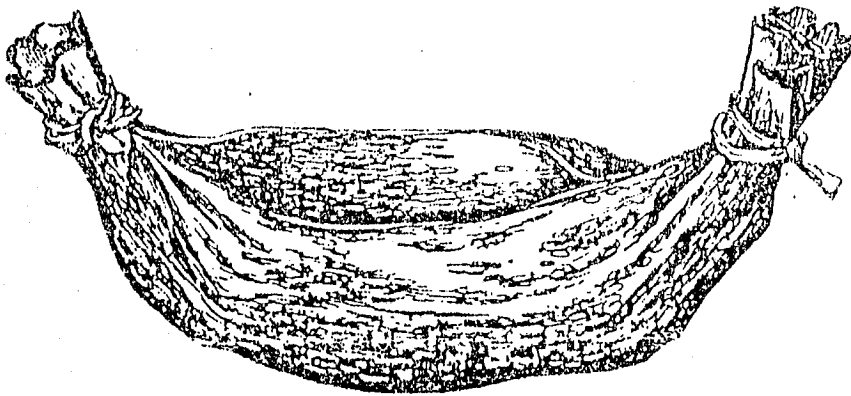
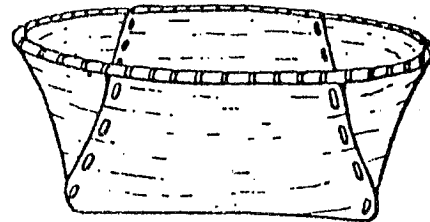
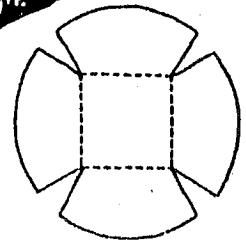
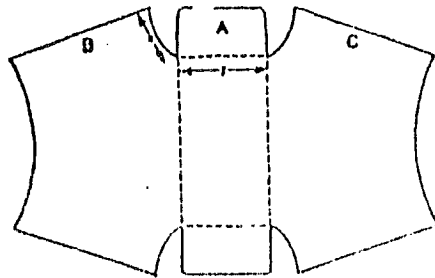
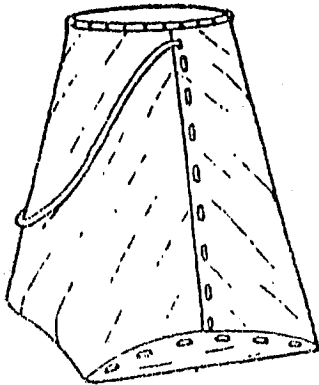
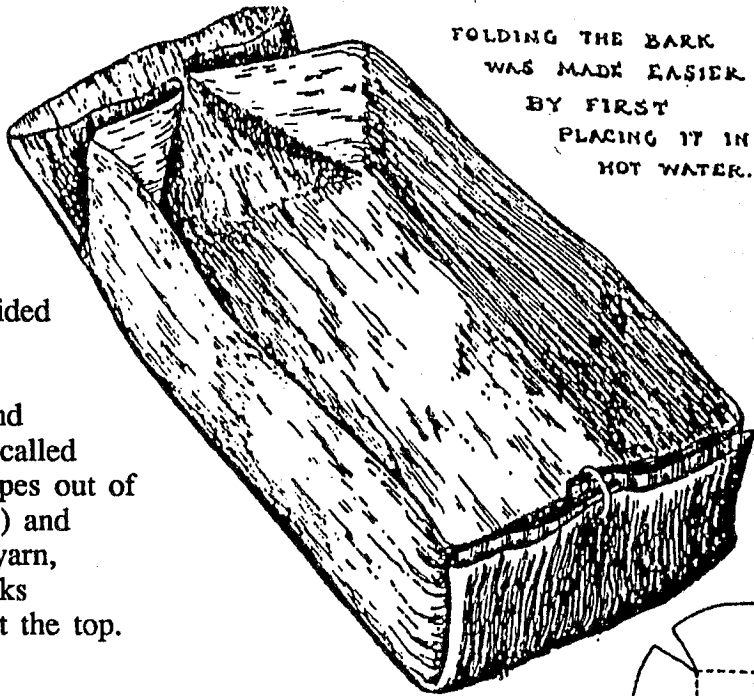
Pumpkins and squash were sliced and dried. Many fruits were dried. Seeds and nuts were eaten raw or roasted. Small animals were roasted whole or put into stews. Deer meat was cooked fresh or cut into thin strips and dried in the sun or over a smoky fire. Indian Stew: chunks of meat, animal fat or nut oil, beans, chunks of squash or pumpkin or other vegetables, any greens available, corn, wild onions. Pemican is dried meat and berries pounded and mixed together with animal fat and pressed into little cakes.

This page from Dickson Mounds Museum.

**FROM THE TREES**

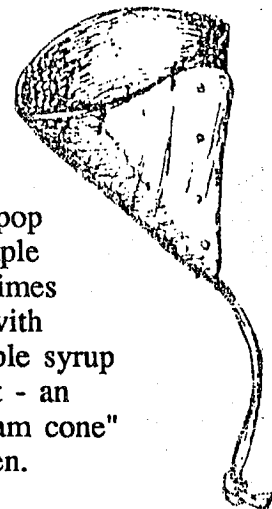
Even though this area was mostly prairie grassland, there were many trees along the rivers. Trees were important. They provided bark for containers, canoes, and covering for wigwams, wood for utensils, and fibers for weaving and tying. The square bark basket is called a MAKUK. **ACTIVITY:** Cut shapes out of heavy brown paper (grocery sacks) and lash or sew together with brown yarn, to look like a bark basket. Makuks are wider at the bottom, narrow at the top.

FOLDING THE BARK  
WAS MADE EASIER  
BY FIRST  
PLACING IT IN  
HOT WATER.



Maple sap dish of elm bark, scraped smooth and bound with inner bark strips.

The bark lollipop filled with maple sugar. Sometimes it was filled with snow and maple syrup poured over it - an early "ice cream cone" for the children.



Pictures from "The Tribal Living Book" by Levinson & Sherwood & "The New England Indians" by Wilbur.

# War Paint & Dancing

Session and information by:

Stains in the Snow (Rick Blair)

Badger (Matt Foster)



## INDIAN LORE DANCING

Most of the old Indian dances had very definite purposes. The Hopi Snake Dance and other dances of the Southwest were prayers for rain. Some dances were for healing purposes, some were for pleasure, some were for death, and some were for marriage. In the old days the Indians danced the ward dance to incite the warriors before they went into battle. When the braves returned, victory dances were held to celebrate their success.

Authentic Indian dances were never intended for general public entertainment. Many of the dances were very long and drawn out. For instance, the Sun Dance went on continuously day and night for several days until the dancers dropped from fatigue. This dance, by the way, is still practiced among certain tribes but has been modified considerably.

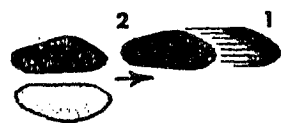
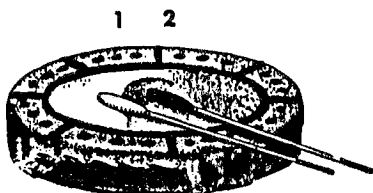
Indian lore dances are for entertainment only and should be planned as such. they should not be called authentic. Dances must be modified by taking the most spectacular parts out of the old dances. Program time is limited and your audience will quickly become bored if the dances are too slow and repetitive.

Each dance should be short, from three to ten minutes long. However, do not cut the dance so much that the audience cannot grasp the significance or spirit of it. Repeat fast action two or three times. A slow dance which is readily understood should be danced only once or twice. Remember that most audiences like a lot of color, action and showmanship.

A narrator can do a lot to make or break a good Indian dance program. A public address system is a help, if it is not too loud or used too often. Remember, Indian dances are primitive and too much use of a loud speaker will spoil the effect. A short introduction before the dance explaining the dance, and a word or two during the dancing, will help the audience to appreciate your performance.

**The Drag Step or Stee-you** is very effective when not much ground is to be covered. It is a good step for showing off when doing a solo dance. The drumming time is the same as for the toe-heel step but the action of the feet is different. In the toe-heel step the first

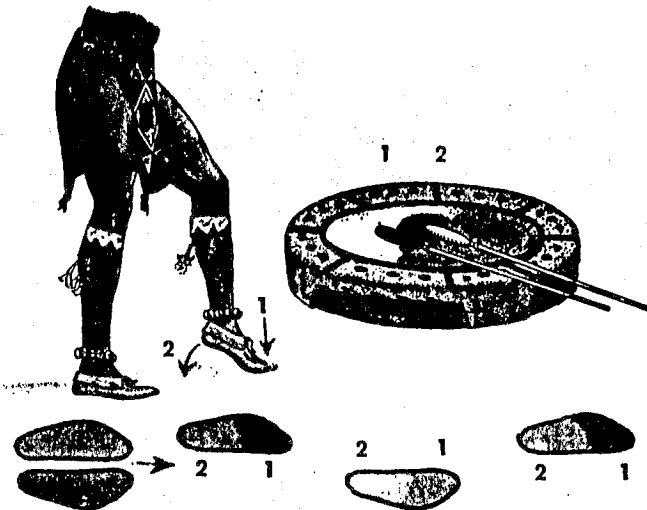
step is made at the loud beat of the drum. But in the drag step the first step is made on the soft beat of the drum. At the soft 1 beat, step forward so that the toe touches the ground and then drag the foot backwards and bring the heel down hard at the 2 or loud beat of the drum. Both the touch and drag action should be light, as this step can wear out your moccasins very quickly.



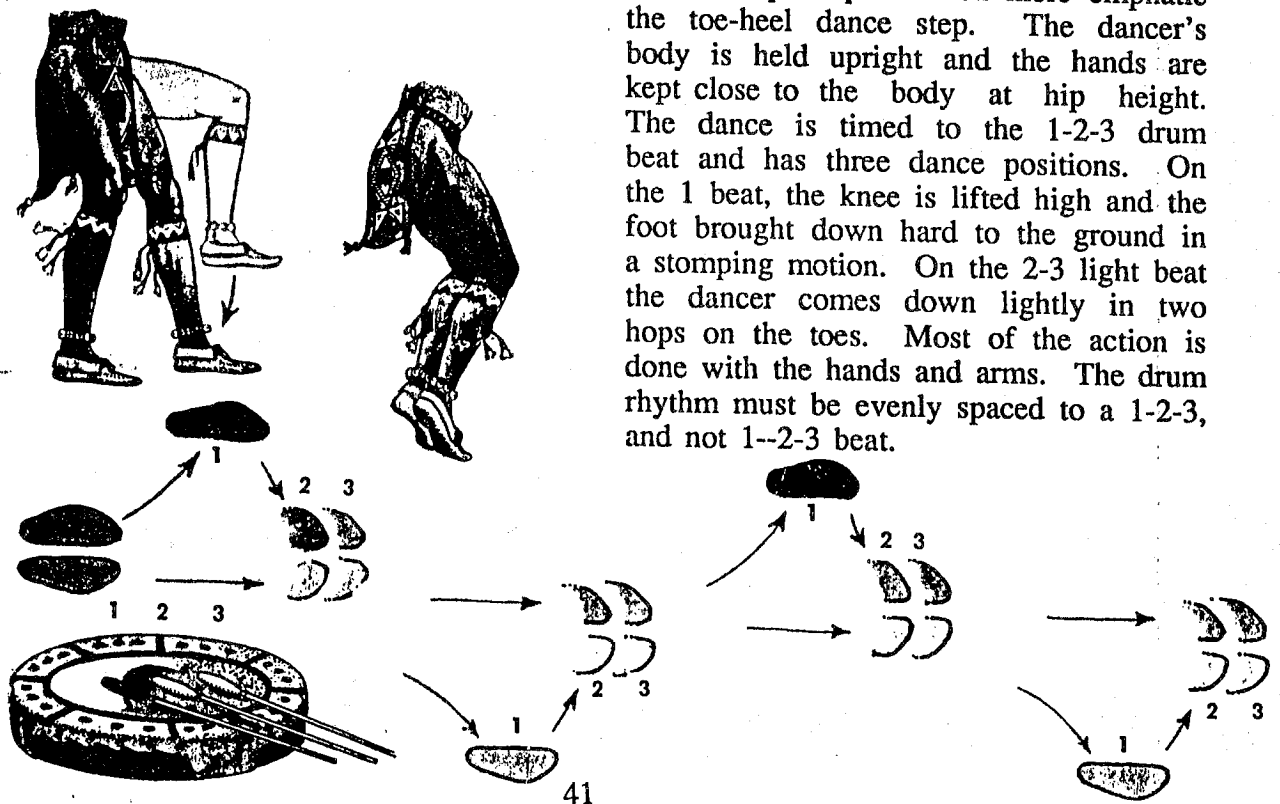
## INDIAN DANCE STEPS

The 1-2 or Toe-heel Step is one of the simplest and yet one of the most generally used of all Indian dance steps. A beginner can learn the step positions in a few minutes, but it will require considerable practice to develop the proper rhythm and enough coordination of the steps to dance with other dancers. The best way to teach this step is to line up a group of six to twelve beginners and have them do the step position in unison without moving from the spot on which they are standing. The loud and soft beat of the drum must be clearly heard by all of the dancers, because each of the steps is timed to these beats. There are two dance positions. The first is made on the loud No. 1 beat of the drum. On this beat step up with the left foot and touch the ground lightly with the toe.

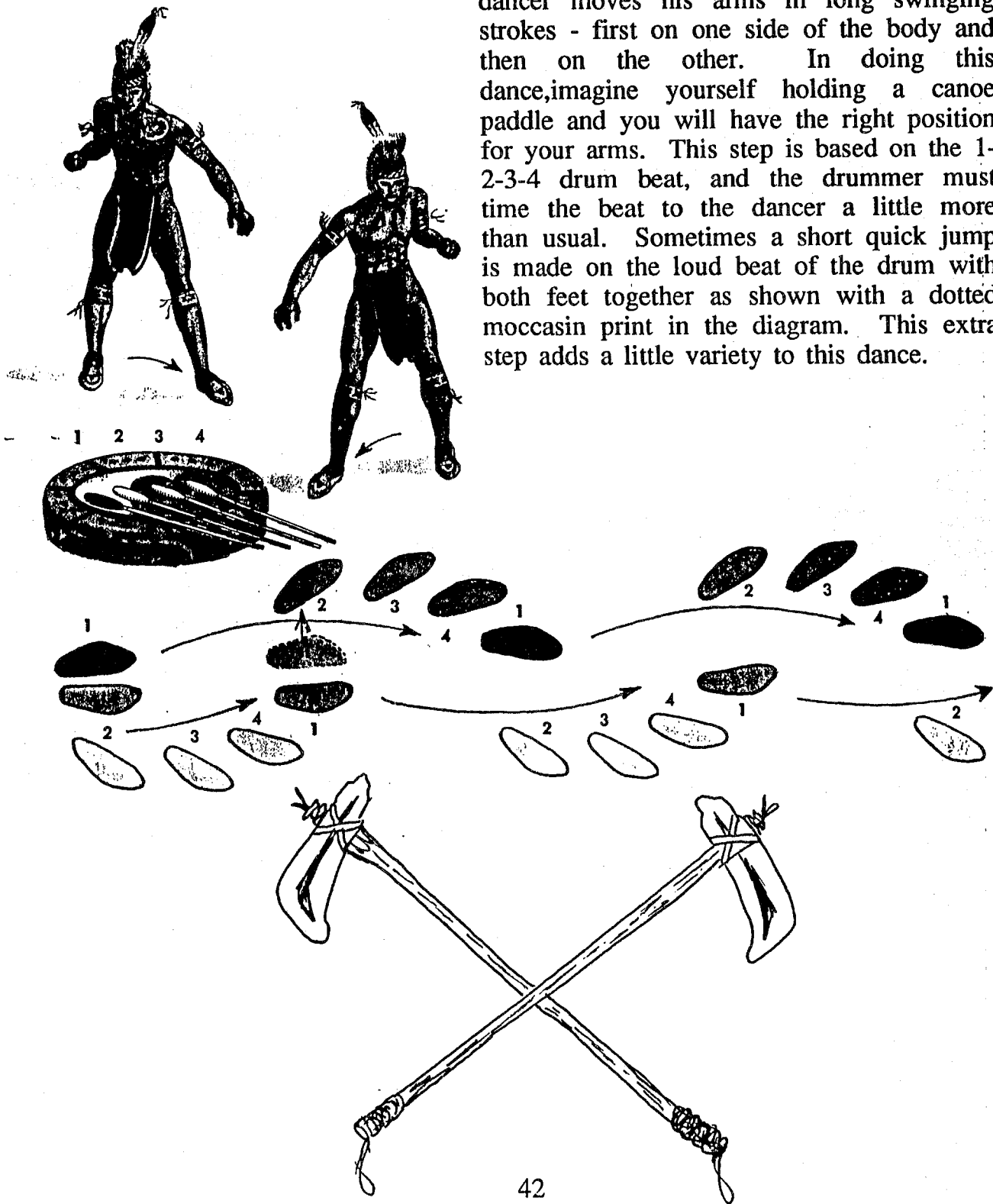
The second position is made on the soft No. 2 beat of the drum by coming down hard on the heel. Alternate by doing these two positions, first on the left and then on the right. The drummer should start and stop over and over until the entire group can start and stop in unison. When everyone has caught on to the step, the dancers can start to dance slowly forward in a circle. Then try some of the other variations of this step such as backwards or from side to side.



The Stomp Step is much more emphatic than the toe-heel dance step. The dancer's body is held upright and the hands are kept close to the body at hip height. The dance is timed to the 1-2-3 drum beat and has three dance positions. On the 1 beat, the knee is lifted high and the foot brought down hard to the ground in a stomping motion. On the 2-3 light beat the dancer comes down lightly in two hops on the toes. Most of the action is done with the hands and arms. The drum rhythm must be evenly spaced to a 1-2-3, and not 1--2-3 beat.



The Canoe Step is the most graceful of all Indian dance steps. The foot work is very simple and the body and arm motion add to the interest. This dance is supposed to represent the motions gone through while paddling a canoe. The dancer moves his arms in long swinging strokes - first on one side of the body and then on the other. In doing this dance, imagine yourself holding a canoe paddle and you will have the right position for your arms. This step is based on the 1-2-3-4 drum beat, and the drummer must time the beat to the dancer a little more than usual. Sometimes a short quick jump is made on the loud beat of the drum with both feet together as shown with a dotted moccasin print in the diagram. This extra step adds a little variety to this dance.



## INDIAN MAKE-UP



FIRST GO OVER LIDS AND WORK AROUND EYES.

GREASE PAINTS

PANCAKE MAKE-UP

SPONGE

CLEANSING TISSUE

OR SOFT CLEAN CLOTHS

LEG Makeup  
DARK

Cold Cream

BE SURE TO COVER THE EARS COMPLETELY.

WORK MAKE-UP WELL INTO EDGE OF HAIRLINE. COVER FOREHEAD AND LOWER PART OF FACE.

COVER NECK AND PART OF CHEST AND SHOULDERS THAT MAY SHOW. ALSO HANDS AND ARMS.

The Indians painted their faces and bodies for several different reasons - sometimes for protection against the sun, wind, and insects. Some of the markings indicated memberships in various political or religious societies; others represented brave deeds done by the wearer. Many times the designs were merely personal decoration without any particular meaning. The dry coloring matter was carried in small buckskin bags and was mixed with bear or buffalo fat before being rubbed on the skin. Clays containing oxide or iron were used for red; kaolin clay was used for white; black was made from wood charcoal; and green from powdered copper ore. Colors did not represent the same things in every tribe, but generally most tribes used black to represent death, red for human life, blue for sadness or trouble, white for peace or purity and yellow for joy.

PUT A DAB OF ROUGE ON CHEEK BONES AND CHIN. BLEND EDGES.

The best Indian make-up for a white person is a good deep tan. However, dark tan theatrical make-up or women's leg make-up may also be used. This make-up comes in liquid or cake form and can be applied with the fingers or a fine sponge. It is also easy to remove. Nothing spoils the effect more than a patch of paleface showing through, so be sure to apply make-up thoroughly.

Do not overpaint by putting too many symbols or markings on the face or body, since this will only detract from the effectiveness of your whole costume.

While the Indians frequently painted their entire body with a blue or white color, this is not recommended for Indian Lore ceremonials because the only colors available are theatrical paints mixed in oil, which are quite difficult to remove.



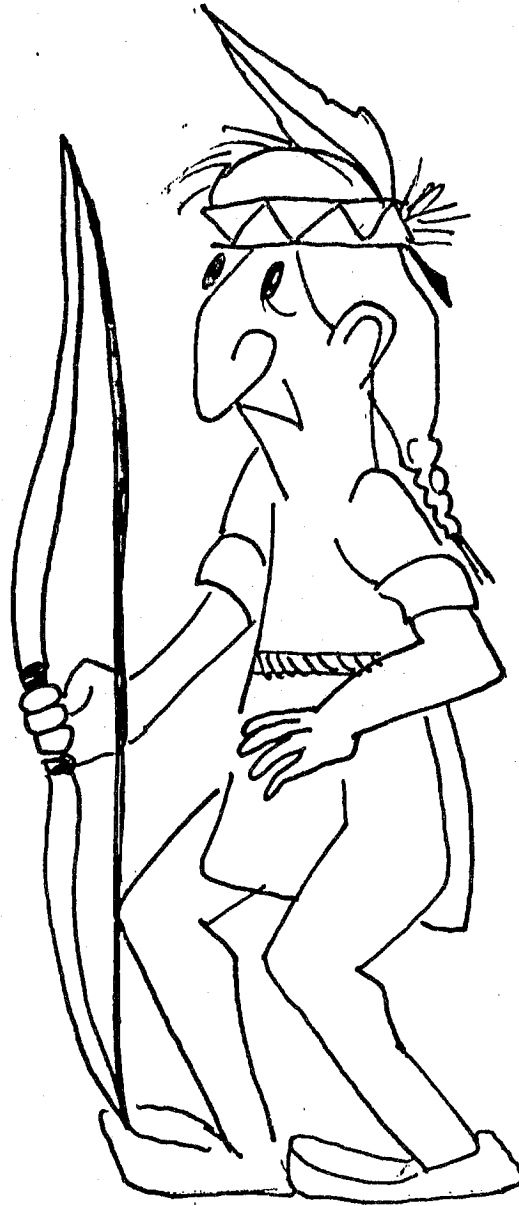
plains indians facial decorations





# Games

Session by:  
Tom Klapp  
Dennis Kuntzman



## GAMES

### THE CUB SCOUT FAIR PLAY PLEDGE

I PROMISE TO DO MY BEST  
AT WORK OR PLAY. I WILL FOLLOW  
THE RULES AND NEVER CHEAT, AND WILL  
HELP OTHER MEMBERS OF MY TEAM.  
I WILL ALWAYS TRY TO MAKE MY FAMILY,  
NEIGHBORHOOD, SCHOOL, PACK  
AND FRIENDS PROUD OF  
THE THINGS I DO.

GAMES  
ARE.....  
mind stretchers  
lessons without  
teachers  
friend maker  
building blocks  
"user friendly"  
body builders  
Games are FUN

RESOURCES:  
Roundtables  
How to Book  
Other Leaders  
Pow Wow Books  
Public Libraries  
Boys' Life Magazine  
Games for Cub Scouts  
Den Chief's Handbook  
Cub Scout Handbooks  
Cub Scout Leader Book  
"Boys' Life Magazine"  
"Cub Scout Program Helps"  
"Group Meeting Sparklers"

THROUGH  
GAMES A  
CUB SCOUT  
learns new skills  
develops new  
interests  
learns fair play  
is taught respect  
for the rights  
for others

## Games Guidelines

**GAMES MUST FIT YOUR GROUP.** The size and the makeup of your group are not like all the others. Some games will work better than others. Try them out and see what works for you. Never quit trying new games and methods.

**EVERYONE SHOULD BE AN ACTIVE PARTICIPANT.** Cub Scout games are not spectator sports for a few to play and many to watch. Those who are left out will soon find their own entertainment, and the leader might not like their choice of amusement.

**THE DEN IS A TEAM.** There is no team like a den. It is already formed and it needs to work together. Don't break up at a pack meeting to play games. Keep them intact and strengthen them through game playing. In relays it may be necessary for small dens to compete twice to equalize the team membership.

**LET BOY LEADERS LEAD.** It is good leadership experience to lead a game. Pass the opportunity to lead games to as many boy leaders as you can.

**TRY AN ASSORTMENT OF GAMES.** Don't throw out a game because it "doesn't sound good." You may be overlooking a game that could become a favorite with your den.

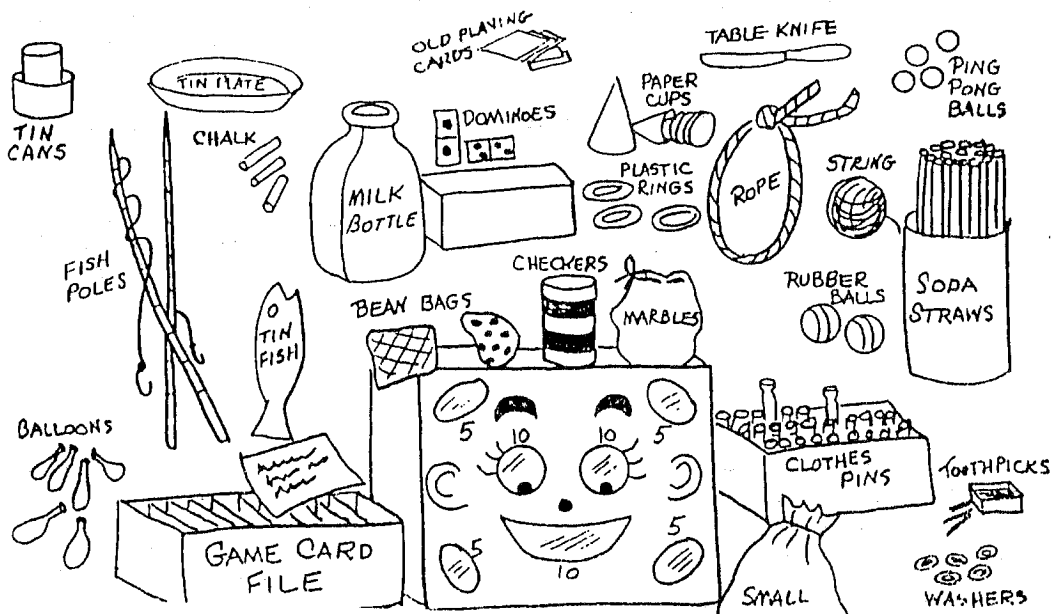
### WHEN LEADING A GAME.....

1. Name the game (if it has a name). This will give it a handle by which to identify it next time it is played.
2. Collect the equipment ahead of time and line the group up in correct formation to play.
3. Explain the rules. Make them short, but clear.
4. Demonstrate the game. Have a quick run through so everyone can see how it is done.
5. Ask for questions. If they make mistakes, wait a while before correcting them. Let them catch the spirit of the game first.
6. Run the game. Be sure you stick by the rules announced.
7. Try to avoid games that cannot be explained in 2 minutes. More than that, it's too complicated for this use.
8. Once they know it, let them play by themselves interrupting only to answer questions or settle disputes.
9. Stop the game before it loses its novelty or they tire of it.
10. If it is a competitive game, lead the cheers and applause for the winners! Use the opportunity to teach fair play.

"When the Great Recorder comes  
To write against your name,  
He writes not how you won or lost  
But how you played the game!"

## GAME CHEST

Each den should make up its own games chest, decorating it with its own designs and filling it with many different items found around the house or purchased at small cost. Include in the game chest a *game card file*, listing what equipment is needed for the game and the playing rules. The game chest will be a silent helper when planned activities are over too quickly. It can help the denner when it is his turn to help at den meetings. It's also a good place to store den supplies, unfinished craft items and den records, depending on where you store your things or if you have to carry them with you. It will soon become a treasure chest.



Some items that might be included are:

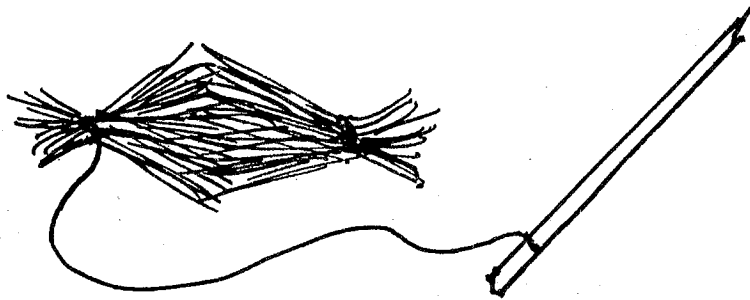
- |                        |                      |                           |
|------------------------|----------------------|---------------------------|
| Bandannas              | Corks                | Paper clips               |
| Balloons               | Crayons              | Paper cups                |
| Balls - Tennis         | Curtain rings        | Paper plates              |
| Basket or soccer       | Dice                 | Pop bottles               |
| Nerf                   | Dominoes             | Pencils                   |
| Ping pong              | Dried beans          | Pie tins                  |
| old golf balls         | Egg cartons          | Ropes                     |
| Ball jar rubbers       | Feathers             | Rulers                    |
| Bandages - triangular  | Fishing Poles        | Small notebooks           |
| Bats                   | Ice cream containers | Spoons                    |
| Bean bags              | Marbles              | Straws                    |
| Blocks                 | Masking tape         | String                    |
| Bottle caps            | Milk cartons         | Tin cans (assorted sizes) |
| Boards (small)         | Money (play)         | Toothpicks                |
| Boxes variety of sizes | Muffin tins          | Washers                   |
| Chalk                  | Newspapers           | Water guns                |
| Chalk Board small      | Old work gloves      | Wide-mouth jar            |
| Checkers               | Paper bags 48        | Whistle                   |

## INDIAN GAMES

### ZIMBA

1. Make a pointed stick three or four inches long (could use a shiskabob stick).
2. Make a ball of dried grass by bunching and tying ends with a string (you could use yarn).
3. With a yard long string, tie the stick at one end and the ball at the other.

Hold the stick with the point between thumb and forefinger; throw out the ball and jerk it back sharply. As it comes back, try to catch the ball on the point of the stick.



**ZUNI DART GAME** Make darts from corncobs or wood blocks. Attach feathers. Stuff a sock for the ball which is placed on the ground. Winner is the one who hits the ball the most times in ten tries from a 10-foot distance.

**CROW THROWING ARROWS** The Crow Indian game of throwing arrows is somewhat similar to our game of pitching horseshoes, but instead of fixed stakes to throw at, a somewhat lighter arrow is first thrown by one of the players as far as possible. The players then throw their arrows at this marker arrow and of course the closest arrow wins. The winner then throws the marker arrow as far as he can and they all try again, etc. Each player has two throwing arrows and of course someone must have a marker. The game of throwing arrows is not as strenuous as lacrosse, but just as much skill is required. On the Crow Indian Reservation, the game is played every Sunday when the weather permits. Some of the arrows have elaborate points, forged and filed to shape; some are wrapped with rawhide and some with wire; but the feathers are always tied with sinew. The smaller marker arrow is not as fancy as the throwing arrow because there sometimes are a great many players and the marker gets the worst of it, as ever target does.

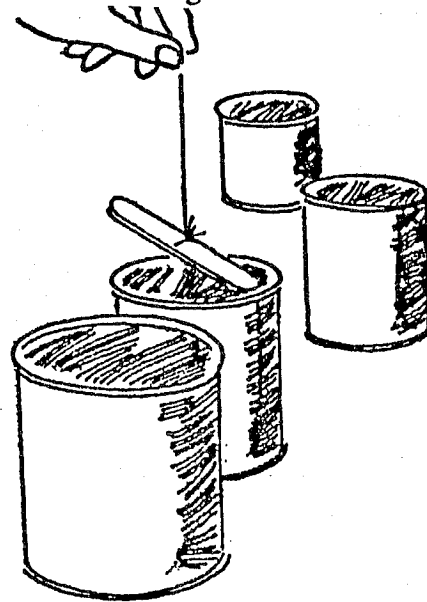


## QUICK GAMES

**CAN GUESSING GAME** Stack a bunch of different sized cans together and have the Cubs guess how many cans you have.

**CAPSULE RECOVERY** For each den use four sizes of cans -- a small juice can, a soup can, a No. 2 can, and a No. 2-1/2 can -- also an ice-cream stick with a piece of string tied to it a little off center.

Set the cans in a row. The Cub lowers the stick into the second largest can. He tries to wedge the stick against the can's lip and pick the can up and drop it into the largest can. He continues until all cans are nested. This is a speed contest. As relay you could have the next Cub reverse the process and keep going back and forth or have each Cub start over.



**LEMON TWIST** This relay can be played indoors or out. Get one lemon and one pencil for each team. The object of the games is to push the lemon with the pencil (or a stick) to a marked line or wall about 20 feet away. Then the lemon must be pushed back to the starting line. The first boy on each team starts. After he has pushed the lemon to the line and back, he gives the pencil to the next player in line. This player must then push the lemon to the line and back. This goes on until everyone has had a turn. The first team to finish wins. This game isn't as easy as it sounds. The lemon will twist and turn and often go the wrong way. After a while you will get the knack of it, and push at just the right speed. It provides lots of excitement. When you have odd numbers of Cubs, you get to play and have all this fun!

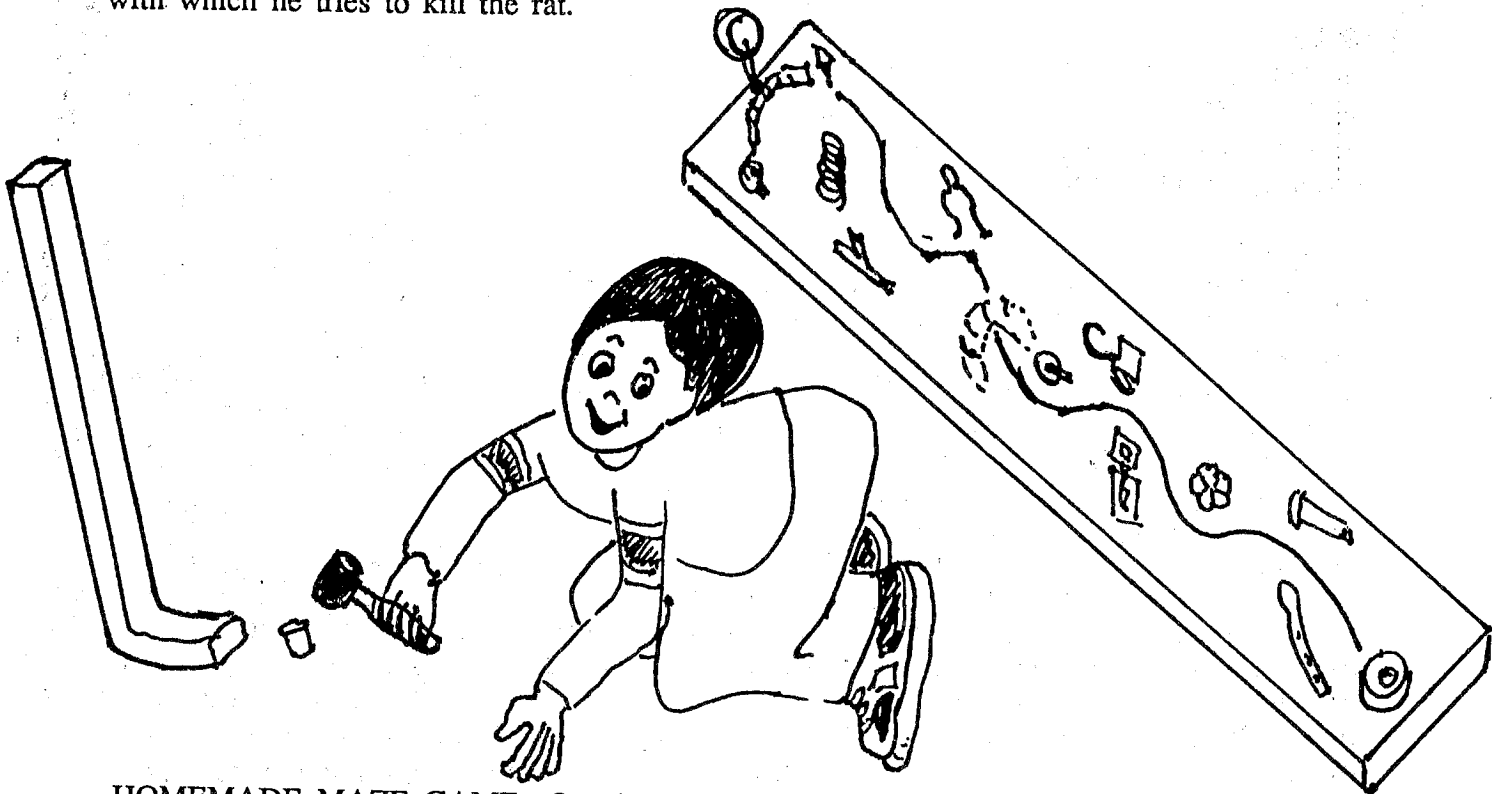
**LAME CHICKEN** Divide den into teams and give each team 10 sticks about 10" long. The sticks are placed about 10" apart like the rungs of a ladder. On signal, the first boy in each team hops on one foot over all 10 sticks. He then reaches down and picks up the 10th stick and hops back over the other 9 to his team. The second boy then begins, hopping over the 9 sticks, picking up the 9th, and returning. continue until all have raced. The last boy in line hops over all remaining sticks and then picks up all of them as he hops back to the finish line. If a player steps on any stick, he must start over from the starting line. First team through wins.

**GUM GLOVE RELAY** Divide group into two teams and ask them to line up, facing each other. The first person on each team is given a paper bag which contains individual sticks of wrapped chewing gum and a pair of large work gloves. He must open the bag, put on the gloves, pull out a stick of gum, unwrap it and put it in his mouth. As he starts chewing the gum, he removes the gloves, places them in the bag, closed the bag and passes it to the next person, who repeats the action. The first team to finish wins.

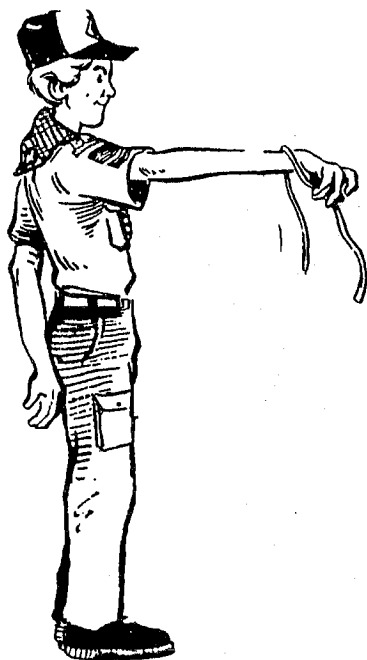
**CLOWN VOLLEYBALL** A row of chairs across a room serves as the net. Two toy balloons, inflated, are used as balls. Both sides serve at the same time, putting both balls in play. The ball doesn't have to go over the net on a serve - the other players can help knock it over. The ball is in play as long as it is in the air. A side scores a point when a ball is grounded in their opponents territory. When one ball is grounded, the teams continue to play with the other ball. No serve is allowed until both balls are grounded.

**ANIMAL GUESSING GAME** As the Cubs come in, tape a name of an animal on their backs. They are to ask questions of the others which can be answered yes or no. When they have correctly guessed their animal, they can take the tag off.

**TO KILL A RAT** Use a straight piece of raingutter and an L shaped piece together. 2" piece of dowel rod or broom sticks are dropped one at a time down the raingutter. When they come out of the L, they shoot off in different directions. The Cub has a rubber mallet with which he tries to kill the rat.



**HOMEMADE MAZE GAME** On about an 8 to 12 foot board, nail, staple, screw or wire a variety of metal items you would ordinarily throw away. Parts to engines, tools, etc. are good. Arrange them so there is a zig-zag path approximately down the center on which you will try to keep a golf ball. Have a large eye hook at one end and something round to hold the golf ball at the other end. After all the parts are attached, paint the whole thing one color and a stripe showing the path the ball "should" take in a different color. With a piece of rope, tie the board to something solid with at least a yard of rope so that the board can swing. The player sets the ball off the holder and then maneuvering the board tries to roll the ball all the way to the end without it dropping off the side.



## KNOT GAMES

**ONE-HANDED OVERHAND KNOT** Drape an 18-inch length of rope over a Cub's wrist as shown. Using just that hand, he is to tie an overhand knot as quickly as possible. Knot is considered tied when it is free of the Cub's arm.

**KNOT-TYING RELAY** Have a 6-foot rope for each team. Ask the Webelos Scouts to line up in file relay formation about 15 feet from the goal line. In turn, each Webelos Scout races to the goal line, selects a card with the type of knot he is to tie, and ties the knot correctly. When it is correctly tied, he unties the rope and hands it off to the next player. The first team to compete all the knots correctly is the winner.

**GIANT SQUARE KNOT** Each Webelos Scout holds the free end of a 10-foot rope in his right hand. He tries to tie and tighten a square knot without letting go of the rope.

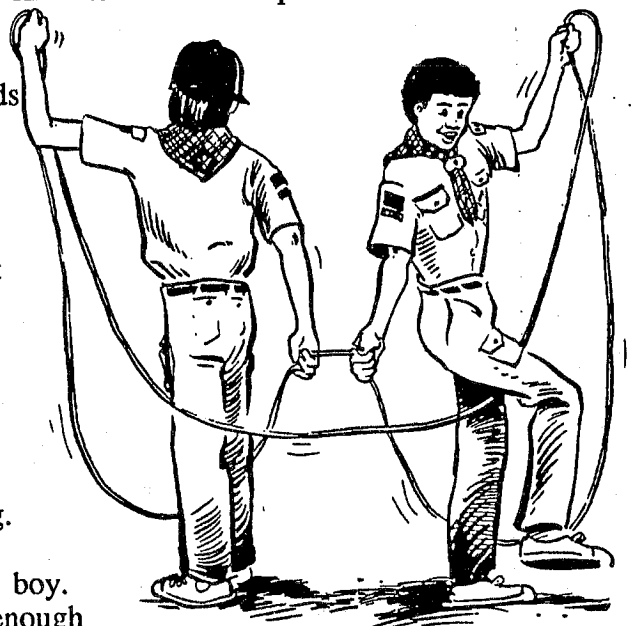
**TYING THE PACKAGE** Here's a funny relay that can be played either indoors or outdoors. You'll need two teams with 4 or more boys on each team. You will also need a ball of soft string for each team. Be sure that each ball contains the same length of string. The boys on each team line up side by side, and the two teams face each other.

The first boy on each team is given a ball of string.

Then, at a starting signal, the first boy holds on to the end of the string and hands the ball to the next boy.

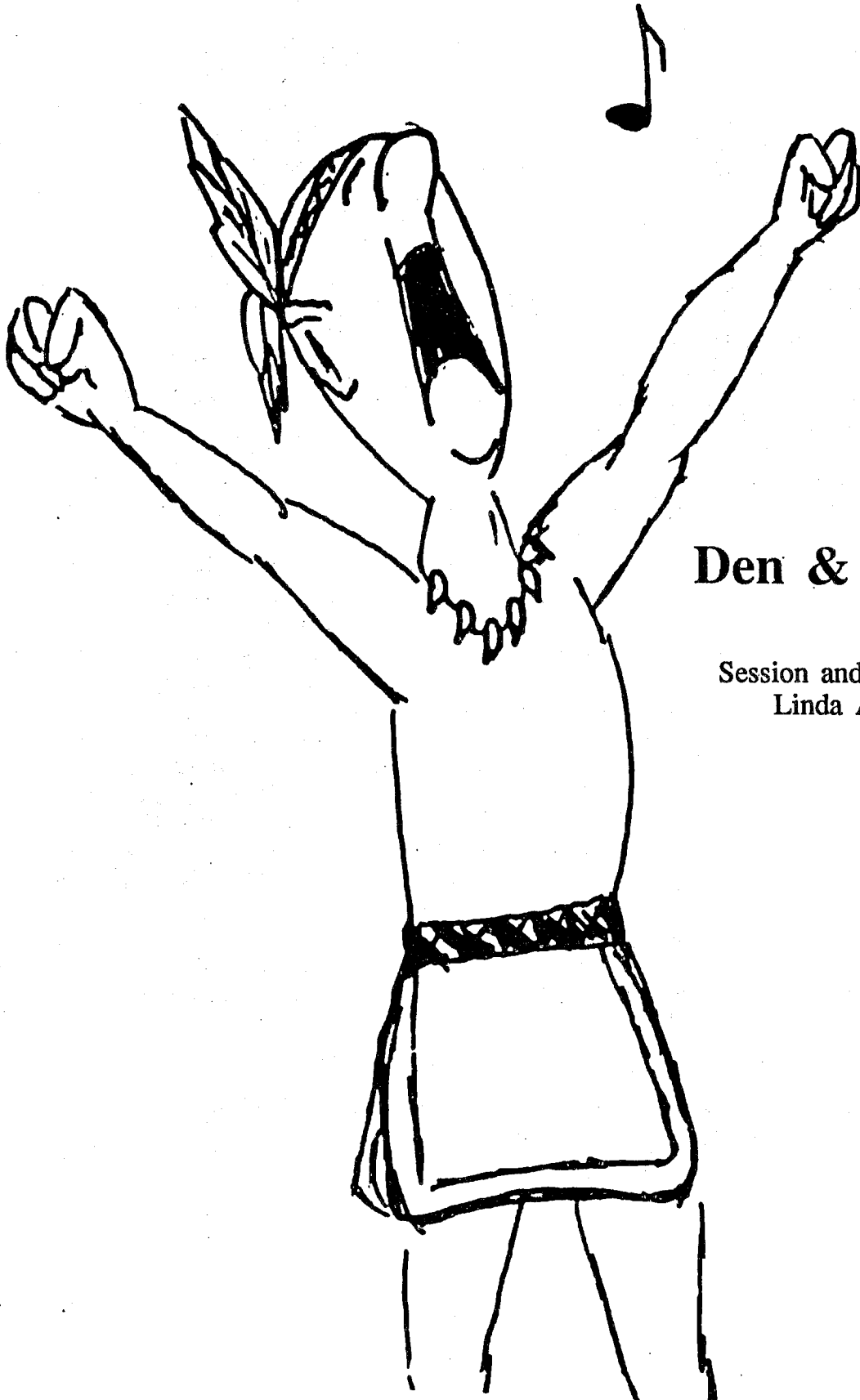
The next boy holds on to the string, and unwinds enough

so that he can pass the ball along to the boy next to him. The ball is handed along the line, unrolling as it goes. When the ball of string gets to the boy at the far end of the line, he hands the ball behind his back to the next to last boy. The ball is then passed behind the boys, with each boy holding on as best he can, till the ball gets to the front of the line again. The first boy pulls the string around to the front again, and starts handing the ball along towards the end of the line again. You see what is happening, don't you? The teams are getting wrapped up by the string. The first team to get wrapped up and use all the string wins. Now you can have an untying relay with the same rules, as each team tries to untie itself first.



**KNOTTING CIRCLE** Webelos Scouts form a circle facing inward with their hands behind them. "It" walks around the outside of the circle, places the rope in someone's hand, yells the name of a knot, then speeds off around the circle. If recipient succeeds in tying the knot correctly before "It" comes back, "It" must proceed again. Otherwise recipient becomes "It" and previous "It" takes his place in the circle.





## **Den & Pack Pizzazz**

Session and information by:  
Linda Abernathy

## DEN & PACK PIZZAZZ

In this session we will give you some ideas on how to liven up your den and pack meetings. **Use your monthly themes.** Try some simple decorations, costumes and even tape recorded music.

You should have some type of **pre-gathering activity.** A den game chest can be put together with little to no cost (see Games). At pack meetings, include the adults in on the activity. This is a good time to let parents meet each other. It doesn't have to be fancy. Use your resources! They are all around you.



Do away with the old PTA applause in den and pack meetings. Whenever an applause is needed use something special. These are called **"applause stunts"**. For example: If someone does a good job on something; give him or her the "cheese" applause. Hold cheese in one hand and grater in the other hand. Pretend to "grate" the cheese while saying, "great great great!"

In both den and pack meetings **use ceremonies to give awards.** Don't just hand the boy his award and use the old "PTA" applause.

If both adults and boys are reminded from time to time that they are doing a good job, they will in turn keep on striving to work hard. This certainly will keep the den and pack strong.



Use some **"icebreakers"** or **"run ons"** to keep the meetings lively! For example: use simple magic tricks for "icebreakers". Give someone a stick of chewing gum. Tell them you can make a "magician" out of them in less than 5 seconds. Of course they won't believe you. Tell them that they can turn that ordinary stick of chewing gum into a piece of candy. (Trick solution: hold stick of gum up and let drop to the floor. You now have a "gum drop!") Another example of an "icebreaker" is to give 5 to 6 people a balloon and a pin. Get them up front and tell them to blow up their balloons (at the same time) and pop them on the count of three. Now you've started that meeting off with a bang. Some examples of run ons:

1. Hold a coat hanger over your head and walk to the front of the room. when someone asks "What are you doing?", just say "Oh, I'm just hanging around!" Or use a loaf of bread and answer, "Just loafing around."
2. Get a rock that you can hold up to your ear. Pretend you are really lost in the "sound". Dance a little. When asked what you are doing, answer, "Listening to Hard Rock."

By all means, don't forget to use songs in both den and pack meetings. You don't have to be a professional singer. You don't even have to stay on tune. Just follow the song leader and have a good time. If you can't lead a song, just look around you. There are lots of resources out there. Start off with simple songs and it will grow from there. Be sure and get the parents involved at pack meetings. You'll find some resistance but eventually they will join in the fun.

In this section you'll find several different ideas. They may not all work for you but you won't know unless you try. If you make your den and pack meetings fun, you'll find a better attendance as well as "Scouting Spirit". People will start to wonder what will happen next and may even volunteer to help be a part of the next meeting!



### TRY THESE!

1. If you tend to have noisy pack meetings; get a "CHEER" detergent box (empty of course) and cut top just around front and sides. When someone opens the top (like a mouth); tell the people they can make as much noise; scream - yell - whistle - whatever they want. BUT when the top is shut - they MUST BE QUIET! This also good as an icebreaker to see if they are still awake. It is guaranteed that nobody will sleep through a pack meeting with the old "CHEER" box.

2. Use den yells. Have each den make up their own den yell. Ask at different times if the dens are there. Maybe the "loudest" den would go to the refreshment table first.

3. Make up some short skits to fill in time or use as an icebreaker. For example;

*Characters: den leader and boys*

*Story:* The den leader is taking the boys on a hike. (Single file and walking around the room.) The last person in line sends a message to the leader via each den member saying "I have to go Wee-wee!" (Holds legs tight together.) The leader gets the message and says, "Not now.", sending the message back through each den member. Repeat and ad lib whenever necessary. Finally the den leader, reaching their destination, sends message back saying, "OK, now you can go wee-wee." The last person jumps up and down saying, "Wee, Wee, Wee!"



4. Applause stunts: you can make some up as you go.

- a. Bikini Tap 2 little fingers lightly together and leader says, "That's why we call this the Bikini applause, there's nothing to it!" "It's a very skimpy applause!"
- b. Clean Air Take a big sniff of air and exhale and go, "A H H H H H H".
- c. Flea Hold hands above head and click fingernails.
- d. Grand Salute Stamp feet four counts, slap knees 4 counts, clap hands 4 counts, stand and give salute.
- e. Karate Cantaloupe Hold cantaloupe in one hand, split with a karate chop, saying, "Canta-loupe!"
- f. Seal of Approval Extend arms, cross hands at wrists and clap several times. Make the sound of a seal.



My Name is Joe

Hi! My name is Joe.  
Got a wife and three kids  
and work in a button factory.  
One day the boss said;  
"Hey Joe - are you busy?"  
I said NO!  
"OK - turn this button with  
your RIGHT hand.

Repeat verse adding the following:

2. LEFT HAND
3. RIGHT KNEE
4. LEFT KNEE
5. BACKSIDE
6. HEAD

*Last verse:*

Hi! My name is Joe.  
Got a wife and three kids  
and work in a button factory.  
One day the boss said;  
"Hey Joe - are you busy?"  
I said YES!!!



## DEN AND PACK PIZZAZZ SONG SHEET

### THE QUARTERMASTER'S STORE

There are snakes, snakes, snakes as big as garden rakes,  
at the store, at the store.

There are snakes, snakes, snakes as big as garden rakes,  
at the Quartermaster's store.

#### CHORUS:

My eyes are dim, I can-not see-e-e.  
I have--not--brought my specks with me.  
I have not brought my specks with me.

There are mice, mice, mice running through the rice,  
at the store, at the store.

There are mice, mice, mice running through the rice,  
at the Quartermaster's store.

#### CHORUS:

There are rats, rats, rats, big as alley cats,  
at the store, at the store.

There are rats, rats, rats big as alley cats,  
at the Quartermaster's store.

#### CHORUS:



### THE PACK SONG

There are Tiger Cubs, giving out bear hugs,  
at the store, at the store.

There are Tiger Cubs, giving out bear hugs,  
at the Quartermaster's store.

CHORUS: (same as Quartermaster's Store)

Continue singing replacing first and third lines with the following and singing the chorus:

2. Robert Cats --- Hanging down like bats.
3. Wolves, Wolves, Wolves --- With bellies round and full.
4. Bears, Bears, Bears --- With curlers in their hair.
5. We-be-los --- With mud between their toes.
6. Cub Den Chiefs --- Modeling their briefs.
7. Leaders, Leaders, Leaders --- Sitting on the heaters.
8. Moms and Dads --- Jumping on stamp pads.
9. Our Cubmaster --- Swinging from the rafter.

## AMERICAN RAILWAY

CHORUS: Padsy o ry o ry aye  
Padsy o ry o ry aye  
Padsy o ry o ry aye  
Workin' on the railroad.

In 1891 American Railway just begun  
American Railway just begun  
Workin' on the railroad.

### CHORUS:

Continue singing replacing the first line with the following and singing the chorus:

In 1892 lookin' round for somthin' to do.  
In 1893 American railway hired me.  
In 1894 found my back was mighty sore.  
In 1895 found myself more dead than alive.  
In 1896 stepped on a pile of dynamite sticks.  
In 1897 found myself on the way to heaven.  
In 1898 pickin' the lock on the pearly gate.  
In 1899 floatin' around on a cloud sublime.  
In 1890-10 found myself on earth again.

## CUB SCOUT VERSION

CHORUS: Pat-sy o ree o ree ay  
Pat-sy o ree o ree ay  
Pat-sy o ree o ree ay  
Climbing up the ladder. (Slap legs and then make spiral motion upward with index fingers.)

In 1981 Tiger Cubbing is where I begun.  
Tiger Cubbing is where I begun.  
Clumbing up the ladder.

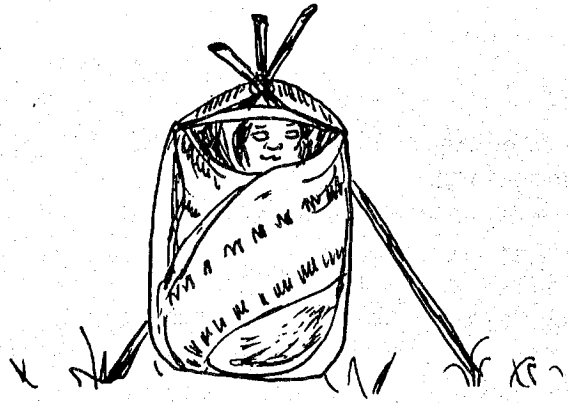
### CHORUS:

Continue singing replacing the first line with the following and singing the chorus:

In 1982 discover and share is what I had to do.  
In 1983 the Bobcat badge was pinned on me.  
In 1984 The Wolf badge is what I wore.  
In 1985 The Bear badge at last arrived.  
In 1986 added Webelos to my list.  
In 1987 I went camping and thought it was heaven.  
In 1988 an Arrow of Light was my fate.  
In 1989 it's time to leave Cub Scouting behind  
In 1980-10 if you like this song, we'll sing it again.

## EDELWEISS

Edelweiss, Edelweiss,  
Every morning you greet me.  
Small and white, clean and bright.  
You look happy to greet me.  
Blossoms of snow,  
May you bloom and grow,  
Bloom and grow forever.  
Edelweiss, Edelweiss,  
Bless my homeland forever.



*Actions:* Stand in a circle holding your left hand out with palm up and right hand out with palm down over the left hand of the person standing next to you. Start singing the song; slap right hand on neighbor's left hand, then slap your right thigh, then slap your left thigh, then slap the top of your left hand with top of your right hand, then clap your hands together twice. Continue with this motion until you have sung through the song, once. Reverse the direction of motion the second time through the song. Then, if you feel you really have the motions down; try alternating directions as you sing the song the third time.

## DUM-DUM SONG

Dum dum da-da, da dum dum da-da  
Da dum dum da-da da-dum.  
Dum dum da-da, da dum dum da-da  
Da dum dum da-da da-dum.

*Motions:* The actions change but not the lyrics.

1st Verse: Slap thighs twice, left chest twice with right hand, slap thighs twice, right chest twice with left hand.

2nd Verse: Slap thighs once, left chest once, thighs once, right chest once, snap fingers once at your shoulder.

3rd Verse: Fold arms in front and sway from your body, bounce forward for two beats and then back for two beats.

4th Verse: Move to the right and left like an Egyptian.

5th Verse: Do one of each motion.

## MY CUBMASTER DON'T WEAR NO SOCKS

My Cubmaster don't wear no socks  
(a-ding-dong)  
I was there when he took them off  
(a-ding-dong)  
He threw them on the floor  
Now the floor ain't there no more.

### CHORUS:

A Ding Dong Dong Dong Don  
A Ding Dong Dong Dong Don  
A Ding Dong

Repeat the first two lines then add the following verses and repeat chorus.

He threw them on the chair  
Now that chair is growing hair.

He threw them on the wall  
Now Spiderman refuses to crawl.

He threw behind the door  
All the cock roaches moved next door.

He threw them under the bed  
Now his wife is dead.

He threw them in the sky  
Now Superman refuses to fly.

He threw them into outer space  
Now that's the end of the human race.



## GING GANG GOULEE

Ging gang goulee, goulee, goulee  
watcha, ging gang goo, ging gang goo.  
Ging gang goulee, goulee, goulee  
watcha, ging gang goo, ging gang goo.  
Hayla, hayla, shayla: hayla hayla shayla ho.  
Hayla, hayla, shayla: hayla hayla shayla ho.  
Shally wally, shally wally, shally wally  
Oompah, Oompah, Oompah, Oompah. ooommmmmmmmm.



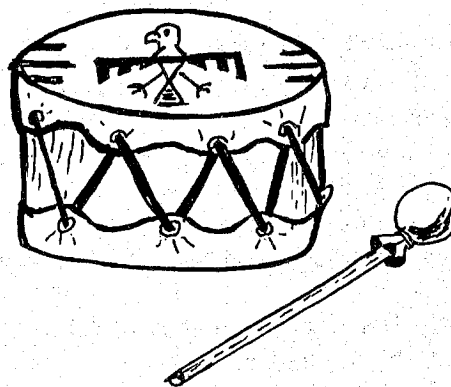
## Alice the Camel

Alice the camel has five humps,  
Alice the camel has five humps,  
Alice the camel has five humps,  
So go Alice go!!! Boom! Boom! Boom!

(Repeat down with four, three, two, one, until)

Alice the camel has no humps,  
Alice the camel has no humps,  
Alice the camel has no humps,  
"Cause Alice is a horse.

*Actions:* Everyone lines up with arms over each others' shoulders. When you say number of humps, you dip at the knees. When you say Boom!, you swing your hops from side to side.



## BOOM CHICKA BOOM

(A leader says each line and the group repeats it.)

I said a Boom-chick-a-boom!  
I said a Boom-chick-a-boom!  
I said a Boom-chick-a-boom!  
I said a Boom-chick-a-rock-a-chick-a-rock-a-chick-a-boom!  
Uh-yuh!  
Oh yea!  
One more time!

(Each time the leader adds a different variation while saying the words, ie. Way up HIGH. Louder. Way down low. Sexy. Monster style. Tongue in cheek.)

When you decide to end the song, sing "That's All!" after Oh Yea!.

## NOTHING SONG

Nothing, Nothing, I sing nothing.  
I sing nothing all day long.  
I sing absolutely nothing,  
How do you like my nothing song?

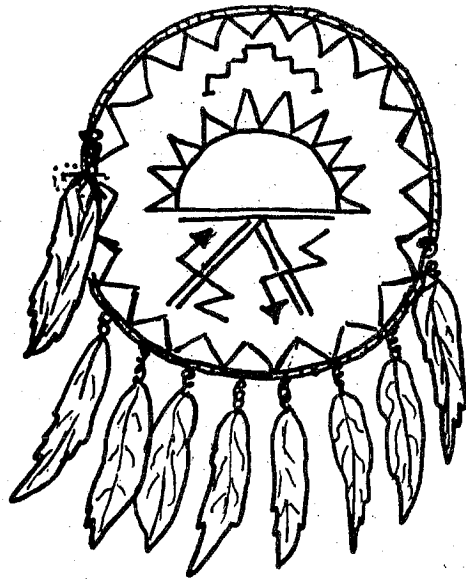
Next verse, same as the first  
A little bit louder and a little bit worse.  
(Repeat three times getting louder)

## DONUT SHOP

### *Tune of Turkey in the Straw*

Oh, I walked around the corner  
And I walked around the block  
And I walked right into the donut shop.  
I picked up a donut and  
I wiped of the grease  
And I handed the lady a 5 cent piece.

Well, She looked at the nickel  
And she looked at me  
And she said, "Hey Buddy,  
Can't you plainly see,  
There's a hole in the nickel and  
It goes straight through."  
Said I, "There's a hole in the donut, too.  
Thanks for the donut. Good-bye."



## RAGS

### CHORUS

Flip Flop, Wig Wag, Zig Zig  
Flip Flop, Wig Wag, Zig Zig

I have a dog, his name is Rags  
When he walks his tummy sags.  
His ears flip flop and his tail wig wags  
and when he walks he zigs and zags.

### CHORUS:

He doesn't have a pedigree  
But I love him and he loves me.  
His ears flip flop and his tail wig wags  
And when he walks he zigs and zags.

### CHORUS:



## LITTLE GREEN FROG

(Stick your tongue out everytime you sing 'aa')

MM aa went the little green frog one day.  
MM aa went the little green frog.  
MM aa went the little green frog one day.  
And the frog went aa, aa, aa.

All the other frogs went -- Spi-do-de-o-de-o  
Spi-do-de-o-de-o, Spi-do-de-o-de-o  
(Slap your knees and then make a spiraling circle upwards with your index finger as you sing  
Spi-do-de-o-de-o.)  
All the other frogs went -- Spi-do-de-o-de-o.  
And one little frog went mm-aa. mm-aa. mm-aa-aa!

## THE MUSICIAN

I'm a musician. I come from German land. (group repeats)  
I can play. (group repeats)  
I can play the tuba (group repeats)

(everyone)

Umpah, umpah, umpah pah.  
Umpah, umpah, umpah pah.  
Umpah, umpah, umpah pah.  
Umpah, umpah, umpah pah.

(Place hand on stomach and press in and out as you sing) Begin singing at the beginning and replace tuba with other instruments.

Viola...vio, vio, vio, lo. (simulate violin)  
Guitara...gui-tar, gui-tar, gui-tara. (simulate guitar)  
Piano...plink, plink, plink-plink-plink. (simulate piano)  
Flute...tweedle, tweedle,tweedle dee.  
Trombone...yow-da, yow-da, yow-de yow.  
Snare drum...rat-tat, rat-tat, rat-tat tat  
Bagpipes-O...nair, nair, nair-nair-nair. (Tip head back, hold nose with one hand and hit lightly on the windpipe with the other.)

I am a musician. I come from German land,  
This is my WHOLE ORCHESTRA!  
This is my WHOLE ORCHESTRA! (All instruments stand and play their own sound.)

## OH HOW HE LIED

She sat in her hammock and strummed her guitar  
(pretend strumming a guitar)  
Strummed her guitar, strummed her guitar.  
She sat in her hammock and strummed her guitar  
Strummed her guitar-r-r-r.

### CHORUS:

Um plucka, pluck, Um plucka, plucka  
Um pluck, pluck, pluck.  
Um plucka, pluck, Um plucka, plucka  
Um pluck, pluck, pluck.

He sat down beside her and smoked his cigar  
(pretend to smoke a cigar)  
Smoked his cigar, smoked his cigar.  
He sat down beside her and smoked his cigar  
Smoked his cigar-r-r-r.

### CHORUS:

He said that he loved her (hold hand over heart)  
But oh how he lied. Oh how he lied.  
Be said that he loved her,  
But oh how he Li-i-i-ied! (shake index finger)

### CHORUS:

He fed her some poison and she up and died.  
(raise up on your toes then drop your head)  
She up and died, she up and died.  
He fed her some poison and she up and died.  
She up and di-i-i-ied.

### CHORUS:

He went to the funeral but just for the ride.  
(pretend to drive a car)  
Just for the ride, just for the ride.  
He went to the funeral but just for the ride.  
Just for the ri-i-i-ide.

### CHORUS:



He sat on her tombstone and laughed till he cried.  
(pretend to laugh, then cry)  
Laughed till he cried, laughed till he cried.  
He sat on her tombstone and laughed till he cried.  
Laughed till he cri-i-i-ied!

CHORUS:

The tombstone fell over and split splat he died.  
(swish hands up and down, then drop head)  
Split splat he died, split splat he died.  
The tombstone fell over and split splat he died.  
Split splat he di-i-i-ied!

CHORUS:

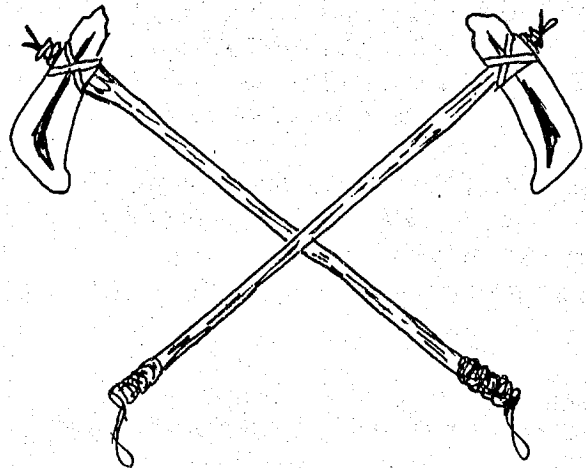
She went to heaven and flittered and flied.  
(pretend to fly)  
Flittered and flied, flittered and flied.  
She went to heaven and flittered and flied.  
Flittered and fli-i-i-ied!

CHORUS:

He went the other way and sizzled and fried,  
(pretend to sizzle in a pan)  
Sizzled and fried, sizzled and fried.  
He went the other way and sizzled and fried,  
Sizzled and fri-i-i-ied!

CHORUS:

The moral of the story is NEVER TO LIE.  
(shake index finger)  
NEVER TO LIE, NEVER TO LIE.  
The moral of the story is NEVER TO LIE.  
NEVER TO LI-I-I-IE!



WE'RE GLAD TO SEE YOU HERE

*Tune of 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.

## LORD BADEN-POWELL

### *Tune of Father Abraham*

Lord Baden-Powell had many friends  
And many friends had Lord Baden-Powell.  
I am one of them and so are you.  
As we go marching on...RIGHT ARM!

(Make a marching motion while you sing the verse again)

Lord Baden-Powell had many friends  
And many friends had Lord Baden-Powell.  
I am one of them and so are you.  
As we go marching on...RIGHT ARM! LEFT ARM!

Lord Baden-Powell had many friends  
And many friends had Lord Baden-Powell.  
I am one of them and so are you.  
As we go marching on...RIGHT ARM! LEFT ARM! RIGHT FOOT!

Lord Baden-Powell had many friends  
And many friends had Lord Baden-Powell.  
I am one of them and so are you.  
As we go marching on...RIGHT ARM! LEFT ARM! RIGHT FOOT! LEFT FOOT!

Lord Baden-Powell had many friends  
And many friends had Lord Baden-Powell.  
I am one of them and so are you.  
As we go marching on...RIGHT ARM! LEFT ARM! RIGHT FOOT! LEFT FOOT!  
NOD YOUR HEAD!

Lord Baden-Powell had many friends  
And many friends had Lord Baden-Powell.  
I am one of them and so are you.  
As we go marching on...RIGHT ARM! LEFT ARM! RIGHT FOOT! LEFT FOOT!  
NOD YOUR HEAD! TURN AROUND!

Lord Baden-Powell had many friends  
And many friends had Lord Baden-Powell.  
I am one of them and so are you.  
As we go marching on...RIGHT ARM! LEFT ARM! RIGHT FOOT! LEFT FOOT!  
NOD YOUR HEAD! TURN AROUND! SIT DOWN!



## IN RIGHT. OUT RIGHT

I'm in right, out right, up right, down right, happy all the time.  
I'm in right, out right, up right, down right, happy all the time.  
Since I joined the Cub Scouts.  
I always sing and shout.  
I'm in right, out right, up right, down right, happy all the time.

## I LOVE THE MOUNTAINS

I love the mountains,  
I love the rolling hills,  
I love the flowers,  
I love the daffodils.  
I love the campfire  
When all the lights are low,  
Bom-d-ada, Boom-d-ada,  
Bom-d-ada, Boom-d-ada.

## AMERICA

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



## MEMORY GAME

Leader says, One Duck  
Everyone repeats One Duck  
Leader says, One Duck, Two Hens  
Everyone repeats One Duck, Two Hens  
(continue in this pattern)

Three Squawking Geese  
Four Limerick Oysters  
Five Corpulent Porpoises  
Six Pairs of Don Alphonso's Tweezers  
Seven Thousand Macedonian Warriors Dressed in Full Battle Array  
Eight Brass Monkeys From the Ancient, Sacred Crypts of Egypt  
Nine Apathetic, Sympathetic, Diabetic Old Men On Roller Skates With a Marked Propensity  
Towards Procrastination and Sloth  
Ten Lyrical, Spherical, Diabolical Denizens of the Deep Who All Swim Around the Quo  
of the Quay of the Quivy at the Same Time.

DEN AND PACK PIZZAZZ  
AUDIENCE PARTICIPATION

Join the Cub Scouts

Cub Scout . . . . . "Do Your Best"  
School . . . . . "Yuck, Yuck"  
Notice . . . . . "Hear Ye, Hear Ye"  
Mother . . . . . "Turn Down the TV"

Johnny came home from SCHOOL,--- very excited one afternoon in September. In his hands was a CUB SCOUT--- NOTICE--- that the teacher has given the class. It was an invitation to attend a meeting at the SCHOOL--- the following evening.

Now Johnny's MOTHER--- was very tired. When Johnny asked her to go, she said, "We'll see". About that time, the doorbell rang. It was Sammy, who was Johnny's best friend. "Hey," said Sammy. "Look what I got at SCHOOL--- today. It's a NOTICE--- to join CUB SCOUT---". At that, Johnny's MOTHER--- said she guessed she would go to the meeting if that is what Johnny wanted her to do. Yes, Johnny was sure he wanted to go to the CUB SCOUT--- meeting at SCHOOL--- that the NOTICE--- had told them about.

The following evening finally arrived. When Johnny and his MOTHER--- arrived at the SCHOOL---, there were several CUB SCOUT--- leaders in uniform waiting to greet them. There were also several tables of displays at the SCHOOL---. There were crafts and pictures of Johnny's friends who were already CUB SCOUT---. When the program began, the CUB SCOUT--- leaders showed slides of CUB SCOUT--- activities...things like Good Turn Day, EXPO, and the water carnival held at SCHOOL--- during the summer. "Wow," said Johnny to his MOTHER---! "You mean we get to do all that in CUB SCOUTS---? Wow! I am sure glad that I brought that NOTICE--- home from SCHOOL---.

The Cubmaster explained that the CUB SCOUT--- Pack met at the SCHOOL---. They had passed out NOTICES--- to all the boys in the first through fifth grades inviting them to attend the meeting. When he asked for volunteers to become den leaders. Johnny's MOTHER--- was the first to raise her hand. She said, "Well, these pictures show that the CUB SCOUTS--- really have fun. I want Johnny to have fun... and it should be a lot of fun for me, too. I'm really glad that Johnny brought home your NOTICE--- about the CUB SCOUT--- meeting."

So, that is how Johnny became a CUB SCOUT---, and how his MOTHER--- became a CUB SCOUT--- leader. All it took was a NOTICE---!!



## The Meaning of Old Fashion Christmas

Divide the audience into three parts and when the following three key words are read by the narrator, each group responds:

Old Fashion Christmas . . . . . "Peace on Earth"  
Toys . . . . . "Buzz, Bang, Whizz"  
Gifts . . . . . "From the Heart"

What is an OLD FASHION CHRISTMAS--- a boy said to his parents one day?  
They thought for a while before they would venture to say.  
After thinking it through and pondering awhile,  
they tried to portray to him the OLD FASHION CHRISTMAS--- style.

You see the holiday season we all know today,  
often seems a far cry from what this season should portray.  
People crowd in the stores buying many GIFTS--- and TOYS---  
in far too large a quantity for all the girls and boys.

In the OLD FASHION CHRISTMAS--- things were different you see,  
far fewer GIFTS--- then; there seem to be.  
So they were all given with love beyond measure,  
making the giving a wonderful treasure.

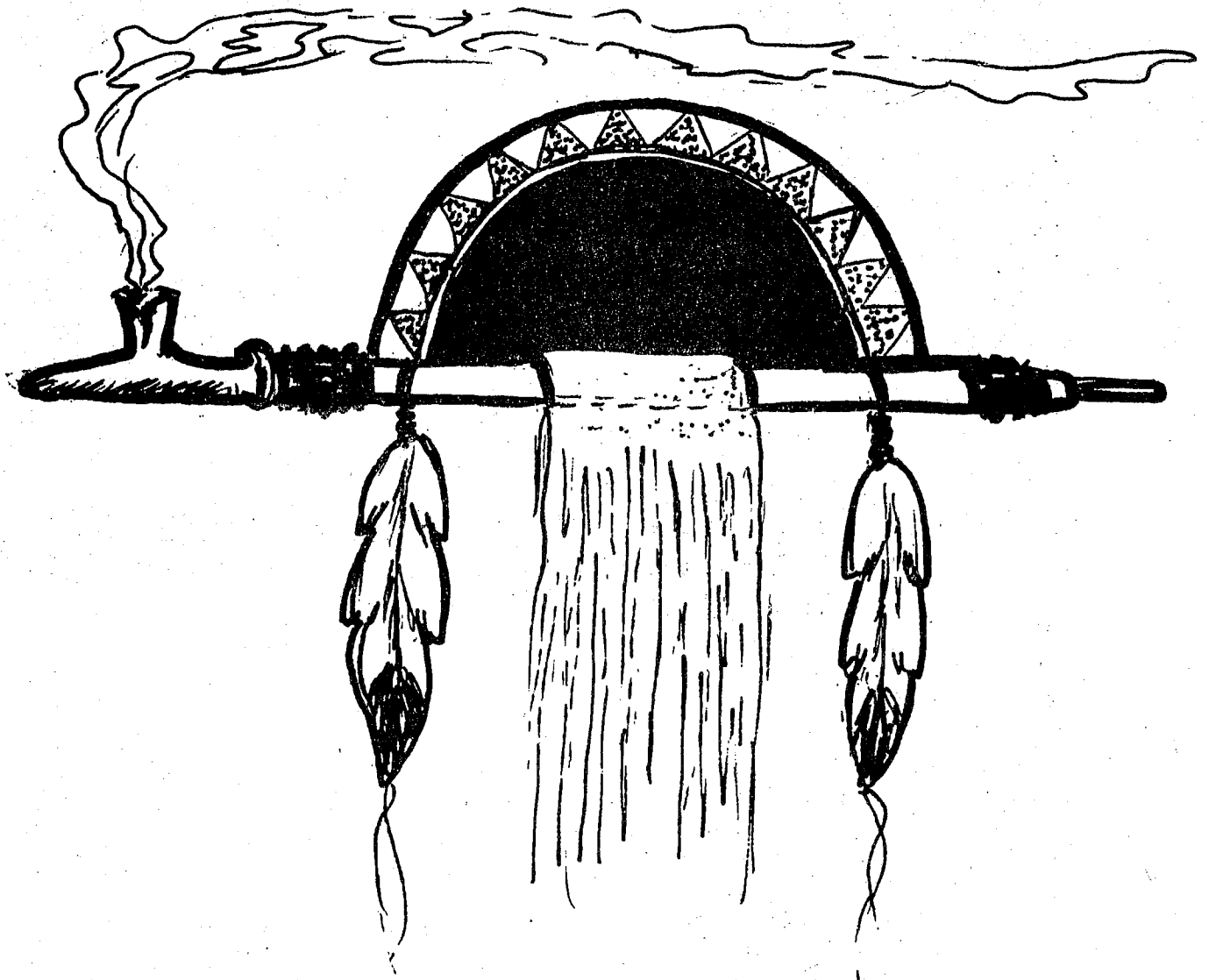
In the OLD FASHION CHRISTMAS--- the best GIFTS--- of all,  
were those of good will or perhaps a token so small.  
TOYS--- were not given in excess by the score,  
but many GIFTS--- were homemade and not bought from a store.

So if an OLD FASHION CHRISTMAS--- you wish to see,  
remember the quantity of GIFTS--- is as immaterial as can be.  
The OLD FASHION CHRISTMAS--- let's all now start,  
by remembering my friend, it begins in each heart!

Through the giving of kindness and goodwill to all mankind.  
An OLD FASHION CHRISTMAS--- we certainly can find.  
The GIFTS--- with meaning in this season can play a part.  
With an OLD FASHION CHRISTMAS--- begun in the heart!

Here are some sources for Songs, Skits, Run-ons, Audience Participation, Repeat After Me, and Campfire Stories. Have fun!!!





## Ceremonies

Session by:

John Longhenry, book contributor

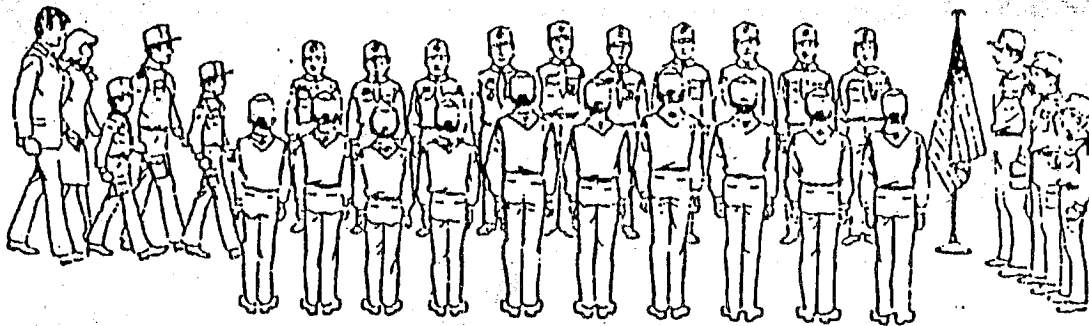
Bill Lee

## CEREMONIES

Do you remember the best ceremony you ever saw? The worst? Was it the first of the last ceremony you remember? Were you on the receiving or giving end of a ceremony? If you could answer any of these questions you already know the importance of ceremonies. If not, then this section should be a great help when you are called up to give a ceremony.

Ceremonies have been with us since the early days that man walked this earth. Most important accomplishments or honors have been highlighted with a ceremony. In your own life there must have been ceremonies - graduation, wedding, religious ceremonies for those special honors you received.

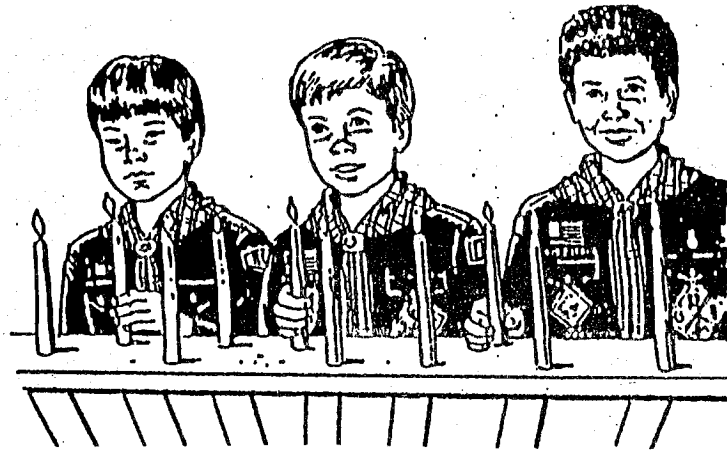
One of the most essential parts of the Cub Scouting Program that marks a successful pack from a so-so pack is the quality of its ceremonies. All highlights, accomplishments and honors should be marked by an appropriate ceremony. Joining the pack, receiving badges, graduating from Cub Scouting into Boy Scouting, induction of new leaders, thanking those that have served... all of these and more are reasons to conduct ceremonies.



Most people take ceremonies in our lives for granted, especially if they are a spectator and not a participant. In Scouting **WE CANNOT TAKE CEREMONIES FOR GRANTED.** Ceremonies take planning and effort to perform a good one. If they are done badly or not at all, an important part of the program is lost.

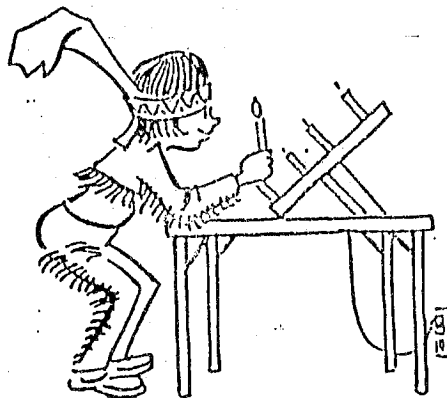
Imagine how you would feel if you worked hard and long to earn a badge, an honor and it was just given to you with nothing, really nothing else. Now, imagine if that happened to a young Cub Scout, who finally after a great struggle, earned his Wolf Badge, his very first earning of anything. Put your imagination to work again and think how it would look if this Cub Scout and his parents were called up in front of the entire pack and all the other parents. Imagine the Cubmaster dressed as a King knighting the boy to the Royal Order of Wolves. The Committee Chairman reads aloud the many challenges the boy overcame and calls him "Sir Knight". His parents receive the badge on a ribbon.

from a satin pillow to pin on his chest. The entire audience stands and gives him a standing ovation. Can you see that smile on that boy's face; the feeling of pride in his chest? Can you now see the importance of recognizing each and every Cub Scout for his accomplishments with an appropriate ceremony?



I can assure you, Cub Scouts will remember their awards and how they were recognized for earning them. The presentation ceremonies are important to all, especially to the Cub Scouts. It is their time to shine in their glory. The badge is important to the Cub Scout because it is a symbol to show others what he has done. But a little creative imagination going into how he receives his badge will have long-lasting benefits. Not only will that Cub Scout remember but every Cub Scout in the audience will also. There will be excitement and inspiration for all to work for their next badge because who knows what might happen then?

The most important occasion in the life of a Cub Scout is his graduation into Scouting. It symbolizes the end of one era and the beginning of another. One of the main purposes of Cub Scouting is to prepare the boys to become Boy Scouts. This event, above all, should have a lasting impression on all concerned, especially the graduating Cub Scouts. This should be very special, the best you can do. Don't underestimate the importance of ceremonies, especially this one. They are important to the Cub Scouts.



DO WE HAVE TO HAVE CEREMONIES?? THEY ARE A LOT OF TROUBLE....

**A MOST DEFINITE YES!!!!!!**

Some of the reasons for having ceremonies are:

To establish a regular plan to **present awards promptly**, as soon as possible after they are earned.

To **provide high points** in the advancement plan.

To **focus attention on the accomplishments** of Cub Scouts and Webelos Scouts by awarding badges and recognizing parents at the same time.

To **give special recognition** to Cub Scouts and parents for recruiting, service projects and special activities.

To **honor pack leaders** by recognizing Den Chiefs, Den Leaders, Cubmaster, Den Leader Coach, Webelos Leaders and Pack Committee.

To **make visitors and guests welcome** by including them as a part of the pack program.

To provide an opportunity to **present the purposes** of Cub Scouting in a dramatic and lasting manner.

To **promote parent participation** by helping explain the parents' role in Cub Scouting and creating parent interest.

To **improve the program** by marking a beginning and an end to both den and pack meetings. To provide a change in pace.

To **develop the theme** of the month.



## Types of Ceremonies

**OPENING** - The opening ceremony can make or break the entire pack meeting. If it is dull and lifeless, the meeting could be in trouble. The opening ceremony definitely sets the stage. Always include the Pledge of Allegiance or a patriotic song.

**ADVANCEMENT** - The main goal of Cub Scouting is growth and advancement in a positive direction. Advancement ceremonies are important in creating an incentive to progress. It is so simple to pull a badge out of a boiling witch's cauldron or a pirate's chest - and it means much more to a boy than just receiving it with a handshake. The monthly themes lend themselves to some exciting opportunities for advancement ceremonies.

**RECOGNITION** - Installation of leaders, recognition of leaders, recognition of Den Chiefs, recognition or thank-you to boys, leaders, or parents for special service or activities. Adults as well as boys appreciate recognition.

**INDUCTION** - Bobcat (new family) induction, Webelos Den Induction, leaders.

**GRADUATION** - One of the most important ceremonies of the pack. Make it impressive so it will be an incentive for younger boys and a real "send off" for Webelos Scouts moving into a troop.

**CHARTER RENEWAL** - An impressive charter presentation ceremony strengthens relationships between the pack and the chartered organization. Ask unit commissioner and district executive to also take part.

**CLOSING** - Sometimes overlooked, but very important part of a pack meeting. The last few moments are often the longest remembered. An effective way to cause boys and adults to leave with a positive attitude and motivated to do a good job is to precede the closing ceremony with an inspirational Cubmaster's Minute - a few words to inspire enthusiasm and dedication.



## Ingredients for Ceremonies

**ACTION** - Use as many people as possible. Force them to move about by having them use ceremonial props.

**ADVENTURE** - Relate the ceremony to the theme of the month, if possible. Have the participants identified with the theme through action, narration and costume.

**COORDINATION** - Plan ahead, anticipating each step in the ceremony. Anticipate the props and staging which will be needed and start work on them as soon as possible. Take nothing for granted. Explain the WHO, WHAT and WHEN of the ceremony.

**DELEGATION OF AUTHORITY** - Don't try to do everything yourself. Rely on others to help, but be sure to have a handle on the entire planning.

**DIGNITY** - Do not permit any horseplay or other action which will detract from the dignity of the occasion if you want to hold the attention of your audience.

**IMAGINATION** - Get showmanship into the act. If the Cubmaster doesn't have a dramatic flair, rely on someone else to produce the ceremonies.

**IMPROVISATION** - Use materials easily found, low cost materials. Recycle some would be trash for props.

**INSPIRATION AND IDEALS** - Help the participants and audience understand the spirit of Cub Scouting and the theme by your preparation of the ceremony.

**MOOD** - Set the stage. Use lighting, make an announcement, music or a prop. Don't spring it on the audience cold.

**PARTICIPATION** - Get the parents involved with their son, the Den Leaders with their dens, outside persons to compliment the theme. Get as many people as appropriate to participate in the ceremony. It is through participation that boys develop poise, self-reliance and confidence.

**SIMPLICITY** - KISMIF, keep it simple, make it fun!! (But not too simple.)

**SYMBOLISM** - The proper use of props can provide symbols of deeper meanings and values you want to instill. A lighted candle can represent the ideal, an individual, etc. A paper chain can represent unity, strength, etc.

**STAGING** - Always face the audience, elevate so everyone can see, and make sure everyone can hear.

**VARIETY** - Avoid repeating the same ceremony meeting after meeting, either in the den or pack. No matter how well it is received the first time, it may be a bore the second time.



## Ceremonial Props

A few attractive props help set the scene for an impressive ceremony. A little 'showmanship' along this line shows the boys and their parents that your pack really cares that they came to the meeting and that you are prepared for it.

Many props can be made from scrap materials. They need not be expensive to be impressive. The following are some basic pieces of equipment that your pack may wish to acquire:

**A TABLECLOTH** - A blue and gold tablecloth will add color to your head table which holds the badges and other ceremonial equipment. Make the tablecloth to fit from yellow fabric and trim with blue binding. Or sew together old Cub Scout neckerchiefs. Washable fabric is easy to care for.

**ELECTRIC CANDLES** - Made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on the head table. Change the posters to correspond with the rank being awarded.

**INDIAN HEADDRESS** - Most Cubmasters think the time and effort in making an Indian Headdress are worthwhile. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with Scout uniform, is adequate, unless you wish to make other Indian costume parts.

**CAMPFIRE** - A log cabin or tepee type fire can be nailed to a plywood and lined with yellow, orange, or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care in using flameproof materials.

**BRIDGE** - A bridge can be built from scrap lumber, using doweling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

**ARROW OF LIGHT** - Cut from scrap plywood, paint yellow, and mount atop another plywood for base. Holes can be drilled for candles.

**COSTUMES** - It is impressive for the Cubmaster to wear costumes to fit the theme, not every month but special themes or occasions.

## Tips for Successful Ceremonies

**PLAN** - An otherwise excellent ceremony can lose its entire meaning if you have to fumble through it or attempt to read every word in a dark room. Be sure everyone involved knows what is expected. Practice.

**USE THE MONTHLY THEME** - Theme related ceremonies provide continuity and will ensure variety. Ceremonies repeated over and over can become very dull, no matter how impressive they were the first time.

**LOCATION** - Consider where the ceremony is to take place. Ceremonies can be changed to fit the location, but often the location cannot be changed.

**PROPS** - The effective use of simple props can enhance any ceremony. Let the Cub Scouts help make them.

**ATMOSPHERE** - Set the appropriate mood. The use of candle light, campfires (artificial indoors or real outdoors), Cub Scout emblems, homemade costumes, recordings, all can make a simple ceremony more meaningful.

**STAGING** - Keep it simple, but not too simple. A handshake and congratulations means a lot to an adult, but is not long remembered by a boy. Maintain a good balance of dignity and fun. Rule out horseplay. If specific speaking parts are required, have narrator read script out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can't be heard.

**CUB SCOUT IDEALS** - Ceremonies should directly or symbolically reflect your number one resource - people. Draw on the imaginations of pack leaders and parents, and use Cub Scouts, as appropriate.

**PRESENTATIONS** - Pronounce names distinctly and correctly. Have awards readily available and in proper order. Pin on the pin-type awards. Present badges. Hold up plaques so audience can see, while you read the individual the inscription. Avoid mass presentations of awards. If a den is receiving the award, announce the name of each member.



## WRITING YOUR OWN CEREMONY

Make it **simple** and easy to understand.

Make it **easy** to stage and coordinate.

Make it **low cost** requiring only easy-to-get props.

Make it **safe**.

Consider using the following:

Songs, short poems, definitions, skits or presentations about the flag, country, patriotism, or cub scouting.

A special word that spells a holiday, is patriotic, a theme word, or a character trait.

The Pledge of Allegiance, Cub Scout Promise, Law of the Pack, motto.

How to use it:

In Unison - all boys, or parents, or leaders, or pack.

Repeat - The leader says something and the group repeats it.

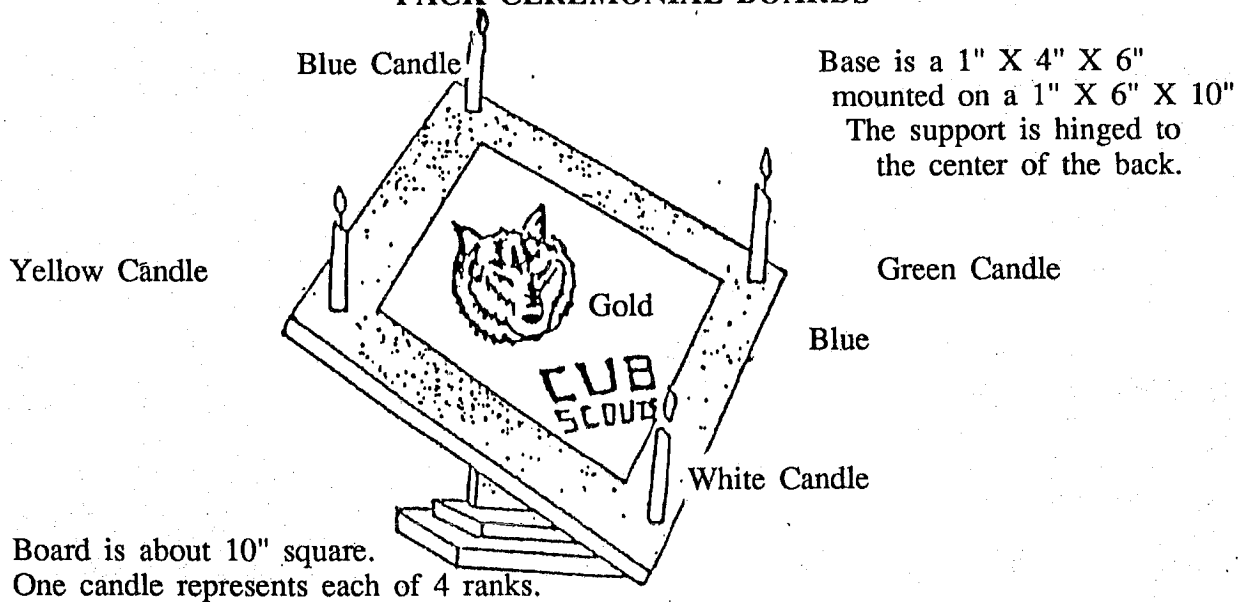
Take Turns - Write a line on the back of a card to put across a point. Have each boy hold the card and read the line in his turn.

Echoes - A voice away from the group.

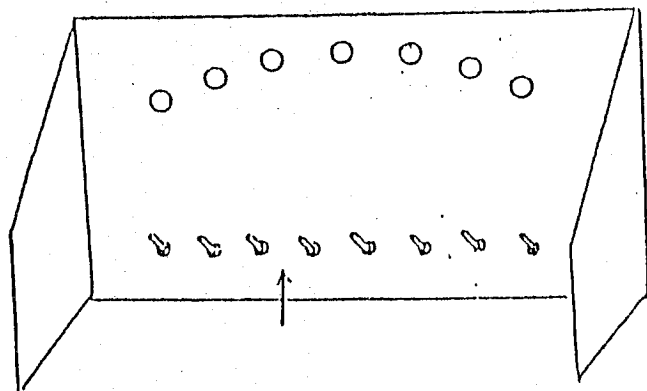
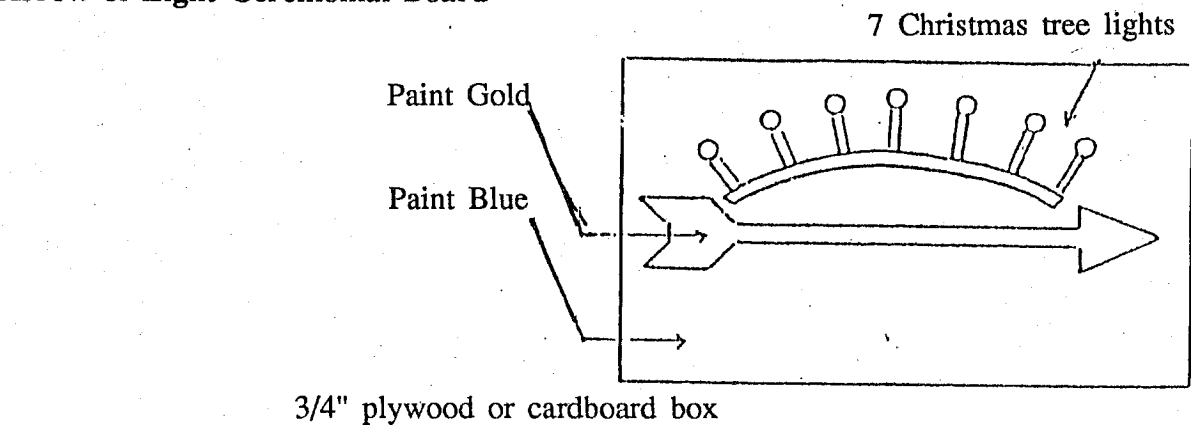
Four Corners - A group of boys in each corner of the room.

Light and Sound Presentations - Picture displays, slides, films, music, voice dramatization.

### PACK CEREMONIAL BOARDS



### Arrow of Light Ceremonial Board



8 switches - one for each bulb and one master switch  
Back view

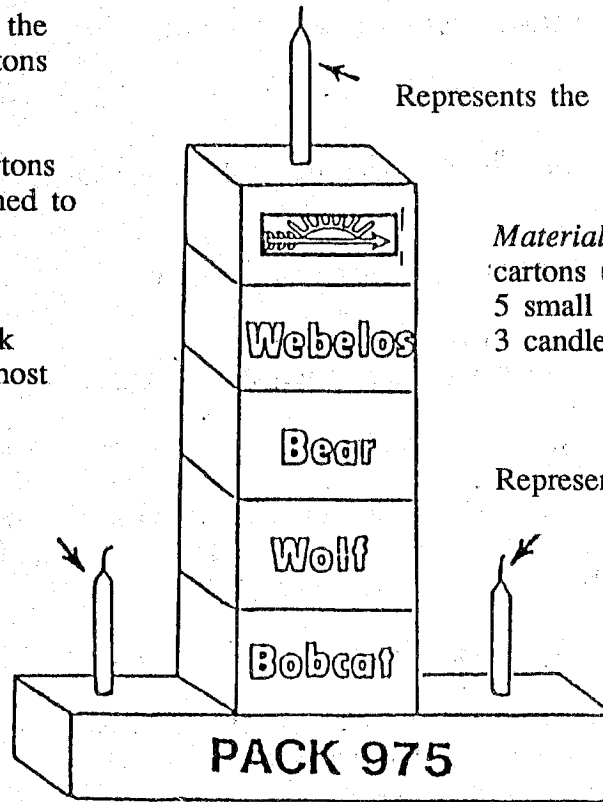
## Pack Ceremonial Totem and Bobcat Investiture Board

Cut out the ranks in the cartons and glue cartons together as shown

Cut out backs of cartons so they may be opened to insert lights.

Paint totem flat black so it will remain almost invisible.

Represents the Cub Scout Promise



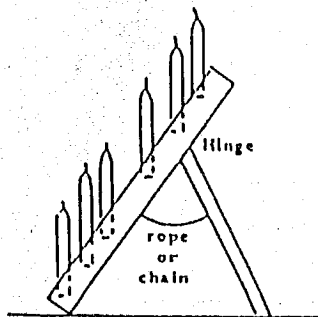
Represents the Spirit of Scouting

*Materials:* 8 - 1/2 gal. milk cartons (or cardboard boxes)  
5 small flashlights  
3 candles

Represents the Law of the Pack

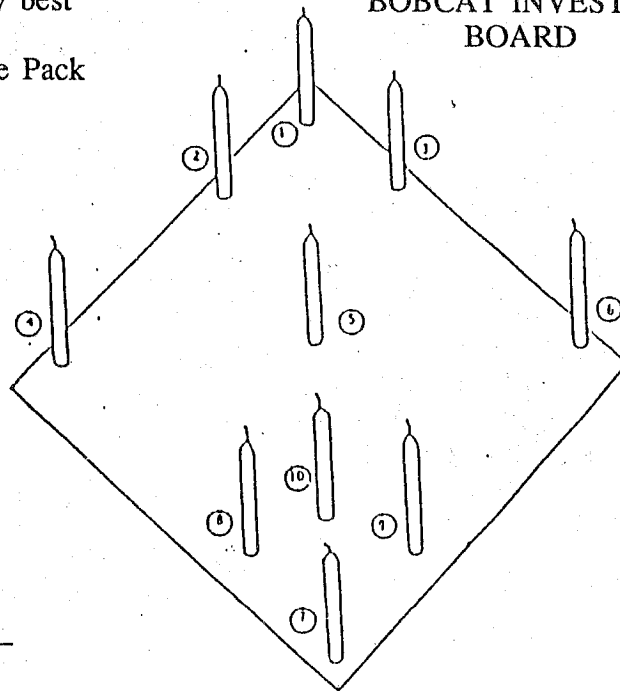
### Candles

- 1 White - I promise to do my best
- 2 Red - To help other people
- 3 Blue - Obey the Law of the Pack
- 4 White - Cub Scout follows
- 5 White - Cub Scout helps
- 6 White - Cub Scout gives
- 7 Yellow - Bobcat
- 8 Yellow - Wolf
- 9 Yellow - Bear
- 10 Yellow - Webeles



Side view

### BOBCAT INVESTITURE BOARD



Cut base from 3/4" plywood. Drill holes to fit candles. Add hinged leg on back. Paint blue. Add Cub Scout Insignia stickers if desired for decoration.

## Recognition Ceremony

### A Scout Leader is Somebody's Hero (Leader Recognition Ceremony)

*Props:* Sign boards with H - E - R - O

*Personnel:* Narrator and 4 boys. Boys might be dressed in costumes of their real life heroes.

Signs held with blank side to audience until letter is called out.

1st Cub: H - Honored for his work in his profession.

2nd Cub: E - an Example of citizenship and/or humanitarianism.

3rd Cub: R - Role model to our youth.

4th Cub: O - Outgoing and ready to help his fellow man.

Narrator: Our heroes come from many walks of life. Presidents such as Gerald Ford, Jimmy Carter and F. D. R. Actors such as Bob Hope, Henry Fonda, Jimmy Stewart, and Rich Little. Sportsmen like Hank Aaron and Mark Spitz. And artists such as Norman Rockwell and Walt Disney.

Do you know what else all these men have in common? They have all been involved in Boy Scouts!

President Dwight D. Eisenhower is quoted as saying: "This is the one organization from which I refused to resign when I became president of the United States."

Today we are here to honor our "heroes" of Pack \_\_\_\_\_. Would the following people please come forward, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, etc.

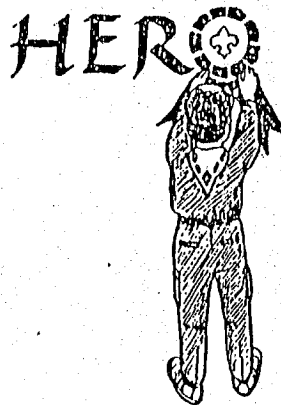
President Herbert Hoover is quoted on Scouting: "You're engaged on one of the nation's most imperative tasks. This is character building in the youth of America."

Today we of Pack \_\_\_\_\_ wish to thank you for your work. You are serving Scouting well.

(Thank each person individually and tell audience what that person's role has been in the pack.)

As you go back to your seats take with you our heartfelt thanks for serving our boys. Remember! "A Scout Leader is Somebody's Hero!" Thank you.

*A Scout Leader is...  
somebody's*



## OPENING CEREMONIES

### Sports Opening

"Before any athlete participates in exercise or a sport, he or she prepares by worming up. Let us begin our meeting by warming ourselves up."

Lead 3 or 4 stretching, bending, slow motion exercises such as touching fingers to opposite foot, reaching for the sky, waist twists, a knee bend.

### Land of Makebelieve Opening

Advance flags and post colors. Have audience salute and be seated or repeat Pledge of Allegiance.

*Narrator:* Welcome to the land of Makebelieve, where Cinderalla finds her fella', where Jack comes back from his beanstalk climb, where cows jump over the moon, and dragons are friends to boys. Tonight, relax and let your imagination go as we escape into fantasy. If you're ready, say "I believe...."

*Procedure:* Boys in dens should dress in costumes of characters mentioned. they walk on stage at the appropriate times. Let boys choose what nursery rhyme or fairy tale characters will be listed.

### A Scout Prayer

Dear Lord, from your judgement seat on high,  
Look down on a Cub Scout (Scouter such as I.  
Search me through and find my soul.  
Then help me, Lord, to reach my goal.

Help me to work and to be kind  
Helpful with my hands and mind.  
Guard my homeland, keep it free,  
Help me Lord, to work for thee.

### Flag Opening Ceremony

*Props:* Four Uniformed Cub Scouts hold cards spelling F - L - A - G and read the following parts:  
F stands for freedom, on land or on sea; for America is the land for me.  
L stands for Liberty, for love and for care. Look at America. You'll find it there!  
A stands for Achievement, America too. American achievement is the best thing for you.  
G stands for Greatness, Glory and all that is Good. If you don't love the Flag you certainly should.

## Campfire Lighting Ceremony

The pack is seated around an un-lit campfire. A Webelos leader enters with lighted torch or candle.

Cubmaster: Who are you?

Webelos Leader: I am the spirit of Scouting

Cubmaster: Why do you come?

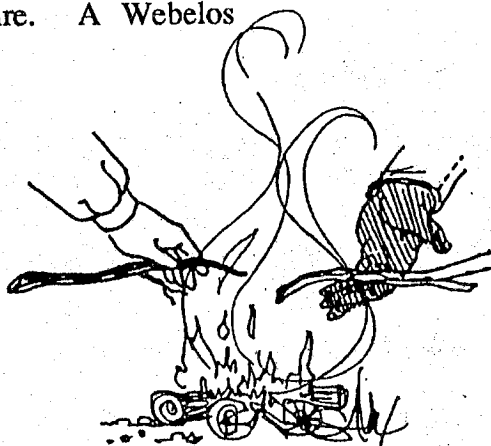
Webelos Leader: To give light to those who need it.

Cubmaster: Will you give light to us?

Webelos leader: If you are prepared to serve God and country, to help people, and to live by the Cub Scout Promise and Law.

Cubmaster: We will do our best.

Webelos Leader: Then take your light from my light. (Kneels to light fire.)



## Magic Opening

Boys, the magic of Cub Scouting in our Pack is the three rings I have in my hands. You see them linked together as we are linked by our promise and law of the pack. But with magic the links can become individual circles as each of you are individual links in our Pack. With all the links working together, magic cannot be present.

## U Are Important

We cannot spell:	C B S C O T S without U
We cannot spell:	Y O T H without U
We cannot spell:	A D L T without U
We cannot spell:	S C C E S S without U
We cannot spell:	F N without U
We cannot spell:	O T D O O R S without U

Clearly Scouting needs U!



## Candle Opening Ceremony

*Props:* Four large candles and muffin cups. Enough 2-3 inch birthday candles for each adult in audience.

*Arrangements:* All lights are out. Four uniformed leaders stand behind the narrator.

Narrator: To a Cub Scout, it looks so very black,  
When there is no leader, no den, no pack.  
Wait, here is a leader, (first leader lights candle).  
But the job is more than one can handle,  
He needs den leaders and committee leaders, too.  
Because there is so much to do.  
Now he has found one, (second leader lights candle)  
And now another. (Third leader lights candle)  
Here's a committee member. (Fourth leader lights candle).  
And here's a mother. (The four leader light the  
candle of an adult in the pack who in turn lights the  
candle next to them.)  
Now each to his neighbor, please pass the light.  
For our Cub Scout, it is now getting bright.  
(Narrator pauses while all candles are lit.)  
Out of the blackness, we now have hope.  
Our Cub Scout no more will grope.  
To find the way along the road,  
That millions like him have often strode.  
To wear the uniform of the blue and gold,  
The laws of his country and God to uphold.  
You also can see your way, too,  
So if all together we hold our candles high,  
Cub Scouting will never die.

## Freedom to Communicate

A Cub stands blindfolded, gagged and bound. A Cubmaster says:  
"This is an American boy. The American revolution won him his freedom.  
(unbind)

The Constitution guarantees him free speech. (remove gag)

A free education gives him the ability to see and to understand. (remove blindfold)

Help Cubbing teach him to preserve and to enjoy his glorious heritage and to  
become a good citizen.

Turn out lights, spotlight the American flag with flashlights and repeat the Pledge of  
Allegiance.

## CLOSING CEREMONIES / THOUGHTS

### Prayer by Chief Yellow Lark, a Blackfoot Indian

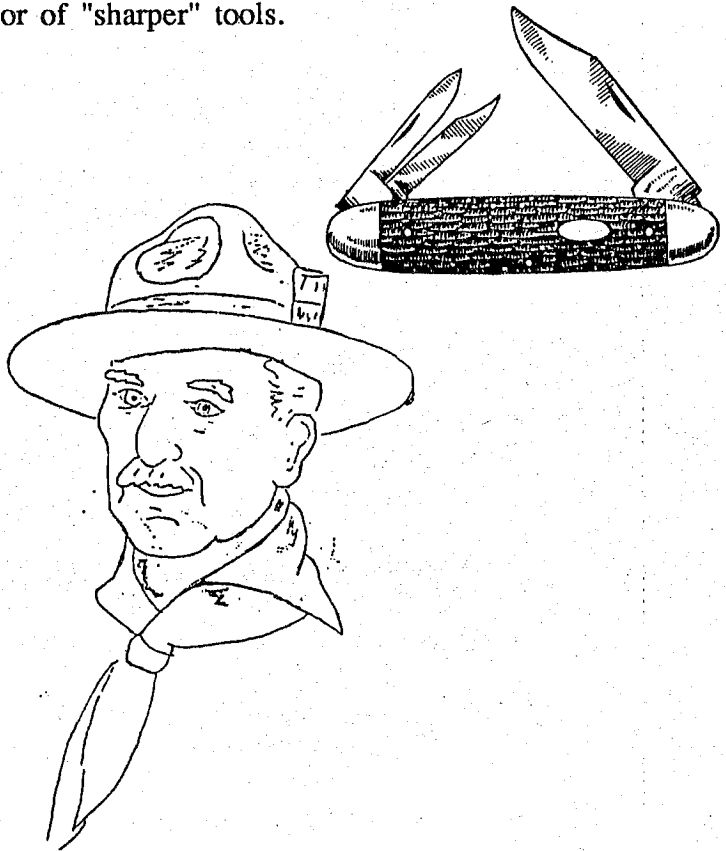
Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so that I may hear your voice. Make me wise, so I may learn the things you have taught my people; the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy - myself. Make me ever ready to come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirit will come to you without shame.

### Pocketknife Closing

Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free of rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle can be applied to ourselves. If we stay sharp, both physically and mentally, our actions reflect this and we will "Do Our Best" to help others. If we become dull, our friends will find that they can not depend upon us and cast us aside in favor of "sharper" tools.

### Lord Baden-Powell Thought

Lord Baden-Powell, the founder of Scouting said this to Scouts everywhere: I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little. some men have done small deeds but they have made their hole in the blanket by doing good before they went to heaven. Try and make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good". Think of Baden-Powell's words when you promise "to help other people".



## **Campfire Closing Ceremony**

As the embers fade in your campfire/charcoal grill, give each person a sprig of dried cedar, pine, etc. "The light from hundreds of campfires around the world have brightened the Cub Scout Spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared. I ask that you now walk slowly past our campfire in silence....drop your twig upon the embers...and think of what Cub Scouting means to you.

## **Colonel "Buzz" Aldrin thoughts**

Cubmaster: It wasn't long ago that we heard people say "the sky's the limit". That meant that a man could make anything of himself that he wanted to... at least on Earth. Well, that limit is off now. There is almost no limit to what you can aspire to do, either here on Earth or in space.

Colonel "Buzz" Aldrin, the second man to walk on the moon, was a member of Troop 12 of Mantclair, New Jersey. He said to a group of Scouts: "Set your goals high and settle for nothing less than accomplishment. Don't settle for mediocrity."

How well you perform as a man will depend upon how you accept the new challenge which says, "The sky is not the limit." A Cub Scout who does his best in everything he undertakes now is preparing himself for that new challenge. If you want to aim for the stars, you must remember that you are building your launching pad right now by your willingness and initiative in every task you tackle...at home, in church, in school and in Scouting.

## **Cubmaster's Closing Thoughts**

There isn't a trail that is too long to take, if you really want to take it, and you know at the beginning of that trail what the difficulties will be.

A trail can be any endeavor that you start off on. Don't ever start down a trail in your life without believing that you will finish the trail and come to the other end.

If you live out your life this way, every day can bring new trails, start you out on new adventures and make your life a really good journey.

\*\*\*\*\*

Unless a man undertakes more than he can possibly do, he will never do all that he possibly can.

## Mother's Day Closing

*Arrangements:* A Cub Scout sleeps in an armchair with a book in his lap. A mother stands beside his chair looking down at him. The spotlight is on them. The reader is concealed.

*Reader:* This month we pay tribute to our mothers. We appreciate their importance in our lives and in our Cub Scouting. May I read a poem titled "A Cub Mother's Prayer" by Mary C. Branning?

"He's just a little laddie, God,  
this blue-eyed Cub o'mine.  
"Take Thou his and along the way,  
Help him be square and to obey.  
"Bless all these busy Cubs, dear God!  
Grant they true Cubs may be --  
"For if they follow all Cub rules,  
They won't stray far from Thee  
"Bless all, dear God, who guide them,  
Crown each effort, noble, true --  
"Sustain the good Cub mothers  
They need Thy blessings, too!"

## "A Pledge" Closing

*Personnel:* Cub Scout as leader and the Cubmaster

*Equipment:* Copy of statement below for each Cub Scout or have statement printed on large sign or film slide for all to see.

*Cub Scout:* All Cub Scouts stand and read together: "As future citizens, we will do your best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team." (Cub Scouts salute Cubmaster who returns salute.)

*Cubmaster:* Cub Scouts, Dismissed!

## What is a Cub Scout (Father's Day Closing)

He's patches and freckles, a big wide grin.  
Holes in his pant's knees, a band-aid on his chin.  
A pioneer with a compass, a tuff guy in tears.  
An imp full of questions, the wisest in years.  
He is a general, he leads a band of men.  
He's a knight in shining armor, Heaven's perfect blend.  
So, remember these words, when requested to do a task.  
Remember these words, and never let them pass.  
He's the heart of your heart, your pride and your joy.  
Yes - he's a Cub Scout, but HE'S YOUR LITTLE BOY.

## Outdoor Code Closing Ceremony

*Arrangement:* The leader emphasizes the importance of right attitudes toward the natural resources of our country. The leader then uses the Outdoor code as a responsive reading, with the pack giving the response. All sing "God Bless America" as the flag is held aloft.

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

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

Leader: Be careful with fire --

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

Leader: Be considerate in the outdoors --

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

Leader: And be conservation-minded.

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

Song Leader: Let us close by singing "God Bless America".

## My Backyard

- 1st Cub: My back yard is a wondrous place --  
I can stake a claim or contemplate space.
- 2nd Cub: I can pitch a tent and sleep in the rain,  
Or listen to the whistle of a far away train.
- 3rd Cub: I can throw a ball to Mother or Dad,  
Or just be alone when I get mad.
- 4th Cub: I can plant a garden or climb a tree,  
Or get my dog, Ralph, to chase a Frisbee.
- 5th Cub: Sometimes we even have den meetings there,  
I've finished by Wolf and started by Bear!
- 6th Cub: Yeah, the back yard' the place where I run  
When I really want to have some fun.



## ADVANCEMENT CEREMONIES

### Bear Award Ceremony (Circus Theme)

*Equipment:* Bear masks made from paper bags, cloth Bear Badge on sash, Mother's pin on sash, Bear advancement on a sash.

Ringmaster: (Cubmaster) And now, Ladies and Gentlemen, direct from our great southwestern desert, the unbelievable GLITTER GULCH BEARS. Bear \_\_\_\_\_ and Bear \_\_\_\_\_ will now move forward to the center ring. For the best part of a year they have been training to perfect their twelve utterly fantastic feats of skill. Now they are ready, Ladies and Gentlemen, to show you some of their acrobatic skills in rapid succession - a Gorilla race, a Kangaroo Hop Race, and a Crab race. Alright BEARS, GO!! (Bears do races.)

Would you believe it, Ladies and Gentlemen, it only took them one hour to learn to do these fantastic feats.

Now, will the superb BEAR TRAINERS, better known as PARENTS, please come forward and take a bow with the BEARS. To commemorate this outstanding performance, will the BEAR TRAINERS please place these "Super Bear Awards" on the BEARS.

Now we have some special awards for the outstanding BEAR TRAINERS. (Mother's pin on sash to Mother, Bear advancement card on sash to Father.)

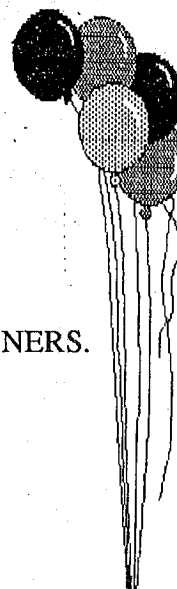
Ringmaster: Let's hear three big HOWS for our Bears and their Trainers.

### Pirate Advancement Ceremony

*Props:* Pirate hat for Cubmaster and a plank 2 X 8 X 8 ft. The plank is laid on floor. Cubmaster explains the meaning of "walking the plank".

Cubmaster: But tonight, Cub Scouts who have earned another rank will be asked to walk the plank to receive their award then jump off into working on a new rank with new and different activities as well as exciting fun and adventures.

The parents who have been with their sons and helped them along are asked to accompany their sons and walk the plank also. (Boys names are called one at a time and a leader helps each boy and parent on the plank to walk to the Cubmaster at the other end where they boys are presented with his award.)



## Woody the Carpenter Advancement Ceremony

*Props:* A worktable to side of awards table. Candles and rank posters on table. Large sign **WOODY THE CARPENTER AT WORK** which can be set up to hide what is on table. Adult in work coveralls carrying tool box. You may wish to use a tape recorder for background sounds.

Cubmaster: Hello, who are you?

Adult: Hello, I'm Woody the carpenters. I have skill but no work.

Cubmasters: Well, let's see (Pause) I think I can use your help. Here, set up your tools on this work table.

Adult: (Sets up sign to hide what he is doing.) I'm ready, what do I do first?

Cubmaster: I need a Bobcat plaque.

Adult: (Starts to hammer, saw, etc. Hands out a rough cut board with a Bobcat rank on it.)

Cubmasters: Woody, that is a fine job. This just like a Bobcat; it has been roughly cut, but there is not question that it's a board and not a tree. A Bobcat has also just been cut. His skills and crafts are rough and just starting to develop. But he has taken the first step in Cub Scouting. We can see the difference just as we can see the difference in this board and a tree.

Adult: Will the following Cub Trade School Students and their shop teachers please enter the lumber yard? (Read names.)

Cubmaster: (Places board by Bobcat poster and lights candle.) Parents, I have the honor of giving this Rank to you so you may present it to your sons.

Let's see, Woody, I guess we need a Wolf plaque next.

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

Cubmaster: That certainly will do, Woody. A wolf is very much like this piece of wood. It is clean and square cut, but still pretty basic with a long way to go.

Adult: Will the following Apprentices and their parents please come down to the shop. (Reads names.)

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

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

Adult: (Saws, hammers, drills, etc. hands out a board with routed edges with the Bear rank on it.

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

Adult: Will the following Cub journeymen and their foreman parents join us on the job. (Reads names.)

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

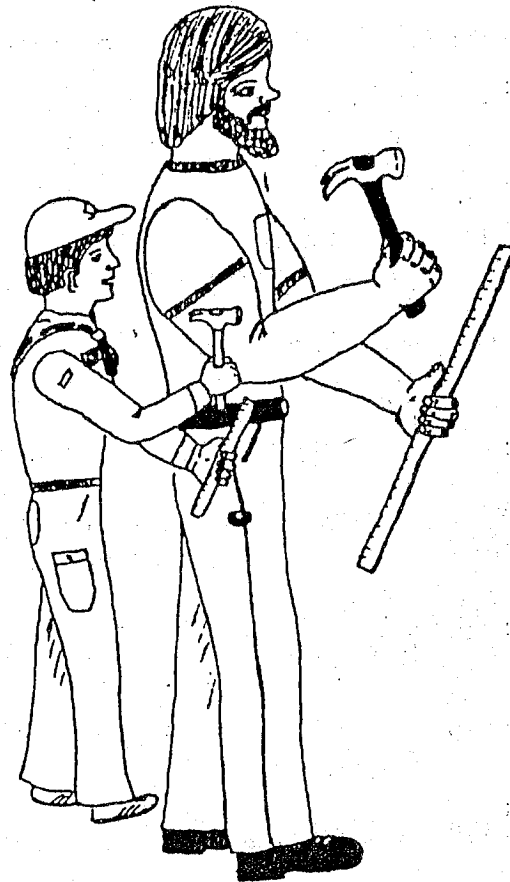
Woody, I know what I need now, the Webelos plaque.

Adult: (Saws, hammers, drills, paints, etc.) hands out a finished plaque with Webelos rank on it.

Cubmaster: Woody, you certainly have done a fine job. This plaque is just like a Webelos Scout. His skills and crafts are almost complete. His Cub Scout trail has but a few steps remaining.

Adult: Will the following master craftsman Cub Scouts and their parents join us. (Reads names.)

Cubmaster: (Places plaque by Webelos poster and lights candle.) Parents, you have the honor of presenting the Webelos rank to your sons. Just as the skill and accomplishments were shown on these pieces of wood tonight, the skills and accomplishments of these Cub Scouts were evident as they progressed along the Cub Scout trail.





## Picnic Advancement Ceremony

*Props:* The awards are attached to common picnic items and placed in a basket. Bobcat to paper plates, Wolf to napkins, Bear on cups, Webelos on knives, activity pins on forks, and arrow points on spoons.

**Cubmaster:** We are going to have a picnic to honor the hard work of our Cub Scouts since our last meeting.

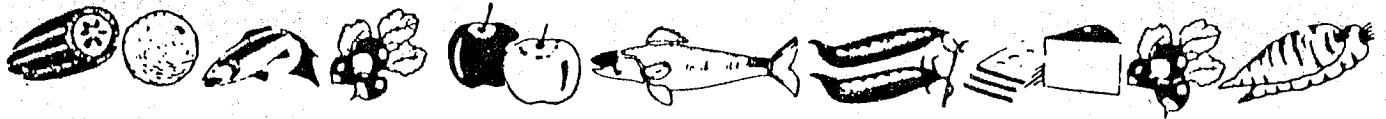
Just as the plate is the beginning of any picnic, so too is the Bobcat rank the beginning of the Scouting trail. (Calls boys and parents forward and presents badges.)

Next, we get a napkin to clean ourselves up a little. The Wolf has improved his skills but has a long way to go. (Calls boys and parents forward and presents badges.)

A Cup is useful as we are likely to get thirsty while waiting in line. Our Bears have been working hard climbing the trail. There is no time to sop and rest. There are many arrow points to be earned along the way.

Without silverware the meal cannot be enjoyed. (Present Wolf and Bears with arrow points. Present Webelos badges and activity pins.)

You have seen all the things that help make a picnic meal fun -- except the food. These boys and their parents represent the thing which makes this Pack grow and thrive. They are as important to a Pack as food is to a picnic. Let's wish them well as they continue on their trail to Boy Scouting.



## "Secret Message" Advancement Ceremony

*Props:* For each Cub to be recognized, prepare a sheet of paper with a "secret message" on it, by writing on it with milk or lemon juice as shown in the Wolf Cub Scout Book. When the paper is held carefully over a heat source, the message will appear. NOTE...an overhead projector would be one way to call the boys up for their awards.

Examples could be:

GREAT JOB, BRIAN! NOW AIM FOR THE BEAR.  
CONGRATULATIONS CHRIS, YOU HAVE EARNED YOUR WOLF.

## Cowboy Advancement Ceremony

*Props:* Artificial campfire, cowboy hats, vest, etc.

Cubmaster: (Trial Boss) To the cowboy of the Old West, nothing was more challenging than the long trail drive. His days were long in the saddle, his nights were short, and his food was edible....sometimes. The trail crew consisted of dedicated, non-complaining, tireless cowboys who worked as a team, each with responsibilities according to his experience.

Tonight, we recognize our trail hands for the efforts they have made in improving their skills.

Riding drag for our trail drive are the Bobcats. Their enthusiasm keeps alive our spirit of togetherness. (Have the Bobcats and their parents come forward. Present awards. Have the parents return to their seats. The new Bobcats are seated around the campfire.)

Out Wolves are in the green horn stage. Each task is a new challenge and is met with wide eyed-eagerness. They are in charge of the remuda and assure future strength for our crew. (Repeat procedure as with Bobcats.)

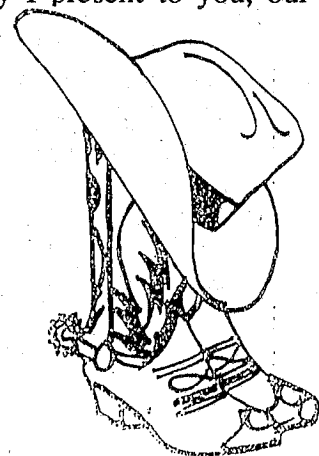
In addition, these Wolves have demonstrated a keen desire to succeed by earning arrow points. (Present awards, then have boys return to campfire.)

Honing skills learned as Wolves, our Bears are the drovers on our crew. They have proven their ability to meet the demands of the drive and to seek out new adventures in the arrow point trail. (Repeat procedure as with Bobcats and Wolves.)

Webelos are the point men on our trail drive. Their knowledge and experience set the goals of achievement for the pack and give continuity to our crew. With courage and determination, Webelos Scouts further define and execute their skills by earning activity badges. (Repeat previous procedure.)

(Ask the awards recipients to stand and face the audience.)

Ladies and gentlemen, it is roundup time again. The trail can be long and tiring but as long as we work together, we will reach our destination. May I present to you, our trail drive crew...a group I would be proud to ride with on the range.



## Computer Advancement Ceremony

*Props:* Box made up to look like a computer, printer and scanner. Sheets of paper preprinted with boys awards.

*Cubmaster:* One of the most important forms of communication to develop in the last few years has been through the use of computers. I have programmed this computer to communicate with us. I will ask it a question with the help of this scanner. It will be print out an answer in return.

(Holds Bobcat card and scans it.) Oh computer, tell us which boys tonight have completed the requirements for the Bobcat badge. (Tape of printer sound and then pick up print out.

The same procedure is done for all awards as well as arrow points and activity pins. (When all the awards have been presented, the Cubmaster continues:)

Tonight we have seen that communication is an important part of our lives. Each badge earned tonight required that you learn to communicate with your parents and the world around you. As you grow older, it will become more difficult and more important to keep these lines of communication open. Remember, without communication, we would be living in a dark, boring world.

(You could vary this theme to fit Invention Convention by calling this your newest invention. **Arrow of Light:** These young men may or may not be real geniuses, but they have shown the truth of the old saying that ninetypercent of success is perspiration. They ahve worked long and hard - some as long as four years - to achieve their goal. What they built was something valuable to the world today - better young men. In recognition of this achievement we can't give them a patent, but we can present them with the highest award in Cub Scouting. The Arrow of Light award is so highly valued that it is the only Cub Scout badge that can be worn on the other Scout uniforms. Then close.)

## Medal Advancement Ceremony

*Props:* Ranks attached to cardboard medallions on ribbons like Olympic awards. Sturdy box for recipient to step on.

*Set up:* Boys lined to one side. As the Boys receive their awards they step on the box, parent puts "medal" around their neck and salutes them. boy steps off box and next boy steps up. Boy and parents move off to side together.

*Procedure:* Cubmaster introduces award ceremony by saying that some Scouts tonight have reached the top position in their grade level -- they have received the "medal of rank". Call boys and their parents up and tell them where to stand. Cubmaster calls names and "medal of rank" to be awarded while boys step on box and parent puts medal on. when finished, give all 3 cheers -- Rah, Rah, Rah.

## Webelos Graduation Ceremony "The Living Bridge into Scouting"

The ceremony enacting the Webelos graduation into Boy Scouting should be one of the nicest ceremonies next to the boy receiving his Arrow of Light Award. At our pack we use a traditional bridge into scouting but use a nontraditional bridge. Our bridge is a "Living Bridge" consisting of all the scouts and leaders of the pack.

The boys are lined up facing one another in two lines. Spread apart enough so that a scout may walk between them. These fellow scouts then face each other spread at arm's length. The Tiger Cubs are lined up first, followed by the Wolf dens, Bear dens, and 1st year Webelos dens. The leaders are also standing next to their boys in the dens.

The graduating Webelos Scout is called to the front of the bridge by the Cubmaster, Assistant Cubmaster, or Webelos leader.

As the scout transitions down the bridge, his fellow scouts come to attention and salute the Webelos Scout as he passes down the bridge. The Cubmaster announces to the pack the following for each graduating scout:

- Scout's name
- Parent's names
- Ranks achieved
- Years with the pack or time of transfer from another pack
- Special accomplishments
- Boy Scout unit receiving the scout

At the end of the bridge is the Scoutmaster to welcome the new scout, and present him with the troop's neckerchief.

Other variations of this ceremony would include the parents walking behind the scout down the living bridge. A number of parents like to video the graduation ceremony so we leave the lights turned up during the ceremony.

### SCOUTMASTER

	X	L B	X	
1ST YR WEBELOS	X	I R	X	
	X	V I	X	
BEARS	X	I D	X	
	X	N G	X	
	X	G E	X	
WOLVES	X		X	
	X		X	
TIGERS	X		X	GRADUATING WEBELOS

### CUBMASTER

## The Power of 3 ... Parents, Pack, Program

**Props:**

- 3 Wooden Poles - painted different solid colors and labeled
  - 1 - "Parents"
  - 1 - "Program"
  - 1 - "Boys"
- 1 Ring - painted and labeled - "Committee"
- 1 Uniformed Cub Scout or Webelos Scout
- 1 Uniformed Committee Member
- 1 Parent
- 1 Uniformed Den Leader

The purpose of this ceremony is to illustrate graphically to parents and the Pack that Cub Scouting is a unified group effort and in order for it to work the right components must be in place.

Cubmaster: "Will Scout (name), please come forward." (Cubmaster hands scout the pole labeled "Boys".) "This pole represents not only this Cub Scout but all the Cub Scouts in the Pack, that make this Pack Go.

"Will Den Leader (name) please come forward." (Cubmaster hands Den Leader pole labeled "Program".) This pole represents the Cub Scout Program here at our pack which is provided by the volunteer leaders within our pack. Without these volunteers, your boys would not be receiving the Cub Scout program."

"Will committee person (name) please come forward." (Cubmaster gives committee person ring labeled "Committee"). "This ring represents the pack committee which has been entrusted to ensure that the pack has a good program and qualified trained leadership."

"(Committee Person) name, would you please place that ring over the poles being held by Cub Scout name and Den Leader name and place the poles in a tepee form. (Since there are only two poles and one ring, the whole configuration will collapse.)

"There appears to be something wrong here, something missing. We have scouts, leaders and committee. Parents, that is the missing element. We need one more pole to hold up this tepee. Will parent name please come forward. (Give parent pole labeled "Parents".) This pole represents the parents of the boys in our pack and they are equally as important because they provide support in the home for their sons as well as here at the pack."

"Now (Committee person) name, let us try again with three poles" (Scout, Den Leader and parent put poles together and committee person places ring over the top. This time the configuration should stay together.)

"Together the Scout, Cub Scout Program, Parent, and Pack Committee can provide a balanced Cub Scout program for all of you. but if for any reason one of these key elements is removed, or one group should lose interest or fail to make its commitment to the whole, the remainder will not stand for long.

## Medicine Bag Advancement Ceremony

Cub Master or Assistant calls the boy and his parents forward then Akela is asked to come forth for the ceremony.

This ceremony can be used for any rank advancement. All items are given to the parent who then gives them to their son.

Akela: (Boy's name) is continuing (or beginning if for Bobcat) his journey through Cub Scouting. Since you will have needs on your journey, I give you this medicine bag.

Akela also gives your maize, corn, so you will never know hunger on your many travels.

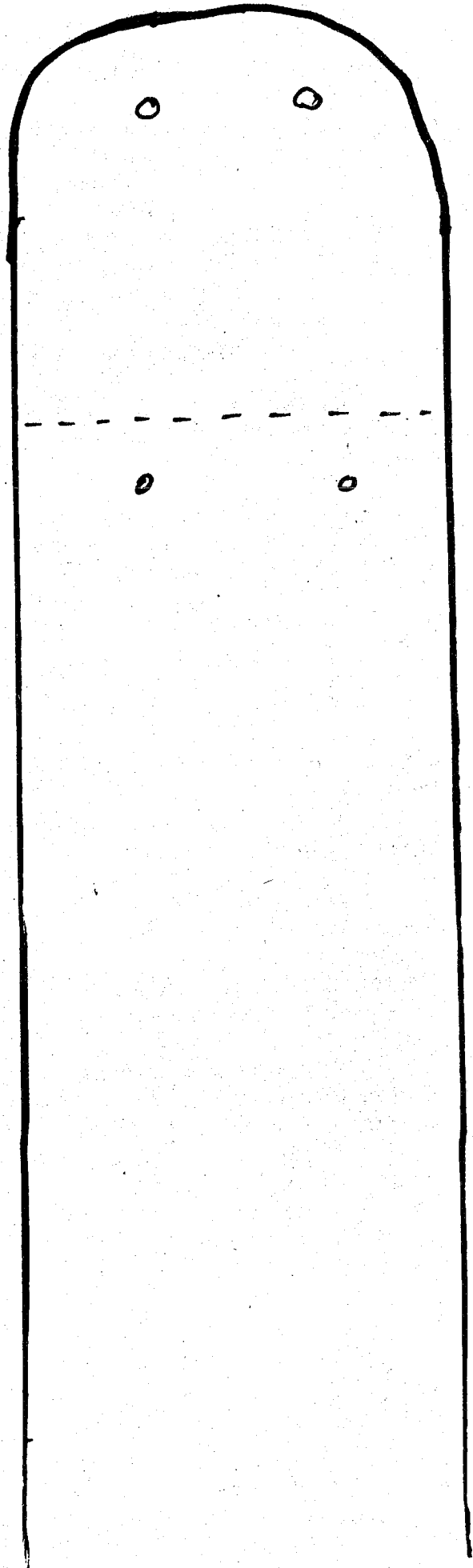
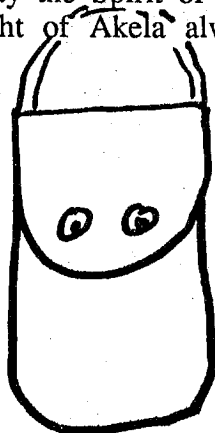
Akela gives you a stone from the banks of the Rock River as a reminder of Mother Earth. May you always find the lessons under every rock and leaf.

Akela gives you a feather so your spirit may always fly free.

Here is a shell to remind you of the sounds of the voice of the Great Spirit.

Lastly, Akela gives you the sign of the Bobcat (or whatever rank).

Know that one more thing is required of you before you may wear it. You must go forth and do a good deed. Wear this badge with pride as you advance on Akela's trail together with your friends and your parents. May the Spirit of Cub Scouting and the Light of Akela always be with you.



# Magic

Session and information by:  
Mike Winters



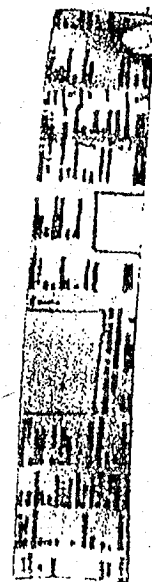
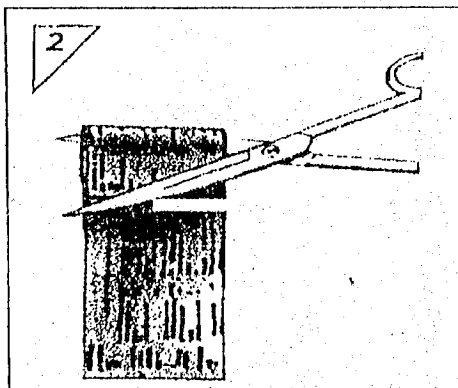
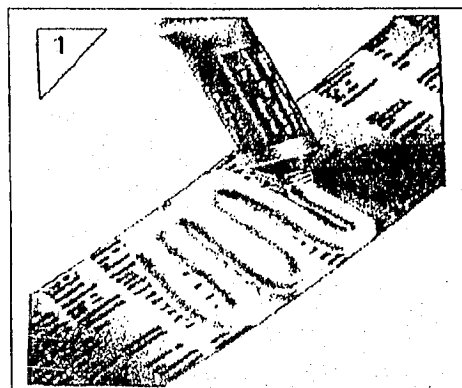
## MAGIC

### Clippo

*Equipment:* A sheet of newspaper, rubber cement, talcum powder, sharp scissors.

*Preparation:* From the double page of a large-format newspaper cut a strip about 2 inches wide. Fold the strip in half along what was the center crease of the newspaper. Open out the strip and apply a wide area of rubber cement to the inside. (fig. 1) Spread out evenly and allow it to dry. Repeat this twice, allowing the cement to dry between applications. Now sprinkle talcum powder over the glued area.

*Performance:* Show the strip and fold it in half. Cut through both halves about 3/4 inch beneath the fold (fig. 2). Logically you should have two separate strips of paper. But, if you take the end of one and let the other fall, you appear to have only one (fig. 3). A thin film of rubber cement (pressed together when you cut through the paper) holds the two together. This trick can be repeated several times - depending on how far you applied the rubber cement.



### A CONTINUITY GAG

Clippo, although a good trick, needs some thought regarding its presentation if it is to be more than a mere puzzle. One way is to use it as a **CONTINUITY GAG** - a joke that is repeated several times during a performance. After every trick you perform you could pick up the strip and say; "For my next trick I need two strips of paper." You cut the strip apparently in two, but it remains in one piece. Shrug your shoulders, put the strip down, and do your next trick. Repeated several times during your act, this should bring a smile of amusement to the faces of your spectators.



## Do As I Do

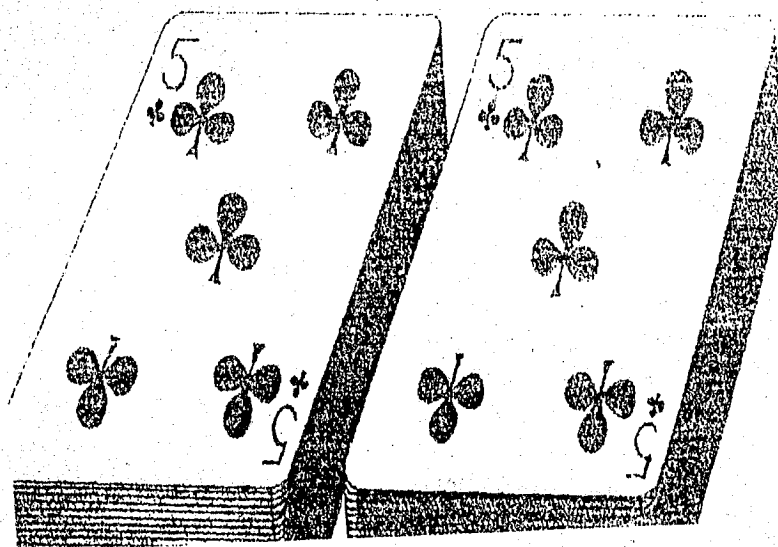
*Equipment:* Two packs of playing cards.

*Performance:* Give a spectator one pack of cards; keep the other for yourself. Both of you shuffle your pack. You now exchange packs and shuffle the cards again. Once again you exchange packs, but this time you secretly look at and remember the bottom card before handing the pack to the spectator.

Ask the spectator to remove a card from his pack, look at it, and remember it, and say that you will do the same. Look at the card you have selected but make no attempt to remember it. Each selected card is then placed on the top of its pack and the pack is then cut once. The selected cards are not "lost" in their packs.

Once again you exchange packs. Each person then fans through this pack and removes the duplicate of the card he chose. In actual fact you do not do this. You really look for the card you saw previously on the bottom of the pack. Because of the way the packs have been exchanged and cut, the card to the right of the one you remembered will be the card selected by the spectator. This is the card your = removed, pretending it is your card.

Both you and the spectator hold your cards face down. You then turn them over and they are seen to be identical. What a coincidence!



## The Cups and Balls

The oldest trick known to magicians is the Cups and Balls. Here is a simplified version that you can try.

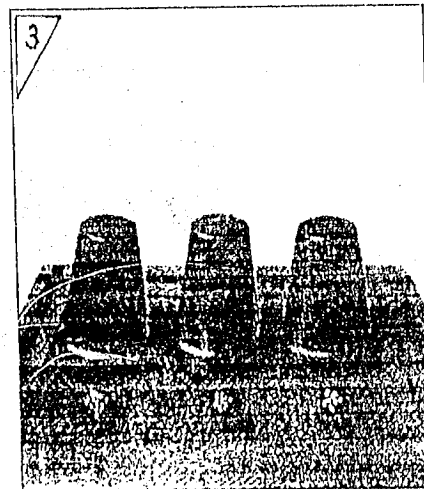
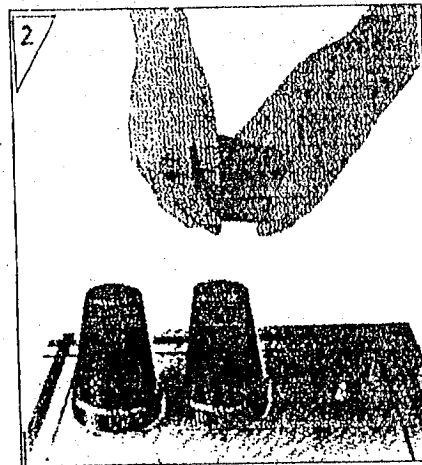
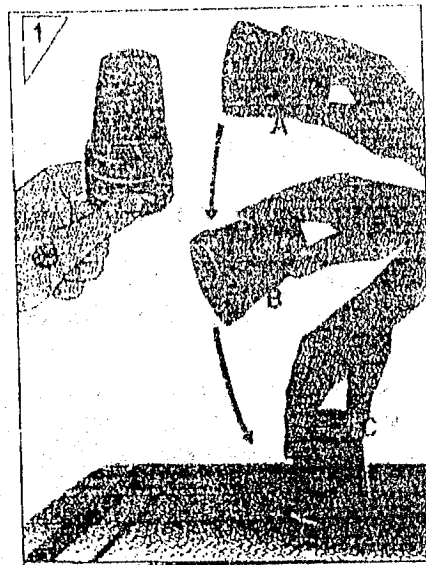
*Props:* Three cups that nest (fit one inside another), four small balls of sponge or crumpled-up paper, one large soft ball and a table covered with a cloth.

*Preparation:* Place the big ball in your left pocket. Put one small ball in each cup and nest the cups together. Conceal the fourth ball in your left hand (1).

Performance: At the start of your performance you put each of the cups upside down on the table. If you do this movement quickly and smoothly the balls will stay in the cups as you turn them over, and the cloth on the table will deaden the sound as each ball drops onto the table top (1) A, B, and C.

Tap each cup and lift the first to reveal a ball beneath it. Lift the cup with your right hand and casually place it into the left, its mouth over the concealed ball, as you direct all attention toward the ball on the table (2). The second and third cups are lifted to reveal two more balls. As you pick up these cups you nest them on top of the one in your left hand.

Place the three cups mouth down, behind each of the balls. The first two cups are placed to the right and left positions and the third cup is placed in the center (3). There is now a ball under the center cup because, as you removed the cups from your left hand, you let the concealed ball drop into the last cup. The audience is not aware of the presence of this extra fourth ball.

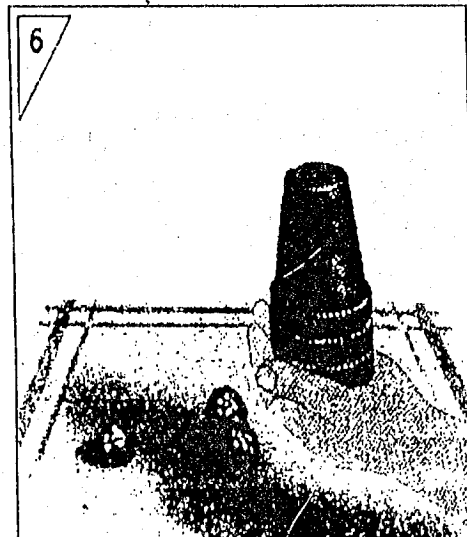
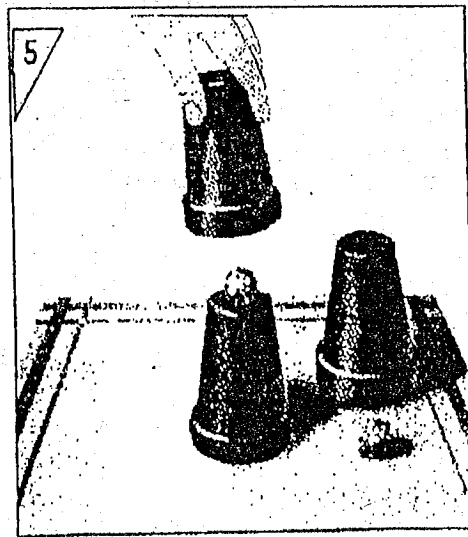
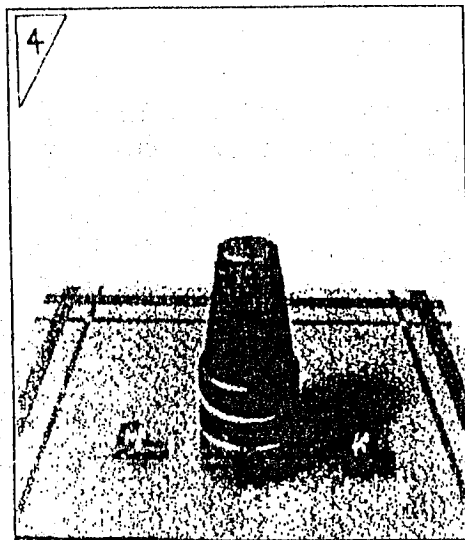


Pick up one of the balls and place it on top of the center cup, and then nest the other two cups on top (4). Tap the uppermost cup and lift all three cups as one to reveal a ball on the table. It appears that the ball has penetrated the base of a cup.

Once again place all three cups on the table but place the middle cup (containing the extra ball) in the central position over the one ball on the table. Place a ball on top of this cup (5), then repeat your previous actions to make it apparently pass through the base - and reveal two balls on the table when you lift the tree cups together.

Do the same again with a third ball, but this time step back and allow a spectator to tap the top cup. While he is doing this you have ample opportunity to steal the large ball from your pocket and hold it within your left fist. Lift all three cups as one to show that there are now three balls on the table and casually place the nested cups into the left hand over the concealed large ball (6). Put all three cups on the table with the large ball concealed beneath the bottom cup. This action should be made casually as if the trick had finished.

As you place the cups on the table pick up the three balls one at a time and say: "I am often accused of using more than three balls when I do this trick. Against all the rules of magic, I will let you into a secret - I use four. This is the extra one." As you say this, lift all three cups as one to reveal the large ball.

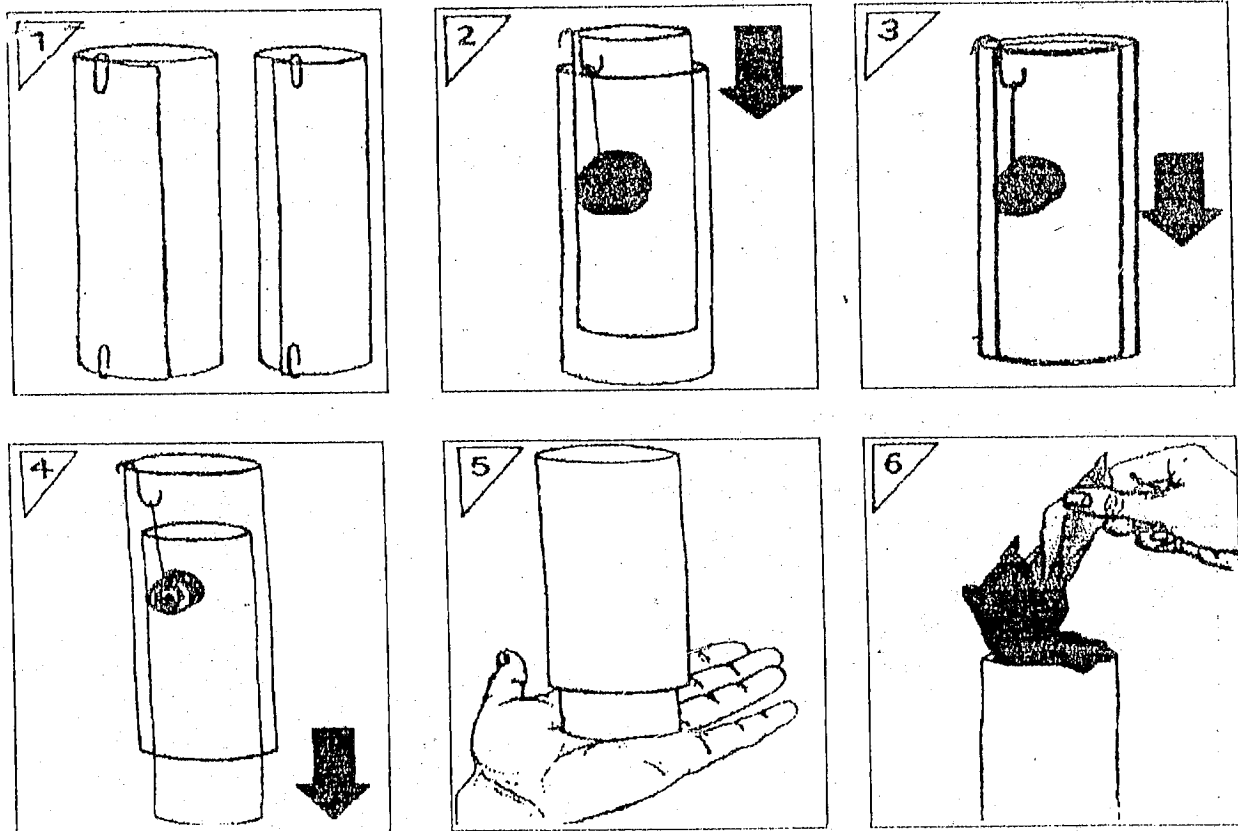


## The Organ Pipes

**Equipment:** Two sheets of cartridge paper, each about 8 inches by 12 inches, five paper clips, about 5 inches of dark thread, two rubber bands, ribbons and silks.

**Preparation:** Form each piece of paper into a tube, holding it in position with a paper clip at the top and the bottom (1). One of the tubes must be a little thinner than the other. Now roll up all the silks and the ribbons into one ball and put the rubber bands around them to hold them in place. Bend a paper clip into an S-shaped hook and tie one end of the thread to it. The other end of the thread is attached to one of the rubber bands. Put the ball of ribbons into the thinner of the two tubes and place the hook over the top edge of the tube so that when the tube is picked up, the silks and ribbons hang inside, out of sight.

**Performance:** To perform this trick you first show the wider tube empty. Then casually drop the smaller tube through it and out the other end (2). During this movement the hook catches on the rim of the wide tube and the silks and ribbons are transferred from one tube to the other (3) and (4). Now show that the smaller tube is empty. Place the wide tube over the narrow tube and place both tubes together on your left hand or on a table (5). Put your right hand into the top of the two tubes, remove the rubber bands, and pull out the ribbons and silks (6).



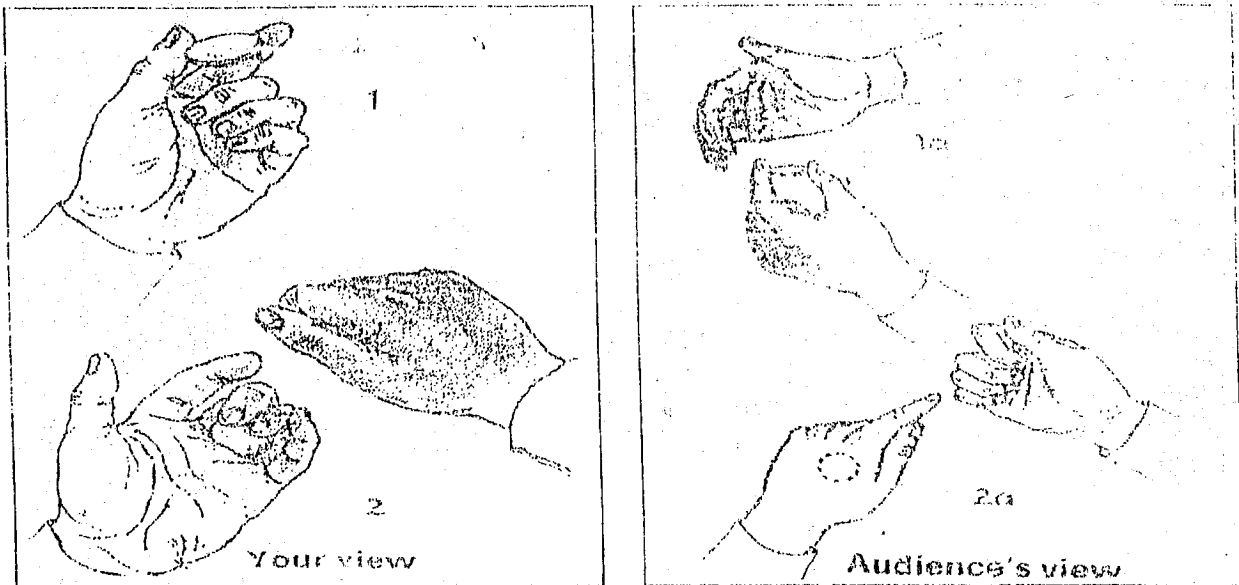
## The French Drop

Show a coin between the thumb and first finger of the left hand (1). Keep the remaining fingers closed loosely and naturally. Bring the right hand over the top of the left (1a). Place the fingers above the coin and the right thumb below. Start to close the fingers of the right hand. At the same time release your grip on the coin so it falls into the left hand (2). As the fingers of this hand are held closed together the audience cannot see this movement. Continue closing the right hand as though removing the coin from the left.

Move the right hand away from the left and turn it, still in a fist, so that the fingers are uppermost. Do not move the left hand until the right is turned over. Now turn the left hand (concealing the coin) over so the palm faces the floor and use the first finger to point at the right hand (2a). Look at the right hand as you do this.

Move the right hand farther to the right. Allow the left hand to fall casually to your side. Do not make a special movement out of this. Concentrate on the right hand. It is supposed to contain the coin. When all attention is on the right hand you should have ample opportunity to drop the concealed coin into a convenient pocket.

Make a crumbling motion with the right hand and open it slowly, finger by finger, to reveal that the coin has vanished.



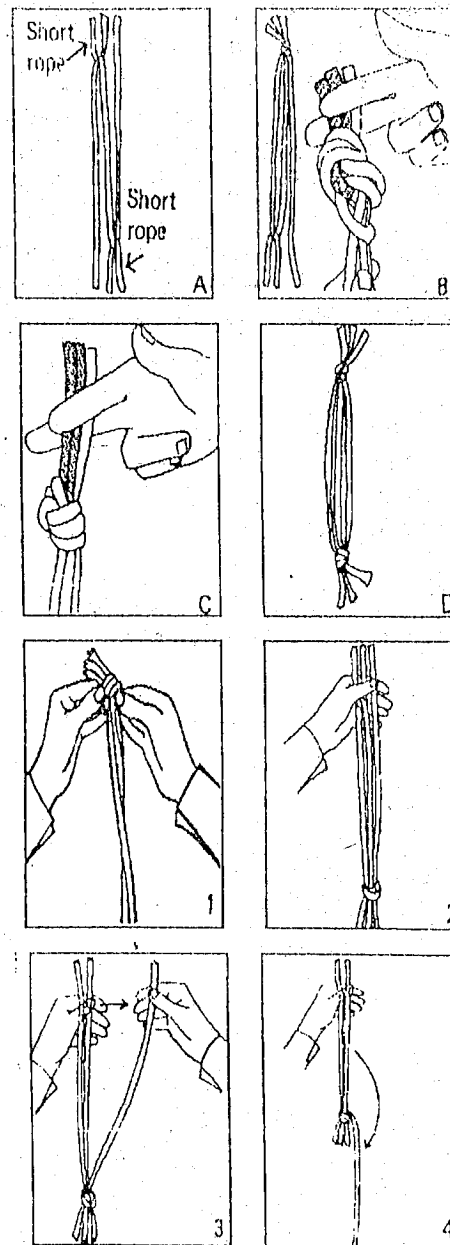
## The Triple Rope Trick

**Equipment:** One long piece of rope about 3 feet long and two short pieces of rope about 4 inches.

**Preparation:** Lay out the long rope in three sections as in (A). then loop a short piece of rope in the two "bends" of the long piece as shown in (B). Tie the three upper ends (one end of the long rope and two ends of the short rope) into ONE SINGLE KNOT as shown (B). To the audience, this appears to be the ends of three single ropes. Only you know that two of the ends are from the short rope and the third is one end of the long rope. This is how the knot looks when pulled tight (C). Now, tie the other three "ends" together IN EXACTLY THE SAME WAY (D). This is all prepared before the performance. To your audience it appears that you have "three lengths of rope" - with their ends tied together. You are now ready for a real "fooler."

**Performance:** Display the "three ropes" to the audience. Then, with both hands, untie the large knot at one end. Make sure not to reveal that two of the ends are from the short piece of rope (1). This done, hold the ropes in your left hand between your thumb and fingers as show in (2). Your left thumb slips the short loop above where the long rope loops over the short rope, concealing it from view with your left fingers.

Let the end of the long rope drops, so that you are holding only the two ends of the short piece and the "looped over" part of the only rope (3). After you drop the "long end," the rope should look like this (4).



Tie the short rope in a single knot around the long rope (5). Say, "I will tie two of the ropes together until the knot is tied. After that, it can be freely shown.

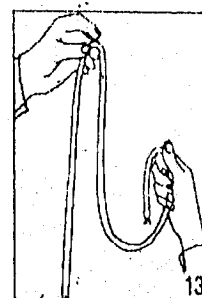
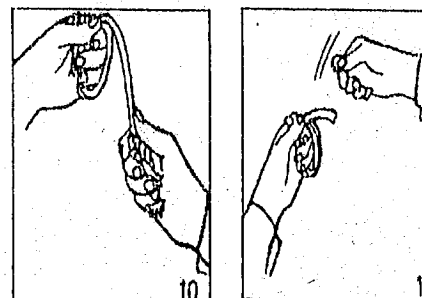
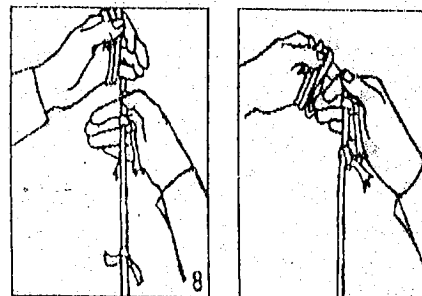
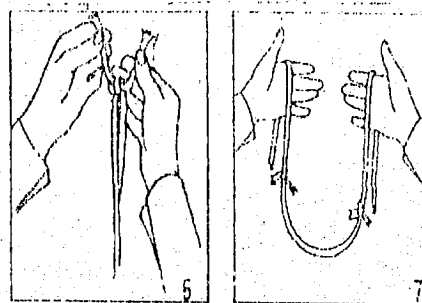
Grasp the remaining large knot and repeat Steps 1 through 5. Say, "Now I will tie these two pieces of rope together as well." You now show what appears to be three short ropes knotted to form a single long one (7). Actually, it is one Long Rope with two short ropes tied to look like "connecting" knots.

Hold one end of the rope in your left hand and begin coiling the rope around your left hand with your right hand. As you "wrap" it around, the rope naturally slides through your right hand. When you come to the first knot, keep it in your tight hand, secretly "slipping it along the rope as shown (8).

When you come to the second knot, your right hand slides it along in the same way (9). The audience will think that the knots are still on the rope coiled around your left hand. As you complete the coiling, secretly slide both knots off the end of the rope (10).

Remark that you will now use your "Magic Coin". Your right hand goes into your right pocket - where you leave the knots and bring out the coin. Make a "magical wave" of the coin over the rope". Place the coin in your right pocket and unwind the rope from your hand, showing the knots completely gone!

The three short ropes have been "magically" transformed into one single, long rope - much to the amazement of your audience (13).



## One in the Pocket

**Equipment:** A sheet of newspaper.

**Preparation:** Take a piece of newspaper, about 4 inches square, and roll it into a ball. Take a much smaller piece of newspaper and roll it into a small pellet. Place the pellet in your right jacket pocket.

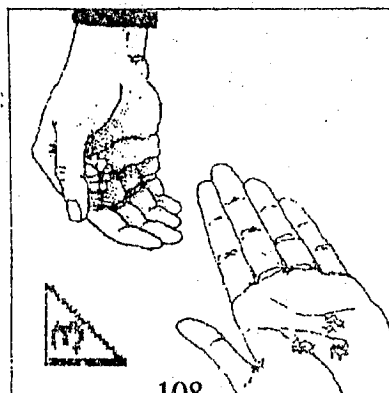
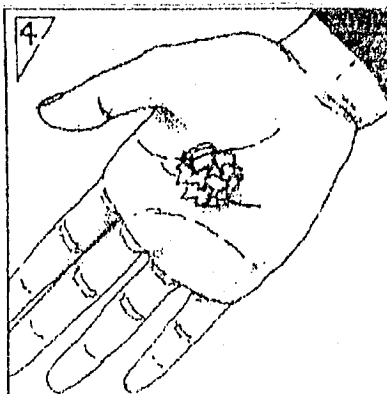
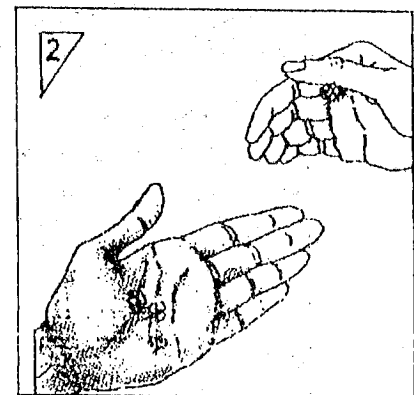
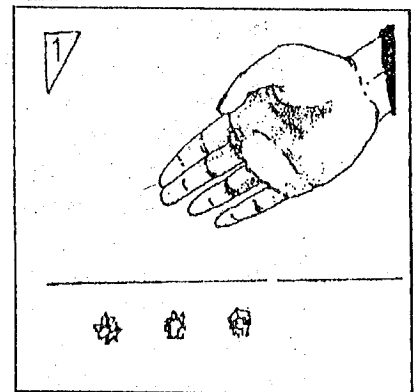
**Performance:** When someone asks to see a trick, casually place your right hand into your jacket pocket and STEEL the pellet as you request the use of a newspaper. Keep the pellet secretly concealed, clipped between the first and second fingers, as you form three similar pellets from the newspaper. When you have three pellets on the table (1).

Pick up one pellet with the right hand and drop it into your left as you count, "one". Do the same with the second pellet, "Two". But this time you also drop the hidden pellet into the left hand. Pretend to put the third pellet from the table into your right pocket, actually retaining it in your right hand, as you say, "And one in the pocket."

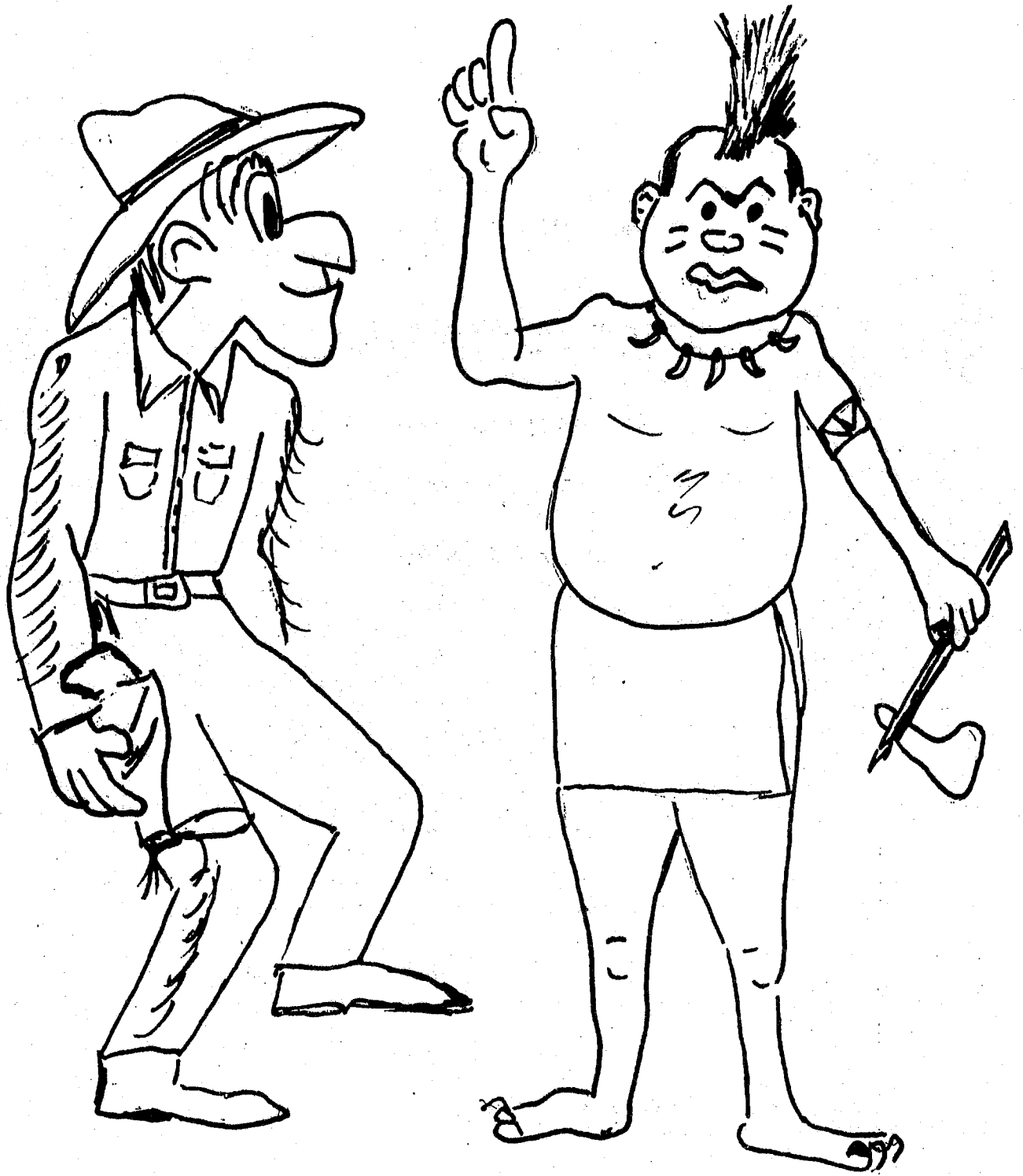
Pause for a second or two. Open the left hand and allow the three pellets to drop onto the table. (2) Pick up two of the pellets in your right fingers and drop them together with the concealed pellet, into your left hand. Again you say, "two in the hand and one in the pocket" as you pick up the third pellet and place it into the right pocket. This time you really do drop it into the pocket but you also secretly remove the large ball of paper. As your right hand comes out of the pocket, the audience's attention is concentrated on the left hand which has opened to reveal that it contains not two, but three pellets once again (3).

Now pick up two of the pellets from the table and pretend to drop them into your left hand as before, as you say, "two in the hand." In actual fact, you drop the concealed large ball and retain the two pellets in your right hand. As you say "and one in the pocket" you pick up the third pellet with your right hand drop all three pellets into your pocket. Look at the audience as you do this. They, in turn, will be more likely to look at your face and will not notice that you have more than one pellet in your right hand.

Ask how many pellets there are now in the left hand. Some will say two, others having been caught twice already, will say three. But you prove them all wrong when you open your hand, for you have only one- one that is much larger than the others you have been using (4).







## Skits

Session and information by:  
Terry Serrano  
Pat Calloway

## SKITS



CAN BE FUN,  
INVOLVE TEAMWORK,  
PROMOTE COOPERATION,  
AND DEVELOPE SELF-CONFIDENCE.

Skits are not a punishment given to Den Leaders and Cub Scouts, but they are a form of expression and entertainment. They can be comical, dramatic, adventurous, and more. The GOAL is a good time for everyone.

### GETTING READY

Some good ways to get prepared for performing a skit is for the den to do some role playing, pantomimes, or charades.

### WHERE TO LOOK?

Ask the Den Leader Coach  
Ask other leaders  
Go to roundtables  
Go to pow wows  
Visit the public library  
(look under "plays")

USE printed B.S.A. materials:

- a. *Cub Scout Leader "How-To" Book*
- b. *Skits & Puppets Book* (no longer in print; pack may have copies in library)
- c. *Boy's Life Magazine*
- d. *Scouting Magazine*
- e. *Program Helps Magazine* (old and new issues)

### WRITE IT YOURSELF

Start with a theme and then develop a plot with the number of actors in mind. Think about the time limit and space needed. And maybe to add a little spice, make costumes and scenery. Or...

### ADAPT AS NECESSARY

Make a skit you know fits your needs!

### REMEMBER!

1. Skits are a fun way of expression and entertainment.
2. Be prepared--use your resources.
3. Write one or adapt one to your needs.
4. Keep it simple.
5. Include EVERYONE.
6. Speak loud and clear.
7. HAVE FUN!!!

## SEND A MESSAGE

Written by Chris Powers, Den Leader, and Terry Serrano, Den Leader Coach,  
Pack 157, Mauhahteese District.

**SCENE:** Den Leaders and Cub Scouts line up in a line a few feet away from each other. Each boy will participate in a different form of communication.

**MATERIALS:** The Cub Scouts can make the tin can telephones, pony express horse, tom tom, and a replica/picture of a fax machine during regular den meetings to work toward an elective.

**DEN LEADER:** Walks to Boy #1 and gives him a message on a piece of paper. She then says, "Would you please phone this message to the telegraph office?"

**Boy #1:** He picks up tin can and string phone and pretends like he is dialing. He make a ringing sound indicating the sound of the phone ringing.

**Boy #2:** Answers phone with, "Hello, telegraph office."

**Boy #1:** Says, "I would like to send a message. The message is this... [he either just moves his mouth or says, "pssss, pssss, pssss."]

**Boy #2:** Pretends he is writing down the message and while he is doing this he says, "a huh, a huh, okay, got it." He hangs up the phone and punches on a stapler (telegraph sound).

**Boy #3:** Pretends he is writing down the message. He then goes to Boy #4 and says, "Take this to Indian Chief (Boy #5) and hurry."

**Boy #4:** Gallops on toy horse to Boy #5 who is the Indian Chief. He uses Indian sign language to tell the chief to send the message using smoke signals to Indian Chief #2 (Boy #6).

**Boy #6:** Indian Chief #2 stands with hand over his eyes as if reading the smoke signal. He then picks up tom tom and bangs out a message.

**Boy #7:** Stands facing Indian Chief #2 with hands behind ears. He then pretends to write down the message. He picks up a walkie talkie and taps out a morse code.

**Boy #8:** Listening to his walkie talkie and write down the message. He then goes to a fax machine, puts the message in the fax machine and pushes in a fax number. He then makes a ringing sound.

**Boy #9:** Walks over to Assistant Den Leader and relays the message. "Mom wants you to stop at the store on the way home from the pack meeting and pick up a loaf of bread, a gallon of milk, and a pound of butter." [The end message can be changed to whatever you want it to be.]

## HAPPY BIRTHDAY, U.S.A.!

Cub Scouts and leaders take turns and draw parts of the picture and say their lines.

**MATERIALS:** large poster or paper, crayon or marking pen.

**HELPFUL HINT:** Draw the finished picture lightly in pencil. The participants can see where to draw their lines but the audience won't be able to.

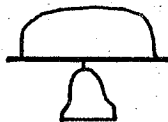
1. Happy Birthday, U.S.A.!  
I will bake a cake today.



2. I'll put it on a special plate,  
So that we can celebrate.



3. This plate will have a pedestal,  
That's shaped just like the Liberty Bell.



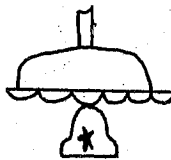
4. With bunting loops along the rim.



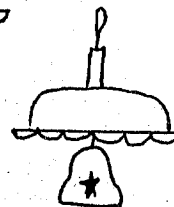
5. And one big star right here for trim.



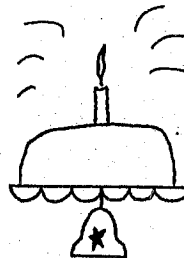
6. One giant candle here, and quick...



7. Let's strike a match and light the wick.



8. "BANG" go the fireworks into the sky,  
On this special birthday,  
The Fourth of July.



**NOTE:** This skit could be adapted to another theme, or it could become an opening ceremony for a pack's birthday celebration. Use your imagination and it could become an advancement ceremony.

This skit is from *Chalk in Hand--Collection of Draw & Tell Stories Book*, by Phloom.

## TRICK OR TREAT

Cub Scouts and leaders take turns and draw parts of the picture and say their lines.

**MATERIALS NEEDED:** large poster or paper, crayon or marking pen.

**HELPFUL HINT:** Draw the finished picture lightly in pencil. The participants can see where to draw their lines but the audience won't be able to.

1. Two little ghosts passed down the street.



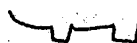
2. Stopped at this house for trick or treat.



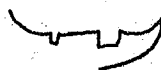
3. Then walked on to another door.



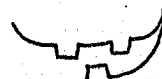
4. Got candy, and went for more.



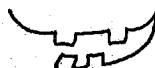
5. They turned around and started back.



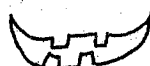
6. And stopped again to fill their sack.



7. They went to one last house right here.



8. Then hurried on, for home was near.



9. They hadn't noticed in the sky,  
that witches' hats were blowing by.



10. Or seen the moon so round and bright,  
that shone above to light the night.



11. But most of all they hadn't seen,  
this pumpkin face for Halloween.  
A stem right here, and then he's done!  
(A jack-o-lantern's lots of fun.)



This skit is from *Chalk in Hand--Collection of Draw & Tell Stories Book*, by Phloom.

# TOTEM POLE SKIT

Created by:

Kurt Riplinger, Committee Chairman, Pack 157, Mauhnanteesee District.  
Brain storming team: Russ Doty, Tiger Cub Coordinator;  
Terry Serrano, Den Leader Coach; Patricia Callaway, Advancements Chairman;  
Ron Callaway, Webelos Den Leader; and Jerry Suhr, Webelos Den Leader.

## INTRODUCTION

Pack 157 was responsible for doing the skit at the March, 1991, roundtable; the theme was "Canada, Our Neighbor". From research it was found that Canada has the most totem poles, and the idea to build a totem pole about the many facts of Canada developed. This skit can be adapted for many themes. Pack 157 is glad to share their creation.

**PREPARATION:** Make six posters painted like the drawings shown here. Make five of them 24" x 30" or whatever size you wish. Make the sixth poster in the shape of an eagle; see drawings. Paint an eagle on one side and a Cub Scout on the other.

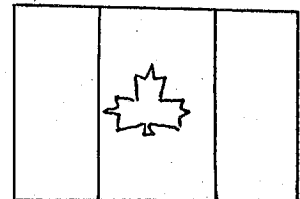
**PROCEDURE:** The first person reads the information about the poster, then places the poster on the floor so the audience can see. The second person reads, then places the poster on top of the first poster, and so on. The posters are held one above the other to form a totem pole; see drawing at the end of the skit. If the posters are made 24" x 30", the person placing the poster on top will need a step ladder or something else to stand on.

### FIRST PERSON - HAS CANADA'S FLAG.

"In 1967, Canada's 100th birthday was going to be celebrated. To prepare for this special event, the Federal Government held a competition to choose a design for a Canadian National Flag in 1963. The competition lasted for a year, and in 1964 the new design was chosen.

The new flag has a central white panel - flanked by red panels. A large red maple leaf is placed in the white panel. The maple leaf has been the symbol of Canada for over 200 years.

Then in January of 1965, the Prime Minister had an audience with the Queen of England, and there the announcement was made that Canada had its own national flag."

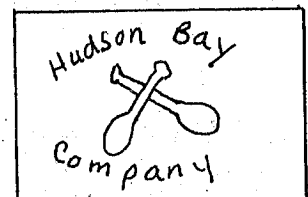


### SECOND PERSON - HUDSON BAY CO.

"Fur trading was one of the most important developments in opening up the western portions of Canada to French and English settlements.

The Hudson Bay Company chartered in 1670 in England was most important in supplying mainly beaver pelts for use in making beaver hats for the wealthy in Europe.

Using the huge 36-foot Montreal canoes, the fur traders gathered the furs at forts constructed in the wilderness, and transported them through the Great Lakes to ships at the mouth of the St. Lawrence River for shipment to England."



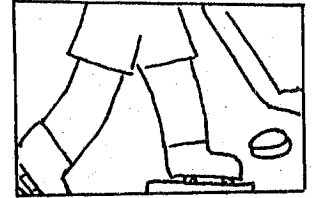
continued on next page.....

Totem Pole Skit, cont.

### THIRD PERSON - HOCKEY

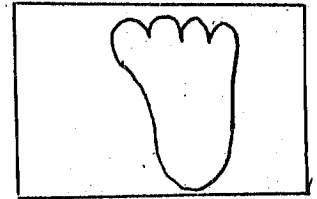
"Hockey is the national sport of Canada. In its modern version, it was started there in 1853 by British soldiers.

Most children in Canada begin skating at very young ages, sometimes as young as 2 or 3, with many of them playing hockey soon after. It is a very competitive and rough sport, but it teaches teamwork and sportsmanship to young boys which can aid them when they are adults."



### FOURTH PERSON - SASQUATCH

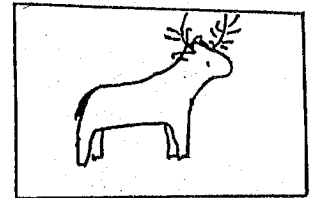
"Just as Sasquatch, or Bigfoot as he is known in our country, is a symbol of Canada's vast and largely unexplored territories, Scouting is a tool to help the boys chart their way through their own as yet unexplored future."



### FIFTH PERSON - CARIBOU

"The caribou is a familiar animal to many Canadians living near the tundra of the far northern Yukon Province. These animals wander the barren grounds looking for food. Every summer they form huge herds and travel long distances to reach their calving grounds above the Arctic Circle. They are followed by packs of wolves looking for the weak, hoping to get an easy meal.

Nature has adapted the caribou to the harsh conditions of winter. Their thick fur keeps their bodies at a cozy 103 degrees Fahrenheit while their legs use little energy to stay at only 50 degrees F. They don't have any shelter from the wind. And they have to dig through the snow to find food. The caribou is a real native Canadian."



### SIXTH PERSON - EAGLE

"There are more totem poles in Canada than in any other country. The Inuit Clan of northern Canada cuts them out of cedar logs. They carve characters from Indian legends to tell stories of the past. Each character means something. The wolf is a symbol of leadership. A bear is thought to be a man caught in an animal's body. The Eagle, often at the top of a totem pole, is believed to bring good fishing.

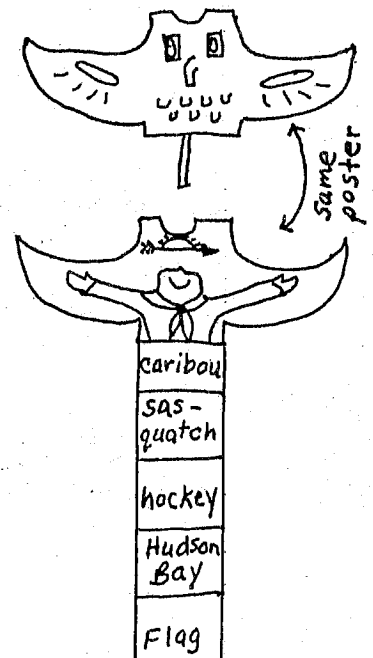
When a totem pole is raised, all the people of the clan celebrate in a big party called a potlatch. There is feasting and contests and ceremonies that last for days. The Indian families are brought together under this symbol of their history.

[PAUSE]

Each individual part of our totem pole was made by a different person. But when it's put together it works like a team to make the totem pole complete.

[FLIP TO CUB SCOUT.]

As Scout leaders, we are teaching boys teamwork and cooperation so they can be contributing citizens to our United States."



## ACT OUT A SONG

Let the audience sing the song as a den of Cub Scouts do the actions. We're using "She'll be Comin' 'Round the Mountain" as an example but you could do this with almost any song.

**Preparation:** Read through the song to know what props to get. Borrow as many as possible. Add more if you like. Make feathers out of paper or buy fake feathers from a craft supply store.

**What to do:** The leader should instruct the audience that they are not to sing the action words and that the boys will be acting them out. The boys have to concentrate on doing their parts on time. One leader should lead the audience and another leader should help the boys--signal when it's their turn, if they forget. If you have more boys in your den than there are parts to the song, ask a small group of boys to do one of the actions (two boys could share the fourth verse).

### SHE'LL BE COMIN' 'ROUND THE MOUNTAIN

She'll be comin' 'round the mountain when she comes  
[instead of audience singing "toot, toot", a boy toots a toy horn or blows a whistle].

She'll be comin' 'round the mountain when she comes [same action].

She'll be comin' 'round the mountain,  
She'll be comin' 'round the mountain,  
She'll be comin' 'round the mountain when she comes [same action].

#### 2nd VERSE:

She'll be drivin' six white horses when she comes  
[boy hollers, "whoa, back!" while riding broomstick horse].

#### 3rd VERSE:

And we'll all go out to meet her when she comes  
[boy waves cowboy hat and says, "Howdy, Ma'am"].

#### 4th VERSE:

And we'll kill the old red rooster when she comes  
[boy says, "hack, hack" then (another boy) throws feathers up into the air].

#### 5th VERSE:

And we'll all have chicken and dumplings when she comes  
[boy holding large spoon in one hand rubs tummy with other hand and says, "yum,yum"].

As explained in the *Cub Scout Song Book*: at the end of each verse, repeat in reverse order the sounds and motions of the preceding verses ("yum, yum!", "hack, hack!", "Howdy Ma'am!", "Whoa, back!", "toot, toot!").



## PAST-PRESENT-FUTURE

### SKIT

**Personnel:** Narrator and 7 Cub Scouts.

**Situation:** The narrator is the spirit of Lord Baden-Powell. He wears full B.S.A. uniform and a campaign hat. He reads the script from a lecturn.

**Preparation:** Read skit to know what props to get. Print boys' lines on cards for them to read.

**Note:** This skit may also be used as an opening ceremony.

**NARRATOR:** I represent the spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the spirit of scouting past and present. Here is our future.....Cub Scouts of America.

**1st CUB SCOUT:** [enters with a replica of church or bible; could be simple drawing on a poster]  
"I like to wear my uniform to my place of worship on Scout Sunday or Sabbath in February. Nearly half of all Cub Scout packs in America are sponsored by places of worship."

**2nd CUB SCOUT:** [enters in full Cub Scout uniform; doesn't carry anything]  
"The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty. Gold for good cheer and happiness."

**3rd CUB SCOUT:** [enters with a Wolf Book and Rudyard Kipling's *The Jungle Book*--or a replica of it]  
"Early Cub Scout ceremonies were based on Kipling's *Jungle Book Tales*. When Cub Scouting was organized in America in 1930, Indian themes were used."

**4th CUB SCOUT:** [enters carrying a craft project made of wood]  
"Cub Scouting means fun. We have lots of fun! I like making things. Real boy projects! Things we can play with or that follow the theme."

**5th CUB SCOUT:** [enters carrying a "buddy burner"]  
"I like to go on picnics. We Cub Scouts sure like to eat! This is a cook stove I made as a den project."

**6th CUB SCOUT:** [carries a nature collection or a few nature items]  
"I like to go on hikes and collect things for my nature collection, and learn about the things that are growing in our area."

**7th CUB SCOUT:** [enters carrying a small American flag]  
"I am proud to be an American so I can salute our flag. I also like to see our pack flag [points to it] because I know I am part of 62 years\* of Scouting. I belong!"

**NARRATOR:** "Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join in singing, "God Bless America".

\* In February, 1992, Cub Scouting will celebrate it's 62nd birthday in the U.S.A.

## Let's Keep America Beautiful--and How!

By Sharon Hammill, Platteville, Wisconsin.

This can be a skit in which the boys speak or is narrated. Add many props.

I'm an old cowhand with a story to tell;  
It happened to me and my old horse Nell.  
We were riding along the Dakota Plains,  
When the sight I saw made me pull on Nell's reins.

"Whoa, Nell," I said, "There's Indians ahead!"  
But they're not dancing around! They're cryin' instead!  
"How, Chief?" I asked him in utter dismay.  
"What's goin' on? What do you have to say?"

The Chief said, "How", with a tear in his eye.  
And said, "We have heap plenty reason to cry.  
Once this beautiful land was vibrant and free.  
Then white man came. Now what do you see?"

As he wiped his eyes I heard Brave No. 1 mutter,  
"Paleface came, fill our land with clutter!  
White men built their factories without any care.  
Money's what mattered. They just wanted their share!"

Brave No. 2 shouted out, "What nerds!  
Just for hides they killed all our buffalo herds!  
Now instead of delicious buffalo steaks,  
It's hambruggers - and 2 bucks a pound's what it takes!"

Brave No. 3 looked so down in the dumps,  
"I don't know how it happened but we're really chumps!  
The water's polluted; the fish are all dead,  
Garbage and dirt fill up each river bed."

Blowing his nose and heaving a sigh,  
Brave No. 4 was angry and he told me why  
I wouldn't call this land the home of the FREE!  
Not at 17% for a mortgaged tepee!"

Boy, I'll tell you all I was ashamed on that day.  
There was really nothing at all I could say,  
Because what the Indians said was so true,  
But this land belongs to them...and to me...and to you!

So I promised Nell that day I would start,  
To do my best to do my part  
To make our country what it USED to be...  
Beautiful...clean...and FOREVER FREE!

(Entire cast removes all litter. Shake hands, pat each other on back.)  
LET'S KEEP AMERICA BEAUTIFUL...AND HOW!

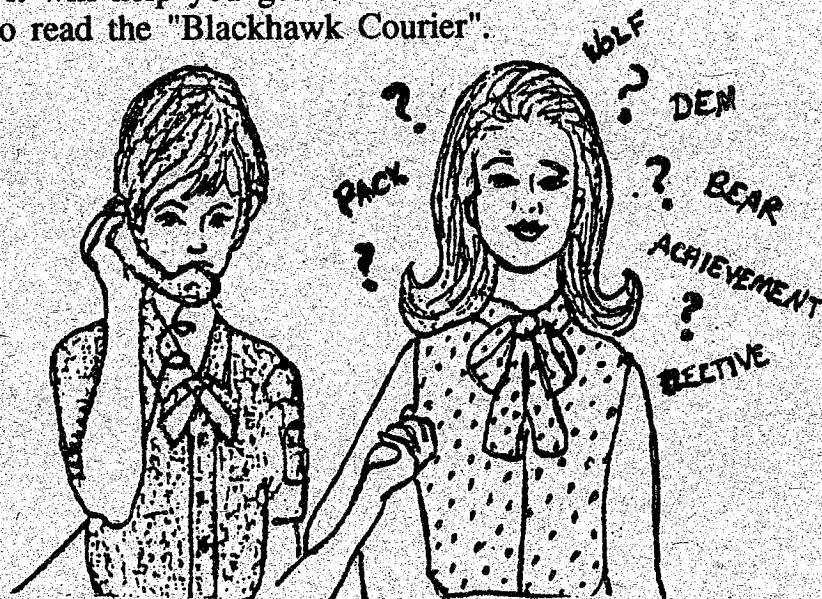


**BIG CHIEFS, LITTLE INDIANS, CAMP DOGS**

Where to go for Answers . . . . .	1-4
Recruiting & Retaining Leaders . . .	5-12
Paperwork . . . . .	13-32
Handicapable Scouts . . . . .	33-42
Discipline . . . . .	43-62
Tiger Cub Organizer . . . . .	63-82
Computer Programs . . . . .	83-104
Blue & Gold Planning . . . . .	105-114

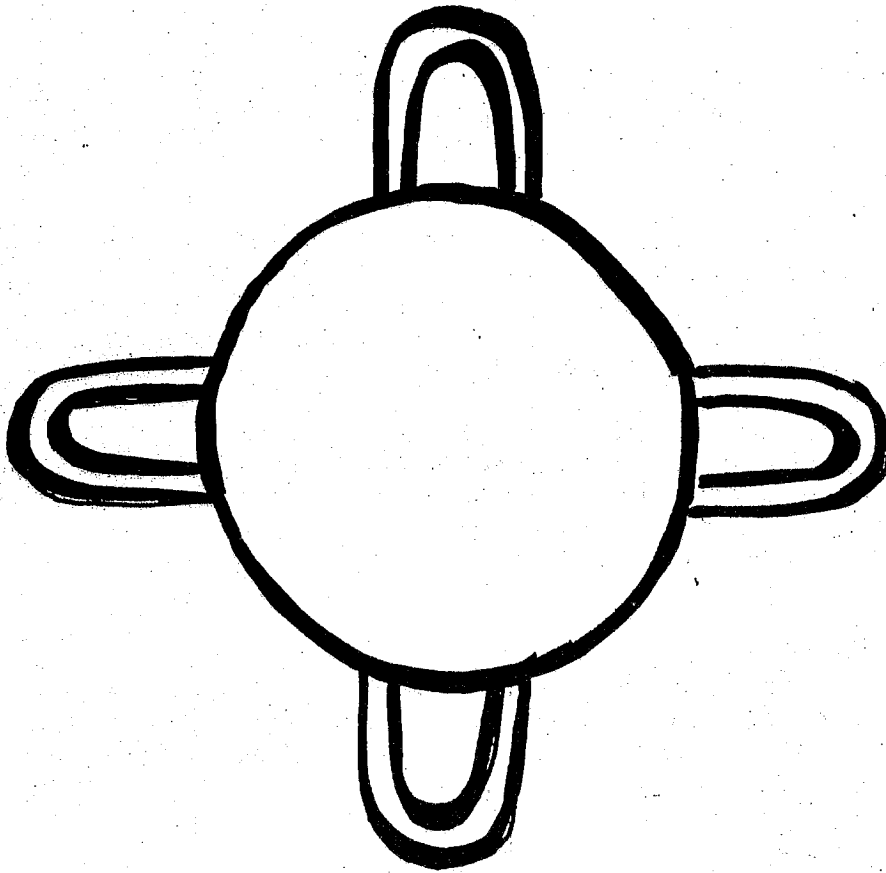
## WAYS TO GIVE IMMEDIATE HELP TO A NEW DEN LEADER or IGNORANCE IS NOT BLISS

1. Visit her in her home. Make her feel at ease.
2. Use "Show and Tell" method rather than discussion, when possible.
3. Explain purposes of Cub Scouting...what it's all about.
4. Show her where she fits in the over-all program.
5. Let her know what will be expected of her.
6. Assure her that you'll be available when she needs you.
7. Cover 7 steps of the Den Meeting - answer questions.
8. Explain resources, literature, where she gets help.
9. Cover pack meeting and DLC/DM meeting - purposes and results.
10. Explain Roundtable.
11. Guide and direct her as she plans her first meeting. Assist if she wants you.
12. Stress importance of parent involvement...and how to get it.
13. Provide materials for her.
14. Provide behavioral tips.
15. Assure her she can incorporate her own creativity.
16. Arrange for her to visit a den meeting.
17. Encourage her to wear the uniform.
18. Explain dues and forms.
19. Explain advancement plan.
20. Keep in close contact, but don't be a "snoopervisor".
21. Provide continuing encouragement.
22. Build her friendship.
23. Provide her the opportunity for training.
24. Be receptive to her ideas.
25. Listen to her - it will help you get to know her.
26. Encourage her to read the "Blackhawk Courier".



# Where to Go for Answers

Session and information by:  
Carol Tetzloff  
Laurel Benting



DIRECTIONS

## WHERE TO GO FOR ANSWERS

### DISTRICT EXECUTIVE:

It is the job of this professional Scouter to work with but not for the volunteers in the district. It is the District Executive's responsibility to recruit, motivate, and develop district level volunteers. He/She serves as advisor to all district committees and events. As a member of the District Key 3, he/she helps establish goals for the district, monitors unit health, and assists in bringing and implementing resources that will improve unit programs. District Executives also serve as the professional advisor for council-sponsored events.

### DISTRICT CHAIRMAN:

This is the top volunteer leader of the district and a member of the District Key 3. The District Chairman is responsible for carrying out the council program and for giving leadership to the district committee in order to achieve the district objectives while improving unit programs.

### DISTRICT COMMISSIONER:

This volunteer Scouter's job is to lead the commissioner staff of the district, and guide and measure the district's unit service program. He/She must recruit a full staff of commissioners, oversee the commissioner training program, work with the District Chairman and District Executive, plan and run the monthly meetings of all district unit commissioners and help with units in special needs. He/She is a member of the District Key 3.

### UNIT COMMISSIONERS:

Each unit is assigned a unit commissioner. He/She is a volunteer Scouter who is there to help the unit succeed. He/She offers support to leaders of the unit and answer questions on district events, advancements, recruiting, training, and uniforming, besides signing the recharter. Ask your District Commissioner for the name and telephone number of the commissioner assigned to your unit.

### ROUNDTABLE COMMISSIONER:

It is the job of this volunteer Scouter to recruit and train a staff to put on a quality roundtable for the district. He/she plans a monthly roundtable program, makes arrangements for roundtable meeting places, equipment, supplies, and conducts regular critiques of roundtables so that they may be improved.

### OTHER DISTRICT OFFICERS:

All district officers and chairmen of committees are listed in *The Blackhawk Courier* each and every month right under the district name. Always keep the most current council newspaper in a handy place so that you will have their names and phone numbers available.

Where to go for Answers, cont.

## COUNCIL PERSONNEL

Listed here are some of the staff people who take care of the daily operations of the office of Blackhawk Area Council, B.S.A. which is located at 1800 Seventh Avenue in Rockford, Illinois.

**REGISTRATION:** Gayle B.

Her job is to take care of all registration of boys, leaders, and committee members. She collects the fees for registration and for *Boy's Life Magazine*, handles all the recharterers, membership cards, and the veteran's forms for all volunteers.

**TRADING POST:** Julie.

Her job is to order, sell, and ship all orders of supplies, be they awards, uniforms, books, or camping equipment. She collects the money for training events, dinners, long-term and short-term camping, and other council-sponsored activities. She also handles the lending of audio and visual aids.

**FRIENDS OF SCOUTING:** Sharyn D.

All the money from the Friends of Scouting campaign is recorded by her and reported back to the districts. She handles the funds for the popcorn sales. Requests for round-up flyers are given to her.

**ADVANCEMENTS:** Sharon G.

All advancement reports are turned in to the trading post and placed in a basket for advancements. She records the advancements, processes the reports that go to each district, and handles any and all inquiries on advancement reports.

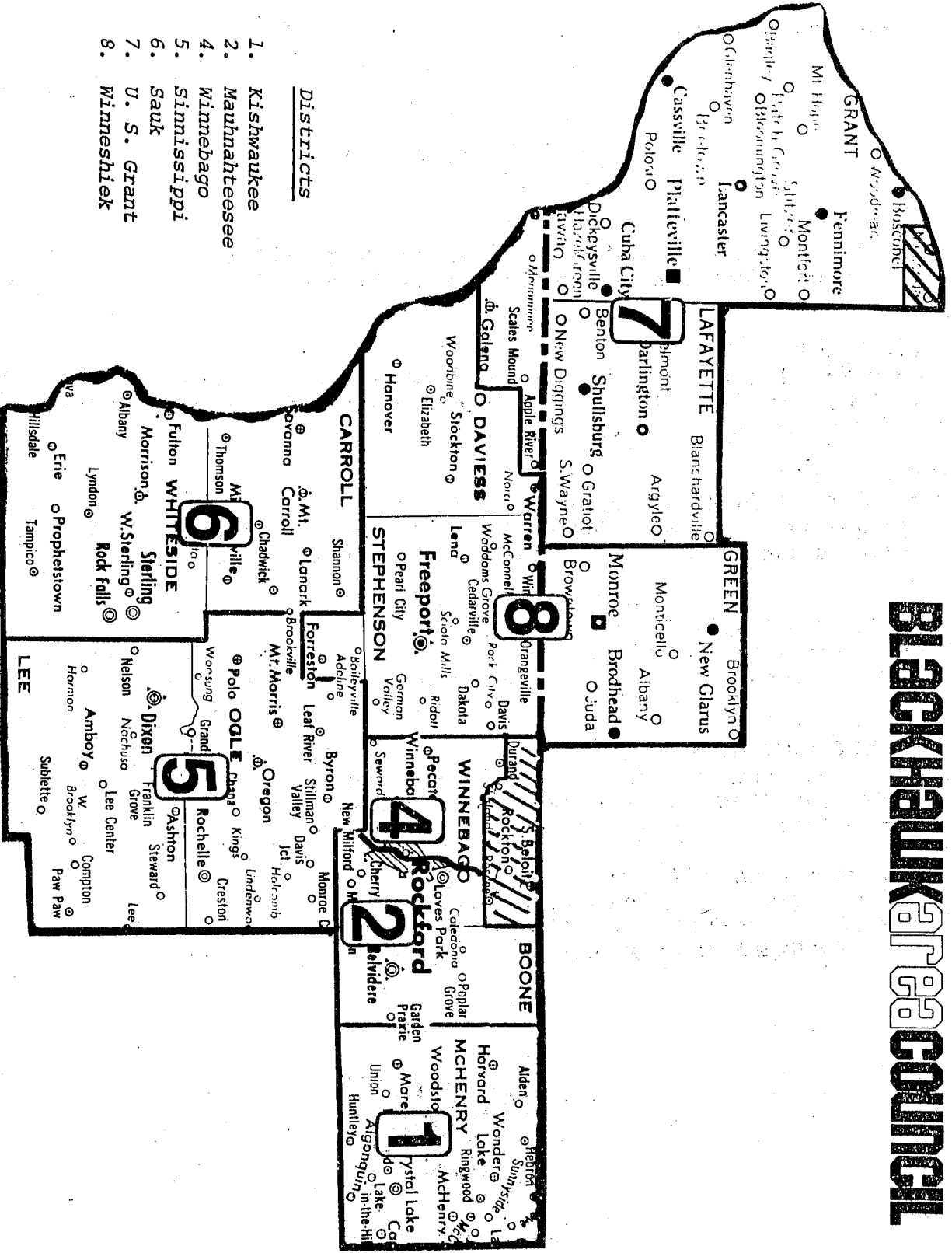
**EDITOR OF *THE BLACKHAWK COURIER* :** Mary Anne.

It is her job to put together the council newspaper. Articles should be turned in to her at council headquarters on or before the second Friday of each month. The name and phone-number of the person submitting the article must be included.



BOY SCOUTS OF AMERICA

# BLACKHAWK TOWNSHIP



Districts

1. Kishwaukee
2. Maunahtheesee
4. Winnebago
5. Simmissippi
6. Sauk
7. U. S. Grant
8. Winneshiek

Serving the Counties of: Boone, Carroll, Jo Davies, Lee, McHenry, Ogle, Stephenson, Whiteside, Winnebago in Illinois; Grant, Green, Lafayette in Wisconsin





## Recruiting & Retaining Leaders

Session by:

Pam Moore, book contributor

Lou Zitelman

# RECRUITING, RECOGNIZING, AND RETAINING ADULT VOLUNTEERS

## Introduction

Does it seem like you're always "fishing" for more volunteers? Have you ever wished that more parents would come forward to help? And when people finally volunteer and do a good job, they suddenly leave. Why?

Ideally, we would like every parent or guardian to come forward and say something like, "I'm here to help my son's program. What can I do to help?" That happens but not as often as we would like. Why?

The answers to these questions lie not only in this chapter of the pow wow book and B.S.A. publications, but within the pack.

This chapter has information on recruiting, recognizing, and retaining adult volunteers. It is important to remember that these subjects are directly related to that big "C" word: communication.

When adults are properly recruited they feel that they are important and that their time is valuable. When adult volunteers are appreciated (recognized) they feel welcome and wanted in the group. When communication is good in these areas, adults will want to stay and help again (retained).

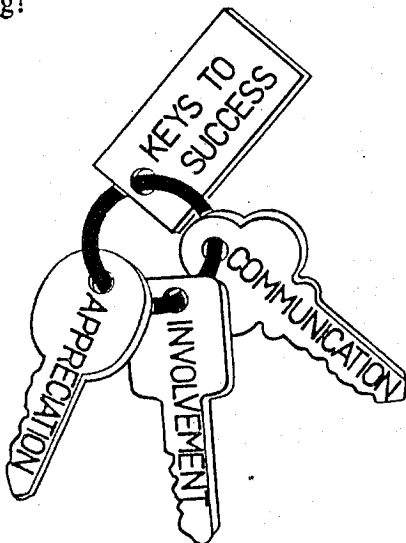
Consider using the communication exercises in this chapter at pack committee meetings. Besides helping adults become more aware of how adults communicate, these could be fun!

Basic information on recruiting, recognizing, and retaining adult volunteers can be found in the *Cub Scout Leader Book*, Chapter 4 (Leadership) and Chapter 9 (Family Involvement).

More information and creative ideas may be found while attending the Cub Scout Leader Basic Training Course and by attending the monthly Cub Scout Leader Roundtable meetings.

The basic information has already been prepared for us by the Boy Scouts of America. We may simply need to find new ways to "bait the hook".

Good fishing!



## A REVIEW OF PROCEDURES

When you need new leaders, it's a good idea to find out what talents and skills the adults in your pack have to share. It's also good to know some basic information about their family and work schedule. Then try to match the person with the job. Be selective.

When RECRUITING new adult volunteers, give them all the information they need in order to make a decision. Give printed job descriptions. See Chapter 4 (Leadership) in the *Cub Scout Leader Book* for a complete list of pack job descriptions.

Give them time to make the decision; don't make them feel rushed but give a reasonable deadline. Talk with them personally.

And don't answer for them. Sometimes we skip asking people to do a job because we've already decided that they will say, "no". Give them the chance to say, "no".

If they say, "no" to the first job you asked them to do, ask them what they have time to do and tell them about other jobs that you will need help with in the next few months to a year. Different jobs take different amounts of time. For example, being a Webelos Den Leader takes a different amount of time than planning a July picnic.

When people agree to take on a job with the pack committee, make sure that they are **properly registered** with the Boy Scouts of America. Your pack will benefit by having quality leadership, and the leadership will benefit by receiving *The Blackhawk Courier*, our council newspaper, and *Scouting Magazine*, an informative publication from the national office of B.S.A.

New leaders should attend Fast Start Training, either with an experienced leader from the pack committee or someone from the district training staff (some commissioner staffs may also do this). Fast Start Training consists of a short video tape with an informative booklet. Inform new leaders about Cub Scout Leader Basic Training courses in your district. Also tell them about the monthly roundtables available to them for program help.

Reassure new leaders that they will get support from the pack committee and from district and council personnel. Make sure new leaders have the names and telephone numbers of your pack committee members and remind them that a list of district officers is listed each month in *The Blackhawk Courier*.

RECOGNIZE adult volunteers for helping with your pack--from a simple "thank you" to a ceremony and anywhere inbetween. Certificates are available at the council service center as are special plaques. Home made certificates, plaques, and other items mean a lot, too. See the *Cub Scout Leader "How-To" Book* for ideas for home made recognition items.

There is already a plan in place by the B.S.A. to recognize leaders for completing training courses and earning training awards. Make sure that your leaders are also recognized in the pack. Sometimes leaders receive recognition at a roundtable but are forgotten back in the pack. Committee Chairmen should be aware of this.

To RETAIN your adult volunteers, make sure that their time and efforts are appreciated.

Keep in constant COMMUNICATION with the adults in your pack. Because of changes in families' schedules, employment, and other situations, recruiting may have to be done many times throughout the year. Recruiting may be an on-going process.

## TALKING AND LISTENING EXERCISE

This is an exercise in sending and receiving messages and can be played by almost any number of people. An even number of people will be needed because the group divides into pairs.

**Preparation:** Using different colors of construction paper; cut a set of shapes for each person. All sets should be identical in size and color. Cut squares, rectangles, triangles, circles, or any other shape you wish. Everyone should get the same size and color of square, the same size and color of triangle, and so on. You may use as many pieces as you wish; three to five per set works best.

You will also need a complete piece of construction paper (9" x 12") for each person; color does not matter.

**Procedure:** Divide group into teams of two. Each person should sit in a chair; the chairs should be back to back so that the two people are facing away from each other.

Give each person the set of paper shapes; they should hold them on their laps on the 9" x 12" construction paper "tray". The first person arranges the shapes in any order; the teammate cannot see them. The first person tells the teammate how to arrange his shapes on the tray. For example, "put the blue square at the upper right corner". When the teammate is finished, the two compare their arrangements.

Depending on the way the directions were given and the how they were received, the arrangements may match or they may not. Hopefully, they match. Now switch and ask the receivers to be the senders of directions.

There are no winners or losers. This is an opportunity to observe communication skills. Is there room for improvement? That's a question we each answer for ourselves.

## PLAY CATCH

Play catch at a pack committee meeting or a pack meeting. Besides being fun, you could add the variations and help people learn the names of the people in the group.

**Need:** one to four tennis balls or rubber balls or small beanbags.

**Number of players:** unlimited (the more people, the larger the play area needed).

**Procedure:** All players should stand facing the center of a circle. The leader gives these directions: You should toss the ball to the same person each time and you should receive the ball from the same person each time. Everyone must be included. Each person should receive/toss the ball only once before everyone in the circle gets a turn. The leader begins tossing the ball; the ball should come back to the leader. After this has been done successfully, the leader may add another ball until four balls are being tossed simultaneously.

**Variation 1:** Do the above procedure but ask each player to call out the name of the person they're tossing the ball to.

**Variation 2:** Do the above procedure but ask each player to call out the name of the person they're tossing the ball to and receiving the ball from.

**Variation 3:** Use more than four balls or beanbags.

## A PUZZLING WAY TO COMMUNICATE

**Need:** 3-5 child's pre-school tray puzzles of different subjects.

**Preparation:** Mix up all the pieces and evenly distribute them to each empty puzzle tray.

**IMPORTANT:** Do not tell the players that the pieces are mixed up.

**To play:** Divide your group evenly into small groups. If you're starting out with a small group, the smaller groups could be one or two people.

Instruct the groups that you will be giving them a child's puzzle to put together. The idea is to see which group can get done first. They should start at your signal. This should be done without talking. Give each group a puzzle tray with an assortment of puzzle pieces.

The players will realize that their puzzle cannot be put together because they have some of the wrong pieces. Hopefully, they will figure out that they have to go to the other groups and trade pieces. Remember, no talking allowed. The groups may talk with they have finished putting together their puzzle correctly.

## DRAW WHAT I TELL YOU

Here's a communication exercise that you can do while everyone is seated.

**Need:** Each person will need pencil and paper.

**To play:** The leader explains how to draw a diagram or picture using only words. The participants are to draw the diagram as instructed.

For example, if the leader wants them to draw a capital letter "T" he might say, "beginning near the top of the page and at least a couple of inches from the left side, draw a line straight down about two or three inches; then draw a two-inch line across the top of and perpendicular to the vertical line".

Draw whatever you like. It can be letters and numbers, or shapes like circles and triangles, or anything else you can think of. Keep it simple.

**Variation:** Let others in the group volunteer to be the leader. Benefits: more than one person has a chance to give the directions rather than receive all the time, and the group can hear different ways of giving directions from the different presenters.

## DO THIS AND THIS AND THIS AND THIS

**Need:** a cane or short stick.

**To play:** The leader shows a few movements of the stick while saying, "Do this and this and this and this". The movements can be anything he wants; tapping in a pattern on a table top is effective. Say the word, "this" for as many movements that are made. He gives the stick to someone in the group and asks them to duplicate exactly what was said and done.

Many participants will probably duplicate what the words and movements were, but the catch is this: the leader does something less noticeable with the other hand while moving the stick with one hand. For example, he may have had the other hand behind him or placed at the waist. The participants have to duplicate that, too.

## The Cub Scout Leader's Dilemma

(or The Den Leader's Dragnet)

### Skit

**Setting:** A typical street in your town. Narrator stands to one side. The Boy could hold a pad of paper and a pencil and pretend to write down answers to the questions he asks.

**Characters:** Narrator, Boy, and Lady.

**Helpful hint:** Ask the audience to join the Narrator in singing the "Dragnet" tune. Practice once or twice.

**NARRATOR:** The story you are about to hear is too often true. The names have been changed to protect the innocent ["Dragnet" tune].

**BOY:** This is the city--beautiful, sunny, smog-free [you fill in the name of the city and state: \_\_\_\_\_, \_\_\_\_\_]--where thousands of boys between the ages of 7 and 10 comb the streets in search of Den Leaders. My name is Sunday. I'm one of these boys. I'm not a Cub Scout. The reason for this dilemma, no Den Leaders.

It was Thursday, May 9, and I was on day watch in my own neighborhood, same old story, looking for Den Leaders. I met many new faces, but always the same old story--NO ONE HAD TIME.

A nice-looking, well-dressed woman was coming down the street toward me. I judged her age to be about [you fill in the blank: \_\_\_\_]. She was carrying shopping bags. I approached her. "Could I have your name, ma'am?"

**LADY:** Why yes, little boy, I'm Mrs. Marion Johnson.

**BOY:** And your age, lady? Could I have your age?

**LADY:** My age? My, but you're a tall little boy. You must be 4-1/2 feet tall.

**BOY:** That's about the size of me, ma'am. Now could I have your age?

**LADY:** Well, I'm in the neighborhood of 32, but what's this all about?

**BOY:** I want the facts, ma'am, just the facts. Are you now, or have you ever been, a Cub Scout Den Leader?

**LADY:** Me, a Den Leader! Heavens, no!

**BOY:** Do you have any boys, lady?

**LADY:** Why yes. In fact I have two boys. One 8 and one 10.

**BOY:** Where were you on Monday, April 29, between 4 and 5 p.m.?

The Cub Scout Leader's Dilemma, cont.

LADY: Let's see now. Oh, yes, on Monday at that time I have my hair done.

BOY: And Tuesday, April 30, at the same hour, where were you then, ma'am?

LADY: Oh, I play bridge on Tuesday afternoon. I was at my bridge club.

BOY: And Wednesday, May 1, what do you do on Wednesdays between 4 and 5 p.m.?

LADY: Well, I'm taking a course in ancient history. We are studying the prehistoric boy.

BOY: The prehistoric boy, ma'am? I'm sorry that you find that more vital and interesting than the live ones who need you so badly. How about Thursday, ma'am, can you account for your time on Thursday?

LADY: Oh, I must go to the fashion show and tea at the country club on Thursday. You see, I am chairman of the potato chip committee.

BOY: What do you do on Friday?

LADY: Surely you don't expect me to be a Den Leader on Friday? That's the only day I have to myself.

BOY: I'm sorry, lady, you'll have to come with me to Scout headquarters for further questioning. ["Dragnet" tune.]

NARRATOR: The case of Marion Johnson was tried the next week. She was found guilty on all counts of evading Den Leadership, thus causing untold agony to many little boys. She was sentenced to 3 years of hard labor as a Den Leader or until such time as her boys have reach 11 years of age. ["Dragnet" tune.]



This skit was taken from *The Skits and Puppets Book*, 1981 printing, copyright 1963. This book is no longer printed by B.S.A. but we thought that some value could be had from printing it in this pow wow book. The idea is not to make people feel guilty but to help us see the humor in some of our excuses.

Adults could do the skit for a group of other adults in the pack. The words and situations could be changed to fit your pack's people. Have fun!

## HOW TO WASH AN ELEPHANT

A fun lesson in communication.

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator.

The narrator explains to the audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes:

One morning, Farmer Friendly went out to the barn to begin his chores. [Pantomime walking.] He threw open the barn door and to his surprise he found an elephant in his barn. [Pantomime throwing open door, surprise.]

The farmer didn't know what to do with the elephant so he decided that the first thing to do was wash it. He led the elephant from the barn. [Pantomime picking up elephant's trunk and walking with it over your shoulder. Open and close the barn door.] He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water. [Pantomime actions.]

Now he was ready to begin. First, he scrubbed the left side. [Pantomime scrubbing. Lift up elephant's ear and wash that.] Then he was ready for the stomach. [Lie on floor. Wiggle under elephant and pantomime scrubbing underside.] Next, the right side. [Repeat same actions as for left side.] Then he scrubbed the elephant's face. [Pantomime scrubbing between eyes and down length of trunk.] Almost done? [Walk to rear of elephant, gingerly lift up tail and quickly scrub there.]

There, that's done! [Pantomime throwing out rest of water, putting brush in bucket, and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.]

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will pantomime what he remembers for the second person, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. And by the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version.

After all three have tried their luck, narrator explains the story and tells them what they were doing.

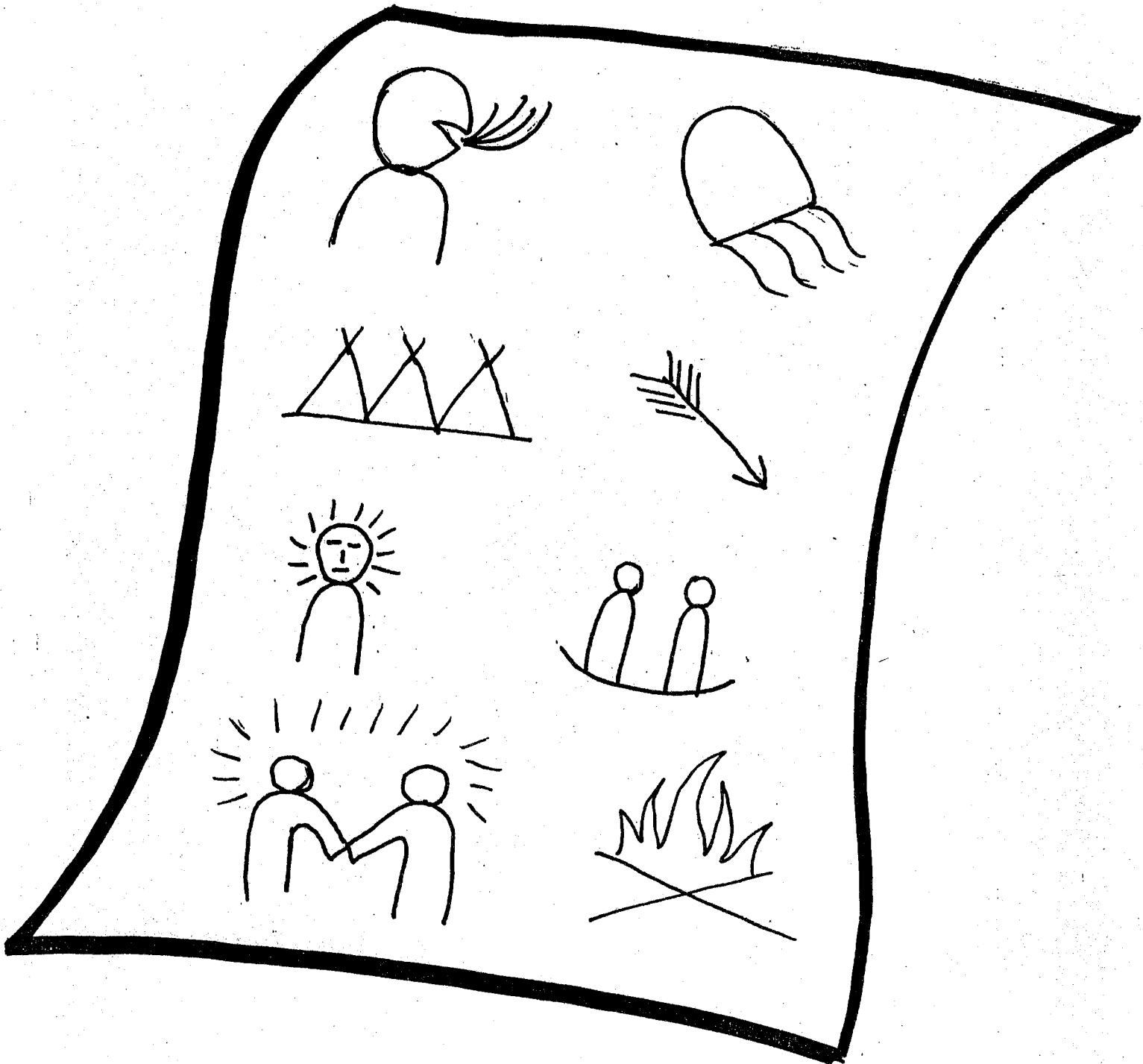
\* \* \*

I know you believe you understood what you think I said,  
but I'm not sure you realize that what you heard was not what I meant.



# Paperwork

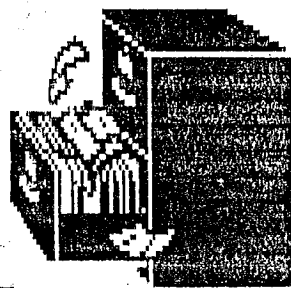
Session and information by:  
Sharon Fanucce  
Joyce Pederson



# PAPERWORK

Isn't paperwork fun  
and we all love to do it.  
Right!!!!!!

Paperwork is important  
for record  
keeping. It will  
save time  
and your sanity



if your paperwork is  
filled out correctly  
and on time.

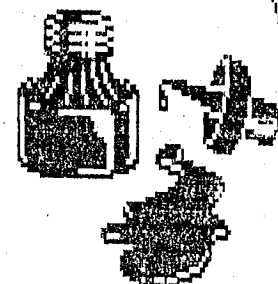
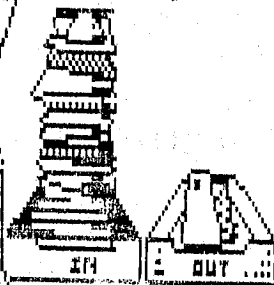
## TIPS!

1 PRINT so it is readable  
2 FILL OUT ALL SPACES  
do not put pack # & not  
fill out district.

3 HAVE IN ON TIME if you  
are going on field trip  
or having a fund raiser,  
you want to be covered.

4 Make sure it goes  
through all copies

BE ACCURATE  
AND ON TIME!!!!



Here are some advancement sheets which were created by one person and have had several others reworking them. These sheets are given to the Den Leaders and Advancement Chairperson of the Pack and provide an easier method to record the progress of the Cub Scouts. Two forms are handed out: one for rank, arrows, and pints earned; the other for extra pack and den activities. The forms are turned in monthly for the pack's copies to be updated and advancements awarded. Each den receives the forms in a plastic cover and when returned to the den, the advancement chairman highlights in a new color each month, the items she/he has recorded. Remember, if it is in writing, there is less chance of misunderstanding.

Examples:

Den 2 Bear WOLF OR BEAR DEN RECORD  
Date: 89-90

John D	123-4567	11-3-88	X	X	X	2	1	2	1	3	2	1	4	1	1	2	3	1/24	5/89	
	Telephone Number	Birth Date	Tiger Cub	Bobcat	Wolf	Bear	Gold Arrow	Silver Arrow	Silver Arrow	Silver Arrow	Silver Arrow	Silver Arrow	Silver Arrow	Silver Arrow	Silver Arrow	Silver Arrow	Service Star	Attendance	Graduation to Bear	Graduation to Webelos

Den 2 Bear EXTRA PACK ACTIVITIES  
Date: 89-90

John D	4/89	4/89	4/89	4/89	4/89	4/89	4/89	4/89	4/89	11/88	11/88				
	Summer Day Camp	Resident Camp	Den Camp	Pack Camp	World Conservation	Religious	Pinewood Derby	Continuous Fire	Popcorn	Galena Pilgrimage	Donor Awareness	Camporee	Sports	George Washington Reading Pin	George Washington Wreath Ceremony Pin

ADULT LEADERS YEARS OF SERVICE

Tom H	5/11/85																				
	Club Scout	Arrow of Light	Boy Scout	Order of the Arrow	Eagle Scout	Previous Troop Leader	Previous Pack Leader	Joined Pack	Fast Start Trained	Basic Leader Trained	Pow Wow	Craft Workshop	Den Leader Coach Sem	Webelos Leader Outdr	Wood Badge	Philmont	1991-1992	Total Years			

23

If a procedure can be established and everybody understands it, the packs records will be more accurate and complete.



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

**WOLF OR BEAR ADVANCEMENT**

																				Bobcat
																				Wolf
																				Gold Arrow
																				Silver Arrows
																				Sports Belt Loop
																				Sports Pin
																				Segment
																				Scouting for Food
																				Pack Attendance
																				Day Camp
																				Lock-In

# Webelos Den \_\_\_\_\_ DEN RECORD

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

Name and Phone	W1	W2	Perfect Attendance	Service Star	Birth Date	Bobcat	Compass Badge	Compass Point	Compass Point	Compass Point	Compass Point	Aquanut	Artist	Athlete	Citizen	Communicator	Craftsman	Engineer	Family Member	Fitness	Forester	Geologist	Handyman	Naturalist	Outdoorsman	Readyman	Scholar	Scientist	Showman	Sportsman	Traveler	Webelos Badge	Arrow of Light	Graduation Date					

Webelos Den \_\_\_\_\_  
 Date: \_\_\_\_\_

DEN ADVANCEMENT RECORD

										Phone	Name and	
											Sports Pin	
											Sports Belt Loop	
											Segment	
											Bobcat	
											Compass Badge	
											Compass Point	
											Compass Point	
											Compass Point	
											Compass Point	
											Aquaunaut	
											Artist	
											Athlete	
											Citizen	
											Communicator	
											Craftsman	
											Engineer	
											Family Member	
											Fitness	
											Forester	
											Geologist	
											Handyman	
											Naturalist	
											Outdoorsman	
											Readyman	
											Scholar	
											Scientist	
											Showman	
											Sportsman	
											Traveler	
											Webelos Badge	
											Arrow of light	
											Graduation Date	











BOBCAT 1 2 3 4 5 6 7 DATE COMPLETED \_\_\_\_\_

**WOLF TRAIL**

1. Feats of Skill
2. Your Flag
3. Keep Your Body Healthy
4. Know Your Home and Community
5. Tools for Fixing and Building
6. Start a Collection
7. Your Living World
8. Cooking and Eating
9. Be Safe at Home & On the Street
10. Family Fun (Do two of)
11. Duty to God
12. Making Choices (Do four of)

:--Do One-->:

a b c d e : f g h i j k :

a b c d e

a b c

a b c d e

a b c d e

a b

a b c d e

a b c d e

a b c d

a b c d e

a b c

a b c d e f g h i

**ARROW POINT TRAIL**

1. It's a Secret
2. Be An Actor
3. Make It Yourself
4. Play a Game
5. Sparetime Fun
6. Books, Books, Books
7. Foot Power
8. Machine Power
9. Let's Have a Party
10. American Indian Lore
11. Sing-Along
12. Be an Artist
13. Birds
14. Pets
15. Grow Something
16. Family Alert
17. Tie it Right
18. Outdoor Adventure
19. Fishing
20. Sports
21. Computer Fun
22. Say It Right

a b c d

a b c d e

a b c d e

a b c d e

a b c d e f g h i

a b c

a b c

a b c d

a b c

a b c d e f

a b c d e

a b c d e f

a b c d e f

a b c d

a b c d

a b c

a b c d e f g

a b c d e f g

a b c d e f

a b c d e f g h i j k l

a b c

a b c d e

Gold Arrows

Silver Arrows

**BEAR TRAIL**

**Circle Achievements, X Electives**

**One for God**

- 1. Ways We Worship 1 a
- 2. Emblems of Faith 1 a

**Three for Country**

- 3. What Makes America Special 4 a b c d e f g
- 4. Tall Tales 3 a b c
- 5. Sharing Your World With Wildlife 4 a b c d e
- 6. Take Care of Your Planet 3 a b c d e f
- 7. Law Enforcement Is a Big Job 4 a b c d e f g

**Four for Family**

- 8. The Past is Exciting & Important 3 a b c d e f
- 9. What's Cooking 4 a b c d e
- 10. Family Fun 2 a b
- 11. Be Ready 4 a b c d e
- 12. Family Outdoor Adventures 3 a b c d e
- 13. Saving Well, Spending Well 4 a b c d e f g

**Four for Self**

- 14. Ride right 4 a b c d e f g
- 15. Games, Games, Games 2 a b c
- 16. Building Muscles 3 a b c
- 17. Information Please 4 a b c d e f
- 18. Jot It Down 5 a b c d e f g
- 19. Shavings and Chips 4 a b c d
- 20. Sawdust and Nails 3 a b c
- 21. Build a Model 3 a b c d e f
- 22. Tying It All Up 5 a b c d e f
- 23. Sports, Sports, Sports 5 a b c d e
- 24. Be A Leader 3 a b c d e

**Electives**

- 1. Space a b c d e f
- 2. Weather a b c d e f
- 3. Radio a b
- 4. Electricity a b c d e
- 5. Boats a b c d e f
- 6. Aircraft a b c d e f g
- 7. Things That Go a b c d
- 8. Cub Scout Band a b c d
- 9. Art a a a a a b b b b b
- 10. Masks a b c d
- 11. Photography a b c d
- 12. Nature Crafts a b c d e f g h
- 13. Magic a b c d
- 14. Landscaping a b c d
- 15. Water and Soil Conservation a b c d e f
- 16. Farm Animals a b c d
- 17. Repairs a b c d e
- 18. Backyard Gym a b c d
- 19. Swimming a b c d e
- 20. Sports a b c d e
- 21. Sales a b
- 22. Collecting Things a b
- 23. Maps a b c d e
- 24. Indian Life a b c d

**GOLD ARROW**

**SILVER ARROWS**



## WEBELOS PINS

PHYSICAL	Aquanaut:	Do 1 2 three of 3 4 5 6 7
	Athlete	Do 1 2 five of 3 4 5 6 7 8 9
	Fitness	Do four 1 2 3 4 5
	Sportsman	Do 1 2 3 4
MENTAL	Artist	Do five 1 2 3 4 5 6 7
	Scholar	Do 1 2 3 4 two of 5 6 7 8 9
	Showman	Do one of the following:
	1) Puppetry	Do four 1 2 3 4 5 6 or
	2) Music	Do four 1 2 3 4 5 6 7 or
3) Drama	Do four 1 2 3 4 5 6 7 8	
	Traveler	Do five 1 2 3 4 5 6 7
COMMUNITY	Citizen	Do 1 2 3 4 5 6 7 & two of 8 9 10 11 12 13 14 15 16
	Communicator	Do four of 1 2 3 4 5 6 7 & two of 8 9 10 11 12
	Family Member	Do 1 2 3 4 5 & two of 6 7 8 9 10 11
	Readyman	Do 1 2 3 4 5 6 & two of 7 8 9 10 11 12
TECHNOLOGY	Craftsman	Do 1 2 3 & one of 4 5 6 7 8
	Engineer	Do five of 1 2 3 4 5 6 7 8
	Handyman	Do six of 1 2 3 4 5 6 7 8 9 10 11 12 13 14
	Scientist	Do 1 2 3 & six of 4 5 6 7 8 9 10 11 12
OUTDOOR	Forester	Do five of 1 2 3 4 5 6 7 8
	Geologist	Do five of 1 2 3 4 5 6
	Naturalist	Do four of 1 2 3 4 5 6 7
	Outdoorsman	Do five of 1 2 3 4 5 6 7 8



## FORMS AVAILABLE TO YOU

<u>Form</u>	<u>BSA Office</u>		<u>Cub Scout Leader</u>
	<u>Yes</u>	<u>No</u>	<u>Book page no.</u>
Local Tour Permit Application	X		88-89
Permission Slips		X	84
Uniform Inspection Sheet	X		160
National Summertime Award	X		57
National Quality Unit Award	X		
Unit Money-Earning Application	X		89
Cub Scout Advancement Report	X		118
Glossary of Cub Scout Terms			179-182

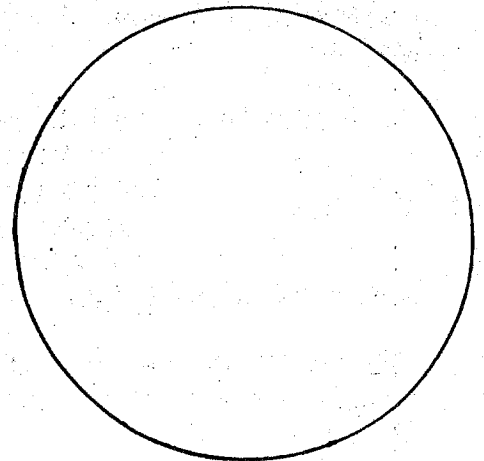
Cub Scout Leader Book has most of the information you need. Chapters 10 and 11 deal with many of the forms. When you have questions, call your local District Executive, your District Advancement Chairman, your Commissioner, or a friendly leader you know. Scouters are very helpful. There are a few small things which have changed since your CSLB book was printed.

\*\*\*\*\*

### QUICK HEALTH TEST FOR CUB SCOUT LEADERS

Hold the circle on this page about two inches in front of your mouth and breathe on it for at least ten seconds.

- If the area within the circle turns green,  
call your physician.
- If it turns brown, make an appointment with  
your dentist.
- If it turns purple, find a psychiatrist.
- If it turns red, you'd better see your banker.
- If it turns black, you had better call your  
lawyer about making out your will.
- If it remains the same color, you are in  
pretty good health and there is no reason  
why you should not go to your district's  
monthly ROUNDTABLE.



## HOW TO RUN A PACK LEADERS' MEETING

1. Have a set time, date and location for the meeting.
2. Start and end on time.
3. The meeting location should be comfortable and of suitable size for the number of people involved.
4. The committee chairperson leads the meeting.
5. Have a set of bylaws to guide your unit, see your leaders manual. These pre-established rules, agreed upon by all will streamline your decision making process.
6. All items brought up for discussion that require a decision should be voted upon at the meeting in accordance with parliamentary procedure.
7. Know the elements of parliamentary procedure or Roberts Rules of Order.
8. All persons holding a position should be aware that they must be prepared in advance for the meeting and will have to give their reports.

EXAMPLE: Chairperson -- agenda ready  
Secretary -- minutes of the prior meeting ready  
Treasurer -- books balanced for the prior month  
                    a summary prepared  
Advancement -- advancement charts up to date  
Transportation - Drivers and cars lined up

Those with special assignments should be fully informed when their assignment is expected to be completed and reported to the committee so the committee may make a decision.

EXAMPLE: Fund Raising Event -- The different types available,  
                    advantages and disadvantages, forecasted earnings  
Outings Person \_\_\_ Date, time, place of possible next outing, when  
                    reservation need to be made. If decided upon follow-up on flyer to  
                    hand out to the boys and parents by a specific date.

Who is the person designated to make the reservations?

This list can continue as additional members are added to the committee but the important point to not is that if everyone is prepared, does their job on time, the pack runs more efficiently.

## PACK MEETING AGENDA

Place \_\_\_\_\_ Time \_\_\_\_\_ Date \_\_\_\_\_

Theme \_\_\_\_\_

Preparation before the meeting:

Room arrangements - chairs set up in rows, 3 exhibit tables, 1 head table, flags.

Other: \_\_\_\_\_

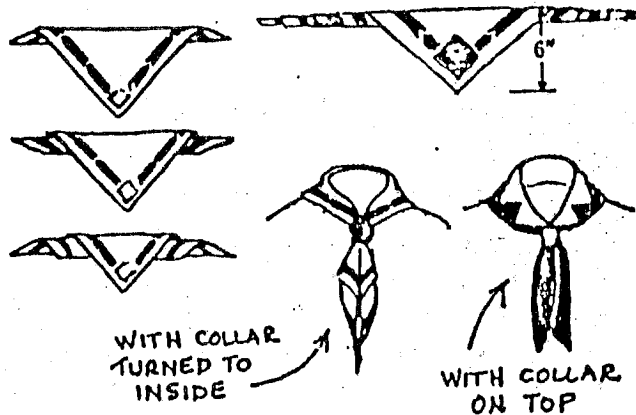
Props: \_\_\_\_\_

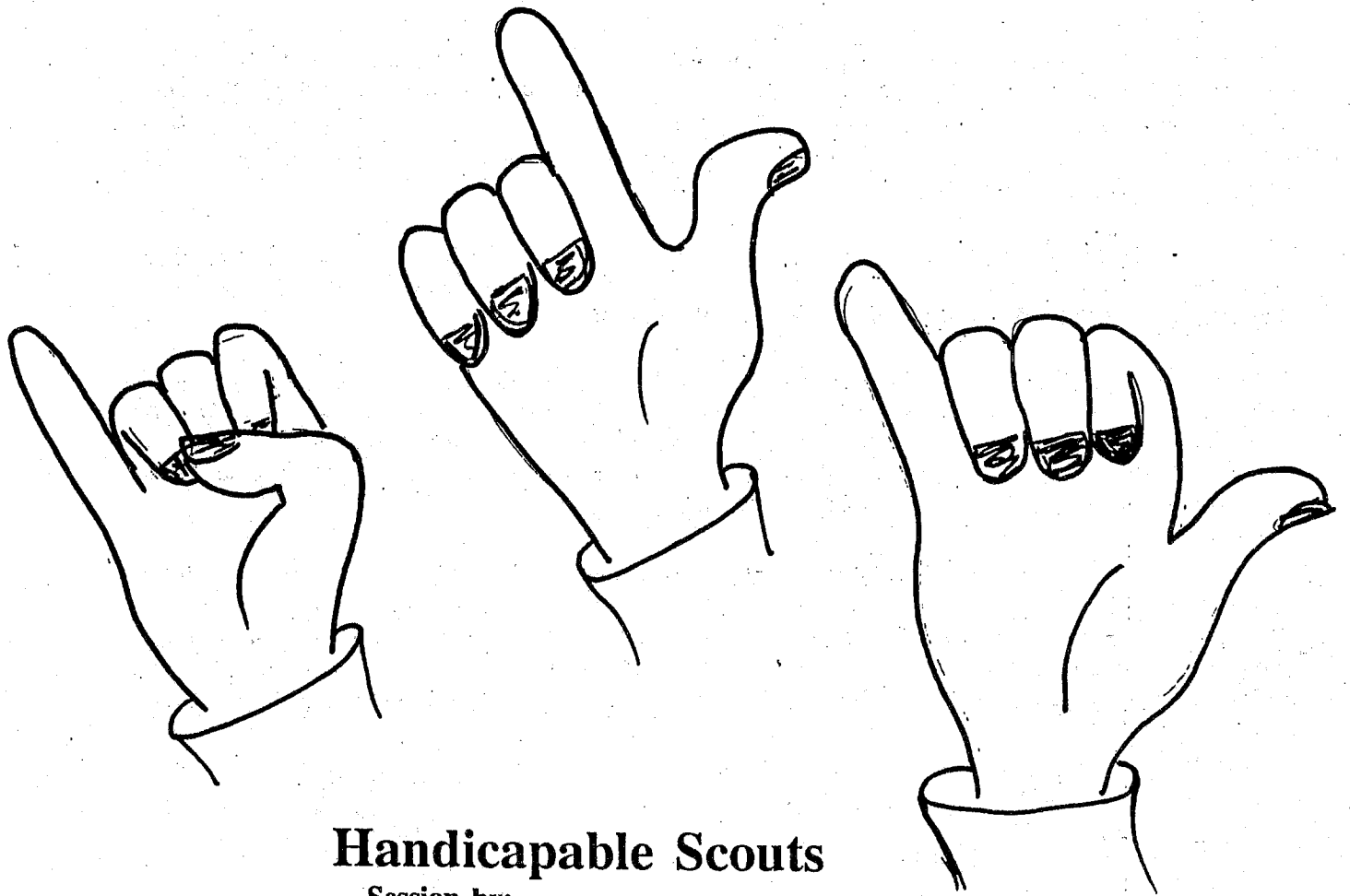
<u>TIME</u>	<u>ACTIVITY</u>	<u>PERSON IN CHARGE</u>
_____	Gathering period (name-tags)	_____
_____	Den exhibit tables - show Cub Scout advancement chart and craft items made at den meetings or related to advancement.	_____
_____	Preopening activity	_____
<b>MAIN PART OF MEETING:</b>		
_____	Opening ceremony - use sign and introduce den.	_____
_____	Roll Call.	_____
_____	Introduce and welcome new families.	_____
_____	Explain theme and anything special the dens have done.	_____
_____	Songs.	_____
_____	Group participation stunt, yell or skit.	_____
_____	Den skit or demonstration.	_____
_____	Group participation stunt, yell or skit.	_____
_____	Den skit or demonstration.	_____
_____	Webelos Den - demonstrate activity badge work.	_____
_____	Game _____	_____
_____	Ceremonies: Bobcat Induction, Advancement, Webelos Induction, Webelos Graduation, Other (year pins, leader recognition), Cubby Award	_____
_____	Announcements - brief explanation of next month's theme, and coming events.	_____
_____	Closing	_____

## A THOUGHT ON PARENT PARTICIPATION

Is there a dividing line in your pack? Are there a "We" and a "They"? Is there one group of leader and another group of parents? How often do you tell new parents, "We do this and that for your boy and you are supposed to do thus and so?" Another dividing line has been drawn. Remember that all parents are leaders to their boys. So next time when you talk about "We", mean all the parents...as well as the leaders. Remember that a pack is no more nor less than the people in it.

### A fine line by Nancy Drew





## **Handicapable Scouts**

**Session by:**

**Sharon Fanucce, book contributor**

**Joyce Pederson**

## HANDICAPPABLE SCOUTS

### INTRODUCTION

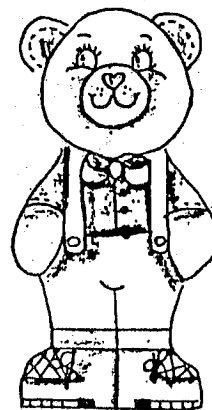
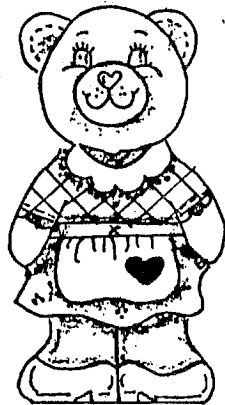
Disability is something that almost everyone has to cope with at some time in his or her life. Most elderly people acquire disabling conditions of some kind such as arthritis, failing sight or hearing. But one in every twenty babies is BORN with some type of disability. Most are minor. Some problems are not physically apparent at all, and parents become aware only slowly that something is wrong, as their child lags behind others of the same age in such things as waking or talking.

All these children need opportunities to develop and to benefit from schooling in the same way as other children. Learning to cope with their disability or handicap means they are faced with extra challenges. Most children with minor disabilities attend ordinary schools, and other pupils may not be aware of anything wrong. Others with more serious handicaps may need special help within an ordinary school. Some children require care or teaching in special classes designed for their needs.

If you are ill or suffer an injury, you may experience some of the problems faced by a disabled child. But you know that you will soon be well again. For the disabled child, improvement can be slow, frustrating and difficult.

It is easy, by closing one eye, to get some idea of how it feels to have problems with vision. But if you close both eyes you will find that your home seems a strange place, and simple, everyday activities become difficult or impossible. You may be able to dress yourself, but how do you know if your shoes are matching? You simply open your eyes, but a blind child has to work out other ways of coping.

Though far less severe, the weakness that often follows a bout of the flu is similar to the tremendous muscular weakness suffered by children with muscular dystrophy. And if you try to write with your left hand (or right hand if you are left-handed), you will get some idea of the problem experienced by the child with cerebral palsy, namely that the body does not obey the brain. How would you cope if ALL YOUR LIMBS felt like this?



## WHY SCOUTING IS FOR THE HANDICAPPABLE?

Scouting teaches to compete to do the best of their ability, plan, start, and finish a project, develop leadership and followere skills, recognize others' achievements, try new things, respect differences in others, play fair and to develop and maintain friendships.

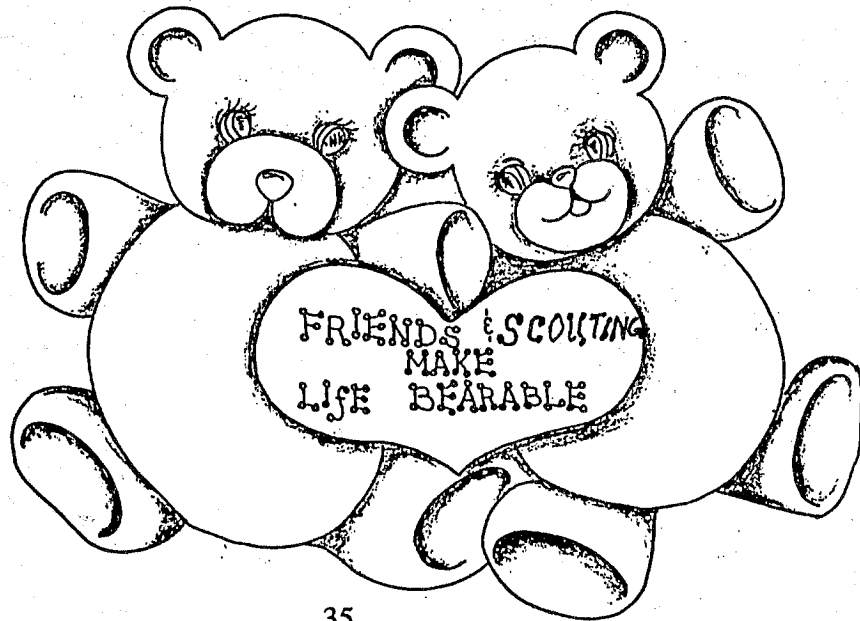
Scouting is for each boy, and each boy is different. The Boy Scouts of America recognizes that there are not standard boys - the kind who can be steered about like machines with exactly the same instructions. That is why the exactly the same fun, to learn exactly the same instructions is good. That is why the program of Scouting is so readily adaptable to a youngster with a physical, mental or emotional limitation.

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

As a Cub Scout leader, you may feel hesitant about facing up to the opportunity of accepting a handicappable boy into your den or pack. But consider for a mement how being handicappable can in itself be a barrier to many activities enjoyed by ordinary boys. This is true even when a handicappable boy has considerable skills, abilities and moral strength.

Scouting has, over the years, made thousands of boys happier than they would have been otherwise, by accepting them for what they are, what they can contribute, and by offering them the friendship and encouragement they need.

Scouting teaches them to compete to the best of their ability.



## ABOUT HANDICAPS

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

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

If you'll really pay attention, you'll find most of us compensate for our handicaps by excelling in other areas. You may be a great bookkeeper but a questionable carpenter, or vice versa. The same is true of a handicapped person. A boy who has lost the use of his legs to polio could be another Einstein. A mentally retarded boy could become an Olympic swimmer. A boy is no less of a boy because of his problem. Don't limit any boy's capability and challenge him to achieve new goals through Scouting.

REACH OUT!!!! Don't be afraid to try. Handicapped boys want to belong to Scouting, and they need you to make it happen. Your personal reward will be far greater than the effort you expend.

If you discuss a boy's handicap, you will find many more similarities than differences in comparison to non-handicapped boys, and that these differences may be quite similar to those of so-called "normal" boys in school and peer relationships.

Adaptation in the advancement is the key word for handicapped boys. Substitute electives of do them to the best of his ability if a boy can't do physical exercise and tests. If he can't run, let him keep score. But best of all, let the other boys figure out how this boy can participate. You'll be surprised with their solution. This makes both boys feel good and is a good group discussion.

ISN'T THIS WHAT SCOUTING IS ALL ABOUT,  
HELPING OTHERS?





## A MEMORANDUM FROM YOUR CHILD

- Don't spoil me. I know quite well that I ought not to have all I ask for. I'm only testing you.
- Don't be afraid to be firm with me. I prefer it. It lets me know where I stand.
- Don't use force with me. It teaches me that power is all that counts. I will respond more readily to being led.
- Don't be inconsistent. That confuses me and makes me try harder to get away with everything I can.
- Don't make promises you may not be able to keep. That will make discourage my trust in you.
- Don't fall for my provocations when I say and do things just to upset you. Then I'll try for more such VICTORIES.
- Don't be too upset when I say "I hate you". I don't mean it, but I want you to feel sorry for what you have done to me.
- Don't do things for me that I can do for myself. It makes me feel like a baby, and I may continue to put you in my services.
- Don't let my "bad habits" get me a lot of your attention. It only encourages me to continue them.
- Don't correct me in front of people. I'll take much more notice if you talk quietly with me in private.
- Don't try to discuss my behavior in the heat of a conflict. For some reason my hearing is not very good at this time and my cooperation is even worse. It is all right to take the action required, but let's not talk about it until later.
- Don't try to preach to me. You'd be surprised how ell I know what's right from wrong.
- Don't make me feel that my mistakes are sins. I have to learn to make mistakes without feeling that I am no good.
- Don't nag. If you do, I shall have to protect myself by appearing deaf.
- Don't demand explanations for my wrong behavior. I really don't know why I did it.
- Don't tax my honesty too much. I am easily frightened into telling lies.
- Don't forget that I love and use experimenting. I learn from it, so please put up with it.
- Don't protect me from consequences. I need to learn from it.
- Don't take too much notice of my small ailments. I may learn to enjoy poor health if it gets me attention.
- Don't put me off when I ask HONEST questions. If you do, you will find that I stop asking and seek my information elsewhere.
- Don't answer sill or meaningless questions. I just want you to keep busy with me.
- Don't ever think that it is beneath your dignity to apologize to me. An honest apology makes me feel surprisingly warm to you.
- Don't ever suggest that you are perfect or infallible. It gives me too much to live up to.
- Don't worry about the little amount of time we spend together. It is HOW WE SPEND IT THAT COUNTS.
- Don't let my fears arouse your anxiety. Then I will become more afraid. Show me courage.
- Don't forget that I can't thrive without lots of understanding and encouragement, but I don't need to tell you that, do I.
- TREAT ME THE WAY YOU TREAT YOUR FRIENDS, THEN I WILL BE YOUR FRIEND, TOO. REMEMBER, I LEARN MORE FROM A MODEL THAN A CRITIC.

## SOME TIPS

### Alternative Methods

Whenever it is possible, allow alternative methods in assigning tasks to be done such as: draw about it, talk about it, demonstrate about it, write about it, or take pictures.

### Directions

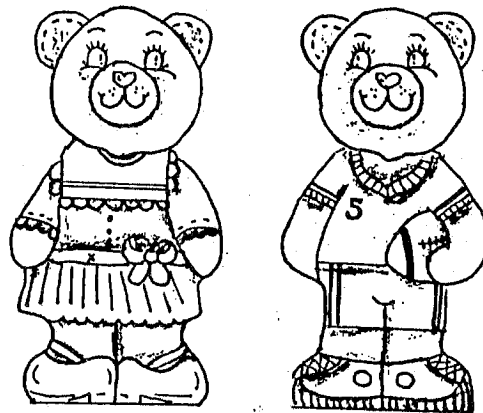
Short simple statements are good directions. Try to use more than one sensory function at a time without adding too much confusion such as: hear it and see it, talk it, and walk it, tape instructions, draw instructions, and hands on instructions. When directions involve a sequence of things, label them clearly as first, second, last, etc. If a sequence must be learned, try a rhyme on a rhythmical jingle to make it bounce along.

### Your Reactions

Praise, praise, praise and then a little praise. Please avoid the negative judgement as many L.D. children have already judged themselves as lacking and are more than ready to sense negative reactions from you. "I really like the way you...." or "Joe has found another way to do the same thing -- tell us how you did it Joe," surely is better than "that's fine, except you forgot to...." or "ha, ha, guess you weren't listening again".

### Game Plans

Alternate "head" games with energy release games such as Blow Ball or Timed Races around the block. Periodically, put one of the Cubs in charge of an activity without prior warning and really back off unless someone is going to be hurt. Being the boss sometimes makes a lasting impression.



## ACTIVITIES FOR THE LEARNING DISABLED CUB SCOUT

The handicappable boy is more like other boys than he is different. This is even MORE true of the boy with a learning disability. Disabilities come singly as well as in a variety of combinations. In addition, each affects the learning process in a different way and to a different degree. We do not need to know which boy has which dysfunction in order to fulfill our purpose. We are not in the business of diagnosing, labeling or remedying any problem; we want to bring a meaningful cubbing experience to each boy. Since each person has his own cognitive style, (after all, that jigsaw puzzle you love may drive Harry nuts even though he likes word puzzles and his wife prefers bridge) and each learns more easily one way rather than another -- the keys are:

VARIETY                      AND                      CHOICE

### SOME IDEAS

#### Produce a News Program:

Help the boys to research, write, produce, direct and act the evening news. Use advancement material or current project or history to be transformed into the evening news.

#### Sell A?

Write your own advertising for your chosen item, person or place within the framework of what the den is working on.

#### I Did It Corner:

Provide a corner in your meeting place where kids can research, make, write, display, etc. topics that interest them. Some "how-to" books can get the ball rolling.

#### Answer Hunt:

Write questions covering material needed to be learned on an index card. Add the answer in a different color. One in the group is the leader and asks the questions. The first to find the answer in the book takes the card. Most cards wins. This can be adapted to a one on one situation switching roles and using a stopwatch.

#### Traveler's Badge:

Gather maps, timetables, travel folders, etc., and let the boys plan trips either singly or in pairs. Set aside some time to hear from each as to cost, transportation, what they saw and did, etc.

#### Walking Tours:

Plan a tour of historically significant neighborhoods. Assign a building to research to each boy after being sure the materials are readily available to him. Check with the ???????

## POSITIVE APPROACHES TO HANDICAP AND DISABILITY

For all the types of disability, there are many children who have learned to cope with the problems they face and lead full lives. None of them wants to be treated differently. What they do want is for people to remember that apart from their disability they are like other children. Most people with a disability make great effort to overcome it and try to minimize the help they need.

Whatever the disablement, there are always physical or mental challenges to be faced. Attitudes of pity or fear shown by others are sometimes the hardest problems to overcome. Another challenge for the severely disabled child is boredom, and here it is easy to help by providing friendship and encouragement.

There are a number of organizations and societies which offer support and advice to disabled children and their families. The addresses of some of them are given below. Many of these societies are funded by voluntary contributions, so if you want information or want to offer help, always include a large stamped addressed envelope for their reply.

American Association of MENTAL Deficiency  
1719 Kalorama Road, N.W.  
Washington, D.C.  
202-387-1968

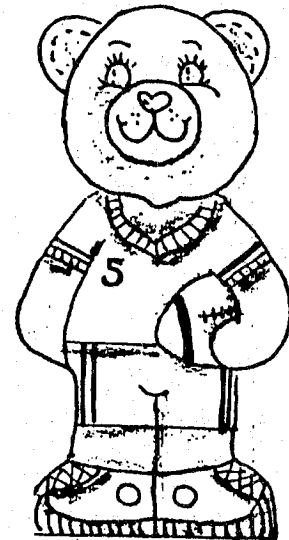
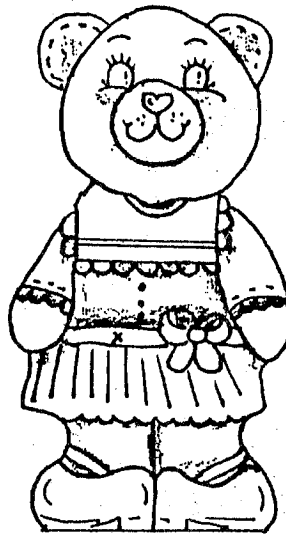
American Cancer Society  
777 Third Avenue  
New York, New York 10017  
212-731-2900

National Alliance of Blind Students  
1211 Connecticut Ave. N.W.  
Washington, D.C.  
202-833-1251

Arthritis Information Clearing House  
P. O. Box 9782  
Arlington, Virginia 22209  
703-558-8250

American Diabetes Association  
2 Park Avenue  
New York, New York 10016  
212-683-7444

Association for Children With Learning Disabilities  
4156 Library Road  
Pittsburg, Pennsylvania 15234  
412-341-1515



Autism Services Center  
101 Richmond Street  
Huntington, West Virginia 25702  
304-532-8269

Better Hearing Institute  
1430 K Street, N.W., Suite 700  
Washington, D.C. 20005  
202-638-2848

Center for Sickle Cell Disease  
2121 Georgia Avenue, N.W.  
Washington, D.C. 20059  
202-636-7930

Down's Syndrome International  
11 N 73rd Terrace, Room K  
Kansas City, Kansas 66111  
913-299-0815

Epilepsy Foundation of America  
4351 Garden City Drive  
Landover, Maryland 20758  
301-459-3700

Junior National Ass. for the Deaf  
814 Thayer Avenue  
Silver Spring, Maryland 20910  
301-587-1788

Juvenile Diabetes Foundation  
k60 Madison Ave.  
New York, New York 10010  
212-889-7375

Muscular Distrophy Association  
810 Seventh Avenue  
New York, New York 10019  
212-586-0808

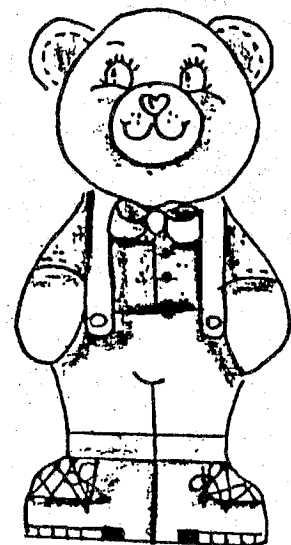
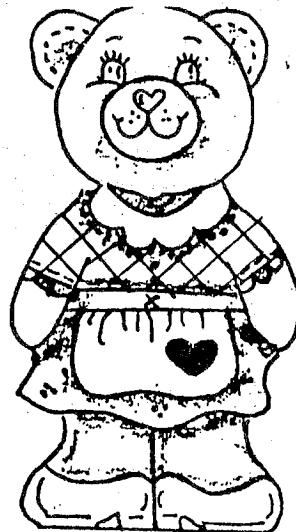
National Down's Syndrome Society  
70 W 40th Street  
New York, New York 10018  
212-764-3070

National Easter Seals Society  
2023 W Ogden Ave  
Chicago, Illinois 60612

National Stuttering Project  
1269 Seventh Avenue  
San Francisco, California 94122  
415-647-4700

Spina Bifida Ass. of America  
343 S Dearborn Avenue, Sute 317  
Chicago, Illinois 60604  
800-621-3141

United Cerebral Palsy Ass.  
66 E 34th Street  
New York, New York 10016  
212-481-6300



## GLOSSARY

**ARTHRITIS:** disease affecting the joints. Arthritis is painful and can restrict movement.

**ASTHMA:** disease in which the passage of air out of the lungs becomes restricted. The tubes in the lungs become narrowed and may be blocked during an asthma attack.

**AUTISM:** a condition in which a child fails to respond normally to other people. An autistic child may refuse to look directly at another person, or may not talk properly.

**CANCER:** disease in which some of the cells of the body reproduce themselves very fast, forming a growth called a tumor. These cancerous cells can eventually overwhelm normal cells.

**CEREBRAL PALSY:** condition in which the part of the brain that helps to control movement becomes damaged, usually by lack of oxygen during birth. A person with cerebral palsy may find it impossible to control their movements, and will be jerky and uncoordinated.

**CYSTIC FIBROSIS:** inherited disease in which thick, sticky mucus is produced in various parts of the body. This can clog the lungs, causing infection. Digestion is also afflicted, and people with cystic fibrosis need to follow a special diet.

**DIABETES:** disease in which the body fails to produce enough insulin, so it cannot use sugar in the normal way. Diabetics take drugs to increase the supply of their own insulin, by injecting insulin regularly.

**DOWN'S SYNDROME:** condition in which a particular chromosome is defective. In children with Down's syndrome, the fold of the skin over the eyes develops abnormally, so the eyes have a slanted appearance. These children may also have learning difficulties.

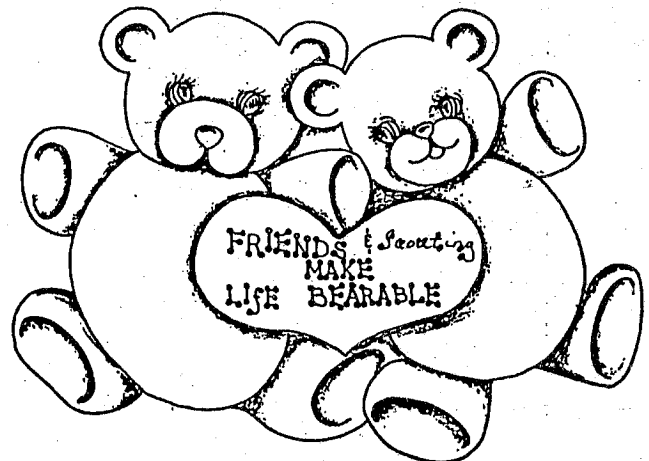
**EPILEPSY:** condition in which the electrical signals in the brain are sometimes uncontrolled, producing a fit or seizure. These may be brief lapses in attention, muscle movements, or a convulsion in which the affected person loses consciousness and twitches and shakes.

**HEMOPHILIA:** rare inherited disease which affects only males. In hemophilia, the blood does not clot because a particular substance is not produced by the body.

**MUSCULAR DYSTROPHY:** illness in which the muscles gradually lose their strength.

**SICKLE CELL ANEMIA:** disease in which red blood cells are distorted and can become wedged in the smallest blood vessels, where they block the flow of blood.

**SPINA BIFIDA:** condition in which, because of failure to develop properly in the womb, the spine of a baby is damaged. Sometimes the spinal cord is partially exposed and the lower part of the body may be paralysed.





## Discipline

Session by:

**Lou Zitelman, book contributor**

**Pam Moore**

**Lonna Alcock, book contributor**

Dishonest

Shy or Timid

Restless or "Nervous"

Child with Fears

Emotionally Upset

Too-Big

Too-Small

Careless

Dirty

Withdrawn

Slow Learning

# WEDNESDAY'S CHILDREN

Aggressive

Sneaky-Quiet

Injury Prone

Consistently Disobedient

Extreme Extrovert

Socially Maladjusted

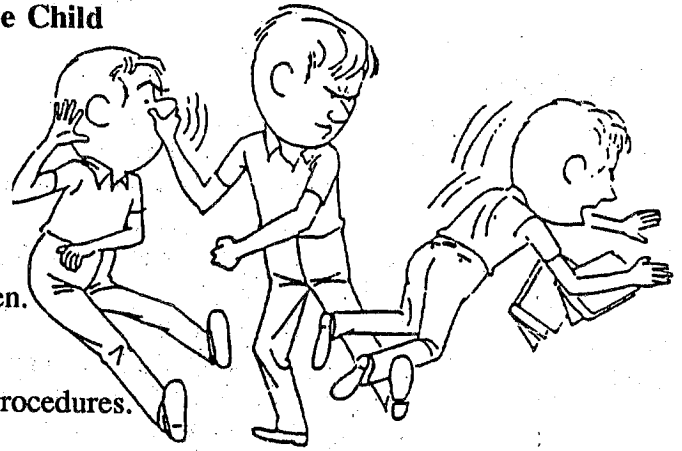


## The Aggressive Child

### Symptoms

*The Aggressive child may:*

- Look for trouble.
- Want his own way.
- Be on the defensive.
- Blame others.
- Fight, hit, and pick on other children.
- Bully.
- Be quarrelsome.
- Disrupt the group and the routine procedures.
- Steal and lie.
- Destroy property.
- Be resentful, defiant, rude, sullen or insolent.
- "Sass" adults.



### Possible Reasons for Behavior

*The reasons for aggressive behavior may be:*

- A domineering, overstrict parent.
- Fear of expressing his feelings against parents - takes it out on other children.
- Weak, over-indulgent parents who give in to his every whim - expects same kind of subservience from playmates.
- Feels lack of parents' affection.
- Unhappiness in his relations with others.
- A dislike of the teacher.

### Try this

- Keep him busy.
- Give him big muscle activities.
- Give simple but definite standards of conduct.
- Let him take his spite out on modeling clay.
- Give him physical work such as pounding nails, sawing boards.
- Reprimand as necessary but do so in private.
- Attempt to "reach" him or make friends with him.
- Take up problem with Cubmaster/Den Leader Coach.
- Don't allow him to disrupt entire group.

### Things to Remember

- Improvement will usually be slow. Be calm and patient.
- His parents may not recognize the problem.
- Even though improvement is shown, there will be set backs.
- Overlook more than you see.
- Arguing will not solve the problem.
- Be sure his actions are not just "normal" misbehaving.
- Remember that fighting may give a child some immediate relief for his pent-up anger or emotions.
- Think over your own feelings and actions toward him.

## The Careless Child

### Symptoms

*The careless child may:*

- Stumble into accidents
- Make many mistakes in school work.
- Lose or break things.
- Do messy school work and den work.
- Misplace things.
- Have a messy desk.
- Be thoughtless in dress or appearance.
- Have a "don't care" attitude.
- Be happy-go-lucky.



### Possible Reasons for Behavior

*The reasons for carelessness may be:*

- Emotional problems.
- Loose home environment.
- Overindulgent parents.
- Pressures that cause an "I don't care attitude."
- Lack of den standards.
- Careless playmates.

### Try This

- Relieve pressures if child is tense.
- Talk to his parents: learn their attitudes.
- Refuse to accept a project that is messy.
- Have a nurse talk to him about personal neatness and cleanliness.
- Teach him to better organize his time and work.
- Check your den standards.
- Observe his playmates.

### Things to Remember

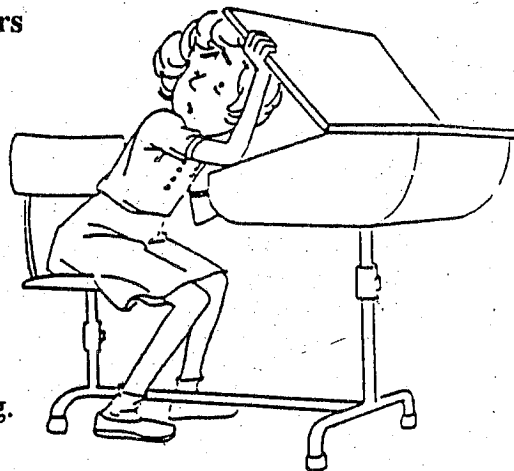
- A change in standards involves the whole family.
- It is easy to be careless.
- The child is a product of his environment.
- Little has been expected of some children.
- Careful attitudes come slowly.
- Some praise will help him.

## The Child with Fears

### Symptoms

*The Child with fears may:*

- Panic easily or get frustrated.
- Show anxiety.
- Withdraw.
- Tremble at the slightest provocation.
- Be moody.
- Be afraid of being hurt.
- Not "Take a chance" - always wants to be sure before attempting anything.
- Be extremely emotional.
- Fear criticism.
- Desire constant reassurance.



### Possible Reasons For Behavior

*The reasons for a child having fears may be:*

- Conditions in the world today.
- Parents who also have fears and openly express them.
- Death or injury to someone close to him.
- Overly protective parents.
- That he is shy and withdrawn.
- A history of unfortunate or tragic experiences.
- Constant and harsh punishments.
- Emotional shocks at school
- Bullying playmates.
- Slow physical development.

### Try This

- Give him sincere love and affection.
- Check his health record.
- Give him a variety of creative activities to release his fears.
- Explain that others also have fears but learn to live with them.
- Show him, by personal chats, that most fears are imaginary.
- Have him write an article on "What Makes Me Afraid".
- Reassure him whenever he shows fear.
- Suggest that his parents seek psychiatric help for the child.
- Give him work at which he can succeed. Build up his confidence.
- Praise him for his accomplishments.

### Things To Remember

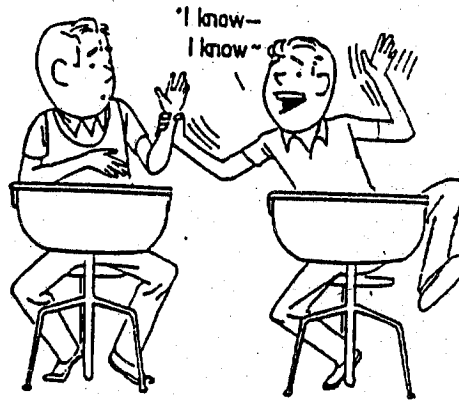
- Fears may be imaginary.
- Akela's own reactions are important as they affect the child.
- It is natural for most people to fear some things.
- Fears melt before affection.
- Fears diminish with maturity.
- A child, happy and successful in Scouting, loses his fears.

## The Child Who is an Extreme Extrovert

### Symptoms

*The extreme extrovert may:*

- Rebel when suppressed.
- Be a non-conformist.
- Talk out: can't wait for his turn.
- Be too positive in his statements.
- Be over-bearing and dominating.
- Have many friends.
- Be good at sports.
- Want the center of the stage.
- Be overly aggressive.
- Constantly wave hands to recite or ask questions.
- Volunteer to recite whether or not he knows the answers.



### Possible Reasons For Behavior

*The reasons for the extreme extrovert acting as he does may be:*

- Lack of attention love, and warmth from family and friends.
- Another child in the family is the favored one.
- That he hasn't been challenged in his capabilities.
- That he feels insecure.
- Heredity. His parents are the same way.
- Lack of parental supervision to properly control his extreme behavior.
- Parents constantly force him into the limelight. Show him off to others.
- A cover-up for "inferiority".

### Try This

- Help him build socially acceptable skills.
- Point out and praise his strong points.
- Visit his home, interview his parents; study his past.
- Try to find constructive ways to satisfy his ego.
- Discuss with him the effect of his bold, out-going actions on others.
- Insist that he take his turn and not monopolize "the stage".
- Have him lower his voice when talking.
- Have him work in a group or committee under another leader so he learns to be a follower.
- Assign quiet work at a specific place.
- Keep him reading.

### Things To Remember

- Punishments often push him further out of the group.
- Public admonition gives him the attention he seeks.
- Labels of "extrovert" should be avoided.
- Using class pressure to "bring him into line" may only strengthen his extrovert tendencies.
- He may express outwardly what others hold inside themselves. Thus he may have fewer emotional conflicts.
- He needs quiet, calm, and understanding help.
- Much reading has a calming effect.

## The Consistently Disobedient Child

### Symptoms

*The consistently disobedient child may:*

- Be impolite - or insolent.
- Talk back.
- Pay no attention nor follow directions.
- Be the "I dare you type".
- Be unhappy, worried, hungry.
- Want his own way.
- Rebel against all authority.
- Want punishment to gain attention to himself.

### Possible Reasons For Behavior

*The reasons for consistent disobedience may be:*

- Lack of respect for authority.
- Inconsistent discipline at home.
- Overindulgence by parents or teachers.
- Arrival of a new baby at home.
- Parent difficulties or a broken home.
- Hunger, or chronic physical irritation.
- Lack of affection.
- Lack of respect for Akela; personality clash.
- An attempt to gain status with his peers.
- A compulsion to disobey.



### Try This

- Hold a conference with his parents.
- Separate him from his followers.
- Give him special jobs and responsibilities.
- Let him help build group standards.
- Develop an understanding with him.
- Encourage him to talk out his problems.
- Help him make his own decisions.
- Give him a snack in mid-morning or mid-afternoon.
- Refer his problem to a guidance worker.
- Have him write an autobiography. (This may give some clues to his problems.)
- Avoid ultimatums.

### Things to Remember

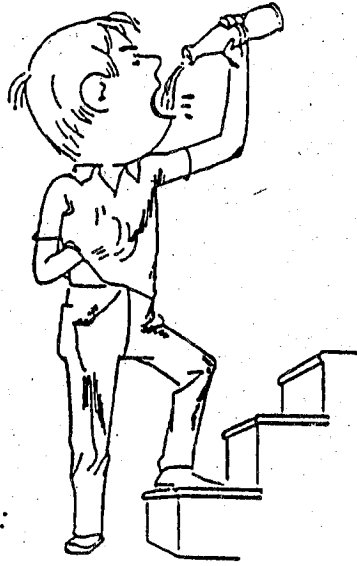
- Punishment is not necessarily the answer.
- This kind of child often has a following.
- He may try to rationalize his actions by giving "reasons" for his difficulty.
- Rejection will not help.
- Reprimanding in public may aggravate the condition.
- If you threaten, you may have to deliver.
- Constant admonitions weaken authority.
- Misbehaving to some extent is normal.
- You are condemning the disobedience, not the child.

## The Dirty Child

### Symptoms

*The dirty child may:*

- Have stringy, dirty, uncombed hair.
- Wear dirty or torn clothes.
- Need a bath.
- Have dirty hands.
- "Smell" bad.
- Wear dirty, untied shoes.
- Keep his personal things messy.
- Use sloppy eating habits.
- Smudge his papers.
- Do poor work.



### Possible Reasons For Behavior

*The reasons for a dirty child being like he is may be:*

- Poor home environment - dirty home.
- Low home standards regarding cleanliness.
- Lack of parental supervision.
- Lack of proper facilities for bathing and washing at home.
- Poor attitudes.
- Both parents working, or not at home.

### Try This

- Discuss standards of cleanliness with the boys.
- Send him to wash up.
- Send him home if unclean condition persists.
- Praise him privately when he is neat and clean.
- Schedule conference with parents.
- See that he washes his hands before eating.
- Arrange with welfare services or the PTA, for better clothes and shoes if the family cannot afford them.
- Have him do his work over if it is messy.

### Things To Remember

- Dirty children are clean inside.
- It probably isn't his fault.
- The clean-up must be a rewarding situation.
- He needs help - not scorn.
- It may take a great deal of tact to remedy the situation.
- Criticising the home does not solve the problem.
- It is your job to change his standards.
- Never reject a child because of a little "clean" dirt.

## The Dishonest Child

### Symptoms

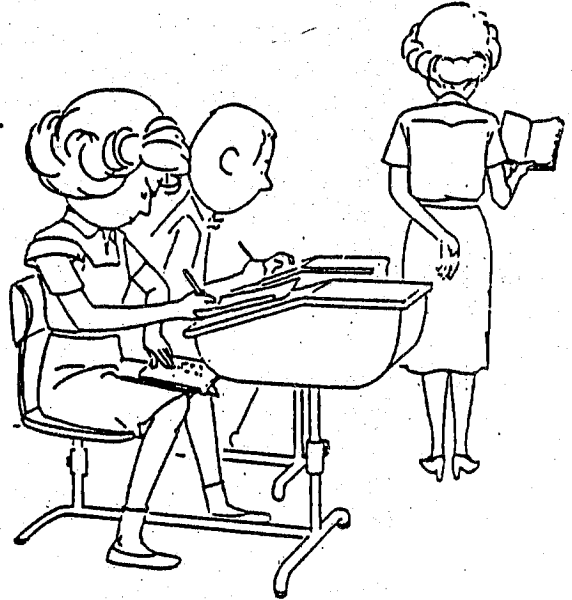
*The dishonest child may:*

- Take things from other children or from the teacher.
- Steal even though he doesn't need the stolen article.
- Lie when is caught.
- Cheat in tests.
- Lack respect for property.
- Put his name on work others have finished.
- Hide things which he has taken.

### Possible Reasons For Behavior

*The reasons for dishonesty may be:*

- Feelings of insecurity.
- Need for attention.
- Hostility towards parents or playmates.
- Heredity (Kleptomaniac tendencies).
- A poor home; lacks food or toys.
- Dishonest parents.
- Lack of supervision.



### Try This

- Remove temptations.
- Visit home; learn history of child.
- Show child that you still trust him, but do not condone dishonesty.
- Discuss his problem with him.
- Arrange the den seating so that you can easily observe him.
- If he lacks food, speak to authorities about free school lunches.
- Make him return anything he has stolen.
- Set standards of honesty and truthfulness for the den.

### Things To Remember

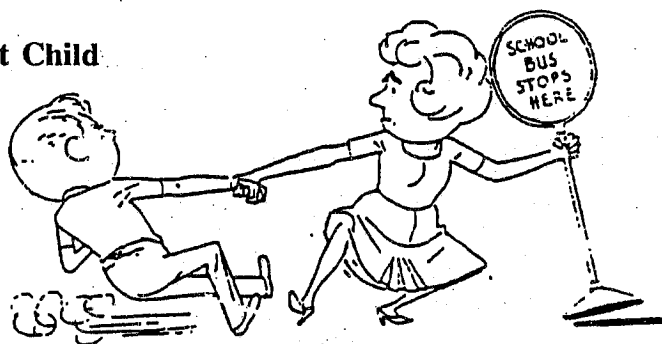
- Most children steal or lie at one time or another.
- Try to understand why the child did what he did.
- Stealing and lying may be signs of something more important.
- He should not "get away" with dishonesty or stealing.
- The word "steal" or "lie" should be avoided when discussing his behavior with him.
- It is not good to publicize his problem.

## The Emotionally Upset Child

### Symptoms

*The emotionally upset child may:*

- Fee insecure.
- Be fearful - worried.
- Have chip-on-shoulder attitude.
- Fail in school with no apparent reason.
- Have emotional blocks to learning.
- Know something one day and forget it the next.
- Not respond unless he thinks he is right.
- Have a negative attitude.
- Imagine he is ill when nothing is wrong.
- Dislike school.



### Possible Reasons For Behavior

*The reasons an emotionally upset child acts as he does may be:*

- Sudden change in child's life - a crisis.
- Slow physical development.
- Early or rapid physical maturations.
- Slow social development.
- Lack of affection and encouragement from parents.
- Over exacting parents - expect too much from child.
- Working parents who are seldom at home.
- Problems with his brothers and sisters.
- Brain damage.

### Try This

- Investigate his health condition.
- Investigate his intelligence to determine whether he can do the work expected of him.
- Let him express his emotions.
- Give him an opportunity to release his tensions.
- Give him physical activities; batting balls, driving nails, walking, running.
- Provide interesting books and magazines on a wide variety of topics.
- Give him tools to use.
- Appoint a denmate to work with him and help him.
- Let him express himself in music and rhythms.
- Provide science equipment and encourage him to perform experiments.
- Give him a chance to rest.
- Arrange for him to go home near the end of the day.
- Suggest that his parents seek psychiatric help.

### Things To Remember

- Emotionally upset children need to release their tensions and express their emotions.
- Holding emotions in may further aggravate his problem.
- A fight may release his emotions.
- Emotional upsets have causes - physical? mental?
- School authorities may be able to help.

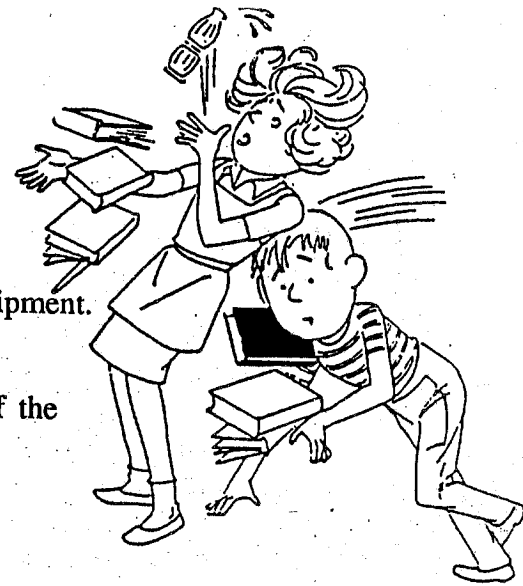


## The Injury Prone Child

### Symptoms

*The child who seems to be injury prone may:*

- Always be having accidents or getting hurt.
- Fall down, run into others, hurt himself on play equipment.
- Be careless in handling his body.
- Have poor motor control or coordination.
- Have defects which interfere with normal function of the bones, muscles or r joints.
- Not see well.
- Have a persecution complex.



### Possible Reasons For Behavior

*The reasons for a child being injury prone may be:*

- An organic problem.
- A psychological problem.
- To attract attention.
- To seek sympathy from peers or teachers.
- A crippling problem such as: cerebral palsy, infantile paralysis, osteomyelitis, muscular dystrophy, or other crippling disease.
- Possibility of "desire for self-destruction".
- Maladjustment with parents, playmates, teachers.

### Try This

- Check his health record.
- Give little sympathy for injuries which seem to be attention getting.
- Give repeated instruction in safe living and safe ways to use play equipment.
- Talk with the school nurse.
- Assign "safety first" reading or writing.
- Keep the band-aids handy.

### Things To Remember

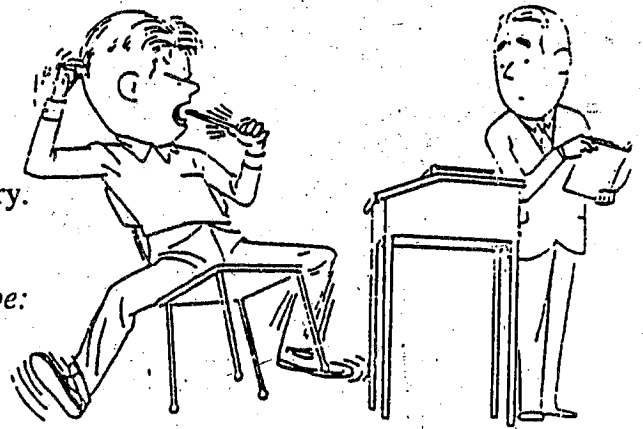
- A den leader can often observe signs of a crippling or organic problem before parents do.
- It may be wise to keep an anecdotal record of the injuries, noting the time and circumstances as you look for a pattern.
- Injury proneness probably has physical or psychological causes.
- The child needs help.
- He may "grow" out of it.

## The Restless or "Nervous" Child

### Symptoms

*The restless or "nervous" child may:*

- Be tense and easily upset.
- Pull or twist his hair.
- Bite his pencil; pick his nose; bite his fingernails; tap his desk swing his feet constantly.
- Display tics of various sorts.
- Cry easily.
- Have fears.
- Rock back and forth or shuffle his chair.
- Be constantly on the move - never quiet.
- Want to get frequent drinks, or go the lavatory.
- Wander aimlessly around the room.



### Possible Reasons For Behavior

*The reasons for restless or "nervous" behavior may be:*

- Conflicts between brothers and sisters.
- Not enough love from his parents or teacher.
- Not enough protection in early childhood.
- Adult expectations too high.
- Home or school discipline that is too sharp or inconsistent.
- Too many failures.
- Insecurity.
- Trying too hard to succeed.
- Physical or health problems.
- Brain damage.

### Try This

- Visit the home and talk with both parents.
- Praise him often; give him a sense of achievement and confidence.
- Ask him some question that you know he "knows".
- Be genuinely friendly.
- Overlook some of his minor failings.
- Encourage him to develop a skill in which he can excel.
- Show him that you trust him.
- Investigate his physical and health conditions.
- Be quiet and calm in working with him.
- Seek professional advice from skilled guidance counselors.

### Things To Remember

- Tenseness in Akela can often times cause tenseness in children.
- It does not help to embarrass him.
- The teacher and pupils should not stare at his habits or mannerisms.
- The teacher must accept and like the child.
- He should not be forced to do things which are too difficult.
- An interest in a story or class assignment is good therapy.
- The cause may be glandular.

## The Shy or Timid Child

### Symptoms

*The shy or timid child may:*

- Talk in a very soft voice.
- Sit quietly most of the time.
- Have difficulty in carrying on a conversation.
- Withdraw and hang back.
- Seldom do anything to get into trouble.
- Have few friends.
- Avoid contact with people.
- Have difficulty making decisions.
- Perspire profusely.
- Be fearful of adults.
- Never stand up for himself or his ideas.
- Keep in background - sit in back of room.
- Hang his head or lower his eyes.
- Tires without apparent reason.



### Possible Reasons For Behavior

*The reasons for shyness or timidity may be:*

- That his family is the same way.
- Fear of failure, so does not try anything.
- Over-criticism. Parents may be perfectionists.
- Have parents who say "no", even to very reasonable requests.
- Over-emphasis on good manners at home.
- Low energy level. Physical retardation.
- Over-protection.

### Try This

- Praise him; notice him; talk with him. Encourage him.
- Treat as a friend and as a "person".
- Teach him skills that will bring praise from his peers.
- Always call on him when he volunteers; accept any answer at first.
- Have a smile ready for him any time you catch his eye - keep the line of communication with him wide open.
- Give routine tasks with automatic rotation such as leading flag salute or taking the attendance-dues.
- Use puppets and have him talk for the puppet. (This is the only way some shy children will talk at first.)
- Encourage him to become interested in some activity at which he can succeed. Keep it simple.

### Things To Remember

- Improvement will be slow and growth may be gradual.
- He needs to know exactly what to do in each situation.
- Pushing him into the limelight may make the situation worse.
- He should be given many opportunities to participate and encouraged to do so, but never forced.
- Courage follows success. He may have a health problem.

## The Slow Learning Child

### Symptoms

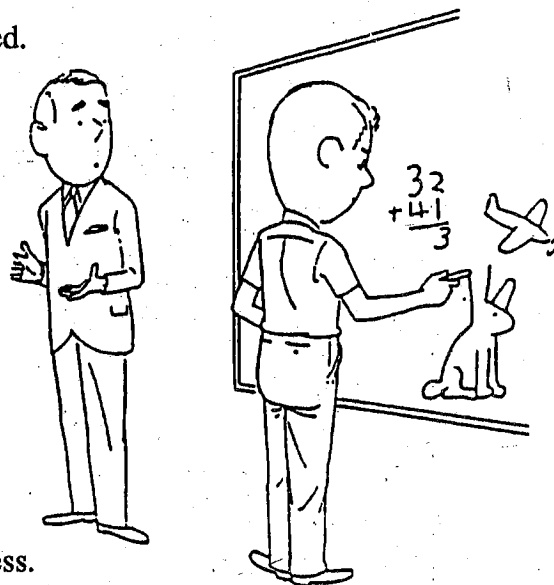
*The Slow learning child may:*

- Have a short attention span - easily distracted.
- Not be able to generalize.
- Have a physical handicap.
- Have an emotional problem
- Feel insecure.
- Achieve below class level.
- Have a low intelligence quotient.
- Withdraw and not participate.
- Seldom volunteer in class.
- Never finish an assignment.

### Possible Reasons For Behavior

*The reasons for slow learning may be:*

- Brain damage.
- Heredity.
- Lack of environmental stimulation.
- Physical or health conditions - frequent illness.
- Rejection by parents of playmates.
- Low nutrition.



### Try This

- Give him appropriate learning activities.
- Provide many learning materials at his level of ability.
- Give him many opportunities for success and a feeling of achievement.
- Challenge him up to his ability to learn. Don't let him slide by.
- Get him interested in extra activities.
- Provide a place to work where distractions are at a minimum.
- Let a superior child help him with his school work.
- Seek outside resource help of a guidance nature.
- Investigate his physical and health condition.
- Make him feel he is wanted.
- Praise him whenever possible.      Build up his good qualities.

### Things To Remember

- Requiring more than he can do will frustrate him.
- Improvement in achievement will always be slow.
- Parents often reject the idea that their child is a slow learner.
- The child may be rejected by his parents who may call him "dumb" in his presence.
- Be careful not to overlook him or "cast him aside".
- He needs much praise, affection and understanding.
- Expect him to achieve only up to his ability.

## The Sneaky-Quiet Child

### Symptoms

*The sneaky-quiet child may:*

- Cause a disturbance for which others are blamed.
- Seem to enjoy seeing others punished.
- Be untrustworthy.
- Act "Innocent".
- Watch for right moment to cause trouble without being detected.
- Watch Akela out of corner of eyes.
- Say "Idon't know" to any probing questions.
- Have few personal friends.
- Cheat on tests.
- By physically underdeveloped.

### Possible Reasons For Behavior

*The reasons for acting sneaky-quiet may be:*

- Too many failures and too few successes.
- Lack of love and understanding.
- Overstrict parents.
- Fear of parents or other Akelas.
- The beginning a a sadistic trend.
- Deep-seated emotional problems.

### Try This

- Praise him whenever possible.
- Give him jobs that will bring him out of himself.
- Try dramatic play or dramatic situations similar to those in which he is involved.
- Have him complete stories of similar situations.
- Call on professional help within school system.
- Attempt to develop honesty and more overt actions.
- Use den discussions as well as personal talks with him.
- Show him that you understand his difficulty and are working with him to overcome it.

### Things To Remember

- The child may be afraid to do things openly, yet wishes to draw attention to himself.
- More rules and punishment may drive him further "under ground".
- He needs to get out in the open.
- He may be more of a problem than the one with more over behavior. It may be more deep seated.

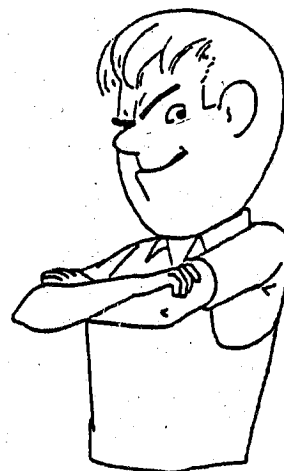


## The Socially Maladjusted Child

### Symptoms

*The socially maladjusted child may:*

- Have poor attendance.
- Be sullen and unhappy.
- Say he hates school.
- Be indifferent and inattentive.
- Fail for no apparent reason.
- Achieve less than his ability indicates.
- Not be able to take defeat in a game.
- Feel "picked on".
- Be jealous.
- Roam around the room and not stay in his place.
- Not be accepted by others.
- Lack a sense of humor.
- Fight rather than let others win an argument.
- Brag about himself.



### Possible Reasons For Behavior

*The reasons for maladjusted behavior may be:*

- Little affection at home.
- A coldly indifferent teacher.
- Poor environmental background.
- Problems with playmates.
- He is left out by the group because of physical appearance, size, attitudes, actions.
- He has never been taught to get along with others.

### Try This

- Find out the cause of his maladjustment.
- Give him an opportunity to work with others in small groups.
- Attempt to get him to talk his problem out when something bothers him.
- Encourage him to improve in his social relationships.
- Help him to understand his family and his peers.
- Have him write about, "Myself", "My Home", "My Classmates".
- Get him interested in games and group activities.
- Relate his difficulties to specific situations, not generalities.
- Investigate his physical and health condition.
- Help him with self-evaluation.
- Give him a position of leadership in a social group.
- Reassure him that he is wanted.
- Use a sociogram to determine his relationship with the class.

### Things To Remember

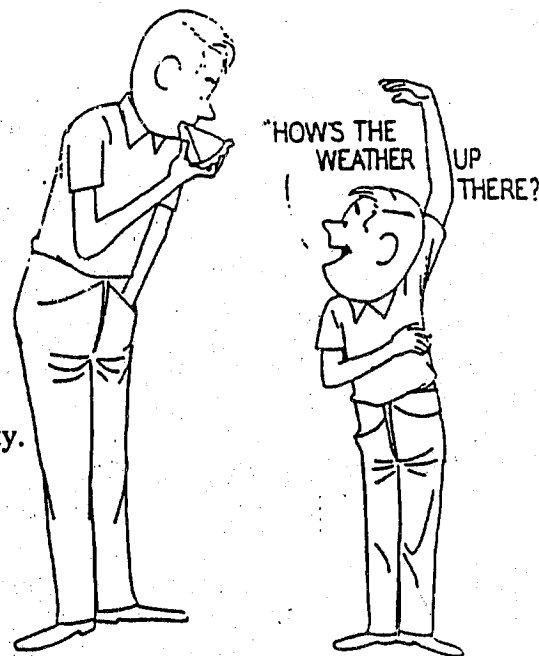
- Improvement will be slow.
- He will need patient and persistent effort on your part.
- He may develop aggressive or withdrawing traits.
- Changes in behavior take place in nibbles.
- Rejection will retard his improvement.

## The Too Big Child

### Symptoms

*The child who is too large may:*

- Be kidded about his size.
- Compensate for size by stooping.
- Become domineering.
- Pick on smaller children.
- Hurt smaller children.
- Display a happy-go-lucky attitude.
- Constantly eat or snack.
- Eat too many sweets and starches.
- Be sluggish and slow in physical reactions and ability.
- Withdraw.
- Have nicknames such as "Fatso" or "Moose".
- Get angry when called nicknames.



### Possible Reasons For Behavior

*The reasons for the big child acting as he does may be:*

- Lack of ability to compete equally in games requiring agility and speed.
- That he does not realize his size or strength.
- That he can't stand kidding or teasing.
- That he feels to big and out of place with his peers.
- That he is often hungry.
- Lack of parental supervision of his diet.
- That he turns to food as a compensation.
- That he has glandular disturbances.

### Try This

- Help him to compensate by doing better in his den projects.
- During health and nutritious eating activities, have nurse counsel him regarding his diet.
- Discuss with the den how individuals differ physically - urge acceptance of others.
- Help him to participate satisfactorily in group games.
- Consider the idea of an extra promotion if he is also mature in other ways.
- Emphasize the need for him to be especially careful with smaller children.

### Things To Remember

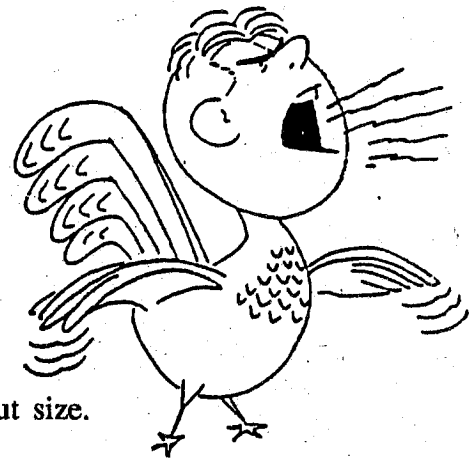
- He may not realize his own strength.
- He needs as much attention and help as the "too small child".
- His difficulty may be glandular or hereditary.
- His large size may be due to improper diet.
- He may outgrow his chubbiness.
- He may reach his maturity faster than others.

## The Too-Small Child

### Symptoms

*The child who is too small may:*

- Often be cocky, noisy, or vocally aggressive.
- Withdraw from peers.
- Tend to be an introvert at times.
- Be a light eater.
- Have nicknames such as "PeeWee".
- Worry about his small size.
- Get angry when called by nickname or kidded about size.
- Act like a "banty" rooster.



### Possible Reasons for Behavior

*The reasons for the small child acting as he does may be:*

- lack of ability in sports and physical activities.
- Feelings of inferiority.
- He is sensitive and can't take teasing.
- Malnutrition.
- Heredity.
- That he is a late developer.

### Try This

- Encourage him to join a group such as Boy Scouts, Hi-Y, Future Farmers, or Athletic Club.
- Point out some things that short people can do that bigger people cannot.
- Praise for any achievement, especially those in which small size is an asset.
- Find out about the growth pattern in the family.
- For aggressive actions, hold a pupil conference.
- Discuss with the den, the fact that everyone is different in size, complexion, color of hair.
- If he appears to be a child who is late in maturing, reassure him that he will grow larger.
- Give him jobs to do at which he can succeed.

### Things to Remember

- You can't change his size but you can change his feelings about it.
- You can't change his heredity.
- Don't become discouraged - he may be just a "late bloomer".
- His size may be due to dietary deficiency or glandular difficulties.
- Boys are very sensitive about size or shape of body.

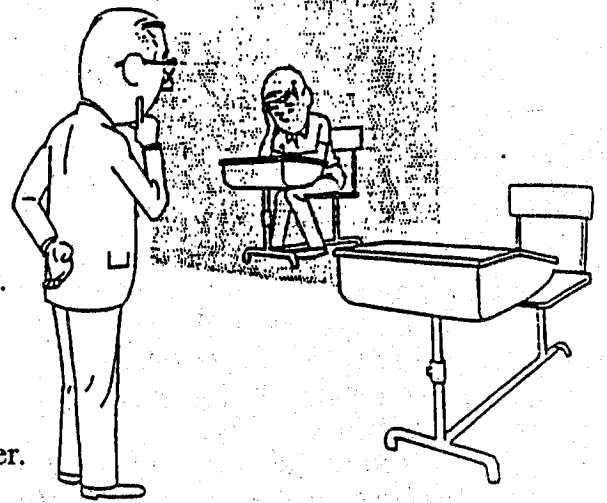


## The Withdrawn Child

### Symptoms

*The withdrawn child may:*

- Be sullen, unhappy, worried.
- Avert eyes or ignore questions.
- Withdraw at one time more than at another.
- Think his ideas are not worth much.
- Have difficulty expressing himself.
- Have a tense posture.
- Have a deadpan or vacant expression.
- Show surges of hate, fear, affection or anger.
- Daydream.
- Have poor relationships with other children or adults.
- Have short attention span.
- Quit difficult tasks early.
- Keep in background - sit in back of room.
- Be easily upset, hurt, or discouraged.



### Possible Reasons For Behavior

*The reasons for the withdrawn child acting as he does may be:*

- A mental health problem.
- Too many failures and too few successes.
- Standards for him have been set too high.
- Some organic (physical) difficulty.
- Personality disorder.
- That he has been bullied - brow beaten.
- Because he finds something about his situation which is impossible to endure.

### Try This

- Give him help in developing a skill that others will praise.
- Make situations as pleasant as possible for him.
- Avoid friction with him or with his parents.
- Arrange for him to work with one or two individuals before moving him into large group situations.
- You and the den accept him as a friend.
- Help him do something simple and specific, then report it to the den.
- Give personal and den recognition to this work.
- Have him take part in puppet plays, singing, run-ons.
- Give him lots of love and affection.

### Things To Remember

- Unpleasant situations will drive him further inward.
- Some children are by nature quiet children.
- If the child is emotionally disturbed, he is retreating from problems that seem entirely too big and frightening for him.
- The home can help too.
- Helping him to achieve is good therapy.
- Your liking for him will draw him out.

## Discipline in the Den

Why do some boys misbehave at den meetings? How do you handle disruptions at den meetings? Are there any real solutions to boys who constantly are in trouble at den meetings?

Let's first look at why a boy might be rowdy at a den meeting.

1. He had a bad day at school.
2. He had a bad day at home.
3. He is a bully at school too.
4. He didn't eat lunch.
5. He is undisciplined at home.
6. The boys tease him about the way he wears his hair, etc.

Once you find the reason for the misbehavior, you can start looking for solutions.

Know, your part to prevent misbehavior in your den.

1. Did you start the first den meeting with a set of rules?
2. Who made the rules? Did the boys help?
3. Did you have a meeting with the Cub Mothers to explain what you hope to achieve and how they can help you?
4. Are you treating all the boys fairly, the same way?
5. Do you have the same consequences for each of the boys?
6. Are your den meetings organized and busy?

Idle hands will be the devils instrument. Make your den meeting full and busy. There must be something going on all the time or the boys will find something to do, usually not nice things.

If you have the boys help make the rules and decide what the consequences should be, they will help with discipline for you. Also, your den chief is a big help to keep the boys busy and productive. If you don't have a den chief - GET ONE!!!

Only you can decide what the boys can and can't do in your home. Be sure they all know that at the beginning rather than waiting until you have a discipline problem and then trying to resolve it.

# Tiger Cub Organizer

Session by:

Linda Hinkemann, book contributor

Vickie Harriett



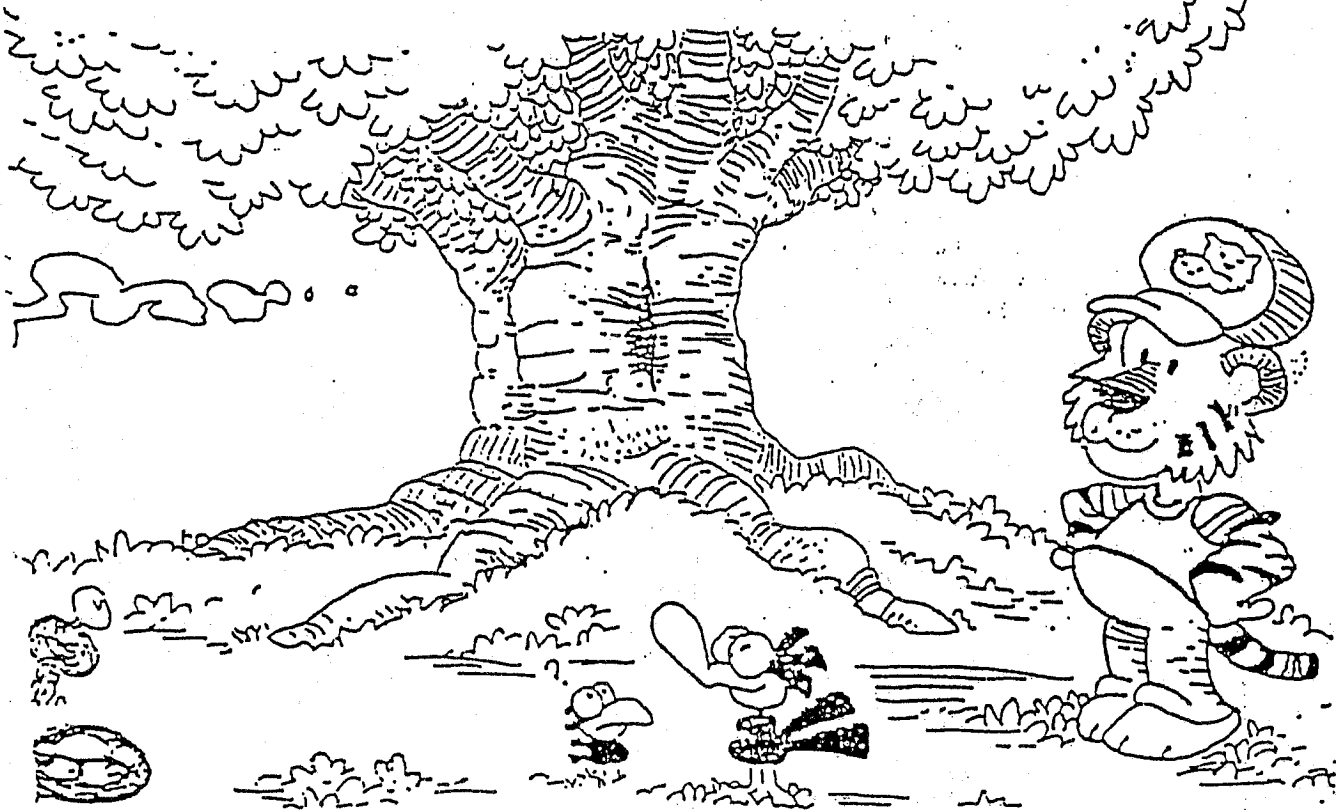
## What is Tiger Cubbing? Tiger Cubs, BSA As easy as 1, 2, 3

One -- **Fun!** If you want to sum up the Tiger Cub Program in a single word, that's it. A boy and an adult having fun together and learning more about each other and the world around them in the process.

Two -- **Boy, Adult!** Tiger Cubs is a family-oriented program of teams. Each team is made up of a Tiger Cub and his adult partner -- father, mother, or other adult family member, even a neighbor. What is important is that the adult partner is someone who cares about that boy and is committed to his well-being.

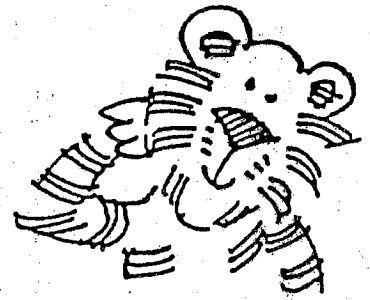
Three - **Search, Discover, Share.** This is the Tiger Cub motto. Tiger Cub teams search out new activities, discover new things, and share them with another in the program.

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





TIGER CUB'S MONTHLY MEETING  
MONTH \_\_\_\_\_



Big Idea Number & Name \_\_\_\_\_

Date \_\_\_\_\_ Time \_\_\_\_\_

Place \_\_\_\_\_

(Other Activities if Weather does not Permit)

Place \_\_\_\_\_

Supplies needed \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Opening \_\_\_\_\_

**Sharing:** Each boy tells about the activities he and his family have done for the big idea of the month.

**Discovering:** Activities we'll be working on for the meeting.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Searching:** Parent for next months meeting tells what big idea we'll be working on next and hands out information sheet.

Next month's parent \_\_\_\_\_

Special mentions \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Closing \_\_\_\_\_

\_\_\_\_\_

## TIGER CUBS CEREMONIES

### NEW TIGER CUB INDUCTION CEREMONY

*Props:* 6 cards each with one letter of the word TIGERS.

*Personnel:* Tiger Coach, Cubmaster, 6 Cub Scouts, Tiger Cubs and Partners

**Tiger Coach:** Tonight is a special night for our newest members of the Boy Scouts of America --The Tiger Cubs. Here they are all dressed in orange and beginning their journey into the world of Scouting. It will be an adventure for both boys and adults. Six of our Cub Scouts would like to tell you all about Tiger Cubs.

T--is for Teamwork between a boy and his partner, usually his mom or dad.

I--is for Individuals. Each tiger group is made up of 6 to 8 unique boys and their partners.

G--is for Great. This is a great group of guys.

E--is for Energy. Tiger groups have lots of energy.

R--is for Respect. Respect for God, Family and Country.

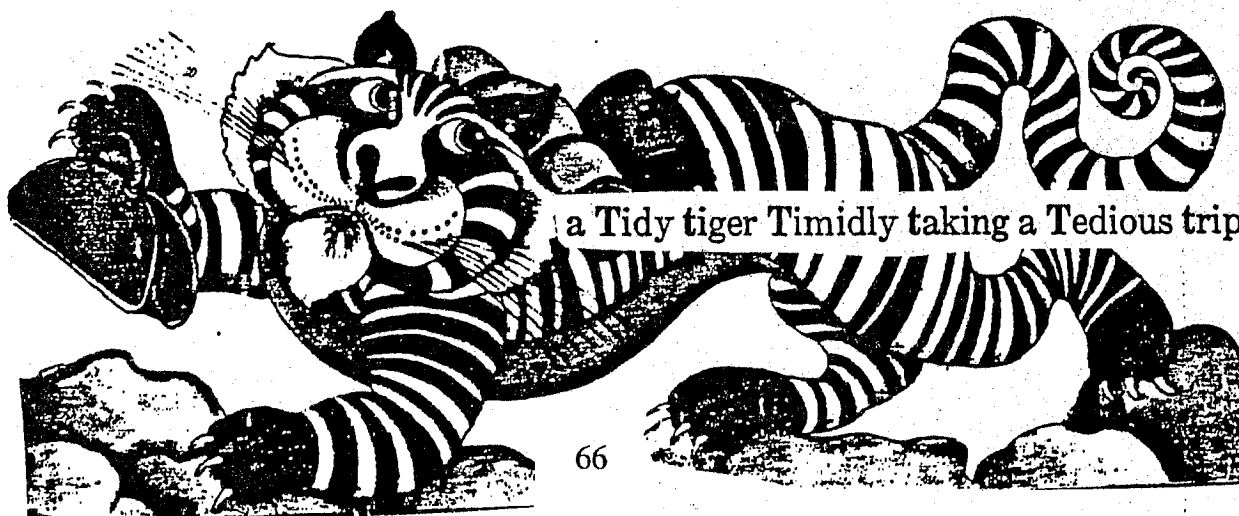
S--is for Search, Discover, Share. The Motto of Tiger Cubs.

**Cubmaster:** Put them all together--they spell TIGERS and we welcome them.

**Cubmaster:** Will the following Tiger Cubs and their partners please come forward: \_\_\_\_\_  
\_\_\_\_\_. Please repeat the Tiger Cub Promise after me. I promise to love God, my family, and my country, and to learn about the world.

Cubmaster then shakes everyone's hand. If your pack gives out tiger patches, these could be given out now.

Cubmaster then leads the pack in a tiger cheer: Your GRRRRRRRREAT!



**TOMMY JOINS A CUB SCOUT PACK** A group participation story for use when the Tiger Cub Den attends a Pack's Blue and Gold Dinner.

Cubmaster: Tonight, I would like to tell you a story about a boy named Tommy and how he became a Cub Scout. I need your help to tell this story. Would you supply a part of the story by being once of it's characters? When you hear the name of your character, call out your part.

*Characters:*

Tommy or Tiger Cub(s)  
Bobcat(s)  
Wolf(s)  
Bear(s)  
Webelos  
Mother, Father or parents  
All Cub Scouts

*Lines to say*

Go Tigers  
Give a Roar  
Give a Howl  
Give a Growl  
"A Scoutin' we will go"  
"That's My Son!"  
"We'll Do Our Best"



(Practice the parts.)

Our story begins when Tommy started back to school after a summer of fun. One day his teacher passed out notes saying, "Be a TIGER CUB". All first grade boys and their PARENTS are invited to come to a meeting to hear about the Scouting program.

He went to the meeting with his MOTHER and they learned that TIGER CUBS BSA was a Scouting program planned especially for boys in the first grade. The lady at the meeting said that TIGER CUBS was not like the CUB SCOUTS where the boys worked on advancement, starting as BOBCATS, and working to earn their WOLF badge, moving on to the BEAR book and earning that badge and then becoming WEBELOS. As TIGER CUBS they would team with the MOTHER or FATHER to form a TIGER CUB den. The boys and their adult partners work together on activities called "Big Ideas" and once a month one of the family teams would plan a special activity for the whole group.

She said that their TIGER CUB den would meet with the CUB SCOUT pack for special pack events, also would be invited to attend the Pack's Blue and Gold Banquet and when they moved on to become Cubs, there would be a special graduation ceremony at the Pack Meeting.

Each month the TIGER CUB den did something special and TOMMY and his MOTHER would do the special things suggested in their "Family Activity Book". One month the TIGER CUB den used the "Discover Nature and Energy" Big Idea and visited a Veterinarian in the community. At home they fed the birds and looked at the stars as part of that Big Idea. Each time they did an activity, he put a TIGER CUB sticker on his Activity Chart. February came and the TIGER CUB den received invitations to the Pack's Blue and Gold Dinner. Each family in the TIGER CUB den was invited to be guests of one of the CUB SCOUT dens. TOMMY and his family were guest of Den two and he had a chance to meet the boys in the Den. Joe and Bill were still BOBCATS but had completed the WOLF requirements and would get their badges at the dinner. Jerry and George were working on the BEAR Book. Jim and John would soon become WEBELOS. The den made his family feel very welcome and TOMMY knew that he wanted to be a CUB SCOUT.

As the meeting progressed, he watched all of the CUB SCOUTS and their PARENTS go forward to receive their awards. The Cubs were presented with their badge and arrow points. One WEBELOS SCOUT received his Arrow of Light. He was so proud. Two boys joined the pack and received the BOBCAT badges. TOMMY could hardly wait for the time when he would stand in front of the pack and become a CUB SCOUT.

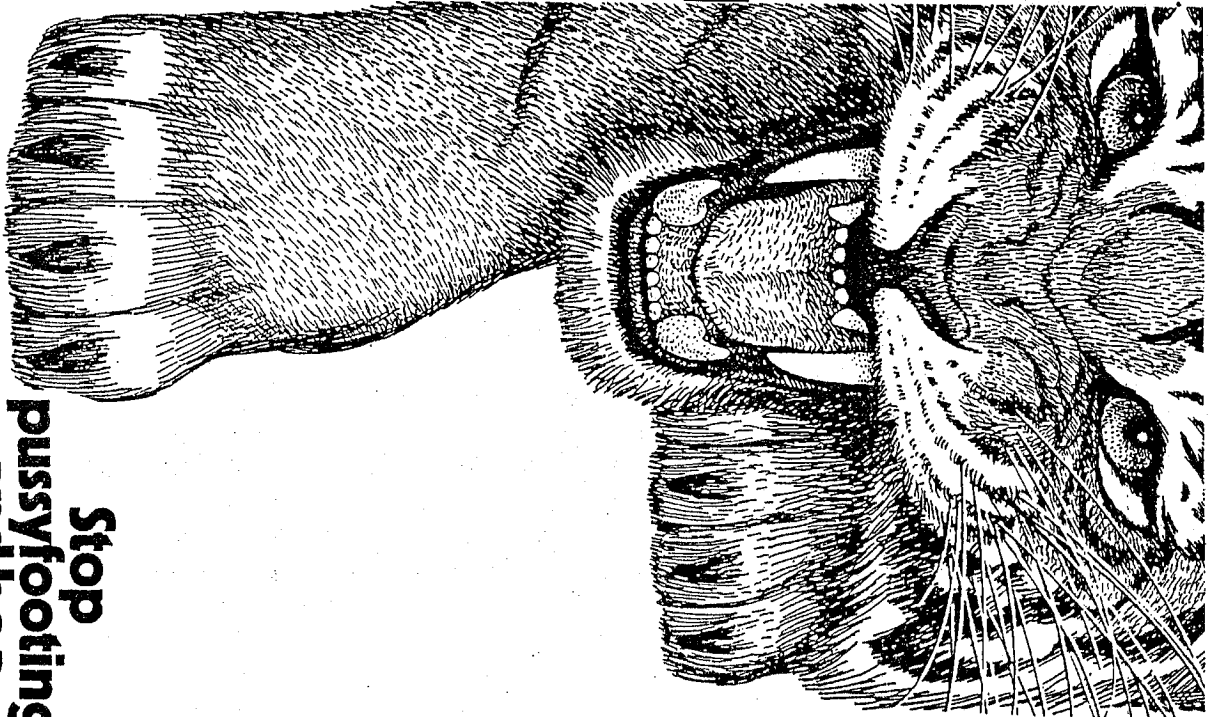
After the Blue and Gold, the TIGER CUB den met each month as usual. The boys talked about the Blue and Gold, the fun they had, and when they would become CUB SCOUTS. They all were becoming anxious.

One day when TOMMY came home from school, his MOTHER had great news for him. Mr. Smith, the Cubmaster, was coming over to talk to them about his graduation into the Pack. He could hardly eat his supper.

When Mr. Smith arrived, he talked to both of his folks about the CUB SCOUTS and how the PARENTS of the boys in the pack were the leaders. He said that when TOMMY became a CUB SCOUT the pack would count on them for support, too. His MOTHER said that she had enjoyed working with the TIGER CUBS and that she looked forward to CUB SCOUTS. His Dad said that Scouting had become a part of the family and that he would be glad to help, too.

So the big day came, the TIGER CUB den stood before the Pack, each boy was welcomed with his family to the CUB SCOUTING and at last TOMMY was a CUB SCOUT. He was ready to venture forward on the next step in his Scouting Adventure.

(You may want to comment on the fact that you look forward to the day when the members of your Tiger Cub Den becomes a part of your pack.)



**TIGER!**  
Stop  
pussyfooting  
and be a



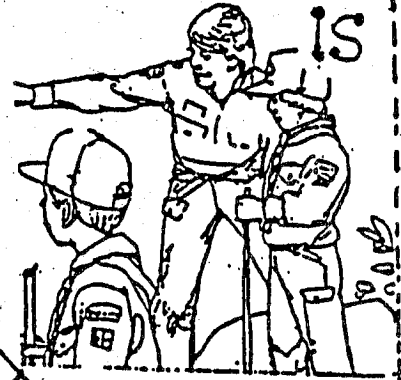
# SCOUTING



Lord Baden-Powell  
founded Boy Scouting.

Say  
the  
Cub Scout  
Promise.

I, \_\_\_\_\_, promise to  
do my best  
To do my duty to God and  
my country,  
To help other people,  
and  
to obey the Law  
of the Pack.



Show  
the  
Cub Scout  
Sign.

Tell what it means.

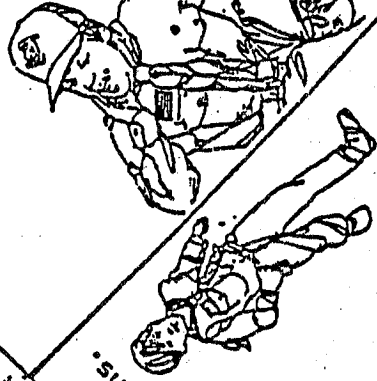


Tell what it means.

Show the  
Cub Scout  
Handshake.

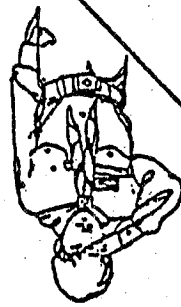
Say the  
Cub Scout  
Motto.

DO YOUR BEST



The Cub Scout  
follows Akela.  
The Cub Scout helps the  
pack go.  
The pack helps the  
Cub Scout grow.  
The Cub Scout gives  
goodwill.

Say  
the  
Law of  
the Pack.



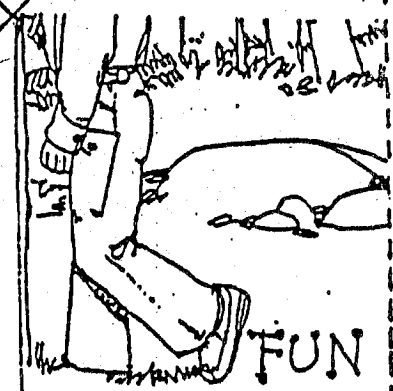
Give the  
Cub Scout  
Salute.  
Tell what it means.



# GREAT



Tell what Webelos means.  
We'll  
Be  
Loyal  
Scouts



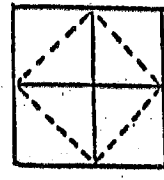
# FUN

# BOBCAT TRAIL GAME

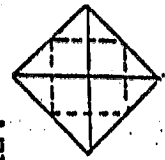
1. Cut out square along dotted line.
2. Fold into quarters. Then open and flatten out.



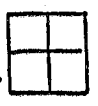
3. Fold the corners to the center.



4. Turn over, and again fold corners to the center.



5. Turn back to first side. It will look like this

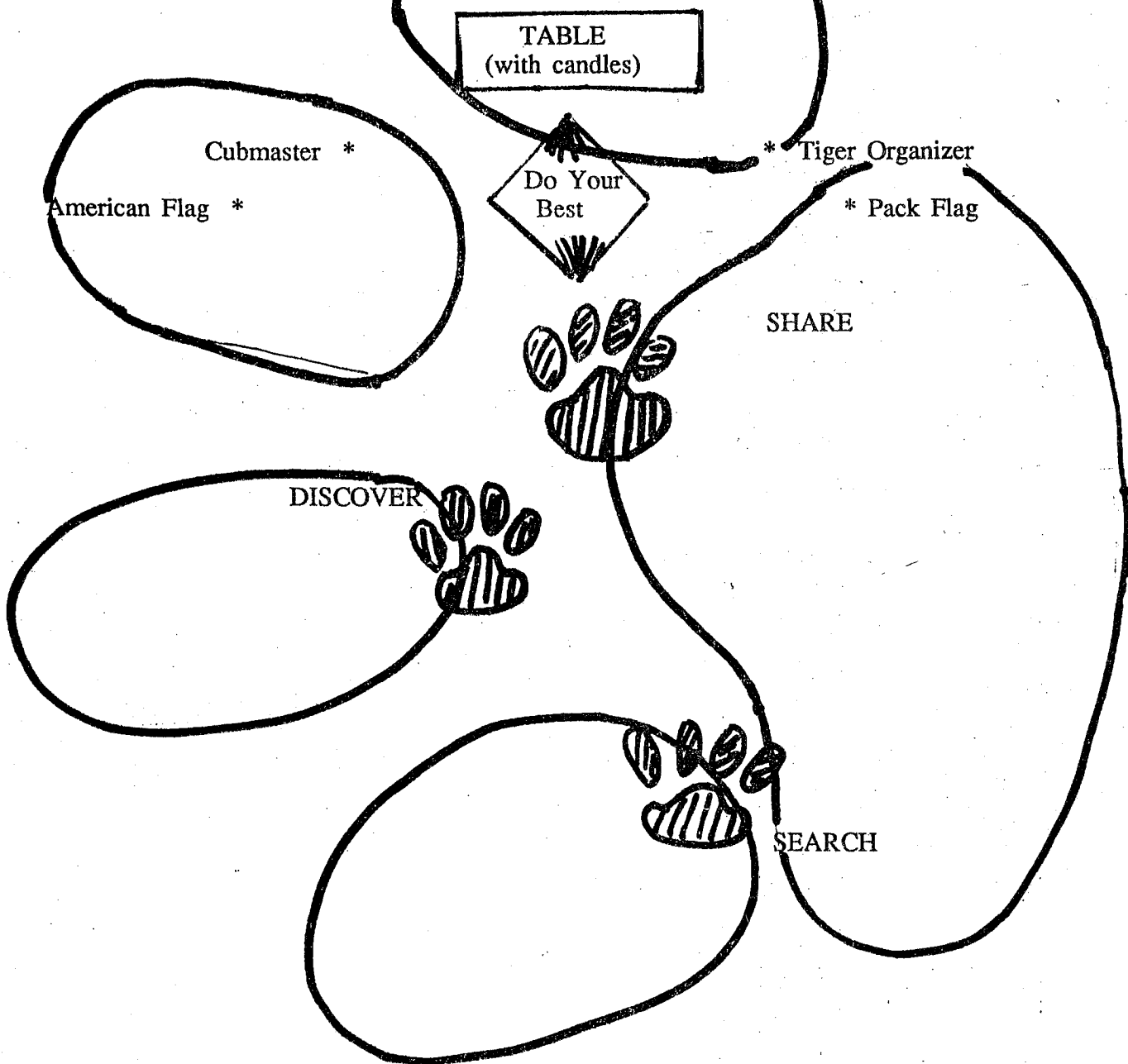


6. Put thumbs and index fingers into pockets to play the game.

# TIGER PAWS INTO CUBBING (Ceremony)

- Personnel:** Cubmaster, TCO, Tiger Cub and Partner (or Family)  
**Equipment:** 3 Tiger Paws (see pattern)  
1 Cub Scout diamond with "Do Your Best" written on it  
1 American Flag  
1 Pack Flag  
Cub Scout neckerchief if to be given

## Set Up:



*Cubmaster:* (call the boys and adults forward by name)

For the past few months you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub Motto: SEARCH, DISCOVER, SHARE, and used it in your home, school and neighborhood.

Have them stand on first paw: SEARCH

You and your family have searched out in your home and community new activities which have shown you how people work together and have fun together.

Have them stand on second paw: DISCOVER

You and your families have discovered that by doing things together with friends you feel a sense of being part of a great family, community, and country.

Have them stand on third paw: SHARE

The things you have searched out and discovered you have shared with your family and friends, and fellow Tiger Cubs, which let them learn about you and the things you like to do. Now is the time to move along the trail to the next part of Scouting's program.

Have the families and Tiger Cubs stand before the table.

In Cub Scouting, your family is still important, as it is throughout your whole Scouting Experience. Support in earning each badge comes from your family as well as your Den, Webelos, or Patrol leaders. Your parents will help you each step of the way.

(Boy's name) and (parent's name), on behalf of Pack No., I'd like to welcome you to Cub Scouts. (Present neckerchiefs if desired.)

This ceremony can be enhanced by having the Tiger Cub Organizer light the candles on the table as the Cubmaster recites the ceremony. They are lit in the following order:

First candle on LEFT as families come to SEARCH paw.

MIDDLE candle as families come to DISCOVER paw.

RIGHT hand candle as families come to SHARE paw.

CANDLE IN THE FRONT as they come to the table (Scout Spirit candle).





Tiger Cub



has officially  
Graduated

into

Cub Pack # \_

date \_\_\_\_\_

TC Organizer

Cub Master

## TIGER SONGS

### TIGER

(Tune: Bingo)

BSA has a new group  
And TIGER is its name-o

#### Chorus:

T-I-G-E-R, T-I-G-E-R, T-I-G-E-R,  
And TIGER is its name-o

It's made up of younger boys  
Seven years of age-o  
(Chorus)

They joined up for lots of fun  
Games, and songs, and play-o  
(Chorus)

Each young boy will share his home  
Among his group of friends-o  
(Chorus)

A mom or dad will be their guide  
To help them learn things right-o  
(Chorus)

The pack will welcome them just so  
On graduation night-o  
(Chorus)

Sing the song through six times, first time spell out the name T-I-G-E-R; second time spell first four letters and clap the R; third time, spell first three letters and clap E, R, etc. until all letters are clapped out.



### HE'S GOT THE WHOLE WORLD IN HIS HANDS

(repeat each line 4 times)

He's got the whole world in His hands.  
He's got the teeny tiny Tiger in His hands.

He's got the bit bigger Bobcat in His hands.

He's got the bossy, bossy Bears in His hands.

He's got the whiney, whiney Webelos in his hands.

He's got the dandy, dandy Den Leaders in His hands.

He's got the classy, classy Cubmaster in His hands.

He's got the whole world in His hands.

### GOOD BYE, TIGER CUBS (Tune: Good Night, Ladies)

Good bye, Tigers  
Good bye, Tigers  
Good bye, Tigers  
We're going to leave you now.

#### Chorus:

Merrily, we search, discover, & share  
Search, discover & share  
Search, discover & share  
Merrily, we all have fun  
Up the Tiger Cub Trail.

Have fun, Tigers  
Have fun, Tigers  
Have fun, Tigers  
Our group is leaving now.

(Chorus)

TEN LITTLE TIGERS  
(Tune: Ten Little Indians)

One little, two little, three little Tigers,  
Four little, five little, six little Tigers,  
Seven little, eight little, nine little Tigers,  
Ten little Tiger Cub Boys.

(Sing song through once and then reverse the words on the next time through - Ten little to one little Tiger Cub boy. For extra excitement, you can give a Tiger roar after the second verse.)

TIGERS WHISTLE WHILE  
THEY WORK  
(Tune: Whistle While You Work)

Tigers whistle while they work!  
(Whistle)

They pitch right in and laugh and grin,  
And Whistle while they work.

Tigers hum a merry tune! (Hum)  
They hum all day at work and play,  
They hum a merry tune.

Before they join Cub Scouts,  
They have to know the rule  
Of being courteous and kind  
In both their home and school.

Tigers whistle while they work.  
(Whistle)  
They do their bit, they never quit,  
Tigers Whistle while they work!

TIGER, TIGER, LITTLE SCOUT  
(Tune: Twinkle, Twinkle, Little Star)

Tiger, Tiger, little scout,  
What is Tigers all about?  
Having fun and lots of joys.  
Laughing with other Tiger Boys.  
Tiger, Tiger, little scout,  
That's what Tigers are about.

RECOGNITION SONG  
(Tune: Farmer in the Dell)

Our honored guests are here,  
Our honored guest are here,  
Stand up now and take a bow (stand),  
Our honored guests are here.

*Continue:* Tiger Cubs, Den Leaders,  
Cub Scouts, Leaders, Fathers,  
Mothers, Sisters, Brothers,  
Den Chiefs, Webelos Scouts, etc.

WHERE HAS MY LITTLE  
TIGER GONE?

Oh where, oh where has my little tiger  
gone?  
Oh where, oh where can he be?  
With his ears cut short and his tail cut  
long,  
Oh where, or where can he be?



## TIGER CUB RECOGNITIONS

Why do boys need recognition? Boys need to feel that they BELONG. Tigers may have difficulty realizing that they are part of the pack. This is where you can really make a difference. Although uniforms are not required, it is highly recommended that Tigers do wear the Tiger emblem.

Beads have always been an inexpensive and rewarding way to mark the achievements for scouts. Tigers can easily participate by using the Tiger Cub Participant Emblem with orange and black large seed beads.

Punch a hole in the bottom center of the patch.

Cut plastic cord in 12" lengths. Fold the cord and insert pulling ends through loop. Tie knots in the ends.

Add one bead for each activity that the Tiger attends. Orange beads for the Tiger Group activities. (Given by the Tiger Group Leader.)

Black beads for the pack activities. (Given by the Tiger Organizer.)

*Key Ring*

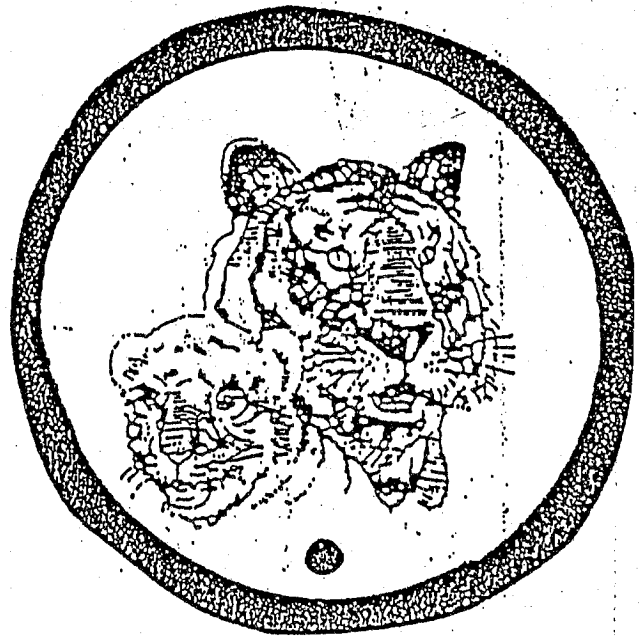


*Larks Head or  
Overhand Knot*

*Braided Yarn  
(orange &  
black)  
18" folded  
in half*

*Beads*

*Overhand Knot*



### TIGER TAIL

This simple craft is used to show advancement for the Tiger Cub to show at each meeting. A bead is added for each and meeting and different Tigers will have different numbers of bead according to their attendance.

# tiger

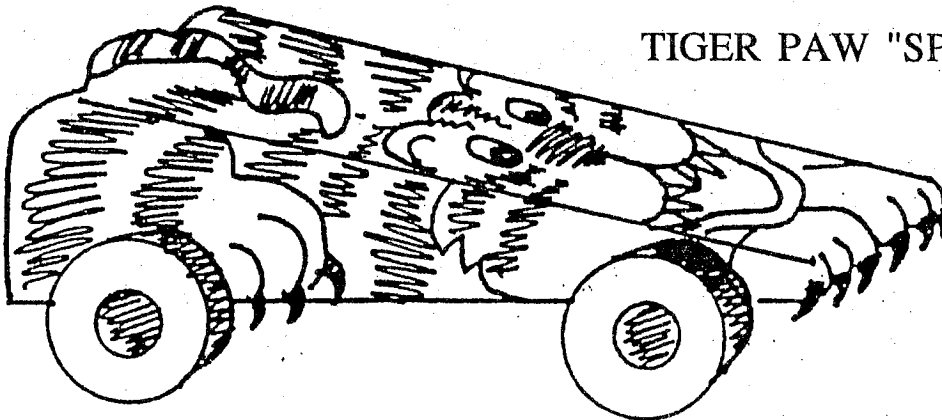
## TIGER GAMES

### THIS IS MY TIGER TOE

"It" sits in the middle of a circle formed by the other players. It runs around the circle and finally comes to a stop in front of one of the players. It may say something like: THIS IS MY TOE! while he grabs his elbow. The player whom he has challenged must take hold of his toe and call: THIS IS BY ELBOW! before It can count to 10. If the player fails or becomes confused as to the names he should use, he becomes IT.

### TIGER TAIL

This game is played like the old favorite, Duck, Duck, Goose. Everyone sits in a circle, except for the one Tiger who is IT. It walks around the outside of the circle tapping each boy and saying: TIGER, TIGER, TIGER, TIGER -- TIGER TAIL! The boy tapped as the Tiger Tail must get up and race It around a circle back to the empty spot. The person who doesn't get a seat is the next It.



### GRIGGLE, GRIGGLE GAME

A noisy game for small places. Tigers stand in a Tiger Triangle. The leader throws a hanky in the air. As long as the hanky is in the air, everyone is instructed to giggle and GRRRRRR. As soon as the hanky hits the floor, all noise must stop at once. Repeat over and over until uncontrollable giggles take over.

### HUFF PUFF TIGER

Fun for small places. Have Tigers stand or kneel around a table so that they are all chin level with the table. Place a ping-pong ball in the center of the table. All tigers try to keep the ball from rolling off the edge of the table by blowing hard to keep it in the middle of the table. The person closest to the spot where the ball leaves the table is out. In the end there will be only two Tigers blowing the ball back and forth. One will eventually prove to be the bigger "Blow Hard".

### TIGER PAW "SPECIAL"



## TIGER CRAFTS

### STRETCH-IES.....

Make a copy of the Tiger stretch-ie for each boy.

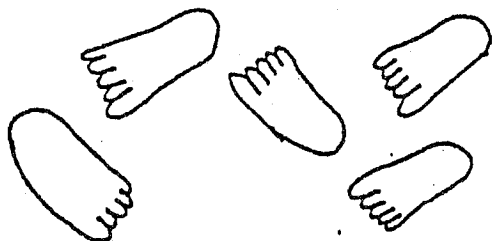
1. Color and cut them out.
2. Fold along dotted lines.
3. Starting at the outside edge, cut slits along the heavy black lines. (Do not cut all the way through.)
4. Cut slits along the folded edge in the same way.
5. Gently open the TIGER and stretch the head and feet apart.



## TIGER CRAFTS

### TIGER DANCIN'

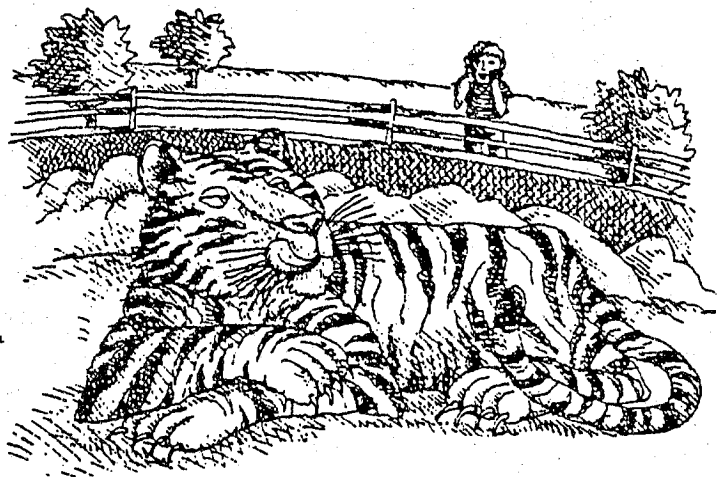
Have Tigers trace around each foot at least 5 times. (This can be around shoes.) Cut prints out and have them put their names on the bottoms. Each Tiger places his footprints in strange positions. Play some music and have them dance using their own or each other's footprints. "Tiger Rag" ("Hold that Tiger...") works great!



### TIGER LITES

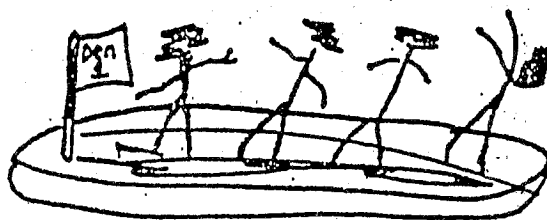
**Materials:** Paper lunch bags  
Pencil  
Paints or felt tip markers  
Masking tape or string  
Flashlights

Draw a face or design onto paper bag. Paint or color. Insert flashlight and wrap with tape or tie with string. These would be great for a skit!



### TIGER TWIGS

Have boys collect twigs. They can break parts of the twigs to form twig people! Add moss or grass for hair. Yarn or string hair looks great! The Tiger Twigs can be stuck into clay or styrofoam base. They could be glued to a piece of bark or wood.



### TIGER TIME CAPSULE

You need a plastic bottle (shampoo, conditioner, etc.). Write a message about what you did at your Tiger activity, something about your parents, brothers, sisters, friends, school, and a few of your favorite games, songs, toys, etc... Roll up the message and place it in the bottle.

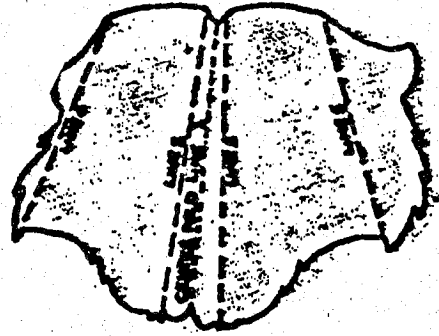
Take it home and maybe add a few marbles, a penny, or anything else that might fit in the bottle. Each boy should bury his own time capsule in his own backyard. Just think how fun it would be if every boy waited until he bridged from Webelos into Boy Scouts before digging the capsule up!

Remember: Plastic or a glass container will survive...Cans and cardboard will be broken down organically.

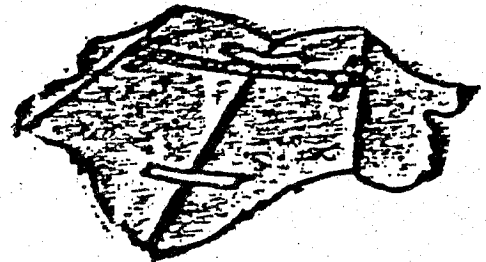
## TIGER CRAFTS

### TIGER KITE

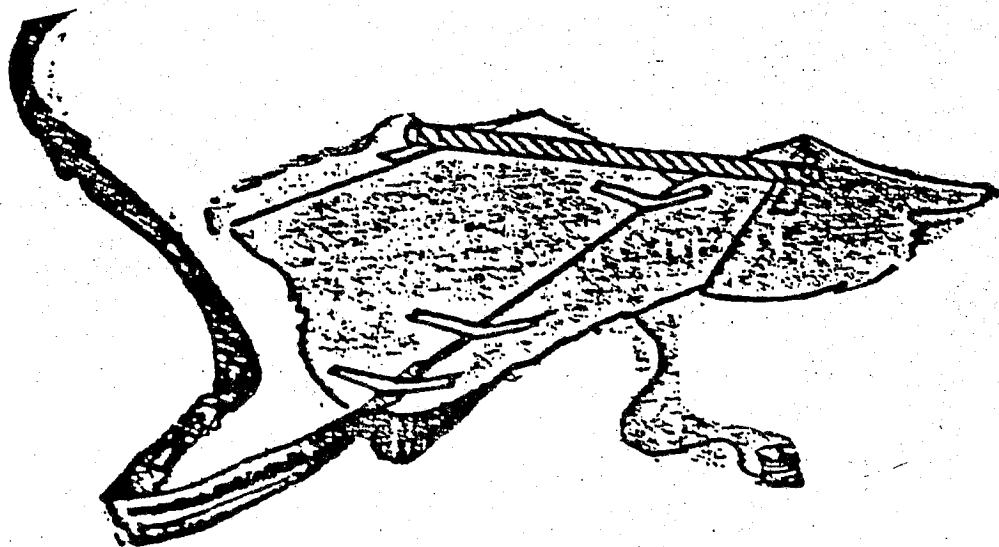
1. Cut out both halves of the kite. Put the halves together with the blank side on the inside. Tape the straight edge together. Spread the kite open. Fold along the fold lines, folding the printed side to the inside.



2. Tape the center of the kite together as shown. The two fold lines nearest the straight edge should touch each other. Tape the drinking straw to the kite as shown in the diagram. The straw will form a bridge.



3. Cut strips out of a plastic trash bag for the kite tail. If you don't have a trash bag, you can use crepe paper or very light cloth instead. The strips should be about two inches wide. Tie the strips together to make a tail that is five to eight feet long. Tape the tail to the back of the kite as shown.



4. Reinforce nose with tape. Cut out the holes on the front of the kite (nostrils). Push kite string or carpet thread through both holes and make a knot. Now your flying tiger is ready to take off.





## HELPFUL HINTS FOR THE TIGER CUB ORGANIZER

**COMMUNICATE:** Communication is one of the most important jobs you will have. You need to keep the Tiger Cub group leaders informed and be available for questions that may arise. Plan to attend the first meeting of the new group.

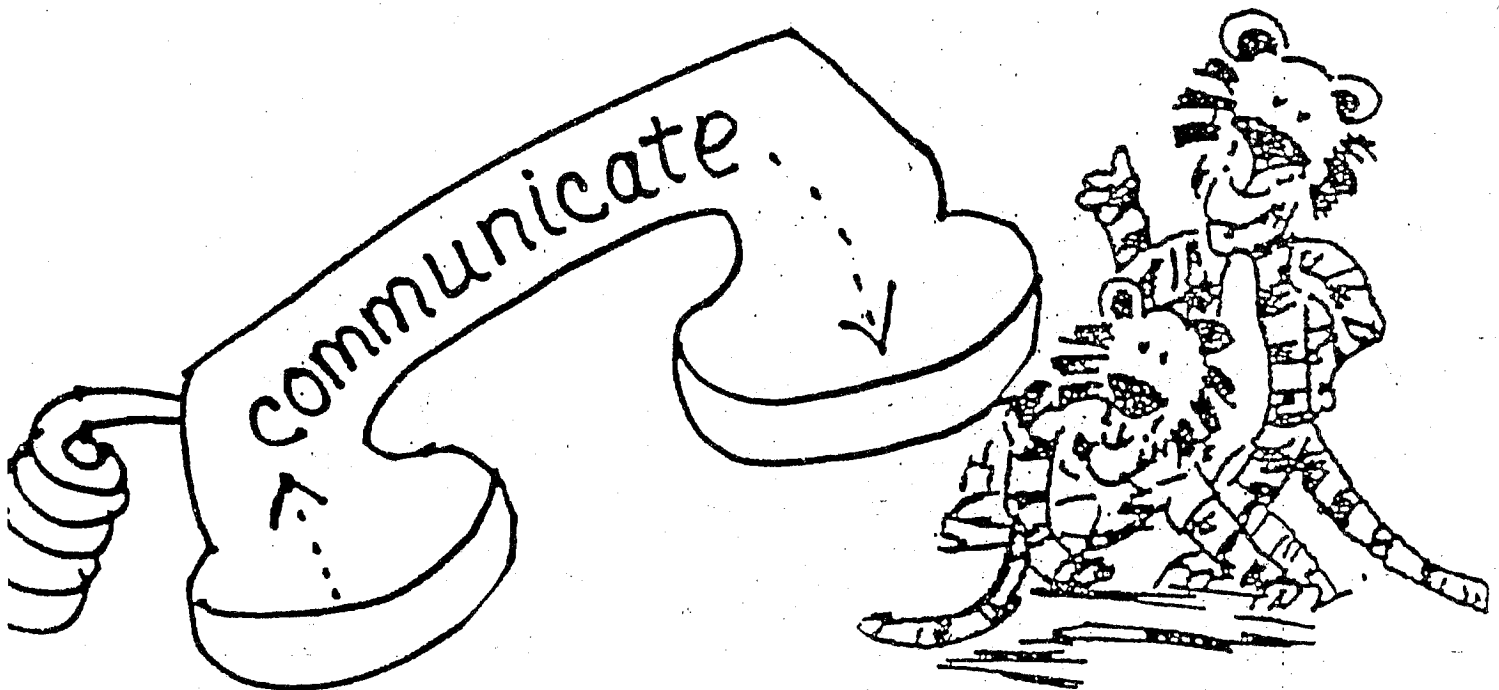
### COME PREPARED WITH COPIES OF:

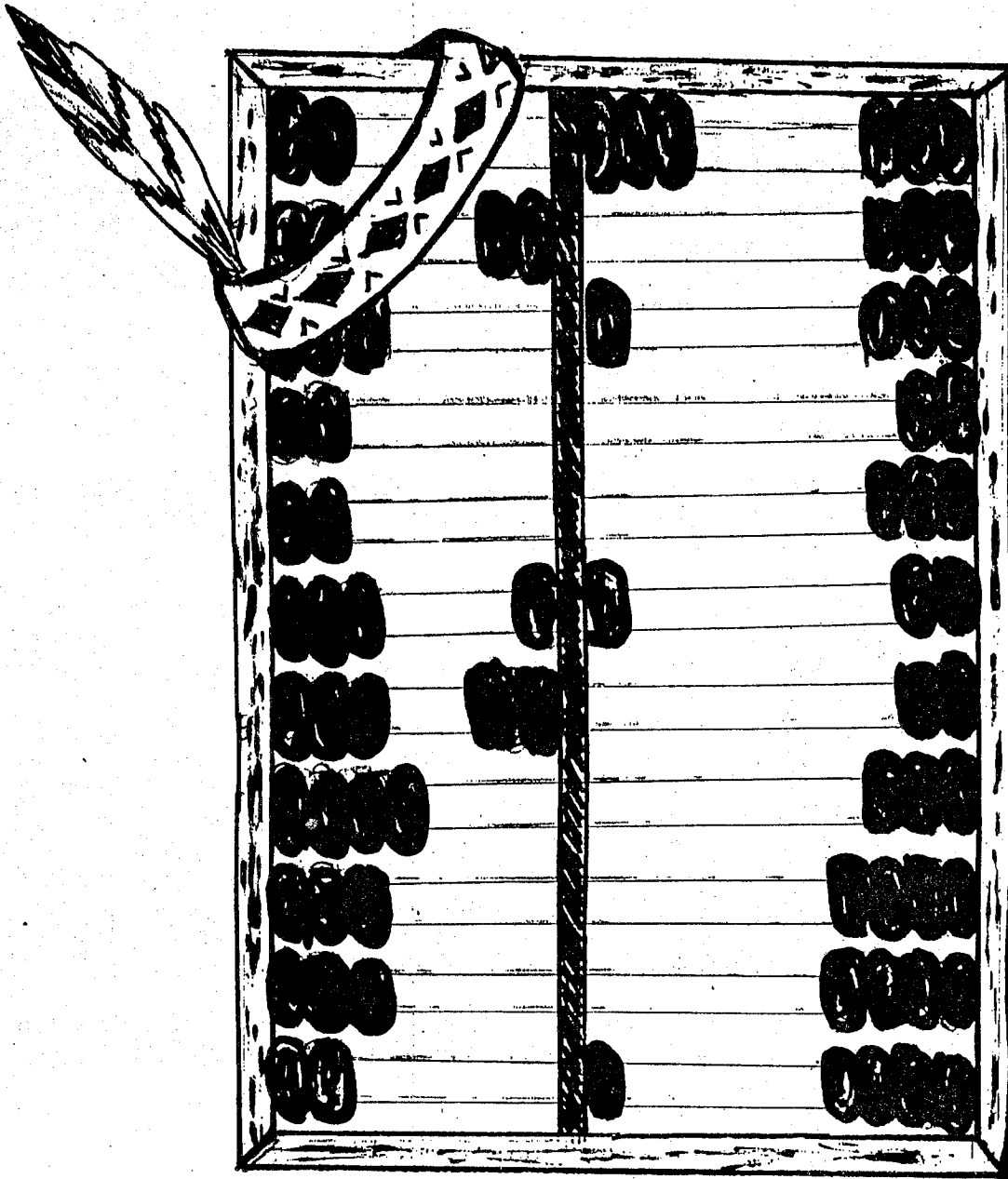
- The Pack calendar
- A roster of pack leaders
- The Scout catalog for the Tiger Cub pages
- A list of possible outings
- Copies of the Motto and Pledge
- Activities for the boys while the parents plan
- Copies of meeting charts, Tiger songs, Tiger recognitions, Tiger games, and Tiger crafts such as in this section of your Pow Wow Book.

### LEAVE THE MEETINGS WITH:

- Complete roster of the new Tiger Cub group
- Complete calendar with suggested activities and host family

Encourage the Tiger Cubs to attend Pack functions that they would find of interest: hayride, halloween party, Christmas or other holiday meetings, derbys, Blue and Gold, Day Camp, etc. Don't be afraid to say "Stay home this month" if it is going to be a Pack meeting that will not hold their interest.





# Computer Program

Session and information by:

Bill Smith

Tim Rich

## Computer Programs

There is such a variety of computer programs available. By using one or more of these programs, you add convenience, accuracy, records which can be kept continuous for the Scouting life of a boy, and a lot of pizzazz.

Several different programs have been used in this pow wow book. Excel has been used to show the program rotation. Aldus Pagemaker is one means of desktop publishing. There are many such programs. DBase IV, which is a date base, was used for your registration at Ma-Ka-Tai-Me-She-Kia-Kiak Pow Wow. Word processing programs are varied, with Word Perfect being used for most of this book and for *The Blackhawk Courier*. Printshop was used in a couple places in this book; see Games and Paperwork. Microsoft Word and Typestyler were also used. Calendar Plus is a good calendar program, useful for yourself and for informative, showy calendars for your pack.

With the technology booming and the costs coming down, we are getting a bigger variety of possibilities and increasing our capabilities. This is the first year that most of this book was printed on a computer laser printer.

The program you will be seeing most today is PackMaster which is a Cub Scout records keeping program. This is one of many different programs available to Scouters. Most of these programs have been written by Scouters and they are designed just for Scouting.

This one was picked because Tim has it and both Tim and Lonna saw it at Lord Baden-Powell University of Scouting. PackMaster sent a program out to the university for our use. Others were asked but declined. PackMaster also sends the large, informational packet which forms most of this chapter. You will find samples of most of the reports.

A key feature is that the B.S.A. rules for rank advancement are programmed into the system. For example, if you attempt to credit a Cub Scout with the Bear badge and he has not completed the minimum number of achievements within each of the four groups, PackMaster will alert you to the error. Also, as you record completion of Webelos activity badges, PackMaster will automatically credit those badges under the Webelos badge or Arrow of Light, as appropriate. On top of that, PackMaster is linked to TroopMaster, the Boy Scout program. Therefore, when you put a boy on this program, his whole history in Scouting will stay with him. All of the programs available are reasonable priced. They are usually registered to a pack or a troop.

Someday, maybe we'll be linked by modem to headquarters and send information and orders over the phone, and they won't have to be reprocessed there. While that concept is still in the future, what we have here today is great!





ANNOUNCING



# PACKMASTER !

The complete pack management system you have been waiting for!!

- Handles packs of up to 150 scouts and 24 dens
  - Tigers, Cubs, and Webelos
- Menu-driven with "help" displays--very easy to use!
- Usable at both the pack and den levels
  - Selected dens can be "downloaded" if den leaders also have computers
- Records all advancement including Bobcat, Wolf, Bear, Arrow Points, Webelo Activity Badges, Webelo, Arrow of Light, Compass Points, Sports Awards, Special Awards and Service Stars!
- Rules for advancement programmed into the software
  - Prevents errors and makes record keeping easy
- All entries are made only once
  - No more having to record the same item in multiple locations
- Automatically credits Webelo Activity Badges under Webelo Badge/Arrow of Light
- Records Cub/Webelo leadership history
- Records attendance at meetings and participation in user-defined activities (such as dues, outings, day camps, derbies, etc.)
- Handles up to 100 pack/den leaders
- Allows scouts/adults to be "flagged" for special lists, reports, etc.
- Extensive reports capability includes:
  - Scout/Adult Personal Data
  - Pack/Den rosters, phone lists, mailing labels
  - Pack Leadership rosters, phone lists, mailing labels
  - Cub Den Record
  - Webelo Den Record
  - Pack/Den Awards Report and Shopping List
  - Pack Advancement Report (for council office)
  - Pack Advancement Summary
    - Easily monitor/compare progress of your dens
  - Individual Scout Advancement Record (complete history)
  - General Purpose Worksheet for scouts/leaders
  - Individual scout and pack/den reports on activities participation
  - 25 reports in all!
- Automatic transfer of scouts to Boy Scout Troops using TroopMaster Plus 2.0!
- **Plus much more!!**
  
- Available for IBM® PC/XT/AT/PS2 and compatibles (specify 5 1/4" or 3 1/2" disks)
  
- Orders **must** include pack number
  
- Only \$59.95 (incl 90 day unconditional money-back guarantee w/free user support)  
Please add \$2.00 for shipping/handling. (VA residents include \$2.70 sales tax)  
VISA/MasterCard accepted.

Monarch Software, Inc.

P.O. Box 7037, Fairfax Station, VA 22039-7037 (703) 764-0893

\*\*\* Individual Advancement Record \*\*\*  
Pack 1234 - Den 7 - 07/25/90

Webelo: Joe Scouter

Phone : 442-1234

Age/Grade : 11/5  
Date of Birth: 04/05/79  
Former Tiger : No  
Bobcat Badge : 08/26/86

Wolf

- (1) Feats of Skill: 11/15/86
- (2) Your Flag : 09/22/86
- (3) Keep Healthy : 10/19/86
- (4) Know Community: 03/04/87
- (5) Tools Fix/Bldg: 03/02/87
- (6) Start Collect : 04/04/87
- (7) Living World : 01/15/87
- (8) Cooking/Eating: 12/25/86
- (9) Be Safe : 01/09/87
- (10) Family Fun : 11/24/86
- (11) Duty to God : 09/15/86
- (12) Making Choices: 03/03/87
- Badge Earned : 04/04/87

Electives (40 Arrow Points)

- (1) It's a Secret : 3
- (2) Be an Actor : 1
- (3) Make it : 3
- (4) Play a Game : 2
- (5) Sparetime Fun : 2
- (6) Books, Books : 4
- (7) Foot Power : 0
- (8) Machine Power : 0
- (9) Have a Party : 1
- (10) Indian Lore : 2
- (11) Sing-Along : 1
- (12) Be an Artist : 2
- (13) Birds : 0
- (14) Pets : 1
- (15) Grow Something: 2
- (16) Family Alert : 1
- (17) Tie It Right : 3
- (18) Outdoor Advent: 2
- (19) Fishing : 2
- (20) Sports : 3
- (21) Computer Fun : 3
- (22) Say It Right : 2

Gold : 04/04/87 Silver: \_\_\_\_\_  
 Silver: 04/04/87 Silver: \_\_\_\_\_  
 Silver: 05/01/87 Silver: \_\_\_\_\_  
 Silver: 05/19/87 Silver: \_\_\_\_\_  
 Silver: \_\_\_\_\_ Silver: \_\_\_\_\_

Leadership:

From To 86  
 - Denner : 09/15/88 01/03/89  
 - Asst Den: 11/02/86 02/05/87

Bear

- God (1 Req'd)
- (1) Way We Worship: 11/29/87[0]
- (2) Emblems Faith : \_\_\_\_\_[1]
- Country (3 Req'd)
- (3) Amer Special : 09/22/87[0]
- (4) Tall Tales : \_\_\_\_\_[2]
- (5) Sharing World : 04/12/88[0]
- (6) Care of Planet: 12/02/87[0]
- (7) Law Enforce : \_\_\_\_\_[1]
- Family (4 Req'd)
- (8) Past Exciting : 01/10/88[0]
- (9) What's Cooking: \_\_\_\_\_[2]
- (10) Family Fun : 01/05/88[0]
- (11) Be Ready! : \_\_\_\_\_[2]
- (12) Fun Outdoors : 09/15/87[0]
- (13) Save/Spending : 03/03/88[0]
- Self (4 Req'd)
- (14) Ride Right : 03/01/88[0]
- (15) Games, Games : 10/15/87[0]
- (16) Bldg Muscles : \_\_\_\_\_[0]
- (17) Info, Please? : 10/19/87[0]
- (18) Jot It Down : \_\_\_\_\_[0]
- (19) Shavings/Chips: \_\_\_\_\_[0]
- (20) Sawdust/Nails : \_\_\_\_\_[2]
- (21) Build a Model : \_\_\_\_\_[3]
- (22) Tying It All : \_\_\_\_\_[1]
- (23) Sports, Sports: 03/21/88[0]
- (24) Be a Leader : \_\_\_\_\_[2]
- Badge Earned : 04/12/88

Electives (60 Arrow Points)

- (1) Space : 2
- (2) Weather : 1
- (3) Radio : 2
- (4) Electric: 1
- (5) Boats : 2
- (6) Aircraft: 3
- (7) Thing Go: 2
- (8) Cub Band: 0
- (9) Art : 3
- (10) Masks : 2
- (11) Photog : 2
- (12) Nature : 2
- (13) Magic : 3
- (14) Landscap: 0
- (15) H2O/Soil: 1
- (16) F Animal: 0
- (17) Repairs : 3
- (18) Yard Gym: 0
- (19) Swimming: 2
- (20) Sports : 3
- (21) Sales : 2
- (22) Collect : 3
- (23) Maps : 3
- (24) Indian L: 2

Gold: 04/12/88 Silver: 06/22/88  
 Silver: 04/12/88 Silver: \_\_\_\_\_  
 Silver: 04/30/88 Silver: \_\_\_\_\_  
 Silver: 05/21/88 Silver: \_\_\_\_\_  
 Silver: 06/13/88 Silver: \_\_\_\_\_

Webelos Activity Badges:

- (1) Aquanaut : 05/20/90
- (2) Artist : 12/20/88
- (3) Athlete : 05/25/89
- (4) Citizen : 04/19/89
- (5) Communicator : 11/19/89
- (6) Craftsman : \_\_\_\_\_
- (7) Engineer : 02/07/90
- (8) Family Member : 12/20/88
- (9) Fitness : 10/04/88
- (10) Forester : \_\_\_\_\_
- (11) Geologist : \_\_\_\_\_
- (12) Handyman : 12/02/88
- (13) Naturalist : \_\_\_\_\_
- (14) Outdoorsman : 03/03/90
- (15) Readyman : 11/19/89
- (16) Scholar : 04/30/90
- (17) Scientist : 11/12/89
- (18) Showman : \_\_\_\_\_
- (19) Sportsman : 06/05/89
- (20) Traveler : 12/20/88

Compass Points:

- Emblem: 05/25/89
- Point : 11/19/89
- Point : 05/20/90
- Point : \_\_\_\_\_

Sports:

	Loop	Pin
(1) Archery	_____	_____
(2) Badmitton	_____	_____
(3) Baseball	05/01/89	05/21/89
(4) Basketball	_____	_____
(5) Bicycling	11/05/88	_____
(6) Bowling	_____	_____
(7) Fishing	10/01/89	03/31/90
(8) Golf	_____	_____
(9) Gymnastics	_____	_____
(10) Marbles	_____	_____
(11) Phys Fit	10/15/89	_____
(12) Skating	_____	_____
(13) Skiing	_____	_____
(14) Soccer	_____	_____
(15) Softball	_____	_____
(16) Swimming	_____	_____
(17) Table Tenn:	_____	_____
(18) Tennis	_____	_____
(19) Ultimate	_____	_____
(20) Volleyball:	_____	_____
(21) Letter	05/21/89	_____

Webelos Badge:

- (1) Parent Guide : 10/09/88
- (2) Active 3 month: 12/01/88
- (3) Webelos Badge : 01/15/89
- (4) Uniform : 01/15/89
- (4) Handyman : 12/02/88
- (5) Artist : 12/20/88
- (7) Fitness : 10/04/88
- (8) Flag Ceremony : 09/20/88
- (9) Scout Req'ts : 01/15/89
- (10) Religious Awd : 02/05/89
- Badge Earned : 02/05/89

Arrow of Light:

- (1) Tenure : 08/05/89
- (2) Scout Oath/Law: 10/01/89
- (3) Motto, slogan : 10/01/89
- (4) Scout Badge : 10/01/89
- (5) Uniform : 01/21/90
- (6) Family Member : 12/20/88
- (7) Traveler : 12/20/88
- (8) Citizen : 04/19/89
- (9) Readyman : 11/19/89
- (10) Outdoorsman : 03/03/90
- (11) Troop outing : 02/19/90
- (12) Outdoor event : 10/15/89
- (13) Troop meeting : 02/14/89
- Badge Earned : 03/03/90
- Grad Ceremony : 06/05/90

Leadership:

	From	To
- Webelos Denner	09/02/89	12/15/89
- Asst Web Denner:	02/02/89	05/30/89

Special Awards:

- Perfect Attendance : 05/19/89
- Pinewood Derby Award: 01/20/89
- Religious Emblem : 02/15/90
- World Conservation : 05/05/90

Rmks: Joe has been an exemplary scout. He is always willing to help the other boys in the den. Displays strong leadership potential, which should serve him well as he moves up to Boy Scouts.

\*\*\* Den 03 Participation Summary \*\*\*  
 09/01/89 - 06/30/90

Name	Mtgs		Camp		Dues		Outng		Pack	
	Ev	Amt	Ev	Amt	Ev	Amt	Ev	Amt	Ev	Amt
Cottingham, Gregory	19	0	0	0	0	0	6	0	2	0
Doe, John	21	0	0	0	0	0	6	0	2	0
Fitzgerald, Larry	17	0	0	0	0	0	6	0	2	0
Mead, Ronald	22	0	0	0	0	0	6	0	2	0
O'Connor, Steve	17	0	0	0	0	0	6	0	2	0
Oliver, Bill	24	0	0	0	0	0	3	0	2	0
Simpson, Bart	23	0	0	0	0	0	5	0	2	0

This report can be requested for any time period.

\*\*\* Pack 1234 Advancement Summary \*\*\*  
 09/01/89 - 06/30/90

DEN	B O B C A T	W O L F	G O L L D	S I L V E R	B E A R	G O L D	S I L V E R	W E B B E L O	A R R O W T	A C T I V I T Y	E M B L E M	D E V I C E	SPORTS			S P E C I A L
													L O P S	P I N S	L E T T E R	
3	5	4	2	0	2	2	4	0	0	0	0	0	6	1	1	2
7	0	0	0	0	0	0	0	3	3	41	3	6	5	2	0	4

This report can be requested for any time period. All dens (except Tiger dens) are automatically included.

\*\*\* Webelos Den 07 Record \*\*\*  
07/25/90

Den Leader: Charles Jacobson H) 442-3507 W) 555-8519  
 721 Buckboard Ave Fairfax, VA 22032  
 Asst Leader: Duane Strackson H) 442-5822 W) 202-555-3210  
 1120 Washington St Fairfax, VA 22033  
 Den Chief: Joe Ward H) 286-0779  
 5516 22nd St NW Washington, DC 22001

NAME	PHONE - DOB - DENNER/ASST	C C F G N O S S W														
		A	O	R	E	A	F	E	H	A	U	R	C	P	T	E
Armstrong, Tommy	442-8615 06/20/80 AD	09		X	X	X		X	X		X				X	01
		89														90
Bumstead, Alexander	442-1325 07/20/79 AD	06	X	X	X	X	X	X	X	X	X	X	X	X	X	02
		88														89
																90

\*\*\* Cub Scout Den 03 Record \*\*\*  
07/25/90

Den Leader: Maureen Armstrong H) 442-8615 W) 202-811-6789  
 8650 Sheridan St Springfield, VA 22029-1234  
 Asst Leader: Blondie Bumstead H) 442-1325  
 8444 Whiteman Rd Fairfax, VA 22034  
 Den Chief: Robert Cummings H) 455-8814  
 15 Kelmer Court Fairfax Station, VA 22039

NAME	PHONE - DATE OF BIRTH	C U T S B U S S S P O R T S												B O Y		
		G	T	E	T	S	N	O	I	I	L	L	W			
Cottingham, Gregory	442-1555 06/10/82	3	Y			08	06	09	05	X						
						88	92	89	90							
Doe, John	442-2111 09/05/81	3	N	X	X	08	06	09	05	X	2	05	X	5	3	1
						88	90	88	89			90				

\*\*\* Pack 1234 General Purpose Worksheet \*\*\*  
07/25/90

Den 1

DOB

Benson, Scott 442-8823	11/05/84
Foster, Tom 442-1633	02/28/84
Jones, Johnny 442-0262	02/02/84
Mitchell, Dennis 442-1259	11/04/84
Starkey, Jay 442-1214	06/01/83
Tharp, Ronnie 442-6818	05/19/84
Wendlinghunt, Dustin 425-9083	07/01/84

Den 3

Cottingham, Gregory 442-1555	06/10/82
Doe, John 442-2111	09/05/81
Fitzgerald, Larry 442-1849	05/21/82
Mead, Ronald 442-2479	05/12/82
O'Connor, Steve 442-8044	04/19/81
Oliver, Bill 442-3320	06/04/82
Simpson, Bart 804-442-0612	08/28/81

Den 7

Armstrong, Tommy 442-8615	06/20/80
Bumstead, Alexander 442-1325	07/20/79
Edwards, Robert 442-9647	01/03/80
Jacobson, Doug 442-3507	08/14/80
Scott, David 442-9104	06/05/79
Scouter, Joe 442-1234	04/05/79

Many other options exist for this report. Instead of or in addition to Date of Birth (DOB), you can print Date of Last Physical Exam. You can list all scouts alphabetically or sort on DOB. Each den can be printed on a separate page. Etc.

\*\*\* PACK 1234 ADVANCEMENT REPORT \*\*\*

FOR COUNCIL SERVICE CENTER USE ONLY

DISTRICT: NOVA District #3  
 LEADER : Sam Edwards  
 ADDRESS : c/o Sam Edwards  
 5125 Swift Ct  
 Fairfax, VA 22032

EXPIRATION: 02/28/91  
 DATE AWARDS NEEDED: \_\_\_\_\_  
 DATE REPORT SENT TO COUNCIL: \_\_\_\_\_

Report Received:
Certificates Issued:
Mailed or Issued to:
Date Mailed:
Record Posted:

I certify that the following record of advancement is correct and meets the standards and requirements of the BSA, and that merit badge counselors are registered adult members of the BSA.

\_\_\_\_\_  
 Signed Title

WITNESSES: \_\_\_\_\_

BOARD OF REVIEW DATE: \_\_\_\_\_

NAME	DATE	AWARD
Cottingham, Gregory	05/15/90	Wolf
' , ' ,	05/15/90	Gold Arrow Point
Doe, John	05/09/90	Bear
' , ' ,	05/09/90	Gold Arrow Point
' , ' ,	05/09/90	Silver Arrow Point
' , ' ,	05/22/90	Silver Arrow Point
' , ' ,	06/09/90	Silver Arrow Point
Fitzgerald, Larry	05/05/90	Wolf
' , ' ,	05/09/90	Gold Arrow Point
Mead, Ronald	05/30/90	Wolf
' , ' ,	05/19/90	Baseball Loop
O'Connor, Steve	05/23/90	Bear
' , ' ,	05/28/90	Gold Arrow Point
' , ' ,	05/05/90	Bicycling Loop
' , ' ,	05/31/90	Perfect Attendance
Oliver, Bill	05/15/90	Wolf
Bumstead, Alexander	06/04/90	Scholar
' , ' ,	06/04/90	Compass Point
Edwards, Robert	06/10/90	A/Light
' , ' ,	05/01/90	Aquanaut
' , ' ,	05/01/90	Artist
' , ' ,	05/19/90	Traveler
' , ' ,	05/19/90	Compass Point
' , ' ,	05/30/90	Bowling Pin
' , ' ,	06/01/90	Perfect Attendance
Scouter, Joe	05/20/90	Aquanaut
' , ' ,	05/20/90	Compass Point
' , ' ,	05/05/90	World Conservation

Total of 9 boys qualified for 28 awards.

\*\*\* Pack 1234 Awards Shopping List \*\*\*  
05/01/90 to 06/10/90

7 Rank Badges

- 4 Wolf
- 2 Bear
- 1 A/Light

7 Arrow Points

- 4 Gold Arrow Points
- 3 Silver Arrow Points

5 Webelos Activity Badges

- 2 Aquanaut
- 1 Artist
- 1 Scholar
- 1 Traveler

3 Compass Points

- 3 Points

3 Sports Awards

- 1 Baseball Loops
- 1 Bicycling Loops
- 1 Bowling Pins

3 Special Awards

- 2 Perfect Attendance
- 1 World Conservation

4 Service Stars

- 1 1 Year Pin
- 1 8 Year Pin
- 1 10 Year Pin
- 1 40 Year Pin

Instant Recognition Kits (fill in number needed)



\*\*\* Den 03 Awards Report \*\*\*  
05/01/90 to 06/10/90

Cottingham, Gregory  
 - Rank Badge: Wolf 05/15/90  
 - Wolf Arrow Points: Gold 05/15/90

Doc, John  
 - Rank Badge: Bear 05/09/90  
 05/09/90

This is an example of the Awards Report grouped by den.  
 Optionally, you can list all scouts in the pack alphabetically.  
 Any time period up to one year can be requested.

\*\*\* Den 07 Awards Report \*\*\*  
05/01/90 to 06/10/90

Bumstead, Alexander  
 - Webelos Activities: Scholar 06/04/90  
 - Compass Points: Point 06/04/90

Edwards, Robert  
 - Rank Badge: A/Light 06/10/90  
 - Webelos Activities: Aquanaut 05/01/90  
 Artist 05/01/90  
 Traveler 05/19/90  
 - Compass Points: Point 05/19/90  
 - Sports Awards: Bowling Pin 05/30/90  
 - Special Awards: Perfect Attendance 06/01/90

Scouter, Joe  
 - Webelos Activities: Aquanaut 05/20/90  
 - Compass Points: Point 05/20/90  
 - Special Awards: World Conservation 05/05/90

\*\*\* Pack 1234 Awards Report \*\*\*  
05/01/90 to 06/10/90

Leader Service Stars:

Bumpers, Ron 10 Year 05/15/90  
 Edwards, Linda 8 Year 06/03/90  
 Scouter, John 40 Year 06/10/90

\*\*\* Den Roster \*\*\*  
07/25/90

DEN 01	LEVEL	AGE	GRADE	PHONE
Benson, Scott	Tiger	5	1	442-8823
Foster, Tom	Tiger	6	1	442-1633
Jones, Johnny	Tiger	6	1	442-0262
Mitchell, Dennis	Tiger	5	1	442-1259
Starkey, Jay	Tiger	7	1	442-1214
Tharp, Ronnie	Tiger	6	1	442-6818
Wendlinghunt, Dustin	Tiger	6	1	425-9083

DEN 03	LEVEL	AGE	GRADE	PHONE
Cottingham, Gregory	Cub	8	3	442-1555
Doe, John	Cub	8	3	442-2111
Fitzgerald, Larry			3	442-2111

Optionally, each den can be printed on a separate page.

\*\*\* Pack 1234 Roster \*\*\*  
07/25/90 - 20 Scouts

NAME	DEN	LEVEL	AGE	GRADE	PHONE
1. Armstrong, Tommy	7	Webelo	10	5	442-8615
2. Benson, Scott	1	Tiger	5	1	442-8823
3. Bumstead, Alexander	7	Webelo	11	5	442-1325
4. Cottingham, Gregory	3	Cub	8	3	442-1555
5. Doe, John	3	Cub	8	3	442-2111
6. Edwards, Robert	7	Webelo	10	5	442-9647
7. Fitzgerald, Larry	3	Cub	8	3	442-1849
8. Foster, Tom	1	Tiger	6	1	442-1633
9. Jacobson, Doug	7	Webelo	9	4	442-3507
10. Jones, Johnny	1	Tiger	6	1	442-0262
11. Mead, Donald	3	Cub	8	3	442-2477
12. Mitchell, Dennis	1		5		442-

\*\*\* Scout Personal Data \*\*\*  
07/25/90

Name: Scouter, Joe

Home Address: 123 Main St.  
Fairfax, VA 22032

Mail Address:

Phone: 442-1234

Grade: 5  
Date of Birth: 04/05/79  
Date Last Physical: 04/22/90

Parent(s): John & Mary Scouter

Dad's Occup/Phone: Ajax Company - accountant/555-1111

Mom's Occup/Phone: Century 21 - office mgr/555-1610

Vehicle Description: Pontiac Grand Am - 4 belt

Date Joined: Cubs: 07/20/86 Pack: 07/20/86 Webelos: 06/01/89

Turns 10/Completes 3rd Grade: 04/05/89

Became Boy Scout:

Rmks: Attends Robinson Elementary. Episcopalian. Has paper route.  
Allergic to penicillin, bee stings. Hobbies: stamp collecting.  
Both parents trained and have years of experience.

Alternate Parent(s): Ben & Mary Ann Wilkerson

Address: 899 Sydenstricker Ave.  
Springfield, VA 22017

Phone: 855-9176

Vehicle Description: Minivan - 8 belts

Rmks: Willing to assist with refreshments for pack meetings.

Scouts can be listed alphabetically instead of grouped by dens.

\*\*\* Pack 1234 Phone List \*\*\*  
07/25/90

Den 01  
-----

Benson, Scott 442-8823	8810 Scott Rd. Fairfax, VA 22033	John & Margie
Foster, Tom 442-1633	888 Cottonwood Trail Fairfax, VA 22031	James & Linda
Jones, Johnny 442-0262	1130 Hackney Dr. Fairfax, VA 22033	Lee & Valerie
Mitchell, Dennis 442-1259	5204 Highland Heights Fairfax, VA 22032	Henry & Alice
Starkey, Jay 442-1214	101 W. Hogan Dr. Chantilly, VA 22054	Steve & Laurie Adams
Tharp, Ronnie 442-6818	1001 Mitchell Rd. Fairfax, VA 22033	Ron & Ronda
Wendlinghunt, Dustin 425-9083	5252 Commonwealth Drive Fairfax, VA 22044	Beverly & Al Anderson

Den 03  
-----

Cottingham, Gregory 442-1555	2110 W. Platteview Rd. Fairfax, VA 22033	Mark & Beatrice
Doe, John	855 W. 84th St.	John & Ann

Scouts can be listed alphabetically instead of grouped by dens.

\*\*\* Pack 1234 Parent Vehicle Report \*\*\*  
07/25/90

Den 01  
-----

Benson Scott	John & Margie	442-8823	4 whl dr Jeep, 4 belts
Foster Tom	James & Linda	442-1633	Plymouth Reliant-4 belts
Jones Johnny	Lee & Valerie	442-0262	Mini-van - 8 belts
Mitchell Dennis	Henry & Alice	442-1259	Buick Regal - 5 belts
Starkey Jay	Steve & Laurie Adams	442-1214	Mercury Lynx - 4 belts
Tharp Ronnie	Ron & Ronda	442-6818	Have access to church bus
Wendlinghunt Dustin	Beverly & Al Anderson	425-9083	Aries K - 5 belts

Den 03  
-----

Cottingham Gregory	Mark & Beatrice	442-1555	BMW - 5 belts
-----------------------	-----------------	----------	---------------

Tommy Armstrong  
8650 Sheridan St.  
Springfield, VA 22029-1234

①  
Scott Benson  
8810 Scott Rd.  
Fairfax, VA 22033

Alexander Bumstead  
8444 Whiteman Rd.  
Fairfax, VA 22034

Parents of Tommy Armstrong  
8650 Sheridan St.  
Springfield, VA 22029-1234

②  
Parents of Scott Benson  
8810 Scott Rd.  
Fairfax, VA 22033

Parents of Alexander Bumstead  
8444 Whiteman Rd.  
Fairfax, VA 22034

Tom & Maureen Armstrong  
8650 Sheridan St.  
Springfield, VA 22029-1234

③  
John & Margie Benson  
8810 Scott Rd.  
Fairfax, VA 22033

Examples of scout mailing labels  
in three different formats.

In addition, you can print labels  
for your pack/den leaders. You  
can also print pack return address  
labels.

Dagwood & Blondie Bumstead  
8444 Whiteman Rd.  
Fairfax, VA 22034

\*\*\* Den 03 Events Report - Mtgs \*\*\*  
01/01/90 - 05/01/90

#	Date	Days	Location	Amt	Remarks
1.	01/16/90	1	Den 3 Room	0	Worked on physical fitness.
2.	01/23/90	1	Den 3 Room	0	Artist skills.
3.	01/30/90	1	Den 3 Room	0	Practiced secret codes.
4.	02/06/90	1	Den 3 Room	0	Protecting the environment.
5.	02/06/90	1	Den 3 Room	0	'Living World' discussion.
6.	02/13/90	1	Den 3 Room	0	Outdoor fun - made snowmen.
7.	02/20/90	1	Den 3 Room	0	Safety - hazards in the home.
8.	02/27/90	1	Den 3 Room	0	Books - importance of reading.
9.	03/06/90	1	Den 3 Room	0	Citizenship - flag care.
10.	03/13/90	1	Den 3 Room	0	Den party - Mexican theme.
11.	03/27/90	1	Den 3 Room	0	Magic show!
12.	04/10/90	1	Den 3 Room	0	Tie it right.
13.	04/28/90	1	Den 3 Room	0	Computer Fun.

Den 03 Mtgs Events	0	0	0	0	0	0	0	0	0	0	0	0	0	0	#	#		
01/01/90 - 05/01/90	1	1	1	2	2	2	2	2	3	3	3	4	4					
(13 Events)	1	2	3	0	0	1	2	2	0	1	2	1	2		Ev	Days		Amt

Cottingham, Gregory	P			P			P	P	P		P			7	7		0
Doe, John	P	P	P	P	T	P	T	T	P	P	P	T	P	13	13		0
Fitzgerald, Larry	P		P	P			T			P	P	P	P	8	8		0
Mead, Ronald			P	P	P	P	P	P	P	P	P	P	P	12	12		0
O'Connor, Steve	P		P			T	P		P		P		P	7	7		0
Oliver, Bill	P	P	T	P	P	P	P	P		P	P	P	P	12	12		0
Simpson, Bart	T	P	P	T	P	P	P	P	T	P	T	P	P	13	13		0

Total Participation:      0 0 0 0 0 0 0 0 0 0 0 0 0 0  
6 4 6 6 4 6 6 4 5 6 7 5 7

This report can be requested for any event type and any time period. The user selects the attendance codes--in this case, the den 3 leader used "P" for present and on time, and "T" for tardy.

\*\*\* Den 03 Events Summary \*\*\*  
09/01/89 - 06/30/90

#	Date	Type	Days	Location	Amt	Remarks
1.	09/03/89	M	1	Den 3 Room		Discussed plans for year.
2.	09/10/89	M	1	Den 3 Room		America Special.
3.	09/24/89	M	1	Den 3 Room		Make up a game.
4.	10/03/89	O	1	White House		Guided tour.
5.	10/17/89	M	1	Den 3 Room		Tall tales.
6.	10/27/89	M	1	Den 3 Room		Played games.
7.	11/06/89	M	1	Den 3 Room		Making masks.
8.	11/13/89	O	1	City Hall		Tour and meet mayor.
9.	11/20/89	M	1	Den 3 Room		Indian Lore.
10.	11/27/89	M	1	Den 3 Room		Space exploration.
11.	12/04/89	M	1	Den 3 Room		Physical fitness.
12.	12/20/89	O	1	Fair Oaks Mall		Shopping trip.
13.	01/15/90	O	1	Smithsonian		American History Museum.
14.	01/16/90	M	1	Den 3 Room		Worked on physical fitness.
15.	01/23/90	M	1	Den 3 Room		Artist skills.
16.	01/30/90	P	1	Carriage Hill		Pinewood Derby
17.	01/30/90	M	1	Den 3 Room		Practiced secret codes.
18.	02/01/90	O	1	Burke Lake		Nature theme.
19.	02/06/90	M	1	Den 3 Room		Protecting the environment.
20.	02/06/90	M	1	Den 3 Room		'Living World' discussion.
21.	02/13/90	M	1	Den 3 Room		Outdoor fun - made snowmen.
22.	02/20/90	M	1	Den 3 Room		Safety - hazards in the home.
23.	02/27/90	M	1	Den 3 Room		Books - importance of reading.
24.	03/06/90	M	1	Den 3 Room		Citizenship - flag care.
25.	03/13/90	M	1	Den 3 Room		Den party - Mexican theme.
26.	03/27/90	M	1	Den 3 Room		Magic show!
27.	04/10/90	M	1	Den 3 Room		Tie it right.
28.	04/28/90	M	1	Den 3 Room		Computer Fun.
29.	05/05/90	M	1	Den 3 Room		Computers (continued).
30.	05/12/90	M	1	Den 3 Room		Building models.
31.	05/19/90	P	1	Carriage Hill		Raingutter Regatta.
32.	05/29/90	O	1	Washington Zoo		Den outing.
33.	06/03/90	M	1	Den 3 Room		Plans for the summer.

TOTAL EVENTS BY TYPE:    Mtgs    Camp    Dues    Outng    Pack  
25
6
2

Meetings (Mtgs) is pre-defined. The user defines the other types of events to be tracked--in this case the user chose camping, dues, outings, and pack events. This report can be requested for any time period.

\*\*\* Indiv Participation - Mtgs, Outng, Pack Events \*\*\*  
 07/25/90

Cub : Gregory Cottingham  
 Age : 8  
 Grade : 3

Den : 03  
 Phone: 442-1555

#	Date	Type	Days	Location	Amt	Remarks
1.	09/03/89	M	1	Den 3 Room		Discussed plans for year.
2.	09/10/89	M	1	Den 3 Room		America Special.
3.	09/24/89	M	1	Den 3 Room		Make up a game.
4.	10/03/89	O	1	White House		Guided tour.
5.	10/17/89	M	1	Den 3 Room		Tall tales.
6.	10/27/89	M	1	Den 3 Room		Played games.
7.	11/06/89	M	1	Den 3 Room		Making masks.
8.	11/13/89	O	1	City Hall		Tour and meet mayor.
9.	11/20/89	M	1	Den 3 Room		Indian Lore.
10.	11/27/89	M	1	Den 3 Room		Space exploration.
11.	12/04/89	M	1	Den 3 Room		Physical fitness.
12.	12/20/89	O	1	Fair Oaks Mall		Shopping trip.
13.	01/15/90	O	1	Smithsonian		American History Museum.
14.	01/16/90	M	1	Den 3 Room		Worked on physical fitness.
15.	01/30/90	P	1	Carriage Hill		Pinewood Derby
16.	02/01/90	O	1	Burke Lake		Nature theme.
17.	02/06/90	M	1	Den 3 Room		Protecting the environment.
18.	02/13/90	M	1	Den 3 Room		Outdoor fun - made snowmen.
19.	03/06/90	M	1	Den 3 Room		Citizenship - flag care.
20.	03/13/90	M	1	Den 3 Room		Den party - Mexican theme.
21.	03/27/90	M	1	Den 3 Room		Magic show!
22.	04/28/90	M	1	Den 3 Room		Computer Fun.
23.	05/05/90	M	1	Den 3 Room		Computers (continued).
24.	05/12/90	M	1	Den 3 Room		Building models.
25.	05/19/90	P	1	Carriage Hill		Raingutter Regatta.
26.	05/29/90	O	1	Washington Zoo		Den outing.
27.	06/03/90	M	1	Den 3 Room		Plans for the summer.

Mtgs			Outng			Pack		
Ev	Dy	Amt	Ev	Dy	Amt	Ev	Dy	Amt
19	19	0	6	6	0	2	2	0

User selects the type(s) of events to be included on this report.



\*\*\* Pack 1234 Leadership Roster \*\*\*  
07/25/90

		HOME	WORK
Committee Chairman	Linda Edwards	442-9647	764-0893
Asst Committee Chm	Gary Fitzgerald	442-1849	555-1255
Cubmaster	John Scouter	442-1234	555-1111
Asst Cubmaster	Ron Bumpers	442-4910	290-5520
Asst Cubmaster	Ralph Kothenbaker	442-4199	555-3144
DEN LEADERS			
Den 01 Leader	Mary Scouter	442-1234	
Den 01 Asst Leader	Ralph Kothenbaker	442-4199	555-3144
Den 01 Chief	Marty Nelson	876-3345	
Den 03 Leader	Maureen Armstrong	442-8615	202-811-6789
Den 03 Asst Leader	Blondie Bumstead	442-1325	
Den 03 Chief	Robert Cummings	455-8814	
Den 07 Leader	Charles Jacobson	442-3507	555-8519
Den 07 Asst Leader	Duane Strackson	442-5822	202-555-3210
Den 07 Chief	Joe Ward	286-0779	
OTHER LEADERS			
Advancement Chm	Sam Edwards	442-9647	202-690-6689
Awards Chairman	Gary Fitzgerald	442-1849	555-1255
BSA Coordinator	Robert Cummings	455-8814	
Blue & Gold Chmn	Mary Scouter	442-1234	
Events Chmn	Arnie Phillips	442-6462	555-3535
Fund Raiser Chmn	Mary Ann Scott	442-9104	
Membership Chmn	Mark Cottingham	442-1555	202-555-3345
Pinewood Derby	Ron Bumpers	442-4910	290-5520
Raingutter Regatta	Karen Fitzgerald	442-1849	202-696-9903
Space Derby	Sam Edwards	442-9647	202-690-6689
Transportation Chm	Mary Ann Scott	442-9104	
Treasurer	Maureen Armstrong	442-8615	202-811-6789

\*\*\* Pack 1234 Leadership Phone List \*\*\*  
07/25/90

Armstrong, Maureen Den 03 Leader Treasurer	8650 Sheridan St Springfield, VA 22029-1234	(H)442-8615 (W)202-811-6789
Bumpers, Ron Pinewood Derby Asst Cubmaster	820 Leprechan Lane Fairfax, VA 22030	(H)442-4910 (W)290-5520
Bumstead, Blondie Den 03 Asst Leader	8444 Whiteman Rd Fairfax, VA 22034	(H)442-1325
Cottingham, Mark	2110 W. Platteview Rd	(H)442-1555

\*\*\* Leader Personal Data \*\*\*  
07/25/90

Name: Scouter, John

Address: 123 Main St  
Fairfax, VA 22032

Home Phone: 442-1234

Business Phone: 555-1111

Date of Birth: 07/04/33  
Date Joined Scouting: 06/10/50  
Date Joined Pack: 08/20/81

Leadership Position: Cubmaster

Registration ID #: 456638-90

Rmks: Has completed all available training.  
Will be moving to Florida next spring.

\*\*\* Pack 1234 Leadership General Purpose Worksheet \*\*\*  
07/25/90

	Reg ID #
Armstrong, Maureen (H)442-8615	237546-90
Bumpers, Ron (H)442-4910	763459-90
Bumstead, Blondie (H)442-1325	097344-90
Cottingham, Mark (H)442-1555	455366-90
Cummings, Robert (H)455-8814	911728-90
Edwards, Linda (H)442-9647	324476-90
Edwards, Sam (H)442-9647	259984-90
Fitzgerald, Gary (H)442-1849	195674-90
Fitzgerald, Karen (H)442-1849	493661-90
Jacobson, Charles (H)442-3507	643428-90
Kothenbaker, Ralph (H)442-4199	103572-90
Nelson, Marty (H)876-3345	733016-90
Phillips, Arnie (H)442-6462	116574-90
Scott, Mary Ann (H)442-9104	377932-90
Scouter, John (H)442-1234	456638-90
Scouter, Mary (H)442-1234	555111-90
Strackson, Duane (H)442-5822	218756-90
Ward, Joe (H)286-0779	

Reg ID # (BSA Registration Number) is optional on this report.

# November 1991

SUNDAY

MONDAY


TUESDAY

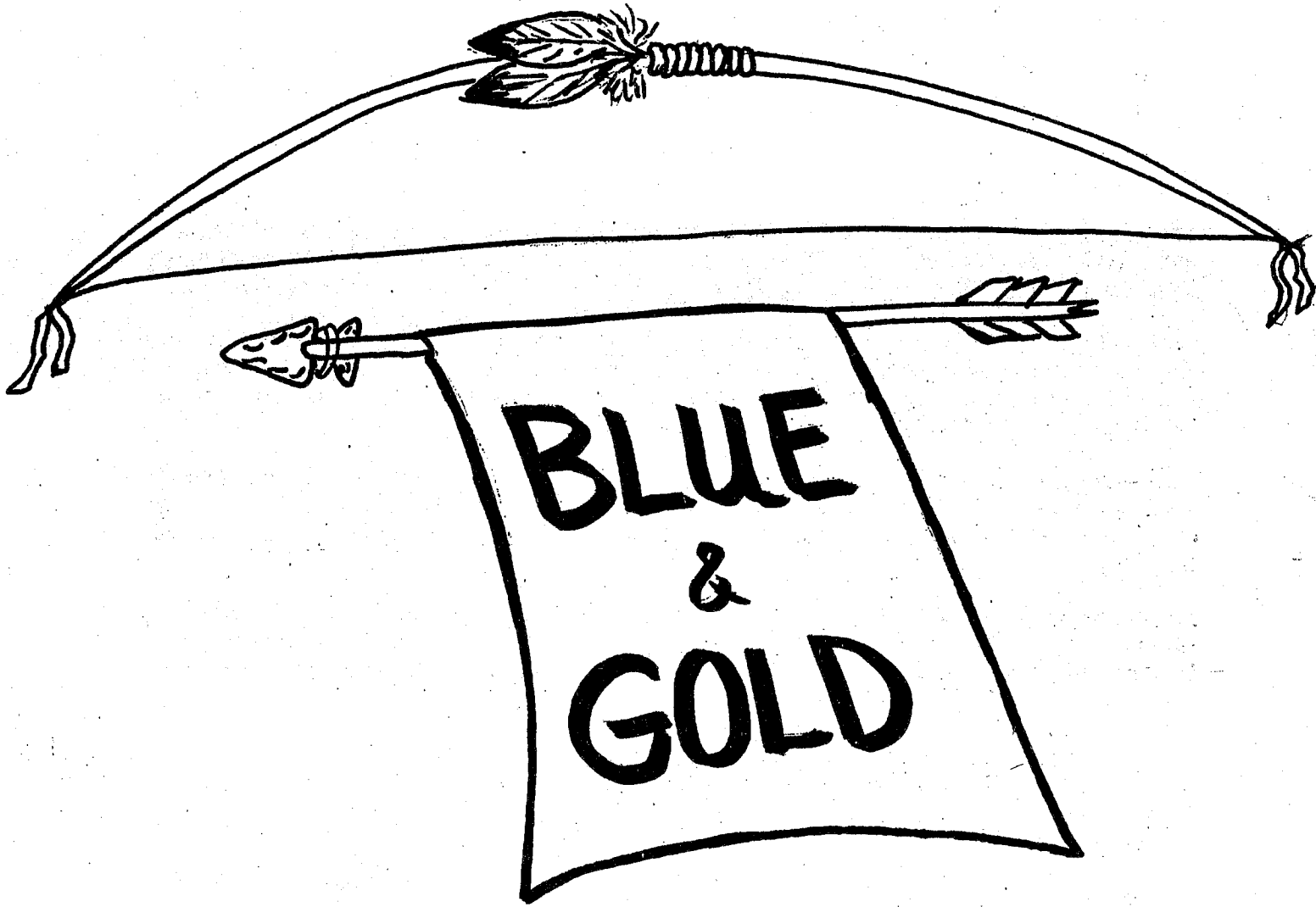
WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

SUNDAY		MONDAY		TUESDAY		WEDNESDAY		THURSDAY		FRIDAY		SATURDAY	
										1	305/60	2	306/59 Mom A. B-Day
3	307/58	4	308/57	5	309/56 Election Day 6:00pm Den Meeting	6	310/55	7	311/54	8	312/53	9	313/52
								Parent Conf. No School					
10	314/51	11	315/50 Veterans Day No School 7:00pm Committee Meeting	12	316/49	13	317/48	14	318/47 7:15pm Roundtable	15	319/46	16	320/45 Pow Wow at Stillman HS
17	321/44	18	322/43 7:00pm Pack Meeting	19	323/42 6:00pm Den Meeting	20	324/41 7:00pm Seward PTO	21	325/40	22	326/39	23	327/38
24	328/37	25	329/36 Mom & Dad Anniversary	26	330/35	27	331/34	28	332/33 *  Thanksgiving	29	333/32	30	334/31
								No School					
										Beeper			



## **Blue and Gold Planning**

**Session by:**

**Bill Wetzberger**

**Christine Barcus**

**Pam Moore, book contributor**

# BLUE AND GOLD

## BANQUET

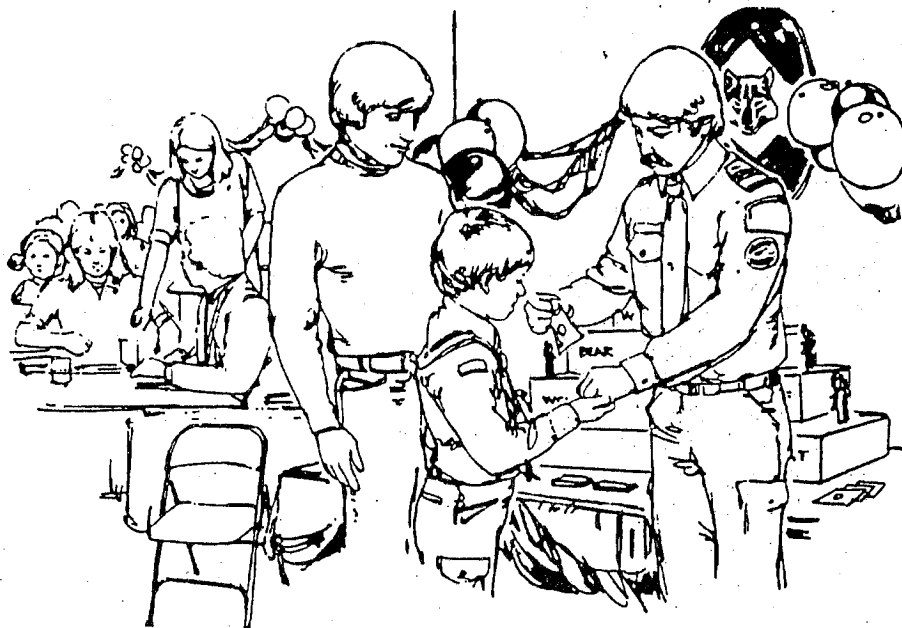
### Introduction

The Blue and Gold Banquet is a birthday party for Cub Scouting and is usually celebrated by packs in the month of February. The Boy Scouts of America began in 1910 and Cub Scouting began twenty years later. In February, 1992, Cub Scouting in the U.S.A. will be 62 years old.

In this chapter you will get an overview of planning procedures and some ideas for decorations for your banquet. More details and ideas can be found in the *Cub Scout Leader Book*, Chapter 5 (Cub Scout Activities) and Chapter 6 (Program Planning). Chapter 6 contains a complete outline of what has to be done.

Lots more ideas may be found in the *Cub Scout Leader "How-To" Book* in Chapter 9 (Special Pack Activities). Also, notice that the current *Cub Scout & Webelos Scout Program Helps Magazine* covers the theme of "Scouting Around the World" for February, 1992. Have fun with it!

Every pack is different in numbers of people and budget, so what you read in this pow wow book and other sources are guidelines and suggestions. The final decisions and details will have to be decided within your pack, with the banquet committee working closely with the pack committee.



## A REVIEW

### OF BLUE AND GOLD BANQUET PLANNING

Blue and Gold Banquets should be scheduled when packs have their annual planning conferences in summer or early fall. The pack committee recruits and/or appoints a banquet chairman early in the fall. The banquet chairman then recruits co-chairmen for sub-committees (usually food, program, and physical arrangements).

The banquet chairman should be someone who is organized, can work well with other adults, can recruit other adults, and can pay attention to details yet see the overall picture of what has to be done.

The theme should be decided by November or December so that the den leaders have time to plan what will be done at their January and February den meetings. Also, the banquet committee should make it clear what decorations they will make and what they expect the dens to make. If you plan to use tablecloths, do you want the dens to make placemats? Is the banquet committee making centerpieces or do you want the den leaders to make them? All of this will have to be decided within your pack.

Invitations should be sent to all the families in the pack and to special guests at least one month ahead of time. In many packs, the Cub Scouts make their family invitations and the banquet committee makes and sends invitations to special adult guests. Remember to invite your Tiger Cub group and their families.

Souvenir program covers may be ordered through B.S.A. supply catalog or through the council service center. Home made covers may also be used. Information in the program may include the schedule for the banquet, names of pack leaders and committee people, special guests, a song, a brief history of the pack...whatever you like.

Details like reserving the building should be done early. Some banquets are held at the regular meeting place of the pack and some are not. If possible, try to arrange the room so that dens and their families sit together. Plan for exhibit and display tables. Arrange for a set-up crew and a clean-up crew (dens?)

The food plan and cost needs to be decided a few months ahead of time, especially if a caterer, deli, or restaurant are involved. Reservations have to be made early. Will the cost be taken out of the pack treasury or will each family be charged a fee? These are questions that your pack committee must help you decide.

The program committee should include the Cubmaster and Den Leader Coach, and/or the designated Master of Ceremonies. The Cubmaster and Advancement Chairman should be directly involved with presenting awards to Cub Scouts. The Committee Chairman might take this opportunity to recognize the adults who helped the pack during the past year.

Give support to your banquet committee. Make sure that they have the printed resources mentioned in the introduction to this chapter. Encourage them to get other adults involved--adults who are not already busy with leadership positions. Have fun! And remember to thank everyone who helped.

## WE'LL COME A-SCOUTING

(Tune "Waltzing Matilda")

Once a mighty soldier, beloved by his fellow men,  
Under the shade of the flag of the free.  
Took some boys and trained them, made them strong and brave and true.  
Who'll come a-Scouting, a-Scouting with me?

### CHORUS:

Keep on a-working, never a-shirking,  
Carry out the rules as he wanted them to be,  
And we'll sing as we put our shoulders and our brains to work  
Who'll come a-Scouting, a-Scouting with me?

Soon the little band grew, swelling great in number,  
Through other countries, one, two, three.  
Then around the world it spread, stronger, ever stronger.  
Who'll come a-Scouting, a-Scouting with me?

### CHORUS.

Keep on praying, keep on saying,  
If we work hard enough, then we'll stay free.  
And we'll sing as we put our shoulders and our brains to work  
Who'll come a-Scouting, a-Scouting with me?

### CHORUS.

*From The Campfire Songbook, Canada, and 1982-83 Cub Scout Program Helps Magazine.*

\* \* \* \* \*

Q: What does it mean when you find a horseshoe?

A: Some poor horse is running around in his stocking feet!

Q: If you throw a white stone into the Red Sea, what will it become?

A: Wet.

Q: What's grey and puts out beach fires?

A: Smokey the Shark.



# THIS IS MY COUNTRY

## SKIT

**Characters:** Four Cub Scouts dressed in costumes of South America, Japan, Africa, and The Netherlands (see next page for ideas for costumes). Each holds a picture or map of his country, with his narration printed on the back. A fifth boy, dressed as Uncle Sam, carries the United States flag.

**Setting:** In turn, boys come on stage and read their parts while recording of "This is My Country" plays softly in the background. For Uncle Sam, use recording of "The Star-Spangled Banner".

**Variation 1:** Don't use music.

**Variation 2:** Use only the music of "This is My Country" and ask everybody to sing the first verse after all the boys have read their lines.

**Variation 3:** Use more than 5 boys and represent more than 5 countries.

**SOUTH AMERICA:** "I am South America, a big continent known for its exotic foods, agricultural products, and minerals. Most of my people speak Spanish or Portuguese. I often wear my sombrero and serape. South America! This is my home!"

**JAPAN:** "I am Japan. People come from all over the world to see my pagodas and try to master the art of using chopsticks. I am noted for making cars, cameras, and television sets. Japan! This is my country!"

**NETHERLANDS:** I am The Netherlands, or Holland, as many people call me. I am known for my many canals, my beautiful tulips, my windmills, and my cheese and other farm products. Holland! This is my country!"

**AFRICA:** "I am Africa, the second-largest of the six continents. I am many things--gold, diamonds, oil, and other minerals, beautiful art and craft work done by my tribes, great cities, and primitive villages. Africa! This is my land!"

**UNITED STATES OF AMERICA:** "I am the United States of America. People from all over the world come to me to find freedom. My customs are those of every nation, and I aim to offer equal opportunity to everyone. The home of the brave and the land of the free. America! This is my country!"

**ALL 5 BOYS:** remain on stage while "The Star-Spangled Banner" is played.

\* \* \* \* \*

**Q:** If you were painting a picture, what color would you use for the sun and the wind?

**A:** The sun rose and the wind blue.

**Q:** What animal keeps the best time?

**A:** A watch dog.

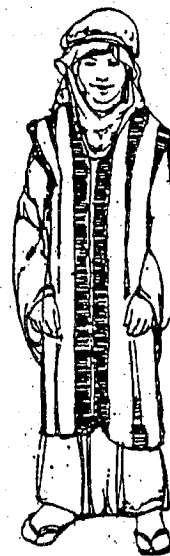
Here are some ideas for costumes to use for the "This is My Country" skit.



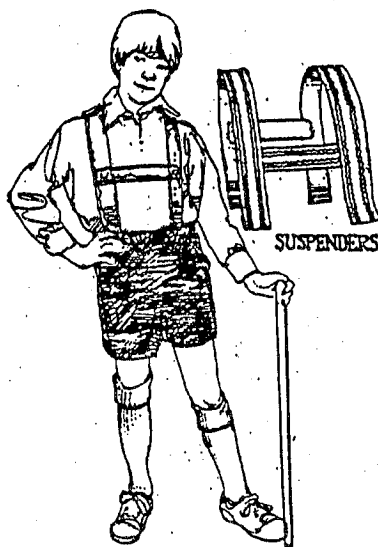
**NETHERLANDS.** Make visored pillbox cap from cardboard. Cut jacket from colorful crepe paper and glue or staple. For baggy trousers, use men's pajama bottoms gathered at ankles. Leather shoes are appropriate.



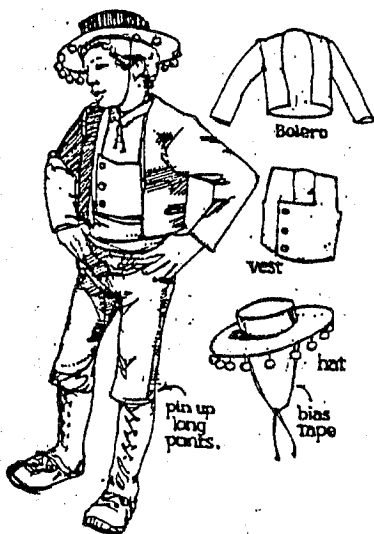
**JAPAN.** For kimono, cut and glue or staple blue or lavender crepe paper. Trim with white bias tape. Sash is white crepe paper. Use sandals or clogs and white stockings.



**ARABIAN.** Use a long tan robe or dyed flannel nightgown. Coat is cut from crepe paper with vertical stripes of contrasting color. Head covering is brown crepe paper.



**ALPINE** (Germany, Austria, Switzerland). "Leather" breeches are cut from crushed brown paper, glued or stapled. Shirt is white. Suspenders are folded cloth about two inches wide, decorated with bright green and red rickrack braid, or bias tape.

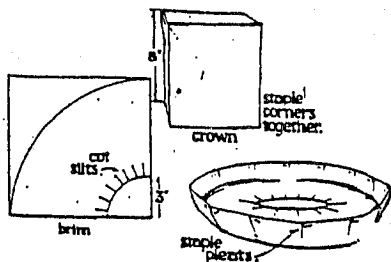


**SPAIN.** Sash, vest, and bolero are crepe paper, glued or stapled. Hat is cut from lightweight cardboard with three-inch brim. Paint hat black and trim with bright red ball fringe.

**MEXICO.** Use white shirt with full sleeves and white pajama bottoms. Make serape from crepe paper with contrasting stripes glued on.



**SOMBRERO.** Use large grocery bag and brown wrapping paper. For the crown, cut bag to about eight inches high. Staple corners together so it fits boy's head. For the brim, fold two-foot square of wrapping paper into quarters. Draw an arc as shown along open edges and a three-inch arc at the folded corner. Cut away the shaded areas. Cut four-inch slits for tabs. Open out the brim. Around the outside of the brim, make a two-inch deep pleat about every four inches to make the brim curl upward. Glue tabs of the brim inside the bottom of crown.

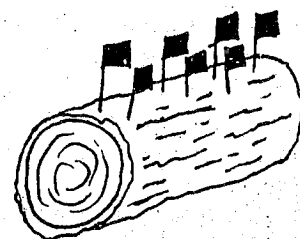


## CENTERPIECE

For this "Scouting Around the World" centerpiece you will need a log at least a foot long and a lot of tiny flags.

To find flags of other countries, go to a party or craft supply store and buy them. Or make them from plain white paper using the flag pictures in an encyclopedia as a guide; use toothpicks or small dowels for flagpoles.

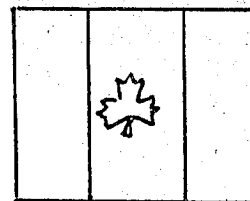
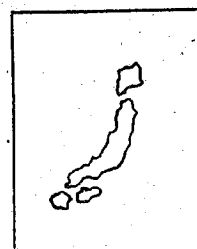
Drill holes in the log and insert small flags.



## INVITATIONS

For the "Scouting Around the World" theme, simply fold a piece of typing paper or construction paper in half (to measure about 9" x 6") and decorate to look like a country's flag. Or draw a map of the country on the front.

**Helpful hint:** Den Leaders neatly print or type all the information ahead of time and get a photocopy for each Cub Scout. The boys will simply have to glue or staple it into their invitation cover. It saves time and everybody gets all the correct information.



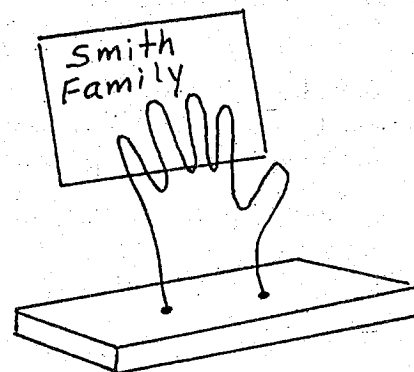
## FAMILY PLACE CARD

Use this place card later as a recipe card holder or a ring holder.

**Need:** pencils and paper, wood for each base (about 1" x 4" x 6"), sand paper, paint or stain, drill (hand or electric), and about one yard of easily bendable wire for each place card.

**Instructions:**

1. Draw the shape of the boy's hand on paper. Shape the wire to that drawing.
2. Drill two small holes in the piece of wood. Sand wood smooth, then paint or stain. Let dry.
3. Insert wire ends of "hand" into the holes in the wood.
4. Use a 3" x 5" index card or heavy paper of similar size and print the family's name on it. Weave it between the fingers of the place card holder.



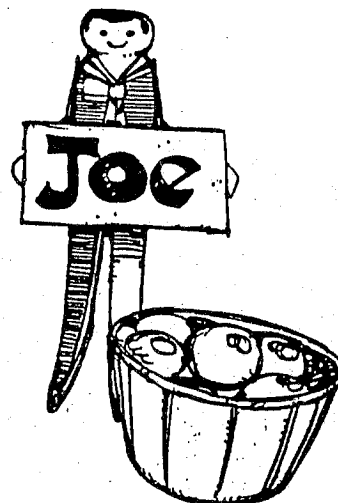
## INDIVIDUAL PLACE CARD

**Need:** One round, wooden clothespin and one nut cup for each person in the Cub Scout's family, acrylic paint, felt-tip pens and markers in colors of your choice, glue, scissors. If making a family place card instead of an individual place card, only one clothespin per family will be needed.

### To make:

Paint the clothespin blue except for the shoulders and head area. Let dry on a wire cake rack. Meanwhile, make the arms and name cards out of paper. Paint the arms blue; let dry. Print the names on the name cards. Paint the faces and hair on the clothespin people; let dry. Glue arms to body. Glue or staple name cards to hands. Glue leg to nut cup. Later at the banquet, fill nut cups with candy and/or peanuts.

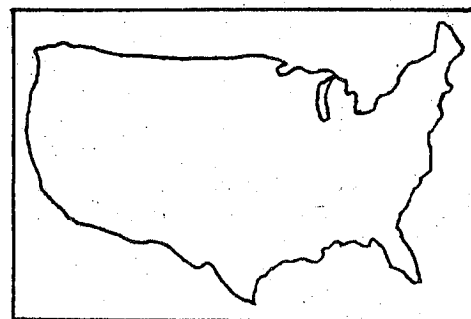
**Helpful hint:** Den Leaders may want to divide this project between two den meetings and let the paint dry thoroughly for one week. Add variety to the den meeting by doing something active.



## PLACEMATS

Tape two sheets of construction paper together along the longest sides to make a rectangle measuring 12" x 18". Round off the corners to make an oval, if you wish.

To decorate for the "Scouting Around the World" theme, decorate to look like a country's flag or draw items important to the country or draw an outline of the country's map.



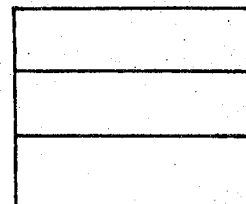
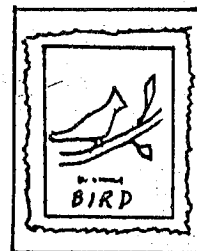
## NAPKIN RINGS

Make these napkin rings for the banquet and use them as neckerchief slides later. These may be used for almost any theme.

Cut thin wood into rectangles about 1-1/4" x 1-1/2". Sand smooth. Paint or stain; let dry. Attach a loop to the back; see *Cub Scout Leader's "How-To" Book*, Chapter 3 (Crafts).

To decorate for the "Scouting Around the World" theme, glue on a stamp or flag\*, write the name of a country, or draw an outline of a country's map.

\*Draw a flag, or buy miniature flags at a party or craft supply store.



AN EPIC:  
THE BLACK AND BLUE BANQUET

**Preparation:** Assign parts and read this at a pack committee meeting.

**The scene:** a pack committee meeting of the infamous Pack 000.

**The time:** mid February 1992.

**Characters, in order of appearance:** Dudley Dewright  
Joe Snalverlery  
Ursula Upheaval  
Helen Unready  
Prescilla Presumptious

**The plot unfolds.....**a February 20th banquet.

**DUDLEY:**

Well, folks, as the person in charge of entertainment for our February banquet, I'm most delighted to announce that Me. Fifi Lautrec will lend her operatic talents to our Cub Scout feast. If I'd have talked to Pack 1619 maybe a tad earlier, their Indian Dancers could have supplied our entertainment. I like opera and it's time these Scouts got some culture, too. So, on with it.

**JOE:**

Since we've done so much work on this for these kids already, let's not make a big thing of these awards this month. Enough is enough! The boys could care less. The dads will want to hurry home to watch the Monday night game anyhow. Let's get the banquet over with early for once.

**URSULA:**

It's too late to reserve the services of a caterer! They're all booked for the night we'd need them anyway. Besides, we've only got \$23 in the treasury and who'd want to go to the trouble of collecting three dollars from each family to cover the catering costs in the first place? What a pain!

I've gotten sixty loaves of day old bread and frozen some peanut butter and jelly sandwiches in my freezer for the big night. What do seven- to ten-year-old boys like better than peanut butter and jelly anyhow?

Skip that birthday cake and candles jazz. Somebody'll probably get burned on those candles in the dark anyhow!

If we'd have contacted each boy's mom in January and arranged for potluck dishes, that might have been a good idea. I asked some people but they didn't know about our banquet in time so they have other plans that night anyway.

continued on next page.....

An Epic: The Black and Blue Banquet, cont.

**HELEN:**

Too bad we just now decided on what kind of invitations we'd use. The banquet's next Monday night and there aren't any den meetings before then to get these invitations ready for the boys to make and take home.

I talked to the pastor of the church that sponsors our pack and he's been invited a a Girl Scout banquet since last November! He won't be able to make it. I also talked to the Scout office this morning and their representatives, all eight of them, are attending other Scout banquets that same night.

**PRESCILLA:**

I've made some beautiful, delicate dried flower and silk flower centerpieces. The boys tried to touch them to see if they were real and ruined one!

By the way, I've only had time to make three of these arrangements so I'm not sure what to do about the other five tables. Maybe they won't look too bare in comparison.

**THE MORALS OF THIS EPIC TALE:**

**RESERVE YOUR SPOT EARLY.**

**PLAN EARLY.**

**INVOLVE THE BOYS.**

**GET PARENTS TO HELP IN PLANNING.**

**DELEGATE RESPONSIBILITIES.**

**INVITE EVERYONE EARLY AND REMIND THEM AS TIME APPROACHES.**

**MAKE IT AN UNFORGETTABLE NIGHT FOR YOUR CUB SCOUTS!**

**THE END.**

## FROM THE COLD WITHIN

This is a story given me by a friend who met the young prisoner named Gordon Graham. At that point Gordon had spent 27 of his 39 years in prison. You could do many things with this poetic story.

Six men trapped by happenstance, in dark and bitter cold.  
Each one possessed a stick of wood, or so the story's told.

Their dying fire in need of logs, the first man held his back,  
For on the faces around the fire, he noticed one was black.

The next man looking across the way, saw one not of his church.  
could not bring himself to give the fire, his single stick of birch.

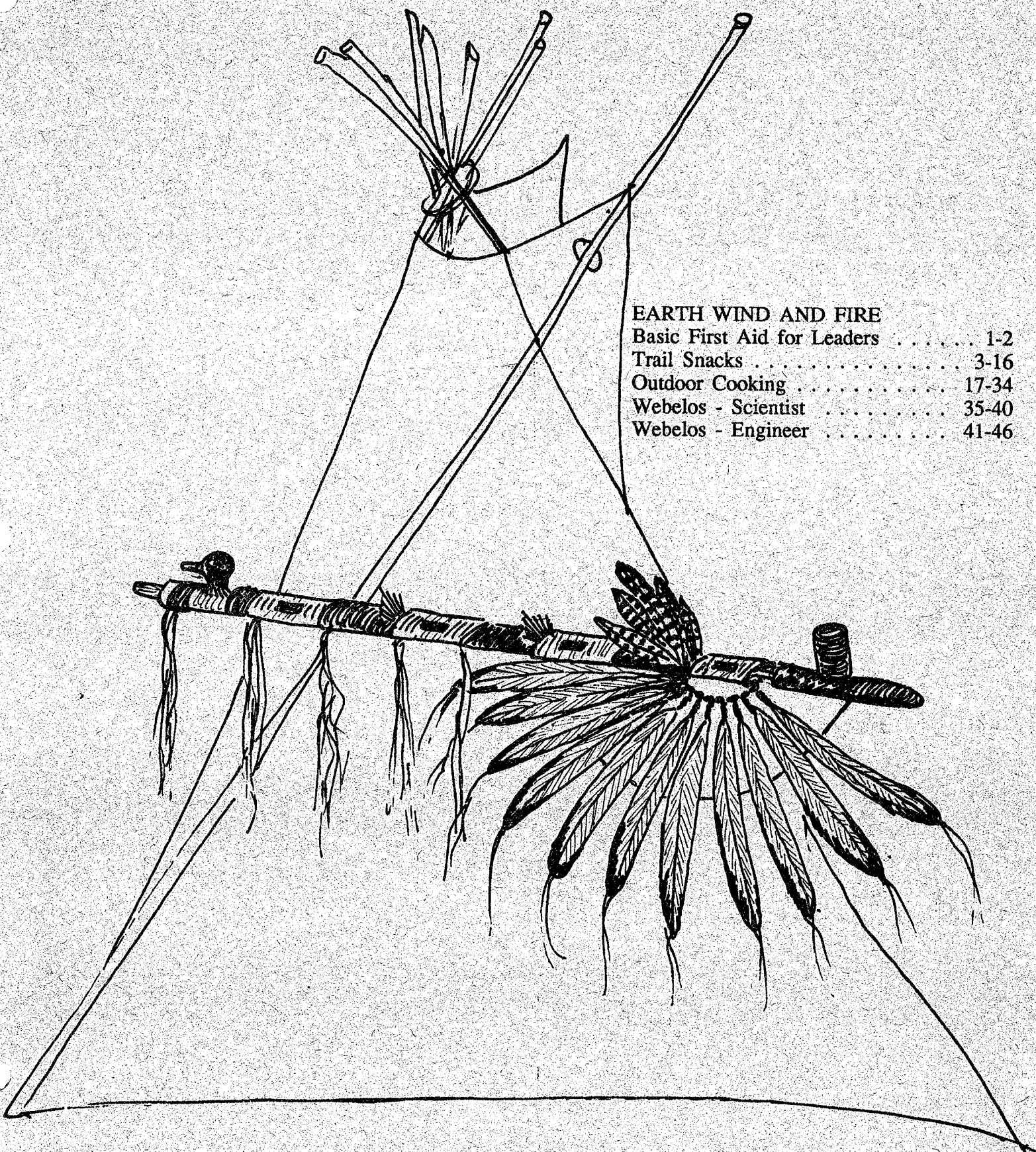
The third man dressed in tattered clothes, he gave his coat a hitch.  
Why should his log be put to use, to warm the idle rich.

The rich man just sat back and thought, of the wealth he had in store,  
And how to keep what he had earned, from the lazy, shiftless poor.

The Black man's face be spoke revenge, as the fire passed from sight.  
All he saw in his stick of wood, was a chance to spite the white.

The last man of this forlorn group, did nothing but for gain,  
Giving only to those who gave, is how he played the game.

The logs held firm in death still hands, was proof of human sin.  
But they didn't die from the cold without, they died from the cold within.



**EARTH WIND AND FIRE**  
Basic First Aid for Leaders . . . . . 1-2  
Trail Snacks . . . . . 3-16  
Outdoor Cooking . . . . . 17-34  
Webelos - Scientist . . . . . 35-40  
Webelos - Engineer . . . . . 41-46



# Basic First Aid for Leaders

Session by:  
Jim Strey  
Bob Southwood



## PUTTING TOGETHER A FIRST AID KIT

Use a small backpack or fannypack.

Some items you may want to include are:

Band-aids; make up a set of various sizes

Gauze pads; there are various sizes but 4 X 4 is most common

Gauze roll bandages; also called kiing. Get various widths, 2 through 4 inches

Ace elastic roll bandages; also comes in various widths

Alcohol; either liquid or presoaked wipes

Bactine or similar antiseptic spray; get a squeeze bottle not an aerosol

Calamine lotion

Cold packs; this is a pack that is activated by breaking a small pouch of water which mixes with a chemical inside the bag causing it to turn cold

Tape; again various sizes from 1/2 inch to 4 inches

Scissors; get a good heavy duty pair, not normal bandage scissors, they are worthless

Tweezers

Plastic bags; food storage size. These can be used to store items in the kit to keep them dry and also used for ice bag.

Pen light flashlight

Cloth strips or triangular bandages for splints and slings

First aid cream

Rubber gloves; simply put, in this day and age you are foolish to not protect yourself and the patient.

These items are suggestions. You may want to add to or subtract from the list. Your kit should be easy to carry and not too heavy. You do not need to have enough supplies to patch up a battle. Just pack enough to get you through a normal outing, you can replace items when you return to civilization. Cut down on weight by putting alcohol in smaller containers if possible. Just be sure to label it properly. You also should have one person in charge of the kit so that it doesn't get lost and can be maintained as need. *You should include a first aid book. I suggest the Boy Scout first aid merit badge book. It is a convenient size, and excellent source of information and would be a bargain at ten times the price.*



## Trail Snacks

Session by:

Bonnie Smith, book contributor

Sue Morris

## TRAIL SNACKS

September -- COMMUNICATIONS

### Snickersnack

4 cups toasted oat cereal  
1 cup (6-1/oz.) salted peanuts  
1 cup golden raisins  
1/4 cup margarine (1/2 stick)  
1 package (6 oz.) semi-sweet chocolate chips

Mix 4 cups cereal, the peanuts and 1 cup raisins in bowl. Melt 1/4 cup margarine in saucepan over low heat. Pour the melted margarine over the cereal mixture, using fork to toss lightly until mixture is coated. Sprinkle the chocolate chips over the mixture and toss again. Serve in bowls for nibbles.

\*\*\*\*\*

### Quick-Peanut Butter Crispies

5 cups crisp rice cereal  
1/2 cup raisins  
1 can vanilla frosting  
1/2 cup crunch peanut butter

Line two 9 or 8 inch round cake pans with foil. In large bowl, combine cereal and raisins; mix well. In small saucepan combine frosting and peanut butter; heat over medium heat until mixture just begins to bubble, stirring frequently. Pour over cereal mixture; mix well until thoroughly coated. Press in foil-lined pans. Refrigerate 1 hour or until firm. Remove from pan. Remove foil; cut each round into 8 wedges. Store covered in refrigerator.

### Snap, Crackle, Pop Cheese Wafers

2 cups grated sharp cheddar cheese (8 oz.)  
1 cup margarine, room temperature  
1 cup all purpose flour  
1 cup whole wheat flour  
1/8 teaspoon cayenne pepper  
1/8 teaspoon salt  
1 teaspoon worcestershire sauce  
2 cups rice krispies cereal

Preheat oven to 375°. Coat 2 baking sheets with non-stick vegetable cooking spray. In a large mixing bowl, mix cheddar cheese and margarine together with an electric mixer at medium-high speed for 2 minutes. Add all-purpose flour and whole wheat flour, cayenne pepper, salt and worcestershire sauce to cheese and margarine mixture. Beat with mixer at low speed until ingredients are just combined, then increase speed to medium-high and beat 2 minutes. Gently knead Rice Krispies into dough with hands. Drop dough by teaspoonfuls into prepared baking sheets. Flatten dough with 2 fingers. Bake for 10 minutes or until lightly browned. Remove wafers from baking sheet with a metal spatula, cool. Store in an airtight container.

\*\*\*\*\*

### Chocolate Crunchola

1/2 cup peanut butter  
1/4 cup (1/2 stick) margarine softened  
1 cup granola or oatmeal  
1/2 cup chocolate chips  
1/2 cup raisins  
1/4 teaspoon vanilla extract  
1/4 cup shredded coconut

Mash peanut butter and margarine together in mixing bowl with fork. Stir in granola or oatmeal, chocolate chips, raisins and vanilla. Blend thoroughly. Roll into bite-size balls and coat with shredded coconut. Store in refrigerator.

October -- LIVING IN THE  
21st CENTURY

**Flying Saucers (Cookie Pops)**

20 vanilla wafers  
2 tablespoons creamy peanut butter  
3/4 cup pink or yellow summer coating pieces  
10 wooden popsicle sticks

Place a piece of waxed paper on a cookie sheet, lay 10 vanilla wafers on the waxed paper, flat-side-up. Spread each with about 1/2 teaspoon peanut butter. Top with the remaining cookies, pressing down to make 10 cookies. Microwave the summer coating pieces in a glass measuring cup on High for 1 minute. Stir with a small rubber spatula. Microwave on high for 1 to 1-1/4 minutes until melted. Stir until smooth. Use a table knife to spread the coating on top of each cookie. Place the cookie sheet in the refrigerator for a few minutes, until coating is hard. Turn the cookie over and spread the other side with melted coating. If the coating mixture has cooled and thickened too much, warm it again on High for 30 seconds and stir. If you wish to make these a cookie pop, place a popsicle stick between the cookies when you spread the peanut butter.

\*\*\*\*\*

**Space Age Sandwiches**

Mini-bagels

Thin sliced beef, chicken, ham or turkey

Thin slices of mozzarella cheese

Slicing the bagel in half, spread with margarine or mustard. Cut meat and cheese to size with doughnut cutter, place meat and cheese on bagel, add bagel top. Decorate with olives.

**Space Shakes**

6 large scoops of vanilla ice cream (3 cups)  
1 - 8 oz. crushed pineapple juice pack  
1/2 cup milk  
1 cup milk

In blender place ice cream, drained pineapple and milk (1/2 cup) Cover and blend till mixture is smooth. Pour mixture into 9X5X3 inch pan. Cover with foil and freeze. Before serving, let ice cream mixture stand at room temperature about 10 minutes. Scoop mixture into blender container. For each serving add 1/4 of frozen mixture and 1/4 cup of milk. Cover and blend just till smooth. Serve right away.

\*\*\*\*\*

**Astronaut Apples**

1/4 cub fresh lemon juice  
1 Granny Smith apple washed, unpeeled and cut into 1/2 inch cubes  
1 Red Delicious apple, (same)  
1 Golden Delicious apple, (same)  
4 tablespoons undiluted frozen apple juice concentrate.

In a large mixing bowl, combine the lemon juice with 1 cup tap water. Place all the apple cubes in the lemon water. Letting the apples soak several minutes. This will keep them from turning brown. Drain the apples, discarding the lemon water. Toss apple cubes gently to mix. Place 1/2 cup of the apple cubes into each container (6 oz.) drinking cups. Spoon 1 tablespoon of juice concentrate over apples in each container.

## November -- PIONEER DAYS

### Johnny Cakes

1 cup yellow cornmeal  
1/2 teaspoon salt  
1 cup boiling water  
1/2 cup milk

Mix the cornmeal and salt. Add the boiling water, stirring until smooth. Add the milk, stir well. Grease a heavy, 12-inch frying pan. Set over medium heat. Drop tablespoon of batter into the pan. Cook until golden, about 5 minutes. Turn the cakes carefully with metal spatula. Cook the other side 5 minutes. Serve the first cakes hot with butter and maple syrup while you cook the rest of the batter.

\*\*\*\*\*

### Nutty Corn Flakes Crunch

1/2 cup margarine  
2/3 cup packed brown sugar  
8 cups corn flakes cereal  
1 cup mixed nuts

Heat margarine in 3 quart saucepan until melted. Stir in brown sugar until blended. Cook over medium heat, stirring constantly, until thick and smooth. Stir in cereal and nuts. Cook over low heat, stirring constantly, until cereal and nuts are coated. Spread in a thin layer on ungreased cookie sheet; cool. Break into pieces. Makes 4 cups crunch.

### Pumpkin Pie Mix

1-1/4 cup crispy corn and rice squares cereal  
1/3 cup chow mein noodles  
1/3 cup broken pecans  
2 tablespoons margarine  
2 teaspoon honey  
1/4 teaspoon pumpkin pie spice

In 1-1/2 quart casserole, combine corn and rice cereal, chow mein noodles and pecans. In a 1 cup measure combine margarine, honey and pumpkin pie spice. Micro-cook uncovered on 100% power (High) for 30 to 60 seconds or till margarine is melted. Stir, pour mixture over cereal mixture, toss to mix. Micro-cook uncovered on 100% (High) for 2-1/2 minutes, stirring twice during cooking. Cool, stirring occasionally. Mix well. Crisp as it stands.

\*\*\*\*\*

### Cartwheels (Jam and Biscuits)

1 package (10 refrigerated) biscuits  
5 teaspoon jam or jelly any flavor

Separate biscuits. Using kitchen scissors to make 5 short cuts around the edge of each biscuit. Do not cut all the way to center. Place on a baking sheet. Press your fingers in the center of each biscuit to make a dent. Spoon about 1/2 teaspoon of jam or jelly into indentation. Bake in a 450° oven for 8 to 10 minutes or until golden. Makes 10.

December -- FOLLOW, HELPS, GIVES

### Dancing Bears Nibbler Wreath

6 oz. vanilla flavored candy coating cut into pieces  
60 (2 inch) round buttery crackers  
Candy coated chocolate flavored bear shaped graham crackers or cereal  
Cherry flavored fruit leather or red gumdrops, if desired

Melt candy coating in small saucepan over low heat, stirring constantly. Place 5 crackers in a circle with about 1/2 inch between crackers. Spread candy coating generously on back side of 5 additional crackers. Arrange coated crackers incircle so that each coated cracker overlaps two crackers beneath it and sides of top cracker touch. Repeat with remaining crackers to make 6 wreaths. Let stand until set. Arrange candy and bears as desired around each wreath; attach with melted candy-coating. Cut 6 bow shapes from fruit leather; attach 1 bow to each wreath with candy coating. Let stand until set. 6 wreaths.

\*\*\*\*\*

### Teddy Garlands

2 oz. vanilla-flavored candy coating, cut in pieces  
36 gummi bears  
36 miniature pretzel tweists  
8 feet ribbon (1/8 inch wide) cut into 16 inch lengths.

Melt candy coating in small saucepan over low heat, stirring constantly. Spread candy coating generously on back side of 6 gummi bears. Attach to 6 pretzels with single hole of pretzel at bottom and head of gummi bears centered over twist in center of pretzel. Repeat with remaining candy coating, gummi bears and pretzels. Let stand until set. Weave 1 piece of ribbon through top holes of pretzel; tie ribbon to Pretzel at each end to secure. Repeat to form 5 more garlands.

### Krunchy Karmel Korn Snack Mix

6 cups puffed popcorn curls or popped popcorn  
2 cups miniature pretzel twists  
1/2 cup salted peanuts  
1 cup firmly packed brown sugar  
1/2 cup margarine  
1/4 cup light corn syrup  
1/2 teaspoon baking soda  
1 teaspoon vanilla  
1 cup of one or a combination of the following candies: (Spiced gum drop candies, candy coated chocolate pieces, licorice snaps, malted milk balls, gummi bears)

Heat oven to 250°. Line 15X10X1 baking pan with foil. In foil-lined pan, combine popcorn curl, pretzel twists, and peanuts. In medium saucepan, combine brown sugar, margarine, and corn syrup. Bring to a boil over medium heat, stirring constantly. Reduce heat; simmer 2 minutes. Remove from heat; stir in baking soda and vanilla. Pour over popcorn mixture in pan; toss to coat. Bake at 250° for 30 minutes, stirring twice during baking. Immediately remove the pan onto new piece of foil. Cool completely, breaking mixture into pieces as it cools. Toss with candies. 11 cups.

\*\*\*\*\*

### Peppermint Pop

2 cubs low-fat milk  
3 tablespoons nonfat dairy milk powder  
1/8 teaspoon peppermint extract  
1/4 cup frozen unsweetened strawberries  
2 peppermint sticks

In a blender jar, combine low-fat milk, milk powder, peppermint extract and frozen strawberries. Cover and blend at low speed for 15 seconds or until smooth. Transfer the milk mixture to a saucepan. Hear at low temperature until hot but not simmering. Pour 1 cup of hot milk for each serving adding a peppermint stick to use like a straw.

January -- KNIGHTS OF THE  
ROUNDTABLE

**Shields, Swords, and Helmets**  
(Crunchy Snack Mix)

6 cups popped popcorn  
2 cups pretzel sticks  
1 cup peanuts  
1/4 cup margarine melted  
3 cups wheat snack crackers  
1/4 teaspoon onion salt  
1/4 teaspoon garlic salt

Mix popcorn, pretzel sticks and peanuts in large bowl. Drizzle with margarine. Stir in wheat crackers. Sprinkle with onion and garlic salt; toss. About 10 cups snacks.

\*\*\*\*\*

**Dragon Fire (Nacho Popcorn)**

1 bag (3.5 oz.) microwave popcorn, popped (10 cups)  
Chili powder  
1/4 cup well drained sliced ripe olives  
3 tablespoon well drained chopped green chilies  
1 cup shredded cheddar cheese (4 oz.)

Remove and discard unpopped kernels from popped popcorn. Divide popcorn between 2 - 10 inch microwavable plates. Sprinkle each with chili powder and half each of the olives, chilies and cheese. Microwave 1 plate at a time uncovered on High about 1 minute or until cheese is melted. (If cheese melts unevenly, rotate plate 1/2 turn after 30 seconds). Serve warm. About 10 cups popcorn.

**Drum Rolls**

Spread 2 tablespoons peanut butter over 1 - 6 or 7 inch flour tortilla. Top with 1 tablespoon any flavor jam or jelly. If you like, add 1 tablespoon chopped apple, raisins or sunflower nuts. Roll up tortilla.

\*\*\*\*\*

**Fife and Drum Dip**

Stir 2 tablespoons peanut butter and 1 tablespoon toasted coconut into 8 oz. carton vanilla yogurt. Use sliced apples or pears as dippers.

\*\*\*\*\*

**Jester's Rattle**

1 can (6 oz.) frozen orange juice concentrate  
1 can (12 oz.) evaporated skim milk  
3 containers (6 oz. each) raspberry 100% natural low-fat yogurt  
1 tablespoon honey  
15 paper cups (3 oz. size)  
15 wooden ice-cream sticks

Place orange juice concentrate, milk, yogurt and honey in blender container. Cover and blend on medium-high speed 5 to 10 seconds or until smooth. Divide among paper cups. Freeze 30 minutes. Insert ice cream sticks in center of frozen mixture. Freeze at least 8 hours until firm. Remove from paper cups to serve.



February -- SCOUTS AROUND  
THE WORLD

**Bambino**

- 1/4 cup tomato paste
- 1/4 teaspoon garlic salt
- 1/2 teaspoon oregano
- 18 round snak crackers
- 3 thin slices hard salami (4 oz.)
- 1/3 cup shredded cheddar cheese

Mix tomato paste, garlic salt, and oregano in bowl with fork. Arrange 18 crackers on ungreased cookie sheet. Spread 1 teaspoon tomato paste mixture on each cracker with spatula. Cut each salami slices into 6 pieces on cutting board. Top each cracker with 1 salami piece. Sprinkle the salami with cheddar cheese. Heat oven to 400°. Heat Bambinos for 3 to 5 minutes or until cheese melts. Lift Bambinos with pancake turner.

\*\*\*\*\*

**Hawaiian Crunch**

- 3 cups honey graham cereal
- 1 cup salted peanuts
- 1 cup raisins
- 1 cup dried banana chips
- 2 tablespoons honey
- 1/2 teaspoon ground cinnamon
- 1/4 teaspoon salt
- 4 cups popcorn
- 1 cup flaked coconut

Heat oven to 300°. Mix cereal, peanuts, raisins and banana chips in jelly roll pan, 15-1/2 X 10-1/2 X 1. Heat margarine and honey in 1 quart saucepan over low heat until margarine is melted. Stir in cinnamon and salt. Pour over cereal mixture and toss until evenly coated. Bake 10 minutes, stirring once. Stir in popcorn and coconut. Sprinkle with additional salt if desired. Store in

airtight container.

**Chocolate Orient**

- 12 rice cakes
- 1 can ready to spread frosting - chocolate
- 1 cup peanut butter

Spread a thin layer of peanut butter on top of each rice cake. Spread frosting over the top and sides of the rice cakes. Refrigerate 3 to 4 hours.

\*\*\*\*\*

**Mexican Snack Squares**

- 2 (8 oz.) can crescent dinner rolls
- 16 oz. can refried beans
- 1 cup dairy sour cream
- 2 tablespoons taco seasoning mix (from 1- 1/4 oz. package)
- 6 oz. (1-1/4 cups) shredded cheddar cheese
- 1/2 cup chopped green onions
- 1/2 cup chopped green bell pepper
- 1 cup chopped seeded tomatoes
- 1/2 cup sliced ripe olives
- Salsa if desired

Heat oven to 375°. Unroll dough into 4 long rectangles, place crosswise in ungreased 15X10X1 inch baking pan; press over bottom and one inch up sides to form crust. Firmly press perforations to seal. Bake for 14 to 19 minutes or until golden brown. Cool completely. Spread beans over crust to within 1/2 inch of the edges. In small bowl, combine sour cream and taco seasoning mix; mix well. Spread sour cream mixture over beans. Sprinkle cheese, onions, green peppers, tomatoes and olives evenly over sour cream. Cover; refrigerate 1 hour. Cut into squares. Serve with salsa.

## March -- THINGS THAT GO

### Hot Dog-its

- 1 pound hot dogs
- 1 package flour tortillas
- 1 cup picante sauce
- 1 small onion, chopped
- 1 cup grated cheese

Place hot dog on tortilla, sprinkle with onion, add picante to taste. Roll ingredients in tortilla and place on paper plate. Microwave for 1-1/2 minutes on High. Grated cheese can be added if desired.

### Walking Salad #2

Make mini kabobs. Using cubes of cheese, pineapple chunks, cubes of meat and stuffed olives and threading them on toothpicks mixing flavors. Pack in sandwich bag or small container to carry with on your hike.

### Peanut Polka Dot Bars

- 1 pound vanilla flavored candy coating, cut into pieces
- 1/2 cup peanut butter
- 2 cups crisp rice cereal
- 1 cup chopped peanuts
- 1/2 cup candy coated chocolate pieces

Lightly butter 13X9 inch pan. In large saucepan over low heat, melt candy coating and peanut butter; blend well. Remove from heat. Stir in cereal and peanuts, mix well. Press mixture evenly in buttered pan. Immediately sprinkle chocolate pieces over bars; press lightly. Allow to set 45 to 60 minutes. Cut into bars. Store in tightly covered container.

### Walking Salad #1

Wrap a 4 inch slice of bologna around a pickle, or use a strip of cheese. Fasten with toothpick. Pack in a sandwich size ziploc bag and carry with on your hike.

### Inside Out Sandwiches

- 2 tablespoon cheese spread (any flavor)
- 2 teaspoons mayonnaise
- 1/4 teaspoon prepared mustard
- 2 slices firm textured bread
- 1 - 2-1/2 oz. package Buddig meat  
(chicken, ham, turkey, corned beef)

If the cheese spread is in the refrigerator, take it out and let it stand on the counter about 15 minutes so it will be easy to mix. In a small bowl use a spoon to stir together the cheese spread, mayonnaise, and mustard. Set it aside. With a table knife, carefully cut the crust from the bread slices. Spread the cheese mixture on one side of a bread slice. Top with the other bread slice. Cut the sandwich into 5 long strips. For each sandwich, use 2 meat slices on top of another slice so that half of the bottom one is covered. Put one sandwich on the edge of the meat, roll up the sandwich strip inside the meat. Do the same thing with the other bread strips and meat slices to make 5.

### Back Pack Snack

- 3 cups granola cereal
- 1/2 cup peanuts
- 1/2 cup candy-coated chocolate pieces or semi-sweet chocolate chips
- 1/2 cup raisins
- 1/2 cup chopped dried apricots
- 1/2 cup chopped dates

In large bowl, combine all ingredients. Store in airtight container. 5-1/2 cups.

## April -- THE FIRST AMERICANS

### Thunderbird Drink

1/2 cup orange juice  
1/2 cup grape juice

Combine juices and add ice and stir.  
This is easily multiplied.

\*\*\*\*\*

### Sweet Stuff from the Shinnocoks Tribe

#### Dry Stuff-

2 cups rolled whole wheat flour  
2 cups old fashioned style oatmeal  
1/2 cup unsalted peanuts  
1/2 cup raw cashews  
1/2 cup coconut  
1 tablespoon salt  
1/2 cup sesame seed  
1 cup sunflower seeds  
1 cup wheat germ

#### Wet stuff-

1 cup vegetable oil  
1 cup honey

Combine all these ingredients in a large bowl and blend with your hands. Prepare wet stuff. Warm honey until soft. Blend oil and honey until creamy. Pour wet stuff into dry stuff. Mix all together in the bowl. Spread the stuff on a large cookie sheet. Toast at 200° to 300° in the oven for 30 minutes. Stir often to brown evenly until crisp but not too dark. Can be eaten with milk, raisins, apple or any other fruit.

### Fruit Pemmican

1 cup raisins  
1/2 cup honey  
1/2 cup milk powder  
1/2 cup wheat germ  
1/2 cup soy flour  
1/4 cup wheat bran  
1/4 cup each almonds, walnuts, brazils or filbert whole or chopped  
2 tablespoons corn oil  
enough grape or apple juice to make thick batter  
variation: add dates or chopped apricots

Mix all ingredients well. Spread into 8 inch square pan. Bake at 300° for 30 to 40 minutes or until firm. Cut into squares but allow to cool before removing from pan.

\*\*\*\*\*

### Hassanamisco Fruit Bars

1/4 cup maple sugar or dark corn syrup  
1/2 cup water  
1 cup mixed dry fruit and nuts  
1/2 cup apple or orange juice

Melt maple sugar in 1/4 cup of juice in a saucepan over low heat. Add rest of juice, nuts and fruit. Simmer for 1/2 hour over low heat. The longer you simmer the harder the mixture will get. Spread it over sheet of aluminum foil to cool. To make candy bars sprinkle a little salt on the mixture and cut into bars.

## May -- BUGS AND THINGS

### Boulders, Fish, Sticks and Seeds (Savory snack mix)

8 cups popped popcorn  
2 cups salted fish-shaped crackers  
2 cups whole almonds  
2 cups thin pretzel sticks  
1/3 cup margarine, melted  
1/4 cup grated Parmesan cheese  
1/2 teaspoon garlic powder  
1/4 teaspoon onion powder

Heat oven to 350°. Mix popcorn, crackers, almonds and pretzels in large bowl. Mix remaining ingredients. Pour over popcorn mixture. Toss until evenly coated. Spread in ungreased rectangular pan, 13X9X2 inches. Bake 15 minutes, stir, bake 15 minutes longer; cool. About 10 cups snack.

\*\*\*\*\*

### Cinnamon Snails

4 slices whole wheat bread  
1/4 cup soft style cream cheese  
3 tablespoons sugar  
1-1/2 teaspoon ground cinnamon  
1/4 cup melted butter or margarine

Trim the crust from the bread slices. Spread 1 tablespoon of cream cheese on each slice of bread. Roll up bread slices with cream cheese on the inside, cut each roll into thirds. Stir together sugar and cinnamon till well mixed. Dip each cut roll into the melted margarine, then into the sugar-cinnamon mixture. Do not dip the ends of the rolls. Place rolls, seam side down, on an ungreased baking sheet. Bake in a 350° oven about 12 minutes or till light brown and crisp. Serve warm or cool. Makes 12.

### Mud Pie

1 cup of granulated sugar  
1/2 cup of margarine, melted  
1 teaspoon of vanilla  
1/4 teaspoon of salt  
2 eggs  
1/3 cup all purpose flour  
1/3 cup of cocoa  
1 cup of chopped nuts (if you like)  
1/4 cup of fudge sauce, or fudge ice cream topping  
1 cup of chilled whipping cream  
2 tablespoon powdered sugar

Heat the oven to 325°. Grease a round pan, 8X1-1/4 inches, or a pie plate, with shortening. Mix granulated sugar, margarine, vanilla, salt, eggs, flour and cocoa in a medium bowl with a wooden spoon; stir in nuts. Pour into pan. Bake until wooden pick inserted halfway between center and edge comes out clean, about 25 minutes. Immediately prick holes in pie with wooden pick. Spread fudge sauce over top. Cool completely. Beat whipping cream and powdered sugar in a chilled small bowl until stiff; spread over fudge sauce or topping if you like. Store pie in refrigerator. Makes 6 to 8 servings.

\*\*\*\*\*

### Dippity Sticks

8 six ounce drinking cups  
16 tablespoons peanut butter  
(2 tablespoons for each cup)  
6 medium carrots scraped and cut into 24 sticks  
8 three inch sticks of 97% lean ham  
8 three inch low-fat cheddar cheese  
Spoon 2 tablespoons of peanut butter into each of the 8 cups. Push 8 carrot sticks, 1 ham stick, and 1 cheese stick into the peanut butter in each cup. Wrap with plastic and store in refrigerator.

June -- GENIUS NIGHT

Winning Waffles

Wonderful wafflewich - toast 2 frozen waffles. Spread 1 waffle with peanut butter. Arrange 1 small banana sliced on top of peanut butter. Top with second waffle. Cut in half.

Sugar and spice Waffles - combine 1 teaspoon sugar and 1/8 teaspoon ground cinnamon. Toast 2 frozen waffles according to package directions. Sprinkle with sugar mixture, squirt dessert topping on waffles and sprinkle with pecans.

Pie a'la mode waffle - Toast 2 frozen waffles. Heat 1/2 fruit pie filling in a small saucepan till warm. Place some ice cream on each waffle. spoon pie filling over ice cream.

Yo-Go waffles - toast frozen waffles. Top waffle with vanilla or fruit flavored yogurt. Sprinkle with chopped nuts.

\*\*\*\*\*

Mix and Match Cereal Gorp

Choose one from each column and mix together. Let your Scouts create their own gorp.

3 cups

- Cherrios
- C i n n a m o n
- Toast Crunch
- Country Corn Flakes
- Golden Grahams
- Kix
- Trix
- Wheaties

1 cup

- Almonds
- Mixed nuts
- Peanuts
- Pecans
- Pumpkin seed
- S u n f l o w e r
- seed
- Walnuts

1 cup

- Banana chips
- C h o p p e d
- dates
- Currents
- D r i e d
- Apricots
- Dried Fruit
- Bite
- FlakedCoconu
- t
- Raisins

1 cup

- Butterscotch chips
- Candy coated
- chocolate
- candies
- Candy coated peanut
- butter candies
- Chocolate chips
- M i n i a t u r e
- marshmallows
- Peanut butter chips
- Vanilla milk chips

Bow Ties

- 12 slices soft-texture bread
- American cheese spread
- 6 slices bacon

With a serrated knife, trim crust from bread slices. Spread a thin layer of cheese spread on the bread slices. Cut each bacon slice in half crosswise. Roll up a bread slice jelly roll style with the cheese on the inside. Wrap a bacon piece around the center. Repeat with remaining bread and bacon. Place on a baking sheet with overlapped ends of bacon on bottom. Bake in a 400° oven about 12 minutes or till bread is toasted and bacon is crisp. Remove. Serve.

\*\*\*\*\*

Smart Cookies

Cookie tarts are easy! Spread large cookies with vanilla ready to spread frosting or softened cream cheese and top with sliced fruit or fruit preserves.

July -- FUN IN THE SUN

### Frank-a-bobs

- 1 can (13-1/4 oz.) pineapple chunks  
(option - use small can of potatoes instead of pineapple)
- 10 frankfurters
- 2 tablespoons oil

Light charcoal and adjust grill so it is about 4 inches from coals. Drain the can of pineapple chunks. Cut each frankfurter into 5 equal pieces. Place 1 frankfurter piece on each skewer, then 1 pineapple chunk, then frankfurter pieces then so on, until 5 frankfurter pieces and 4 pineapple chunks are on each skewer. Brush Kabobs with 2 tablespoons of oil. Cook Kabobs on grill 5 minutes on each side.

\*\*\*\*\*

### Fruit Gobber

- 3-5 apples, peaches, pear, or the berries equivalent
- 1/2 cup sugar
- 1/2 teaspoon cinnamon
- 1 cup pancake mix or biscuit mix
- 1/4 - 1/3 cup milk

Slice the fruit or (reconstituted and dry fruit) and place in a small skillet or pie plate. Cover with sugar, the cinnamon, and a dish of salt. Mix the pancake or biscuit mix with milk until it's the consistency of pancake batter - kind of runny. Pour this over the fruit. Bake for 45 minutes at 350° or slow cook over the fire until the fruit is tender and the batter is firm. Serve with milk or ice cream.

### Camper's Foaming Soda Pop

Fill your glass with your favorite carbonated soda, 1/3 of the way to the top. Stir in 2 tablespoons instant dry milk. Serve right away; adding more soda as you need it.

\*\*\*\*\*

### Firecrackers

Spread peanut butter on graham crackers, sprinkle the top with candy or coconut. You may also use mini-bagel, pita triangles, or tortillas.

\*\*\*\*\*

### S'more 'n More

- 2 graham cracker squares
- 1 tablespoon marshmallow cream
- 1 teaspoon mini-chocolate chips
- 1 tablespoon peanut butter

Place 1 cracker square on a paper towel. Spoon the marshmallow cream in the middle of the crackers. Sprinkle with chocolate chips. Microwave on High for 10 seconds or until the marshmallow cream spreads close to the cracker's edge. Remove from the oven. Spread the remaining graham cracker squares with peanut butter, place over other crackers. Let stand for one minute.

\*\*\*\*\*

### Doughnut S'more

Cake doughnuts - chocolate candy bars - mini-marshmallows

Cut in half: Place chocolate on one half and marshmallow on other. Grill 3 to 4 inches for several minutes (until marshmallows softened. Put together.

August -- INSIDE NOAH'S ARK

**Purple Cow Shakes**

- 1 can (6 oz.) frozen grape juice
- 1 cup milk
- 2 cups vanilla ice cream

Pour the juice and milk in blender and add ice cream. Cover and blend on high speed 30 seconds. Serve right away.

\*\*\*\*\*

**Cinnamon Bears**

- 2 teaspoons sugar
- 1/2 teaspoon cinnamon
- 3 slices whole wheat bread
- 1 tablespoon margarine
- 9 raisins

Combine sugar and cinnamon in small bowl. Preheat oven to broil or use toaster oven. Use a bear shaped cookie cutter to create bears out of whole wheat bread slices. Place bears on a baking sheet. Toast bears until lightly browned, about 30 seconds to 1 minute on second rack from top of oven. Turn the bears. Spread margarine on top side of each bear and sprinkle with cinnamon sugar. Broil 1 to 2 minutes until cinnamon sugar crystallizes. Remove from oven. Use raisins to create eyes and mouth.

\*\*\*\*\*

**Orangeatang**

- 1 cup orange juice
- 1 cup cranberry juice

Mix together and serve with ice.

**Reindeer Sandwich**

- 1/2 cup creamy natural peanut butter
- 2 tablespoons honey
- 3 slices whole wheat bread
- 6 raisins
- 3 red M & M Peanuts
- 6 pretzel twists, unsalted

Combine peanut butter and honey in a small bowl. Stir until smooth. Place bread slices on a cutting board and cut each into triangles using a bread knife. Spread triangles using a table knife and peanut butter. Create a reindeer by decorating each triangle with 2 raisins for eyes, a red M & M for the nose, and two pretzel twists for antlers.

\*\*\*\*\*

**Tiger Bites**

- 1 - 10 oz. package (about 40) regular marshmallows
- 1/4 cup margarine
- 1/3 cup peanut butter
- 7-1/2 cups or one 10 oz. package Kellogg's Frosted Flakes cereal

In a 4 quart microwavable bowl, melt margarine and marshmallows on High 3 minutes, stirring halfway through cooking. Stir in peanut butter until mixture is smooth. Add Frosted Flakes cereal, stirring until well coated. Using a buttered spatula or waxed paper, press mixture into a lightly greased 13X9X2 inch pan. Cut 1-1/2 X 2 inch bars. Range-top method: Melt margarine in large saucepan over low heat. Add marshmallows and stir until completely melted. Remove from heat. Follow rest of steps.

MORE ----

### Turtle Bread

2-1/4 to 3 cups all-purpose flour  
1 package quick-acting active dry yeast  
1 tablespoon sugar  
1 teaspoon salt  
1/2 cup water  
1/3 cup milk  
1 tablespoon margarine  
1 egg  
2 raisins

Mix 1-1/2 cups of the flour, the yeast, sugar and salt in a large bowl. Heat water, milk and margarine to 125° to 130°; stir into the yeast mixture. Stir in egg. Stir in enough of remaining flour to make the dough easy to handle. Sprinkle a surface lightly with flour, turn the dough onto the surface; knead until smooth and elastic, about 5 minutes. Lightly grease a cookie sheet. Shape a 2 inch piece of dough into a ball for head. Shape 4 walnut size piece of dough into balls for feet. Shape 1 walnut size piece into a tail. Shape remaining dough into a ball for the body; place on cookie sheet and flatten slightly. Attach head, feet and tail by placing 1 end under the edge of body to secure. Press raisins into head for eyes. Cover and let rise 20 minutes. Heat oven to 400°. Make crisscross cuts into body, 1/4 inch deep, to look like a turtle's shell. Bake until golden brown, 20 to 25 minutes. Makes 1 turtle bread.

\*\*\*\*\*

### Crazy Cow

1 cup apple juice  
1 cup milk

Mix and serve chilled.

### Peanut Butter and Apples on Raisin Bread

3/4 cup crunchy peanut butter  
1/4 cup apricot preserves  
1 teaspoon dry mustard  
8 slices raisin bread  
2 medium pared or unpared eating apples,  
thinly sliced  
salad greens

Mix peanut butter, preserves and mustard; spread over bread. Arrange apples and salad greens on 4 slices of raisin bread. Cut crosswise twice to make 4 triangles.

\*\*\*\*\*

### Crunch Italian Popcorn Mix

1 bag (3-1/2 oz.) microwave popcorn  
popped (10 steps)  
3 cups bugle-shaped corn snack  
1 teaspoon Italian seasoning  
1/2 teaspoon garlic powder  
1/3 cup grated Parmesan cheese

Remove and discard unpopped kernels from popped popcorn. Mix popcorn and corn snack in 4 quart casserole (microwavable). Place remaining ingredients except cheese in 1-cup microwavable measure. Microwave uncovered on High about 1 minute or until margarine is melted; stir. Pour over popcorn mixture. Toss to coat evenly. Microwave uncovered 2 to 4 minutes, stirring every minute, until toasted. Sprinkle with cheese and snipped parsley if desire; toss. Serve warm. Makes 10 cups.



# Outdoor Cooking

Session by:

Ted Nadolski, book contributor  
Leona Foster



## TYPES OF OUTDOOR COOKING

While cooking indoors and outdoors overlap and require the same skills, the cooking outdoors is especially appealing to Cub Scouts. Here are various types of cooking, and little helps to make these successful.

**TOASTING** "to brown by heat." Best done over good coals; patience in waiting for the fire to burn to coals is its own reward. Toast evenly done on all sides. When a flaming fire must be used, hold the food to one side of the flames, instead of in or over them, or the food will be smoked instead of toasted.

**BROILING** "to cook by direct exposure to heat." Broiling is a method used in cooking meat, especially tender cuts like chops or steak. It is usually done on a green stick, or on a wire rack. Best done over coals, turning often, cooked slowly.

**STEWING OR BOILING** "to cook in water." tougher cuts of meat are good for stew but it takes longer to cook. For stews, meat should be browned quickly in fat, and cooked slowly in water until tender. Generally, the longer the cooking, the better the stew. For boiling, have a cover on the pot to hasten the action; put the kettle on the fire as soon as it is going to catch all the heat.

**FRYING** "to brown or sear in fat in a pan." Best done over coals. Only a small amount of fat is necessary for frying. Draining fried foods on a paper towel or napkin helps to get rid of excess grease. When frying bacon, onions, etc., for a one pot meal, fry in the bottom of the kettle to be used, and pour off the grease when brown, adding other ingredients as needed.

**TIN CAN STOVES** often used for frying.

**ON-A-ROCK COOKING** is another kind of frying in which a flat stone is heated and used as a frying pan.

**STEAMING** is cooking by steam. Aluminum foil cooking is a steam process.

**BAKING** can be done many ways outdoors. One way is on the end of a green stick. Another way is in a reflector oven. Dutch ovens are also used for baking.

**NON-UTENSIL MEALS** are those where you use hot kettles or pans, but make any implements you need, like broilers or toasting sticks.

**ONE-POT MEALS** are those where many ingredients make the main dish. Everything is prepared in one kettle.

**BEANHOLES** are "fireless cookers" in the ground.

**BARBECUES** are ways of roasting large pieces of meat over coals; a special sauce is used for basting the meat.

## FIRE BUILDING

### TO BUILD A FIRE

Place well-stocked woodpile 10 to 15 feet away from the fire area and suspend horizontally to keep away from moisture. Use three types of wood:

**TINDER** - Twigs and branches smaller than your little finger (dried grass or pine needles).

**KINDLING** - Wood the size of your little finger to the size of your wrist.

**FUEL** - Pieces of wood the size of your wrist and larger.

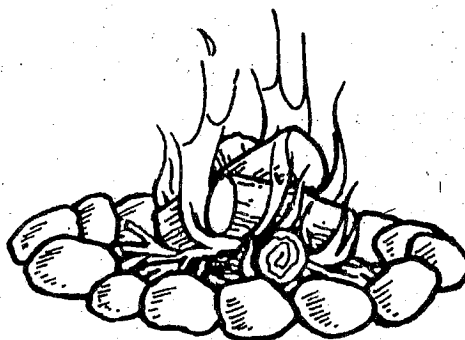
Start by placing tinder in center of the fire area, then arranging kindling and fuel over and around it. Leave spaces for air circulation. Arrange wood so the flames and heat from the tinder will ignite the kindling which will heat the fuel until it burns. After fire is going well, add more fuel from time to time. Wood fires burn down to form coals which give off steady even heat.

### FIRE SAFETY

*Build campfire in safe places* - shelter from wind and keep away from brush, trees or overhanging limbs.

In campgrounds, always have fires at designated places.

Outside campgrounds clear ground to mineral soil and use rocks to enclose fire are.



*Never leave your fire unattended.*

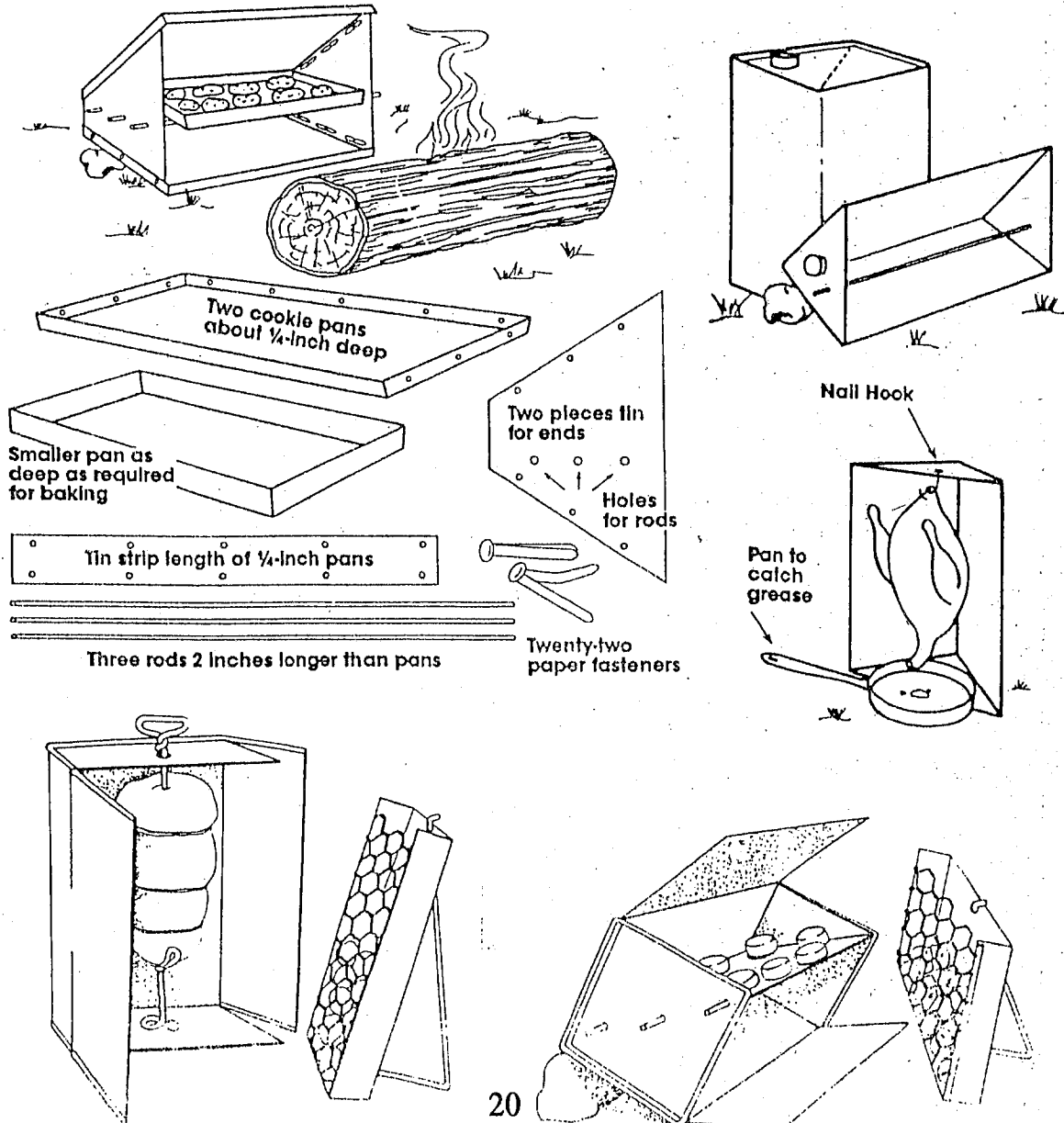
*Always keep a bucket of dirt or water and a shovel nearby* in case of emergency.

*Extinguish campfire* before you leave the site and make sure fuel is cool.

The camper builds his fire to fill his needs. If you are planning to cook, a horizontal bed of coals is your best bet. For baking, you will need flames that radiate heat.

## OUTDOOR COOKING CRAFTS

You can make everything you need to cook with for your camping. No, it doesn't cost much - just your ingenuity and planning and time. It depends on what you want as to where you look to find the parts. Number 10s and 5 gallon square cans you can get from a restaurant, hotel or filling station. The big round cans from a fish store or a baker. The boys can bring the smaller ones from home. All you need is a can opener, a pair of tin snips, a pair of pliers, a little wire, a nail for a punch, a metal file, emery cloth and an old pair of gloves to protect the hands for the metal crafts. Be careful of sharp edges. Crimp edges over with a pair of pliers and pound them down, or strike the edges with a file and round them off with emery cloth. Try places like the Salvation Army and Goodwill As Is stores for cookie pans. Here are some examples of **REFLECTOR OVENS** you can make. A reflector oven is used for roasting or baking. Heat from the open fire is reflected onto the food from the back panel and ground layer of foil or metal.

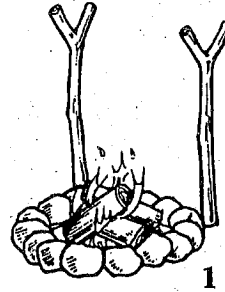


This reflector oven can be made by the boys at the campsite.

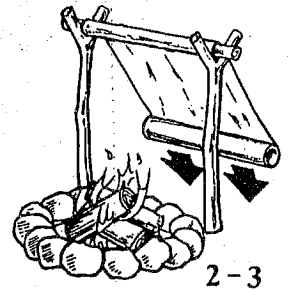
**Materials:**

- 2 22" straight sticks
- 2 Y sticks measuring 20" below Y
- 1 roll heavy duty aluminum wrap  
18" wide
- 1 baking rack
- 5 flat rocks
- 2 pot holders

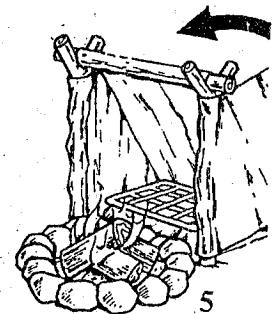
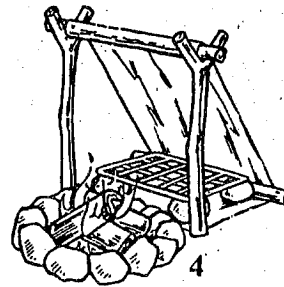
1. Insert two Y-shaped sticks, about 18" apart, firmly into the ground at edge of fire ring, and close enough so that the head of the fire is reflected into the oven.



2. Remove aluminum foil from box. Wrap end around a straight 22" stick and place across Y-shaped openings.

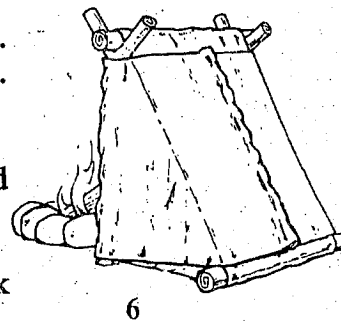


3. Unroll foil sheet down toward the ground at a 45° angle. Lay another 22" stick at ground level to hold the foil secure. Bring remaining foil forward allowing enough space on the foil behind the Y-shaped sticks to hold a baking rack. Gear off sheet.



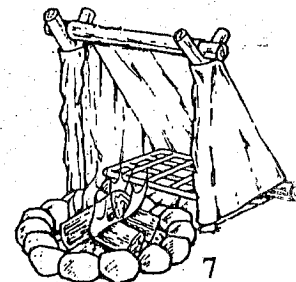
4. Place baking rack on 4 rocks in oven.

5. For side panel, wrap 18" edge of foil to Y stick. Extend to center back of oven. Tear off sheet. Repeat with other Y stick.



6. Fold sheets together starting at upper corner and fold towards back of oven.

7. To use open oven by unfolding side panel at back of oven. Secure again quickly to prevent heat loss.



## TRI-POD REFLECTOR OVEN

This is a fabulous way to cook meat in which the most difficult thing is to make the wire hoops to hold the charcoal. The meat is great and you will want more. Make four chicken wire hoops about 18" tall large enough around to hold charcoal briquets. Stake these down with metal tent stakes, nails, or green wood around a fire pit about 14" apart. Fill with charcoal and get them started.



Make a tri-pod of strong green wood which will fit inside the charcoal holders. Wire or chain a turkey or chicken (or whatever) so the breast is hanging down. This way it will not dry out. You can run three wires through the turkey and then back up the outside and twist at the top. Have a pan or #10 can to put under the turkey to catch the drippings.

After the charcoal is going good, bring the tri-pod with the turkey and put inside the four charcoal containers. Put the pot under the turkey.

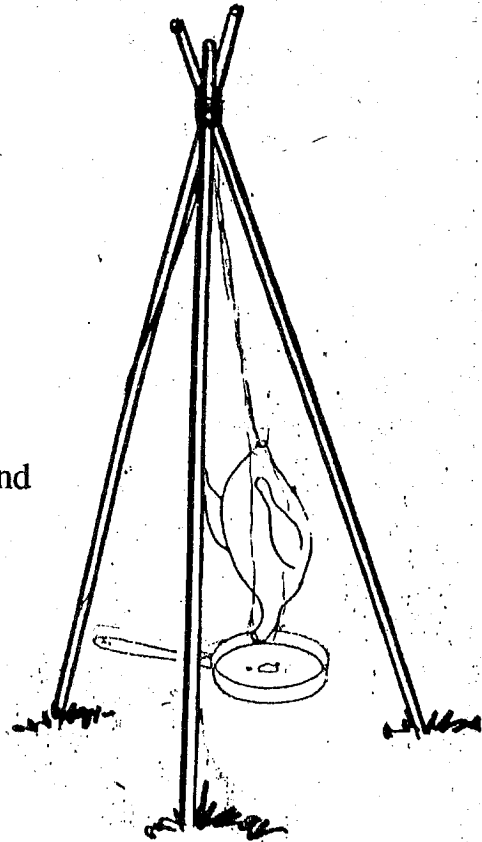
You could leave this open or make it into a reflector oven by wrapping aluminum foil around it. Make sure you leave a place to get in to test the turkey.

You can now go off and do a project with your den and come back and prepare the rest of the meal.

### Temperature Chart

Determine the approximate temperature of a fire by the number of seconds you can hold your hand over the coals. Be careful not to burn yourself.

<u>Approximate Temperature</u>	<u>Type Fire</u>	<u>Seconds</u>
250-325°	Slow	6-8
325-400°	Medium	4-5
400-500°	Hot	2-3
Over 500°	Very Hot	1



## CARDBOARD OVEN BOX or BOX OVENS

Box ovens are easy and fast to make and the food baked in them is delicious to eat in the out-of-doors. Your boys will have a great time baking and telling Mom about "their oven". Here are a variety of ways to make a box oven.

### *Materials:*

- Wire cake-cooler (or something similar)
- One strong cardboard box (such as wine boxes, as they are very rigid)
- Masking tape
- A roll of wide cooking foil
- Four metal tent pegs
- Lots of patience (which all Cub Scout leaders have)

### *Directions:*

-Remove the top and bottom of the box, using a sharp knife.

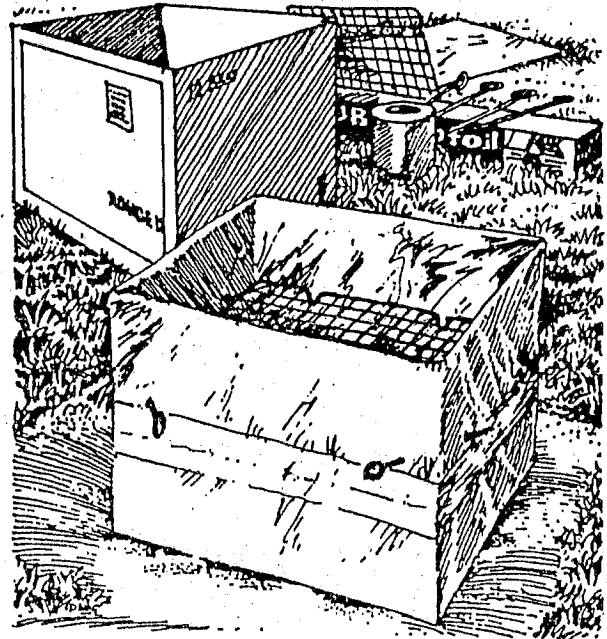
-Taking a lot of care, completely cover the inside and outside of the box with foil. Use masking tape on the outside to secure it. To do this, you will need to lay your strips of foil on the inside so that 6 inches of foil sticks out at the top and bottom of the box. Fold the foil over and fix in place on the outside of the box.

-Cover the cardboard lid with foil.

-Make a shelf by pushing the four metal pegs through the corners of the box (as shown) and then rest the wire cake cooler upon these supports. The shelf should be supported about 6 inches above the ground.

-Dig a shallow pit with the same width and length as the box, and light a good fire in it - or use charcoal for best results.

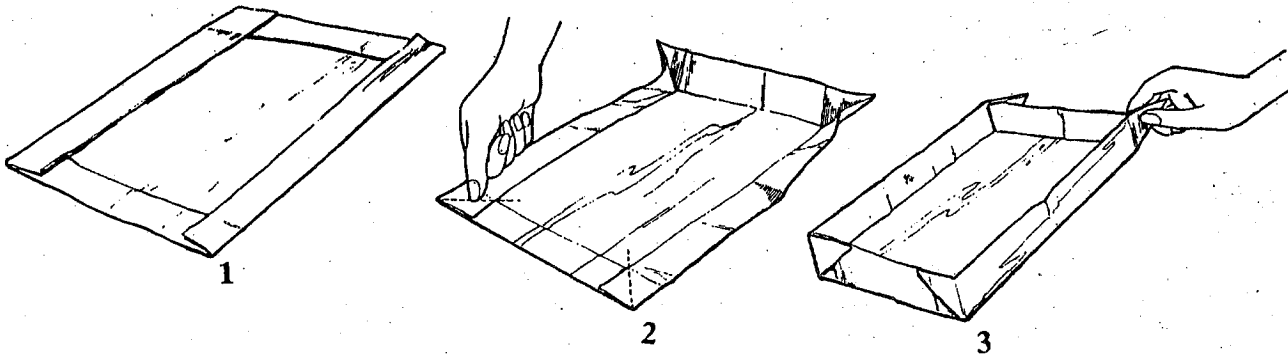
-When the glowing embers form, place the oven above the coals. Position your food on the shelf inside it. Put the lid on top, securing it in place with stones.



## BAKING PAN, BAKING SHEET OR DRIP PAN

1. Use two sheets of heavy duty aluminum foil six inches longer and six inches wider than the desired size of pan. Fold all edges 1-1/2 to 2 inches.
2. Score corners.
3. Fold again forming 1-1/2 to 2-inch sides and miter corners against sides of pan.

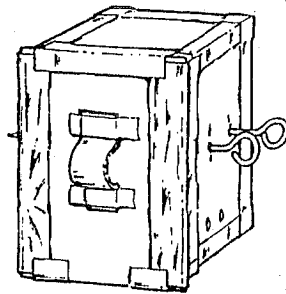
**Baking Pan:** Use 3 sheets of heavy duty aluminum foil to form a pan for batter foods such as cakes, brownies and cornbread. For added stability, place pan on metal grill rack before filling with batter.



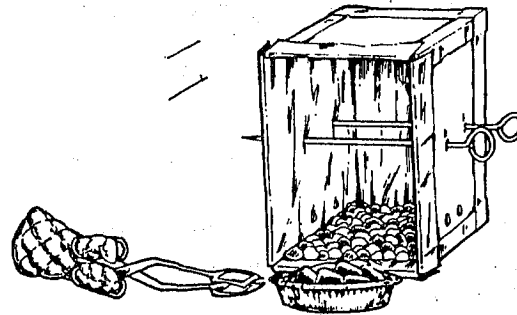
## CARDBOARD OVEN BOX

### Materials:

- 1 square or slightly rectangular untreated cardboard box 1" wider than rack
- 1 baking rack
- 2 metal skewers 2" wider than box
- 1 roll heavy duty aluminum foil
- Duct tape
- 1 piece cardboard 1/4" larger than box
- 1 piece cardboard 8" X 2"
- 2 pot holders
- 1 aluminum foil cake pan (8-3/8" X 1-1/2")
- Charcoal briquets



4-6



1-3

7-9



**Directions:**

1. Cut the top off a box and line the inside with heavy duty aluminum foil.
2. Cover outside box seams with duct tape to keep heat from leaking out.
3. Approximately 2 inches from bottom of each side of box, punch two 1/4" holes, 4" apart. Halfway up box, insert two metal skewers equal distance from front and back of box to support metal baking rack.
4. To make door, use cardboard sheet which is 1/4" larger than oven opening. Line inside with foil. Bend cardboard strip to form handle. Tape ends to outside of door.
5. Tape door to top of opening so that the door swings freely.
6. Place oven box on level ground.
7. For safety and to prevent burning of the box, cover bottom of oven box with a 1/2' layer of sand or pebbles.
8. Place a single layer of briquets in cake pan. Light charcoal outside of oven box; wait 20 to 30 minutes for coals to burn until ashy gray.
9. Pull pan of ashy gray coals into oven using long handled tongs. Preheat for 5 to 10 minutes. Prop door closed with a rock.

**HELPFUL HINTS**

If coals do not continue to burn inside box, punch more holes for ventilation. Charcoal will hold heat for approximately 1 hour. If you plan to use the oven longer, add charcoal gradually while the coals are still hot.

Always use pot holders when removing foods from oven.

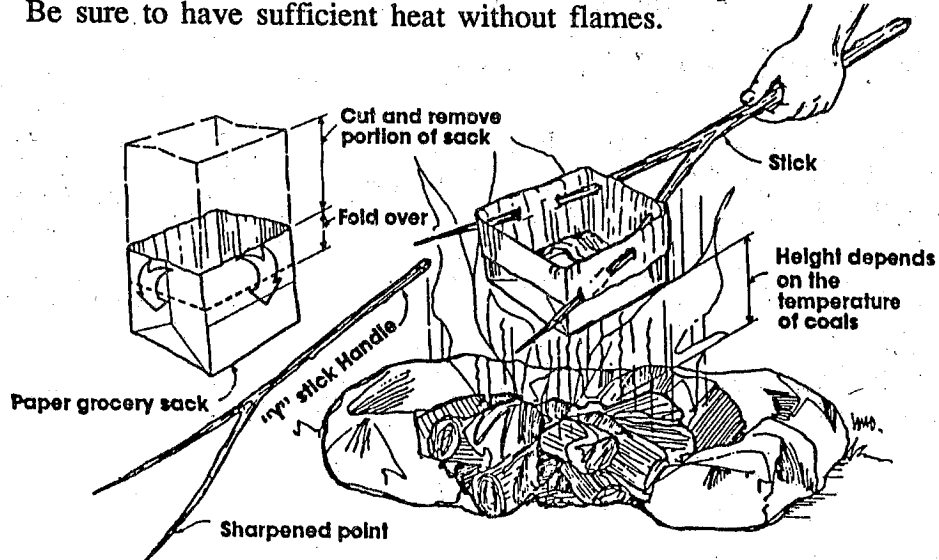
**CAUTION:**

Some boxes are more suitable than others. If the cardboard begins to smoke, discontinue use and extinguish heat source.

\*\*\*\*\*

**Grocery Sack Bacon and Egg**

Prepare and fold the brown grocery sack as shown. Be sure the sack is clean and empty. Find a suitable "handle" and make a pan as shown. Place the bacon in the sack first. Cook the bacon and then place your egg. Cooking time depends on the heat of the prepared coals. Be sure to have sufficient heat without flames.



Always be sure to have sufficient heat and no flames

**BREAKFAST OVER HOT COALS USING PAPER GOODS**

## Another Box Oven

### Materials:

Cardboard box, approximately  
12" X 16" X 14" deep for  
large cake; 12" square  
for smaller cake

Aluminum foil  
Scotch or masking tape  
Knife

4 to 6 empty 12 oz. beverage  
cans

Charcoal

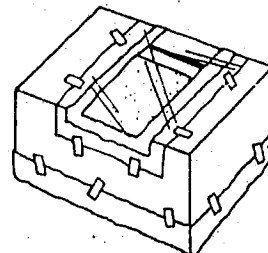
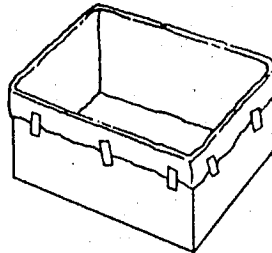
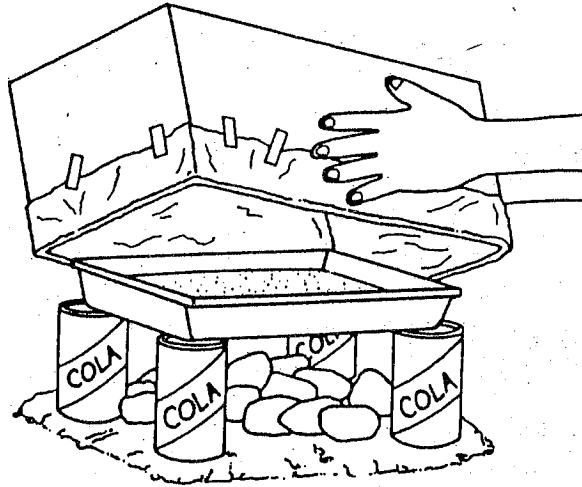
Plastic roasting wrap  
(optional)

Cake pan

Cake mix and/or ingredients

Canned frosting

Decorator frosting with fancy  
tip, tube or push-button  
can.



### Directions:

For a 9' by 13' cake, cut the top flaps off a large box. Line the inside of the box with aluminum foil, bringing the foil around the edges and down the outer side about 4 inches. Anchor with tape. If you want to watch what is happening in your oven, cut a square hole in the solid top of the oven box and tape clear plastic roasting wrap tightly over the hole.

Fill four empty beverage cans about half full with sand or dirt, place them in the charcoal pit so each can will support a corner of your cake pan.

Light 14 pieces of charcoal; then mix your cake.

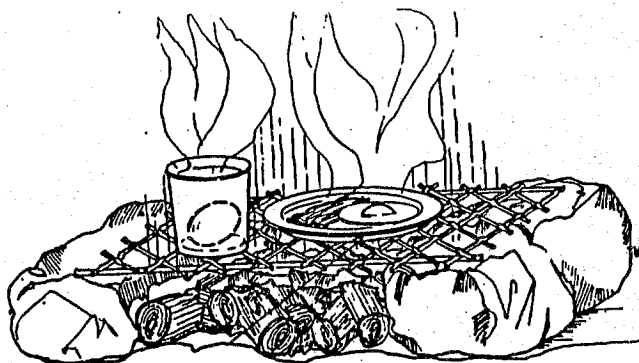
When the charcoal is giving off even heat, spread the coals, set cake pan on the beverage cans and place cardboard oven over the pan. Make a small gap for air at each end of the oven by scraping some dirt away. Air circulation is needed to keep the charcoal burning.

Bake cake for the length of time specified in the recipe. Do not peek! Lifting the box will cause the oven to lose heat.

If you use an 8" square pan and a 12" square box for the oven, light only 12 pieces of charcoal.

### Paper Cup Hard-Boiled Egg

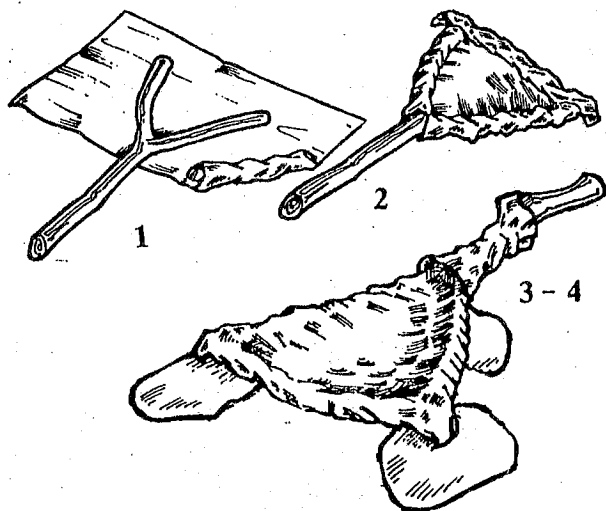
Fill unlined, unwaxed hot paper cup with water (3/4 full). Allow water to boil. Place egg into cup. You may use a aluminum foil to cover cup but be sure to puncture the foil to vent steam. Use caution when removing egg. A pair of metal tongs should be nearby.



### Paper Plate Bacon and Egg

Using an unlined, unwaxed paper dining plate, place bacon in first. If the heat is sufficient, the bacon should start simmering immediately. After the bacon is cooked, crack the egg directly over the bacon. Having sufficient heat without flames, the paper plate will not burn. The underside of the plate will be charred.

### Forked Stick Frying Pan



1. Use a forked stick with prongs wide enough to contain food. Center stick on 2 sheets of heavy duty aluminum foil. Wrap double the width of fork opening.

2. Starting at bottom corners, roll foil diagonally toward fork; crimp securely around each side of fork. Roll top edge down.

3. Turn forked stick over; depress the center slightly to form a well to hold food and to keep liquids from running off. Roll a sheet of heavy duty aluminum foil around neck of pan handle to protect stick from fire.

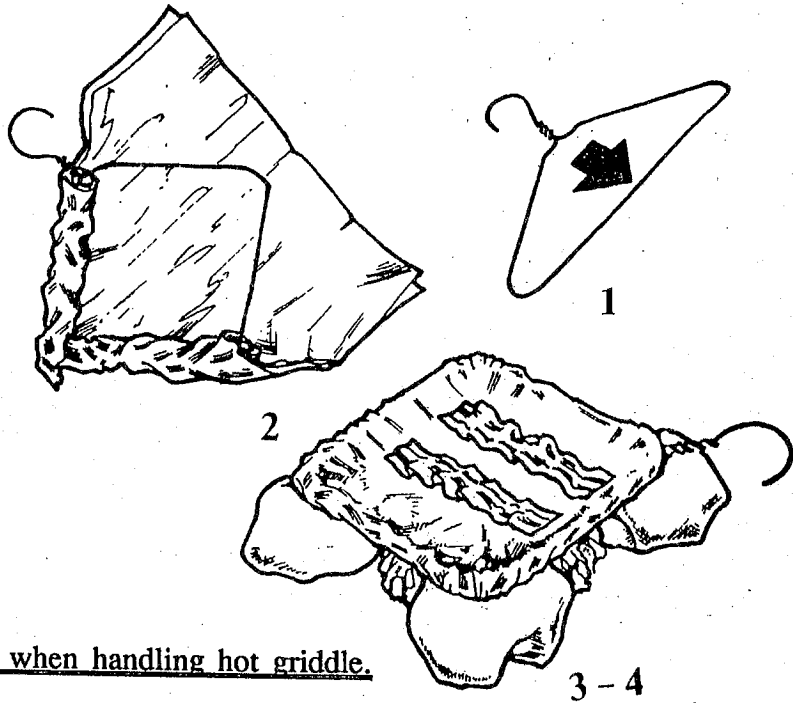
4. To use, frying pan can be propped over hot embers by resting on rocks.

Bacon and Eggs Place bacon slices in frying pan. Cook over hot embers 10 to 20 minutes or until bacon is crisp; remove bacon. Break eggs in hot grease. Cook 5 to 10 minutes or until desired doneness.

Fish Lightly grease frying pan; heat over hot embers several minutes. Dip fish in cornmeal; place in pan. Cook over hot embers 20 minutes, turning several times, or until fish flakes easily. Cooking time varies with the size of the fish.

## Coat Hanger Griddle

1. Pull bottom of coat hanger into a square of wire. Bend the hook downward to make a handle.
2. Center hanger on 2 sheets of heavy duty aluminum foil 1-1/2 times the size of square. Roll each side toward wire rims, crimping until secure.
3. Turn griddle over; depress the center slightly to form a seal to hold food.
4. To use, prop griddle on rocks over hot embers.



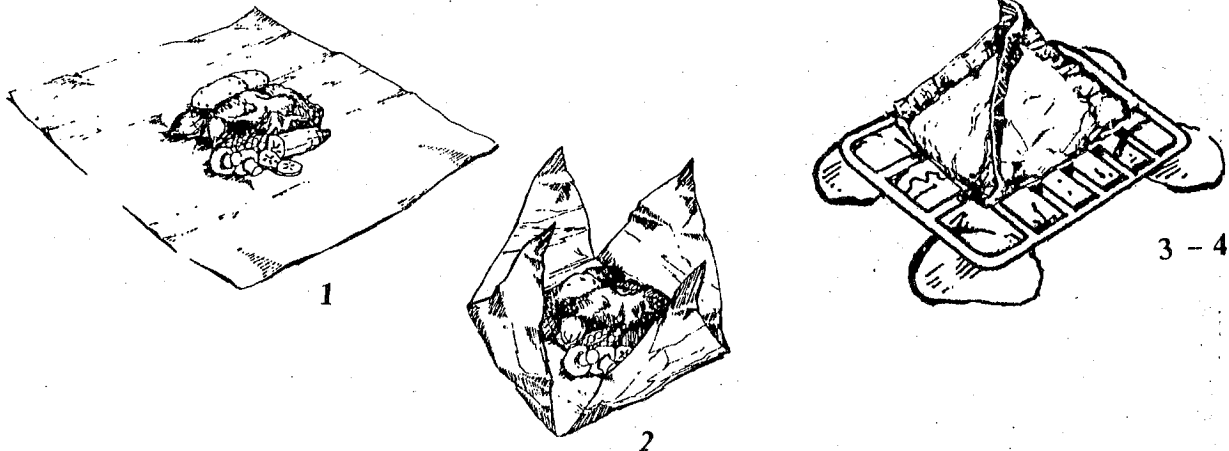
**CAUTION:** Always use pot holders when handling hot griddle.

Heat and Serve Sausage Links Place sausage links on griddle; cook over hot embers 6 to 10 minutes, turning several times until browned.

English Muffin Pizzas Split and toast English muffins. Spread each muffin half with tomato sauce and sprinkle with oregano and shredded cheese. Place on griddle and cook over hot embers 15 minutes or until cheese is melted.

## Bundle Wrap

1. Place food in center of a sheet of heavy duty aluminum foil large enough to permit adequate wrapping.
2. Bring 4 corners of foil up together in a pyramid shape.
3. Fold the open edges together in a series of locked folds, allowing for heat circulation and expansion. Place bundle flat on embers to prevent leakage or on grill rack over embers. Use long-handled tongs to rotate bundles.



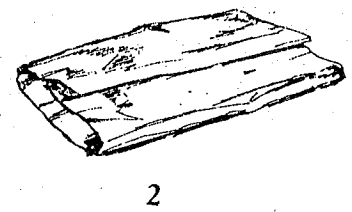
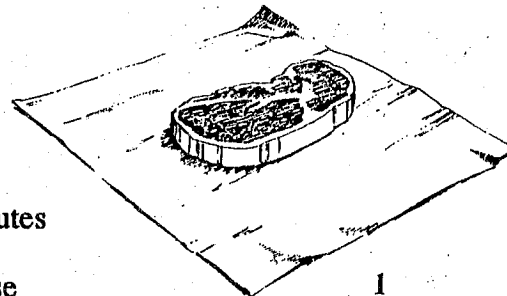
**Bundle Wrap Popcorn** Place 3 tablespoons popping corn and 1 tablespoon oil in center of a double thickness of heavy duty aluminum foil. Bundle wrap and place on metal rack 3" over hot embers. Heat 10 to 15 minutes using long handled tongs, shake occasionally, or until popping stops. Top with salt or grated Parmesan cheese.

**Individual Campfire Bundle** Tear off a sheet of heavy duty aluminum foil. Thinly slice 1/2 baking potato and 1/2 carrot. Place half of the vegetables in center of foil; sprinkle with 1 teaspoon instant onion soup mix. Shape 1/4 # lean ground beef into a 3" patty; place on vegetables and sprinkle with 1 teaspoon soup mix. Top with reserved vegetables and 1 teaspoon soup mix; bundle wrap. Cook in hot embers 15 to 20 minutes, rotate bundles using long handled tongs.

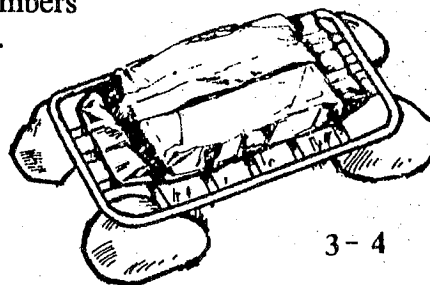
## DRUGSTORE WRAP

1. Place food in center of a sheet of heavy duty aluminum foil large enough to permit adequate wrapping.
2. Bring 2 sides of foil up over food. Fold down loosely in a series of locked folds allowing for heat circulation and expansion.
3. Fold short ends up and over again, crimp to seal.
4. Place packets in hot embers or on grill rack over embers. Rotate using long handled tongs.

**Stuffed Potato** Lightly grease potato; slit at 1/4" intervals. Do not cut all the way through. Place onion slices, mushroom slices, celery salt, pepper, paprika and butter in slits; drugstore wrap. Cook in hot embers 25 to 30 minutes or until tested done, rotating frequently. To serve, open packet and top with cheese slice; close packet to melt cheese.



**Ham and Cheese Pita** Cut pita bread in half; stuff each half with a slice of ham and cheese; drugstore wrap. Cook in hot embers 5 minutes or until heated, turning once.



## Cook with Paper, Sticks, Stones, Oranges

### Brown-bag Biscuit

Saturate bottom and sides of paper bag with cooking oil. Place prepared dough in bag and heat. Bag should hang high enough not to burn but low enough to receive good heat.

### Egg on a Stick

Pierce small holes in egg and pass stick through egg. Heat over coals. Be sure the stick is from a nonpoisonous plant. Avoid holly, yew, elm or laurel.

### Kabob

Skewer 1" cubes of meat. Sear meat until brown. Remove from stick. then add onions, green pepper, and tomatoes between meat. Broil over coals. Turn occasionally until done.

### Orange or Onion Shell Eggs

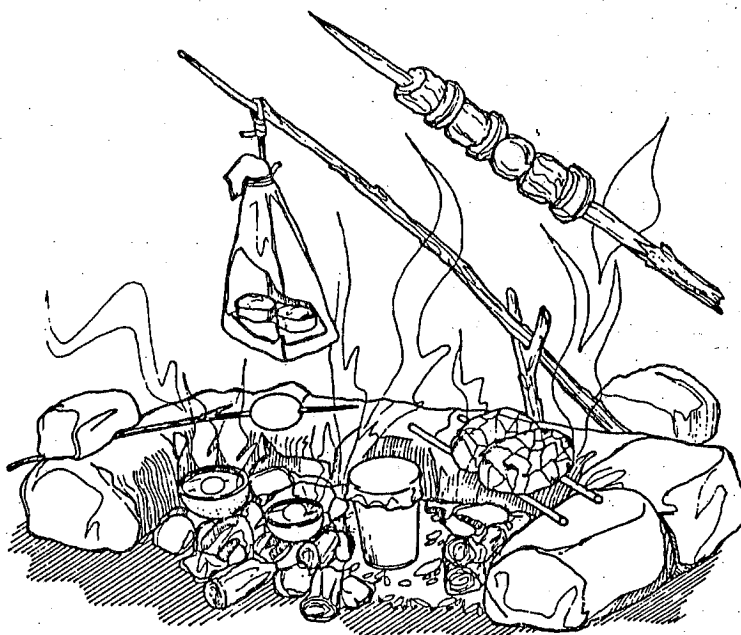
Cut orange in half and remove meat of same. Crack egg into peel and place directly on coals. Do the same using a hollowed onion for onion flavored eggs.

### Paper Cup Rice

Rinse half a cup of rice and add water just below top of cup. Seal top with aluminum foil and place close to coals but not directly on the coals. Use unlined, unwaxed hot cups.

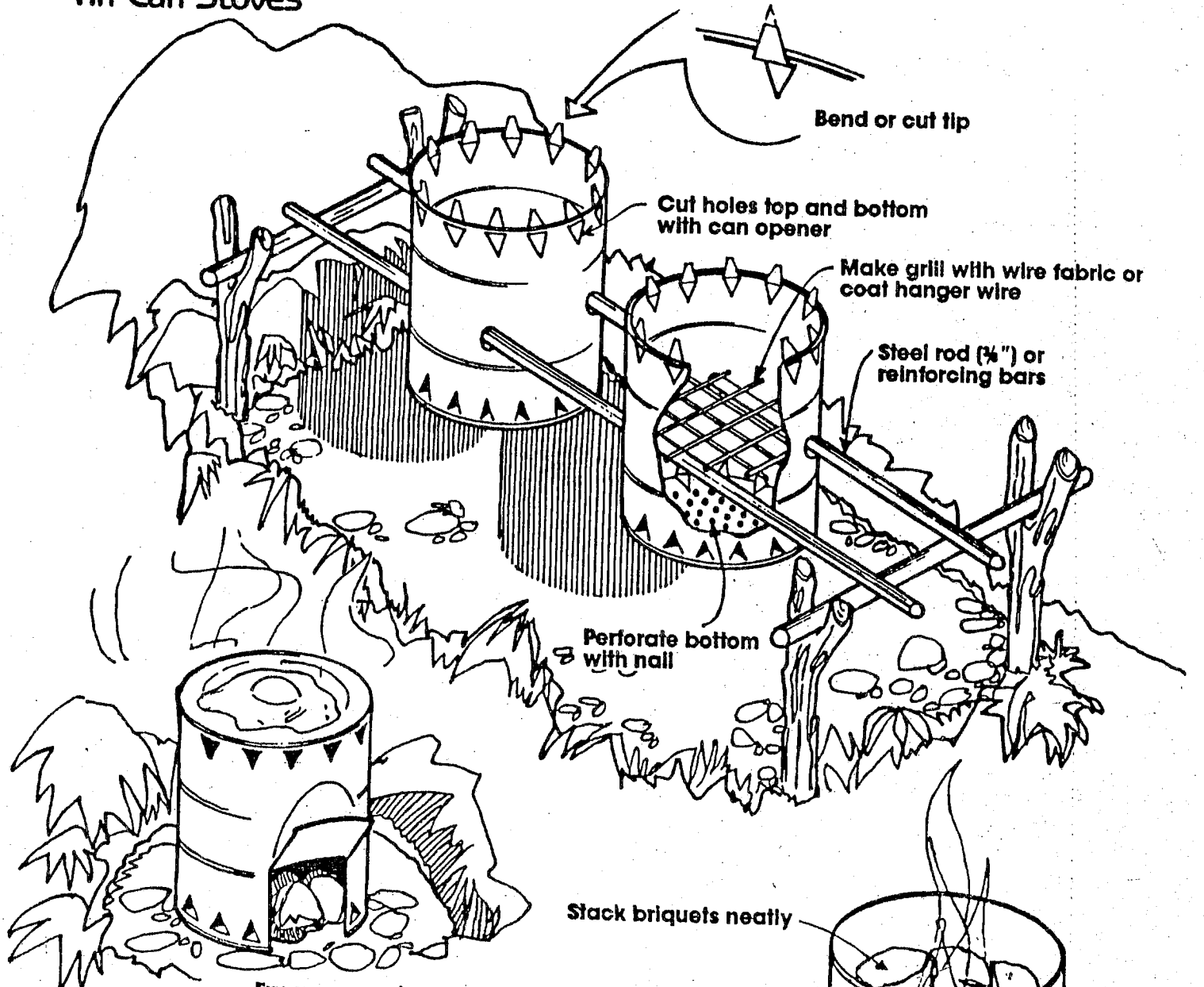
### Hot Potatoes

Wrap cleansed potato in aluminum foil and place over strong heat. Bake approximately 1 hour, turning side to side occasionally. Stick a knife or fork into potato to check doneness.





# Tin Can Stoves



Bend or cut tip

Cut holes top and bottom with can opener

Make grill with wire fabric or coat hanger wire

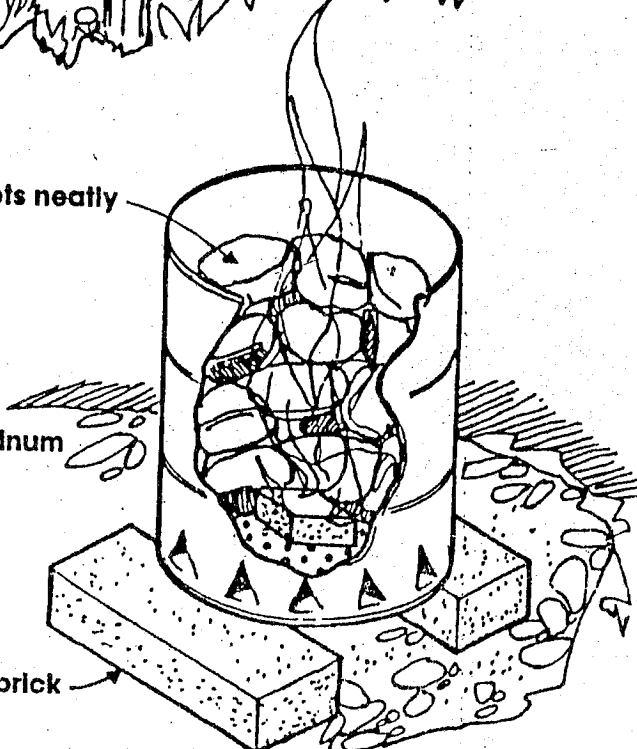
Steel rod (1/4") or reinforcing bars

Perforate bottom with nail



Fry an egg using a clean can upside down with holes cut as shown

Stack briquets neatly



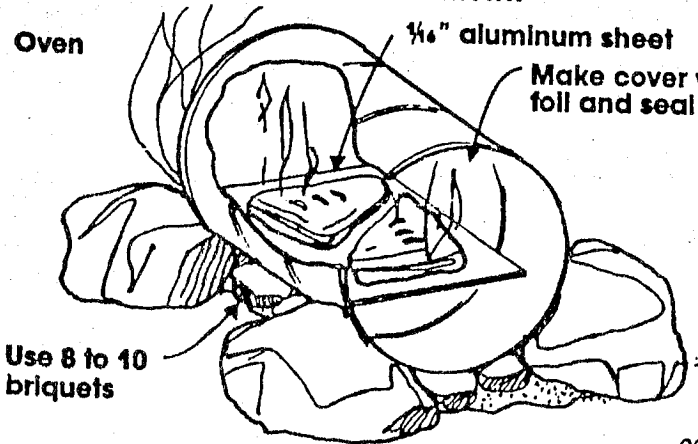
Fire brick

**Fast Charcoal Starter** You can easily start briquets by placing them neatly around the walls of the can making a "hollow" in the middle. Place a fire starter and light. (See page 00 for fire starter instructions.)

Oven

1/8" aluminum sheet

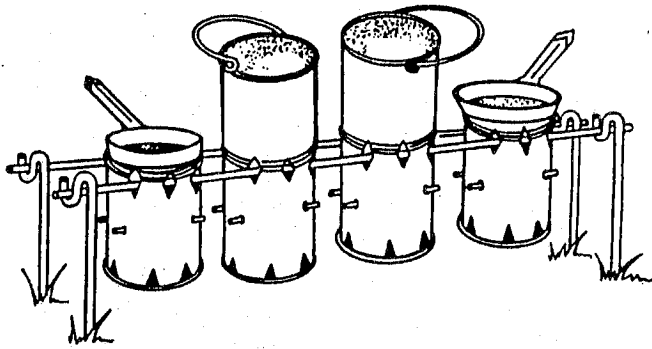
Make cover with aluminum foil and seal tightly



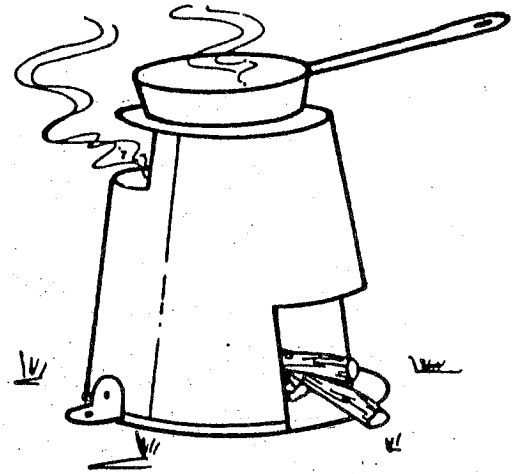
Use 8 to 10 briquets

Bake turnovers or muffins using can as oven over rock cradle.





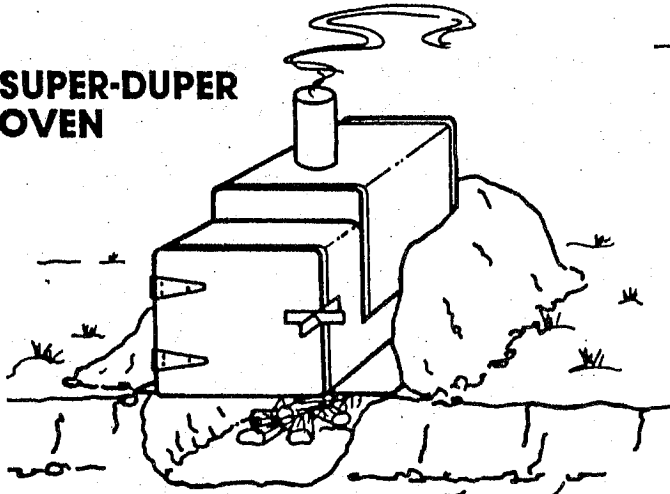
You can use iron rods for holding a battery of stoves.



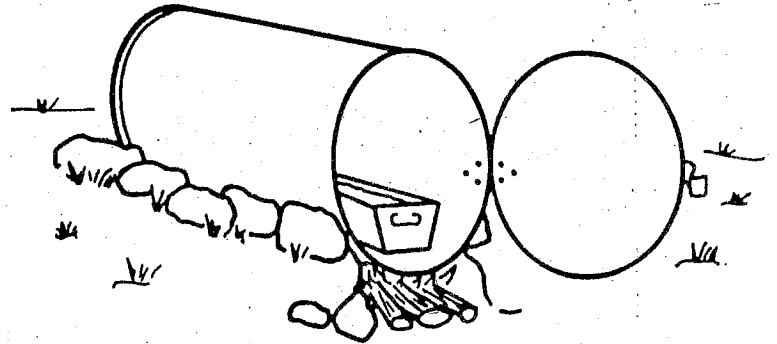
### BUCKET STOVE

This bucket stove is so efficient you only need small kindling wood and pencil-size sticks.

### SUPER-DUPER OVEN

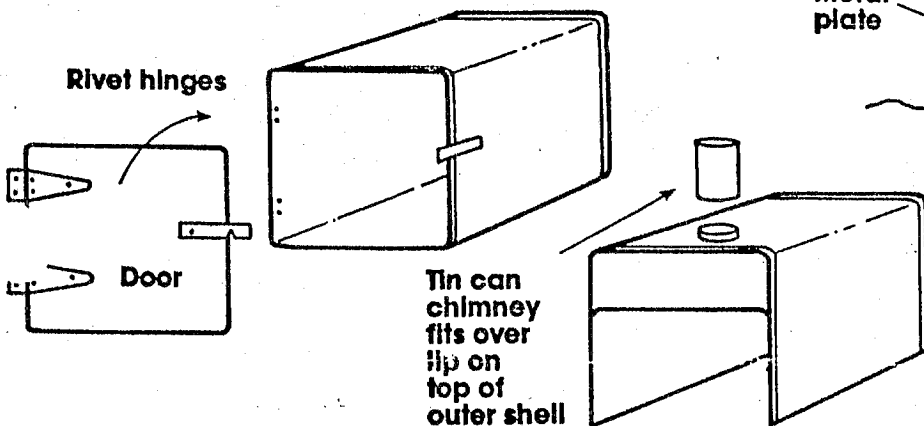
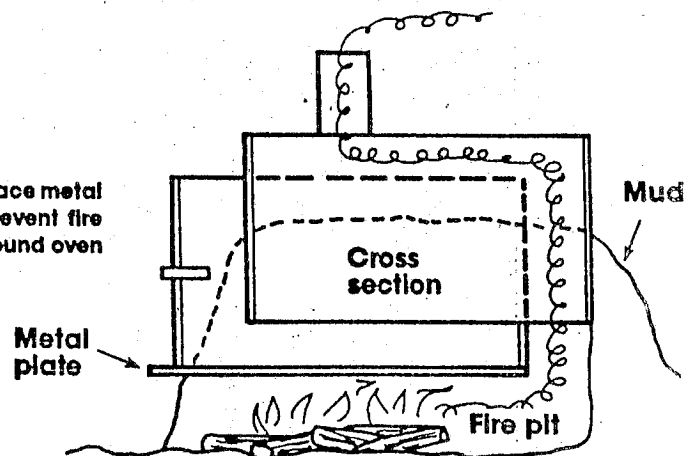


Made from two 5-gallon oil cans with a tin can chimney.



### CIRCULAR TIN CAN OVEN WITH HINGED LID

Works best if fire pit is dug into small bank. Place metal plate over pit and place oven on top to prevent fire from direct contact with oven. Pack mud around oven to make air tight.



Top surface can be used for cooking.

## SIMPLE RECIPES

The following ideas are simple to cook and the techniques can be easily remembered by even the youngest Scout.

**Tarzan Steak** Blow the white ash from your glowing coals and place the steak directly onto the coals, cooking for about 5 minutes per side.

**Fried Eggs** Bury a flat stone in the hot coals and when hot enough (a drop of water on the stone will sizzle if the stone is hot enough to cook on), sweep the ashes off. Crack an egg directly onto the stone, using a surround of green sticks to contain the egg if necessary. Burgers, sausages, and bacon can also be cooked in this way.

**Twists** Mix flour, water, and a pinch of salt together to form a thick dough. Take a piece of this dough and roll it into a snakelike length, wrapping it around a stick (with bark removed). Support over embers, turning occasionally until the outside turns brown. Serve with butter and/or jam. Add raisins and cinnamon to the dough for a deluxe version.

**Instant Hot Dogs** Lay sliced onions on a small, double thickness of foil, add a sausage and wrap up sealing the ends tightly (and making sure that there is a fair amount of air left inside the package). Place on embers for about 7 minutes, onion side down so that the sausage does not stick to the foil) and when cooked, pop the meat and onions into a bread roll for a quick and easy hot dog.

**Baked Potatoes** Encase a medium-size potato in a 1" thick layer of mud or clay and place on hot embers for about an hour. Turn occasionally.

**Simple Kebab** Remove the bark from a thin green stick and onto it, spear slices of bacon, mushrooms, sausage, carrot, and peppers. Support the skewer over glowing embers. Turn occasionally. Remove when it is crisp and golden brown.

**Pineapple Pud** Slice the top off a fresh pineapple using a sharp knife. Use a spoon to carefully remove center of fruit. Fill this with a mixture of raisins, pineapple (discard fibrous core), sliced apple, and grated chocolate. Replace the top of the pineapple, securing it in place with two sticks, and bury in hot embers for about 30 minutes.





## **Webelos**

**Scientist session and information by:**

**Terry Serrano**

**Pat Calloway**

**Engineer session and information by:**

**Barry Sanders**

**Helping:**

**Bill Lee**

**Oscar Smith**

## WEBELOS - SCIENTIST

"We're going to do WHAT? - Science work! - We do that in school. - We want to do FUN stuff." As a Webelos Leader you have heard this at times. But earning the Scientist Pin can be a lot of fun. Also, through many experiments, the questions of - What if?, Why? and How? can be answered.

The motto "Be Prepared" really applies in earning this activity badge. Preparing for experiments, one must remember materials needed, number of Scouts, amount of time for the experiment to be completed, space available and HOW to do it. Practice before you do it is advised!

But what happens if an experiment goes wrong? Don't panic - Be a scientist and find out what went wrong and correct it. That's a very important part of Science. Learn from doing.

After all the Fun, don't forget to share with your Pack. The Webelos will enjoy showing the illusions and experiments they have done. But they will be very proud when a younger Cub Scout looks up to them and says, "Wow".

### Where to Look?

Program Helps

Pow Wow Books

Roundtable

Library - look under Science Projects, Experiments, Mr. Wizard.

The Discovery Center - There are many experiments to do. But it would be a good idea to go there first and see what you want to use and develop your program.

### Some books we used:

Arrow Book of Project Fun by Leonore Klein

Mr. Wizard's 400 Experiments in Science by Don Herbert and Hy Ruchlis

Electricity and Wheels by Ralph A. Richardson

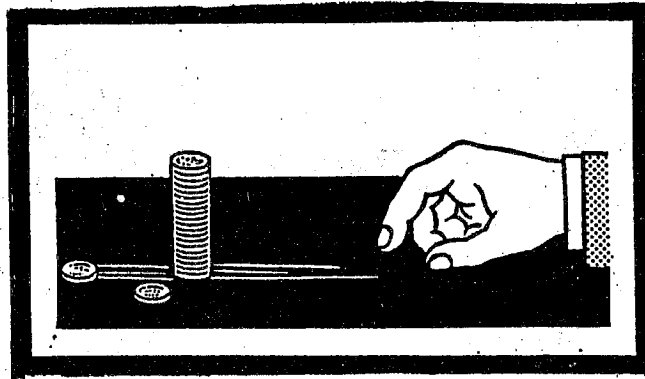
The Real Magnet Book by Mae Freeman

The First book of Science Experiments by Rose Wyler

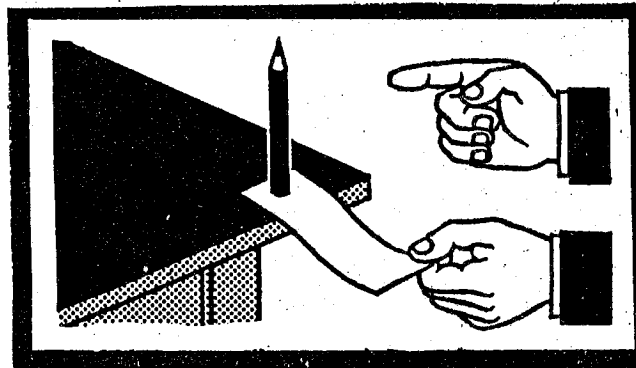
Simple Science Experiments by Hans Jurgen Press (Discover Toys)

## INERTIA

Place about 20 coins of the same value in a pile on a smooth table. How can you take away the coins one at a time from below, without touching them? Flip another coin sharply with your finger so that it hits the bottom coin and shoots it away. If you aim well, you can shoot away all the coins in this way. The inertia of the coin column is so great that the force of the flipped coin is not sufficient to move it or completely overturn it.



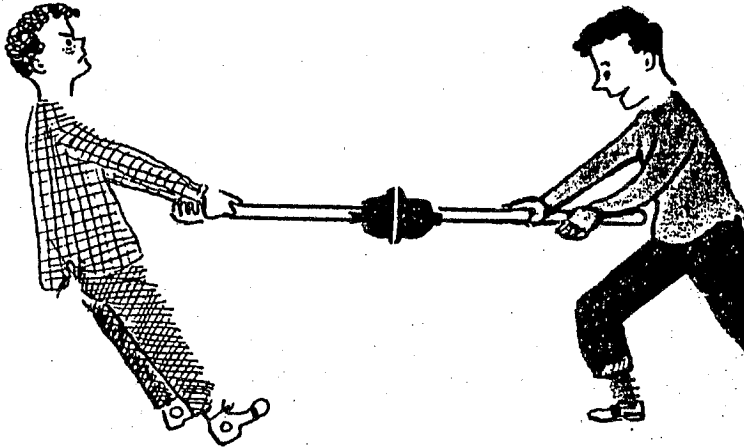
Hold a strip of paper over a smooth table edge and place a pencil on it. Can you remove the paper without touching the pencil or knocking it over? The pencil will certainly fall if you pull the paper away slowly. The experiment works if you take the paper away in an instant by hitting it with your finger. Each body tries to remain in the position or state of motion in which it finds itself. The pencil resists the rapid movement, so that it remains where it is and does not tip over.



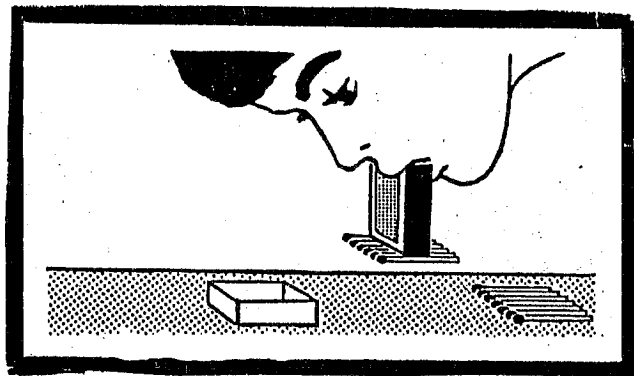
## AIR PRESSURE

### Air Pressure Tug-Of-War

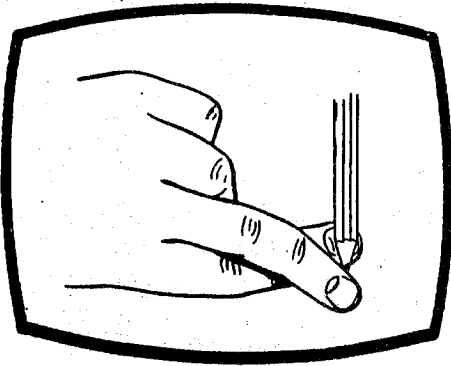
Clap two sink pads or plungers together so that they fit tightly. Ask a friend to pull on one while you pull the other. You can't pull them apart. But just let the air get in between the pads or plungers and presto! they separate.



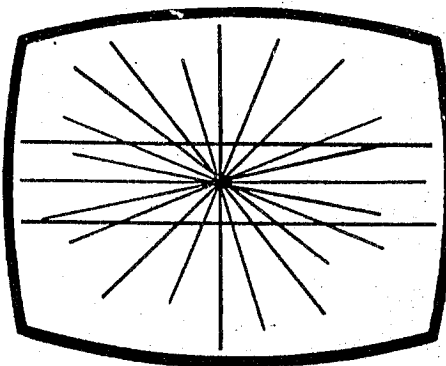
It is simple, using air, to lift matches from the table into their box. Hold the case between your lips and lower it over the matches. Draw a deep breath, and the matches hang on to the bottom of the case as though they were stuck on. By drawing in breath you produce a dilution of the air, in the case. Air pressure pushes the matches from underneath towards the opening. Even a single match can be raised in this way, if the air is drawn in sharply.



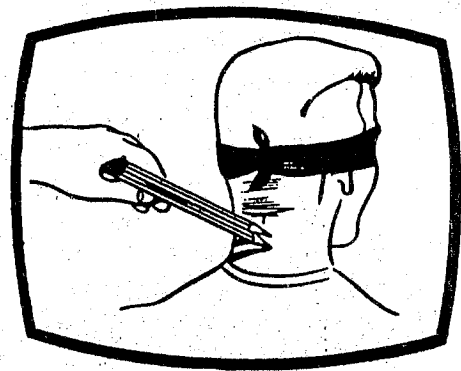
## ILLUSIONS



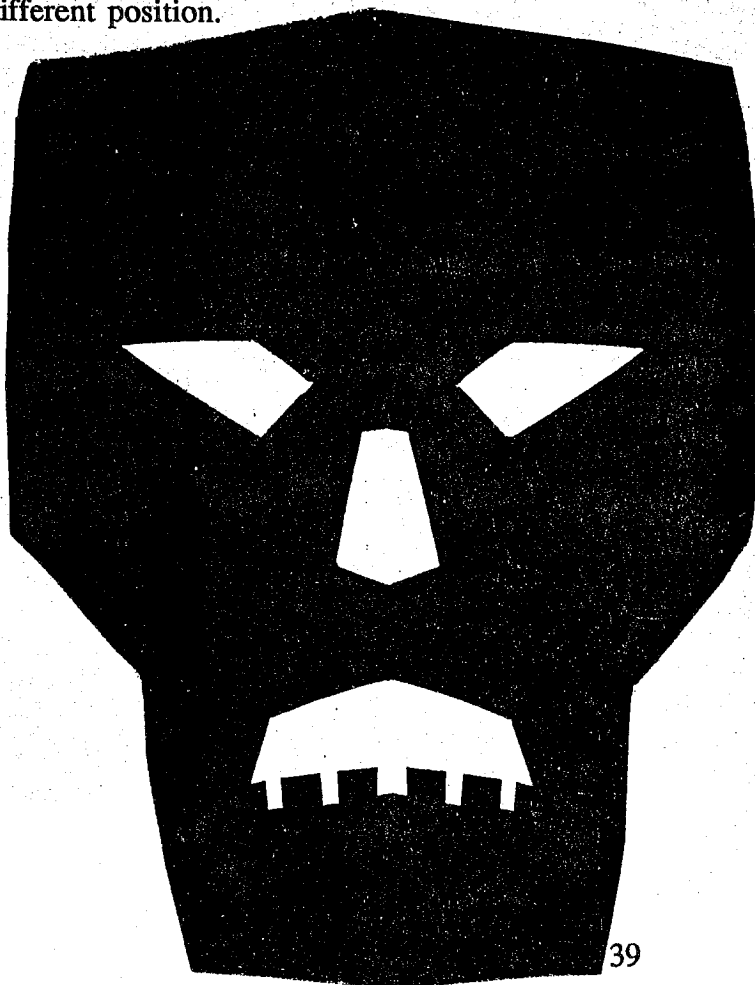
Touch a pencil to the crossed fingers of a blindfolded person. He thinks there are two pencils because he feels them on opposite sides of fingers that are normally in a different position.



Are the horizontal lines straight or curved? Place a ruler on each line and note that they are straight. Your sense of sight is easily fooled.



Place the points of two pencils held closely together against the back of a blindfolded person's neck. He feels them as one point. But when touched to his finger he feels two. The sense of touch is much more sensitive in the fingers than on the back of the neck.



## THE GHOST OF A GHOST

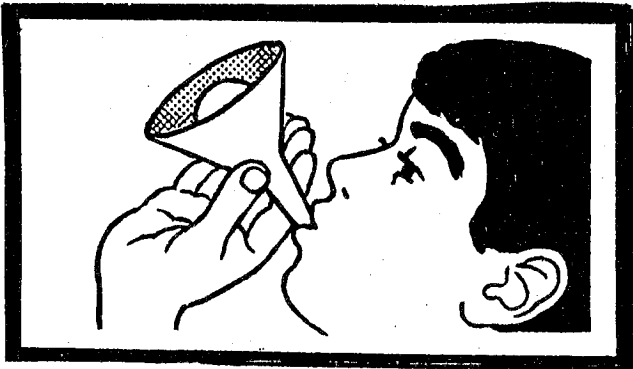
Hold this page under a bright light and stare at the black ghost.

Now look at a blank wall.

In a minute or two the ghost of the ghost will appear on the wall. But this time it will have black eyes, nose, and teeth!

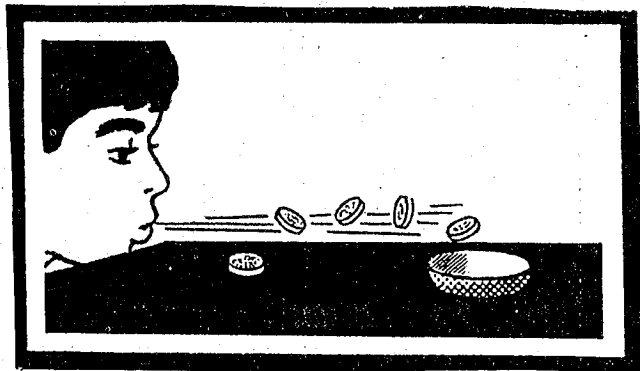
## BALANCING

If you place a button on a cup so that only the edges are in contact, it will fall off at once. No-one would think that the button would remain on the rim of the cup if you fixed yet another weight on to it. And yet it is possible. If you fix two kitchen forks over the button and then place it on the rim of the cup, it will remain in this position. The bent for handles, whose ends are particularly heavy and reach sideways round the cup, move the center of gravity of the button exactly over the rim of the cup, so that the whole set-up is in balance.



Place a table tennis ball in a funnel, hold it with the mouth sloping upwards, and blow as hard as you can through the spout. You would hardly believe it, but nobody can manage to blow the ball out. The air current does not hit the ball, as one would assume, with its full force. It separates and pushes through the places where the ball rests on the funnel. At these points the air pressure is lowered according to Bernoulli's law, and the external air pressure pushes the ball firmly into the mouth of the funnel.

Lay a sixpence or a dime four inches from the edge of the table and place a shallow dish eight inches beyond it. How can you blow the coin into the dish? You will never do it if you blow at the coin from the front - on the false assumption that the air will be blown under the coin because of the unevenness of the table and lift it up. It will only be transferred to the dish if you blow once sharply about two inches horizontally above it. The pressure above the coin is reduced, the surrounding air, which is at normal pressure, flows in from all directions and lifts the coin. It goes into the air current and spins into the dish.





## CASTLE

### Supplies:

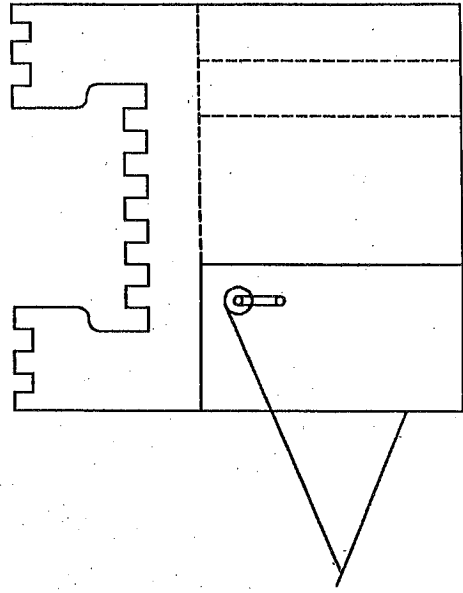
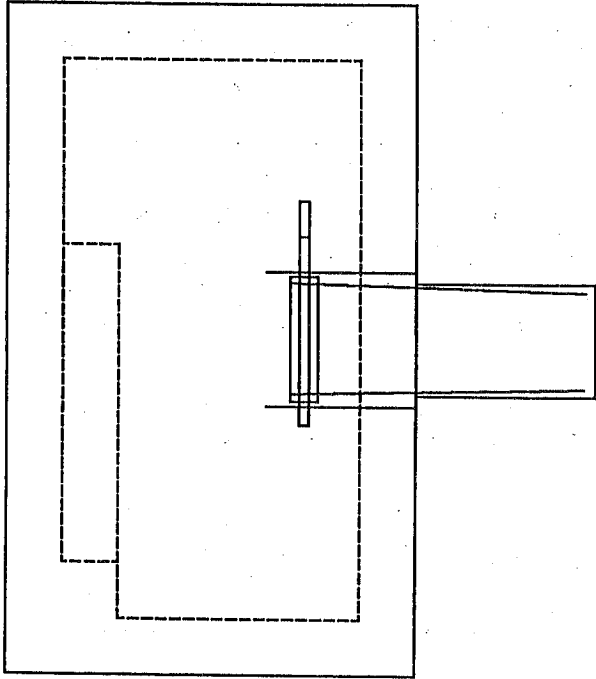
1 box (17 5/8" w x 12" h x 11 5/8" d)	heavy duty thread
1 solid box lid for above box	scrap cardboard
6 - 12 6-penny finishing nails (weight)	tape
1 1/4" dowel	paint
1 2 1/4" spool	coat hanger

Start with a box 17 5/8" x 11 5/8" or any copy paper box. Make a pattern for the turrets using one from the side view. All measurements are approximate and to be used only as a guide, be creative!

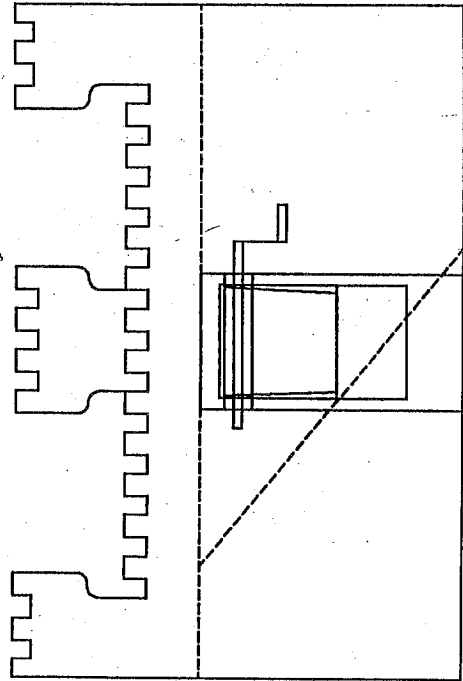
1. Use the pattern to mark out your turrets.
2. Next divide the space between the bottoms of the turrets into equal distances, these will be the spaces and parts of the parapet.
3. Cut the turrets and parapet all at once, this will give a clean look to each side.
4. Measure the center of the box and mark it. Measure 1 1/2" either side of the mark and make 4 marks (2--1 1/2" from the bottom and 2--5" up from there)/ This is your drawbridge. Connect all the marks and cut out the top and 2 sides leaving the bottom as a hinge. Double tape the hinge so it will not tear (figure 1).
5. From your scrap cardboard, cut a piece 12 1/2"w x 8"h and divide it into thirds, approximately 4" sections. Fold into a "U" shape and put it inside of the drawbridge closed side to the hole. Cut away the cardboard to the size of the drawbridge gate. Piece should be as high as bottom of parapet (figure 2).
6. Slide spool on the dowel and fasten with tape or glue. Put the thread or string on either side of the spool and run it through 2 holes in drawbridge and back to the other side of the spool.
7. Take a coat hanger and cut-off a 6" section. Twist this around the end of the dowel to form the crank.
8. Insert 6 penny finishing nails in corrugation for weight and tape opening.
9. Measure the inside of the castle and cut the box lid to that size. Measure 1 1/2" in on the front and 2 sides and 3" in the back, cut out the center piece (figure 3).
10. On the back cut the ramp 1 1/2" wide and 14" long. Drop it down and tape or glue to the castle floor (figure 4).

# CASTLE

Top

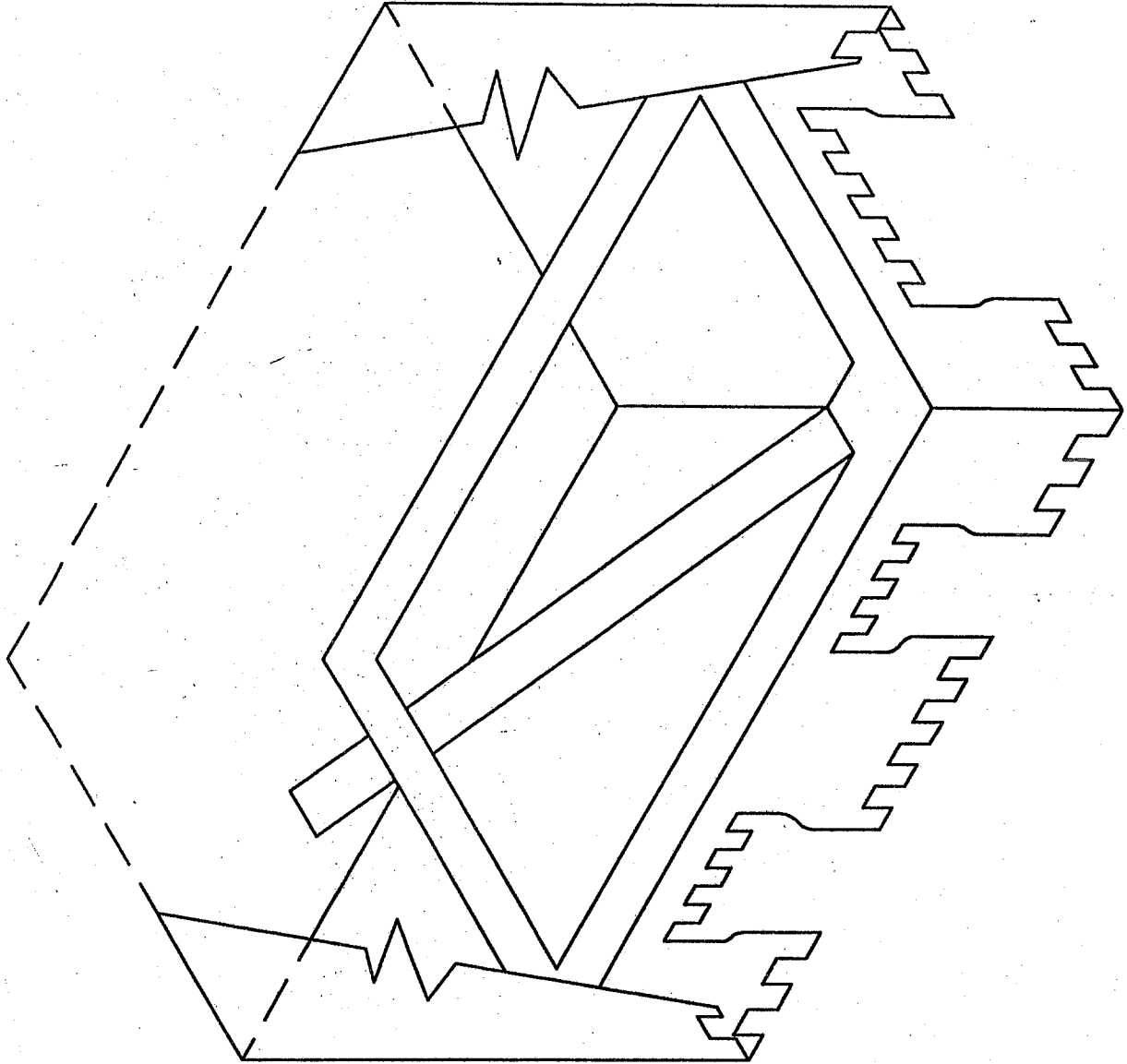


Side



Front

Figure 3



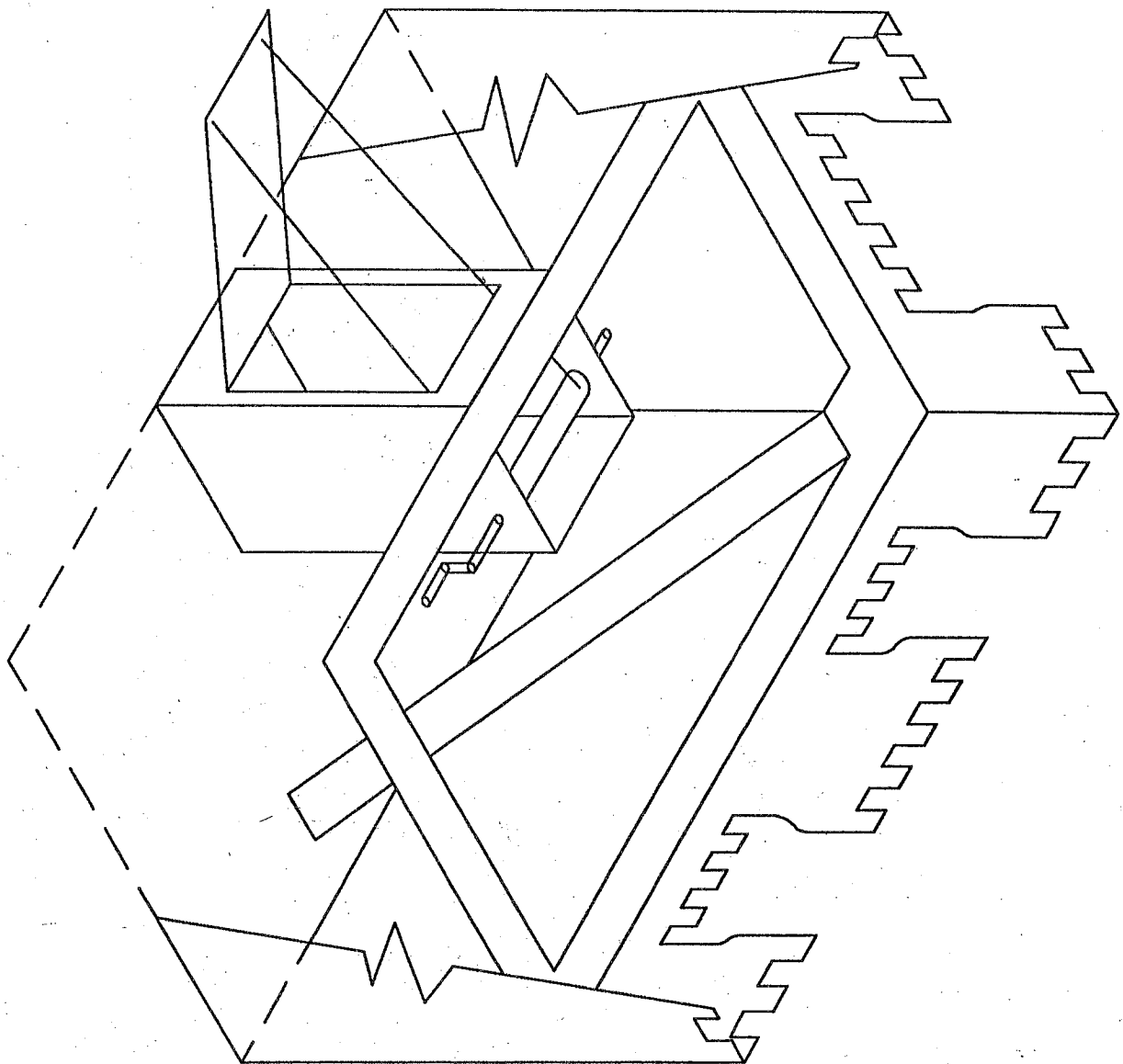
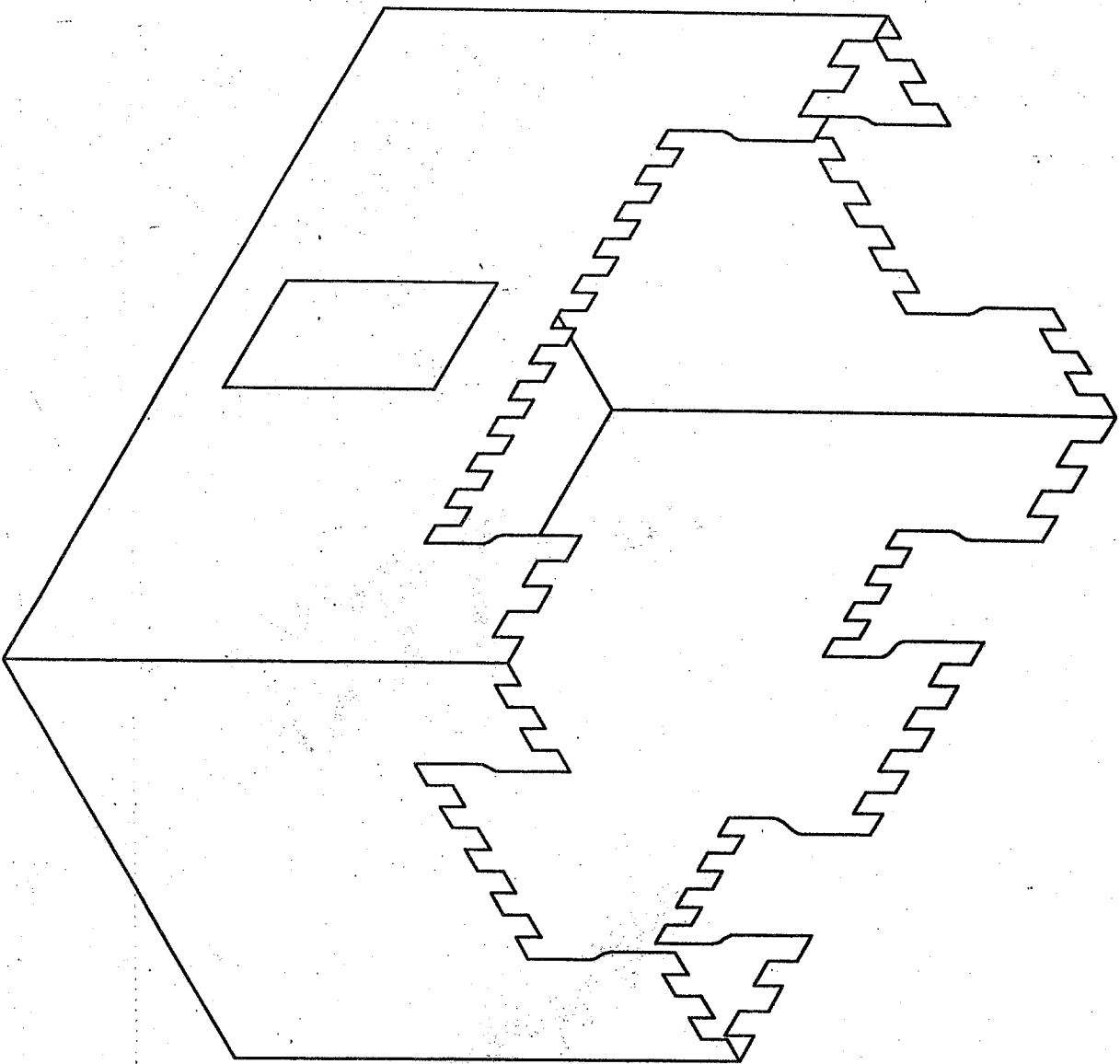


Figure 4

Figure 1



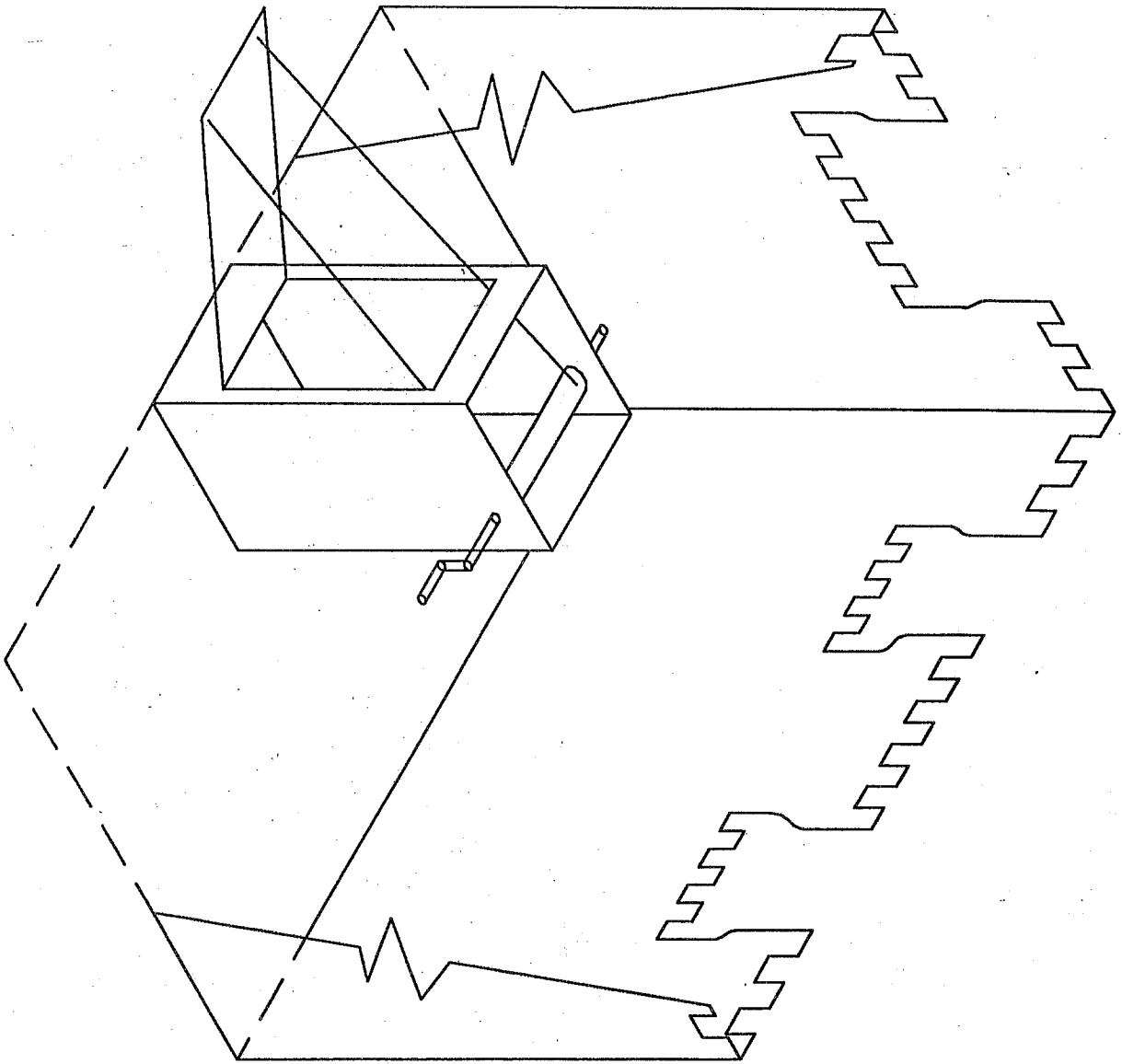
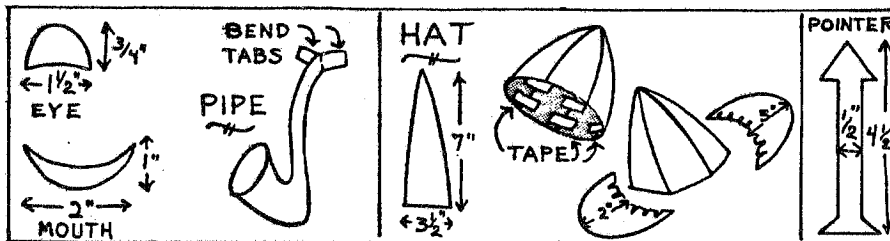


Figure 2



wide; the front brim is 2" deep and the back is 3" deep. Add tabs to glue inside the crown. Add a small yarn bow to the top of the hat. Color the hat with a felt marker for a tweed effect.

Use a 9" paper plate to make a dial. From another plate, cut a pointer, as shown. Attach the pointer to the dial with a paper fastener, being sure it will spin freely. Glue the dial to the body.

Write questions on fire safety on pieces of paper; write the answers on other papers. Number the questions and answers. Roll them up and insert them in holes cut in the detective's body (add

corresponding numbers above the holes). Have the questions on one side of the body and the answers on the other side. To play, spin the pointer and answer the question indicated.

Ideas for questions are given below; make up more of your own. Some of the answers are incomplete, but they do present a few basic rules of fire safety we hope you'll never have to use.

Contact your local fire department or fire prevention bureau for more complete information and literature to pass on to your group. You will find them most cooperative.

#### Questions

1. What do you do if your clothing catches on fire?
2. How do you escape from a smoke-filled area?
3. What is the telephone number of your local fire department?
4. Should bedroom doors be opened or closed at night?
5. If there is a fire in your building, do you open the door of the room you're in?
6. What do you do with frayed or cracked electrical cords?
7. Name four places you never run electrical cords.
8. What do you do in case of a small cooking fire on the stove?
9. What do you do for small electrical fires (wires, motors)?

#### Answers

1. To smother the flames, wrap yourself in a coat, rug or blanket, or roll on the ground. Never run.
2. Crawl along the floor; take short breaths, breathing through your

nose; if possible, cover your face with a damp cloth.

3. If you do not know, shame on you! Look it up right now, and paste the number, along with other emergency numbers, on your telephone.

4. Bedroom doors should be closed. Fire and smoke will take longer to enter the room.

5. No. First, feel the door. If it is hot to the touch, do not open. If the door is not hot, brace yourself against it and cautiously open it.

6. Throw them out. Never patch.

7. Cords should never be run under rugs, through doorways, near heat sources, or through water.

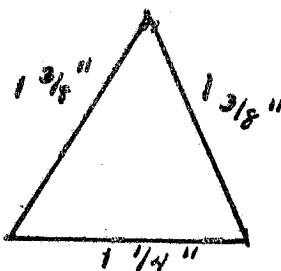
8. Turn off the heat and cover the pan completely, watching out for yourself and clothing. Call the fire department. Use a recommended extinguisher or baking soda on the fire. Never use water!

9. Unplug the appliance, if possible. Call the fire department. Use a recommended extinguisher or baking soda. Never use water!

(67)

PACK-O-FUN

Birch Bark Canoe  
Cut two of these out



Add to page 12

